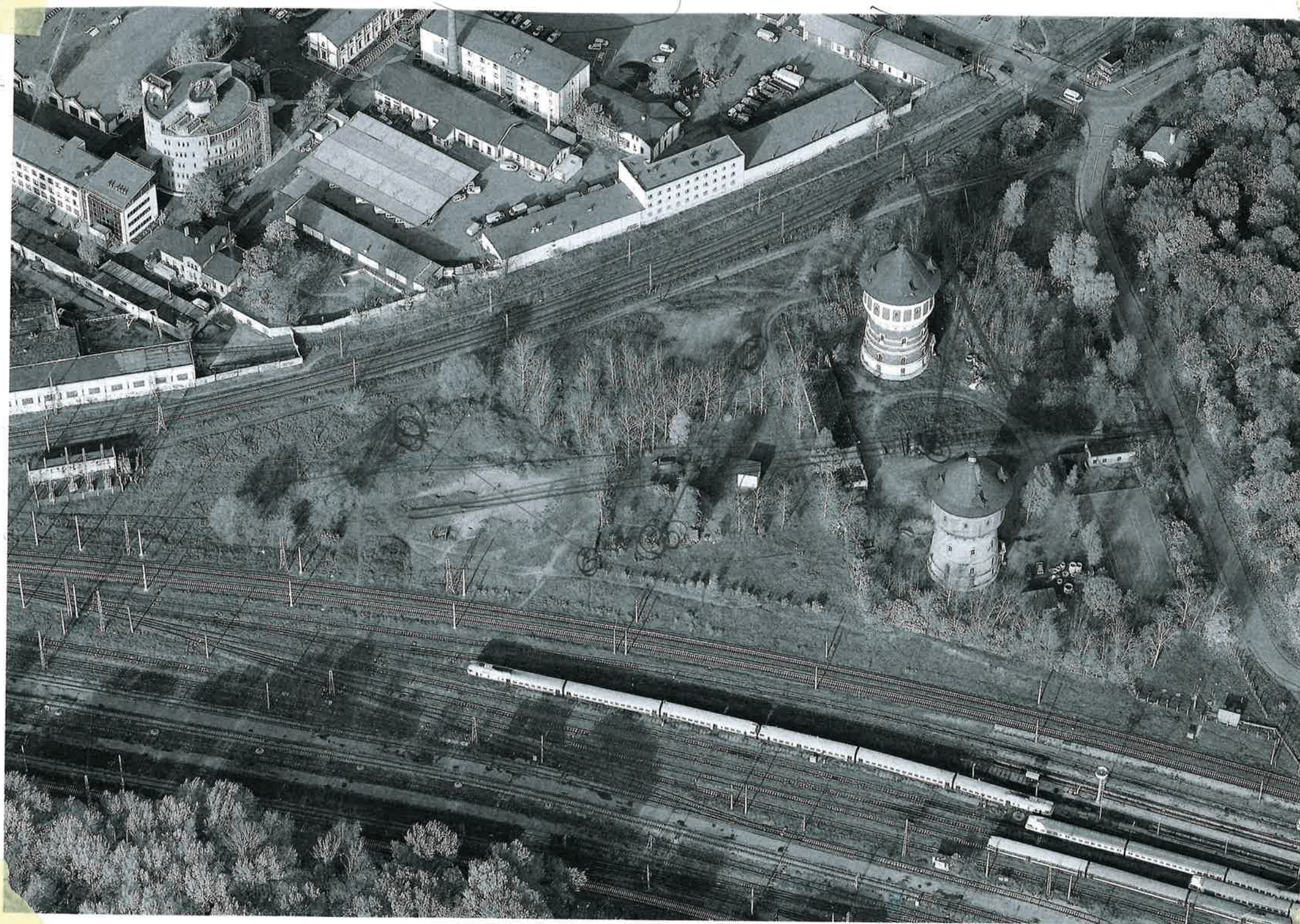


Twin Waters Towers in Riga

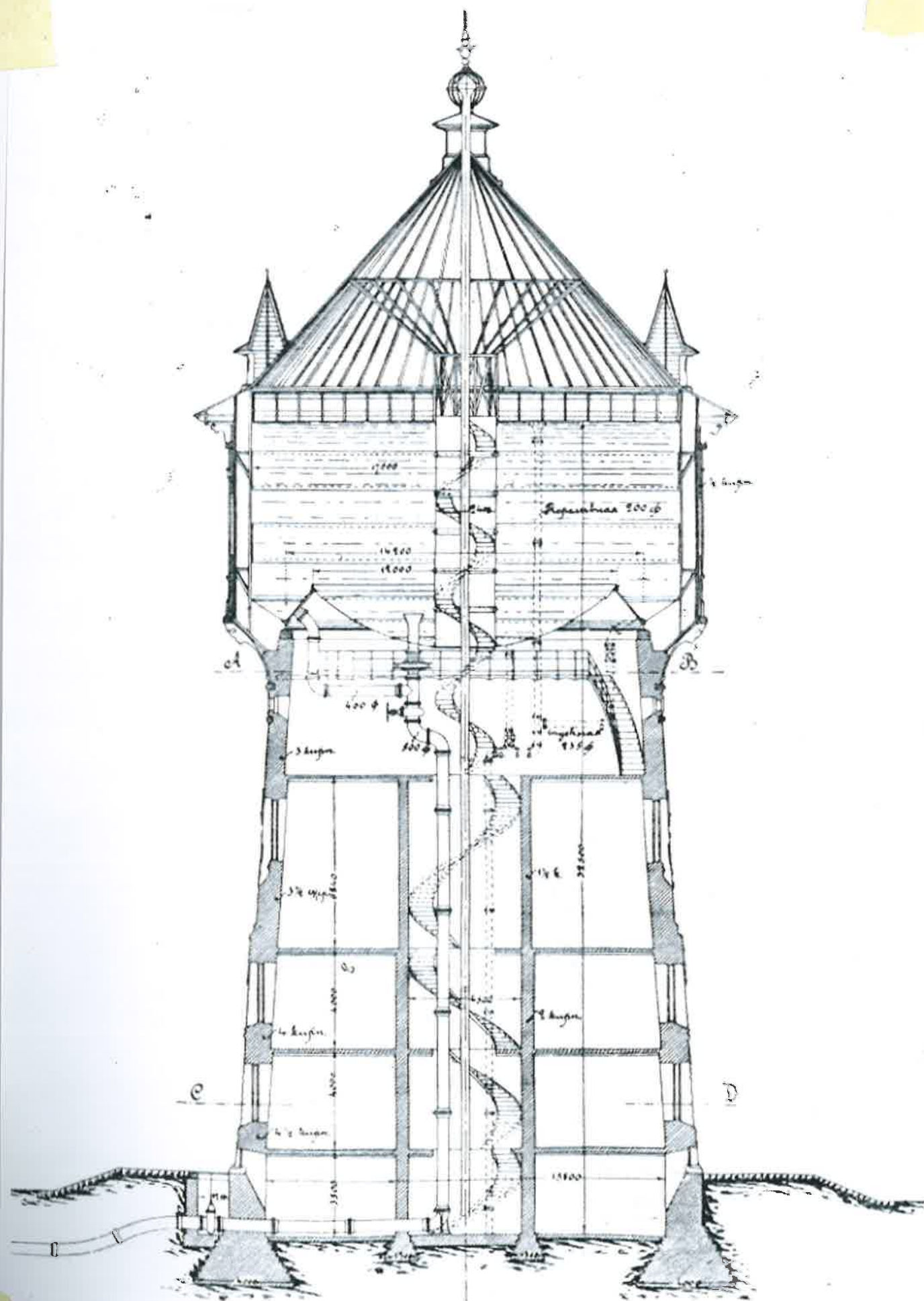
Performative Deconstruction Revealing the Anatomy of Two Machines

Process book



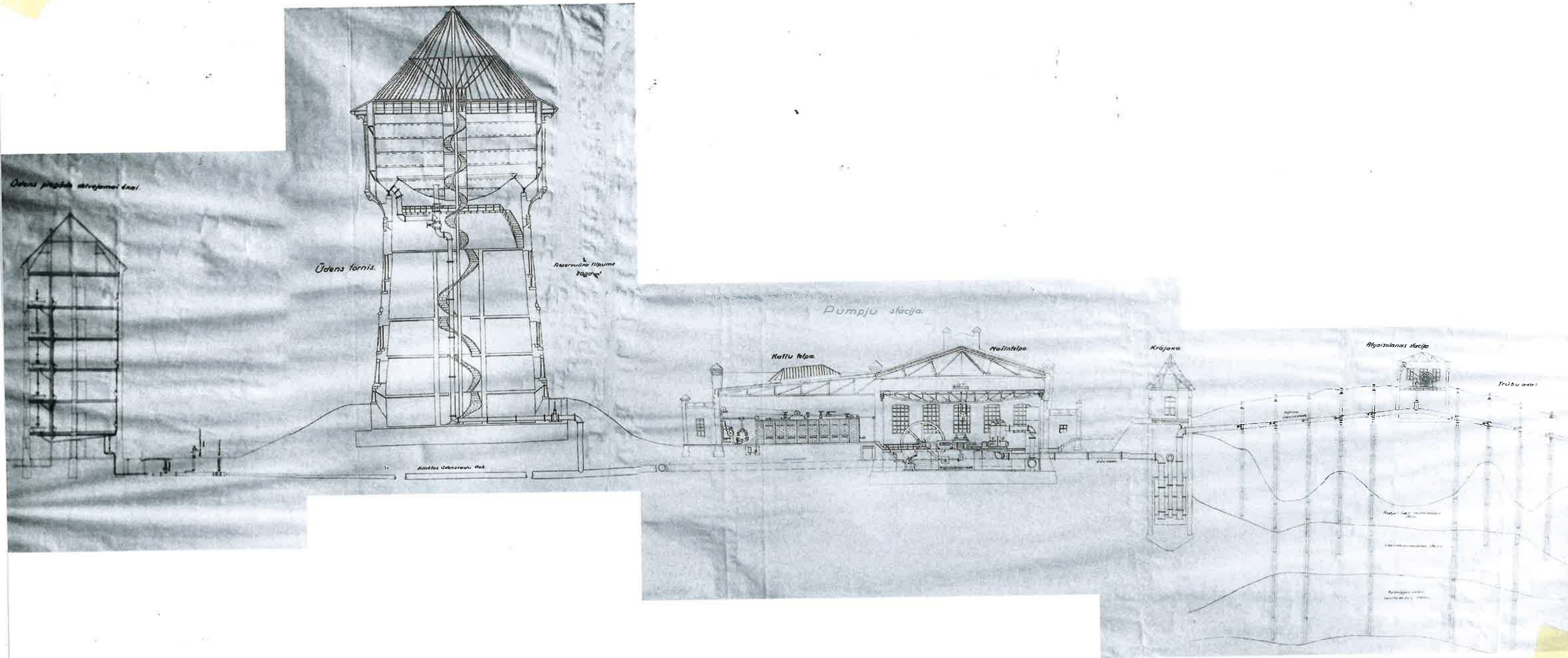






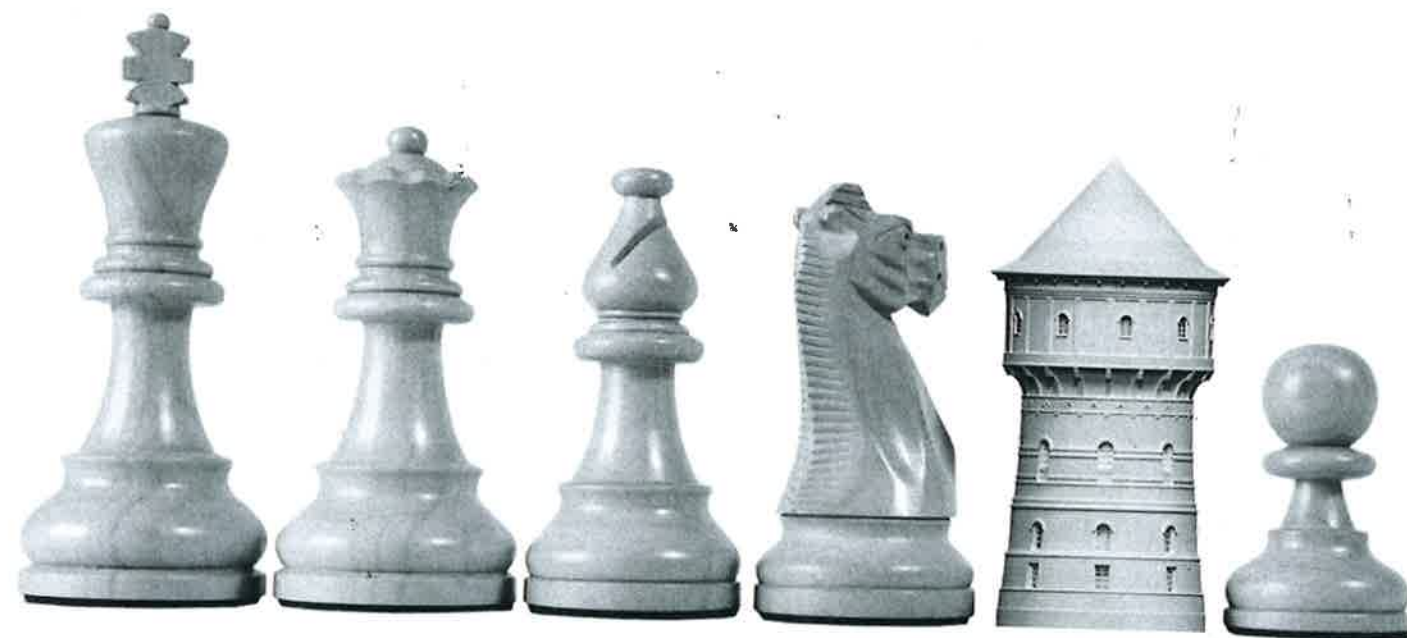
Design no. A B.

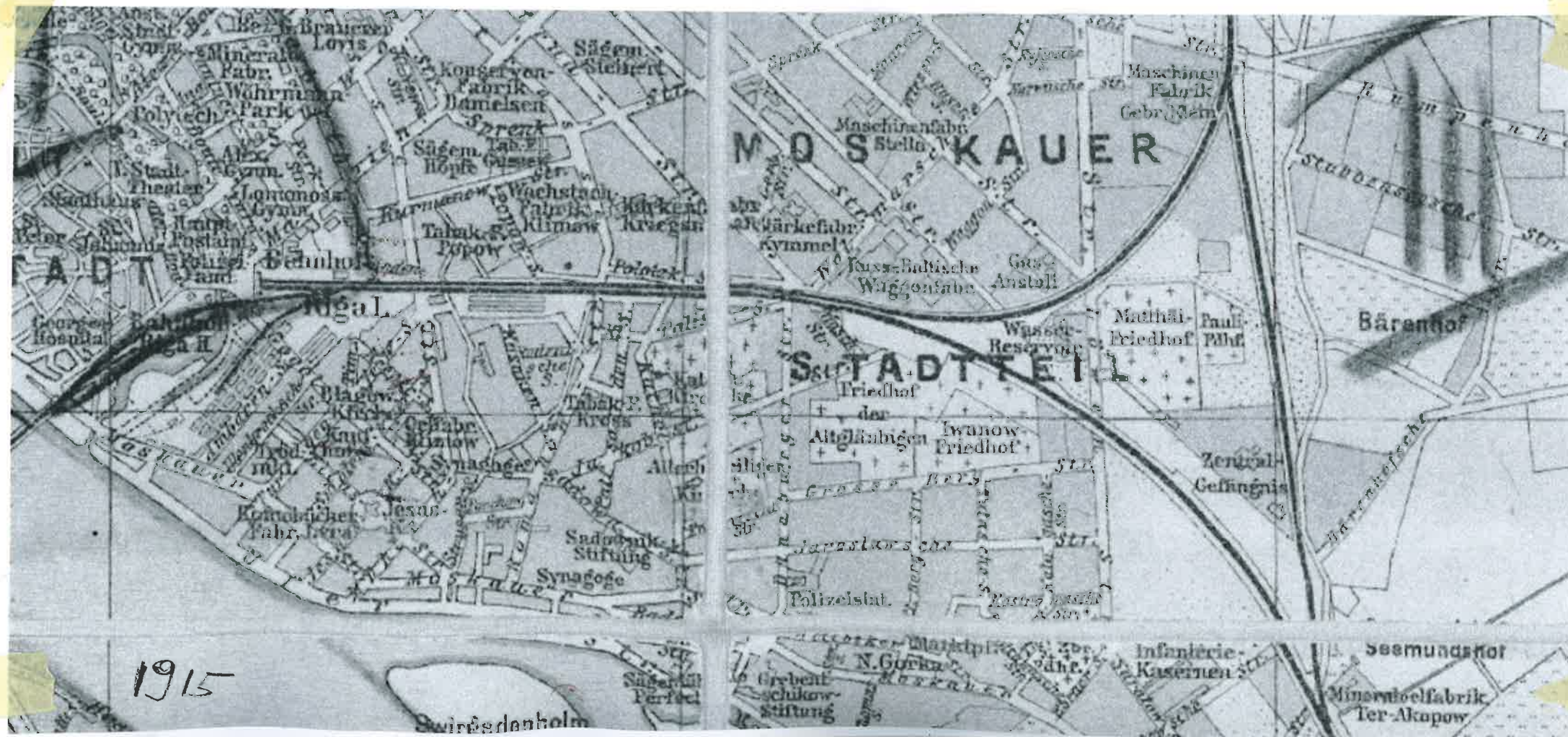










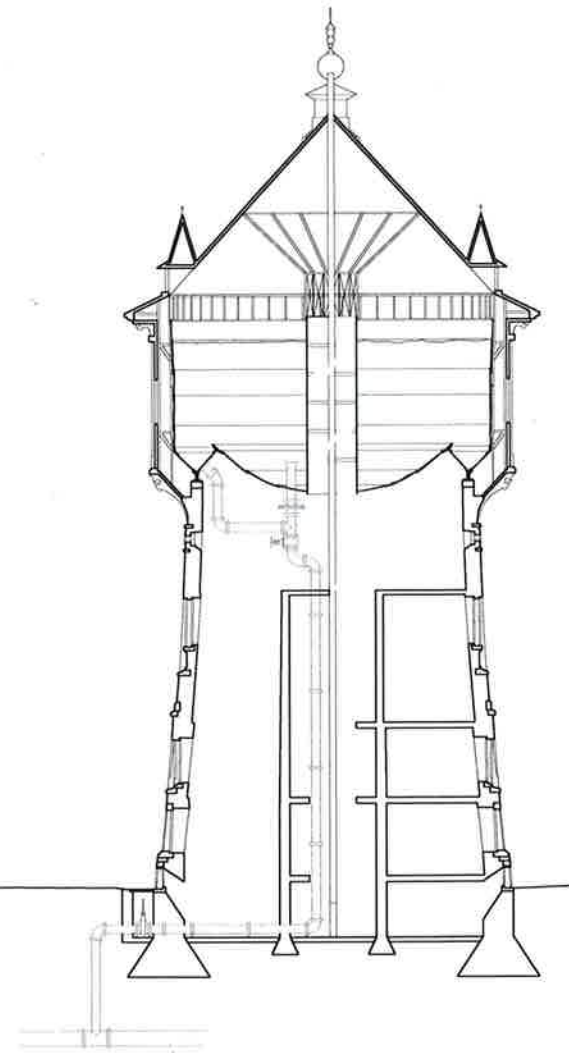
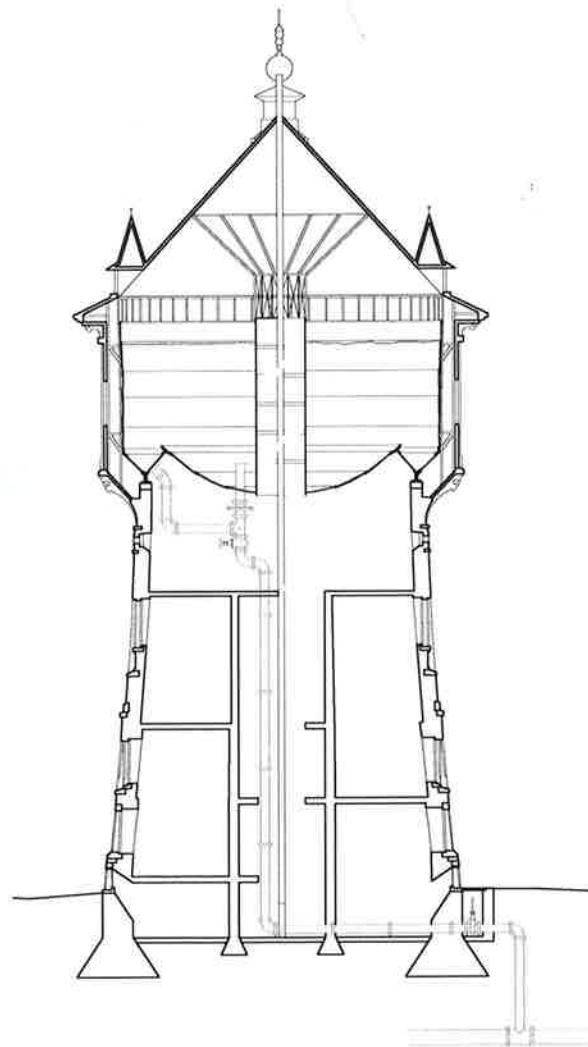
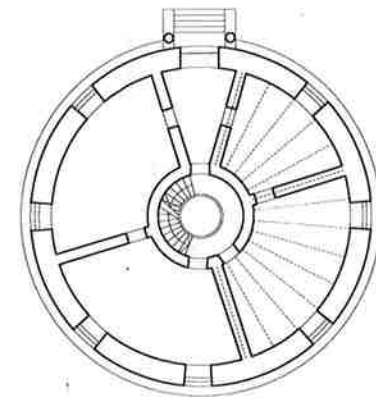
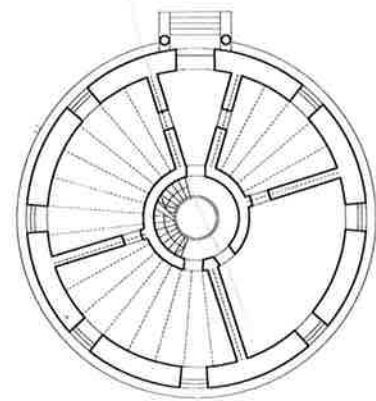


CITY ON 3 SIDES OF THE RAILS

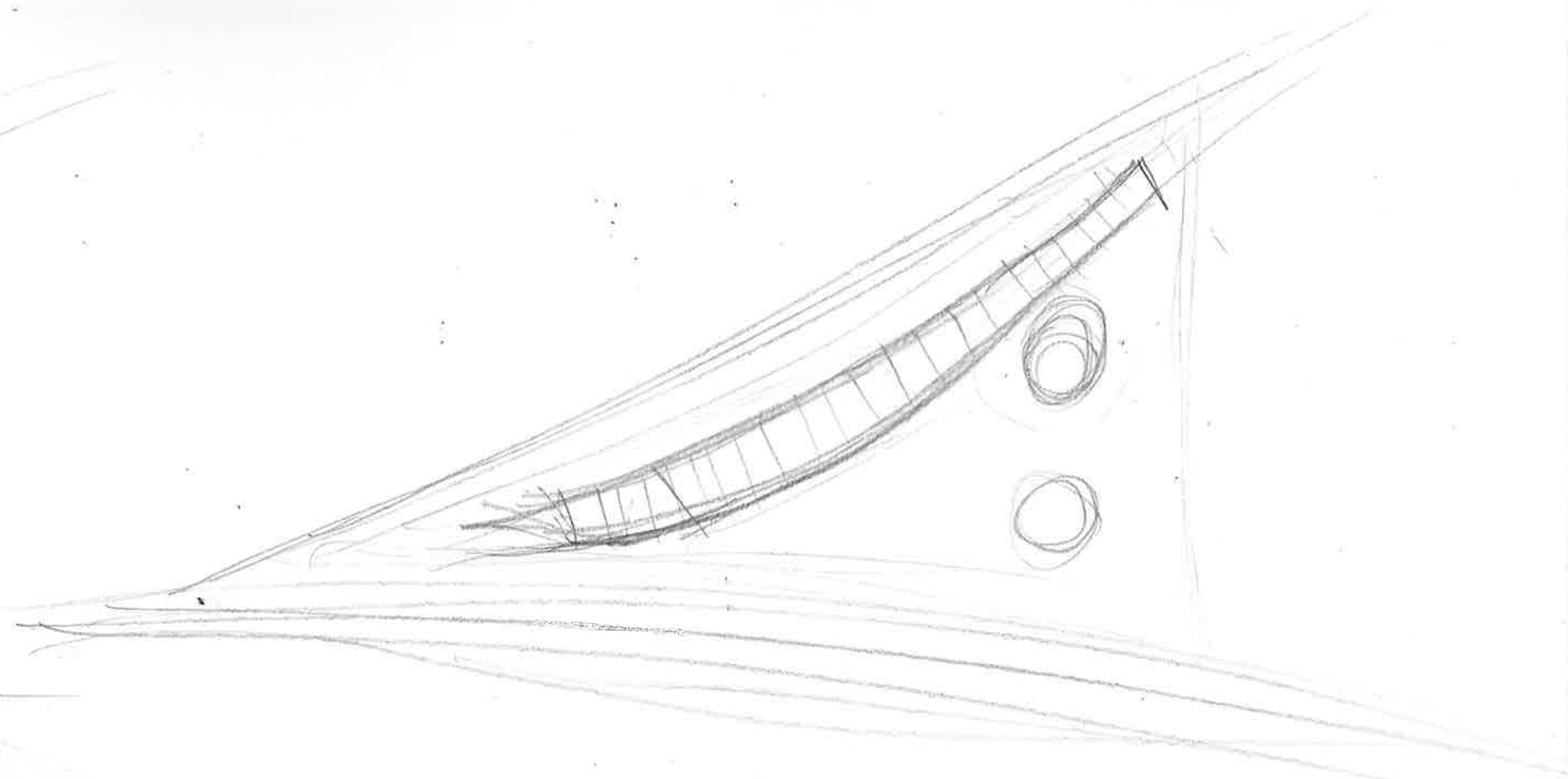
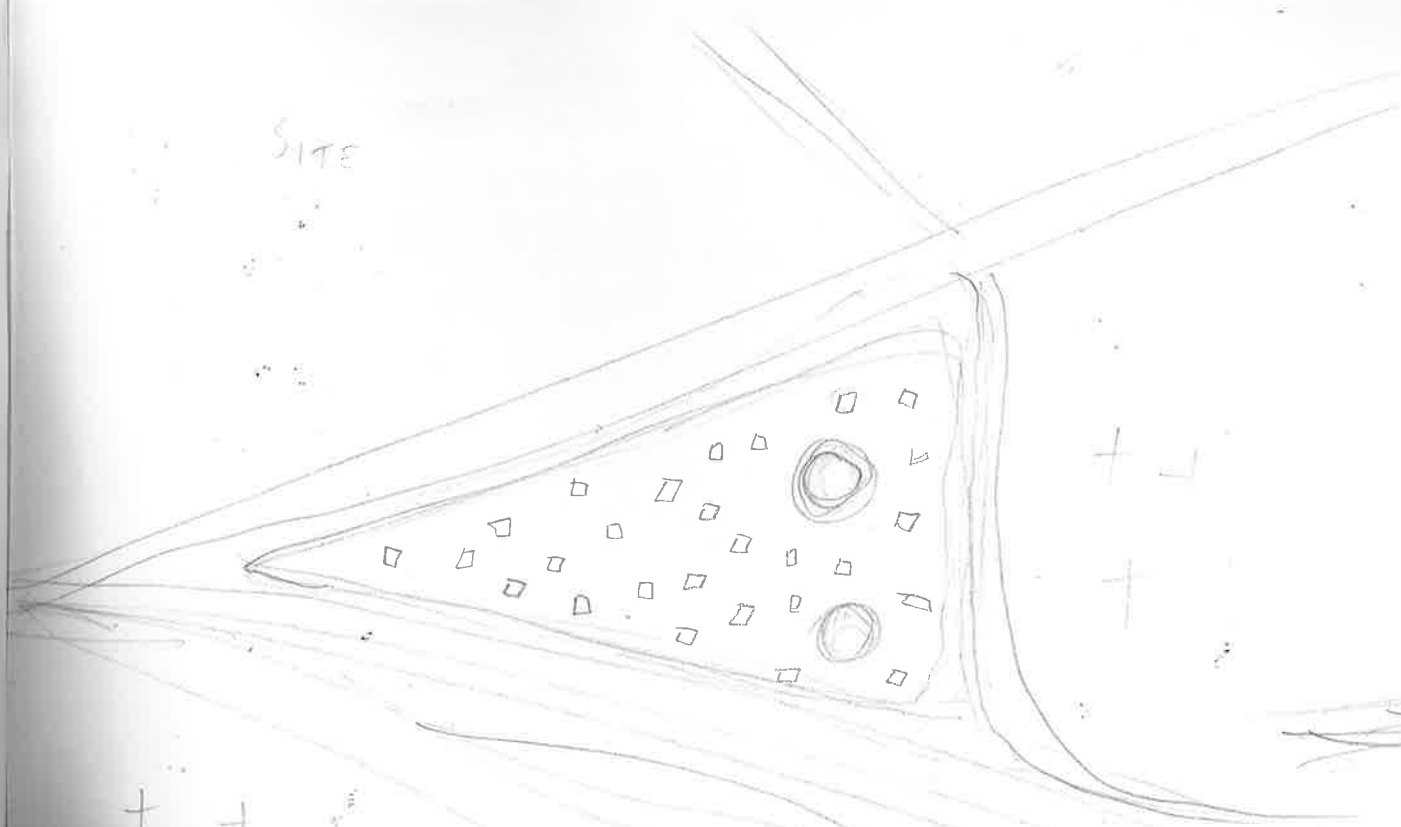


1883



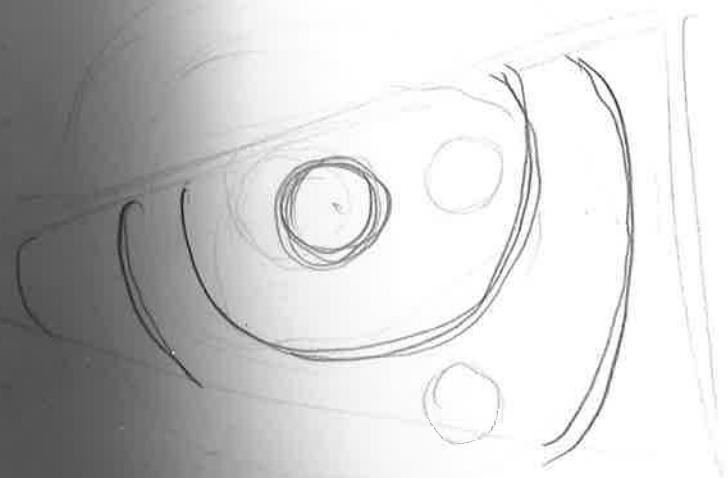


SITE

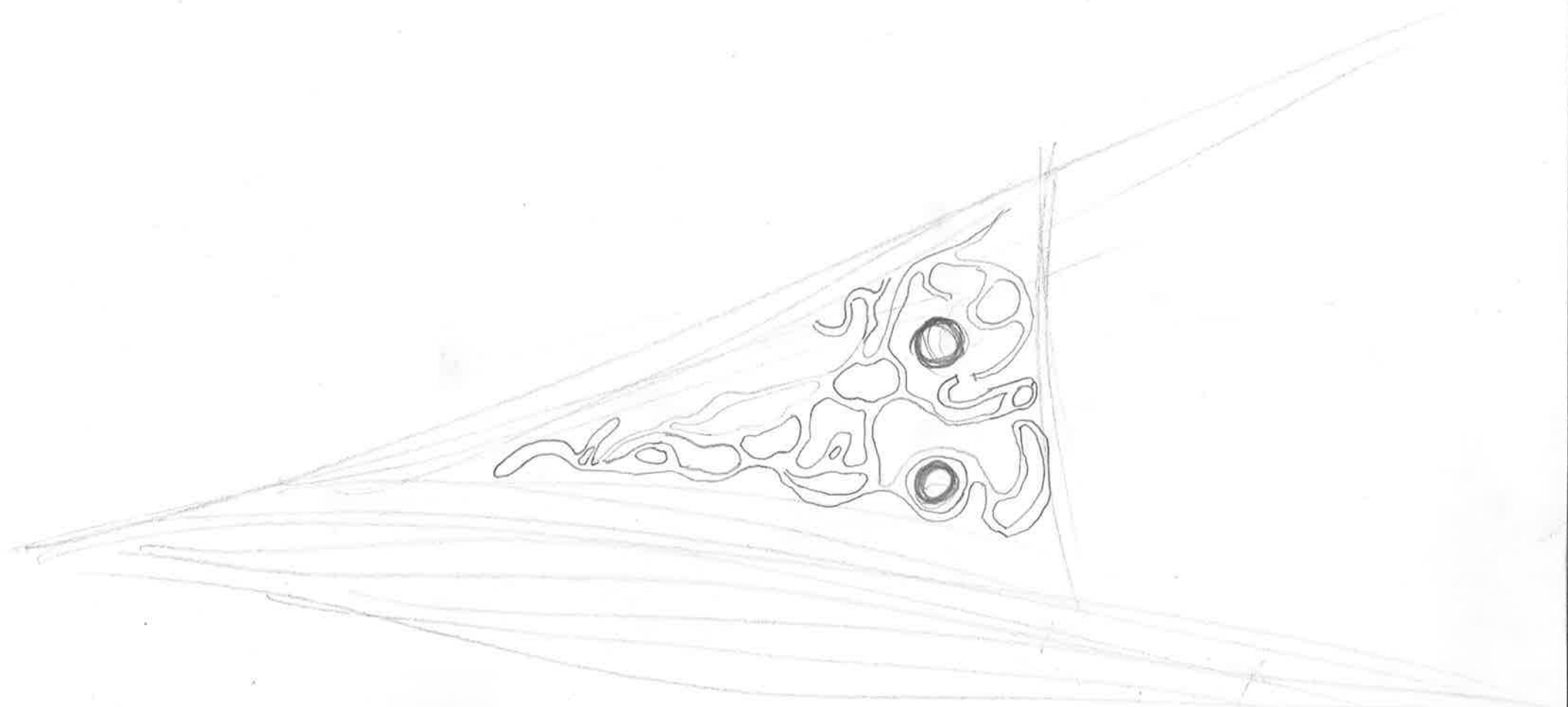


SUPER HORIZONTAL

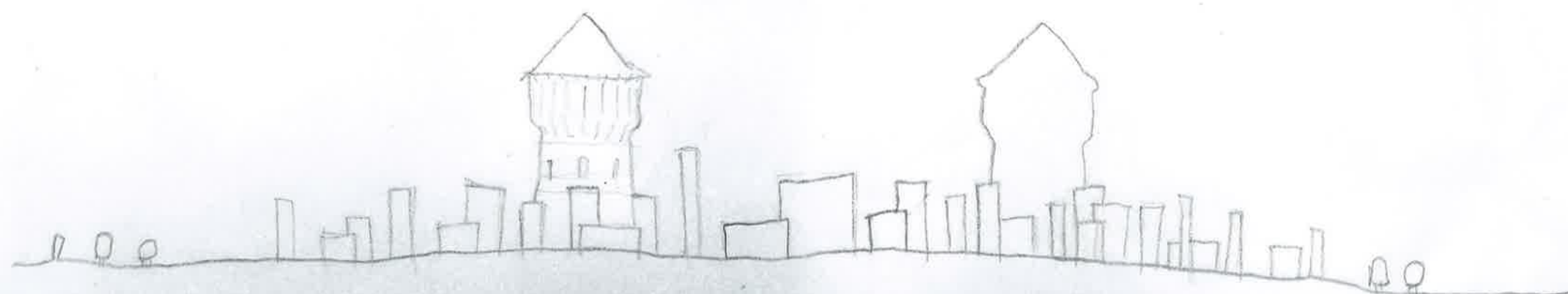
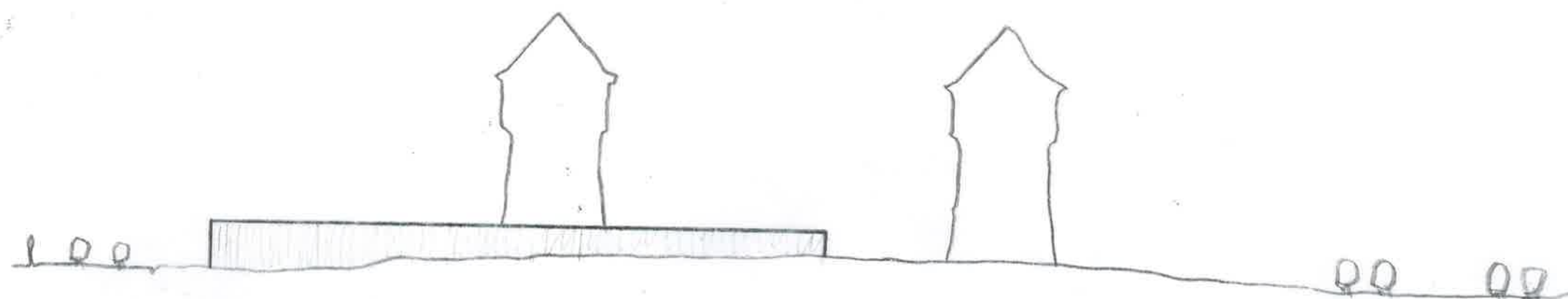
EMPHASIZING THE SIZE OF TOWERS
BY SMALL SCALE INTERVENTIONS

