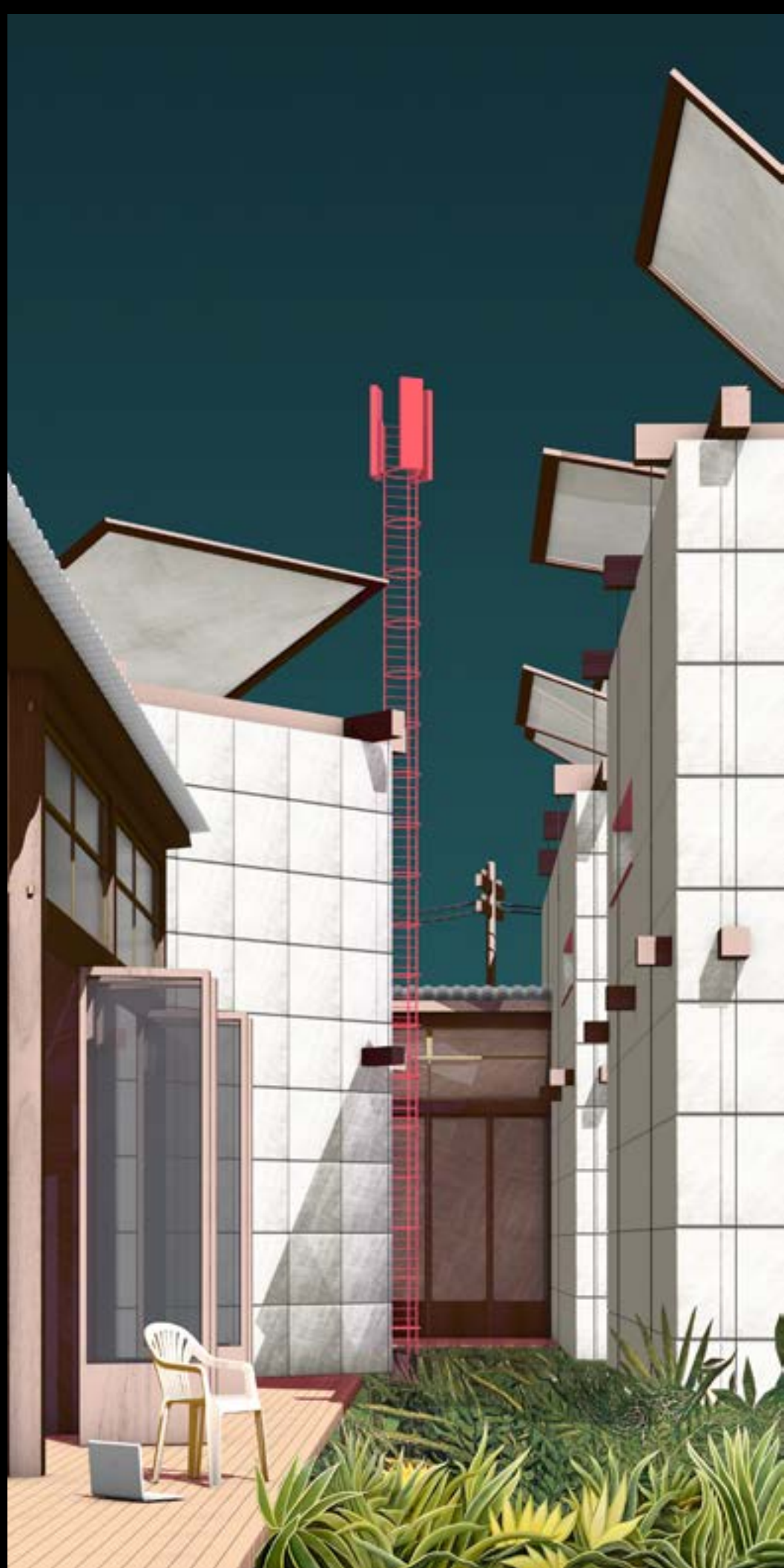


SENSING DOMESTICITY  
*From Mine to Mine*





# STATUS QUO

*Site Snapshots //  
Current Copper Landscape*



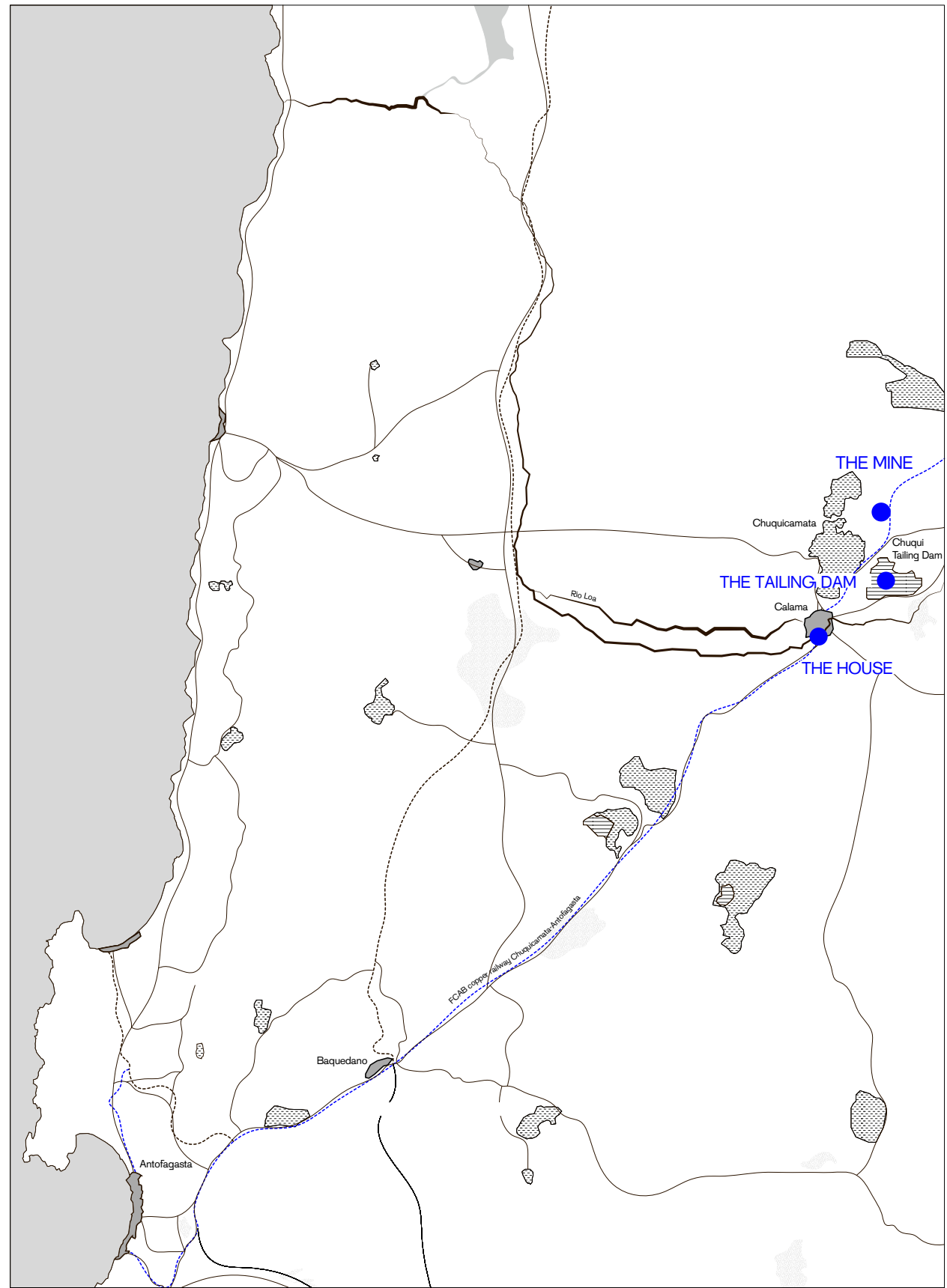
Current Copper Landscape: The House and The Mine



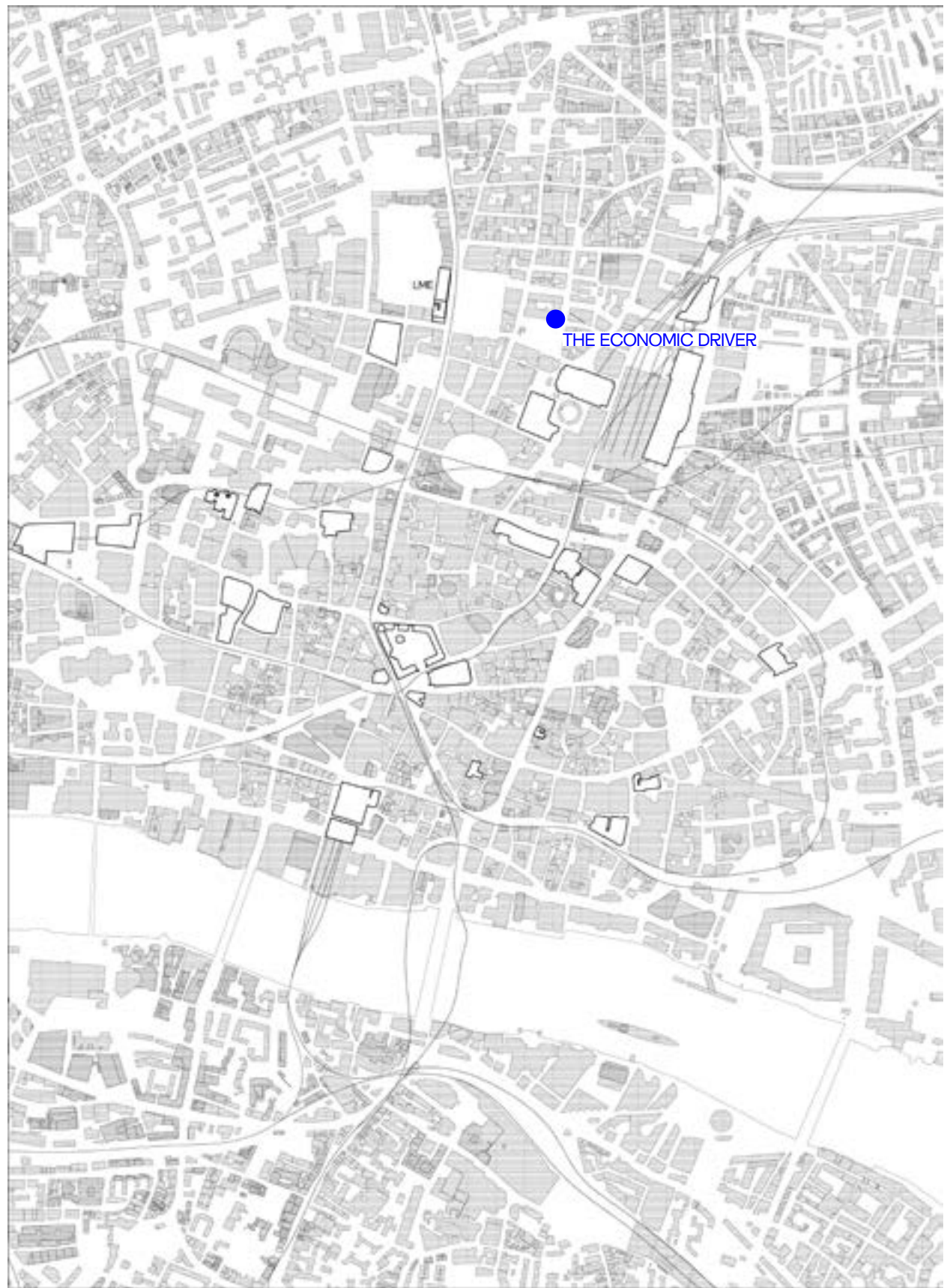
The City of Calama

The Mine of Chuquicamta

Current Copper Landscape: The House and The Mine



CHILE



LONDON

Current Copper Landscape



Economic Dependency and Copper Depletion



Water Consumption and Depletion of Oasis



Water and Soil Contamination





Economic Dependency and Copper Depletion



Water Consumption and Depletion of Oasis

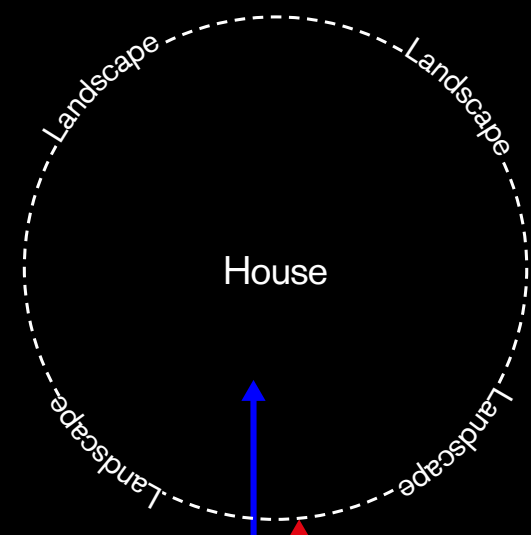


Water and Soil Contamination

Current Copper Landscape

# TRANSITION DESIGN

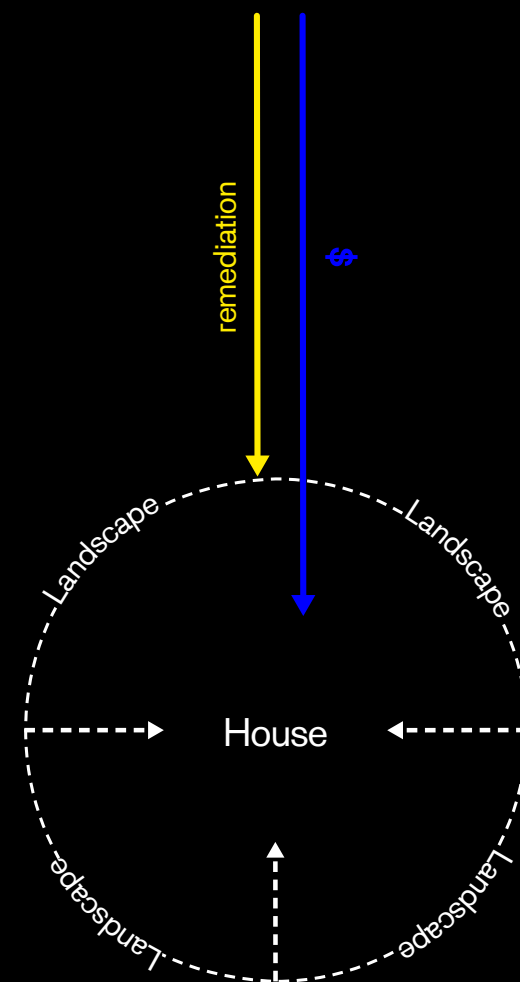
*Transforming a territory facing  
copper depletion*



Chuquicamata  
Mine

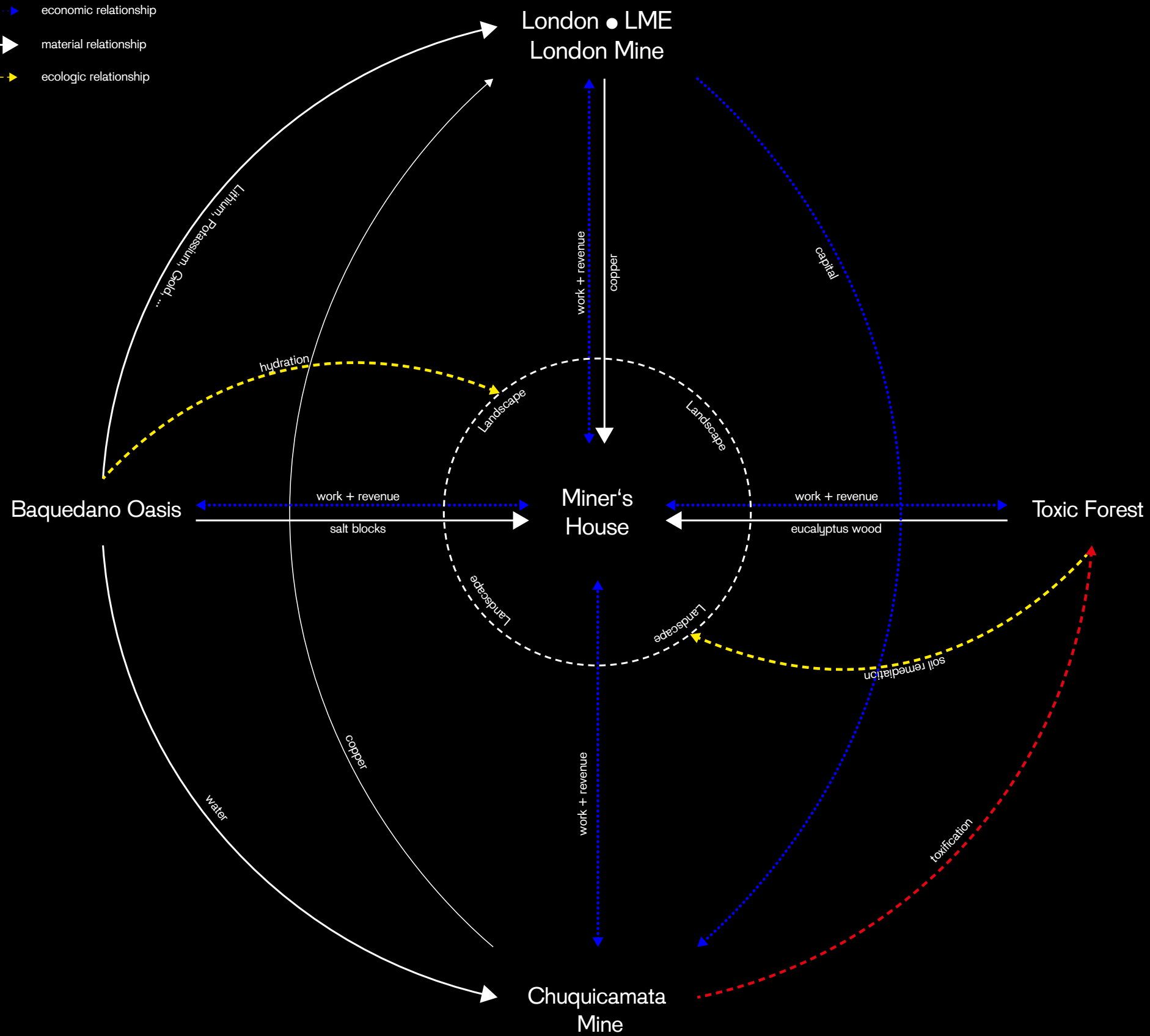
Today (2022)

New Mines



Chuquicamata  
Mine

After Copper  
Depletion (2060)



# NARRATION AS DESIGN METHOD

*Stories as Transitions*  
*“From -To”*

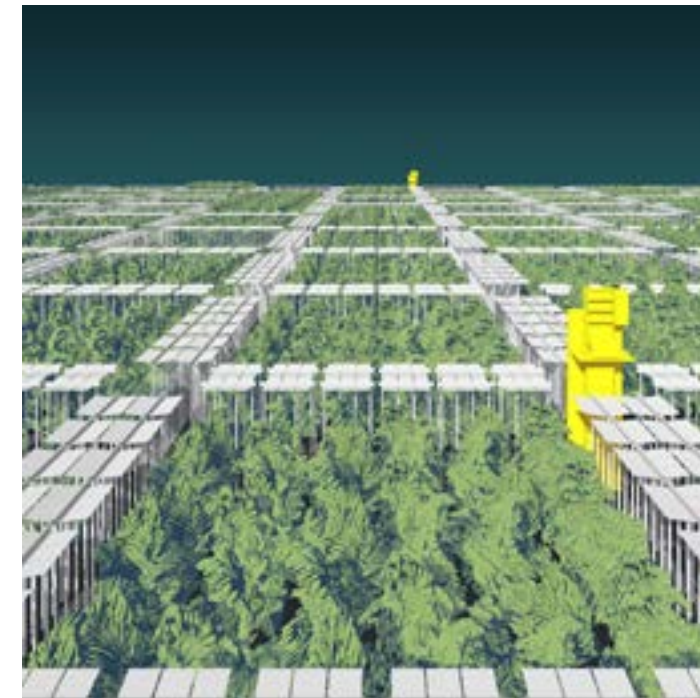


Problem

*Water and Soil  
Contamination*

Mine 1

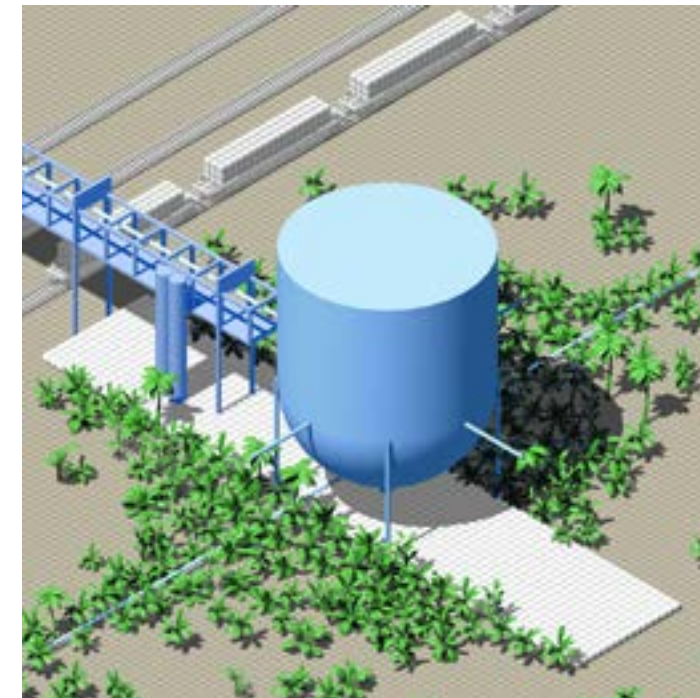
*Toxic Forest*





Problem  
*Water Consumption*

Mine 2  
*Baquedano Oasis*



Problem  
*Copper Depletion*

Mine 3  
*London Mine*



Prologue & Epilogue

*The Miner's House*



FROM MINE TO MINE

*A Visual Narration*

FROM MINE TO MINE

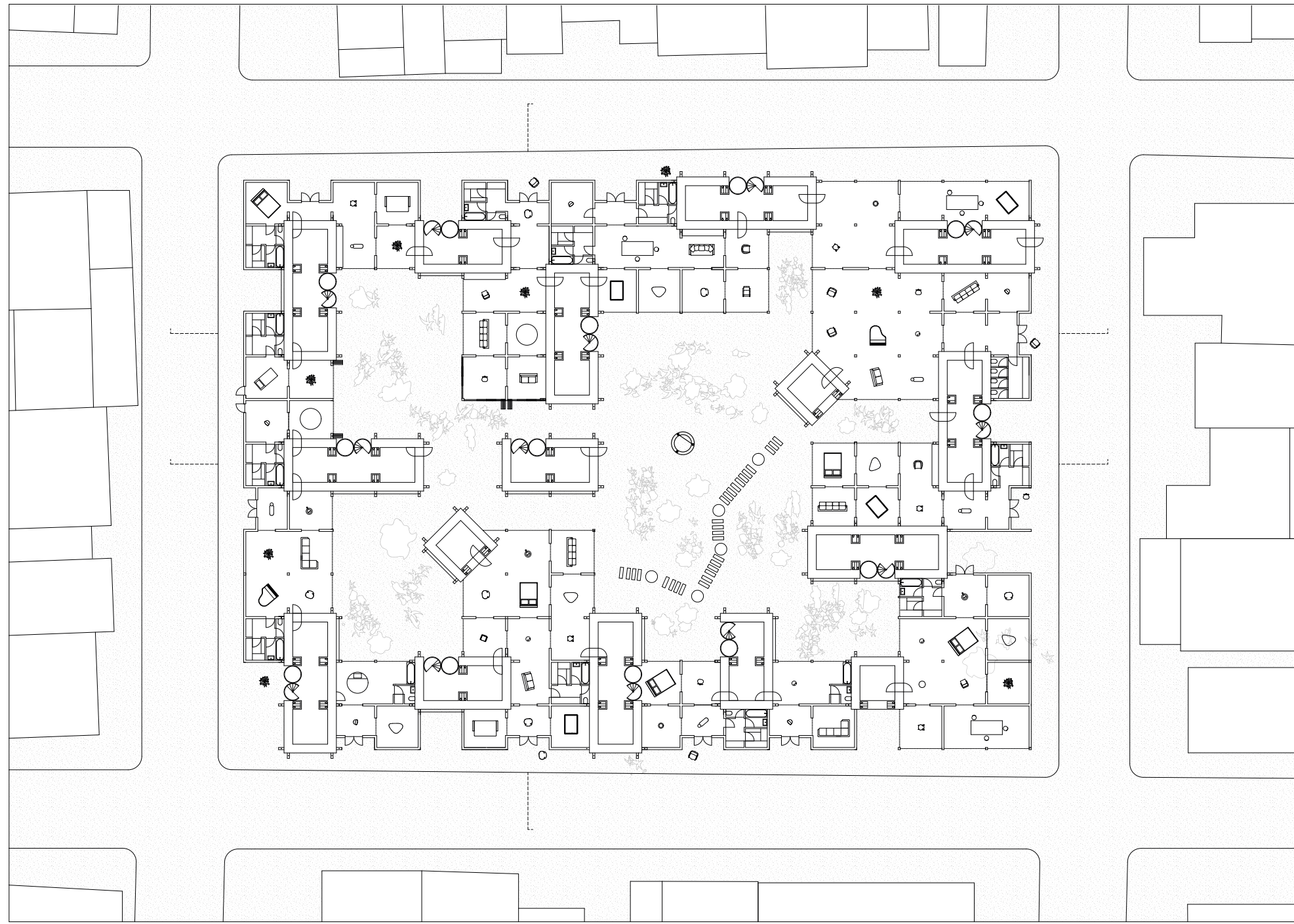
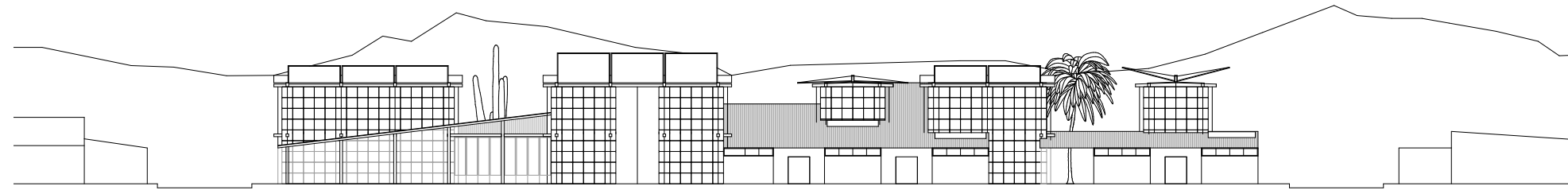
*Design Statements*

A section through the house is a section through the mines.

