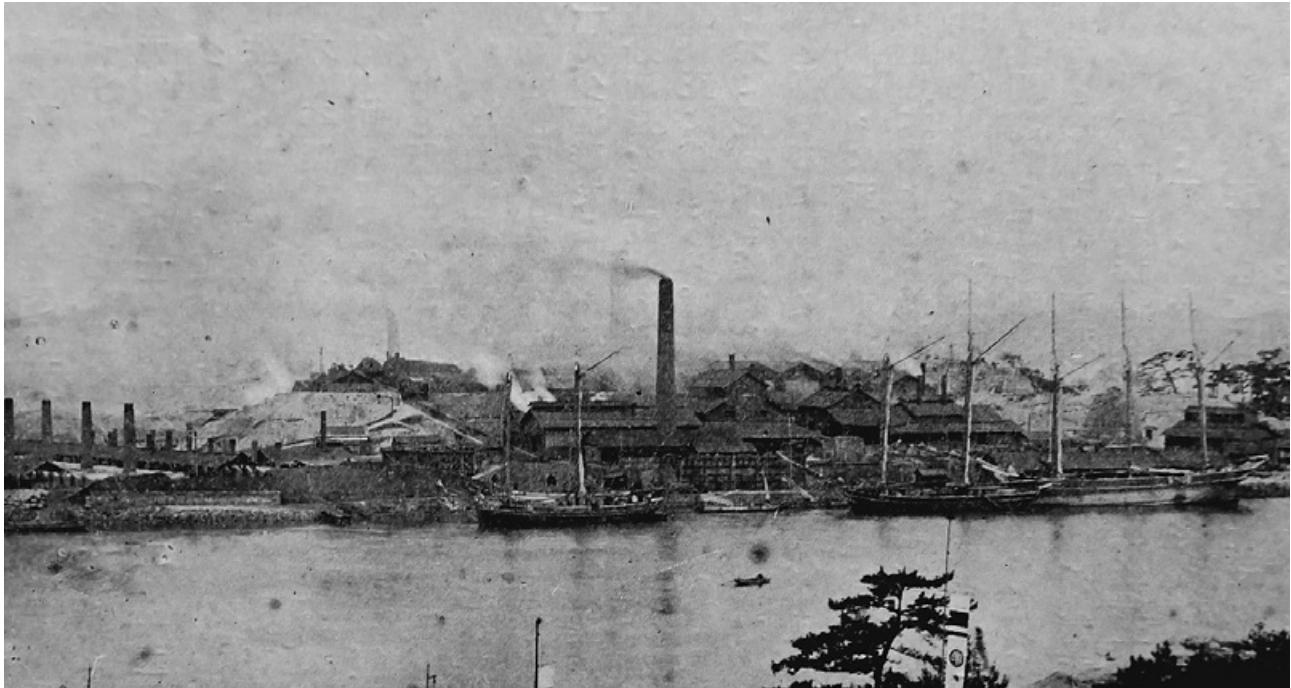


2021 Fall Semester International Design Studio

# TOWARD THE NEW AESTHETICS OF ARCHITECTURE

Inujima - Post Anthropocene Utopia

HIRANO Toshiki, International Architectural Education Platform SEKISUI HOUSE - KUMA LAB



## OVERVIEW

### **Toward the New Aesthetics of Architecture**

We live in a world of excess. This excess is both physical and virtual. Our built environment is filled with countless objects. 6,000 tons of debris are flying around in low Earth orbit at 18,000 miles per hour. 3,400 pieces of microplastic are floating in one liter of water in Mariana Trench. More than 40 billion photos and videos have been posted on Instagram, and a sum of 59 zettabytes of data was produced and consumed worldwide in the year 2020. This is nothing new to us. We were already witnessing the acceleration of excess in the 1990s when the Cold War was over and the Internet was rising, and architects have been seeking to come up with a new model with the employment of digital technologies. Stan Allen argued for "Fluid models of exchange, differential unities, and free-floating intensities (Allen 1995)", Greg Lynn introduced a concept of folding and curvilinearity that "allows architecture to become involved in complexity through flexibility (Lynn 1993)", and Patrik Schumacher believed that "The built environment needs to sort, distribute, and order a myriad of different communication scenarios (Schumacher 2013)". The model could be described as an adaptive single system framework that embraces a heterogeneity of the excess, and this became a basis of today's mainstream aesthetics of smooth continuity.

