



SILENT STRUCTURES

Reviving the Lost Identities of Abandoned Spaces

WS 2024/25 - 848155 EP Design Studio 1: Prof Marjan Colletti PhD and Mümün Keser

department of experimental architecture |
building design and construction
STUDIO COLLETTI





Terminology

"Silent Structures" explores the transformation of "Abandoned spaces" that have been left unused, often due to changing social, economic, or technological conditions. These spaces, such as warehouses, historical ruins, and other forgotten places, are often seen as relics of the past. Through abandonment or disuse, they have "lost" their original "identities", purposes, meanings, and cultural significance.

michal franczak

The aim of the "Reviving" process is to breathe new life into these structures, turning them into vibrant, repurposed environments. This approach emphasises contextual design, where a deep understanding of the historical, cultural, and social context informs the new purpose of the space. Our strategy is to create a dialogue between past and future, integrating the stories of these places into their revived forms.





Context

Abandoned spaces often have unique architectural features that reflect their era and tell stories about the technological, social and cultural contexts of their time. As cities evolve and societal needs change, many of these structures are left behind, becoming 'silent structures' that no longer serve their original purpose, but still embody the identities of the communities they once served. Over time, nature has also reclaimed these spaces in unexpected ways, adding layers of complexity or providing clues as to how to manage their revival.

matthew emmett - terminal alignment





Context

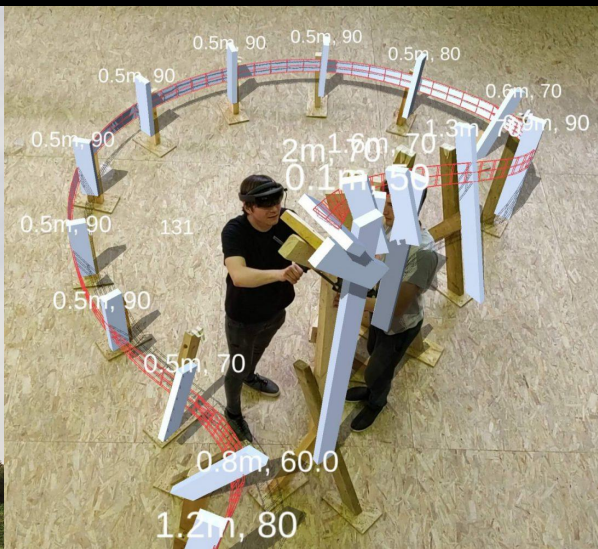
Modern design tools such as Virtual Reality (VR), Mixed Reality (XR), Augmented Reality (AR), and Artificial Intelligence (AI) offer innovative ways to reimagine and realise architectural spaces. These technologies facilitate not only the conceptualization of new designs but also introduce unprecedented methods of execution. Additionally, the rise of new media art and architecture is challenging architects to expand their roles beyond traditional design, using these tools to redefine creative processes and extend the functionality of spaces. With the implementation of AR tools, unique and extremely complex spatial assemblies of elements can also be realised, further enhancing the functionality of these spaces.



