

SAUL

1st Year

Fall 2005

Weeks 4 - 5

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Environmental Forces + Reaction	Matthias Schuler
History + Theory	Kazys Varnelis
Gravity + Reaction	Tom Cosgrove
Drawing + Representation	Anja Thierfelder
Administration	Sylvia Carroll
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Photography

Zoey Braun with Jana Reinschmidt and Anja Thierfelder

Reality Revisited

7th October 2005

Now please make a room. From card.

It will be trapped inside a box which will measure 420 x 420 x 420 mm which you will also make from card. We expect there will be some openings so that we can see the inside of the room. At this stage we only ask you to think about the inside of the room and what it will feel like. Here are the requirements of the room:

- It will have scale.
- It will have threshold.
- It will have some near/far idea.
- It will have space and light.
- It will have a ground plane/section idea.

So you will need to revisit these concepts we explored in Reality week one. Maybe discuss them with the groups who explored these concepts then to figure out what they were about.

STARTING POINTS

What scale is the room? Does the scale change in the room. Do parts of the room change scale? Should the scale be extreme? A niche for one body? A high space?

How do you make a threshold between the room and its outside? How do you enter the room? Are there thresholds between different parts of the room? Is it possible to make thresholds in different ways?

Can you see out (far) from the room? Can you focus on something near (all around you)?

What 'shape' is the space in the room. Are there a number of different spaces? How does light enter the room? How does this alter the space? Can this change thresholds?

Does the ground plane profile change in the room? Or does the wall profile change? What is the section through the room?

Maybe the models you made in week two will provide some starting points. Look closely at your model, maybe draw a repeating series of them and see if this could suggest some aspects of the room. We will talk about this on Friday 7th October and through the next week



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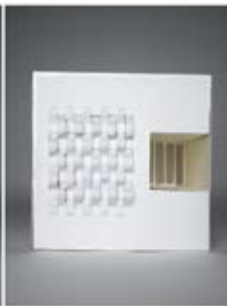
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