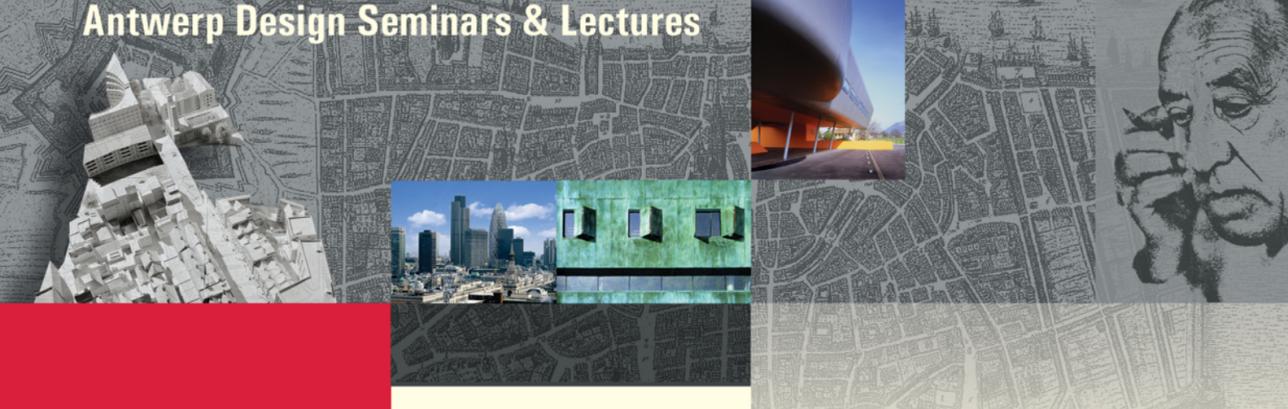


ADS Lweek

27/1 > 31/1/2003

Antwerp Design Seminars & Lectures



Antwerp Design Seminars & Lectures

The Antwerp Design Seminars and Lectures are an international event taking place each year at the Department of Design Sciences. Two programmes are offered: one related to architectural design, the other to integrated product development. Its aim is to stimulate cross boundary thinking in design, and to familiarize students with an interdisciplinary approach to design problems. The Antwerp Design Seminars and Lectures intend to act as a forum for staff and student exchange on an international level. At the same time it is an informal platform to discuss actual problems related to design education.

Jeremy GOULD, BA, BArch, RIBA, Architect

Associate Lecturer, Department of Architecture & Civil Engineering University of Bath, UK



Harrison S. FRAKER, Jr., FAIA, Architect & Jan THOMAES, Architect, Ma. History of Art

William W. Wurster Professor and Dean, College of Environmental Design, University of California- Berkeley, USA & Driesen-Meersman-Thomaes Architecten, Antwerp, Belgium Ass. Professor, Higher Institute of Architectural Sciences Henry van de Velde



Mike MARTIN, PhD, FAIA, Architect & Stijn PEETERS, Architect

Professor of Architecture, College of Environmental Design, University of California- Berkeley, USA & Architectenbureau Stijn Peeters & Partners, Lier, Belgium



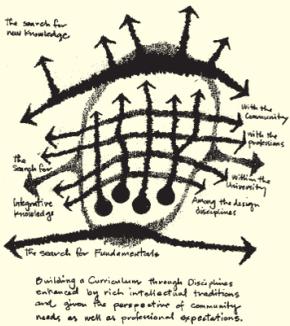
Laura LEE, AIA, Architect

Associate professor, Carnegie Mellon University, Pittsburg, USA



Marvin MALECHA, FAIA, Architect

Professor of Architecture, Dean, College of Design, North Carolina State University, Raleigh, USA



Hugo DWORZAK, Architect

Professor of Architecture, University of Innsbruck, Austria



Architecture

The Antwerp Design Seminars and Lectures have a wide ranging scope from research and problem-solving case studies to practical training of specific skills and/or methods. They are directed by eminent visiting professors together with internal members of staff and fifth year students of the Henry van de Velde Institute. The results of the workshops are not necessarily a particular design or an object, but it can equally be a paper or a poster. More importantly still is the stimulus to explore during that week creative possibilities beyond the traditional boundaries.

