

AFON15

Department of Theoretical and Applied Aesthetics, School of Architecture, Lund Institute of Technology at Lund University, Sweden - Autumn 2011

THE LABORATORY FOR SPATIAL EXPERIMENTS: ARCHITECTURE AS PERFORMANCE

BOMBSITES IN MALMÖ



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The Laboratory is based at the Lund School of Architecture, for students - The project is monitored by the department of Theoretical and Applied Aesthetics. Project Director: Professor Abelardo Gonzalez. The course is held in dialogue with the City Planning Office of Malmö and the Malmö Harbour AB, in order to get a supportive input from the community and the industry

Objectives:

Of principal importance in this project will be; the use of non-architectural analogy - which will facilitate the exploration of new areas, and the development of new approaches in the field of architectural design.

Requirements:

For approval of the course, a minimum of 80 % attendance is demanded at lectures, seminars study trips and final review. The student must pass the exercises, write and hand in papers for approval. The activity level is intense. This is required to achieve the 16 Swedish credits - 24 ECTS validity of the project. Total commitment and participation of the individual, in the various workshops and in the final design proposal is a course requirement.

Integrated Course:

Interior Architecture and Furniture Design course, 4 Swedish credits - 6 ECTS, is recommended to follow by the students that choose this project; this course may be taken as a detailed complement for the project.

Method:

The principle teaching tool will be a series of workshops run by tutors of international repute. These workshops are to be described as experiments concerning the construction of architectural space in different scales and contexts. By introducing an interdisciplinary background to the workshop activity a wider spectrum of professions; like stage designers, lighting designers, composers, choreographers, theoreticians, artists and architects and the dep. of environmental psychology, are making a contribution to the overall understanding of the composition of space. As a final task the design of an architectural intervention connected to a "bombsite" in central Malmö is to be accomplished. The conclusions from different workshops may be applied in the architectural proposal.

Participants:

Worldwide student base, with varied academic backgrounds; typically from the disciplines of: architecture, art, interior and furniture design, landscape architecture and urban design. Max participants: 30 students.

Language:

While Swedish students are well represented in this course, there is normally a significant percentage of international and exchange students. Therefore the official language operating in this project will be English. Lectures, written material - assignments, bibliographies etc, and project assessments (crits) will be in English.

Academic Level:

Applicants should be 3rd or 4th year students from appropriate academic backgrounds. Exchange students may be in their final year.

Study Trip:

The course also includes a study trip to Berlin. The purpose is to study contemporary urban development, the relationship among space, scale and the architectonic object. Berlin provides both a clear picture of the background of urban phenomena and presents a progressive urbanism, handling complex combinations of urban problems emerging from the 19th and the 20th century, and simultaneously showing a clear continuity up to the 21st century.

Studio Time:

2011 autumn semester in Lund, from August until December.

Facilities:

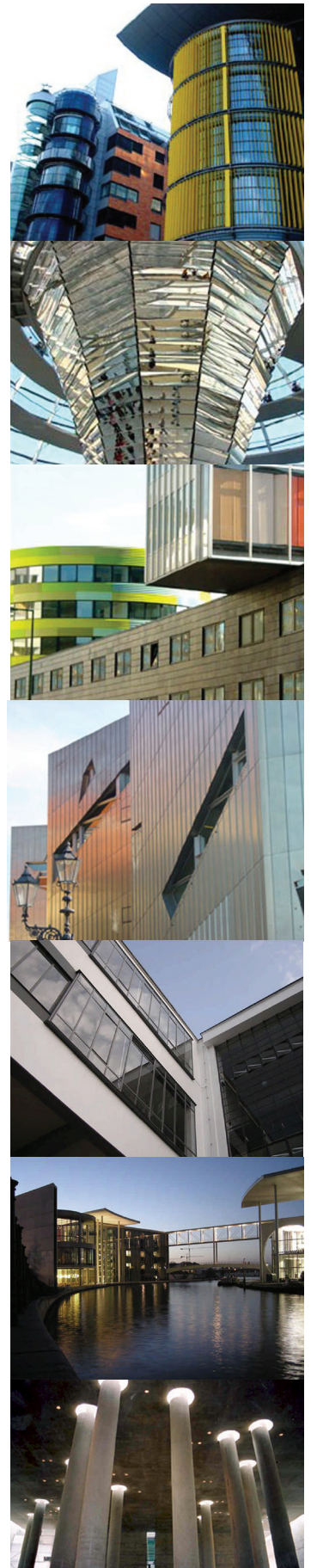
Spacious studios with individual drawing tables. Well-equipped and extensive workshop facility - for the production of various model types, furniture, and industrial prototypes. Full computing facilities with PC and Mac based programmes. Photographic services available.

