

Project Two: Liminal Joints (Supercalafrajiawikiexploraliminatorium)**4 Weeks (Final Review Wednesday November 1)**

By now you've gone through the exhilarating if challenging processes of (1) learning about learning; of (2) taking apart the Exploratorium's most basic structure – its programmatic elements; and of (3) inventing your own spatial and temporal (physical and non-physical) model of *liminality*. This is the basis of a new architecture for the Exploratorium, an institution that itself intends to be no less than liminal.

Now is the time to begin assembly; to build; to re-connect what has been parsed; to phase; to join; to transition.

Process

Remember that parsing was about dismantling the relationship between the Exploratorium's terms: museum, science, art, human perception. This subsequent process is your opportunity to build new relationships, for a future Exploratorium with future and unforeseen forms of science, art, human perception – and even of the museum itself.

B.R.A.I.N

BASICS are the beginning
REPEAT yourself often *
AVOID creating desperation
INSPIRE with examples
NEVER forget to repeat yourself *

- John Maeda, [The Laws of Simplicity](#)

(Law #4: Learn)

1. Iterative process (again)

* Rely entirely on the methods and materials you have developed for modeling space / time relationships and physical / nonphysical processes. These are complex bases for architecture, and you have made efforts to develop a method and set of materials to construct that architecture. Do not abandon them.

2. City as spatial event

You will begin with a model of San Francisco. For this you will simultaneously be developing your skills with Maya, an application that enables us to describe complex spatial relations over time. Remember that you are looking to describe events and processes of the city that are relevant to you; not to try and objectively map everything that goes on in the streets, buildings, parks, etc. What might relate to the Exploratorium? Where do you locate learning in everyday urban life? Are science, art and perception the basis of what you choose to model? Is everything modeled in contrast with sites of special interest such as a museum? If so, how does your method of modeling adapt to reflect both conditions?

For this, Ignasi de Solà-Morales' essay "Place: Permanence or Production" and Michael Batty's "Cities as Spatial Events" will be useful. Read and prepare this for discussion in class on **Friday, October 6.**

Your city model should be completed by next **Wednesday, October 11.**

3. Field Trip: Exploratorium and the Piers: Wednesday, October 11

Be at PIERS 15/17 @ the valet center, Embarcadero near Broadway, promptly at 3pm.

At 3:30 we will depart from the piers, arriving at the Exploratorium no later than 3:45-4:00 to meet our guest lecturers. Advise us both if you will have any problem with getting there on time, since we have lots to see in one afternoon, and we have coordinated talks with museum staff.

For the field trip, prepare the following:

- Read all 3 articles by Frank Oppenheimer in your reader. They're quick and very interesting. You can also find further video and articles about the museum @ <http://www.exploratorium.edu/frank/>
- Bring digital and digital video cameras and small sketchbooks.
- While in the Exploratorium, record what you see, placing special focus on the museum's programs over *time*. Where do you see time-based processes of different sorts? Of different durations? Are there gaps, slippages, idle moments?

4. Exploratorium as (city as) spatial event

a. Current

After your field trip is the time to model the data you have collected, and also the time to begin synthesizing it. Model the Exploratorium within your city model, showing where its programs emerge, where are its borders, where is it physically and where is it programmatically. For this, your model may occupy several different scales of time and space at once. For example, the museum itself has an immediate urban context, but you may also model its relations to a science museum in Germany, since it sends its exhibits there. Or you may model its webcast of an eclipse that was recorded in Turkey. How do you reflect that spatial and temporal relationship within your model? Once you have sketched this out for current conditions, make new iterations that study its future.

b. Proposed

What new relations can you create with the city? Where can they be transformative to the city? How can you model new relations between Arts, Sciences, Human Perception? And between these programs and the museum itself?

For the new site and its transition there, pay careful attention to the following areas of transition:

- Maybeck to the Piers (phasing of the move)
- City to the Water (the urban edge)
- Liminality and Active Prolonged Engagement (learning)
- Physical to Electronic (models of space for the museum)
- Museum-Science-Art-Human Perception (disciplinary boundaries)
- Now to the Future (anticipating M/S/A/HPs to come)

This new model for the Exploratorium is to be produced in iterations (at the risk of repeating ourselves). Final review will be on Wednesday, November 1.

For the final review, all iterations are to be edited into a Quicktime video of no more than 5 minutes. This video should lead you through a description of your process and also through its editing have some relationship to the nature of the liminal architecture that you are proposing. How are segments within the video sequenced and joined? How are they transitioned? Can you suggest the architectural experience of this new Exploratorium within the city by your method of representation?

5. Wikitorium

Last but not least, we keep learning about learning. And we do so at the junction between a physical and mediated classroom.

As part of the Exploratorium's method of exhibit development, a designer typically makes a prototype and puts it out on the floor for observation. Other designers and shop workers gather and offer critiques to develop the work and make it more effective. Eventually, this exhibit may be exported to other science museums.

This class has a wiki located at: <http://re-ex.pbwiki.com/> (password: architecture)

There you will find blog areas for three teams (click on "sidebar" to find your group's page).

Every Tuesday and Thursday before midnight, you *must* upload a single image from your model that shows what you are working on. To this image, add a comment describing what you are showing and what feedback you may desire.

Every Wednesday and Friday before 1pm (gives us a chance to view comments before class), you must offer response comments to your teammates on what they uploaded the day before. These comments may be text of one sentence to one paragraph, and/or an image in response.

Take this work seriously! You may occasionally find an outside critic visiting your work and writing in comments.

Finally, as part of your final presentation requirements you are to present an image that explains a relationship between the physical and networked spaces of learning, design and community.

Teams:

Amanda	Dan	Joseph
Patrick	Lotti	Mike
Antonio	Keiko	Tyler
	Josz	Flora