



PRECAST REALITY STUDIO

INTELLIGENT SYSTEMS, BIOTECHNICS, ROBOTICS AND
ALTERNATE FUTURES

Semester 01/ 2005
Master of Architectural Design
March 2005 -June 2005

Year Coordinator:
Studio Leader:

Prof. Tom Heneghan
Dagmar Reinhardt/ reinhardt5@yahoo.com

BLADE RUNNER (1982) / BRAZIL (1985)
5TH ELEMENT (1997)
MATRIX (1999)
MINORITY REPORT (2002)
I-ROBOT (2004)

**MASTER OF
ARCHITECTURAL DESIGN**

AG_ACKERMANN GEORG ALEXANDER (GERMANY)
AW_ALBARGAWI WADIA (SOUTH AFRICA)
CD_CRONIN DANIEL (CANADA)
DEJ_DUENAS JAVIER (MEXICO)
HUW_HUANG WENLIANG – MICHELLE (CHINA)
JH_JI HANBING (CHINA)
JY_JI YU JI (CHINA)
LQ_LI QI - KYLIE (CHINA)
LYZ_LIANG YI ZHANG - DENNIS (CHINA)
LZ_LIU ZHEYE – MICHAEL (CHINA)
ME_MRAD ELIE (SOUTH AFRICA)
NTH_NGHIEM THUY HANG (CHINA)
RM_RATTAZZI EMANUELE (ITALY)
RR_ROBERTS RANJEETA (INDIA)
SM_SHIN MINHAЕ (JAPAN)
ST_SUZUKI TOSHIMUNE (JAPAN)
VZ_VAISHNAV ZUBIN HARESH (INDIA)
YZ_YIN ZHIPENG - ROC (CHINA)

Memories replayed that had been experienced by somebody else, on a day roller-skating at Venice Beach. Bio-technoid life forms dominate energy resources. Your newly acquired personal robot produces your best loved dish, just like your mamma used to in 2035. The autopilot individual transporter directs your journey on a vertical streetscape in Washington DC 2054. A Chanel make-up kit that transforms looks in seconds by pushing the top button in 2300. Genetically controlled societies with pre-determined carrier profile. Apartment units with multitasking, foldable, voice controlled devices, serviced by aircraft carrier stations. Crime prevention, state enemy eradication, privacy interference. Interstellar Airport terminals incorporate trade and exchange of alien-human coexistence. Virtual and alternate realities entertainment centres provide endless personalized pleasures.

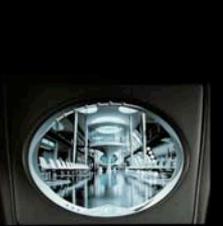
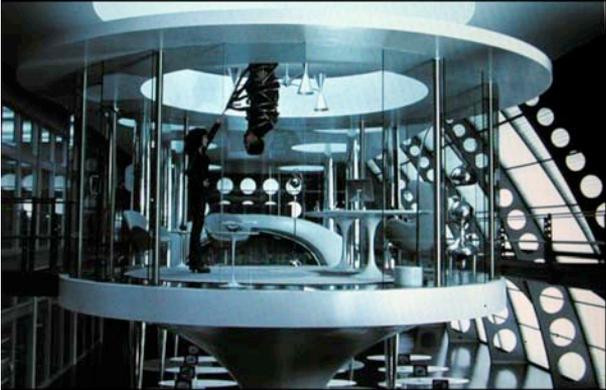
The **PRECAST REALITY STUDIO** will research a series of science fiction movies (Blade Runner, Minority Report, Matrix, 5th Element, etc) and analyze them for their visionary capacity of future architecture, society, identity and reality production. In fact, the above mentioned scenarios all describe organizations scheduled around 2030, which leaves exactly a time-span of 25 years preparation. You will be 45- 50 by that time. In the studio, future as displayed is discussed not as fiction but as a future yet to come, a joined negotiation scientist and professionals are already processing today.

The **PRECAST REALITY STUDIO** examines the generative processes and devices as shown in the SCIFI movies, in order to isolate, define and instrumentalize the environments and media use induced by these new strategies, and their architectural consequences. What are the qualities and defaults of the presented visions? What is the role of communication devices and computer facilitations? What is the new role of space? If dependent on network systems, what field is predetermined by individual choice? What requirements must architecture accomplish?

