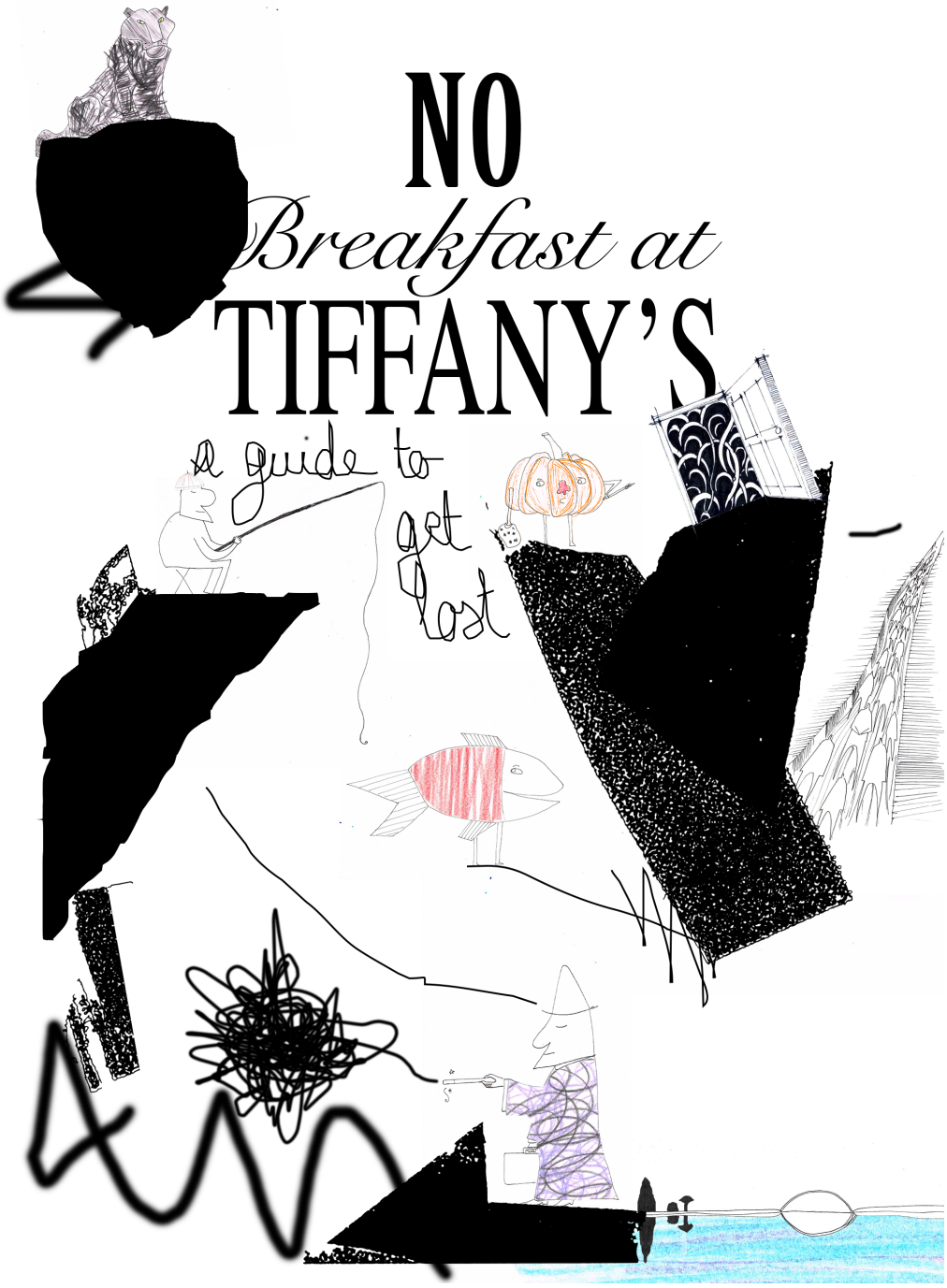
NO *Breakfast at* TIFFANY'S



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NO *Breakfast at* TIFFANY'S

A GUIDE TO GET LOST

Platforms that are trying to map out the world, are like **romantic comedies**, they do not intend to be ambigious.

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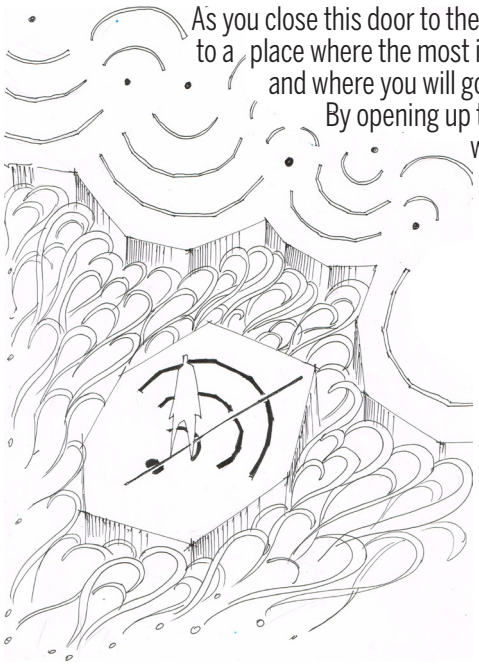
The search for a personal interpretation of 'platform' was a process of trial and error. Blind determination about the meaning of the word brought us into an arrogant attitude of right or wrong. The essence of the word confronted us with our ignorance and the duality that embodied the word. One can say that by accepting our ignorance the essence exposed itself. This tender tango with the unknown resulted in a network of terms, which we reformulated within our research domain.

As we mentioned there's a certain duality within the word platform. On the one hand a structure that encourages guided thinking, on the other hand an opportunity for public discussions where freethinkers speak the word. So when one talks about the nature of the word platform you could say that this is neither fish nor fowl. Nowadays there seems to be a shift towards the structured version. Maybe it is a certain anxiety that caused the shift. Anxiety of the unknown, but also a fear of missing out on stuff. People are dealing with a continuous flow of information whereby absence becomes something rare. As a form of control Platforms are trying to map out the world so they can get a hold on specific phenomena. There's a certain need for legibility and order, so people categorize and classify various issues.



As you close this door to the **unknown**, you close the door to a place where the most important things come from, where you yourself and where you will go.

By opening up to the unknown, we create multiple opportunities that embrace the chaos in life.

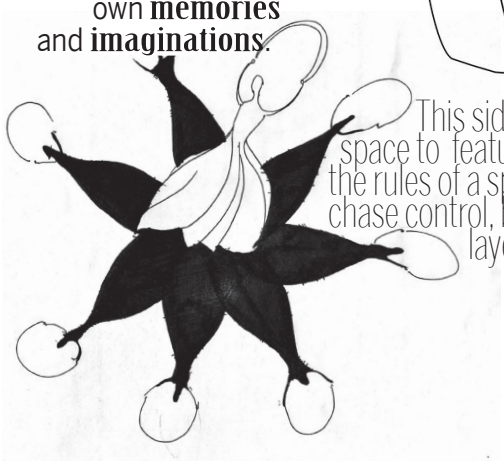
Such as the ability to

wander, get lost & discover again.

'self came from,

oraces

By keeping in mind the ambiguity of phenomena, we can focus on the individual **perspectives** and the intensity of experience. Where each individual has his/her own **memories** and **imaginations**.



This side of the platform gives space to features that aren't following the rules of a specific chain. It doesn't chase control, but accept the hidden layers or even flee from it

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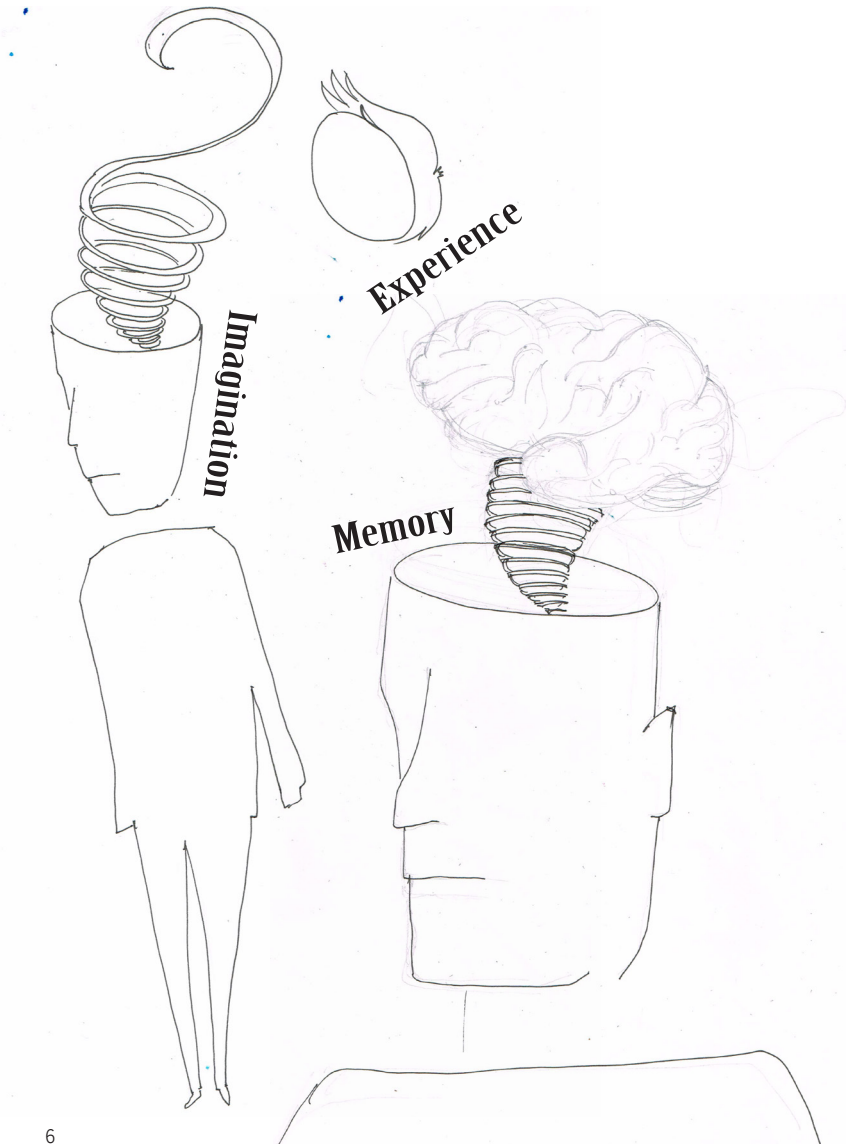
In making this guide we became confronted with the different meanings the terms cited. Terms such as getting lost, imagining, experiencing,... have a different meaning for everyone.



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Somehow this interpretation of platform leans more towards an anti-platform. Anti has two disparate characteristics. First ‘anti’ as an adverb which doesn’t mean to exist separately and is fundamental based on the attached word, and second ‘anti’ as a noun that can exist perfectly independently.

When searching for facts, you’re not occupied with the essence.
So how will you go about finding that thing the nature of which is totally unknown to you?

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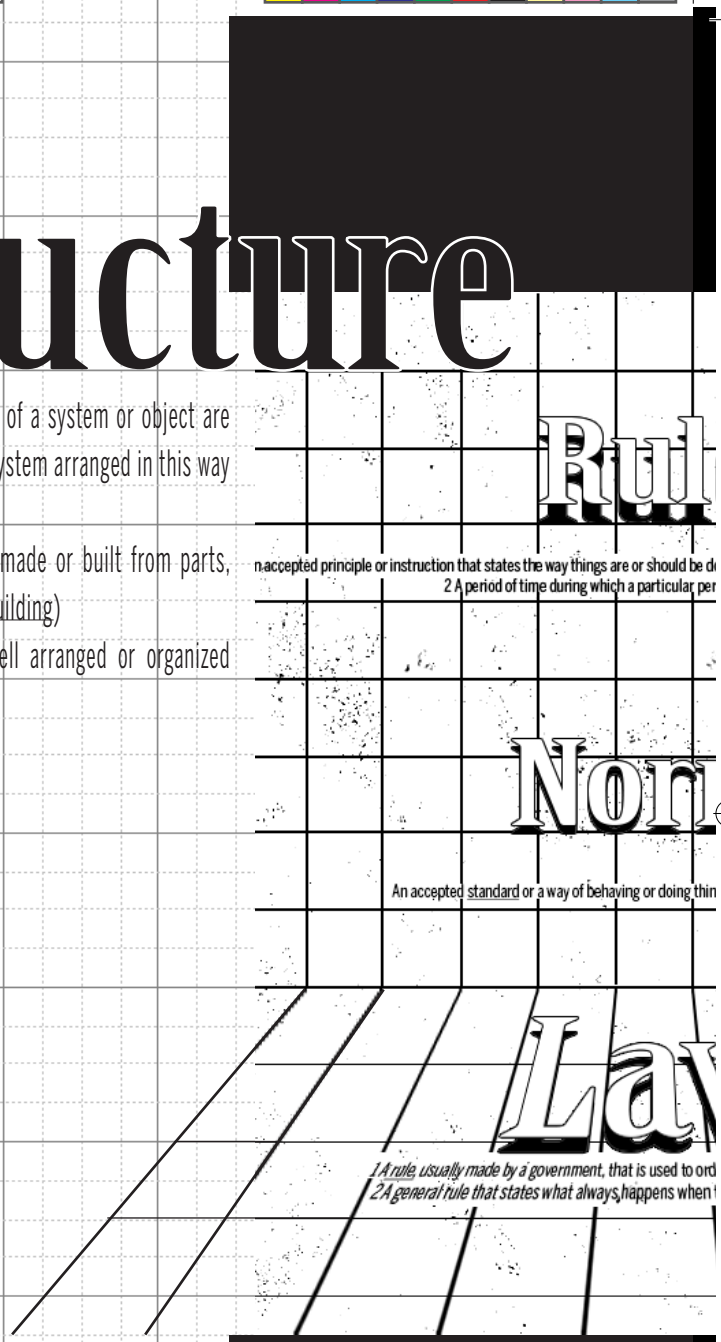
Structure

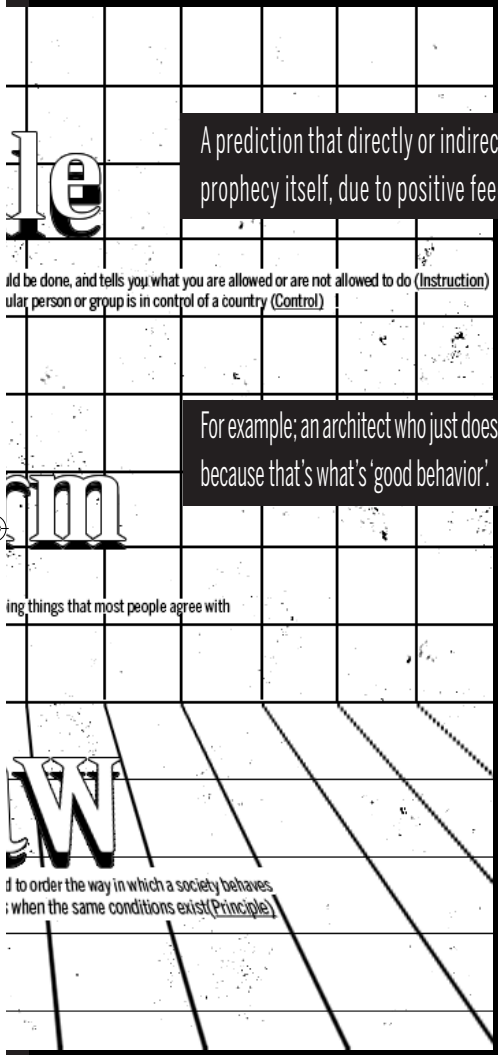
1 The way in which the parts of a system or object are arranged or organized, or a system arranged in this way (Arrangement)

2 Something that has been made or built from parts, especially a large building (Building)

3 The condition of being well arranged or organized



Self-fulfilling prophecy



A prediction that directly or indirectly causes itself to become true, by the very terms of the prophecy itself, due to positive feedback between belief and behavior.

