



this is not architecture

Cyberculture, αναπαραστάσεις και αρχιτεκτονικό αφήγημα

# 1. Εμείς (?) ζούμε (?) στον κόσμο (?) τώρα

*Manuel Castells*  
*Sociólogo*



Cybercu  
Theorist

Manuel Castells  
and Donna Hara

David Bell

## William Mitchell

- Profesor de *Media Arts and Sciences* en el *Massachusetts Institute of Technology (MIT)*



We live in a world popula  
structures - a complex mix  
geological, biological, soci  
linguistic constructions that a

# William Mitchell



- Profesor de *Media Arts and Sciences* en el *Massachusetts Institute of Technology (MIT)*
- Decano de la Facultad de Arquitectura y Planificación (MIT)
- Jefe del Programa de Artes Digitales y las Ciencias (MIT)
- Autor de libros, relacionados con las “ciudades inteligentes”

We live in a world populated by structures - a complex mixture of geological, biological, social, and linguistic constructions that are nothing but accumulations of materials shaped and hardened by history

— *Manuel De Landa* —

**AZ QUOTES**

σε ποιον κόσμο?

**cyberspace** - φαντασιακός χώρος μεταξύ όχι μόνο των υπολογιστικών συστημάτων, αλλά κ των λογισμικών, συσκευών και animation.

**cyberspace** is a matrix of embedded practices and representations

**Cyberspace.** A consensual hallucination experienced daily by millions of legitimate operators. ... A graphic representation of data abstracted from the banks of every computer in the human system. Unthinkable complexity. Lines of light ranged in the nonspace of the mind, clusters and constellations of data. Like city lights, receding. (Gibson 1984: 67)

receding. (Gibson 1984: 67)

**Bell, D., 2006. Cyberculture Theorists: Manuel Castells and Donna Haraway. Routledge.**

WHY CYBERCULTURE?

MOMENTS IN CYBERCULTURE (cyberculture is a way of thinking about how people and digital technologies interact, how we live together, in cyberspace)

- 1 Cyberspace: first steps
- 2 Life on the screen
- 3 Internet society

WHY CASTELLS?

CASTELLS' KEY IDEAS (σε ποιον κόσμο? μέλλον, τώρα, δυστοπία, ουτοπία)

- 1 Network society
- 2 Space of flows
- 3 Real virtuality

AFTER CASTELLS

WHY HARAWAY?

HARAWAY'S KEY IDEAS (ποιοι εμείς? πως ζουμε?)

- 1 Cyborg
- 2 Cyborg invocations
- 3 Cyborg methods



*Ceci n'est pas une pipe.*

Architecture has its own communicative qualities, but whether we prefer to think of it as principally and essentially physical or principally and essentially communicative, our understanding of what exactly architecture is (as opposed to

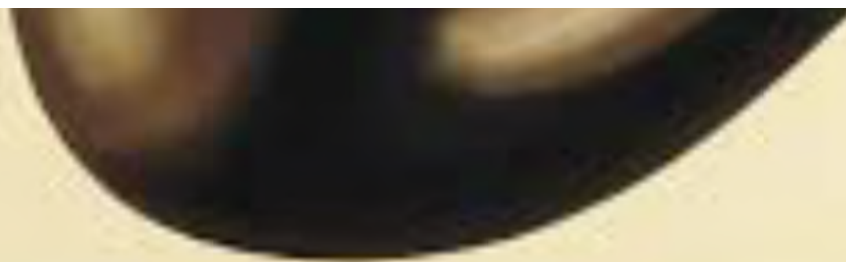
and how we make it. The architecture, you could say, is in the medium.

**Rattenbury, K. ed., 2002. This is not architecture: media constructions. Psychology Press.**



2. ποια  
αρχιτεκτονική;





*Ceci n'est pas une pipe.*

Architecture has its own communicative qualities, but whether we prefer to think of it as principally and essentially physical or principally and essentially communicative, our understanding of what exactly architecture is (as opposed to just plain old buildings) and what is good or interesting about it, seem to be the outcome of a cumulative structure of mediations.

This structure has many influences and economic drives of its own – not least that it is in some part managed by architects and others who make a living through publishing, exhibiting, discussing or teaching architecture.

Gradually, this book aims to uncover some of the forces and limits which shape our understanding of what architecture is and how we make it. The architecture, you could say, is in the medium.

**Rattenbury, K. ed., 2002. *This is not architecture: media constructions*. Psychology Press.**



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### **A partial history of virtual reality**

- 1 The revelation of order: perspective and architectural representation
- 2 On the origins of architectural photography
- 3 Architectural cinematography
- 4 The revenge of place

### **The shape of representation**

- 5 Iconic pictures
- 6 Think of it as a farm! Exhibitions, books, buildings
- 7 Diagrams: interactive instruments in operation
- 8 The height of the kick: designing gameplay

### **Part 3 The reporting of architecture**

- 10 Framing icons: Two Girls, two audiences. The photographing of Case Study House #22
- 11 Naturally biased: architecture in the UK national press
- 12 The architectural book: image and accident
- 13 Post-Modernism and the revenge of the book
- 14 Architectural publishing: an alphabetical guide

# Κινηματογράφος, storyboard και αρχιτεκτονική

Ο **Bernard Tschumi**, υιοθετεί στοιχεία της κινηματογραφικής θεωρίας στις μεθόδους εργασίας του (Manhattan Transcripts, 1994).

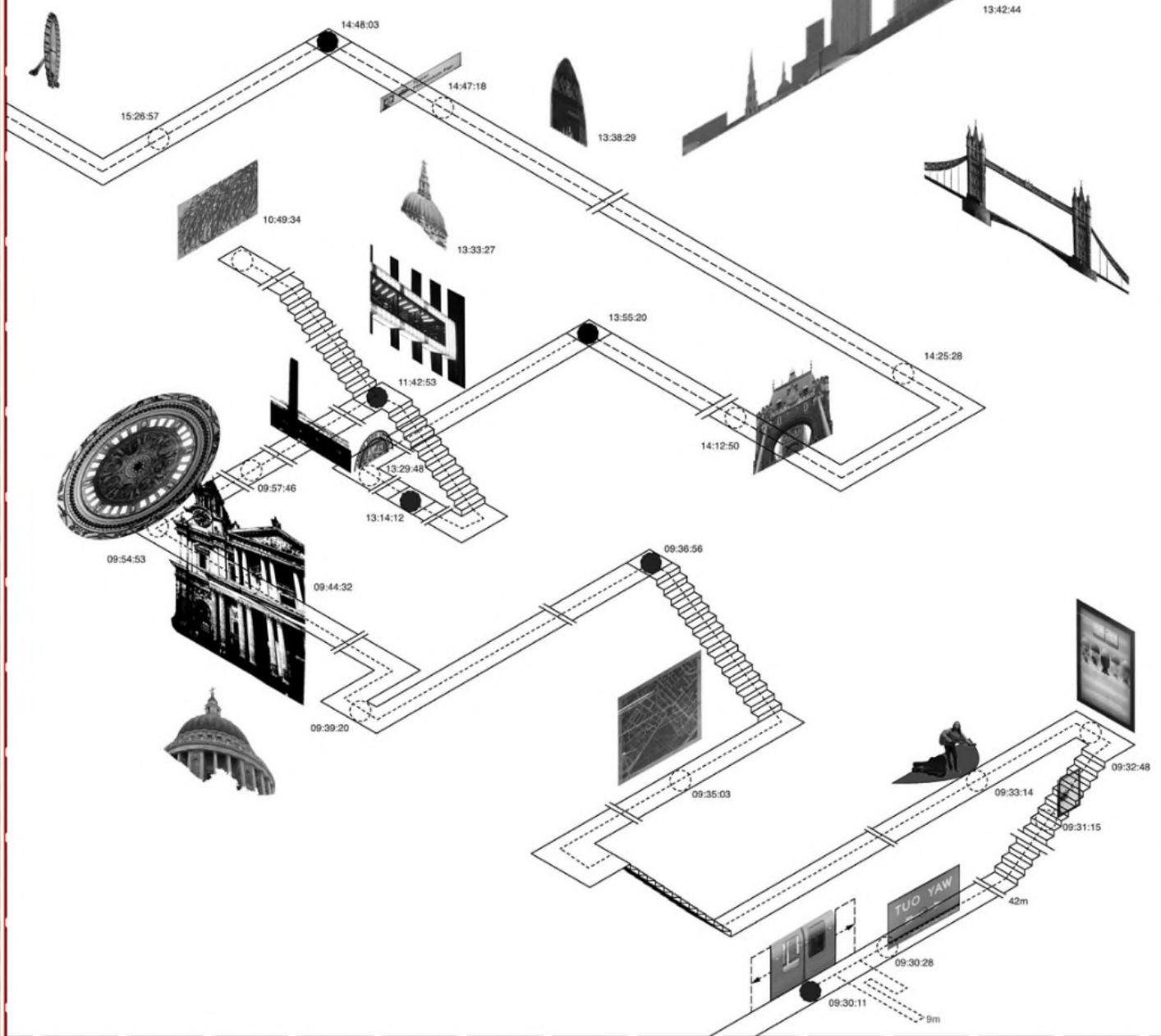
"Ο χώρος, η κίνηση και τα γεγονότα είναι έννοιες αυτόνομες και οργανώνονται σε μια σειρά κινηματογραφικών κάδρων, που μπορούν να συνδυάσουν διηγηματικές ακολουθίες. Κάθε κάδρο της ακολουθίας ενισχύει ή αλλοιώνει τα κομμάτια που προηγούνται ή έπονται, θυμίζοντας τη μέθοδο του κινηματογραφικού μοντάζ."