Exhibitions:

Work is exhibited within the school, and sometimes at external venues - such as for example The Form Design (Scandinavian) Centre in Malmö.

Information:

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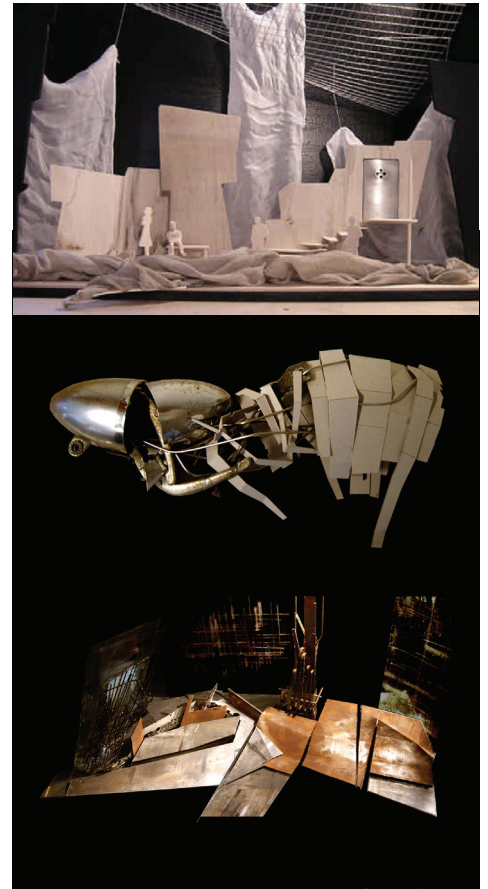
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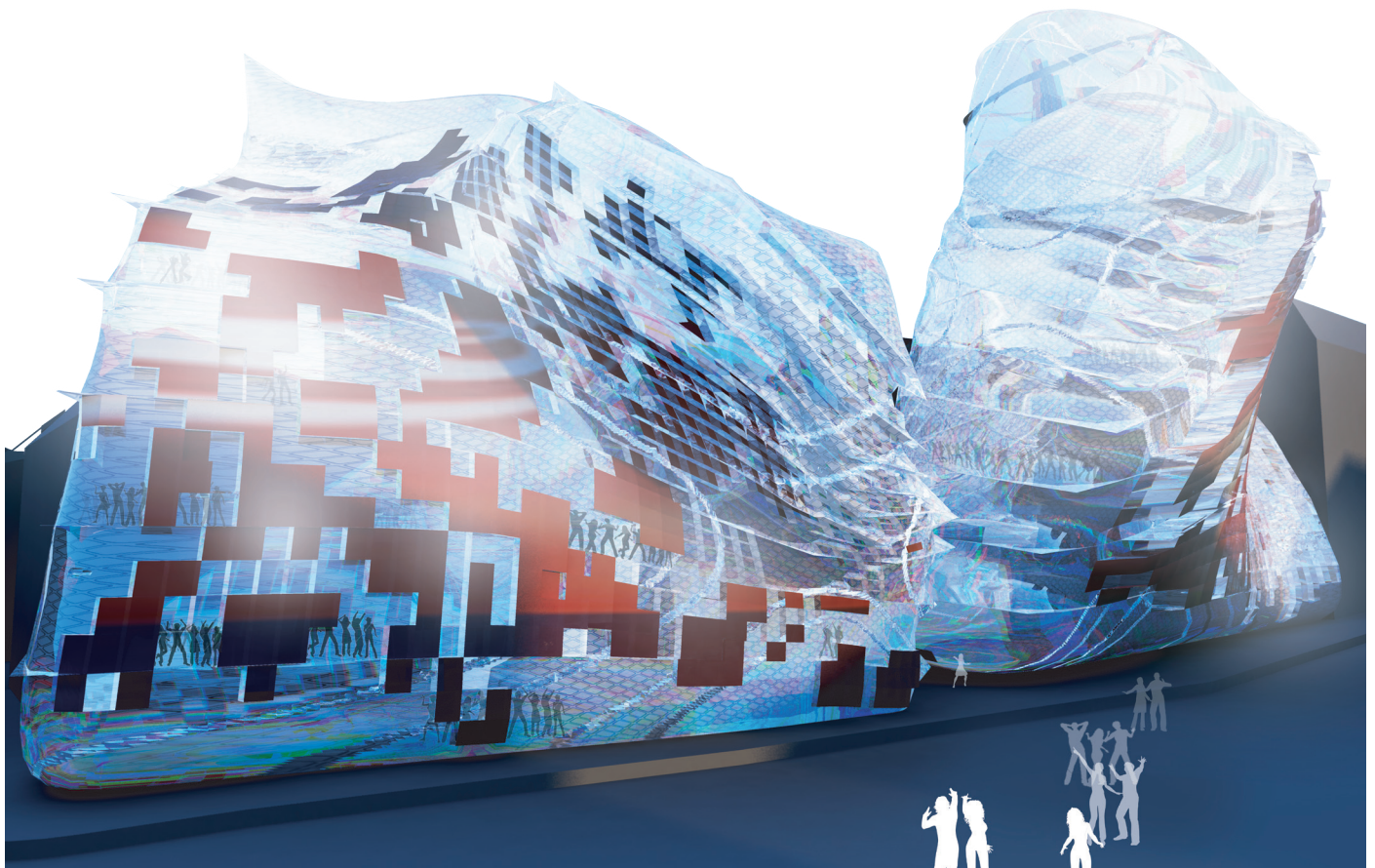
The course is held in dialogue with the City Planning Office of Malmö, in order to get a supportive input from the community and the industry. The Laboratory for Spatial Experiments shall provide for a more complex composition of architectural problems, and a continuous dialog with architectural researchers and industry. In this way a complete teaching, covering all aspects of architecture, will be provided. The focus will be on the architectural space, as a concept where architecture is about form, function and construction, and the tools used for. The students will have the possibility to profile by the education of architecture in a manner where the urban space will have the same priority as the formation of single houses, as well as the development of settlements and urban areas. The students will be able to form their own mixture of study subjects, which will enable a wide range of knowledge for them, as professionals.

This master project is an intellectual exercise in both stage design - art and architectonic space, discovering the common ground of these disciplines. Theatre enhances the perspective in order to create a magic atmosphere. In the imaginary world of theatre the student can infinitely experiment with spatial proposals. It invites us into creative and stimulating environments and provides an unusual launch pad for the development of original and non-conventional architectonics.

The Laboratory architecture as Performance is about theory and experimentation in which we emphasise the process of artistic liberation and intellectual experiments in architectural spaces. The student will use the theatrical space as a stage for experimental work, for to investigate the basic components of architecture. The theatrical space will provide a secluded and limited space, where the design process emanates from a script (program). The stage design makes use of physical elements (stage settings), light, sound, and the presence of human beings, of movement and action (process).