*Design Statement 1*

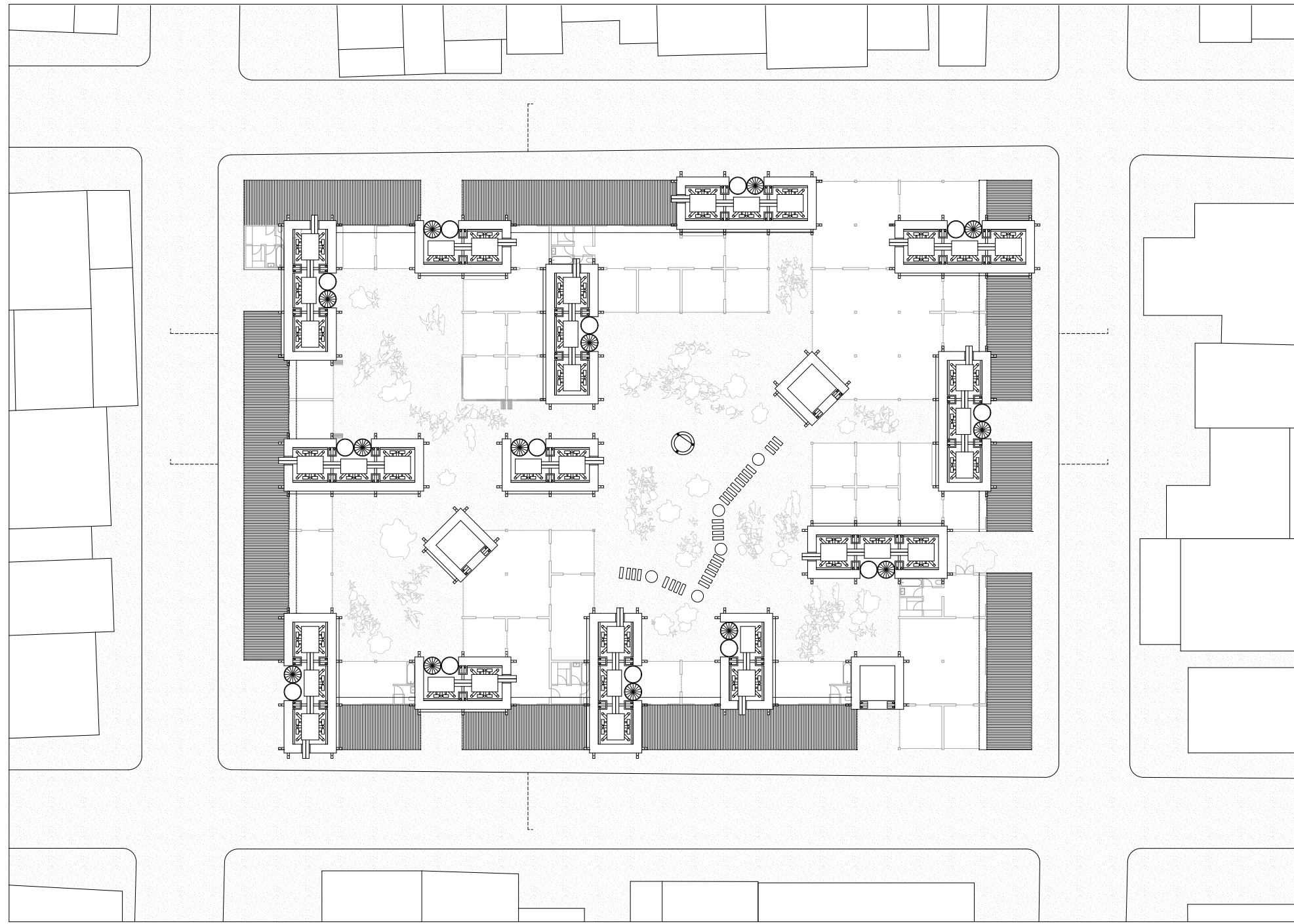
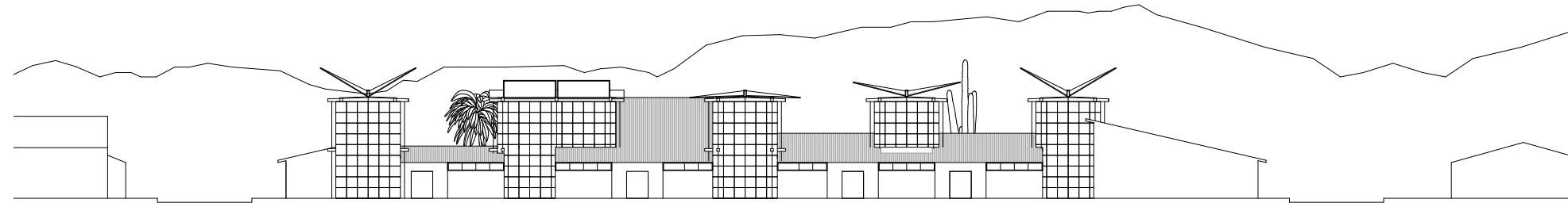


A section through the house  
is a section through the mines.

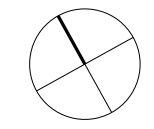


A section through the house  
is a section through the mines.

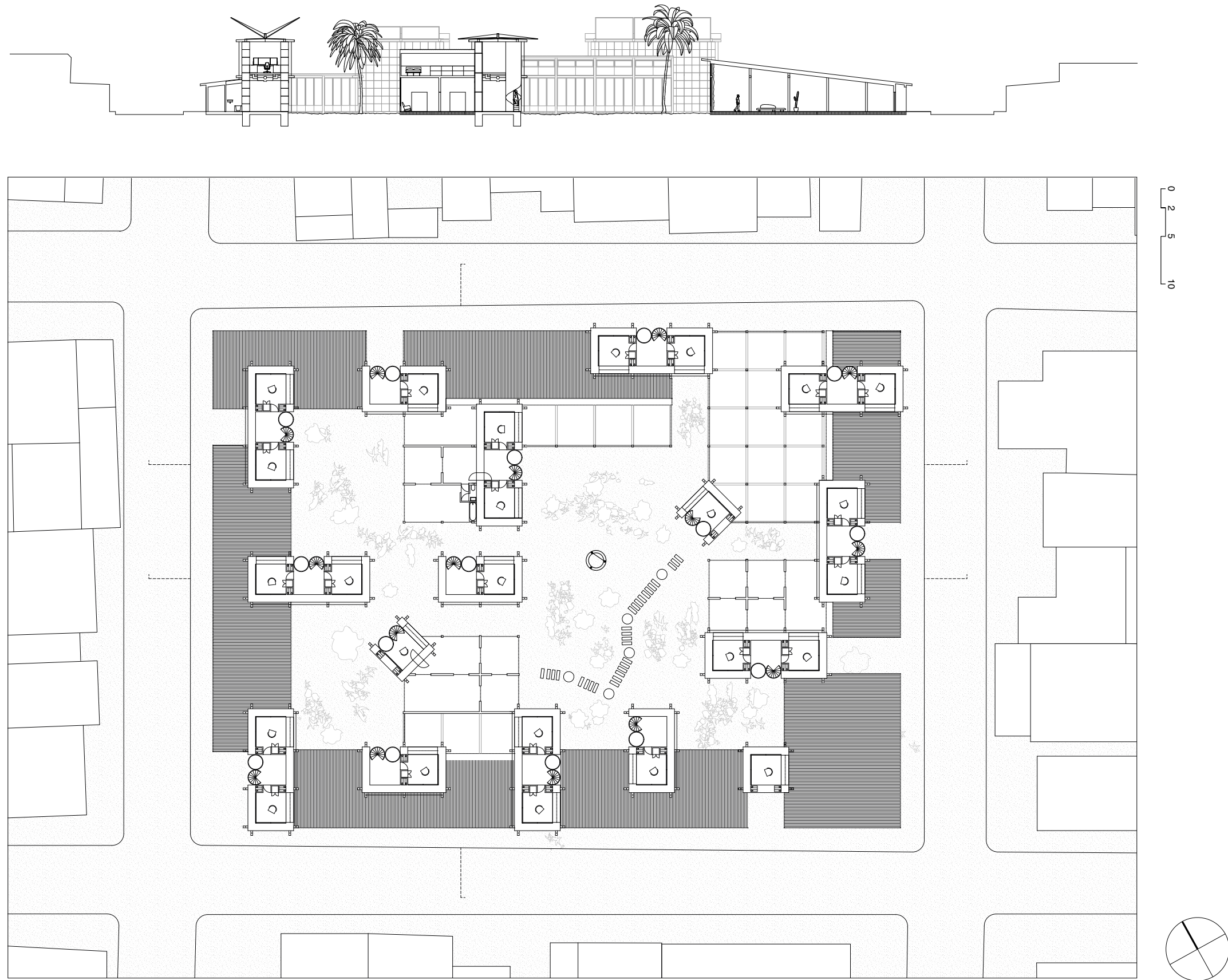




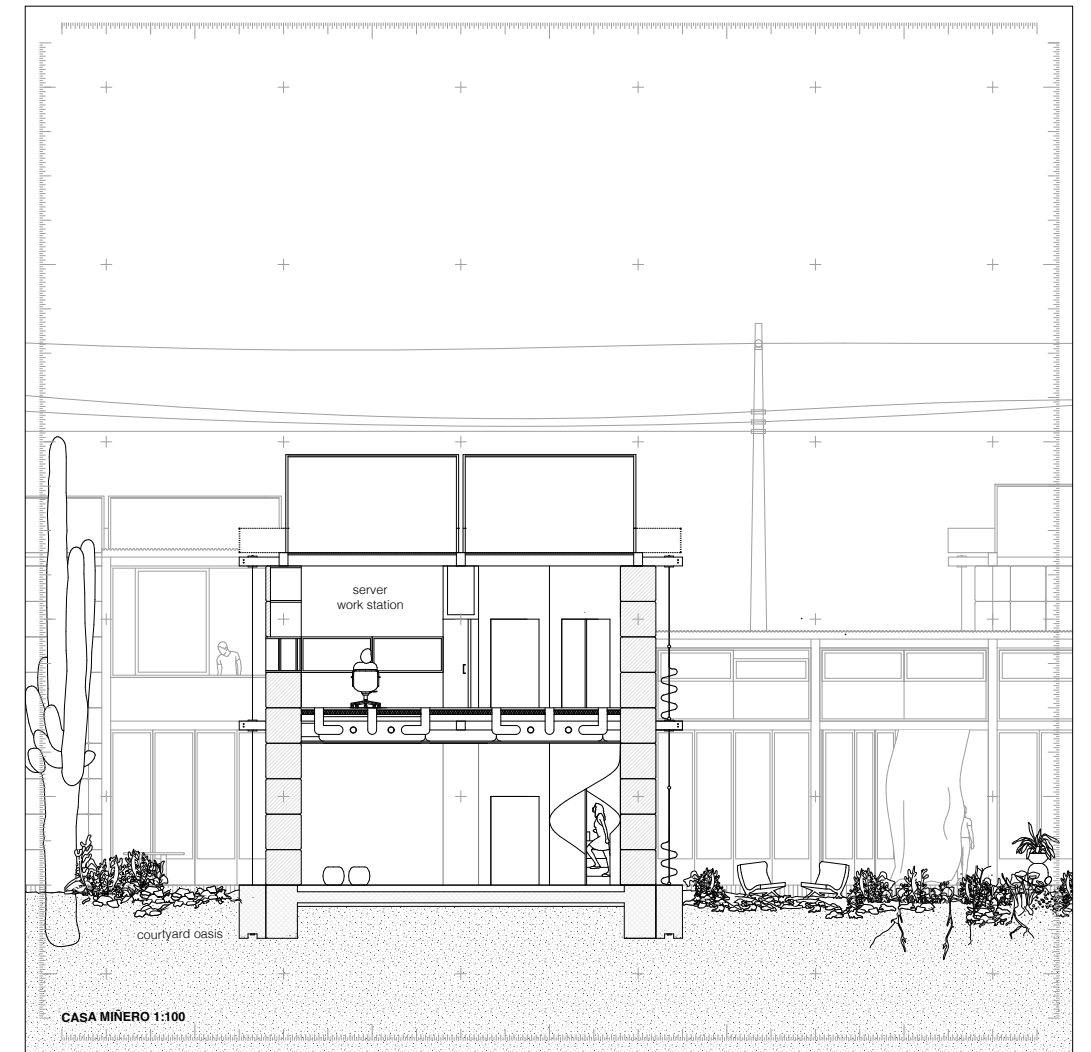
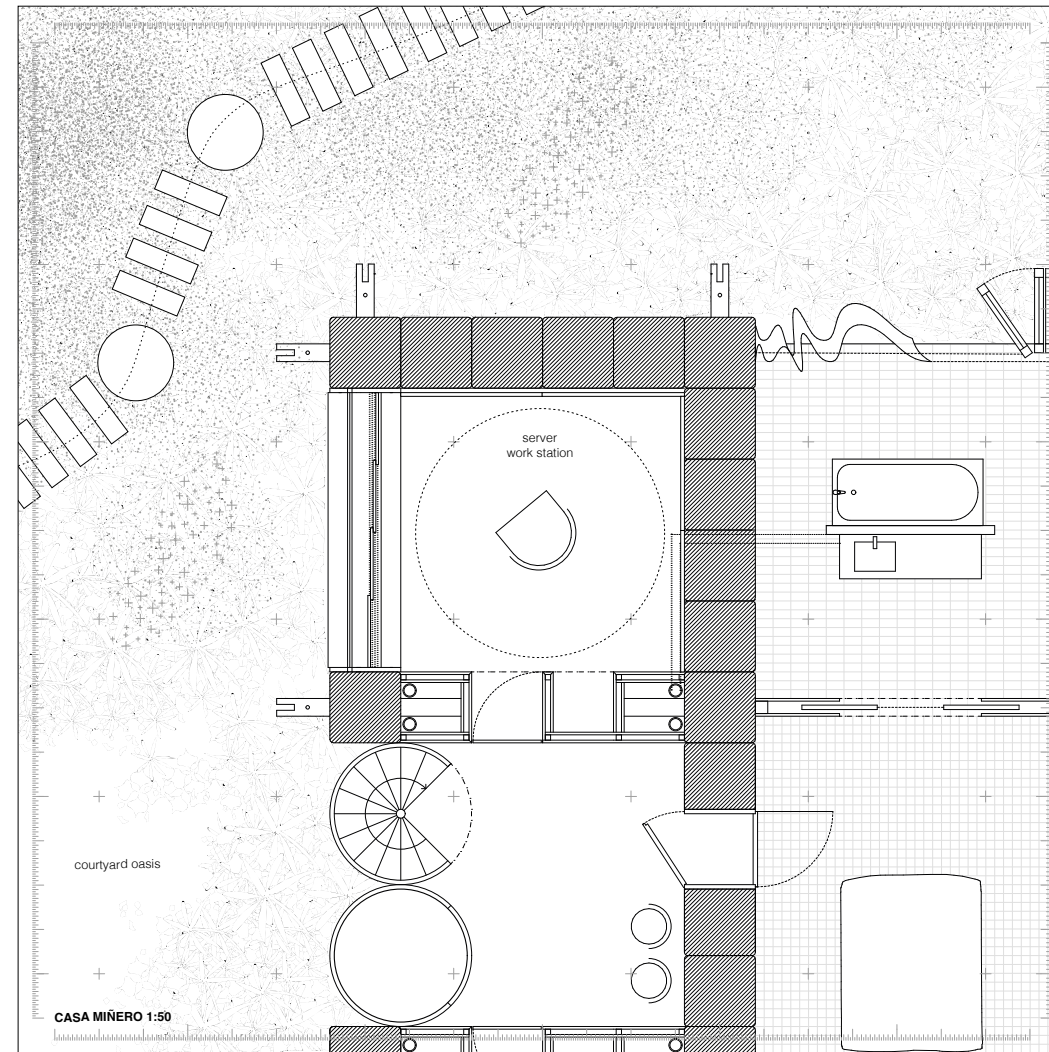
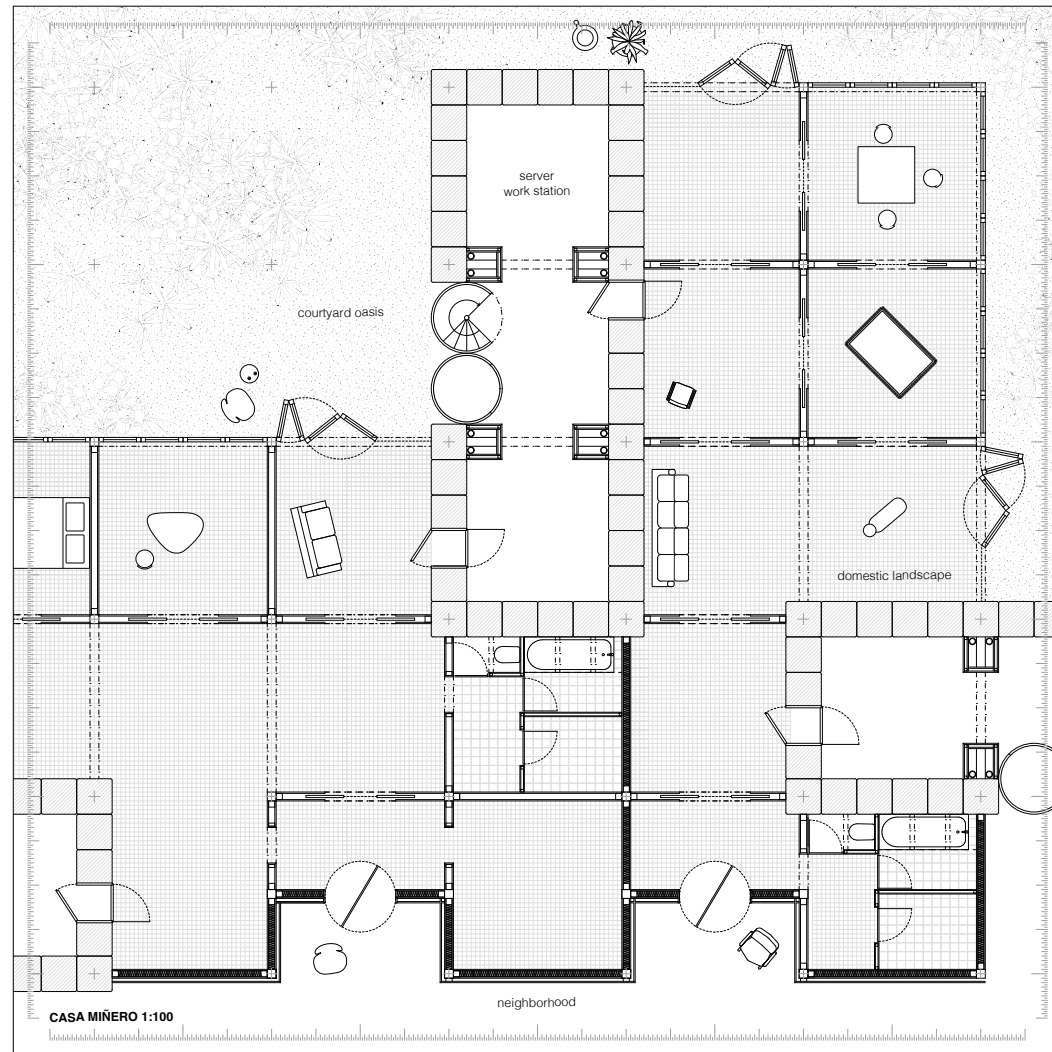
0  
2  
5  
10



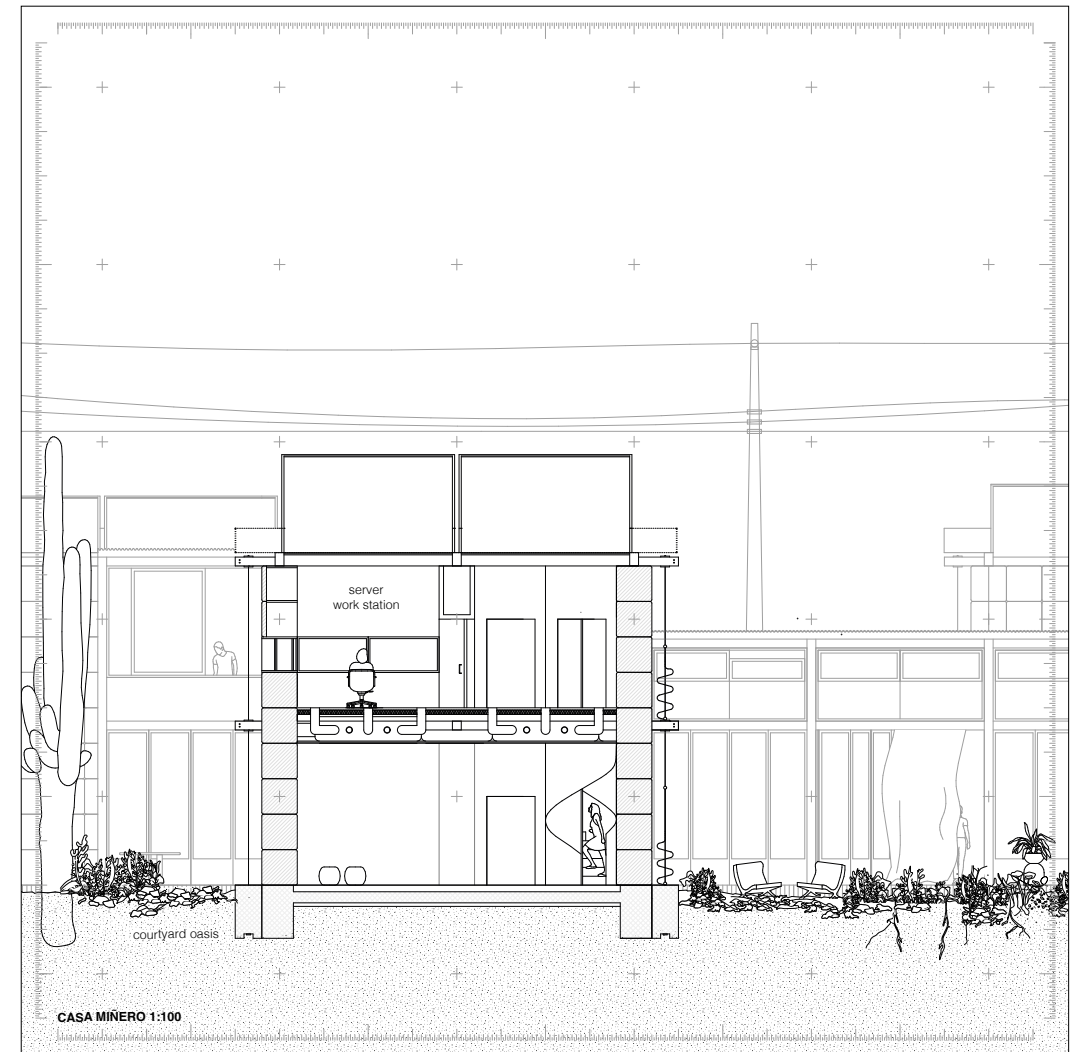
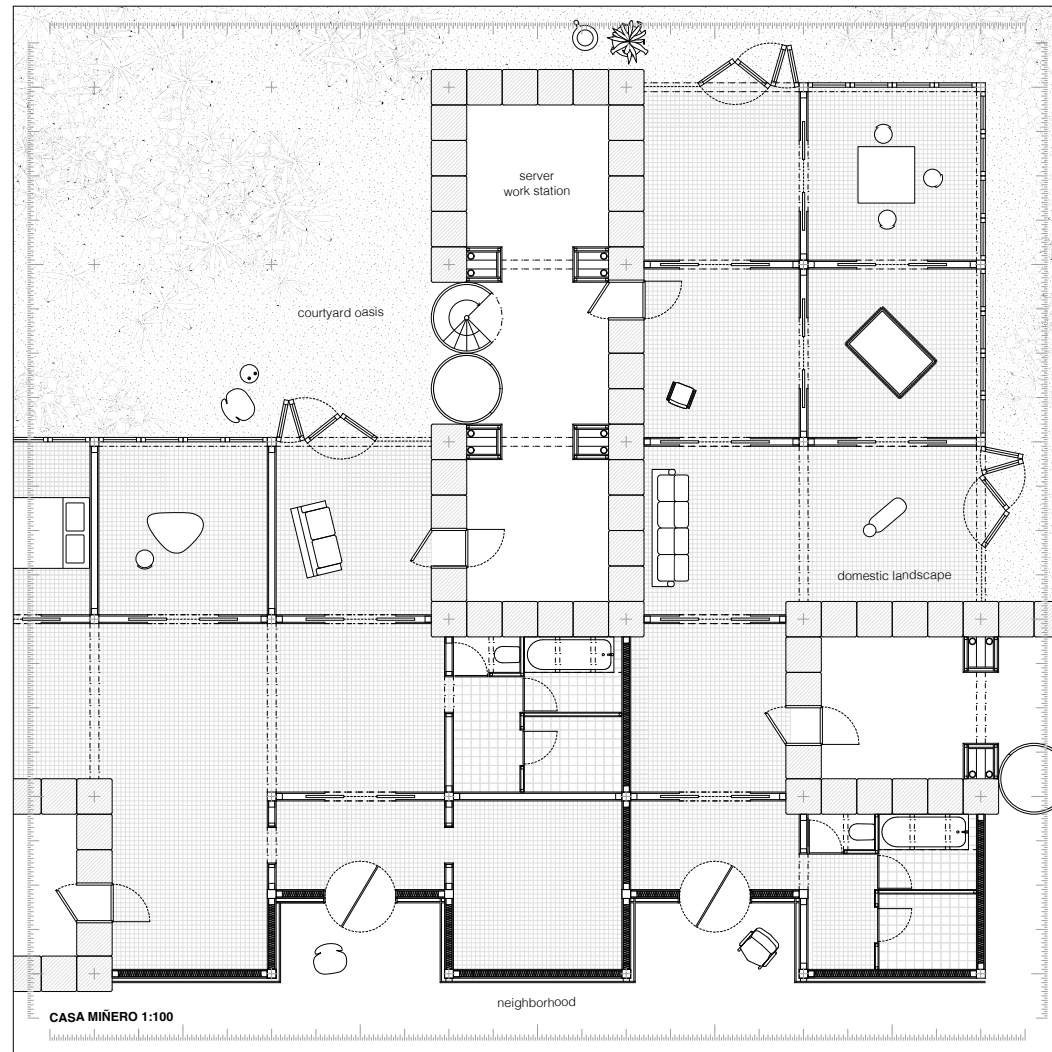
A section through the house  
is a section through the mines.



