



Wrapped-up "boring design"

In a rapidly production-oriented construction market, the notion of 'ideal design' is confined within extremely short design cycles and constrained by the unequal power dynamics between developers and design firms. Designers find themselves stuck at the boring early stages of design exploration, no longer able to fully engage their creativity, reduced to the role of mere tools on the assembly line.

<Reclaiming autonomy, against the spectacle society>

Designer's new-Babylonian Utopia

The summarized definitions 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 direction

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 space development.

Under ideal infrastructural conditions, a pure spatial design sector can be liberated from burdensome functional demands and caustic constraints of laws and regulations. In this vision, a self-sustaining spatial orientation is a logical but also indispensable choice to support architects' autonomy.

Project Define: **Rethinking the Role of the Design Institute, Utopia Architectural Theory Research Project**

Location: Paper Architecture

Collaborators: Haolun Sheng, Xiaoyu Zhang

Role in the Process: 70% theoretical research, 40% modelling, 30% drawing

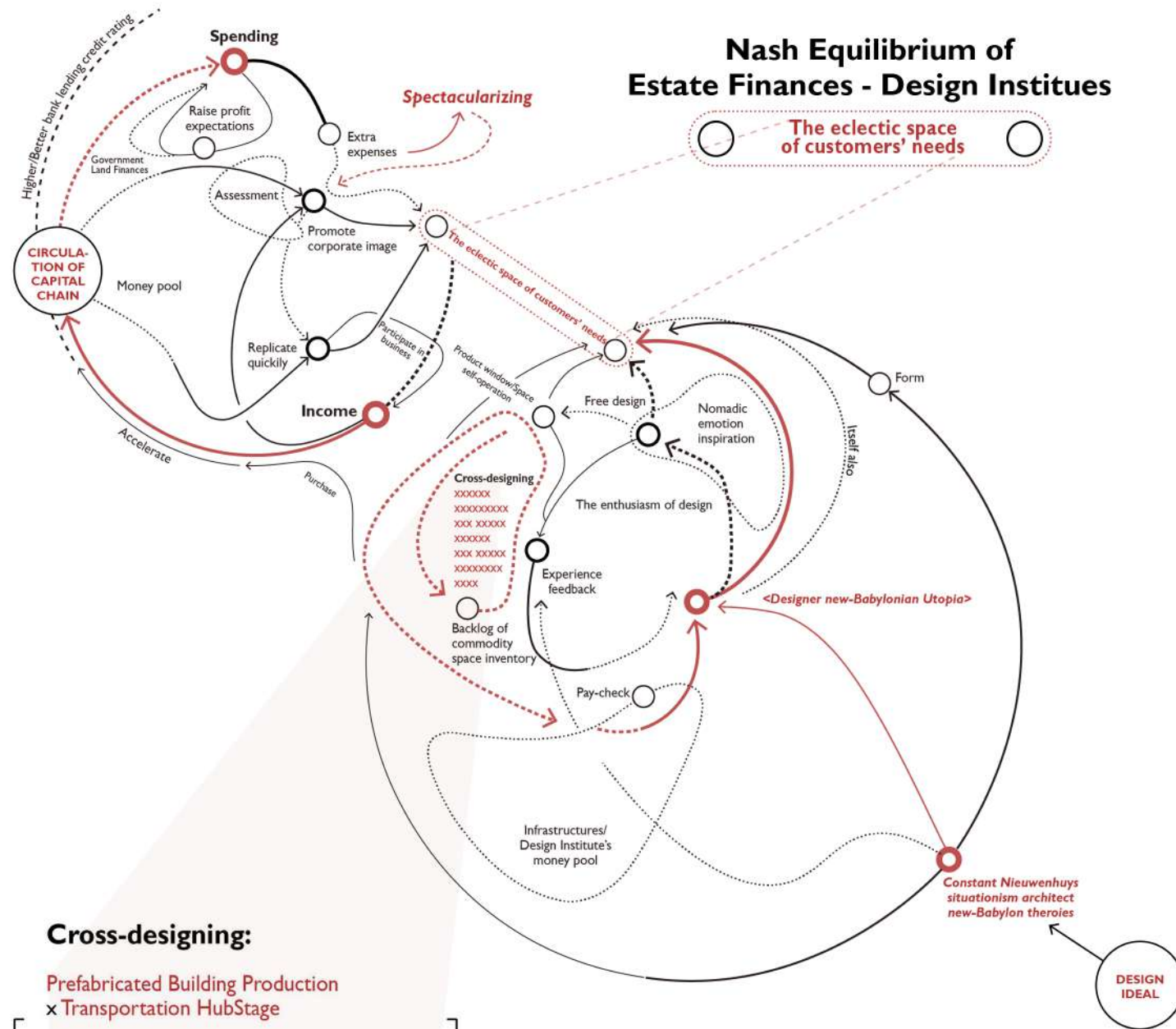
Level of the Project: Aug 2022, after graduation

Instructors: Lifeng Lin (lin@lin.archi)

Design Institute in Anti-Spectacle Utopia

0. Under the Nash Equilibrium

The transaction in space represents a Nash equilibrium reached between the cash flow of real estate finance and the fervor of architects' ideal execution. This utopia, while maintaining Nash stability, aims to provide architects with greater opportunities for spontaneous design.