For example; an architect who just does what he is expected to do. He follows the rules indiscriminately, because that's what's 'good behavior'.

"There's an expectation these days that novels – like any other consumer product – should be made on a production line, with one dropping from the conveyor belt every couple of years"

Donna Tartt

Control

1 To order, limit, or rule something, or someone's actions or behaviour

2 The power to influence or direct people's behaviour or the course of events

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Functionality

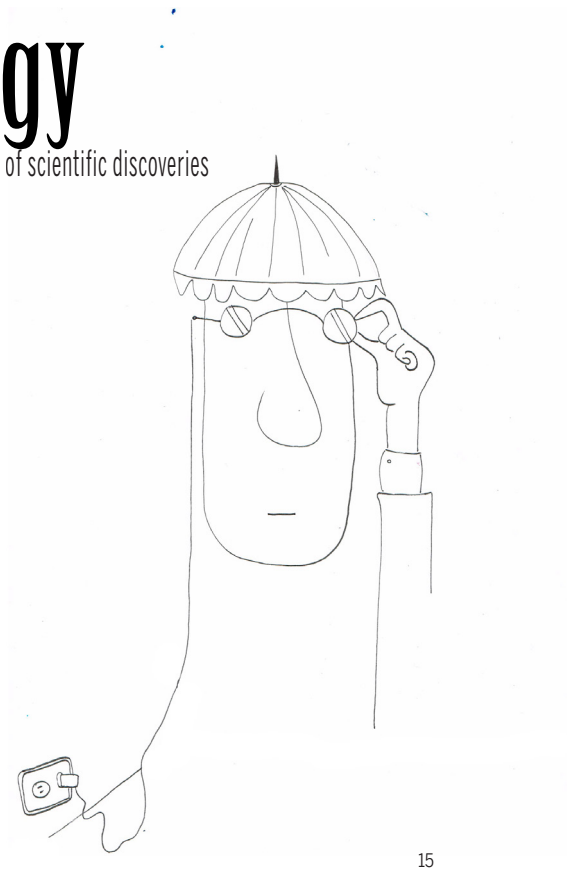
The practical, especially industrial, use of scientific discoveries

Legibility

The quality of being clear enough to read

Technology

The practical, especially industrial, use of scientific discoveries



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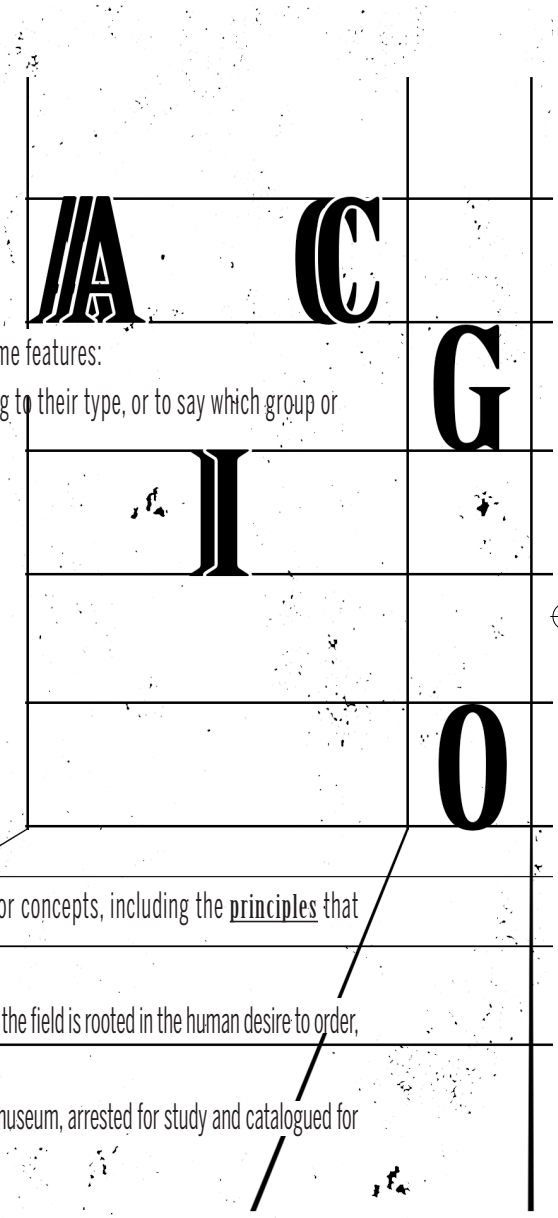
Categorize
Classify



1 to put people or things into groups with the same features:
2 to divide things or people into groups according to their type, or to say which group or type something or someone belongs to

Taxonomy

Practice and science of classification of things or concepts, including the principles that underlie such classification

Natural history museums are dedicated to display; but the field is rooted in the human desire to order, to taxonomize, the world in all its complexity.
Thoreau saw that once a specimen is brought into a museum, arrested for study and catalogued for posterity, it has already lost its substance.

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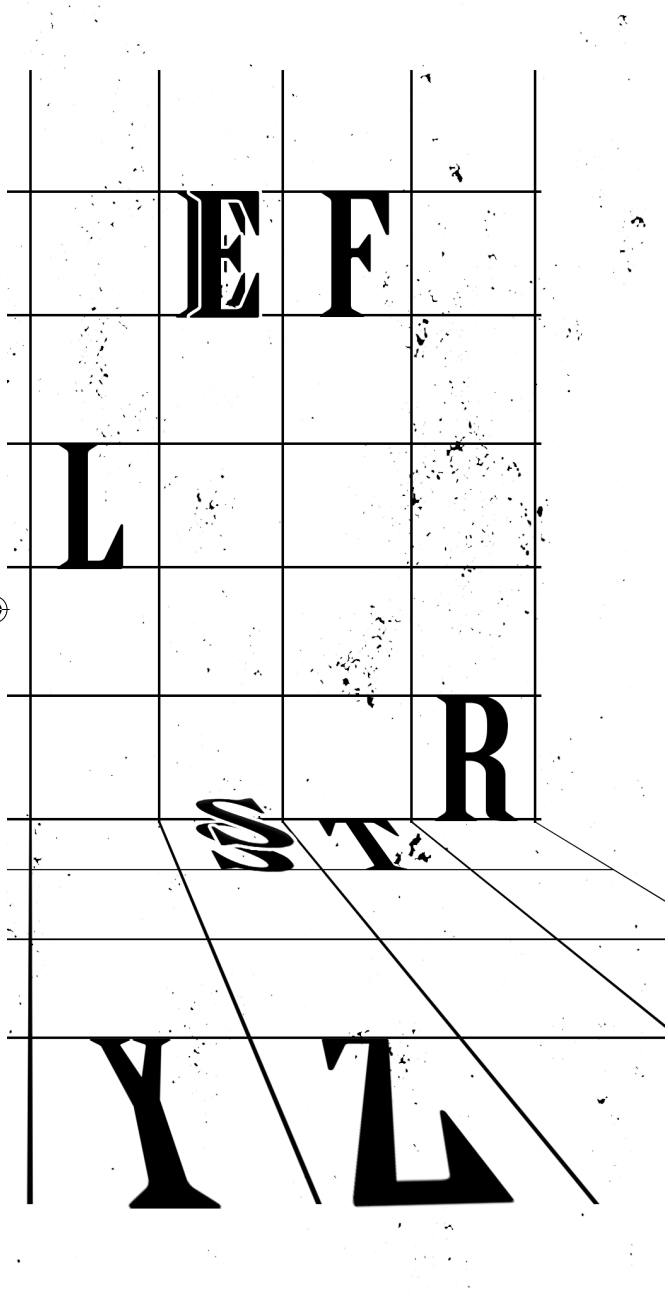

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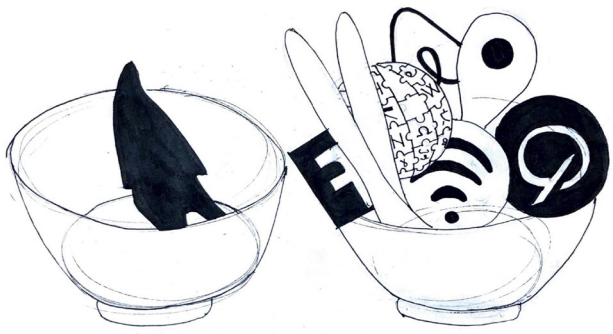
Information Diet



Rainfall of Images

"The most powerful media transform the world into images and multiply it by means of the phantasmagoric play of mirrors. These are images stripped of the inner inevitability that ought to mark every image as form and as meaning, as a claim on the attention and as a source of possible meanings."

Italo Calvino- Six Memos for the Next Millennium(1985-1986)

Stream

A continuous flow

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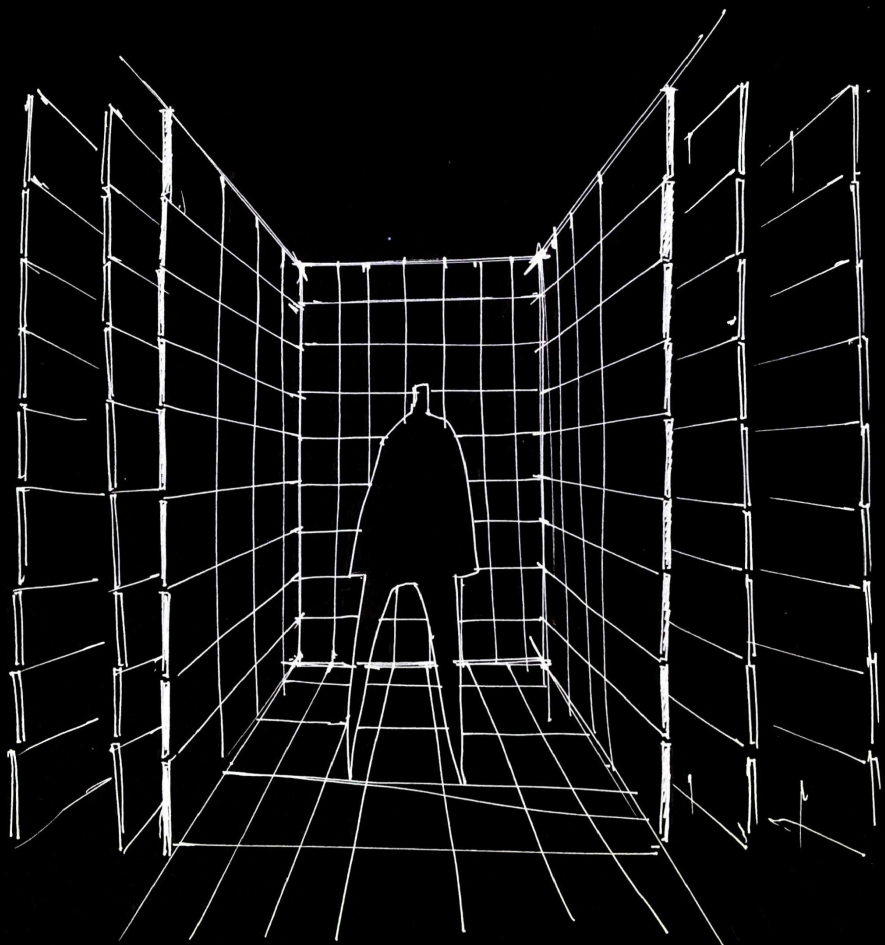
Reality Apathy



Lack of feeling, emotion, interest, and concern about something of great importance. Beset by a torrent of constant misinformation, people simply start to give up. As an effect they „stop paying attention to news and that fundamental level of informedness required for functional democracy becomes unstable.

Aviv Ovadya

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Platt

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form

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1 An opportunity to make your ideas or beliefs known publicly
2 A flat, raised area or structure
3 A surface raised above the level of the adjacent area, as a stage for public speaking

If you look at the definition of platform. One can say that the nature of this word is difficult to grasp. Where on the one hand it can be understood as a structure in favor of a certain istance that encourages guided thinking, it is also understood as an opportunity for public discussions where free-thinkers speak the word. So when one talks about the nature of the word platform you could say that this is neither fish nor fowl, floating somewhere in between these 2 extremes. Nowadays the word 'platform' seems to lose his balance and shifts to a more structured way. A structure where each phenomona can be **classified** and **categorized** which results in a more fluent and clear way of working. You could say that those platforms are like a romantic comedy, they do not intend to be ambigious. Within the stream of information, there's a human need for order to obtain a certain feeling of **control**. Men try to understand the network by trying to expose the elements. But in de end, we have to conclude that several phenomena are just to complex to pin down and face the (hidden) **layerdness**.

Its rather pointless to look for a total overview. Is it because of the platforms, that are trying to map out the world, getting lost becomes a rare experience?
There's a fear for distractions, it's when you allow yourself to daydream and abandon the pursuit of structure we can embrace a refound desire to roam around.