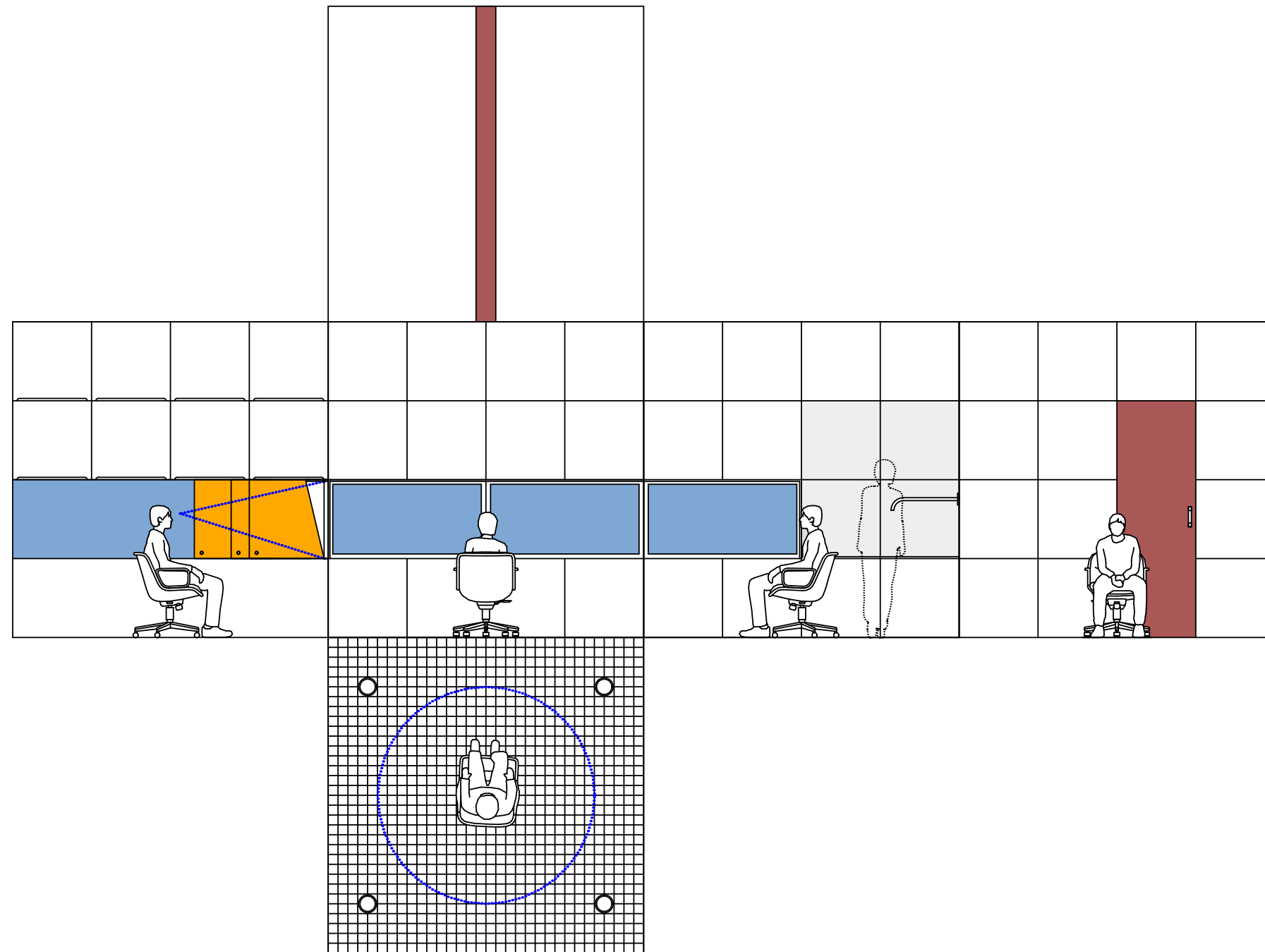
A section through the house  
is a section through the mines.



A section through the house  
is a section through the mines.



A section through the house  
is a section through the mines.



A section through the house is a section through the mines.



Miner's House



Miner's House - Toxic Forest

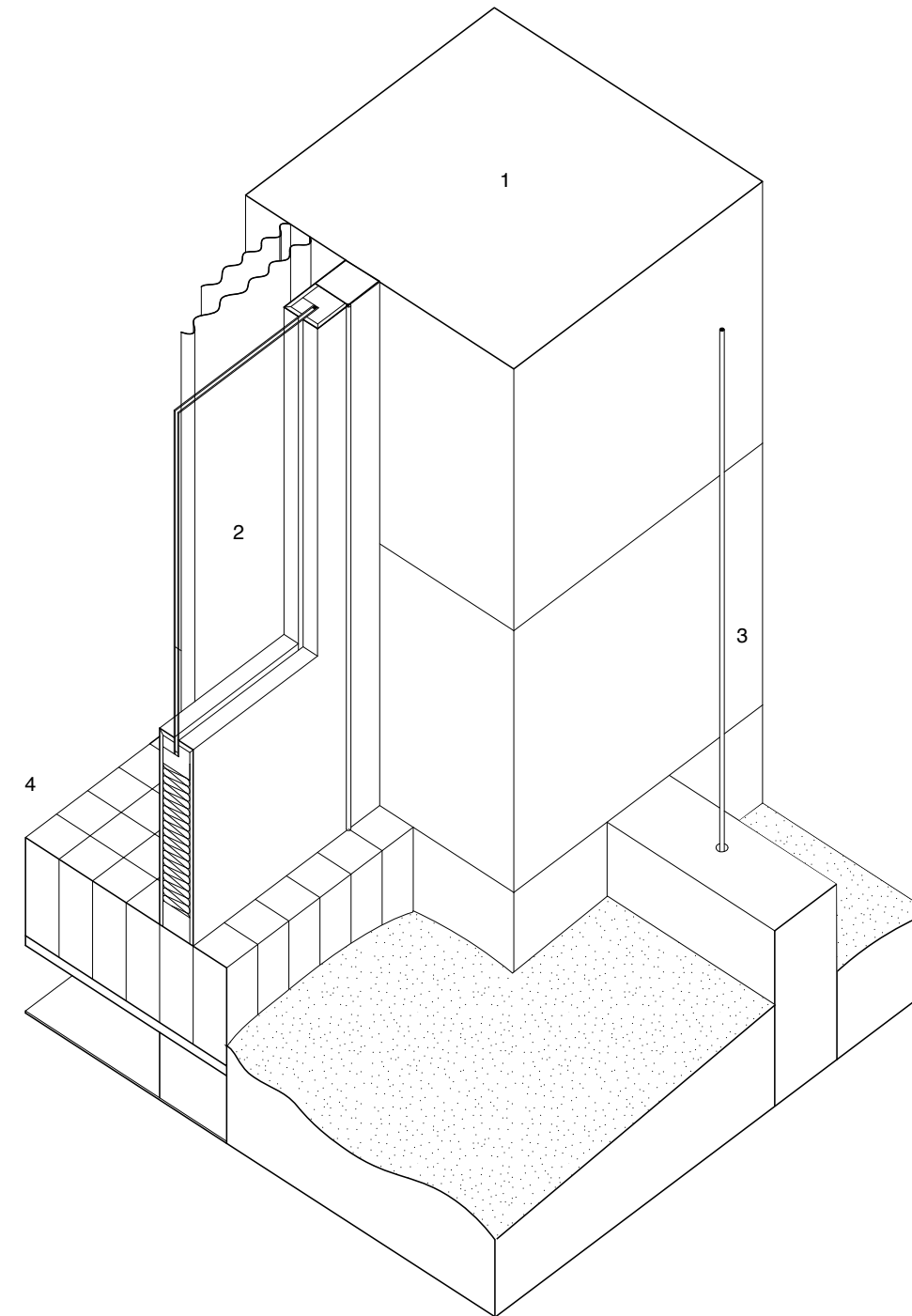
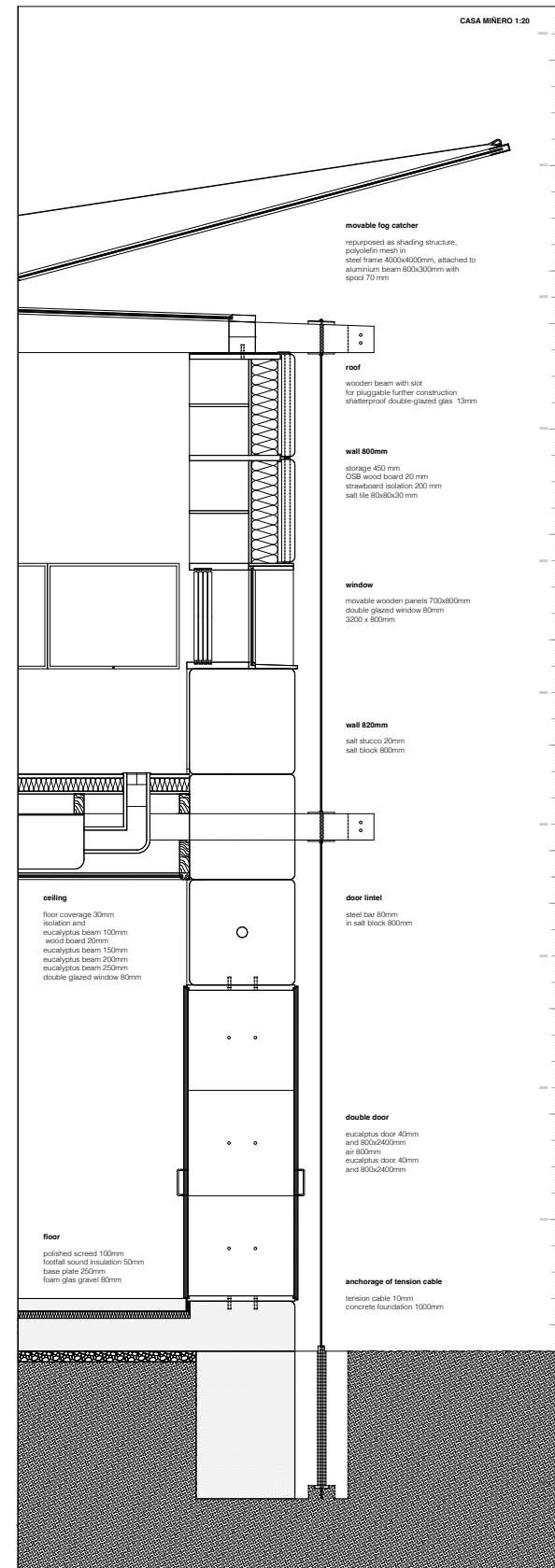


Miner's House - Baquedano Oasis



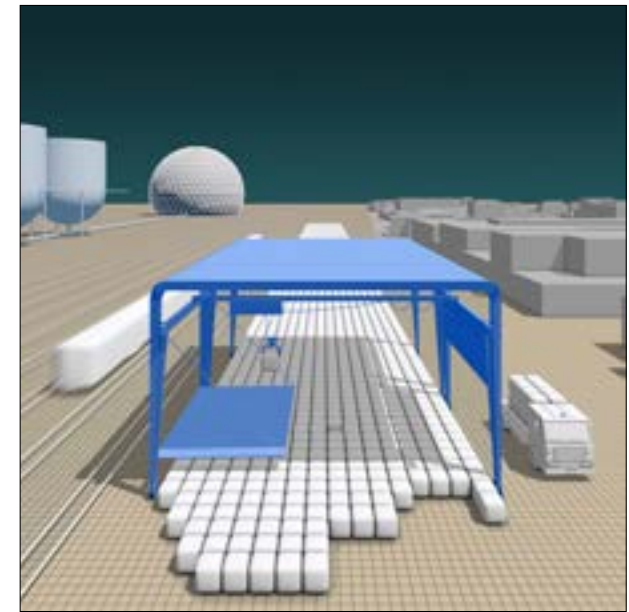
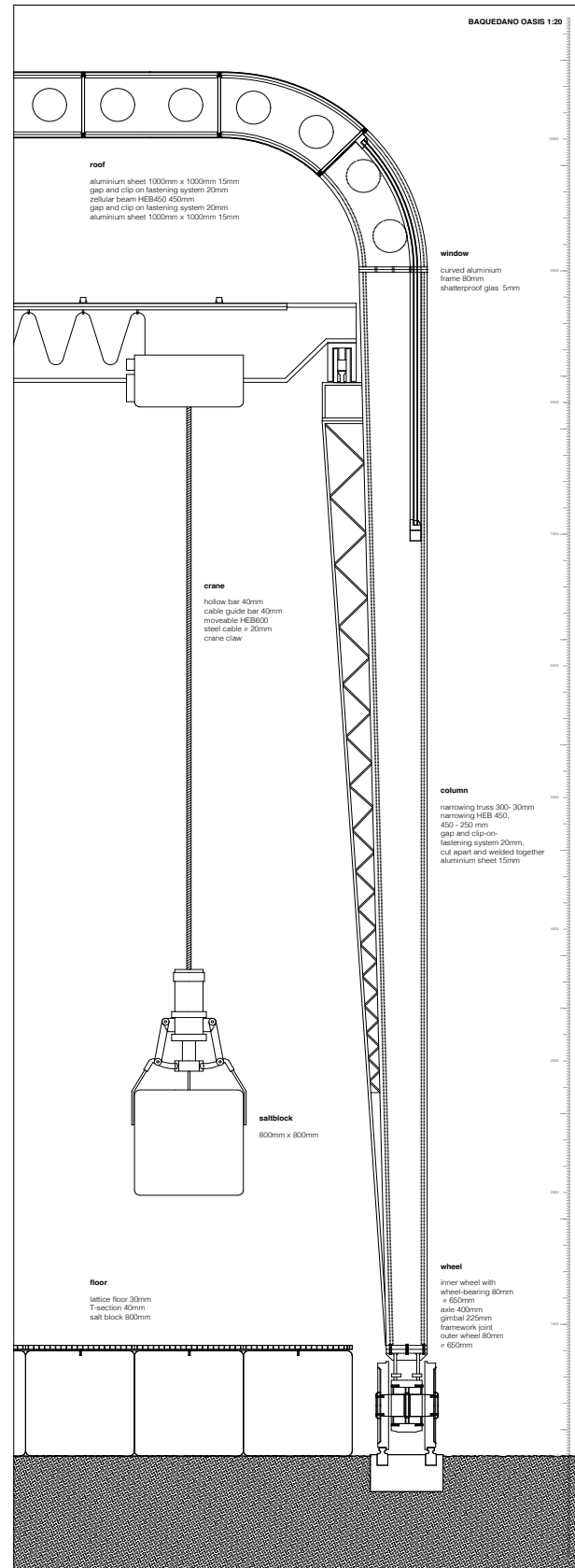
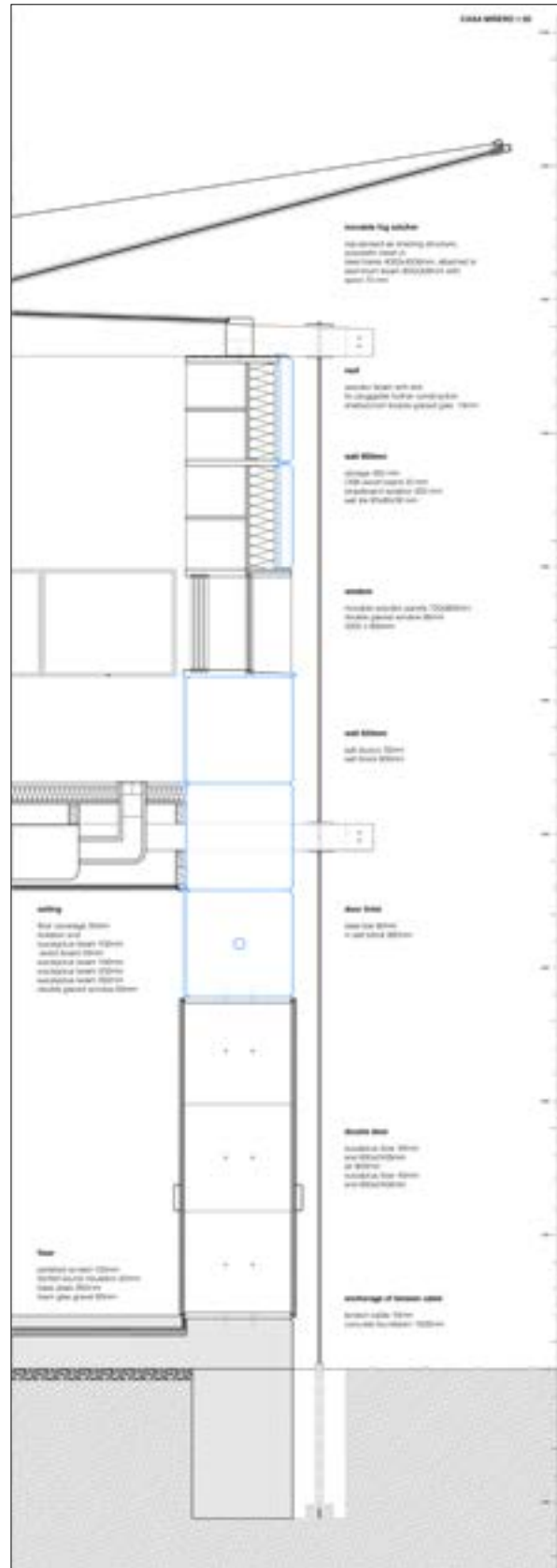
Miner's House - London Mine

A section through the house  
is a section through the mines.



- 1 salt block 80x80x80 cm
- 2 foldable door, double glazed window 10cm, thermo curtain
- 3 tension cable 3cm
- 4 eucalyptus floor 10x10x30cm, OSB 3cm, beam and enclosed air circulation, anti insect mat

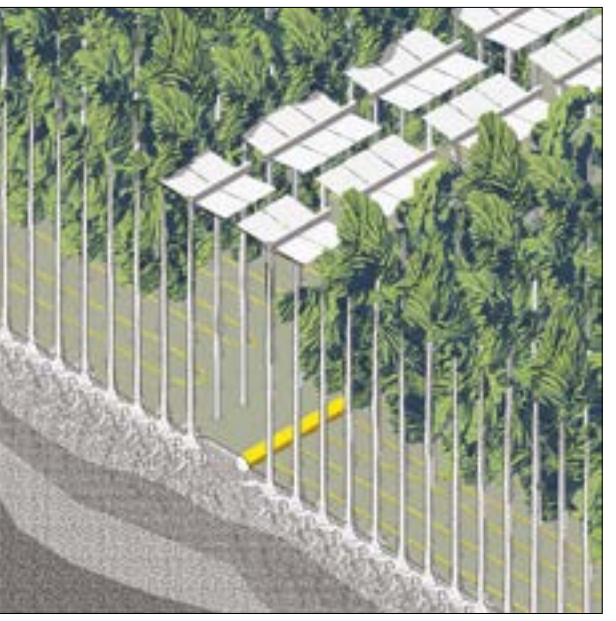
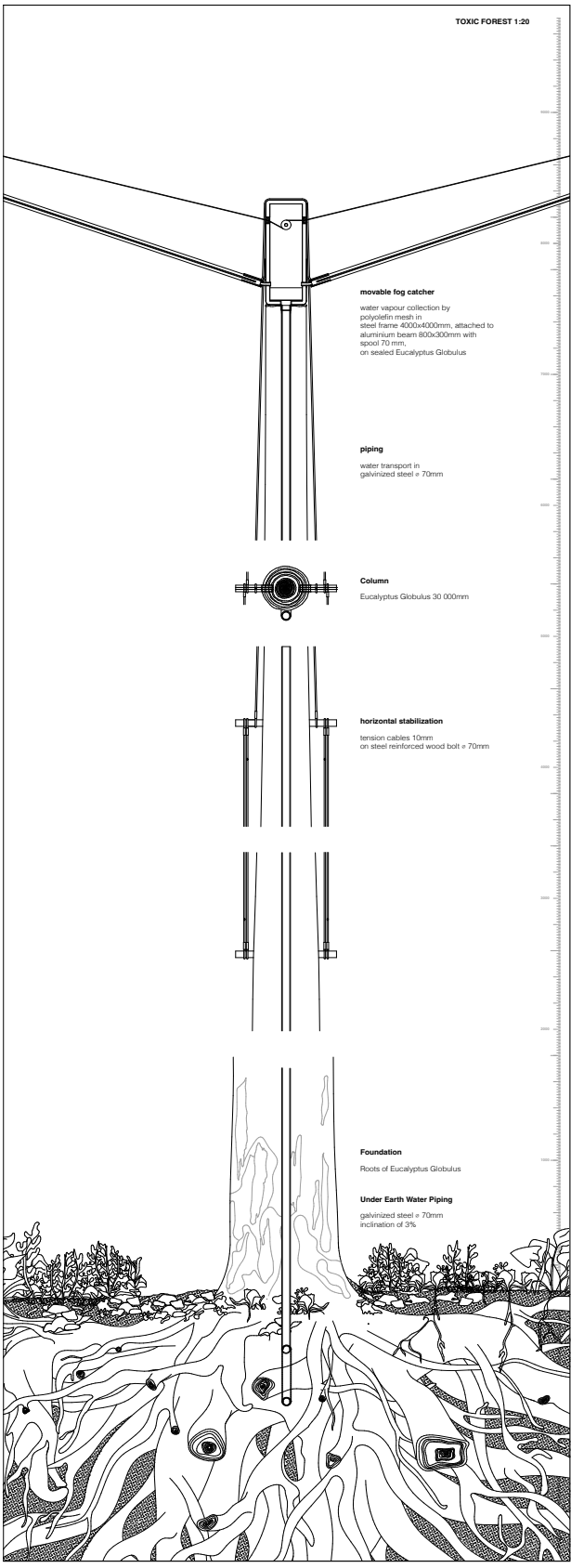
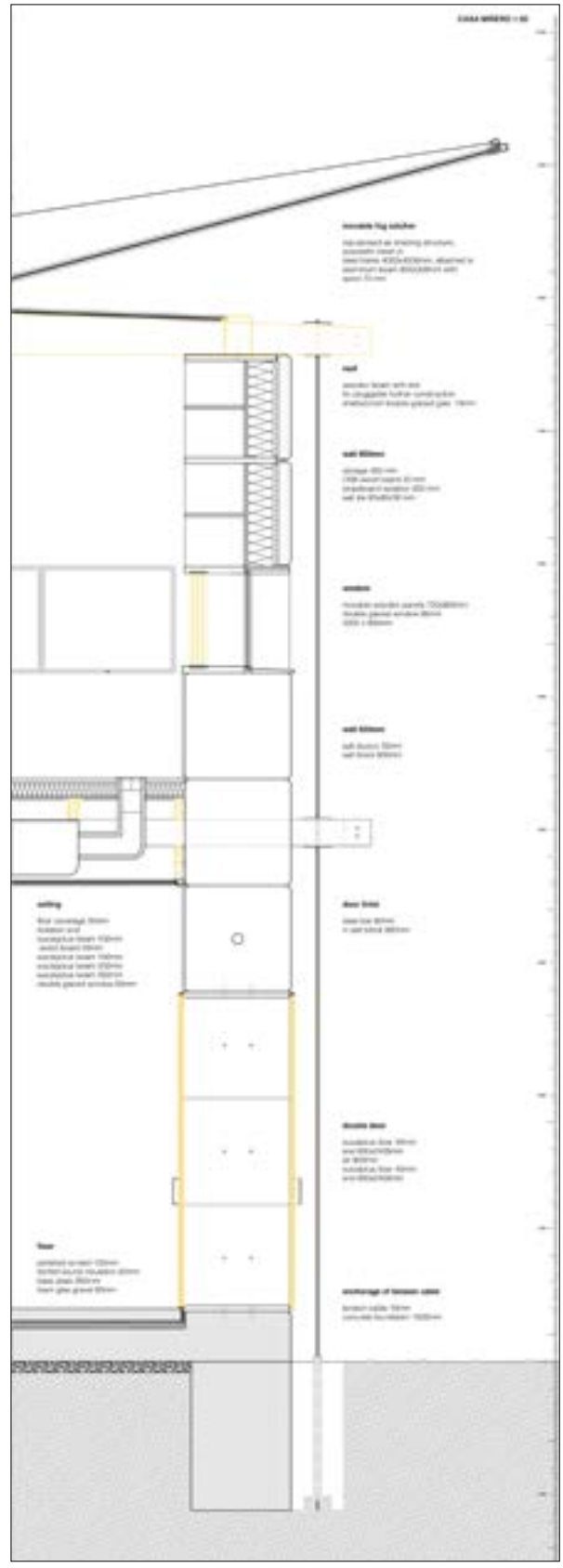
A section through the house is a section through the mines.