During the course of the semester, the studio aims at integrating knowledge from selected specialists of University Sydney Departments: psychology (medicine), virtual/animation (computer), biomechanics (medicine), robotics (engineering), laser (physics), etc

Computational and digital technologies, real-time simulations and animations, virtual dimensions, biomechanics of medical research, alternate identities, homogenous or elitist future societies, mediated cyborg bodies, robotics and androids, behavioural patterns, programme organizations are to name but a few sub themes that will be used as a directive in the **PRECAST REALITY STUDIO** for a definition of the new architectural visions.

Welcome to the future.



MIB (1997)
BARRY SONNENFELD

LOCATION/
MIB DEPARTMENT
COMMANDO CELL AND
INTERSTELLAR AIRPORT

MIB (1997)
BARRY SONNENFELD

LOCATION/
URBAN
HIDDEN INTERSTELLAR SPACESHIP

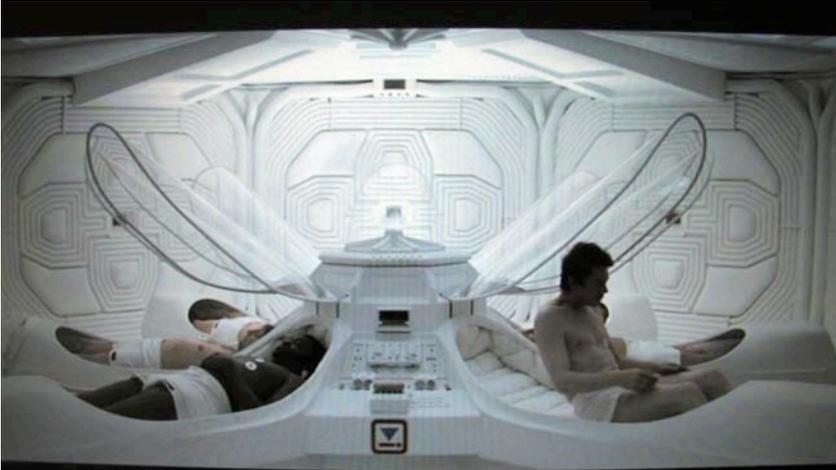


MIB (1997)
BARRY SONNENFELD

LOCATION/
URBAN
EXTERNAL/DISGUISED
ARMOR DEPOT

MIB (1997)
BARRY SONNENFELD

LOCATION/
MIB DEPARTMENT
FLOODGATE



ALIEN (1979)
RIDLEY SCOTT

LOCATION/
NOSTROMO
CREW DORMITORY



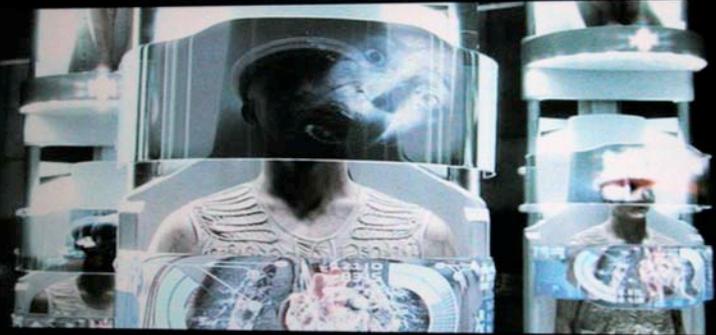
SOLARIS (2003)

LOCATION/
SPACE STATION
MEDICAL/EMERGENCY ROOM



MINORITY REPORT (2002)
STEVEN SPIELBERG

LOCATION/
WASHINGTON DC
PRECRIME STATE PRISON



MINORITY REPORT (2002)
STEVEN SPIELBERG

LOCATION/
WASHINGTON DC
DETAIL PRISON CELLS



MINORITY REPORT (2002)

LOCATION/
PRECRIME
PRECOG DEVICE



MINORITY REPORT (2002)

LOCATION/
TRAFFIC ZONE/
GENERAL ADVERTISEMENT /
IDENTIFICATION FACILITIES



MINORITY REPORT (2002)