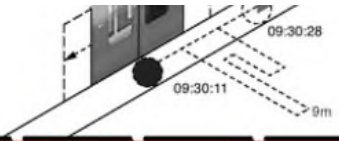
"Οι αναλογίες με το φιλμ είναι βολικές, αφού ο κινηματογραφικός χώρος ήταν ο πρώτος που εισήγαγε την έννοια της **ασυνέχειας** - ένας τμηματικός κόσμος όπου κάθε κομμάτι διατηρεί την ανεξαρτησία του επιτρέποντας πολλαπλούς συνδυασμούς."

(Cinegram Folie - Le Park de la Villette, 1987)

### 3. Εναλλακτικοί τρόποι αναπαράστασης της αρχιτεκτονικής

St Paul's Station River Bus

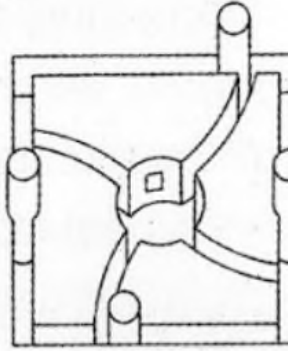
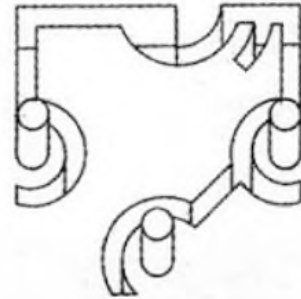
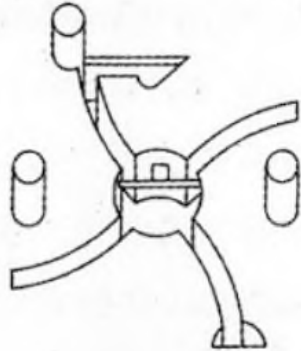
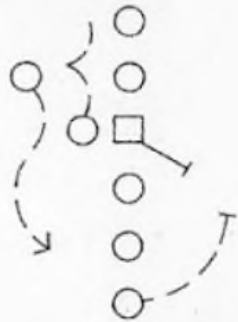
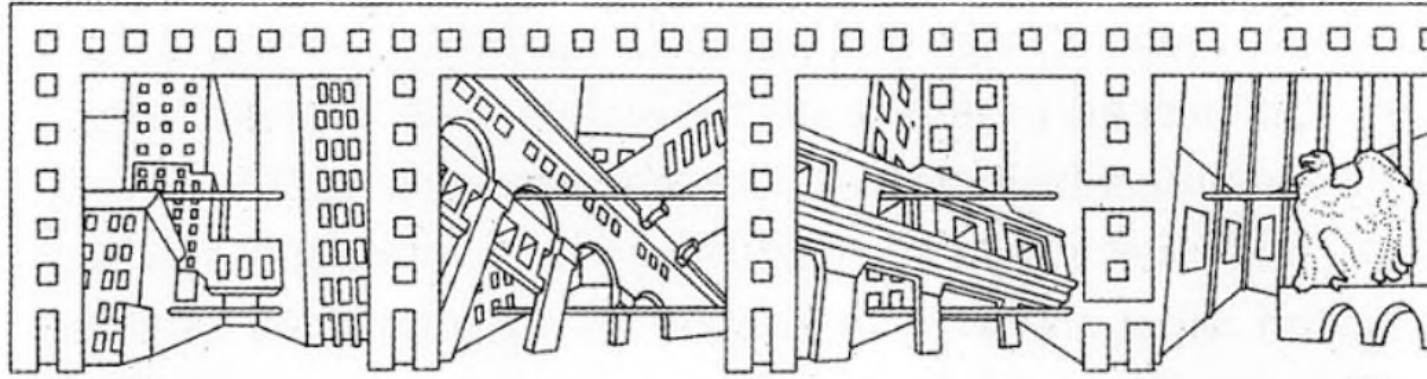


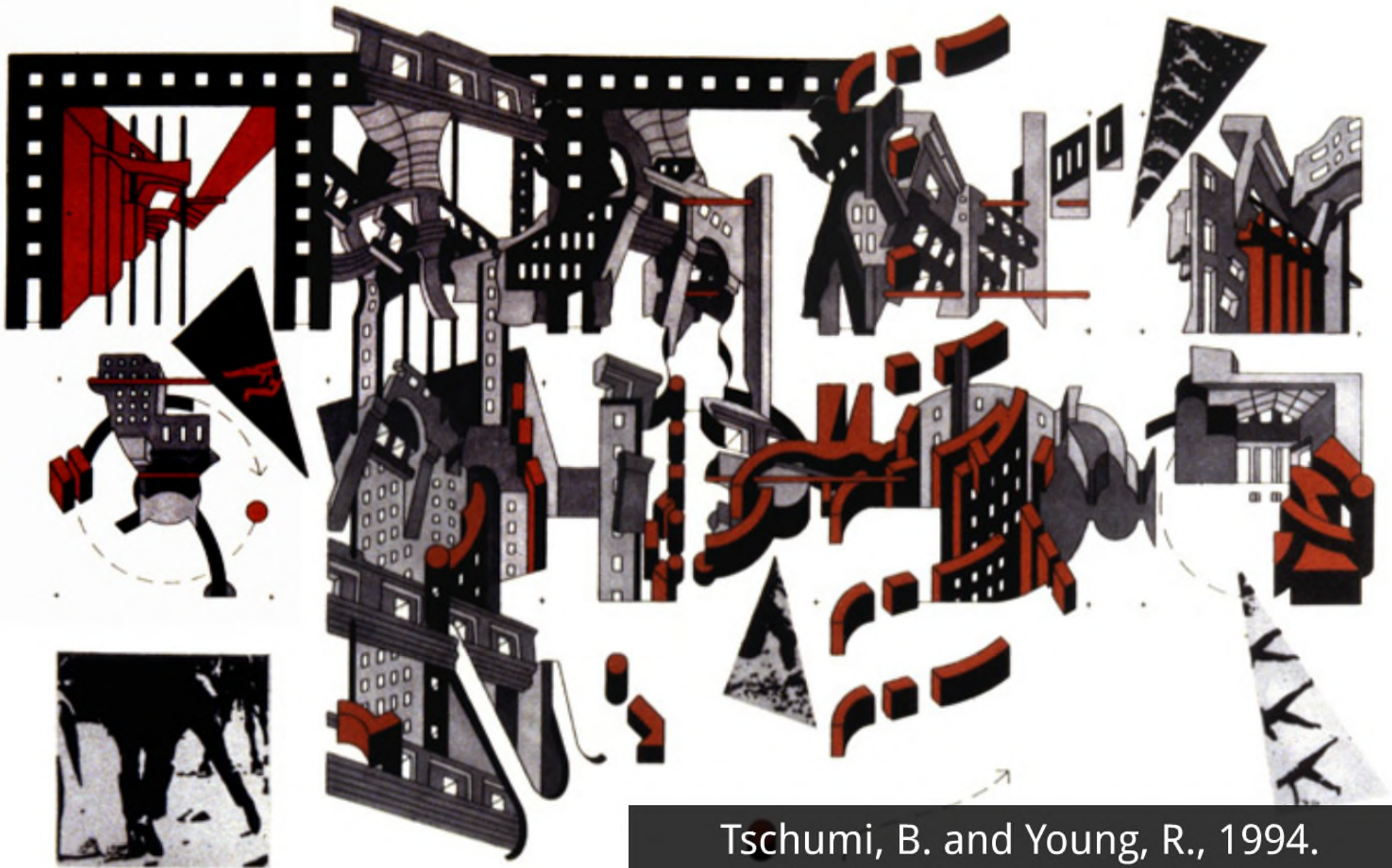


D



E





Tschumi, B. and Young, R., 1994.  
The Manhattan Transcripts.