Baqedano Oasis

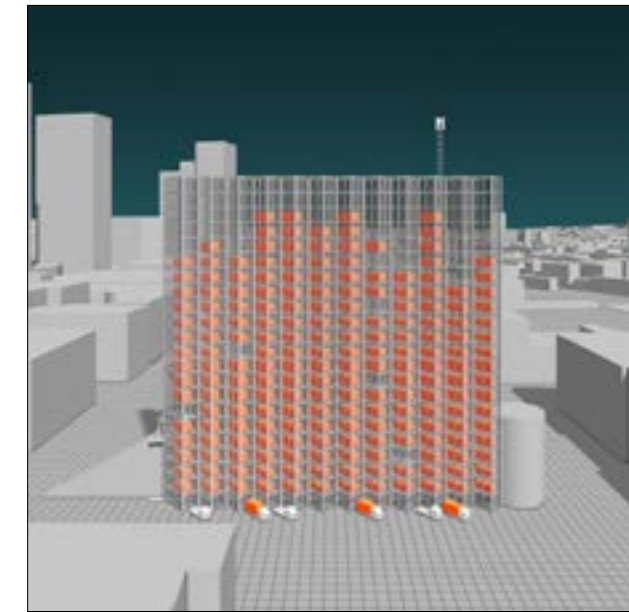
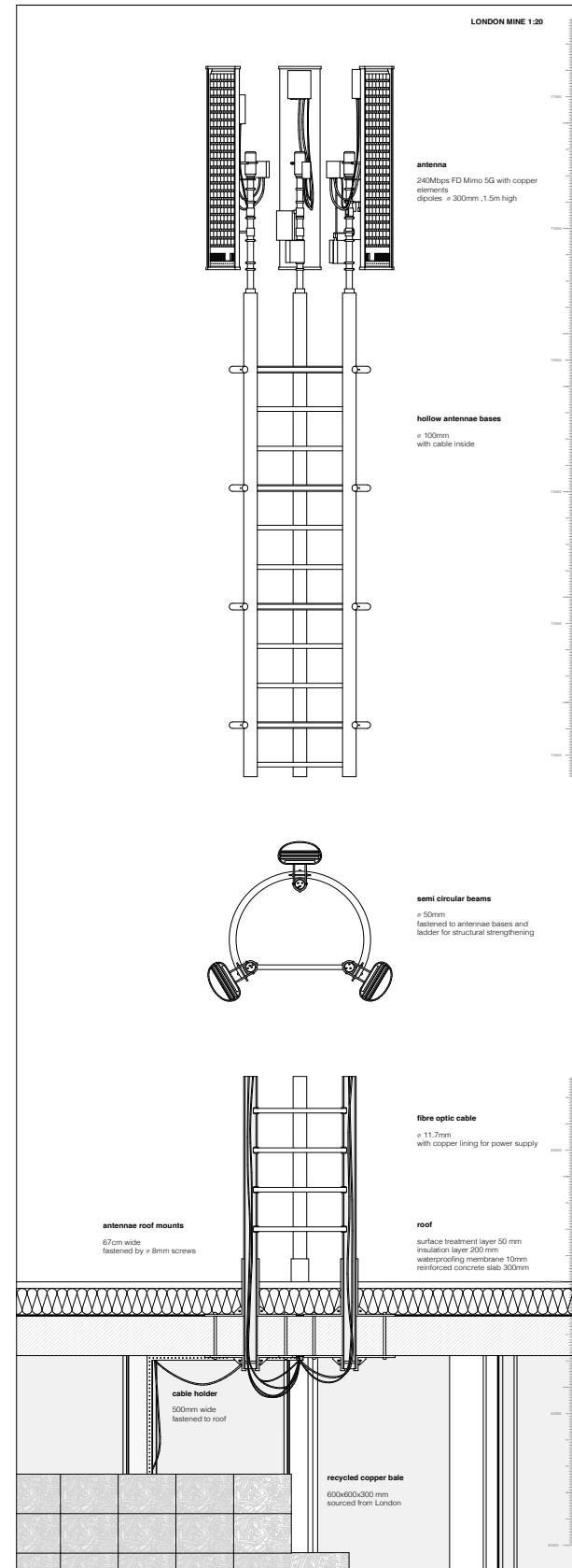
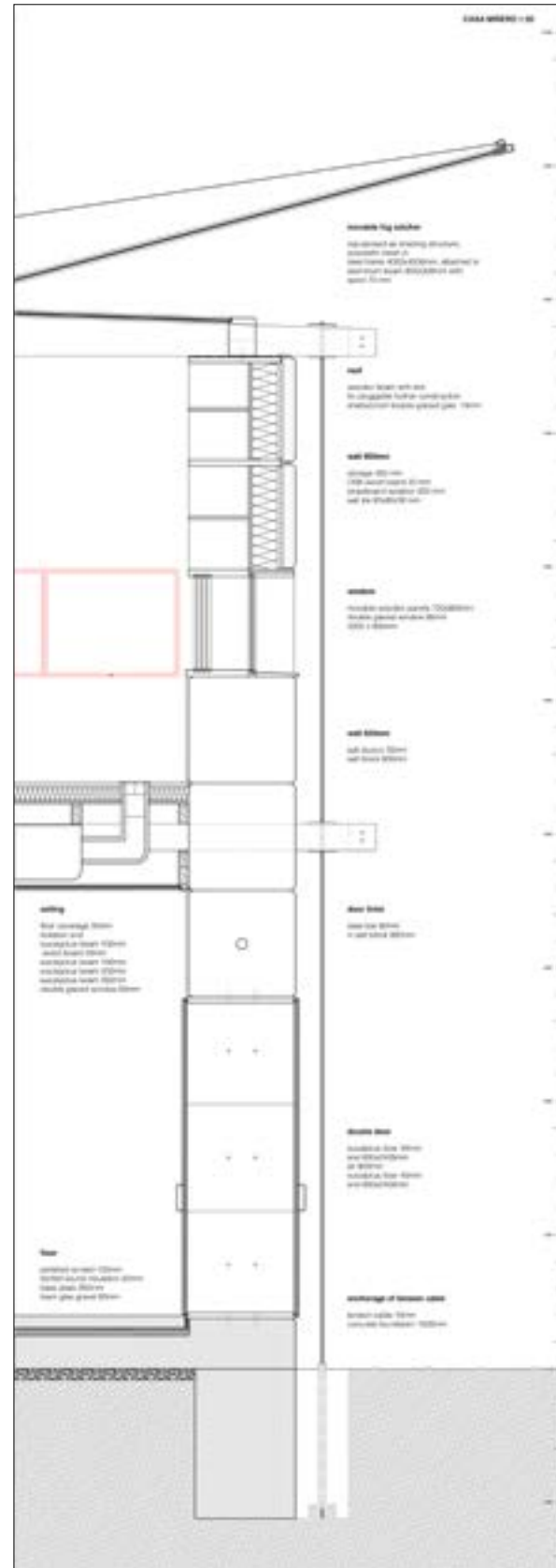
A section through the house is a section through the mines.





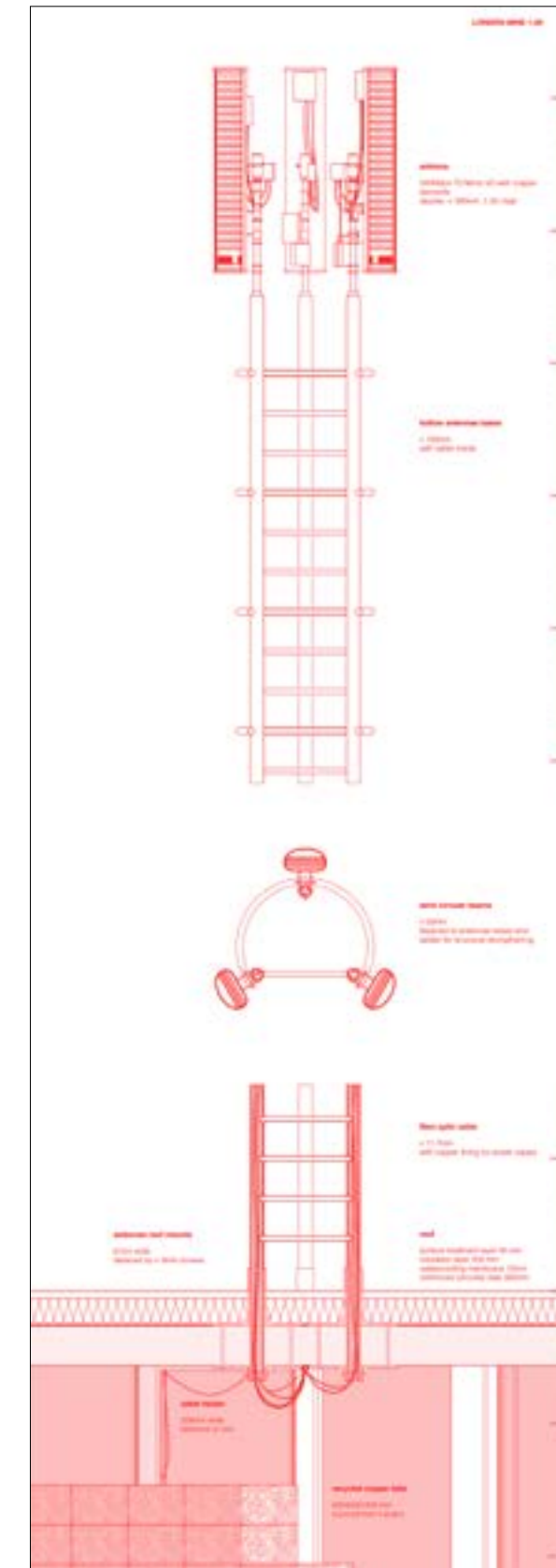
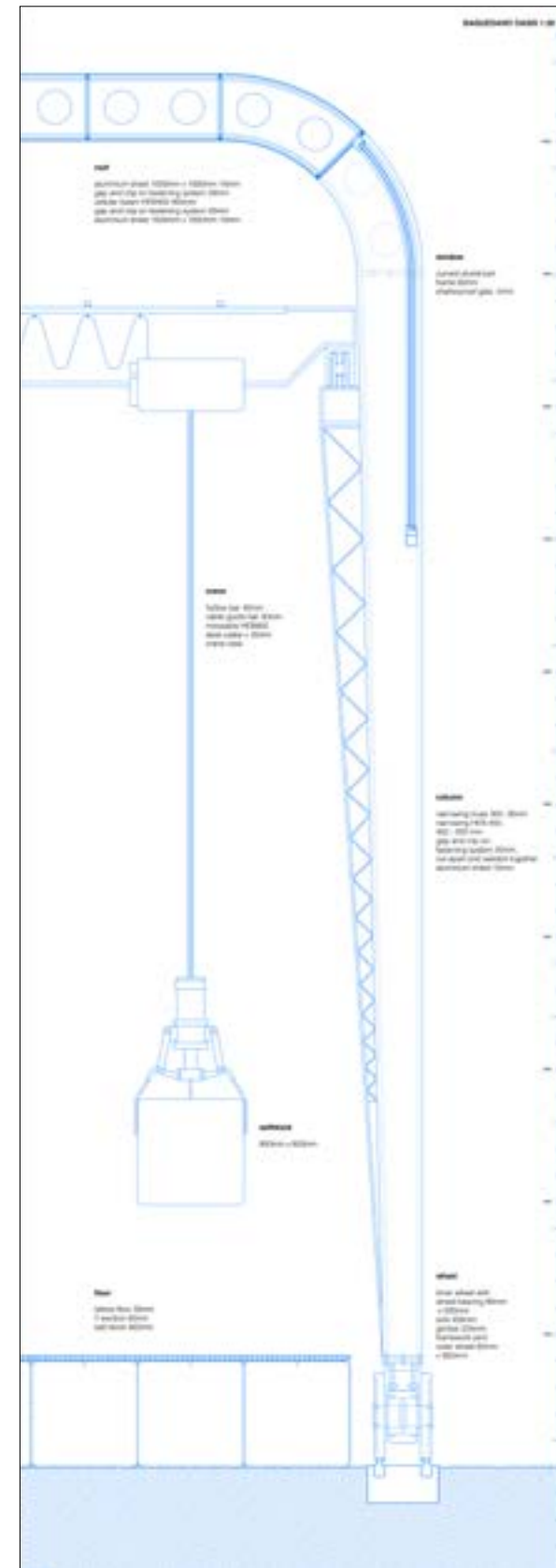
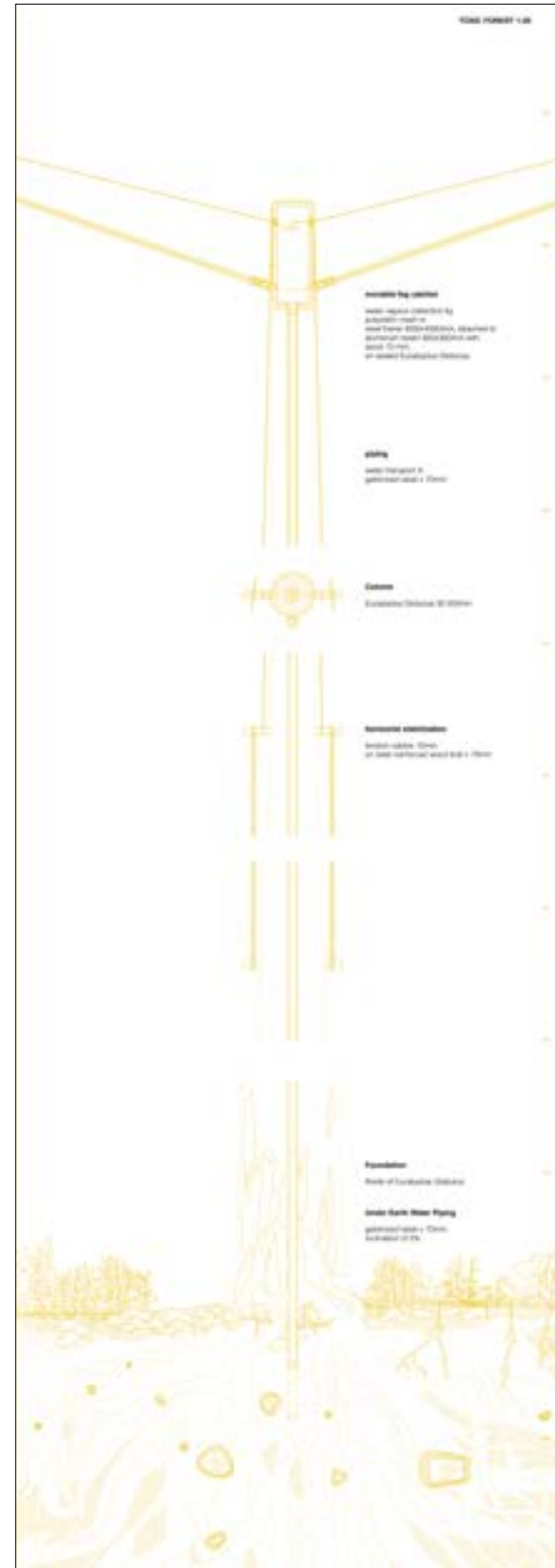
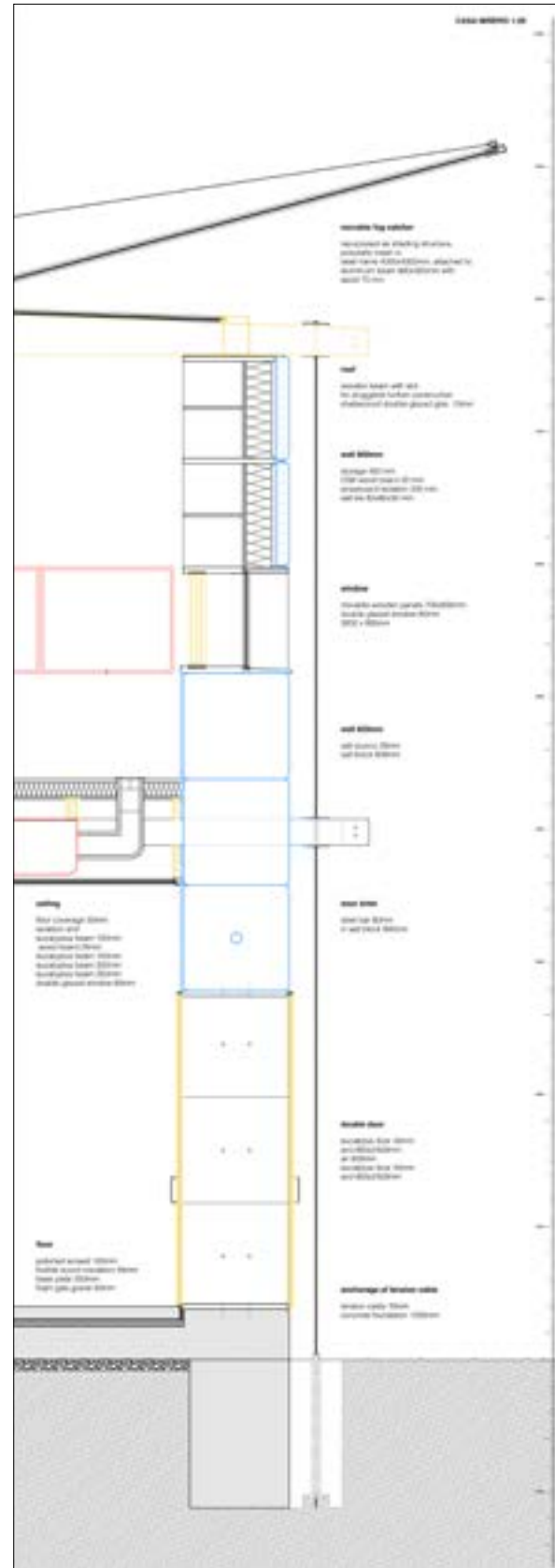
Toxic Forest

A section through the house is a section through the mines.



London Mine

A section through the house is a section through the mines.



A section through the house is a section through the mines.

# NARRATING IS WORLDING

*Design Statement 2*

**Towards An Interiorized World**  
Five Degrees of Domestication

**1**

**The Primitive Hut**

communication	security	comfort	range of control	relicts
stone drawing smoke signal	slingshot primitive structure	sun animal skin water supply - river primitive structure wind	1000 meters 12km/h (Pigeon) 100 km/h (slingshot)	

**Towards An Interiorized World**  
Five Degrees of Domestication

**2**

**The Solidified House**

communication	security	comfort	range of control	relicts
letter carrier pigeon post horse	dog (domesticated wolf) goose door lock door bell Gargoyles fire extinguisher solidified structure	sun candle petroleum lamp animal warmth water supply - well solidified structure wind - aw crop	1000 meters 13 km/h (Pigeon) 48 km/h (dog) 30 km/h (post horse) 1000 meters 88.0 dB (goose) 100.0 dB (dog)	

**Towards An Interiorized World**  
Five Degrees of Domestication

**3**

**The Electrified Field**

communication	security	comfort	range of control	relicts
telegraph line cable lying boat telephone radio electric gramophone TV electric outlet post car	dog (domesticated wolf) electric alarm system electric door bell peep hole porter's telephone fire extinguisher brick wall	sun floor lamp electric light bulb light switch indoor plumbing system sanitary system single glazed wood- window gas boiler radiator water pump	electric ventilation boiler brick wall thermostat canned food per second - telegraph) 100 km/h (post car) 50 bauds (50 characters per second - telegraph) 1000 meters 125 dB (alarm) 1000 meters 87.5-108.0 MHz (radio)	candle dog

**Towards An Interiorized World**  
Five Degrees of Domestication

**4**

**The Media Landscape**

communication	security	comfort	range of control	relicts
wifi router 5G tower Internet Service Provider glass fibre cable cable lying boat smart device phone, tablet, laptop, watch, TV, Amazon Echo e-bike delivery	CCTV MART remote monitoring security company video door bell panic hole fire extinguisher speaker smoke detector motion detector concrete wall	sun wireless led lamp electric light bulb motion detector indoor plumbing system sanitary system double glazed plastic window ventilation radiator water pump	boiler ETC23 smart home thermostat fresh house green house air quality sensor solar panels 1000 meters 125 dB (alarm) 1000 meters 2.4 GHz, 5 GHz (wifi)	animal skin Koikiby by KISA candle dog

