

ADSL2011 [CONGRUENCE] WORKSHOP # 2

I've played this tomorrow

In his short-story 'The Pursuer', when Johnny Carter (alias of Charlie Parker) yells '*I've already played this tomorrow*', Julio Cortazar questions the logical limits of time and space proper of human nature.

The practice of architecture, more than any other (like playing music, producing artworks or writing books...) has the property of freezing a process into a construction, and every time a new construction is juxtaposed to, added onto, or inserted into an existing one, the designer is challenged to deal with an issue of *congruence*.

Imagining *now* - namely in a different moment - a physical structure in a close spatial relation with

something 'that is already there' is the ambition of this workshop.

The *congruence* (or *opposition*) between an existing (past-present) and a new (future) construction will be the main concern in the discussions.

A distinguished building in Antwerp will be selected as the recipient of our metaphorical embrace.



01 - *The progress*, Tino Sehgal, 2010 (performance at the Guggenheim Museum in New York)

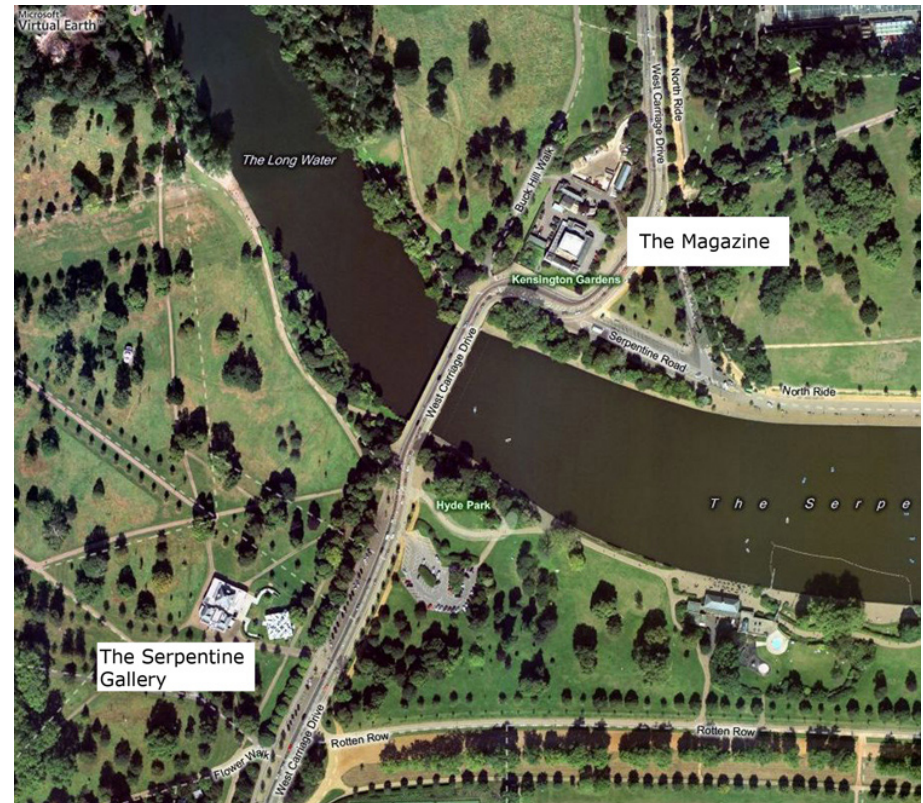
02 - *Tre Grazie*, Antonio Canova, 1816 (Hermitage Museum, Saint Petersburg)

03 - *NeWhitney*, OMA, 2001 (Maquette from the 'Content' exhibition)