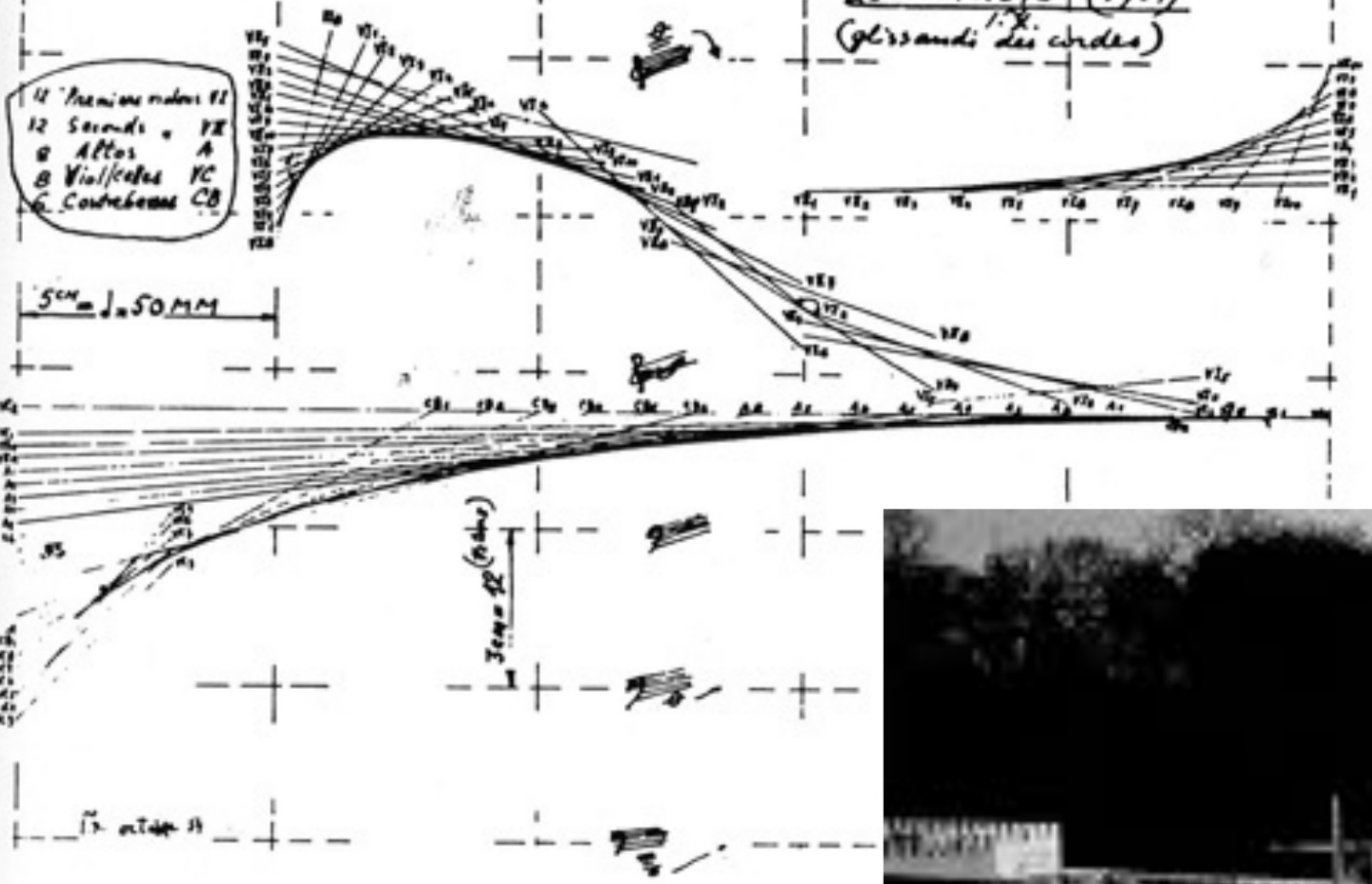
## 5. Iannis Xenakis

309                      310                      311                      312                      313                      314

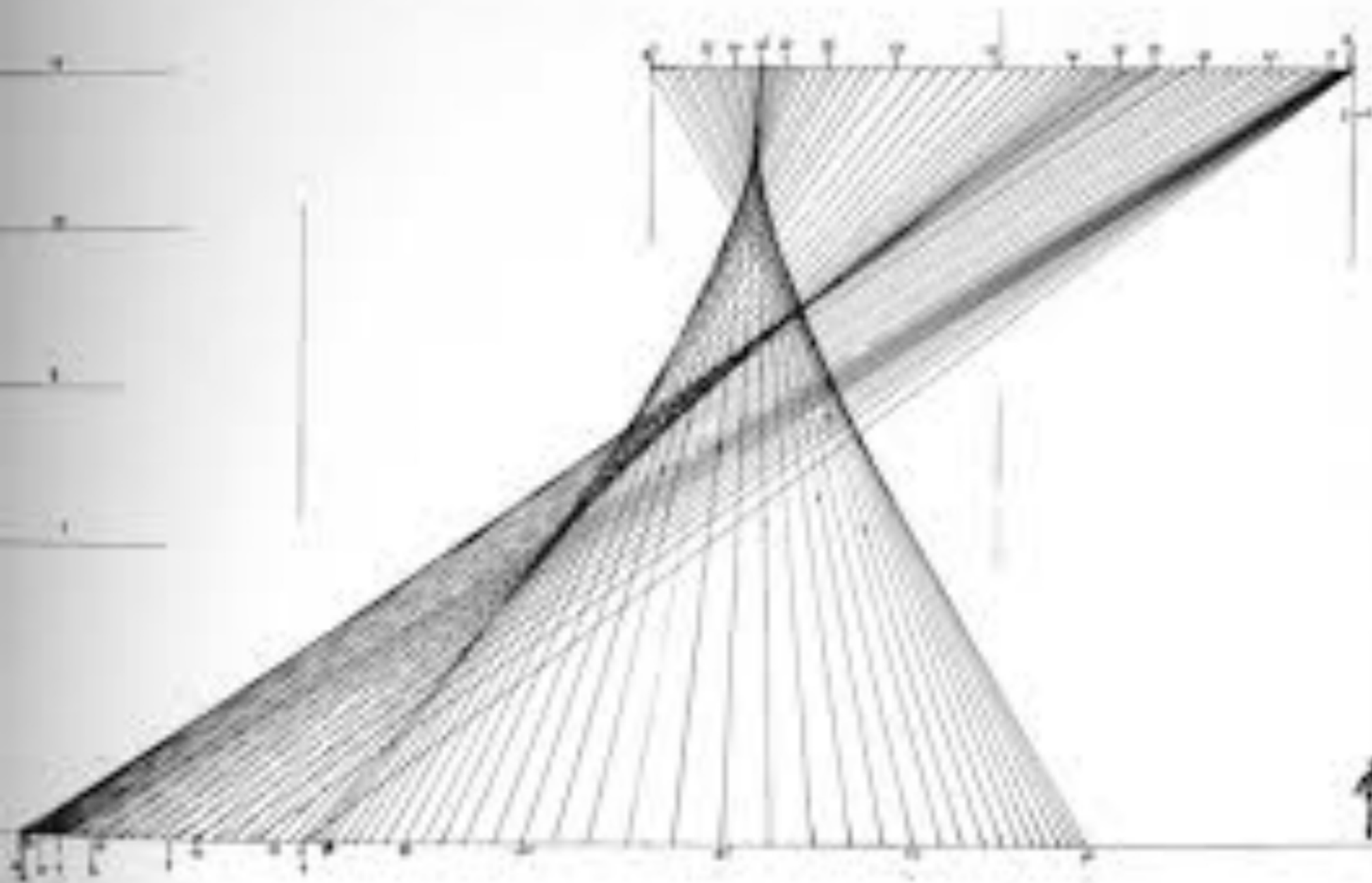
METASTASIS (1954)  
(glissandi des cordes)

- 14 Premiers violons VI
- 12 Seconds - VII
- 8 Altos - A
- 8 Violoncelles - VC
- 6 Contrebasses - CB

5cm = 1/2" = 50MM









1) Expo '58 + Philips Pavilion Iannis Xenakis (Le Corbusier)

2) (Μεταστάσεις) Metastaseis is an orchestral work for 61 musicians by Iannis Xenakis. His first major work, it was written in 1953–54 after his studies with Olivier Messiaen and is 8 minutes in length.

3) La Légende d'Eer (1978)

Ο Ιάννης Ξενάκης (29 Μαΐου 1922 – 4 Φεβρουαρίου 2001) ήταν ένας από τους σημαντικότερους Έλληνες συνθέτες και αρχιτέκτονες του 20ού αιώνα, διεθνώς γνωστός ως Iannis Xenakis. Οι πρωτοποριακές συνθετικές μέθοδοι που ανέπτυξε συσχέτιζαν τη μουσική και την αρχιτεκτονική με τα μαθηματικά και τη φυσική, μέσω της χρήσης μοντέλων από τη θεωρία των συνόλων, τη θεωρία των πιθανοτήτων, τη θερμοδυναμική, τη Χρυσή Τομή, την ακολουθία Φιμπονάτσι κ.ά.

