



TransArchitectures

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Architecture et Prospective

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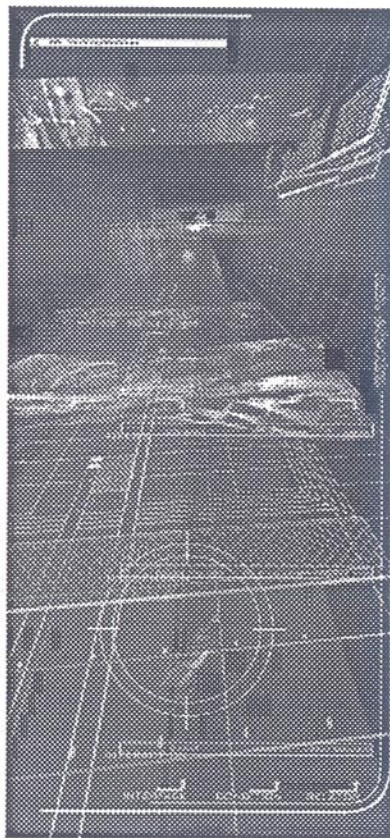
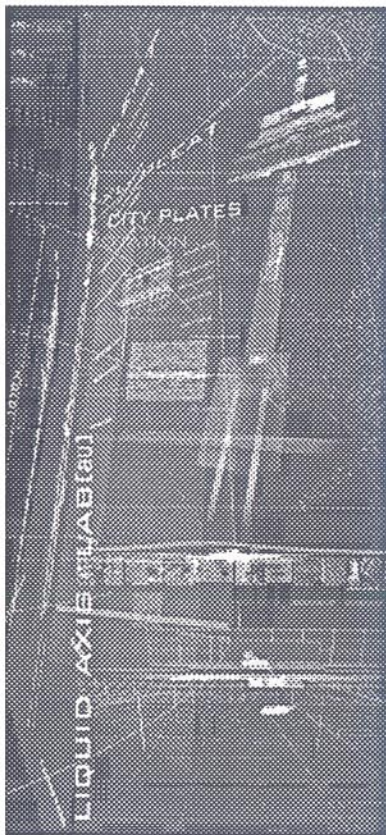
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pop into the transit[e]zone



'Pop into the Transit[e] zone'

LAB[au] (Brussels)

Manuel Abendroth + Naziha Mestaoui

'Pop into the Transit[e] zone'

Some speculative urban equations - to the phenomena of the contemporary city

[DIS (play) 01] : ' REALMS ' \ REAL+DREAMS

The phenomenological conception of the real as a sensitive data between virtual and informative has liquidated the classical ontology based on concrete matter. The fusion of form and information transpose matter into a mediated substance, which is no longer exclusively a relation of mass and energy, but a communicative potential. The distinction between experimental and concrete - possible and veritable now depends only on the density of amassed and plotted information - computation. The notion of the real so has turned into a simple probabilistic level of the differentiated system of virtuality - reality has become relative.

By condensing information, from instruction to signform, new technologies create endless transmissible possibilities getting more and more 'virtual'. The overlapping of the concrete world and possible worlds fuse into extrapolated environments, projecting us into virtualities even more real than the virtuality of the real.

The social and spatial referee 'city' is more and more exposed to alternative urban matrix, multiplying the urban experience into endless plotted fictions. Urbanism will be about commutation and compatibility, a kind of plug and play test field, gambling with our capacity to integrate into humanly enriching zones and structures, the condition of transmissible virtualities.

[DIS (play) 02] : INTER[TEXT]UEL
ENVIROMENTS

The opposition of real space and virtual space has turned into an inefficient model to describe the environmental condition.

The urban structure is radically changing under the pressure of new information and communication technologies; by imposing their own territories and logistics they destroy the existing urban hierarchy. The deterritorialisation of space and the dematerialization of signs even more erase the local space in its economic, political, social and cultural signification. The local system (the city) dissolves into a global environment (the hyperurbain) - a glo-cal configuration of an hyperinfrastructure generating and generated by material and immaterial flows. The four-dimensional matrix of the city, the con[text]ure, is exposed to the fluctual field condition of information, the hyper[text]ure, transforming the urban into a system of interwoven information supports, an enormous overcoded databank.

The system of fluid topologies, smooth spaces, creates new dialog spaces, where activity and information fuse into an interactive situation constantly open to environmental and internal fluctuation.

The urban as an irrigated field of dynamic spaces and simultaneous times merge alternative worlds into a new-global semantics, where technologies have turned into the inseparable interface to create urbanity.

To describe the city as a relational field is the cogent causality of a formal thinking, perceiving space as a differentiated interactive matrix, a dislocated media of bit.second.

Urbanism can so no longer be obsessed with material 'appearance' and 'representation', but has to deal with dislocated, disembodied and transmissible systems.

[DIS (play) 03] : ATTRACTORS - PLATES

The structural vision of the city as a machine made out of fragmented components has so turned into a conception of relations systems, generated by information and communication. In this case urban density, congestion, is a mediated rather than an architectural disposal, juggling with attractivity, as the condensation of information and connection as it's main condition. The mutation of the quantitative factor of space into a qualitative factor of communication transform radically the city by overlaying new

urban environments reduced to the scale of bit.second.

The city has become a commuter, taking the form of a concentration of nets and programmatic requirements. This floating geography reinforces the concentration of poles of attraction having a large influence - a digital territory and fraction at the same time the local space into urban plates independent but connected. They become interdependent fragments of a hypertexture, satellites of multiple scales, absorbing all that is urban.

The crucial question of attractivity and performance projects the agglomerations into an endless urban marketing in the creation of image and event- the diversification of space and the densification and expansion of information and networks - intensification of space.

Urbanism so will be a generic of information and communication, as a radical positivist vision of modernity, it has become a data and hyperlink design.

[DIS (play) 04] : MEDIUM TOTAL

The programmatic instability and the fluctual condition of fluxus illustrate the fluidity of space and time, being at the base of the inherent urban crises.

The concept of white noise, as the superposition of all frequencies forming a constant noise, permit to conceive an open urban system,

absorbing and condensing the total spectrum of information and opened to the internal and environmental fluctuation. By plotting geometric and topological space and entropic times the city will take the form of a spatio-temporel n-dimensional matrix. A kind of 'medium total', where the different entities and programs, liberated from their contextual and spatial parameters, are not simply juxtaposed, but flattened into a continuous mediated system - the net.

The transformations of the urban into an extrapolated web, an immediate and instant liquid space, involves everybody in its own process.

In this case urbanism will be about the endless densification and diversification of reversible communication and information systems, constantly confronted to the creation of intelligent and attractive environments, interweaving concrete and possible worlds.

The city as a relation field will be there where human are connected, creating potentials in a dense system of overlaid networks. We will be inhabitants of a permanent transit zone, being here and potentially everywhere else in a recordable and storable time, a frozen now.

We have become nomads again, playing with time and space by popping from one ambiance - virtuality into another.

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We have become nomads again, playing with time and space by popping from one ambiance - virtuality into another.

Once you pop you can't stop!
LAB[au], M.Abendroth, N.Mestaoui,

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