Case Study # 1

Serpentine Gallery - Pavilions

London, UK



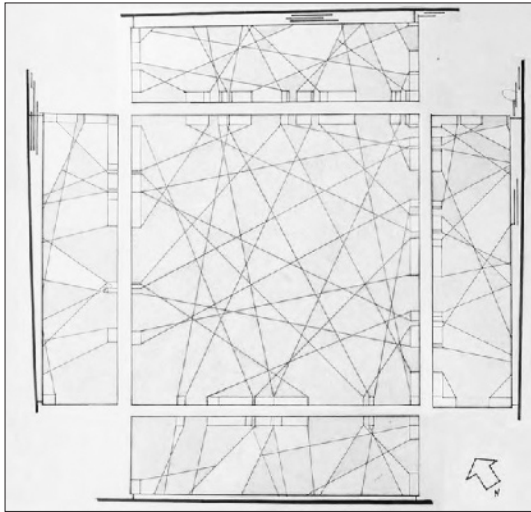
2000
Zaha Hadid



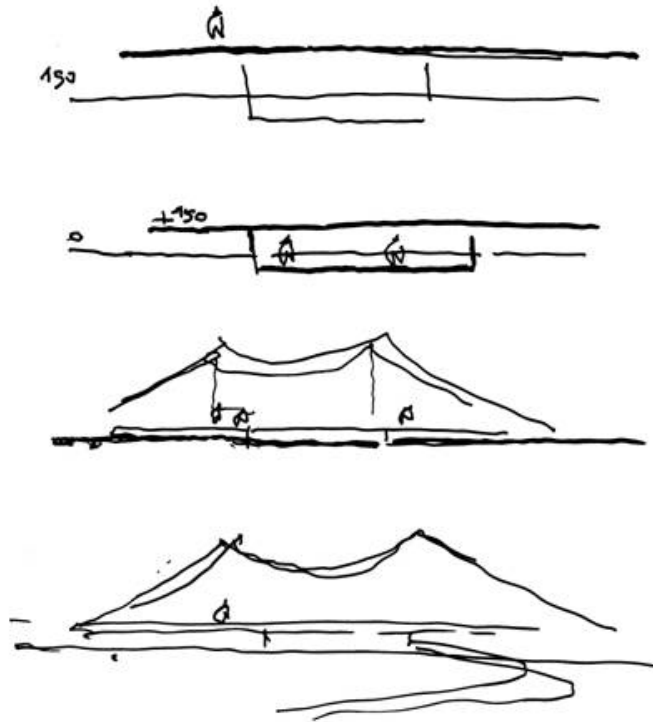
2001
Daniel Libeskind



2002
Toyo Ito

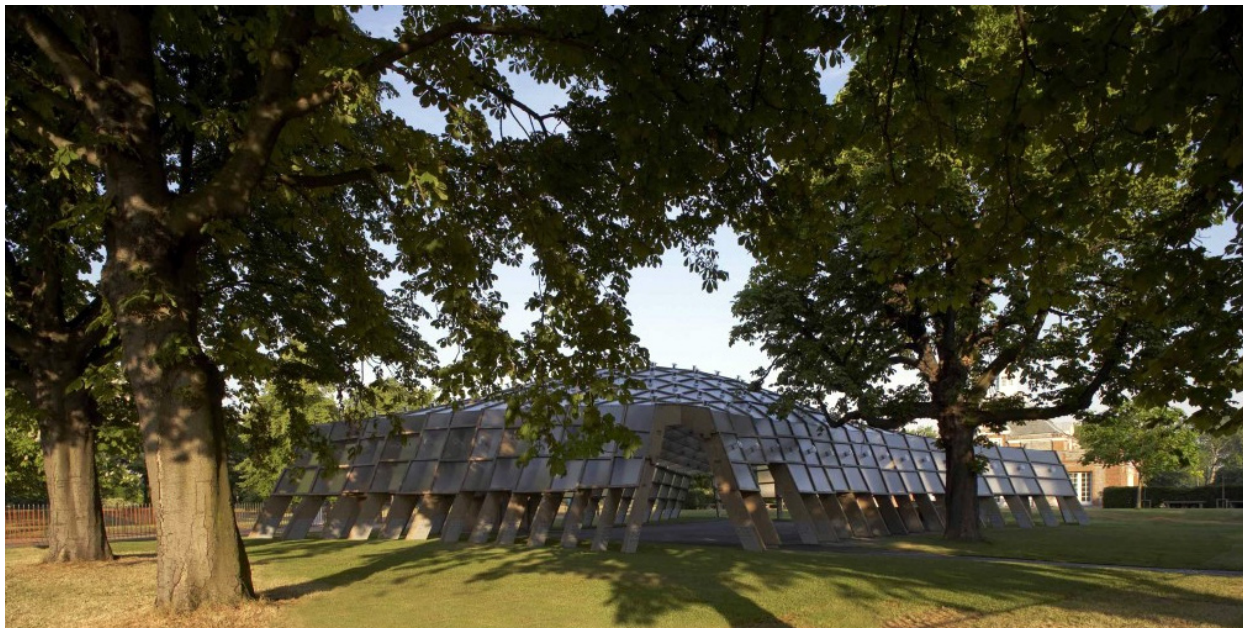


2003
Oscar Niemeyer