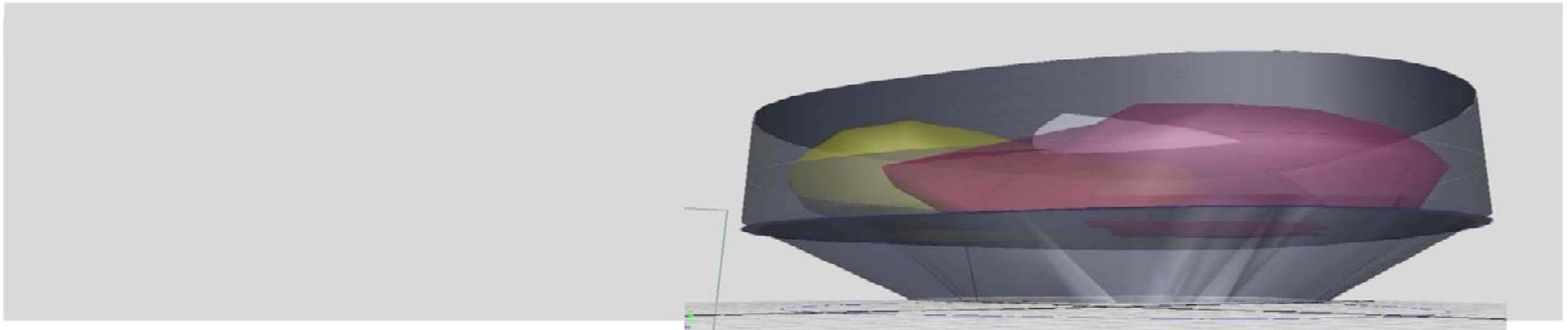
LOCATION/
INDEPENDENT
ENTERTAINMENT UNIT



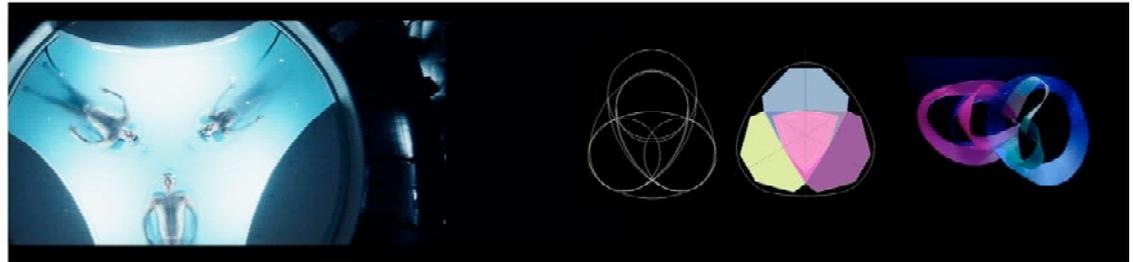
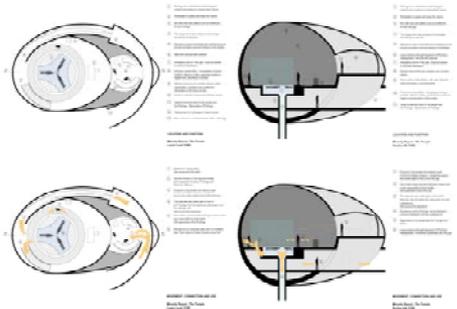
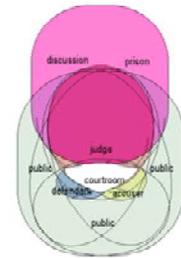
THE 5TH ELEMENT (1997)