Richard Foqué, Prof. Ir. Arch., msc. Dean

Koenraad Van Cleempoel, Ph.D. International Programme co-ordinator

City Games

The workshop invites participants to build part of a new city which will reflect on existing cities and propose future city forms. It will examine the clichés of recent city design and architecture, make ironic or witty comments on city design or just show how it can be done.

We propose that city planning is not discussed or drawn in advance but that we begin to build. The city will create its own history. The city will be presented as a real model and every detail of the architecture and landscape will be modelled.

Building Stories 1

This workshop together with 'Building stories 2' engage teams of architecture students, interns and professionals in exploring the knowledge base embodied by architectural practice. Participants develop a theoretical and methodological framework for studying projects through storytelling; and study a significant project by a major architect in Antwerp by 'building stories' that result from the interaction of the participants and the procedures that guided the design and building process. [./..]

Building Stories 2

[./..] During the workshops 'Building Stories 1 and 2' lectures and discussions familiarize students with the method and critical questions to explore the richness of stories embedded in a project, while opening a dialogue on the rigorosity of the profession. Meetings with interns and professionals allow students to elaborate these issues and evaluate the progress of their case-study fieldwork. The stories are collected on a website to lay the foundation for further study of the case in future workshops or courses.

Face to Face [Vis à Vis]

Face to Face is an interdisciplinary study of facades as an interFACE between exterior and interior worlds. Through hands-on, collaborative workshops, students will transcend existing boundaries of thought and discover new ways of perceiving and imagining facades. The program is inspired by the creative disciplines of art, design, drama, music, and writing. Investigations will proceed from personal scale self-portraits to architectural scale portraits for Antwerp. The workshop exercises present broadly applicable design methods and strategies while encouraging experimentation with contemporary media and techniques such as collage, folding, kinetics, transparency, and animation. Students will learn to analyze and create facades for physical presence as well as emotional, intellectual, and sensual response.

Design Thought

The design process is an intensely personal articulation of a philosophy of critical thought. Individuals engaged in design are challenged to consider and reconsider an assigned project in a fashion that results in many iterations. This search is not so much the pursuit of a single right answer as it is the exercise of mental discipline. Critical thought is the essence of a life in design as it awakens creativity through discipline. Students of design, the most experienced and the novice, gain proficiency by repetition. It is a process that has come to be known as reflection in action, learning by doing. A genius evolves from disciplined thought. Leonardo da Vinci characterized this as 'Saper Vedere', that is, knowing how to see. Seeing for da Vinci is critical assessment, and therefore, seeing is thinking. The purpose of this course is to externalise the process in a fashion that personalizes it as well as articulates its motivation. It is a course to teach design thinking as a way of seeing. It is a set of eyeglasses to bring the world into greater focus.

Float and Fly

Today's technological means and tools support a formalistic architectural attitude that can be described as: anything goes. A substantial loss of integrity and consequent synthesis of the major players in architecture (concept, material, construction, space,....) is the result. On the contrary, 'machines' achieve their beauty because they 'work'. All particles fit together, the outer appearance is the result of an inner logic. Therefore we don't design but build a vehicle that can float on water and fly in the air. The shape is a result of the concept, the chosen materials, the method of construction and, maybe some sense of humour.

Richard DUNCAN, Eng.

Co-ordinator of Training, Center for Universal Design,
College of Design, North Carolina State University, Raleigh, USA



Alan BRIDGES, Dip. Arch., M.Sc. Ph.D. ARIAS

Professor of Architecture, Head of the Department of Architecture
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Constantin SPIRIDONIDIS, Ph.D., Architect & Maria VOYATZAKI, Ph.D., Architect

Associate Professors, School of Architecture,
Aristotle University of Thessaloniki, Greece



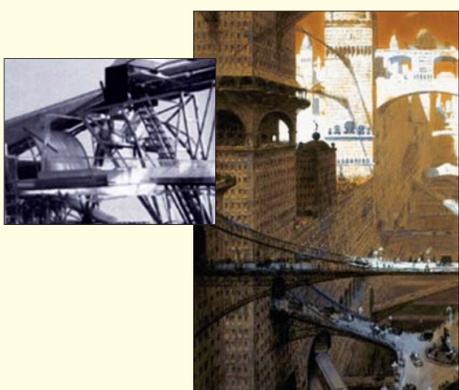
Marijke MOLLAERT, Ph.D., Ir.