## 6. Archigram

Archigram was an avant-garde architectural group formed in the 1960s - based at the Architectural Association, London - that was neofuturistic, anti-heroic and pro-consumerist, drawing inspiration from technology in order to create a new reality that was solely expressed through hypothetical projects.

Plug-in-City, Peter Cook, 1964

The Walking City, Ron Herron, 1964

Instant City

Tuned City



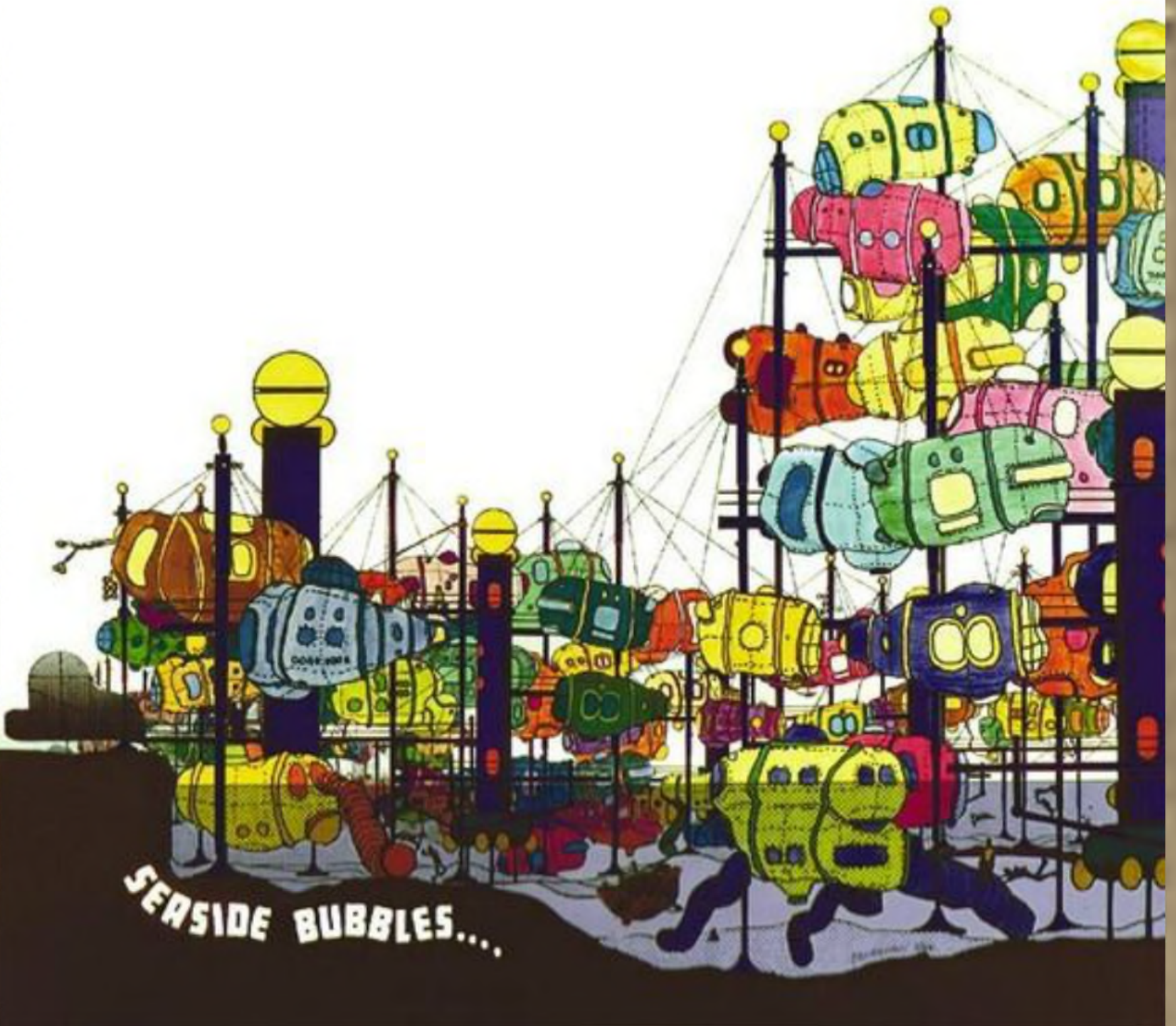
EACH WALKING UNIT HOUSES NOT ONLY A KEY ELEMENT OF THE CAPITAL , BUT ALSO A LARGE POPULATION OF WORLD TRAVELLER-WORKERS.

# A WALKING CITY



SEASIDE BU

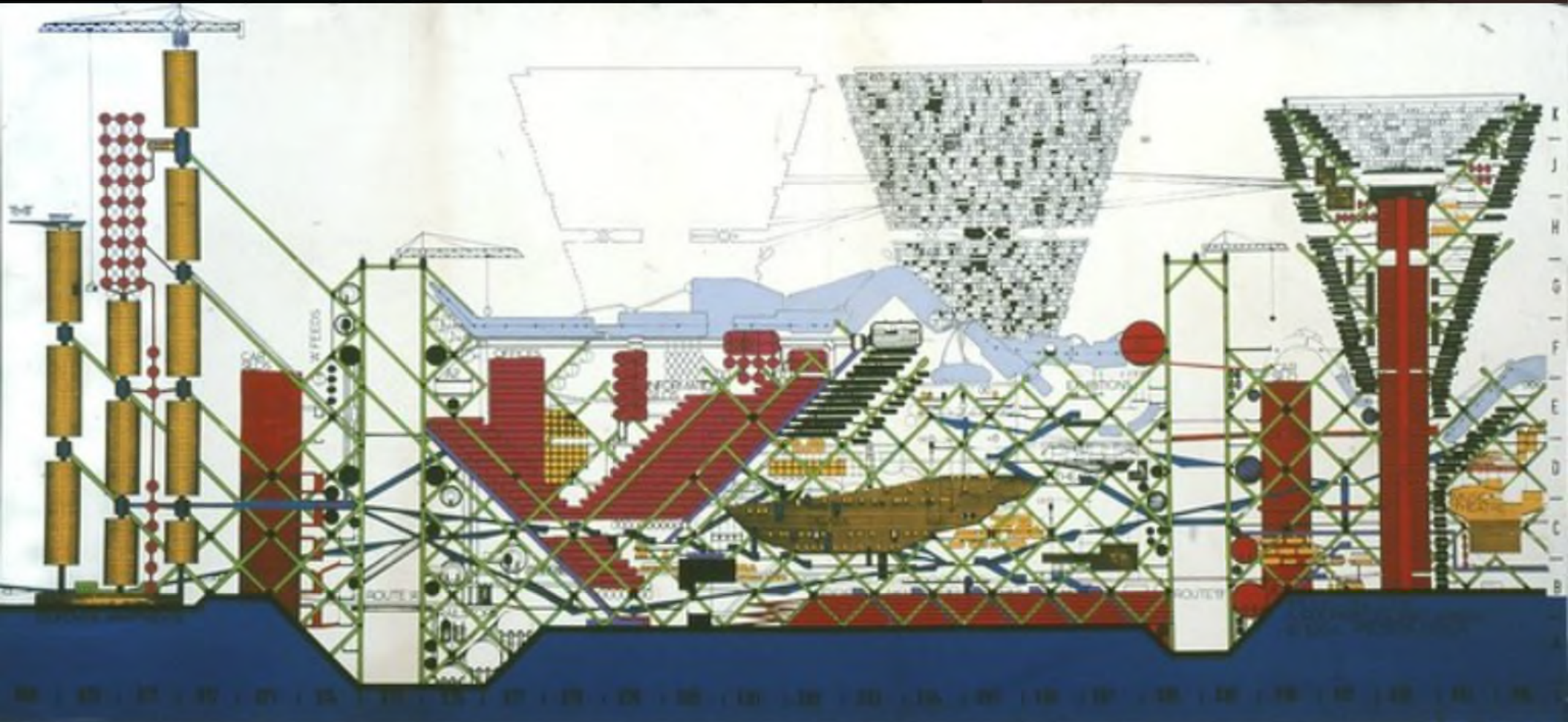






EACH WALKING UNIT HOUSES NOT ONLY A KEY ELEMENT OF THE CAPITAL, BUT ALSO A LARGE POPULATION OF WORLD TRAVELLER-WORKERS.

