

Competition research: Matter on Lines- Marble

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CONTENT / What it is relevant on Architecture talking about objects is the matter. Matter as a physical substance that create atmospheres, relations and light.

The proposal for the workshop is to create matter with lines in order to design a "Material City".

As a second attempt for this workshop, using the definition of Marble, we are going to create matter with a pattern of lines and, going beyond, to design one "Marble City". For this purpose, we will work together with MIRO.

AIMS / To understand the presence of the matter in our projects.

To relate drawings, physical models and video as a way to produce an architecture project.

METHOD / The students will use the drawing to create matter. We will draw lines and model them to create a space as a matter.

Finding opportunities of Multimedia Dawing_Model_Video relationships to start with a project.

PHASES /

Part 1: Draw. Individual Work.

Select a piece of marble and draw the lines that constitute the matter of the stone.

BIBLIOGRAPHY / "Power of ten". Charles and Ray Eames: <https://www.youtube.com/watch?v=0fKBhvDjuy0&t=14s>

Part 2: Model. Group Work.

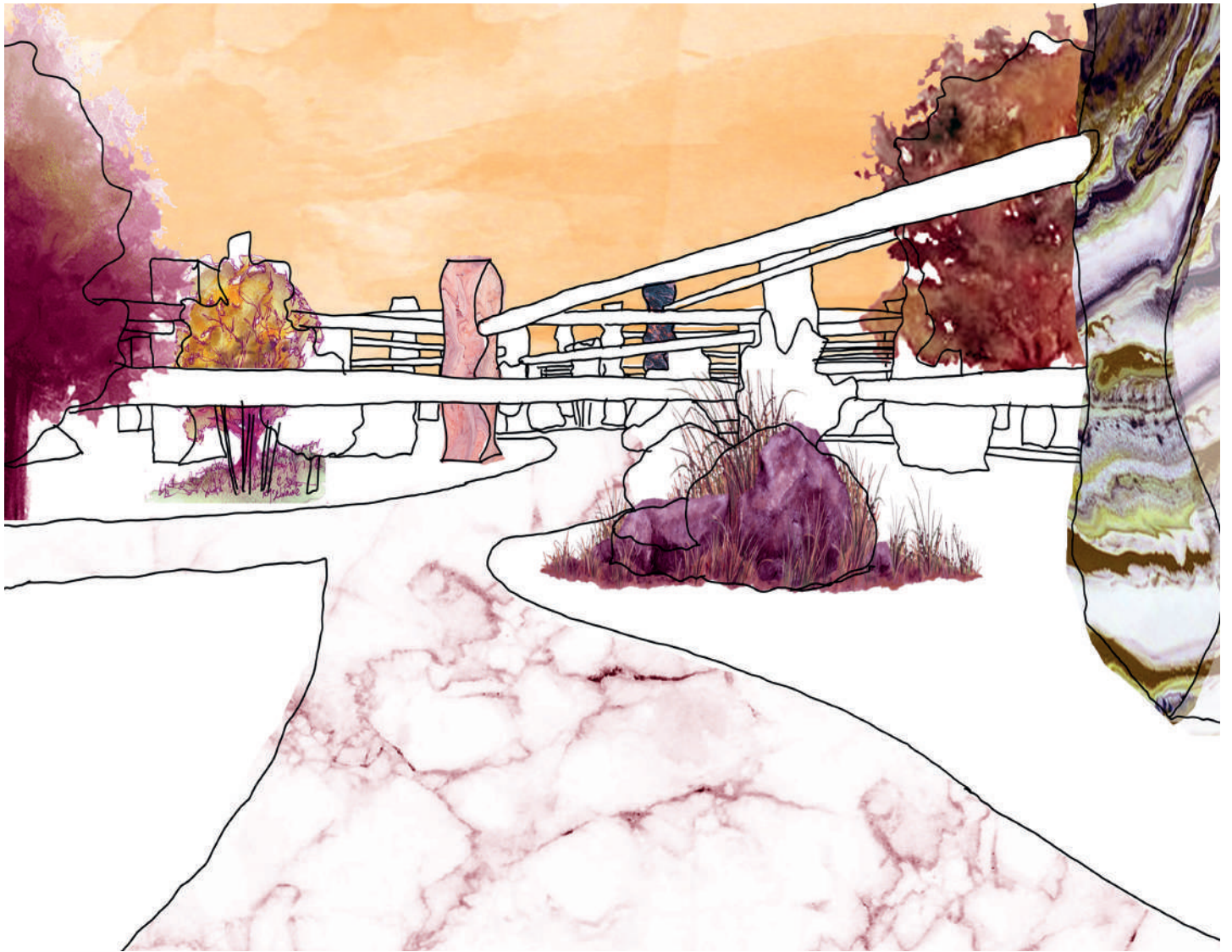
Transform the lines into a three-dimensional object.

BIBLIOGRAPHY / "Cwload Cities and Solar balloon travel". Tomas Sarraceno: <https://www.youtube.com/watch?v=61fybvkZiDE>

Part 3: Video. Class Work.

Work all together to design a "Material City" with all your ideas in MIRO **BIBLIOGRAPHY**

"Let me tell you about my boat." - The Life Aquatic. Wes Anderson <https://www.youtube.com/watch?v=d1RnYfZK2k>



1st Prize

Anxiety

**Fernando Navarro¹; Belén García²;
Marina Pérez³; Carla Muñoz⁴**

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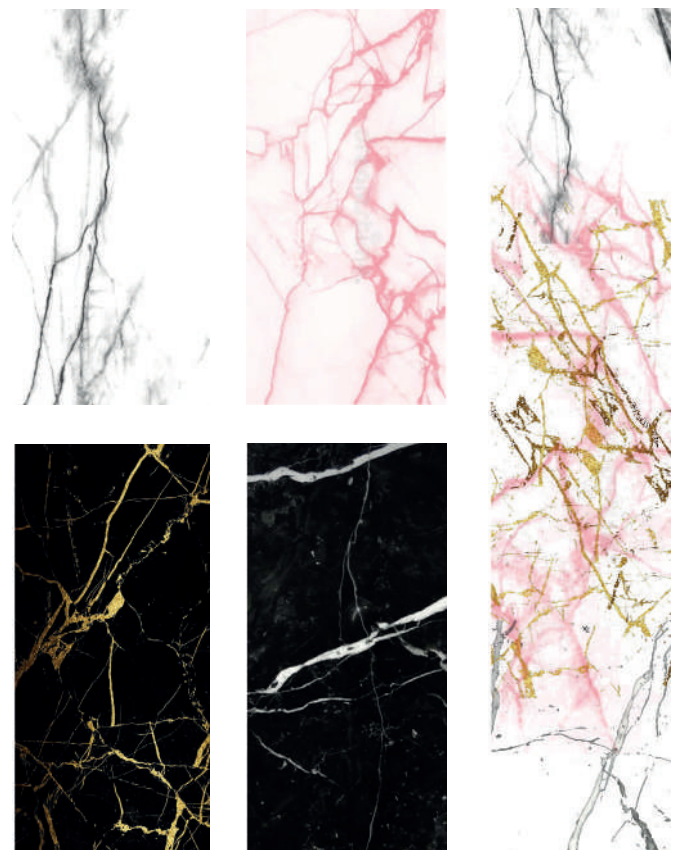
³ Alicante University, Spain

