

ARCHITECTURE AND THE SENSES

A SPACE OF AN OBJECT

A SPACE OF A SENSE

AN ARCHITECTURE OF TOUCH

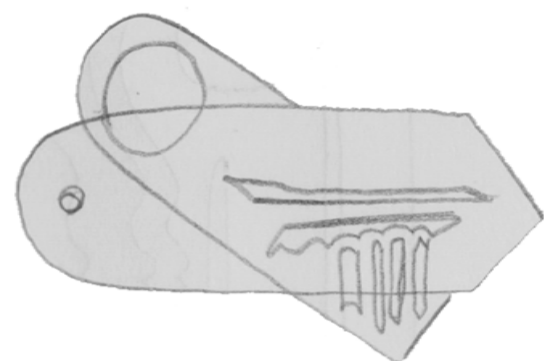
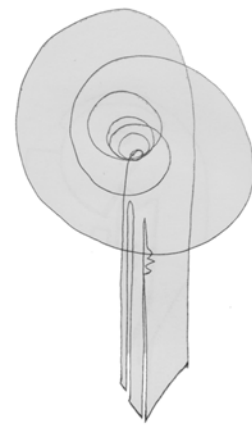
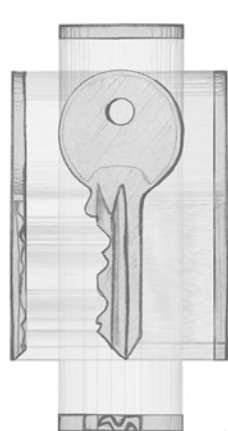
A Space of an Object / AN EVERY DAY OBJECT

The Key Influenced by Space

This set of drawings talk about the back and forth influence between an everyday object (A KEY) and Space.

Intuitively exploring its spatiality looking it at and twisting it as an object with very different yet solidly connected coexisting ends that influence space differently.

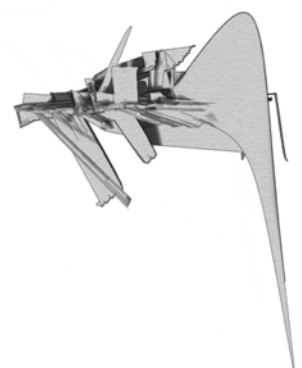
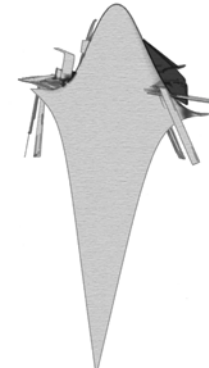
The set of drawings end with twisting the spatial object back into a geometric object holding the qualities explored in the previous spatial steps to allow taking the study into a loop.



The Key influenced by time

This set of drawings was traced over screen shots from a video of the Key hanging and twisting from a thread exploring how movement in time influence the key as an object.

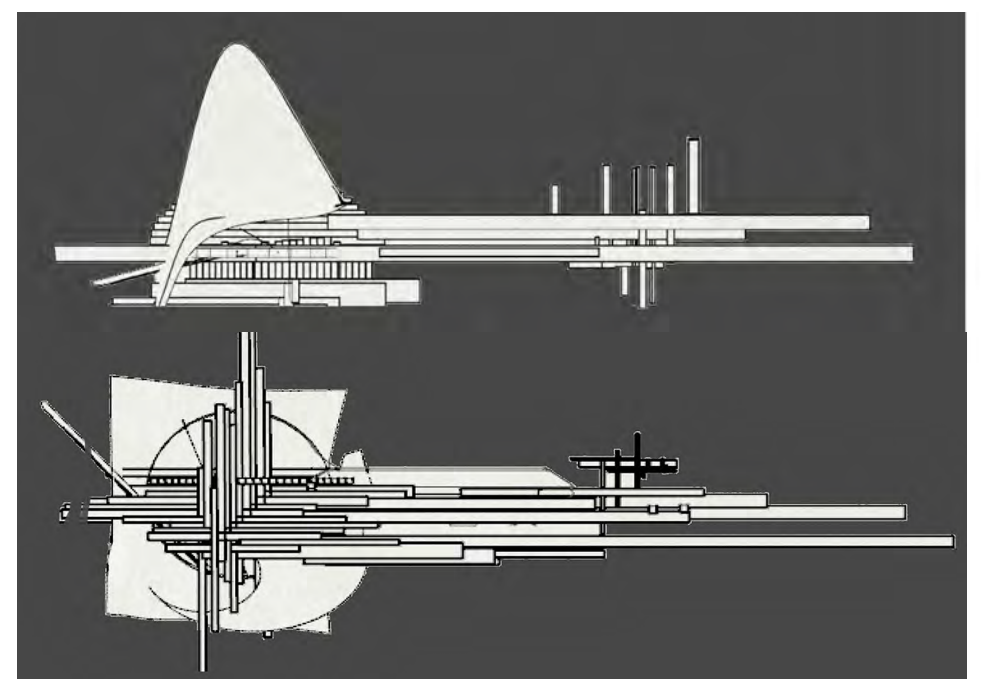
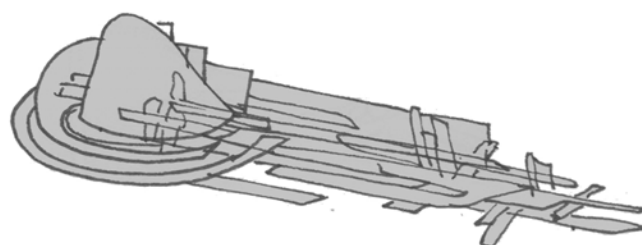
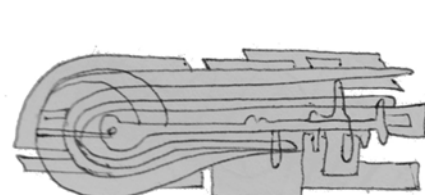
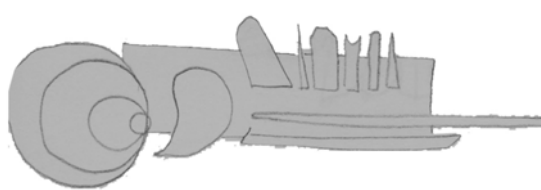
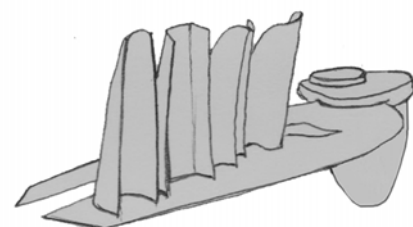
The set of drawings end with a 3D model that combines the different movements creating an abstract object.