# A WALKING CITY



## 1. VM House in Copenhagen

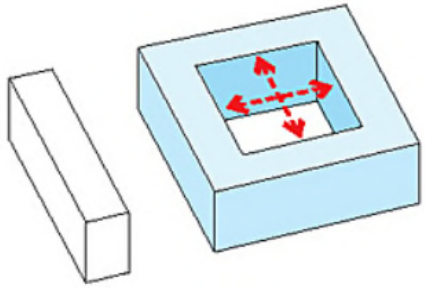


## 2. 8 House in Copenhagen

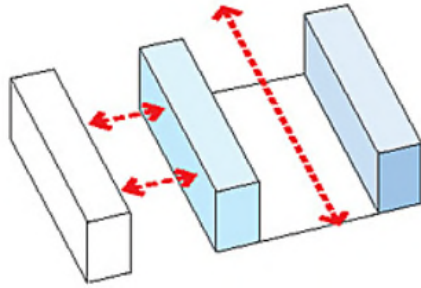




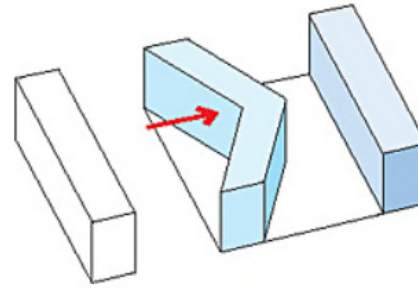
# Group



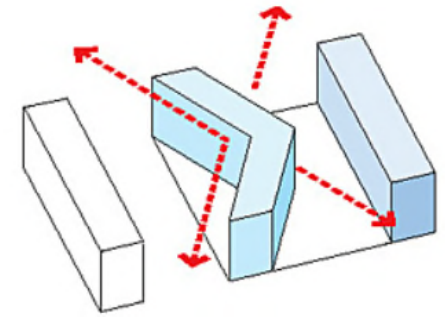
TRADITIONAL BLOCK



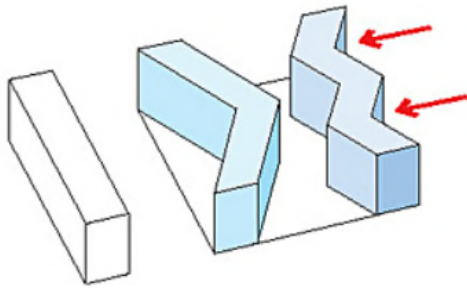
OPENING THE BLOCK



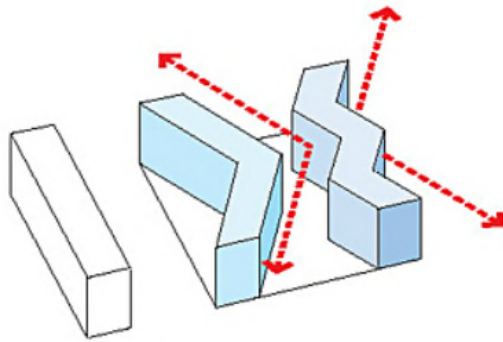
AVOIDING VIS-À-VIS



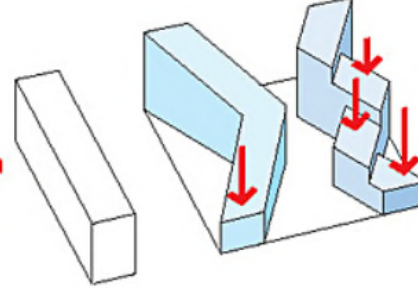
OPENING VIEWS OUTWARD



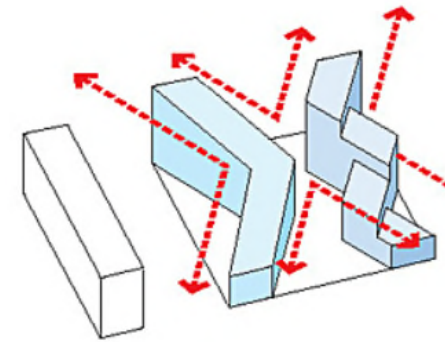
AVOIDING VIS-À-VIS



OPENING MORE VIEWS



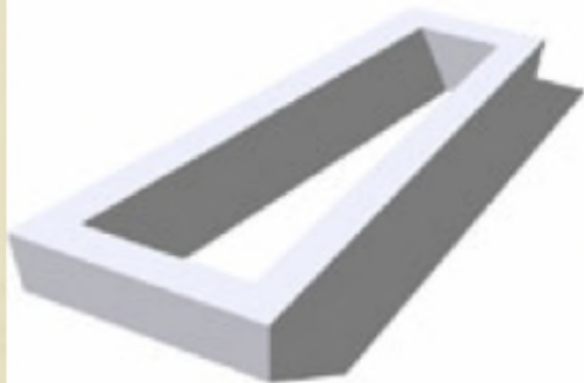
SLOPING & STEPPING DOWN



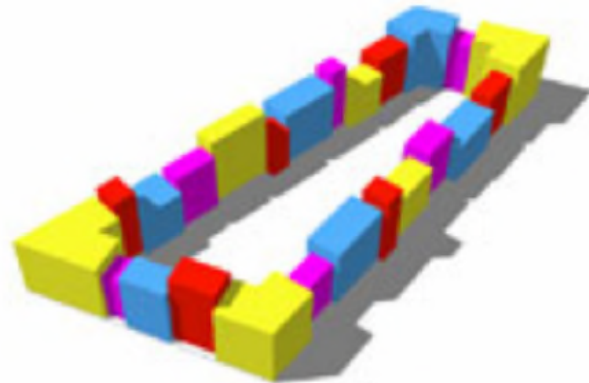
OPTIMAL VIEWS

CONCEPTS

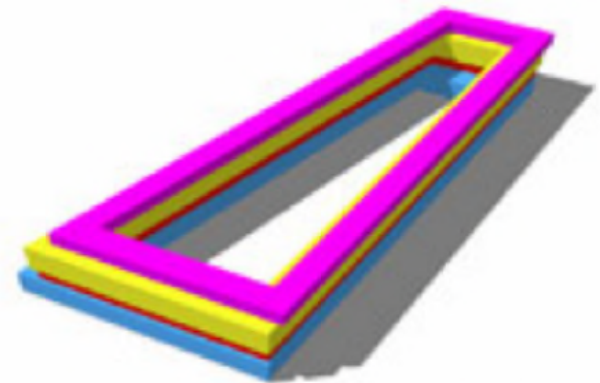
# CONCEPTS



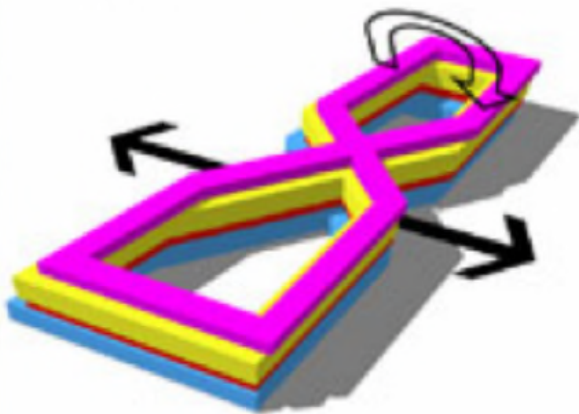
Basic Perimeter Block



Wanted: Variety like a city in a building



Layered functions according to needs: commercial first floor, residential above



Master Plan requirement:  
Passageway through to Hien Hensens Square  
Twist into a bowtie: 2 courtyards defined



Playing with heights of functions to achieve variety,  
Pinching down SE corner : view to nature, reduce solar gain  
Pulling up NE corner offices: shade loving

