Faculty Publications for Academic Year 2018-19

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JEAN-FRANÇOIS BÉDARD
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POSSIBLE MEDIUMS presents a collection of sixteen speculative design mediums by emerging architects.

ARTIFACTS are man-made objects gathered and reused in the composition of new constructions.

BODIES are continuous topological forms with features resembling human or animal body parts.

PLANS are two-dimensional representations of walls, windows and doors cut up, recombined, or extruded to produce new spatial and formal arrangements.

GRIDS are underlying formal structures guiding the arrangement of architectural elements in two-dimensional representation and three-dimensional space.

LINES are abstract geometric entities manifested as material constructions organizing form, space, structure, and use.

NARRATIVES are graphic stories of real or fictional architecture involving sequential arrangements of language, animations, illustrations, and props.

FURNITURE refers to objects with expressive forms, details, and components that challenge the rituals of eating, sitting, sleeping, storage and display.

PATTERN is a repetitive arrangement of linear elements that produces figuration through excessive overlapping.

GRAPHICS are applied illustrations that embellish or obscure architectural elements and surfaces.

PLASTIC is a synthetic material used in non-standard fabrication to create heterogeneous tactile and visual qualities.
DAVID SHANKS
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