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

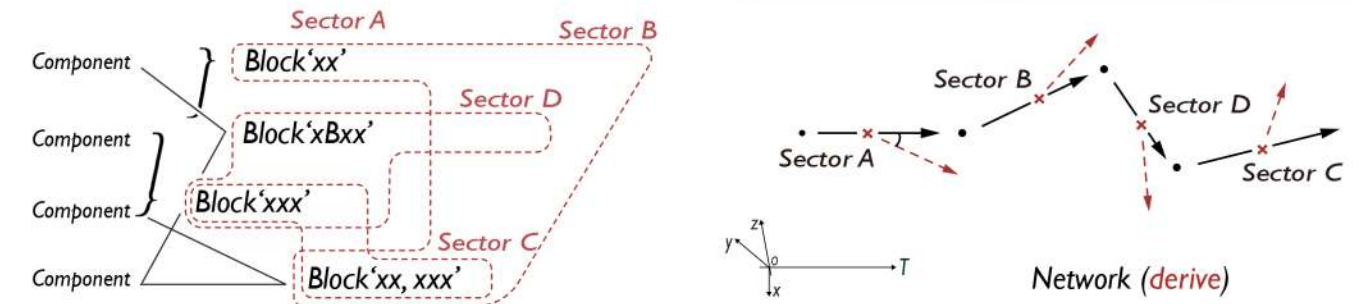
Design x Hotel

1. Targeted Strategy: Crossing-designing

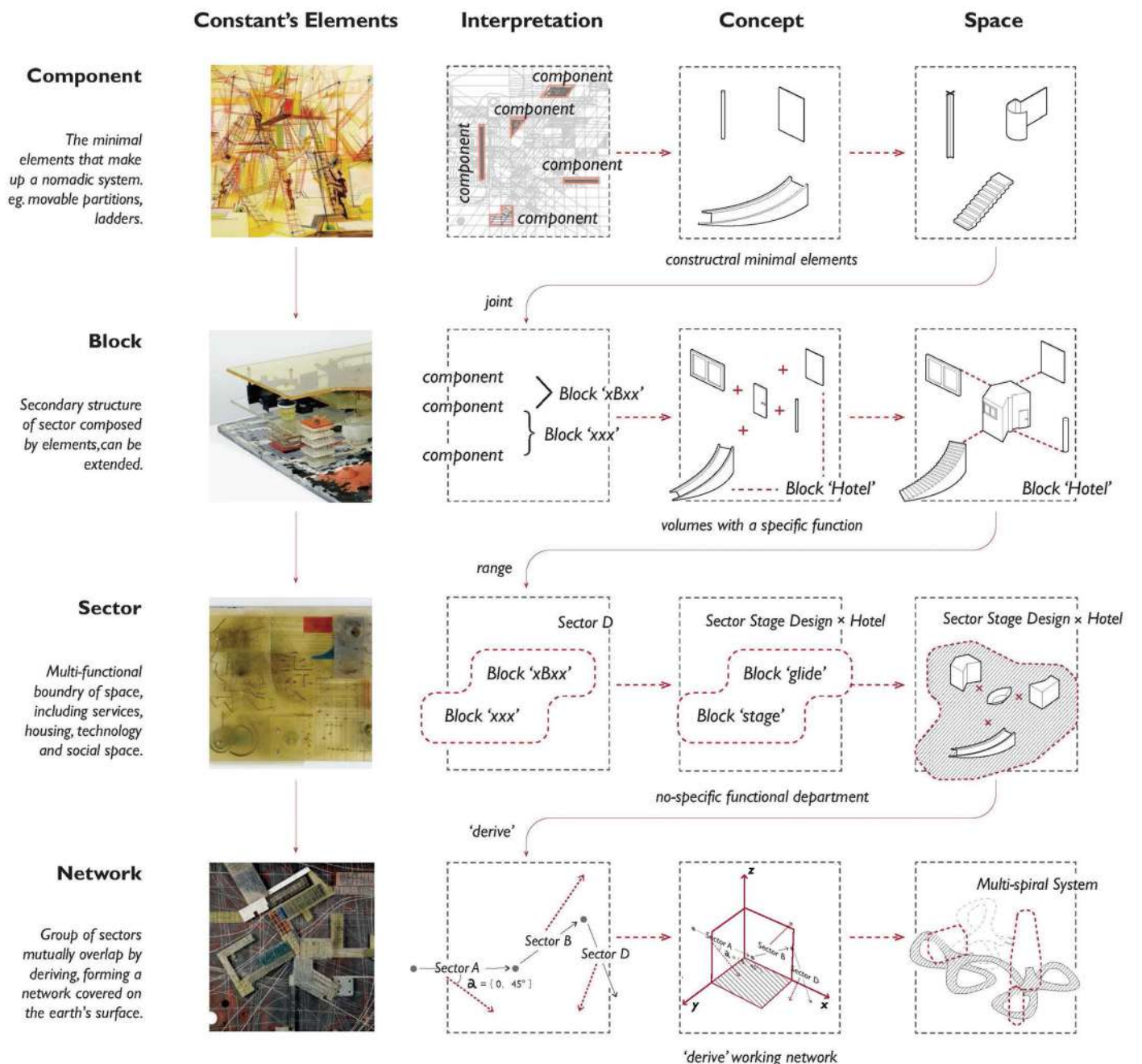
Cross-designing can provide a spatial definition that escapes the confines of existing real estate vocabulary. Shifting toward an anti-real estate lexicon can open up more possibilities for space to depart from the conventional and establish new functional definitions.

