

Project 1: Environments, or, how people engage with world(s) around them

Explore methods of constructing a new environment (or world); whether fictional or “real;” to consider how we and/or other living systems interact with the built and natural environment; and how new designs, interventions and materials might affect the nature of these relationships.

Schedule

Week 1 - Tuesday, January 30:

- Proposal: Write a concept question; develop a set of initial schematics showing potential project form; describe audience and context of use; and share 2-4 precedents and references.

Week 1 - Thursday, February 1:

- Prototype 1: Develop a functioning prototype of the project, share with class for feedback.

Week 2 - Tuesday, February 6:

- Prototype 2: Iterate the prototype; include reflection on user testing conducted with people outside class, share with class for feedback.

Week 2 - Thursday, February 8:

- Process blog: post your process for conceptualizing, prototyping and refining your project, share with class for feedback.

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environment

noun

the surroundings or conditions in which a person, animal, or plant lives or operates.

[Some] Questions:

How do different sensory elements describe an environment?

In addition to sight, what role do sound, smell, and touch play?

How can structures and environments that surround us be conceived/created differently, how might we experience them and interact with them in new ways, and what would be the effect of this at different scales (over time, with mass use, etc)?

How can environments shape our perception, and thus behavior and social interaction?

How can notions and issues of space, **privacy**, **control**, and **autonomy**, among others, be challenged and/or reframed in order to defy sensory expectations and propose and stimulate new environmental dynamics?

[Some] Related Art/Design Works:

Rebecca Horn

<https://www.youtube.com/watch?v=O0uNnmAudmk>

<https://www.youtube.com/watch?v=v3DfebecTcQ>

Antony Gormley

<http://www.antonygormley.com/projects/item-view/id/241#p1>

Olafur Eliasson

<http://www.olafureliasson.net/archive/artwork/WEK101824/beauty#slideshow>

<http://olafureliasson.net/archive/artwork/WEK101003/the-weather-project#slideshow>

<http://olafureliasson.net/archive/artwork/WEK101206/the-mediated-motion#slideshow>

<http://www.olafureliasson.net/archive/artwork/WEK101541/green-river#slideshow>

Maki Ueda

<http://www.ueda.nl/index.php?>

[option=com_content&view=category&layout=blog&id=292&Itemid=837&lang=en](http://www.ueda.nl/index.php?option=com_content&view=category&layout=blog&id=292&Itemid=837&lang=en)

Sissel Tolaas

<http://www.ediblegeography.com/talking-nose/>

<http://www.sightunseen.com/2009/11/sissel-tolaas-scent-expert/>

<http://www.sightunseen.com/2009/11/sissel-tolaas-scent-expert/>

Christina Kubisch

<http://www.christinakubisch.de>

<https://vimeo.com/54846163>

Rafael Lozano-Hemmer

http://www.lozano-hemmer.com/voice_tunnel.php

Alvaro Cassinelli

<http://www.k2.t.u-tokyo.ac.jp/members/alvaro/Khronos/>

Simon Heijdens

<http://www.simonheijdens.com>

<http://www.simonheijdens.com/index.php?type=project&name=Clean%20Carpets>

Cardiff & Miller

<http://www.cardiffmiller.com/artworks/walks/longhair.html>

[https://www.publicartfund.org/view/exhibitions/5688 her long black hair](https://www.publicartfund.org/view/exhibitions/5688_her_long_black_hair)

Kurt Hentschlager

<http://www.kurthentschlager.com/portfolio/zee/zee.html>

<http://www.kurthentschlager.com/portfolio/feed/feed.html>

Example project, *Designed Worlds*

Rule set: design an unusual environment by either writing or adapting a fictional world (describing its social, physical, natural structure); or describing an aspect of our current world you find curious. Identify mechanic, strategy, or adaptation of how living / intelligent beings whether human, animal, plant, microbial or adaptive algorithm; interact with their surroundings. Use that interactive mechanic as the basis of constructing some kind of responsive environment (i.e. cool interactive installation thing).

References:

La Monte Young, Marian Zazeela & Jung Hee Choi, *Dream House*

Antony Gormley, *Blind Light*

Doug Wheeler, *DW 68 VEN MCASD 11*

Rafael Lozano-Hemmer, *Voice Tunnel*

Usman Haque, responsive environments

Italo Calvino, *Invisible Cities*

Example project: *Space Time Continuum*

Rule set: consider how a particular space can be mapped over time, and devise an alternative method to represent that mapping, and how life forms would interact with it.

References in various media: Chris Marker's *La Jetée*, [History of browser viz](#), Chris Weir comics, [Khronos Projector](#), [Space Time Travel](#), Zoetropes, [Last Clock](#).