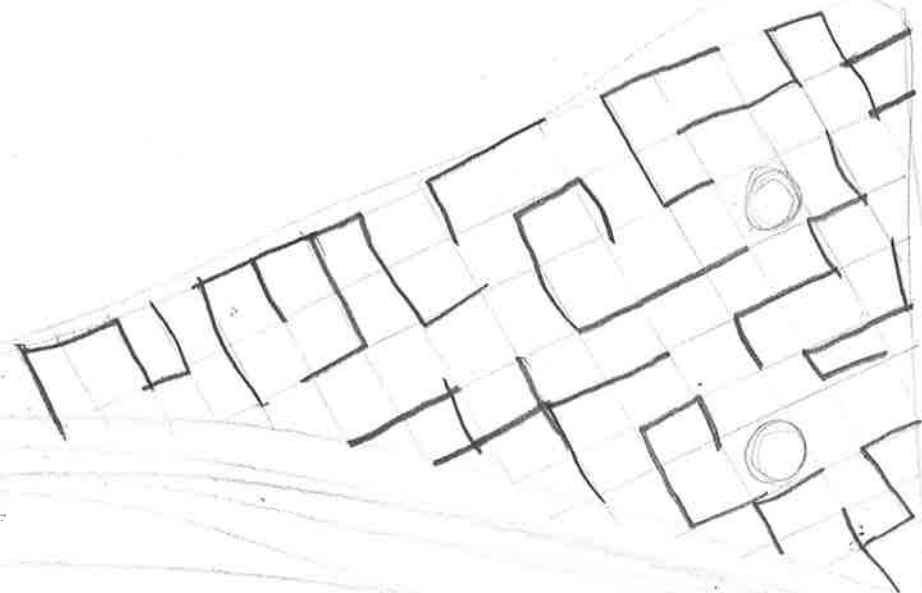


RADIAL

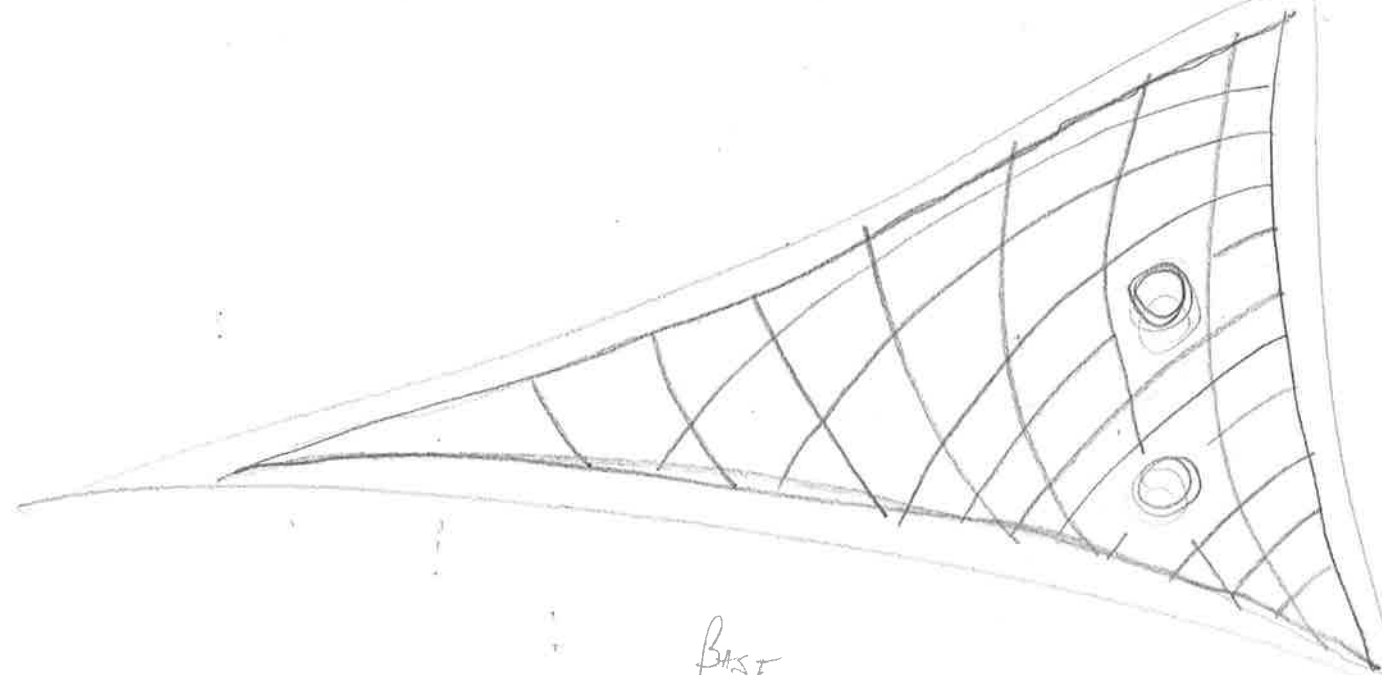


FRAGILE " GO, FIND THE TOWERS

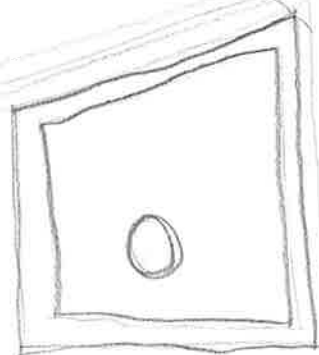




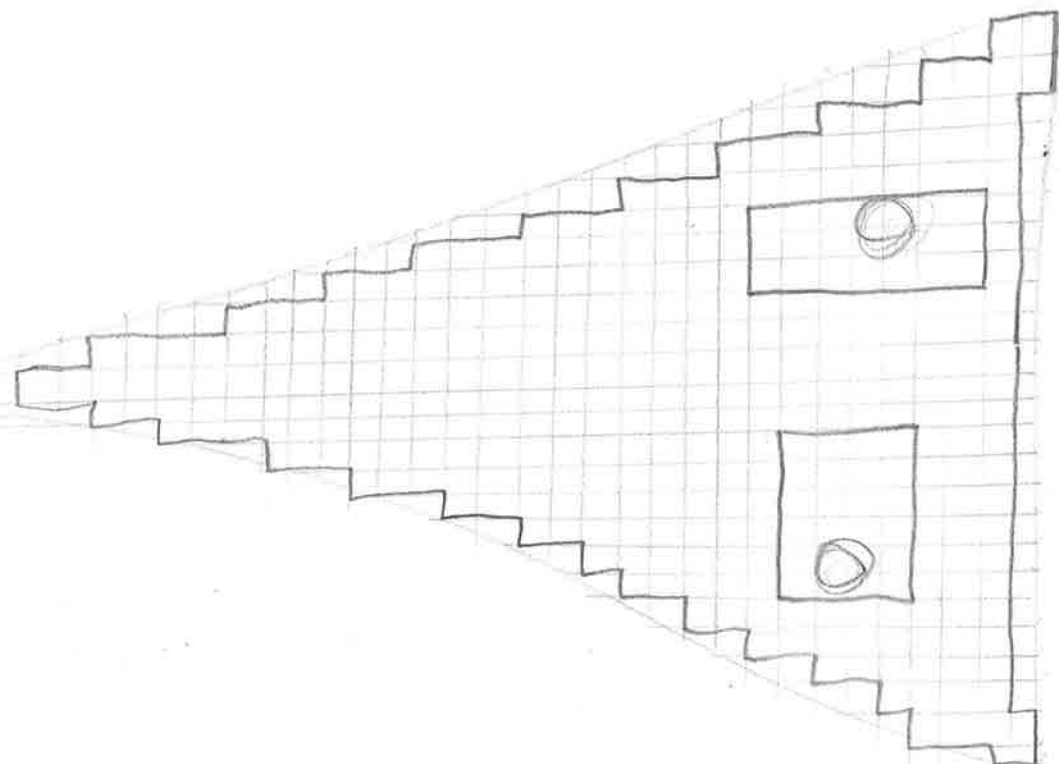
MAZE

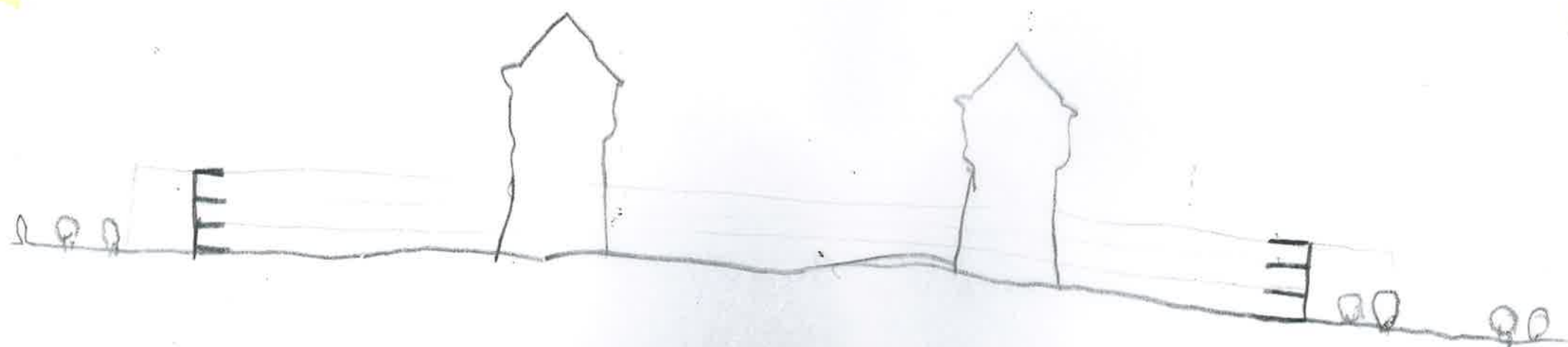


BASE

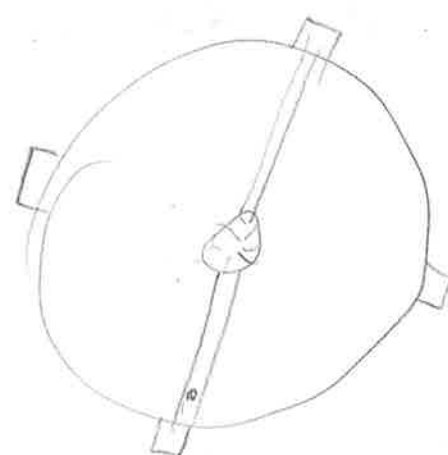
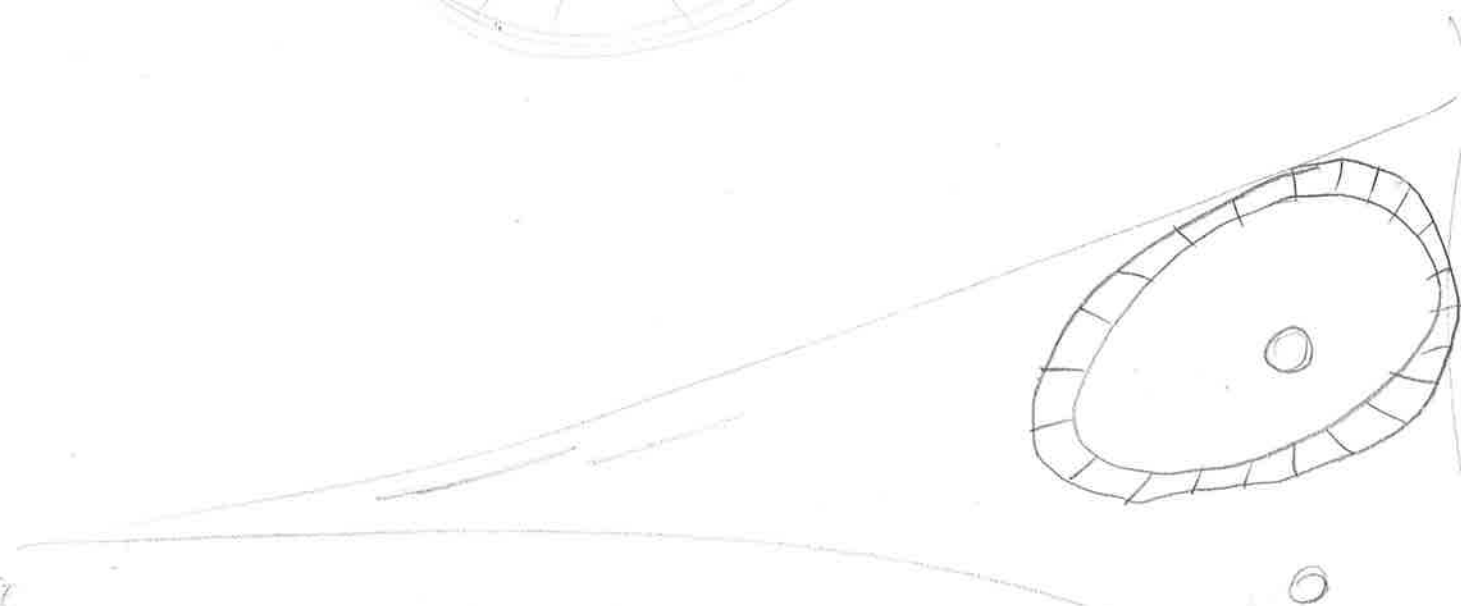
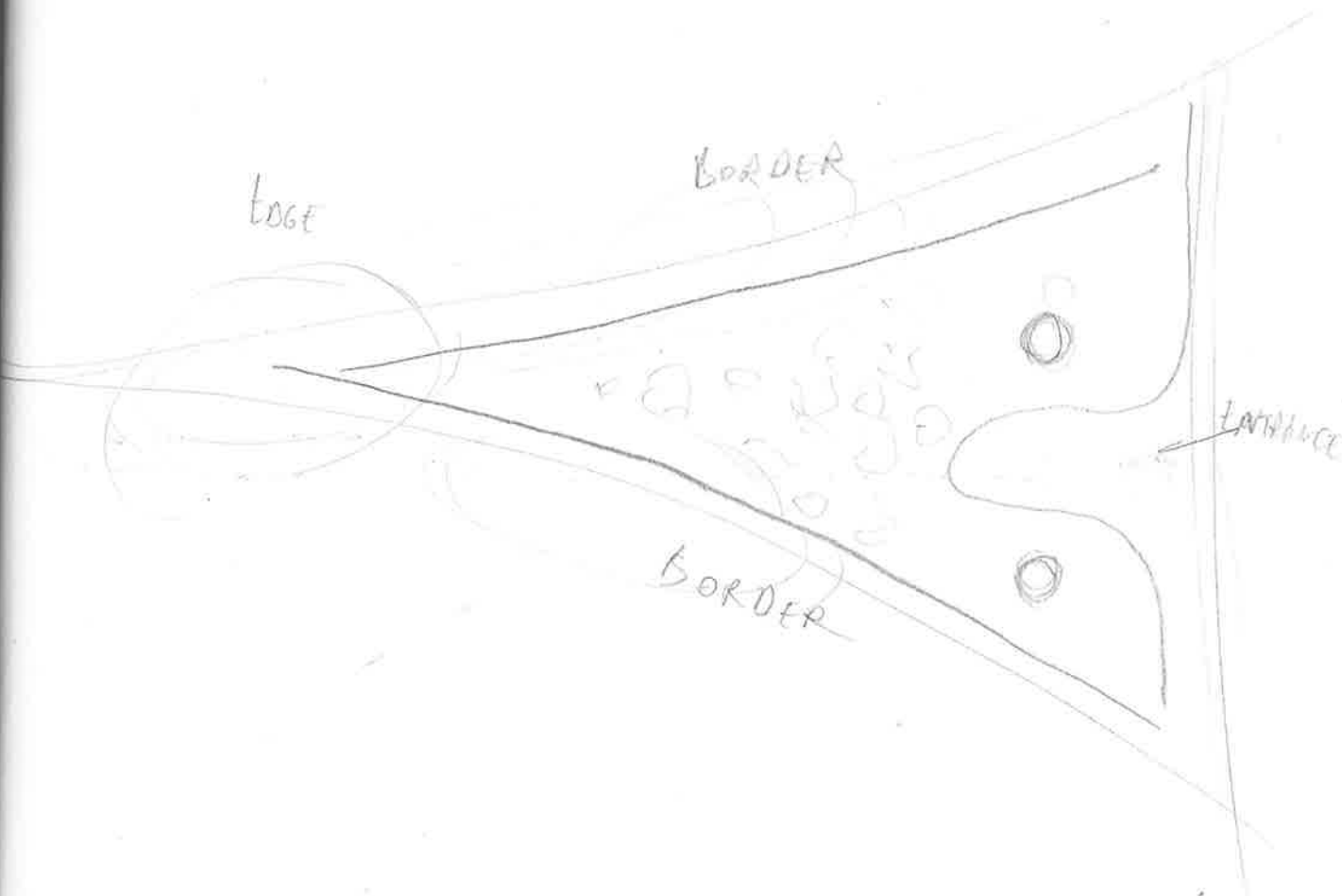
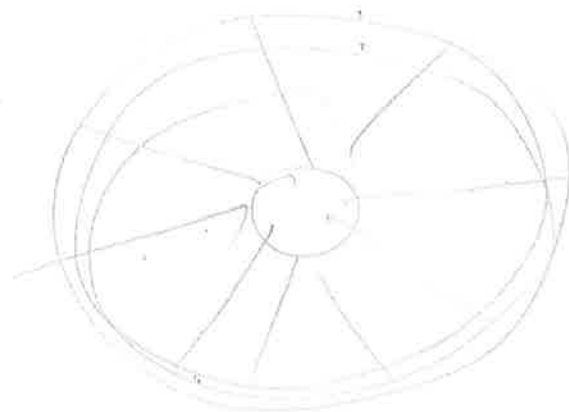
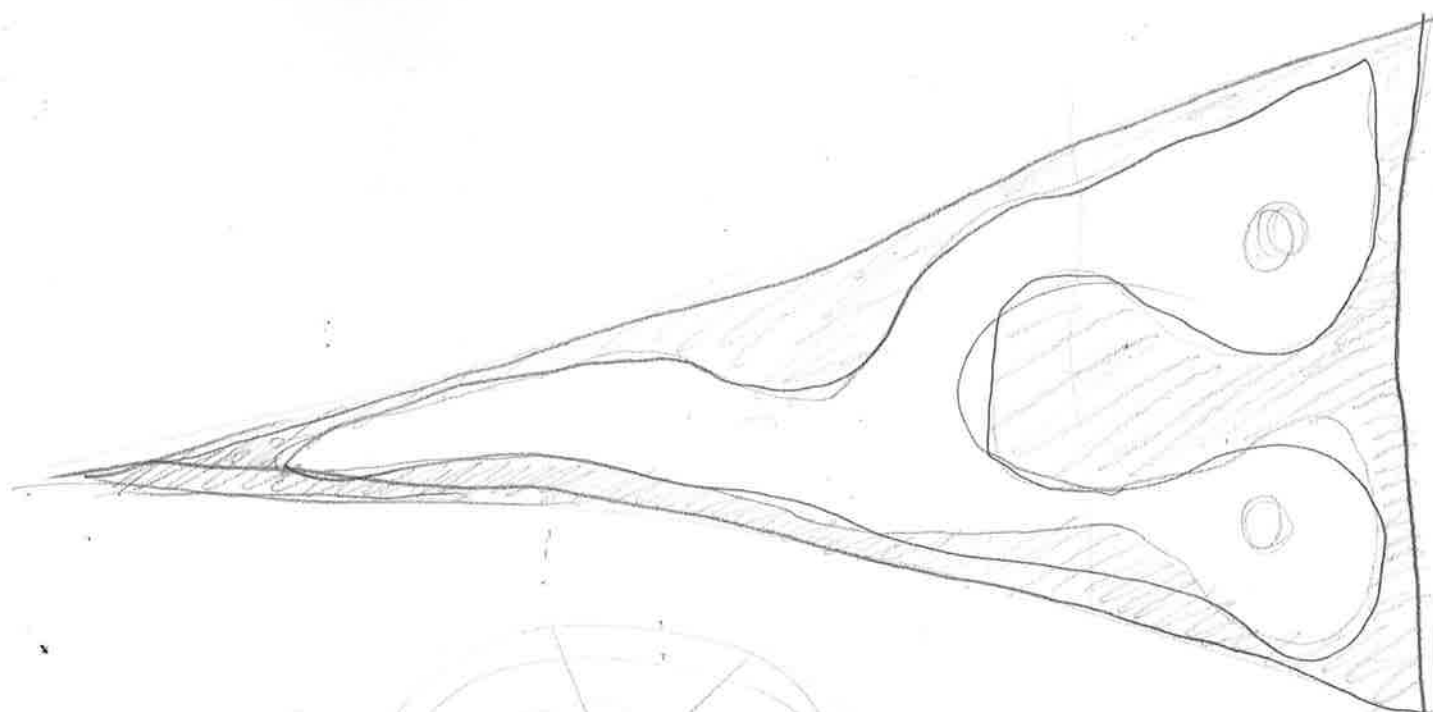


CHANGING CONTEXT OF ONE



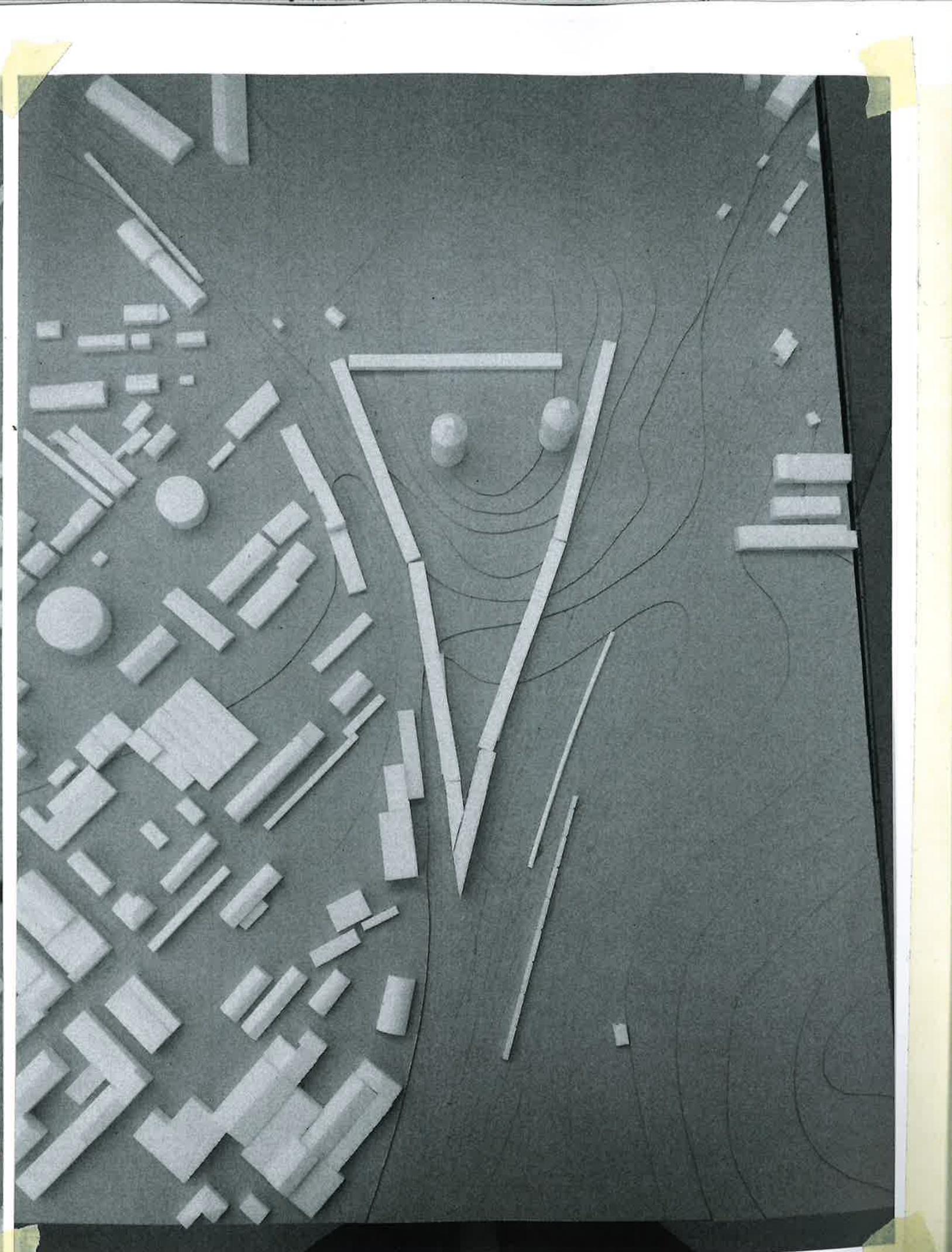
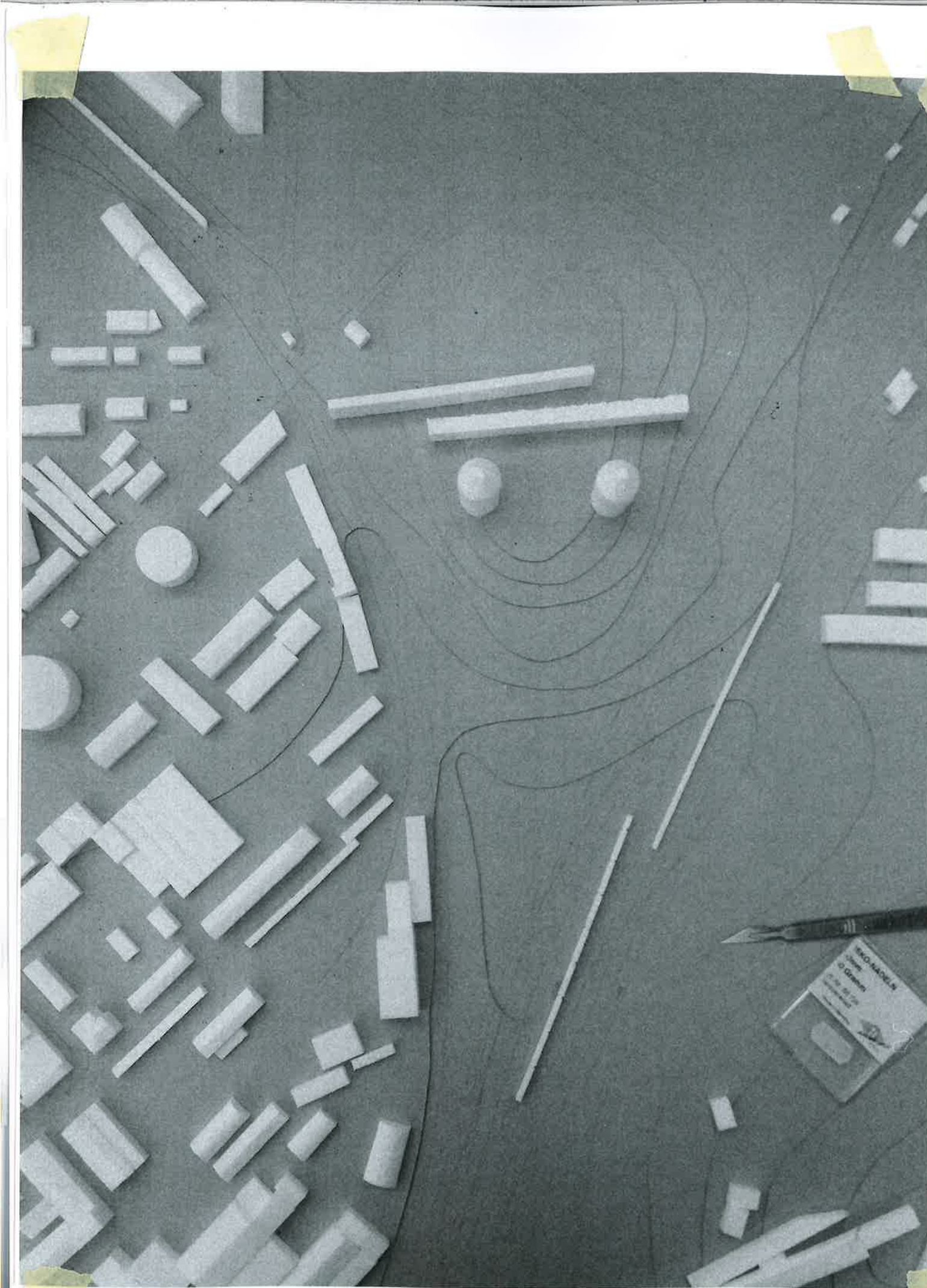


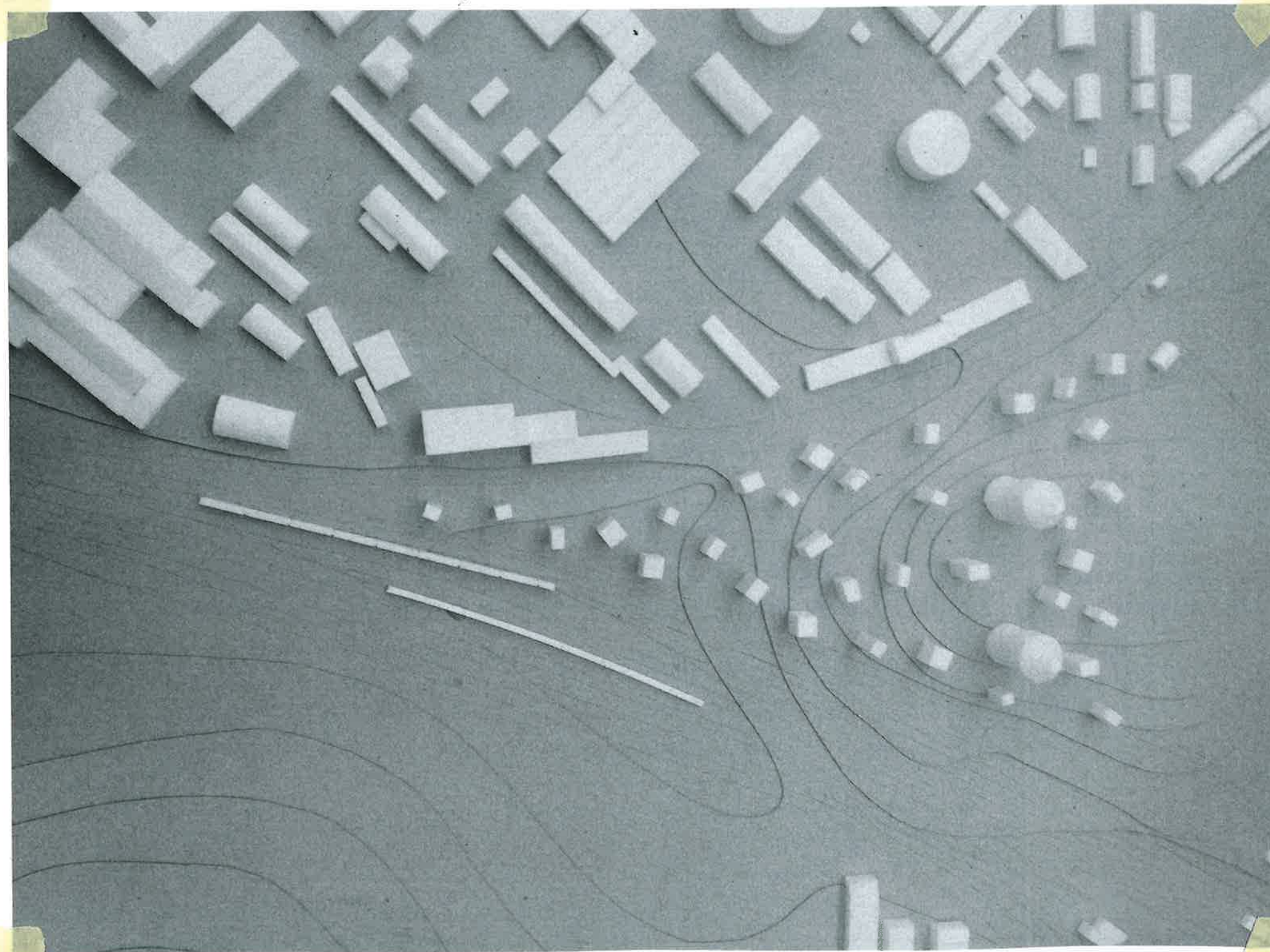
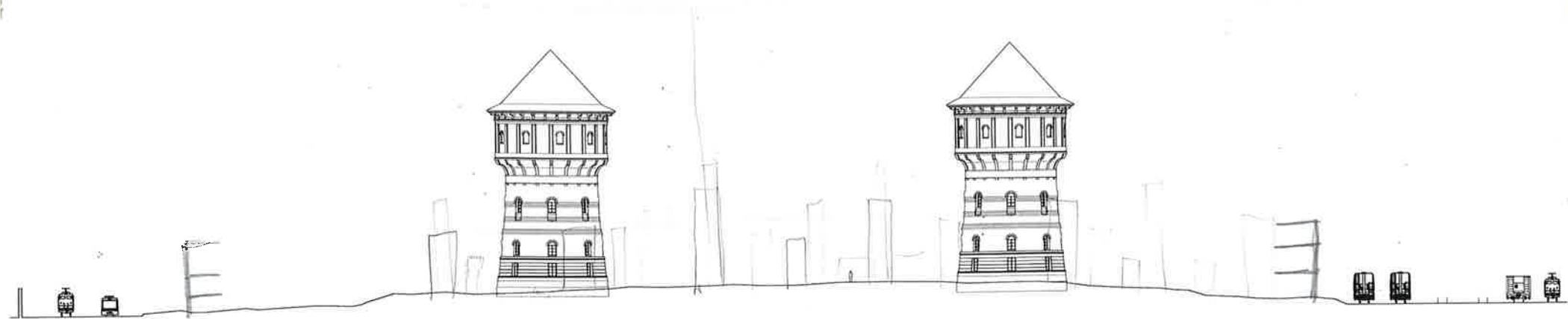
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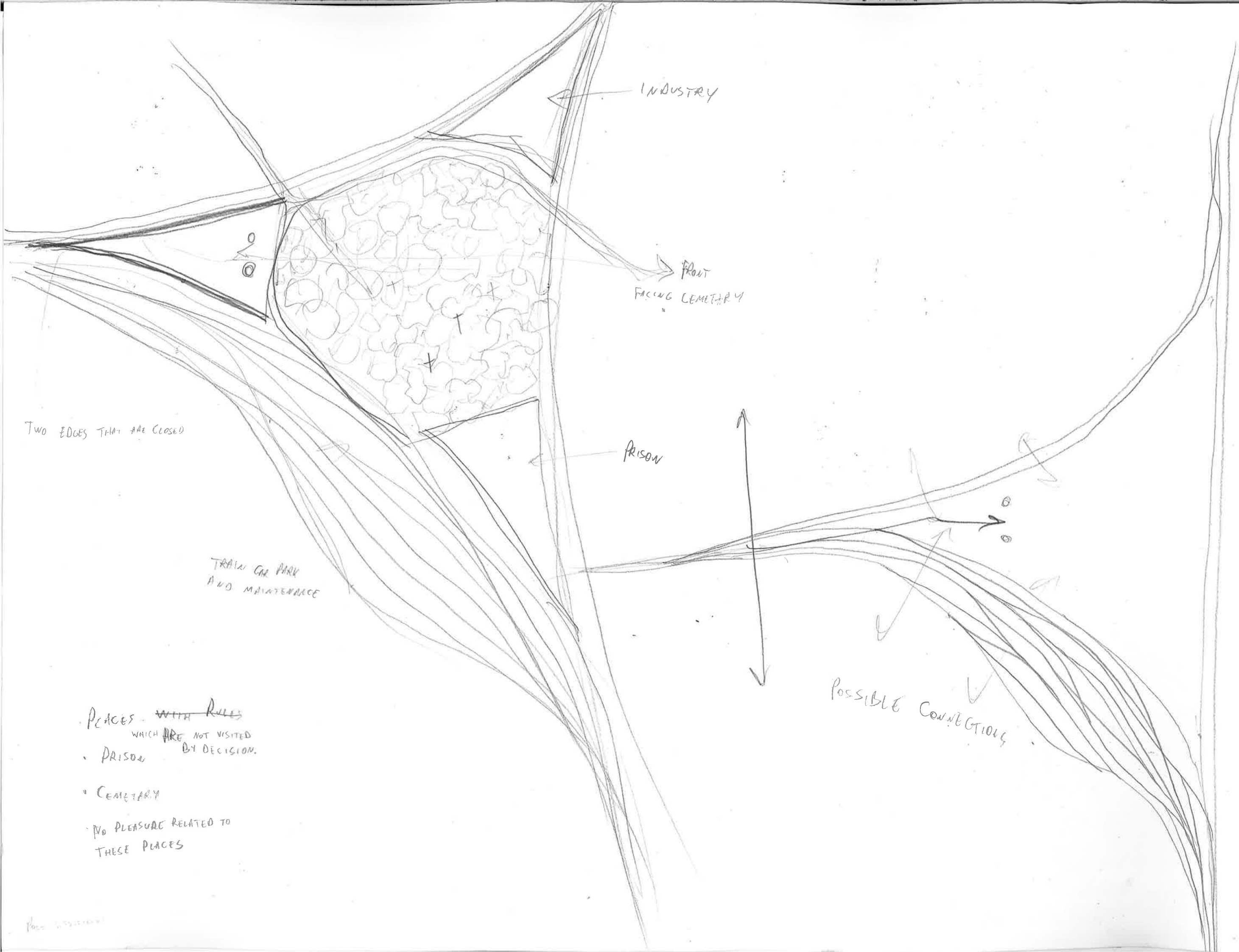


PONDRIAN









INDUSTRY

FRONT
FACING CEMETERY

PRISON

TWO EDGES THAT ARE CLOSED

TRAIN CAR PARK
AND MAINTENANCE

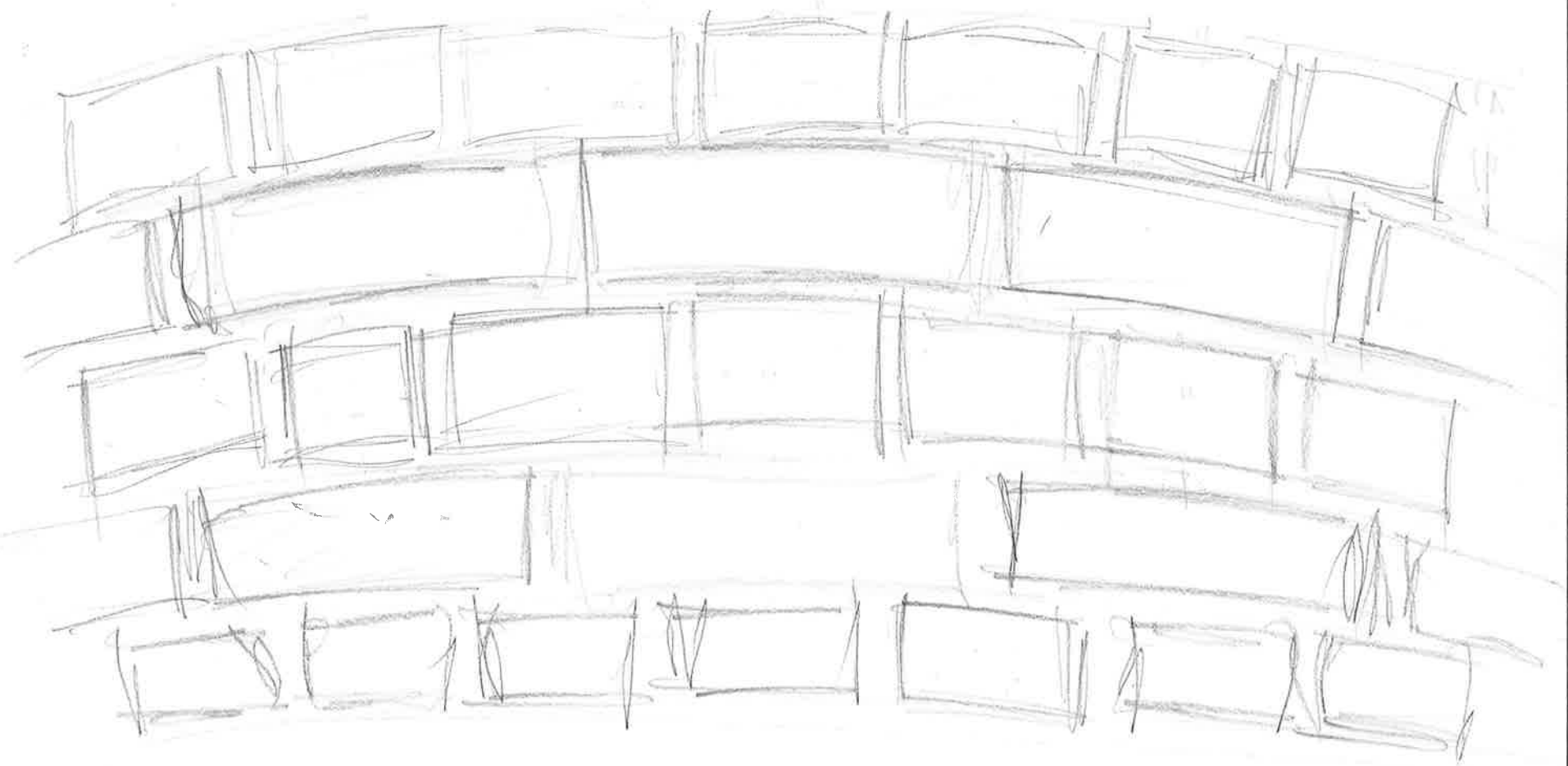
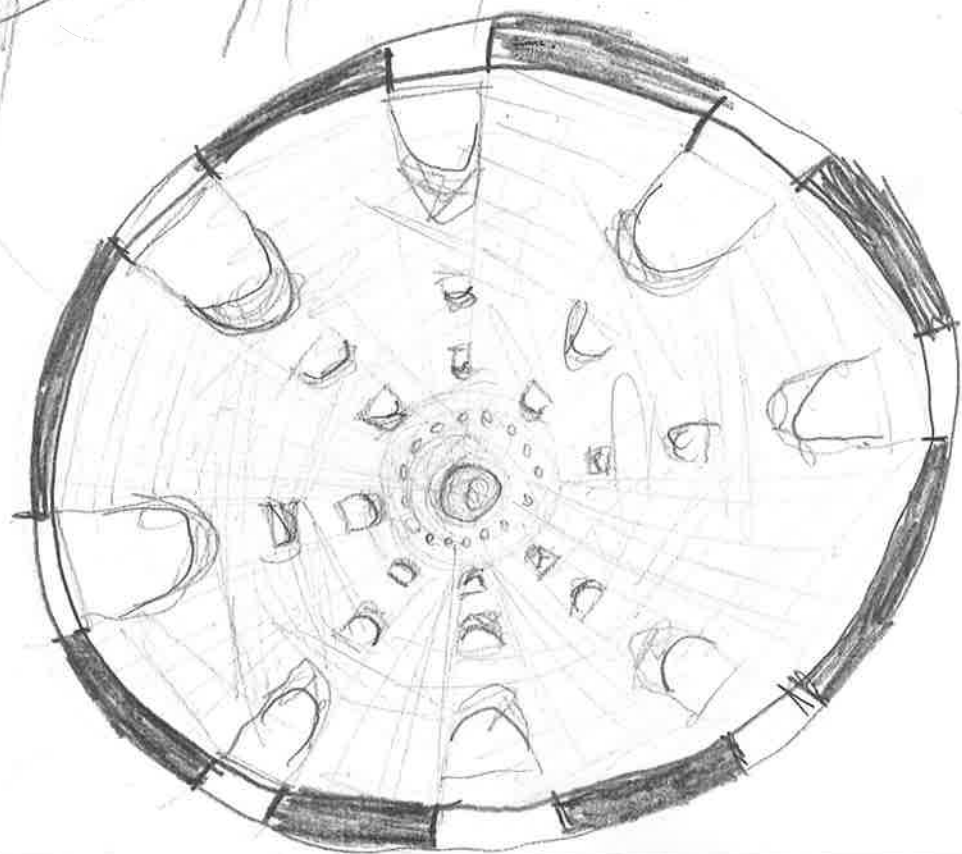
POSSIBLE CONNECTIONS

- PLACES WITH RULES
WHICH ARE NOT VISITED
BY DECISION.
- PRISON
 - CEMETERY
 - NO PLEASURE RELATED TO
THESE PLACES

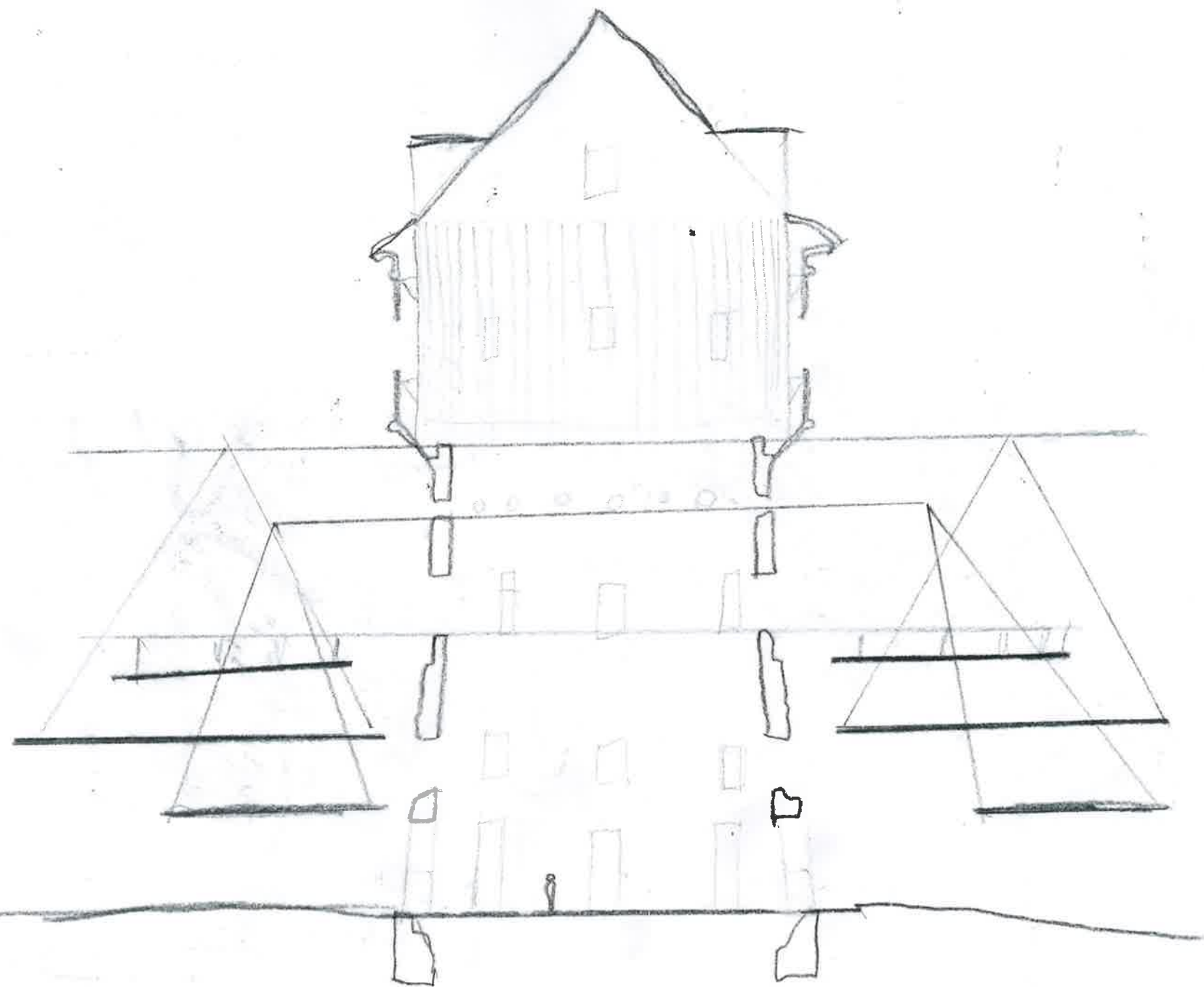
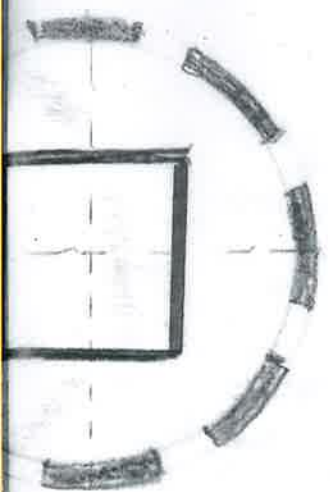
DIFFERENT SCIENCES

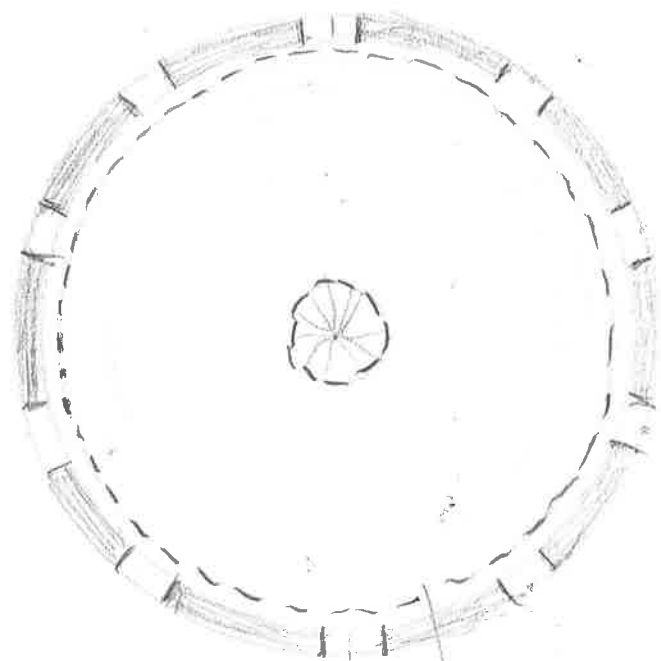
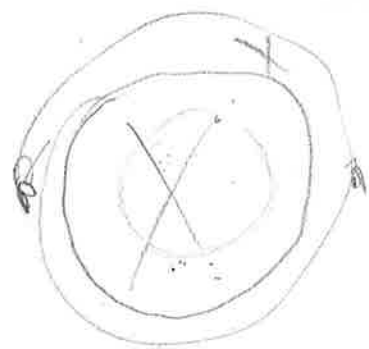


HUGENESS

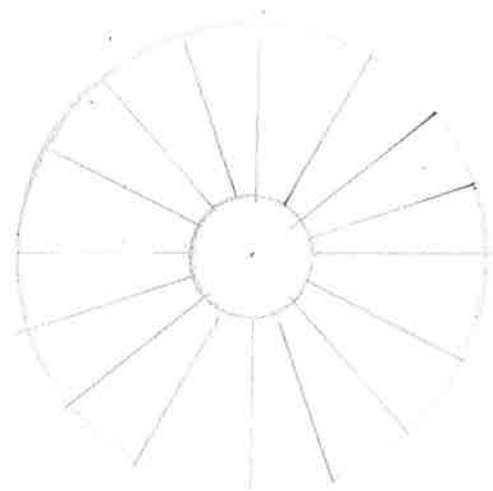
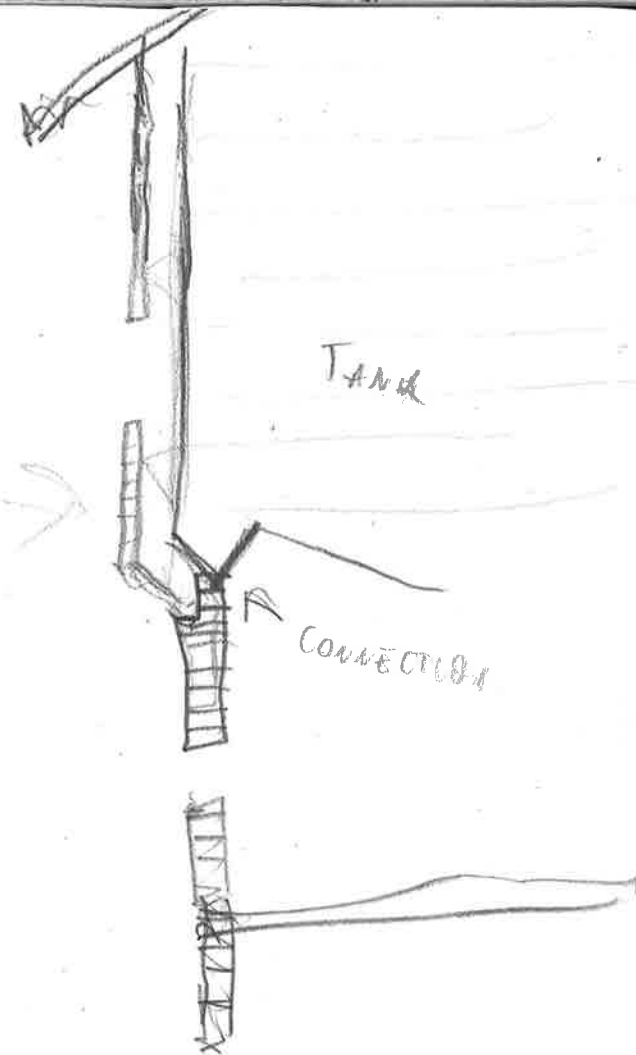