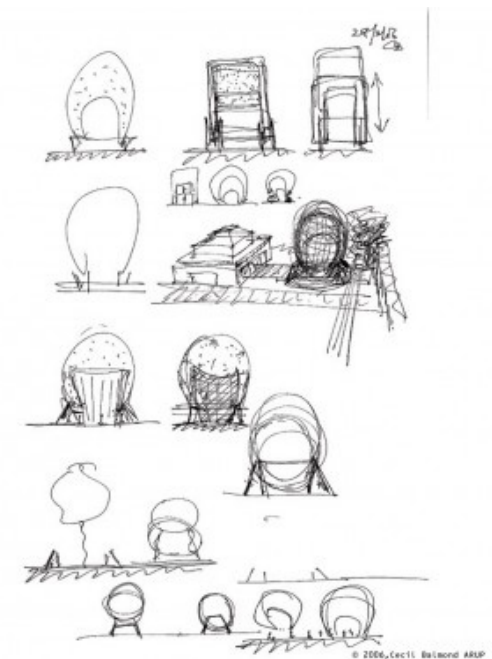
2005

Alvaro Siza and Eduardo Souto de Moura



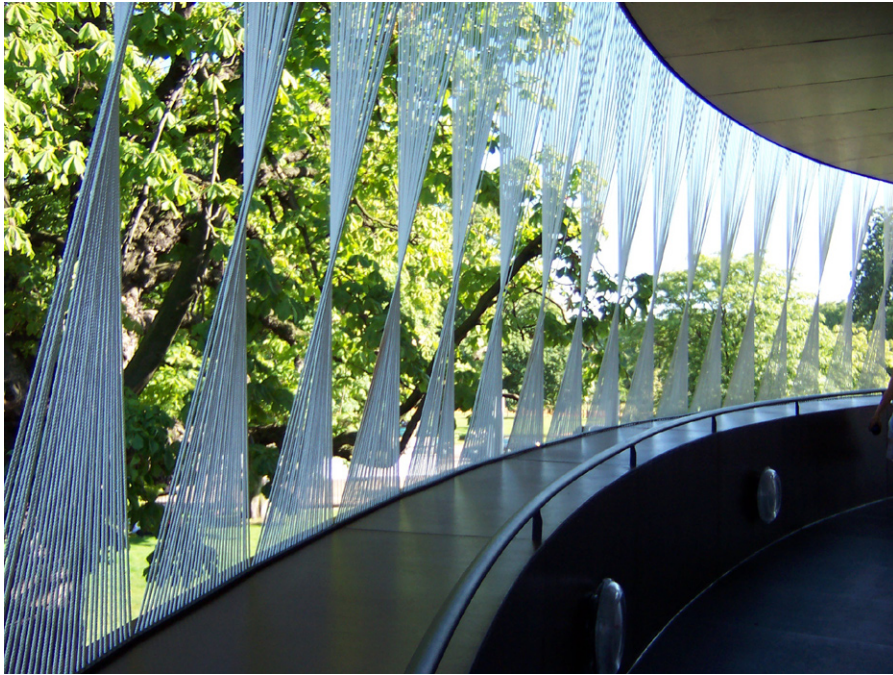
2006

Rem Koolhaas and Cecil Balmond



2007

Olafur Eliasson and Kjetil Thorsen



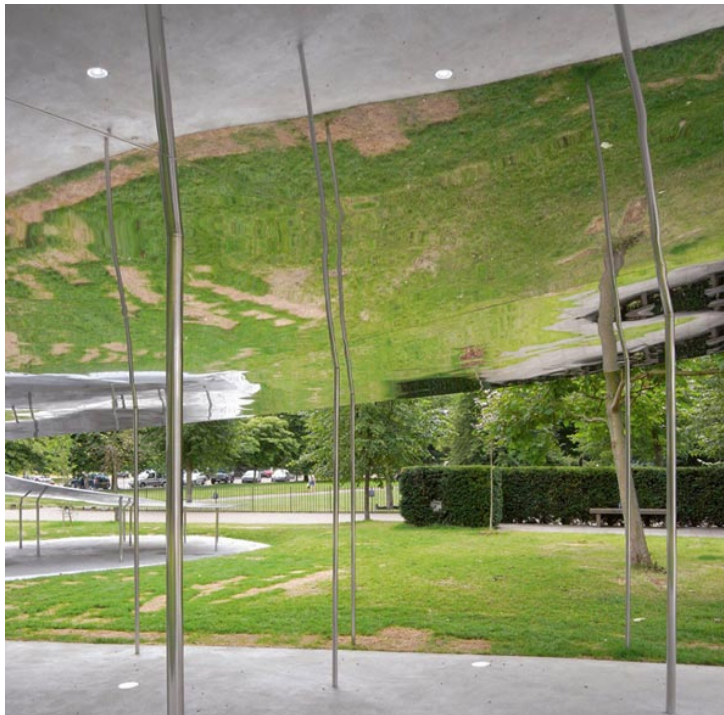
2008
Frank O. Gehry



