

Reflection P4

Public Buildings_Border&Territories_Border Conditions along the New Silk Road

Student: Fuwei Shao, 4716485

Design Tutors: Marc Schoonderbeek; Oscar Rommens

Building technology tutor: Pierre Jennen

External Examiners: Denise Piccinini

ASPECT 1-THE RELATIONSHIP BETWEEN RESEARCH AND DESIGN.

Architecture design is a process of planning, designing and building spaces concerning a meaningful occupation of the inhabitants. Beyond the rational thinking upon how the building is built, architecture design is as creative and profound as art in its cultural and humanized values. While the research is a process of systematic constructions of knowledge and formation methods towards the ever-developing contexts of architecture territory, there's a necessity of conducting researches on histories, social-cultural values, and theories for architecture progress.

The topic of architecture indeterminacy is the position that I took in the graduation project in Public Buildings Studio. The 'Border Conditions along the New Silk Road' studio investigates the new spatial conditions that have potentials to generate suggestive and unexpected events. It asked for a critical reflection upon the complexity of urban conditions. In response to the general themes of the studio, the research on the indeterminacy brings up the discussion in rethinking the practice of architecture as a discipline.

ASPECT 2-THE RELATIONSHIP BETWEEN YOUR GRADUATION (PROJECT) TOPIC, THE STUDIO TOPIC AND YOUR MASTER PROGRAMME

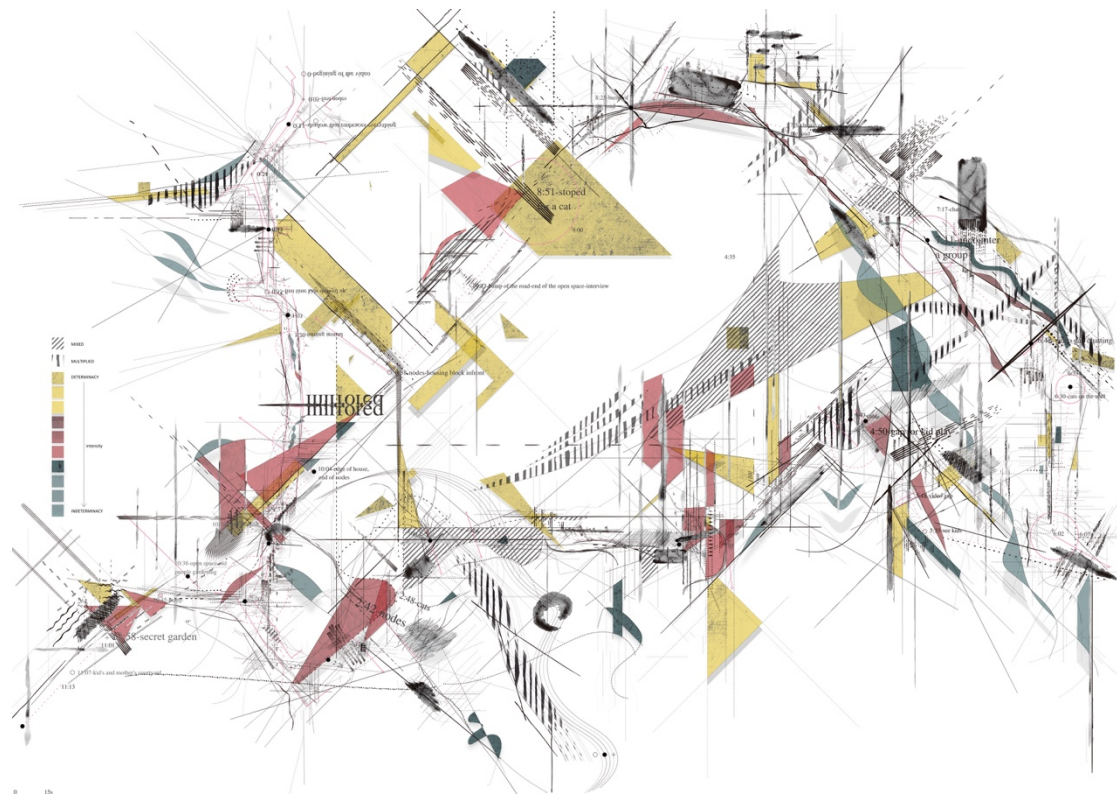
In the contexts of Public Building_Border&Territories, the project set up its goal in addressing the ever increasing focus on social issues in relation to the physical effects of space. My topic of research and design theme is Architecture of Indeterminacy. It aims at addressing the conflicting roles between architects and inhabitants, where everything are created to fulfil the productivity in the modern era. Architecture designers have been continuously guided by how they as architects can manipulate the space. They try to read the cities and architectural space as a collective context. They tend to rationalise the thoughts through the understanding of totality. They calculate the space to be workable with the standard dimension of wall thicknesses, ceiling heights or circulation routes. They seem to be accustomed to these approaches. They sometimes expect the future inhabitants to use the space as their speculations or sometimes do not care at all. They as architects are dictators of the space. No matter what techniques or concepts are adopted, architecture that started from the first sketch until it was finally put into use is inevitably determined. Architects are unable to do anything else in introducing violent transformations once they are assigned to a vacant space. They contaminant the territories into a fully functional space of productivities.