NEARNESS

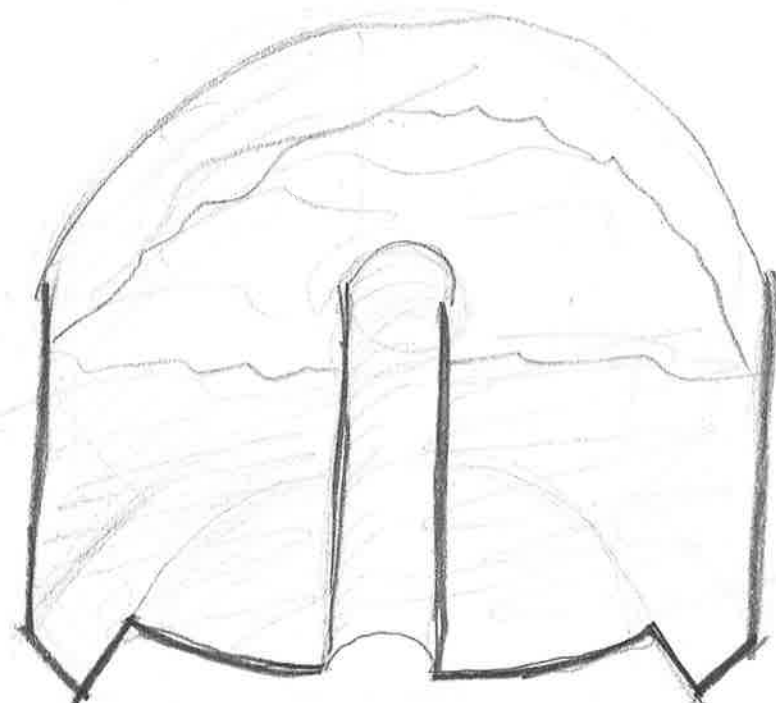
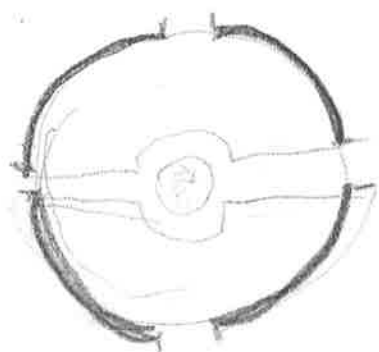
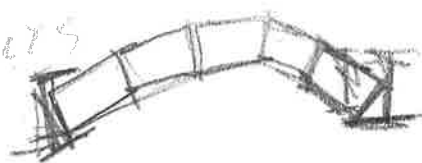




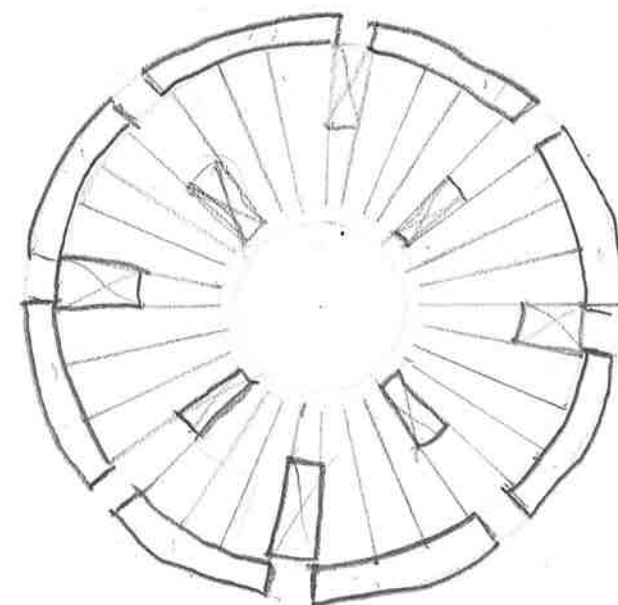
STEEL WATER TANK



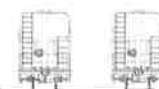
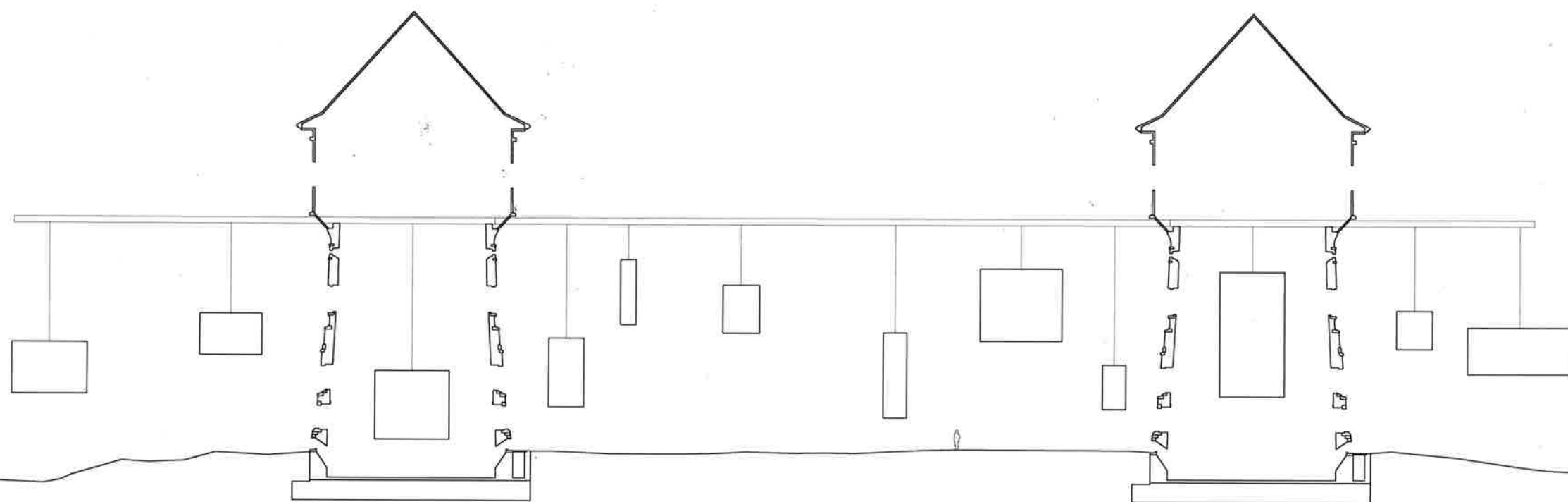
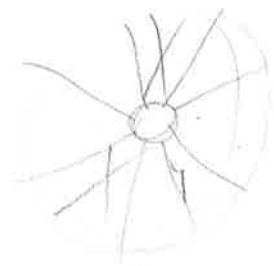
BRICK VAULTS

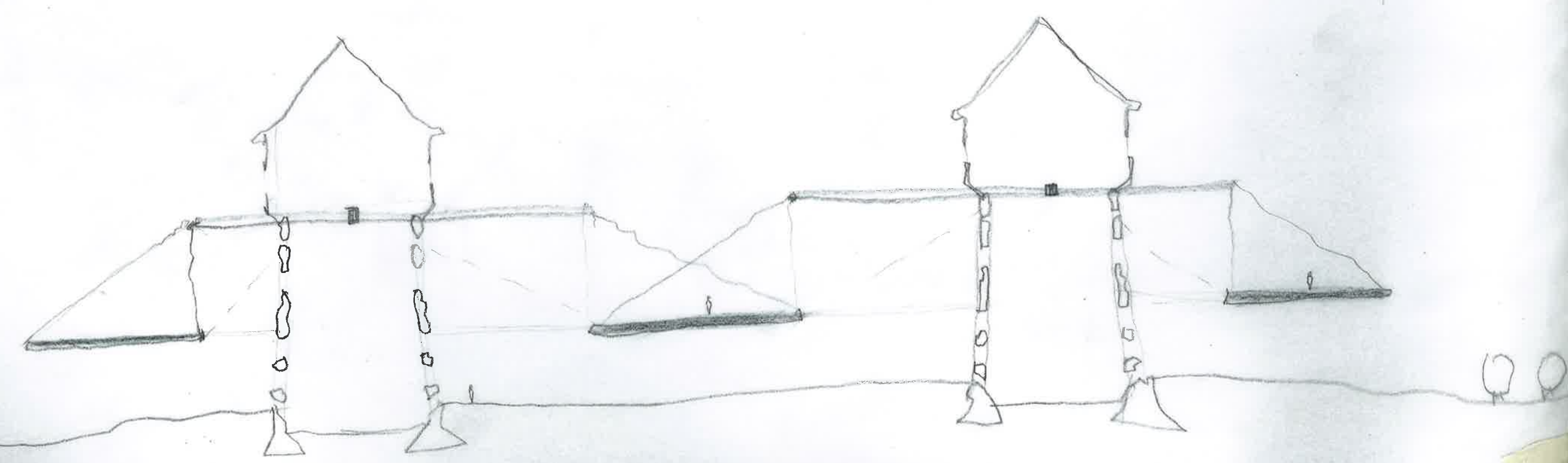
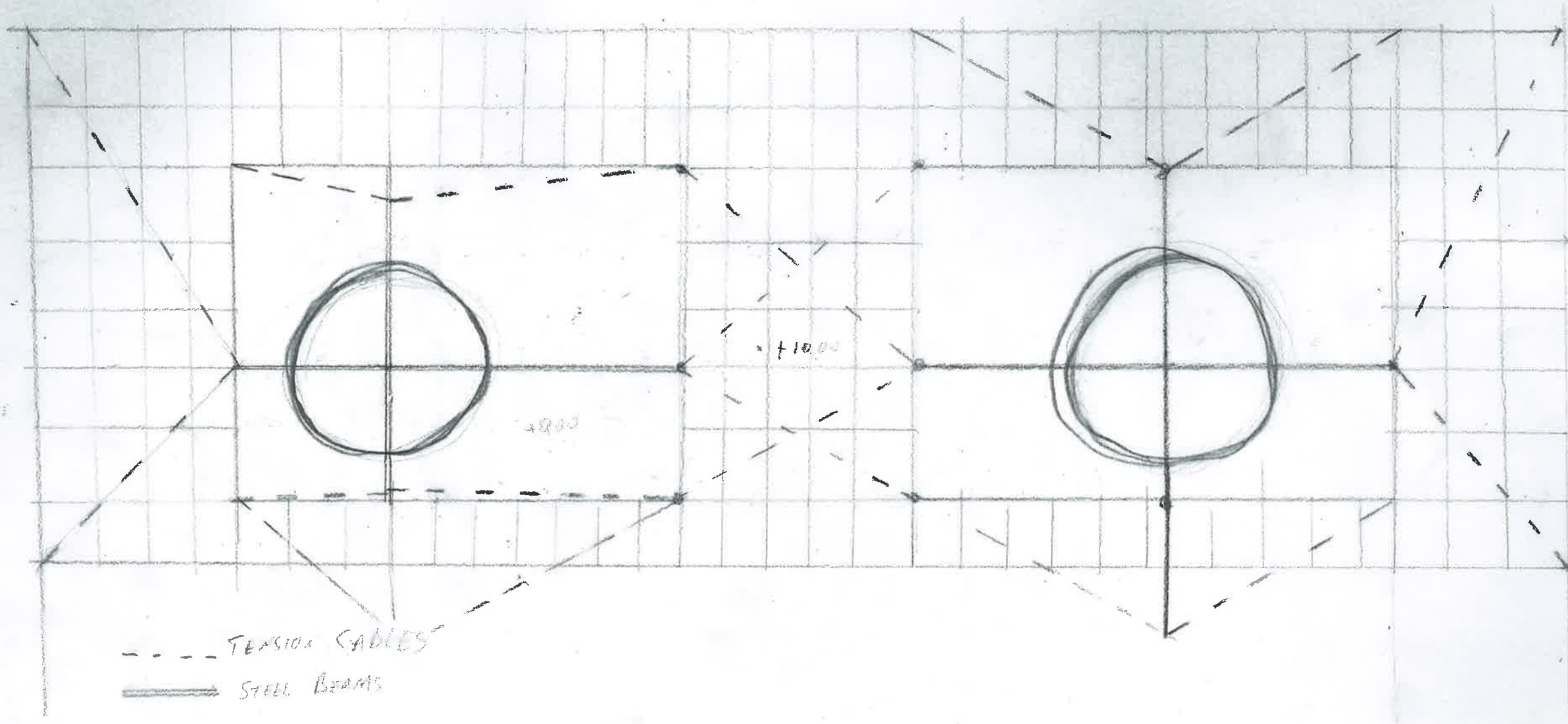


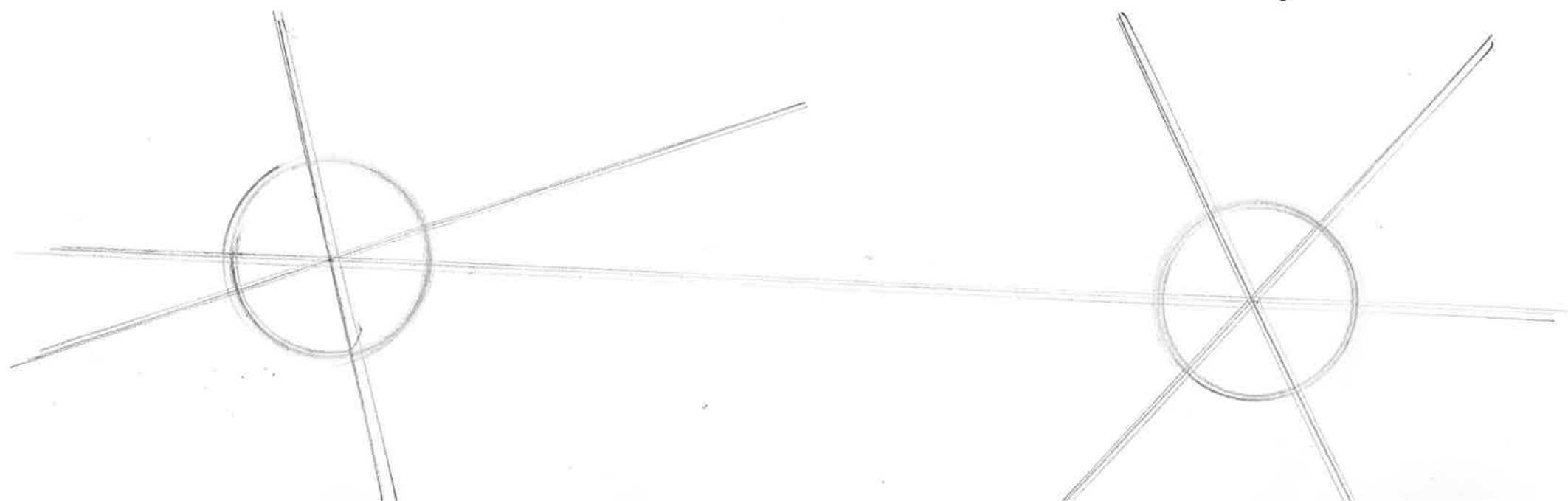
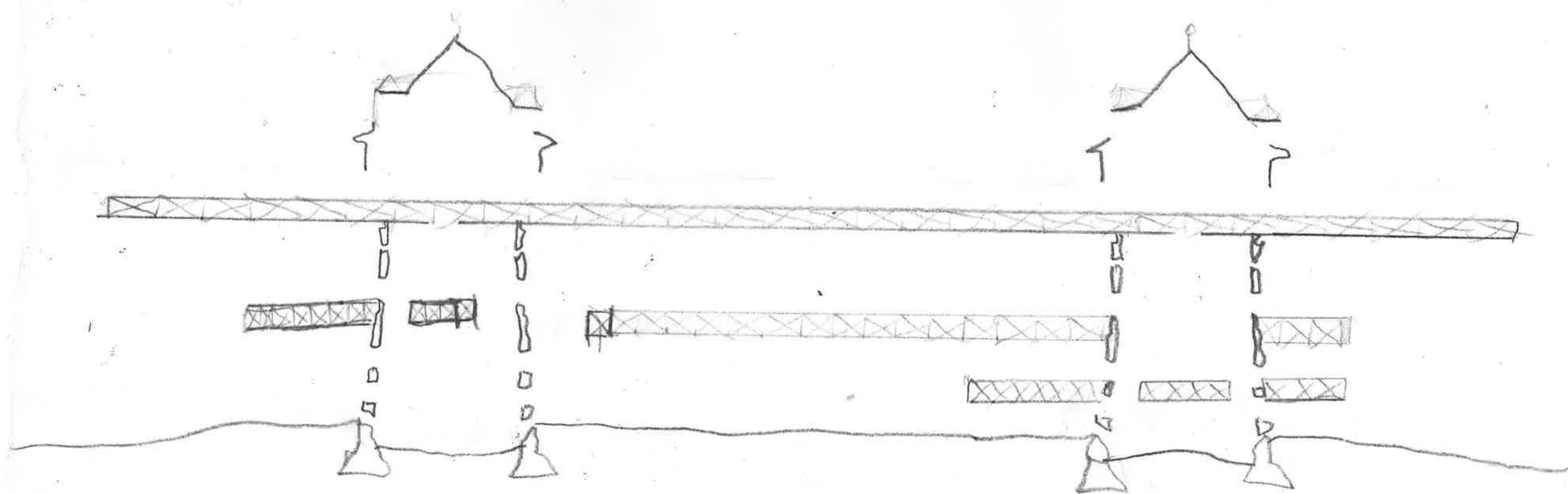
WATER TANK

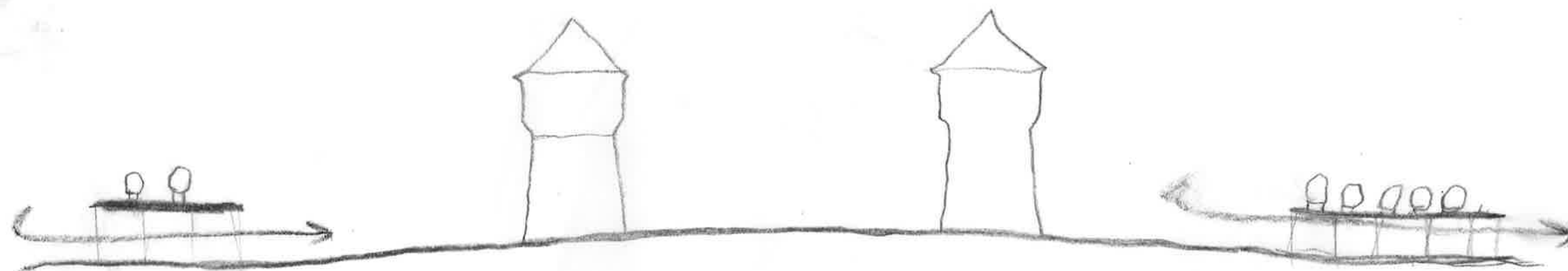
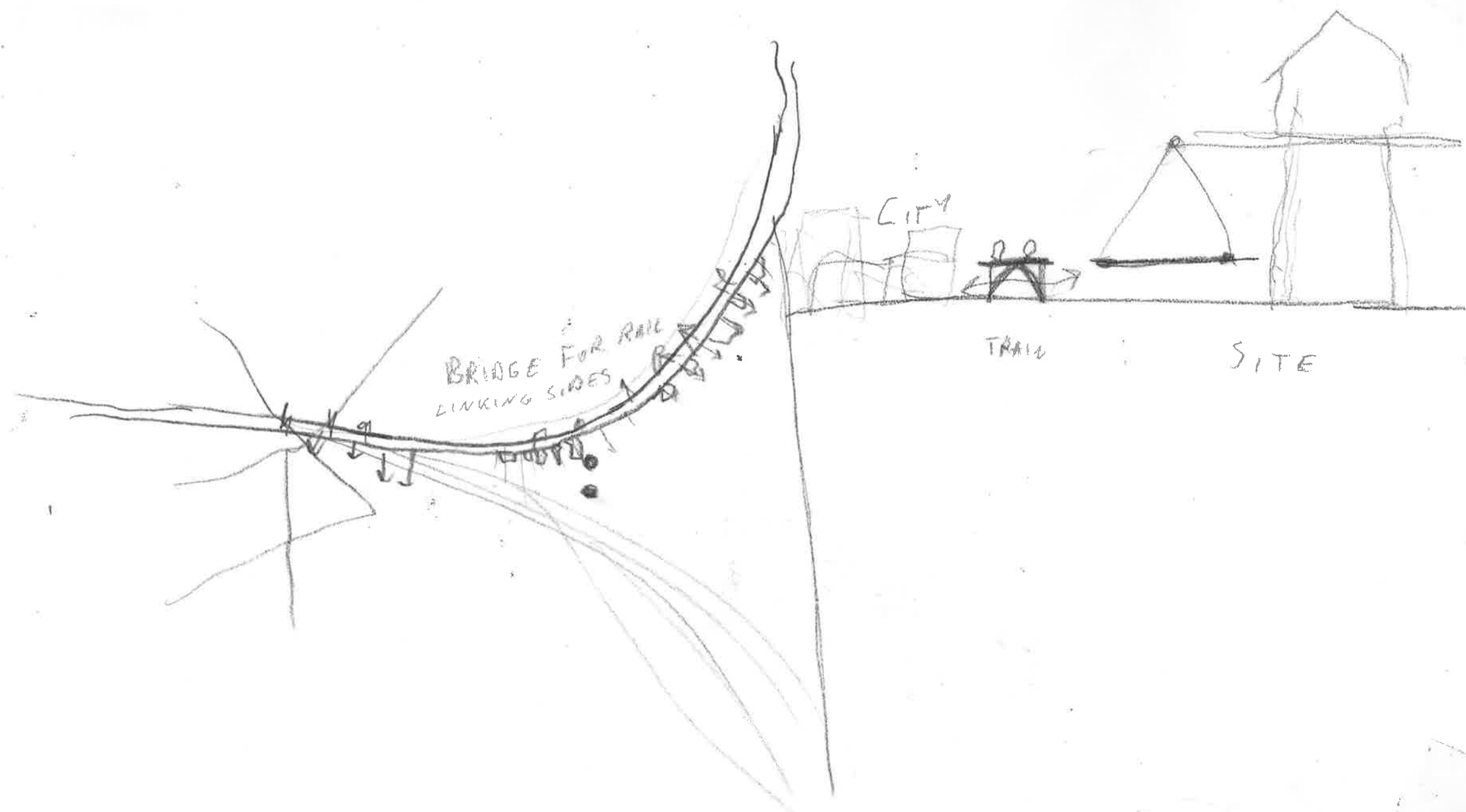


BRICK VAULT STRUCTURE

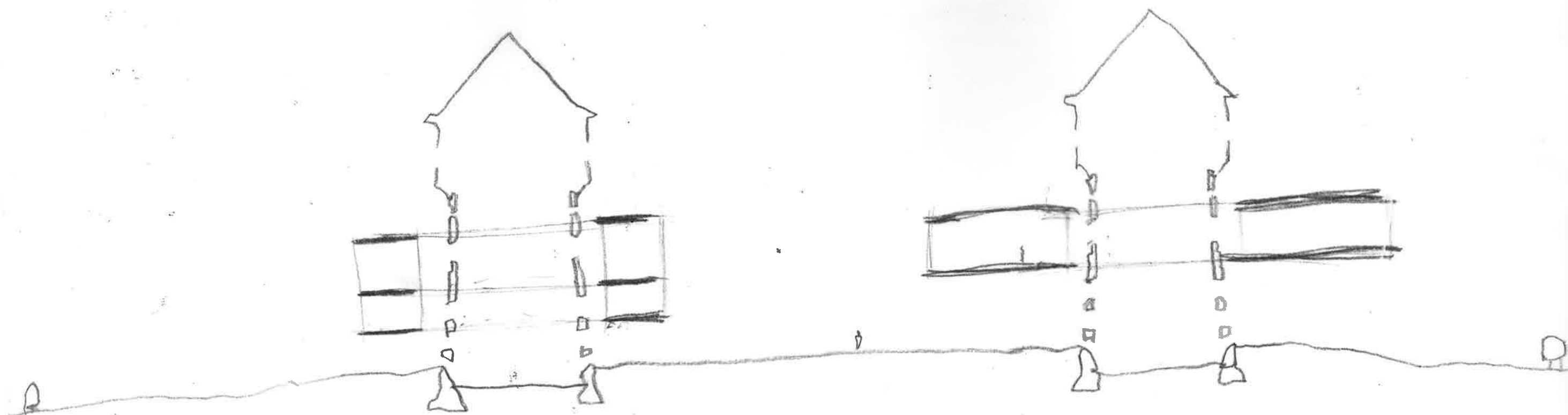








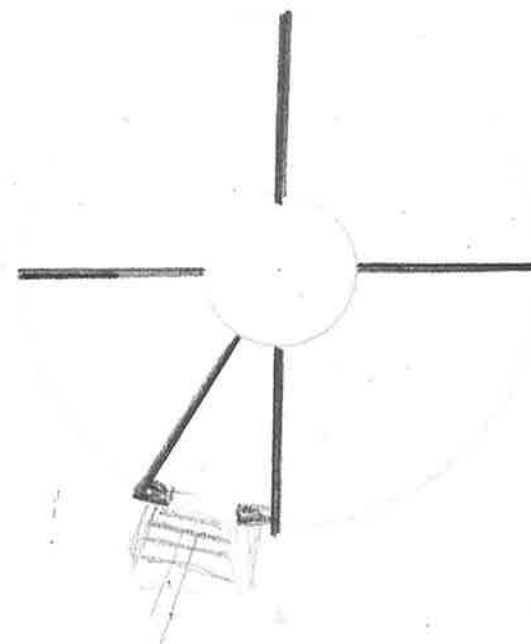




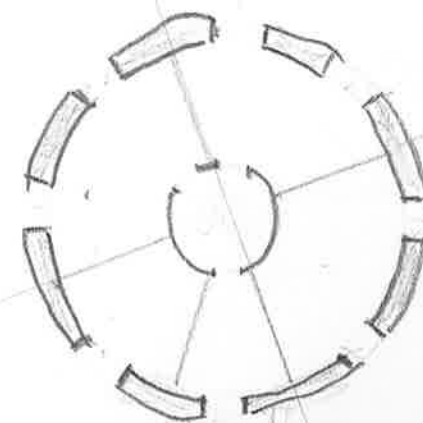
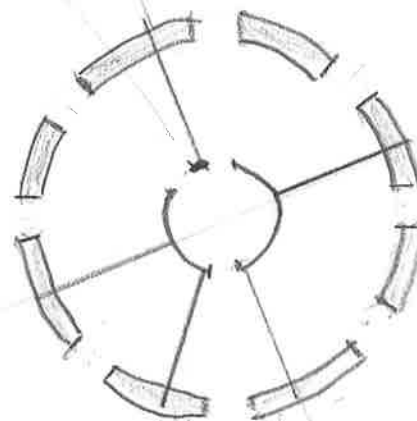
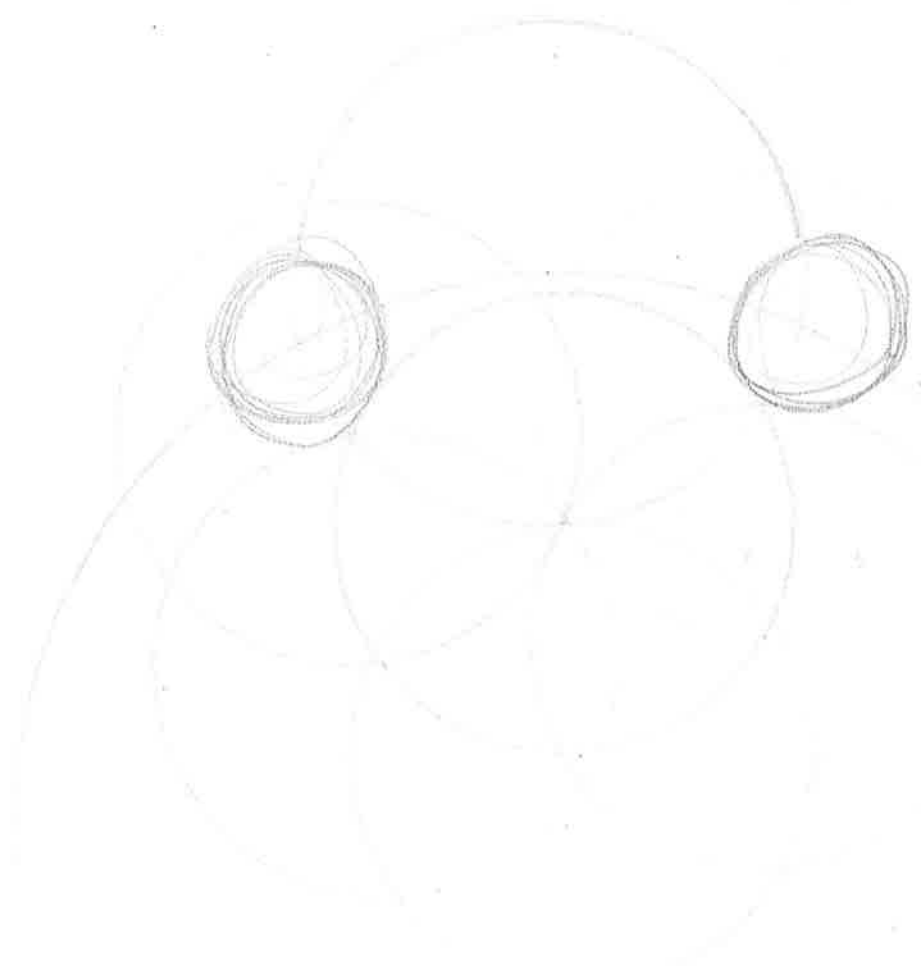
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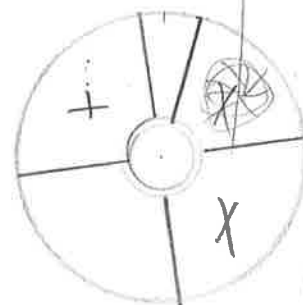
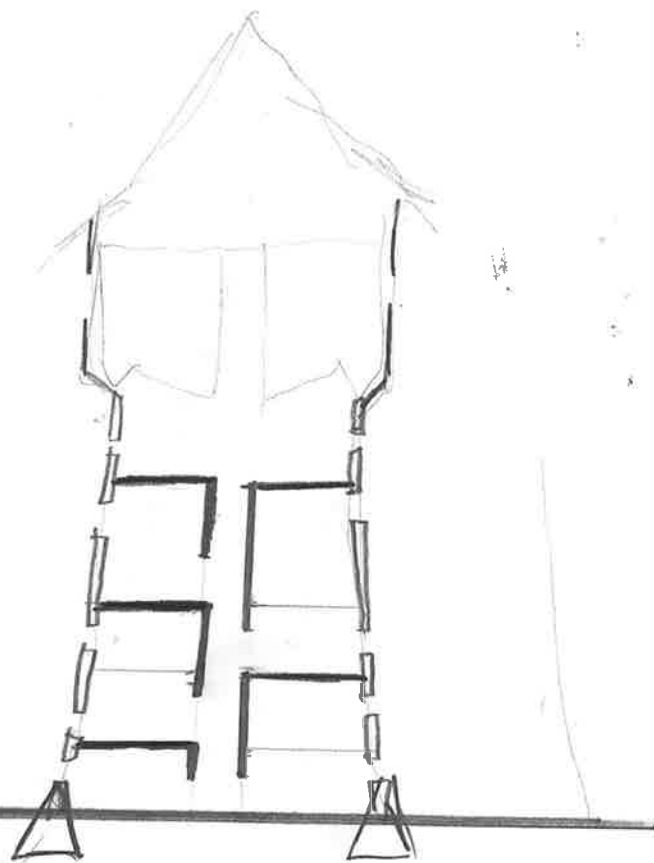
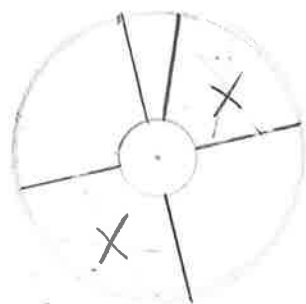


1408 T

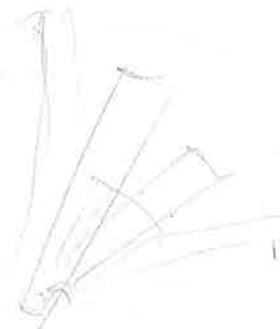
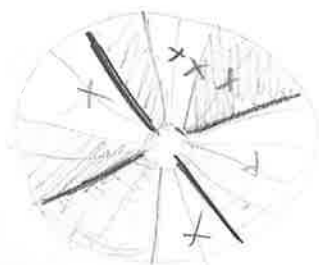


EXISTING INTERIOR WALLS ARE IDENTICAL
IN BOTH TOWERS,
YET, BY SYMMETRY THEY PRODUCE PSYCHOMETRY
SINCE THEY DO NOT SHARE AXES.

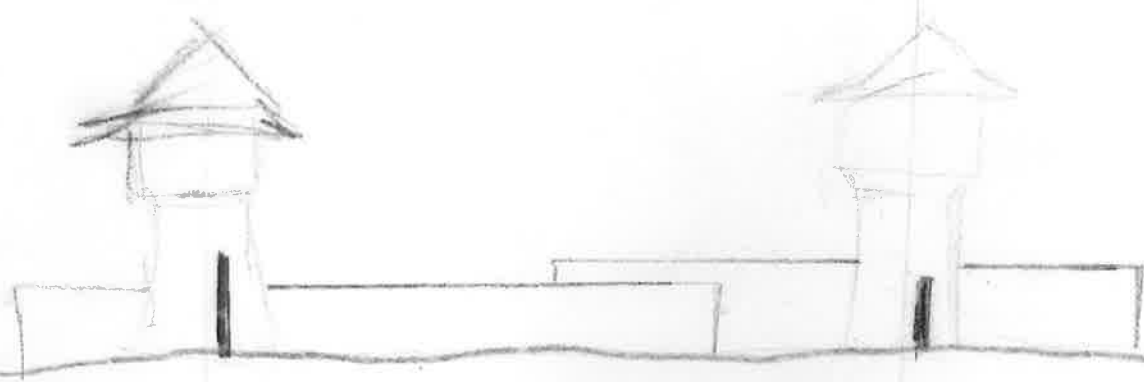
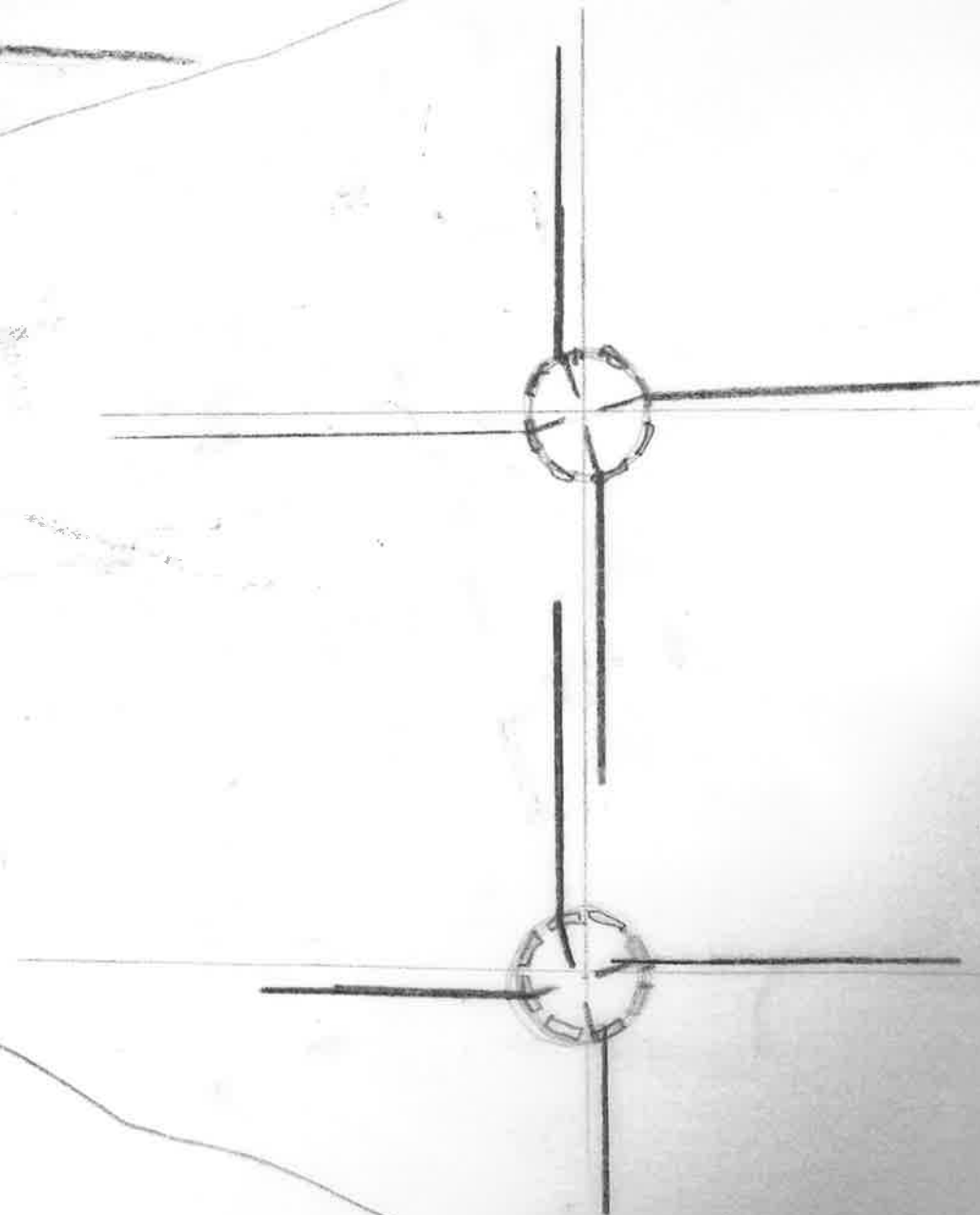
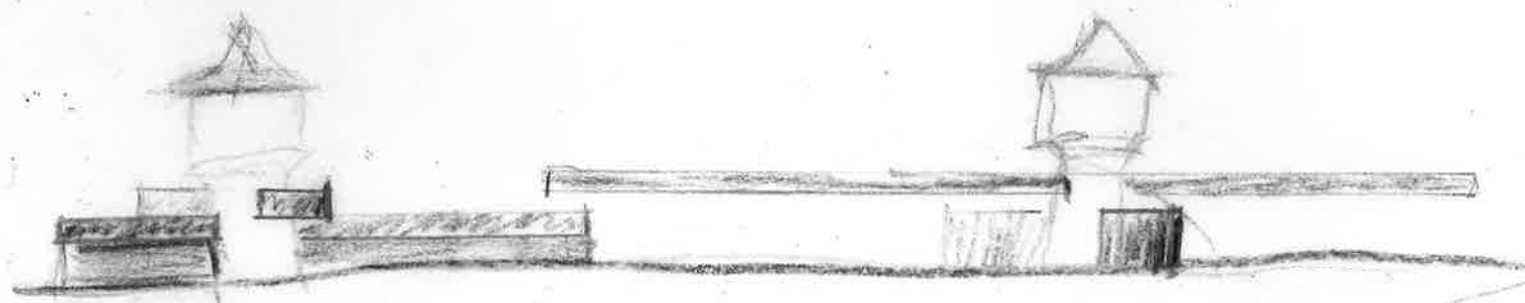


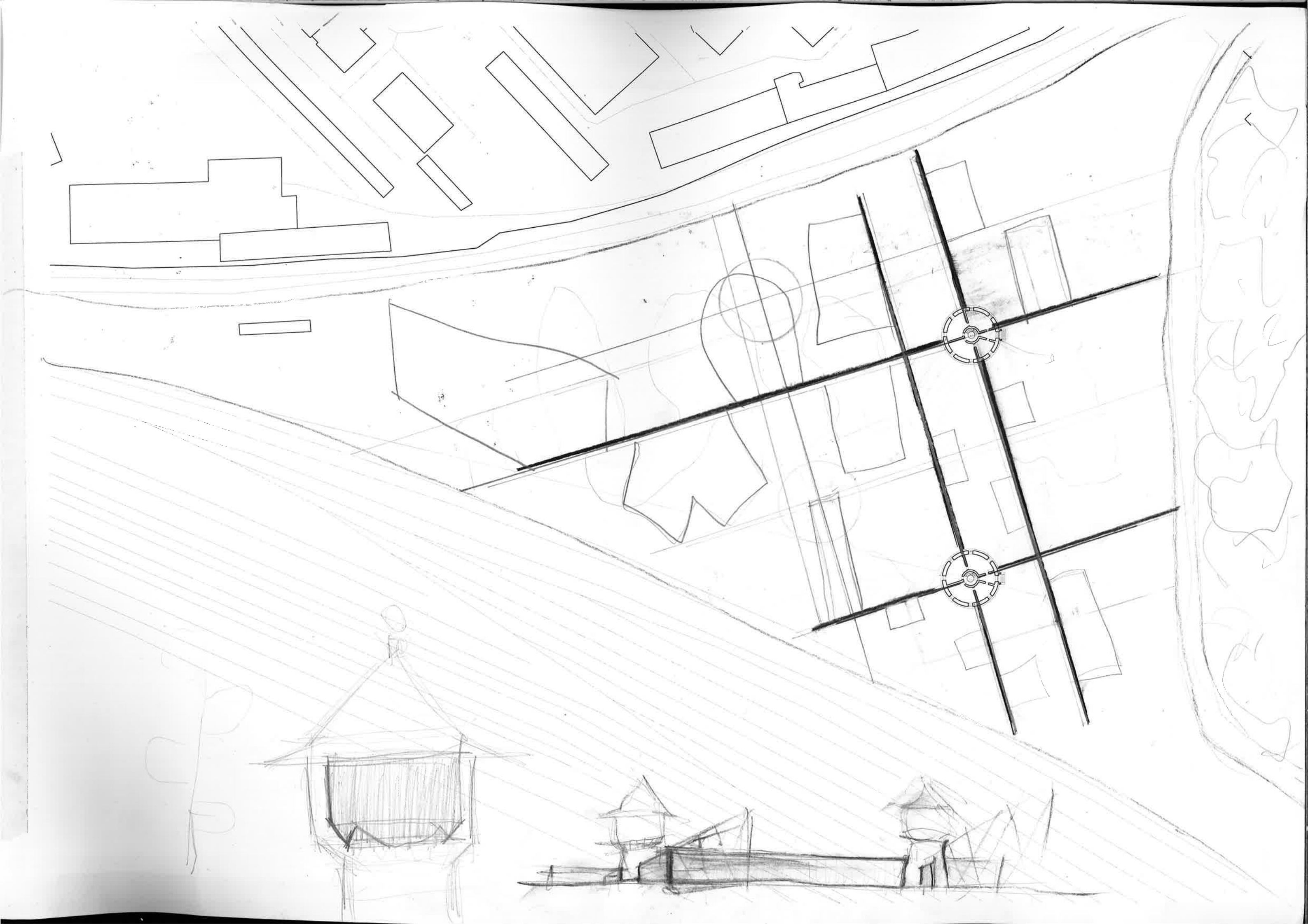


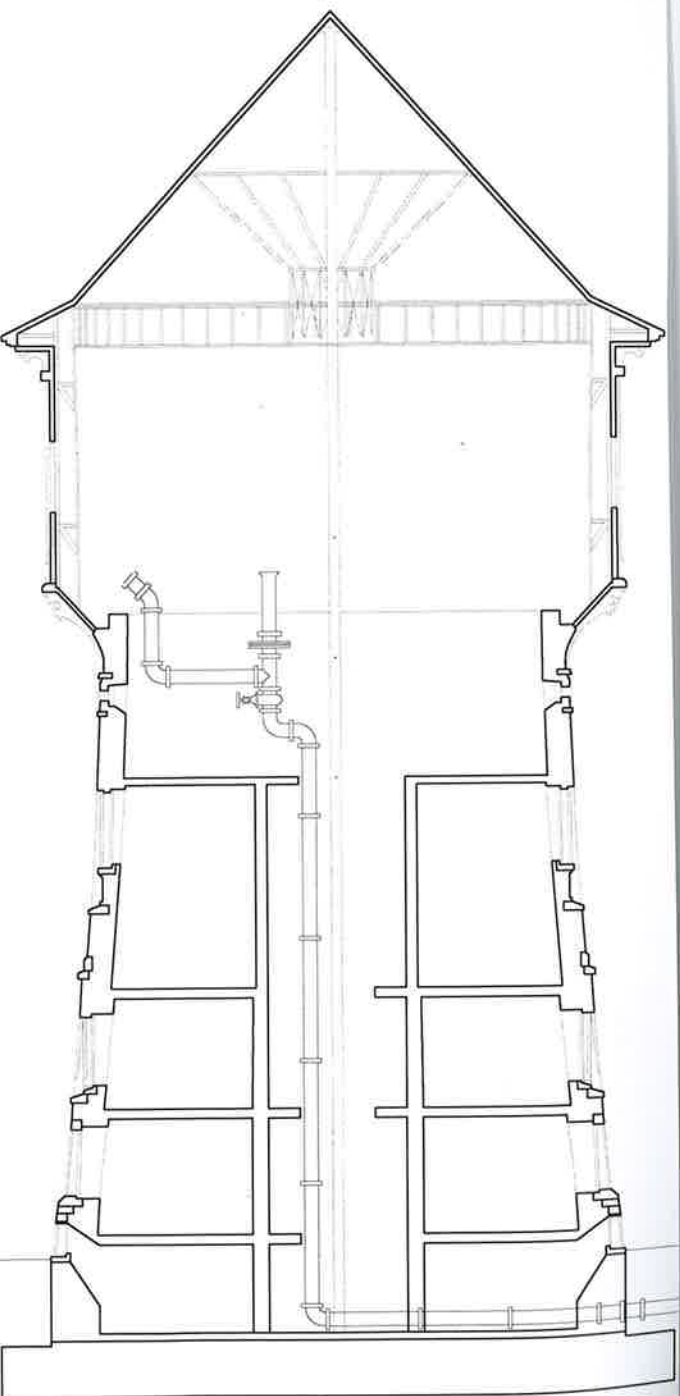
LEAVING RIBS / REMOVING FLOOR VAULTS











SCALE OF ART - MANY ARTISTS ARE CONSTRUCTIVE OBJECTS OF VAST DIMENSIONS

CITY SHELTER

21st CENTURY ART

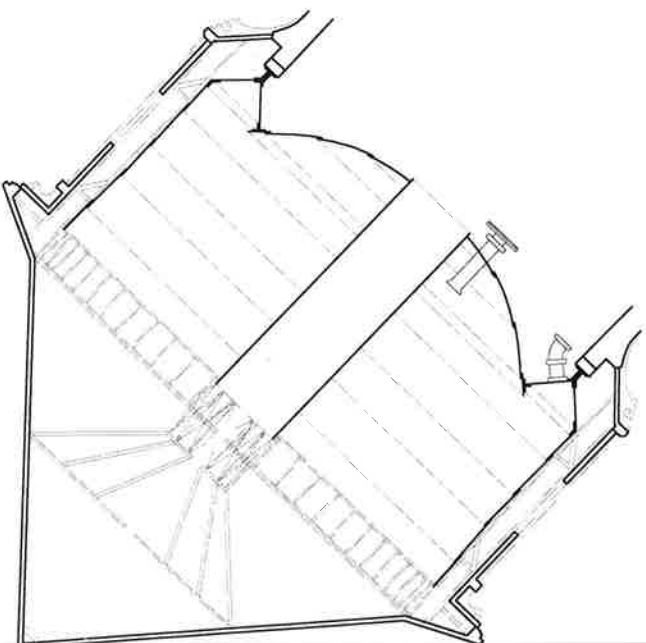
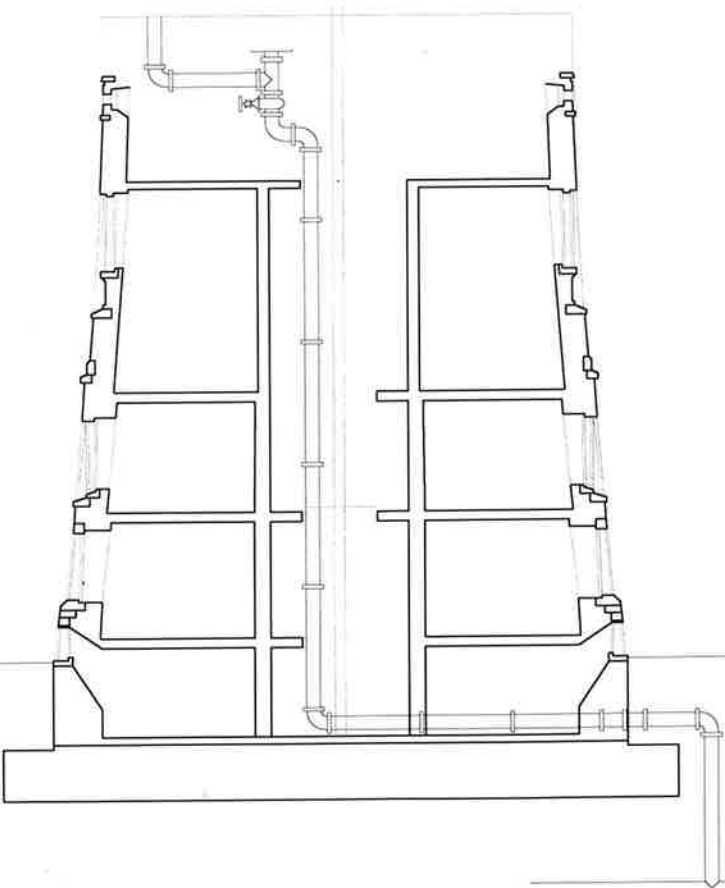
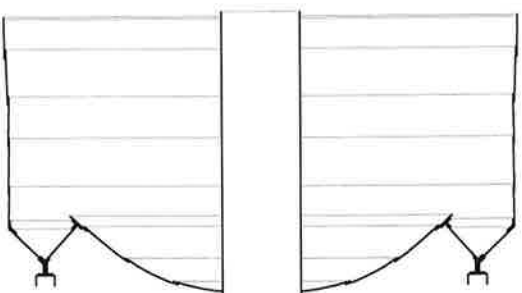
DOWN - A LOT OF TERRITORY OWNED OR
CONTROLLED BY A PARTICULAR RULE