However, the level of excess in the world has reached a point where it is no longer valid to conceive any flexible single system frameworks for the over accelerated excess condition. Material excess has undermined the universal concept of nature. Information excess has led to the Post-truth situation. This shift in the political situation has undermined the belief in the existence of a single common basis for any different ideologies (European Union, or "It don't matter if you're black or white" by Michael Jackson) which the political agenda of the model of adaptive single system framework is based on.

How we can formulate a new model and aesthetics that directly address the excess without mediating it through single system frameworks is an underlying question of this studio.

### **Post Anthropocene Utopia**

This studio has been exploring the idea of utopia in the age of Post Anthropocene focusing on different islands: Umino-mori Park in Tokyo in 2018 and 2019, and the Marshall Islands in 2020.

This semester we will work on Inujima which is one of the many islands in the Seto Inland Sea. The copper refining and quarrying industries flourished on Inujima from the early modern period to the modern era resulted in the significant deformation of the topography and the vegetation of the island. Today, the island has become a world-class art tourist destination along with Naoshima however, the population of the island was only 49 as of 2016, and the former quarry at the east end of the island is left abandoned.

How can we conceive a utopia in today's world where Capitalist realism prevails?

## SITE



Overview of Inujima island



Current state of the quarry

Source: <https://yoshizawasekizai.com/2020/11/25>

The site of this studio is a former quarry located in the west end of the island. 11 hectare of the land is currently left abandoned and unutilized.

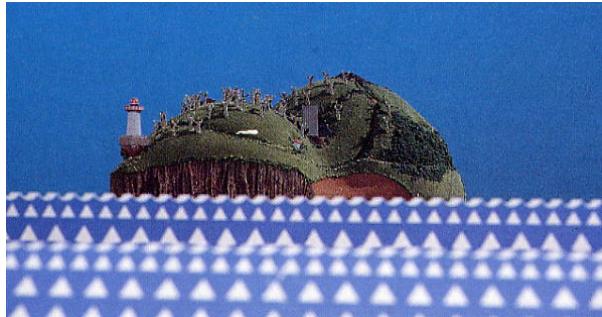


## **EXERCISES**

### **Exercise 1 Revisiting Utopias**



Thomas More's Utopia



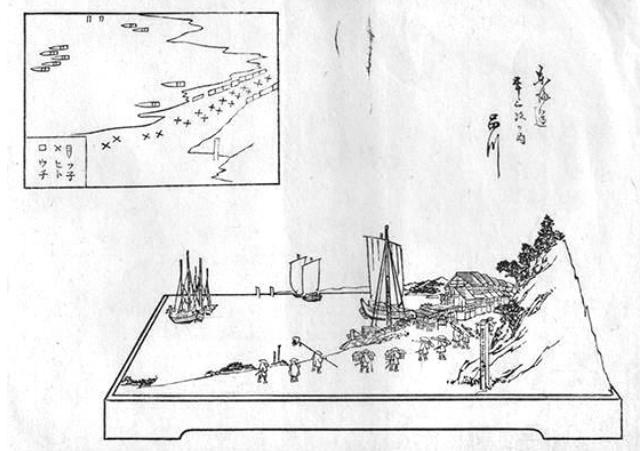
ひょっこりひょうたん島

Students are asked to convey a quick case study collecting islands that create unique autonomous ecosystems. Islands can be either actual or fictional, natural or artificial. Focus on their visionary strategies, spatial organization strategies, and planned scenarios. Each student will produce diagrams of their precedent, showing clearly the above features.