While, the inhabitants perceptions and sensations are constrained within the frameworks set up by the architects. Their understandings of determinacy in space are always structured under the existing systems. Nevertheless, The inhabitants never sense the spaces or cities around them from the panoptic view. They construct their understanding of the environments by composing fragmented pieces that they encountered by chance. Space never functions in a determined template by the architects' constructions. It is full of indeterminacy with unexpected incidences which offers possibilities to go beyond the constraint forces of designers' constructions.

Therefore, looking back to the conflicting role between architects and inhabitants. Architects should now rethink the 'indeterminacy' of architecture, in which it questions the determination in the architecture design process, and the flexibility or uncertainty demanded in using process.

ASPECT 3-ELABORATION ON RESEARCH METHOD AND APPROACH CHOSEN BY THE STUDENT IN RELATION TO THE GRADUATION STUDIO METHODOICAL LINE OF INQUIRY, REFLECTING THEREBY UPON THE SCIENTIFIC RELEVANCE OF THE WORK

Before P2, the general progress of the project was trying to research how could the design act in the form of indeterminacy, in which the architects and inhabitants are given with new roles. In order to avoid direct translation the theme of indeterminacy into a design concept, the processes of approaching the project are instructed under the framework of indeterminacy. It begins with a mapping of a free walk in a village of Tbilisi. The rich unexpectances and non-traditional reading of space offered an insights towards indeterminacy.



The drawing tried to detach from its original context but present a pure insights of indeterminacies by the variation in line types or thicknesses. Since its vacancies in determinacy, it is not possible to be read as any conventional architectural or urban maps. Therefore, this mapping serves perfectly the beginning of all further development of architecture project.

Through the development of the project after P3, the idea of indeterminacy becomes more and more clear. Indeterminate architecture is not about the complexity of forms and functions which aim at creating multiple interpretations of space. No matter how much complexity the form contains, once it is built, it become determined. The key of Indeterminate Architecture is not to give precise meanings or try to overdetermine the final result, but only provisional, interconnectable, changeable terms of reference. An architecture conscious to be looked at dispersedly, scatteredly, passively. Different meanings (compatible/incompatible) are being superimposed with each other in the process of play.

As a result, the later design process becomes a play of the original mapping without setting certain rules.

the Playing Process

1. Binding the walk to a new site with similar contexts
2. Filtering out the mapping by intuition
3. Playing the drawing into a thickened territories
4. Flattening out the drawings into plan and section like drawings
5. Blowing up the drawing into the contexts by hybridizing the mapping with the contexts
6. Introducing the indeterminate walking map into the urban gesture plan in giving the potential spatial uses
7. Zooming into the walk and re-introducing the heterogeneity of the drawing
8. Popping up the flat drawing into both plan and section
9. Investigating the spatial qualities
10. Flatten the space again

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n-1. Modeling for P4



ASPECT 4-ELABORATION ON THE RELATIONSHIP BETWEEN THE GRADUATION PROJECT AND THE WIDER SOCIAL, PROFESSIONAL AND SCIENTIFIC FRAMEWORK, TOUCHING UPON THE TRANSFERABILITY OF THE PROJECT RESULTS.

As stated in the former paragraph, the study of architecture indeterminacy aims at addressing the issue between the designers and inhabitants. It's a straightforward and critical response to the conventional productivity thinking. Allowing indeterminacy into the design process provides

possibilities for the self-determination of the occupants and enables a less mediated and more direct relationships with the different qualities. Also, the spaces no longer require complete understandings any more, but as fragments that can be interpreted by different perceptions of individuals. They can compose their own stories within an indeterminate architecture. In elaborating with Barthes understandings towards the indeterminacy, this term can be recognized as a media in reducing the hierarchy in the realm of facts. In indeterminacy, it does not try to presuppose a world which is constructed, elaborated, self-sufficient, but stretches the linear understandings of the temporality and causality into a thick, dense, spread unknowns which can never be captured within a certain moment of time. It is the indeterminacy to the unexpected world.

ASPECT 5-DISCUSS THE ETHICAL ISSUES AND DILEMMAS YOU MAY HAVE ENCOUNTERED IN (I) DOING THE RESEARCH, (II, IF APPLICABLE) ELABORATING THE DESIGN AND (III) POTENTIAL APPLICATIONS OF THE RESULTS IN PRACTICE.

The process design and the understanding of space that we were continuously educated framed our methodologies towards architecture design. However, in the context of architecture indeterminacy, it is crucial that we break any determined methodologies. The only thing determined in the process of play is indeterminacy. Because of the pre-perceptions of designing and reading spaces, it becomes very difficult to constantly remind myself jumping out of the frame set by myself.

Even though, it proves the necessities of this project of indeterminacy. Things which you didn't paid much attention to or things which you take for granted are now worth criticizing. We should not be confined in the way the world wanted us, the study of indeterminacy is more than just architectural, but a world view of critical thinking which will be always matter.

ASPECT 6-PLAN FOR THE FINAL PART OF GRADUATION PERIOD

1. Polish the model which will be presented in P4 in the unfinished state
2. Produce a booklet of the overview of the development of architecture indeterminacies.
3. Polish the drawings and design by the critical reflection from tutors
4. Complement missing drawings which may not presented in p4 (elevations..)