Constant's new-Babylonian Nomadic Theory

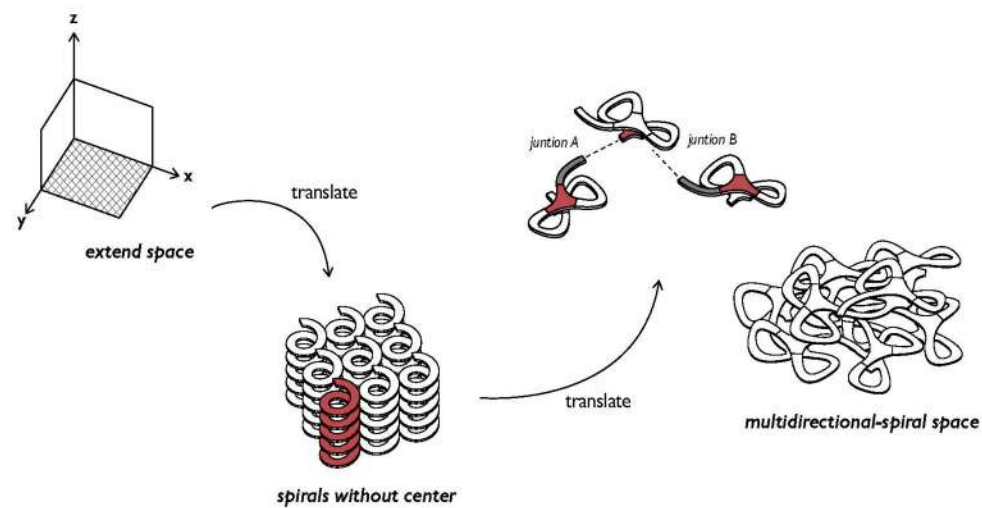
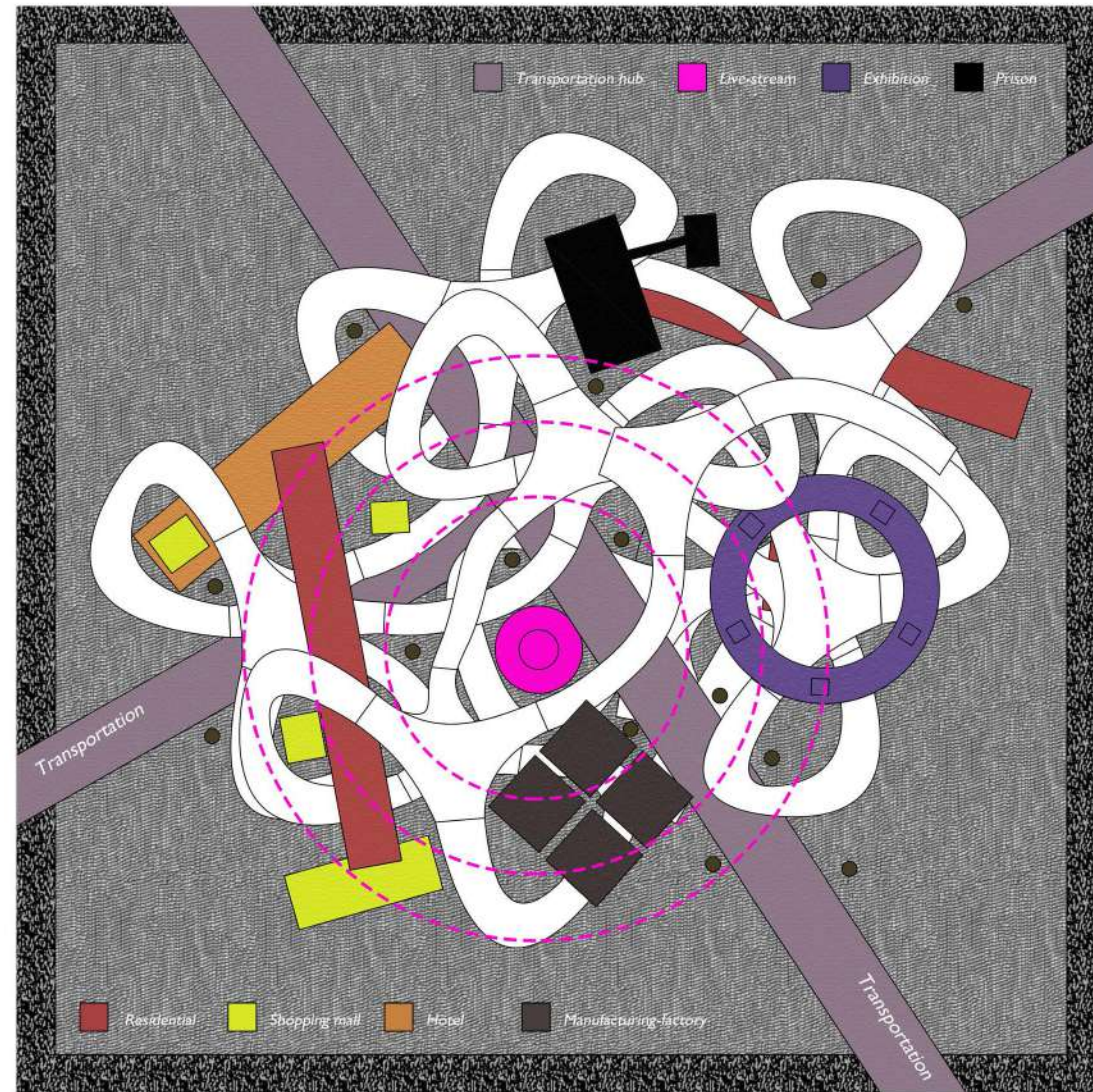
2. Overall Strategy: Nomadic City of Drift