### **Exercise 2 Hakoniwa Therapy**



Collaged model made out of photogrammetry scanned models



Hakoniwa



Example of Hakoniwa from Hakoniwa therapy session

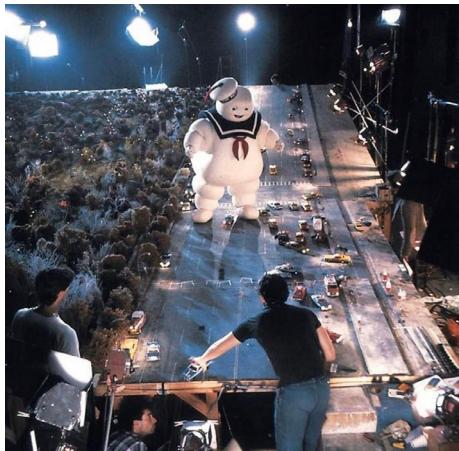
Hakoniwa(箱庭, boxed garden) is a hobby of making a personal micro-cosmos inside a small boxes by putting miniature trees, mountains, and houses, which became popular during Edo period in Japan. Japanese psychologist Hayao Kawai developed this into a form of mental therapy integrating it with the Sandplay therapy which developed in Europe in the early twentieth century. Hakoniwa therapy attempts to physicalize subject's subconsciousness by letting the subject freely create her/his Hakoniwa within a given box providing toys, sand, and other objects, and heal the subject.

Each student will create their own Hakoniwa representing their personal inner world that will later be projected onto the site of the studio.

Requirements:

One physical model (60cm x 60cm), Drawings

### Exercise 3 Scenario Development and Project Development



"Ghostbusters"(1984)



Jake & Dinos Chapman: "The Sum of All Evil" (2012,13)

Start applying concepts and systems developed in the previous exercises on the site, and develop an overall design strategy of a project. Create your own scenario of the project (from 2020 to 2120 and beyond) and integrate into the design strategy.

Students are asked to pursue hyper realistic representation.

#### Requirements:

Overall site plan drawings, Detailed drawings, Perspectives(renderings, drawings or collages), One large scale detailed physical model of a part of the project, Powerpoint presentation

#### CALENDAR & TIMETABLE

Oct 5th	13:00~	Studio Introduction and Lottery
Oct 12th	14:00~	Exercise 1 Desk crit
Oct 19th	13:30~	Exercise 1 Desk crit
Oct 26th	13:30~	Exercise 2 Desk crit
Nov 1st	13:30~	Exercise 2 Desk crit
Nov 9th	13:30~	<b>Exercise 2 Pin-up Review (Guest : SASADA Yushi, TAKASAGO Mikiko)</b>
Nov 16th	13:30~	Exercise 3 Desk crit
Nov 30th	13:30~	Exercise 3 Desk crit
Dec 7th	13:30~	Exercise 3 Desk crit
Dec 14th	13:30~	<b>Exercise 3 Pin-up Review</b>
Dec 21th	13:30~	Exercise 3 Desk crit
Jan 4th	13:00~	Exercise 3 Desk crit
Jan 11th	13:00~	<b>Final Review (Guest: KIUCHI Toshikatsu, HASHIMOTO Tamao)</b>
Mid Jan	(tbd)	<b>Super Jury (Joint poster session)</b>

\* Series of lectures and joint events will be planned during the semester

#### REFERENCE

##### Bibliography

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Mario Carpo (2017) The Second Digital Turn, The MIT Press.

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Graham Harman (2011) The Quadruple Object, UK: Zero Books.

#### NOTES

1. The studio accepts up to 10 students.
2. This studio is a collaboration with Princeton University, SCI-Arc, Pratt Institute, Hong Kong University, The Chinese University of Hong Kong and Tsinghua University.