

Introduction

The project "Renderillas and Oraxotans" is oriented towards exploring and critically assessing the dominant production methods within the architectural sphere. Actively contributing to this aim, the "Booklet of Exercises in Visual Literacy" serves as a tool to explore the onto-epistemology of representational practice through a performative approach that puts an emphasis on actions and relations over final results and fixed outcomes. Knowledge production becomes a perforative act open to a multitude of contingent forces that can steer it in unpredictable paths.

The booklet consists of 27 exercises, you can do as many, or as few, as you like. As you do the exercises take the time to archive your output. If you wish so, and I would encourage you to, you can upload the outcomes of the exercise in the corresponding folders at:

<https://drive.google.com/drive/folders/1Yglu4JrbKCYMRh6l2u7Sh-HfAf6ALJtH6?usp=sharing>

Click, click, scroll, scroll, swipe, swipe ...

Exercise #1

Draw a fish as a line.

Exercise #2

Upload a visualisation, collage, photo, the last story/post you posted to Pinterest.

Click the magnifying tool on the bottom right corner and explore the pleiad of similar images.

Take a screenshot of the visually similar search.

Exercise #2 (Continued)

Pick the first 5 images from the visually similar search and collage them (physically or digitally) with the image you uploaded.

Include credits for each image you used.

Exercise #3

Make a super short version of your favourite movie that is compatible with contemporary scrolling speed in media platforms.

Take 10 screenshots from the movie.

Post them on Instagram as 10 images or as a 5-second video/gif.

Exercise #4

Calculate how much your time on media platforms is worth.

Apply the Screen Time you have spent on Facebook, Instagram, TikTok, Snapchat, and YouTube on your phone or computer to the following values:

- Facebook: 0,017€/per minute
- Instagram: 0,019€/pm
- TikTok: 0,006€/pm
- Snapchat: 0,004€/pm
- X (Twitter): 0,005€/pm
- Youtube: 0,002€/pm

How much money did you make for those companies today/this week/this month/this year?

*Disclosure: these values are taken from a study done by heyData based on the Average Revenue per User (ARPU) disclosed in the quarterly reports and balance sheets of these companies. However, they also list for some of the apps the source to be "Insider Intelligence". Given the fact that heyData sells data protection services and products, one should be critical of the provided values.

Available at: <https://heydata.eu/en/studies/how-much-is-your-data-worth>



Exercise #5

Compare the available properties for sale and the photos of their interior/ exterior from 5 different large cities on 5 different continents.

Take a screenshot of one apartment/ building in each city.

Arrange them side by side.

Shuffle the names of the cities and list them randomly underneath the photos.

Give the results to someone to match the photos with the corresponding cities.

Exercise #6

Predict the roll of a dice by drawing the rolling motion in linear perspective.

Roll a dice.

Did it land on the same number?

Exercise #7

Open Instagram or Pinterest.

Set a timer for 20 minutes.

Scroll through architecture/design-oriented accounts that you follow.

Take screenshots of the post you like.

When the timer goes off create a new account with all the screenshots.

Exercise #8

Make a meme.

Exercise #9

Find a picture of yourself in or in front of a famous landmark/monument/trendy spot.

Look up the same landmark/monument/trendy spot on Google or Instagram.

Download 9 photos of strangers at the same place.

Arrange all 10 photos side by side.

Exercise #10

Open an image in Photoshop.

Experiment with different effects from the ones provided in the effects window.

Take a screenshot each time you use an effect.

Continue until the image no longer resembles the starting point.

Make the screenshots into a giff that entails the process.

Exercise #11

Open the photo gallery on your phone.
Go down memory lane and scroll
until you reach photos from 2019.
Write down the events that you had
forgotten about.

Exercise #12

Open a design software (Adobe, CAD, BIM, whatever) and work on it without being able to use the Undo command or Ctrl-Z.

Exercise #13

Think about a cat with your tools:

- (a) think with a pencil
- (b) think with a mouse (computer or actual)
- (c) think with your fingers
- (d) think with an image
- (e) think with a sound

Exercise #14

Put an image in Photoshop and pixelise it (make the pixels rather big).

Record the RGB value of each pixel.

Apply the same size grid of pixels to a blank page without the colours themselves, only the grid.

Put the RGB value correspondent to each pixel, including white as well.

Exercise #16

Open a new document in Photoshop.

Use the paint brush or the pencil to draw a shape.

Use the paint bucket to fill it in.

Take a blank sheet of paper and use the real-life version of the tool you used in the first part and draw the same shape.

Use a real paint bucket to fill it in.

Exercise #16

Approach the world as a pretext
for the realisation of software
possibilities.

Invent a new geometric form in BIM/
CAD.

Name it.

Build with it.

Collage the results in random actual
places.

Exercise #17

Challenge yourself to go beyond geometry in CAD/BIM.

(a) Make the scorching heat of mid-July tangible.

(b) Make the yielding, drenched, and muddy November soil palpable under your feet.

Exercise #18

Take a photo of a newly built building. Make a list of the software functions (extrusion, torsion, cutting, Boolean operations, rotation, multiplication etc.) that you think shaped its formal qualities.

Annotate the photo identifying specific features with its corresponding software functions.

Exercise #19

Print a visualisation (render, collage, etc.) that you did.

Fold it so that only the edge (or a small part) of the building/installation/painting/object of interest remains visible.

Cut along the folded line, flip the cropped part on its blank side and tape it to the other part.

Speculate on the activities that happen in this extended frame.

Exercise #20

Include time in BIM or CAD software.

Import textures, surfaces, and building materials that are already aged/worn out/broken.

Design a building 20 years after its "completion".

Exercise #21

Pick a material that you have used in a design of yours.

Trace its life cycle before it ended up on-site, or a part of your design.

From raw material, through sourcing/mining, factory processing, transportation, product assembly, company website, delivery, use..

Speculate on their future states, cycles.

Exercise #22

Pick an area in your town which is in the process of "urban renewal" (aka gentrification).

Find images of future or recently finished developments such as billboards, renders, images on real estate websites, and Instagram posts from new trendy spots around the area.

Print a few of them.

Make cut-outs of singular elements or whole compositions (cars, people, trees, facade elements, materials, decorations etc.).

Find an old photo of the area from five to ten years ago.

Collage the cut-outs on top of the old image.

Exercise #22 (Continued)

Write a short story, a poem, or a song based on the collaged image.

Exercise #23

Print out and sign this contract:

https://drive.google.com/file/d/1jCAxbsUIngbeJlvxH7A9L_9PaT2rsZR4/view?usp=sharing

Exercise #24

Take a photo of an actual place.

Go to your workspace or physically distance yourself from the photographed place.

Edit the photograph's landscape, weather conditions, built environment etc.

Edit until the space is no longer the particular physical space you photographed, but space as you can make it, one that reflects the affect you chose to pursue.

Exercise #24 (Continued)

Print out the edited photograph.

Go back to the original place.

Hold up the printed image so that it "fits" into the environment and take a picture.

Exercise #26

Make a section of:

- (a) a section
- (b) a plan
- (c) a render

Exercise #26

Delete a project that you have done.

Screen record how you delete all files for a project and any backup files you have on other external or cloud repositories.

Record how you destroy all physical traces of the project.



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