2009

Kazuyo Sejima & Ryue Nishizawa





2010
Jean Nouvel

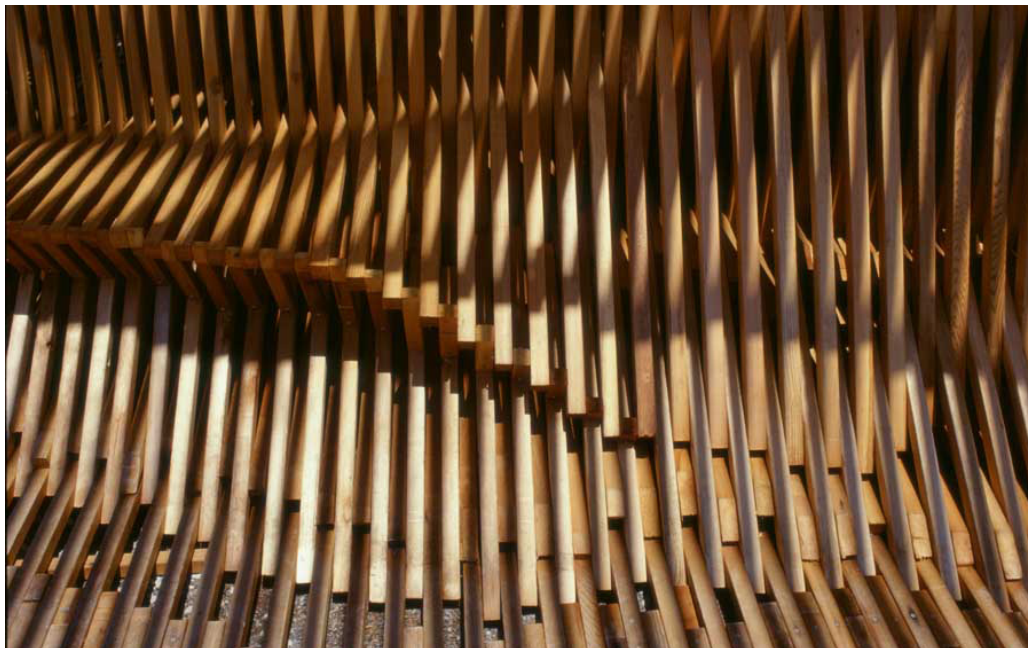


Case Study # 2

PS1 - Young Architects Program

New York, USA

2000
SHoP
'Dunescape'



2001
ROY
'subWave'



2002

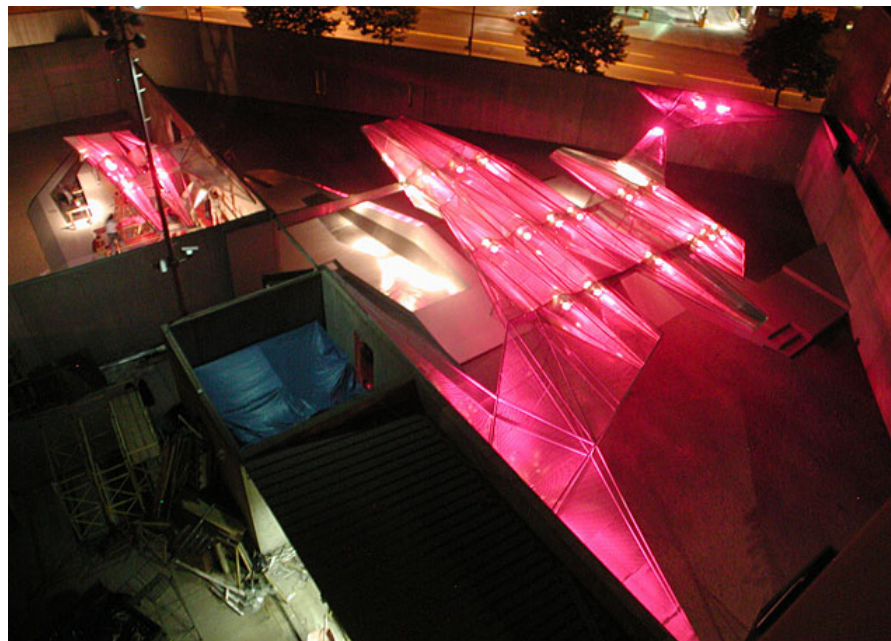
William E. Massie

