**Stavros research meeting**

**Architecture**

edwin abbot- flatlands: a romance of many dimensions

Gaston Bachelard, Poetics of space – really interested in space- philosopher (poetic dimensions of space, feelings and emotions).

Wright, F. L – an American Architecture, Horizon Press: New York.

Looking at caves in Lascaux france roughly 15,000 years ago, complex of caves designed in similar ways to shopping malls today- cave paintings are distinct to different parts of the cave based on echo’s, larger echo’s means larger animals– computational media has always been around.

Renaissance art, Sant’ignazio, Rome – churches are a business how can they keep customers. Documentary of middle ages churches contrast with shopping malls, how they try to attract people. Designed with a lot of effort for wow factor. In many ways they created an immersive installation/experience that would change their connection with a church. Acoustics and sound travel gives different emotional response.

Projection mapping on the temple in Abu Dhabi, different understanding of technology emerging to create an emotional response and the future of how we relate to architecture.

Niel Spiller, Digital dreams – architects could be considered as alchemists, looking back at middle ages and how alchemists studied with elements far beyond their current tech and pushing new bounds similar to architects.

60’s – boost in arts and new age, compliment scientists and new ideas emerge.  
archigram. plug-in city, a city where nothing is static, and everything changes on what people want. Cedric price – fun Palace, a lot of work with cybernetics, computational systems.

Arab world institute (paris) architecture changes based on conditions. Based on Arabic structures circles close like a camera depending on light conditions inside and out. Stopped working so becomes static.

AI/Machine Learning – space odyssey, hal not opening pod bay doors.

J. G. Ballard – One thousand Dreams of Stellavista – psychotropic houses, houses that can change the psychological aspects and vice versa. House is considered an animal/pet, a symbiotic relationship is developed.

David Rokeby – gives critique to interactions, shows interest in the natural things we find in the world, breath in air, modify it chemically and then breath it back out. Looking for when interaction in art becomes as banal and remarkable.

**Home**Jacob von Uexkull term for a home is an Umwelt; an “enclosed within phenomenological bubbles, worlds of perception and action”.

Kirksey, E. Emergent ecologies, Duke university press: Durnam.

Kurt Schwitters, merzbau(1930) the home is a collage of things, physical, personal preferences, social media, food, drinks, consumables and tech all become what we consider home- this art is on the same line.

Reyner Banham A home is not a house- what we consider as home is not the physical space but the function, what is specific to us. This art represents that, if you have the infrastructure and all the things you like the physicality could be made out of anything it will still be considered a home to us.

Demotics (domestic robotics) computational systems to control the technology in our homes.   
  
Domestication of technology – Jaques Tati, Playtime. Smart houses are not the norm and there are problems with how to domesticate the technologies, not convenient for people to use.

Monitoring, privacy, security, ethics, configuration and repair. 1 Tbbps DDOS Attack.

Le Corbusier – five points of architecture- methodology of designing an idea house blueprint. Proposed a different measuring scale that makes sense for the human body/human being not using feet or inches, more in terms of how humans see, used to measure space so its centric of the human form. Five points are pilotis (space under the house), free façade (no constraints on design/layout), lot of windows outside views, open floor plan and a roof terrace. In many cities this standard.

3 scales are important to look at how they are affected micro(molecules particles), (Human scale), Macro (planetary, universe).