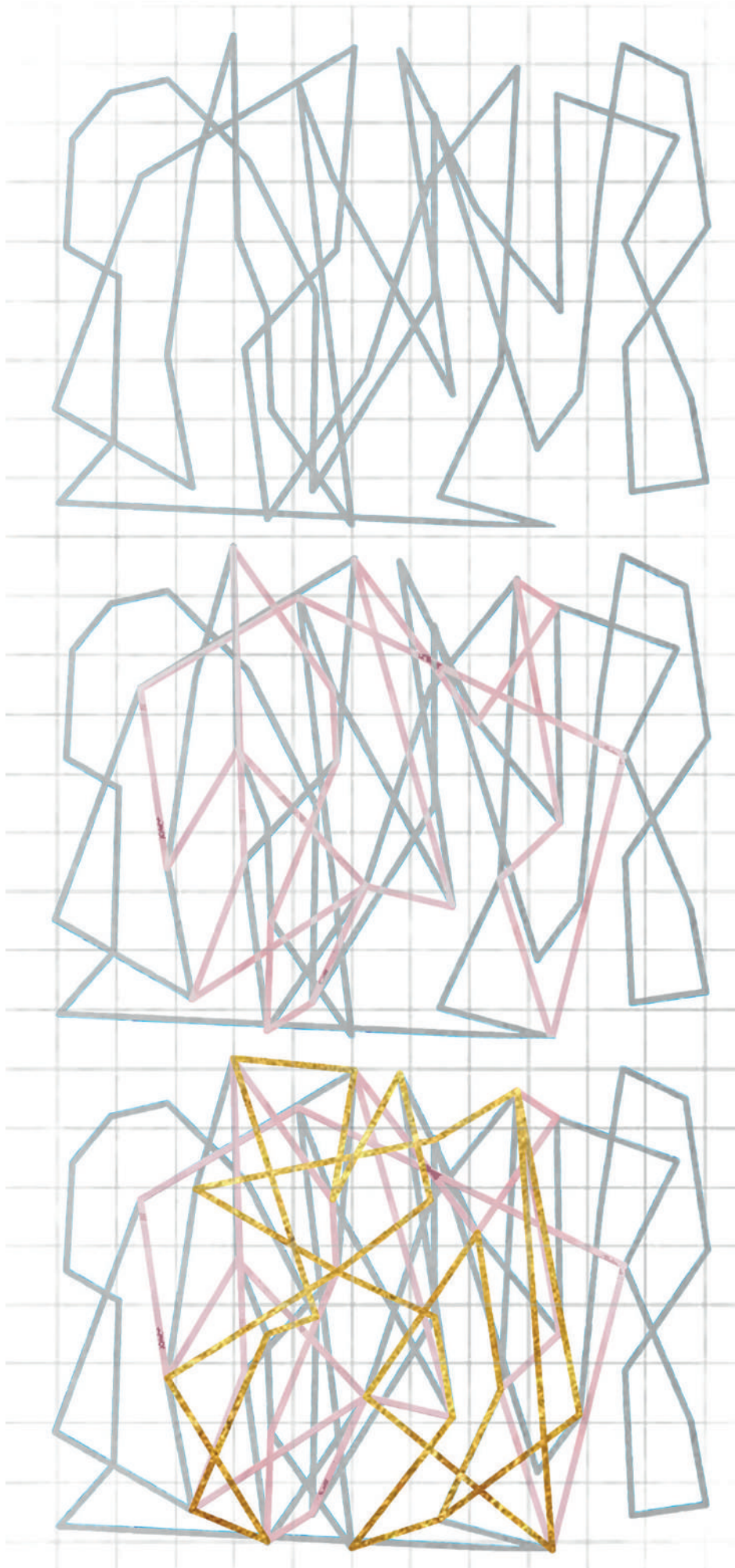
⁴ Alicante University, Spain

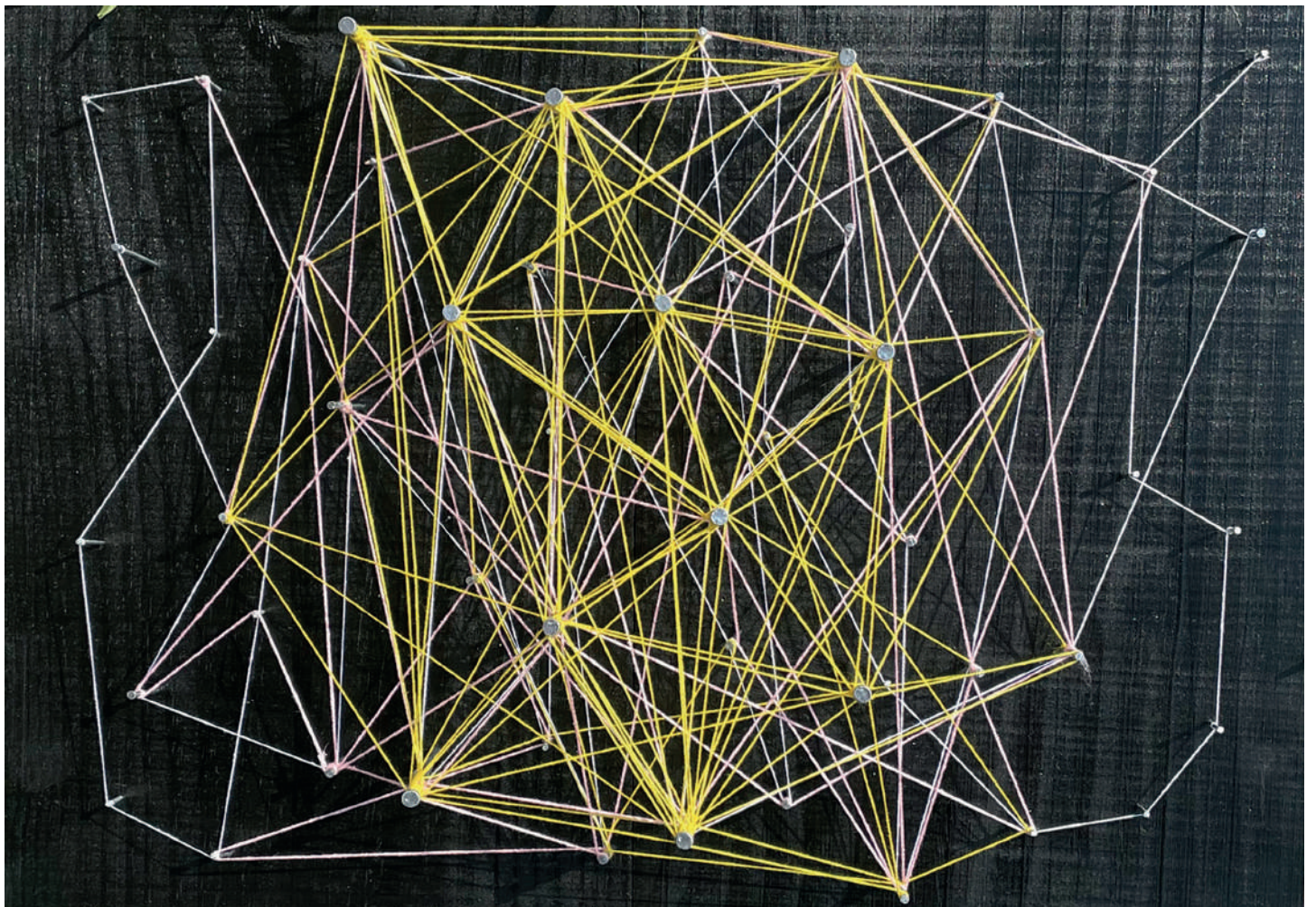
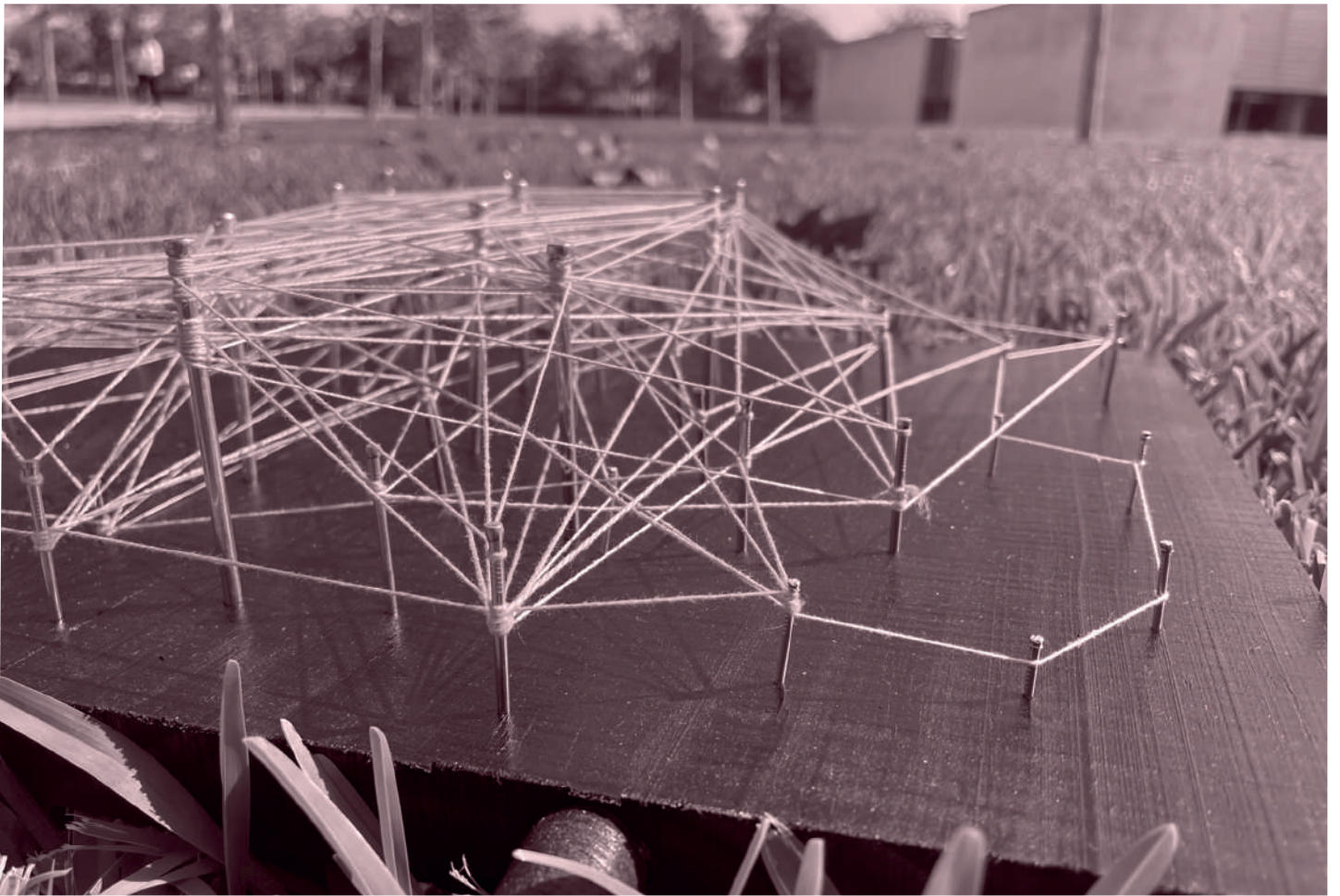
After the sharing of our marble pieces, we noticed that the difference between them was in the betas, each piece had a different size, colour or quantity of them. Although each piece evoked an idea, as a whole it conveyed calm and chaos. After this reflection we can present you our idea, ANXIETY.