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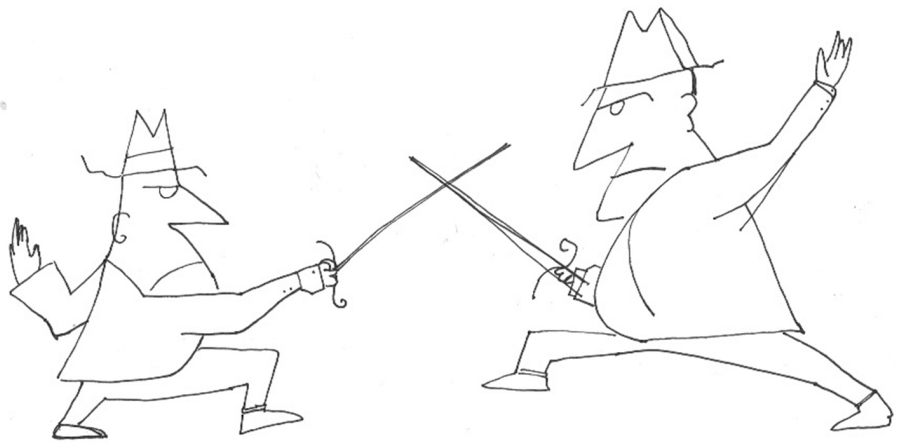
Conflict

1 an active disagreement between people with opposing opinions or principles
2 fighting between two or more groups of people or countries



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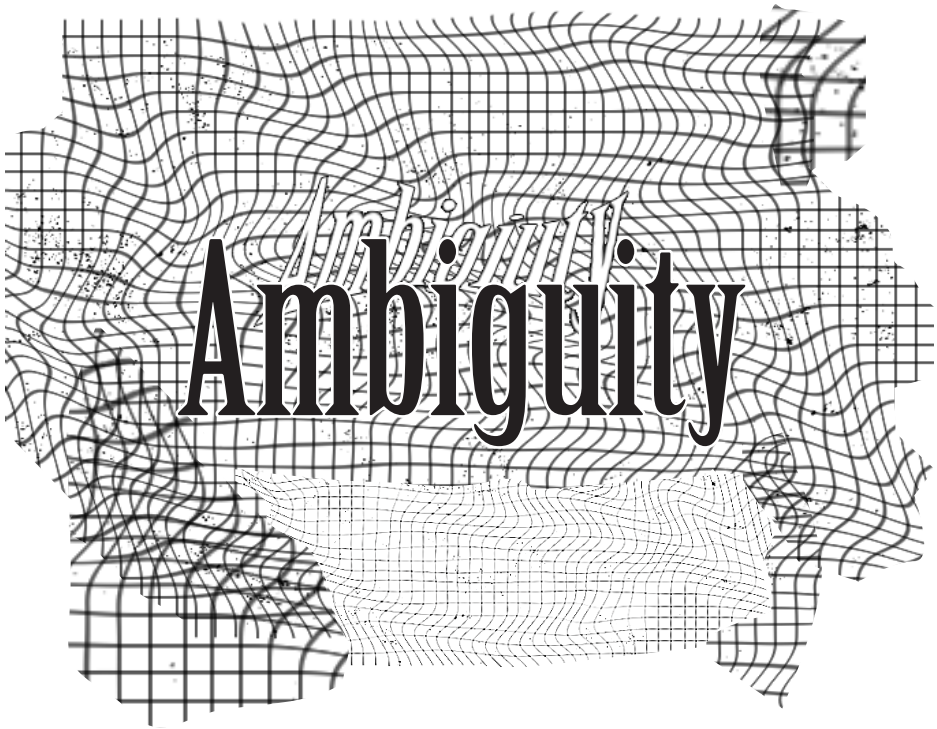

1 Doubtfulness or uncertainty of meaning or intention
2 An unclear, indefinite, or equivocal word, expression, meaning, etc.:

"The more levels of experience - as aspects - are taken into account in our design the more associations can be made, and therefore the wider the range of experiences for different people in different situations, each with his or her own perceptions."

Herman Hertzberger - Lessons for Students in Architecture

With simplification and **legibility**, there's a risk to loose expressive force. We should investigate the **layerdness** of references and alternatives whitin a field. There's a range of diverse interpretations that unflatten a certain event.

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Layer

A sheet, quantity, or thickness of material, typically one of several, covering a surface or body

"...the abrupt combinatiorn of style elements or materials, spaces and voids, can result in a change of perception towards a location, a material or a motif."

"Depth also gives unpractised viewers the opportunity to understand an edifice and make it their own. The multiple meanings given to the edifices based on various references will provide occasions to interpret the buiding in diverse ways."

Elsbeth Ronner-Wandering

A phenomena isn't flat. You have to search for the hidden layers/possibilities. Be **aware** of the alternatives. There're different stories that influence the perception of the visitor. As a visitor you have to be given the chance to interpret in different ways.

AlternativesAlternativesAlternatives

Something that is different from something else, especially from what is usual, and offering the possibility of choice

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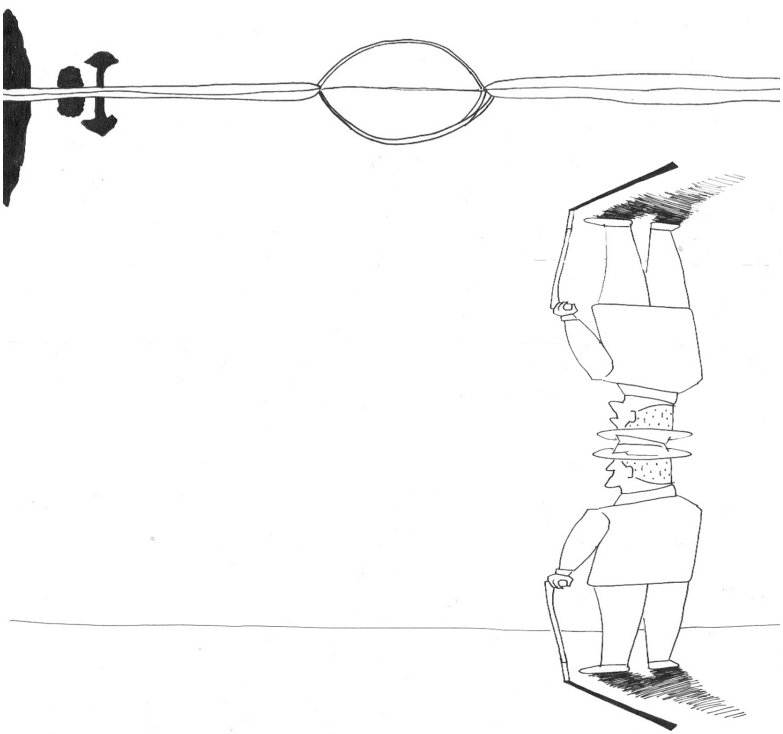
Perspectivism

The philosophical position that one's access to the world through perception, experience, and reason is possible only through one's own perspective and interpretation. It rejects both the idea of a perspective-free or an interpretation-free objective reality.



Knowledge is always perspectival, that there are no immaculate perceptions, and that knowledge from no point of view is as incoherent a notion as seeing from no particular vantage point.

F. Nietzsche

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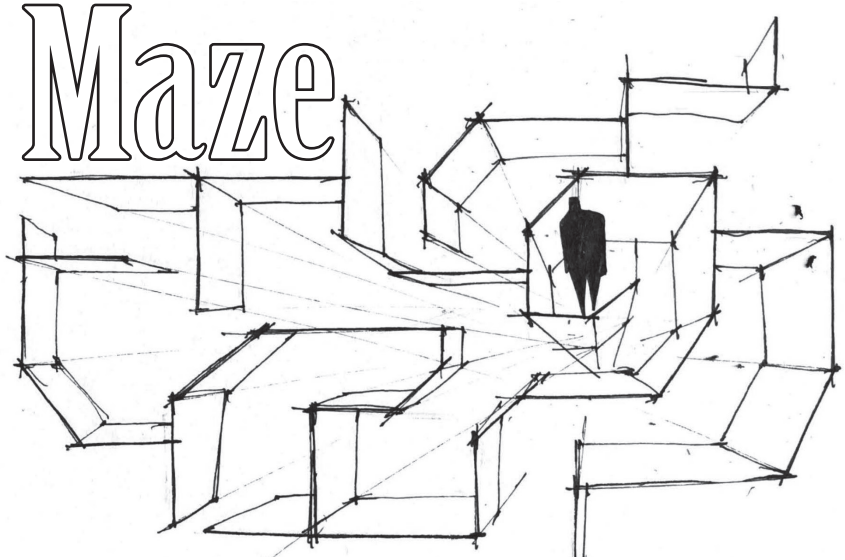
Maze



1 a network of paths and hedges designed as a puzzle through which one has to find a way
2 be dazed and confused

Within an network, there are some unknown or confusing aspects. Phenomena can contain hidden layers, a maze of possibilities.

Complexity

The state of having many parts and being difficult to understand or find an answer to

An architecture that can simultaneously recognize contradictory levels should be able to admit the paradox of the whole fragment: the building which is a whole at one level and a fragment of a greater whole at another level. The difficult whole in an architecture of complexity and contradiction includes multiplicity and diversity of elements in relationships that are inconsistent or among the weaker kinds perceptually.

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Experien

1 Practical contact with and observation of facts or events
2 An event or occurrence which leaves an impression on someone

The taste of an apple is not in the apple, but in the encounter of the apple and the palate'

Jorge Luis Borges

Situationist International

Developed a critique of capitalism based on a mixture of Marxism and surrealism. Leading figure of the movement Guy Debord identified consumer society as the Society of the Spectacle in his influential 1967 book of that title. In the field of culture situationists wanted to break down the division between artists and consumers and make cultural production a part of everyday life.

It combined two existing groupings, the Lettrist International and the International Union for a Pictorial Bauhaus. As well as writer and filmmaker Guy Debord, the group also prominently included the former CoBrA painter Asger Jorn, and the former CoBrA artist Constant. British artist Ralph Rumney was a co-founder of the movement.

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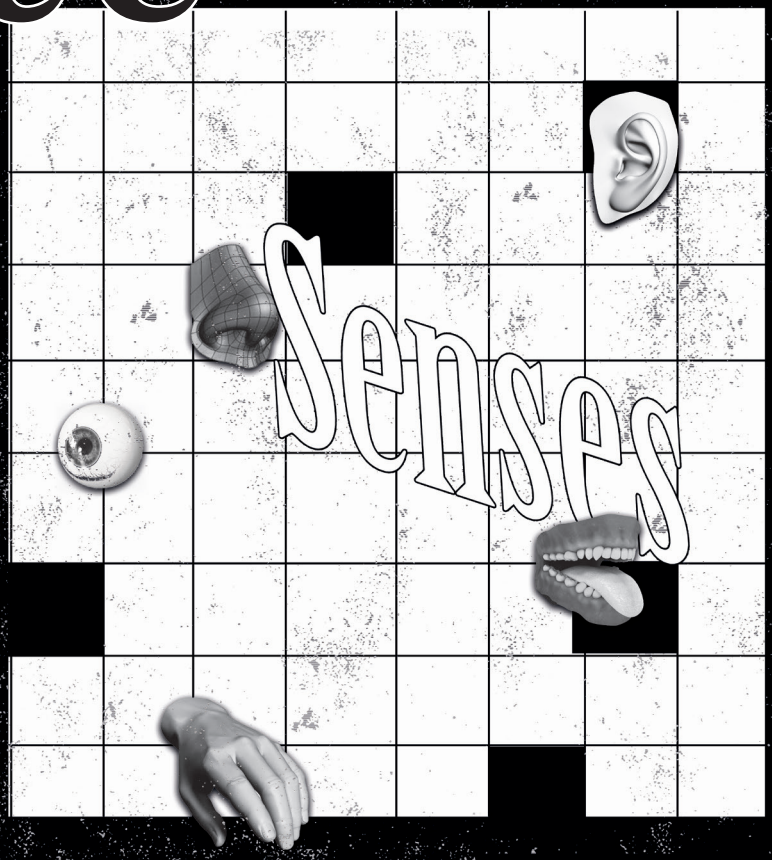

Familiar emotions

what we fear or love – will affect what we see

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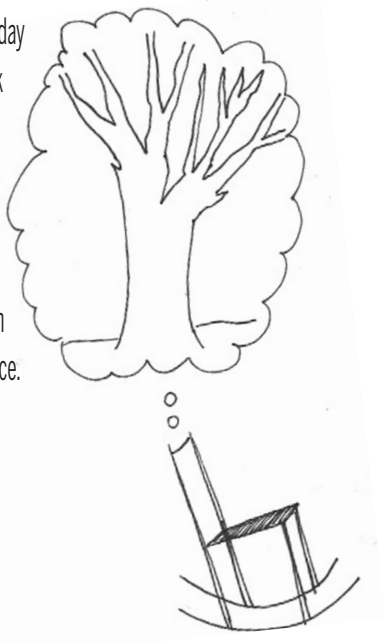
Memory

1 The ability to remember information, experiences, and people
2 Something that you remember from the past
3 The part of a computer in which information or programs are stored either permanently or temporarily, or the amount of space available on it for storing information

"Memories contain the deepest architectural experience that I know. They are the reservoirs of the architectural atmospheres and images that I explore in my work as an architect."

Peter Zumthor - Thinking Architecture

(Un)consciously remembering of stories, images. How are today **experiences** influenced by previous events? You can ask the question, when you imagine, how much is it based on your own memories? How is our mind handeling the **flux of information** we get whitin our lives? Memories are converted into data of the computermemory. So you have your body that works as a network of connection and reactions, but now you also have a second digital existence.



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Heritage

features belonging to the culture of a particular society, such as traditions, languages, or buildings, which come from the past and are still important

Innocence

The quality of not having much experience of life and **not knowing** about the bad things that happen in life

META

Referring to itself or to the conventions of its genre (self-referential)e.g. look at the opinions of the viewers of a movie instead of the movie itself

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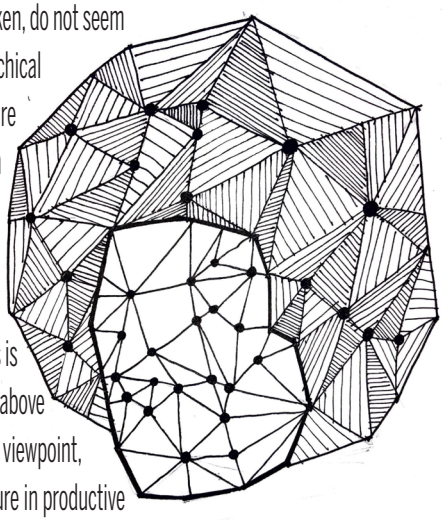
Combinatory play



The words or the language, as they are written or spoken, do not seem to play any role in my mechanism of thought. The psychical entities which seem to serve as elements in thought are certain signs and more or less clear images which can be "voluntarily" reproduced and combined. There is a certain connection between those elements and relevant logical concepts. It is also clear that the desire to arrive finally at logically connected concepts is the emotional basis of this rather vague play with the above -mentioned elements. But taken from a psychological viewpoint, this combinatory play seems to be the essential feature in productive thought – before there is any connection with logical construction in words or other kinds of signs which can be communicated to others.

