

## New Worlds, Old Orders

Our project creates new architectural worlds through the employment of a generative technique utilizing the visual language of architecture. The project begins with three samples “seeds” deployed within the generative machine. These samples are borne out of a process of identifying and employing existing methods of creation in architecture. These initial samples are then modified through what we call “filters”: architectural precedents chosen for their latent affinities with the initial samples. These resonances between the sample and the filter are analyzed, and that analysis dictates the subsequent architectural worlds produced. The technique relies heavily on the architect’s interpretation of the precedents to guide the outcomes of the translation through the filters. Traditional readings, misreadings, and new takes are all valid in the expression of the technique and its outcomes. The worlds created are of varied complexities assuming different characteristics as they influence, contaminate and borrow from each other.

### Worlds

**The Jeffersonian Dispenser** employs the predominant existing urban layout as a tool to dispense new worlds into old, dead spaces, an architectural version of manifest destiny. It is a collective of conquerors in constant search for new lands to occupy.

**The Machine World** takes an alternative look at a dumpsite of old mechanical parts as a site for possible architectural intervention. Its inhabitants are skilled at making use of what has been discarded by others.

**Drill City** is located in a mine shaft. Its citizens are those whose desire is to mine the earth in search of precious minerals.

**Oblique City** examines what happens when the Oblique Function is interrupted by Mies’ Brick Country House, presenting a tension between two systems. It is the home of the Capitalists who are interested in expansion, vertically and horizontally.

**New Tokyo** imagines a propagation of Isozaki’s Clusters in the Air over the existing urban condition of the Jeffersonian Grid. Its people are those who desire to be removed from their current reality.

**Aqua City** is a collection of 1908 Theorems within a marine environment, a home for explorers of the sea.

**Canyon City** dwells within the Grand Canyon and juxtaposes the relentless verticality of 1909 with the undulating nature of the natural terrain. It is the world of explorers and adventure junkies.

**Cloud City** is a world of aerial dwellers located just above the troposphere. It is the home of scientists and astronomers studying and exploring space.

**No-Stop City** explores the seminal architectural project in the vertical as well as horizontal. It is a world where everything happens at the nodes and is home to the Nomads, a group of wanderers in constant search for new experiences.