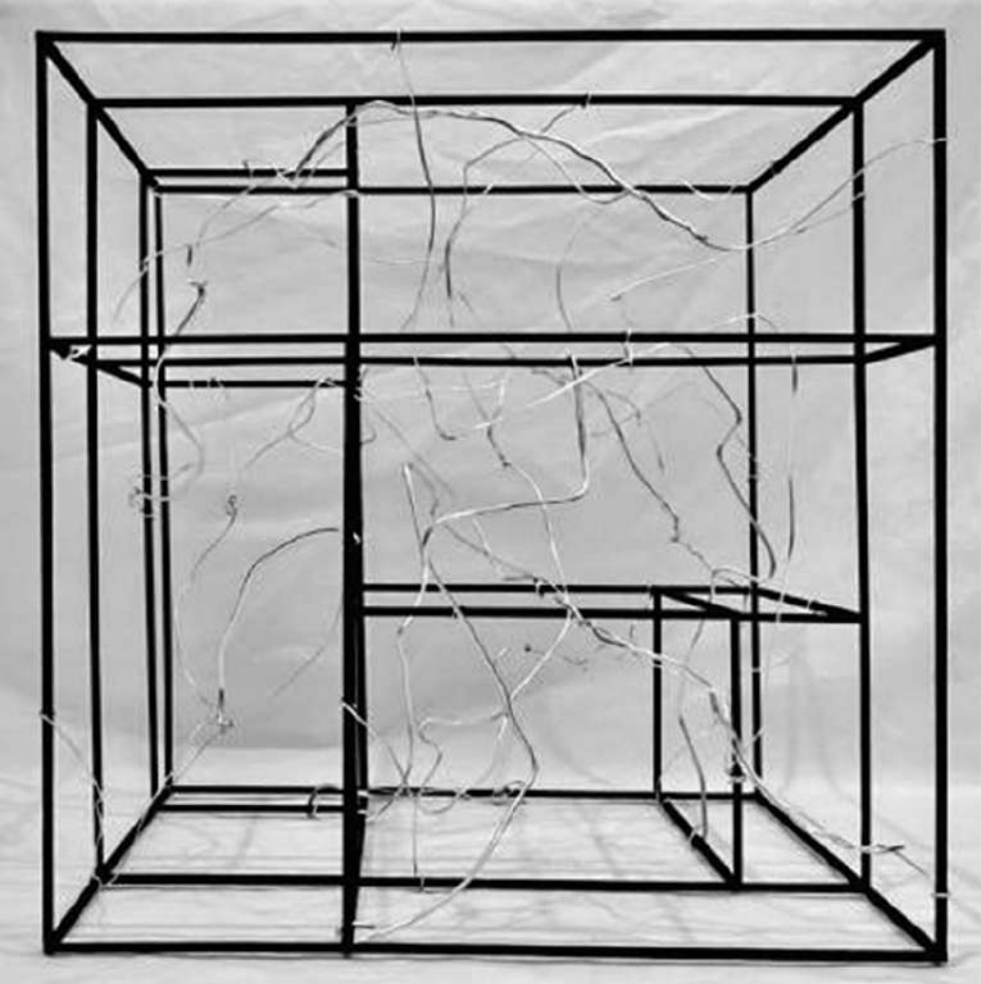
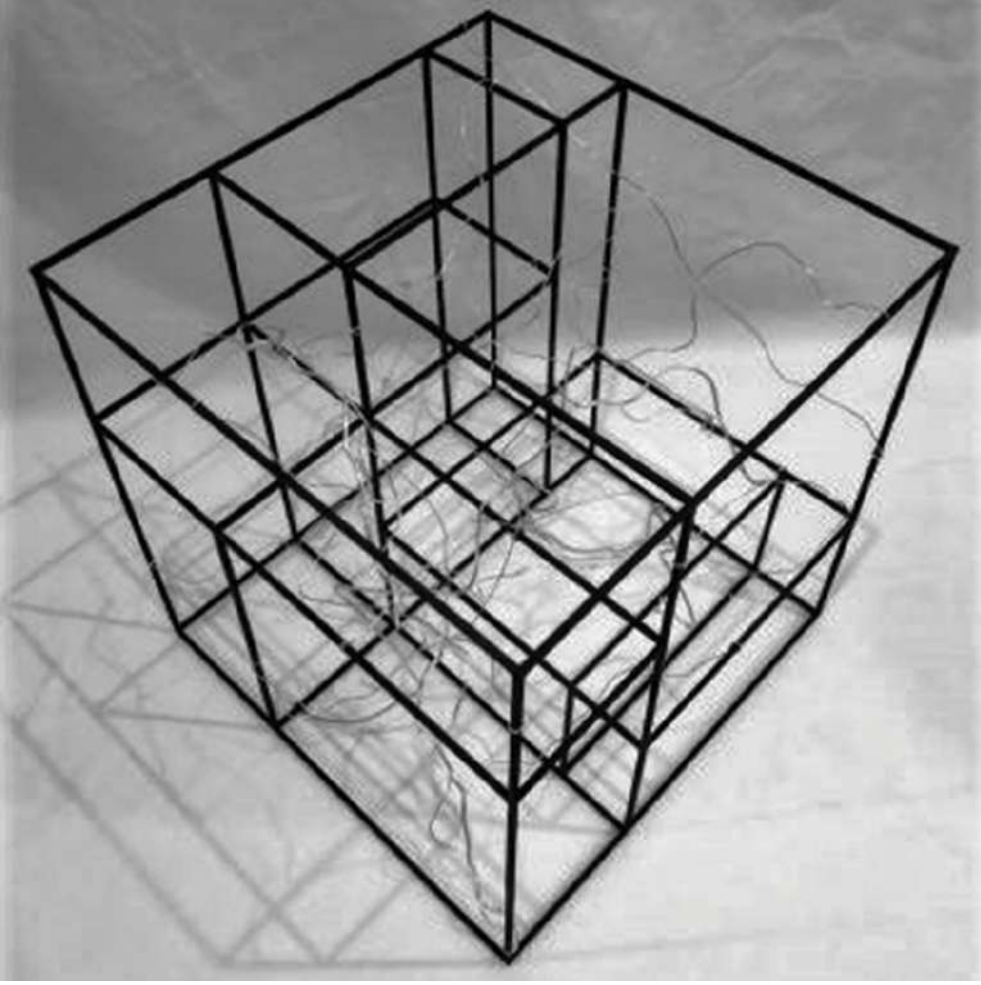
Anxiety is a feeling of fear, dread and uneasiness, which manifests itself differently in each individual, but they all have something in common, the peaks of calm and stress. It usually begins with mild concerns, which quickly worsen until they reach the climax of the process, in which episodes of anxiety occur.

Once you know this, you will understand our idea better. We wanted to represent anxiety in the form of a model, inspired by our own marble pieces. As we have already said, anxiety starts slightly, this can be observed in the marble pieces with few betas. To represent the peak we have the other pair of pieces, which inspire us stress and restlessness.









