

# Course Syllabus

[Jump to Today](#)

## Session A: A4968 -1 Tools for Show: Ready for Replicas

**Bika Rebek** (br2428@columbia.edu, [www.bikaa.com](http://www.bikaa.com)) ([Links to an external site.](#))[Links to an external site.](#)

Wednesday 6:30 PM - 8:30 PM 300 Buell North

### About

Taking exhibition and event design as a starting point, the aim of this seminar is to develop functional prototypes for content communication. Considering temporary, fragile and narrative-driven environments, it exposes students to a range of design methods and work-flows used to create ephemeral architecture. Working through the design and implementation of a full scale prototype will equip students with a particular toolset for an expanding occupational field. The final display projects will be shown in and around Avery forming an exhibition of prototypical installation methods in itself.

Students will:

- get a critical introduction to ephemeral architecture and exhibition design
- learn how to design around content and tell stories through space
- acquire skills in scanning and reproducing physical objects in three dimensional space
- learn about exhibition design processes in museums
- peek behind the scenes in major NYC museums

**Session A** will circle the question of the object in the age of digital reproduction. Each student will select a small collection of artifacts from a New York institution, small enough to be reproduced at full scale. To create thoughtful duplicates of their collection, students will design a workflow to translate the physical into a digital model and back into a physical duplicate. The first workshop will look at different techniques to document the chosen objects, including 3d-scanning, photogrammetry, 3d-sculpting, measuring, and hand-drawing. Once digitally processed the replica will be 3d-printed, or re-created through other prototyping techniques such as laser cutting or CNC-milling. In addition, each student will choose a site on Columbia campus to display the collection in. The space itself will be scanned, measured and documented to prepare for an intervention.

### Topics session A

How does a physical replica versus a digital one challenge the authenticity of the original object? What could be the role of digital replicas in the exhibition design process? How much do we need to know and understand about an object in order to design around it? How true to the original surroundings does a display need to be?

### Partnerships

The class will partner with a number of select New York institutions, including the Guggenheim, The Met, The New Museum and Storefront for Art and Architecture to connect students with a broad range of resources offered in the city. Site visits and guest lectures from these and other institutions will accompany the semester schedule. Anticipated guest lecturers from within GSAPP include Irene Sunwoo, Steffen Boddeker and Agustin Schang. The seminar will actively connect with the exhibitions

program at GSAPP, and the GSAPP Incubator community to take advantage of in-house expertise on exhibition making. From other New York institutions and offices, planned lectures or visits include architecture curator Beatrice Galilee and Brian Butterfield, Senior Design Manager at The Met, Peter Vikar from Local Projects and Susan Sellers, Partner and Creative Director at 2x4.

## **Schedule**

Week 1: Introduction: Architecture and the Ephemeral: Selection

Week 2: Documentation

Week 3: Digital Reproductions, Authenticity

Week 4: Mesh optimization

Week 5: Creating the replica

Week 6: The interactive checklist

Week 7: Presentation