

DS18_2018/19

MONSOON ASSEMBLAGES MYANMAR

COSMOPOLITICAL DESIGN IN A MONSOONAL RIVER BASIN

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BRIEF 6: FROM INSTRUMENT TO COSMOPOLITICAL FORUM

24 January 2019 – 22/23 May 2019



Nerea Calvillo. Yellow Dust. Seoul Biennale of Architecture and Urbanism 2017.
<https://warwick.ac.uk/fac/soc/impact/visualisingairpollution/>



Eric Miralles and Benedetta Tagliabue Scottish Parliament Building. Source:
https://commons.wikimedia.org/wiki/File:Scottish_Parliament_Debating_Chamber_3.jpg

AIM

The objective of the final, semester long brief of the year is to take you through a series of steps to unlock the potential of your first semester's work to generate the architecture of a new cosmopolitical institution in which the entity you have been researching and its human interlocuters negotiate a shared future on the changing earth (atmospheric, terrestrial, oceanic). In other words, it is an imaginary forum in which non-human and human entities confront each other in addressing questions of how to coexist on an increasingly damaged, earth.

This requires you to:

- develop a program for a new kind of institution in which a range of entities, human and non-human alike gather to address questions of common concern. This should include (i) non-human entity/ies (ii) human entities (iii) a space of exchange between them (iii) instrument/s for registering / representing and communicating your entity's life world (which could be sensorial or technological or both) (vi) programmatic back up to support these functions.
- select a site on which to locate this institution
- develop an urban / territorial strategy for this site
- design the architecture to house this institution
- select an architectural element (light, sound, surface, sectional relations, texture, massing etc.) through which to explore in detail in relation to its role in the human-non-human relations your institute will construct.

DESCRIPTION

During the first semester, you investigated an entity undergoing imperceptible (to humans) spatial, material, chemical, behavioral or other change due to climatic, political, economic, or socio-cultural pressures in the Ayeyarwady-Chindwin River Basin and designed an instrument to record and make these changes perceptible to humans. This brief requires that you make these changes to an entity's environment the basis of a new institution in which it and its human interlocuters negotiate a shared, though damaged future. You need to ask your selves who or how your entity is represented, who or how it negotiates with, what forum is appropriate to this negotiation and how to give it form.

In *Politics of Nature*, Bruno Latour proposes a model for a public realm in which publics (plural) are mobilized around matters of common concern, or what he calls 'things.' Frei and Bohlen remind us in *MicroPublicPlaces* that the word 'thing' originally meant an assembly or a courtroom where people gathered to discuss a matter of concern. A thing is not a material object, but something one takes part in. These days, things are complicated networks of globally extending relations. You are asked to design a new public place that gathers humans and non-humans around a thing they have in common. Non humans (the earth, climate change, polluted water etc.) are to be given a voice in this dialogue, through self representation or being represented by science, technology and / or aesthetics. You are required to design the constitution or set of rules for this public realm that will allow participants who do not agree to present their points of view; you are required to design a place where they can gather, both physically and virtually, to speak, deliberate and act in concert. This will include:

- a new institutional architecture to construct relationships amongst participants
- links between the local and the global, human experience and data, science and aesthetics, the real and the virtual

The programmatic / spatial models for this are the courtroom, the assembly hall, the tea house, the reading room, the exhibition space, the art gallery, the political negotiating chamber, the embassy or another that you may propose. Each of these sets up different kind of relationships between the participants. You are required to select a spatial model from one of these and study it in order to understand its spatial rules and protocols and their potential as the basis for your project.

PROCESS

This brief will proceed in four stages:

STAGE 1: Programme Definition and Precedent Study (Thur 24 Jan – Mon 04 Feb)

Begin this brief by asking the following questions: how or through whom will your entity be represented (will it represent itself / through science / through aesthetics?); who will it negotiate with (what kinds of people?); what forum is appropriate to this negotiation (is your aim to construct an audience / a diplomatic forum / a trial / a political negotiation?) Select typological precedents that most closely aligns with this idea. Study the spatial relations and protocols they set up.

Output: 3 x 420 x 420 drawings:

- (1) Describing your scenario (photographs and diagrams)
- (2) Identifying typological precedents and analyzing their spatial relations (photographs and diagrams)
- (3) Defining a site for your project (a site plan at an urban scale)

STAGE 2: Design Workshop (Mon 28 Jan)

10.00 – 12.00 Presentation of Programme Definition and Precedent Study Drawings

13.00 – 16.00 Develop spatial and organisational studies for your institution using hand drawings and hand built models. Bring pencils, paper and sketch model building materials into the studio. The focus should be studies of spatial organisation and spatial connections at urban and architectural scales.

