



NEW ORDER

THE LANGUAGE MODEL - FRAGMENT AS GENERATOR

Building on your studies of climate, tectonics, and character in the novels, and the speculations that you have followed in these conversations you are to make a fragment of the building you are make later this semester. The drafts of this fragment will be discussed in a studio workshop on Thursday 3rd. This week we ask that whatever your stage of development that you take Tuesday and Wednesday to make this draft model. We are fascinated by the non linearity of creative process, about how we can realise we know a lot about something through making it without thinking about how little we know.

The final version of this model should be large - the scale might be 1:15, 1:20 or 1:30. The scale is to be such that its width or height is 600mm, made so that the assembly, and the sense of the building can be read. You are to show your draft of this to us in drawing and paper mock ups.

The fragment is not comprehensive. It is a framed instance of the project. You might know the project you are embarking on is vast, or tiny, or not know at all. No matter. Despite how you might doubt you know enough now to start. And to start by being very specific. Do not seek to design the entity, but find it in its parts. It might be a corner. It might be a junction or threshold. Take care in deciding where to take it from, and how much you show. Its ambiguity can be an asset, its ability to reduce to essentials also. You will set aside some ideas, but these will not be lost - and may come back into the project later. Think about character, weather and material. Think about junctions and seams. Think about structure and figure.

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