

Project Two: 3 Weeks

Bodypod

We begin with broad questions, posed in strictly formal terms.

- What are the salient relations between architecture and the body today?
- Can the two be joined? Separated? Physically and non-physically?
- What roles can vision (and electronic visualization) play?
- Where can we assert enclosure? Adaptability? Connectivity? Isolation?
- Is connectivity/isolation the same as public/private?

Week 1: Posture

Propose a 1:1 formal relation between bodies that engages time.

Posture describes a positioning of the body and also an attitude, stance or strategy in conceptual terms. The “moment” – duration, posture in bodily terms, or the relation between a model’s time and the resultant life of a construction – may all emerge from the process of your design work.

For these first steps we begin with formal explorations that are scale-less and without site. They may investigate relations between forms and other forms within a single model; they need not define a single “body” and its associated, enclosing building.

Rather, you are to propose **formal relation between two or more single bodies**. This step in developing your project is not focused on visualization, nor the material reality, size or even the specific form of the thing; but on an investigation of *formal relations*. Investigate the spaces *between* and *over time*. In doing this, profit from the tool we are using (Maya), as it enables us to animate a relation (through lofting and use of blendshape for example).

Consider:

- the forms you create are integral to their changing relationship
- they may have many steps in this relation, each with its own purpose
- the process engages a specific shift between two-dimensional surfaces and three-dimensional volumes.

You may begin with a sketch, physical model, or digital drawing method.

Whatever you choose, study the relations between the bodies as you construct them and as they evolve. Look for the nature of the relation, the spaces between and the spaces enclosed, bodies separated, connected, and so on. Take these first beginnings immediately into a Maya model for further investigation.

**The first week of this project should be a rigorous production of posture models.
Weeks 2-3 are the opportunity for you to study and develop the models over time.**

Notes:

This formal investigation will be revisited several times throughout the semester, as it is given program, materials, structure, duration and specific site. Each time, expect your formal constructs to be forced to evolve. Similarly, your notion of posture – the conceptual and formal basis of your architecture – will become further refined.

The software we are using defines units, but not whether each unit is a foot, mile, or a year. Therefore we use the modeling and animation capabilities of the application to construct 1:1 relations between bodies in absolute terms.

Remember the variety of single-occupant pod architectures that we have just studied. These are all “pod-ish” in different ways; they all suggest different ways that the pod can relate to the body and to program, responding at times locally and at times globally.

Weeks 2-3: Animate

Develop your posture models spatially and programmatically:

Assign duration

Assign program

Plan deployment

Establish conception of privacy/publicity within program of viewing

First considerations of the seam, structure, joint, and material conditions

Schedule**Monday February 6:**

Visit to the Prelinger Archives with Ali Sant's Site_Specific class.

Meet at the archives, 301 8th Street, Room 215 (at the corner of Folsom).

<http://www.archive.org/details/prelinger>

http://www.archive.org/stream/ThisIsPr2001/ThisIsPr2001_256kb.mp4

Wednesday, February 8:

“Posture” Pin-Up –

Physical models, drawings, and Maya models that propose the *formal body relations*.

Monday February 13:

Lot-Ek lecture in Timken Hall, 7pm. Attendance required.

Monday February 20:

Bruce Tomb lecture in Timken Hall, 7pm. Attendance highly urged.

Wednesday February 22:

Review of Bodypod with guest critics.