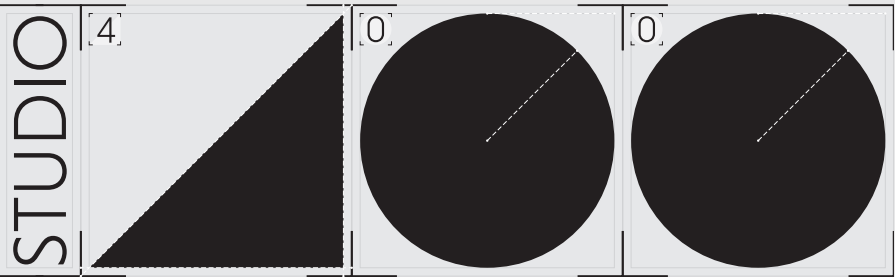
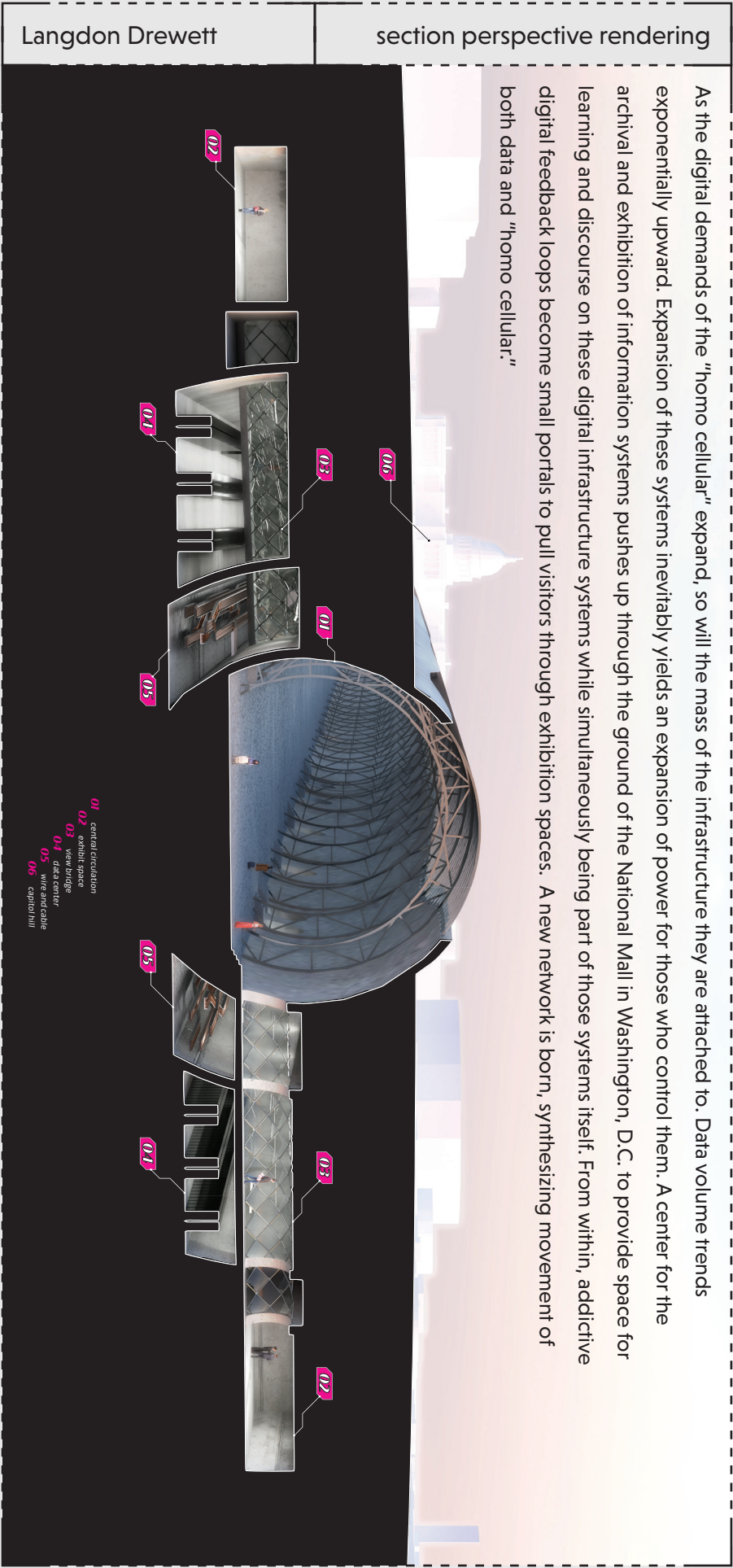