The Key, Time and Space

This set of drawings combines the explorations of previous steps trying to create a loop of spatial study over the objects Influenced by Space and time.

The Set of Drawings end with a 3D model to print as the result of the spatial study of the key as an object informing us about how the key function in space and time in different dynamic ways.

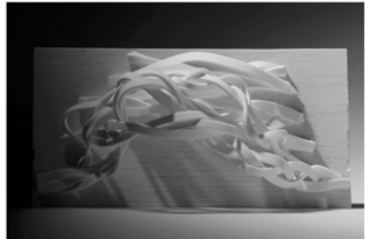
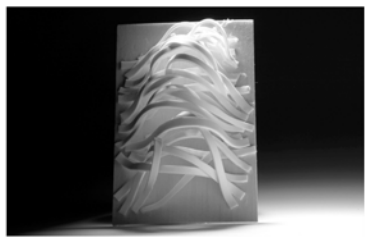
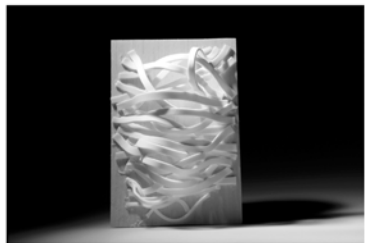
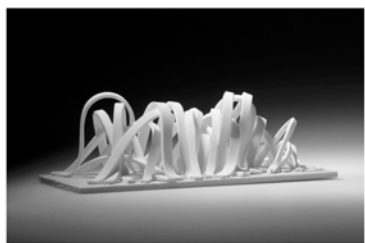




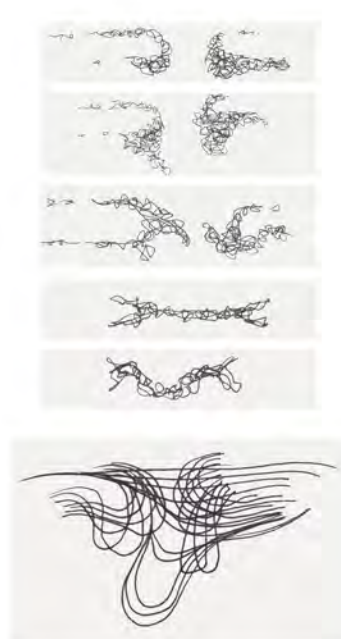
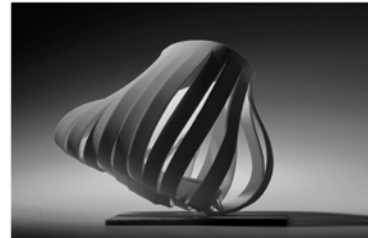
Social behaviour of the weaver ant

Capturing the Weaver Ant's weaving process.

Models showing the movements of the Weaver Ant as a collective during a weaving process.



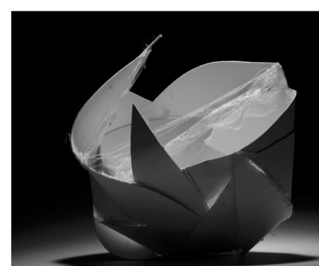
Attempts to create structures using two points of building.