2nd Prize

Veins and Void

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Niklas Klinck³; Andrea Chávez⁴; Ginebra Abadía⁵

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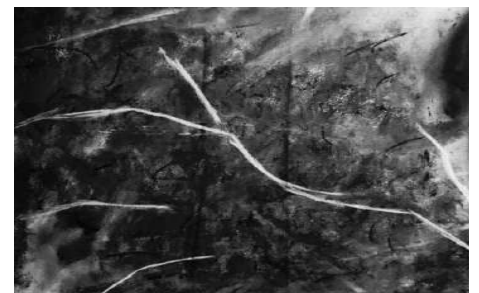
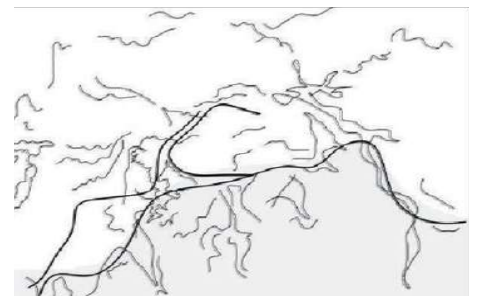
Our main ideas for this individual part were void, structure and pattern, lines, transparency. Structure and pattern was an initiative to find some sort of reasoning behind the apparent chaos of the veins in marble: where they would converge etc. Void was seeing how in a full block of marble you could erase a line to actually create a line in the marble, much like the limestone itself, and the transparency allows a juxtaposition of planes whose union changes according to the point of view.

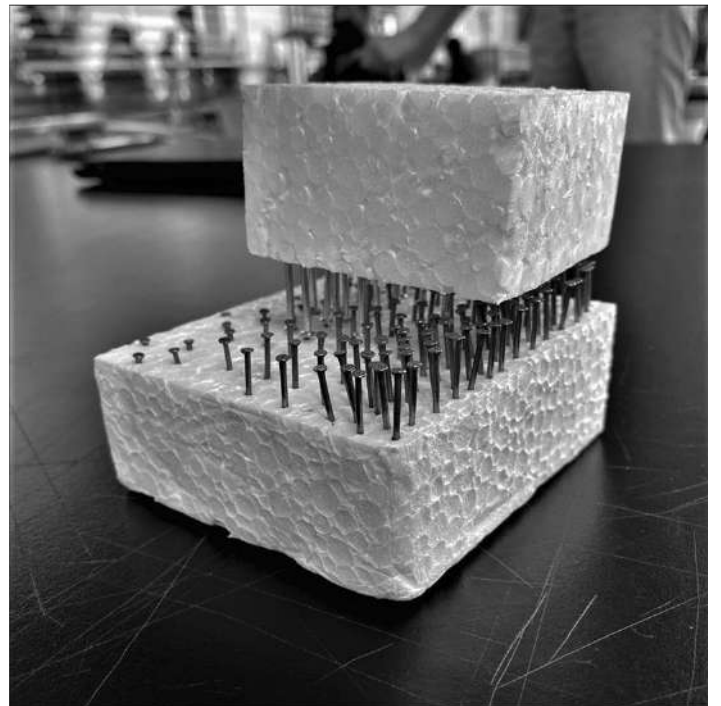
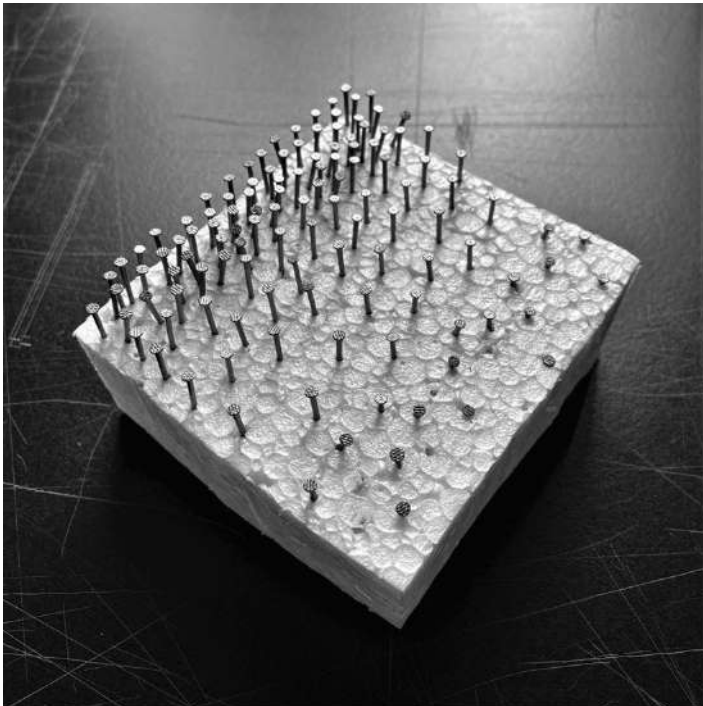
CONCEPTUAL MODELS OF THE PROJECT

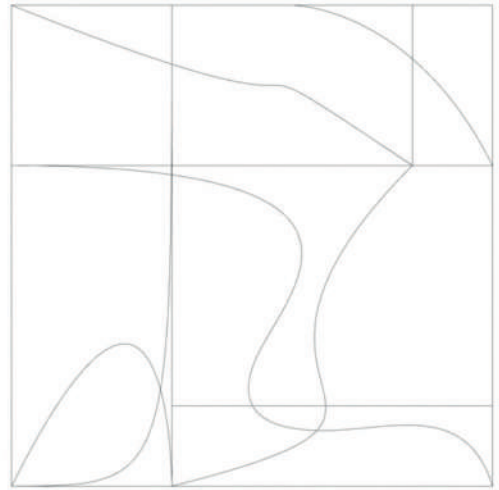
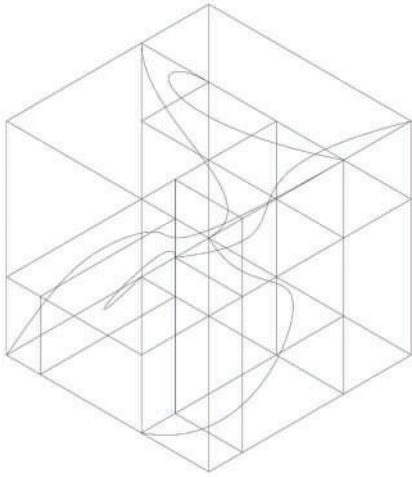
Our main ideas for the models were of structure, void, and density. The cube project was created to simulate the structure of marble: when you remove the mass of the marble you will notice the vein structure. Furthermore these veins are in no way connected to the smaller blocks of marble which you would cut from the quarry. In a way they are trapped in space-time, forever relegated to being exactly how they are once a so called "picture" of them is taken, i.e. when they are mined.

MAKING OFF THE VIDEO

The Video tried to express our ideas of internal structure and how marble is a constituent of two parts: The mass and the veins. One cannot view the material with just one or the other in real life, but what if we were to eliminate the mass? What would remain of the material? To try and visualise this we thought of using milk, to simulate the stone with metal wires simulating the vein structure, as the milk would drain it would reveal more and more of the veins, a sort of imaginary quarry. The burning of the paper was to achieve a similar, but contrasting effect. In a way, this also helps our understanding of the city: once we remove the building mass, we get different intertwining veins of the routes crossing the city.









3rd Prize

Ligth

**Nagore Uranga¹; Irene Pastor Benito²;
Julio Hernando³**

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Part 1: Draw. Individual Work

This is our way of expressing the lines of marble.

Figure 1

In the first photo I wanted to express a realistic drawing of how marble would be. I was inspired by photos taken from the Internet and I did it through design programs (photoshop).

In the second I wanted to create a more organic and natural abstraction, and I was inspired by the sea creating a more fluid image.

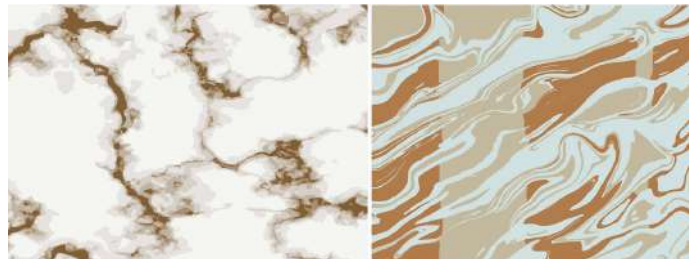


Figure 1

Figure 2

With my representation of marble, I wanted to get away from the classic image that the word evokes, that large white block with patterns. So I decided to represent a completely black marble with white patterns. This image evoked us the lightnings of a thunderstorm against the black sky, which we used to develop the later work.