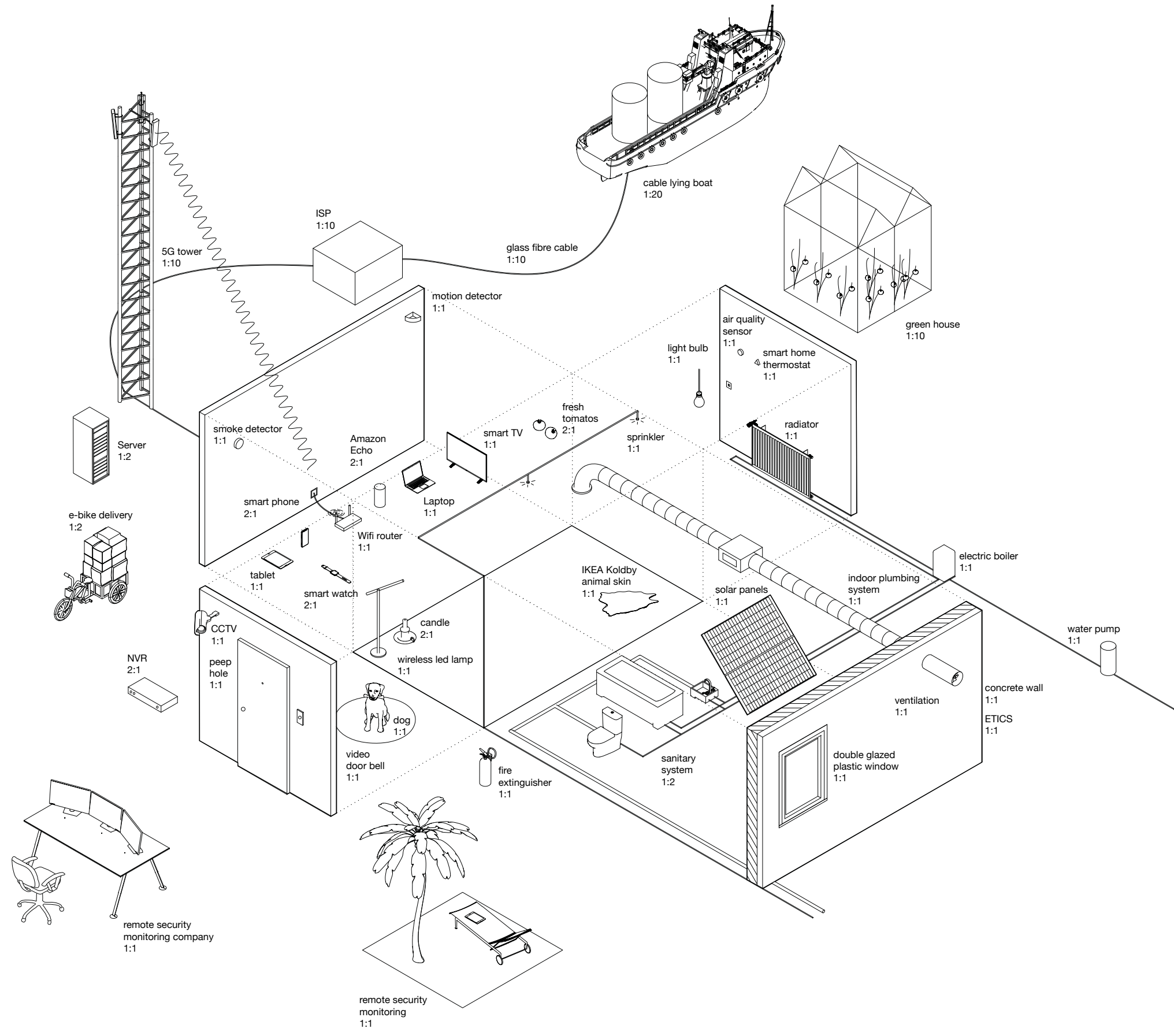
**Towards An Interiorized World**  
Five Degrees of Domestication

**5**

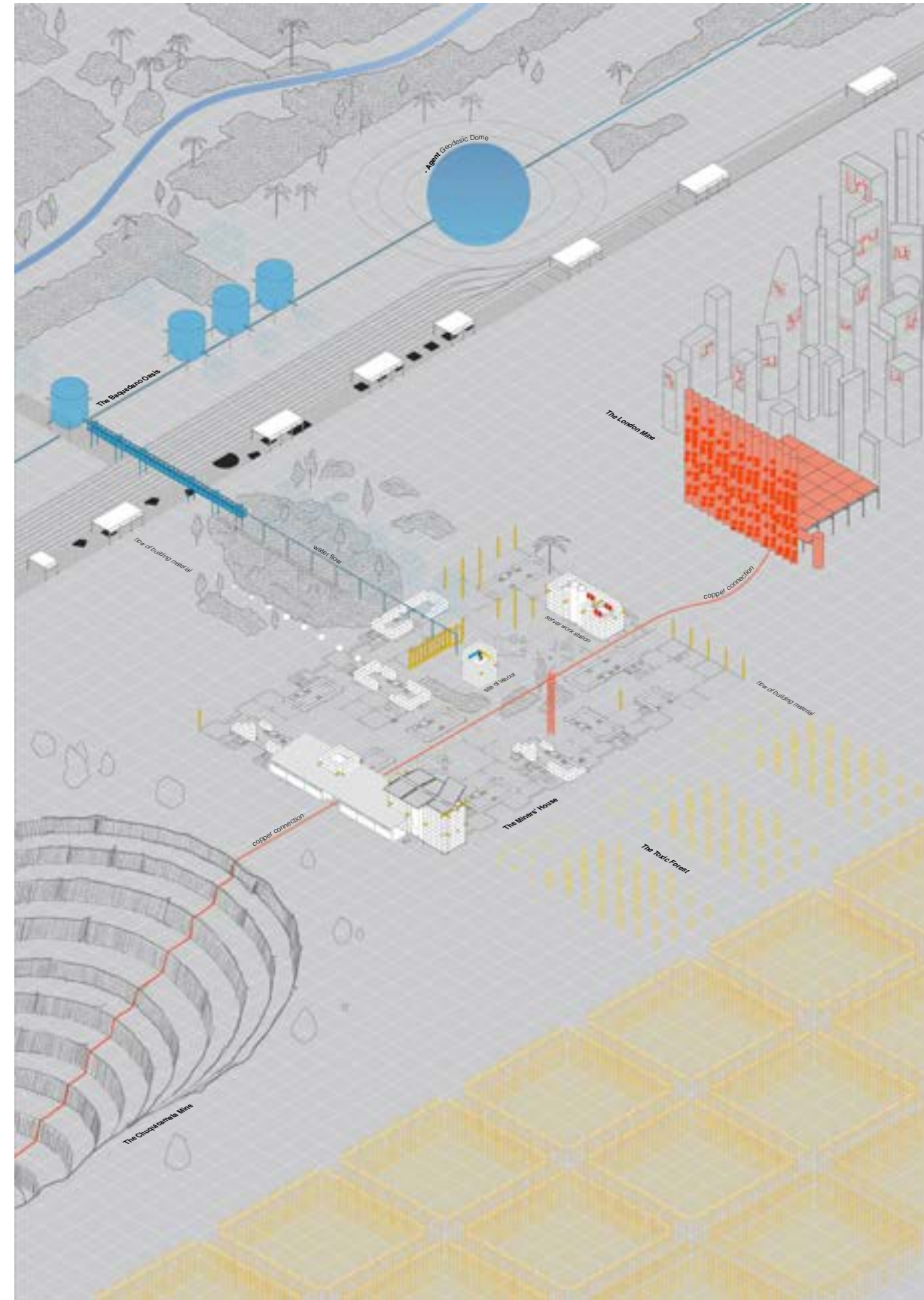
**Weather Interface**

communication	security	comfort	range of control	relicts

Narrating is  
Worlding



Narrating is  
Worlding

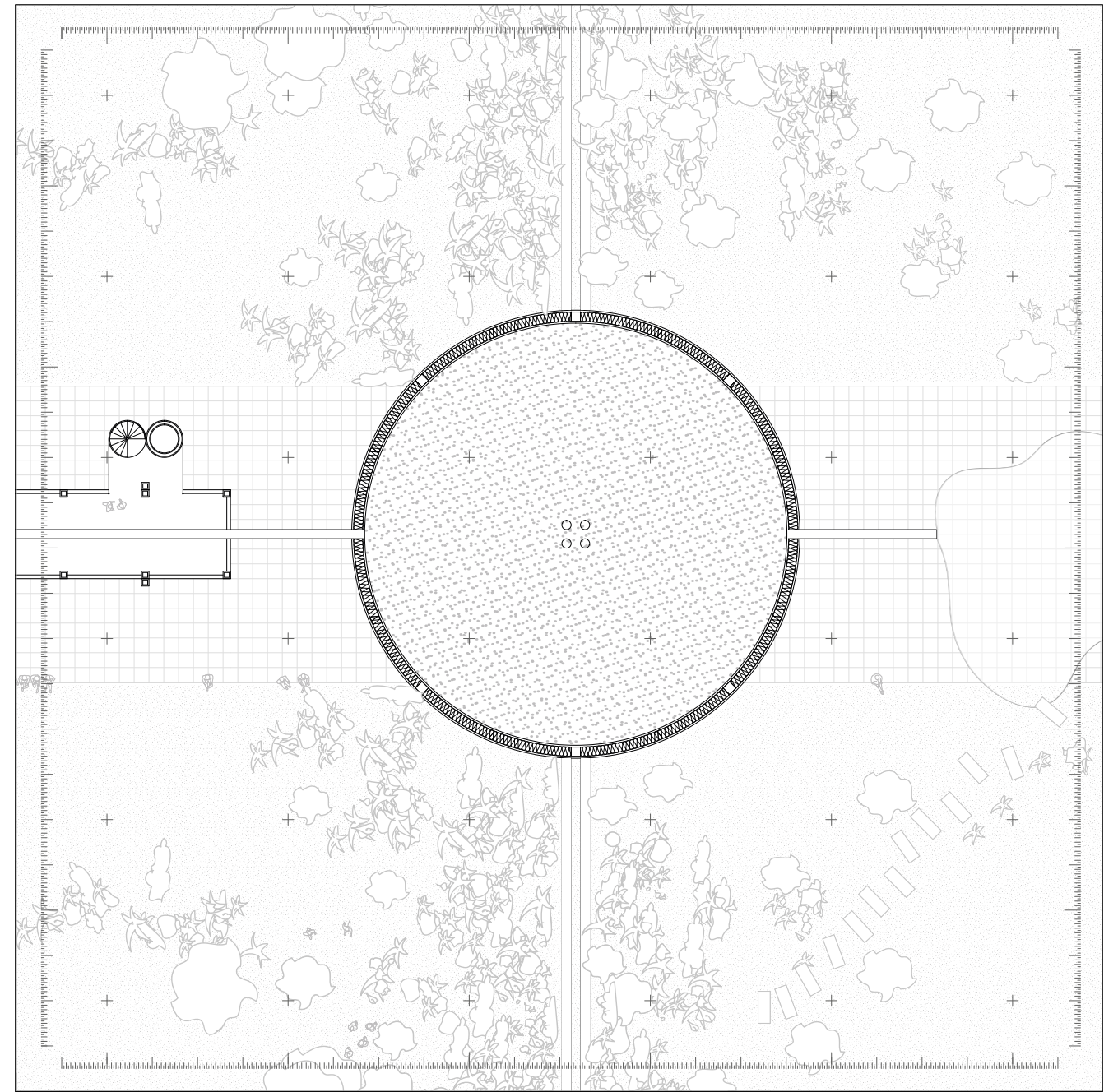
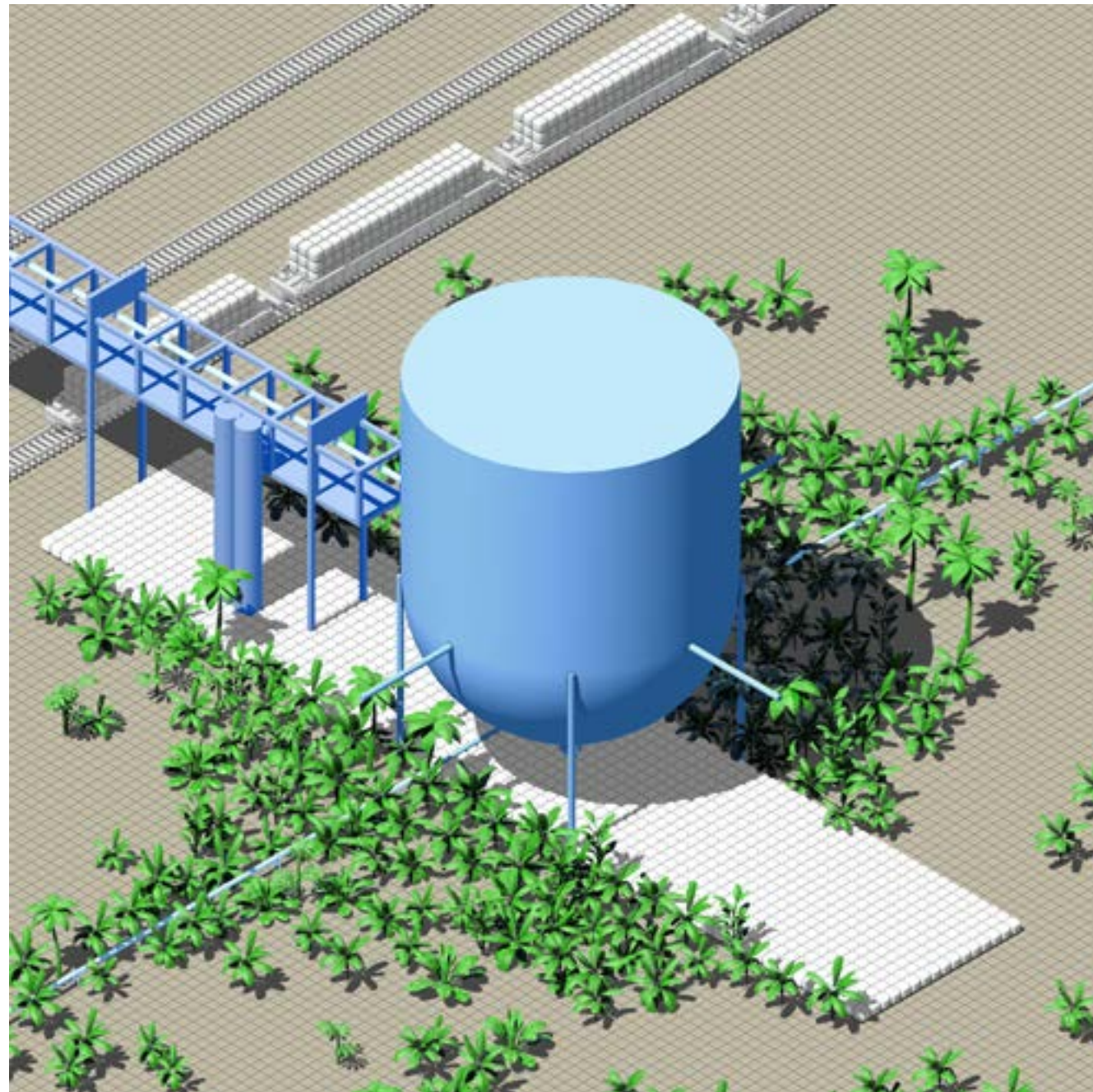


Narrating is  
Worlding

Architecture creates conditions for the transitions to evolve.

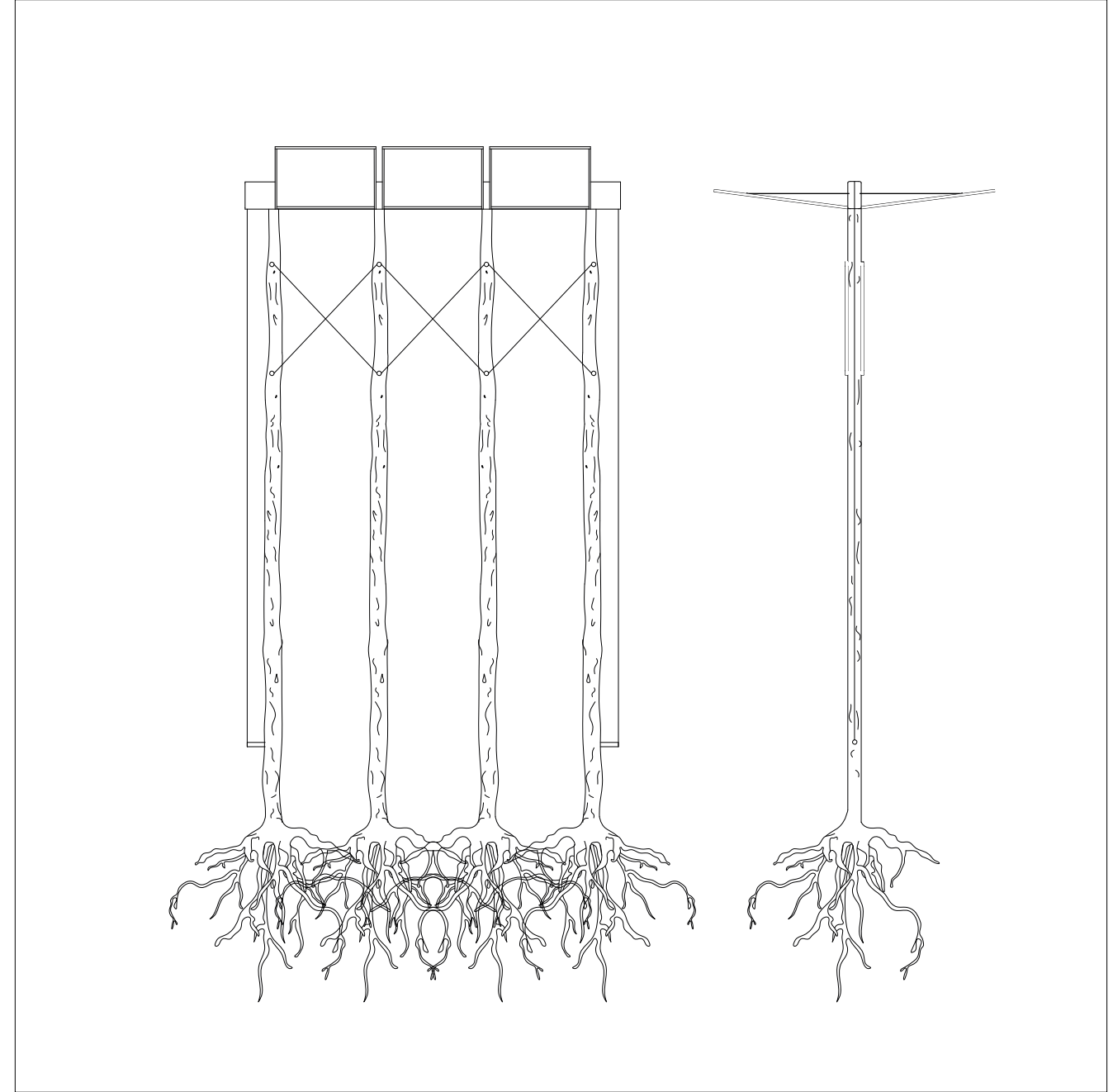
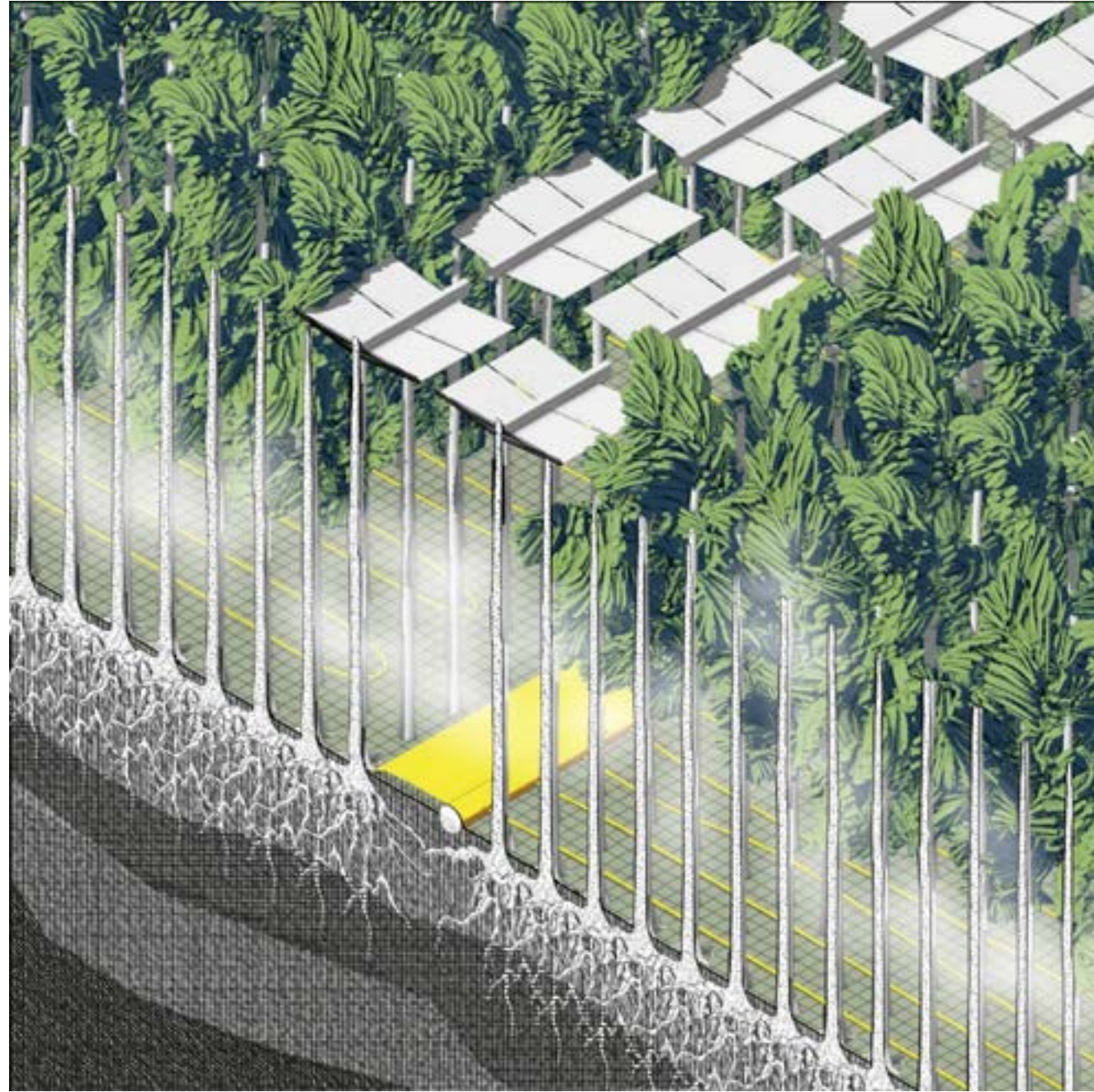
*Design Statement 3*



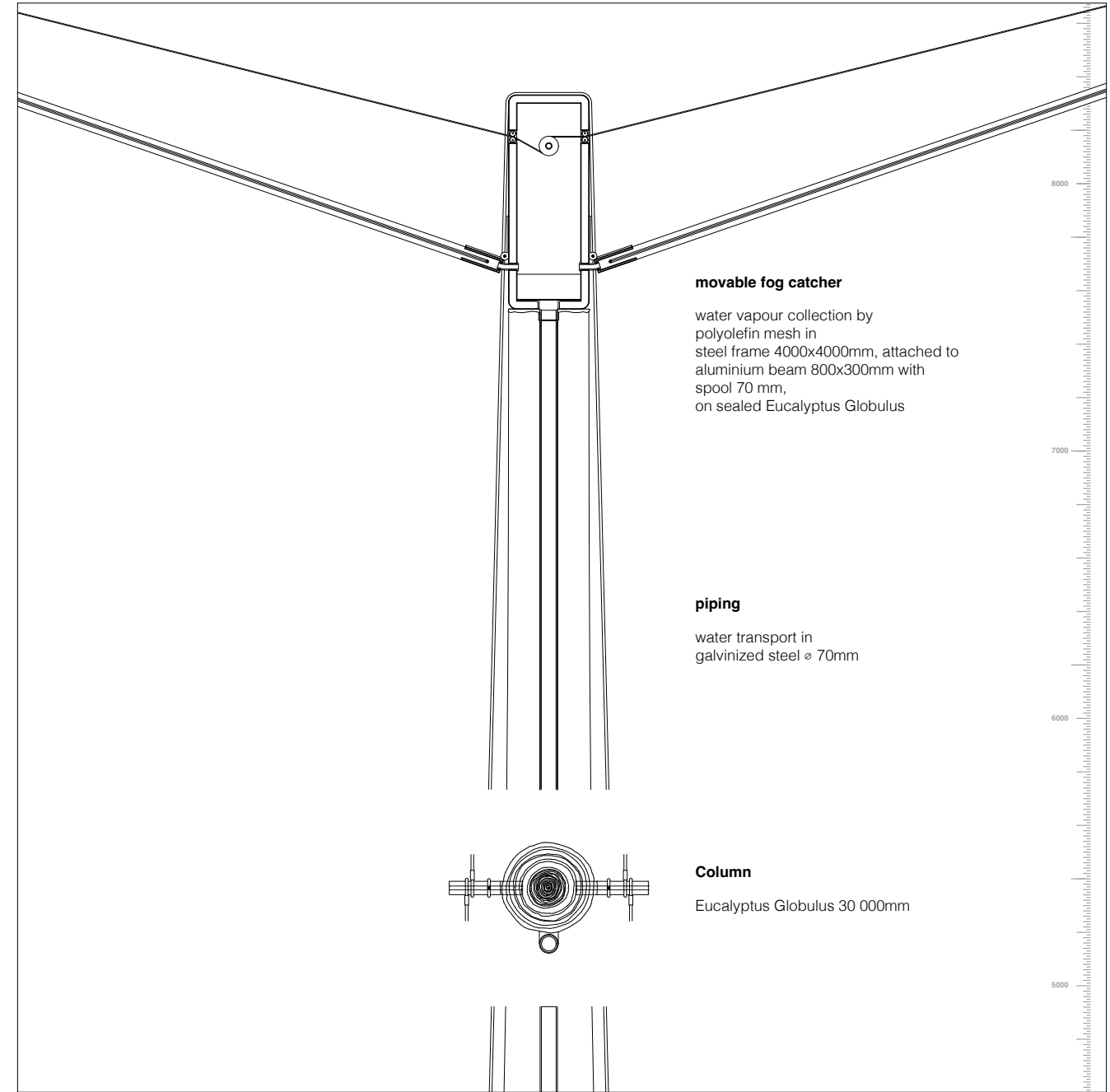
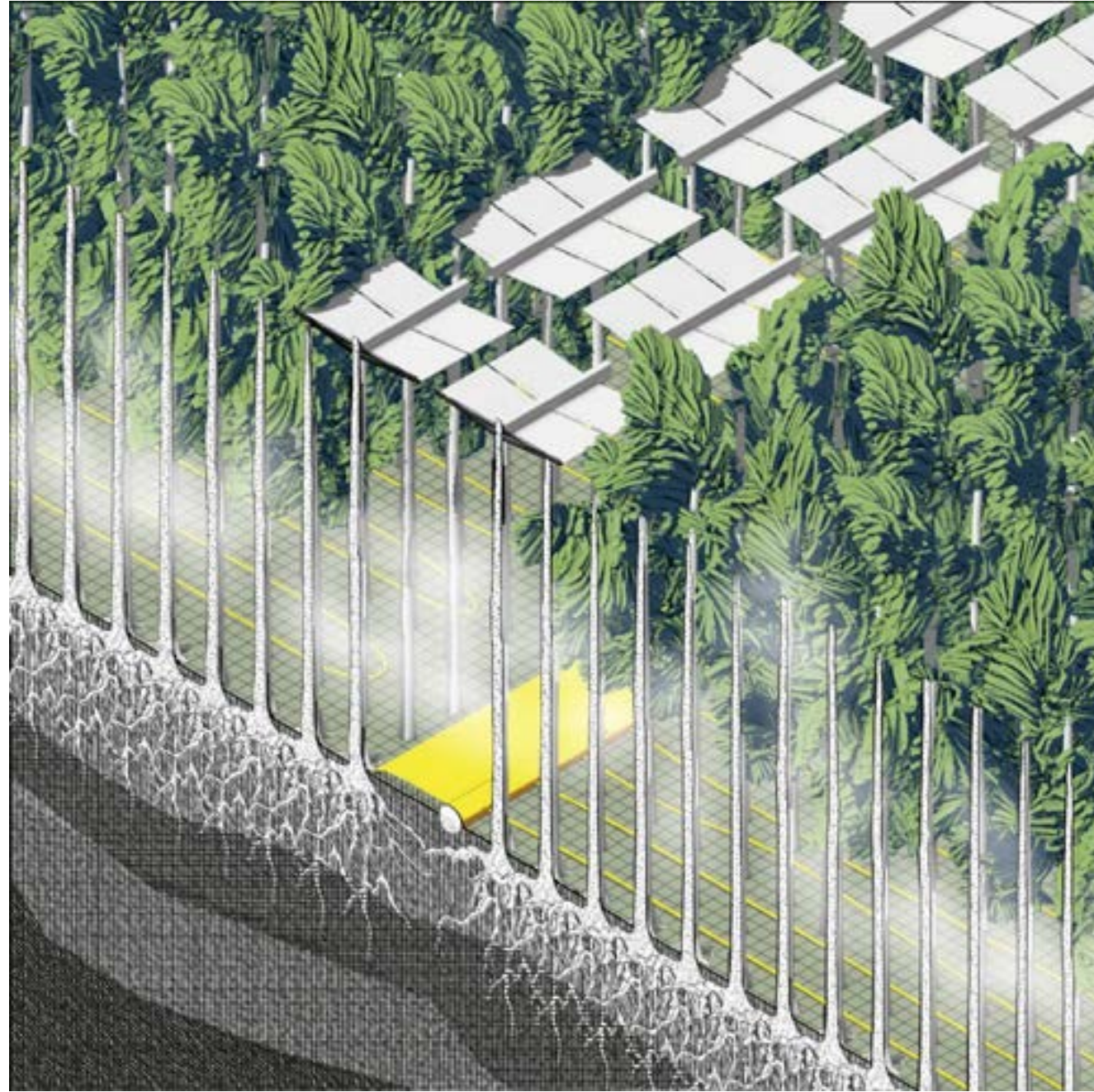


Architecture creates conditions  
for the transitions to evolve.