Stage Design



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Objectives

The main objectives of the Laboratory are:

- To start a Master oriented in the spatial experimentation and the relationship between interior urbanism and architecture which ones breaches the between the city exterior and architecture interior.
- To formulate a design process that derives its origin from a non-architectonic analogy, in order to update the relationship between architecture and form, function, construction, materials, the tools used for ideas communication and the social aspects, architectural principles and the urban space.
- To experiment with different digital tools, digital models and from there to physical models.

Background

Contemporary architectural theorists such as: Bernard Tschumi, Peter Eisenman and Lebbeus Woods, present approaches to architecture and the process of design in architecture which lie outside the traditional or the accepted range. Through projects and theories, such architects have been trying to re-establish architecture as an active and positive force in the development of society. Tschumi gives a new impetus to modern architecture. While the work of both Tschumi and Peter Eisenmann, rehabilitates the art of architecture as a phenomenon, capable of both educating and communicating.

The course aims to develop the skill of formation, and in the same time through an analytical process and the formation of theories, create a starting-point for increased insight of elements that creates the architecture and the urban space. The urban space is treated from a holistic point of view – from the definition of interiors to the comprehension of main elements of a city, and how they interact in various scales – for a re-definition of the natural and artificial landscapes, in the context of the urban areas of Malmö, as an integrated part in the Øresundregion; between architecture, interior space, urban zonings and infrastructure.

The Project Structure

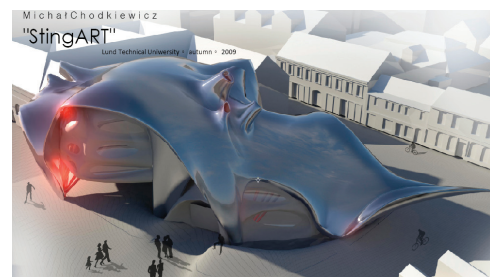
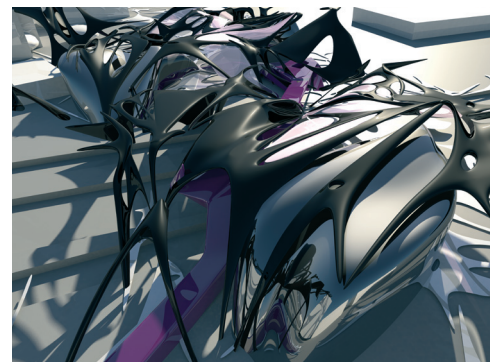
The non-architectonic analogy: Space Performing.

The starting point is a theatre play: The "Dream Play" by August Strindberg. The Project starts with a text analysis of the play and proceeds to a stage design proposal for a given theatre stage. Lighting design as well as sound, music and costume are important aspects in the work. By deploying conceptual standpoints from the original work with the stage design, an initial foundation for the development

of an architectural proposal is generated. By evolving the architectural viewpoint towards a performing situation in the urban context, the project promotes a critical divergence (from accepted practise) and focuses on a conceptual and experimental attitude. The notion of "theatre" is juxtaposed

with architectural thinking, and the design process is forced to take on new and unpredictable directions, towards a more vital and non-traditional architectural proposal.

Proceeding from the conceptual underpinnings, the issues of function and urban spatial quality are closely analysed. Ultimately this study will result in the form of a building proposal, in a "Bombsite in Malmö". Thereby, the conceptual standpoint evolves through a functional programme, and the design "adjusts itself" in an environment of intellectual honesty.



Bombsites in Malmö / Final Proposal

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Project Phases:

Phase 1- Space analogy and experimental tools

The Stage Design Work, workshops and seminars will make up the main part of the project.