Machine Hallucinations, 2019-20 - *Refik Anadol*

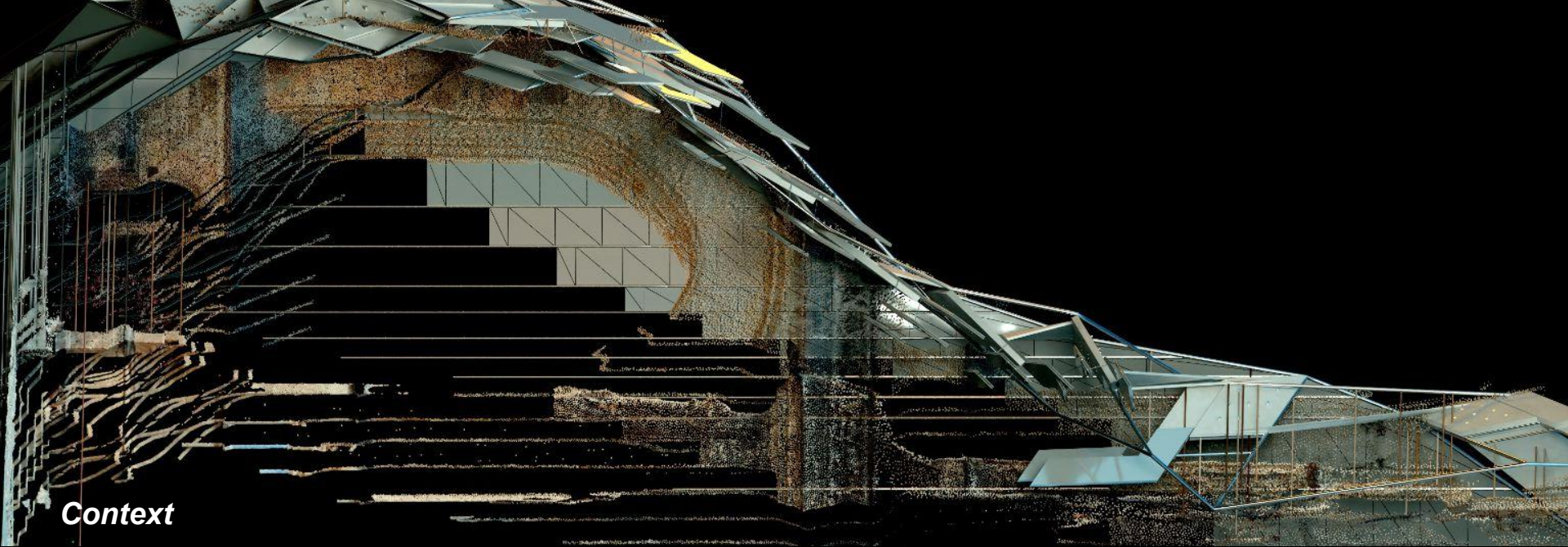
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Steampunk Pavillon, 2019 - *Fologram & Igor Pantic & Soomen Hahm Design*





Context

The advent of large-scale 3D printing has further revolutionised the realisation of digitally-created designs, enabling the creation of structures that would be difficult or impossible using traditional methods. This fusion of technology and design, coupled with interdisciplinary collaboration, marks an era where the boundaries between virtual and physical architecture are blurring, opening up limitless possibilities. The result is a dynamic and transformative landscape where architecture integrates imagination, technology and function in groundbreaking ways.





Hubris, Atë, Nemesis, 2019 - **Stephen B. Nguyen and Wade Kavanaugh**





Universe of Water Particles, 2018 - *teamLab*

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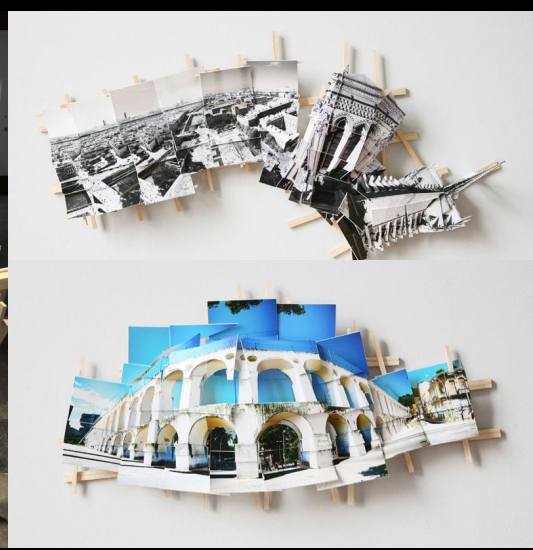




Design Questions and Objectives

The 848155 EP Design Studio 1 challenges students to transcend the limitations of physical substance, urging them to rethink and reimagine the architectural potential of lost and abandoned spaces. The central objective is to craft a transdimensional space that not only breathes new life into these forgotten areas but also respects and preserves their historical and cultural narratives. As cities continue to evolve, the studio poses a critical question: How can abandoned spaces be reintegrated into the urban fabric in a way that honours their past while making them relevant to contemporary society?





various works - *Isidro Blasco*

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Design Questions and Objectives