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Vrije Universiteit Brussel, Brussels, Belgium



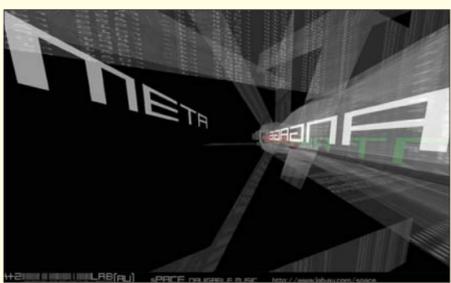
Jane BURNSIDE, Architect, BA Arch, RIBA, Rome Scholar

Associate Professor, School of Architecture,
Queens University, Belfast, Northern Ireland



Manuel ABENROTH, Architect

Lab [au], Brussels, Belgium



Nur CAGLAR, Ph.D., Architect & Zeynep ULLUDAG, Ph.D., Architect

Associate Professors, Department of Architecture,
Faculty of Engineering and Architecture, Ankara, Turkey



Lectures and Social events

Monday 27. 01
09h30-10h30 Arrival and coffee, dr. Marquis lecture Hall - Elzenveld
10h30-10h45 Opening and welcome by Richard Foqué, Dean
10h45-11h30 Keynote lecture by Jeremy Gould, (University of Bath, UK)
'Secrets and Lies: Image and Practice in Modern Architecture'
11h30-12h15 Introduction to the different workshops
12h15-12h30 Walk from Elzenveld to the HvdV Institute
12h30-14h00 'Architecture-café'
14h00-15h30 Workshops
15h30-16h00 Coffee-break
16h00-17h30 Workshops
18h00-20h00 New Year's reception
Tuesday till Thursday 28-30.01 (except for Wednesday-afternoon)
09h00-10h30 Workshops
09h00-11h00 Coffee-break
11h00-12h30 Workshops
12h30-14h00 'Architecture Café'
14h00-15h30 Workshops
15h30-16h00 Coffee-break
16h00-17h30 Workshops
18h00 onwards Evening programme
Friday 29.01
09h00-12h30 Preparation of the presentation of the workshop results
12h30-14h00 Architecture-café
14h00-17h00 Presentation of the workshop results
17h00-18h30 Closing reception

Universal Design - Design for All

The workshop will enable students to gain awareness of the issue of all people as part of a continuum of life experiences including those who are temporarily able bodied, those with permanent and temporary disabilities, and people who are older. Students will understand that there are design implications when meeting the needs of people with different abilities. Students will understand the natural range of human performance that can include variances in sight hearing, movement and thought. Students will understand the importance of considering a range of ages in design problems. Finally, students will demonstrate their knowledge of the continuum of design solutions from design for an individual to universal design.

The Foundations of Design An introduction to design theory and architectural computing

One of the biggest problems faced by a 'learner designer' is coping with the unstructured nature of design problems and developing an effective 'design process'. This workshop proposes an explicit introduction to design thinking through a structured series of exercises. The ways in which the designer represents form in order to deal with it during design are not necessarily apparent in the final design, or in the resulting building: it is in design development that these representations and operations become explicit and the processes of composition become transparent. Since architectural computing makes explicit the structuring and ordering logic inherent in formal models and makes transparent the operations upon objects which result in designs, the computer provides a unique environment in which to explore the principles of design.

Center for the Protection of Intellectual Property

The content of the project of this workshop is dense, its scale small. From idea to building, from conception to materiality, from forming to performing what there is and what there will be, have to transgress the traditional and offer an innovative interpretation of the content; the protection of intellectual property. In our days architecture forms the original, transforms the grounded, performs the avant garde, states the 'other' through fragmented and personalised conceptions of the spatial manifestation of our life. While designing we form through unique 'readings' and interpretations of a question, its context, its content, all there is; and with that we try to perform our unique and thoughtful response to all there was, in what will be. The project will trigger off students' fragmented and personalised conceptions to spatially manifest what could be a Centre for the Protection of Intellectual Property: a pavilion at an imaginary Fair of intellectual 'products'.