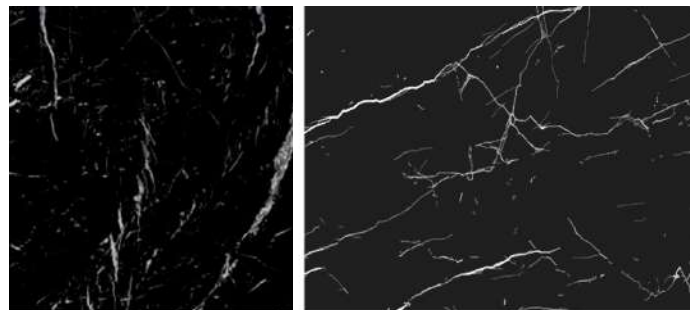


Figure 2

Figure 3

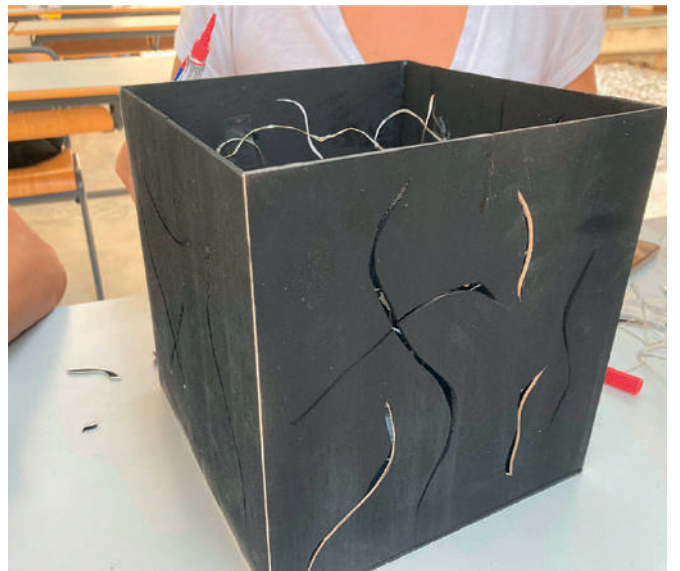
With this representation of marble, I wanted to represent something similar to what we have always seen in our homes. The one that I have represented has been the one from my house since it is the one that I have always seen.

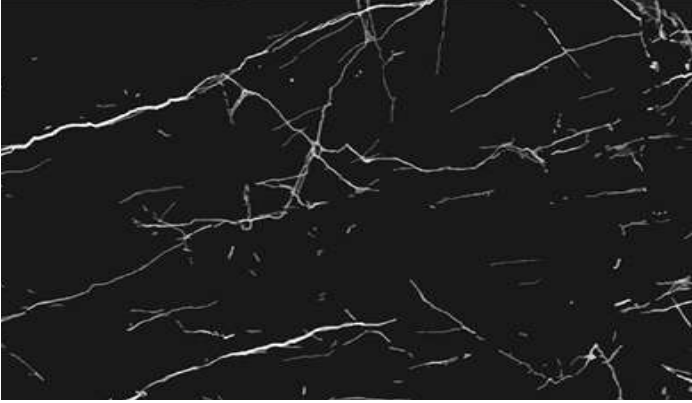


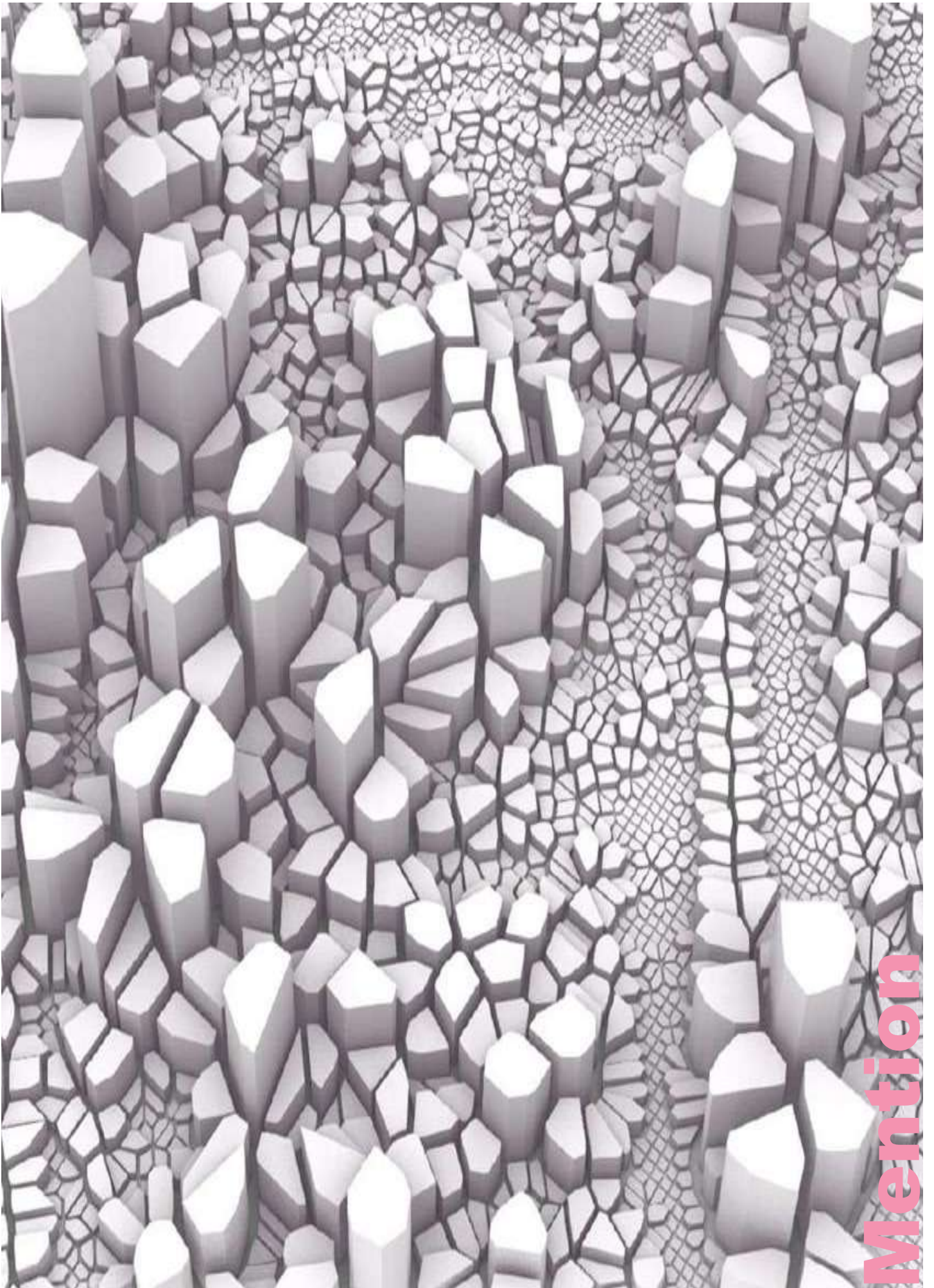
Figure 3

Part 2: Model.Group Work

In this part we had to transform the lines into a three-dimensional object. For this we wanted to give it a natural meaning and his work made us think about storms and we decided to represent it.







Volumen axo

**Dorna Farrahi¹; Chiara Moretti²;
William Tholl³; Pia Polic⁴; Vit Kucerovsky⁵**

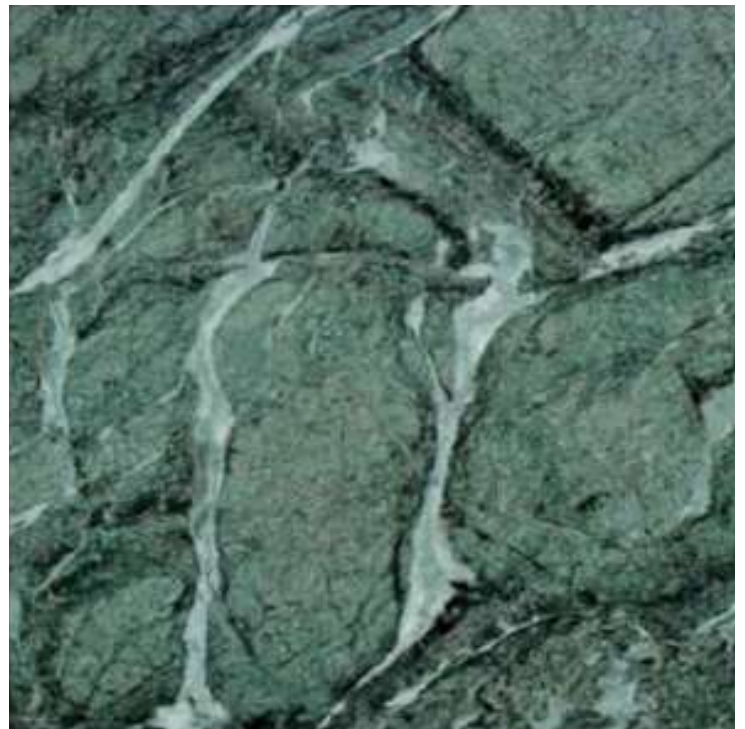
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⁴ Alicante University, Spain