As a member of the Situationist International, Constant presents us with a vision of the nomadic city within an anti-spectacle society. Only by employing the concept of 'derive' (drift) can we truly disrupt the unidimensional state of societal operation mode and restore individual autonomy.

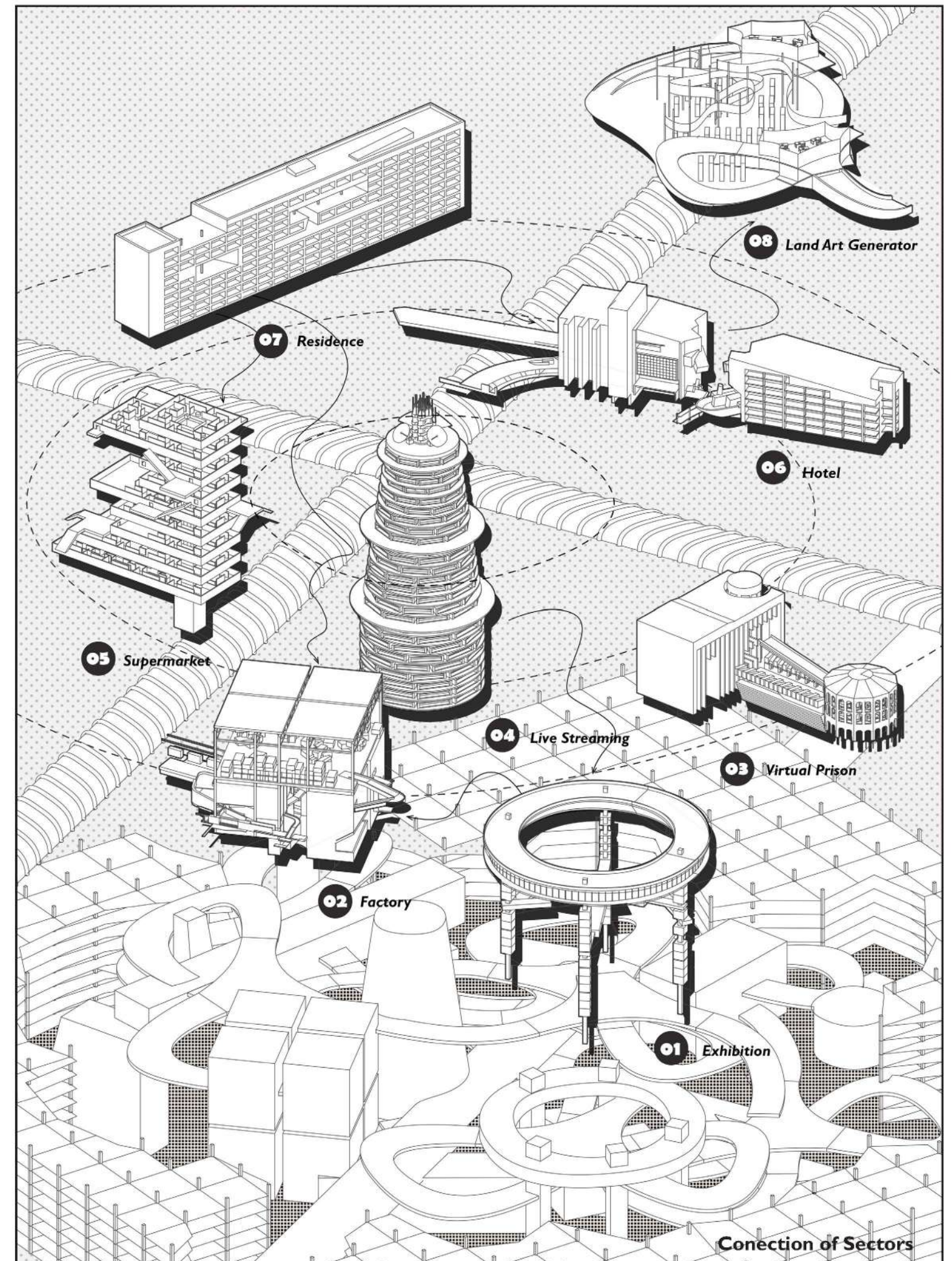


■ Design Institutes' Expansion of New Babylon Theory



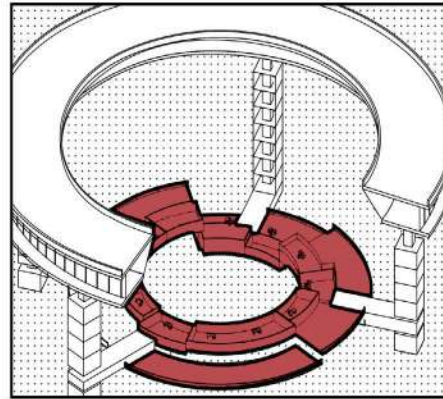
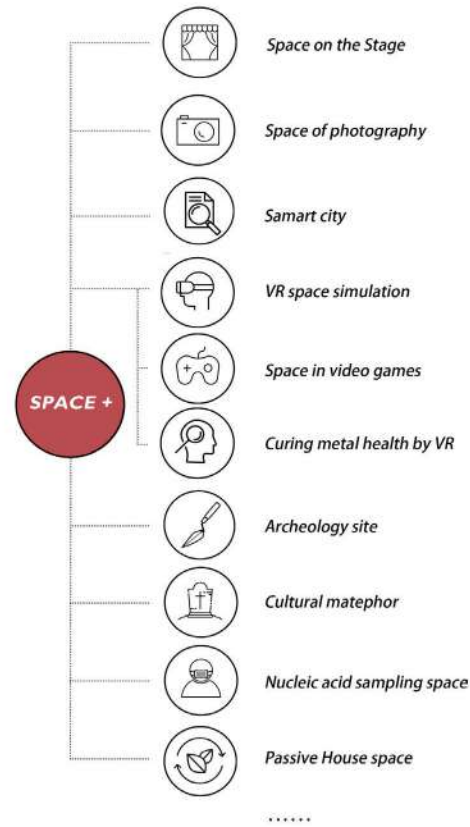
□ Translation at the Network Level - Unite Sector Libraries with Multi-Centric

The spiral represents an endlessly extending movement. Each spiral, capable of accommodating the creation of infinite space, signifies a design