A pattern created from over laying steps of building the bridge



the weaving around and within the nest



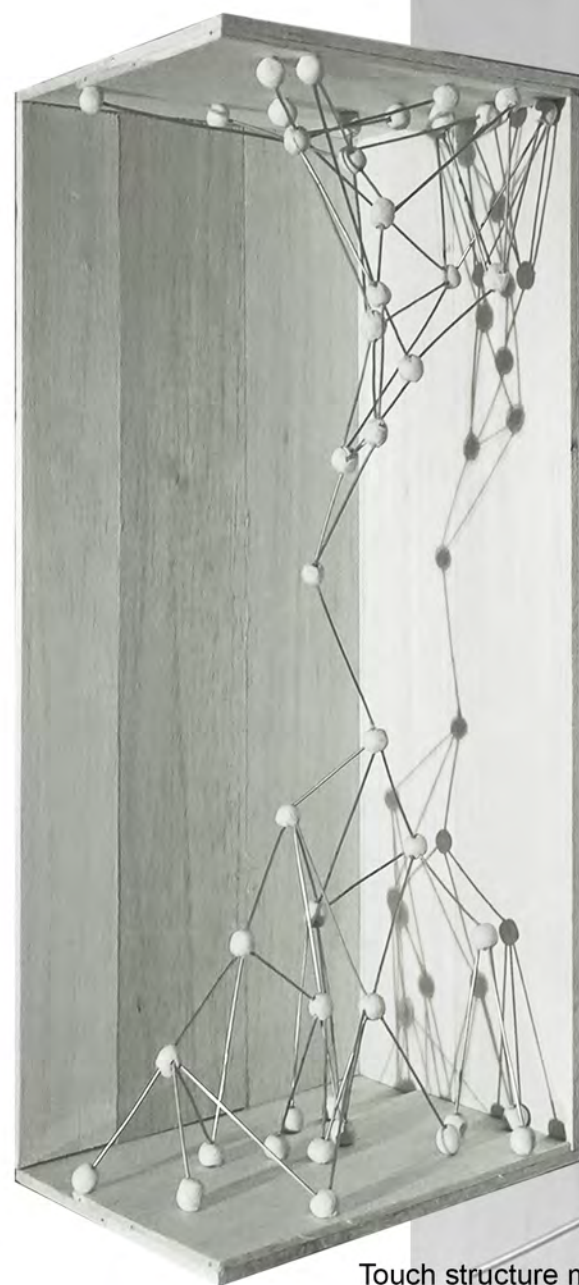
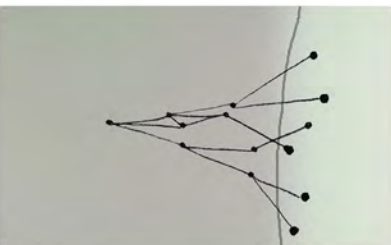
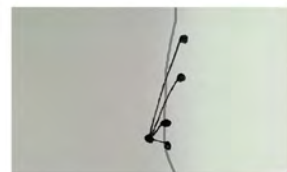
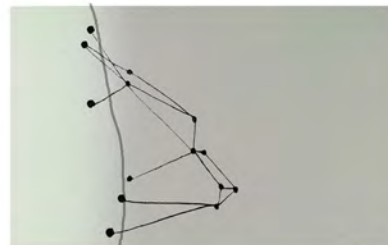
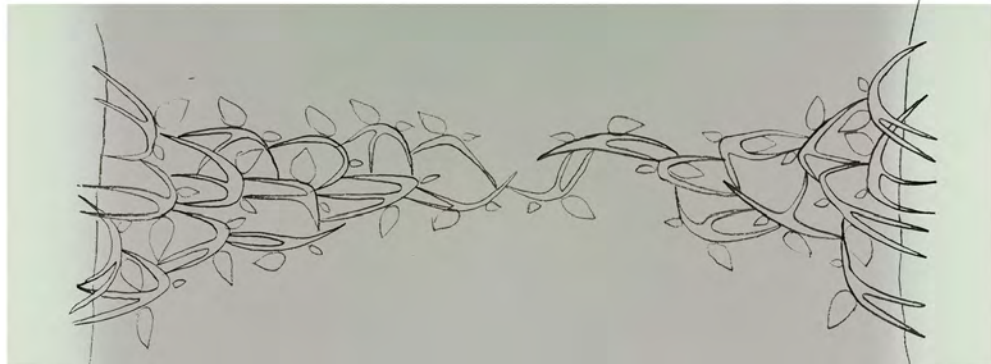
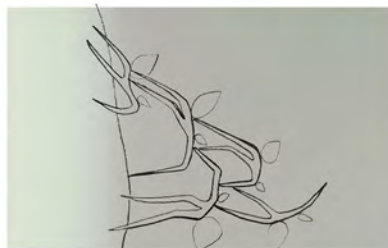
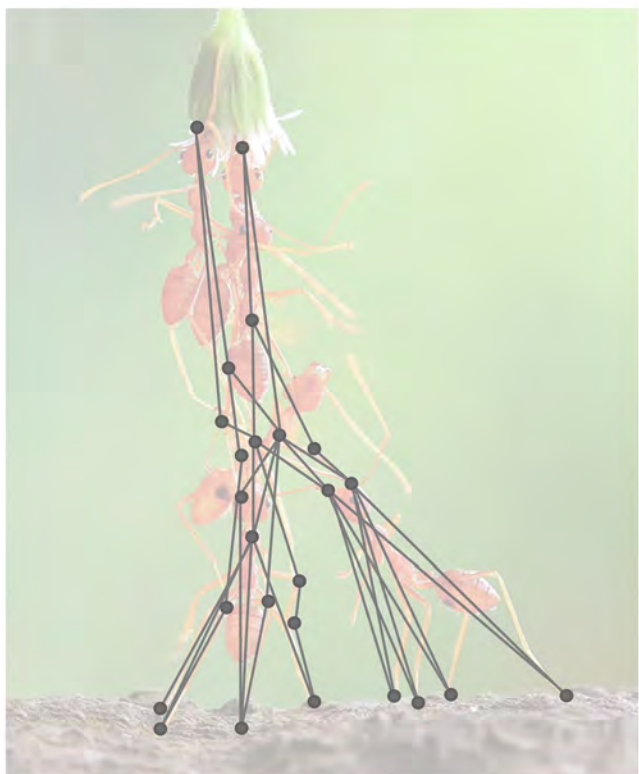
The nest

By Studying the social behaviour of the weaver ant, a better understanding of why they use their larvae to weave their nest, why they are so efficient in building their every changing nest leaves a speculation and now an experiment to attempt the Two- point with a middle bridge method of building were explored using physical models.

