ACTION
INTERACTION
AND REACTION

ARCH1101 LOWE

As the video files that accompany this lecture are large they have been uploaded to the ARCH1101 course folder on the FBE networks S drive here:

ARCH1101/Resources/Lectures/Lecture_11_ActionInteractionReaction

TASK FOR TODAY

1. Movement can be understood as linear, rotational and scalar translation. Draw a series of 6 textures (within a 6 x 6 square in your notebook, or an appropriate size on your iPhone or similar) exploring **each** of those definitions of movement.
2. Add 3 words that help ***you*** understand movement and create a series of 6 textures for **each** of those.
After doing steps one and two you will have 6 series of 6 textures (which 36 in total). See these samples.

Note: throughout the class students will be exporting bridge or elevator models from SketchUp to CryENGINE3.

INDEPENDENT STUDY

Complete by the beginning of the next tutorial.

1. Apply the textures that you have used to explore movement to at least 3 places within your scheme. Their application should somehow aid our navigation through the environment.
2. Continue to develop your bridge, elevators and folly.
3. Complete a full draft of the outcomes required for EXP3. See the **OUTPUTS** section of the EXP3 brief for what is required; a full draft includes **all** of those outputs. While each of the outputs might not be finished they do need to present a clear indication of the strengths and opportunities of the scheme.
4. Bring a copy of your CryENGINE3 environment and any associated Sketchup models to next weeks studio (remember that you'll need your entire levels folder or the models within it won't show up). Week 04 will consist of a review session where each student will be required to critique and give feedback on at least 2 other students work. As this is a critical part of the design process your attendance will be recorded.

Note: make sure you save the CryENGINE3 environment as you go along as it will be a part of your EXP3 submission. Use v1, v2, v3 to denote successive versions (note: saving over the top of your files won't help you when the last one you saved becomes corrupt!).

IN 1980 COOP HIMMELBLAU SAID THAT THEY WANTED ARCHITECTURE TO HAVE MORE.

ARCHITECTURE
THAT BLEEDS, T
HAT EXHAUSTS,
THAT WHIRLS A
ND EVEN BREA

KS. ARCHITECT URE THAT LIGH TS UP, THAT STI NGS, THAT RIPS AND UNDER ST

RESS, TEARS. A
RCHITECTURE S
HOULD BE CAV
ERNOUS, FIREY
SMOOTH, HARD,

RESS, TEARS. A
RCHITECTURE S
HOULD BE CAV
ERNOUS, FIREY
SMOOTH, HARD,

ANGULAR, BRUTAL, ROUND, DELICATE, COLOURFUL, OBSCENE VOLUPTUOUS,

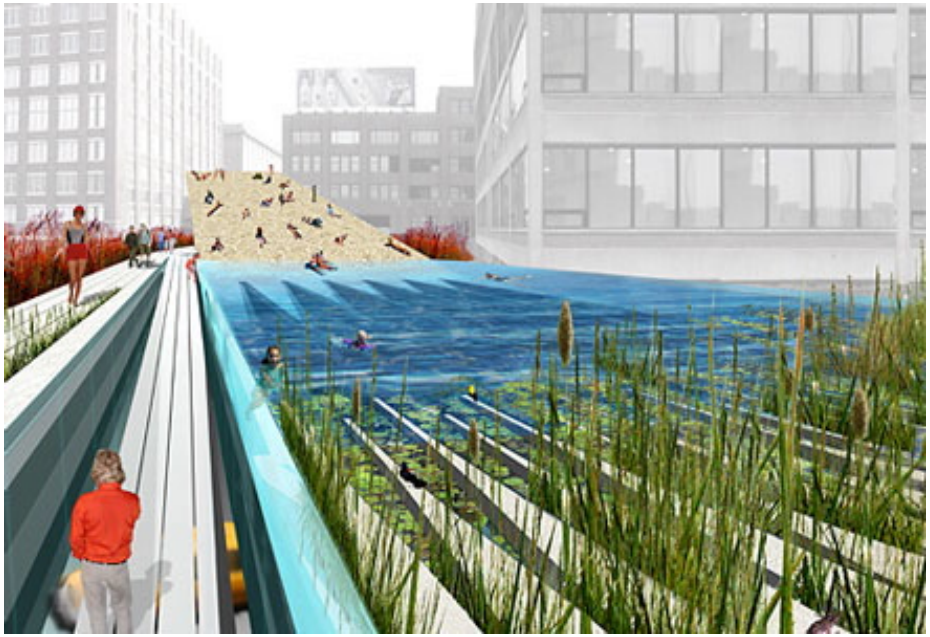
DREAMY, ALLU
RING, REPELLIN
G, WET, DRY, TH
ROBBING. ALIVE
OR DEAD. COLD

THEN COLD AS A BLOCK OF ICE. HOT THEN HOT AS A BLAZING WING.

UNFORTUNATELY, APART FROM A FEW UN
PLANNED INCIDENCES, COOP HIMMELBLAU
DIDN'T GET WHAT THEY WANTED.