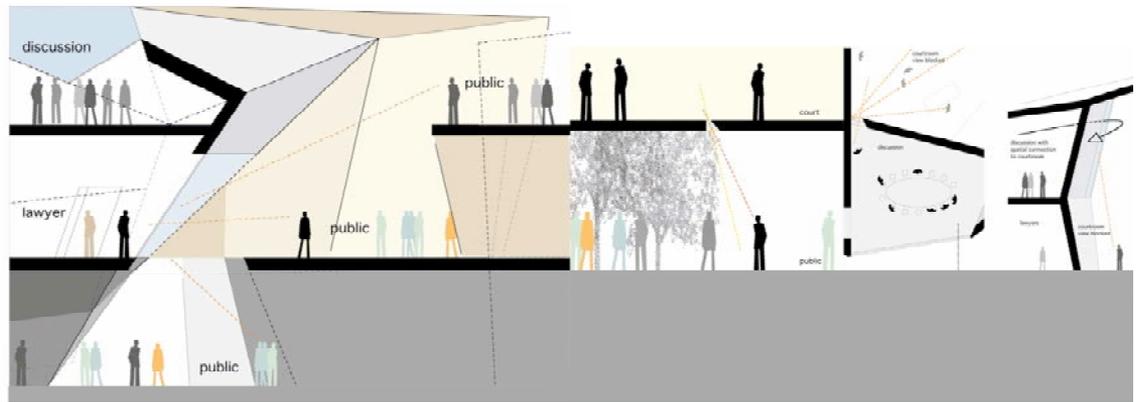
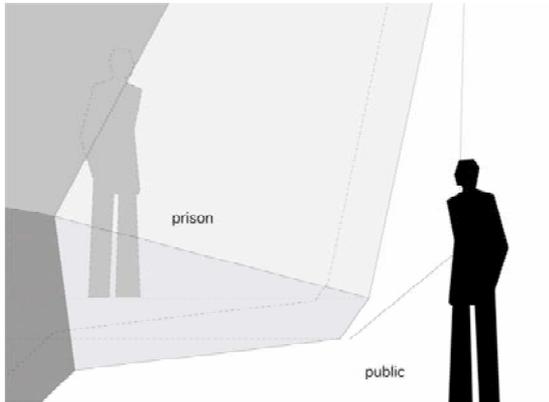
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CITYSCAPE



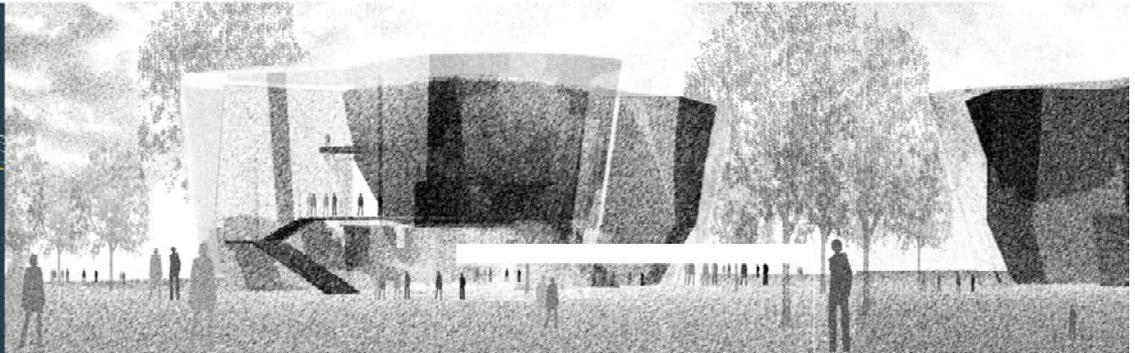


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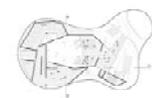


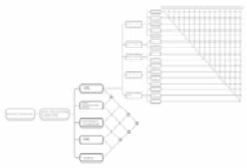
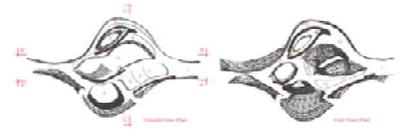
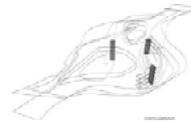
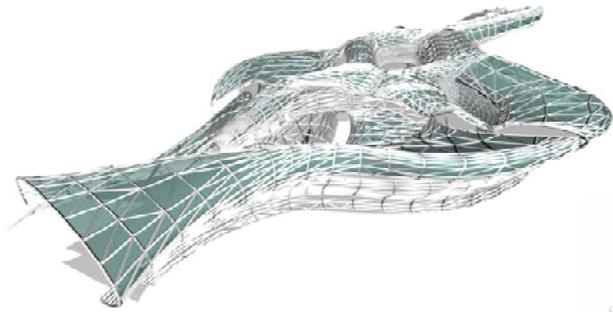


