



## Sudden City

CCA Advanced Architecture Studio

Jordan Geiger

Fall 2007

### Phase One: Building the City

#### Week Two: Collective Model

#### Week Three: Dynamic Map

Having now started taking stock of ubiquitous computing in the city, we move into its documentation. This documentation takes two forms, to be started this week and next week, respectively: a group model and individual maps as websites.

#### Process

This week and next are a process of *translation*: giving visible and critically interpreted form to things you have seen, read, documented. First we will work collectively, making something material out of a set of subjects that are generally not material. Next we will map each subject, online and individually, adding content and time references not usually permissible in a paper map.

#### This week:

- Refer to the class website for your particular subjects in the city. Make a series of sketch models for each of your subjects in the city, trying out different materials and material relations to spatialize it. Remember, you are mostly modeling things that are immaterial; it is an abstraction to give it a material, visible presence. It is to define a spatial characteristic and to make a critical interpretation, not merely to illustrate or represent it.
- After starting this, and as the base model gets built, begin working your sketch models into the base with an *accurate scalar relationship*; and observing *how your models relate to and sometimes collide with others on the base*.
- Refer to your notes from last week. Does the subject have an orientation? Dimension? Is it a network? Does it have strong boundaries?

#### Also:

- FOR THIS WEDNESDAY, bring first sketches of an interface. This should be a response to the Sant reading, and for its call for methods of mapping urban conditions that do not rely on the physical contours of the city as the basemap.
- Give some thought to the role time can play in your interface. How does content relate to itself on the page? How does it reflect different time scales in the city?
- This Wednesday will be a Dreamweaver workshop, where we'll introduce basic tools for setting up pages based in HTML (hypertext markup language, a phrase that will begin to have new meaning for us as almost a model for urbanism)
- To give you ideas and reflect on your own, we'll review examples of dynamic mapping in class and talk about ways to document each case of ubiquitous computing as a new form of urban map.