

Machine-like working mode

In this era of pursuing efficiency, the companies are racking their brains for their own performance. Design is gradually commercialized, and designers gradually become emotionless drawing machines. Everyone is locked in a 2-square-meter cubicle., which has no need for whimsy , only endless and tedious modifications to the floor plan, making ppt, just like a giant assembly line factory.

<Designer's new-Babylonian Utopia>

New-Babylonian strategy of future working mode

The specific meaning of the term "boring design"

- 1. Homogenized, uninteresting space design
 - 2. Redundant, unrelated to the essence of the design work content
 - 3. Compressed design cycles
- Non-autonomous, wrapped-up working model under the main body of real estate finance

- Strategy to resist
- 1. Self-operated [self-built, self-marketed] as a bottom-line guarantee
 - *2. Leading the movement, itself is a kind of positivization of an absence of the carrier - the design institute building
 - 3. Developing towards an anti-Real Estate way

The relationship between real estate companies and architects is gradually shifting from a client-servicer to a space customer-developer relationship.

Real estate - Architect

(Buyer - Seller)

(Client - Servicer)

Space customer - Space developer

In this process of architects gradually gaining/reclaiming their autonomy, a state of time and space in which they can find their belonging, reflect on the rules and regulations, and awaken their sense of autonomy has become a necessity for the development of space.

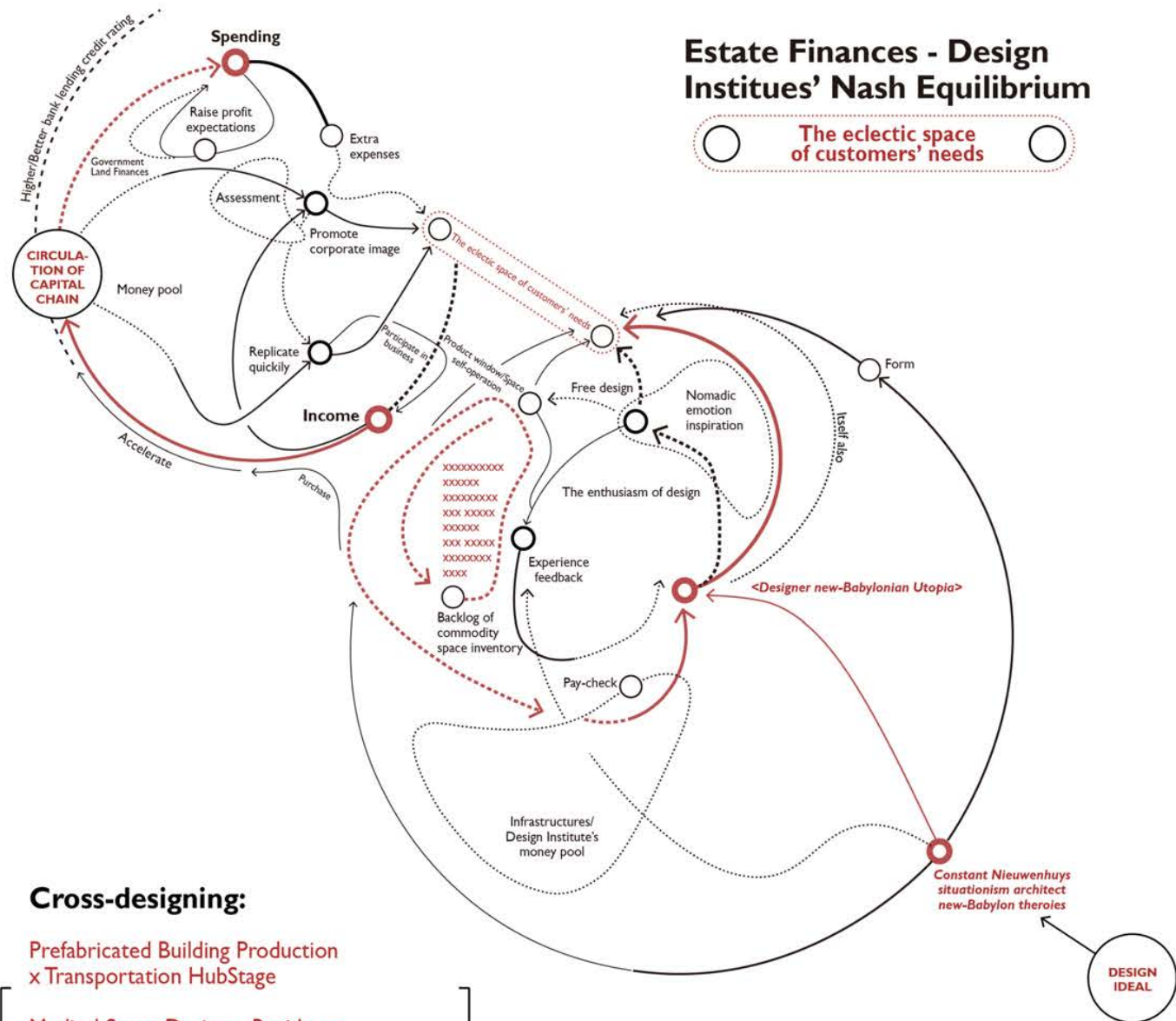
Under ideal infrastructural conditions, the purely spatial design sector is liberated from the tedious functional requirements and caustic constraints of the system. A spatial orientation that is naturally free of representations is the logical choice to support the autonomy of architects.

Academic Studio
Rethinking The Role Of The Architect,
Utopia Architectural Theory Research Project
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 Instructor: Lifeng Lin
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Utopia generating

I Quotation

I. Every transactions of space is a Nash balance between the capital chain cycle of real estate finance and the architect's desired enthusiasm for implementation. The present design secures a greater opportunity for the architect to design spontaneously while maintaining Nash stability.



