

Vertical Studio: _scape

The landscape is not the object at a distance but something you are always already in.
Mark Cousins, Lecture at the Bartlett School of Architecture, 01.20.05

Learning from the landscape is a way being revolutionary for an architect.
Venturi, Scott Brown and Izenour, Learning from Las Vegas

ARCH graduate vertical studio **2009-2010 studio proposal**

- studio critic: Jeffrey L. Day, AIA Associate Professor of Architecture
jday2@unl.edu
- studio topic: The discipline of architecture erred when it conceived the building as an object. Landscape architecture, on the other hand, approaches spaces with an understanding of their continuity with their surroundings. Like the city, landscape is an immersive environment. Such environments are “around-us” and not “in-front-of-us”. In opposition to the object-building which one understands through observation and concentration the immersive environment is comprehended from within through forces of habit. These spaces may exist as landscapes in the conventional sense of outdoor environments but they may also exist virtually. A virtual or digital immersive environment may or may not replicate physical reality but is perceived by the individual as “real”. A massively multi-user online role-playing game is a common example of this kind of immersive environment. In reference to their topological (surface) qualities, such spaces are often called “_scapes” (landscape, cityscape, townscape, datascape, videoscape, dreamscape, soundscape, *ad infinitum*).
- This studio will investigate the relationship between architecture and landscape through the exploration of immersive environments. To bring focus to this broad and diverse topic the studio will look specifically at **art** as both subject and object in relation to “_scape” [artscape?]. We will look at experiments in installation art, art about perception, art that addresses issues of presence, and new media art. All of these will be brought into the studio through a series of projects that explore _scape and physicality.
- The studio will place an emphasis on computational methods of design and the possibilities of a reciprocal relationship between the digital and physical products of the studio, ie. we will explore digital fabrication as a process. The work we do will take the form of a student-generated architectural proposal, not a “solution” to a given problem.
- studio structure: This is a studio about experimentation, not problem solving. The studio will engage applied research within a laboratory-like atmosphere and will also include a seminar component in which we will read and discuss a series of relevant texts. Students will engage in applied research at the beginning of the studio, making periodic presentations to the group. As the semester progresses, students will develop related projects that experiment with the concepts, procedures, strategies and tactics that we are investigating. Students will work on individual and group projects. All students will be required to work in a variety of media with the digital being our backbone. We will utilize all facilities at our disposal, including the College’s CNC-router, laser cutters and 3D printer.
- projects: Projects will range in scale from small to very large environments.
- requirements: Students will be working extensively with techniques that explore the interrelationship between digital and physical methods of design production (often referred to as digital fabrication, versioning and prototyping). Use of software such as Rhino, Maya, 3dsMAX for Form-Z may be required. Explorations of algorithmic process through visual scripting will be encouraged but not required. A short out-of-town trip within the region may be required (possibly Kansas City).
- evaluation criteria: This studio is concerned more with process than with product, therefore greater weight will be placed on the student’s progress through the semester than on the final results of

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the study. Students will be expected to work steadily through the semester and participate in frequent pin-ups and critiques. The student's enthusiastic engagement with the topic as shared research will figure prominently in the evaluation and ultimate grading of the work. Feedback will be given at periodic times during the semester.

NAAB criteria:

The studio will observe all NAAB criteria that are relevant to our study. The students will be expected to demonstrate proficiency in all of the following areas (for a description, see the current NAAB criteria in the Architecture Office): 1, 2, 3, 4, 5, 13, 15, 16, 36 and others as deemed relevant.

reading

A variety of readings will be assigned for discussion in a series of seminar meetings. The reading list may include:

"Field Conditions", Stan Allen

"The Work of Art in the Age of Mechanical Reproduction", Walter Benjamin

"The Future of Space: Towards and Architecture of Invention", Elizabeth Grosz

"Inside the White Cube", Brian O'Doherty

"Give me a gun and I will make all buildings move: An ant's view of architecture", Bruno Latour, Albena Yaneva

"Atmosphère, Atmosphere", Bruno Latour