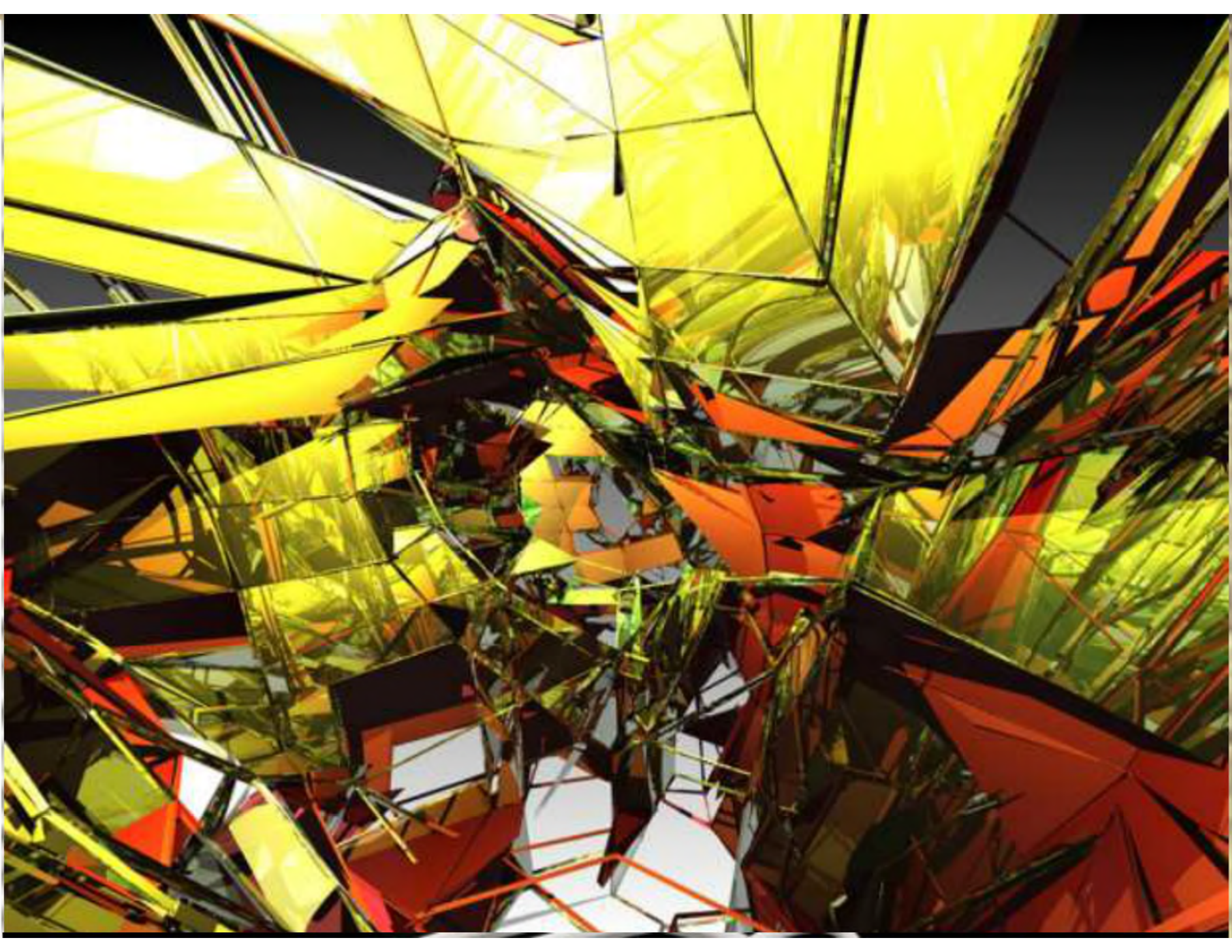


**8. Marcos Novak** is an architect, artist, composer, and theorist who employs algorithmic techniques to design actual, virtual and hybrid intelligent environments.

The self-described transarchitect is seeking to expand the definition of architecture by including electronic space, and originated the concept of liquid architectures in cyberspace and the study of a dematerialized architecture for the new, virtual public domain, the immersive virtual worlds.

Novak is professor at the Department of Architecture and Urban Design at UCLA, he is the founding director of the Laboratory for Immersive Virtual Environments and the Advanced Design Research Program at the School of Architecture at the University of Texas at Austin, and a Fellow of the World Technology Network; and his (many) writings which combine architecture, music, art, computation, science, and/or technology include the seminal paper *Liquid Architectures in Cyberspace* (1991), *transArchitecture: Against the Collapsing Radius of Fiction*, and *Transmitting Architecture: The transPhysical City* (1996) - which became the theme of the XXIII World Congress of the UIA ((Union Internationale Des Architectes, 2008).







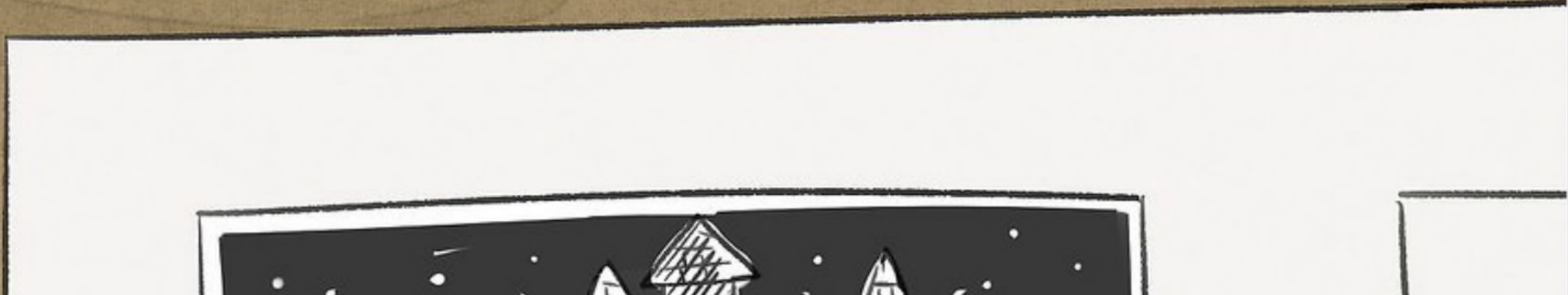
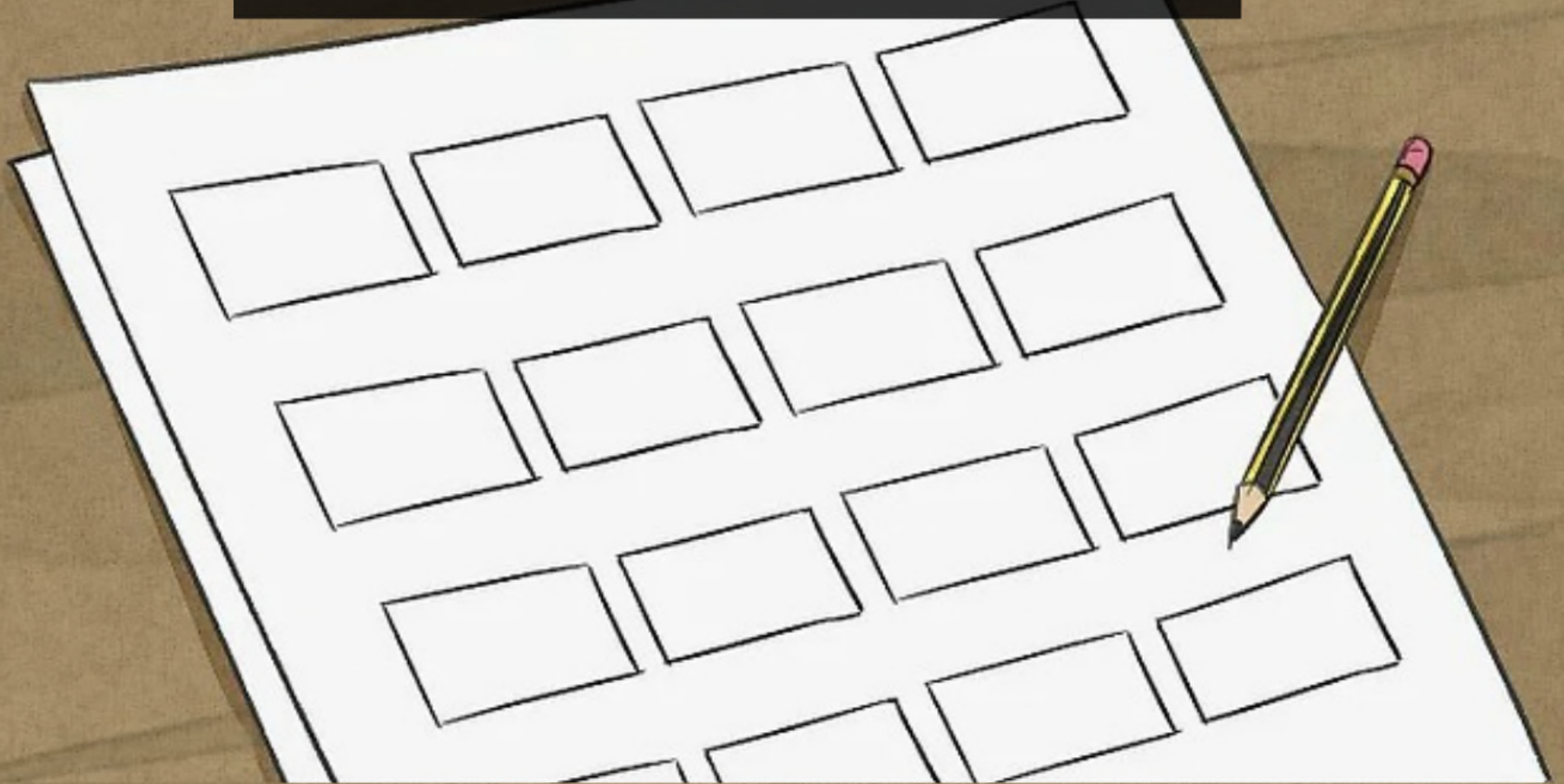








# 9. Storyboard





Concealed in a stormy grey cloud,  
a lonely castle stood tall on a piece  
of floating rock

1. Ολοκληρώστε το σενάριό σας πριν ξεκινήσετε το storyboard.