As a participating student you will be tasked with selecting a project as a site from a group of reference projects with the lost identity. The challenge lies in metamorphosing this chosen edifice into a contemporary or even futuristic architectural proposal. Through this studio, students will be challenged to push the boundaries of traditional architecture, exploring new dimensions of design that are informed by both the material and immaterial facets of the space by using contemporary design tools. The anticipated outcomes are not only innovative architectural proposals but also thoughtful responses to the complex questions of how we can honour the past while building for the future. This reviving process should be grounded in sustainability, ensuring that the revival of these spaces is environmentally responsible, resilient, and forward-thinking. Thus the material of choice for each project should be primarily wood or wood-based derivatives and materials found on site.

piranesi - 11 - The Arch with a Shell Ornament





the Old Church of Vilanova de la Barca, 2016 - *AleaOlea*





Ojalá se derrumben las puertas (Biennale Arte 2024) - *Luciana LAMOTHE*

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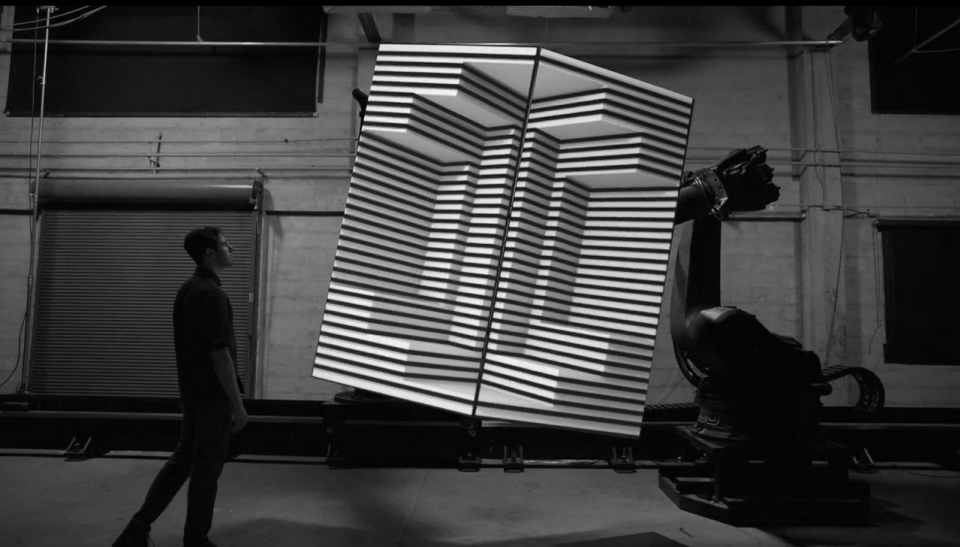




3DS Culinary LAB, 2015 - *Oyler WU Collaborative*

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BOX, 2013 - *Bot & Dolly*

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FINAL PROJECT

Students will select an abandoned space and develop a comprehensive design proposal that incorporates the principles learned throughout the course.

The proposal should demonstrate a thoughtful balance between preservation and innovation, sustainability, and community engagement, ultimately presenting a vision for reviving the lost identity of the chosen space.



Requirements

There are no mandatory requirements, but it is preferred that the students have a basic experience and general interest in computational design and generative design. Digital skills will be acquired throughout the semester.



Organisation

KICK-OFF

Wednesday, 2th of October 2024 | 1:00 pm | Hochbau-Institut

weekly REVIEWS

every Wednesday | 1:00 pm | Hochbau-Institut

	Tag	Datum	Beginn	Inhalt
Oktober	Mi	2	13:00	Kick-off Presentation --> Presentation of the sites
	Mi	9	13:00	
	Mi	16	13:00	Review Sessions - research phase
	Mi	23	13:00	concept development
	Mi	30	13:00	PIN-UP: 30.10.2024
November	Mi	6	13:00	Review Sessions - design phase
	Mi	13	13:00	development of the design language
	Mi	20	13:00	and principles
	Mi	27	13:00	PIN-UP 20.11.2024 preperation for the mid-terms
Dezember	Mi	4	13:00	MID-TERMS
	Mi	11	13:00	Review Sessions - design phase
	Mi	18	13:00	Weihnachtsferien
	Mi	25	13:00	Weihnachtsferien
Jänner	Mi	4	13:00	Weihnachtsferien
	Mi	8	13:00	Review Sessions - design phase
	Mi	15	13:00	DESIGN FREEZE
	Mi	22	13:00	preperation for the finals/submission
	Mi	29	13:00	FINALS