category or the design organization it represents. Connecting them through a process of drifting will inspire more opportunities for spontaneous choices.



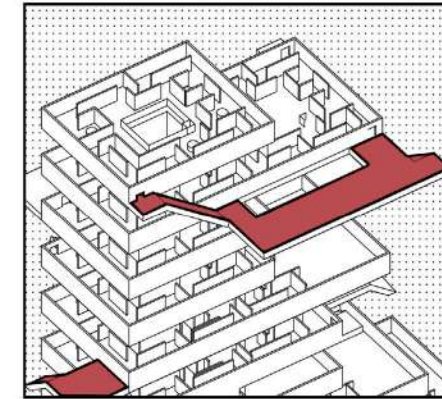
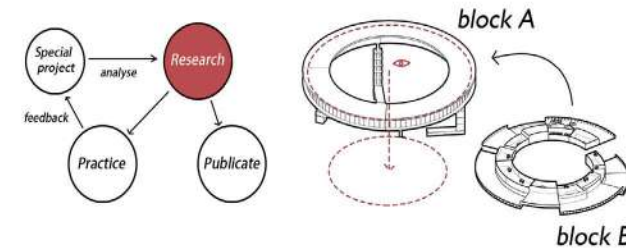
Cross-Designing Products in New-Babylonian Utopia

The possibility of the space design



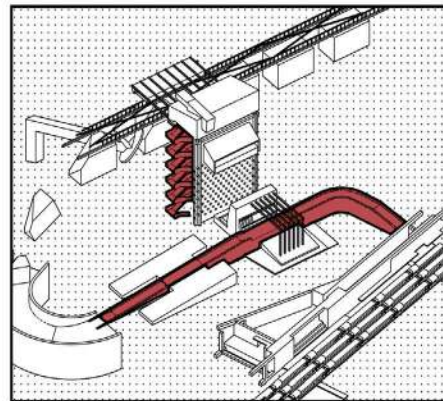
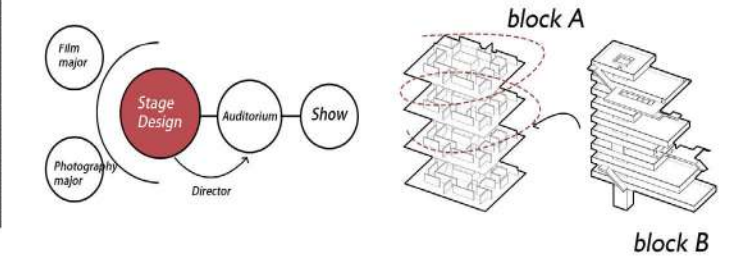
01 Design with Experiment x Exhibition

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.



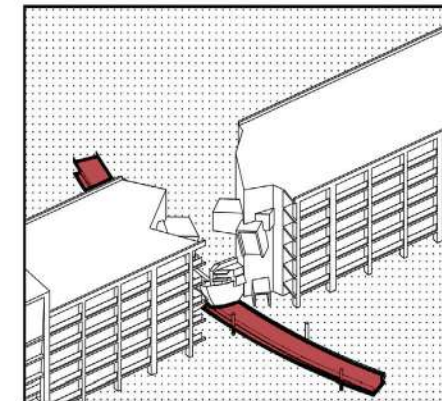
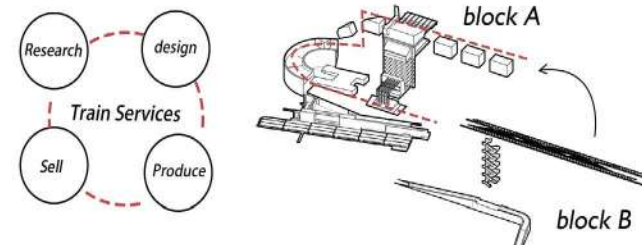
05 Entertainment Space Design x Supermarket

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.