2. Σχεδιάστε τετράγωνα για κάθε σκηνή, αφήνοντας χώρο για τον διάλογο από κάτω.

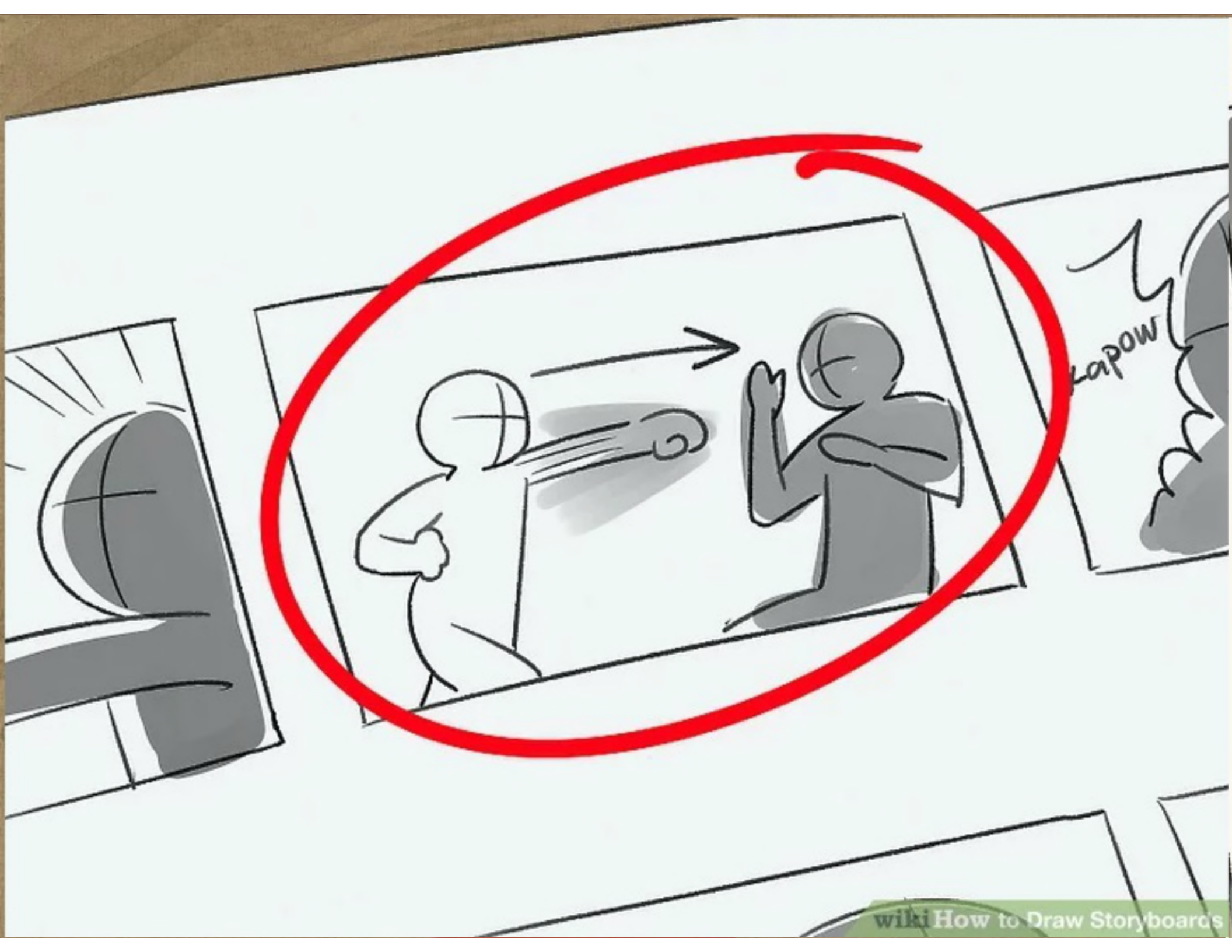
3. Καθορίστε την τοποθεσία και τα σημαντικά αντικείμενα στο πρώτο τετράγωνο της σκηνής

4. Χρησιμοποιήστε τα βέλη και τις σημειώσεις για να δείξετε οποιαδήποτε κίνηση ή αλλαγή.

5. Δημιουργήστε ένα νέο πλαίσιο για κάθε σημαντική κίνηση ή κίνηση κάμερας

6. Αποφύγετε τις επίπεδες, δισδιάστατες συνθέσεις γυρίζοντας πάντα την κάμερα.

7. Σχεδιάστε τα κουτάκια σας σωστά, ώστε να επικοινωνούν





Greg: Why... If it isn't Toby...  
Tobias: hm?



Tobias: oh my. It's nice to meet the  
new CEO of Mega Corp



Greg: Don't flatter me much,  
you won't get a reward  
Tobias: Haha...



don't mind



Greg: Nah, Care if I join?



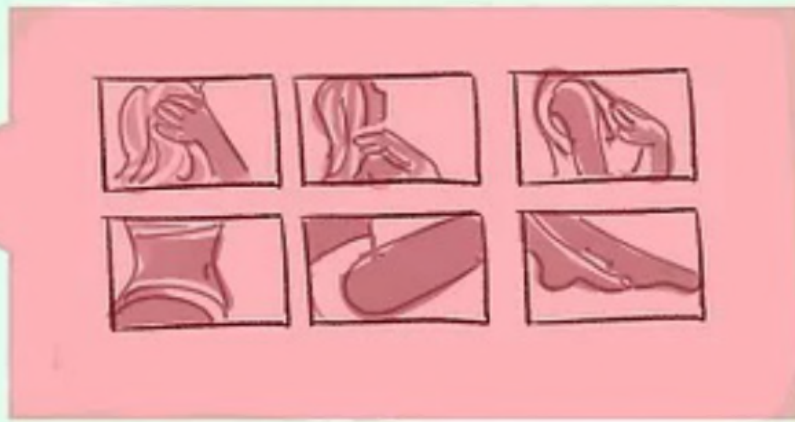
(Tobias uses own cig  
to light up Greg's)



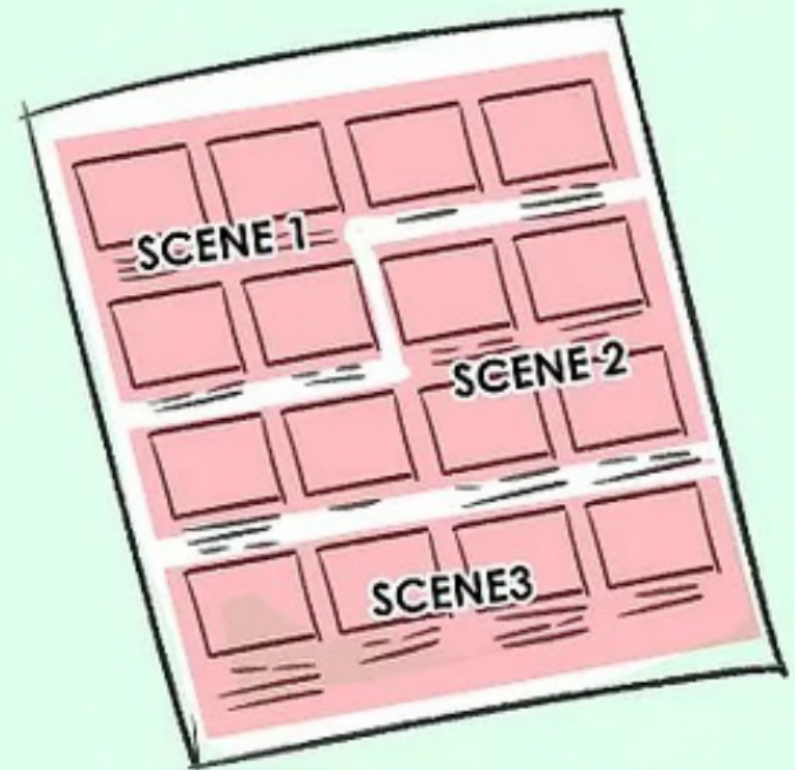
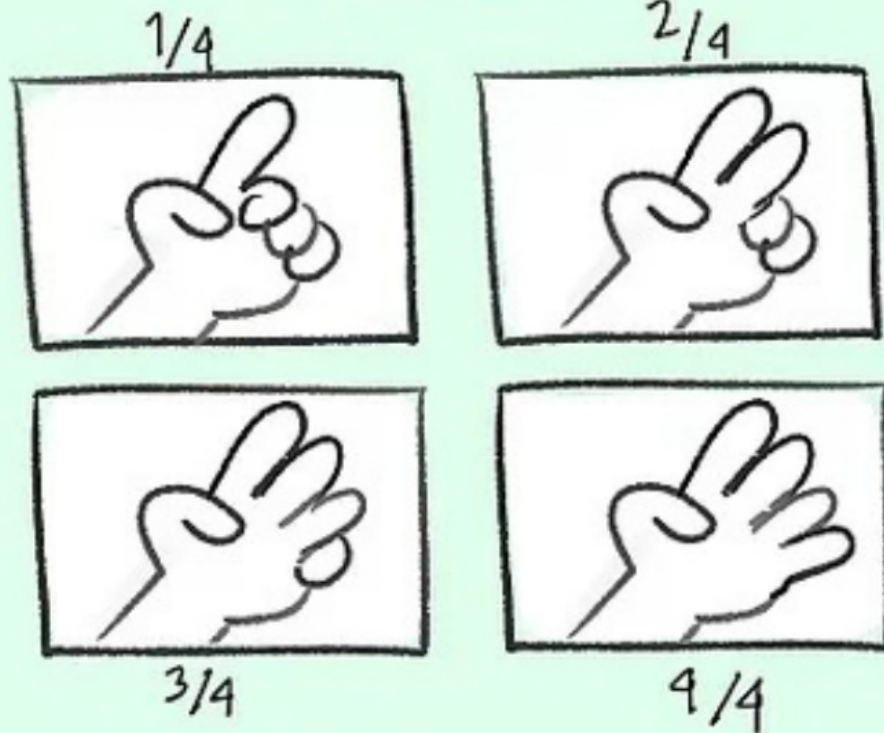
Gino:  
Hello, how d'ya do?  
Rhett: I'm good?



