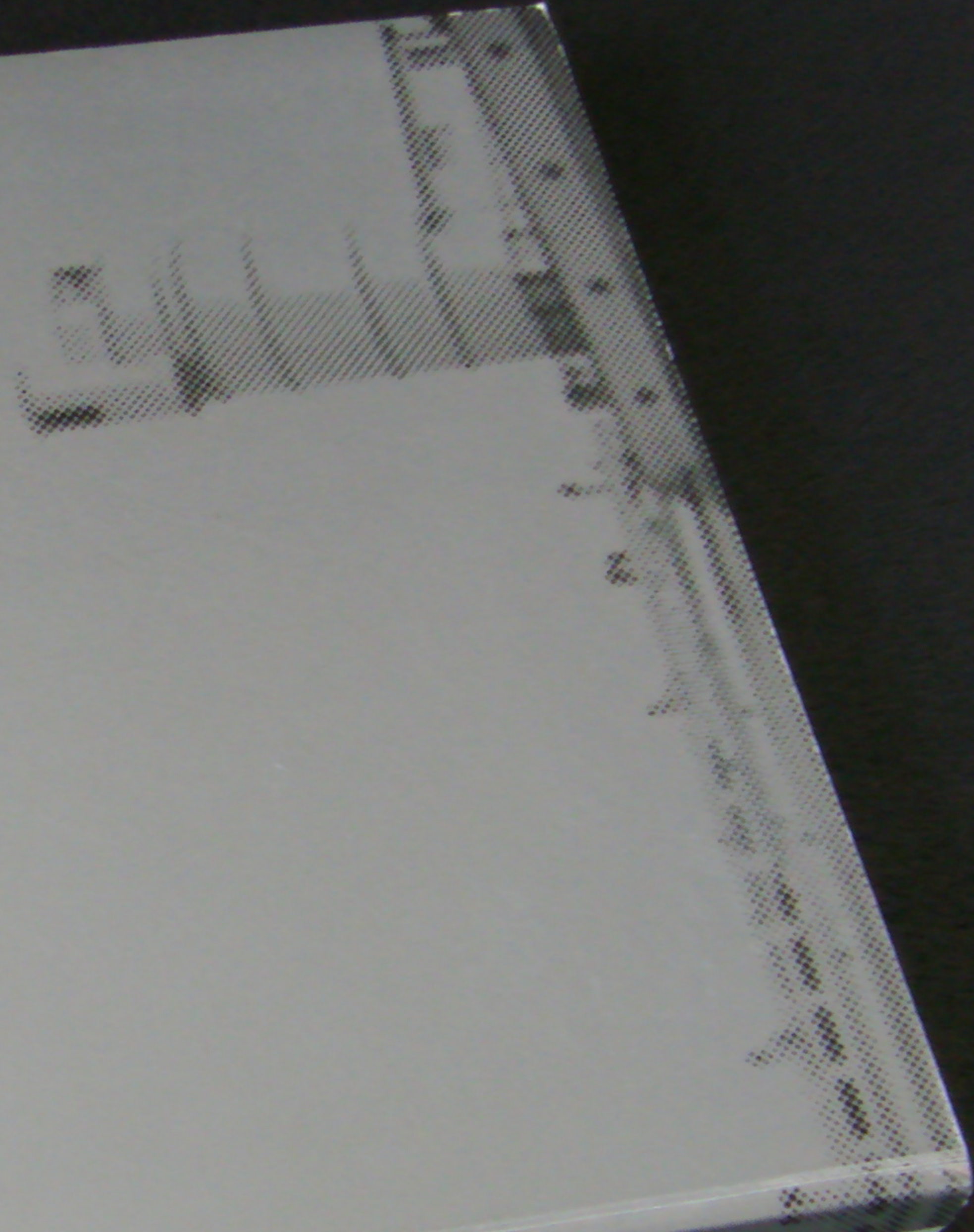


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01. make areas of the country places in which to get lost
02. there is a view which suggests that every waking hours should be filled with fulfilling and meaningful activity, doing absolutely nothing is an art form to be rediscovered.
03. housing should be not be provided in the form of the "estate", housing should provide new urban patterns.
04. traffic engineering should be redefined as movement engineering.
05. architecture becomes event orientated, the result of an uncertain mobile society, how long is an event?
06. houses will become one large volume space, definition of previous functions will be articulated by a single piece of furniture for each individual occupant.
07. boredom kills.
08. style is the preserve of both lazy architects and lazy critics, the idea of a correct way of making an architecture is not an idea, the idea of not knowing what you might discover is more interesting.
09. architects should not be allowed to enter into vanity publishing in either book forms or magazines, we non practitioners of this despicable development know it devalues architecture - stop it.
10. no idea - no worries - no fear