Albert Einstein

Incubation

The process of thinking about a problem subconsciously while being involved in other activities

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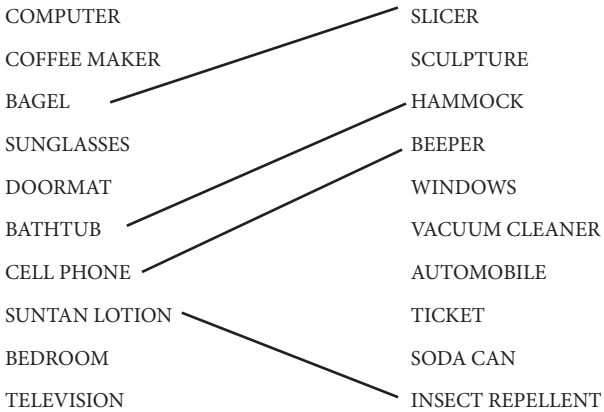
Connectivism

Learning in a digital age that emphasizes the role of social and cultural context in how and where learning occurs. Learning does not simply happen within an individual, but within and across the networks...knowledge as a network and learning as a process of pattern recognition*

*automated recognition of patterns and regularities in data automatic face detecting on camera

Decision-making is itself a learning process. Choosing what to learn and the meaning of incoming information is seen through the lens of a shifting reality. While there is a right answer now, it may be wrong tomorrow due to alterations in the information climate affecting the decision. Perceiving connections between fields, ideas and concepts is a core skill.



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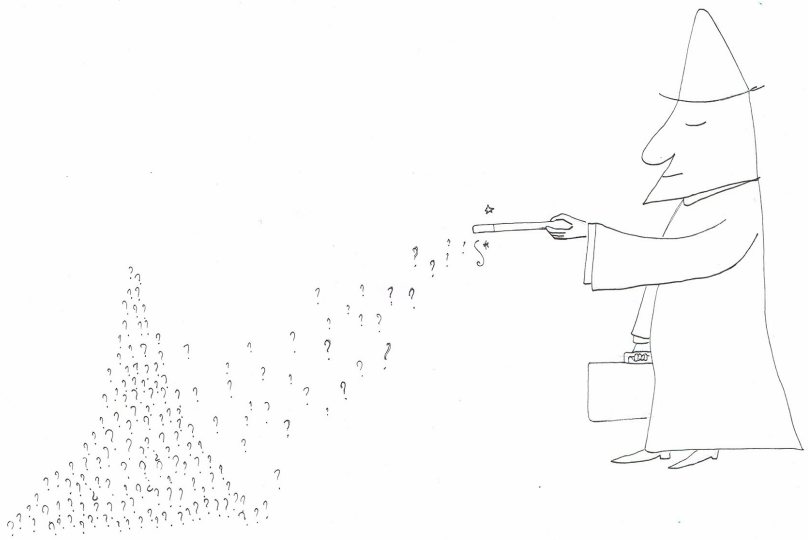
Unknown

1 Something that cannot be guessed at or calculated because so little is known about it
2 Not known or familiar



"Particularly when we wish to observe the Cloud, which itself dreams of a terrifyingly surveillant omniscience, we should appreciate the prudence and power of fog and **obfuscation**, of seeing obliquely, sensing beyond the limits of sight, even remaining unseen." *Cloud and Fields*

There's a strength in not knowing. For instance, **an open ending**; it's unclear what the right storyline is, there are multiple interpretations. Unknown territory is the ground on which we **discover**. The unfamilliar exposes new sights within the world we live. Exploring the unkown goes hand in hand with accepting a loss of **control**.

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Daydreaming Silence

to **spend time** thinking pleasant **thoughts** about something you would prefer to be doing or something you would like to achieve in the future

Desire

a strong feeling of wanting to have something or wishing for something to happen.

Wanderlust

a strong desire for or impulse to wander or travel and explore the world

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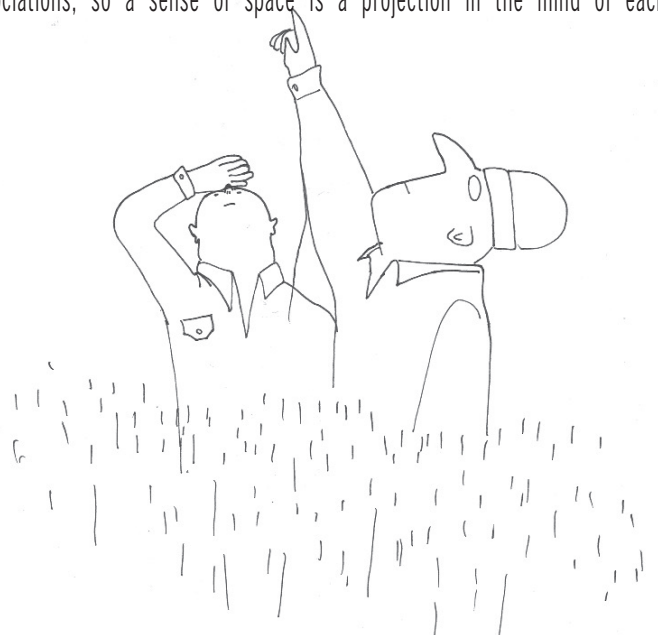
Wander

1 to ramble without a definite purpose or objective; roam, rove, or stray
2 to extend in an irregular course or direction
3 to think or speak confusedly or incoherently.
4 to take one direction or another without conscious intent or control

The **experiences** of a building/place, light and sound are influencing your interpretation. Discovering the 'plot twist' or sidepaths and clashing combinations of elements. Roaming around in the different **layers** of a phenomena. Wandering may lead to a change of perception. Trough use of proportions, materials, light, coulour and sound, architecture engages our senses. But people create their own references and associations, so a sense of space is a projection in the mind of each of us.



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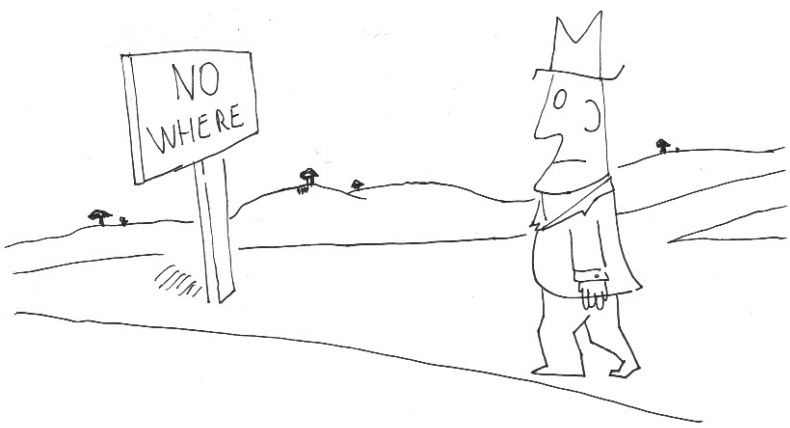
Lost

1 Unable to find one's way ; not knowing one's whereabouts
2 That has been taken away or cannot be recovered
3 In which a defeat has been sustained

"The word 'lost' comes from the old Norse *los*, meaning the disbanding of an army, soldiers falling out of formations to go home, a truce with the wide world."

R. Solnit -A field Guide to Getting Lost



Finding the **unkown**. Your familiar world fades away and the unfamiliar appaers. The reasons to do/choose something can become unclear. The parameters of what is considered normal in a specific moment of your life, are changed or even **absent**.

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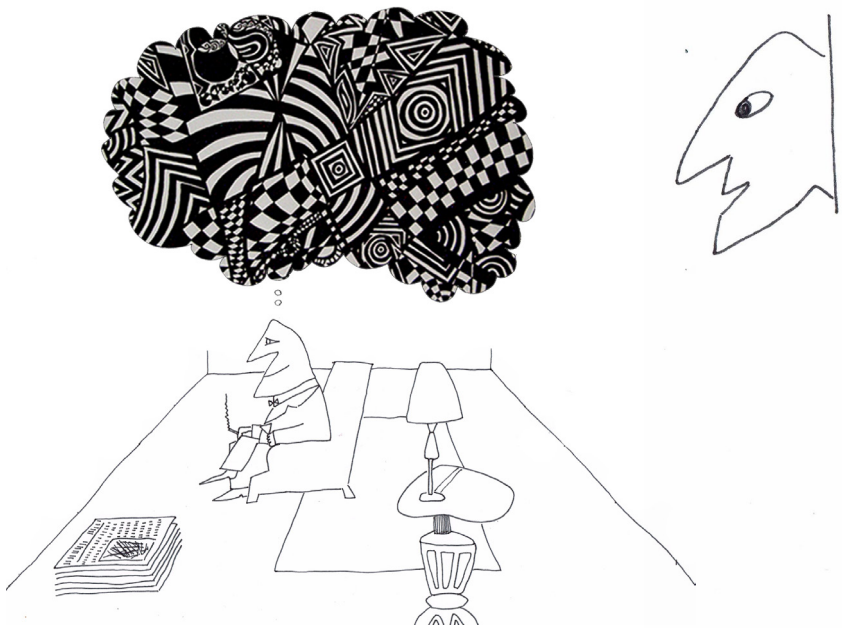
Imagination

The faculty or action of forming new ideas, or images or concepts of external objects not present to the senses



Life is to complex to categorize, there is a strength in the **unknown.** People have a need for information and legibility but we have to cherish an ongoing question. A refound desire to discover.

There's a constant problem of closing the imaginary. Like the mythological - the church - the propaganda - the tv - the internet. Each generation has his own way to **close the mind.** The imaginary does rarely follow a pattern of a specific chain. It can have an ambiguous language. It doesn't want to reveil a structure. With the overflow of information we daily get (especially see), it's hard to know what's real. It's when we're ignorant, we create freedom and flexibility in a field where imagining and desire can be possible .

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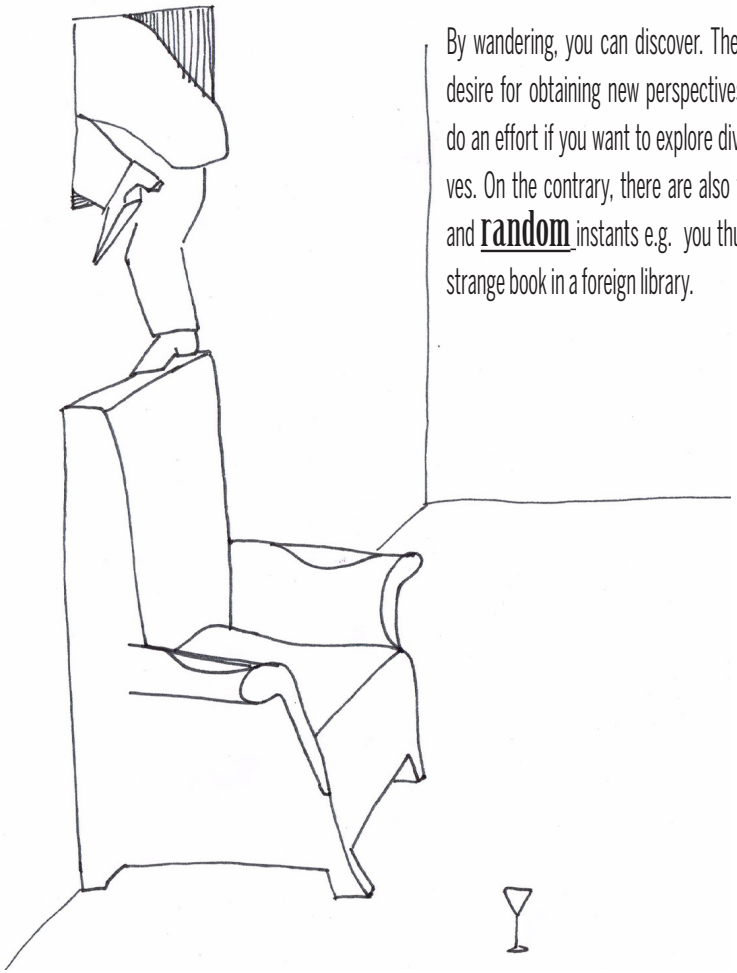
Discover

1 To make known or visible : expose

2To obtain sight or knowledge of for the first time : find



By wandering, you can discover. There's a refound desire for obtaining new perspectives. You have to do an effort if you want to explore diverse alternatives. On the contrary, there are also the unplanned and **random** instants e.g. you thumb through a strange book in a foreign library.

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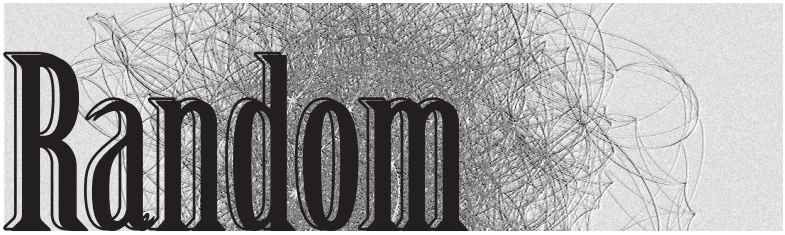

Lack of pattern or predictability in events

Enthalpy is equal to the system's internal energy plus the product of its pressure and volume

For processes at constant pressure, the heat absorbed or released equals the change in enthalpy.

Entropy defined as a measure of randomness of a system

'When it rains in my films, it simply rains'.
Andrei Tarkovsky

Improvisation

the activity of making or doing something that you have not planned, using whatever you find

1 not clearly expressed, known, described, or decided
2 not clear in shape, or not clearly seen

* In Italian vague also means attractive

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Absence

1 An occasion or period of being away from a place or person
2 the non-existence or lack of

"Our generation seems to be facing a crisis of critique. We want to know what's best, we want to know where to eat and what movie to see, but we've begun to forget that real opinion, real critique, must always come out of an absence of voices–from a singular subjective viewpoint. You!"
"... The daydreaming silences in our lives are filled."

Michael Harris - The End of Absence

What's so remarkable in our generation is that we have the knowledge of the offline world. In a few years, people will only know a world where internet exist. How can we make sure an **offline world** isn't going to be a part of the past?

Phenomena become interesting because it lacks an element. For example when something isn't visual available, it depends on stories and there will be more desire to **discover**.

Fear of missing out

A pervasive apprehension that others might be having rewarding experiences from which one is **absent**
A desire to stay continually **connected** with what others are doing

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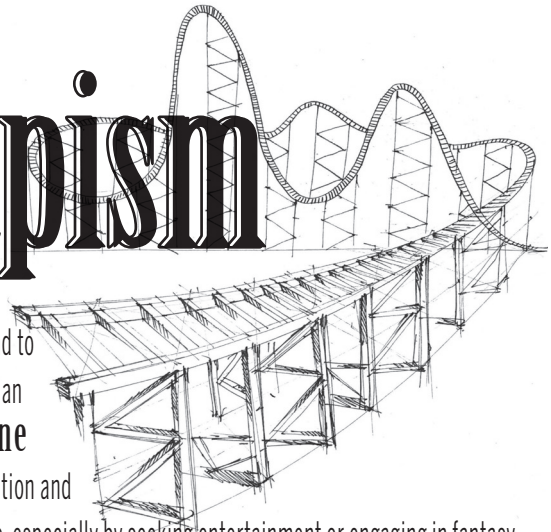
Escapism



1 Habitual diversion of the mind to purely imaginative activity as an escape from reality or routine
2 The tendency to seek distraction and relief from unpleasant realities, especially by seeking entertainment or engaging in fantasy

There is a certain agitation about the current society in which one is present. You want to flee the familiar environment and break with everyday routines.

Immigrant

A person who comes to live permanently in a foreign country.