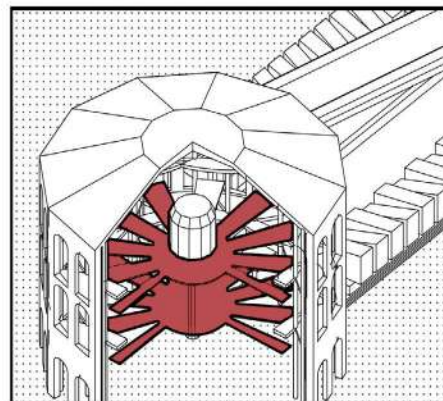
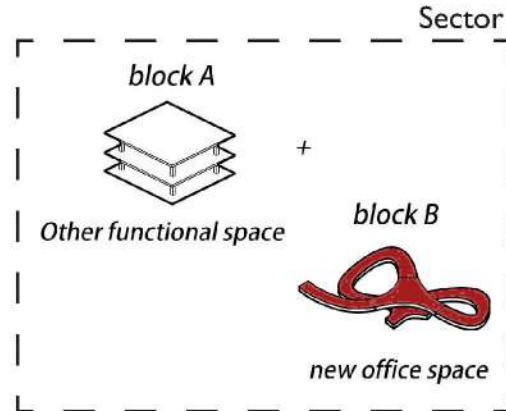
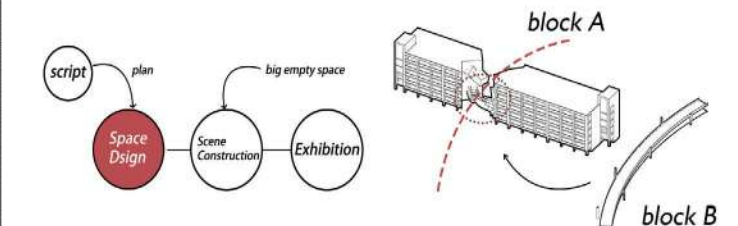
02 Prefabricated Production x Transportation Hub

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.



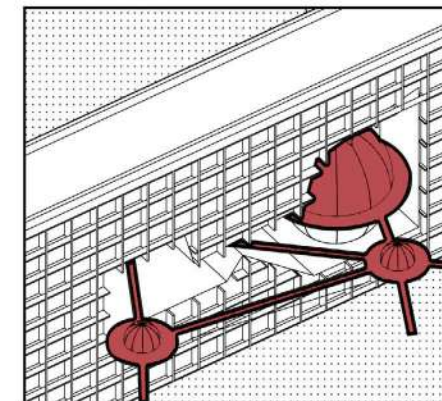
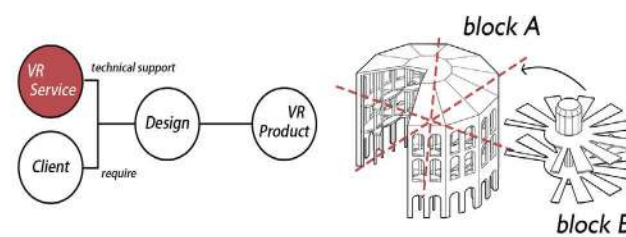
06 Stage Design x Hotel

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.



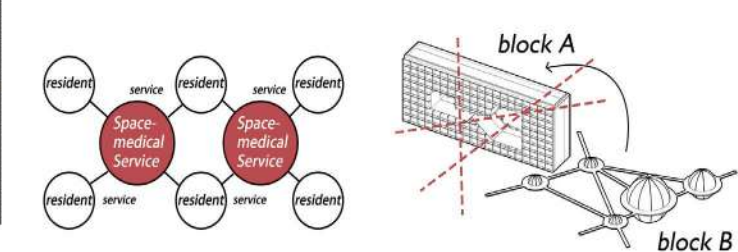
03 VR Space Design x Virtual Prison

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.

