

系统治理 DEMOLITION COMPANY

OLIGARCHY STUDIO

THE ABSURD HERO SHEDS NEW LIGHT ON
THE HUMAN CONDITION

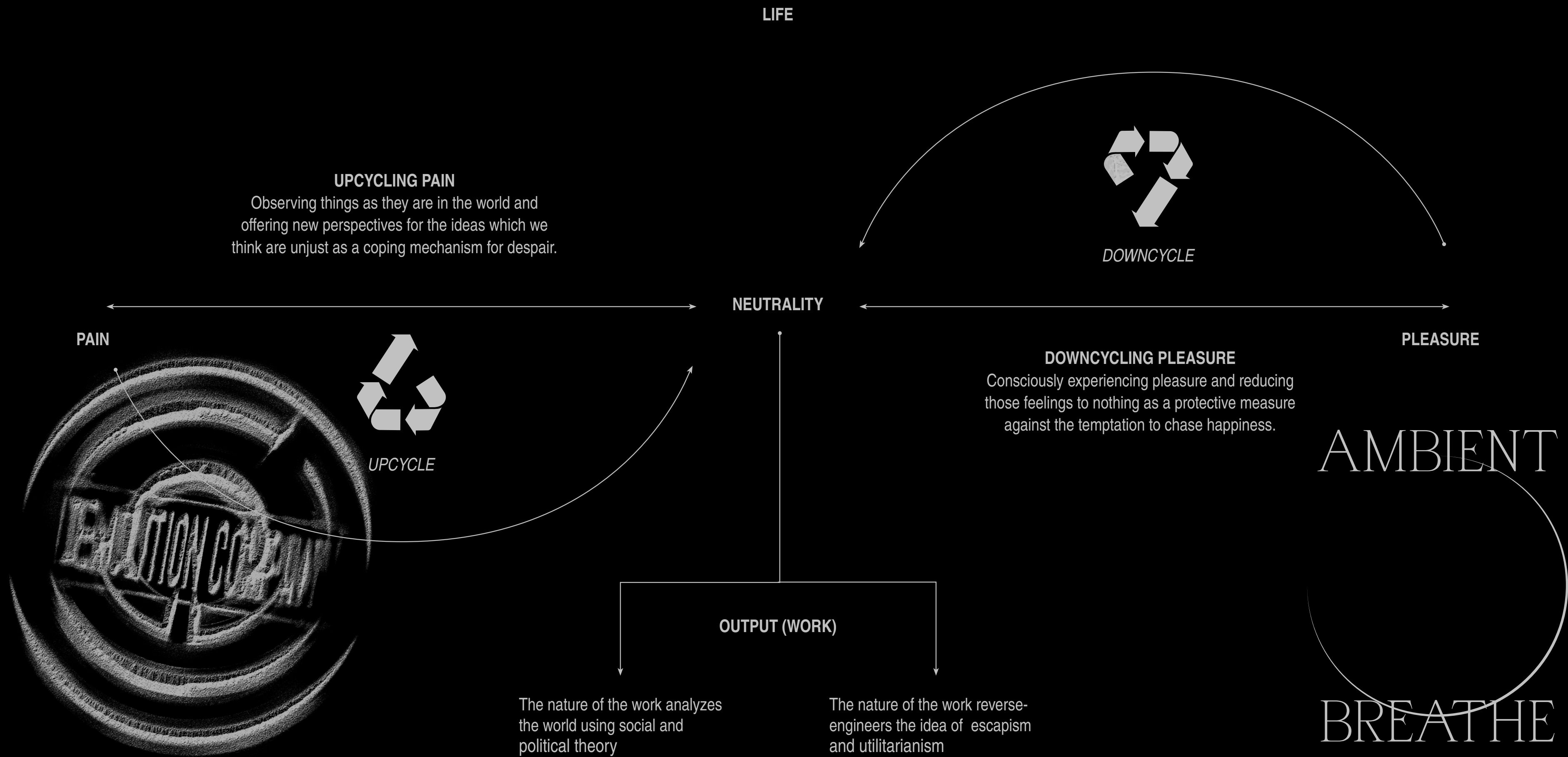
Guiding Principles

Under the human condition we are forced to experience the dichotomy of pleasure & pain.

A basic utilitarian approach to life is to seek pleasure and avoid pain. However, pursuing happiness as an end in itself ultimately creates waste; wasted time and energy spent on fleeting emotions.

Our practice focuses on repurposing both feelings in order to reach a neutral position. Pleasure is downcycled to neutralize the restless pursuit of happiness. Pain is absorbed and upcycled to neutralize the inevitable despair of human life.

Being neutral means being present and alive, not necessarily happy or pleased with existence.