"Let us search for new approaches, let us try to change the language and tools of architectural expression. Instead of producing more and more complete systems - which result in finished and defined object-looking buildings:- We can create an open work - inseparable from the urban tissue, while simultaneously having the capacity to adapt to a changing environment while remaining open to the "new", or the "unexpected". Let us try to create an architecture which no longer is an urban setting, but rather which performs on the urban stage, an architectural work which is in a state of permanent transmutation. Let us assemble the characters to play their parts in this ordinary, and yet at the same time – amazing environment. Let us develop this environment essentially in the manner of a theatrical play.....Why not a dream play?" (Pawel Szychalski)

Stage design conceptual architectonic proposal : By Arch John Cramer & stage designer Dan Nemteanu, Technical Director Rickard Bauer, School of Art and Communication, Malmö. Theatre Director Peter Bäckström. Stage designer Aida Kalnins. Prof Abelardo Gonzalez,

Digital and physical models relationship, (Rhino) by Arch. Alvin

Workshops on digital(Maya)experimentation by Prof. Florencia Pita, SCI-Arc Los Angeles

The Stage Design Concept makes a starting-point for turning focus towards the urban spaces and the design of a building. We work with properties in the centre of Malmö where empty spaces remain from urban post-war reconstruction; "bombsites". These properties clearly represent the complexity of contemporary urbanisation, and they require both comprehension and fresh ideas when being exploited.

Phase 2- Architectural Theory and Application

Theoretical background and architectural/spatial experiments. International Lecture Serie and Architectural Symposium ASAE 2010. Workshops: seminars and lectures related to Installation, Architecture & Urban Spaces Design , Extreme Environment,

Prof.C. J. Lim Brattle School of Architecture, London. Prof. Florencia Pita, SCIARC, Los Angeles, Arch. Guy Lafranchi, Bern. Prof Peter Cook, Bartlett School of Architecture, London, Arch. John Cramer of Tower 151, Zagreb.

Phase 3- Study Trip, Performing Architecture

The study trip to Berlin is integrated into the continuous design process. Preparations will be undertaken by a series of lectures that illustrates relevant questions for the project. The city will thereafter be explored and innovations in urban design will be scrutinised in reference to both historic and urban contexts. Weekend trip thematic: "Architecture that perform", "The new architecture" and "The classics", as example the work by architects as: Mies van der Rohe, Hans Scharoun, Daniel Libeskind, Frank Gehry, Jean Nouvel, Nicholas Grimshaw, Saha Hadid Behnisch & Behnisch & Partner etc. In Dessau the works by the Bauhaus-group, Mendelson, Gropius

Phase 4- Malmö / Final Proposal

Architectural design proposal according to the previous spatial investigation.

Workshops: Architecture Analysis. Environmental Psychology, Setting or Performance: By arch. Ricardo Ostos, AA, London, Performing architecture: By Prof. Mette Thomsen, Royal Academy Copenhagen.

Architecture Proposal: Final Architectural Proposal: By Architect Theo Lalis, AA london. Prof Peter Cook, Prof Abelardo Gonzalez, Guest critics: Ass Prof of Architecture at Kunstakademins Arkitektskola in Copenhagen, Mette Thomsen

Prof. of Architecture, Chalmers, Goteborg, Prof. Helle Juul, Royal Academy Copenhagen, Arch. John Cramer, Lund

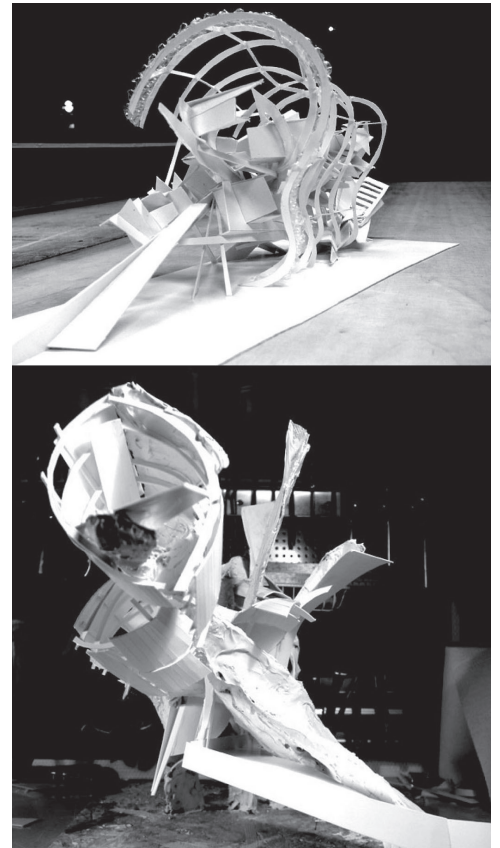
Phase 5- Architecture Presentation

Virtually and Animating presentation. Portfolio, Digital Presentation: Eric Carcamo, SCI-Arc Los Angeles