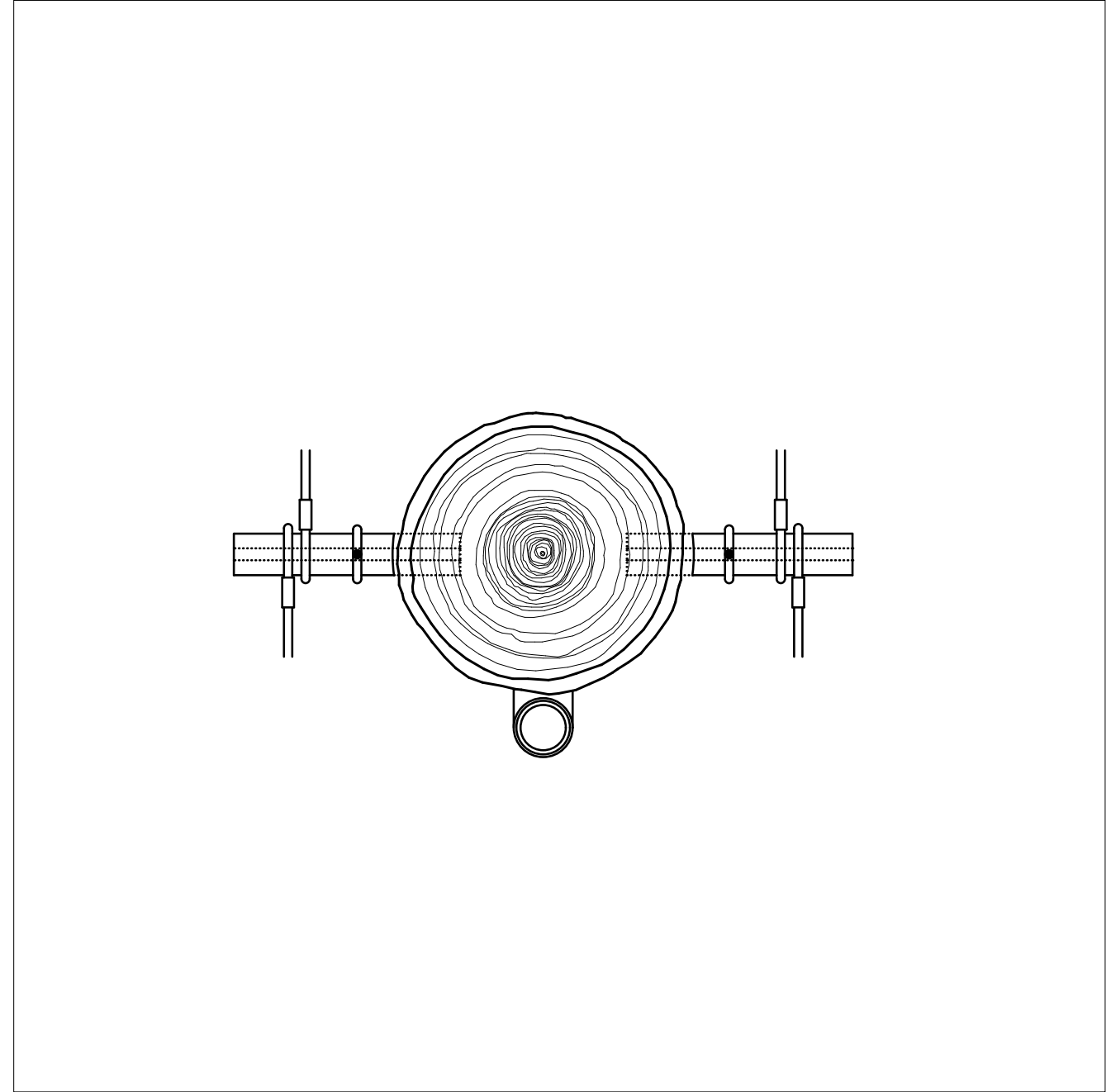
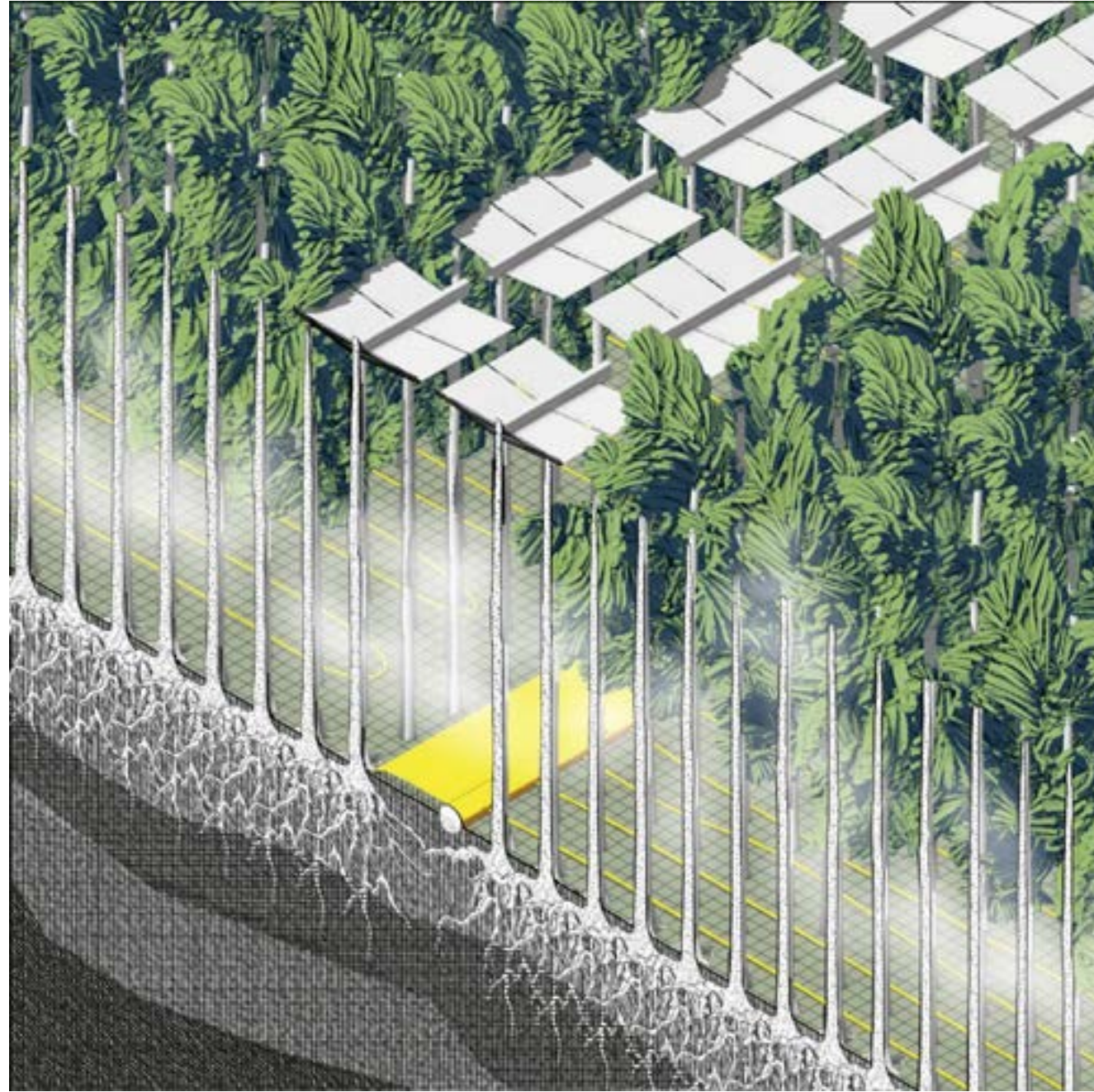




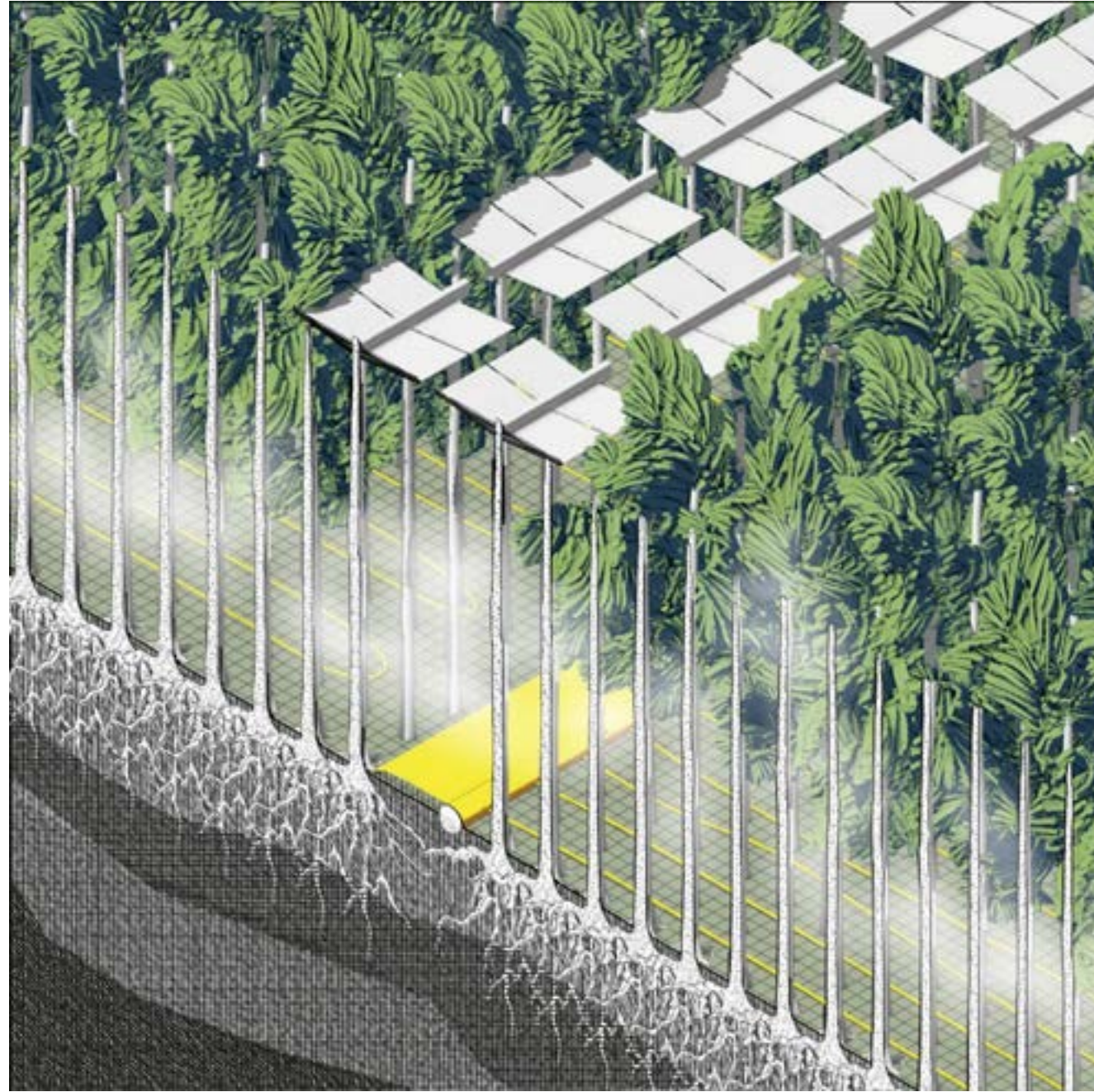
Architecture creates conditions  
for the transitions to evolve.



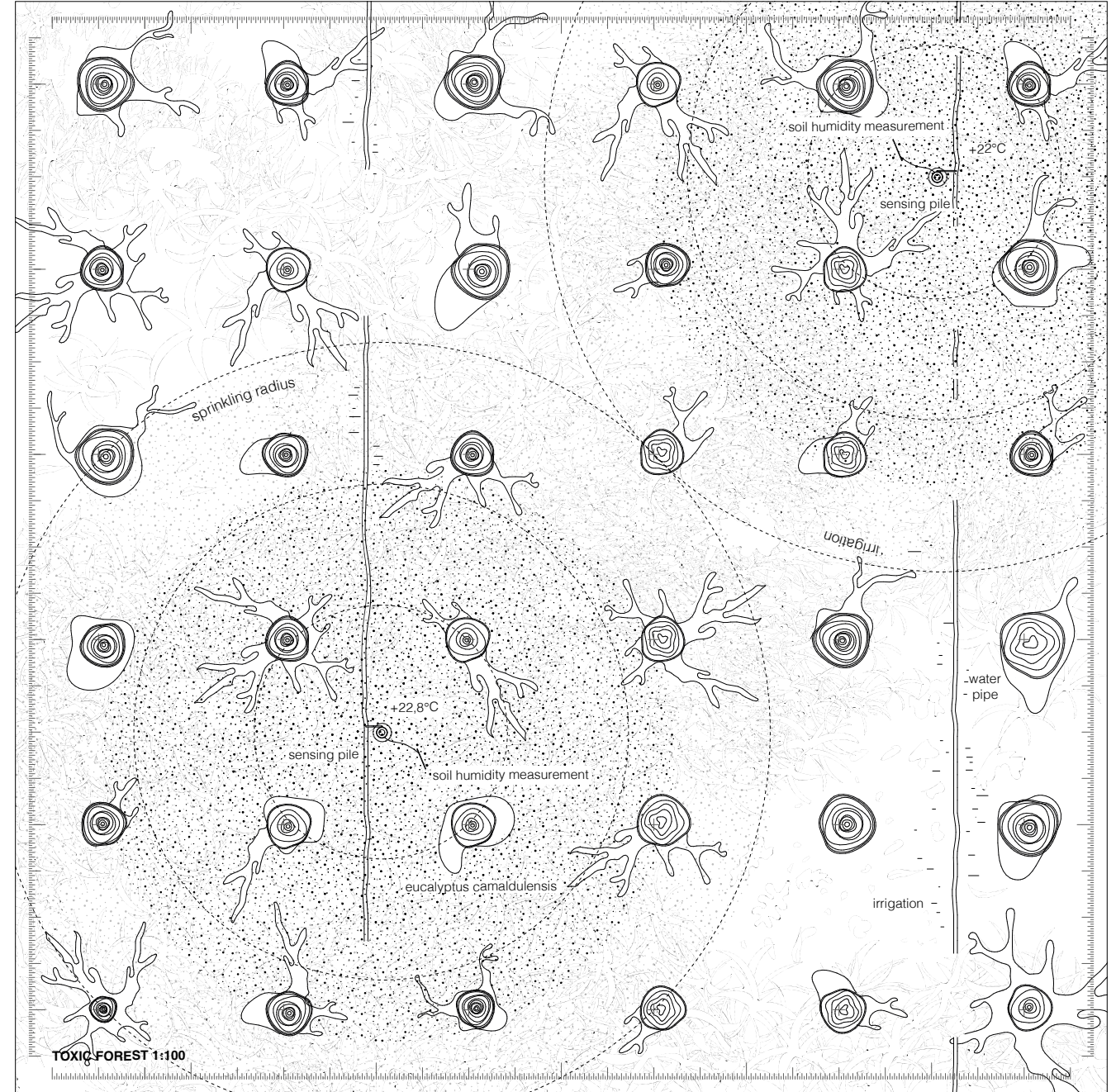
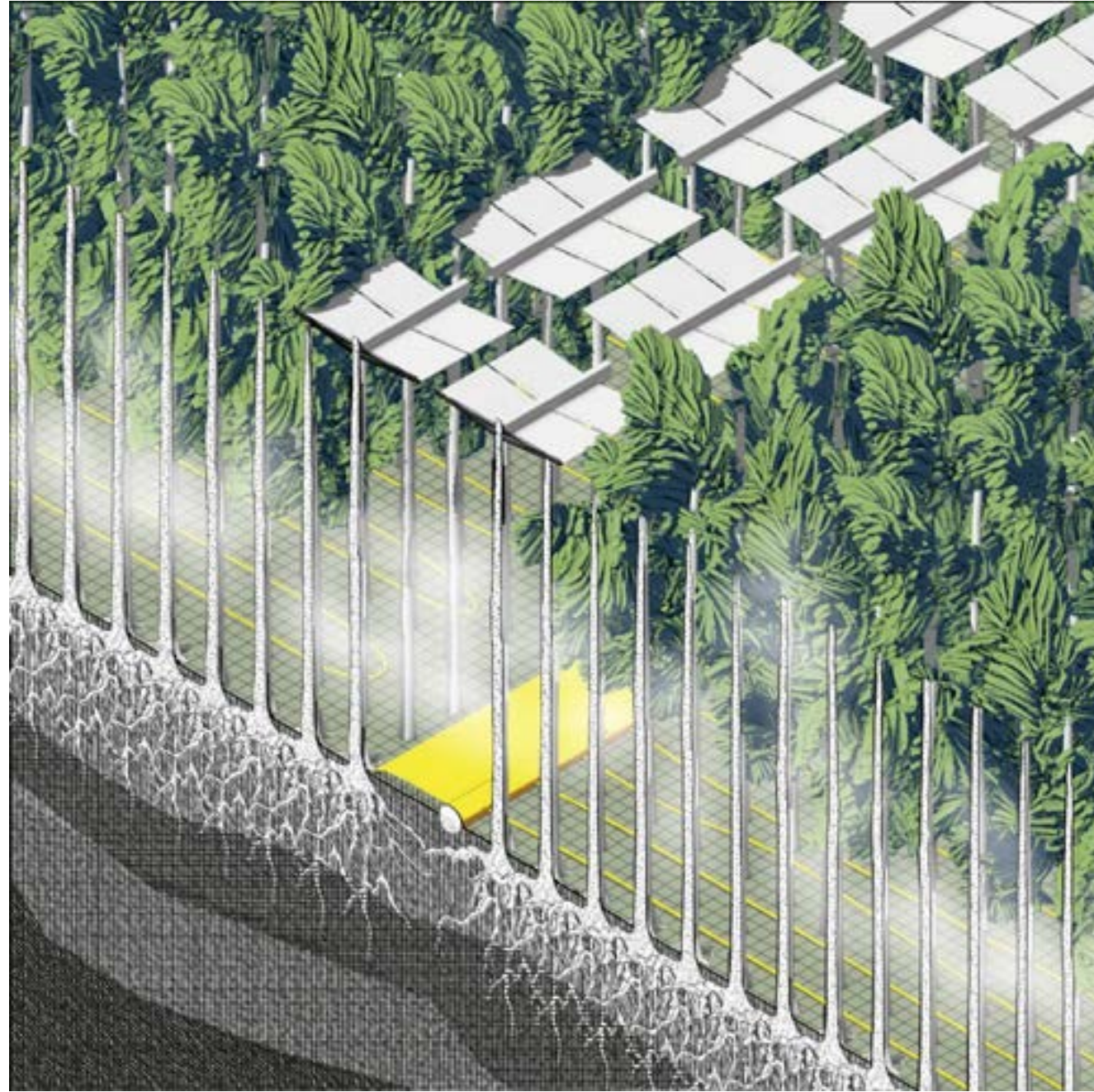
Architecture creates conditions  
 for the transitions to evolve.



