

## The Ideal City A collage in the virtual world

It is estimated that within your lifetimes 80% of the world population will live, work, rest and play in our Cities, which means that the City purely of a place of commerce, retail, and cultural experience needs to adapt and accommodate a far greater residential population. The 'migration' to the City, has already started to happen, but does the city really accommodate families, is it a child friendly space, does it accommodate an ever increasing older population?

The great things about the virtual world is that we can speculate, test, adapt, explore and inhabit, before becoming 'concrete' in the physical world.

This brief is a 3D interpretation of the cityscapes that we know, study and live in, both in China and the UK. We each have building that we admire, are inspired by, and we are going to work with these as a starting point of 'ingredients' to appropriate.

Using selected shapes of the buildings of these cities, you are going to create a new virtual city within the Ludic-Architectures environment, starting off with shapes and forms taken from your host city [ or any other 'building' elsewhere that inspires you, we are going to understand what is *important* about these selected buildings, to deconstruct, and configure the idealised city of the future! And explore / inhabit, these virtual streetscapes and rooms /spaces that can accommodate everyone, whatever your age might be!

To do this, you will work in a team of 3/4 people, and collaborate /research explore / import settings within the Ludic-Architectures environment. The Ludic-Architectures Environment is our site of speculation.



TASKS:

## Brief Development:

This project has 4 key components:

**1**

### How to select a building:

To enable you to work in the Lucid Architecture environment you must first select a building that you admire from either your home city or the city you study in or from anywhere in the world.

All major Cities will have a city guide, and buildings are normally identified as 'must see' either because they have historical significance, are culturally significant, what they might contain, or define some sense of technological advancement, in how they are made, how they appear.

**2**

### What is Iconic:

Architecture is celebrated through one [and many more] of the classifications given in 1. You need to choose a building or a room within a building, or things that a building might contain, or what it looks like, or what its shape / form is as a means to particularise something about the selected choice to categories what is important that can be revealed, shared, relocated into what will be a reconstructed city. Rather than merely looking at form, this is also about looking at what buildings might contain?

**3**

### Architectural modelling:

The architectural model normally prioritises the appearance over content, and surface over landscape / urban scape public space. We are going to explore beyond that to reveal qualities of what architecture accommodates and announces both within [internal relationship to things] and beyond [external relationship to things]. So in modelling give the same consideration to these things of the selected buildings as the form of the building itself.

**4**

### Constructing:

Having identified a matrix of things from 1 – 3 it is now time to reconstruct and locate these found conditions, consider alongside everyday activity and situate in a new contextual condition. In Lucid Architecture, the rules are different, landscape can be anywhere, and appropriated things from elsewhere, can co exist, to construct a reappropriated 3 dimensional collage of those valued things, which also need to co exist alongside the everyday. Here will we bring all ideas together.

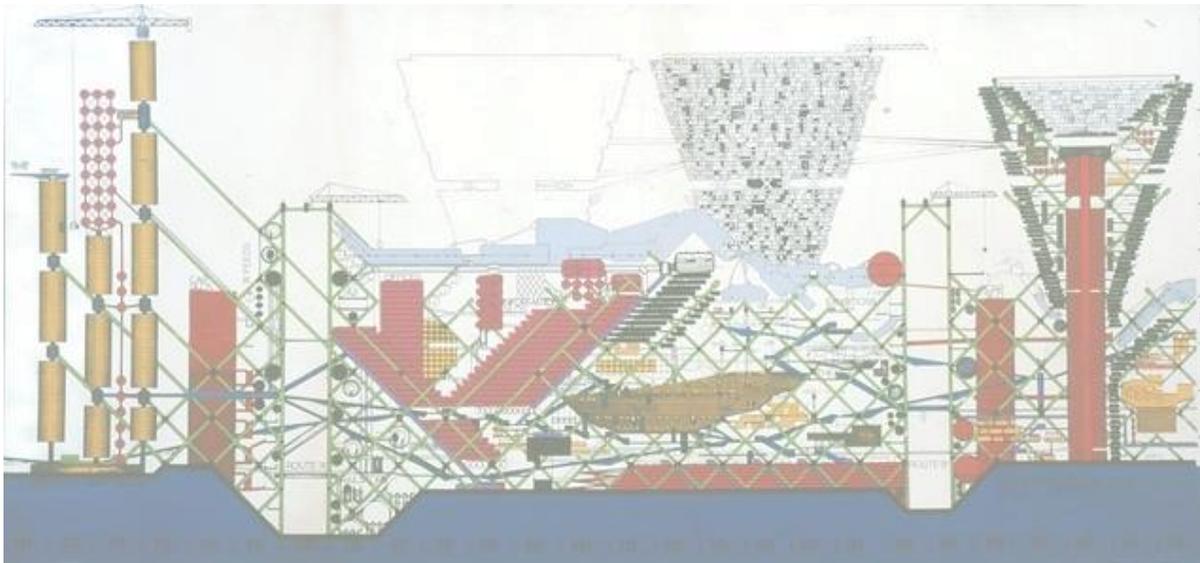


Image the picture room the Soane Museum  
[WWW. Soane.org](http://WWW.Soane.org)

TIPS

## Brief Development:

The process of architectural design normally commences in a world of abstraction, and then becomes constrained by other performative factors and physical constraints. The virtual platform frees architecture from those considerations, and allows for a more fluid response to emerge, as the virtual world has no geographical boundaries the significant content cultural can be contained within one City, which can be adapted, changed, decommissioned and recommissioned. It can be extended. Through data collection it can in parametric language also construct abstract juxtapositions that might tell other narratives, of the ecological cost of the physical construct as a means to describe the consequences of building. This project is a opportunity to explore, critique and situate, scenarios of the re-evaluation of the impact we all have on just residing.



Think about the room your are in, and the contents within it, where has all the physical material come from, does this become a generating idea, of data collecting to express, explore?

Or in other utopian propositions such as Archigrams Plug In city is this a framework into which things can be accommodated, and that framework become responsive to environmental change?

Be open, be expansive, start to think outside the box, start to see this as an opportunity to reconsider what a City can do for all.

Most importantly have fun!

## Day 1

Monday 11<sup>th</sup>

09.00 am

### 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 2

Tuesday 12<sup>th</sup>

09.30 am

### Research/ collecting

Today you will be working in your groups to identify the content that is needs to construct the idealised city,

### Modelmaking

working in Ludic- Architectures to begin to test out ideas, and relevant subject matter to allow the iconic\* and everyday to co exist.

## Day 3

Wednesday 13<sup>th</sup>

09.00 am

### Talk by Neil Spiller

Neil Spiller is Hawksmoor Chair of Architecture and Landscape and Deputy Pro Vice-Chancellor of the University of Greenwich, London prior to this he was Dean of the School of Architecture, Design and Construction and Professor of Architecture and Digital Theory at Greenwich University.

After this talk continue to work in the Ludic- Architectures environments along with other tools.

## Day 4

Thursday 14<sup>th</sup>

### Self directed –

Start to come together within groups to enable individual group ideas to co-exist in a larger city scape

## Day 5

Friday 15<sup>th</sup>

### Morning

Continue to work together for a

### Showcase event

Where you will present the work to staff and peers, have the final model but also a design journal explaining developmental work that explains how you have gone about things over the week!