Hybrid-City-Scape

What do you think of, or feel about the cities you live and study in? The spaces of the city, the buildings or landmarks that occupy the space, and the landscapes in which these cities have evolved in over many many year? And how can we 'capture' parts of our cities to create a merged Hybrid-City-Scape within a virtual environment?

"Retopistics: A Renegade Excavation," by Julie Mehretu, ink and acrylic on canvas, 2001

Responding to the traditions of landscape/cityscape in Art, Illustration and Photography this brief is a 3D interpretation of the cityscapes of Nanjing in China, and Plymouth in England.

Using selected shapes of the buildings of these cities, you are required to create a new virtual city within the Ludic-Architectures environment, combining the shapes from one city with that of the other city.

To do this, you will work in your team of 3/4 people, and as a team you will need to select a building of your choice and work together to reconstruct it as a hybrid Nanjing/Plymouth building to be placed within the Ludic-Architectures environment in which we are working.

DEVALOPMENT Brief

The project is broken down into four key sections: Selection, Research, Modeling and Assemblage.

1: SELECTION

For the first portion of your project you will select a building of your choice from each city Nanjing and Plymouth. This can be a landmark building, an old building, new building, a municipal building, a religious building, an educational building, a residential building, a museum building etc.

It is important that, you as a team find the building visually interesting and that shows you the potentials of bringing these two buildings together within the Ludic-Architectures environment.

As an entire group (all 4 teams), you will eventually model a series of buildings which will start to come together as a hybrid city.

2: RESEARCH

Throughout the the week you will need to carry out some research into how artists, illustrators and photographers have depicted cityscapes to help establish the approach to your team's project.

Whilst you are selecting your team's two buildings, you will need to carry out some research on them to establish whether merging them visually, spatially and contextually will work. Each team is asked to keep a worksheet of this research, and this could be in the form of a shared blog for example.

3: MODELING

You will need to collect images of the buildings you have selected as a source of data for your Hybrid-City-Scape. This can be taken from the web, photographs you may take yourself, or drawings you make of buildings within your city.

Be aware of the positions and angles you are recording or collecting this data from, as well as the space around the building.

As you collect this data, start to modeling your building in small section, effectively deconstructing them to smaller component objects ready to take into the Ludic-Architectures environment.

4: ASSEMBLAGE

You will need to import your component objects into the Ludic-Architectures environment, and here you can assemble them, along with the other teams hybrid-buildings.
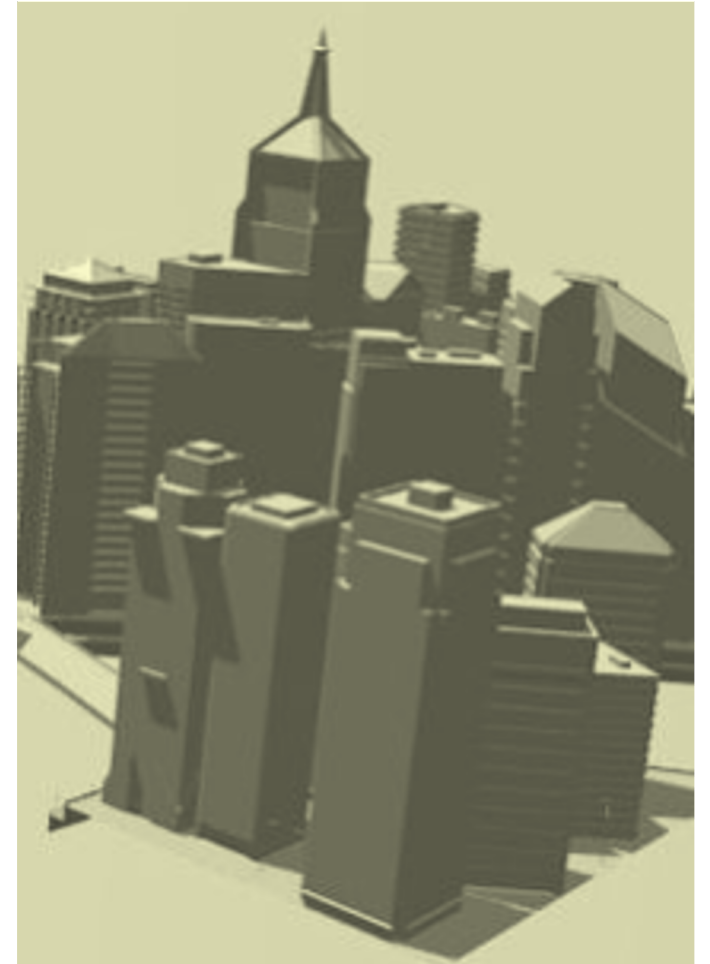
Brief:

