BAU

Taller de modelado y Microarquitectura



www.mediodesign.com



www.lam.to.it



The goal of the course is to to experience a dimension of design between architecture and interior, a dimension big enough not to be a product, small enough not to be architecture.

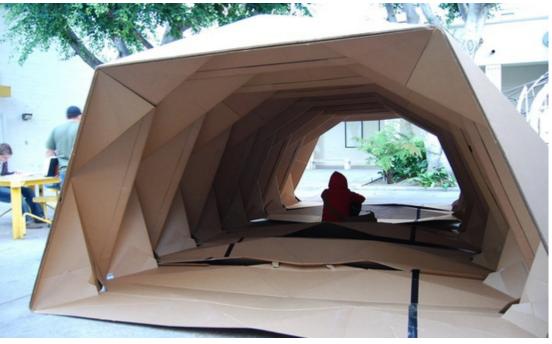
In the course we will investigate our proximal space examining relations between body and space.







Winnipeg Skating Shelters - Patkau Architects



Total Furniture Unit - Joe Colombo

Cardborigami | Instant Space | Tina Hovsepian | Archinect

http://pinterest.com/lupacri/ taller-de-modelado-y-microarquitectura/













Space is the boundless three-dimensional extent in which objects exist and events occur and have relative position and direction.

Physical space is often conceived in three linear dimensions, although modern physicists usually consider it, with time, to be part of a boundless four-dimensional continuum known as spacetime.



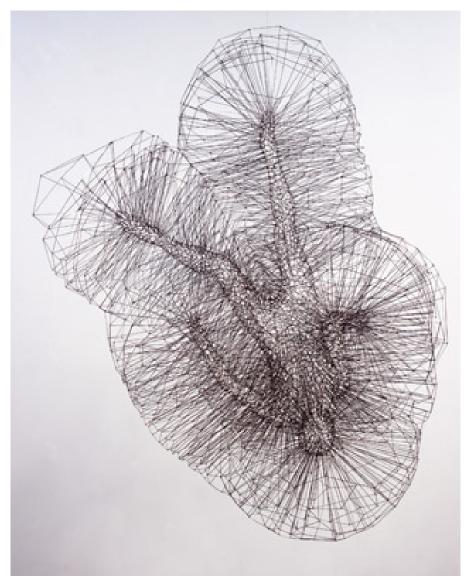


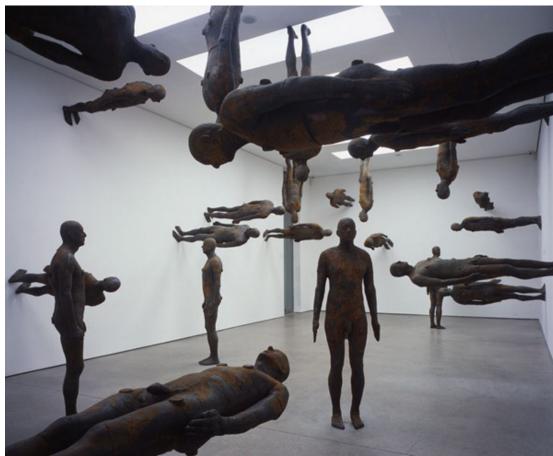


Ron Mueck



Body and Space





Antony Gormley















This is a place like an amorphous landscape with a new experience of various senses of distances. Inhabitants discover, rather than being prescribed, various functionalities in these convolutions.

Wooden house /











BRIEF

Taller de modelado.y Microarquitectura

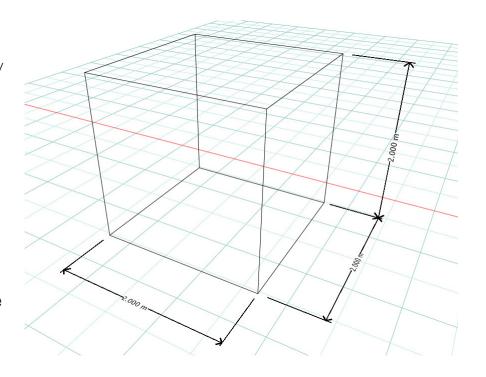
What

Students will design a space traslating one of the followign concepts/activities into space:

Love, Rest, Contemplate, Meditate, Play, Listen, Eat, Pray



The installetion of the students will take a maximunt amount of space of 2m x 2 m x 2m, everything has to fit this maximum space, there is no limit for about the minimum space.