Cross-designing:

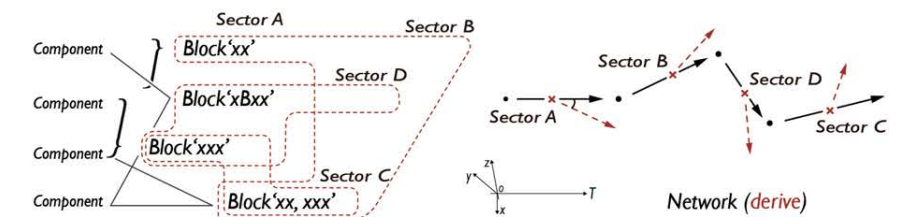
- Prefabricated Building Production x Transportation HubStage
- Medical Space Design x Residence
- VR Space Design x Virtual Prison
- Entertainment Space Design x Supermarket
- Live Streaming x Factory
- /// Broadcasting Room x Factory
- Design with Experiment x Exhibition
- Data Center x Land Art Generator
- Design x Hotel

II Strategy

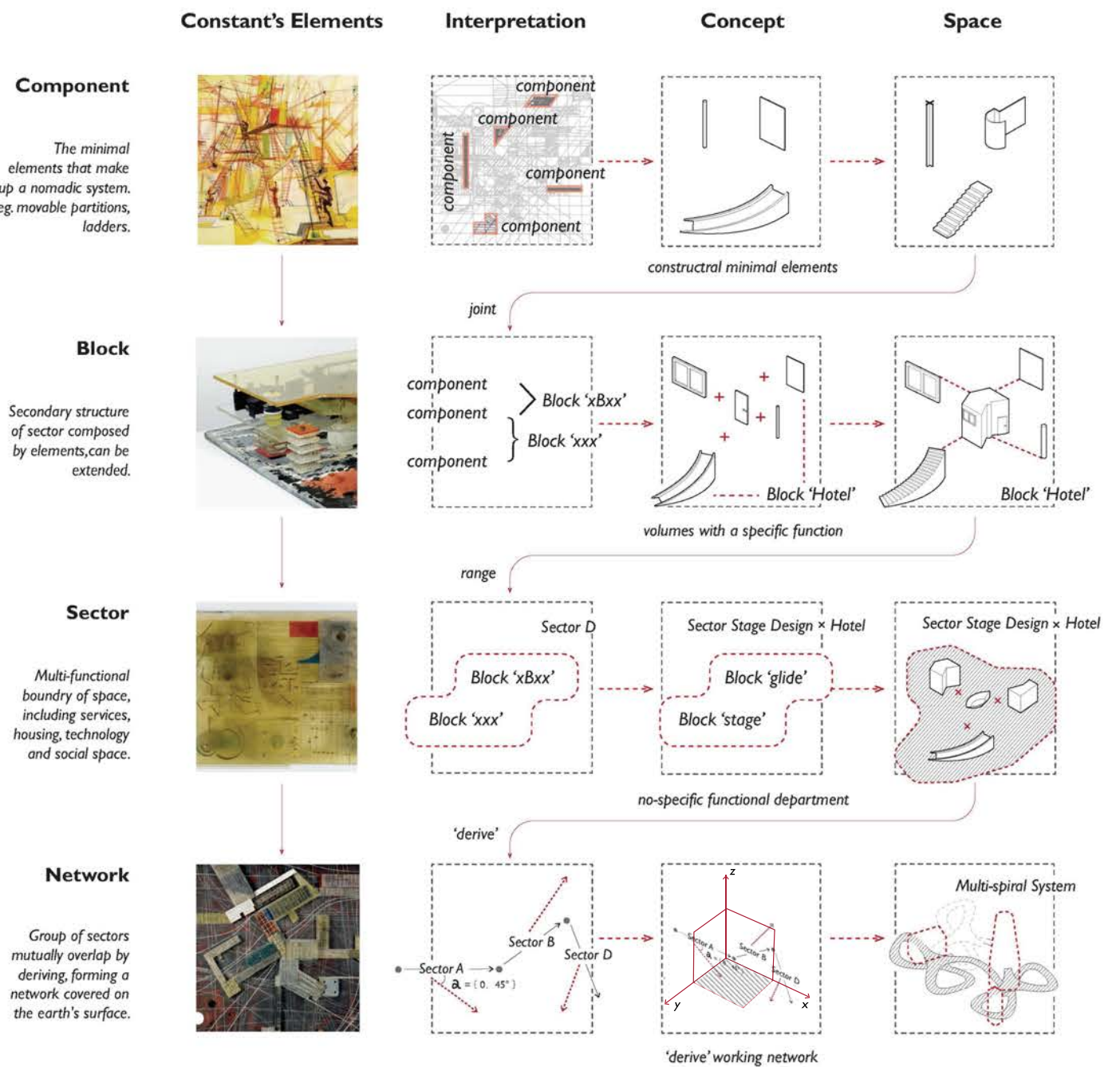
2. Cross-designing can provide a definition of space that cannot be referred to by existing real estate vocabulary. Developing towards an anti-Real Estate way can bring more possibilities for the space to jump out of the existing and create new functional definitions.