Building (large) scale models of tensile structures

Within the domain of tensile structures (cable nets, membrane roofs...) a lot of research is going on (new materials, modelling techniques, tensioning and erection methodologies...). One theme is of less concern than before, and here it is the most interesting for research: it is the construction and analysis of (large) scale models. It is the intention of the workshop to allow students to explore and clarify the theoretical issues they know about tensile structures. The objective is to stimulate creative thinking, to promote the ability and interest in the design of space and structure and to improve the elaboration of the concept, the system and the detailing up to the construction of a (large) scale model. This process will clarify the necessity for a holistic approach in design. Tensile elements and membranes have a behaviour that is different from the behaviour of rigid elements: there is an interaction between forces and geometry, as well as between construction and detail. This interaction will be observed during the physical modelling. The relationship between forces, form and size will be verified in practice.

Imagine - the City as a Canvas for Contemplation

As many cities are preparing their bids for European City of Culture 2008, it seems appropriate that at the grassroots level you, the young architects in training and the future shapers of our built environment, should offer some contribution to that debate. The task is to imagine a particular city in the future, no small task. How far in the future is up to you but let's say far enough that you don't need to think about its realism. Using contemporary photographs of the city and the best computer manipulation you can muster (good IT skills are essential), you will re-conceptualise the city (its social and physical realms) re-presenting it in a way that will stimulate debate and leave us all in awe of your free thinking.

e_space construct[ion]s

The workshop deals on the specificities in the conception and production of electronic space as a new field of investigation in spatial constructs combining codes / language drawn from communication and information sciences - cognitive science with that of process methodologies - design and spatial constructs - architecture. The workshop displays the theme of new space constructs relative to new social, cultural, spatial structures and flows as much as it operates on the level of language. In this manner it focus on the inherent logics of computation and communication technologies in the visualisation and formalisation of inFORMATION processes in textual, graphical, spatial and multi-dimensional representations. As a starting point of the workshop a schematic 3D model of the city of Antwerp is proposed in order to enlarge transform the mimic representation into a specific space within the electronic media while combining it to graphics, visuals, video and sound structures.

Leisure in the Town

The aim of this workshop is to explore the meaning of leisure within its historical, social and cultural dimensions. The changing concept of leisure from the early modern to the late modern society will be discussed with reference to the major themes and concepts underlying the social, cultural, spatial and historical processes within the urban context. This conceptual framework helps to open up the investigation of urban space to a more comprehensive perspective and also helps to expand the scope of critical thinking about architecture and urban landscape. To demonstrate these concepts on the interpretation of a specific urban landscape and to develop new ideas about leisure in the future, the historical urban context of Antwerp will be taken up as a specific case for this workshop. It should be assumed that Zeynep Ulludag, one of the workshop leaders, has a good knowledge of the city.

Monday 27. 01
13h30-14h30 Video: Le Corbusier, Villa 'La Roche'
22h00 onwards Duvel-Night @ 'Dolce Vita'
Tuesday 28. 01
13h00-14h00 Video: Carlo Scarpa
19h00-21h00 Movie: Taxandria (Dir. Raoul Servais, Be, 1996)
Wednesday 29. 01
13h00-13h30 Video: Victor Horta, La maison 'Van Eetvelde'
13h30-17h30 Historical and contemporary architecture in Antwerp: guided walk with visits
18h00-20h00 Dinner in 'Architecture café'
20h00-21h30 Lecture by Ir. Arch. Sbk. Hugo Koch,
'Cost, Energy Consumption and Flexibility in Architecture'
Thursday 30. 01
13h00-14h00 Video: Norman Foster 'Berlin Reichstag'
22h00 onwards Space Navigable Music Party featuring Manuel Abenroth of Lab[au] with the collaboration of [ERSATZ], www.lab-au.com/space

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