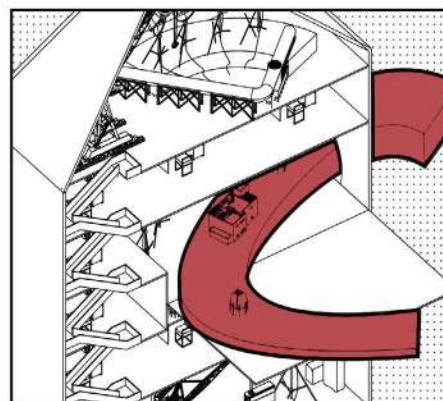


Translation at the Sector level

Joint component libraries with topological relationship

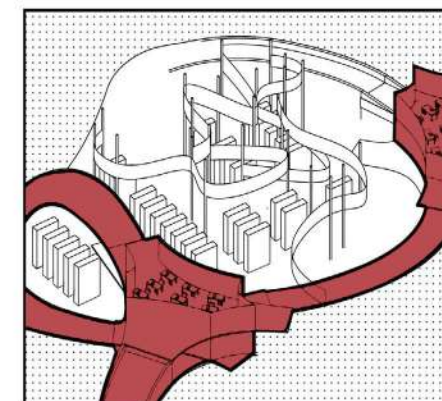
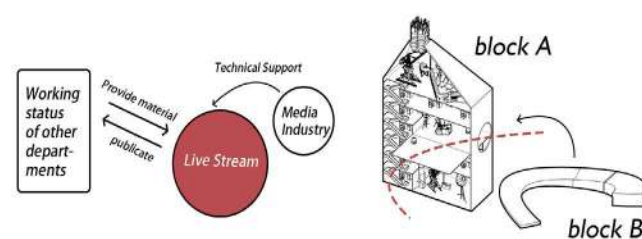
The scope of space design should be broad. Compared with traditional design buildings, we should try to expand its boundaries and integrate space office design into occasions that can be seen everywhere in life.

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.



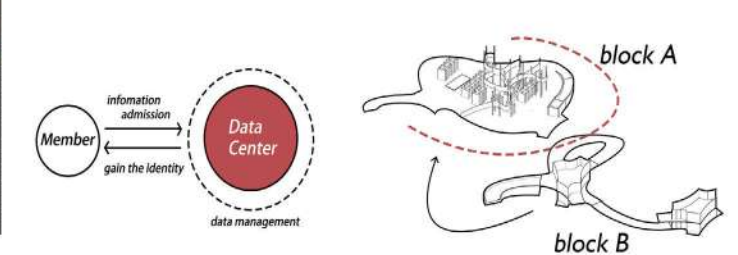
04 Live Streaming x Factory

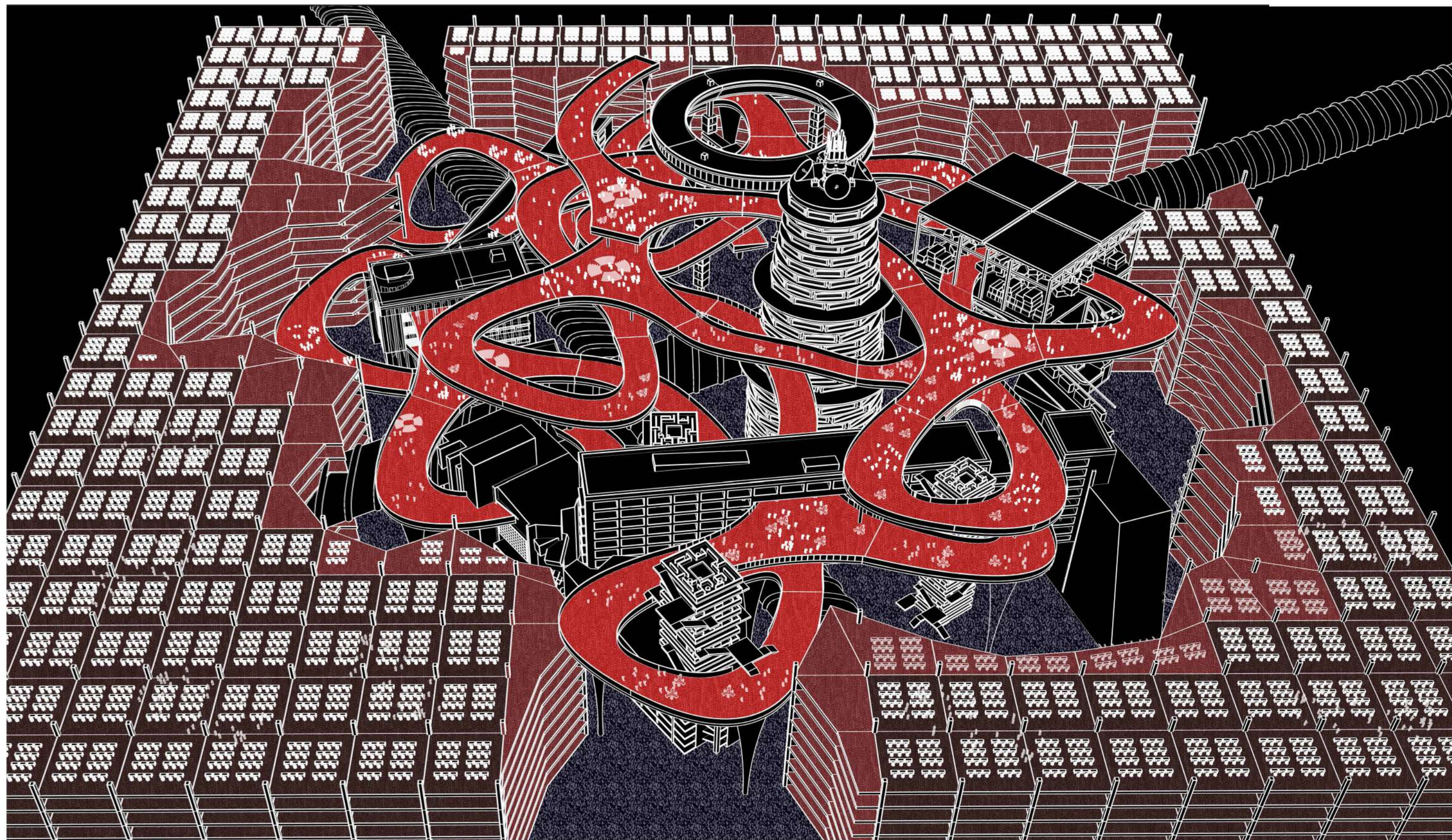
The Live Tower is a separate large propaganda building. It is located in the middle of other space office areas. It records the work process and space works of each group of employees every day and broadcasts it to the outside world to promote the entire company.