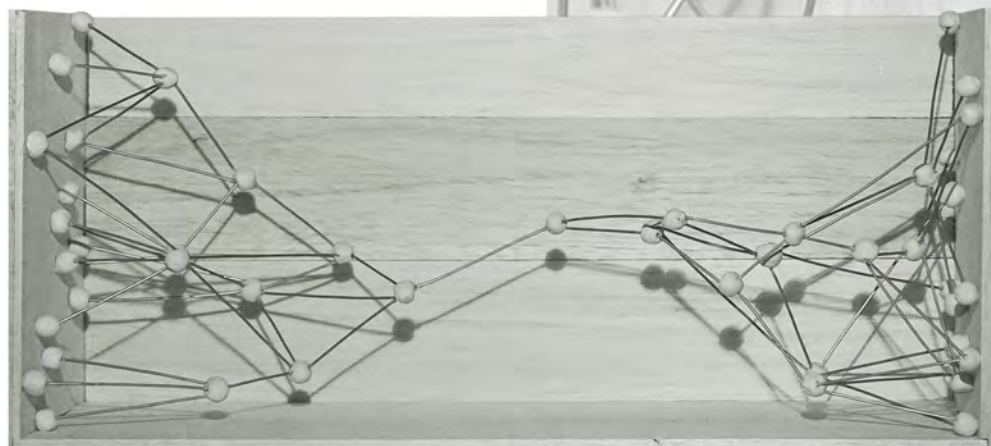
TOUCH STRUCTURE

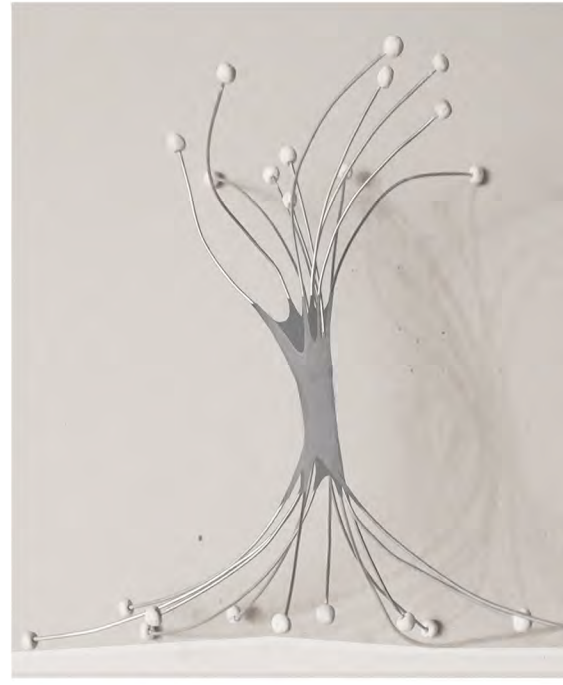
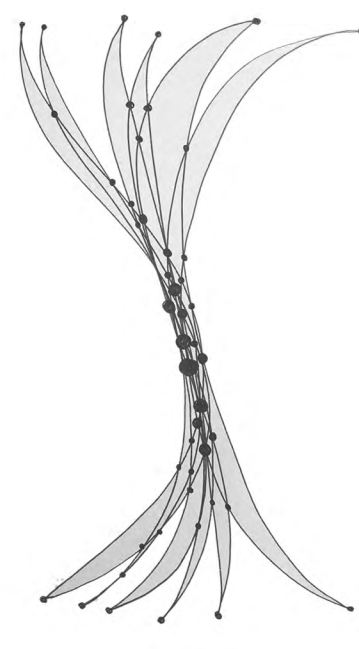
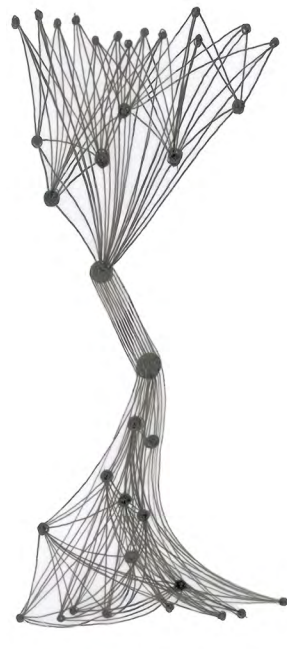
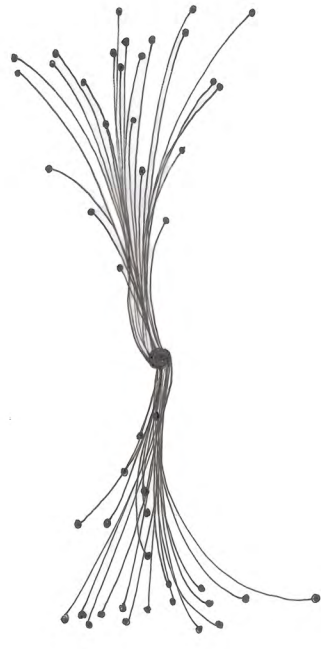
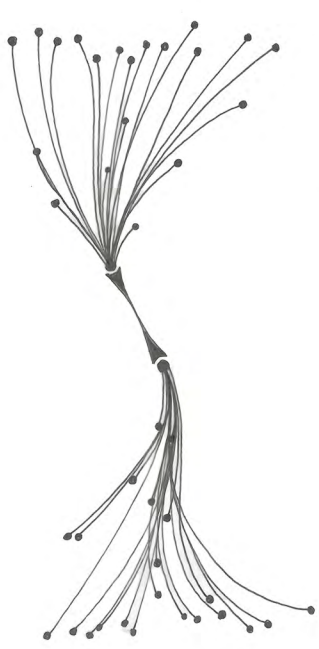
The following drawings and model talk about how the ants use the tip of their legs to sense by touching and how they use that to form the bridge or chain.

