



I M M E R S I O N

**S C A V N I C K Y
T A L I E S I N W
S P R I N G 2 0 1 9**

Contemporary life is filled with imagery of escape. The landscape often chosen to illustrate this desire is the desert. This studio asks: what is escape in a world filled with connectivity? Is it possible to be 'lost' when seemingly everything is being tracked, traced, and kept tabs on? Then, what could it mean to be 'found'? What does it mean to build in the anthropocene? What is the aesthetic value of the contemporary, colonized desert and how can we usher it forth into strange and imaginative architecture? This studio will confront the found material of the desert itself to bring forth an architectural project confronting these questions.

We will take an accelerated look at contemporary issues facing architecture today. The studio will begin with core exercises in formal analysis simultaneously building a basic knowledge of architectural representation through plan, section, drawing, and model making. This hands-on understanding will be used by each student to individually explore the spatial possibilities inherent in different found objects and materials, with an optional focus on 3D modeling programs and digital skills.

These individual explorations will be shared and discussed as a class, and we will use these discovered techniques to scale a collective design charette up to a finished piece of construction. This installation will be somewhere on the campus of Taliesin West (TBD) and to the general benefit of its inhabitants now and into the future.

WEEK 1 - General Welcome and Overview

1.1 Welcome Workshop

1.2 Found Object Study

- Search through the desert in and around Taliesin West in order to find an artifact of human habitation or influence on the desert landscape. How can we re-represent this thing, learn from its physical properties and, in its manipulation, uncover an architectural expression?
- In the meantime, students will use the exercise of walking in an around the desert as time to identify possible sites for the collective design and construction.

WEEK 2 - Technique workshops

2.1 Drawing Assignment

- Students will document their individual studies through plan and section.

Individual Critiques + **Optional** 3D Modeling Introduction

WEEK 3 - Technique workshops

Individual Critiques + Drawing workshop

WEEK 4 - Individual construction presentations

2.1 Assignment Due

- Plans, Sections, and Model.
- Individual students will [*manipulate, operate, control, maneuver, direct, work, cut, stack, copy, paste, break, trash, change, upgrade, compress, snap, rip, burn, drag, fill, coat, write, crack, reformat, etc*] the found material physically and digitally in order to create a novel figuration from the relic of habitation discovered in 1.2.

WEEK 5 - Collective design charette / Construction workshop

3.1 Assignment - Collective Immersion

- The collective designs will be distilled into a form of useful productive benefit to the Taliesin community - through reuse or adaptation of an existing problem.

WEEK 6 - Construction

WEEK 7 - Construction

WEEK 8 - Finish Construction, Review, and Reflections

COURSE READINGS AND LEARNING RESOURCES:

- Testa, Peter. Robot House. Thames & Hudson, 2018.
- "To What Question Is The Image an Answer?" Alexander R Galloway.
<http://cultureandcommunication.org/galloway/to-what-question-is-the-image-an-answer-2>.
- Abrons, Ellie. "For Real," Log 41, (2017): 67-73.
- Haman, Graham. "Tristan Garcia and the Thing-In-Itself," Parrhesia 16 (2013): 26-34.
- Elkins, James. What Painting Is: How to Think about Oil Painting, Using the Language of Alchemy. New York: Routledge, 2000. Print.
- Kipnis, Jeffrey. A Question of Qualities: Essays in Architecture. Cambridge, MA: MIT, 2013. Print.
- Deleuze, Gilles. Francis Bacon: The Logic of Sensation. London: Continuum, 2005. Print.
- Foucault, Michel, and Northrop Frye. The Order of Things: An Archaeology of Human Sciences. New York: Vintage, 1973. Print.
- Log 41 - Michael Young - The Art of the Plausible and the Aesthetics of Doubt
- Andy Zago and Todd Gannon - Tabloid Transparency
- Heinrich Wölfflin - Why Styles Change
- Mark Fisher - The Weird and the Eerie - Introduction
- Graham Harman - Immaterialism
- David Ruy - Strange Objects
- Reinier de Graaf - Four Walls and a Roof