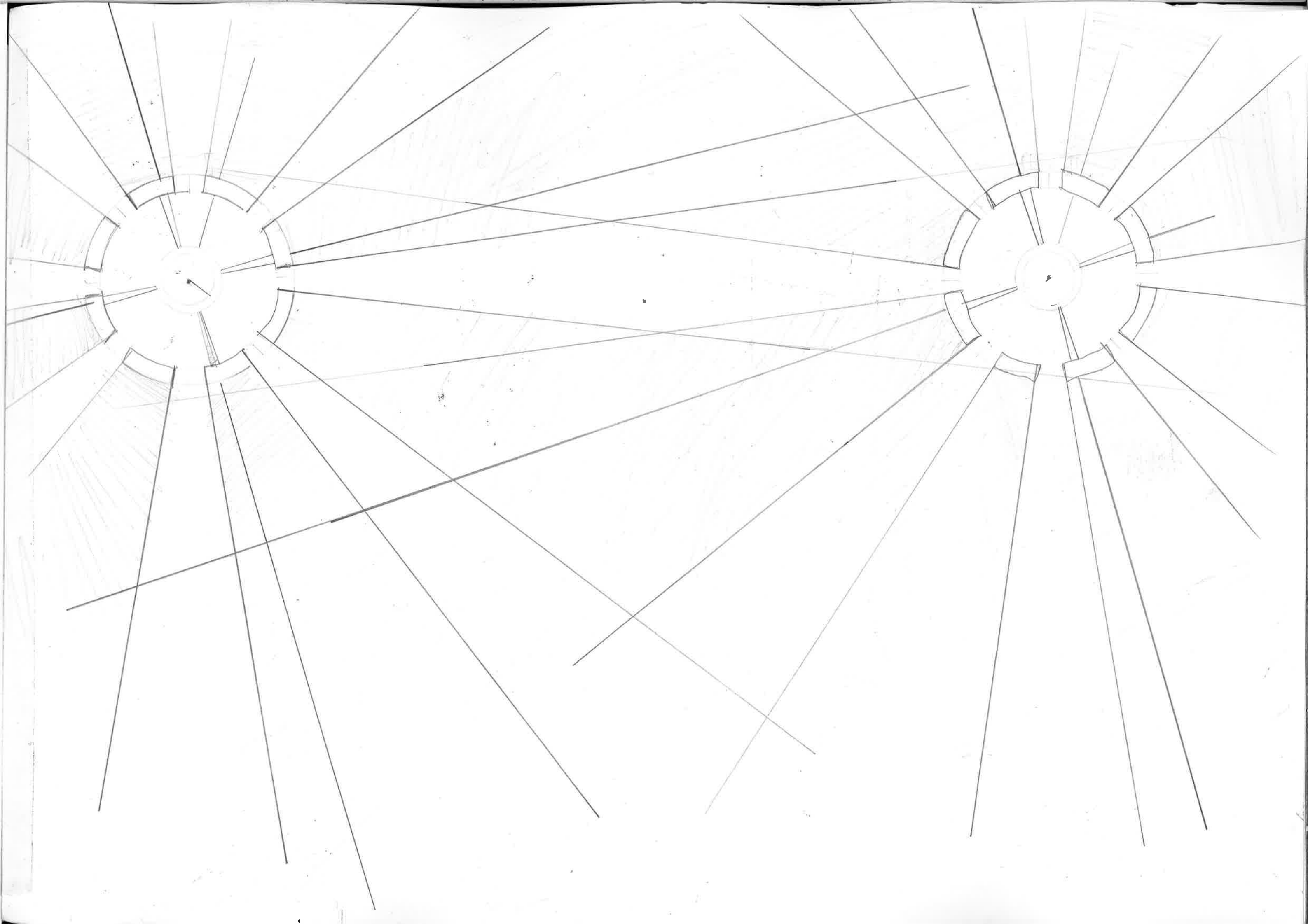
OR GOVERNMENT

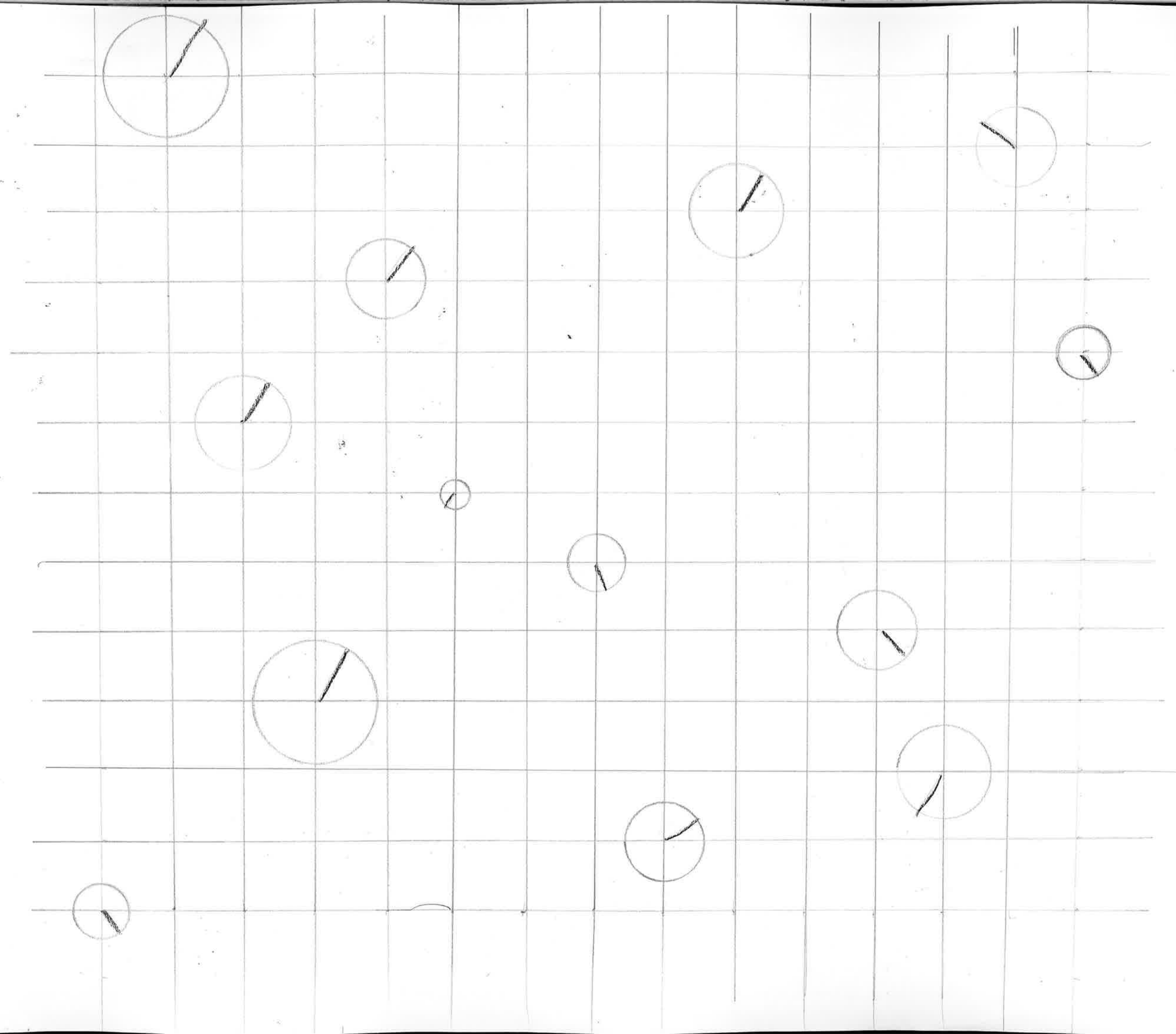
24-HOUR SCHEME

SEASONAL SCHEME

WHY DO CITIES LACK INTEREST IN
THEIR MARGINAL LAND?

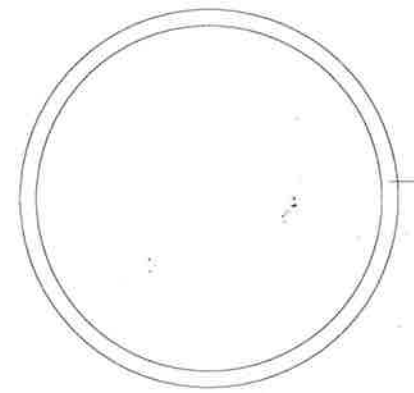




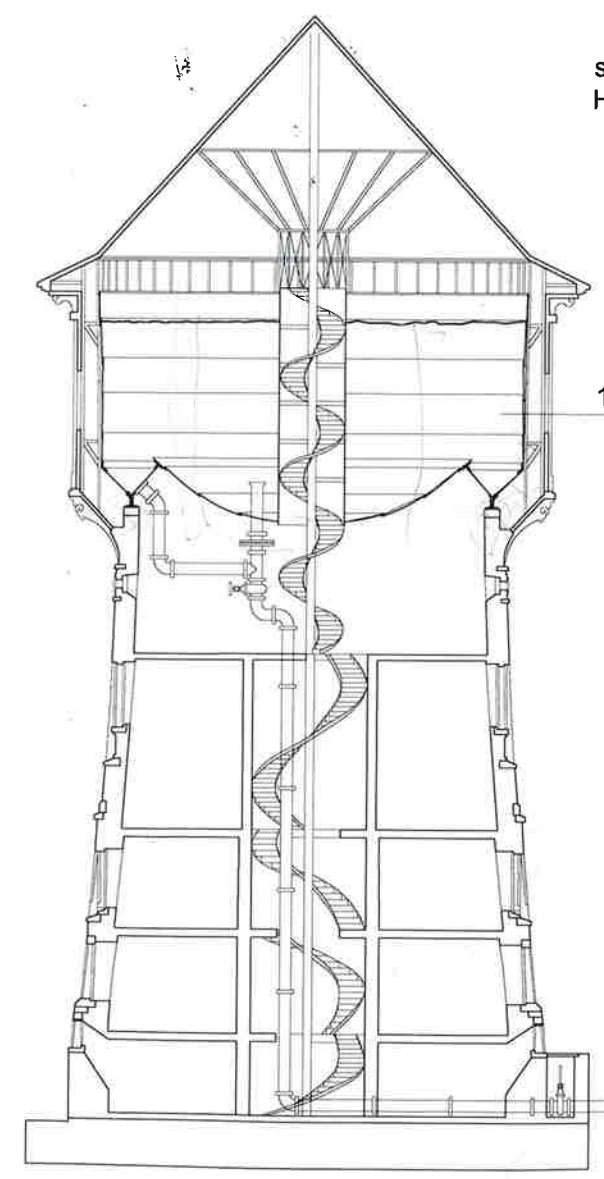


1500

1400m³ water = 1400t
1m³ concrete = 2.4t
1400t concrete = 583m³ concrete
1m³ brick masonry = 1.9t
1400t brick masonry = 736m³

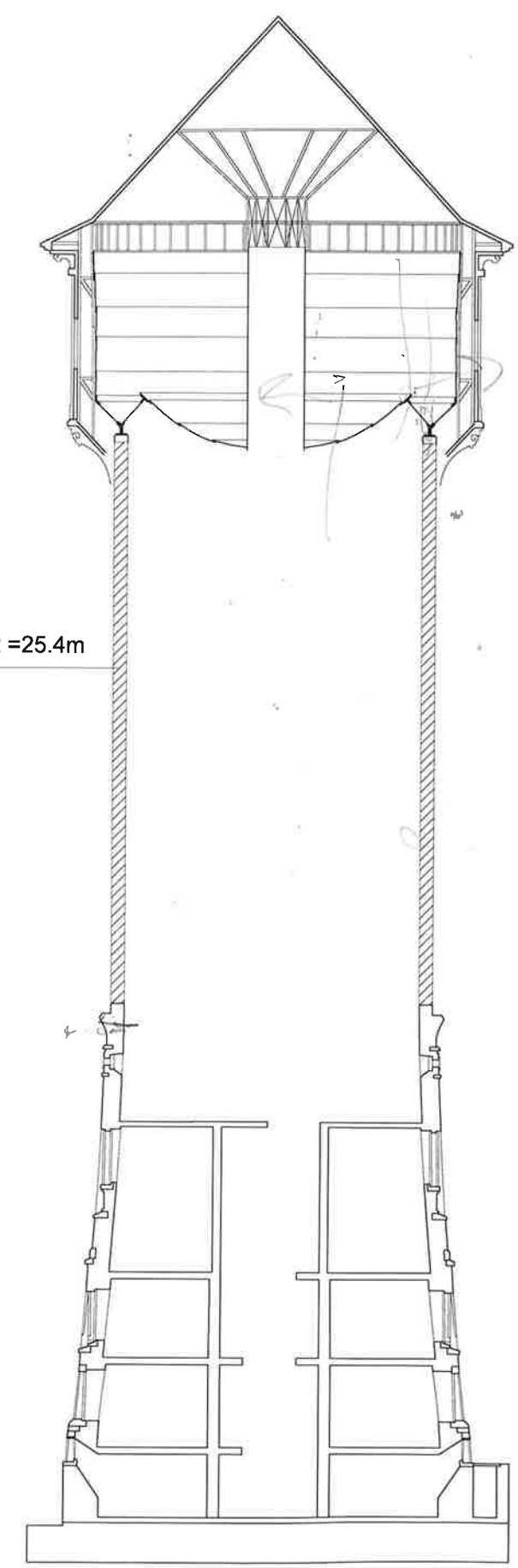


29m²
Ø650mm

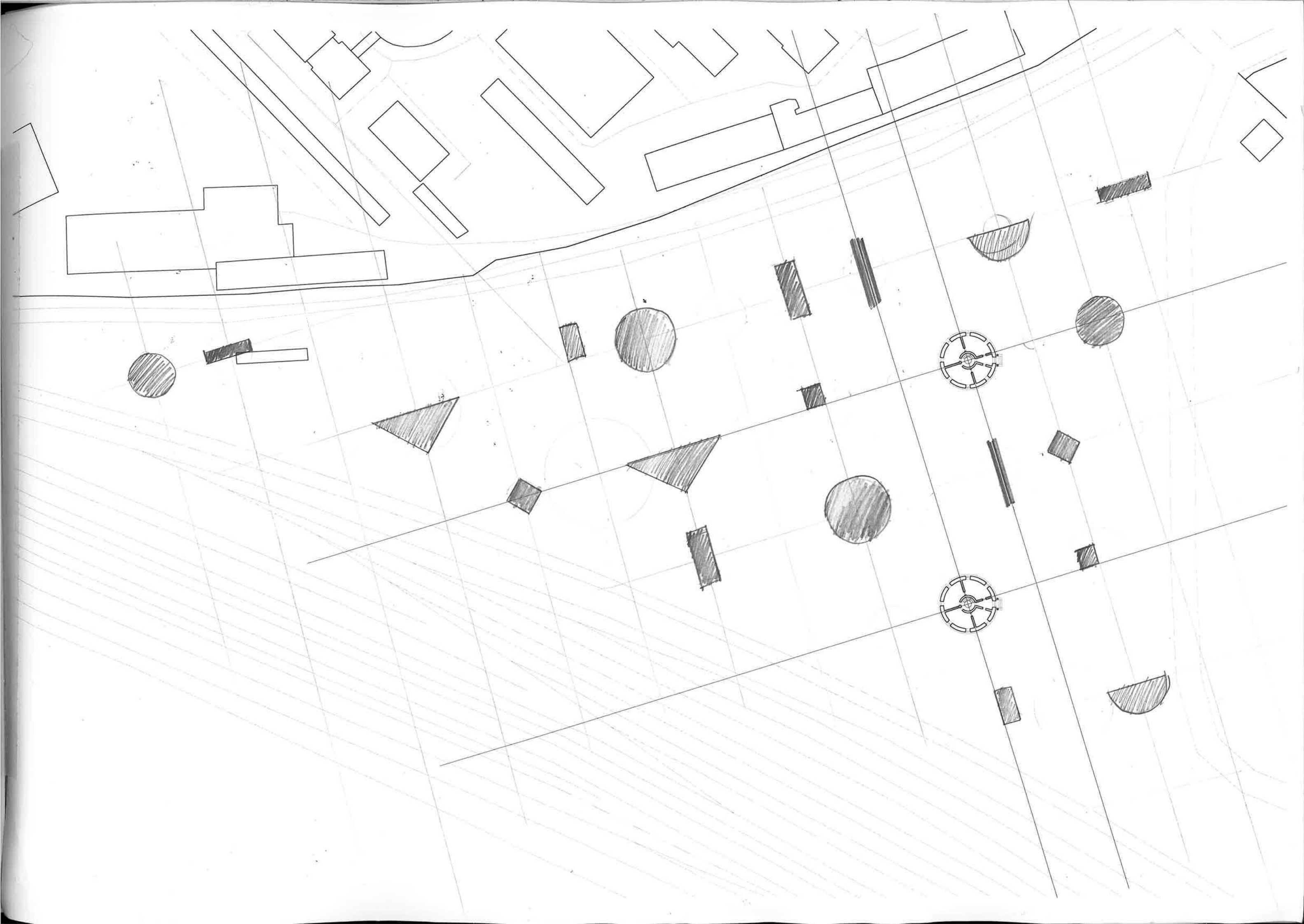


1400m³ water

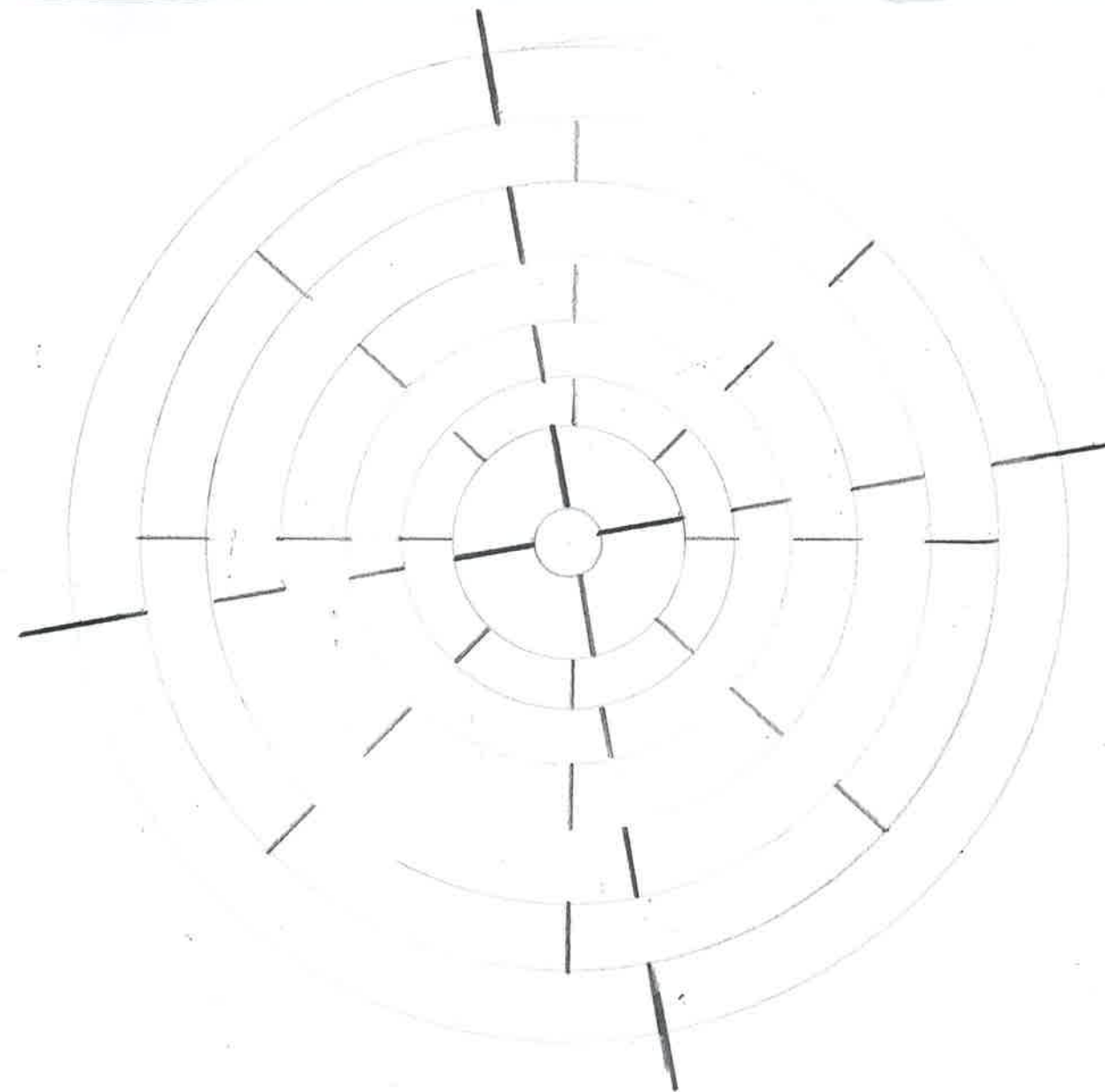
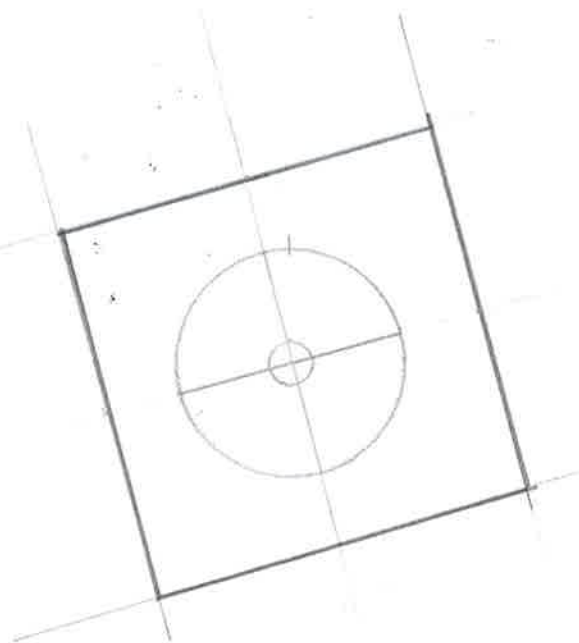
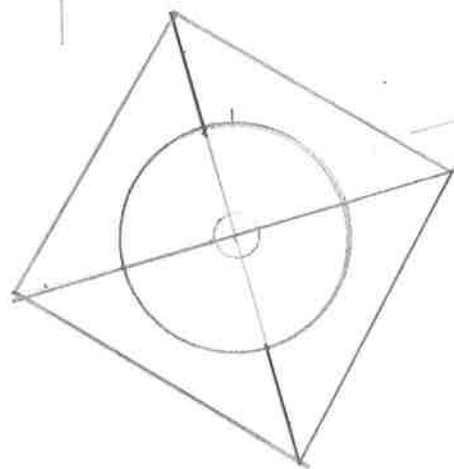
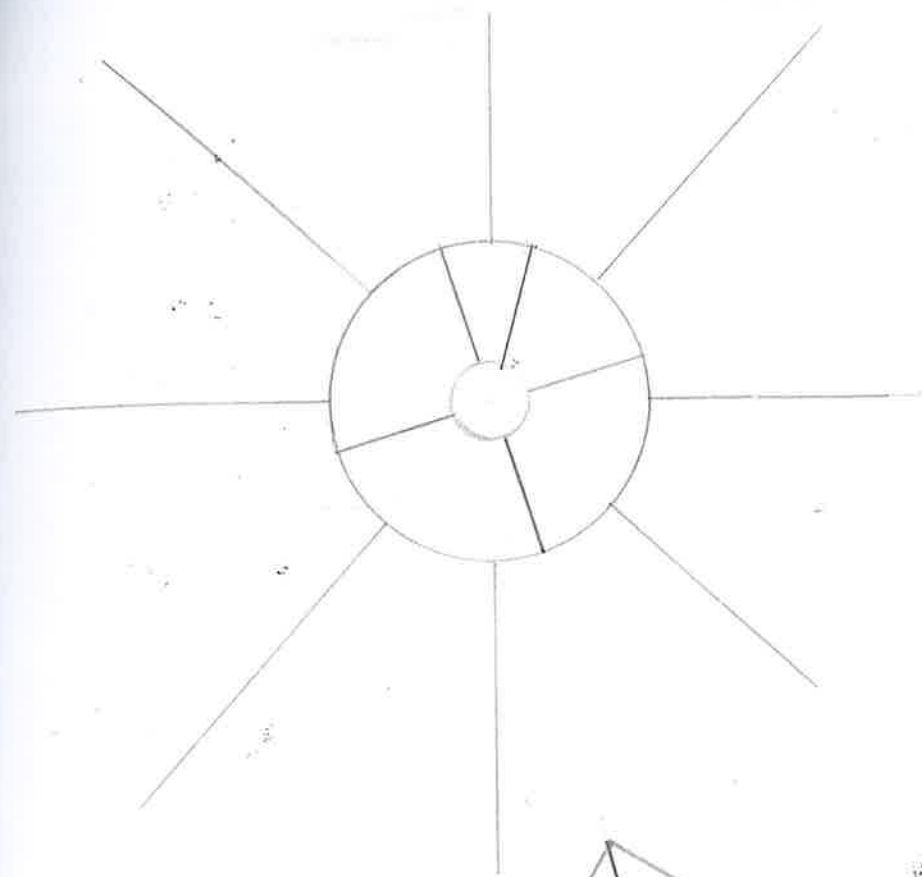
solid brick wall
H= 736m³ / 29m² =25.4m












DECONSTRUCTION OF THE TOWERS

- DUALITY: - TWINS / SYMMETRY,
 - INDUSTRIAL / REPRESENTATIVE
 - PURPOSELESS / SIGNIFICANT
 - FREESTANDING / LINKED INTO THE SYSTEM
 - INDUSTRIAL / NO MACHINERY INSIDE THEM
- ~~STRUCT~~ RESTORING FUNCTION / SYSTEM - CARRYING WEIGHT
- ASYMMETRY FROM SYMMETRY
- THEIR VISUAL DOMINANCE WHICH IS PARTLY LOST, LANDMARK
- INHABITABLE
- FACADE COMPOSITION / MATERIALITY
- INACCESSIBLE / PROMINENT
- BUILT AS CONTEXTLESS OBJECTS
- ELEMENTS THEY ARE COMPOSED OF,
 - BUILT AROUND WATER TANK 
 - INSIDE DEPENDENT ON FACADE
 - GATE TO THE CITY
 - TWO SIDES OF THE RAILS

- GEOMETRY / FIGURE

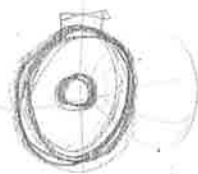
- DOUBLE ENCLOSURE



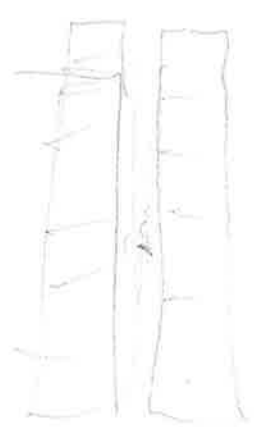
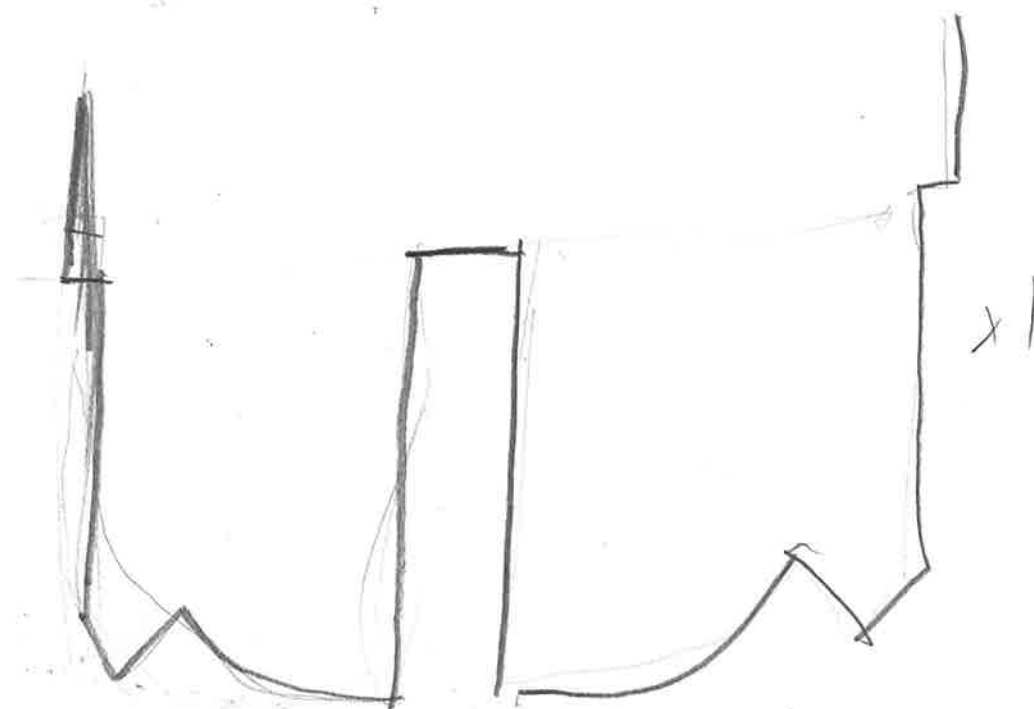
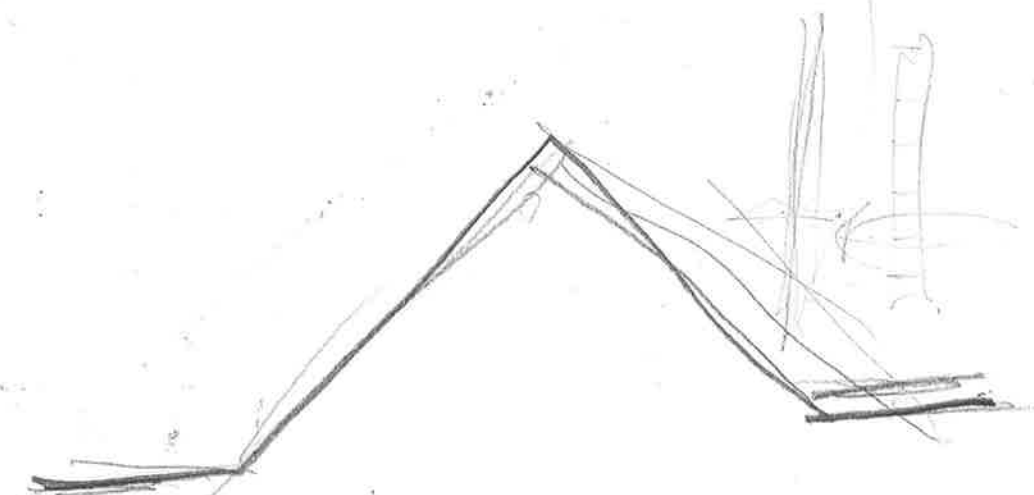
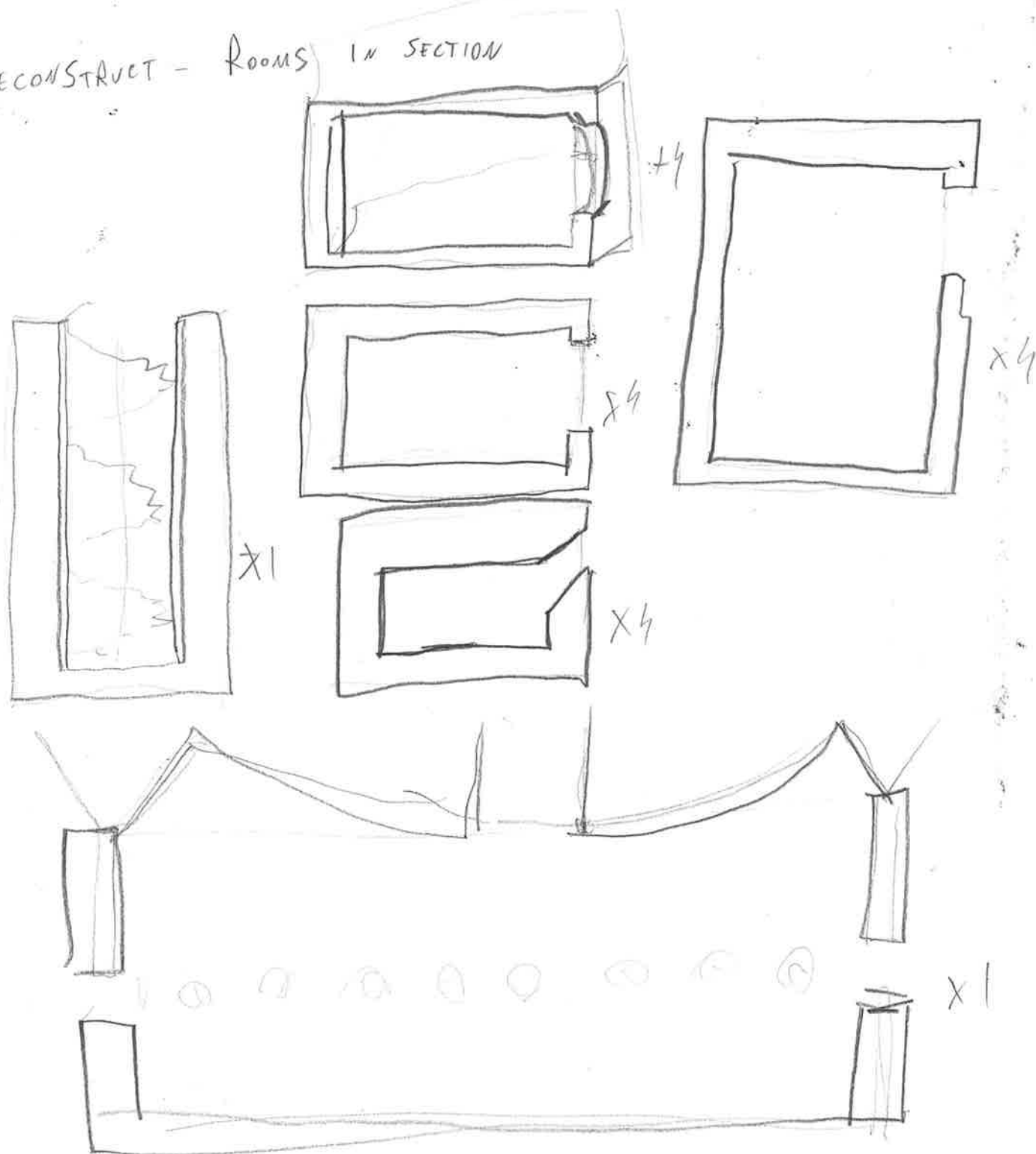
- INTZE SYSTEM



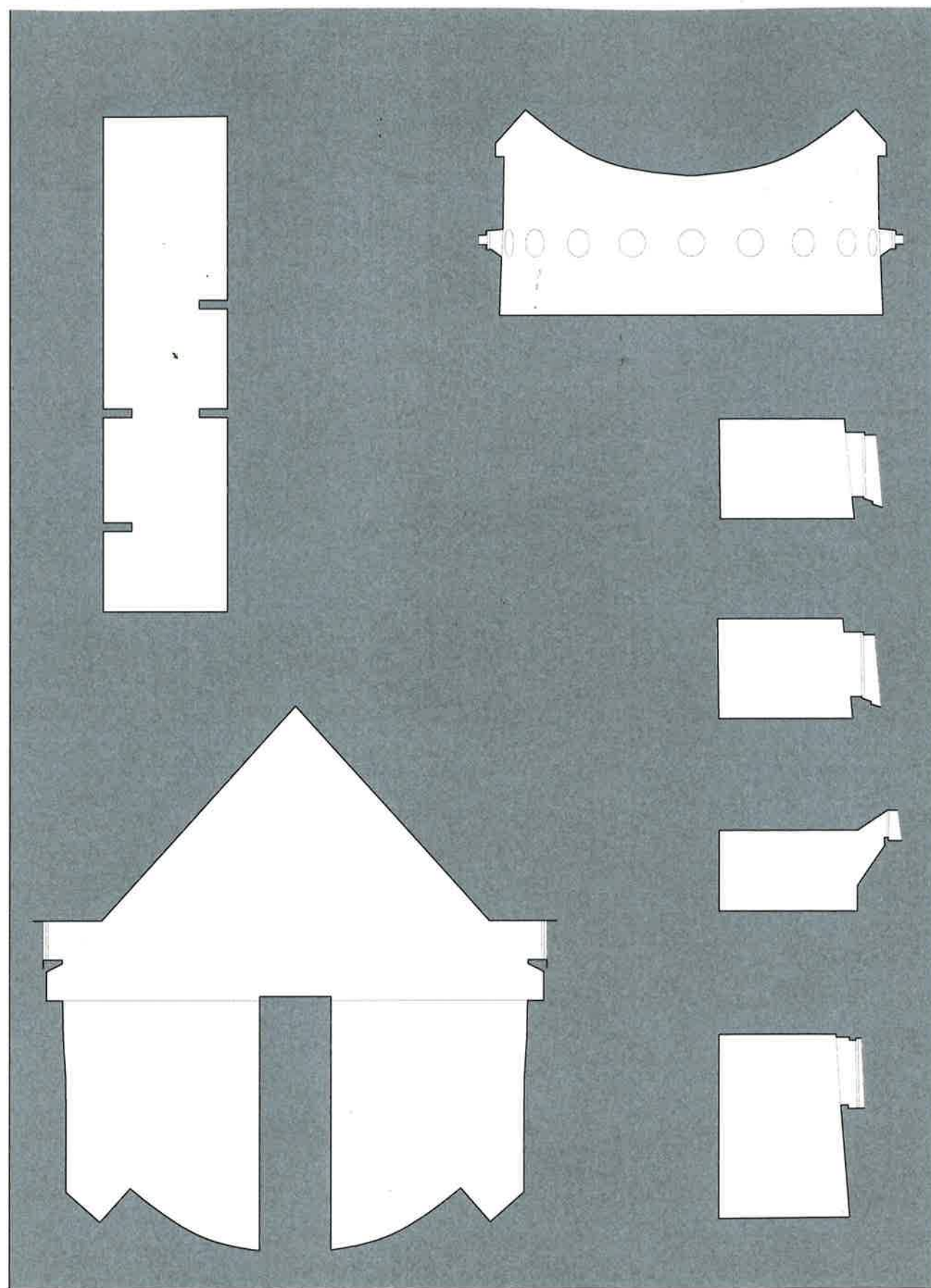
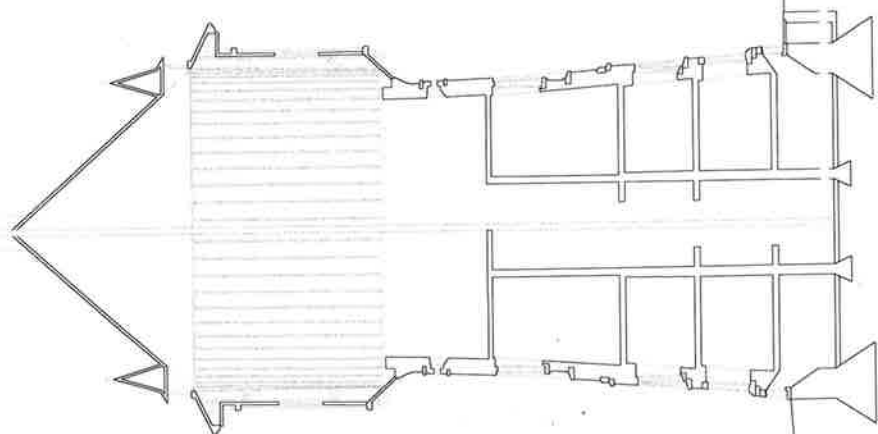
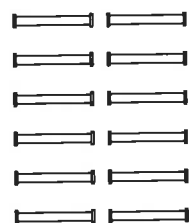
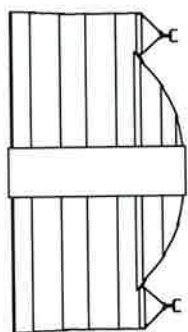
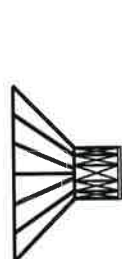
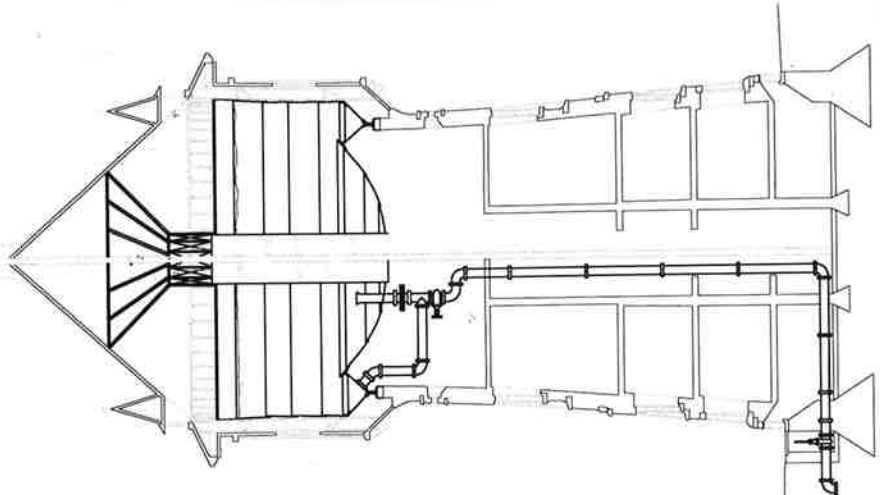
PIPE SYSTEM / MAJOR LINES /