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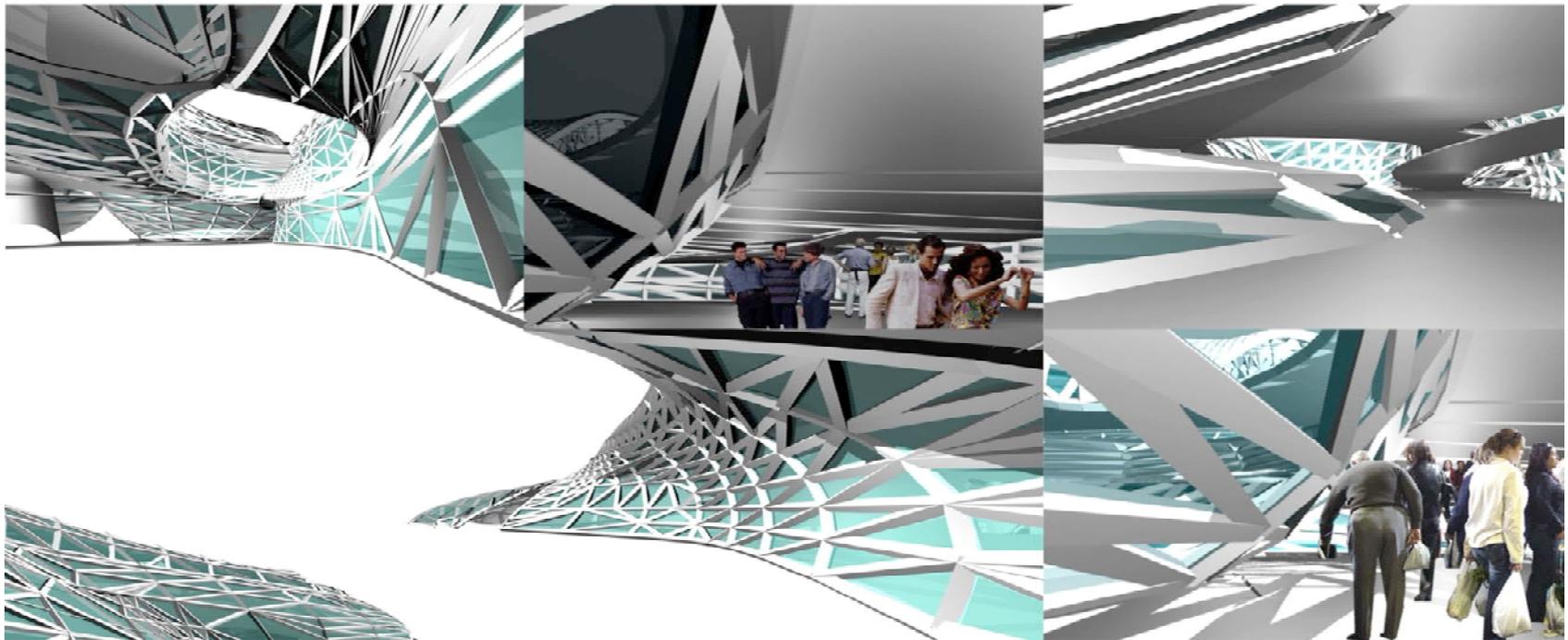
1:1000 SECTION

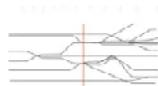
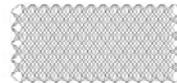
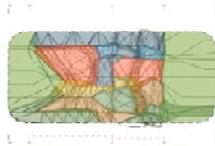
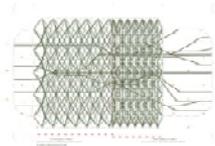
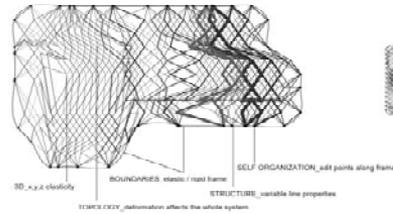
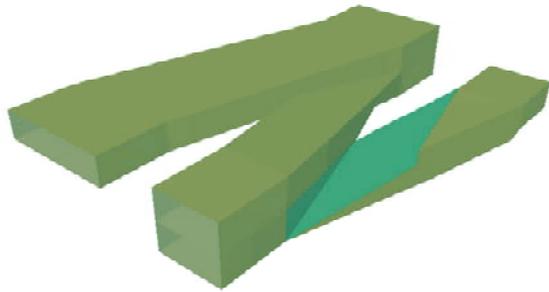