A Background:

Following the traditions of landscape, and in particular cityscapes depicted through Art, Illustration and Photography, this project brief sets up a virtual context for a 3D collaborative interpretation of the cityscape.

When we consider the depictions of cityscapes in Art, Illustration and Photography historically, we can think of these practices as taking place in three realms; the physical city in-its-self, the creative mind of the artist, illustrator or photographer who perceives the city and creatively interprets it with their skills and tools, and the minds of the consumers/viewers/audiences who fix their gaze on these creatively produced depiction of the city.

Though contested philosophically and psychoanalytically, this trilateral-view of the creative process has historically been a useful way to understand these three disciplines when they are applied to the activity of pictorial representation.

However, with the emergence of digital technologies these three realms have arguably been disrupted, or at the very least, altered. Now we are, and have increasingly being operating in a multitude of new realms made up of digital none-liner virtual spaces and digital communication networks.

One of the effects of this on us, though we may be in different parts of the world, is that we can more easily work together collaboratively and in real-time. We have a relatively new realm, that of the digital realm, a slippery realm that slips between, and around the three traditional realms of the physical space (of the city), the skillful and mindful interpretation of the physical realm (of the city) by the artist, illustrator and photographer, and the realm of the consumer's gaze on these depictions. This is what we are working with.

How to approach the brief

• We encourage ideas that are creative and playful and that utilize the potentials of the Ludic-Architectures environment to the best of your abilities. From the research and material data you gather from your city's fabric/buildings you can be as creative as you want, and this may lead you to create things that could be quite abstract and playful. We want you to have fun!

• In your group start by identifying what kind of buildings you want to work with and that you know within your city. Consider that you are constructing an object that derivers from two places, two countries, and two cultures. Your project may turn out to be about similarities and differences of two things. You can use your buildings to act as metaphors for something else.

• This is all about being imaginative with your choices, and creating diverse ways of thinking, working, depicting, contextualizing and expressing.

• Co-design is key - through conversations with your group, make sure you understand the challenges and ambitions, and have clear goals and direction.

Workshop Timeline

Day 2
Collecting Source Materials

This day will be for finalizing what buildings you will work with, collating your material (drawings, photograph material from the web etc.).

You will need to deconstruct and start 3D modeling your component objects in preparation for taking into the Ludic-Architectures environment.

Day 2
Model Making and Assemblage

You will need to start importing your component objects into the Ludic-Architectures environment if you haven't already started doing this on the previous day.

Assemble your objects into your hybrid-building, considering it's placement in relation to the other teams buildings.

Day 1
Introductions

The first day we'll be introduce you to the Ludic-Architectures environment as well as the Hybrid-City-Scape brief.

There will be other technical and creative support during the first day, such as what other 3D software you can use, and making a start on your selection of buildings.

Day 3
Model Making

Following Dr Melanie Jackson talk, you will continue to develop your modeled component objects in preparation for assembling them in the Ludic-Architectures environment.

Day 5
Summarizing and Showcasing

Each team will need to present their projects as a summing up of how the developments and the outcomes were achieved. You will need to show both the building in the Ludic-Architectures environment, as well as the development sheets (a blog) of how you have made the journey from the start of the project to its realization.

Following this you will be showcasing the project and discussing it with staff and your peers.