The dots point the meeting points between the ants as they sense each other and the vibrations around touching then showing them hold each other and navigate through touch to form the bridge/chain.

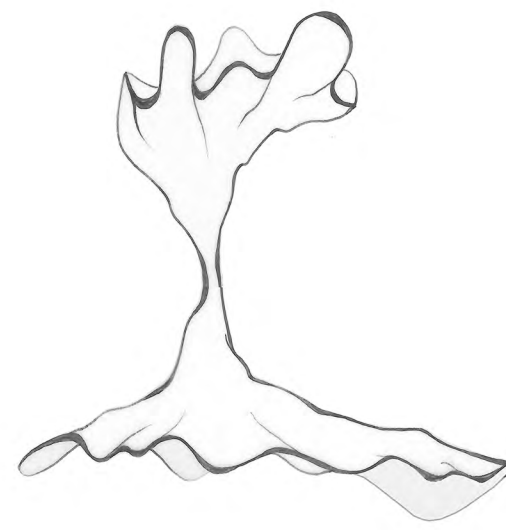
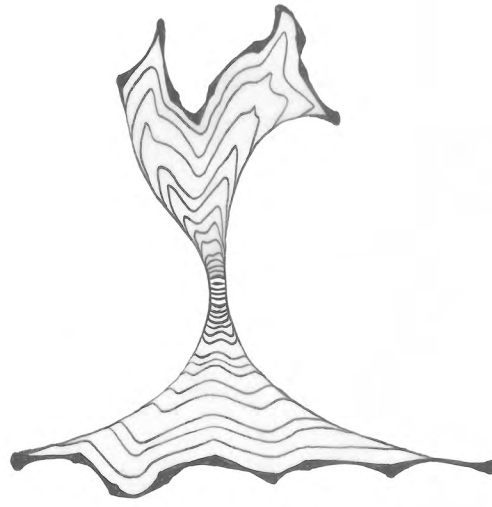
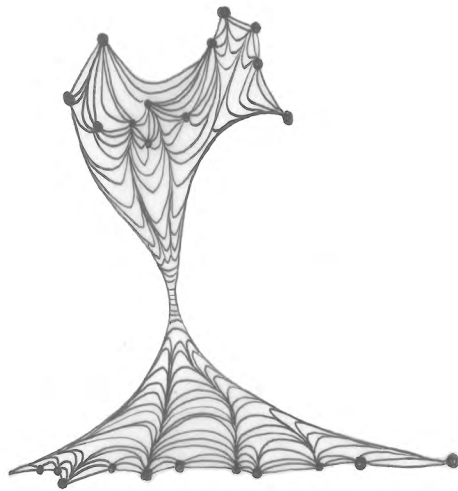
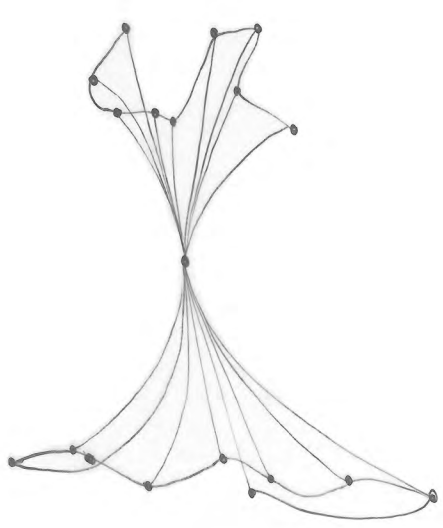


Touch structure model





This series of drawings are traced over the TOUCH STRUCTURE MODEL. They record the tension in the middle of the Bridge/Chain structure when it first form then it illustrate how tension move from the centre back to the two ends of the Bridge/Chain while linking that to the sensing/touching points. The model talk about the two ends and the tension in between.