III Reference—Constant's New-Babylon

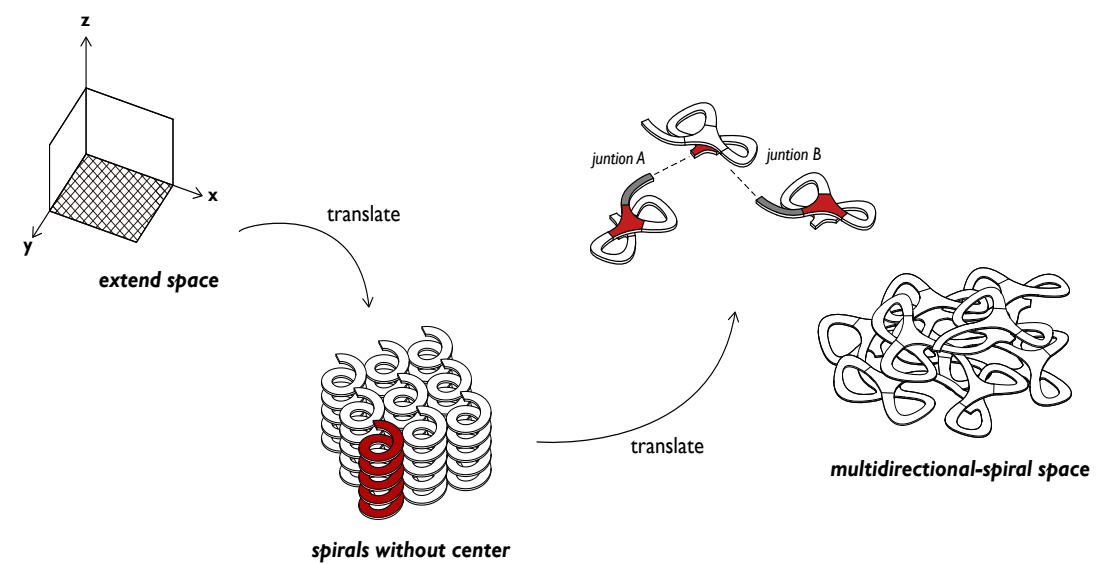
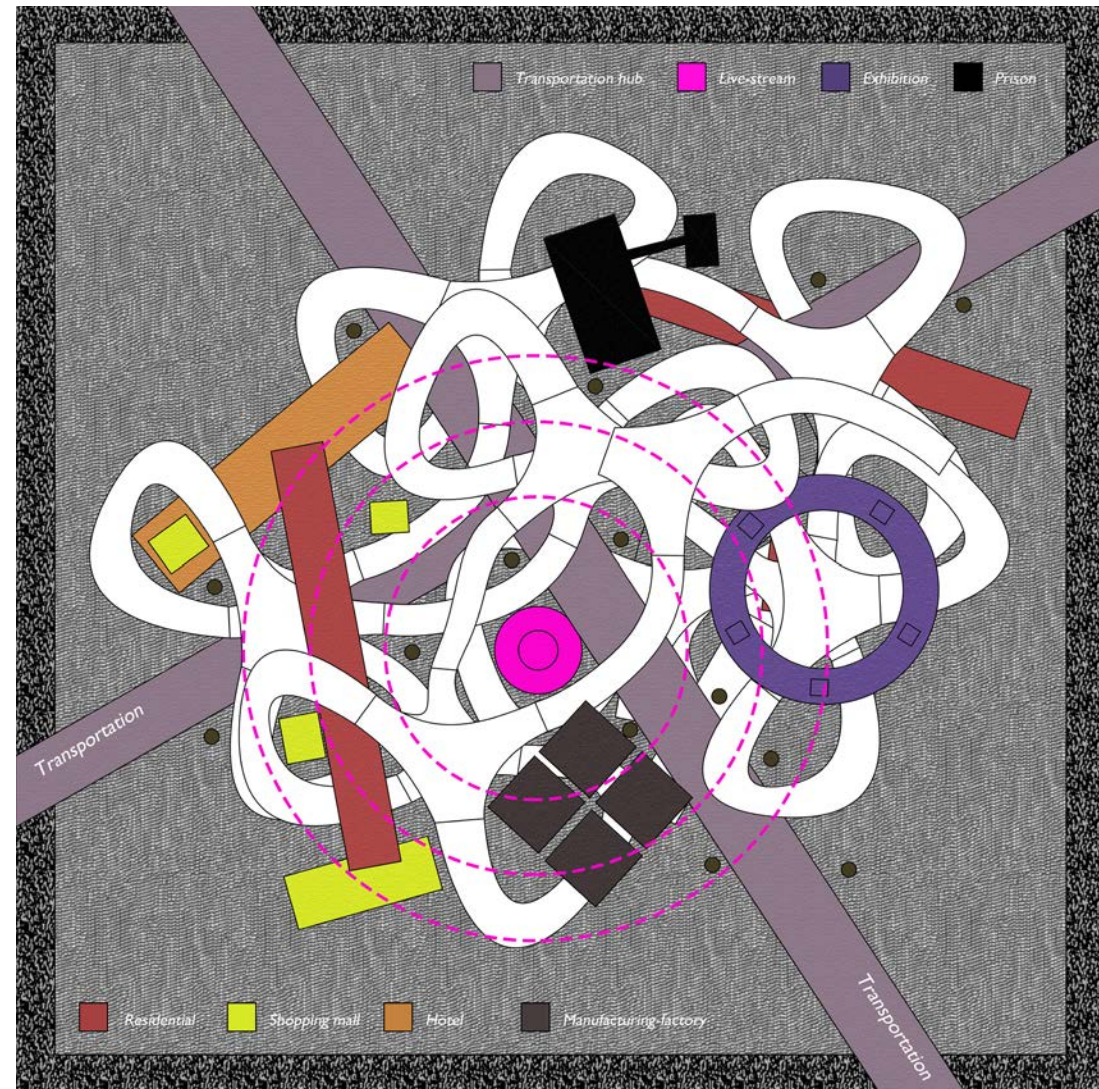
3. As a member of Situationist International, Constant shows us the vision of **the nomadic city** under the anti-spectacle society. This world, which is all generated by people's autonomous choice, is what we hope to present in the design.



