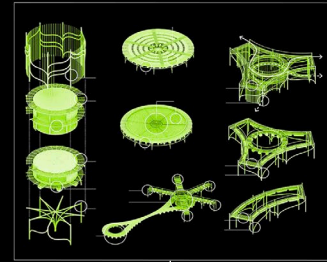
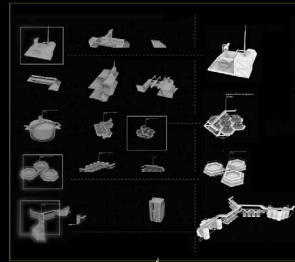
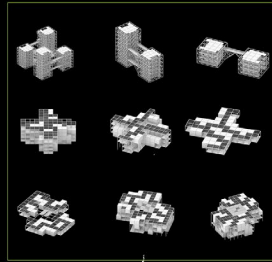
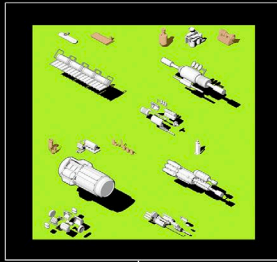


PROTOTYPEs [hybrids & other beasts]

The prefix *prot-*, or *proto-*, comes from Greek and has the basic meaning "first in time" or "first formed."

"first, source, parent, preceding, earliest form, original, basic," (from PIE **pre-*, from root **per-* (1) "forward," hence "before, first").



Instructor: eva castro | nicholas lim

To define a prototype in this studio will be to critically observe a given type and to capture its essential performativity, to then move away from its pre-assigned, often monofunctional character and set of effects and transit toward projecting new *other behaviors able to produce new affiliations* within the territory where it is positioned.

Prototypes in this studio are understood as the nodal articulation of a territory, capable of generating local *intensities* within the landscape. By creating these nodes, we are simultaneously designing desired (and specific) performances (1:1/1:10) and attributing hierarchies within the landscape (1:1000/1:10000), designing its nuances and inflections as well as re-defining its *meaning*.

To design a prototype -for us in this studio, will be to allow at times the temptation of the irrational to dance with the generic, to challenge all what we think *it is* and to allow the *unfamiliar* to break through. To foster the unfamiliar is not to be seen as a capricious attitude, rather a decisive intention to question the norm and the status quo. The unfamiliar -as the presence of the not-known, the less-known, will be pursued as a means to decode the traditional and re-code the construction of future relationships.

As the prototype serves as a model for further iterations, it is by default in a continual process of becoming that cannot be abstracted from its spatio-temporal circumstances, hence in constant connection to 'its' context; forming it, affecting it. To capitalise and elongate that transformative quality, the studio will operate procedurally, gradually moving from global

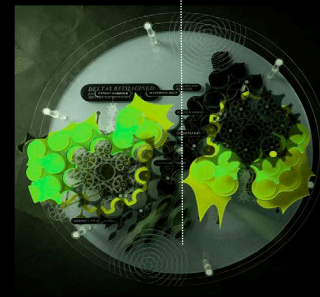
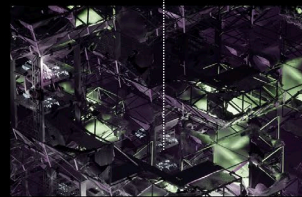
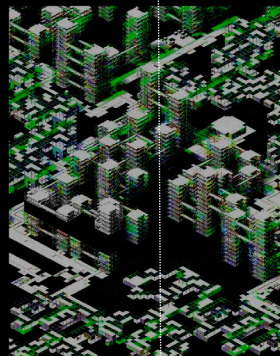
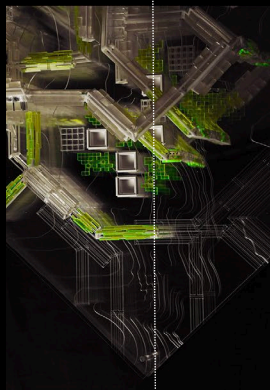
observation to operating within a laboratory condition for engendering (families of) prototypes. Within this stage we will maintain the generic as an embedded potential for flexibility; we will work with gradients of variability informed by given parameters and build a comprehensive catalogue.

The shift from the type to the prototype is a conceptual shift to redefine the infrastructures that have traditionally served the city -beneath its surface, to alter their monofunctional character and reposition them as active components to materially shape the new city. To visualize infrastructures and infrastructural systems will mean to re-think their traditional continuities and to move toward aggregative logics of discrete components.

and **ASSEMBLAGES**

_a collection or gathering of things or people. ..._a machine or object made of pieces fitted together.

_Deleuze and Parnet 1987, 69 [1977] At their most basic, assemblages could thus be thought of as a collection of relations between heterogeneous entities to work together for some time.



To define an assemblage in this studio will be both, to (de)sign combinatory logics; adjacencies and desired inter-relationships among the prototypes through aggregative logics, and to articulate the territory by addressing the specific insertion of the prototype(s) and its relationship to the ground (environmental, socio-economic and cultural context). We will test the prototype(s) within a particular condition and fine-tune it to simultaneously react and adapt to the context; to inform and be informed by it, to build a dialogue of sorts that we will characterize as an artificial ecology.

We will treat infrastructures as a direct agent to engage with the territory. We will pursue the formal and material articulation of the infrastructural prototype, coordinating its operations

with the territorial processes, forms and parameters identified in the site, developing its relation to the ground, and elaborating its architectural composition.

The studio will first define what are the necessities within the East Coast in Singapore, to then approach the issue from the infrastructural point of view, analyzing existing typologies, working at the edge of their functional capabilities to develop hybrid and highly designed *infrarchitectures* for new modes of coastal living, that is co-existing with our environment, geography and ocean.

Studio Structure

Week 01 - week 03 typologies research and analysis : coastal RESILIENCE, PROTECTION, APPROPRIATION, EXPLOITATION

Week 03 - week 06 phase 01 prototyping (1:10 – 1:100) : generating hybrids (geometric analysis, performative analysis, global catalogue, physical models)

Week 06 - week 07 production mid term review (defining modes of representation akin to the forms and arguments generated)

Week 07 - week 10 phase 02 prototyping (1 :100 - 1:1000) : (environmental logics, aggregative strategies, territorial emplacement and feedback, iterations)

Week 10 - week 13 phase 03 assemblages : (development through production : describing machines, prescriptive drawings, designing mechanisms, physical models 1:10 / 1:1000)

Week 13 – week 14 production final review (defining modes of graphical and textual representation akin to the forms and arguments generated)

Notes

_The studio will take advantage of the CCA ongoing research and plugin within the East Coast as the testing local bed for the projects.

_Likewise, the CCA network of local and international collaborators, from industry to academic institutes to public agencies will lend its support to the work carried out.

_The best work produced during this studio will be included within the one year programme the CCA organises and will be incorporated in exhibitions, presentations and events in Singapore, NYC, Helsinki and Santiago de Chile.