Our collective digital engagement and addiction might be stealing from our imaginations capacity to roam without interruption. Where we are now immigrants in an online world, there's a fear that in te future it will reverse and we become immigrants from the online to the offline world.

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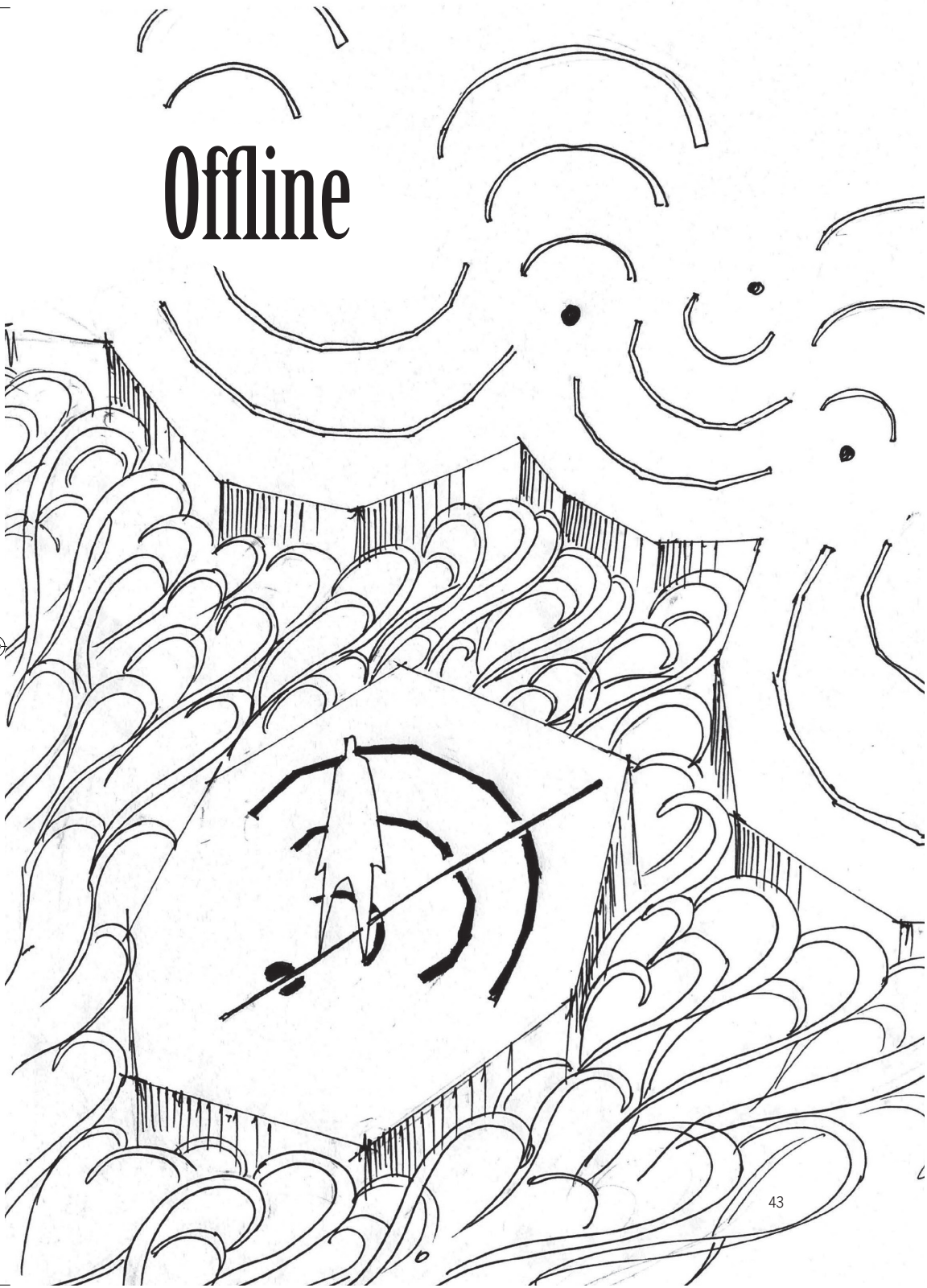
Offline



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There are 2 different meanings for the word ‘anti’ although these are written the same, there is a strong differe attached word. While the ‘anti’ as a word in itself can exist perfectly independently.

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ifference. The ‘anti’ as an adverb does not mean to exist separately, it is based on the fundamental value of the

1 Anti (a dverb) Against: I am against it 2 Anti (noun) Op ponent, dissentient

1 A temporary difficulty or problem

2 A knot of a particular kind, typically one used for fastening a rope to something else

Interruption in the flow, disrupting and clashing elements

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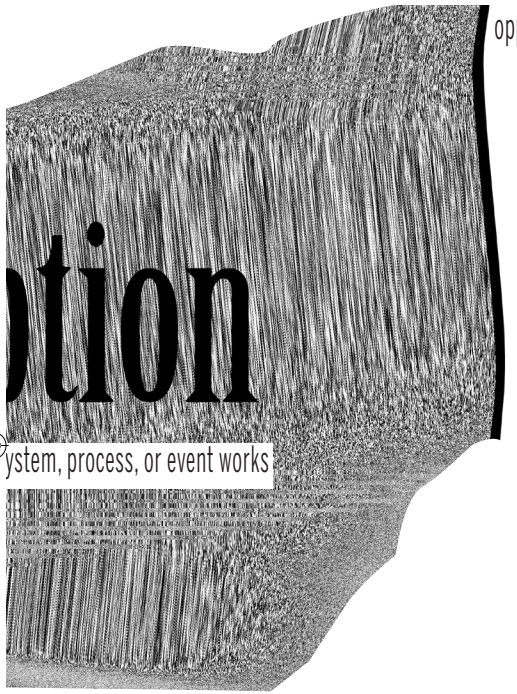
Contradiction

A combination of statements, ideas, or features which are opposed to one another



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NARRATIVES

The different links between multiple terms

1. THE IMMIGRANT
2. THE DIET
3. THE GAME
4. THE SCHIZOPHRENIC

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Fear of missing out - Platform Absence/Missing element - Immigrant - Online/Offline - Daydreaming silence

THE IMMIGRANT

There is a kind of fear of being absent, of having missed something. There is an abundance of information, especially on image. We have to appreciate absence, through elements that lack we desire. It is striking to realize that we live in a generation that still knows a world without the Internet, we are immigrants in an online world. Will the offline world disappear in the future? **Will we then become immigrants from an online world to an offline world**? In the absence of it lies the silence of daydreaming. It is strange nowadays to go to the toilet without your phone, we watch Netflix until we fall asleep, there is a kind of fear of being disconnected in silence. I wondered where you are still offline in everyday life in a non-extreme way. And I could only think of the shower. The world of daydreams might be rediscovered in the future and so **absence turns into a pure presence**.

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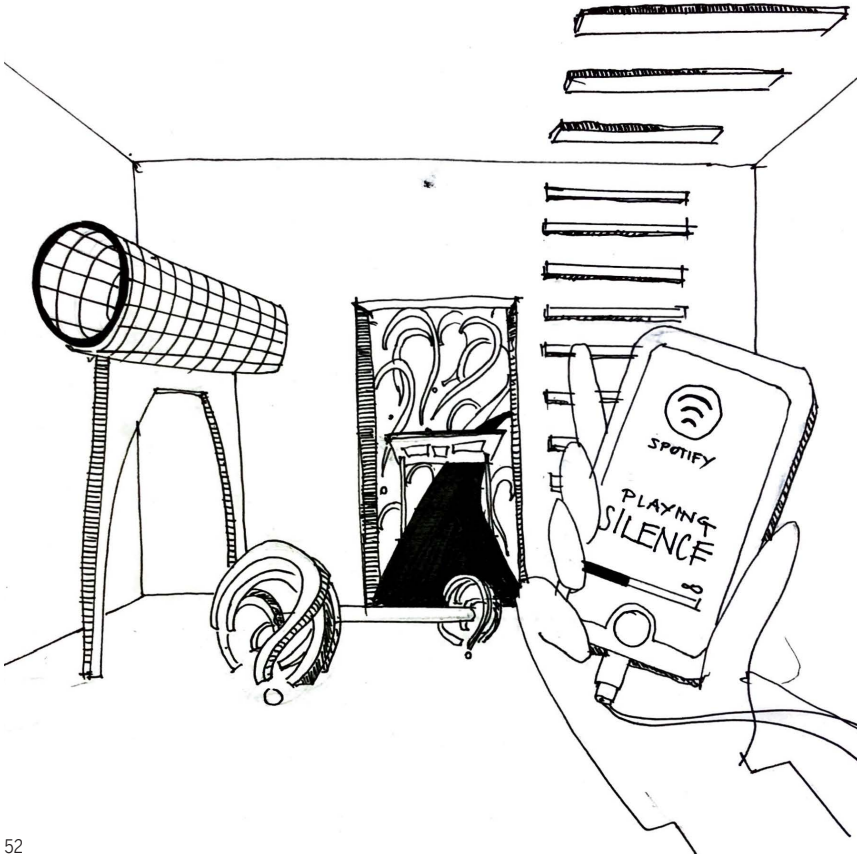
Platform - Legibility - Reality Apathy - Information Diet - Absence - Unknown - Imagination

THE DIET

Nowadays every aspect of our life becomes easier and easier. Everything has to be accessible and legible. We don't need to fght. We don't need to struggle. We don't need to care... At the certain point it makes us apathetic. All the facilities made us lazy, while all the information were still feeding us – so we became overweight. Now it's time for a diet. It's time for a certain **absence**, for selection of goods and information, for an appetite for the unknown, for rediscovering the world. Instead of knowing everything, try to imagine it on your own. Let's work again, let's join the biggest gym ever made – your own imagination. Mind, it's time for you to start working again!



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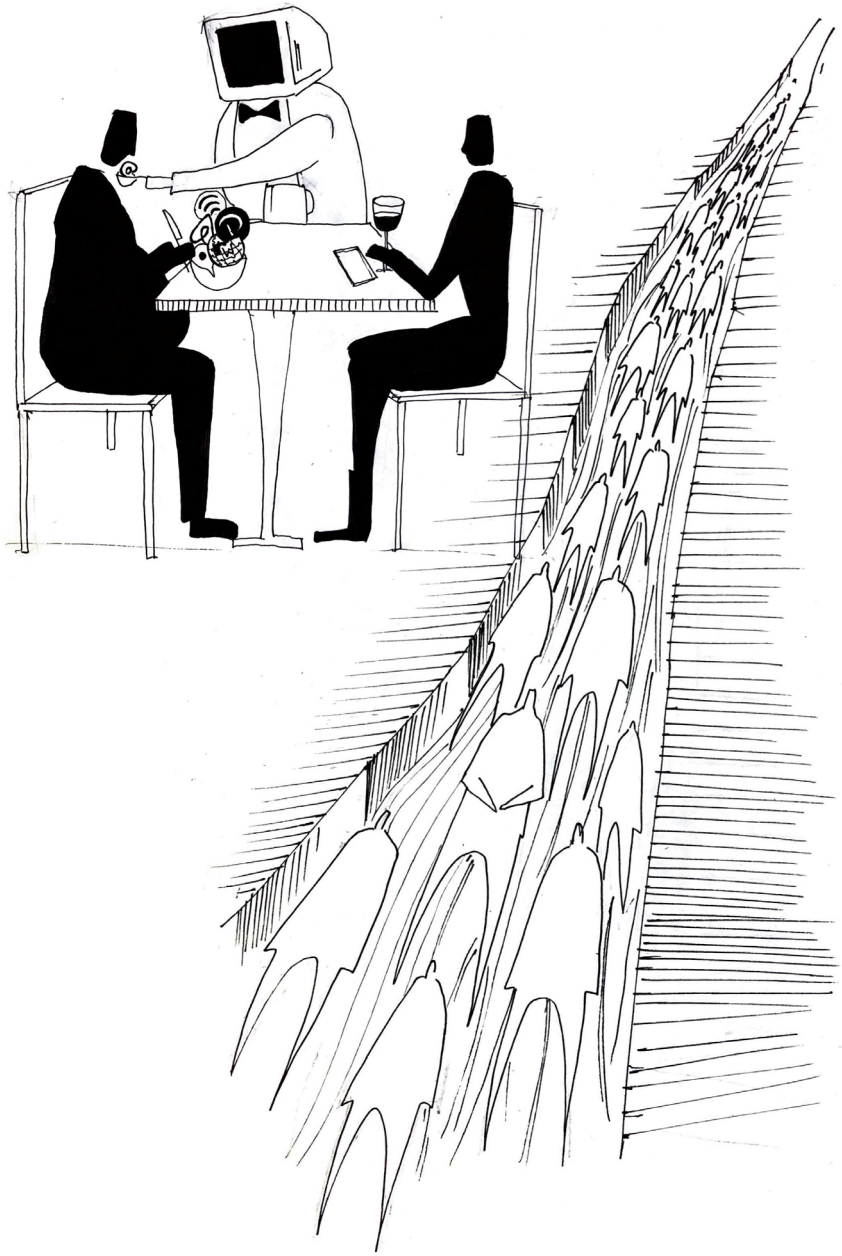

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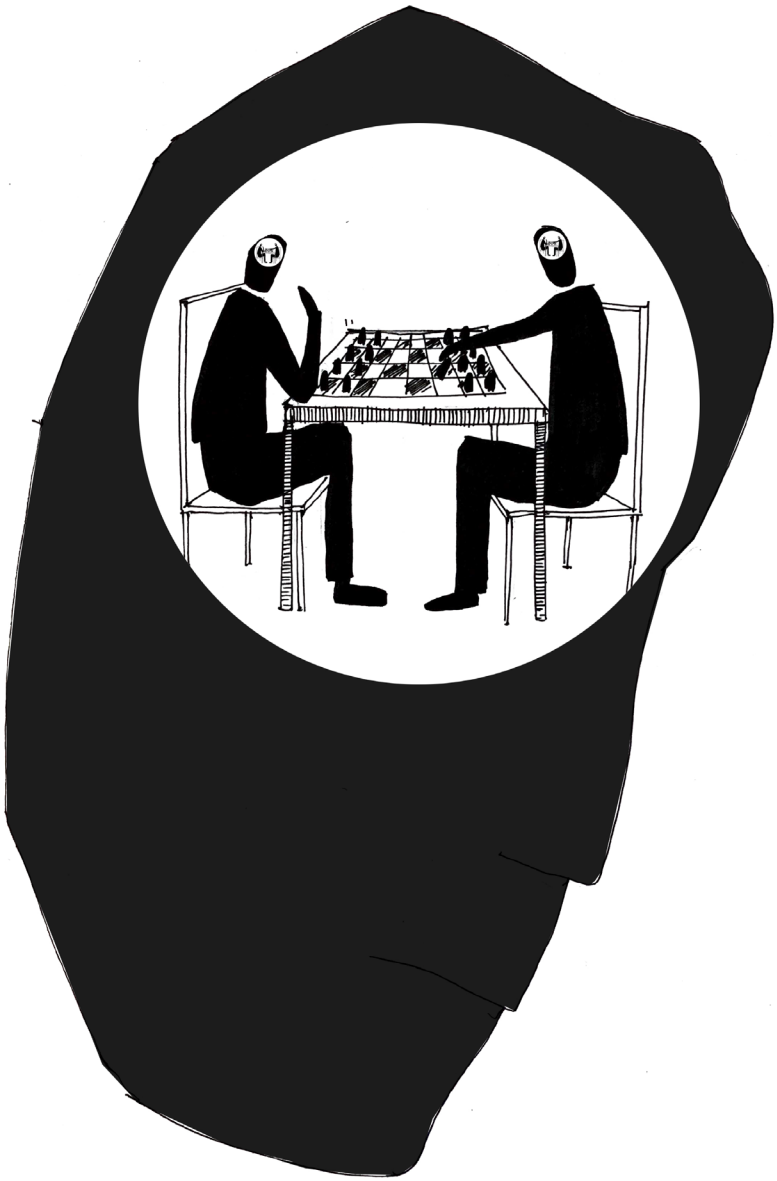

