

THE URBAN UNION

This project explores architecture as a malleable creation, something that doesn't get built once but grows and responds dynamically to community and environment over time. To explore the creative process across time I have used game design as a tool. Using a common game-development software, I have approached the Union Trust Building in Cleveland, Ohio, as an ongoing years-long (decades-long) architectural narrative. The building, which with its great halls was the largest bank in the world a hundred years ago, is re-imagined in response to current, realistic needs and plausible future events. The building is revised many times as the game presses the player (or architect) to imagine possibilities and opportunities beyond a single static intention.

Like reality, the game never ends. There is no winning path, only continued flexibility. The story adapts and the building is recreated.