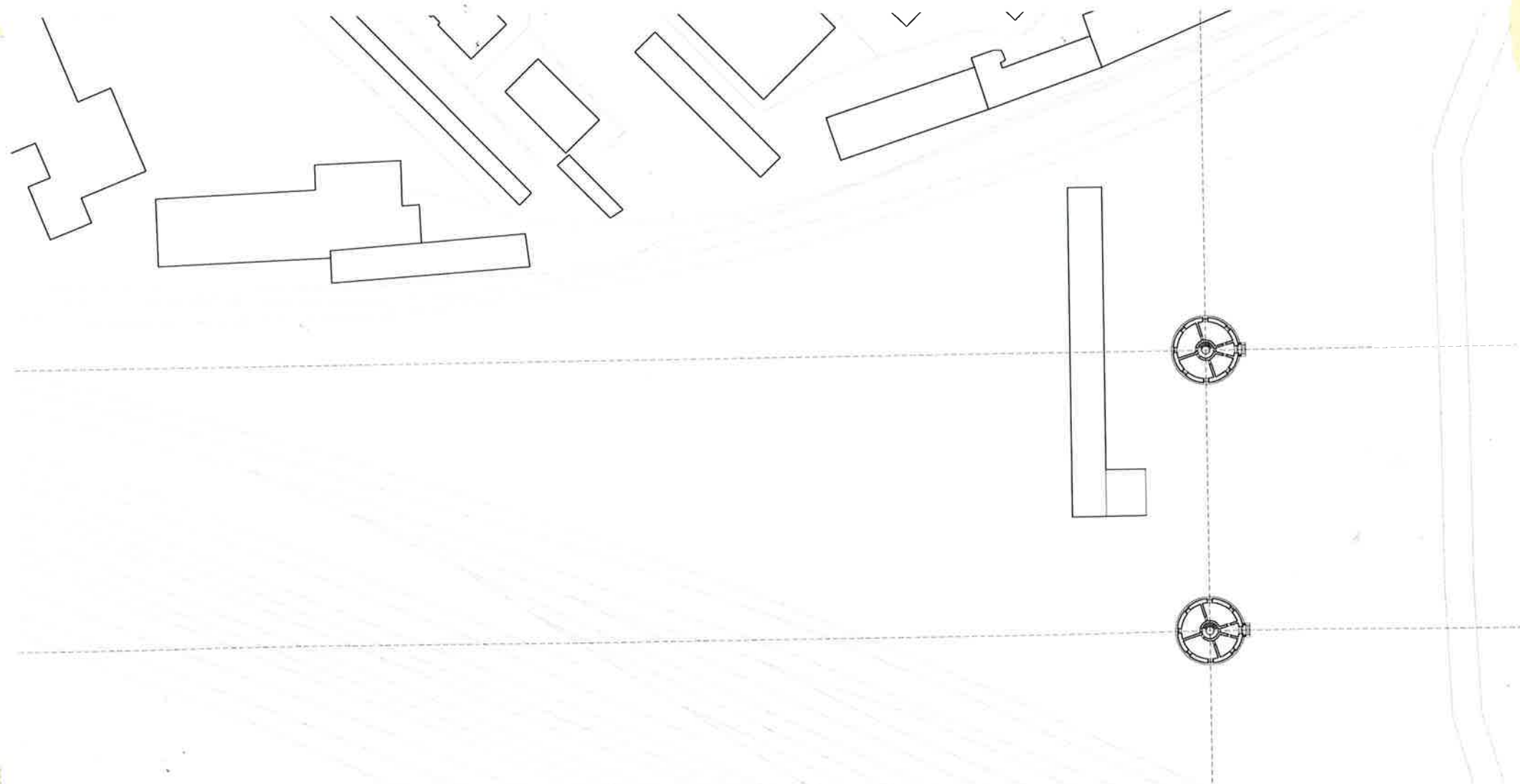
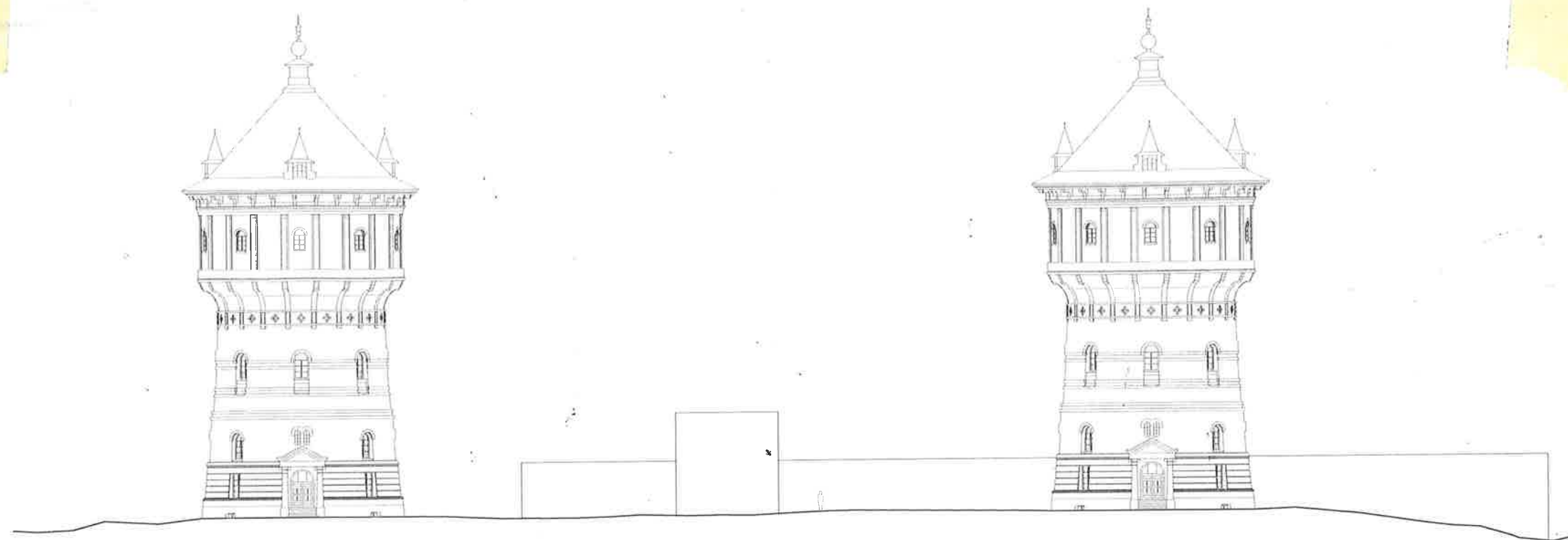


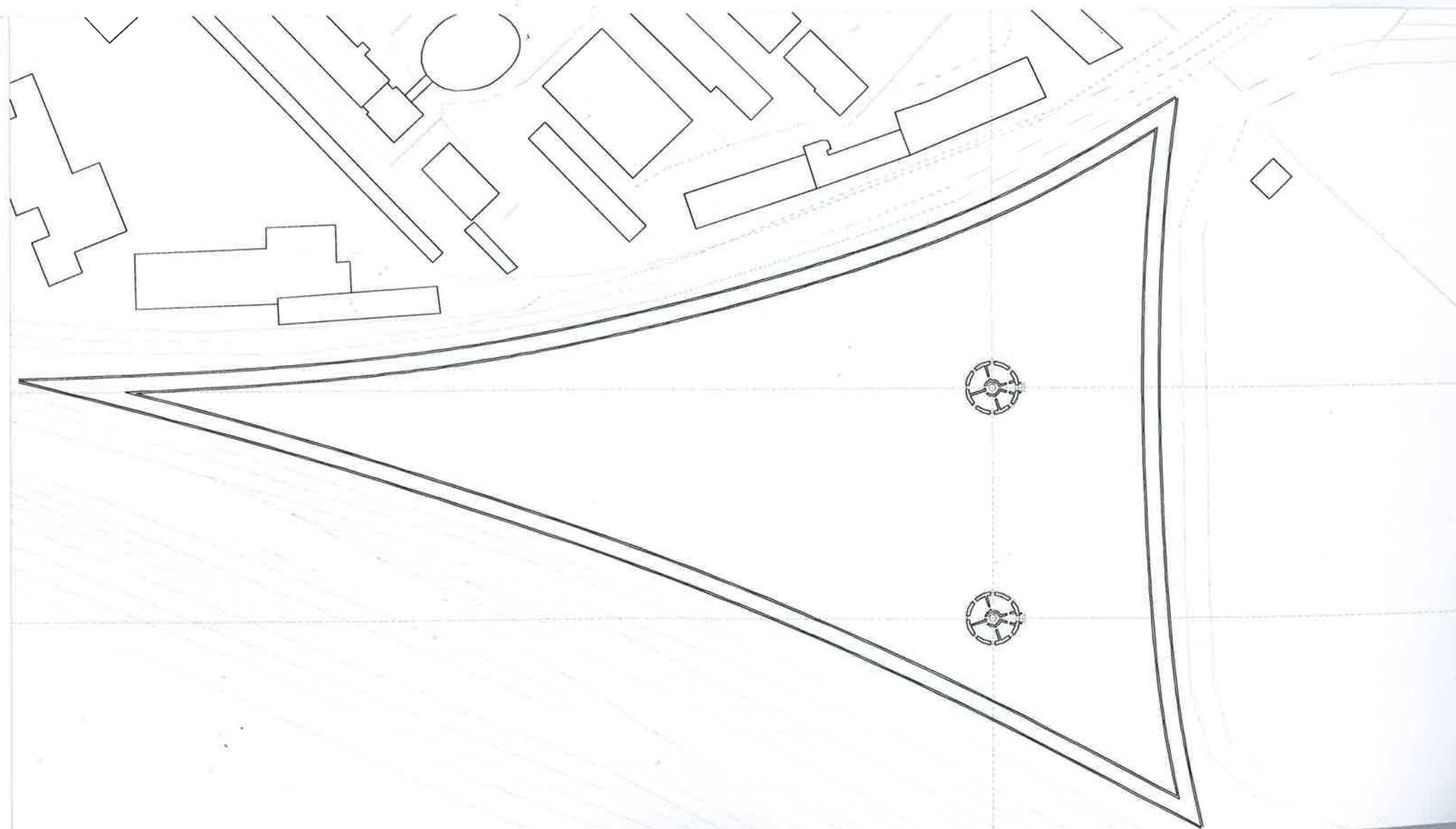
DECONSTRUCT - ROOMS IN SECTION

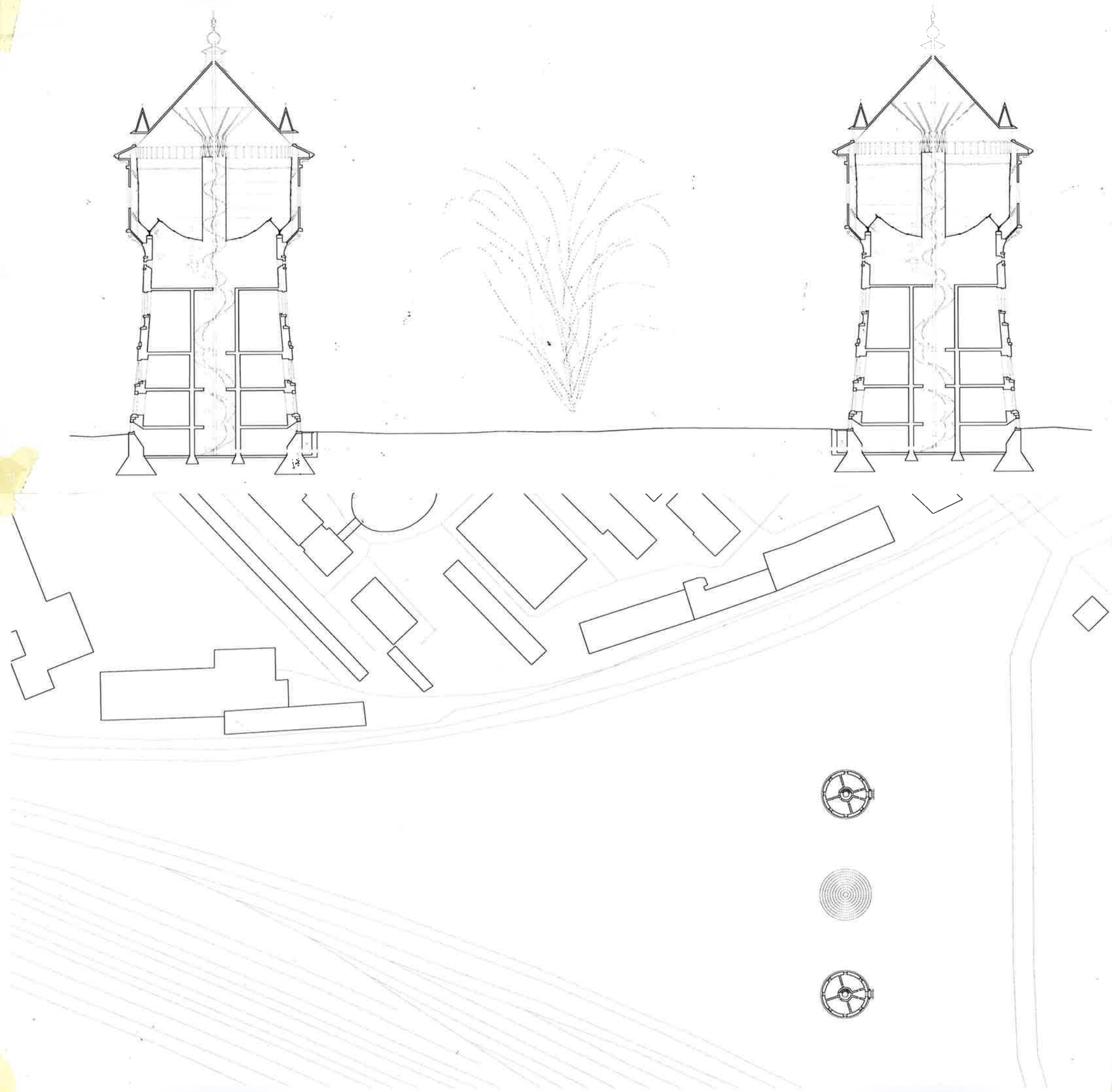


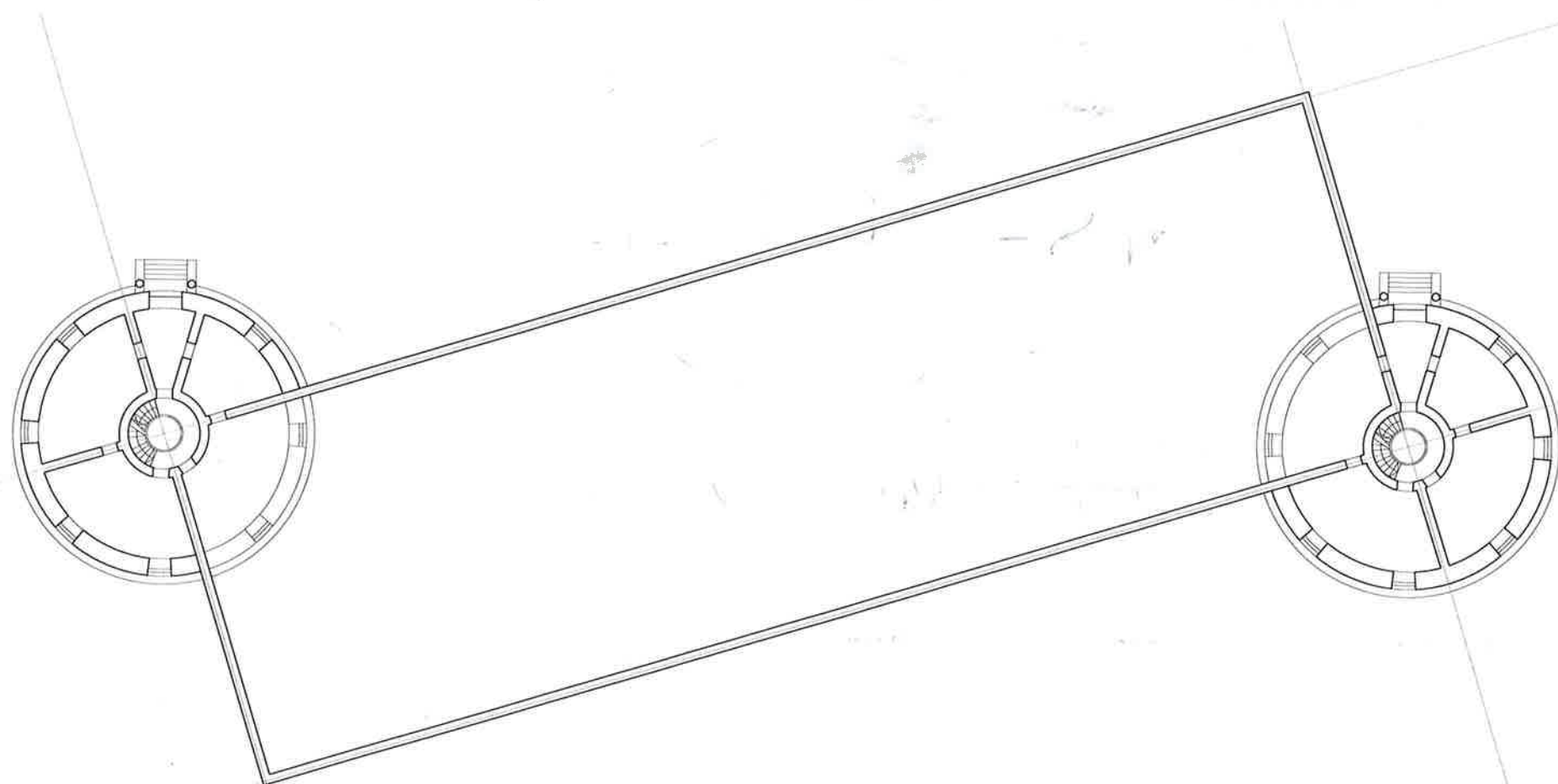
ROOMS

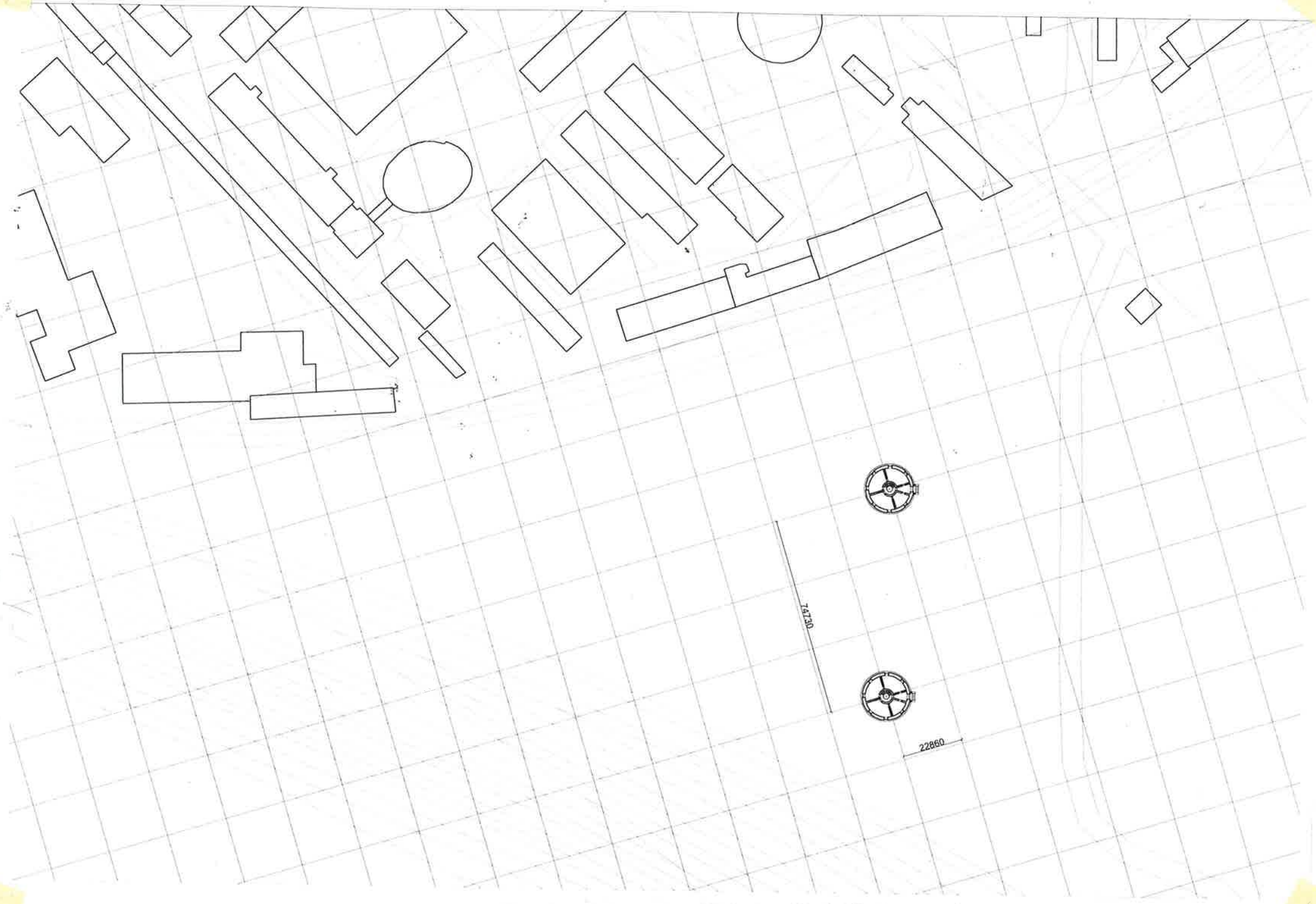


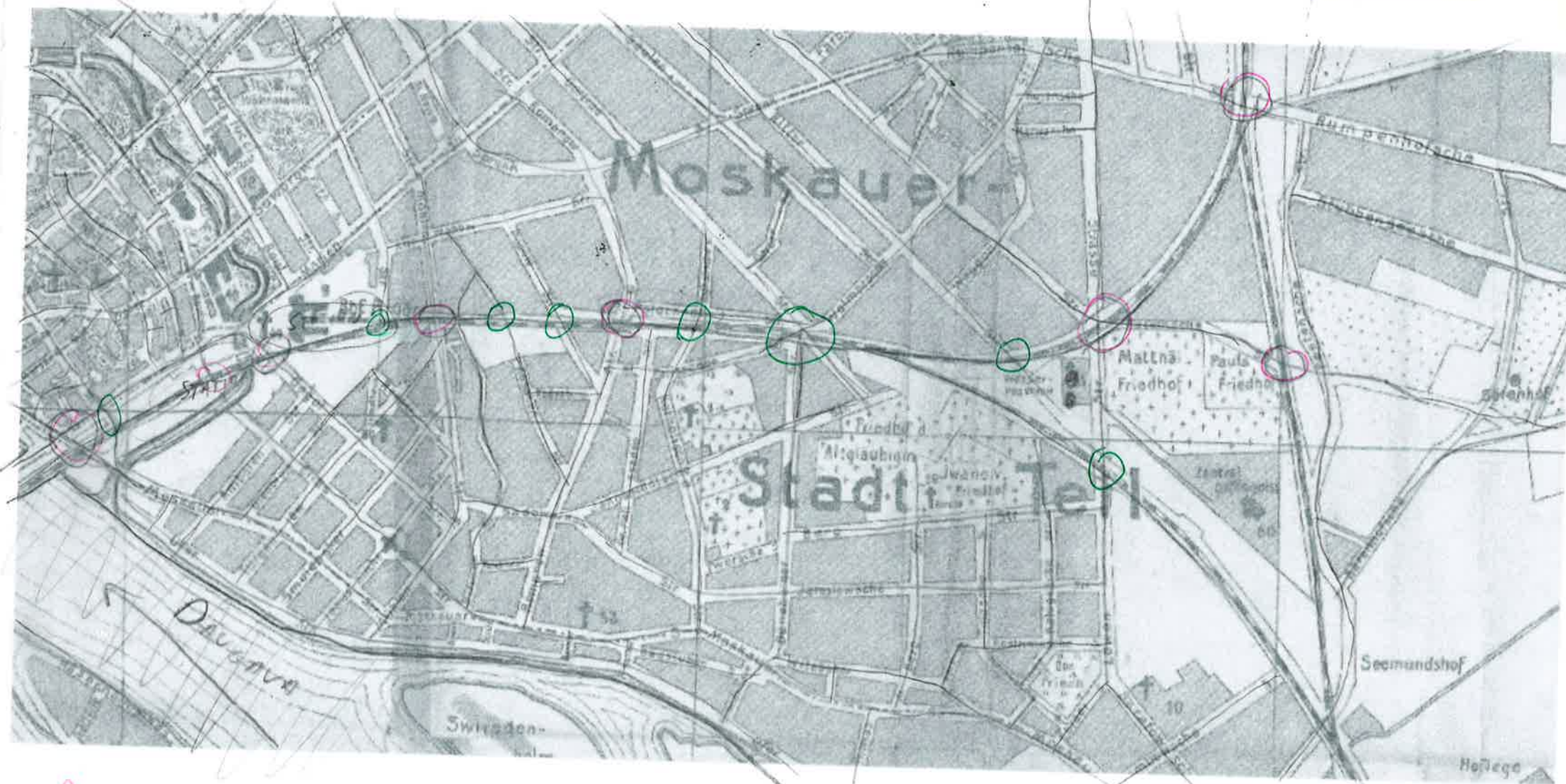












REMAINING CONNECTIONS
LOST CONNECTIONS

31/01/2018

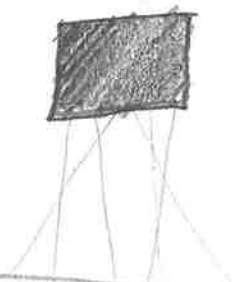
HIGHER THAN 24M



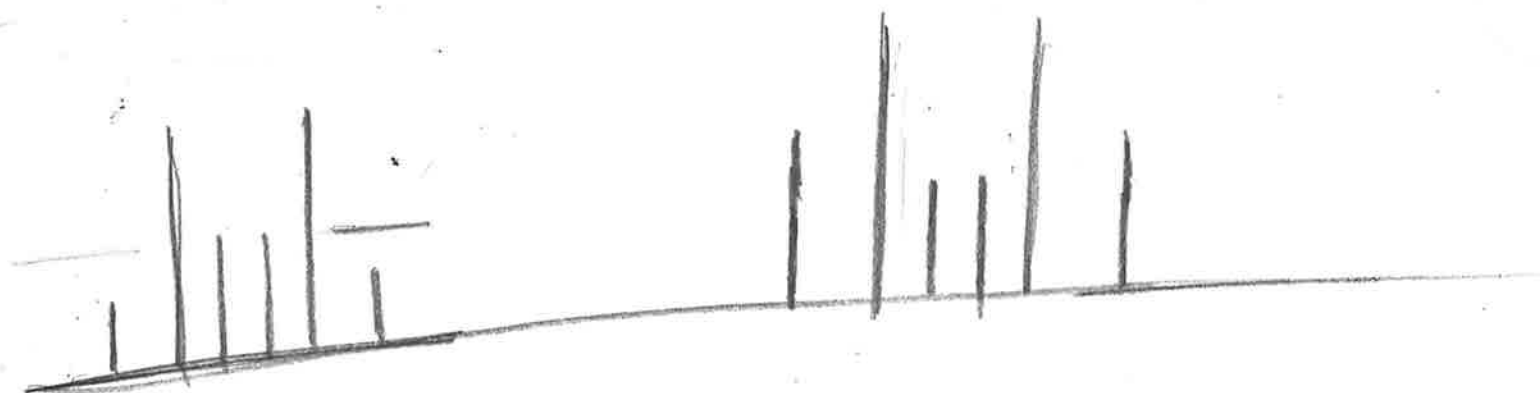
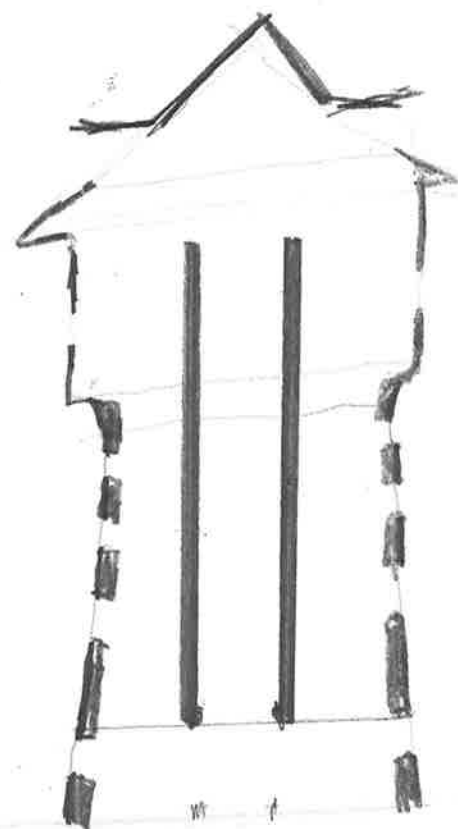
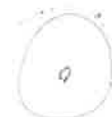
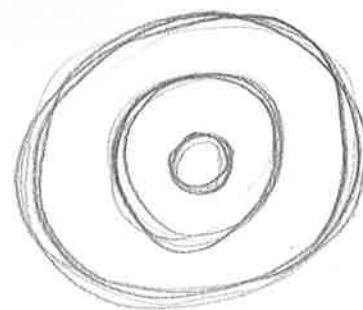
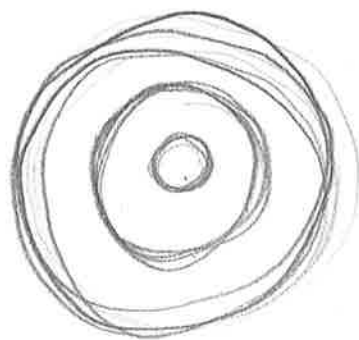
CONTRAST



OVERSTRUCTURE



UNDER-STRUCTURE

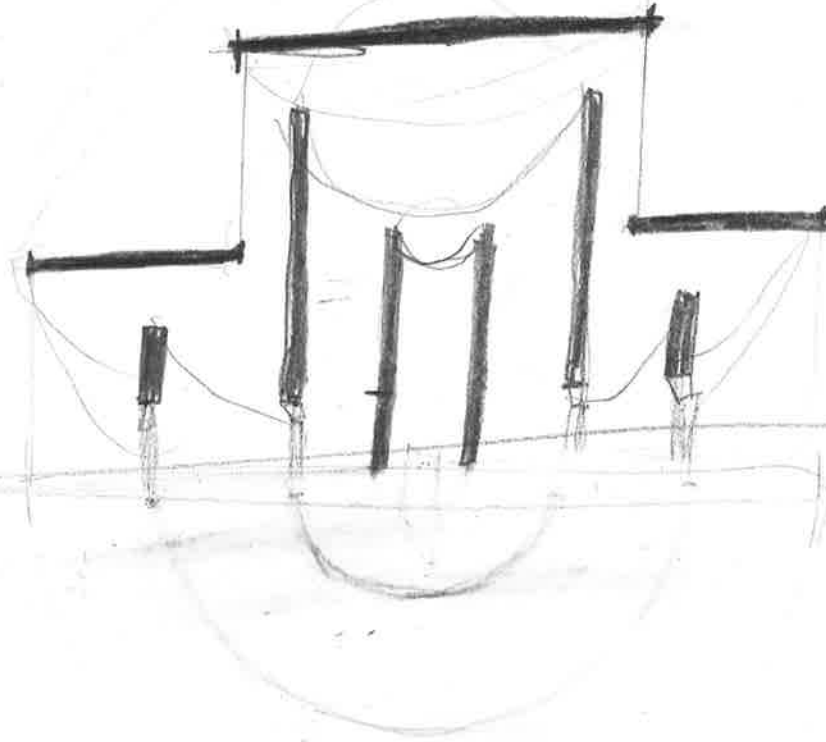


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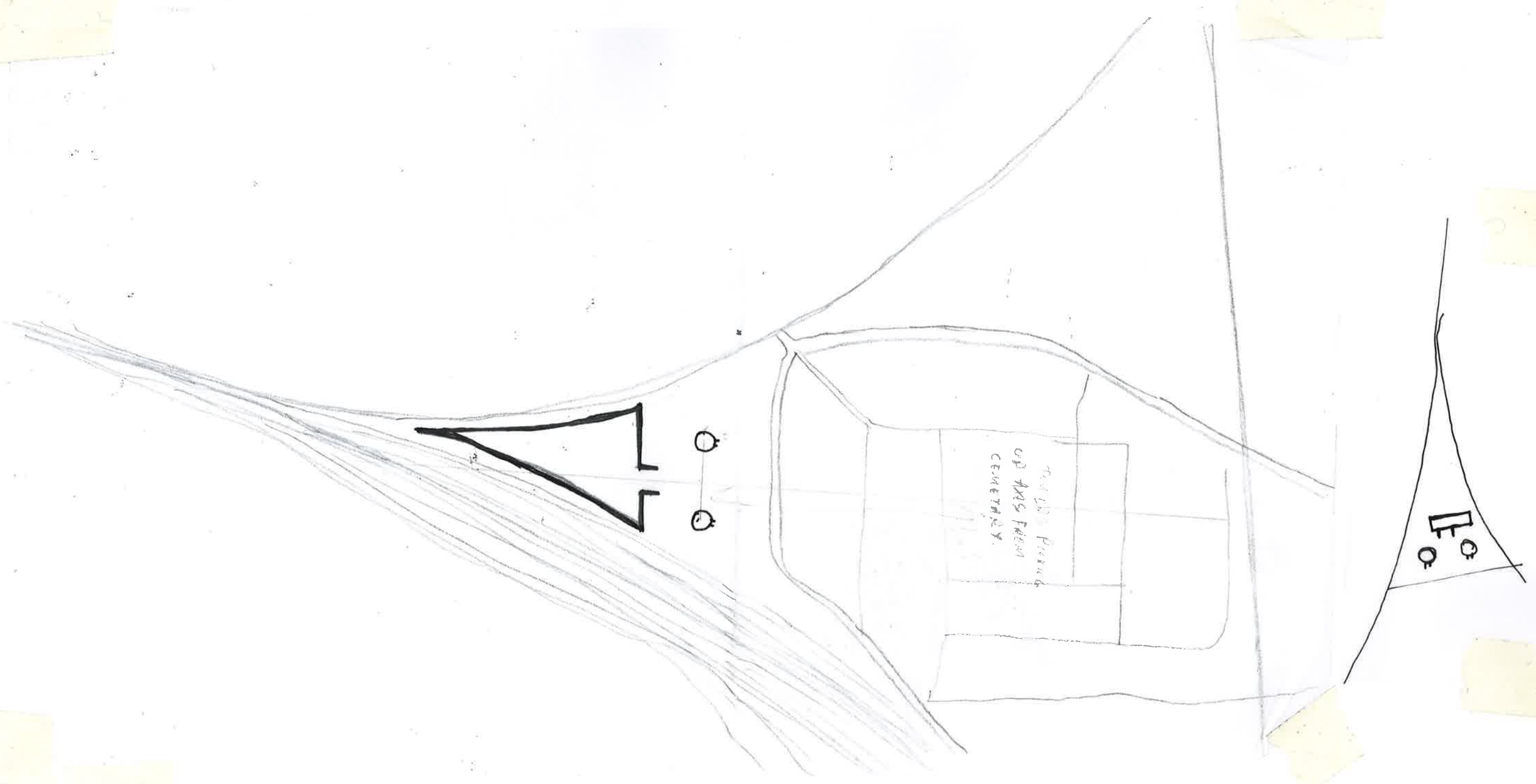


INHABITANT

HOST FOR A GHOST

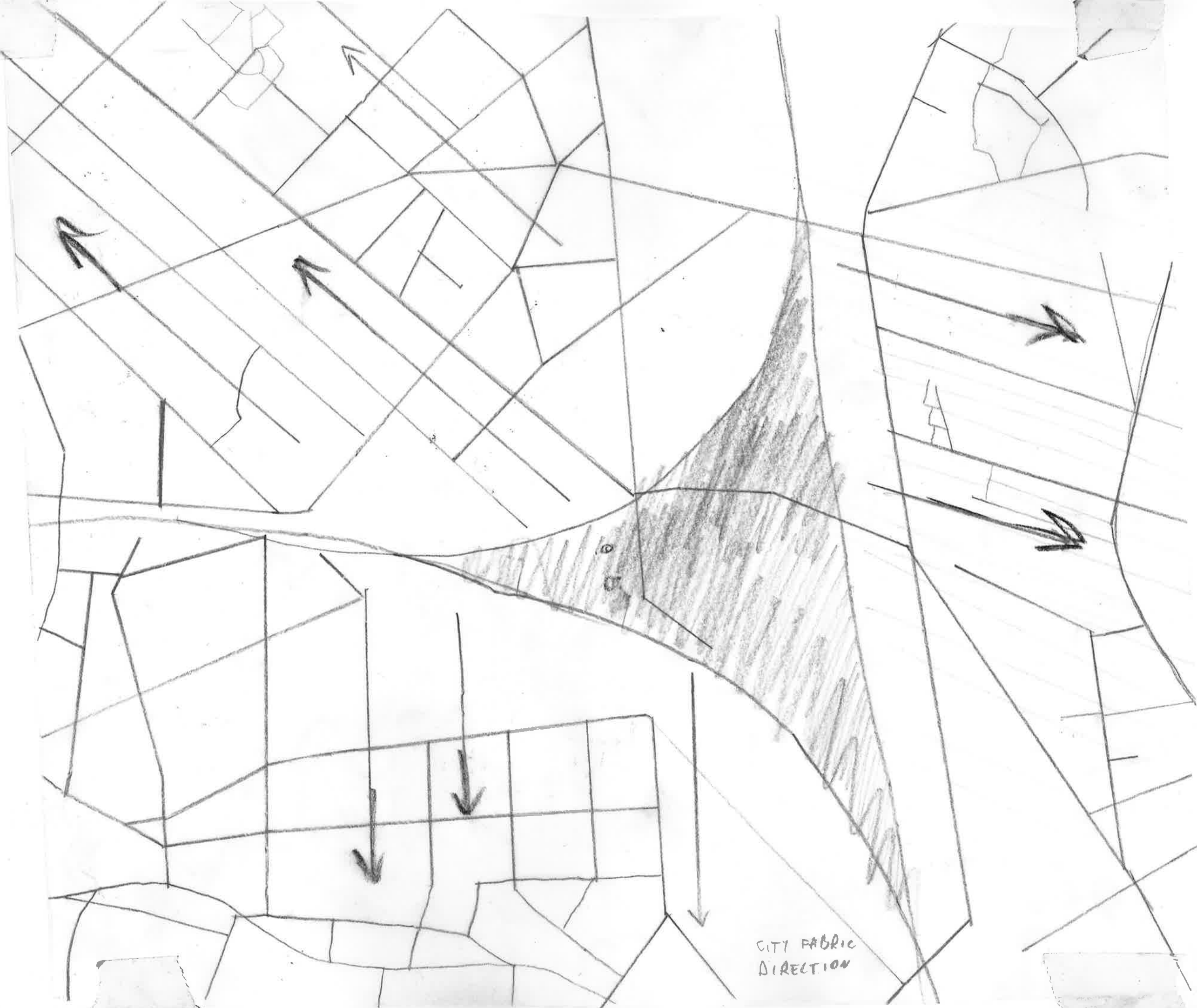




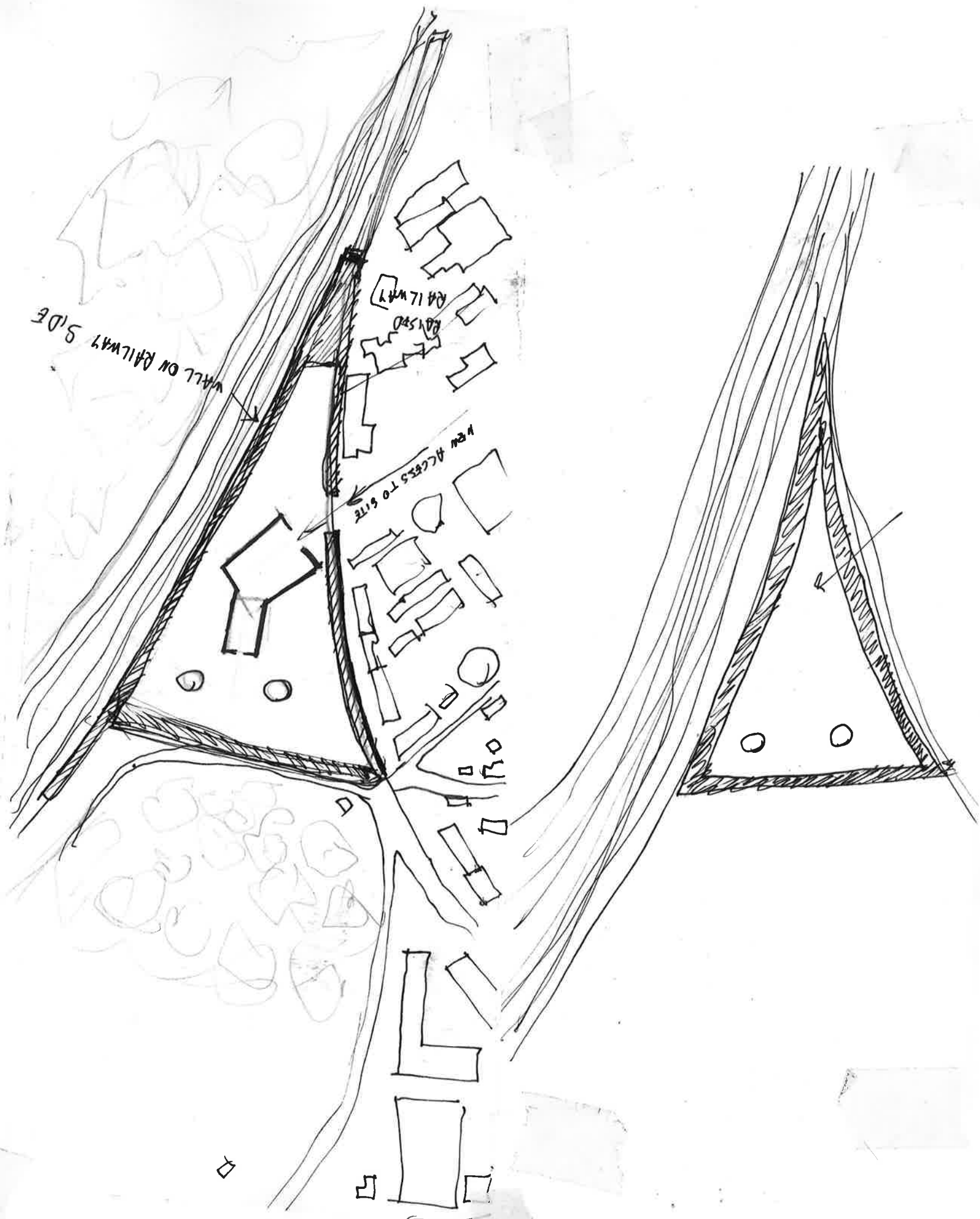
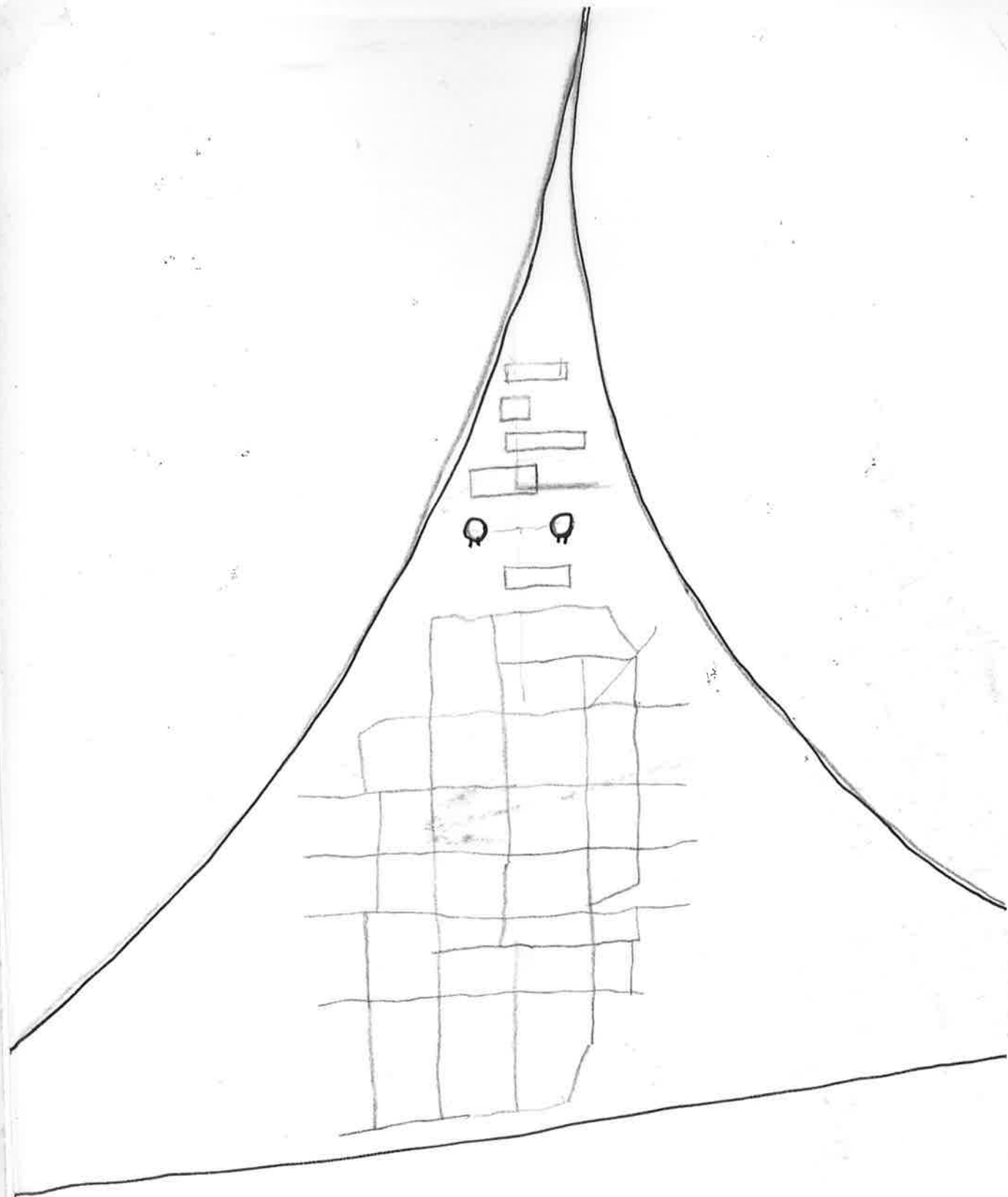