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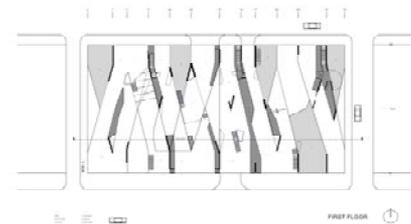
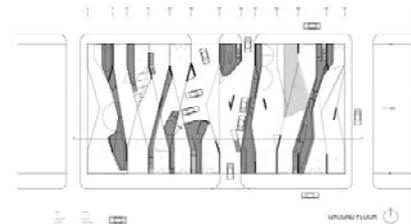
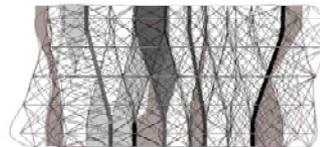
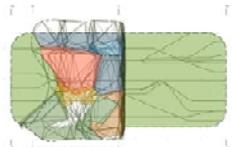
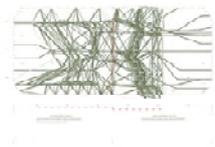
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USYD 0501
MASTER OF ARCHITECTURAL DESIGN

JAVIER DUENAS



[the code]
 the bar code is a series of lines with different thicknesses
 a constant environment/
 programmed surface



[the print]
 the finger print is our mark left on the surface where we interact with it

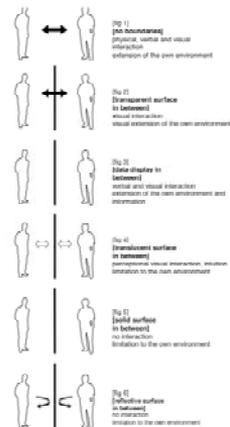


No. 01
 finger print, it is a sign of a series of non-repeatable surface marks each other

No. 02
 flat surface, contoured surfaces make primary

No. 03
 oval, broken spaces and contours open, greater and greater spaces

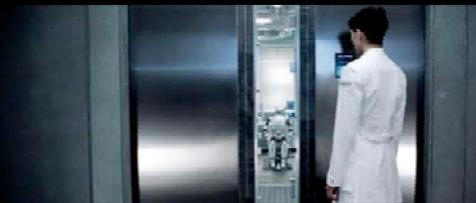
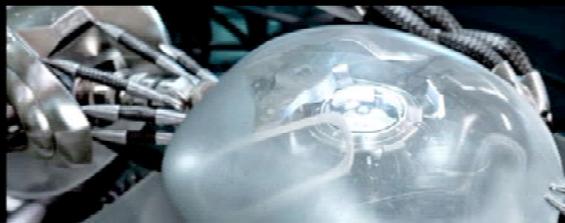
No. 04
 line spaced, oval spaces and surface marks are increasing until, at the end, they get closer to the centre



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EMMANUELE RATAZZI



[conceptual thinking]
 conceptual layers/
 transparent material/
 reflects outdoor light



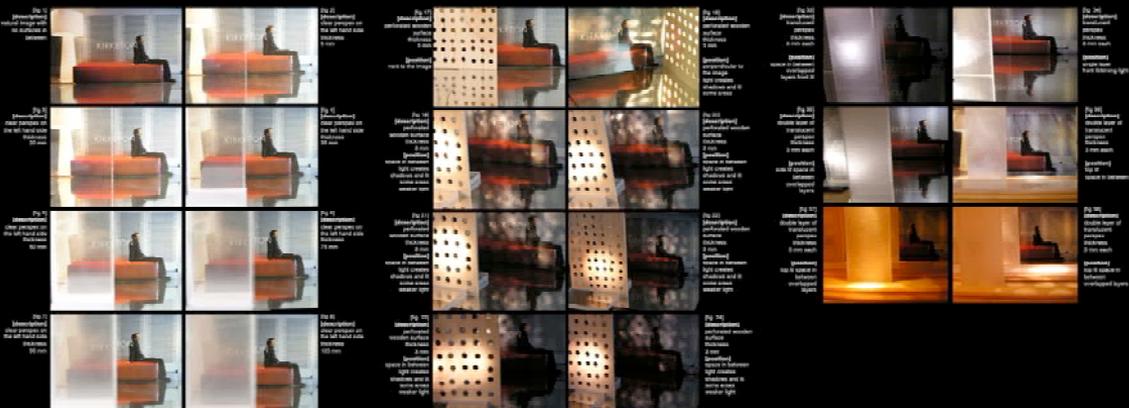
[the model]