Analogy of Pattern

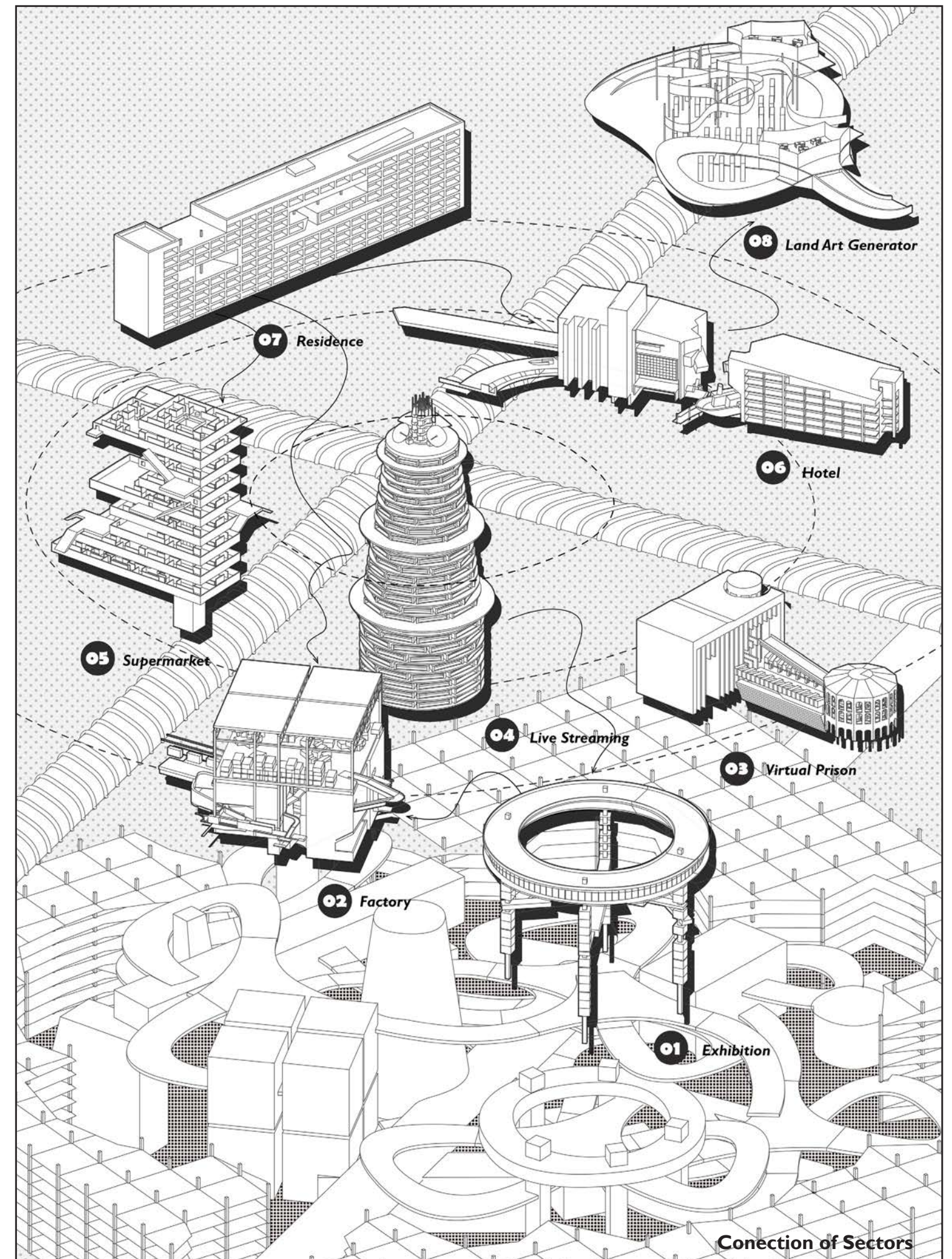


■ The Design Institute's Application of New-Babylon Theory

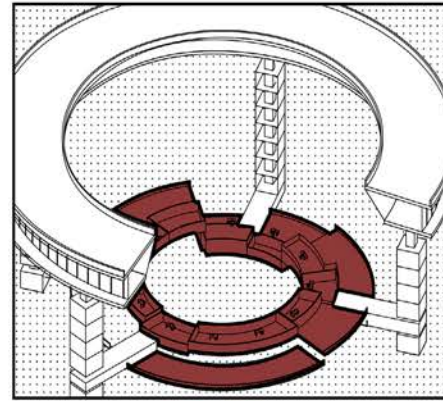
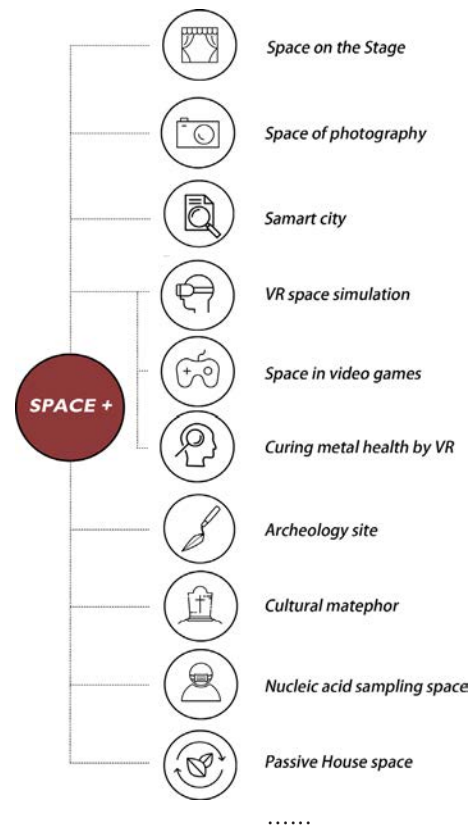


□ Translation at the Network level — Unite sector libraries with multi-centric

The spiral represents a movement that extends infinitely. Each spiral that can carry the creation of infinite space represents a design category, or the design organization it represents, and connecting them drifting will inspire more opportunities for spontaneous choice.