DEMOLITION COMPANY is a new body of work by OGY-STUDIO exploring the theme of deconstruction, utility, and architecture. DEMOLITION COMPANY is actualized through two types of “propaganda” objects:

1. Newsprint

2. Clothing

THEMES

UTILITY AS STYLE

The DEMOLITION COMPANY newspaper is packaged as a reading experience, but empowers the reader to deconstruct the form factor of the document. The design encourages the reader to utilize the newspaper beyond its traditional form.

VISUAL LANGUAGE FOR NON POLITICAL PROPAGANDA

In our world, the newsprint posters act as propaganda. The artwork and copy has political undertones which are meant to be mass-produced and repeatedly posted on walls.

CONCEPTUAL EXPLORATIONS

More ideas we've researched over the past 2 years in
relation to the main themes

Table 1. Percent of Material Discarded During Construction

Material	Percent Discarded
Concrete	3%
Wood Products	5%
Drywall and Plasters	10%
Steel	0%
Brick and Clay Tile	4%
Asphalt Shingles	10%
Asphalt Concrete	0%

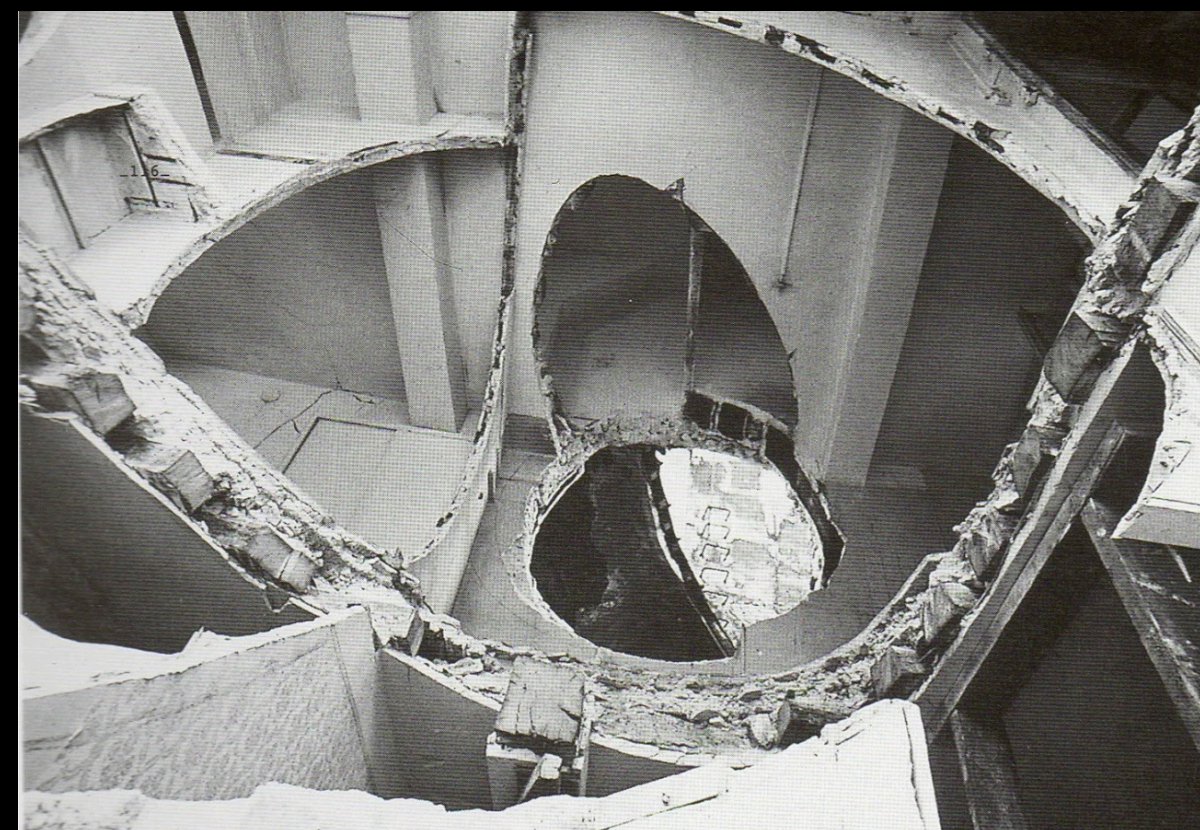
Source: DelPico (2004) and Thomas (1991)

- Upcycling waste materials (physical & digital)