# SCENE



# PANELS



# SEQUENCE

8. Μάθετε την ορολογία των κοινών γωνιών κάμερας.



Establishing Shot



Full Shot



Medium Shot



Close Shot



Extreme Close Shot



Up Shot



Down Shot



Over The Shoulder



Two-Shot



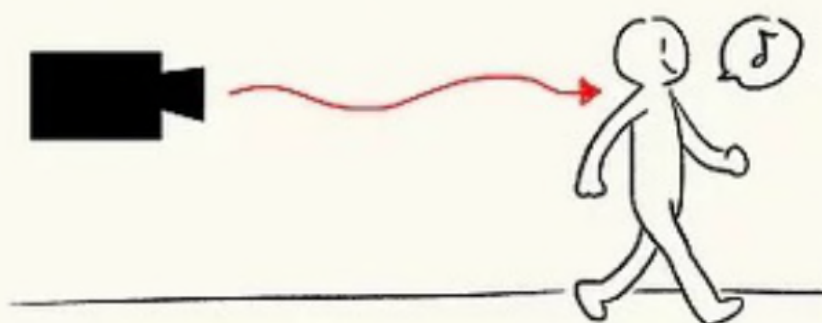
POV shot

9. Γνωρίστε τις κινήσεις της κάμερας για να απεικονίσετε μετακινήσεις ή μεταβαλλόμενες λήψεις.

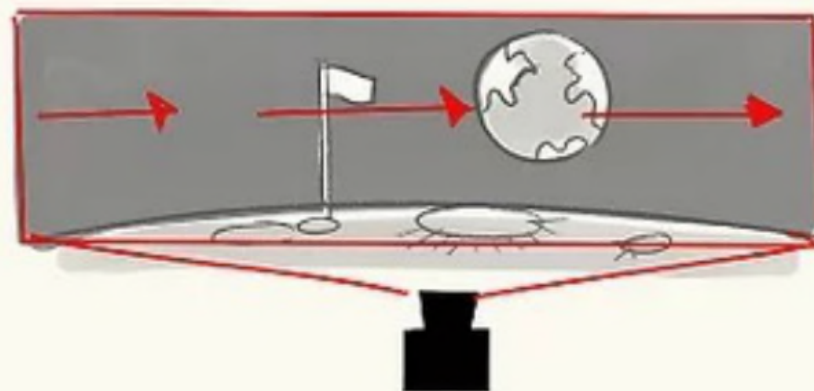
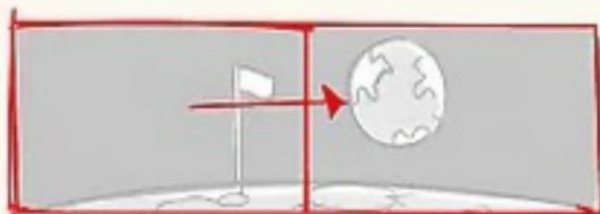
## Storyboard Version

## What it looks like in the Movie

Tracking



Pan



Truck

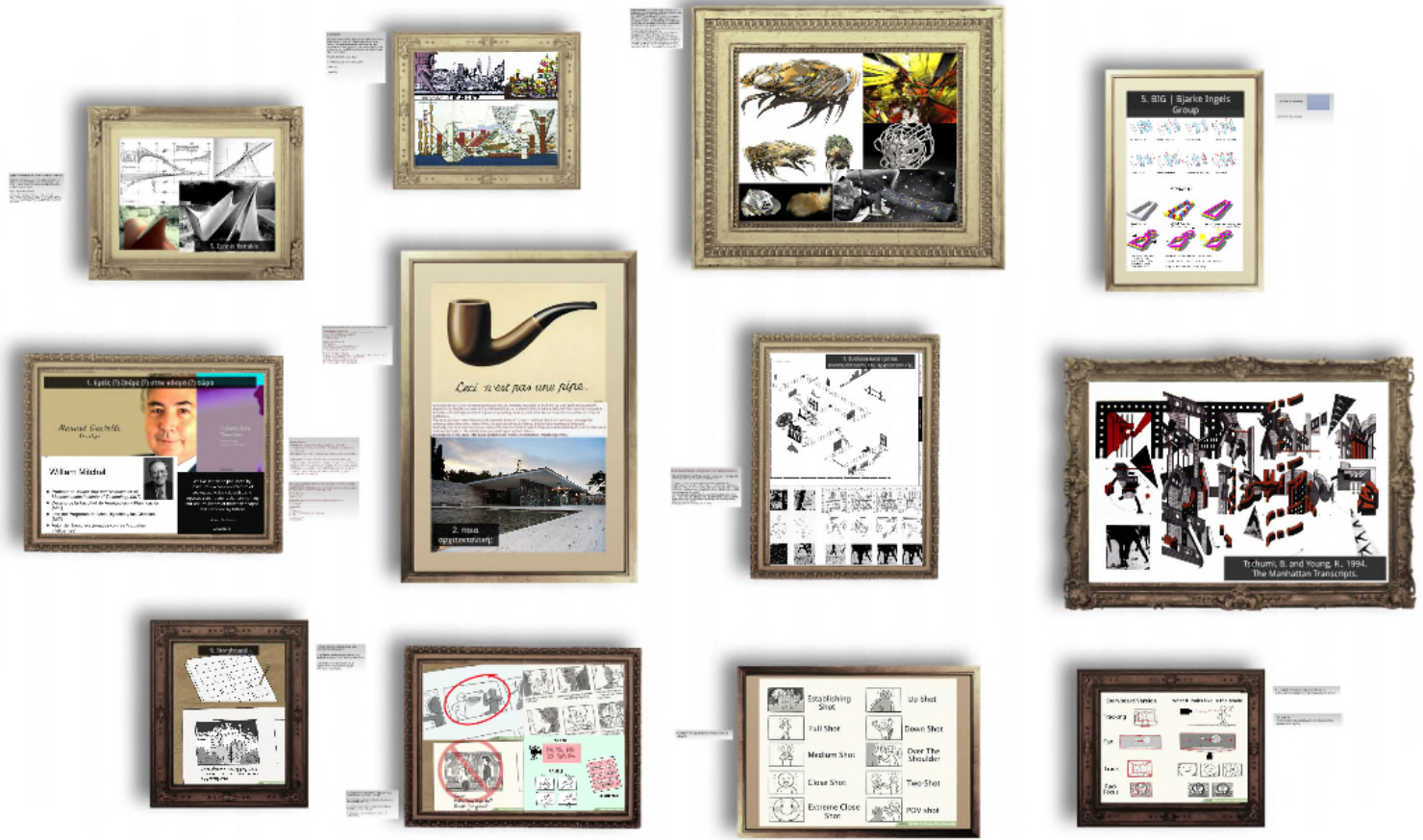


Rack Focus



## 10. Άσκηση

Κάντε το δικό σας storyboard για το πως ήρθατε σήμερα στην σχολή



this is not architecture