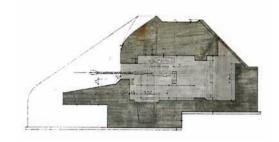
AVVOUNKERS new "strong points" for re-thinking/re-using the atlantic wall



workshop2DA'07whattodo



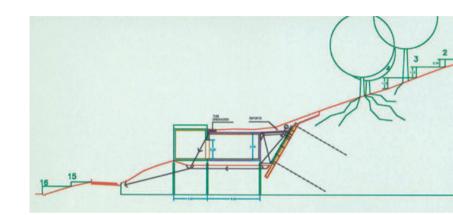
FIRST WEEK get-in-touch

> RE-PRESENTING THE OBJECT

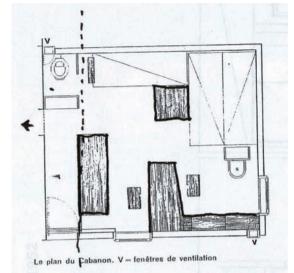
- a) through drawings: expressive drawings representing materiaity/material; form; volume; mass; weight; sun-light interaction; etc.;
- b) through diagrams: representing the "viewing" activity
- c) through maquette: of the object; of the shape; of the emptyness; of the inner space.

> COLLECTING CASE-STUDIES

[what has been done so far]











SECOND WEEK approaching the the task/concept

> DEVELOPING AND INTERPRETING THE BRIEF

a) global design: one-day guest-room in onematerial [woodpanels> i.e.: "nordpan"]; b) local-design: defining implementation/new infrastructure for the area [leisure, sport, amusement, stc.]. see:www.atlanticwall.polimi.it



THIRD WEEK approaching the the task/concept

> VERIFIFYING IDEAS/CONCEPTS

a) using drawings, maquette, diagramms, scenarios, etc. try to verify design ideas/concepts





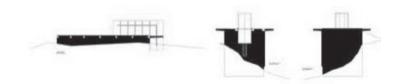


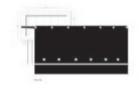






PERFORMANCE
SASCHA WALTZ
TONE AVENSTROUP
TAKAO KAWAGUCHI





FOURTH WEEK the choice is done

> DETAILING

a) using drawings, maquette, diagramms, scenarios, etc. detail every single part of the project.



FIFTH WEEK packaging the product

> DELIVERING

a) using drawings, maquette, diagramms, scenarios, etc. every group will develope & edit its own presentation for the delivering date.



sequenceofpossibilities>

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