

Baroque Cloud

Pre-digital design sensibility unites with new engineering technologies in this series of studies. From this hand experimentation of wallpaper in 3D, several iterations varying in scale and purpose are born: initial pavilion proposition, digital reimagination, fabrication and construction of a hanging installation, speculative programmatic study. Each step provided new insights on the dichotomy of manus and machina, the hand lending aesthetic and logic to the digital and vice versa. The intricacy of the baroque detail is evident though the process which heavily involved Digital Project and Rhinoceros for simulation and form finding. The wallpaper, originally an ornamental tool, gains functional properties in this resurrection.

The final installation, suspended by fishing wire and constructed from top to bottom, resembles a swirling cloud of delicate ornament. Painted edges highlight the shapes within the mass. Each layer is coded with a different color not only to create a subtle polychromatic gradient throughout the piece but to also evidence construction logic.

A full-scale speculation simulates layers of ruffles that cling to the cliffside like fungi. Sometimes floorplate, sometimes wall or shell, the cascading façade disguises and integrates emergent programmatic taxonomies. Edges regain ornamental value; balconies reach out like fingers into the landscape; fabric-like glass flows around dramatic atria.