⁵ Alicante University, Spain



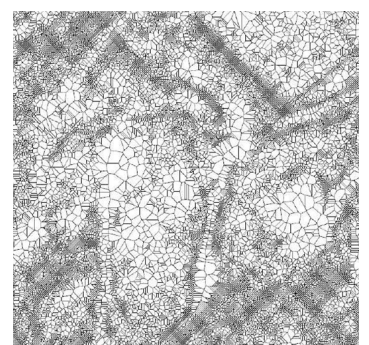
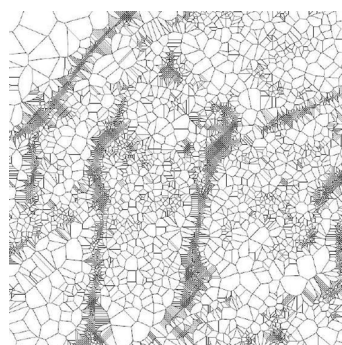
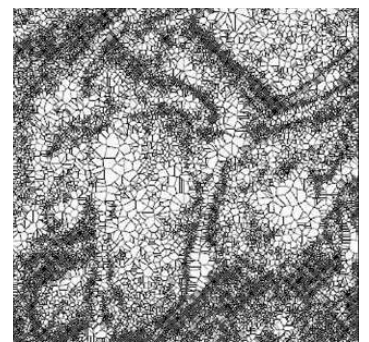
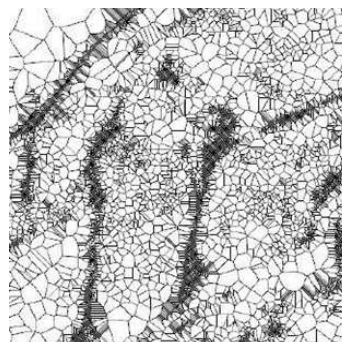
Drawing is based on an algorithm which divides the picture on different cells. Their density and size is based on the shade of the color of the used picture. More darker color means more smaller cells. These cells represent the 3D (city) elements in the next steps. I scaled the cells in Z direction, the value of the scaled size depends on the size of the cell. I used this as a tool to describe and translate the picture of marble into something that we can better understand and measure with precision.

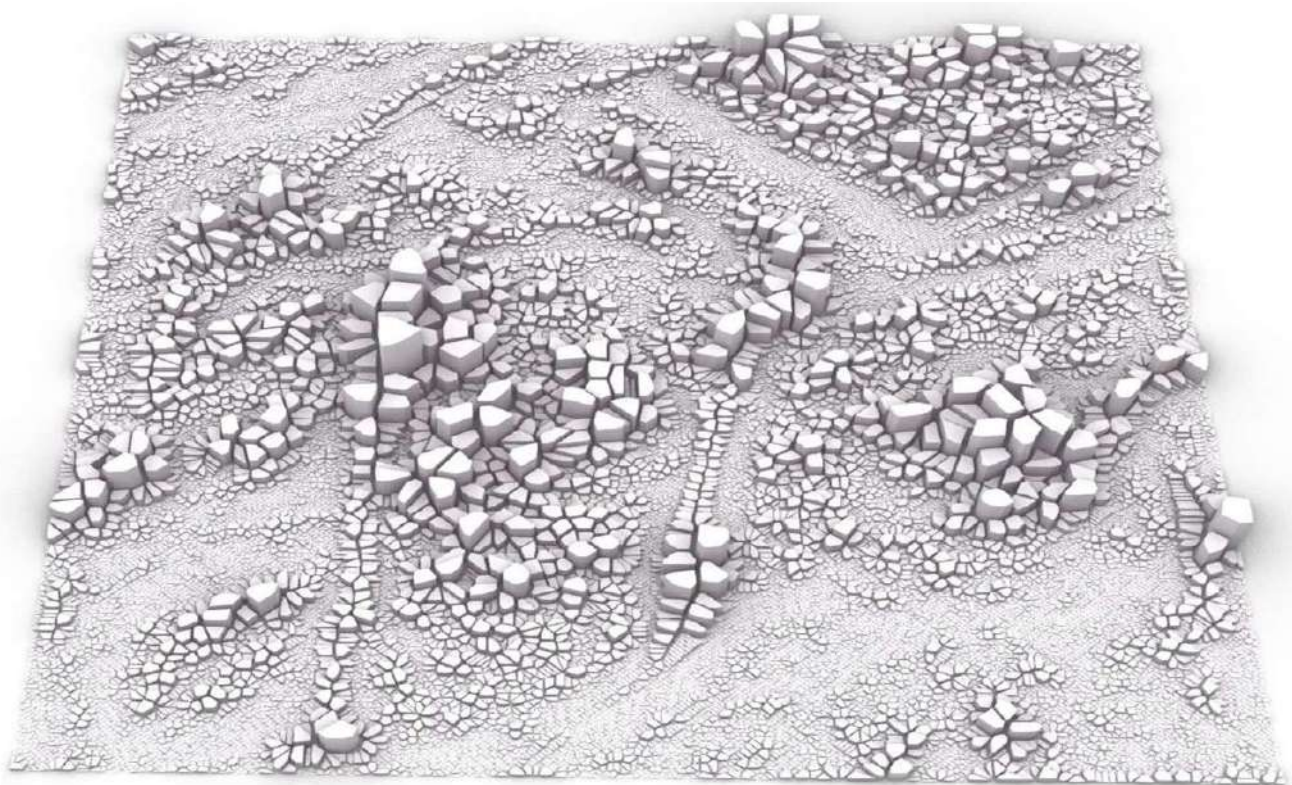
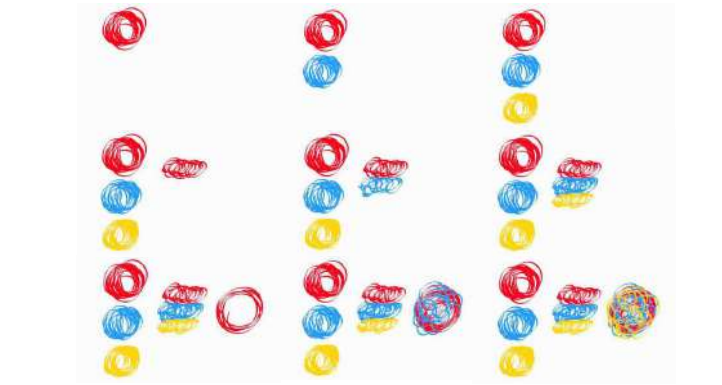
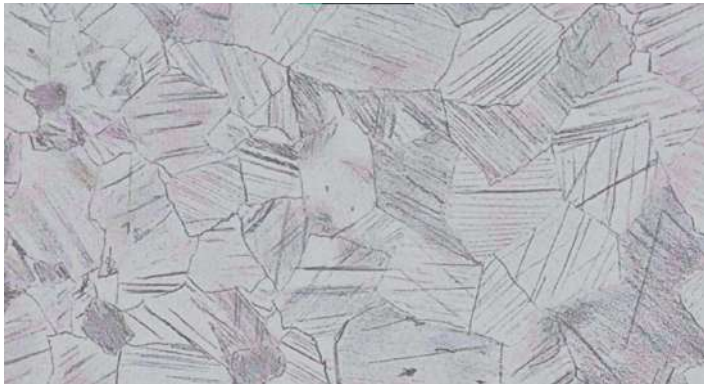
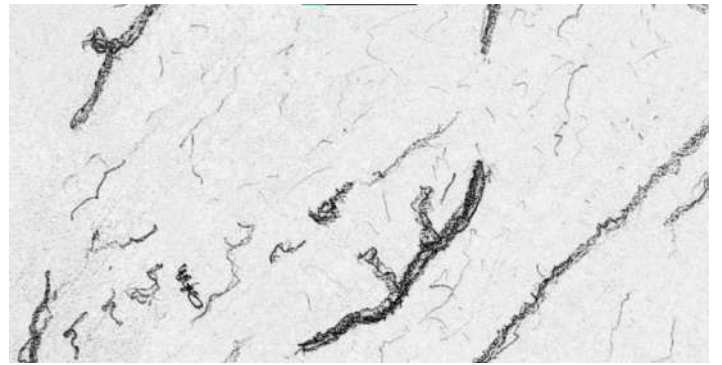
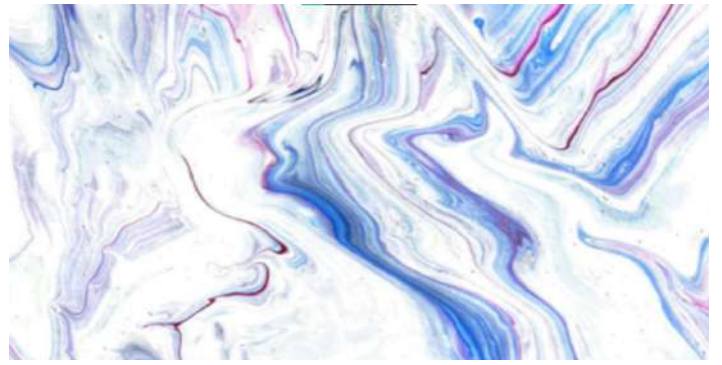
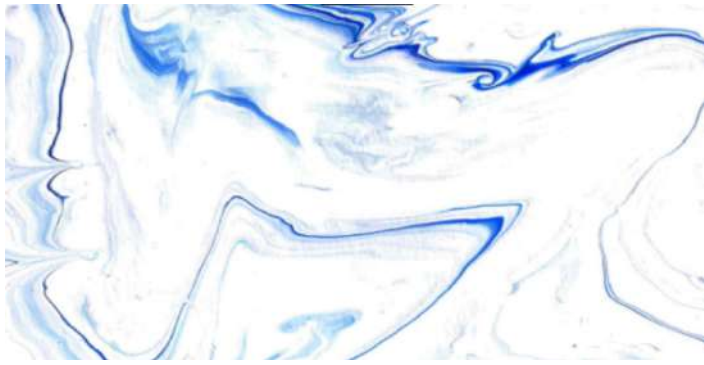
Model:

