

Session B: A4814 – Hacking the Urban Experience: Fabricating a Tactical Urbanism

John Locke Tuesday 7-9pm 600 Avery

OVERVIEW

This course seeks to assert the relevance of the fabrication skills at our disposal as potentialities for social and environmental relevance. Through the re-appropriation and re-imagining of existing urban conditions, the student will harness their entrepreneurial spirit to design and fabricate a series of fast, working prototypes that embrace the messy reality of New York. The student will begin by identifying a quality of the urban condition that includes the latent capability for improvement and work toward fabricating an adaptive, responsive and environmentally viable solution. Specific emphasis will be placed on testing and exploring through hands on research the possibilities of detailing and fabricating connections using unorthodox materials. At the conclusion of the course the student will have produced a rough proof of concept - a beta model - that synthesizes their arguments into a working intervention. Formulating a strong guiding thesis idea will be essential to the project's success, but the core challenge for the student will be converting a strong idea into physical reality, something to be observed, tested and documented.

Workshops will be conducted to introduce the students to the possibilities inherent in new material technologies, through production and detailing techniques, and the proper use of machines in the fabrication lab if necessary. Material workshops will be held to encourage students to explore with everything from dynamic, inflatable volumes to parametric agglomerations using quotidian materials.

By attempting to capture a broader audience for architectural interventions, a number of questions present themselves and the student will be challenged to anticipate possible eventualities - how will it be used? Can its use be changed? Is it durable? Is it waterproof? Can it safely stand up? Fabrication will be considered less from a formal quality, and more from a use, durability, improvisation and public participation viewpoint.

Ultimately the student will come out of the course with a healthy respect for two core concepts: Firstly, an increased skill in the use and applicability of the fabrication skills we have at our disposal for solving design issues using unorthodox materials in unconventional settings; and two, that there is an opportunity for architects to regain lost relevance by inserting themselves through unsolicited proposals into the public consciousness as steward's of urban well being.

Week 01- "HELLO" - Introductions, Overview, Introduce Assignment 01: Connection Detail

Week 02- "BIG PROJECTED SCREENS" - Discuss Assignment 01, Talk Light Projections, Tutorial on mobile power and projections

Week 03- "PROJECTION BOMBING" - We will meet as a group at the chosen sites to carry out Assignment 03 with the mobile power rig. Begin Final Project narrative.

Week 04- "BIG INFLATABLE SPACE" - Discuss Assignment 02, Talk Inflatables - History, theory, etc., Inflatable Tutorial

Week 05- "KICKSTARTING THE BROOKLYN BRIDGE" - Talk crowdfunding potentials and future trends. Final project version 1.0 due.

Week 06- "WHO OWNS PUBLIC SPACE?" - Materials Test for Final Project, Discuss corporatization and commodification of public space and the architect's role/responsibilities for design in the public realm.