DREAMSCAPE

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NOMAD SCIENCES
“The logic of nomad sciences recognizes the creative capacities of the matter field and harnesses intensive variability. This has historically been the engine for the unforseen in the design process.”

STATE SCIENCES

*Extensive limit:* Drawings of textile and seams
*Intensive space:* Filling it with sand and letting in shape the elastic textile.

Such limits are not creative in and of themselves, they make novelty possible through the function of their constraints.

EXTENSIVE - properties of matter with divisible differences:
volume, matter, constraints, time, mass, modulation, rules

INTENSIVE - properties of matter with indivisible properties:
elasticity, porosity, weight, pressure, heat, color, density and duration

Reiser Umemoto // Atlas of the Novel Tectonics // p 73-80
ABSTRACT

Drawing from inherent material properties - durability and elasticity in textile the proposal is a soft landscape of city furniture. Where wear and gravity slowly transforms this landscape.

Through investigation of how materials can learn from it’s surroundings the proposal is a temporary and evolving structure meeting the city’s need of flexibility filling an empty spot between the built. The project intents to question the notion of the built environment as static and will instead examine how structures can react to their environment. The result is a final project but without a final result, but showing it in one of it’s stages. The site is “Brända tomten” in Brunnsparken where a number of follies more or less programmed inhabit the space between the buildings.
BRIEF: The purpose of this project is to make a temporary landscape park in the middle of central Gothenburg on a site that is waiting for construction.

PROPOSAL: Can architecture create an alibi to behave and think in new kinds of ways? Just like carnivals or events can put people in a certain mood, what would the city look like if empty slots were filled with characters that want to make you laugh and wonder, jump, play, think and relate to the cityscape in a new way.

This project is a soft landscape in the middle of busy Brunnsparken in Gothenburg. Sensuous furniture characters give a temporary alternative to public furniture and to abandoned in-between city spaces. The project is a landscape of follies, architectural objects without program or meaning, connected by materiality and differentiated by expression.

Regarding mass and material dynamics I wanted to enhance the perception or sensation of a material, elastic textile, and their qualities. I also wanted to use contrasting geometries to intensify these sensations.
Soft furniture characters form a temporary landscape in abandoned city spaces; the bodylike shapes invite to play and interaction.
Enhancing the softness and the sense of weight by contrasting a rounded geometry with a sharp one
Studies of mass, seams and material
Digital construction test

Driving curve - construction line distance

Digital test of geometry

Input geometry

Analogue test of geometry

Sewing pattern
Roof plan 1:200
1:1 prototype, part of furniture
Textile - 100% polyester, woven at Swedish School of Fashion, coated with nano material fluorocarbon for water and dirt resistance
REFERENCES //

ARCHITECTURE AS EVENT
Archigram//Instant City

MASS AND MATERIAL
Ernesto Neto //Intimacy

ARCHITECTURE AS POLITICS
Haus-Rucker-Co//Oase No 7 - Documenta 5

SENSUOUS EXPERIENCES
Ernesto Neto //Leviaton Thon - Pantheon
CONTRAST
Niki de Saint Phalle & Jean Tingeluey//Paradiset

ARCHITECTURE WITHOUT PROGRAM
Stone Folly//Cosall Hall, Staffordshire

RELATION TO LANDSCAPE
Greg Lynn//Stranded Sears Tower

CONTRAST
Erwin Wurm//Fat Car