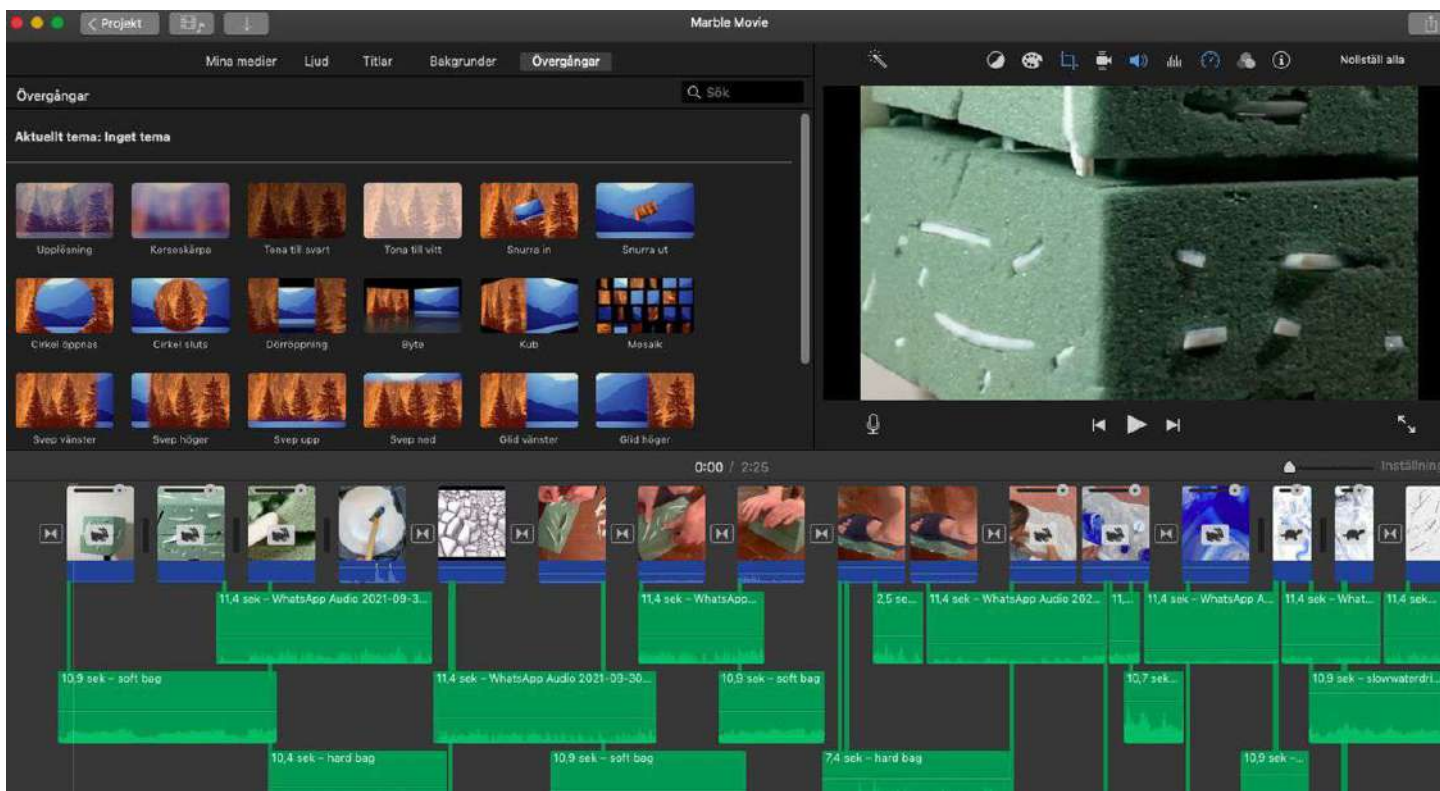
We tried to represent the creation of marble, combination of different elements with universal energy and super high pressure. Destroying one element (plate) and then combining it with another. We used a human power of pushing one element into another and so we created this model.

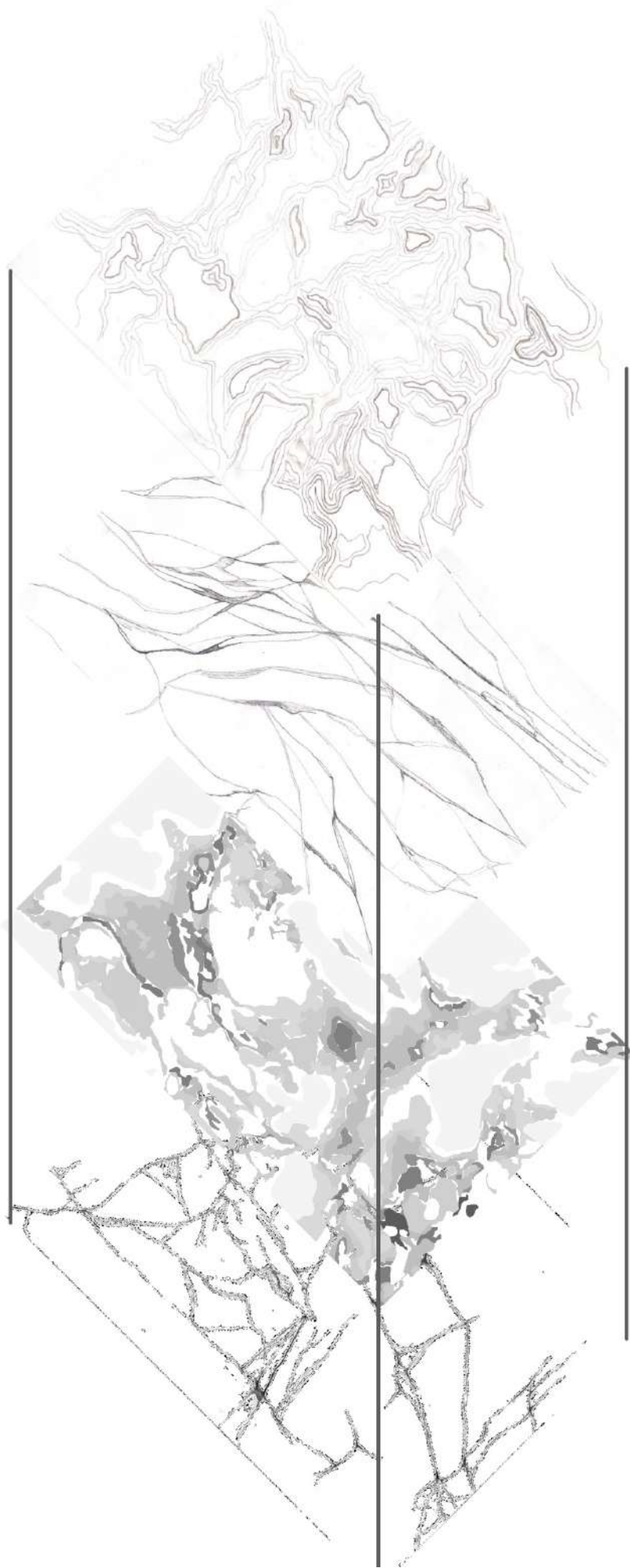
Video:

We tried to represent the process of creation marble by our way as humans. We composed a video combining our drawings, creation of the model and sounds we recorded during the process.