Development of a Thesis

Fall Quarter *In the Fall, students may or may not come with some idea of a direction for their thesis projects. A primary task of the thesis professor is to guide the student in a direction that situates an architectural interest in a broader context. The companion seminar class helps to instigate student research by covering a wide variety of critically relevant topics, with readings serving as starting points for independent research. The quarter culminates in a written thesis statement of at least 2500 words, with several visual artifacts showing early thinking.*

Winter Quarter *In the Winter, students will choose a site and begin to develop the written argument into one that is visual and architectural. The visual and written argument continually develop and play off of each other as development continues, and an architectural project begins to take form. The quarter culminates in Qualifying Review, marking the point of no return, where each student is critiqued by a panel of all the thesis professors. A thesis book is at roughly 75% completion, and studios have begun to plan their Spring Quarter exhibitions.*

Spring Quarter *In the Spring, studios typically begin with a week of travel, sometimes international, to experience architecture of different places as a collective. Once class resumes, it is full steam ahead, as students scramble to finish their final design while juggling creating a model, finishing their book, and putting in the necessary work to develop the studio show, which usually falls in the middle of the quarter and exhibits models (and sometimes other work) of the studio in a collective fashion. The quarter culminates in a massive show of the completed work of all 150+ thesis students, formal presentations of all the work, and a completed thesis book showing showing the argument, design, and its development.*