William Alsop

PNEUMATIC ARCHITECTURE



Martin Eppenseimer Natscha Jung Philipp Tröxler



Martin Blum Monika Pichler Sonja Vertisch

INFLATED ARCHITECTURE



... the text doesn't limit itself to its theory: The secrets of art are infinite. Countless are its means of representation. From its beginnings it has always made use of the new materials and techniques of the time. It made use of the printing press as well as photography and cinema. It makes use of the virtual medium of communication and the concomitant trends and fads that compete in the struggle to survive and that in the long run render other means obsolete. Art wants to be a part of the action too, doesn't want to stand idle on the elitist sidelines. But in precisely this way art itself has become a medium, and that someday it too shall turn obsolete is an inherent part of its program. Architecture anticipates the propagated traits and absence of traits and is already creating the appropriate casing for the future scenario. What is today book, photograph, film will be a thing of the past tomorrow, culture shall become a political concept, work and entertainment shall be carried out on the net, wars and other interpersonal relationships shall be conducted virtually, at least two thirds of the human race are, for one reason or another, unable to participate in the general rules of communication, hence arising conflicts find no representation through any linguistic means, others who refuse to participate in the general rules are left with just one way out, the suppression of these outsiders is successful because the programmed futility robs them of their only decision. The text doesn't limit itself to its theory...

Sigrid Hauser (translator: Kimi Lum, editor: Claudia Mazanek)

A

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R C
H I T E
C T U R E
S E E I N G
A N D
U N D E R
S T A N D I N G
I S S A H E

Architectural optical eye test from: Architectural bog notes
Architecture for the advanced from:

urbanFish.architects: Manfred Berthold

10-10

01. The best locations on the Earth are already occupied. New ones can only be invented.
02. There are no beautiful cities without beautiful topography.
03. Architects who reject computers have failed to understand the history of architecture.
04. The next great architectural style will be the result of exclusively commercial reasons.
05. Only the search for the still unexplored makes sense, everything else is boring.
06. Architectural schools should be on the move all the time.
07. Architecture is not about statistics. Construction laws are the victory of insurance companies over creativity.
08. If construction laws for other planets turn out to be better than those on the Earth, their good sides should be adopted.
09. If architecture in the future remains without its basic product - the house - what will the profession be called then?
10. Do people need architecture or just architects?

urbanFish.architects: Mladen Jadic

11 EXPERIMENTS

2701

272

Institute of architecture and building technology



Institute as an open space for experiments



Manfred Berthold Gerrit Guldin Oliver Engelhardt
Johanne Auer Daniela Dauterke Stefan Gerschlager
Christina Hög Georg Hoserer Tilo Lap-Mann

Architektur soll alle Sinne ansprechen.

In der Architektur handelt es sich neben den ästhetischen und kulturellen Aspekten um ein weites Spektrum, von Gebäudephysiologie bis zur Kostenentwicklung in Investition und Betrieb.

Als Architekt muss man an allem Interesse zeigen, neugierig sein und misstrauisch zugleich. Alles gelesen, alles gesehen haben um dies kritisch zu hinterfragen. Ich finde trotz aller Kritik den Beruf und das Studium der Architektur wunderschön und allumspannend.

Wenn man sich Science-Fiction-Filme ansieht, wo Architekturen und technische Konstruktionen als belebte Modelle zu sehen sind, aber auch kulinarisch zu erleben, wie seinerzeit als wir eine Stadt aus Hohlhippen, Waffeln, Schaumrollen und Schlagobers gebaut haben um diese Architektur anschließend zu essen, versteht man auch den Ausspruch von Hans Hollein "Alles ist Architektur", der schon vor 30 Jahren begonnen hat in diesem Sinn schöpferisch zu wirken.

Dieses allumfassend Denken und die Lust dazu wollen wir in unseren Studierenden wecken und das Wissen dazu vermitteln.

Diether S. Hoppe

not what architecture is, rather what it is turning into, what it is in the process of becoming, in other words the other, its becoming otherwise, is timely. (following M. Foucault)

From urban planning to shared infrastructure

From physical context to virtual context

From singularity to multiplicity

From international style to informational style

From less is more to less is less and more is more

From esthetic to ethic, no beauty, no style

From form follows function to form follows information

From architecture creates space to architecture connects people

Could this be the side of architectural importance?

Ines Nizic

VIENNAPOLIS

FLOATING ARCHITECTURE



Gerhard Müller Stefan Pfeifferle



Andreas Berger Stefan Klein



Ute Bauer



Peter Schilling

wohne über die architektur
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Doris Bartscher

110 REPLICATIONS



Bruno Mendini

We live between two realms, our physical environment and cyberspace. Despite our dual citizenship, the absence of one less citizenships between these parallel existences leaves a great divide between the worlds of bits and atoms. At the present, we are torn between these parallel but disjointed spaces.