Basic Attributes of the designed Space Light - Heavy - Light - Dark - Open - Closed - Smooth - Rough - Empty - Full -

Light – Heavy - Light – Dark - Open – Closed - Smooth – Rough - Empty – Full - Sunny – Shady - Orderly – Chaotic - Silent – Noisy - Natural- Artificial - Warm – Cold - Sharp – Soft - Private – Public - Calm – Excited - Comfortable - Uncomfortable









Any given pubblic space is good to insert the project.

The students will determine ahead the location.

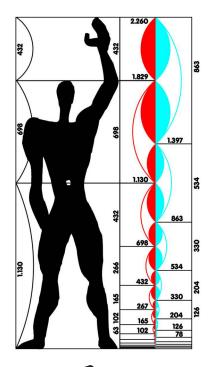
They will think about how they experience the space:

How do you enter?
From where?
What do you do inside?
For how long?
What happen outside?
What do you hear?
Are you able to see outside?
Are "they able to see inside"?









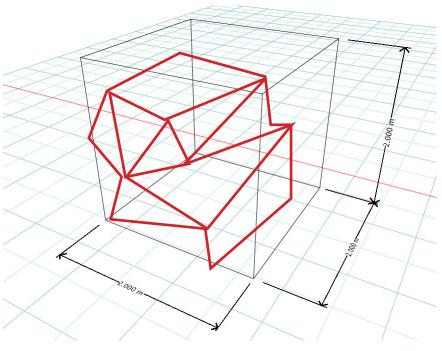
User Observation

Experince your proximal space, map your movement and body.

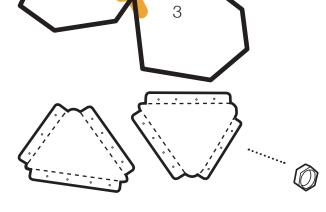
Work on Shape get to know costrains of building a shelter: joints, structures, stability, feasability.

Inspect modules

Build it up









2 boards 205 x 240 of mdf 5 mm thick (14,76 kg)



MARC - MARZO - MARCH

Research. Ricerca.

March will be left to the research part, In this period the students will get all the informations worth to pro- duce the projects in April and May.

Nel mese di Marzo gli studenti si occuperanno della ricerca necessaria ad affrontare il progetto con i dati e le conoscenze di base necessarie per produrre il progetto nei mesi di Aprile e Maggio.

1. MARCH - /I AM

Brief - Introduction to Microarchitecture and Proximal Space

15. MARCH - MedioDesign

Digital Fabbrication - from cad cam to cnc - materials - 3d paths ...

ABRIL - APRILE - APRIL | MAIG - MAGGIO - MAY

From Concept to Project.

Dall'idea al progetto.

According with the process of digital design there will be no signed separation between concept and final- project, the students will experience a no-gap workflow to get the main point of producing a project in the design era.

In accordo con i principi di "digital design" non ci sarà netta separazione tra le varie fasi di progetto quali ideazione e produzione, in questo modo gli studenti faranno esperienca del flusso di lavoro continuo per apprendere il signifiacato di produrre un progetto nell'era digitale.

5. APRIL - /LAM

Mock up concept.

19. APRII - M.D.

Final Mock up

3. MAGGIO - /LAM

Final Mock up - unfolding - cad drawings for production.

17. MAGGIO - M.D.

Unfolded Mock-up - Final cad drawings for production.

31. MAGGIO - M.D. /LAM

Set up and Presentation



3 projects of MicroArchitectures

3 mock up folding and joining paper

User observation:

Map of the body in the space (20 pictures front view \ 20 pictures side view) Select the "negative space" between body and shelter.

Map of the location (boundary of the chosen spot)

Pictures of chosen space

People flowing lines