‘Playa Urbana/Urban Beach’



2003

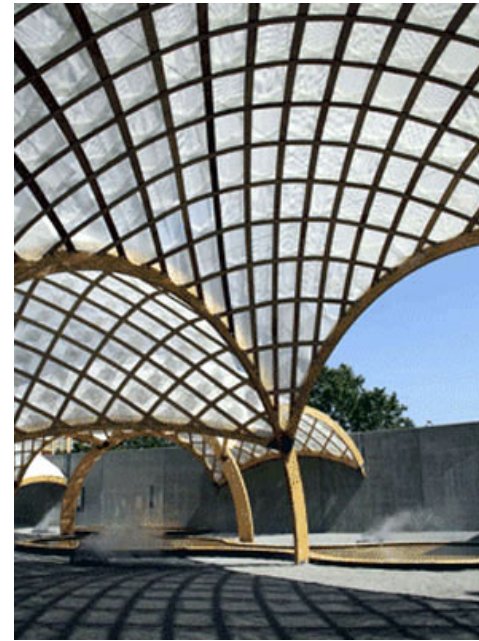
Tom Wiscombe of EMERGENT
'Light-Wing'



2004
nARCHITECTS
'Canopy'



2006
OBRA
'BEATFUSE!'



2007

Ball-Nogues Studio
'Liquid Sky'



2008

WORK Architecture Company
'Public Farm One (P.F.1)'

