

Project One: Due Wednesday, January 25

Reruns

Tasks / Themes:

Research and presentation of viewing (in) pods
Defining pod's program and relation to body
First collaborative work

Choose a "pod" from the list below.

This first step will involve poking around and having a look at all of them. Let's get that step out of the way today.

Study the pod for its forms, materials, cultural and technological contexts.

Prepare drawings and diagrams that explain its scale, its transformations through use, and how it creates an "event" – whether through occupation, viewing into or through, etc.

This is all to be then consolidated into an **on-screen presentation**, a kind of power-point-pin-up.

For this, reflect on the event of viewing again.

You may use any software that you can handle already and can access: Power Point, iMovie, FinalCut, Dreamweaver, Flash, whatever. You may also choose to project (if so, let me know so we can plan ahead).

Some of these "pods" are inflatable, and some are not. Some of the pods are not pods, except that we are treating them as such; in other words, we are grouping them together towards defining what a pod is, what we consider pod-ish.

All of these invent specific architectural constructions at the scale of the human body, and all of them have specific and unique program. What are the conditions? What are the functions? How do they isolate the body or join it to others? How do they accommodate viewing? How are they looked at? How do they position themselves towards electronic media? How do they position themselves towards architectural technologies?

Krzysztof Wodiczko, Homeless Vehicles (Daniel) & Alien Staff (Adam)

Archigram, Cushicle & Suitaloon (Karl)

Andrea Zittel, A-Z Escape Vehicles (Keiji)

Lucy Orta, various (Omar)

Lee Bul, Live Forever karaoke pods (Sandy and Anthony)

Lot-Ek, TV Tank (Danny)

Jordan Crandall & Kol/Mac Studio, Suspension Vehicles (Zee)

François Dallegret, bubble homes

Tron (Franco)

Altered States