

CourseNo: ARCHA4105\_018\_2012\_3

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(n)certainties

The battle of impermanency (opus 5.3)

Gsapp / Fall 12

Title of the course

Scenari-(n)certainties, the battle of impermanency (Opus 5.3)

Preliminaries

The studio will be in the pursuit of the previous Opus (visible on <http://www.new-territories.com/laboratoriesteaching.htm>)

Including materiality of the construction by “computation and robotic process” developed more precisely in this following text and integrating a notion of “life span”, as a protocol of death and life, of “*Eros and Thanatos*”, this new Opus will be the occasion to develop simultaneously a scenario at the origin of a twin production; **a short cut movie synopsis simultaneously to a structure design and protocol**. Confronted to media culture, the architecture infiltrate and is infiltrated by storytelling. We are in this case crossing the Rubicon and will try to articulate the both dimension, intertwined, interlocked as a scenario developing and absorbing two collateral effects, two artifacts: one by the potential to write a pitch of a movie using an emerging structure as a by-product, and the other on the tangible and tactile world by shaping an emergence which will “construct” the “raison d’être” of the movie. The relationship, the permanent flux between the architecture becoming a Prop of another production, in another discipline, and its own real and fictional footprint (un)resisting to its own erosion will produce an indistinctable transitory and transactional process of a Siamese dialogue...where the both will slipper in an osmotic, symbiotic stuttering...(schizoid protocols within miscibility and autonomy...), at the base of the birth of some twinned fictional identities (an example will be shown at the lottery).

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As the previous topic was suggesting / The substances of the indeterminacy tactile dimension will be impermanent, and by this way affected by necrosis, shrinking,

metabolizing.... sensitive to external or internal (chemical, bacteria, climate...) agent in correspondence to the transformation of the environmental condition.

The constructive materiality of the self-organizing contract will become a factor, an agent of permanent re-shaping, through a schizophrenic energy between its own bio-degradable disappearing and the maintenance of its physicality.

This battle, this conflict will work both in strategies of addition and subtraction processes, with the risk that, in this field of war, **the building could die**. The negotiation (robotic behavior, computation protocols, chemical bio-polymer...) of its life span will become the subtract of its own aesthetic.

The parameters and the agents of mutation will be controlled to increase or not speediness and radiation of decomposition.

This new version of (n)certainities introduces the un-prediction as a factor of production but simultaneously of transformation, until even a complete degradation and death...

*“That the democracy deficit in the making of the city and the abuse of tools - dating from a period where the reason of a few presided over the destiny of the many - made it impossible to take on board mutations produced by the fragmentation of informational and productive mechanisms”.*

*“That liberal space was constructed in terms of social control, and that the contemporary 30<sup>th</sup>-century city retained all the stigmata of that”.*

*Deleuze, introduction to Anomalie Sauvage, Toni Negri, PUF, 1983*

### Conditions

- Developing a scenario at the base of a structure and extracted from the particularism, the specificities, the identities of its hypothetical morphology
- Research within the media culture field about similar dialogue or “malentendu”
- Impermanency of the substances at the base of the emergences, as “things which necrose”...both in the movie and the structure...
- Uncertainty and unachievement (of each individual living part and collective structure), both in the movie and the structure...
- Local negotiation / no global control (on view, on air, on access...) for local adaptation, variability, as a “desirable machine”, both in the movie and the structure...
- Measurement and strategy of colonization (no panoptic references but XYZ positioning /GPS), both in the movie and the structure...
- Strategies of bio-mechanical robot (from low tech to high tech) / strategy of construction...even deconstruction / reconstruction, both in the movie and the structure...
- Neighborhood protocol (human swarm intelligences!), both in the movie and the structure...

### Situation

Possibility of a physical or abstract location (both in an urban “tissues”), somewhere and elsewhere.... In this last hypothesis the site is able to affect the “construction process” or by the specificity of the situation (chemical/morphological/topographical) or by the possibilities to use recycling material of construction from the site (human flesh and garbage, existing forces and conflicts, transitory substances, anthroposophic exchanges...)

From the machinistic, passing by the chemical to the visceral, some of the processes that the entrant might consider in elaboration of this new Partial-Total Ecology are: screwed, chewed, shat, sweated, swallowed, vomited, pined, secreted, woven, knitted, extruded, staggered, scattered, coagulated, aggregated, welded, pinched, braided, spidernetted, bonsaied, crystallised, calcified, excreted, expanded, branched, pulped, smeared, coagulated, excavated, assembled and disassembled, bended, blended, and their machine picked, spiked, pinched, caressed, embraced, sliced, cut, laminated and loved [list in formation]

### Program of the “urban structure”

A “politic” small community, both collective and individualistic, as a social and fictional experiment.