SEEMING
SYMMETRY

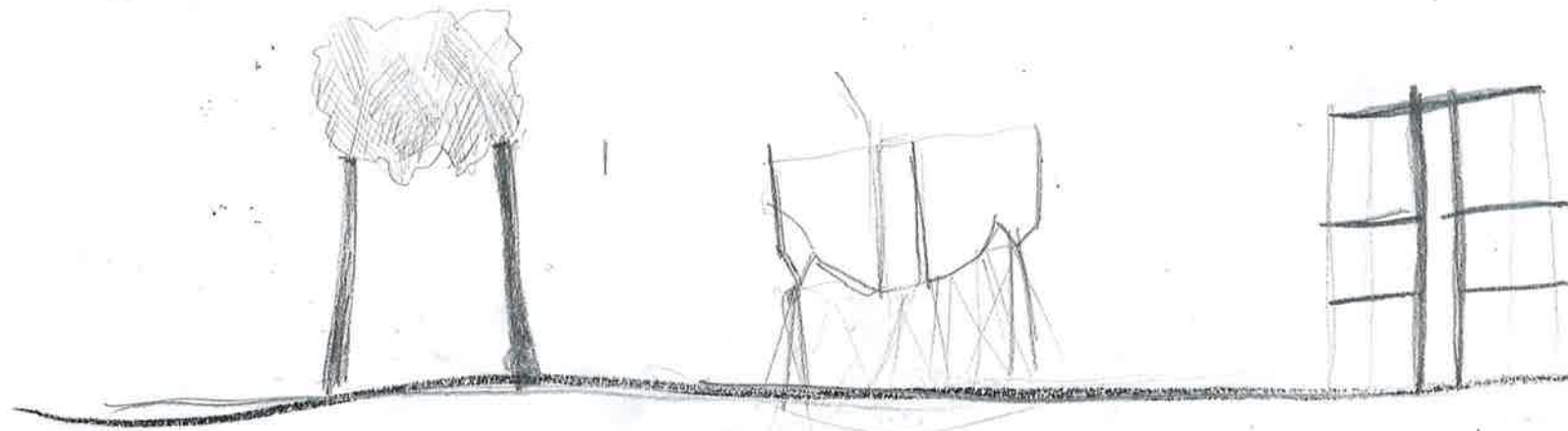
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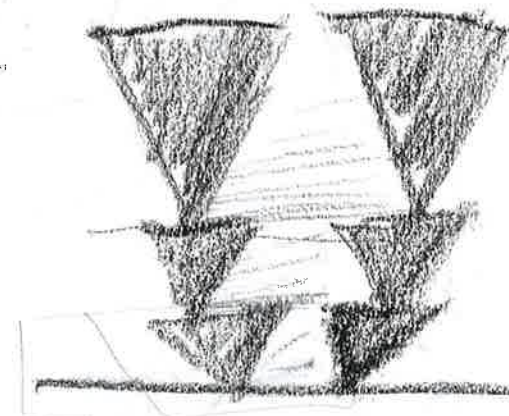
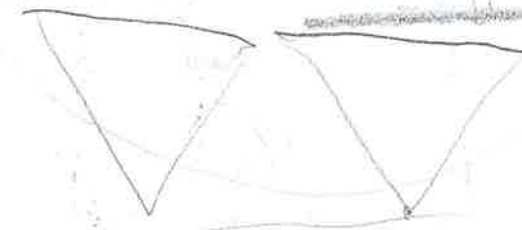
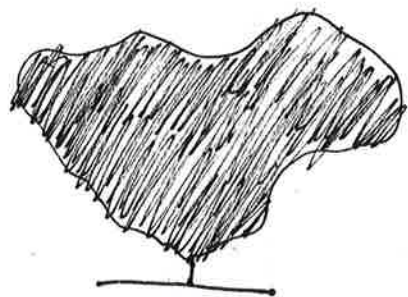
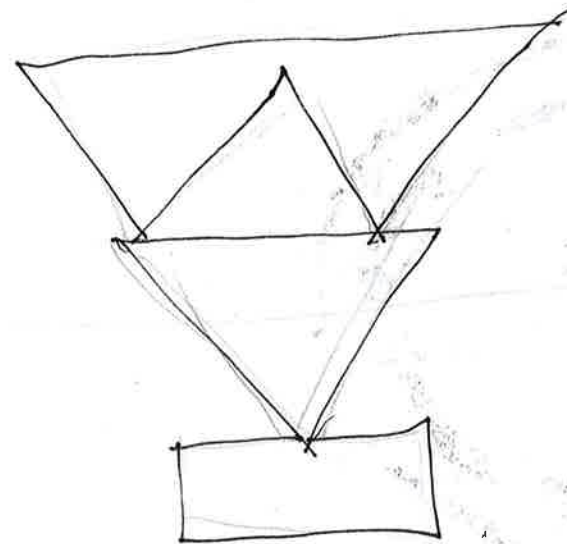
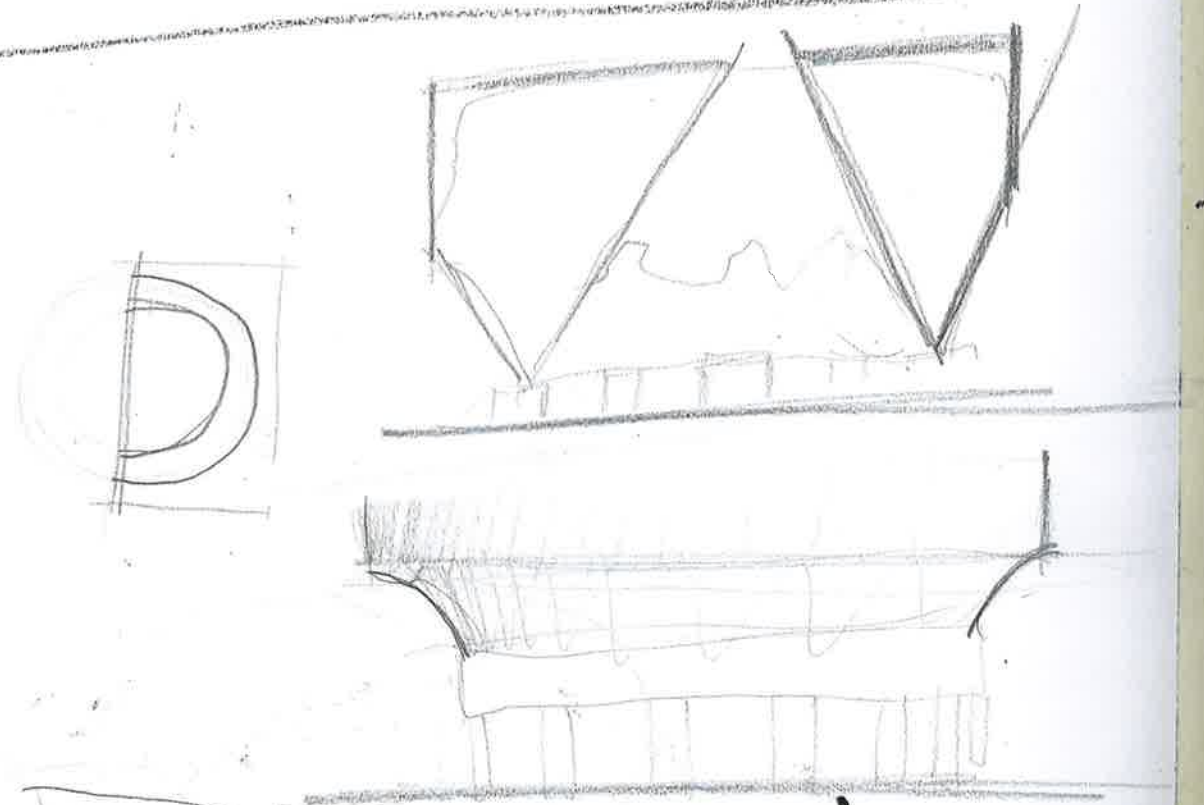
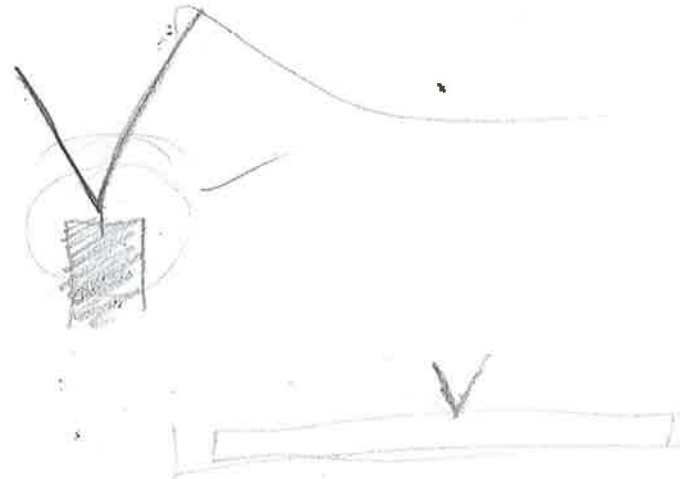
CITY FABRIC
DIRECTION

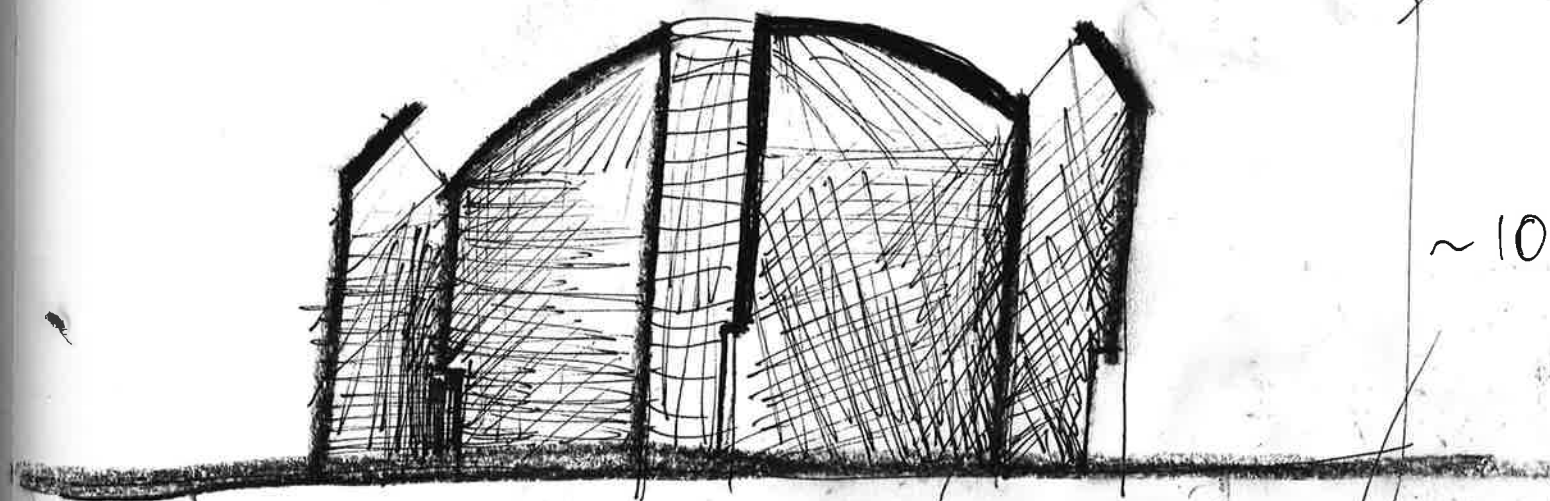
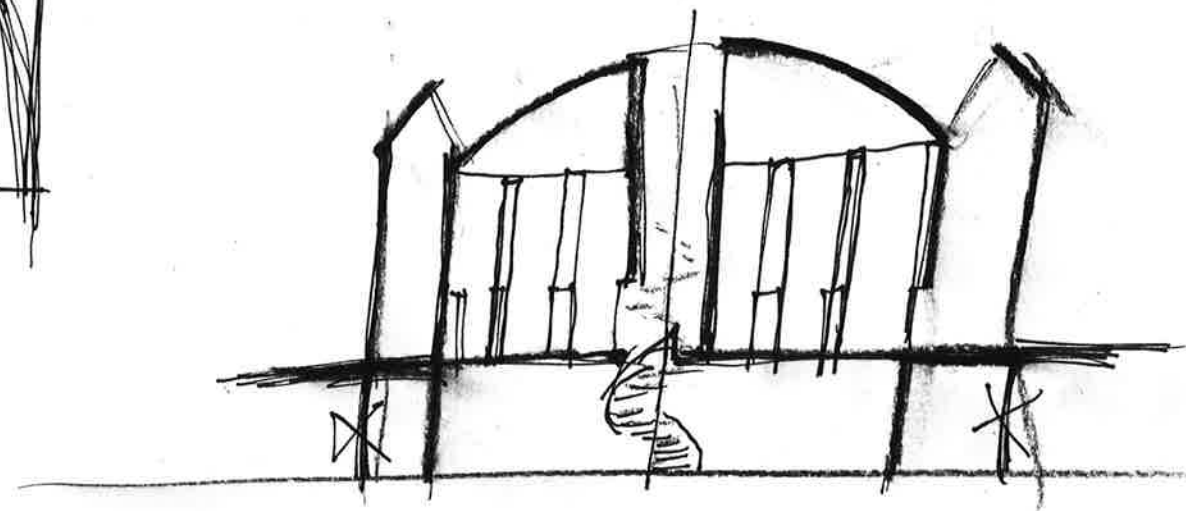
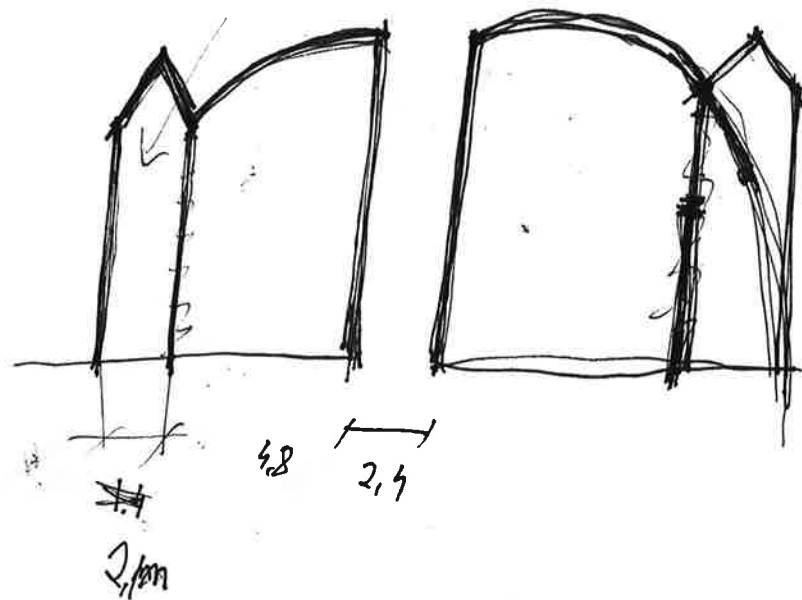
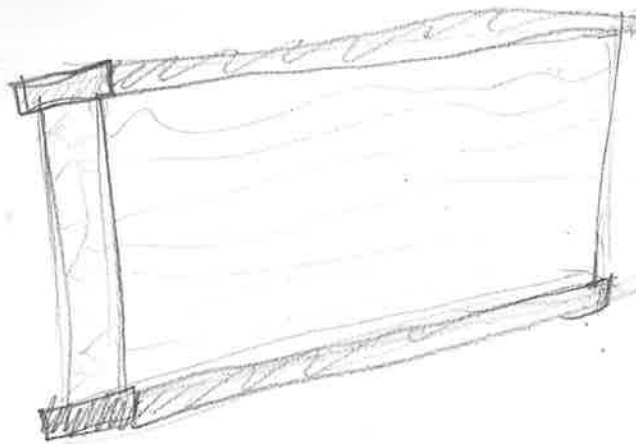


CONCEPT MODELS OF APPROACH

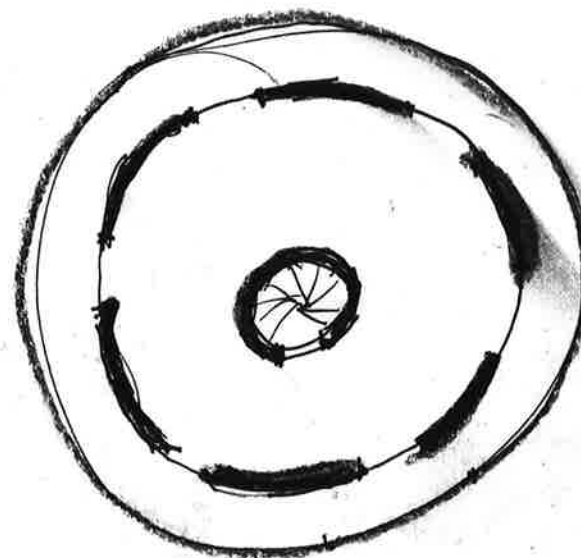


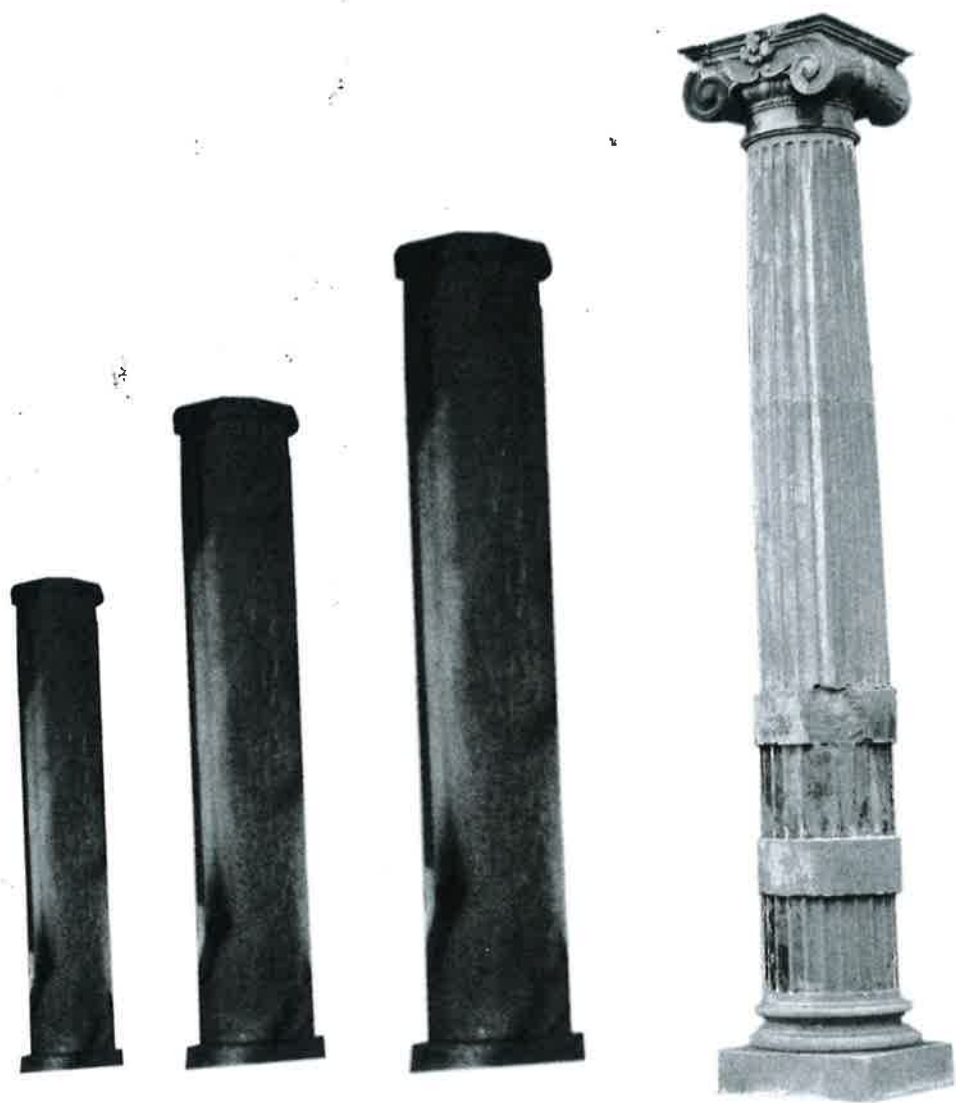
DECONSTRUCTION
SYSTEM EXPLORATION



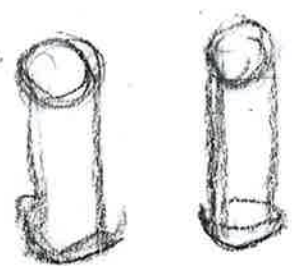


~ 10m





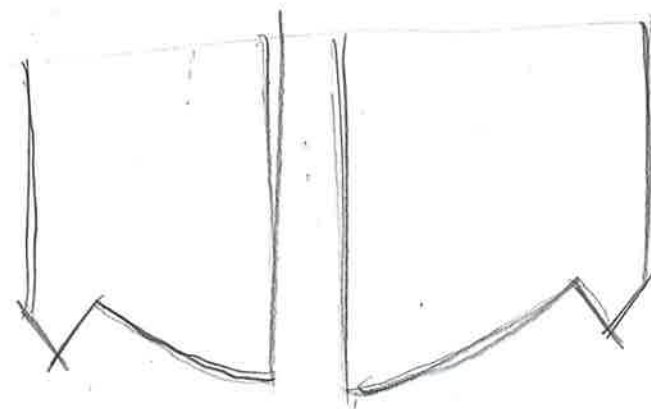
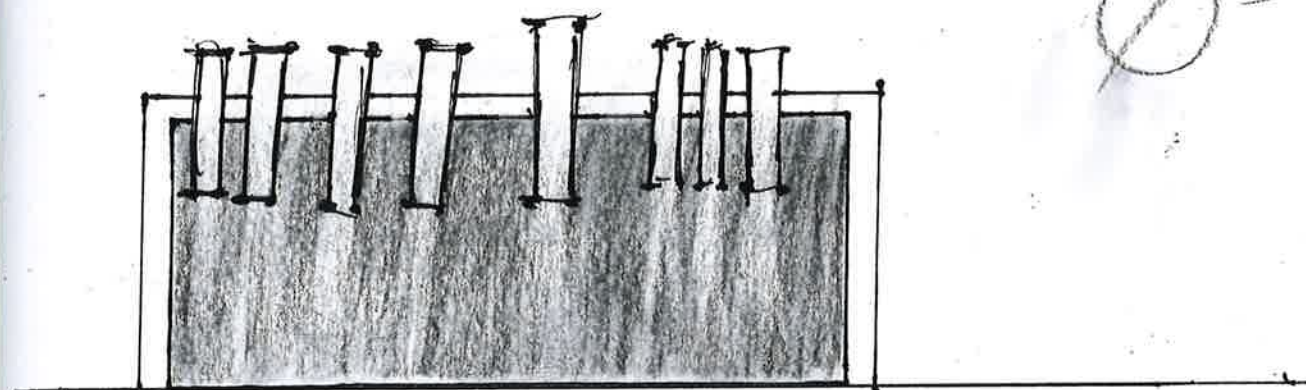
PIPES



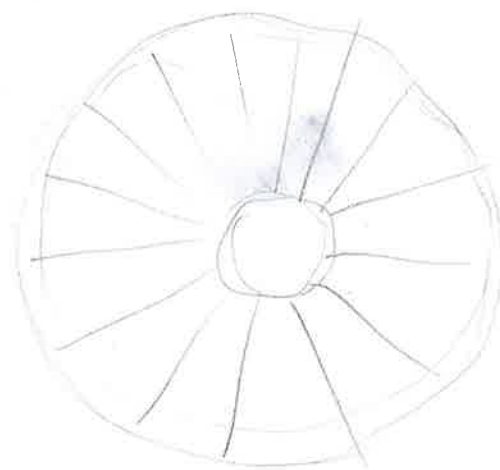
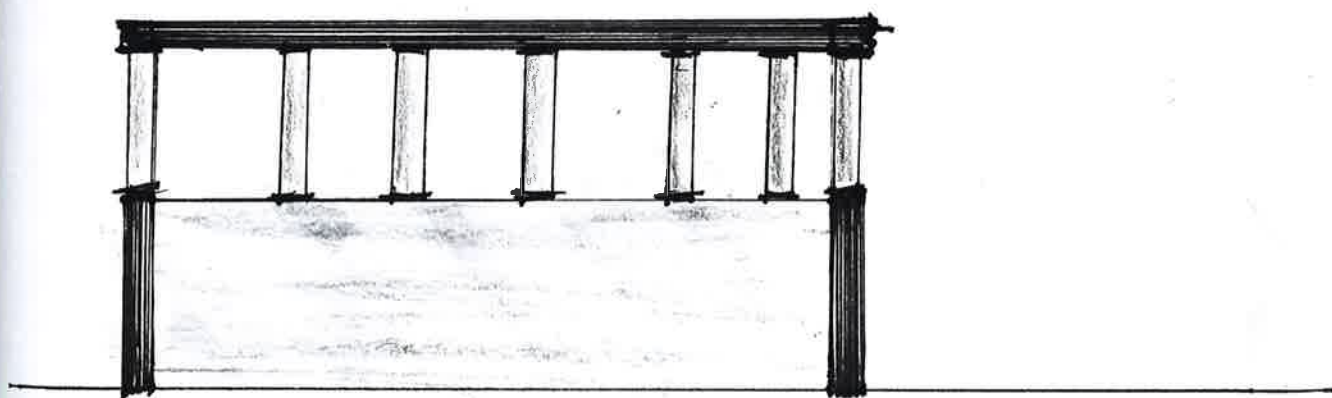
3m

X AS MUCH AS I WANT

Ø - 500 mm



x2



4x2

VAULT SYSTEM

MEETING 19.02.2018

PALIMPSEST - REUSING WHILE MAINTAINING VISIBLE TRACES,
PAPER, PEARLAMENT

DECONSTRUCTING THEM FULLY - ORDER
- REASON
- METHOD
- TIMELINE



VITRUVIUS Book 10 - WAR/DEMOLITION MACHINES

DEMOLITION - HISTORY
- MACHINERY

DEMOLITION VS CONSTRUCTION

~~ISA~~ TO IS A JINGUE TEMPLE
REBUILT EVERY 20 YEARS

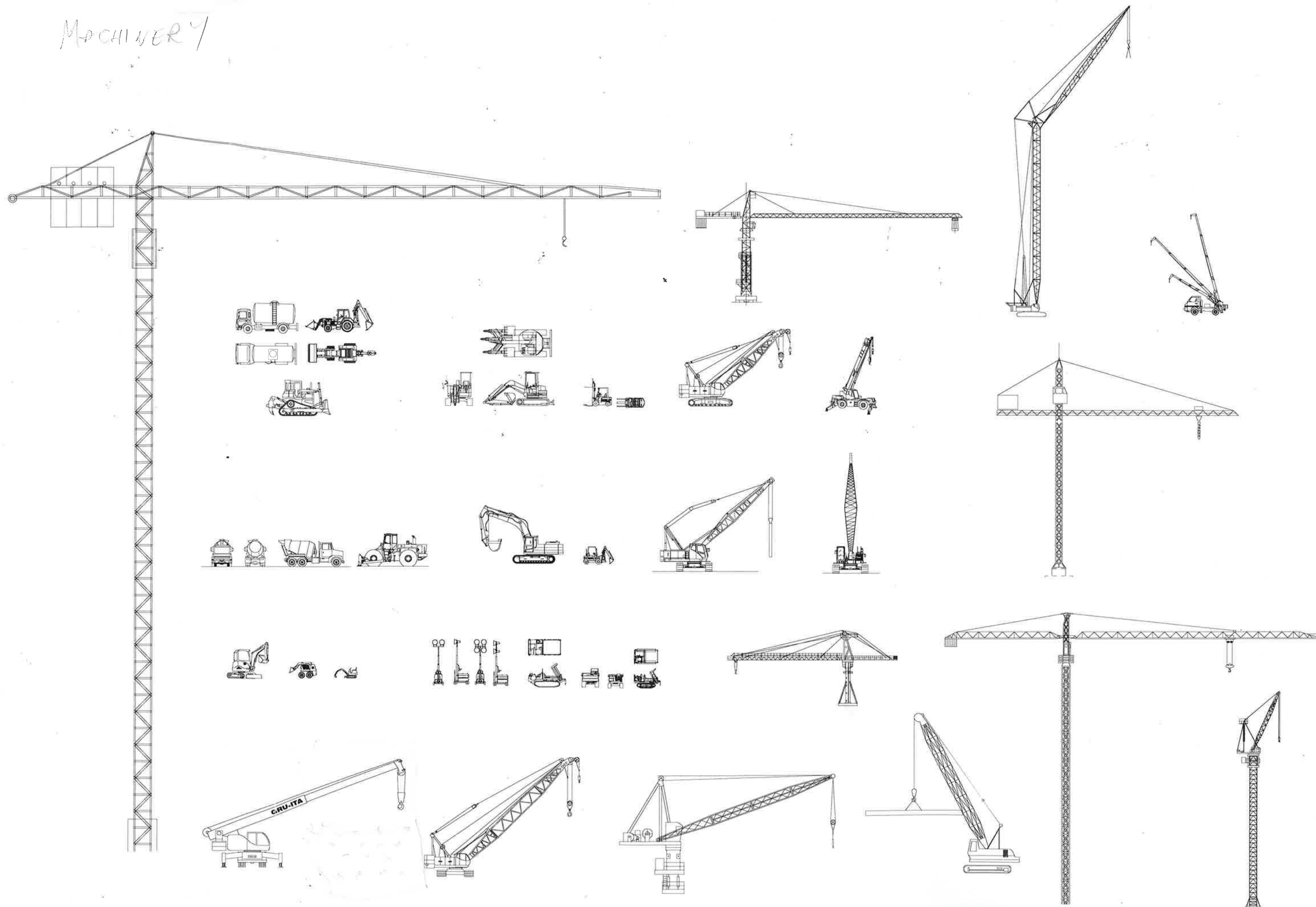
MATERIAL IS DISPERSED

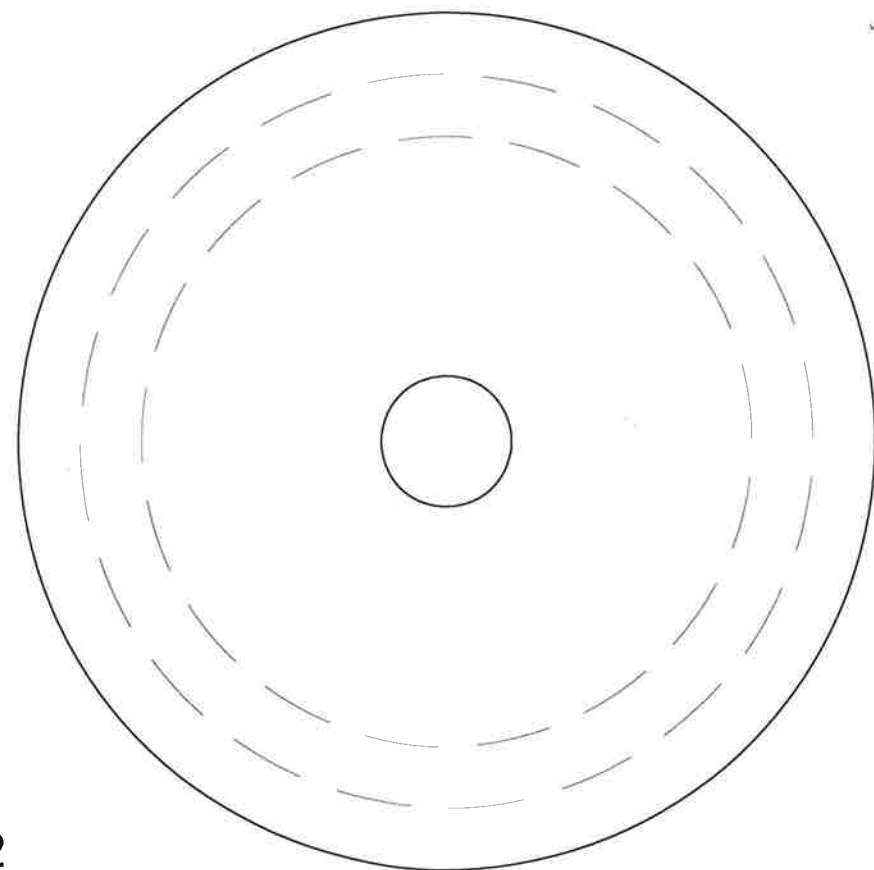
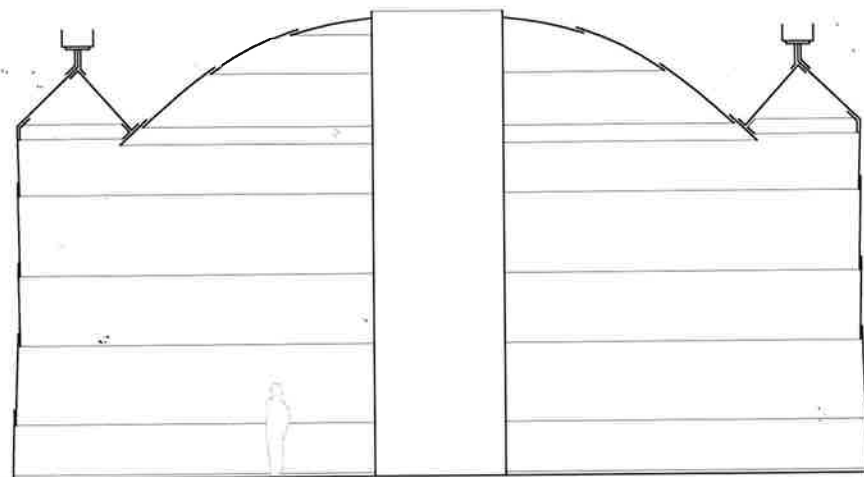
HOW TO MAKE AN OBJECT OUT OF EACH
ELEMENT - SUPPORT STRUCTURES

SYMMETRY ! FILMS / ETC

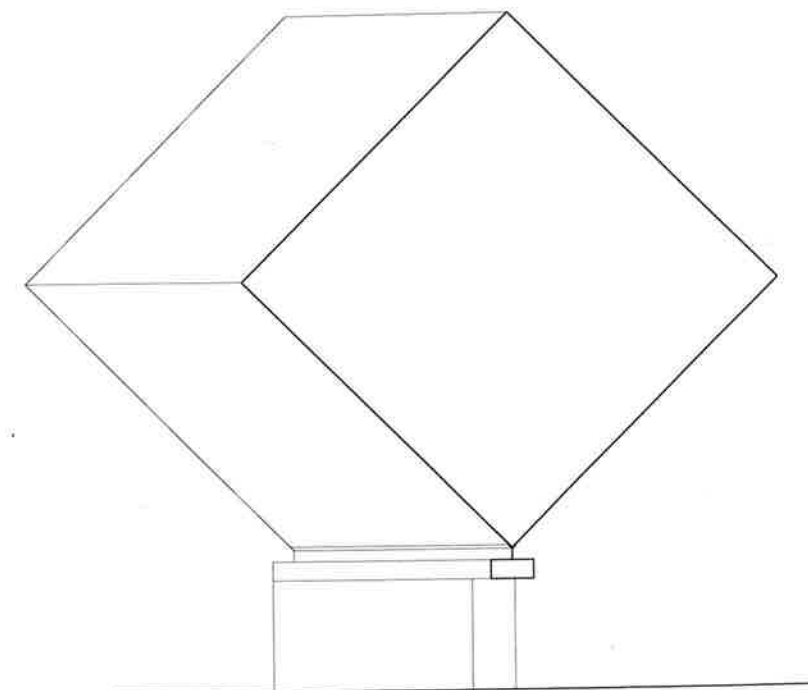
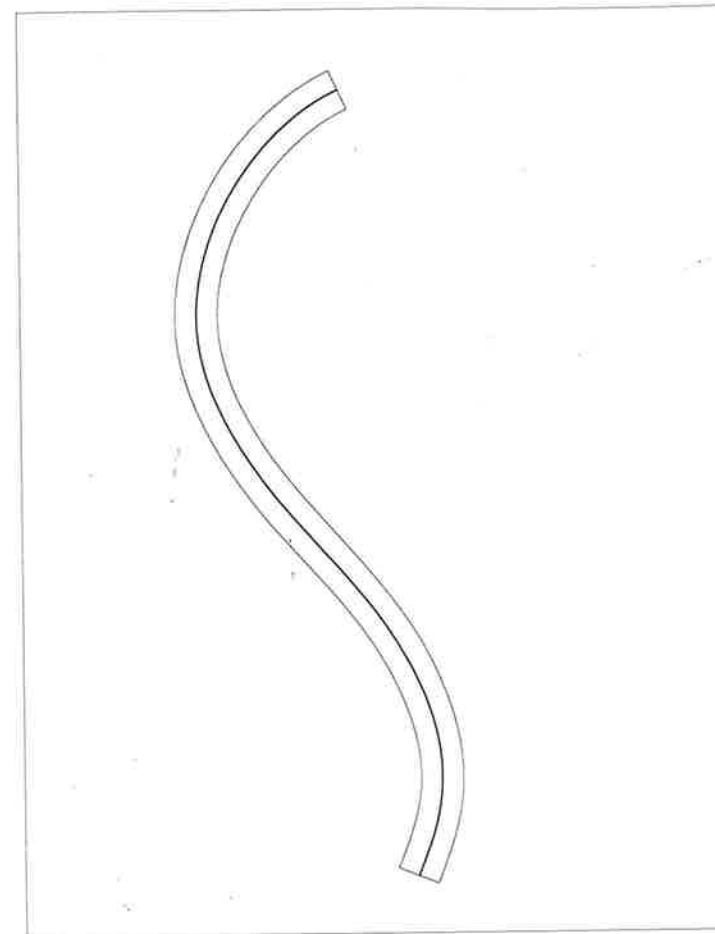
A MACHINERY CATALOG

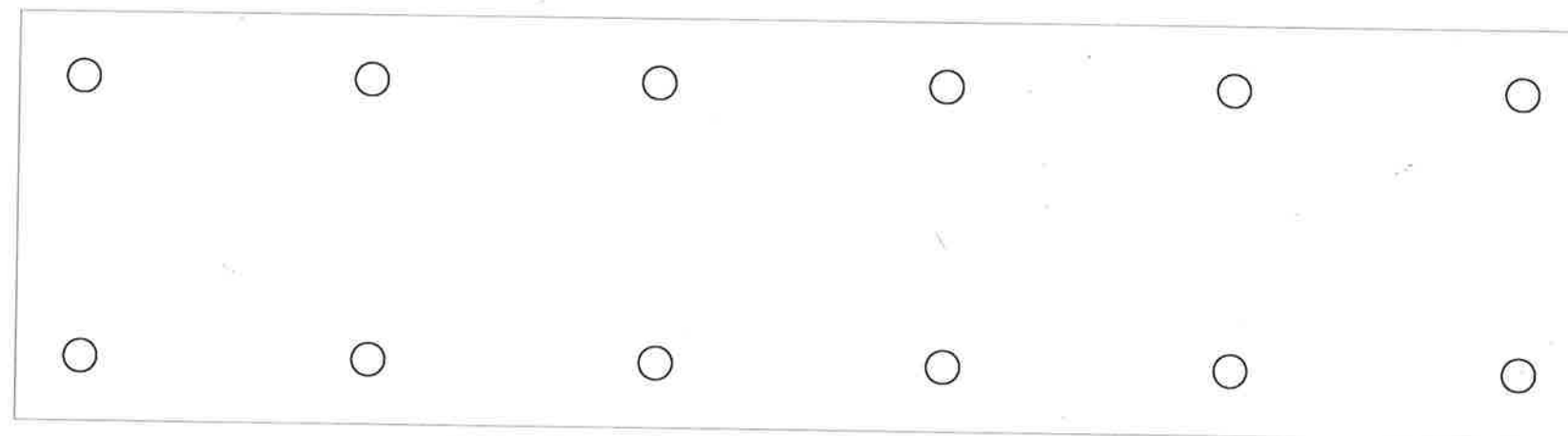
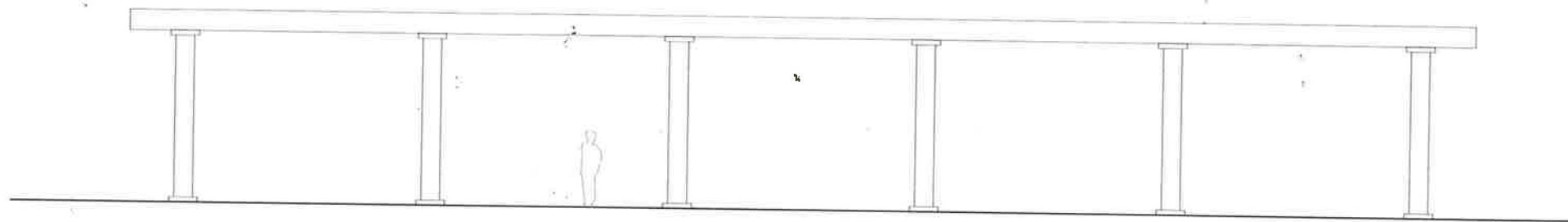
MACHINERY