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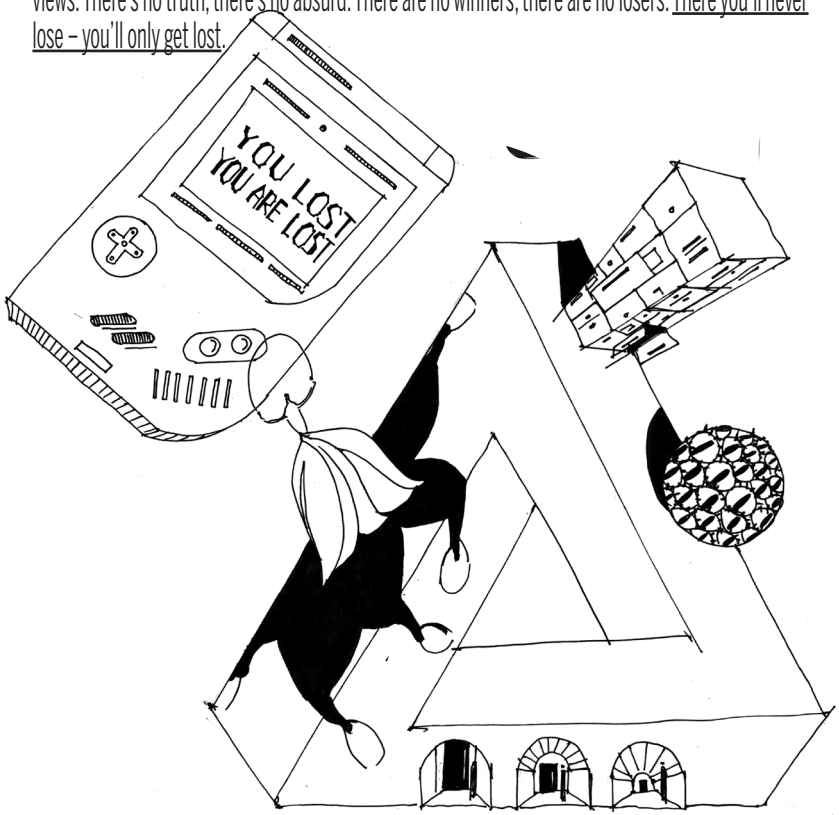
Combinatory Play - Experience - Perspectivism - Anti - Wander - Discover

THE GAME

If we think about a nature of a single thing, should we also consider the absurdity of that one? Try to do so. Then answer why the frst one you fnd natural and the other one absurd, why it's not the other way round. The answer is so simple – it's because of your own experiences. Every human takes part in a combinatory play with its mind. He **connects** certain dots. He creates a certain perspective. That's why there's nothing such as a total truth or a complete nonsense. Now let's play this game all together, inviting the outside reality. You become a game pawn, space is the board and the order you are used to transforms into the obstacles. This game plays with perspective, with habits, with rules. You'll see there's not only a one point of view. Don't hurry with finishing the game. Take your time. Take diferent views. There's no truth, there's no absurd. There are no winners, there are no losers. There you'll never lose – you'll only get lost.



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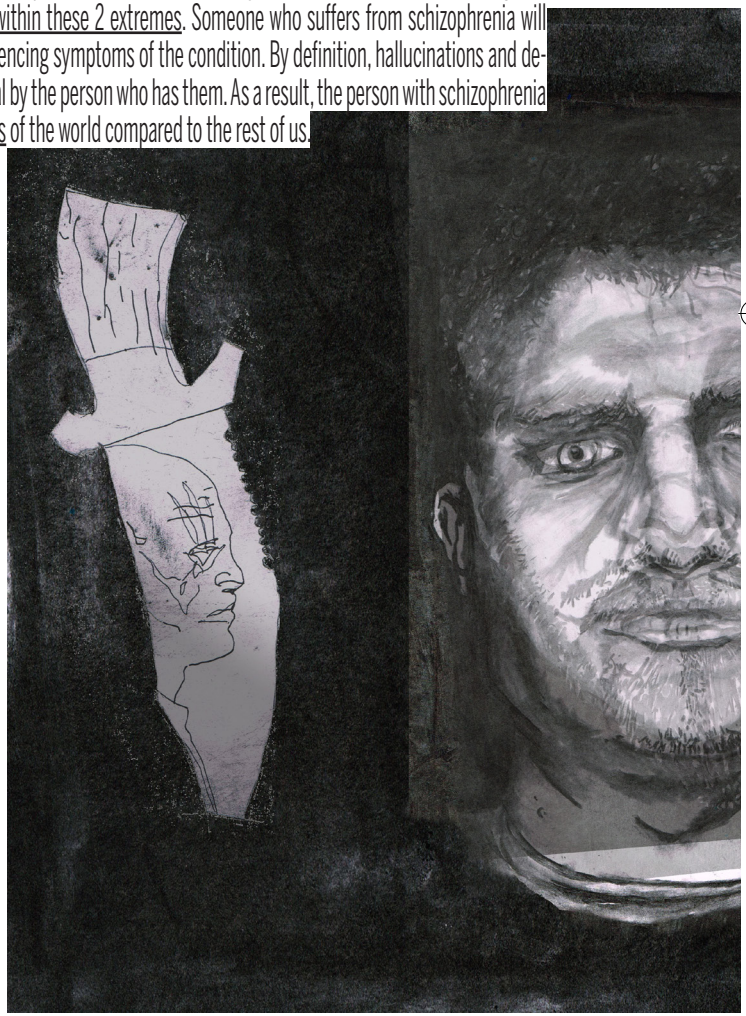
Structure-Conflict-Layer-Perspectivism-Ambiguity-Anti

THE SCHIZOPHRENIC

The **conflict** within the word ‚platform' causes some inconvenience since no party knows his nature. How do you go looking for that thing whose nature is totally unknown to you? This existential crisis seems to show symptoms of a bipolar disorder. You could say that the balance is non-existing and we live in a constant switch within these 2 extremes. Someone who suffers from schizophrenia will not know that they are experiencing symptoms of the condition. By definition, hallucinations and delusions are experienced as real by the person who has them. As a result, the person with schizophrenia can have different perceptions of the world compared to the rest of us.



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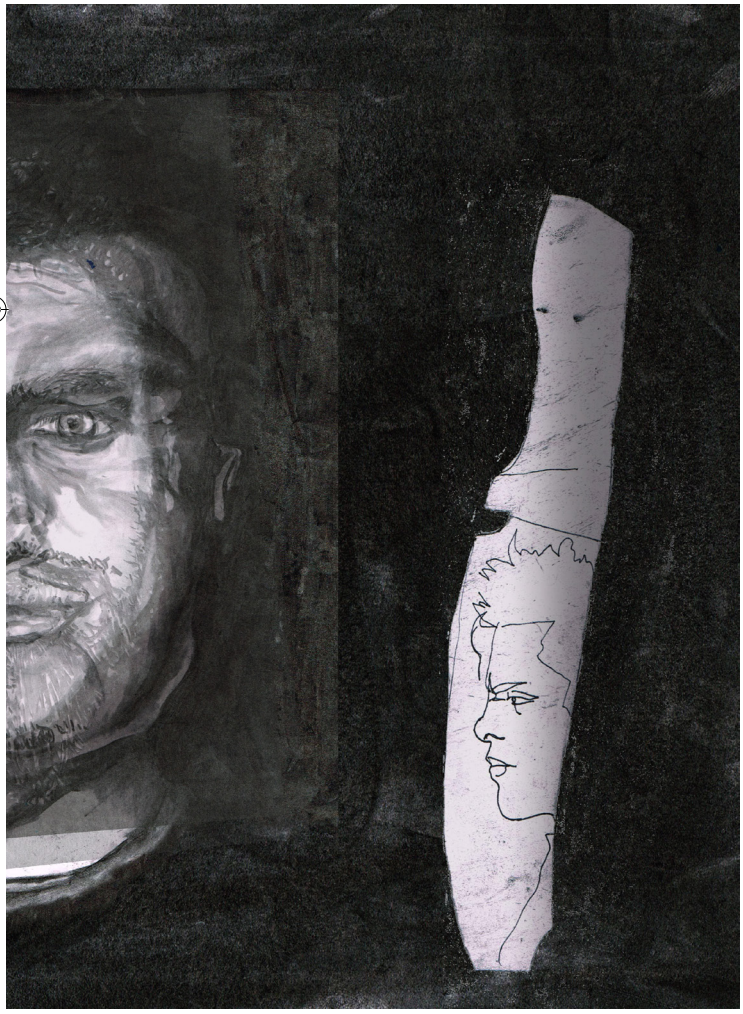

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REFERENCES

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SAM
Robin, you know everything know. You know how China looks like, you know the ingredients of your food, you know how the world turns.

ROBIN
I'm not sure that's what I want. What happened to discovering?

SAM
Discovering doesn't exist anymore. We can see everything anytime we want.

ROBIN
How can we live like this?

SAM
There is no life as such, it's just a flow of desires to explain everything. We aim to omniscience.

ROBIN
I can't believe there will be nothing unknown!

SAM
Well, there are some people who live on the mountain. It has nothing to do with a physical mountain. It's just cherishing an ambiguity.

ROBIN
I have never heard of it, is it like the Rocky Mountains?

SAM
No, not at all. The mountain is where no closed boundaries are, an unsure place.

ROBIN
I want to go there!

SAM
I can introduce you to the land of the unknown and relive the experience of discovering. But are you prepared to embrace the randomness?

ROBIN
Sure! It's going to be great!

01 Scenario about allknown

discover
unknown

Life is to complex to categorize, there is a strength in the unknown. People have a need for information and legibility but we have to cherish an ongoing question. A refound desire to discover. By writing a scenario about the all known/ all seen vs the discoverer. We provide a platform for image-free architecture.

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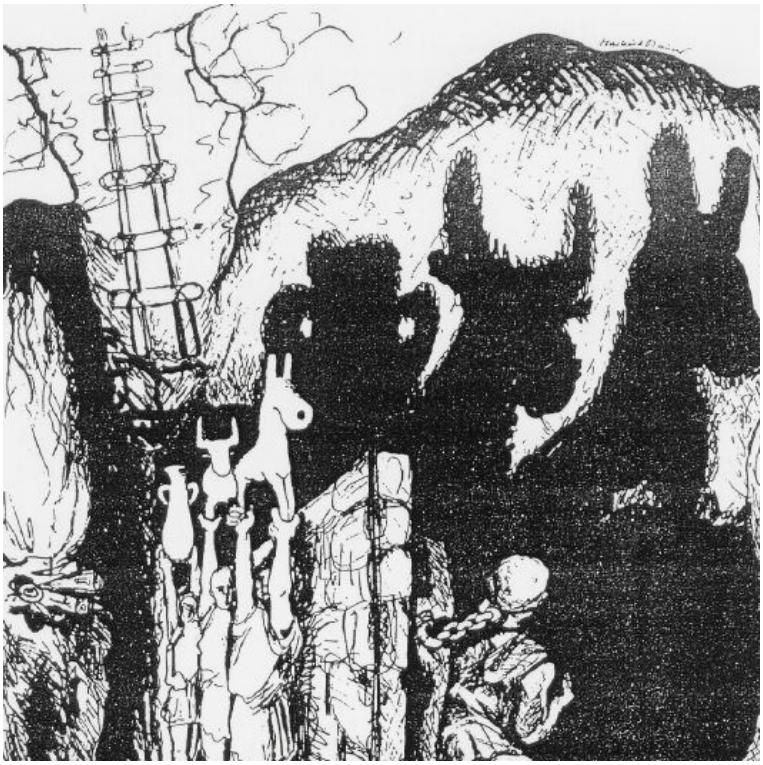

02

Plato's cave

discover
reality apathy
unknown
escapism

A
legory presenting life of humans chained inside a cave. Their only interest is watching the shadows projected on the wall. Those ones becomes their reality, while they are actually just an illusion. The chains, just like nowodays issues, keep them away from going out, keep them away from learning. The opportunity to discover is outside the cave, symbolized by the Sun they need to follow.

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J.G. Ballard

04 The thousand dreams of stellavista

Psychotropic houses are houses in a book by JG. Ballard, these houses respond to the emotions of their residents and try to process them through their architectural elements.

familiar emotions

senses

boekje referenties.indd 62 26/11/18 11:55

06

Wandering Jew

contradiction
wander

Motif of an mythical man appearing in different fields of culture. He offended Jesus and was cursed to walk around the world until the Second Coming. Now he's wandering without a purpose, constantly and almost endlessly. Here we find the duality of the issue. At the same time wandering can be see as a prerogative but also a punishment.