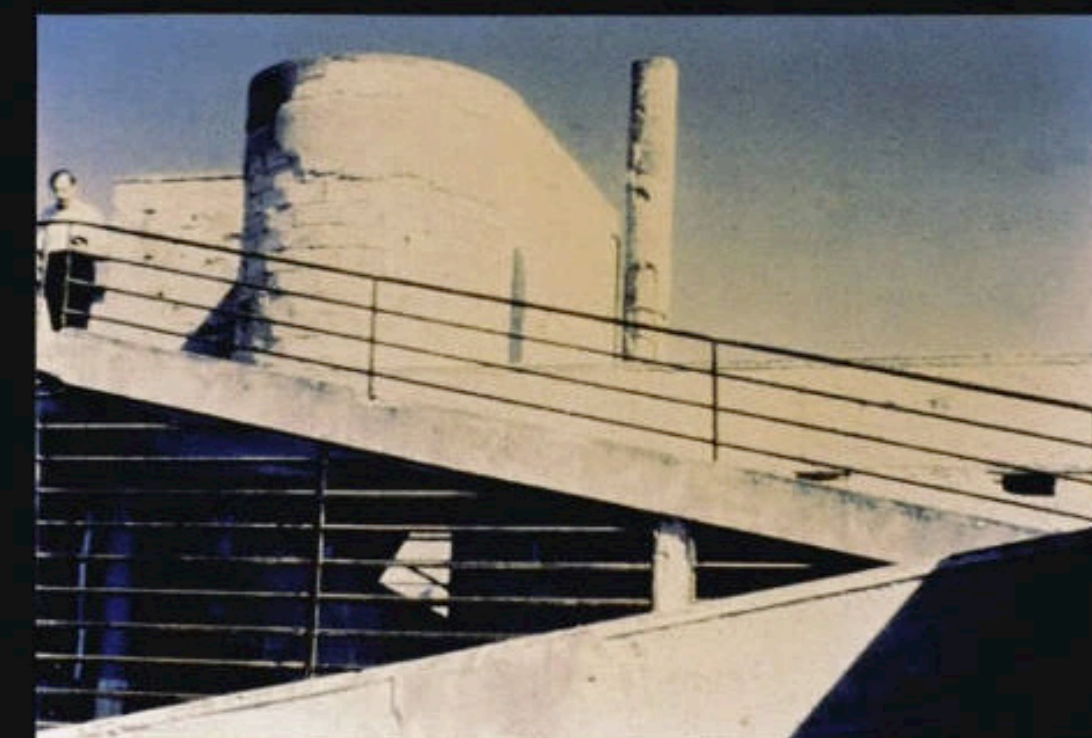
Using waste and trash to create something new. Can be interpreted as physical construction materials or digital artifacts (traces of visual material left by AI / GAN art-making processes)

- Gordon Matta Clark 'Anarchitecture'

a conflation of the words anarchy and architecture, to suggest an interest in voids, gaps, and left-over spaces



The most architectural thing
about this building is
the state of decay in which it is.



Architecture only survives
where it negates the form that
society expects of it.
Where it negates itself by
transgressing the limits that
history has set for it.

- Decay as Demolition

CONCEPTUAL EXPLORATIONS (CONT'D)

- No New Development

A call for sustainable architectural practices. We don't need more condos we need stripped down living structures built using old materials on prime real estate.

DIY aesthetics, prioritizing functionality & utility



NO NEW DEVELOPMENT

NO NEW CONDOS. NO NEW PROPERTY. REPURPOSE SPACE.
UPCYCLE OLD MATERIALS. PROTECT PRIME REAL ESTATE.
ONE DEVELOPER'S GOLDMINE IS ANOTHER PERSON'S SHELTER.



© 2021 NO NEW DEVELOPMENT HOUSING IS OVER



CONCEPTUAL EXPLORATIONS (CONT'D)

- New Babylon

In a post-capitalist world where everything is fully automated, people no longer worry about labour and the only concern is having autonomy, agency, and being creative. New Babylon is a utopian architectural plan created by Constant Nieuwenhuys consisting of a modular megastructure. Every building is connected into a sort of labyrinth, where people can get lost & wander endlessly. Each component can be customized to the person's liking (lighting, heat, smell, etc.) and everyone has the power to rearrange part of the whole structure.

Unitary Urbanism

An architectural philosophy which emphasizes thinking about the ambience or feeling of a space as the material used to build objects.

Architecture facilitates situations between people. The final product (the building) can only provide space for the situations that were considered in the design process.

Therefore by considering what kind of feelings we want to elicit to the people we can accommodate a multitude of both planned & unplanned situations

Dynamic Labyrinth

The «Labyrinth» encourages disorientation, a key property in creating new, dynamic situations. The Labyrinth erases all notions of time, but there is still a «correct» route: from point A to point B, outside to center, etc. The structures are fixed so there is a limit to exploration and wandering.

The dynamic labyrinth allows for infinite wandering.



Map of New Babylon structure in Paris



Map of New Babylon structure in Antwerp, Belgium

MORE RESEARCH ON ARE.NA

<https://www.are.na/eric-l-chen/demolition-company>

<https://www.are.na/eric-l-chen/dc-visual-visual-dump>

<https://www.are.na/eric-l-chen/dc-notes-and-written-research>

<https://www.are.na/eric-l-chen/dc-notes-new-babylon-u6b4ed1bska>