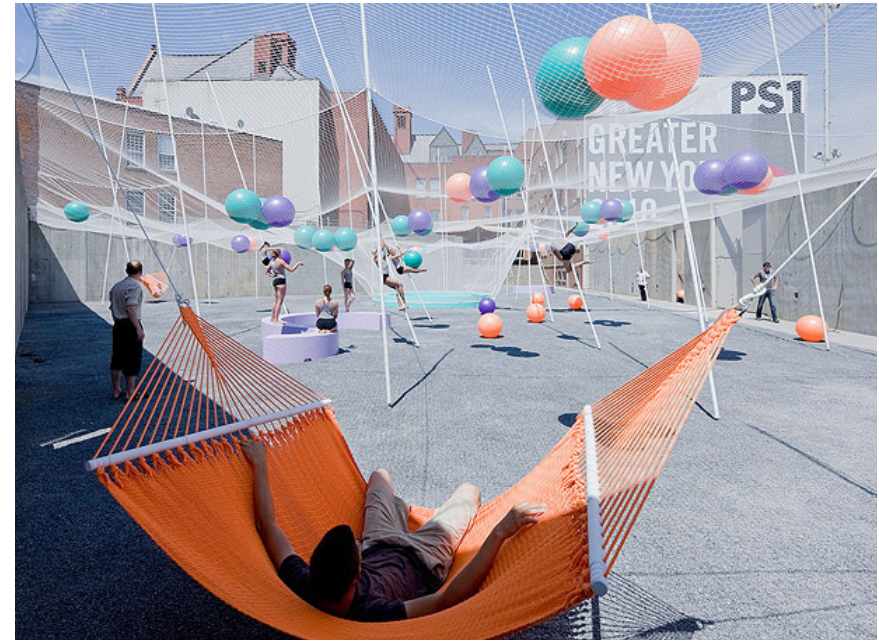


2009
MOS
'afterparty'

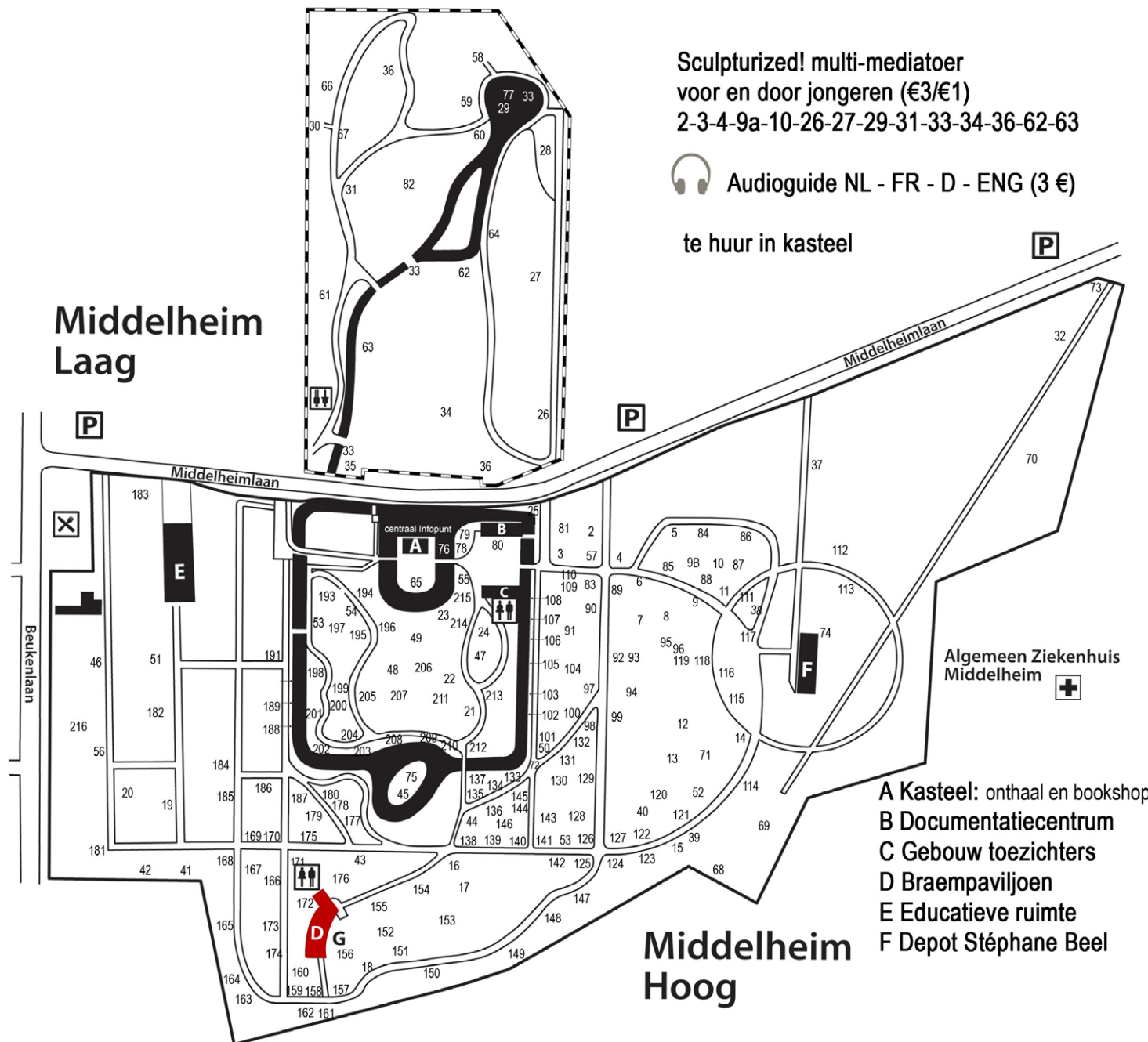


2010

Solid Objectives - Idenburg Liu
'Pole Dance'



Reference
Braempaviljoen
Antwerp, BE



Sculpturized! multi-mediatoer
voor en door jongeren (€3/€1)
2-3-4-9a-10-26-27-29-31-33-34-36-62-63

 Audioguide NL - FR - D - ENG (3 €)

te huur in kasteel

- A Kasteel: onthaal en bookshop
- B Documentatiecentrum
- C Gebouw toezichters
- D Braempaviljoen
- E Educatieve ruimte
- F Depot Stéphane Beel

