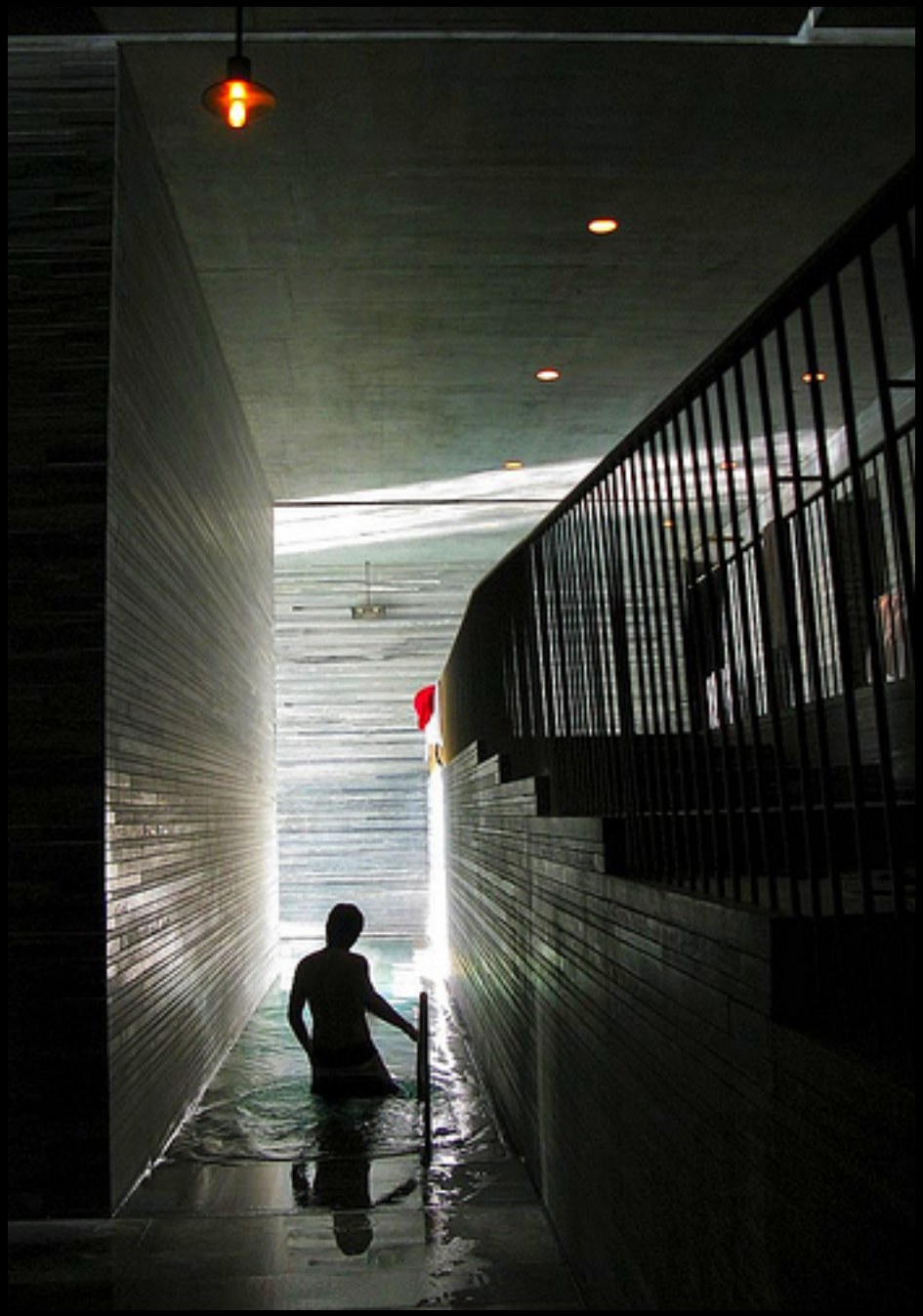
COOP HIMMELBLAU

DILLER+SCOFIDIO



DILLER+SCOFIDIO

ICE HOTEL



ZUMTHOR

WEST 8

WEST 8

IN 1980 COOP HIMMELBLAU ARGUED FOR A N ARCHITECTURE THAT DEVELOPS AFTER ITS PHYSICAL CONSTITUENT ELEMENTS HA VE BEEN CREATED; IN OTHER WORDS, THE ARCHITECTURE THEY ARE TALKING ABOU T HAPPENS WHEN PHYSICAL ELEMENTS C OME ALIVE THROUGH INTERACTION.

ELEVATOR DEMO

HADID BMW YES

ACTION

AI BOX CRAFT YES

CAR PARK YES

GEARS YES

WHEELS YES

INTERACTION

JUMP ROPE YES

FLUID DANCING YES

PRISON YES

GARAGE YES

HOME DEPOT YES

FOX NASCAR YES

FRICTION YES

STEEL FORMING YES

5 AXIS MILL YES

HYPERMILL YES

REACTION

GAINING YES

INCEPTION YES

SLANT YES

SMALL YES

TRAIN YES

OK GO! YES

BIG DOG YES

CHEETAH YES

FLYING ROBOTS YES

QUESTIONS?