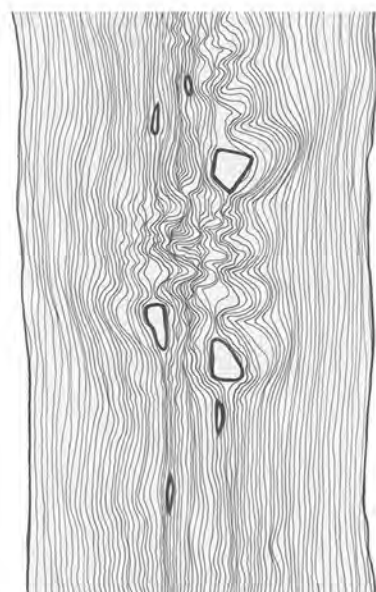
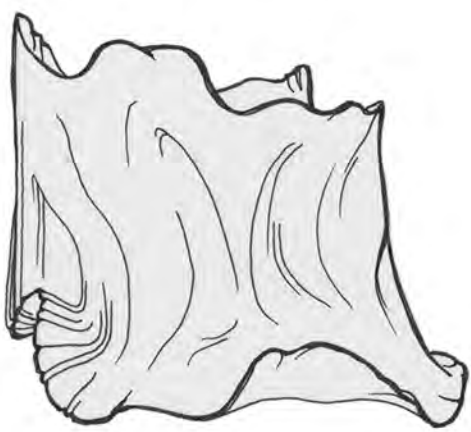
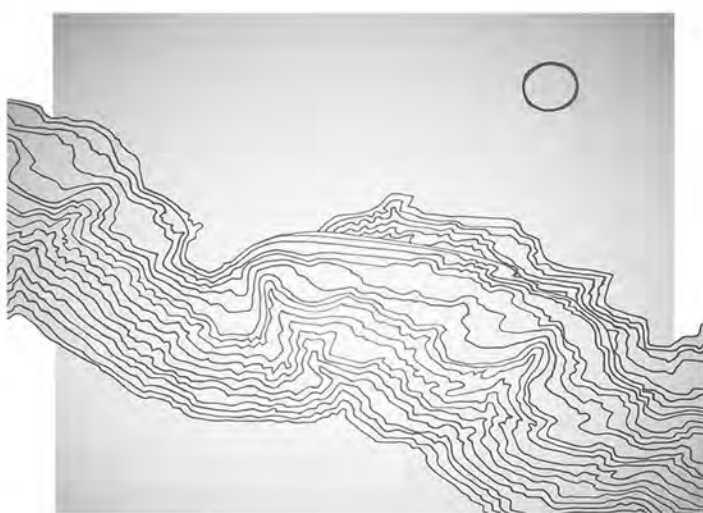
This series of drawings are trace over the model above showing the spread of touch/tention points around the Structure/Chain recording its spatiality imagining the invisible space of touch that the ants create while making the Bridge/Chain.

A model showing the touch space

An Architecture of Touch

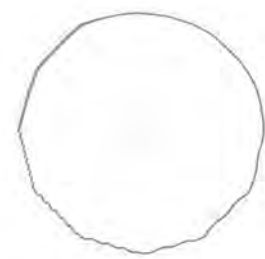
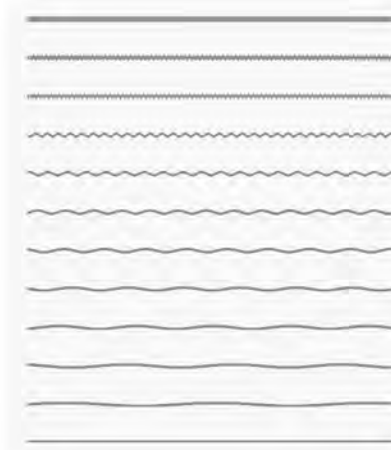
The sense of touch is an intimate sense where we tend to forget to focus on while vision take the lead in our daily life reflecting on our culture the ignorance for the sense of touch.

This design will try to amplify the sense of touch by connecting the sense of touch in the hand and the sense of touch in the feet to create navigation that is independent from vision.

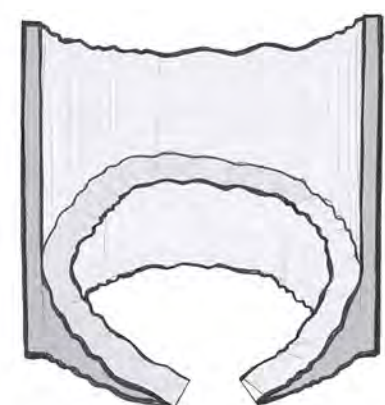
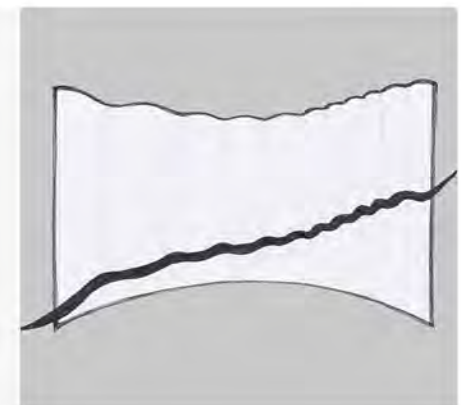
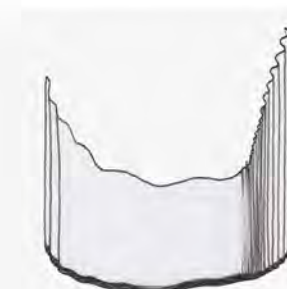