Among the guest-professors for the project during the period 1995-2010

Theatre Director, Prof. Ronni Halgren, Sweden. Arch. Stage Designer Ivar Ljung, Sweden. Stage Designer Dan Nemteanu, Sweden. Artist Kirsten Dolhom, Theatre Pro-Forma, Copenhagen. Costume Designer Linda Rothke, Northwestern University Illinois. Technical Director Rikart Bauer Malmö University, Malmö. Ass. Prof. John Glew, AA London. Prof. Dirk Coopman School of Architecture in Bruxelles. Theatre Director Peter Bäckström, Sweden. Prof. Pawel Szychalski, Poznan School of Architecture. Prof. Peter Cook, Bartlett School of Architecture, London. Prof. Daniel Libeskind, Weissensee Academy, Berlin. Prof. Hani Rashid, Colombia University, New York. Prof. Svein Tønsager, Århus School of Architecture, Denmark. Prof. Odile Decq, Paris School of Architecture. Tower 151 Architects: Andrew Yeoman and John Cramer, Zagreb. Prof. Elisabeth Hatz, KTH, Stockholm. Arch. Hellen G. Welling, Prof. Helle Juul, MAA Arch. Prof. Märten Lund, Konstakademien i Köpenhamn. Ass. Arch. Prof. Thomas Hellqvist, Lund. Film Stage Designer Aida Kalnins, Malmö. Asst. Prof. Margarita Grafakou, Department of Architecture, National Technical University of Athens. Asst. Prof. Anna Betancour, University of East London. Prof. Nasrine Seraji, Academy of Fine Arts, Vienna, AALondon and Princeton, USA. Prof. Martin Anders, School of Architecture, Montpellier. Landscape Arch. Tina Sarap, Malmö University. Prof Guy Lafranchi, Architect, Bern. Prof. Lebbeus Woods, Columbia University, New York. Landscape Architect Monika Gora, Malmö. Ass. Prof C. J. Lim, Bartlett School of Architecture. Arch Jennifer Magnolfi, Harvard University USA. Arch Thom Mayne, Morphosis, Los Angeles, Arch Florencia Pita, Sci-Arc, Los Angeles, Arch Herman Diaz Alonso, Sci-Arc, Los Angeles, Arch Erick Carcamo, Columbia University, NYC, Arch Drura Parrish, Kentucky University, Kentucky, Arch Theo Lalis, the Architectural Association, London, Arch Volkan Alkanoglu, Sci-Arc, Los Angeles, Arch David Tajchman, Ecole Speciale d'Architecture, Paris. Arch David Garcia, David Garcia Studio, Copenhagen, Arch Frida Rosenberg, KTH, Stockholm, Prof Matt Fajkus, Austin School of Architecture, Texas, Arch Riccardo de Ostos, the Architectural Association, London. Prof. Wolf Prix, Coop Himmelbl(l)au, Vienna. Prof Greg Lynn, GLform, Los Angeles. Prof. Gaetano Pesce, GaetanoPesce Ltd, New York. Arch Yael Reiner, London. Prof. Mark Goullithorpe, MIT, Cambridge. Prof. Zvi Hercker, Berlin, Arch Sulan Kolatan, KOL/MAC LLC, New York. Prof. William Mc Donald, Mc Donald & Kolatan Studio, New York.

Project leader Professor Abelardo Gonzalez



Bombites / Model Studies