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.





■ **Design Institutes' Purpose** - *Positive Erosion*

The disordered nomadic creation erodes the existing rigid and monotonous domino system, constituting an essentially positive response to the oppressive working environment and content.



Multidirectional spiral walkway & Live Streaming x Factory Sector

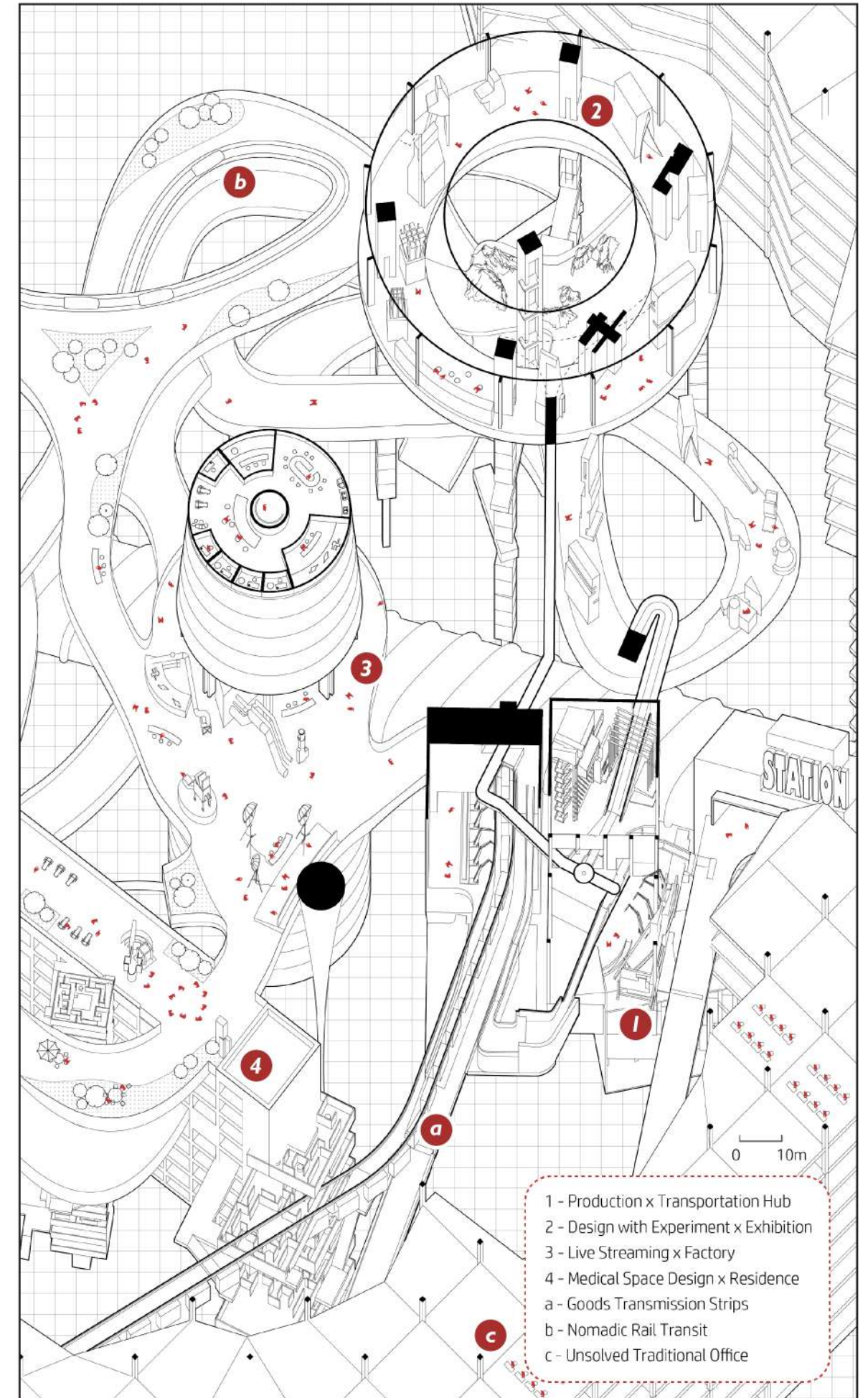


Design with Experiment x Exhibition Sector

■ Vision - Pictures of driftingly nomadic working mode

The essence of nomadism is derived from misadventures based on behavioral activities. This deviation from the original course represents a spontaneous compensation for the space designer.

Free and spontaneous space design is the first step, followed by a softening of the boundaries of professional identity and work content. The working mode and environment are no longer a one-dimensional transfer or transportation, but rather a warm encounter, fusion, and satisfaction.



Detail Plan