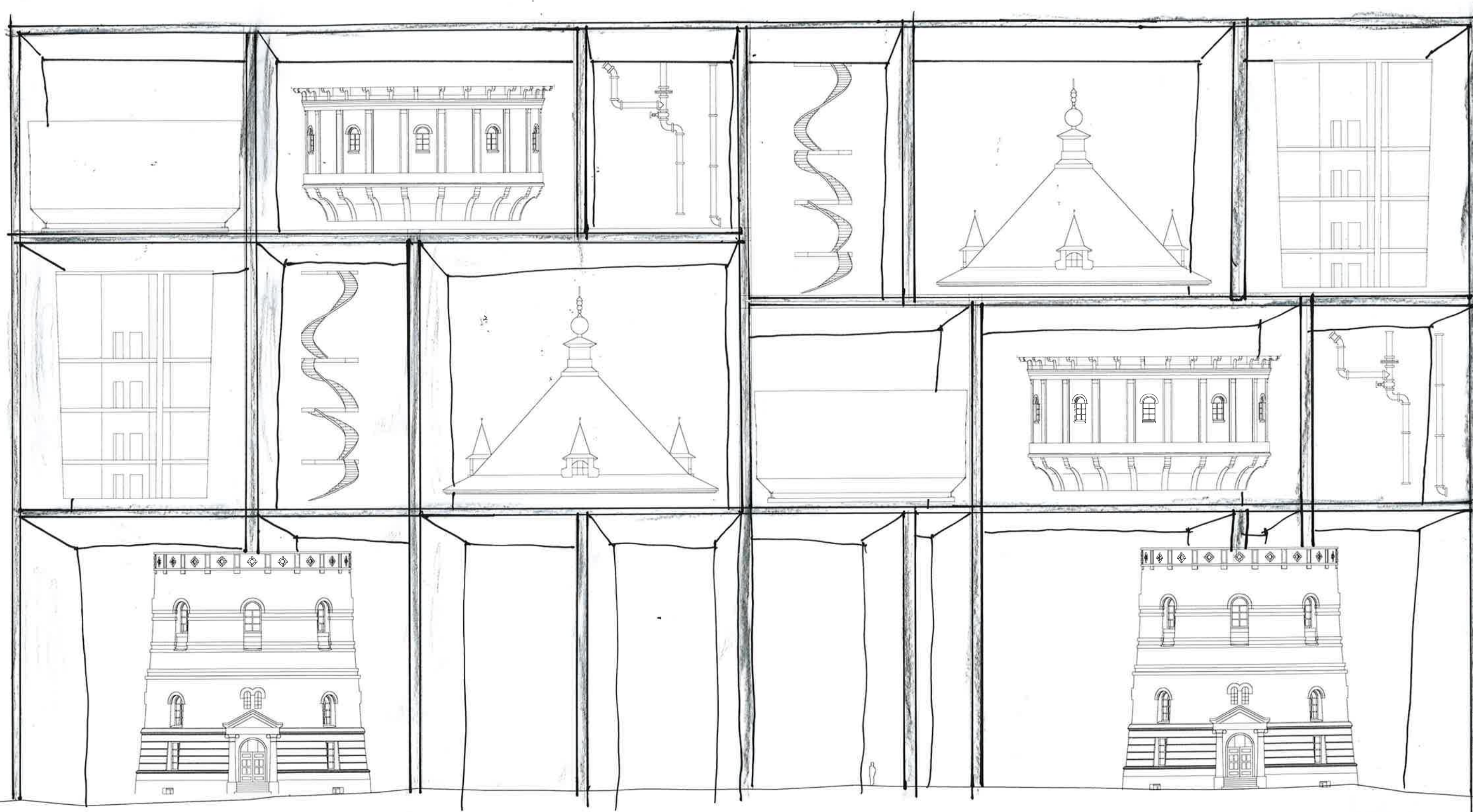


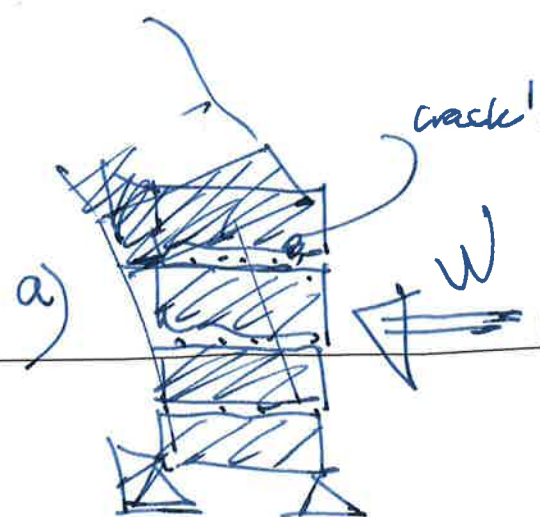
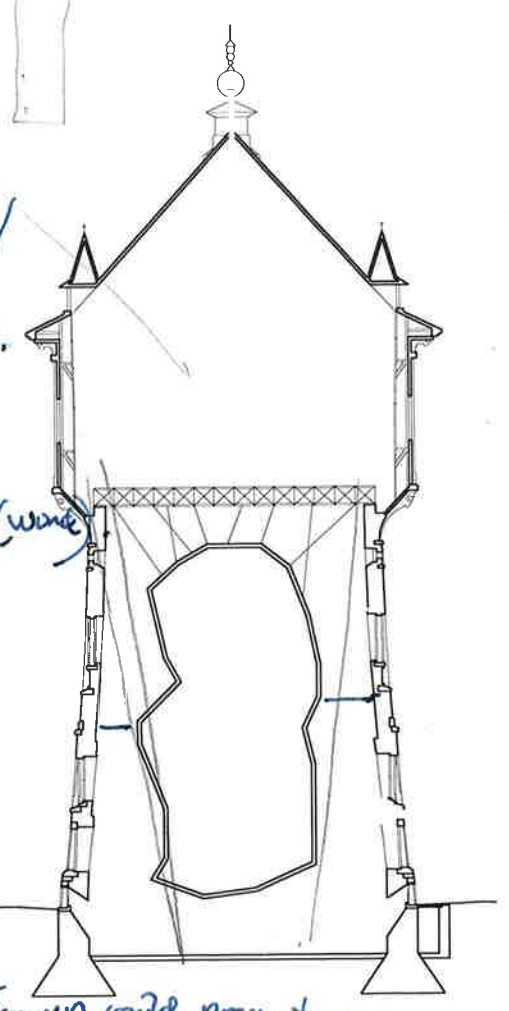
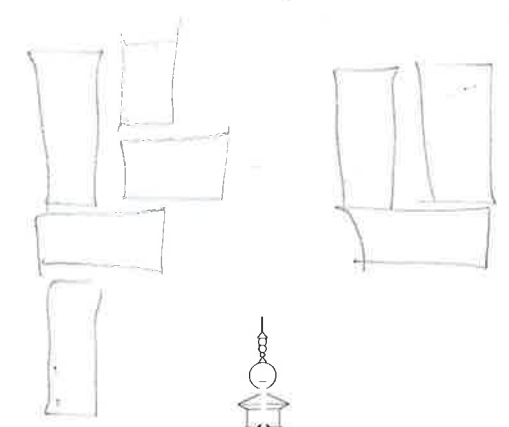
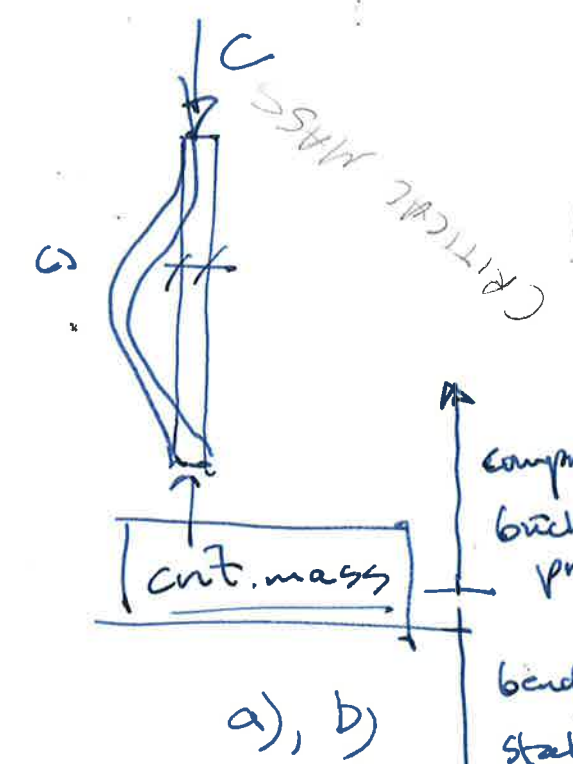
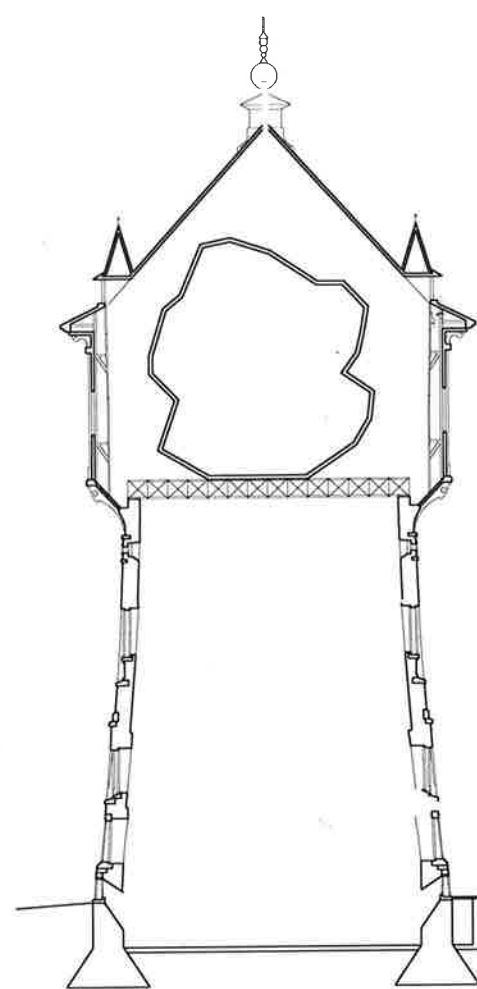
220m2



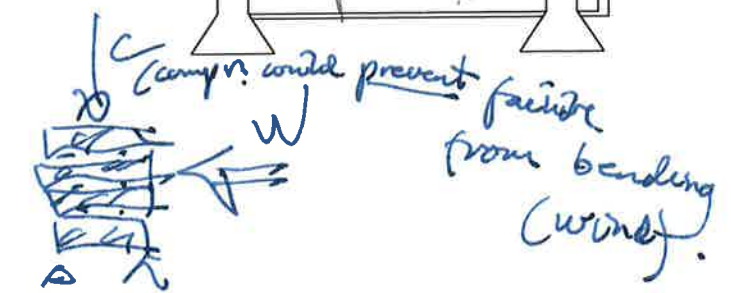


Raising Pipes





b)





HEJDUK "VICTIMS" 1984

- INCREMENTAL PLACE - INCREMENTAL TIME
- ARCHITECTURAL STRUCTURES EMBODYING CHARACTER
- EXISTING COLLECTIVE MEMORY, WHILE BEING ABANDONED
- RULES OF CONSTRUCTION ORDER
- RULES OF ENTERING
- 3 CONNECTION POINTS FOR EACH STRUCTURE
- INSTALLATION OF EACH NEW OBJECT CHANGES SOME OTHER OR ALTERS THE WHOLE SITE

FUN PALACE

- ANTI-BUILDING
- PROGRAMME LESS - FUNCTION AS AD HOC
- SELFREGULATING
- JENNIE LEE: CATHEDRAL - BROTHEL

ROASCHACH

"THE FUN PALACE IS IN THIS RESPECT ITS OWN WORST ENEMY. ANY INSTRUMENT OF CHANGE IS DANGEROUS. TO BE SUCCESSFUL IT MUST NEVER BE SAFE AND PREDICTABLE NOT TO BE SAFE AND PREDICTABLE IN UTILITARIAN SOCIETY IS TO BE WASTEFUL AND FRIVOLOUS."

JOHN CLARK

LACK OF HIERARCHY

PROGRAMM VS FUNCTION

THEATRE

PERFORMATIVE PRESERVATION

OF CREATION

DEFINITION — PREDEFINED RATE — CERTAIN FINISH POINT, WITHOUT FURTHER PLANNED FUTURE DEVELOPMENT.

THINK BELT EDUCATION AS AN INDUSTRY

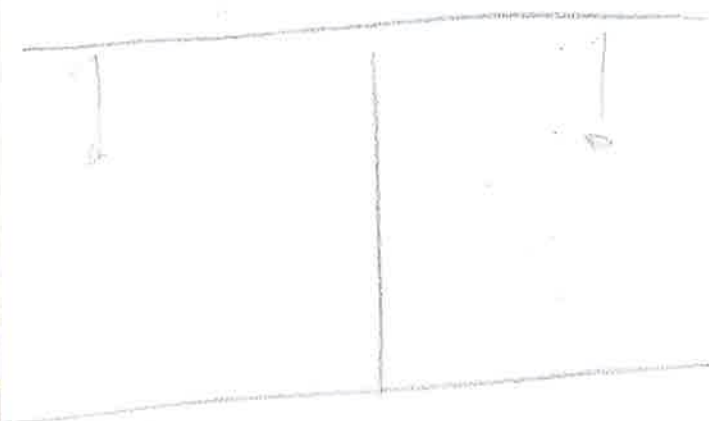
SHAPLESS SUPERSTRUCTURE AS A CATALYST.

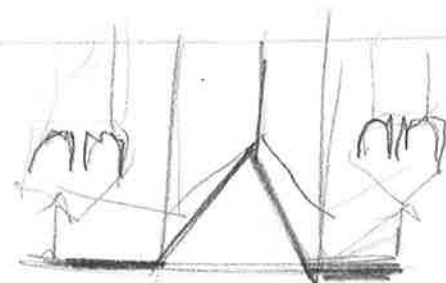
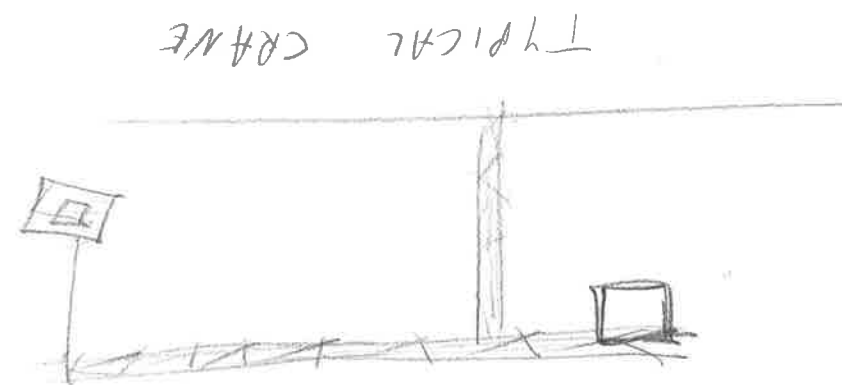
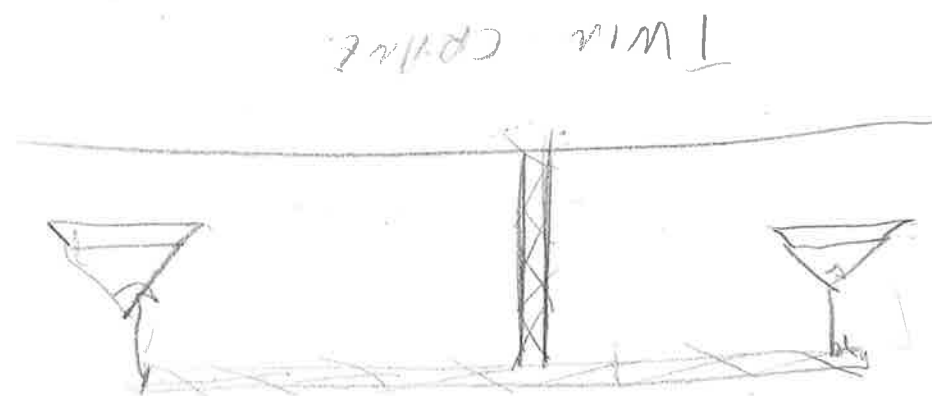
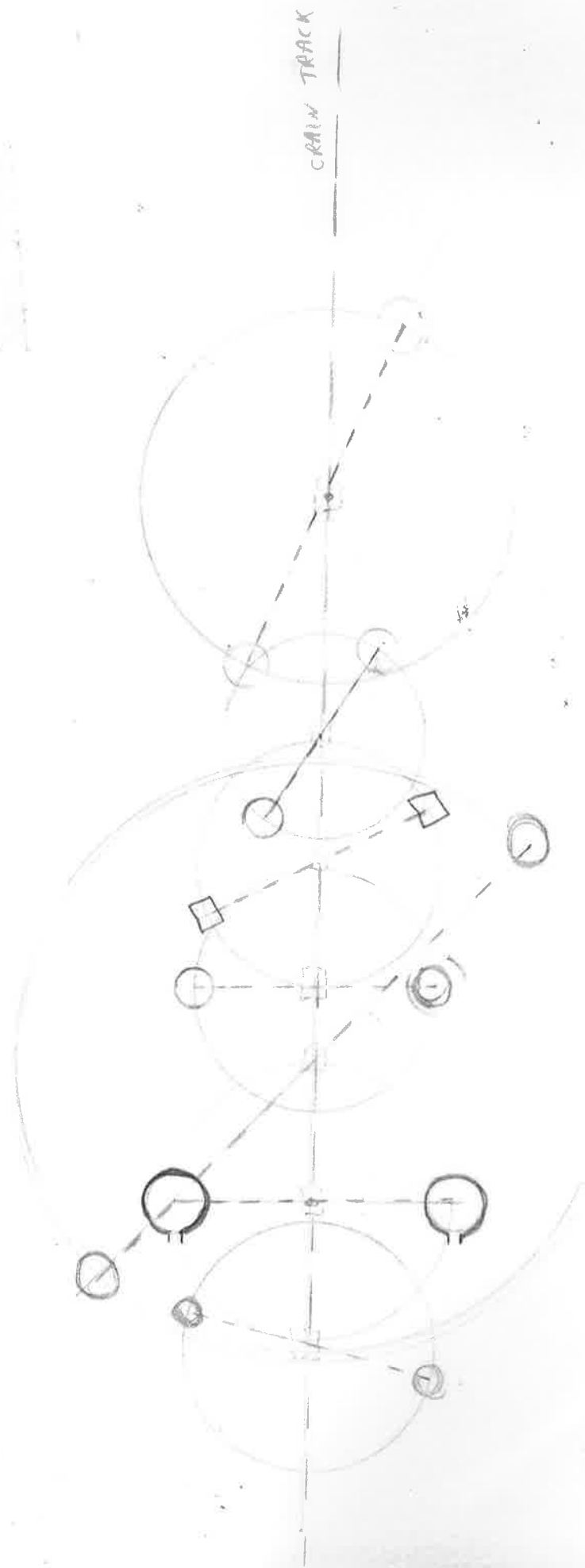
"MOBILE PORTAL CRANE"

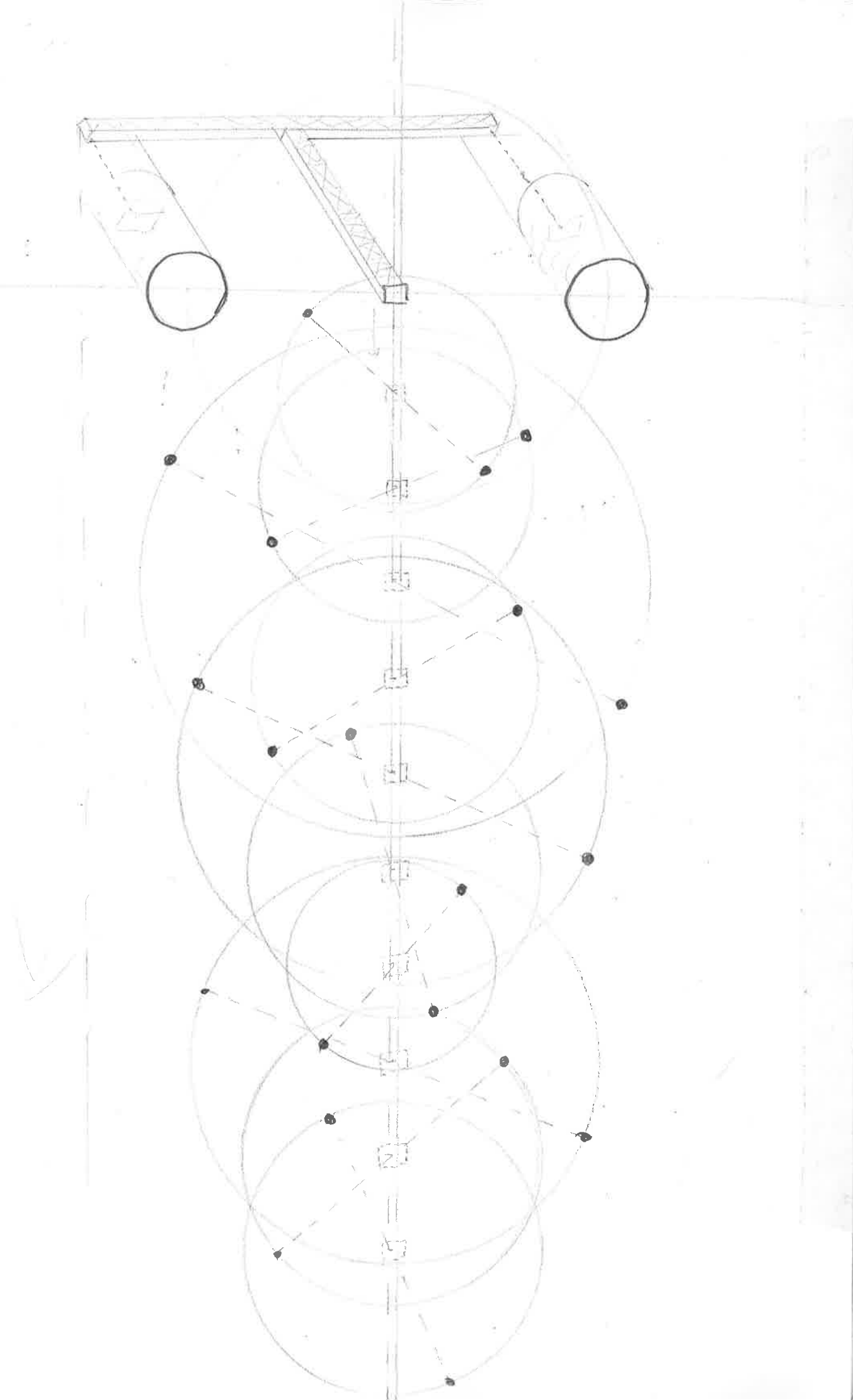
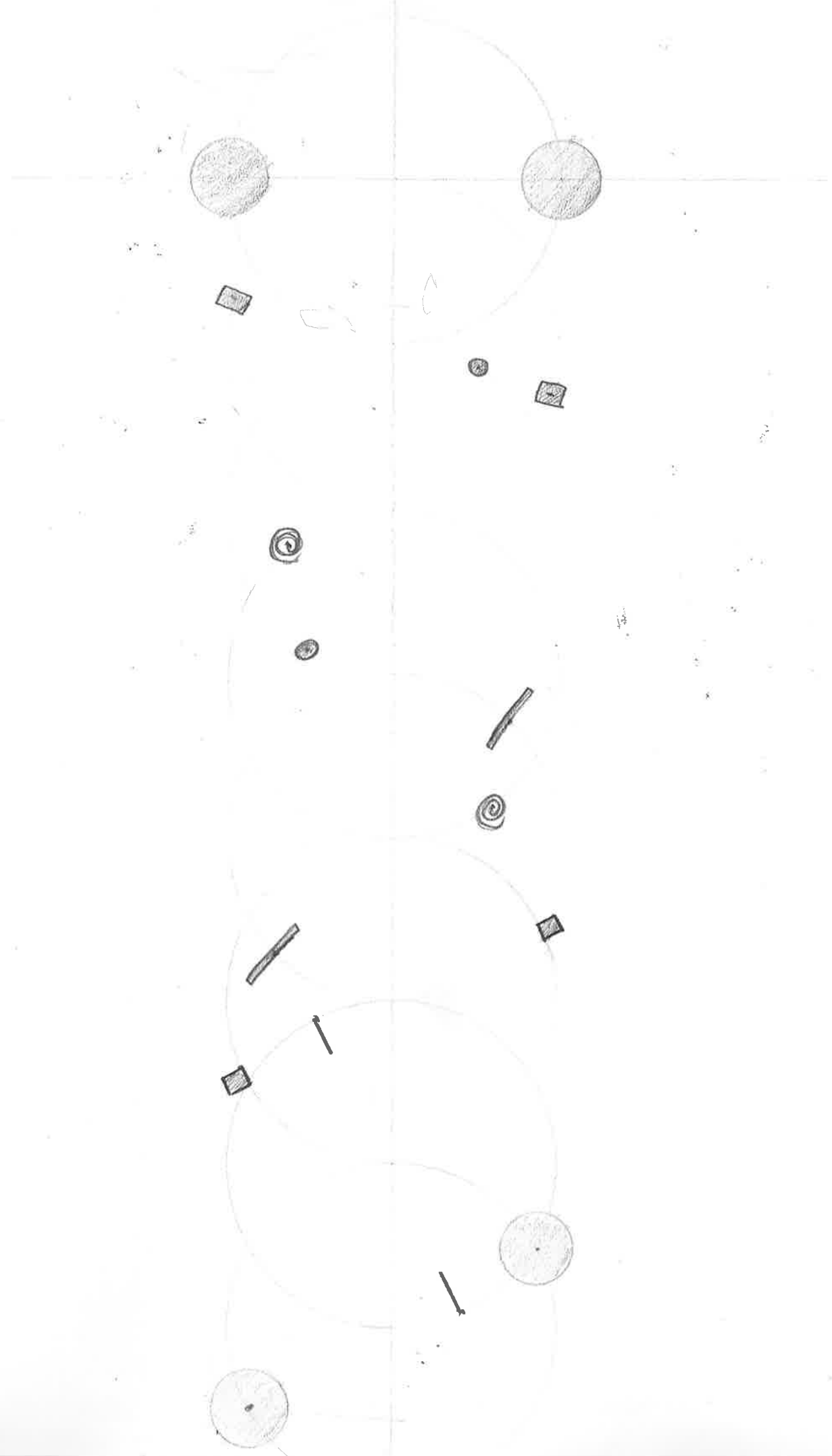
- ANTI-MONUMENTALITY

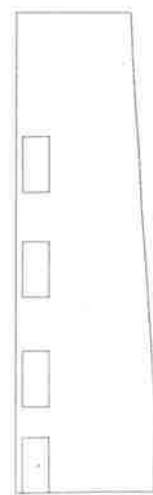
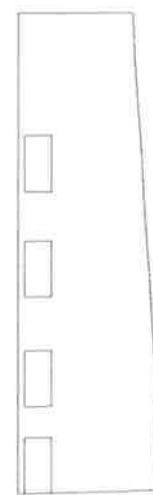
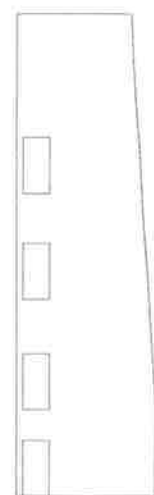
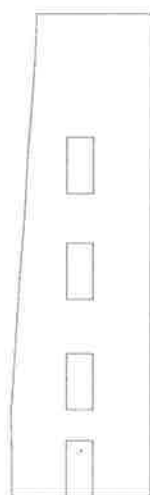
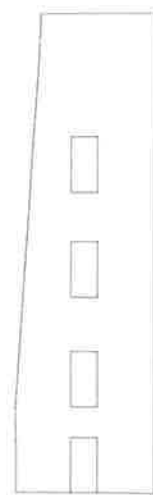
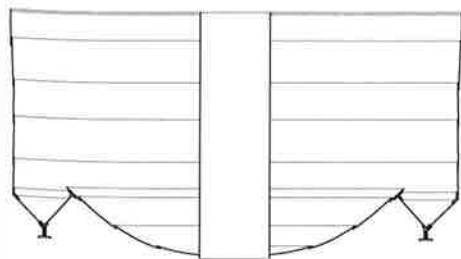
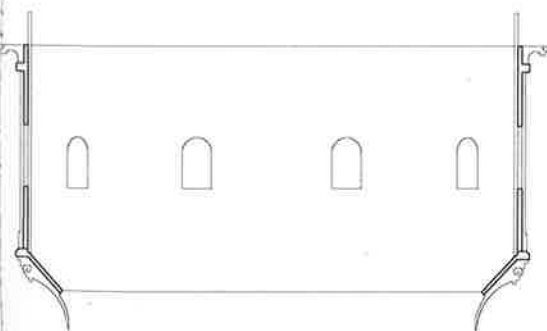
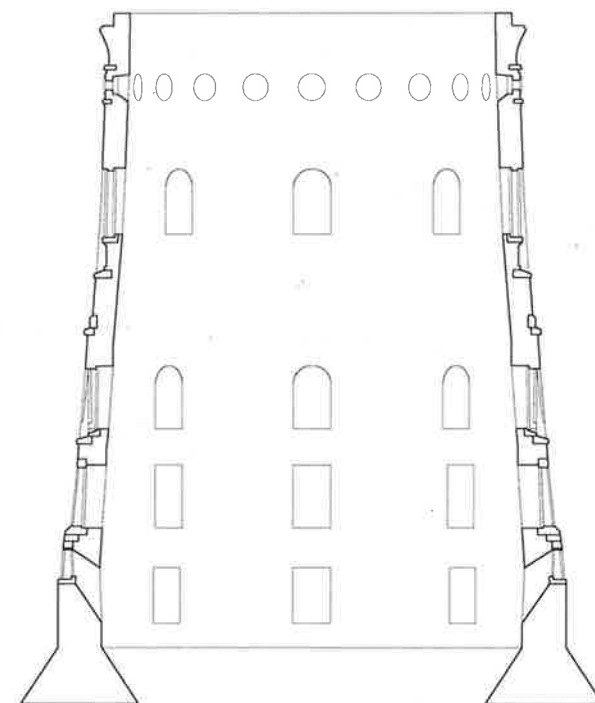
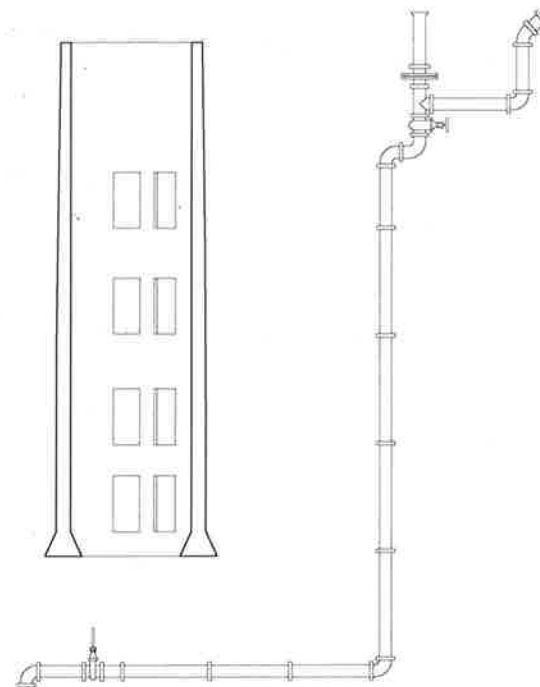
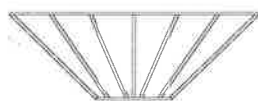
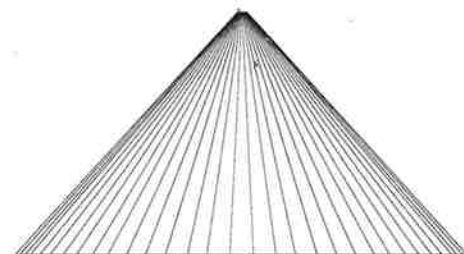
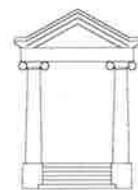
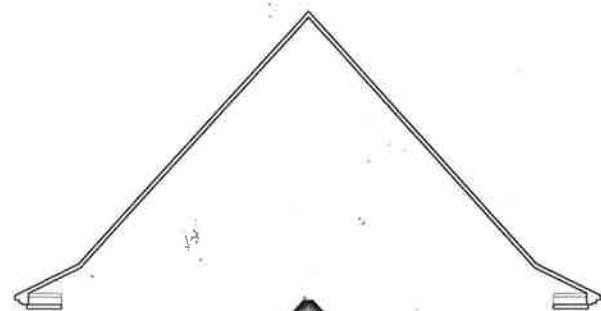
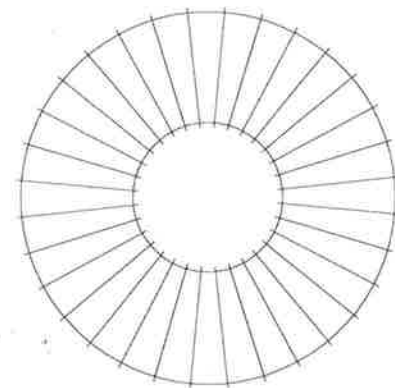
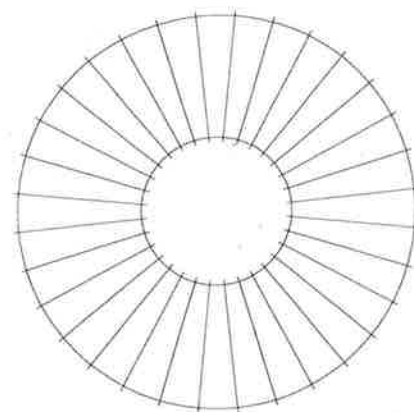
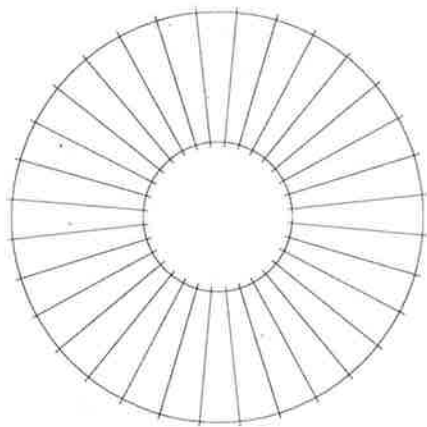
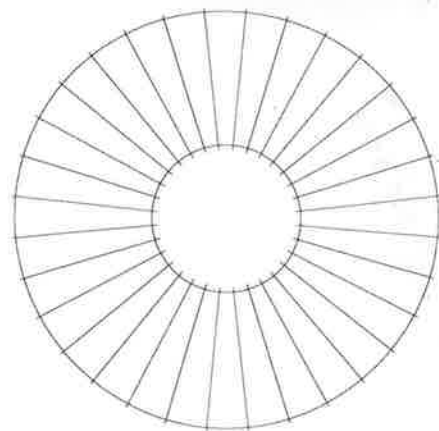
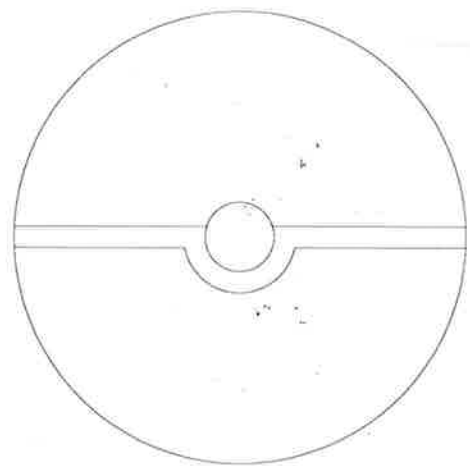
- ARCHITECTURE AS A FIELD OF ELEMENTS.

ARC DE LA VILLETTE, KOOLHAAS, 1986









POSSIBLE FINALE
WHAT HAPPENS TO TOWERS?

NOTHING

• REUSE

• MODIFY

• TAKE APART

• DISPERSE
AROUND THE SITE

• PUT THEM IN A
CONSTANT MOVEMENT

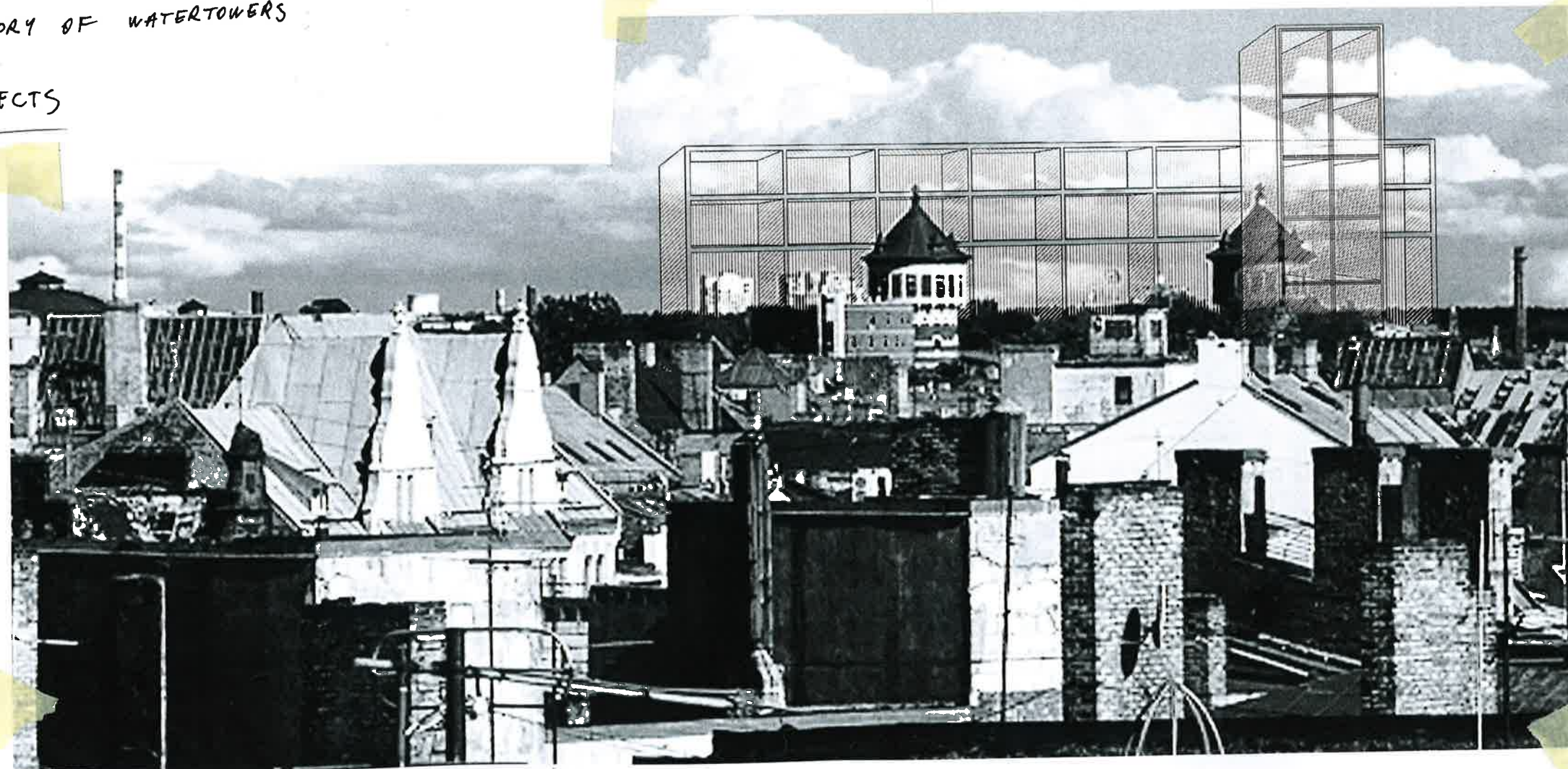
• THEY ARE GONE

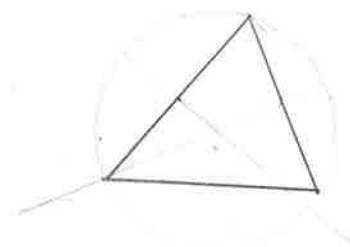
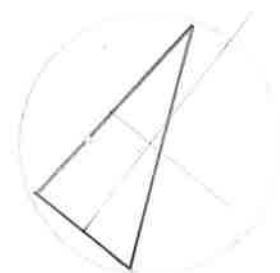
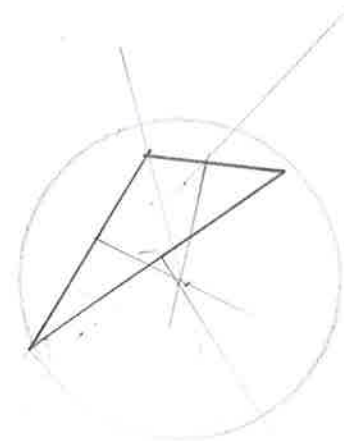
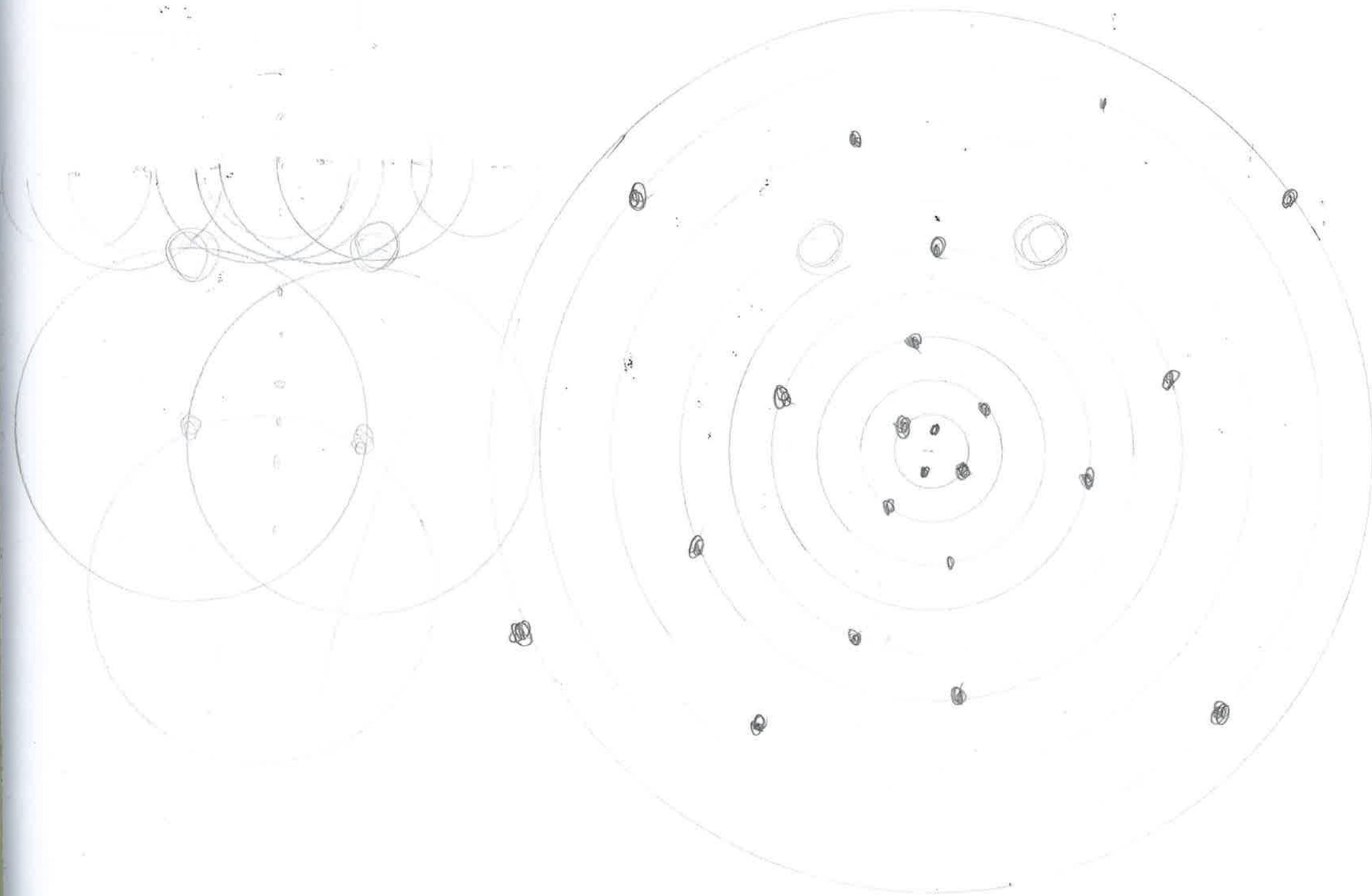
SITE ALLOWS TOWERS TO BE CONSIDERED AS
ELEMENTS SITUATED ON A PARTICULAR GROUND.
NOT ONLY AS ~~ELEMENTS~~ BUILDINGS BY THEMSELVES.