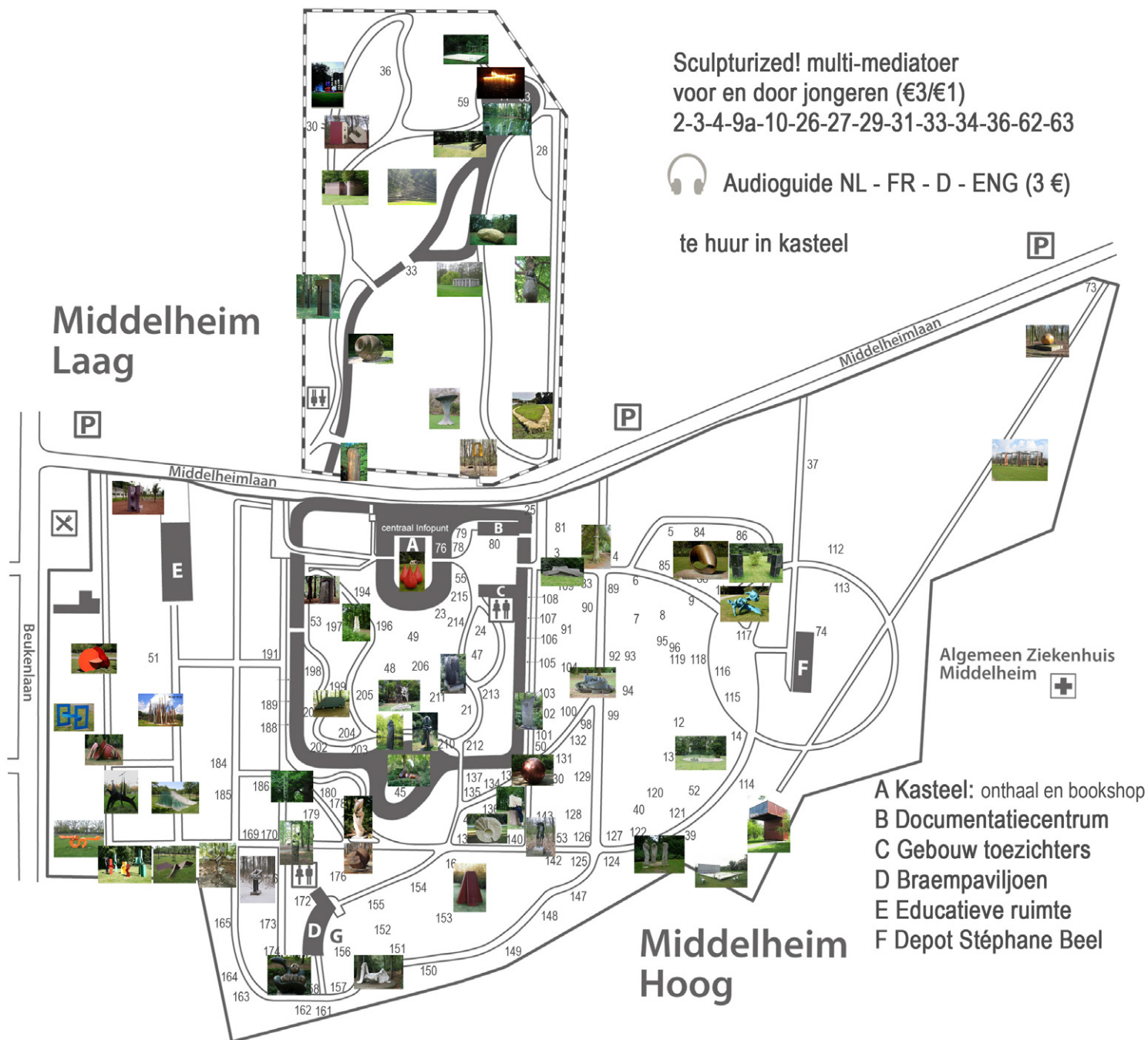




context

Middelheim park

Antwerp, BE







Workshop programme

Day 1

11.30 - 13.00 : Introduction to the task + collective discussion
14.30 - 16.00 : Prof. Els Spitaels lecture on Renaat Braem pavilion + collective discussion
16.30 - 22.00 : Students announce their projects ambitions [output - small text]
22.00 on... : Lorenzo Bini might remain available for further discussions at some local pub...

Day 2

9.00 - 11.00 : Students develop their proposals + individual discussions
11.00 - 13.00 : Site visit with Prof. Els Spitaels [output - 1 high res picture]
14.30 - 16.00 : Students develop their proposals + 'best picture competition and award'
16.30 - 22.00 : Students present their proposals [output - sketchy 1:50 maquette]
22.00 on... : Lorenzo Bini might remain available for further discussions at some local pub...

Day 3

9.00 - 11.00 : Students develop their proposals + individual discussions
11.00 - 13.00 : Students develop their proposals + individual discussions
14.30 - 16.00 : Students develop their proposals + individual discussions
16.30 - 22.00 : Students present their proposals [output - maquette + sketchy montage]
22.00 on... : Lorenzo Bini might need some recovery...

Day 4

9.00 - 11.00 : Students develop their presentations + individual discussions
11.00 - 13.00 : Students develop their presentations + individual discussions
14.30 - 16.00 : Students develop their presentations + individual discussions
16.30 - 22.00 : Students present their proposals [output - maquette + montage + text]
22.00 on... : Lorenzo Bini might remain available but Students might be too busy...

Day 5