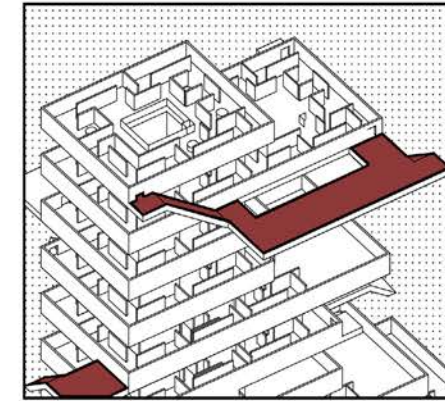
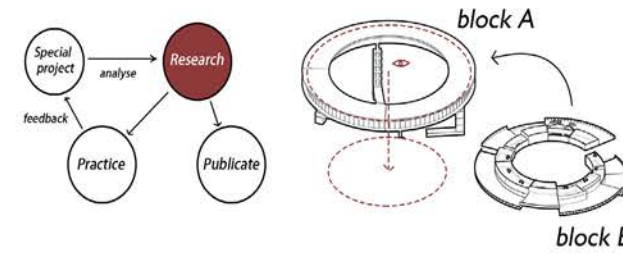


The possibility of the space design



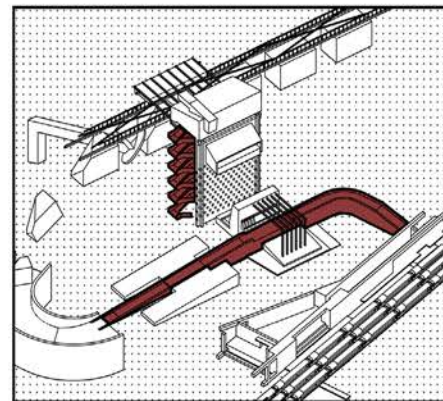
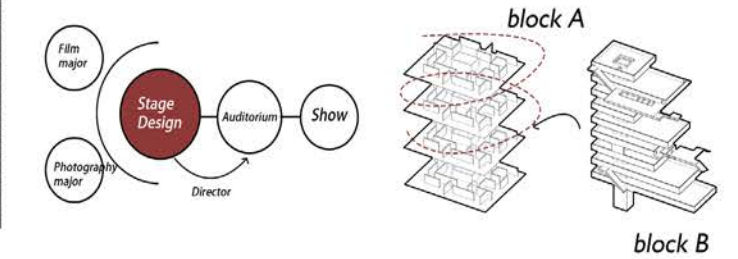
01 Design with Experiment x Exhibition

The office staff conduct research on the spiral, and the state of their research is that the exhibits in the pavilion are available for viewing.



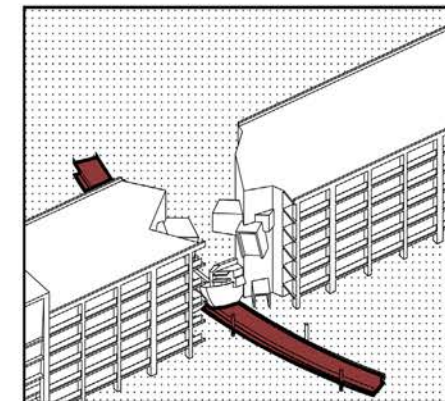
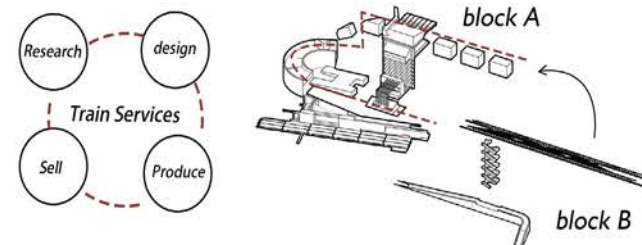
05 Entertainment Space Design x Supermarket

When the entertainment space is combined with the supermarket, it will become an entertainment maze composed of shelves, and the goods in the supermarket are the "gold coins" in the maze. There are multiple routes for people to choose to get what they want.



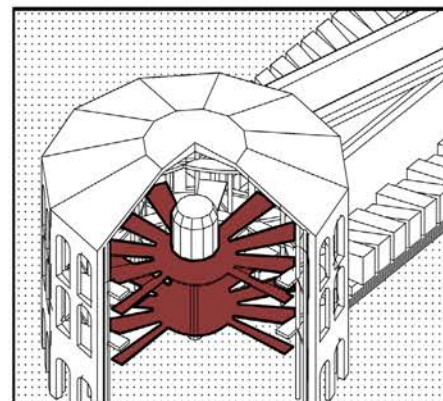
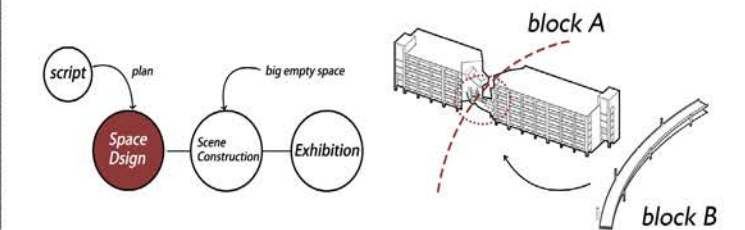
02 Prefabricated Production x Transportation Hub

Both the assembly factory and the transportation hub have an obvious line to connect, and the transportation hub helps the fast operation of the factory assembly line.



