

Our framework for approaching the design problem was concerned less with emerging technologies for form-making and manufacturing, and instead focused on evaluating the incredible array of waste and embodied energy resulting from such practices.

We researched and visited industries across the Midwest, searching for inspiration in piles of leftover stone, wood, metals, and other discarded manufactured products. The pedagogy embedded in this research required us to design with what was at hand, as we gathered materials and components and began a slow period of rigorous yet playful experimentation. We were especially interested in **Industrial detritus**- the consequence of industrial production in the Midwest- and how, through careful and thoughtful reconsideration and crafting of left-over materials, a new appreciation for their embodied energies might emerge.

As the exhibition pavilion had a very limited budget, our research began by mining for materials that were destined for the landfill, including intricately shaped copper profiles from a local electrical parts manufacturer, decorative tiles detined to be destroyed due to minor flaws in the glaze or color, richly carved limestone cut-offs from an Indiana limestone quarry, and wood beams salvaged from a demolished Cincinnati church. The studio also drew inspiration from the sensual material manifestations of designers Alexander Girard and Eliel Saarinen in Columbus Indiana, and modern artist Charlie Harper from Cincinnati. At this juncture, the students begin to understand the limits, tolerances, and opportunities embedded in the materials and techniques of construction with their own hands. Full-scale prototypes were created in advance of any form or predetermined function- we were simply concerned with what the materials and artifacts could do, and which generative opportunities could be discovered. The collection of prototypes was dubbed the "cabinet of curiosities" by the students, and was used to suggest possible assemblies for our pavilion.