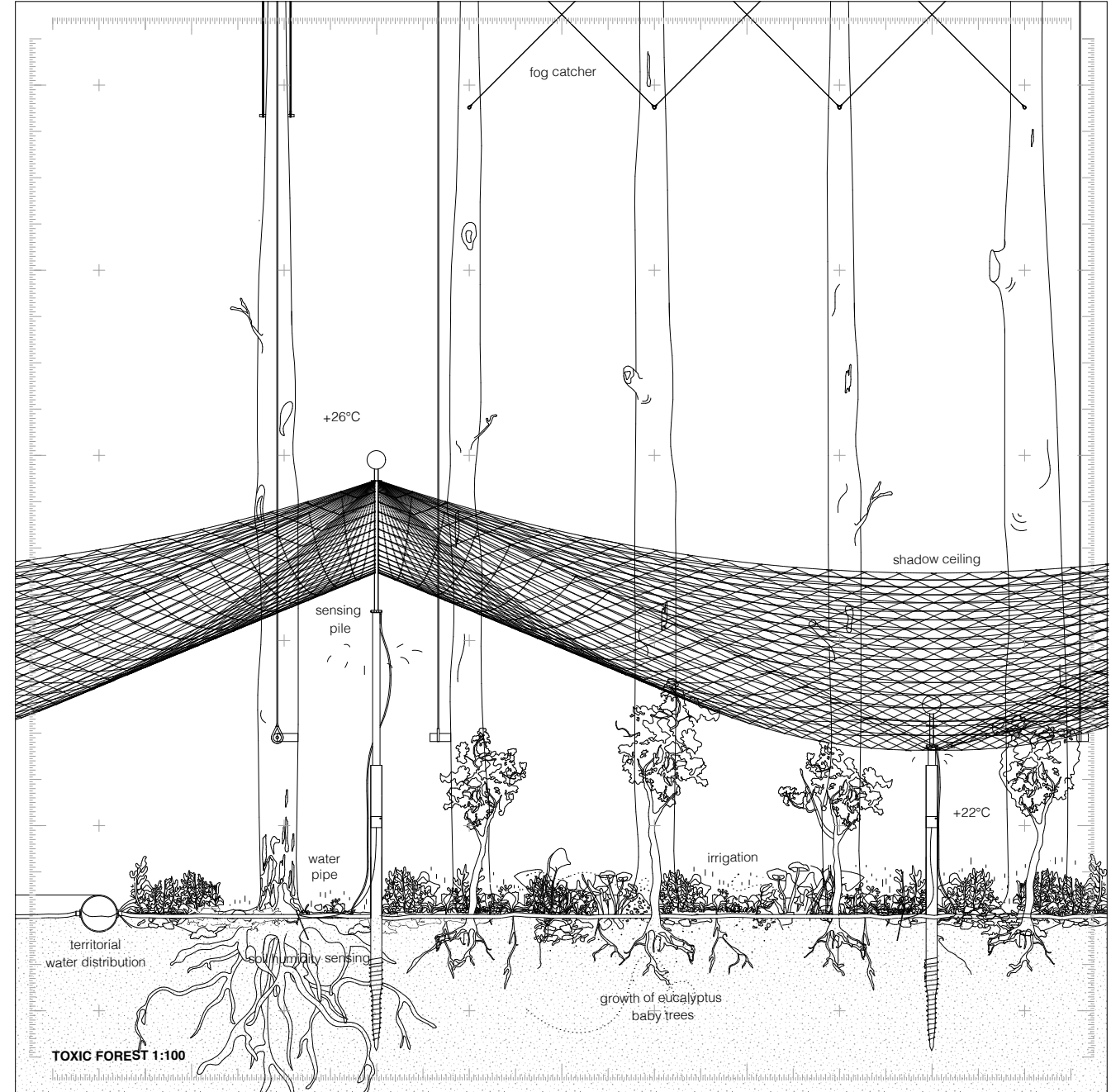
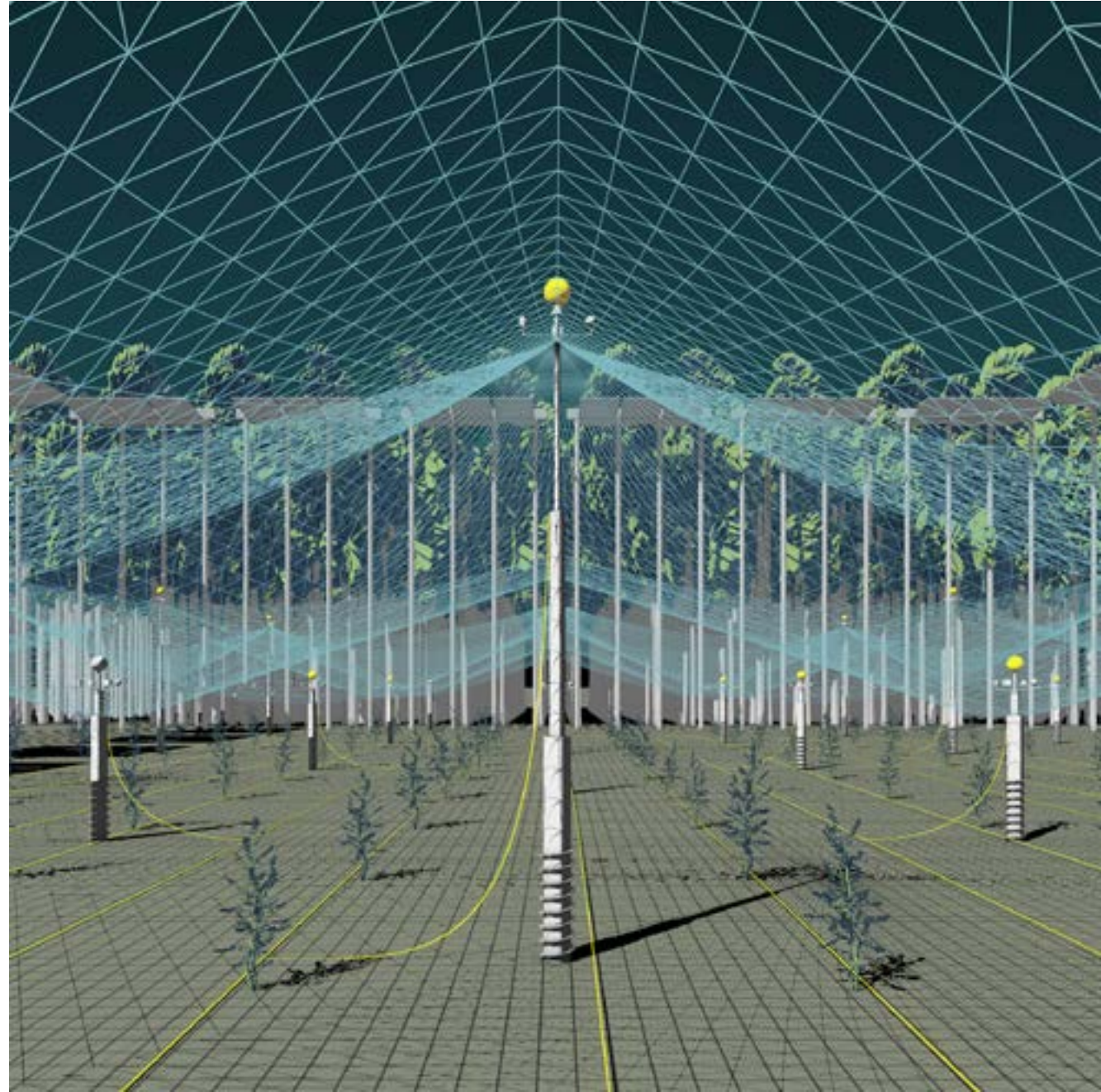
Architecture creates conditions  
for the transitions to evolve.



Architecture creates conditions  
for the transitions to evolve.

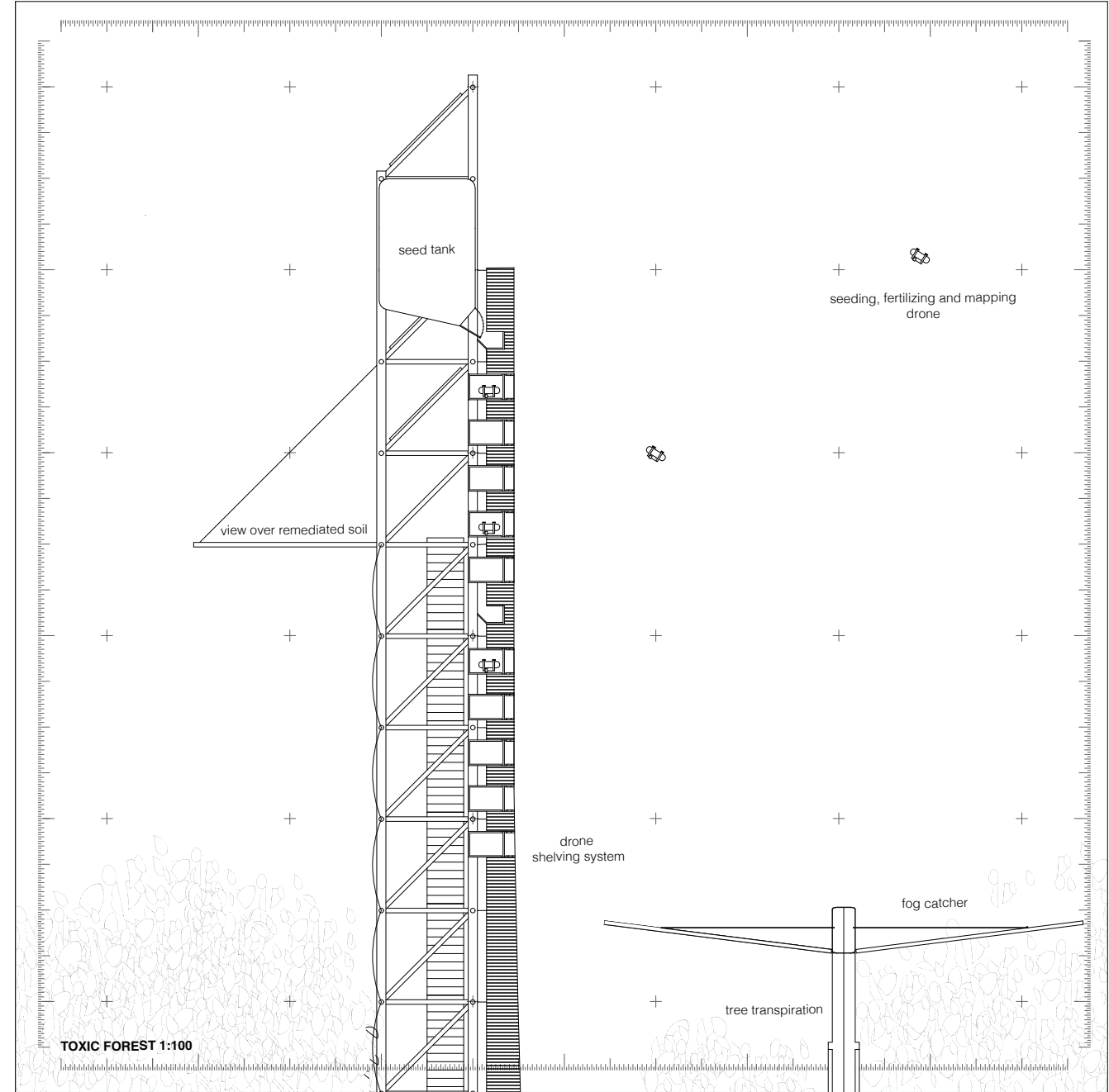
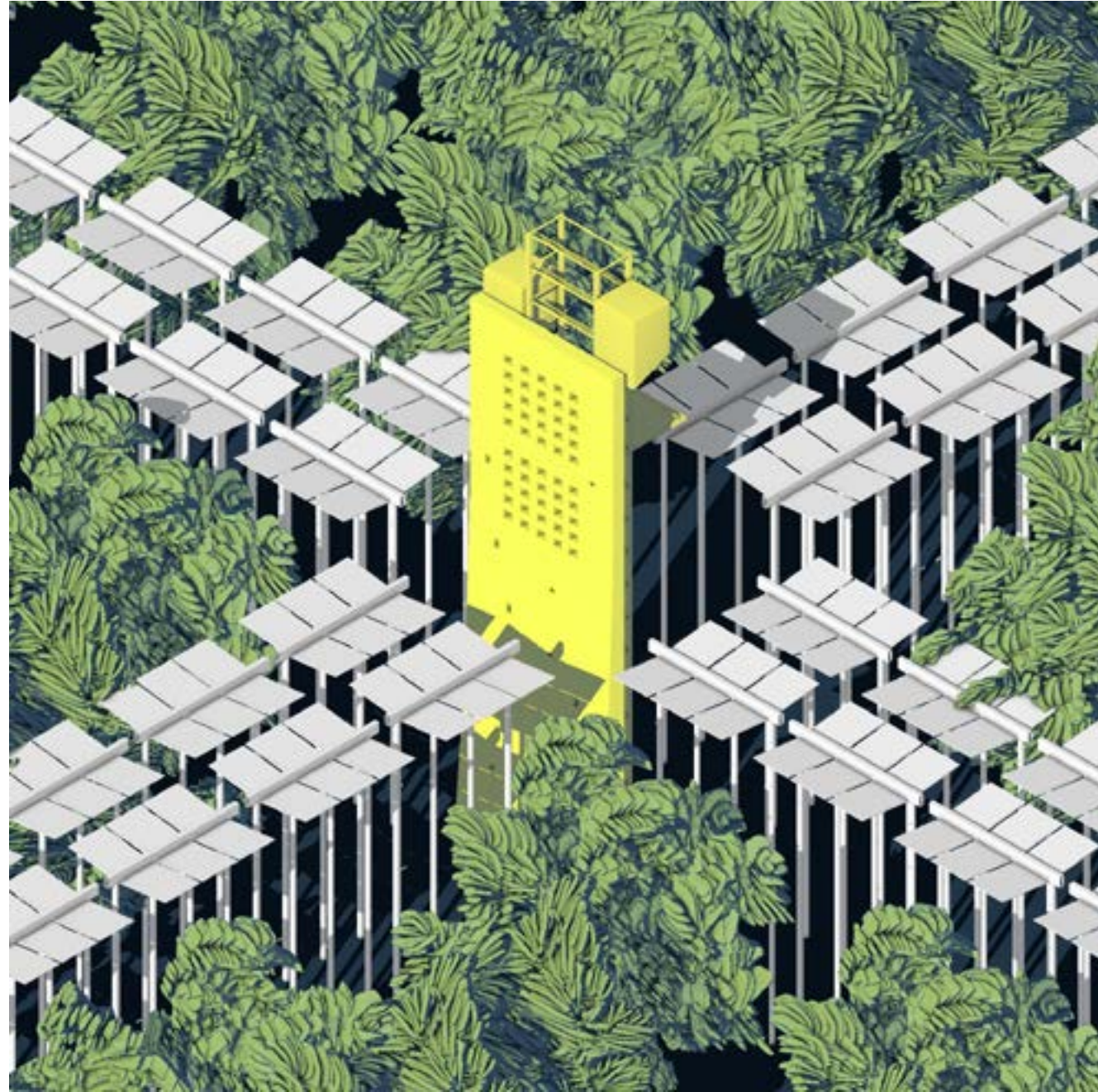


Architecture creates conditions  
for the transitions to evolve.

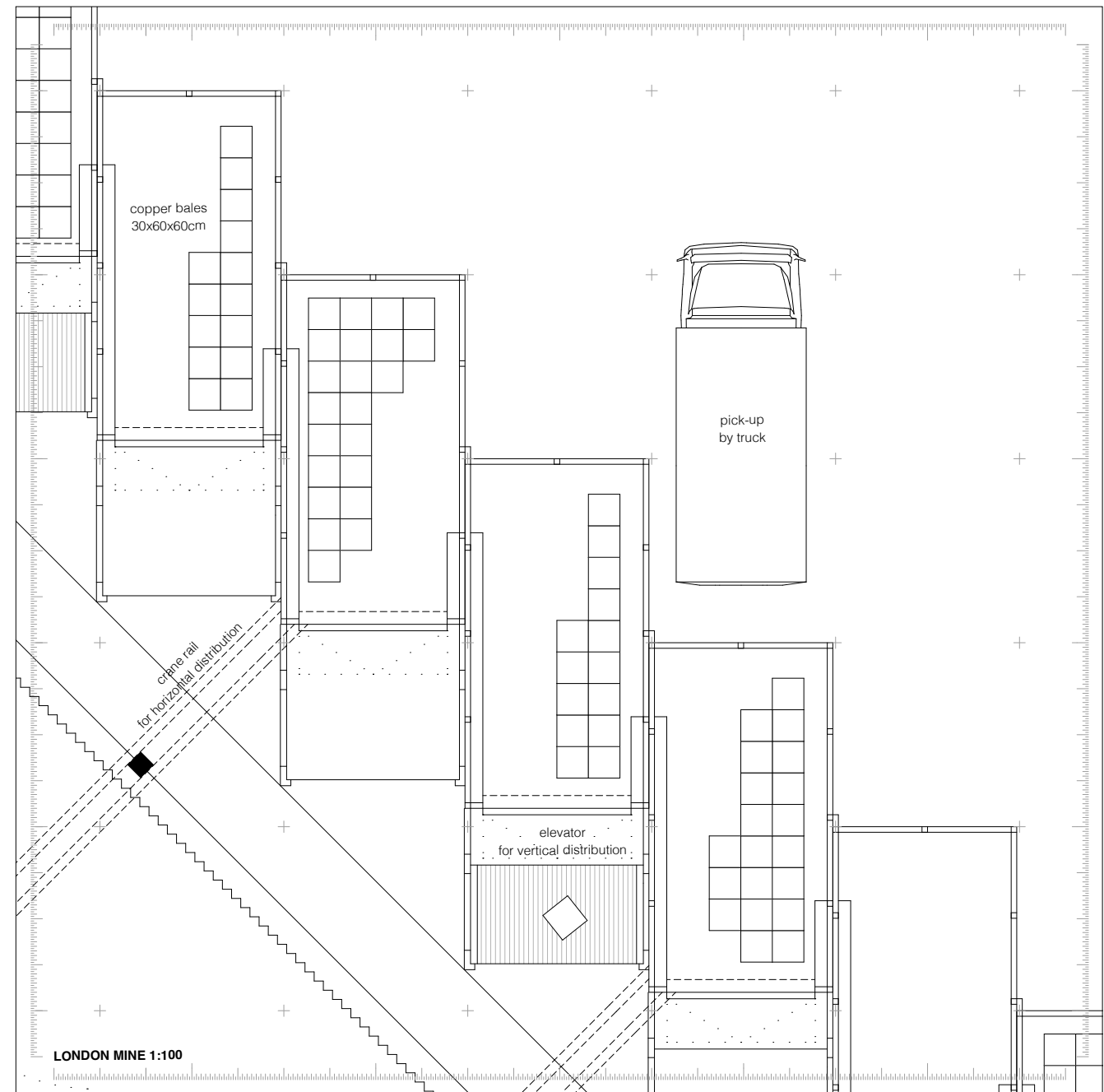
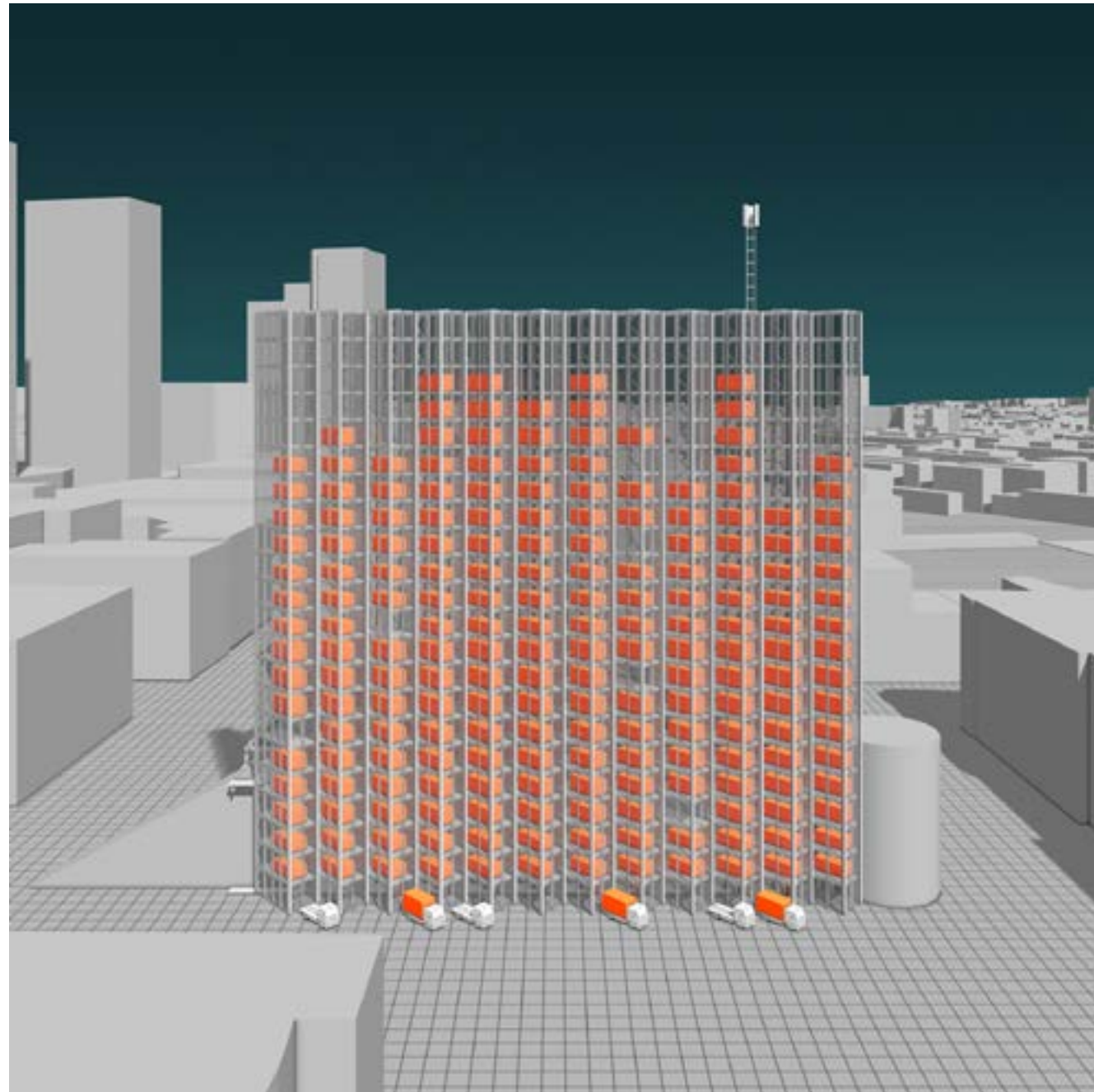


Architecture creates conditions  
for the transitions to evolve.

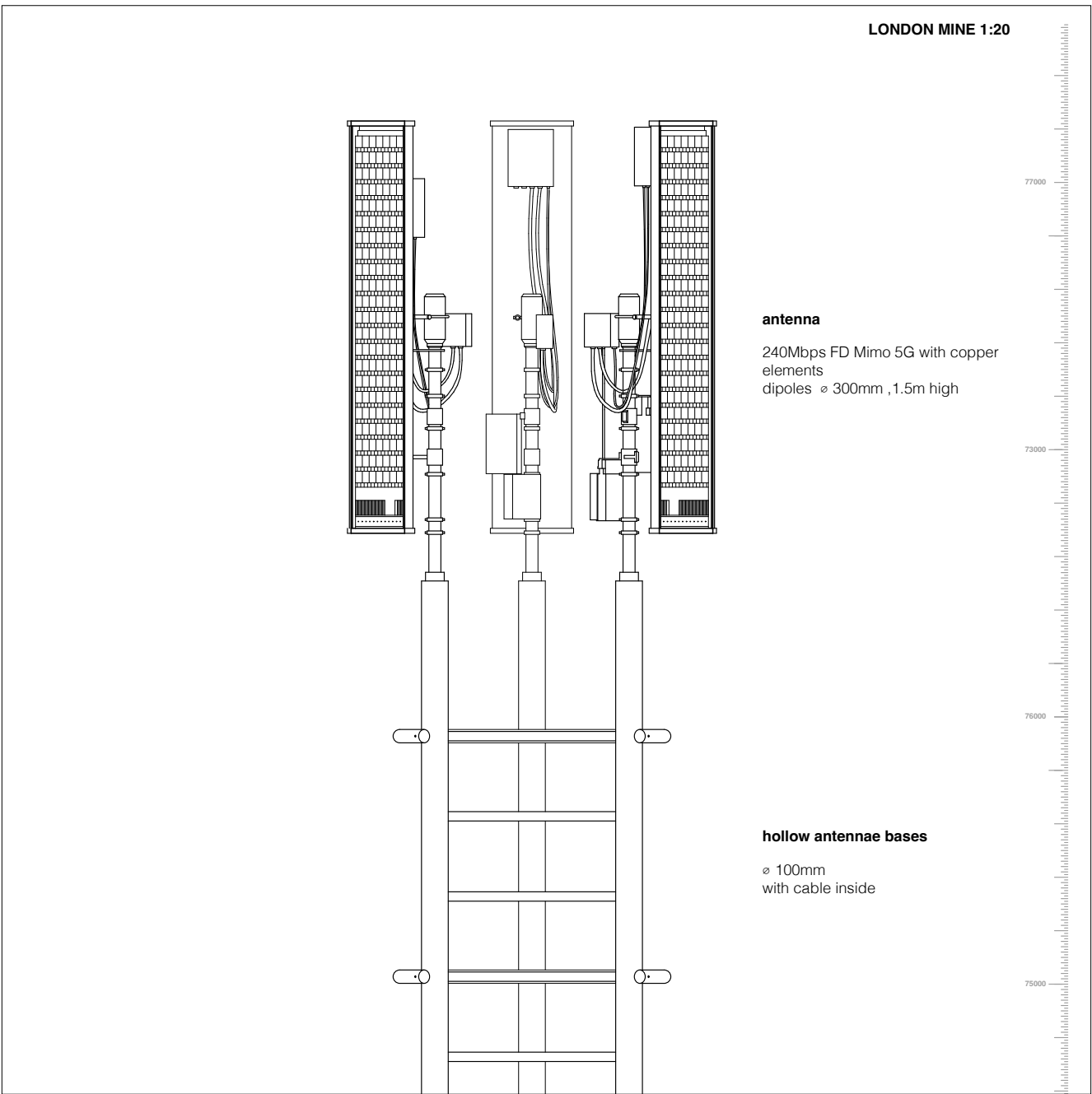
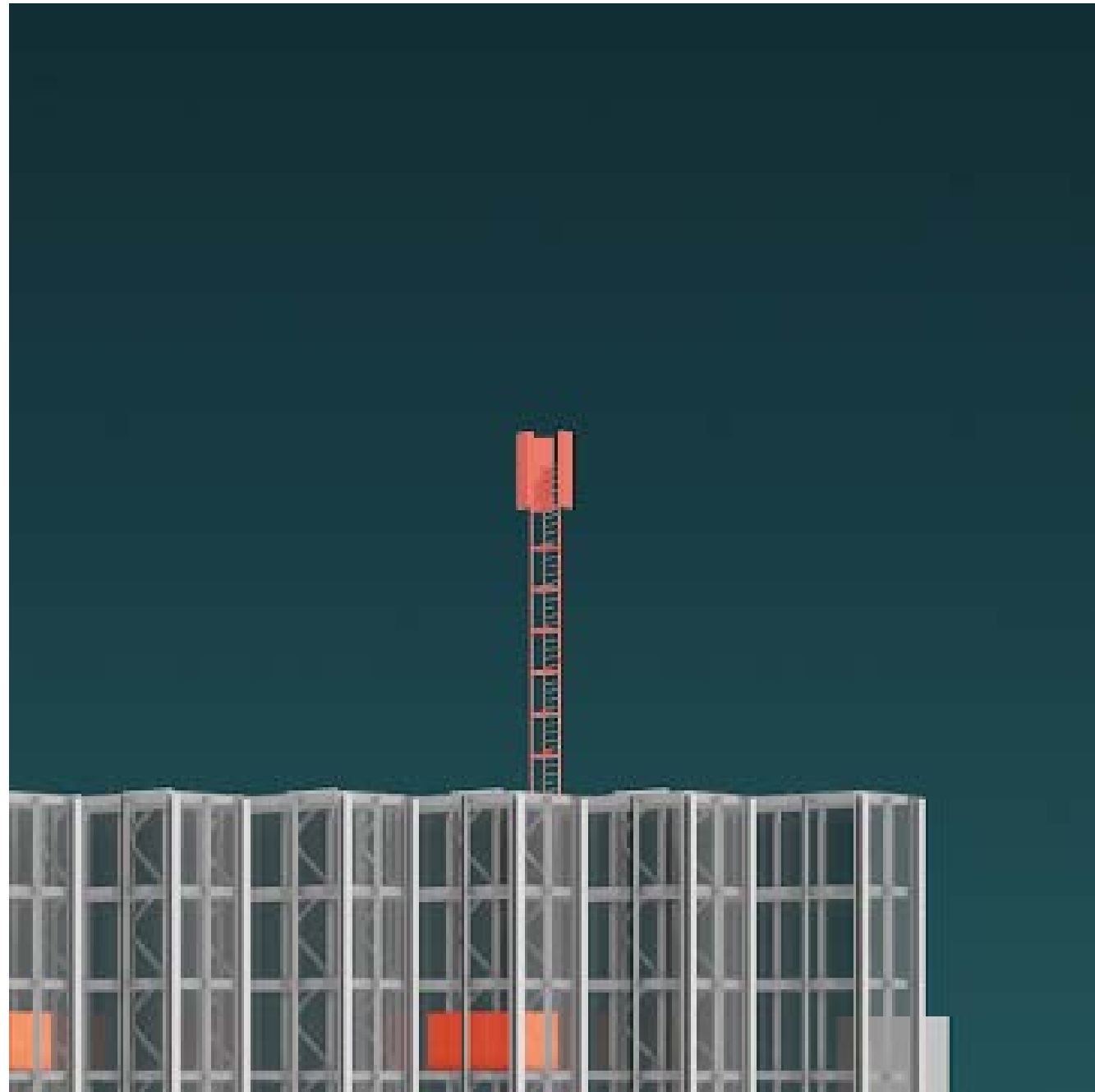




Architecture creates conditions  
for the transitions to evolve.



