

# LAIR UPON LAYER

4TH YEAR UNDERGRAD SPECULATIVE STUDIO

STEPHEN TURK

---

This project sought to address issues of urbanism, cohabitation, humanism, and city design within the context of the inevitable continuation and sprawl of the Anthropocene. The intent of the studio was two-fold: discover a method to generate cities, and produce Architectural Landscapism. The latter goal aims to flip the notion of blending architecture into the surrounding landscape to creating landscape effects by architectural processes. By experimentation through logarithmic scalar transformations, proliferation of forms, and volumetric hatch qualities, multiple variations of Architectural Landscapism were achieved by each student. My personal development confuses desert sands and starry voids, stitches of fields and ziggurats, towers shaped as clouds are next to real clouds all the same. The overall method used to generate the city was layering one delicate crust of building, platform, and stick on top of the next to create an airy, almost flaky city.