This set of drawings explore the terrains concuded from the "Touach Space" model of the Organism study in a Horizontal and vertical way

This set of drawings explore terrains in nature



This set of drawings explore micro and massive terrains and point out how the smallest and the biggest terrains tend to seem flat creating a circle of wide and narrow terrains and whats in between



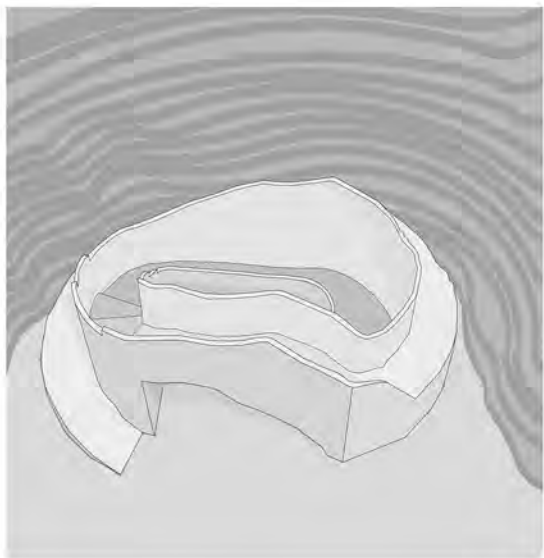
This set of drawings explore the circle of terrains in a horizontal and vertical way creating a relation between them by pointing that when the horizontal terrain is narrower the vertical move up and down faster

The Space of touch

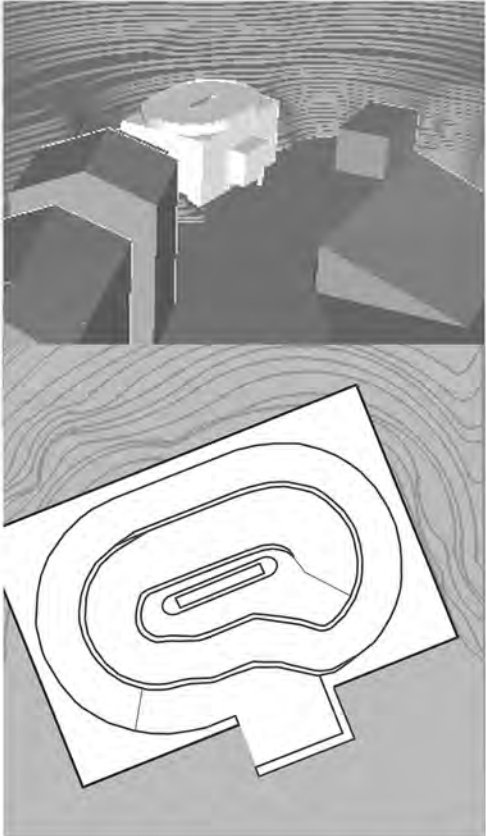
The Space will be designed as a dark room with limited light by having a single chimney like window to limit the light inside

The space from the inside be mainly a bumpy ramp that would go up around it and back down in the middle

The space will be possible to navigate by touching the handle that would mimic the floor in front of it to inform the visitor about the upcoming bumps and the ups and downs creating a relation between the hands touch and the feet



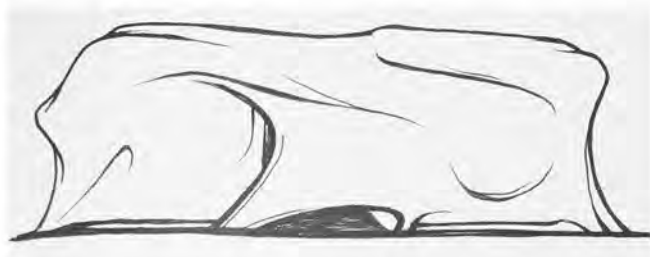
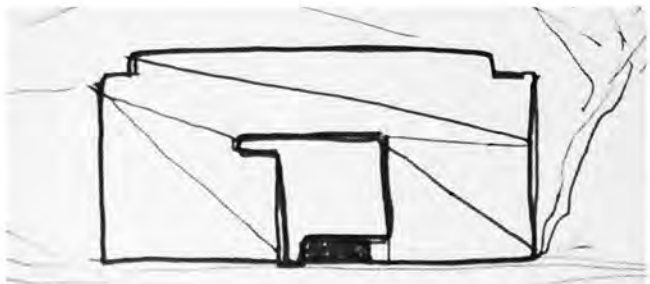
A drawing showing the interior of the space/ the ramp by itself



