“Creative nostalgia reveals the fantasies of the age, and it is in those fantasies and potentialities that the future is born. One is nostalgic not for the past the way it was, but for the past the way it could have been. It is this past perfect that one strives to realize in the future.”


This workshop will focus on methods of representing intervention projects—projects in which old buildings are used to make new designs.

We will begin with a survey of different intervention projects, focusing on the tools the architects chose to represent them, including drawings, models, and other media. We will look at new high-tech tools including 3D scanning, augmented reality, and projection which are used as supplementary methods for representing layers of building history.

Each student will pick an existing intervention project and spend the first half of the course developing a system for drawing and modeling the old and the new and their interface.

In the second half of the course we will choose a common representational system, based on research from the first half of the course, and make a series of drawings and models of existing intervention projects that take different approaches to intervention, to facilitate comparative conversations about the projects. The workshop will result in a cohesive body of work intended to form the basis for an exhibition on creative intervention.