9.00 - 13.00 : Students finalize their presentations
14.00 - 17.00 : Public presentation
18.00 : Opening of the exhibition
18.00 on... : Walking dinner & crawling drinks

Workshop rules

1

The final output to communicate the project consists in:
1:50 cardboard maquette of the proposed construction
A1 panel 'montage' (proposed construction inserted in the context + 50 words text)

2

Each project is developed with exactly the same amount of material (typology and quantity):
250 sqm of solid cross-laminated timber panels (25 slabs measuring 2 x 5 m and 2 cm thick)

3

Since we won't build 1:1 scale prototype, the metaphor for our cross-laminated timber panels slabs
are 25 cardboard slabs measuring 4 x 10 cm and 4 mm thick

4

The maximum volume defined by (but not necessarily enclosed by...) the construction is 250 cubic
meters (500 cubic centimeters)

5

The maximum height of the construction is 5 meters (10 centimeters)

6

Cardboard slabs are only manipulated through a cutting processes, the geometry and quantity of
cuts is free and unlimited and can be done either by hand or with cad-cam machines

7

All the 'cut out' elements are assembled only through interlocking joint systems
(glue is forbidden in this workshop)

8

The issue of the foundations is omitted for simplicity, the constructions are therefore imagined as
supported by a generic concrete platform, or generic concrete plints

9

The construction should be the display for a sculpture that will be selected among the ones featured
in the Middelheim Museum Park

10

Every construction should be put in visual and spatial relation with, and be clearly congruent (or
deliberately opposed) to the Renaat Braem Pavilion