STUDIO Description:

MATTER TO DATA is a space for experimentation. A testing ground that seeks to connect our head with our hands and our hands with the materials that build architecture. It is through this intimate encounter that we can understand, learn and unlearn, maybe then innovate. A space for Action.

MATTER TO DATA explores the extraction of valuable creative resources from the manipulation of MATTER, and the exposure to the common forces and energies that constitute the spatial event, to be transformed into DATA, source to engineer, detail and prescribe an architecture documentation. This reverse process of design, will allow students to explore the immense complexities of play with MATTER, the observation and analytical outlook that architects develop to read the spaces that the game generates, and how to transform them into coded DATA to be studied empirically.
**Research Methodology:**

With this framework, through analyzing the material nature, production methods and typical applications of ready-made constructive units, alternative uses to the prescribed ones are tested, structures built and spaces imagined without the constraints of specific programs, sites or given geometries..

Through an iterative design process of making, students develop from experiments to prototypes of discovered solutions, understanding the limitations of the materials and products they work with while exploiting their untapped possibilities. Empirical work is carried out both as scientists and artists -carefully monitoring each step and using improvisation as creative tool- encouraging productive discovery from experiments as a way of inspiration and evolution of the work.

From physical construction, to digital scanning, to audiovisual documents and instruction manuals, media -the necessary ally for design production and dissemination- is also understood as site for creative exploration.

**HOME sweet HOME program:**

The studio will focus in the redefinition of HOME as a vital, experiential and practical space that has lastly been transformed due to the health crisis having consequences in the social interactions that ultimately provokes profound spatial and normative changes in our livable spaces. a NEW concept of HOME to be explored that combines all contemporary aspirations and needs.

**ON (line)STUDIO**

This course welcomes any student who has the ability to observe, question, react, test, fail and persevere; who is able to venture into the unknown and enjoy the space of uncertainty; who is able to work autonomously while sharing ideas and actions that build a collective project; and who is willing to have active participation in this adventure in the class and through collaborative online platforms.

**OFF (campus) WORKSHOP**

This is a hands-on-line studio. Students are expected to work continuously, both independently -MATTER- and as a coordinated online group -DATA-, with and without the instructor. Google suite platform will serve to build a class diary where each student is responsible to share the evolution of the work and any other related materials that contribute to enrich the class conversations. Class will take place online

Course & work will evolve progressively, gradually incorporating new variables, detail and media.

Students will be responsible for their own work and will also take specific responsibilities within the group, simultaneously adding to individual and collective efforts. Both are considered equally important.
Deliverables

All materials will be progressively produced over the course of the studio as essential parts of the research, helping the design effort versus serving as mere means of representation. Different media will be part of the experimentation agenda and students are encouraged to be creative with design and with the tools that help develop it.

→ Google currents Online Diary

→ Working Models
  ○ Physical Models: from concept to construction: unlimited (minimum 10)
  ○ Photographic Material documenting models
  ○ 3D scans of models testing scale and context, translated into animations

→ Documentation
  ○ of Spatial Experience
  ○ of Construction Process

→ 15 minutes of fame as final video delivery.

Suggestions

- FREI OTTO: THINKING WHILE MODELLING. To understand the power of models in the design process.
- Eduurado Torroja: RAZON Y SER DE LOS TIPOS ESTRUCTURALES
- ROBERT SMITHSON, A Provisional Theory of Non-Sites, 1968, and Frederick Law Olmsted and the Dialectical Landscape, 1973. To understand the meaning and value of dialectic design actions.
- JUHANI PALLASMA, The Eyes of the Skin: Architecture and the Senses, 1996. To enrich our perception of reality and thus our capacity to design for it.
- KEVIN MCDONALD, Sky Ladder: The Art of Cai Guo-qiang, 2016 (documentary). To inspire, excite, provoke and have fun.
Schedule

Week 01: Workshop Introduction and Online Warm Up
Workshop Presentation
Set-up of online tools (Google Suite & Google Currents):
online communication and sharing of first ideas/ intuitions/ doubts

Week 02: Topic Research & Case Studies
student presentations and group discussion

Week 03/07: MATTER to DATA
Online Submission* on Google Currents by end of day
Prototyping Models/Mockups testing

Week 08: Mid-Term Presentations & Reviews
Date TBD

Week 09: Audiovisual Documentation kick off
Online Submission* on Google Currents by end of day

Week 10/: Production
Online Submission* on Google Currents by end of day
Research Exhibition & Communication
Final Review
Online Submission* of Final Review Materials
FINAL REVIEW
date TBD
Portfolio Preparation/Final Digital Submission Video**

*Online submissions will be shared to all the Google + Circle and show the work evolution. It should consist of a narrated audiovisual that explains the progress of the project plus a link to materials. These materials will be gradually taking the form of the final studio publication
**Final Digital Submission: All final work completed as a requirement of this course is to be submitted to the Instructor digitally for final grading and documentary purposes; inclusive of all physical materials. Models and/or physical materials will need to be adequately photographed. Failure to submit material can result in an incomplete and/or lower grade