A 3D model and a plan of the space in context



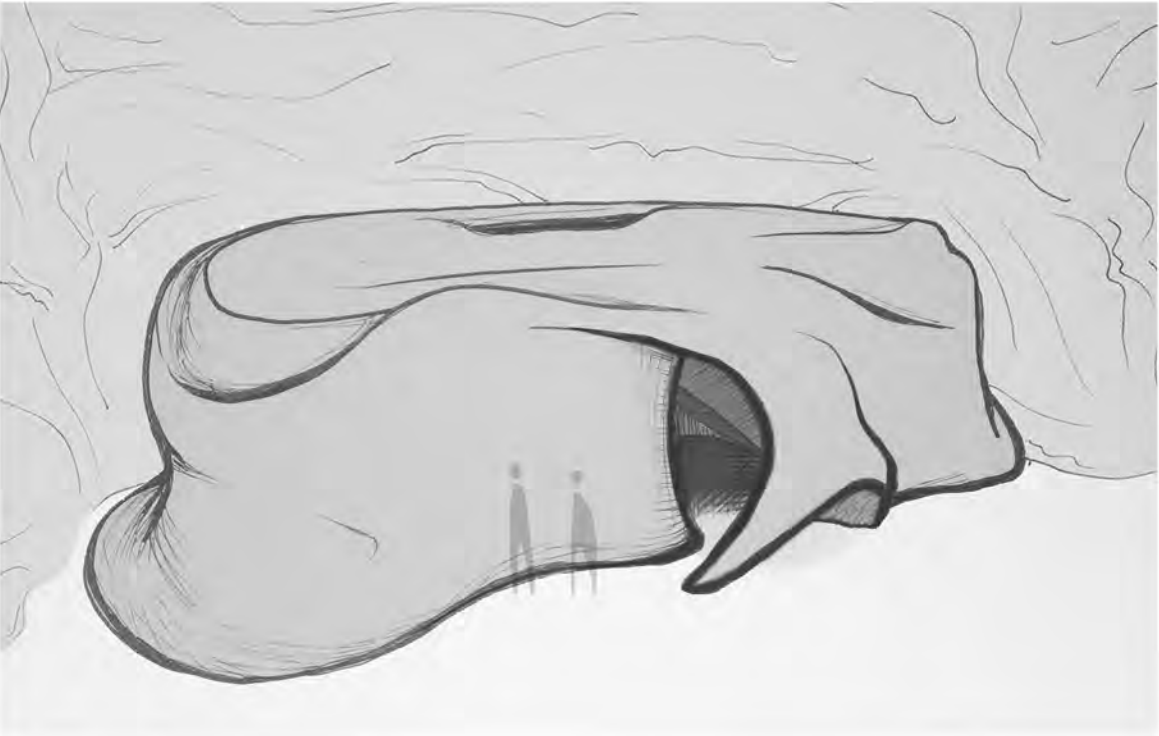
This set of drawings show how to navigate by touching



This set of drawing show the steps of designing the exterior by twisting geometry to spatiality

TOUCH TRAVEL

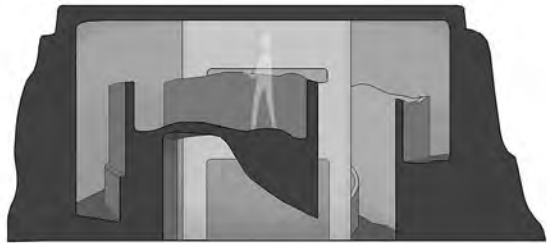
The final set of drawings of the space explaining it in details



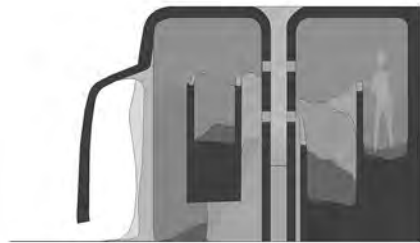
The space in context



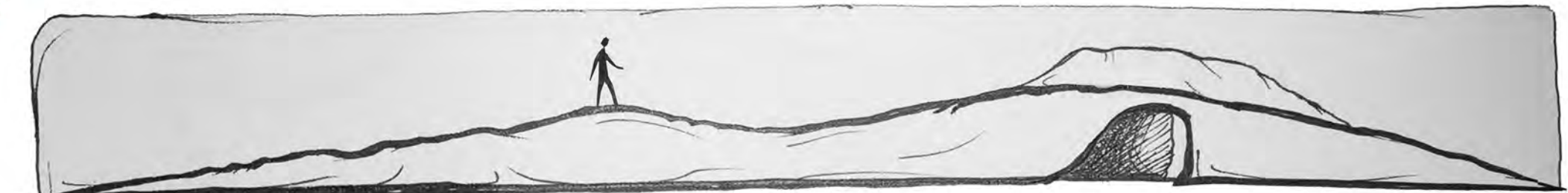
Pan showing the circelation and and elevation of the space



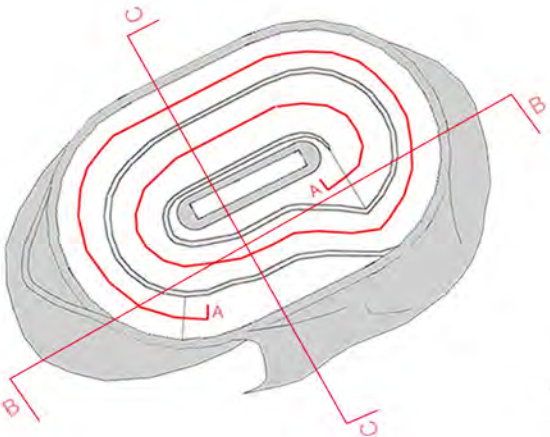
Section B-B showing the movement inside and the chimney window in the bbackground



Section C-C showing the entrance and the chimney window in the middle of the ramp around it



Section A-A through the ramp





Render of the space



The space in Staithe