

IP C1-2-3 | Syllabus April 10-20th, 2018 | Theme: The Figure

Workshop Title: The making of Architecture through collage, montage and assemblage.

Instructors

Names

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Workshop Information

Thematic Description

Statement:

Compared to the past, the architect does no longer play a leading role in architecture, but he/she is simply a specialist among a large group of experts that team up in the architectural project. In fact, the specialisms of management, finance, technology, physics, etc. are key components in the process of creation and development of a building. Moreover, all these experts collaborate through a strict time planning that hardly allows the possibility to examine the basic design components of a building.

The aim of this workshop is to focus on the role of the architect in the 'making of architecture'.

In the past, artists and architects used the "collage" technique in the process of development of architectural objects. Notably are the collage-drawings by Piranesi, or by the architects of the Enlightenment, such as Boullée and Ledoux, that created a new style based on classical architecture. Moreover, artists from Dada movement (Duchamp, Doesburg and Schwitters) created collages and assemblages with both real materials and with images of materials. The 'Merzbau' by Kurt Schwitters is the elaboration in 3 dimensions of this conceptual thinking. The same is for the work of Beuys, where the 'material' gets a philosophical change.

The "collage" technique attract the interest of the poet Paul van Ostaijen, who made his written art with collages of words in order to emphasize their meaning.

In architecture, the development of post-war architecture, particularly during the 1960s and 1970s, was strongly inspired by the surrealist avant-garde from the 1920s that used experimental techniques based on collage, montage and assemblage.

Finally, collage technology is often used in the postmodern architecture by Superstudio, Haus Rucker and Constant. They conceived paper architecture that was shown with models made of leftover materials. The aim was to show the intention and the character of the design rather than an architectural solution that can be directly built.

Method:

In this studio we will concentrate on collage, montage and assemblage as a design method in architectural design. Within the architecture profession there is a lively debate about the quality of the design result, but the design process remains generally vague and unmentioned.

Through collage, montage and assemblage we will highlight this "process" in the making of architecture.

These techniques will be expressed through 2D, 2.5D, and 3D representations (design, bas-relief, model).

The goal is to design a building without a function, or simultaneously with thousand functions.

The location will not be given at the begin of the workshop, but it will be selected by the student according to the "making" process.

The students will work in small groups: as in a tombola play, each group will receive his/her assignment in defining and researching the following: 1. program, 2. locations, 3. materials, 4. reference architects (Boulee, Ledoux, Superstudio, etc.), 5. building elements (column, window frame, etc.), 6. sustainable technology (energy, water, wind, etc.)

The basic language of the architect is the drawing, therefore each design step must be elaborated through sections and cross-sections, all the way through the process of making the building as a whole, thus including the building components and the building details. The collage, montage and assemblage, often considered as synonymous categories, will be examined and applied in the plans.

At the end of every second day each group will produce a collage that expresses the work and development of the 2-day activities. The size of the collage is 20x20 (x20)

Workshop Materials

Students should bring the following material:

Material 1 gypsum and material (like: styrofoam and cardboard) for casting.

Material 2 fragments of real building material, such as marble, timber, concrete, brick etc.

Workshop Schedule

Day (DD/MM/YY)	Activity
Day 0 10.04.2018	Workshop Opening Ice-Breaking Activities
Day 1 11.04.2018	Study the collage method in the history of design. Choose and study a related architect
Day 2 12.04.2018	Create a series of collages connecting 2 materials. Study the influence on each other. Search for a spot, discuss it and develop a possible function. Making a collage 2D
Day 3 13.04.2018	Create a series of collages connecting 2 elements or materials in relationship to the building. (Façade, structure, etc.) Investigate the structure holding the built element.
Day 4 14.04.2018	Make the same collage in relationship to sustainability issues, such as climate influences and time (20 years). Making a collage 2.5 D
Day 5 15.04.2018	Experiment the previous collages by using new materials and / or techniques.
Day 6 16.04.2018	Summing all the previous learning into the design of a building. Making a collage 3D
Day 7 17.04.2018	Develop the design in a 3D models in gypsum.
Day 0 18.04.2018	Exhibition Workshop Closing and Certification
Day 0 19.04.2018	Short trip to Cappadocia

Day (DD/MM/YY)**Activity****Day 0** 20.04.2018

Cappadocia | Closing Party

Additional Information and Resources

Each student must bring 3 magazines ((free subject), scissors, glue, drawing materials, and books (no digital!)) on his/her favourite architect.

Details of Organization Team (TOBB team will fill this part)

(For further information and in case of any problem during the workshop please contact with MATERIART Organization Team.)

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