

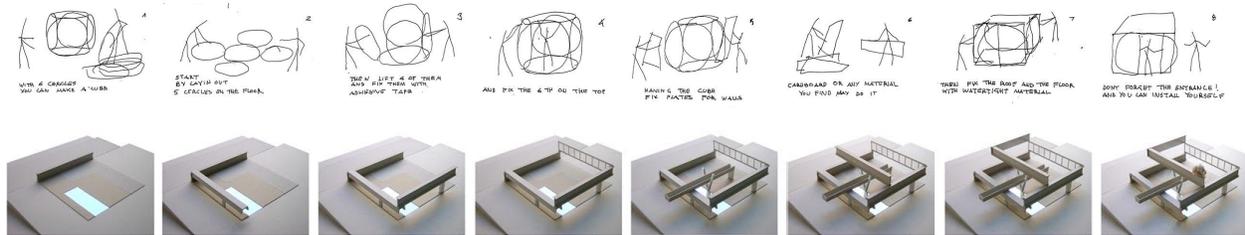
MATERIAL DIVERSIONS : OFF-THE-SHELF (ARCH 8803; CRN: 92145)

School of Architecture / College of Design / Georgia Institute of Technology

Research Workshop - Fall 2018 - Fridays 9AM-12PM @DFL

Open all students, priority given first to 3rd year graduate students (not taking studio with same instructor) and second to undergraduate seniors; limit of 14 students

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Mobile Architecture: House for Refugees by Yona Friedman (above), Hemeroscopium House by Ensemble Studio (below)

Course Description:

MATERIAL DIVERSIONS is a space for experimentation. A space for *Action Design*. A testing ground that seeks to connect our head with our hands and our hands with the materials that build architecture. It is through this intimate encounter that we can understand, learn and unlearn, maybe then innovate.

As part of Material Diversions, OFF-THE-SHELF places the focus at the intersection between regimentation and freedom, critical dichotomy of our contemporary culture and life. Standardization enables a shared technical language, the simplification (order) of complex worlds, interchangeability of services and parts, affordability of products through economies of scale... but the downside effect is sometimes flattening repetition, automatic application, the perpetuation of mediocre or obsolete practices, or the disappearance of the local and the arbitrary. Standards -whether inherited, enforced or agreed- can be at times liberating and at times suffocating, but despite their normative condition, standards are there to be updated, challenged and reimagined. A flexible space for customization, experimentation and reinvention that can inform the next generation of standards is very much needed.

Research Methodology:

With this framework, through analyzing the material nature, production methods and typical applications of ready-made constructive units, alternative uses to the prescribed ones are tested, structures built and spaces imagined without the constraints of specific programs or sites.

Through an iterative design process of making like sketching, students develop from experiments to prototypes of discovered solutions, understanding the limitations of the materials and products they work with while exploiting their untapped possibilities. Empirical work is carried out both as scientists and jazz artists -carefully monitoring each step and using improvisation as creative tool- encouraging productive discovery from experiments as a way of inspiration and evolution of the work.

From physical construction, to digital scanning, to audiovisual documents and instruction manuals, media -the necessary ally for design production and dissemination- is also understood as site for creative exploration.

Course Requirements:

This course welcomes any student who has the ability to observe, question, react, test, fail and persevere; who is able to venture into the unknown and enjoy the space of uncertainty; who is able to work autonomously while sharing ideas and actions that build a collective project; and who is willing to have active participation in this adventure in the class and through collaborative online platforms.