Mention

Mobile

**Ayomide Erinle¹; Zoe Restrick²;
Iva Van Der Maas³; Kyra Trauschke⁴**

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The lines in the marble look like the lines of a map resembling contours of a place, we inter-pretted our individual drawings to represent different layers of a map.

TANGIBLE FACTORS

Roads, rivers, terraine, etc.

INTANGIBLE FACTORS

Historical change, layers of individual perspective/ memory of place.

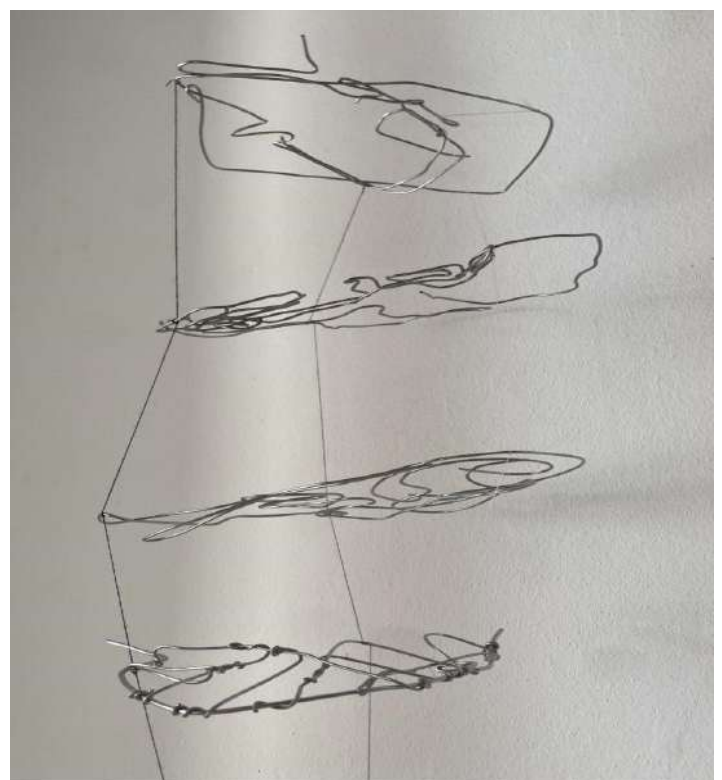
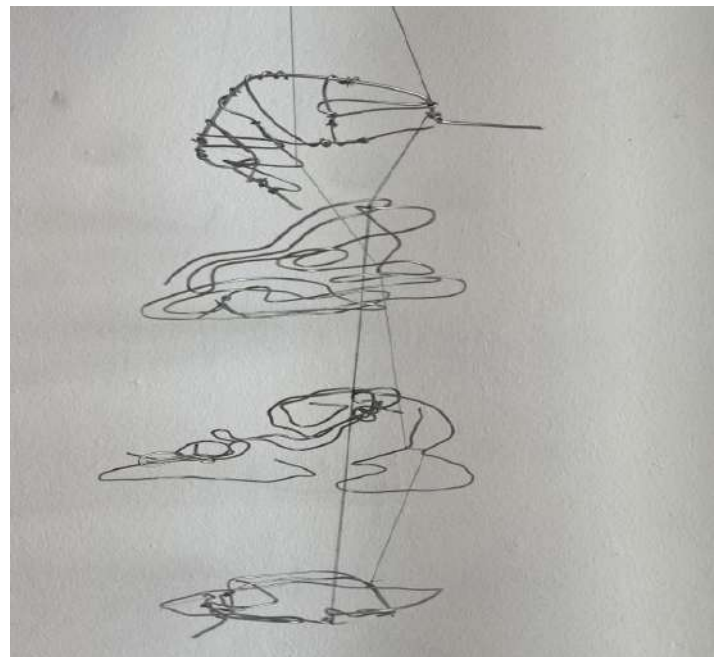
The Model uses a concept similar to Redcliffe caves development artefact.

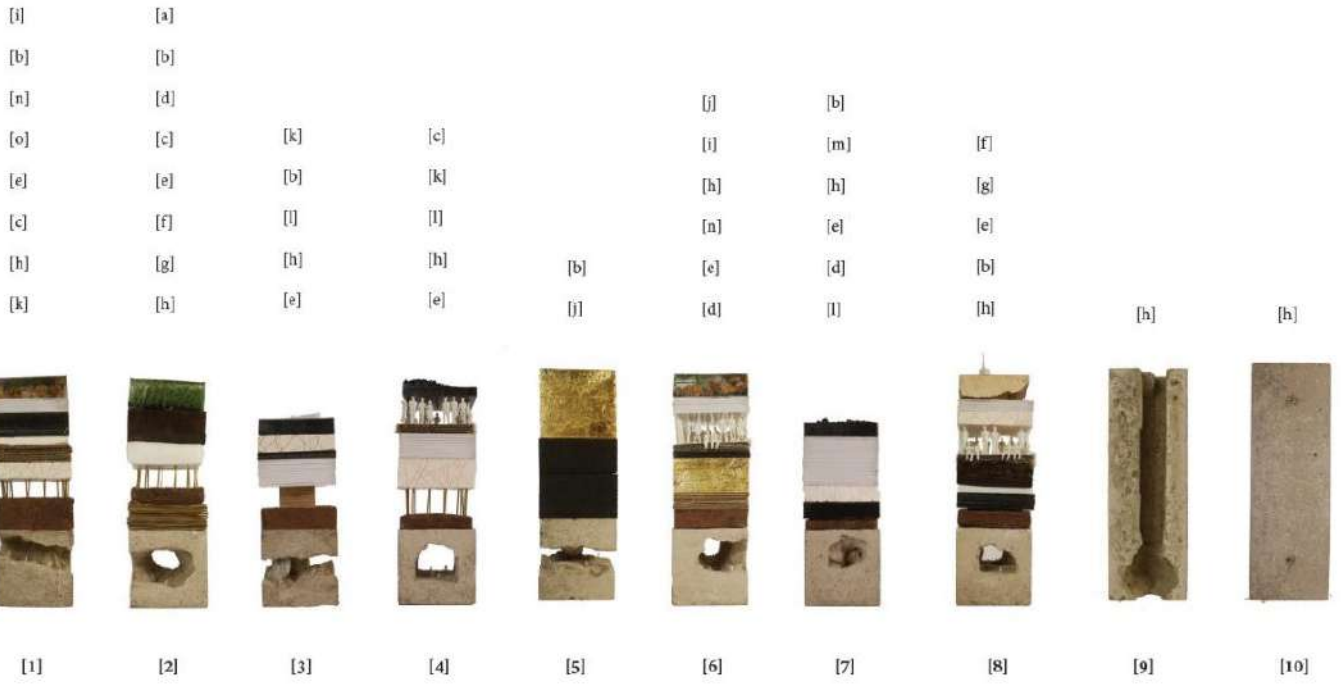
The idea of the model is the layers of a city and representing the layers in a creative form or through architectural analysis like a diagram, drawing, exploded axonometric. Using material form as a representation tangible and intangible factors.

As with the nature of the film the exploration of the artefact as a drawing of space considered the idea of emergence in a material form. The totems represented as cores in a three dimensional manner allowed us to explore the vertices and internal face relationships of the model and as such the relationships of the site.

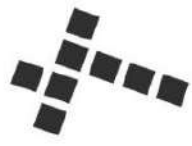
We took the idea of memory of place and created physical form to represent our individual memories of the same place. This showed how different each persons memory of a place is but also similar memories show how we influence each other.

Our combined memories show how we influence each other's idea of a place, the memory of place is affected by the people we experience it with layered, superimposed fragments loosely associated with faces and conversation.





Distribution



Site

- | | |
|------------------------------------|-------------------------------|
| [1] Redcliffe Wharf | [6] Ostrich Pub |
| [2] St. John the baptist Hermitage | [7] the Kiln |
| [3] Redcliffe Parade | [8] St. Mary Redcliffe Church |
| [4] Railway Tunnel | [9] Dean lane mine |
| [5] Blackbeards House | [10] Void |

Characteristics

- | | | |
|---------------|---------------|-----------------|
| [a] Nature | [f] Religion | [k] Abandonment |
| [b] Myth | [g] Death | [l] Mining |
| [c] Entrance | [h] Sandstone | [m] Glass |
| [d] Gathering | [i] Water | [n] Shipping |
| [e] Storage | [j] Smuggling | [o] Void |