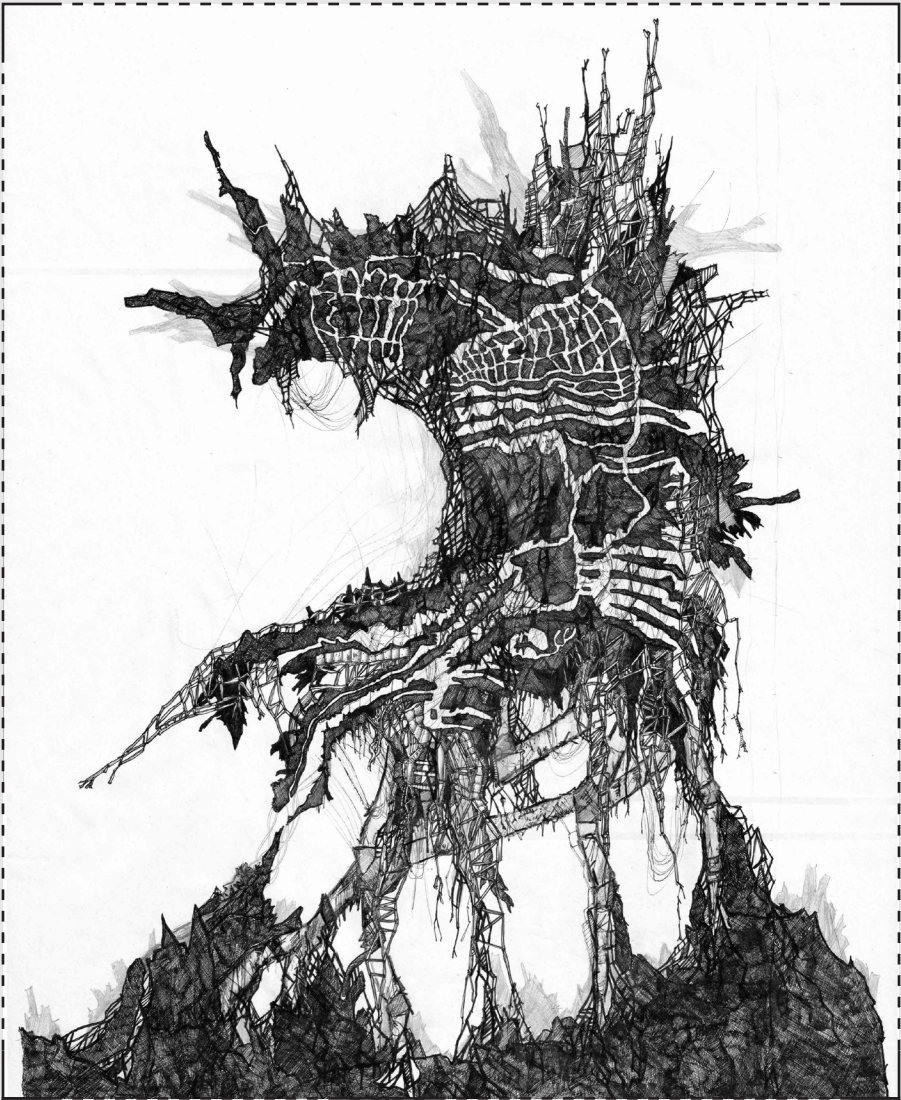


Studio 400 is a Cal Poly Architecture thesis studio occupying room 400 of the architecture building. For well over a decade, Studio 400 has been leading the way in radical thought and design amongst the 9 thesis studios with an approach based in rigorous research and writing, culminating in unique architectural projects tackling a wide variety of topics and issues. Formerly led by long-time professor Karen Lange, the 2021-22 school year is a moment of evolution for the studio under the new leadership of Emily White. As a Sci-Arc graduate and former professor she brings a similarly radical approach to architecture with extensive knowledge of current thought in academia. As a mother to two young children, she brings a lighthearted tone to keep her students engaged and in constant dialogue with each other.

The students of the 2021-22 school year are engaged in a wide variety of topics, from politics to disciplinary critiques to envisioning new rituals around death. All of these topics, through rigorous research and design, spawn inventive projects that are unique to the design sensibilities of each student. Inside this pamphlet is a small sample of some work in progress, as the students are working to develop visual arguments with a strong connection to their written thesis statements.



Student	Thesis Project
Corbin Cook	<i>Puzzling Perspectives: Augmentation of Urban Contexts</i>
Erica David	<i>Dollhouse Domesticity</i>
Jerome Deck	<i>Anthrometal: A Geologic Network for the Living and the Dead</i>
Langdon Drewett	<i>Propter Machinam [because of the machine]</i>
Juan Fernandez	<i>American Psychosis</i>
Alyssa Geertz	<i>Commune of Chisos Basin</i>
Troy Goudzwaard	<i>Choking Hazard, Small Parts!</i>
Won Jeong	<i>Disabling Accessible Architecture</i>
Grace Lauer	<i>Intimacies of Craft: Being Through Making</i>
Emily Lounds	<i>Stuff</i>
Solanda Magnuson	<i>Architecture and Film: Motion Collage as a Generative Form of Representation</i>
Abigail Meyer	<i>Reupholstered Residual Space</i>
Selin Oner	<i>The Use of Music in Architectural Design</i>
Ella Piecoup	<i>Drawing Omniscience: The Paraline Narrator Meets the Perspectival Protagonist</i>
Chloe Regan	<i>Chloe Regan</i>
Elliot Robinson	<i>Cold, Bright, Damp, and Sterile</i>
Gillian Wilhelm	<i>Aqueocentrism</i>



Jerome Deck

hand drawing

This thesis will establish a framework that will house the process of becoming Anthrometal: a metal that is produced by microbes deep within a cave-like environment that requires an accelerant of iron-rich blood donated by humans. Metal produced is not pure, but contains a fungal presence that intertwines itself within the crystalline composition of the metal. By submitting our blood and body along with our self-destructive and selfish character to the non-human collective of the geologic through the biomineralization-guided process of Anthrometal, we transform physically into our inherent crude material, becoming blended with the kinship of all things. Blended and enmeshed, the fungi of Anthrometal create a communicative memory genesis for humans to prolong into, and live beyond with the geologic.



Erica David

3D printed sectional model

This misguided dollhouse pushes the limits of our comfort within the domestic space. By replacing the traditional domestic setting of a dollhouse with a strange, almost inhospitable environment, domestic objects find new homes and uses within this altered space. In response, the play happening within the space no longer resembles traditional domestic play, moving beyond the instilling of capitalist and domestic ideals from a young age and allowing an expansion of the ideas of 'normal' in the setting of the domestic.