Architecture creates conditions  
for the transitions to evolve.



Architecture creates conditions  
for the transitions to evolve.

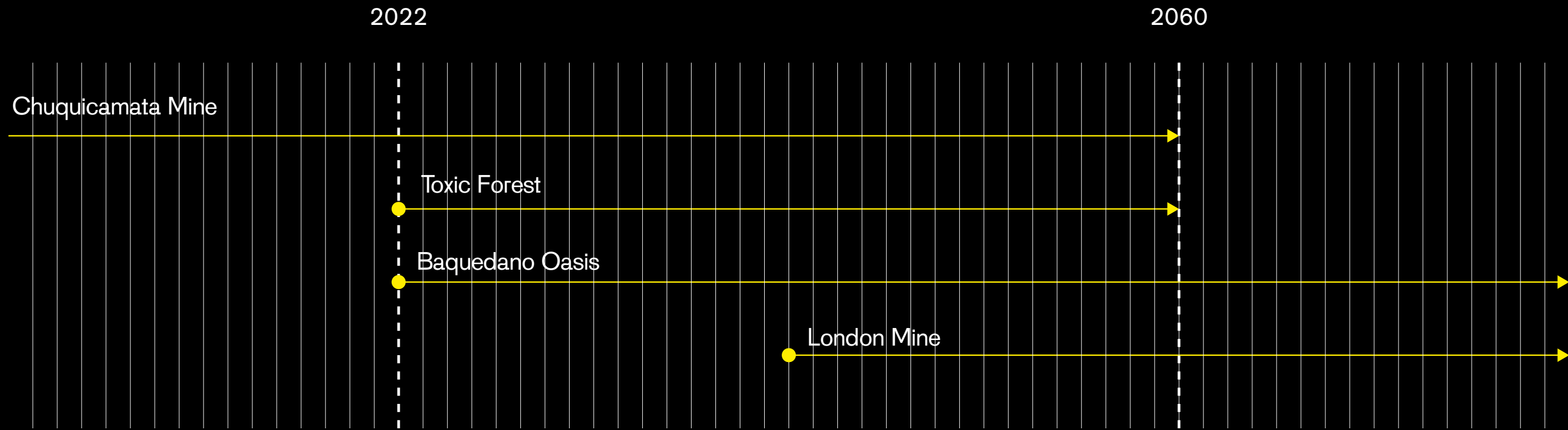
Transition Design means designing

trans ● temporally

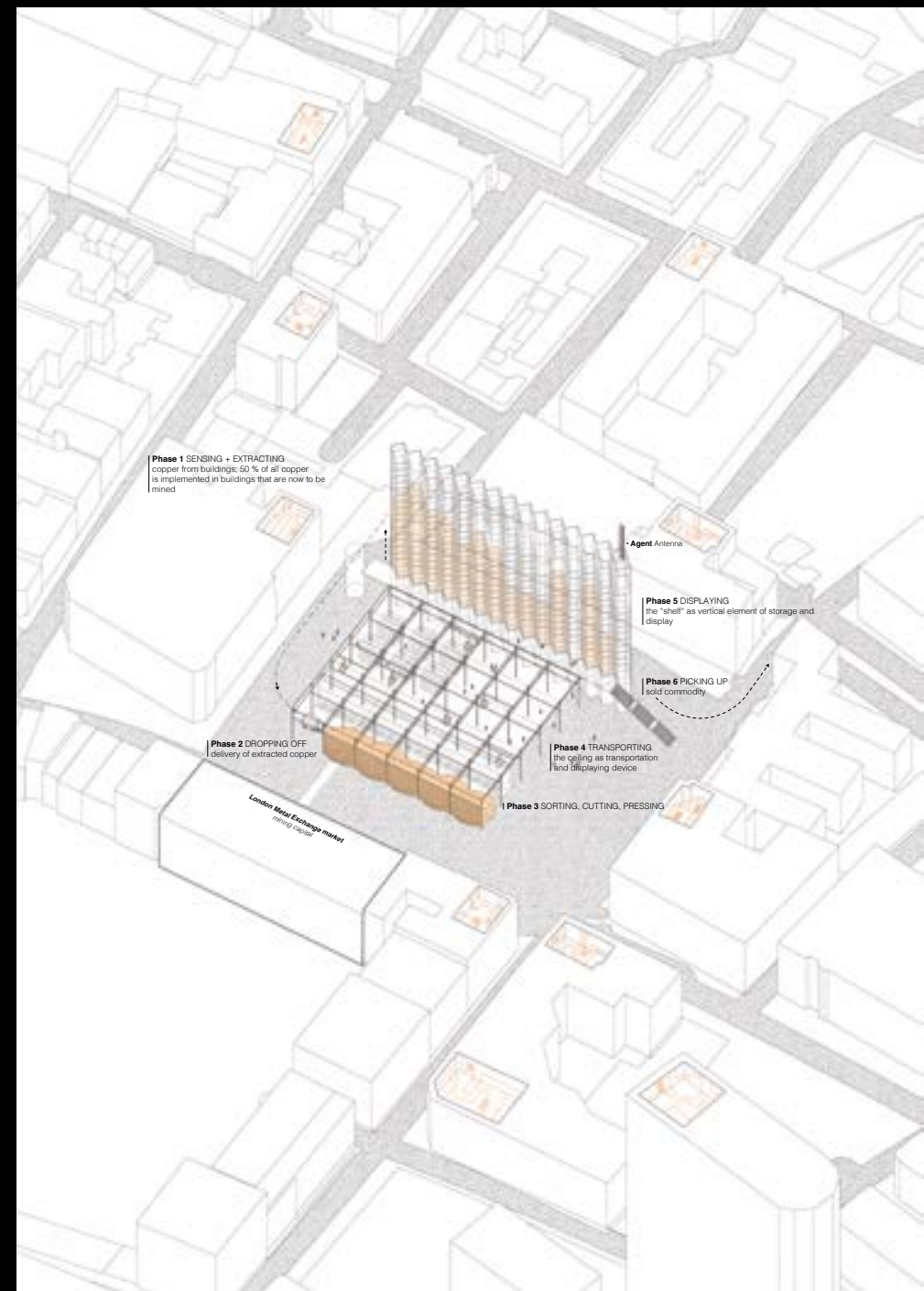
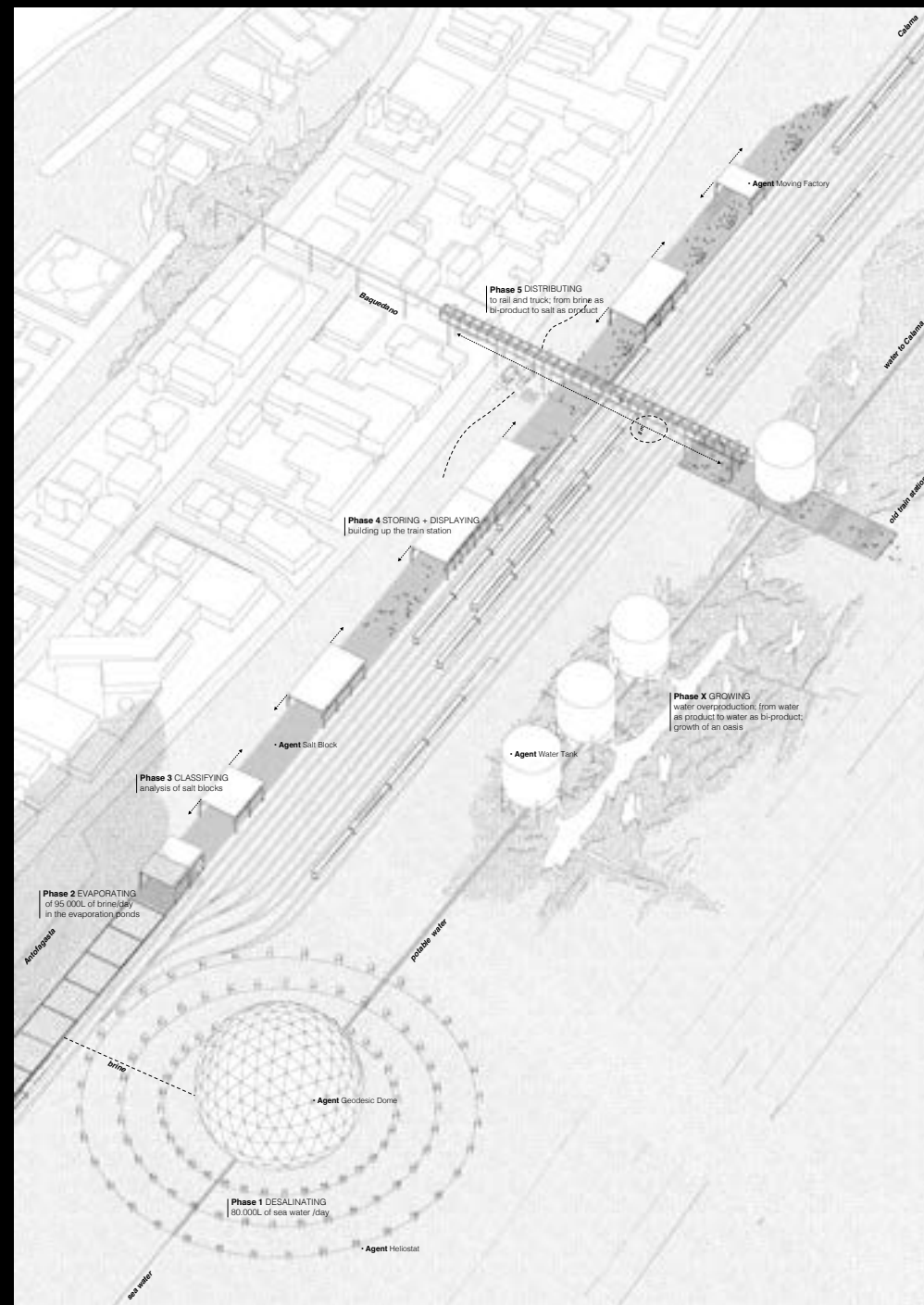
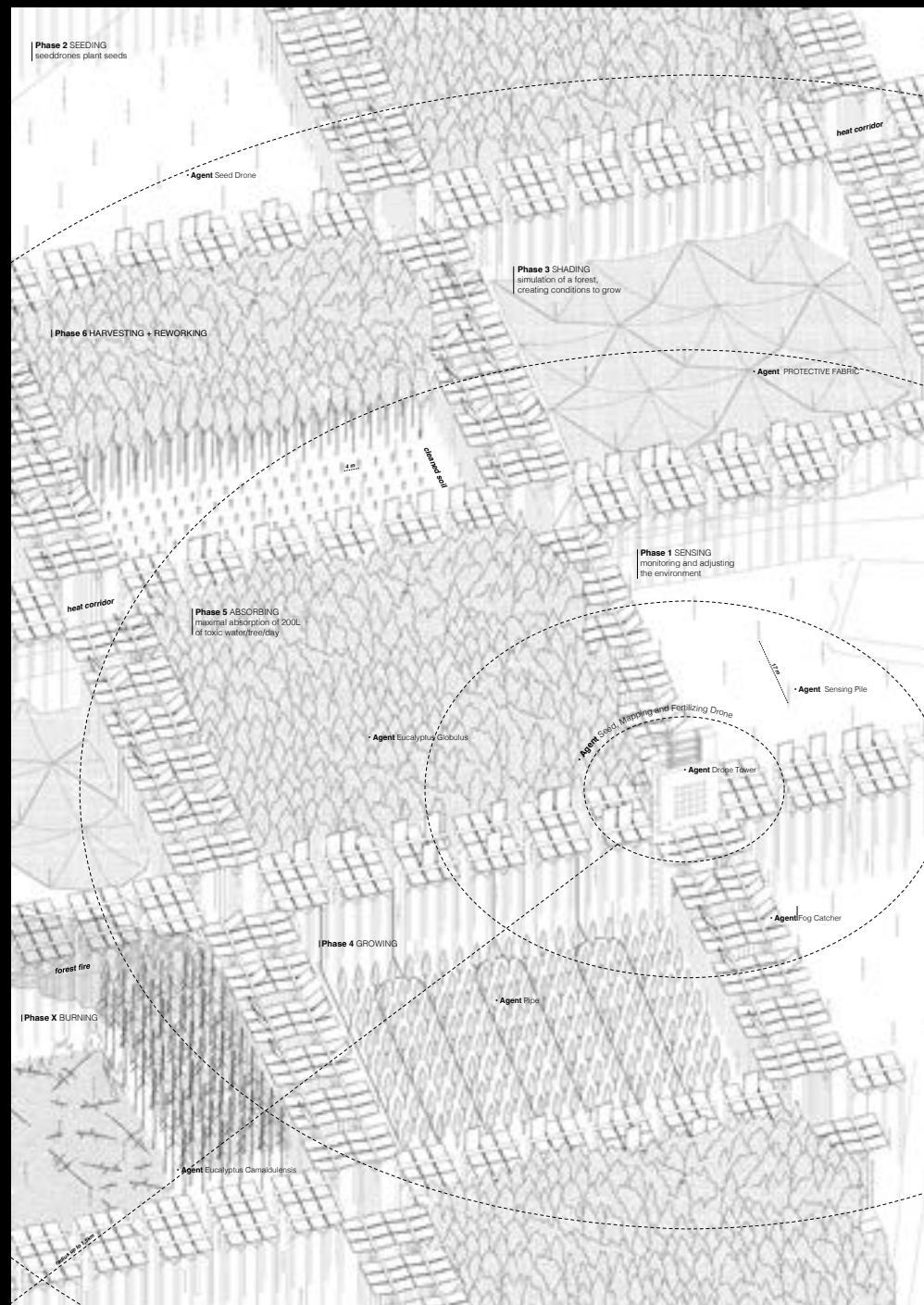
trans ● disciplinary

trans ● territorially/scalarly

*Design Statement 4*



Transition design means  
designing transtemporally.

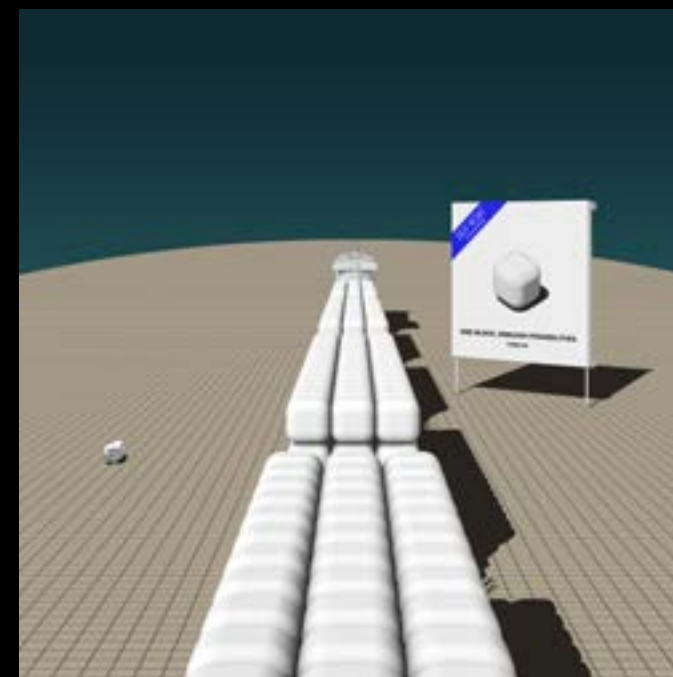
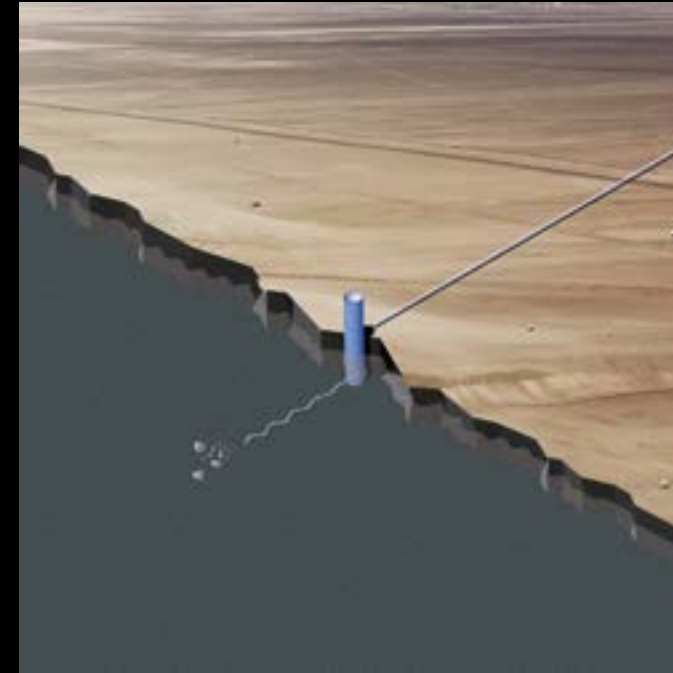
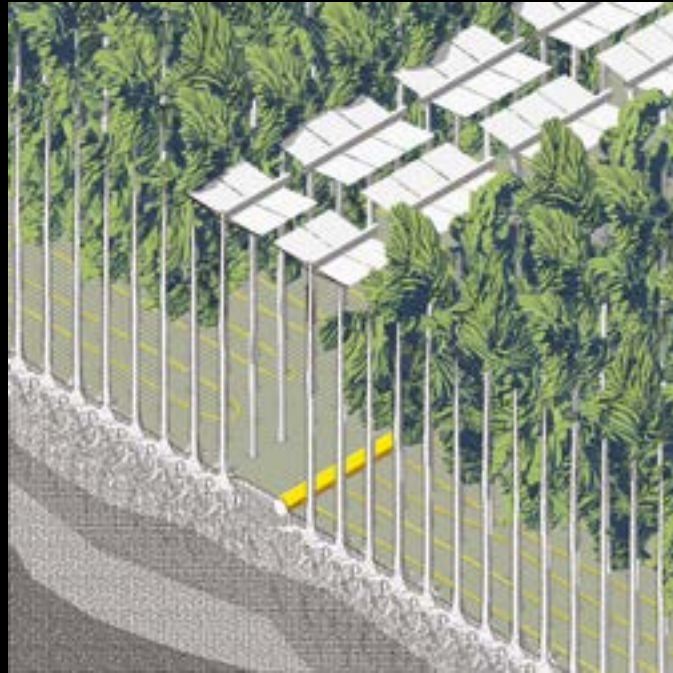


Phasing of Toxic Forest

Phasing of Baquedano Oasis

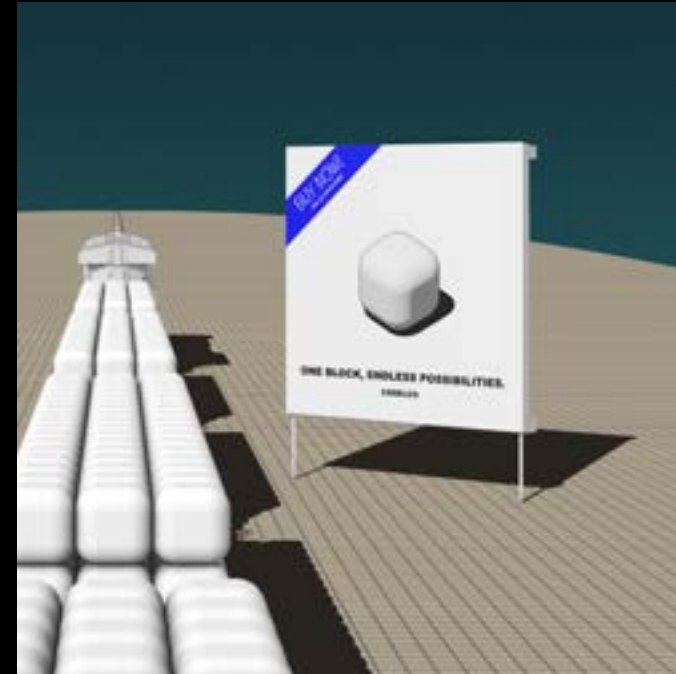
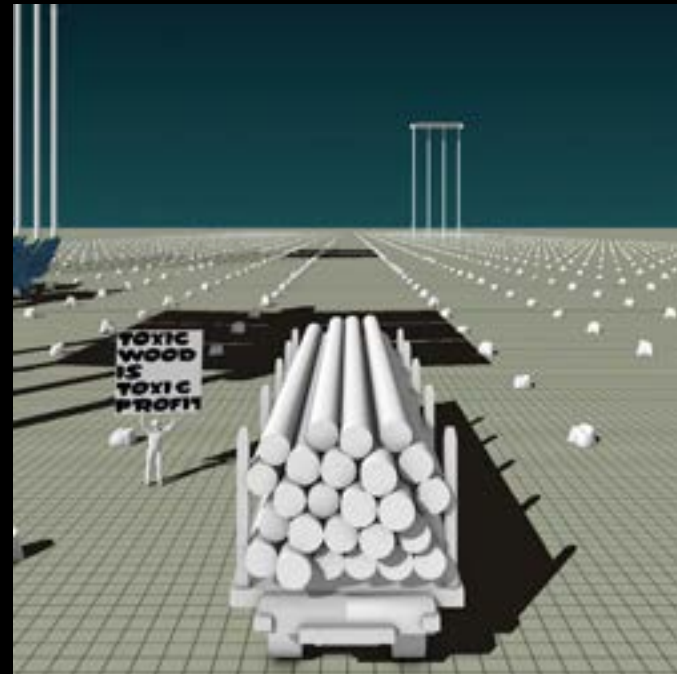
Phasing of London Mine

Transition design means designing transtemporally.



re-wiring ecologic and economic relationships

Transition design means designing transdisciplinary.



Transition design means  
designing transdisciplinary.





From Mine ...

Transition design means  
designing transterritorially  
/transscalarly.

...to "mine".



Transition design means  
designing transterritorially  
/transscalarly.

Thank you!