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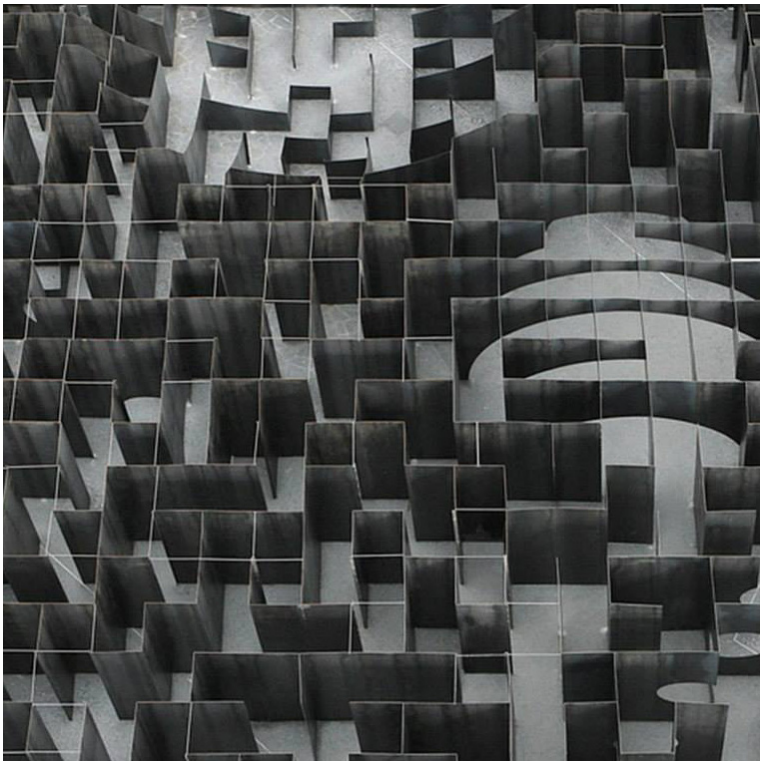

07

Gijs Van Vaerenbergh

Maze in Genk

Design of the maze was based on a grid within a box in which some sections are missing. They are cut using the Bolean Transformations. It creates a specific spatial experience, making the maze even more complicated because of different perspectives and ways to interpretate it.

maze

perspectivism

experience

lost

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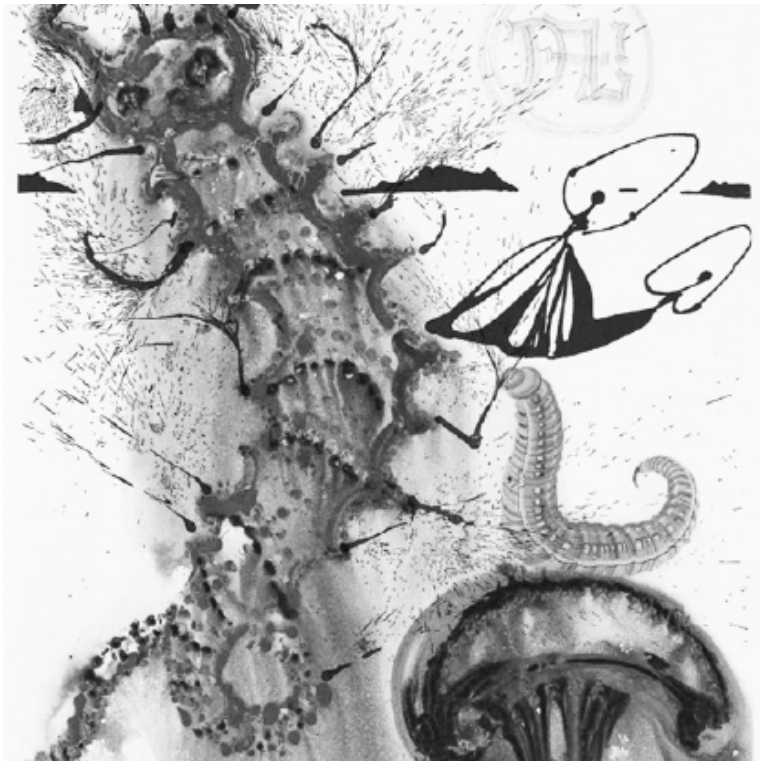

11

Lewis Carroll

Alice in Wonderland

The story full of metaphors presenting a journey through a parallel reality. It works with the idea of nonsense, of nothingness, of unknown. It shows the opportunity that curiosity and open mind give us. It calls for releasing pre-concpetions.

wander

ambiguity

anti

unknown

experience

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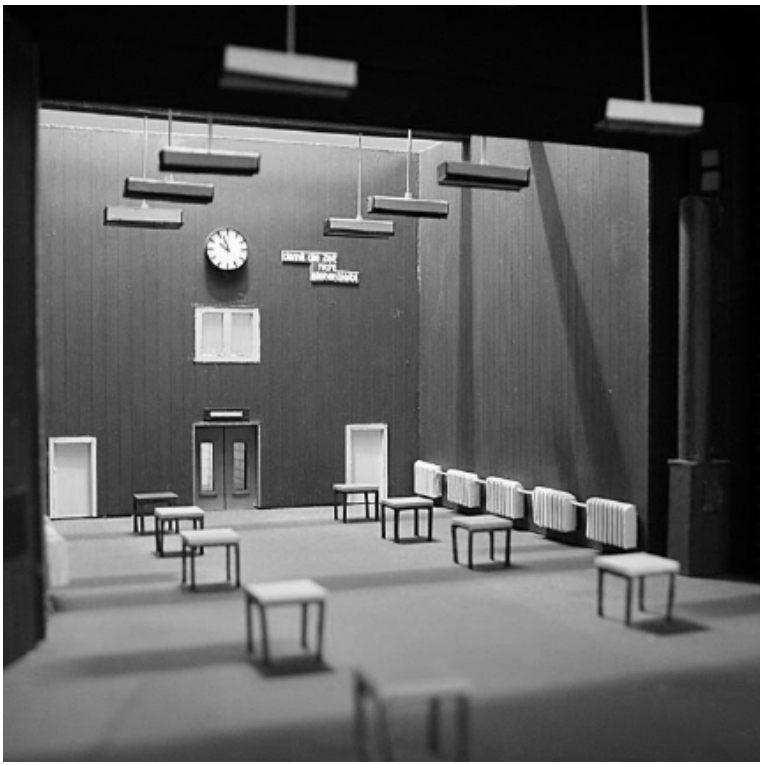

15

Anna Viebrock

mis-en-scene
layer
abscence

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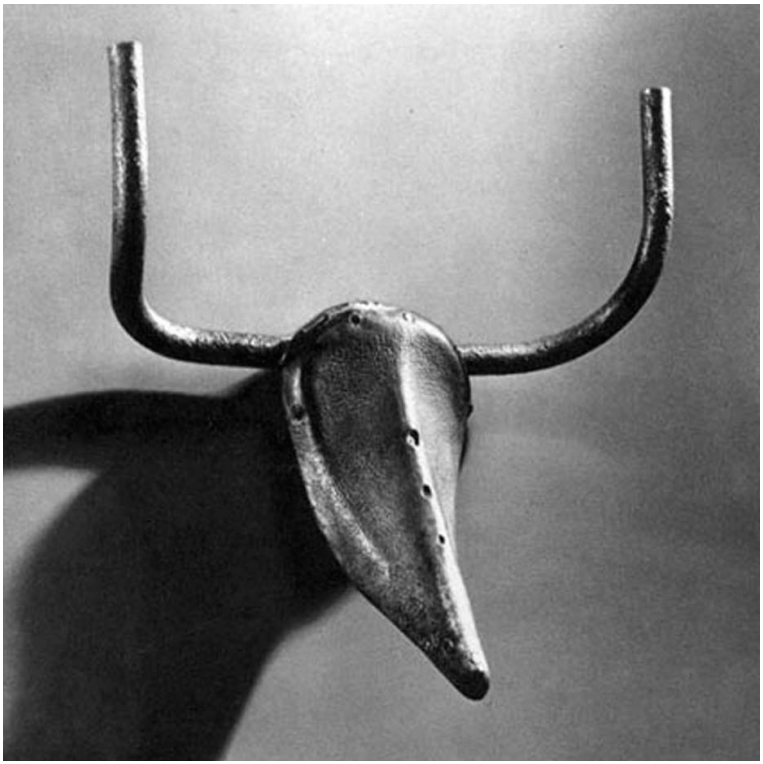

17

Looking at the elements of an obvious object, such as a bike, and placed differently, it becomes something totally else.

Pablo Picasso

Bull's head

ambiguity

random

imagination

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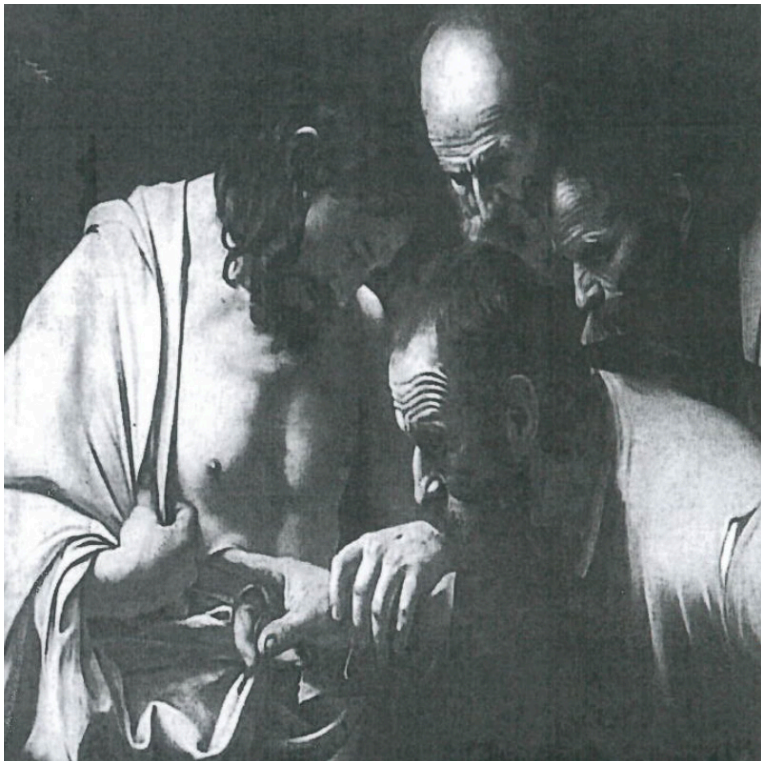

18

Juhani Pallasmaa

The eyes of the skin

Senses and the architecture. How visual sense is dominant within the architecture.

imagination

memory

experience

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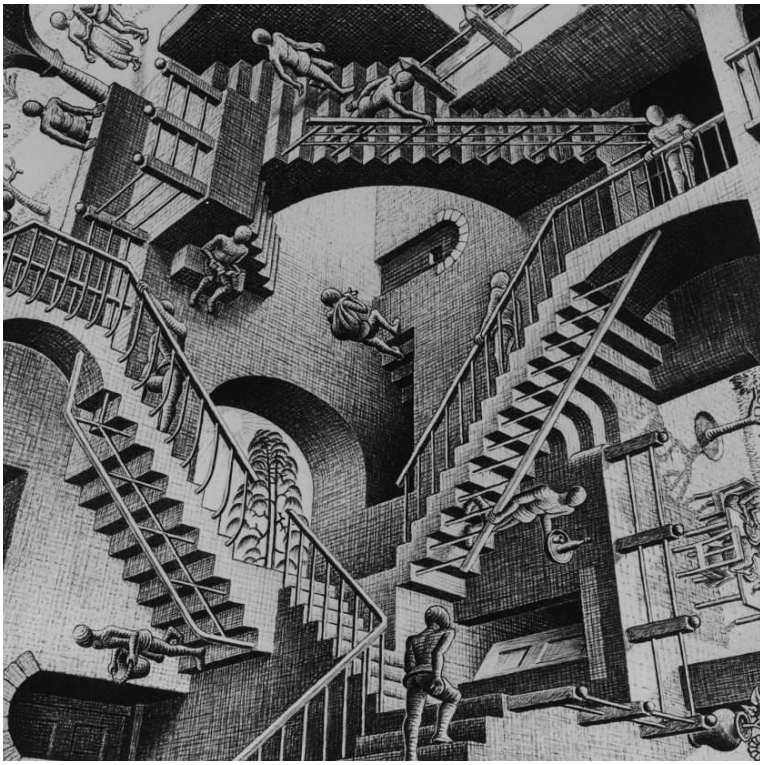

20

M.C. Escher

Relativity

perspectivism

structure

imagination

The paintings made by M.C. Escher are made on a base of a very strict structure but at the same time they give an endless way of interpretation. Images shows the duality of reality, the relativity, they use a paradox as a tool to present the idea.

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Island where all becomes clear.
Solid ground beneath your feet.
The only roads are those that offer access.
Bushes bend beneath the weight of proofs.

The Tree of Valid Supposition grows here
with branches disentangled since time immemorial.

The Tree of Understanding, dazzlingly straight and simple,
sprouts by the spring called Now I Get It.

The thicker the woods, the vaster the vista:
the Valley of Obviously.

If any doubts arise, the wind dispels them instantly.

Echoes stir unsummoned
and eagerly explain all the secrets of the worlds.

On the right a cave where Meaning lies.

On the left the Lake of Deep Conviction.
Truth breaks from the bottom and bobs to the surface.

Unshakable Confidence towers over the valley.
Its peak offers an excellent view of the Essence of Things.

For all its charms, the island is uninhabited,
and the faint footprints scattered on its beaches
turn without exception to the sea.
As if all you can do here is leave
and plunge, never to return, into the depths.

Into unfathomable life.

22

Wisława Szymborska

Utopia

unknown
legibility
absence
escape

The poem gives an picture of an island which at first seems perfect to us – a world where everything is explained, where you no longer have to learn, where all around is so obvious. Even though it's a desert island. People don't want to stay here, they prefer to escape to an unknown world.

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25

Berghain

missing element
desire
offline

You hear the stories of the club, but you can't see picture of the inside; The fact that this is hidden for you, makes you want to discover it even more; A club (where phone isn't allowed) is also a place where you can get loose and be in your offline world

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26

David Lynch
Twin Peaks

random
unknown
imagination

Everbody tries to explain the events in the serie. People are searching for connections. There's is a need to know the "right" storyline. The strenght of the serie are the unexpected plot twists. There is a blur border between reality and dreams. Lynch creates a kind of world where there's no sense of time.

