

WEARABLE ARCHITECTURE: From Body to Habitat, Form & Technology

Tutor: Hernan Diaz Alonso, Director/Chief Executive Officer of SCI-Arc; Yige

Liu, Assistant Professor

Number of participants: 12

Studio Semester: September 19th to Jan 2nd (16 weeks in total)

Studio Time: Fridays 8am to 11:35am

"I believe... whatever doesn't kill you simply makes you...stranger."
The Joker (Heath Ledger).

First let me be clear: the present is better than the past, always.

Architecture through the transformation brought by the digital explosion, made a major transformation on aesthetics and it should remind us of the children play, just for the sake of playing and curiosity, but absolutely serious and committed.

This is a good thing in times of confusion.

In the current state of the discourse of architecture; form and ultimately aesthetics it has been more or less defined in the last 20 years:

- 1: You have to believe blindly in the tools.
- 2: Tools become techniques.
- 3: The evolution of the genre starts to go deep, some choose to reinforce the cannon, others, choose to contaminate it.
- 4: The general field rejects the evolution producing a Critical reactionary antidote. We choose to go deeper, useless, progress per progress.

It doesn't matter how great the fascination with current technologies is, architecture is and should remain an existential problem. It has to remain a humanist problem and it always needs to reclaim a kind of artistic problem.

We never left the strangeness; we are just curious and channeling different ways of seeing.

There's beauty in mess, contaminations, these need to be channel through passion. If you don't have passion for something, you shouldn't be doing it in the first place. How can you move something forward, if you are not confrontational?

I think that we should strive to get that equilibrium and we try to crack that perfect ideal of imagination, innovation and originality. We should believe in the integrity of the pursue and the obsessions. At the end the sole purpose of architecture is to imagine and challenge the culture of the discipline in every possible angle.

Introduction :

This studio challenges the conventional notions of architecture by exploring the radical potential of wearable structures that blur the lines between the human body, the built environment, and evolving technologies. Drawing inspiration from art, fashion, and the ever-expanding capabilities of AI and robotics, we will investigate how architecture can become an intimate and responsive extension of ourselves.

This studio aims to explore:

- How can wearable architecture offer novel solutions to pressing issues such as sustainability, accessibility, and human well-being?
- How can we use organic materials and artificial intelligence to combine into wearable architecture
- How do technologies such as animation, robotics, and rustic materials become integrated into our architectural forms?

Inspired by the work of visionary designers and artists who have pushed the boundaries of form and function, we will embark on a journey to reimagine architecture as a dynamic, adaptable, and deeply personal experience.

Studio Concept:

This studio is conceived as a hybrid of artistic exploration and technological innovation.

We will explore the following themes:

- **The Body as Canvas:** How can the human body serve as a foundation for architectural expression? We will investigate the principles of ergonomics, biomechanics, and human-centered design to create wearable structures that are both aesthetically compelling and functionally optimized.
- **Rustic Roots, Future Forward:** Can materials from nature be used to build upon today's technologies? This module will explore the possibilities of combining the two concepts into our wearable architecture designs.
- **Art, Form, and Technology:** We will investigate the integration of AI, robotics, and cutting-edge fabrication techniques into wearable architecture. We will explore how these technologies can create responsive, adaptive, and personalized environments that enhance human capabilities and experiences.
- **Narrative Wearables:** This studio also pushes the bounds on how wearable architectures convey stories and meaning to a user. As such, students will be required to work with animation to create narratives related to their works.
- **Scaling up,** how we can move from wearable to furniture to habitat, is all multi scalar.

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Call for Creativity:

Architectural innovation linked to bio-inspiration, sustainable development, and human augmentation are the watchwords of this studio. We will draw from art, fashion, engineering, and even robotics to create wearables that are bold, innovative, and deeply meaningful. We will look toward innovative architecture for inspiration.

Timeline:

Week 1-4:

Conduct thorough research on the history and theory of wearable architecture.
Explore the potential of various materials, technologies, and design approaches.
Develop a comprehensive strategy for integrating form, function, and technology.
Formulate project teams (if applicable).
Generate initial three concepts.
Gather relevant materials and inspiration.

Week 5-8:

Refine project structure and direction.
Narrow down to a single concept.
Develop a detailed design proposal, including sketches, models, and renderings.
Curate selected materials and technologies.
Prepare for a detailed midterm presentation.

Week 9-16:

Fabricate and test a prototype of your wearable architecture design.
Integrate interactive elements and technological components.
Develop a compelling narrative and presentation for your project.
Polish and finalize all project components.
Ensure coherence and alignment throughout the work.
Create the Animation and Video for final Project.

This studio seeks students who are open to cross-disciplinary inspiration with a strong commitment to craft, the future, and above all - ideas. The future is now!