

DS5 WORK/SPACE

The city is a place where nature and new industry collide – where the technological meets the natural. The term Nature is defined at present as:

- **1** [*mass noun*] the phenomena of the physical world collectively, including plants, animals, the landscape, and other features and products of the earth, as opposed to humans or human creations: *the breathtaking beauty of nature*
 - the physical force regarded as causing and regulating the phenomena of the world: *it is impossible to change the laws of nature*

DS5 expects to challenge this notion and argues that the boundary between natural and technological has become too blurred to be meaningful. Industry was once the antithesis of nature, but as we progress the city becomes less industrial and industry becomes technology – the office and the manufacturing space are regulated, technology-driven spaces that bear little relation to the factories and workhouses of previous generations. Once clear the distinction between industry (human creation) and nature (products of the earth) has been erased.

We will ask you to consider places to work in the context of this statement and start to think about the city as an ecosystem where connections between the natural and unnatural are becoming unclear. The workspace and the park.

Welcome to the studio:

Agenda for day 1 week 1 Tuesday 25/10/2013

11:00 – Unit Agenda

- Scope
- Expectations
- Demand
- Manifesto

11:10 – Introductions

12:00 – Setting Rules

- Tutorial system
- Crits/Reviews
- Strike system
- Complaints procedure
- Expectations
- Work/Life balance
- Location/Space

12:30 – Lunch

13:30 – Show and tell – last year.

14:30 – Introduction of project one – Ideal Workspace (see attached sheet)

14:40 – Introduction of project two – Blog (see attached sheet)

14:50 – Introduction of project three – Intersections Video (see attached sheet)

15:00 – Team building.

15:10 – CPD part 1

15:20 – CPD part 2

15:30 – Questions/Any other business

15:45– Manufactured Landscapes Screening

DS5 P1 Ideal Workspace



***Imagine your ideal workspace.
Where would it be?***

***Imagine the view
Imagine the equipment
Imagine the atmosphere***

***Imagine the technology
Imagine the container***

Timescale: 1 Week

Production format: Digital or physical collage A2 size at 150dpi

Production materials: found images

Collage 1: Perspective

Collage 2: plan or section

All images must have a title.

Your work-space is the place where you may spend a large proportion of your life. It is the place where your value is realised. It is the place where your ideas have the potential to be explored. Question the alienation of the worker from the work — from the product of his/her labour. Question the alienation of the worker from working — from the act of producing (Marx)

Project 1a cont:



Notes: Your first attempt may not be the answer

Notes: There is no right or wrong

Notes: No Nudity

Notes: The first question is “what is work?”

Notes: The second question is “what does it produce?”

Submission format: 5 minutes to show and describe your collages

Deadline: Tuesday Week 2 11am (02/10/2012)

The INVISIBLE WORKSPACE is a project that explores the architecture of the new nature that is evolving from a culture whose dominant raw materials exist outside the visible spectrum. It is a particular example of a general condition in which familiar programmes are being fragmented, globalized, and the building as a signifier is being displaced by a logo. The marble concourse of the bank dissolves into a black horse. The brand is the architecture. Driven by the same technological circumstances as the bank or the post office, we can assume that the evolution of other data/knowledge/information based factories, such as the university, will follow similar trajectories and have to answer common questions in particular what are the architectural needs of such industries when we find ourselves in a culture where there are more radios in cars or phones in pockets than in buildings. A culture of a continuous ventilation and circulation of information.

The Invisible WORKSPACE attempts to avoid seeing architecture as a set of shapes preferring to see it more as a sensitive responsive system. An electronic topology constantly tuning and retuning itself.



6 HOURS, CHRIS LEUNG

DS5 Blogs

Set up your own Blog Company analysis

Timescale: 1 Week
Production format: Online Blog

Production materials: Internet connection/smartphone/PC

Wordpress/Tumblr/Other

You are asked to create a blog to upload your research and work to on a regular basis. We will expect you to update your blog at least twice a week with a variety of media and information. Work in progress drawings are acceptable for the blog and should be uploaded regularly. You should tag your posts appropriately: tag suggestions include: TECHNOLOGY, NATURE, WIP, DRAWING etc. Tagging will enable you to sort your information.

Notes: Look at each-others blogs

Notes: don't be afraid to post

Notes: Everyone can see it

Notes: Google is your friend

Notes: Know where you found your information, be aware of references

Submission format: On-going Digital Prescience

Deadline: Tuesday Week 2 11am (01/10/2013)

1. www.wordpress.com
2. www.Tumblr.com

www.google.com

PRESS THIS

Unit Blog: <http://DS5.optik.org.uk>

DS5 CPD part 1+2

**Weekly CPD session – session 1 Week 2 -
Presentation date: 1/10/2013**

CPD 1: Materials research. Individual research



Find a material that has the potential to be used in architecture. Your task is to find a material that we have not heard of and present that material to us

Notes: What is the material?

Notes: Who makes it?

Notes: Why is it important?

Notes: What does it look like?

Notes: What can you use it for?

Submission format: 3 min presentation with questions

Deadline: Tuesday Week 2 11am (01/10/2012)

CPD 2: My favourite WORK BUILDING

Bring one image of your favourite workspace/building. Be selective. Research the building – you will be questioned by your colleagues

Notes: Who designed it?

Notes: Who uses it?

Notes: Why did you choose it?

Notes: When was it constructed?

Submission format: 3 min presentation with questions

Deadline: Tuesday Week 2 11am (01/10/2013)

DS5 P3 THE INTERSECTION.



Create video about intersections of technology and nature. You must choose three intersections that exist around you that can be filmed and shoot them beautifully. The final video will be edited and composited to 1 minute long. No credits are required.

Premiere and Aftereffects may be used

RULES:

Sounds must be generated by process filmed

No recognisable speech

Any text must be embedded into scene

Exactly 1 minute.

Work in groups of 3

THERE IS AN ERROR ON THIS SHEET (Intentional)

Timescale: 2 Weeks

Production format: H264 Movie at 720p Widescreen

1 Movie (Week 3)

1 Storyboard/roughs (Week 2).

Movies will be shown at tutorial location Week 3