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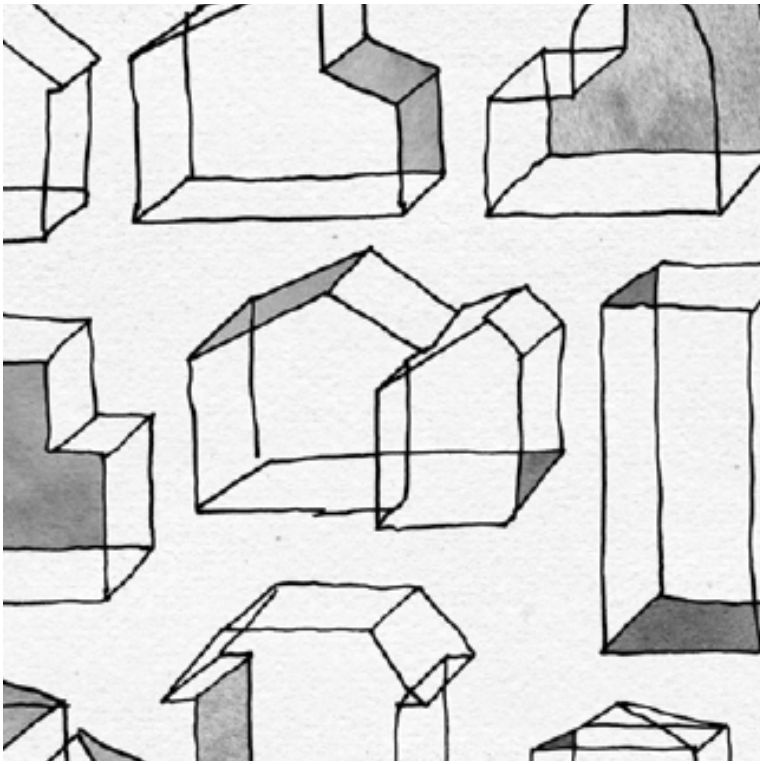

30

Gaston Bachelard

Poetics of space

Gaston Bachelard wirtes about the impact of memory and imagination. He talks about an existential space where imagination enriches our realitie.

imagination

memory

experience

heritage

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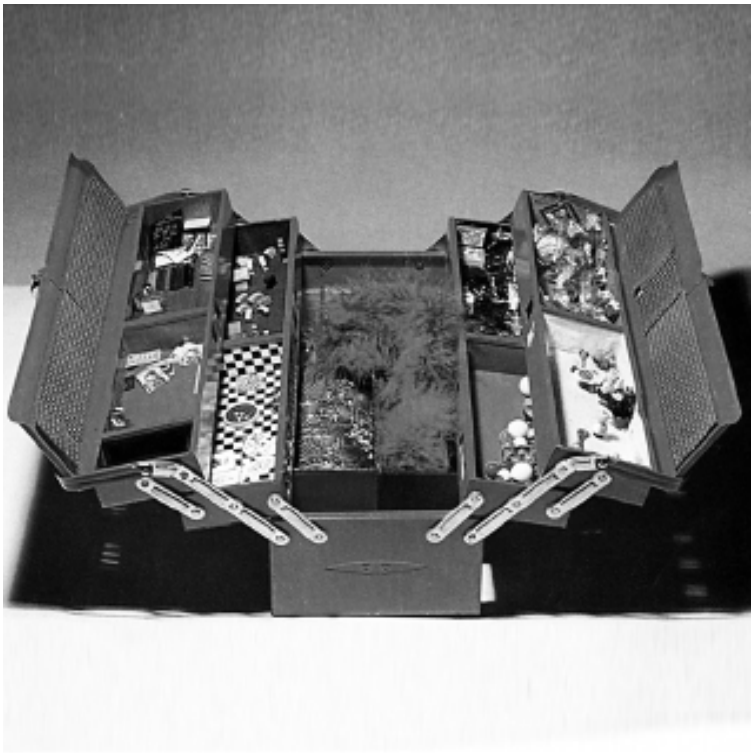

33

Jean Nouvel

Dollhouse

improvisation
alternatives

The dollhouse van Jean Nouvel was designed for a compition. He related on the innoncence and imagination of a child. He doesn't make a ‚normal" house, but thinks of the alternative forms.

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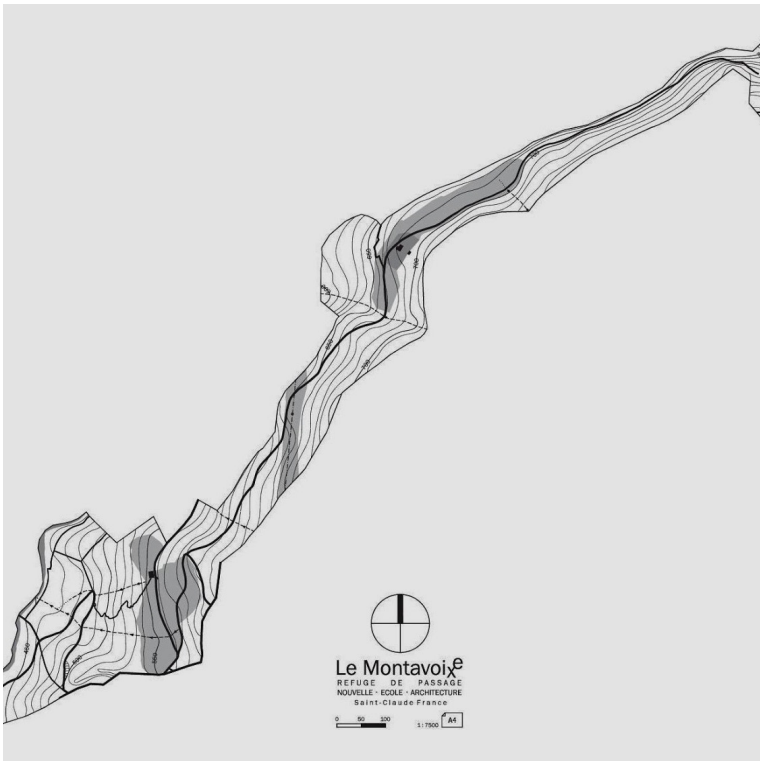

34

The Refuge of Wim Cuyvers in France is like an escapeplace. A place where you can be at ease and have the possibility to go offline.

Wim Cuyvers

Refuge

escapism

wander

offline

boekje referenties.indd 75 26/11/18 11:55

35

Dadipark

An abandoned amusementpark, That used to be a place where people went as a certain form of escapism, it still is but in the form of wandering. A way to get offline for a moment.

escapism
wandering
experience
offline

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36

Italo Calvino

Italo Calvino was interested in structure of things. He plays with the traditional structure in novels. For example, he starts a new story, before ending the previous one. A selfreferential work.

structure
open ending
vague
meta

boekje referenties.indd 77 26/11/18 11:55

37

Per Kirkeby

Monument for Niels Bohr

You can't enter the building, there's a desire to discover and imagine. Missing elements strenghten your desire to know what is underneath and create an imaginary structure.

absence

imagination

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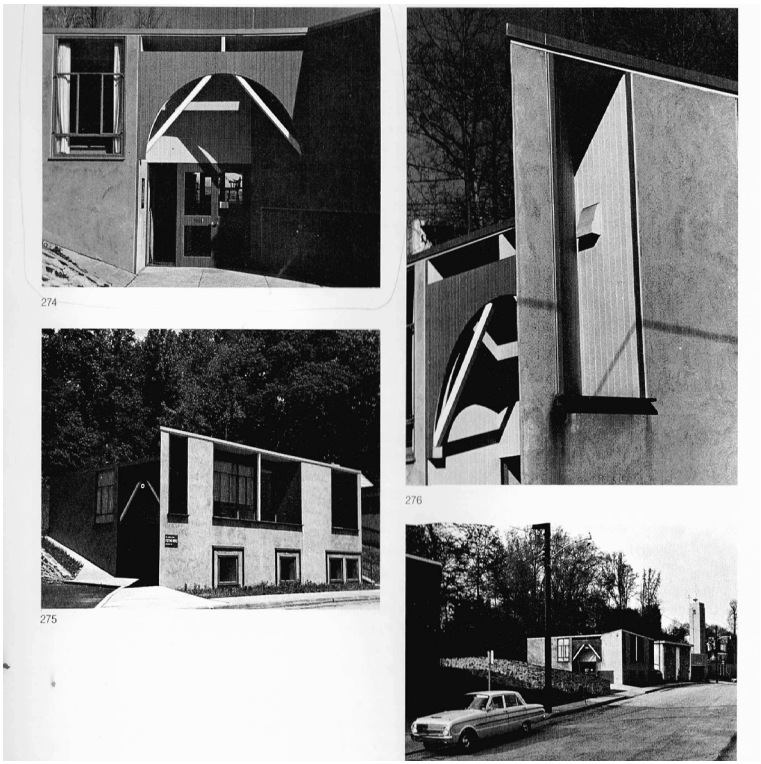

39

Robert Ventury

Headquaters building

The entrance to the nurse association captures the conflict within Venturi's architecture very well. The round arch entrance suggests the beginning of something theatrical but contradicts itself when you see the standard 2 meter high door.

conflict

ani

hitch

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40

He uses his camera as a new way of interpreting, not just for capturing everyday life. Although he captures these photos in the vortex of Manhattan he shows a peaceful humanity.

Saul Leiter

Taxi

coflict

contradiction

perspectivism

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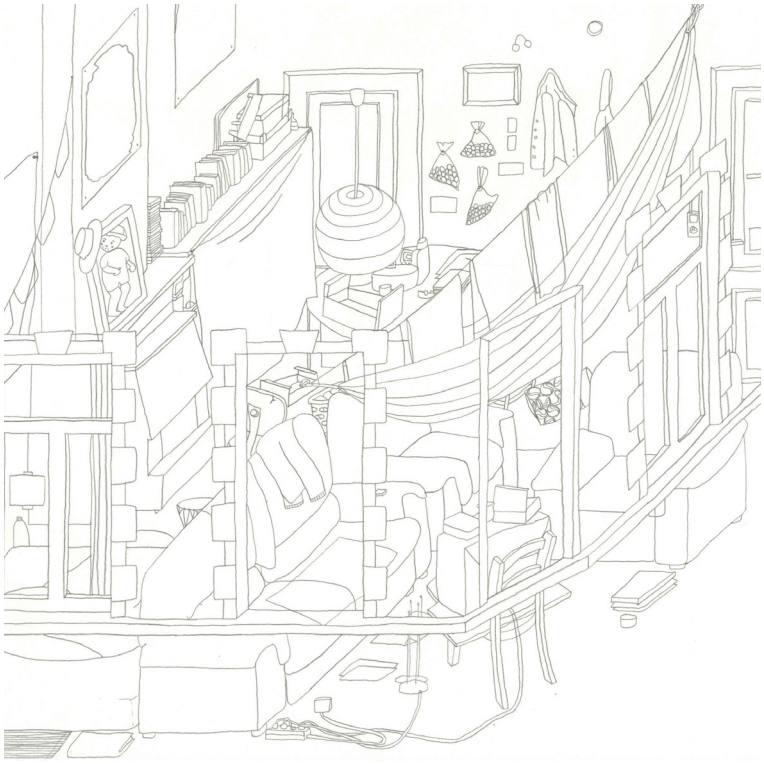

41

Sofie Van Der Linden works from memories and tries to reconstruct them, which leads to her own interpretations with here and there an empty place as a forgotten moment.

Sofie Van der Linden

Home

memory

vague

imagination

missing element

improvisation

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42

A world without boundaries. People who do not have to work, but are free to play and travel. In the eyes of Constant, man will develop into a ‚homo ludens', a human being, creative, free of work and free of borders. Above the existing cities new living environments are created where everyone is free to go where they want.

Constant Nieuwenhuys

New Babylon

gnorance

imagination

anti

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43

A world where reality and dreams become intertwined. The boundaries between the 2 become so vague that one wonders what is real or false.

Inception

imagination

perspectivism

layers

memory

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44

John Rafman

Still life

Game is related to escaping reality. There's a virtual online life but that's in clear contrast with the daily life of the gamers. John Rafman makes a portret of the living spaces of gamers, there offline world is in strong contrast with there online existince.

amibutiy

absence

technology

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45

Hybrid creature . He create's these different characters and tries to empathize within them.

Matthew Barney

imagination

discover

escapism

absence

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46

Potemkin village

control

conflict

anti

A potemkin village is a construction built solely to deceive others in to thinking that a stituation is better than it really is. It creates a suggestion to a non-existing architecture/element.

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49

Megan Smith

Riding through walls

Now you can take part in a spectacular journey around the world without going out. You just take a one-wheel bike mounted to the ground, sit in front of a screen with Google Street View projection and start a digital wander, There's even a cloud to mimic the real environment. Perfect tool for every online world immigrant.

immigrant
technology
wander
lost

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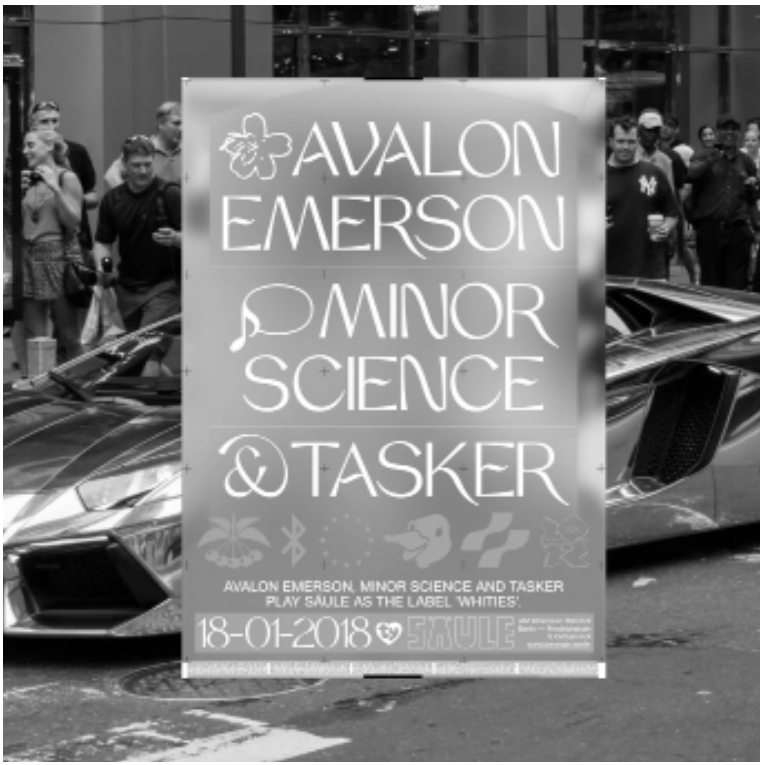

55

McCullough puts random contemporary pictures behind his coverdesign. He places them in the center of the page at front the important person/event. The centerpoint of the photograph is covered en missing.

Alex McCullough

Recordcover

randomness

missing element

hitch

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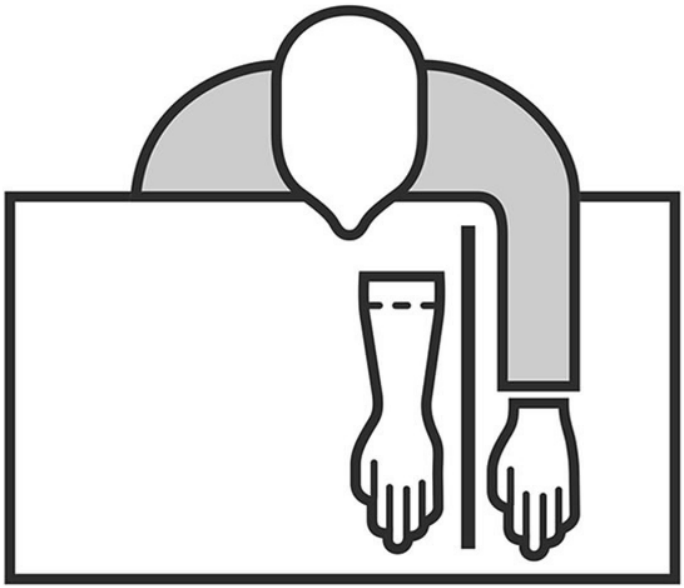

56 Rubber hand illusion

This experiment shows how human senses and perspectives can be affected by different factors from the outside world. By brushing of a rubber hand at the same time as brushing of the person's own hidden hand, he starts to have a feeling of ownership of the fake hand.

experience

senses

mise-en-scene

perspectivism

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