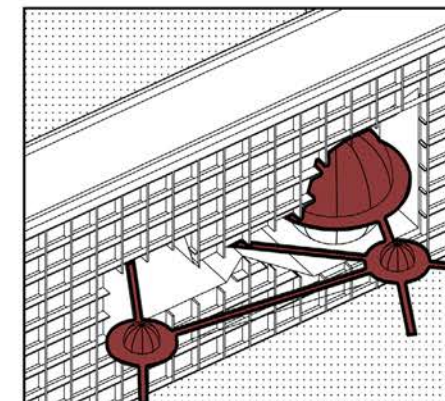
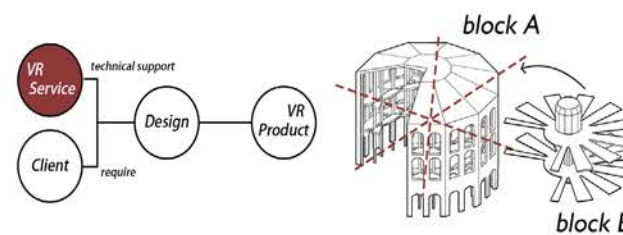
06 Stage Design x Hotel

A stage space is implanted from a certain part of the hotel. This is where the space designer and the stage designer work, and also serves as a work of art for the hotel people to stop and watch.



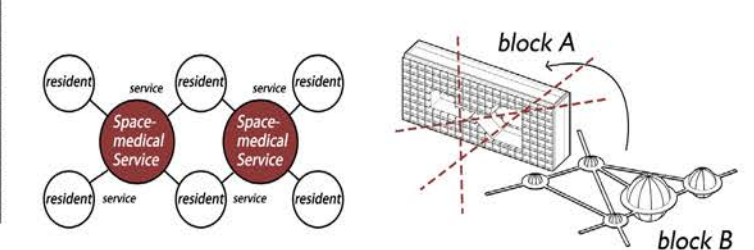
03 VR Space Design x Virtual Prison

Prison is a closed environment, which limits the freedom of prisoners to contact the outside world, and VR design can provide prisoners with a virtual world so that they still have the conditions to perceive the world.



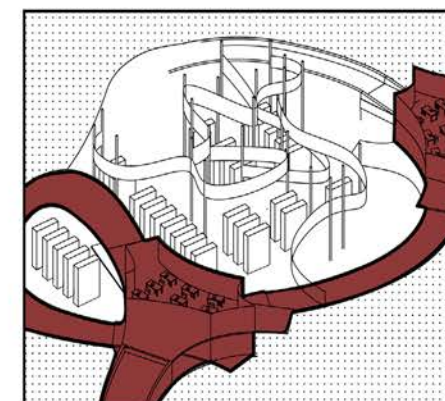
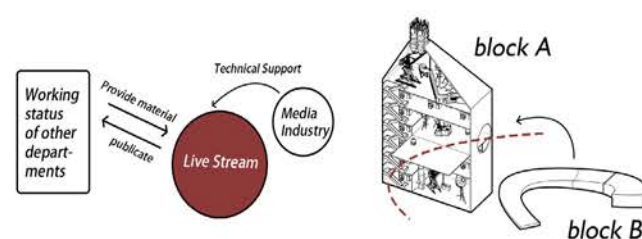
07 Medical Space Design x Residence

A point-shaped space medical service point is inserted into the apartment, and each service point provides psychological services for residents within a certain range. The space medical department can also create soothing spaces in the residence to regulate the mood of the residents.



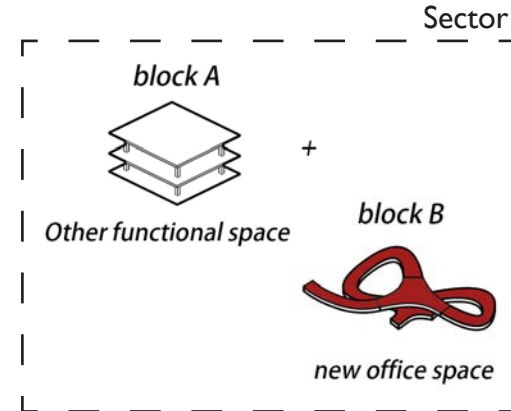
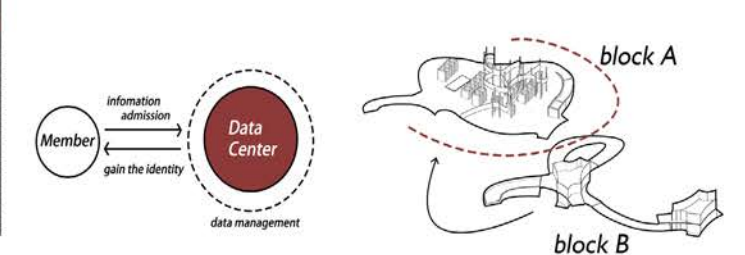
04 Live Streaming x Factory

The Live Tower is a separate large propaganda building. It is located in the middle of other space office areas. It records the work process and space works of each group of employees every day and broadcasts it to the outside world to promote the entire company.



08 Data Center x Land Art Generator

There are many arrayed monuments on Land Art, and each time a new employee is recorded in the data center, there is one more monument. This represents respect for the identity of each employee.

