

Dwelling where the Muses are served/spared emptiness: The changing nature of placefulness

unique but common
suggested generations
self-full projections

The informed and collected everyday object becomes the genesis of our structures. We believe that architecture can do more than hold; it can also be generated by our things.

The architectural representations are generated through computational algorithms using the inherent properties of the "common objects". The architectural vessel adapts, and reflects, the varying contents it contains – thus making each generation unique and instantaneous. Expose an object's variables and the resultant by-product becomes architecture.

The architectural forms of the future are shown through the reversal of the "collecting shell" so that the "holder" becomes the "beholder".

Our personas have shifted to become known and defined explicitly by the material baggage we keep. Our treasured personal objects, some mass manufactured, some crafted, most readily consumable, truly personalize us by observing them as a collected set.

Uniqueness.

The increased chance of uniqueness grows through concatenated "commons". String seven words together in series and there are favorable odds that you've discovered a unique combination. By following this probabilistic logic with collections of objects rather than words we revel in their uniqueness.

Objects inform intrinsically the architecture.

Architecture is generated from its material holdings instead of designed as a shell for things or activities. The everyday objects, so finely crafted, so common, so well distributed within our interconnected world, inherently and genetically contain the information needed to determine the architectural representation.

The experiment shows the relationship between object and structure as a dialog of generated form and formal properties, representation and codes of the represented.

One can imagine the next development, the natural extension of generated urban fabrics as containers of everyone's "things". Sameness. Uniqueness. Self-solipsistic reflection through visualizing generated shells from informed common objects.

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