We are now almost constantly "wired" so that we can be here (physical space) and there (cyberspace) simultaneously. Streams of bits leak out of cyberspace through a myriad of rectangular screens into the physical world as photon beams. However, the interactions between people and cyberspace are now largely confined to traditional Graphical User Interface (GUI)-based boxes sitting on desktops or laptops. The interactions with these GUIs are separated from the ordinary physical environment where we live and interact.

I aim for a smooth connection between the world to atoms and the world of bits.

Armin Mohsen Daneshgar

300.000 GRAMM ARCHITECTURE

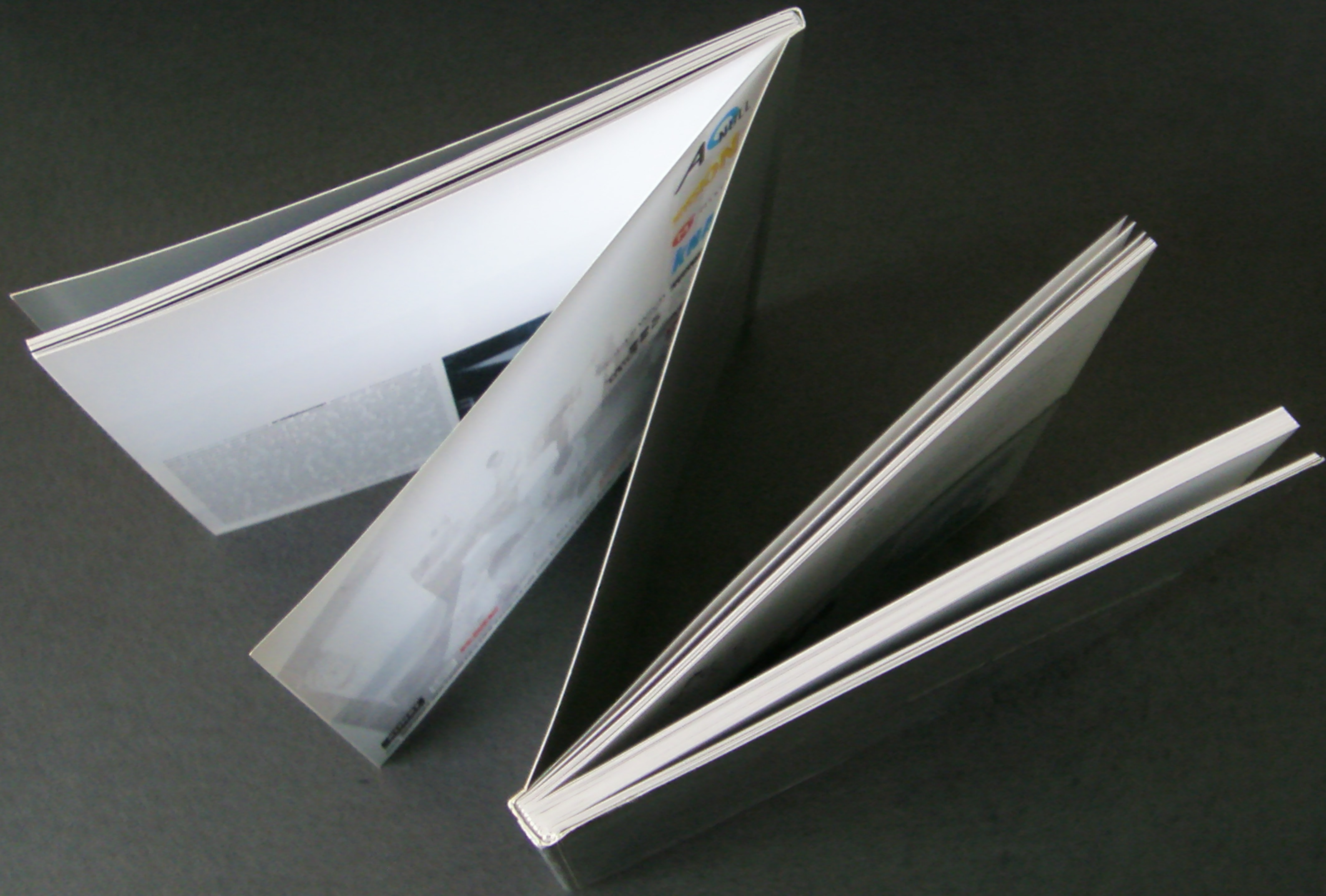


Christian Durrer Felix Lenzlinger

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