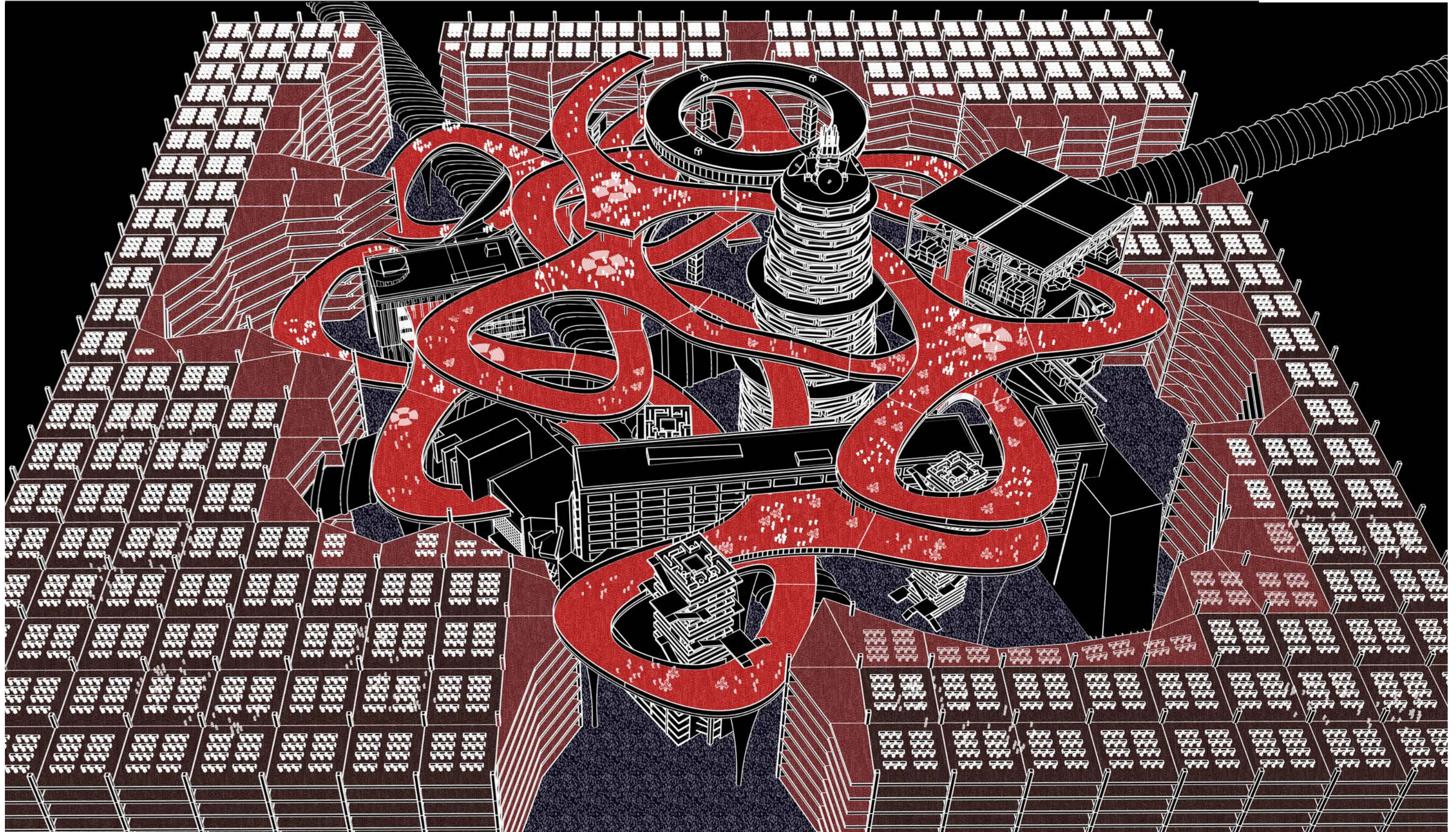


Translation at the Sector level

Joint component libraries with topological relationship

The scope of space design should be broad. Compared with traditional design buildings, we should try to expand its boundaries and integrate space office design into occasions that can be seen everywhere in life.

And that's why we use the concept of "misuse of space" to implant these different models of space design product departments into buildings with other functions, giving them a more vivid office scene. This emphasizes the freedom and dominance of designers.

