MPAVILION

Young & Ayata | Agenda

Studio Calendar
(please note: all sessions are held over zoom)

5th Jan	Studio	Introductions (2hrs)	3-5am Melb |5-7pm Venice | 12-2am China | 11-1pm New York
8th Jan	Presentation	Briefs and Teams (10mins)	
9th Jan	Studio	WIP (1hr)	3-4am Melb |5-6pm Venice | 12-1am China | 11-12pm New York
10th Jan	Studio	WIP (1hr)	3-4am Melb |5-6pm Venice | 12-1am China | 11-12pm New York
11th Jan	Studio	WIP (1hr)	3-4am Melb |5-6pm Venice | 12-1am China | 11-12pm New York
12th Jan	Studio	WIP (1hr)	3-4am Melb |5-6pm Venice | 12-1am China | 11-12pm New York
13th Jan	Studio	WIP (1hr)	3-4am Melb |5-6pm Venice | 12-1am China | 11-12pm New York
14th Jan	Studio	WIP (1hr)	3-4am Melb |5-6pm Venice | 12-1am China | 11-12pm New York
18th Jan	Presentation [public]	Final Reviews (30mins)	6.30-7.00pm Melb |8.30-9.00am Venice | 3.30-4.00pm China | 2.30-3.00am New York

Session Types

*Studio (Introductions)**: students meet studio leader(s) and fellow students, are introduced to the projects, research and interests of the office and are introduced to the brief, studio direction, expectations, motivations etc.
*Presentation [public] (Briefs and Teams)**: studio leaders introduce their office and full studio team and give an overview of their brief. (live-streamed to the public)
*Studio (WIP)**: regular studio sessions with studio leaders and students
*Studio [public] (WIP)**: regular studio sessions with studio leaders and students (live-streamed to the public)
*Presentation [public] (Final Reviews)**: students and studio leaders present their final group project to a jury (live-streamed to the public)

Preview Brief

Agenda:
Electromagnetic data captured by cameras combined with photogrammetry creates three-dimensional models of reality. This is the information acted on, exchanged, monetized, and stored. The relation between the physical environment and its representation has been a core relationship for the discipline of architecture for centuries, yet architects have had very little agency in how the environment scanned as information is understood and used. A possible entry point is to ask how scanning technologies and their resultant models alter the conventions of architectural representation.

Context:
EX-UMBERTO I – Venice, Italy
Venice is in many ways one of the most mediated cities in the world, occupying a semi-real imaginary. It has been re-represented through texts, drawings, photographs, and cinema countless times, even recreated as a resort in the deserts of Nevada. A dream city outside the urban shocks of automobiles and other technological disruptions. A city of wonders preserved yet devoured by the parasitic economies of tourism and its images. A city of exceptions and the exceptional extremes.

Action:
The studio brief will look at the site and Venice as a reality mediated through images. It will act through photogrammetric models to propose an intervention gathered from image information. A reality modeled after images is no less real than an image modeled after reality. And Venice distinctly questions any assumptions we may have regarding this divide, providing a perfect opportunity for speculations on the role of image mediation in contemporary architectural design.