

Columbia University

GSAPP

A4105 Advanced Studio V

M. Arch

600 Avery: M, Th (1:30-6:30pm), F (3:00-5:00pm)

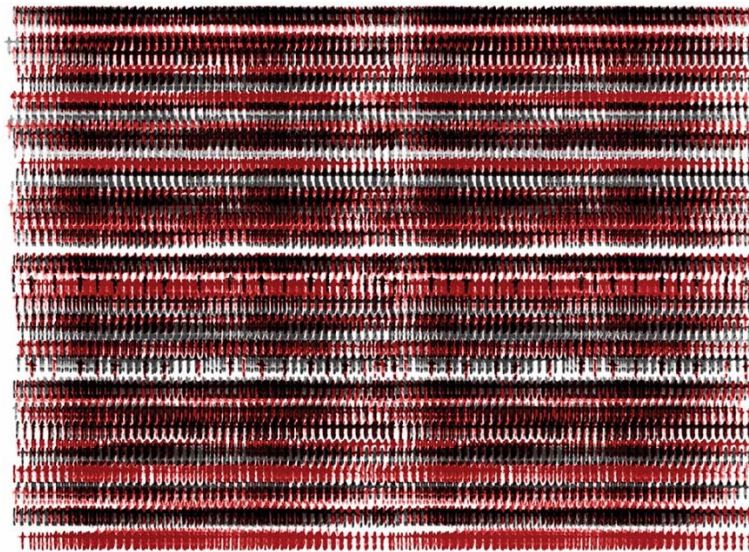
Fall 2018

Studio Critics: Phu Hoang, Rachely Rotem

Studio T.A.: Julie Pedtke

Second Nature:

Behaviors and Environments (*Ver. 8/24/18*)



Mechanisms, Michal Rovner

Questions

This studio will explore the parallel interpretations of second nature: one is based on repetitive behavior in society, and the other on phenomena in the physical world. The first interpretation of second nature involves the everyday habits so deeply ingrained in our spatial memory that they appear automatic—as in opening a door, entering an elevator, or walking through a lobby. When these habits are repeated through collective action, they form a set of social relations that occur repeatedly in the built environment. In this way, an act as simple as walking through a lobby is different in Italy than in Japan, as is sitting in an urban plaza. The studio will question the second nature of assumed behaviors by designing architecture for new spatial habits.

The second interpretation of second nature questions the previously held belief that nature is architecture's opposite. This ideology has reinforced many borders in the built environment, especially between the artificial and natural. However, the term "natural" is an ideology constructed by human perception—the natural is, in fact, manmade. Nature, on the other hand, is the sum of phenomena that occur regardless of human consciousness in both indoor

and outdoor environments. Second nature argues that architecture and nature are not in opposition but function as extensions of each other—with architecture as an extension of nature, and vice versa. The studio will explore this idea of nature that redraws borders between technology and the natural world, indoor and outdoor, interior and urban.

Designing for new spatial habits and extending borders is the foundation of the studio.

Description

This studio will be conducted as a collaborative, cross-disciplinary open workshop. It is recommended, though not required, that students work in groups. Students will design second nature architecture—a future in which nature, technology, interiors, and atmosphere work in synthesis. Each student will define a programmatic argument; all programs should hybridize architecture and nature in unexpected ways. Some examples of possible program combinations are a Media Forest, an Open-Air Archive and Kindergarten Reserve. These examples are anti-typological, resulting in programs that change and are not based on singular building types.

The methodology of the Second Nature studio will first involve designing to unlearn a habitual behavior. Unlearning is a step toward developing new spatial habits in second nature. This process of unlearning to learn anew involves designing with behavior and sociology in mind. Behavior are the everyday actions that occur in space; when they are repeated they formulate an urban sociology. Students will begin by designing architecture without a singular architectural system of their choosing. An example is a building without walls; the absence of walls amplifies the design of other architectural systems—such as floors and roofs— and requires people to unlearn and learn spatial habits anew. This methodology for designing second nature will be implemented for a site selected from several possible locations on New York's Governor's Island.

Program

The studio brief does not assign a singular, fixed program. Instead, programs will be defined by students and will be hybrid combinations between an architectural/technological entity and one based on nature. Possible architectural or technological states are media, kindergarten, archive, and lobby. States from nature are garden, open-air, forest, and reserve. The combinations will be different for each group or student. As a result, a media fog should lead to a different design outcome than a media garden.

Project Site

Historically, Governor's Island has had multiple forms of nature—from its original, smaller island to the much larger landfill island and its emerging form of urban recreational nature. These various forms of nature make the island an ideal site for second nature architecture. The studio will be presented with 3 sites on Governor's Island. The chosen sites will be designed to imagine new futures for the changing island that transform over time according to its second nature.

How We Will Work

The studio will be conducted as an open workshop in which collaboration between students is highly encouraged. Students will design for several sites, thus allowing for parallel discussions

between classmates. Expanding the boundaries of the architecture discipline will be integral to the studio methodology. The students' work will be transdisciplinary in its nature and will be influenced by the social sciences, arts, and sciences. A series of transdisciplinary discussions with sociologists, climate scientists, and artists will be integral to each student's project. Studio readings will similarly be from various disciplines outside of architecture.

Schedule

Workshops of various formats will be held each Monday. The workshops will allow students to engage with each other's projects and provide critical feedback.

Detailed schedule to be determined.

Studio References:

To be determined.