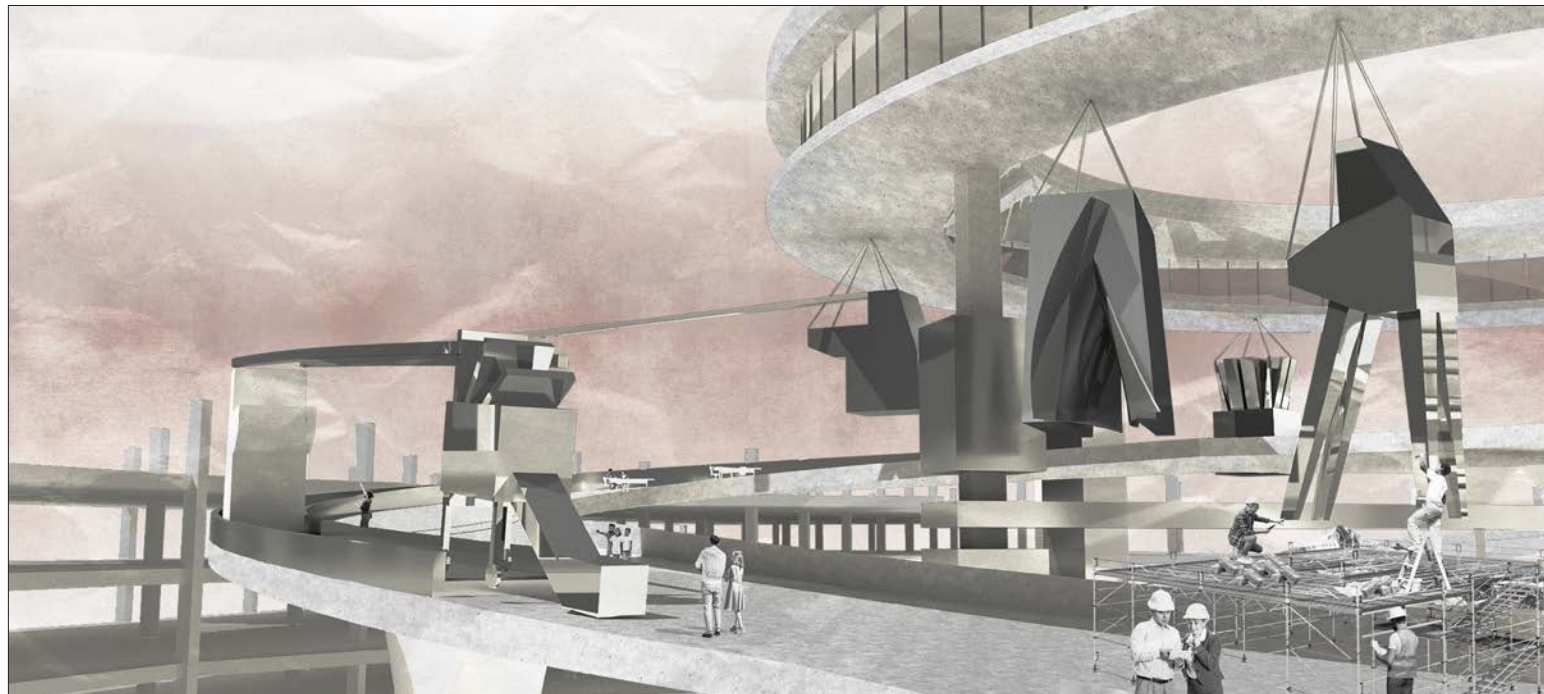


■ **The Design Institute's purpose**——*positive influence*

The disordered nomadic creation erodes the existing rigid and boring domino system, and is essentially a positive alienation of the oppressive working environment and content.



Life in Designer's new-Babylonion Utopia

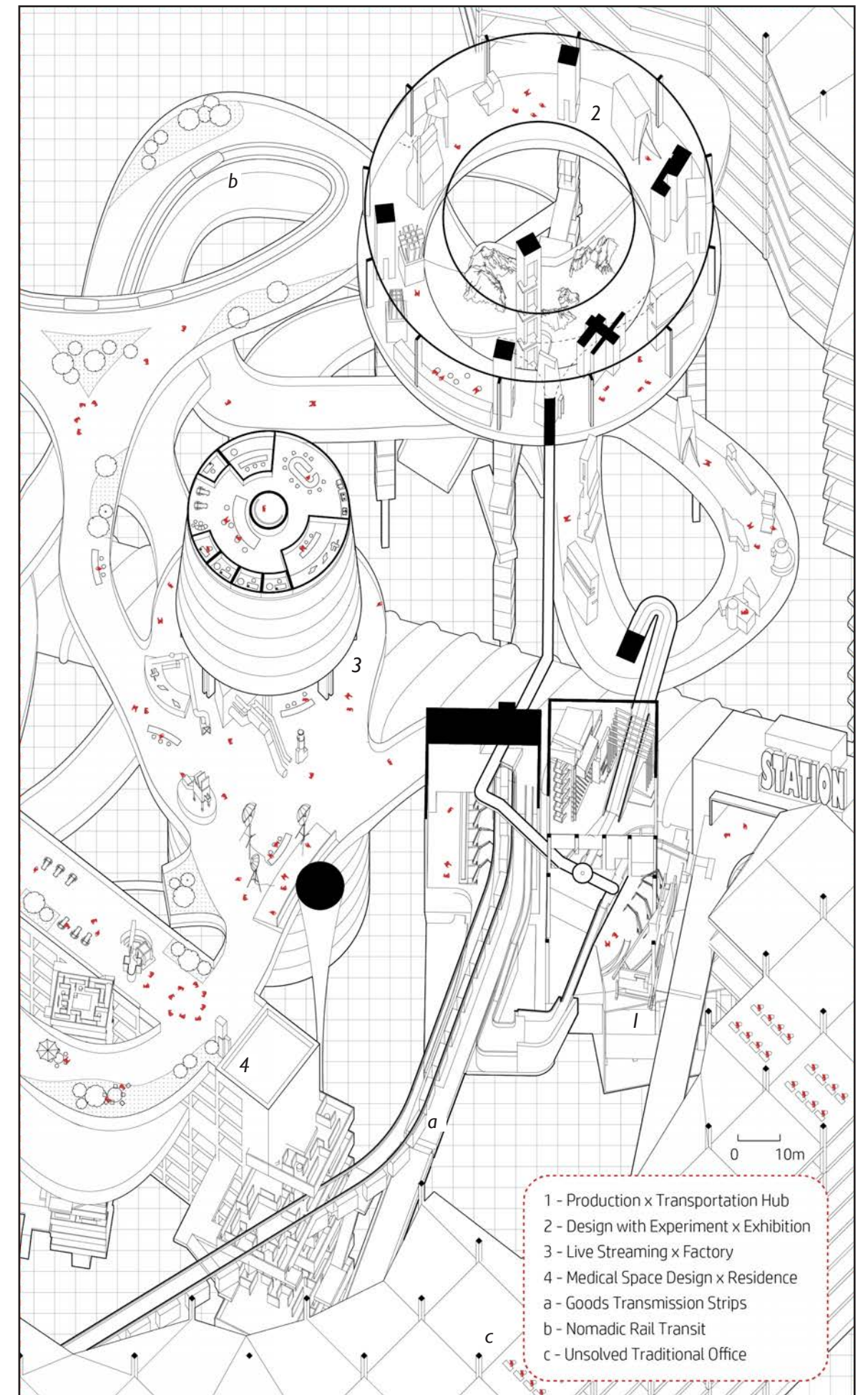


Design with Experiment x Exhibition Sector

Version——pictures of driftingly nomadic working mode

The essence of nomadism is a drift derive based on behavioral activities, This deviation from the original orbit represents a spontaneous compensation for the space designer.

The free and spontaneous space design is the first step and the next step is the softening of the boundaries of professional identity and work content. The working mode and environment are no longer a one-dimensional transfer/transportation, but a cordial meeting, dissolution and satisfaction.



Detail Plan