the model is a light structure made of wood, clear plexiglass, translucent plexiglass, perforated surfaces and metal

the aim of this model is to understand the influence of different types of surfaces in the environment and how we can structure (visual) forms in an abstract way

the aim of this model is to understand the influence of different types of surfaces in the environment and how we can structure (visual) forms in an abstract way

the model also explores the effects of shadows on surfaces and illumination from different angles



final proposal



2 dimensional 'KNOT' path



intersection



materialization (thickness)



3 dimensional 'KNOT' geometry



physical model



path and surface



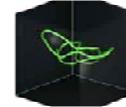
3 dimensional 'KNOT' path



intersection



materialization (thickness)



3 dimensional 'KNOT' geometry



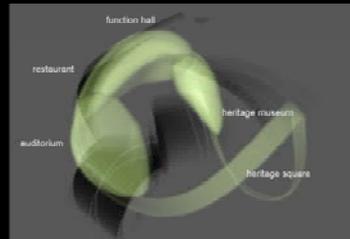
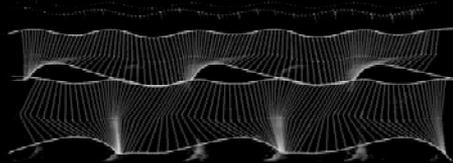
physical model



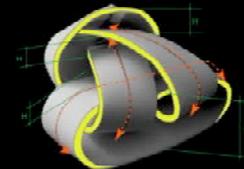
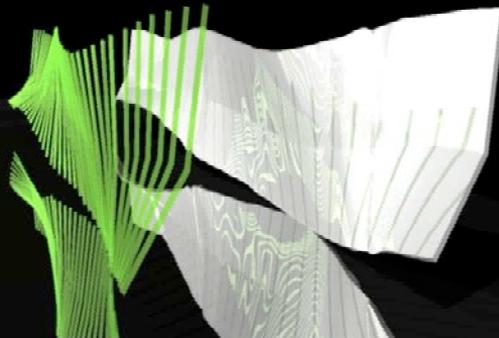
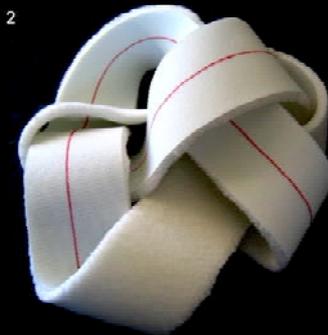
path and surface

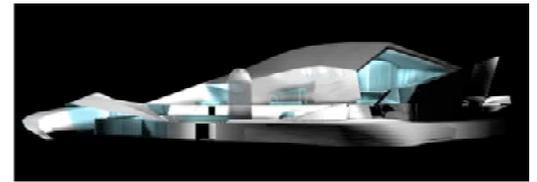
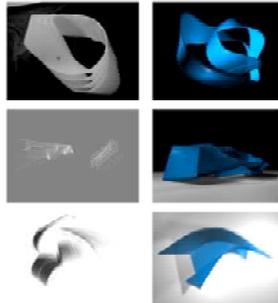
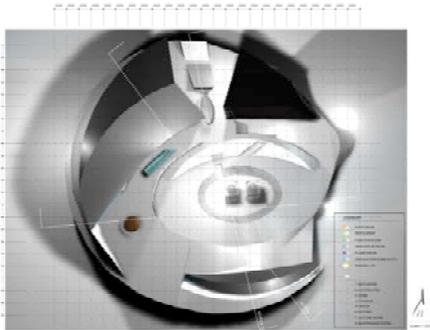
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2





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