16.00 – 18.00 Pin-up and peer review

Outputs: Hand drawn sketches and rough spatial organisation models

STAGE 3: Design Development 1 (Mon 29 Jan - Thur 21 Feb, 3.5 weeks)

Design Development 1: The initial studies should be taken into the computer. These should cover architectural and urban scales focusing on spatial organisation, spatial connections and materiality.

Thur 21 Feb CROSS REVIEW 1

Outputs: Initial studies and Design Development 1, to include a name, site organisation and spatial layout drawings, 3d physical and digital sketch models. The aim should be an urban strategy and a building resolved at an overall spatial organisational level.

STAGE 4: Design Development 2 (Fri 22 Feb – Thursday 14 March, 3 weeks)

Design Development 2: The focus of this stage will be the identification and exploration of an architectural element (light, sound, surface, sectional relations, texture, massing etc.) through which to heighten the human-non-human relations your institute will construct. This stage will end with the TS Review on Mon 11 or Thur 14 Marc (tbc by TS staff).

Outputs: A critical detail/s for discussion with TS staff.

STAGE 5: Design Development 3 (Fri 15 March – Thur 11 April, 4 weeks)

Design Development 3: Working up of fully represented first draft of proposal to include plans, sections and 3d studies at urban, architectural and detail scales.

Thur 11 April END OF TERM REVIEW

Outputs: Fully represented first draft of proposal, including working models, 3d drawings and plans, sections and 3d studies at an architectural and urban scales.

VACATION

STAGE 6 Presentation (Mon 29 April –Wed 22 / Th 23 May, 3,5 weeks)

Final revision of projects, preparation of final portfolios.

Wed 22 May Portfolio Hand-in March 1

Thur 23 May Portfolio Hand-in March 2

Outputs: Physical and digital portfolios of Sem 1 and Sem 2 work.

This schedule is summarised on the accompanying semester 2+ 3 schedule:

REFERENCES

Required Readings:

- * Frei, H. and Bohlen, M. (2010). *MicroPublicPlaces*. Situated Technologies Pamphlet 6. New York: Architectural League <http://www.situatedtechnologies.net/?q=node/104>
- Latour, B. (2005). 'From Realpolitik to Dingpolitik or How to Make Things Public.' <http://www.bruno-latour.fr/sites/default/files/downloads/96-MTP-DING.pdf>

Additional reading:

- Latour, B. (2004). *Politics of Nature. How to bring the Science into Democracy*. Cambridge, MA.: Harvard University Press.
- Latour, B. and Weibel, P. (2005). *Making Things Public: Atmospheres of Democracy*. Cambridge, MA.: MIT Press and <http://www.bruno-latour.fr/node/333>
- Yaneva, A. (2015). *What is Cosmopolitical Design? Design, Nature and the Built Environment*. London: Routledge.

PRECEDENT / INSPIRATION

- Ant Farm. Dolphin Embassy. <http://www.hiddenarchitecture.net/2016/02/dolphin-embassy.html>
- Ants of the Prairie. <http://www.antsoftheprairie.com/>
- EcoLogicStudio. <http://www.ecologicstudio.com/v2/index.php>
- Eric Miralles and Benedetta Tagliabue. Scottish Parliament Building.
- Eric Rothfeder. Embassy Spectograph (booklet in the MONASS office).
- Forensic Architecture. Common Assembly. <http://www.decolonizing.ps/site/2011/08/exhibition-common-assembly-deterritorializing-the-palestinian-parliament/>
<https://www.forensic-architecture.org/exhibition/common-assembly/>
- Francois Roche / New Territories / R&Sie(n). Mosquito Bottleneck (<https://www.new-territories.com/mosquitos.htm>); Dusty Relief (<https://new-territories.com/roche2002bis.htm>); AquaAlta (<https://new-territories.com/waterflux08.htm>); Water FluX (<https://new-territories.com/roche%202000bis.htm>).
- Hseng Tai Lintner, From the Earths Crust. <https://www.ea-cr.eu/index.html>
- Off Shore: Institute for Extra-Continental Antagonism. <https://geoarchitecture.wordpress.com/teaching/off-shore-institute-for-extra-continental-antagonism/>
- Natasha Reid. Embassy for Refugees. <https://www.designboom.com/architecture/embassy-for-refugees-a-city-sanctuary-by-natasha-reid/>
- Nerrea Calvillo, Yellow Dust. <http://yellowdust.intheair.es/>
- Peter Sloterdijk and Gesa Mueller von der Hagen. Pneumatic Parliament. <http://www.g-i-o.com/pp1.htm>
- SCAPE. Urban Wildlife: Safari 7.
- Wolfgang Buttress. The Hive, Kew Gardens.