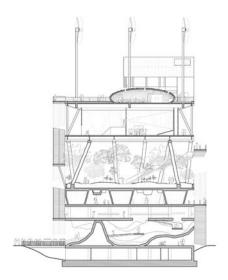
Instructor: Francesco Martire



Expo 2000, MVRDV, source: mvrdv.nl

Title: Grounds for Dismissal

The ground is the starting line for architecture. It is a complex paradoxically riddled constituent in architecture. It is at once a founding surface resolute in its structure and solidity and simultaneously it is punctured, porous and malleable. It is experienced as a surface but possesses an inherent thickness and assembly. It is both a found condition and a constructed one.

Fundamental to the studio is a potential dismissal of the common convention of ground as simply the resting place for architecture. This studio postulates a questioning of ground and its role in the development of an architectural proposition. This studio will explore, reimagine and reinvent ground as a protagonist within the programmatic narrative, through its assembly, its form, its organization and its performative qualities.

The studio aims to work iteratively through a combination of physical models and section drawings as the primary tools of investigation. The studio will work quickly through a range of ideas explored through multiple sketch / study models at the outset of the studio.