THE SITE HAS NO VALUE, - THAT IS ITS PRIMARY VALUE

• HISTORY OF THE SITE IS HISTORY OF WATERTOWERS

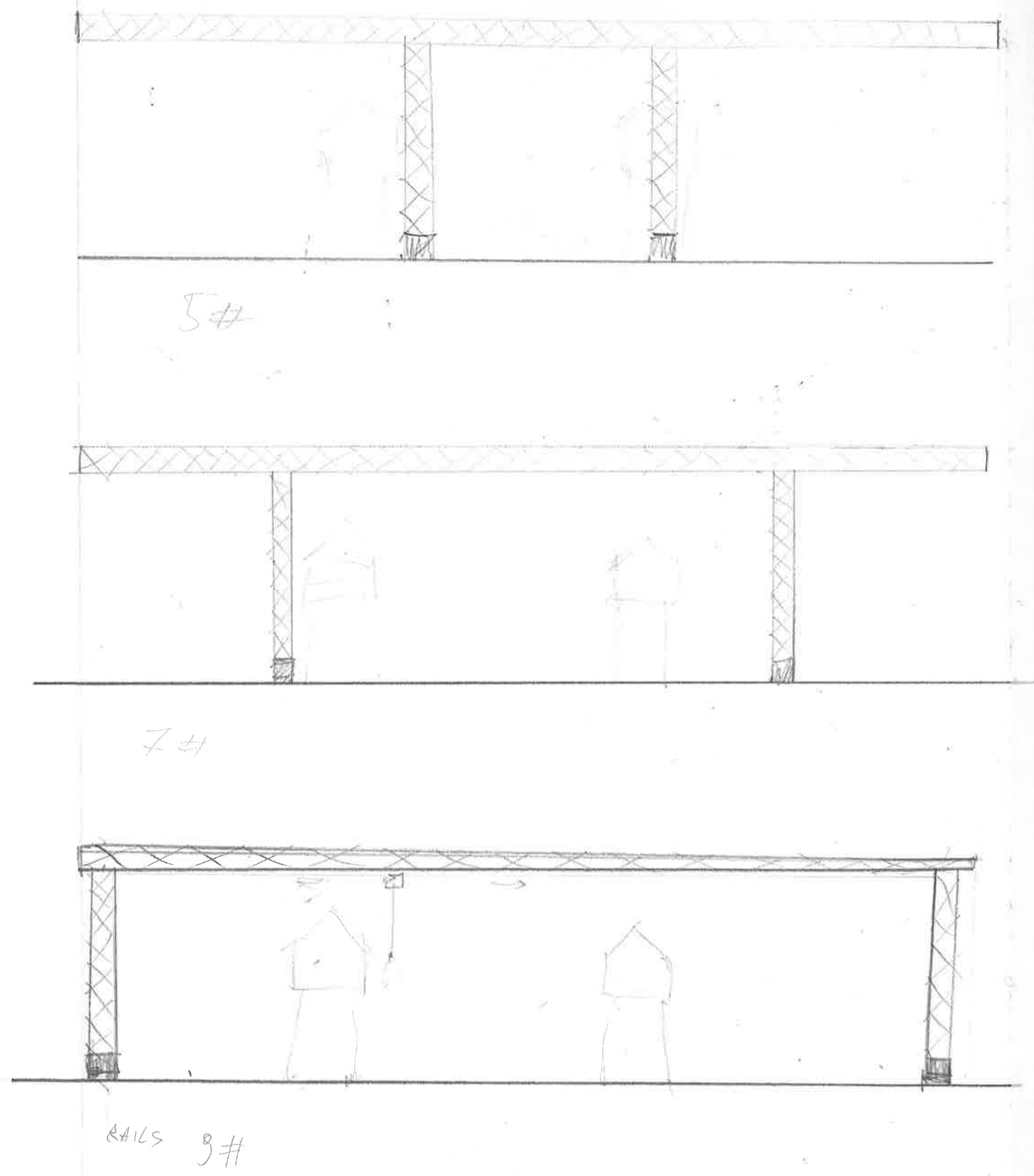
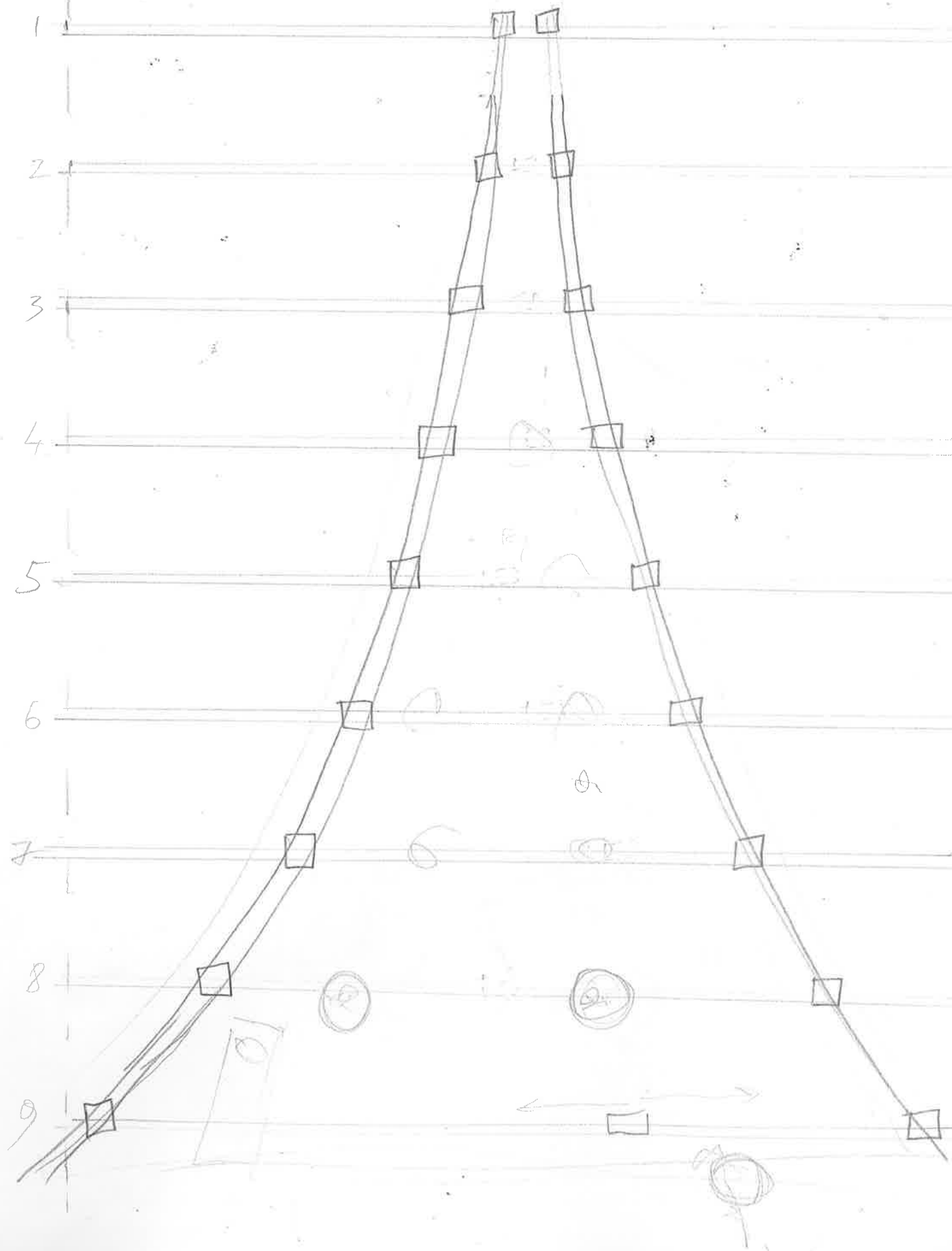
HEJOUK'S DIVIDED OBJECTS

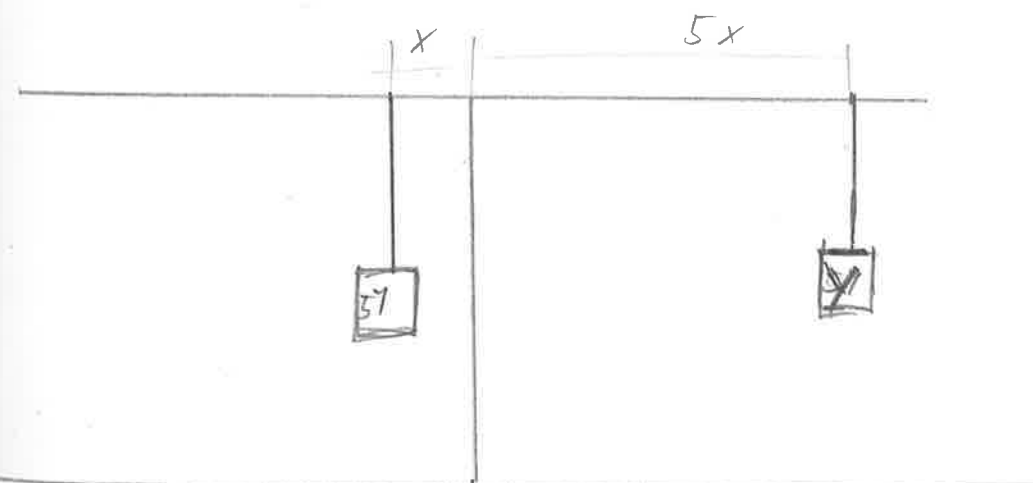
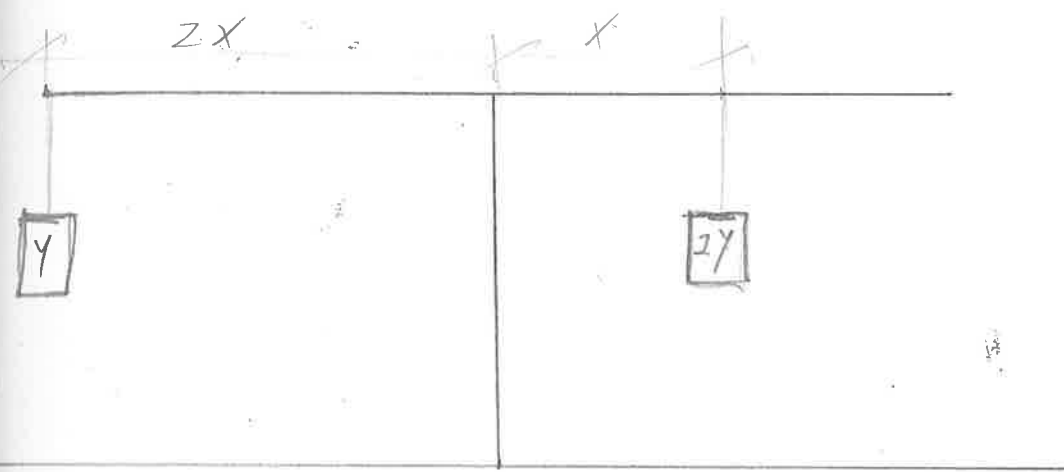
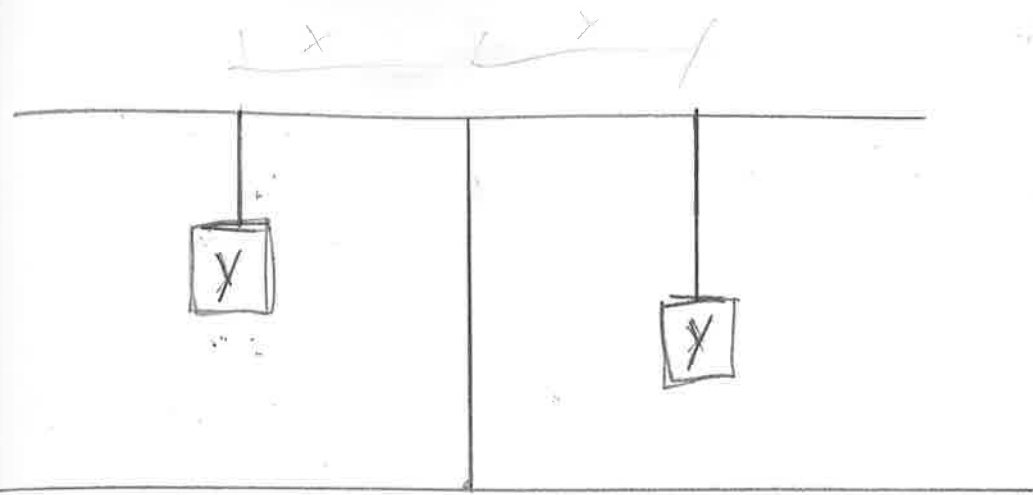




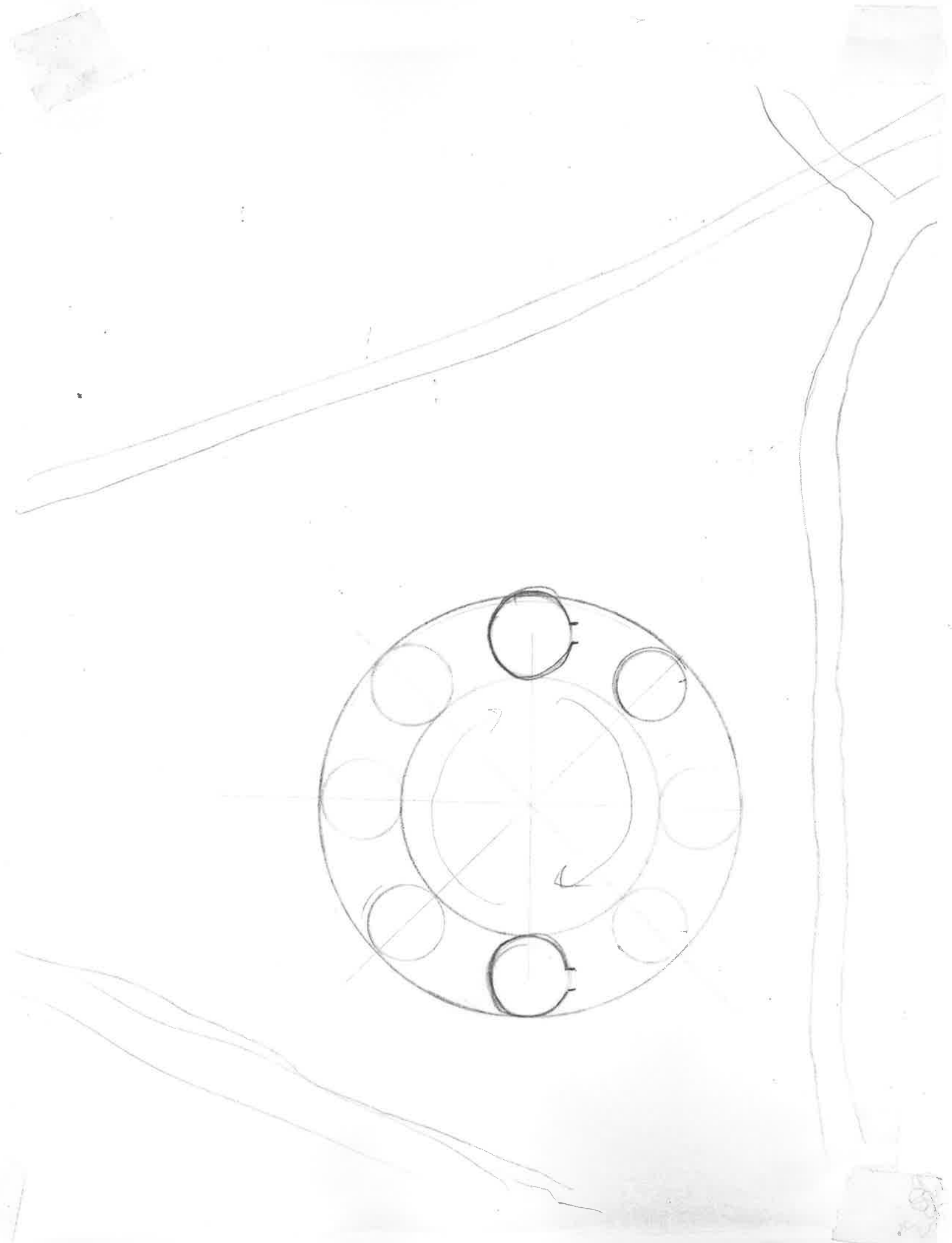
TWO OBJECTS BY CIRCLE

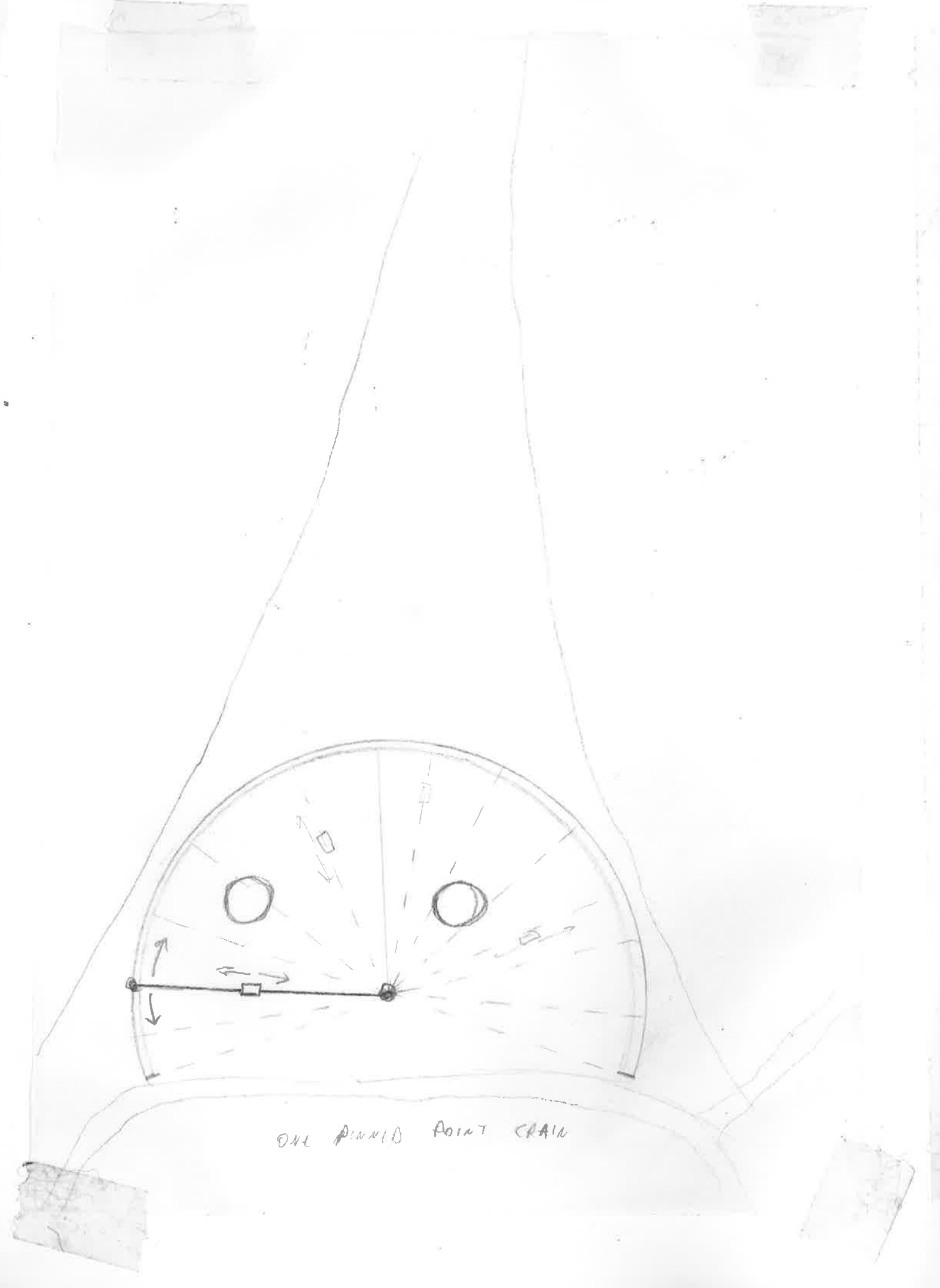
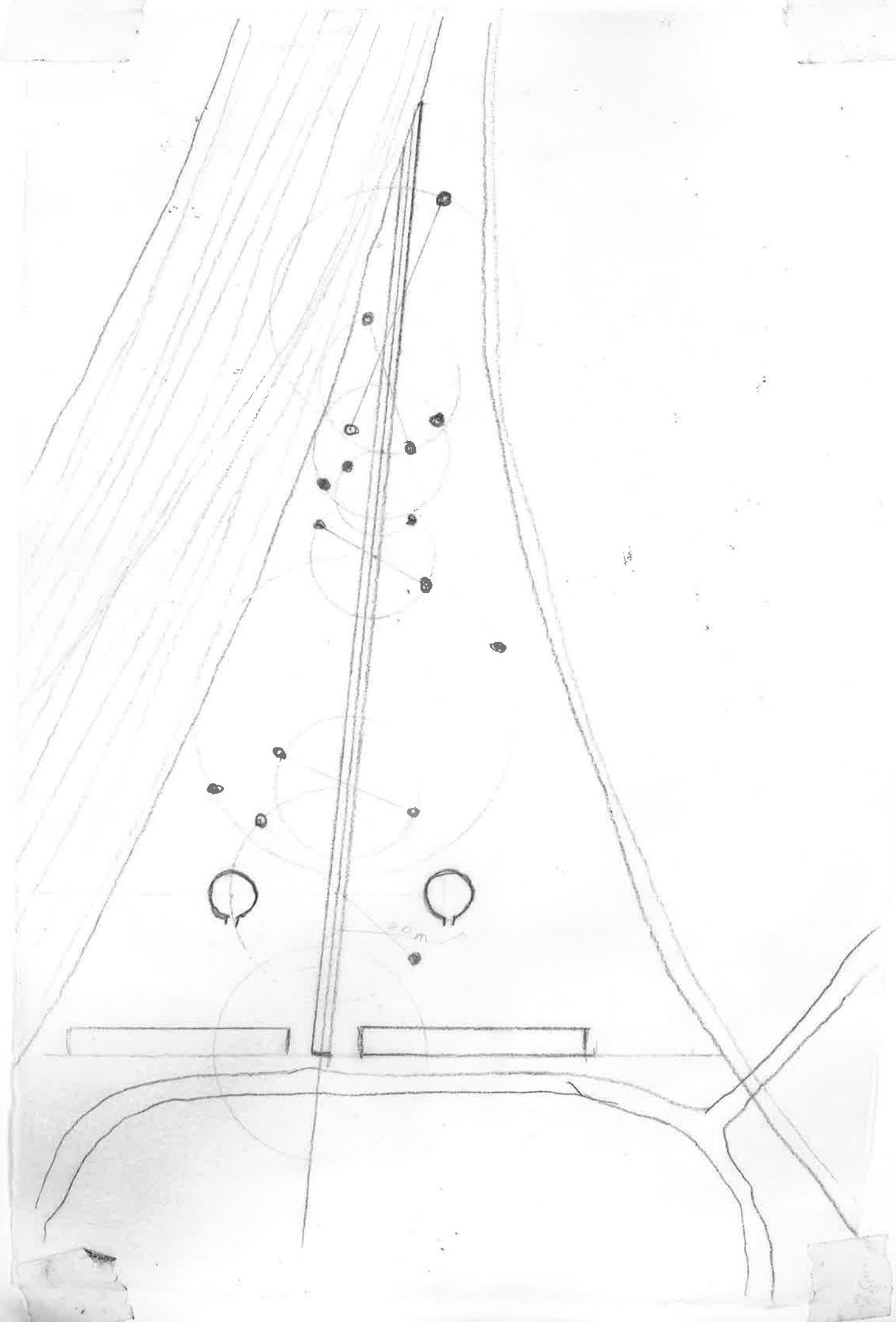
POSITION





Balance



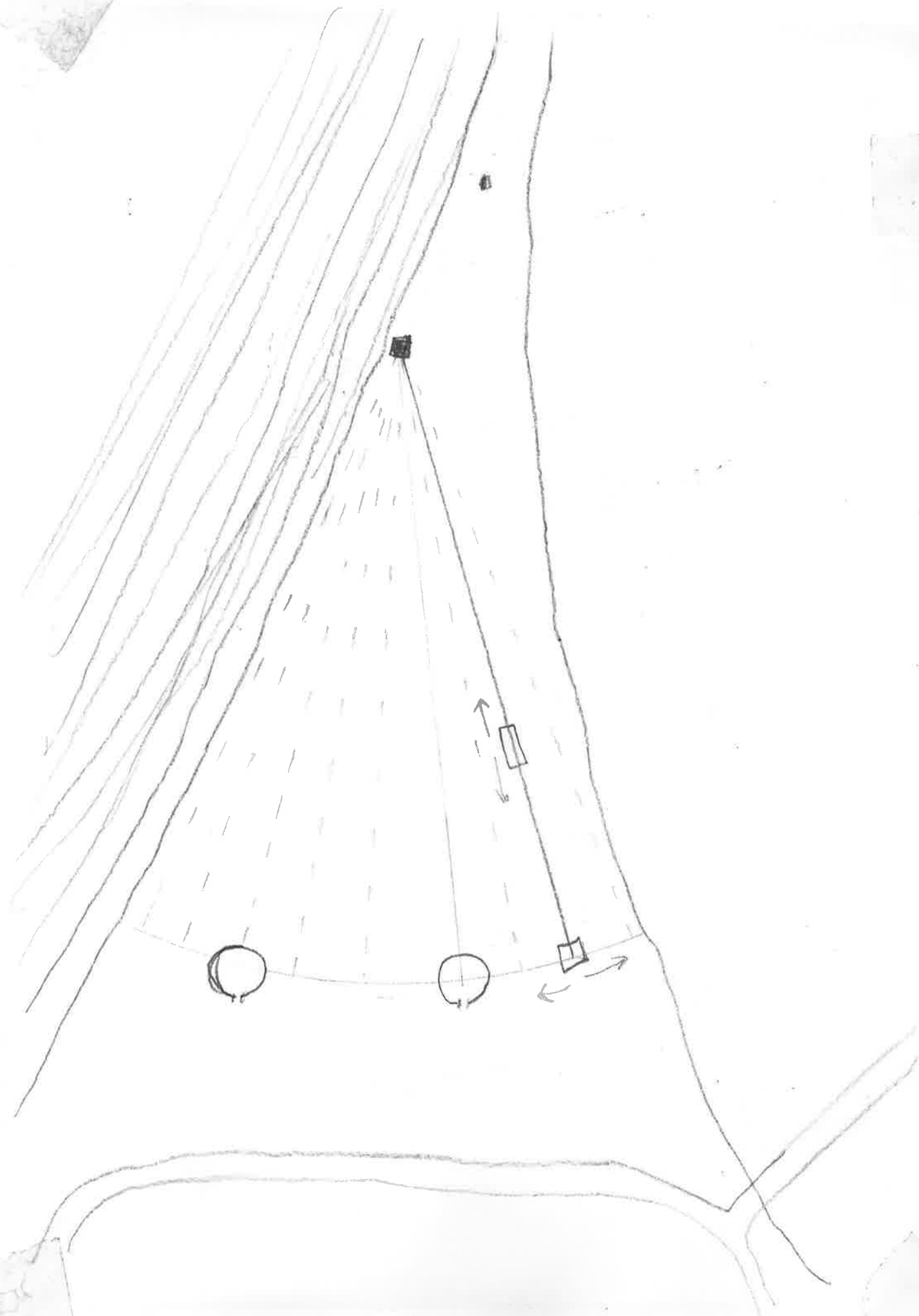


USCO OBJECTS

ARRIVING
OBJECTS

PUBLIC
ENTRANCE

GAME OF REPLACEMENT
-- TO TAKE ONE OBJECT, ANOTHER ONE MUST BE
PUT IN PLACE WITH AN EQUAL WEIGHT

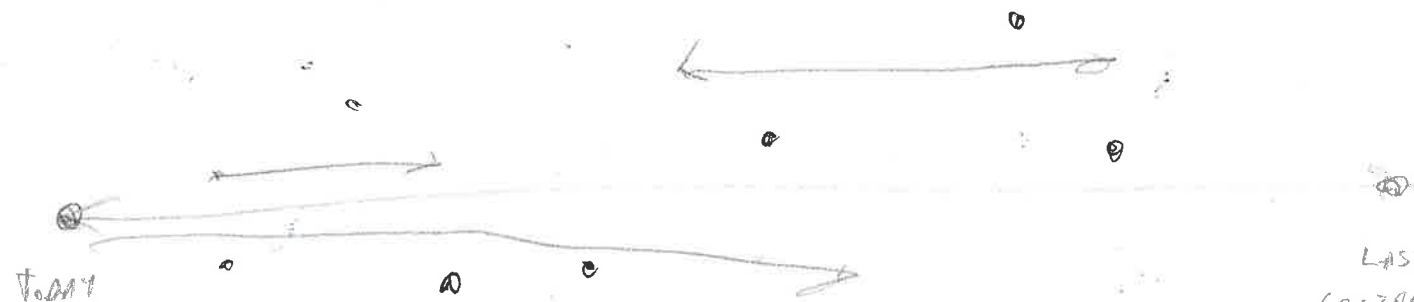




HAVING A FINAL RESULT OR NOT?

DOMAIN AND POSSIBILITIES IT CREATES AS EXAMPLES.

RULES OF THE SITE



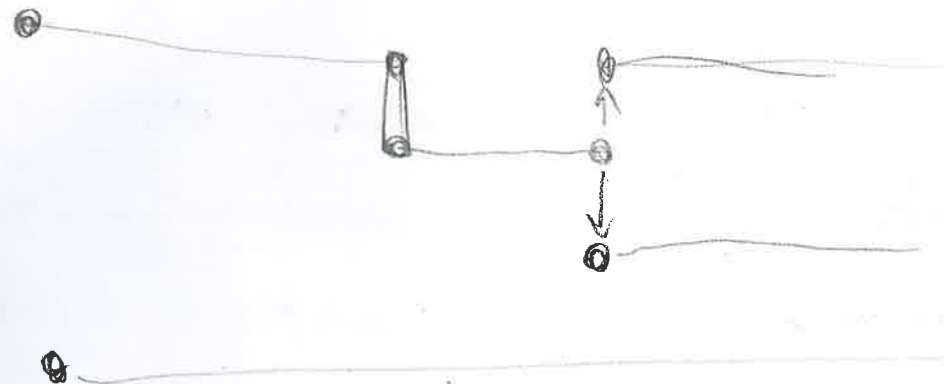
LAST
CONTROLLED
MODIFICATION

TEMPORARY
PERMANENT

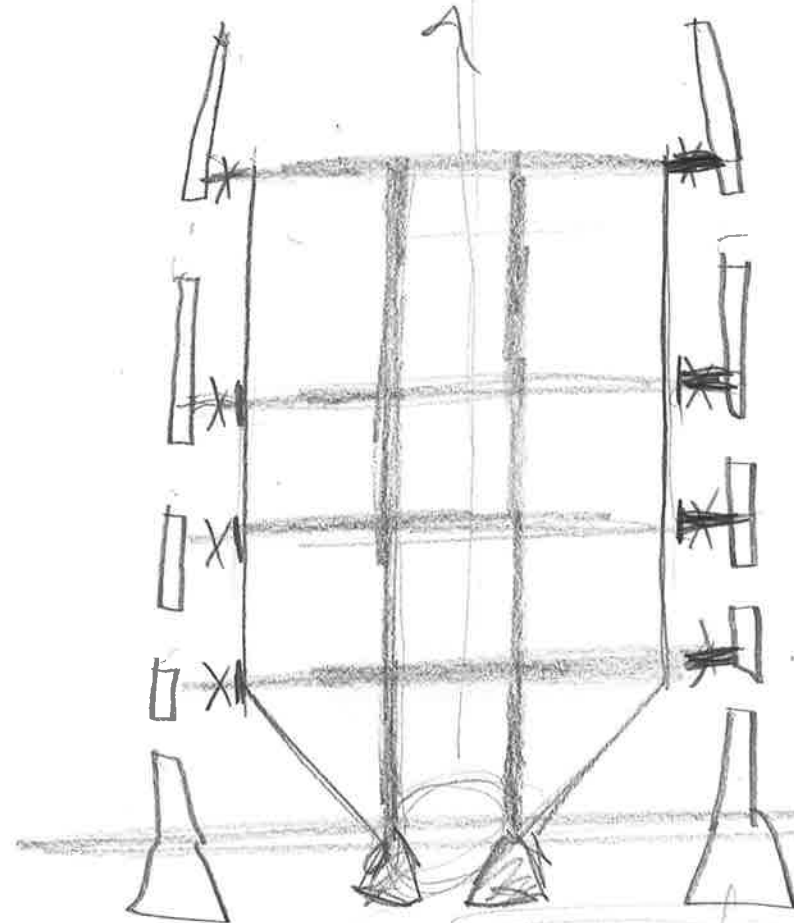
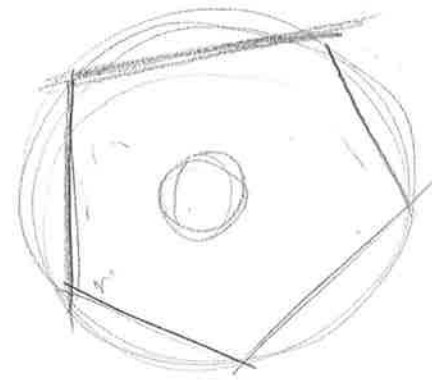
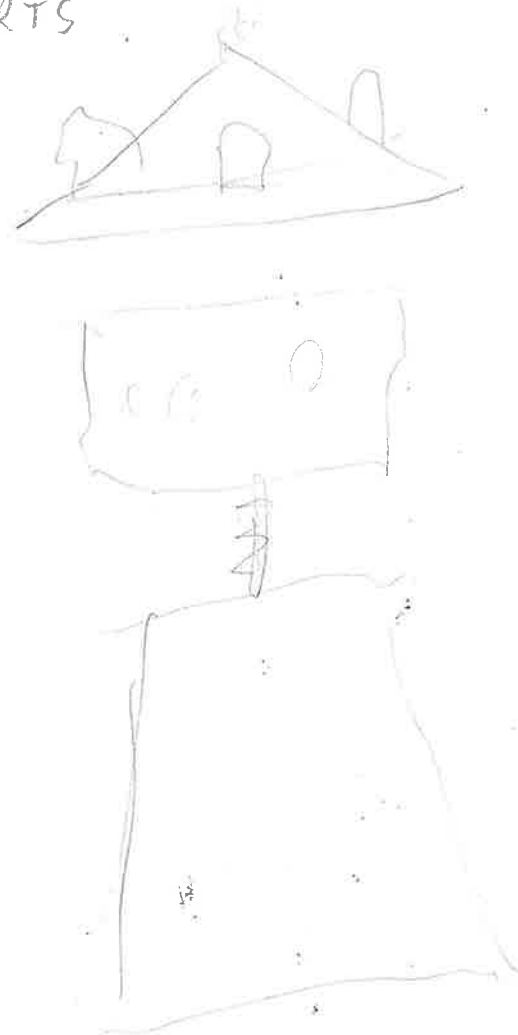
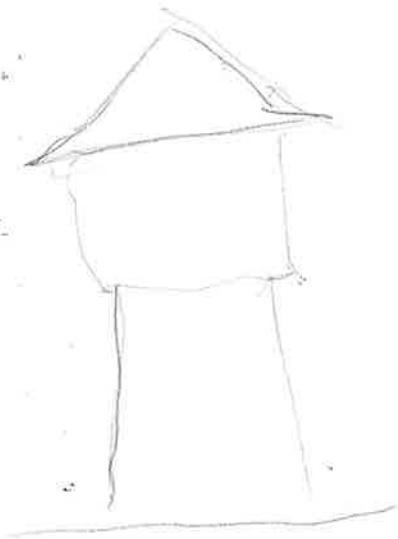
HAPPENING

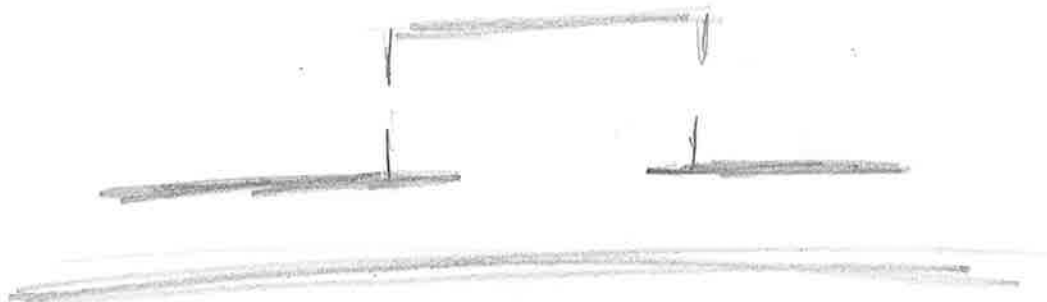
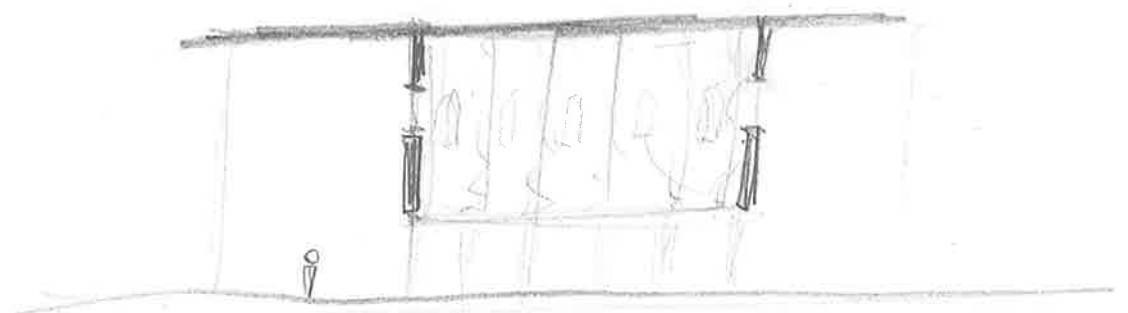
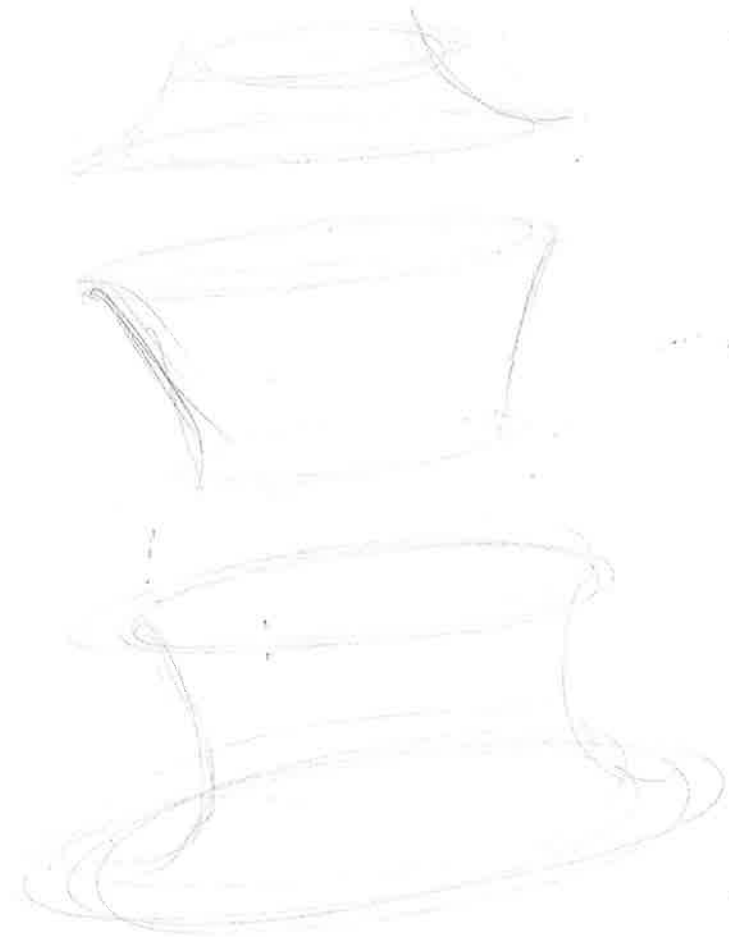
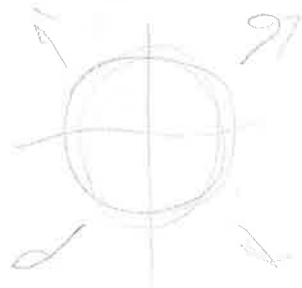
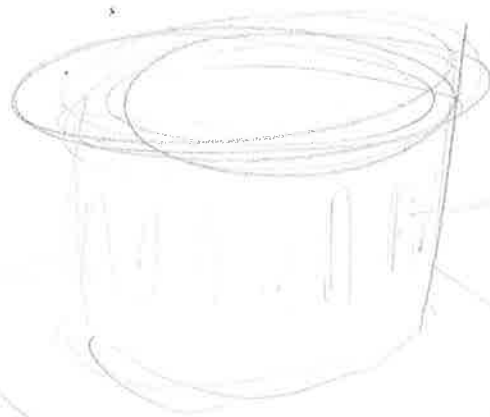
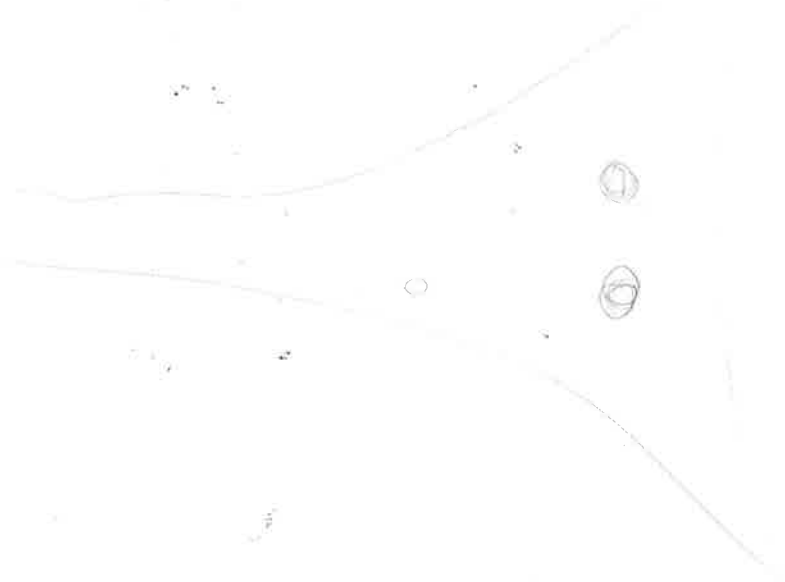
- DEMOLITION
- NEW OBJECT
- FINISHED FIELD
- PARTS DISPERSED

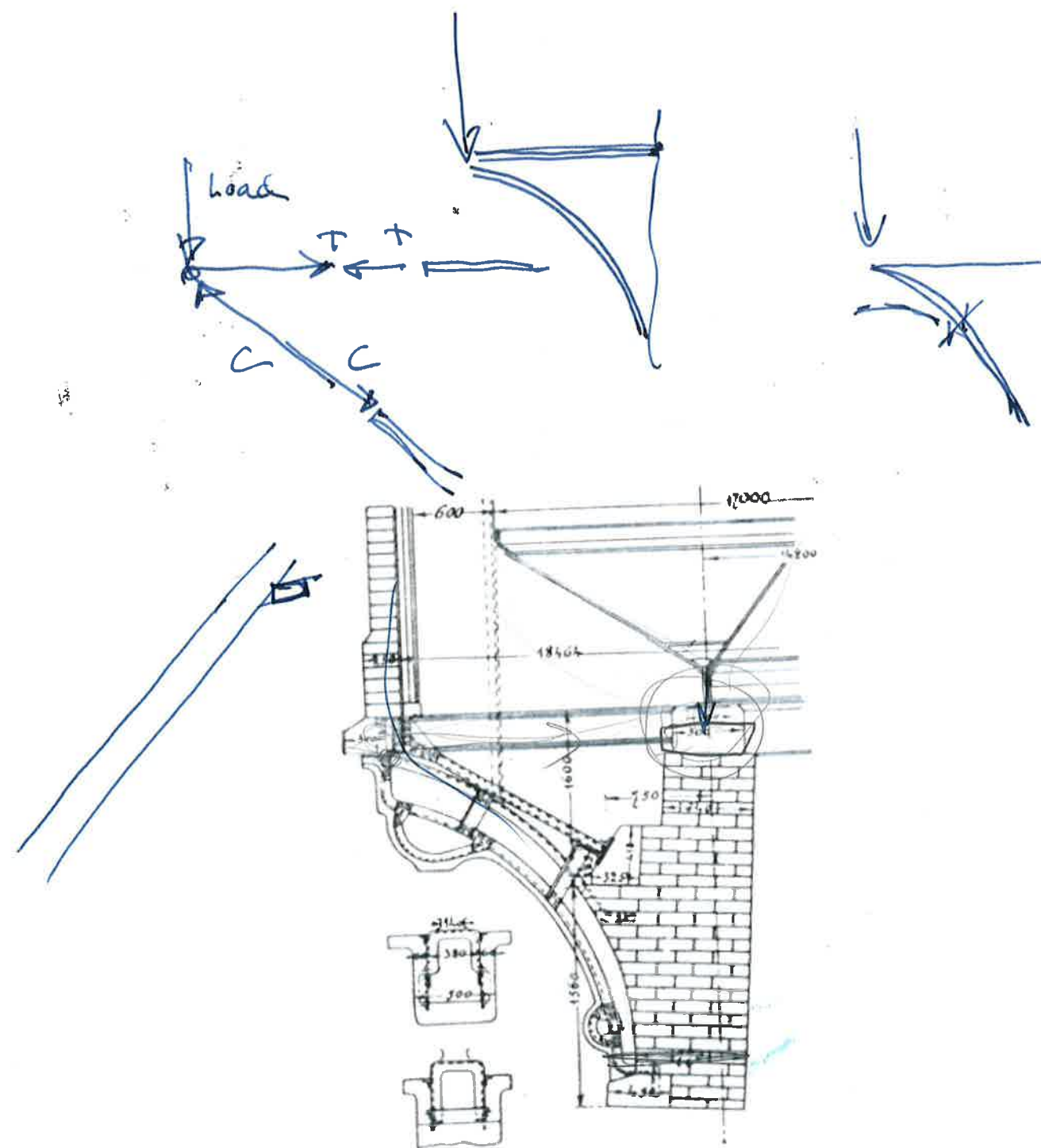
THE PROBLEM OF
DESIGNING FOR FUTURE
INSTANT OUTDATE OF STYLE

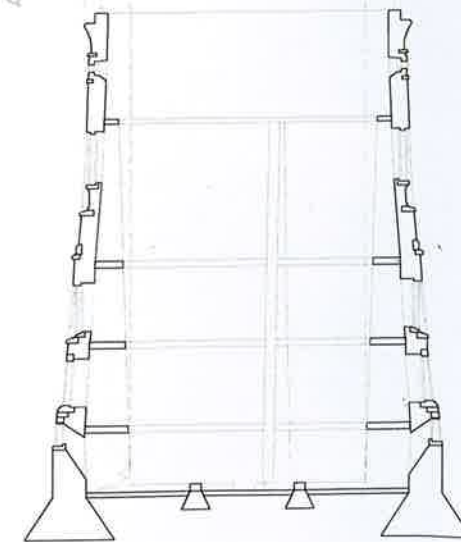
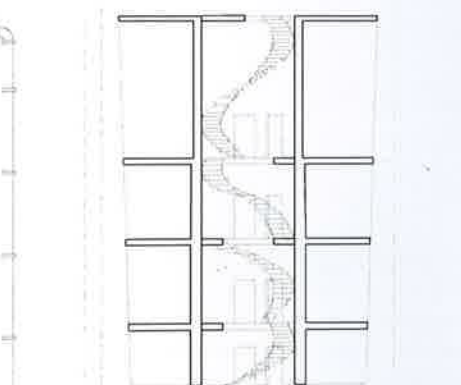
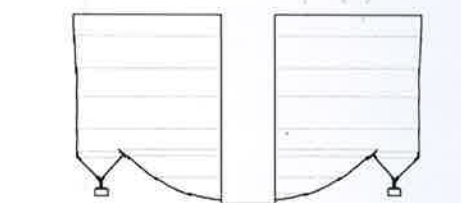
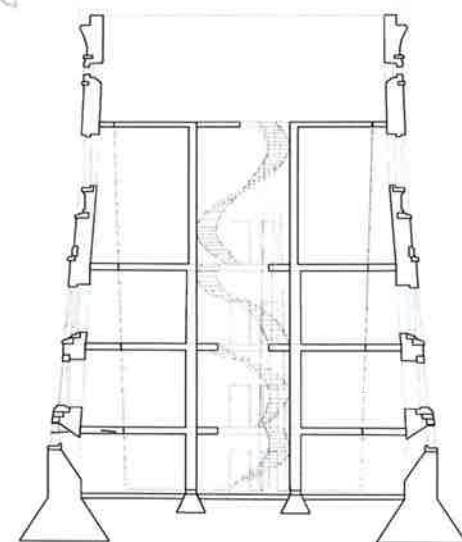
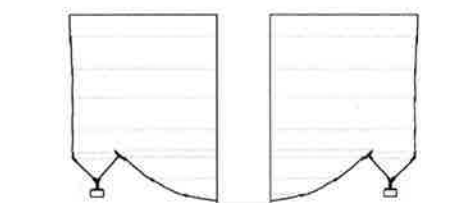
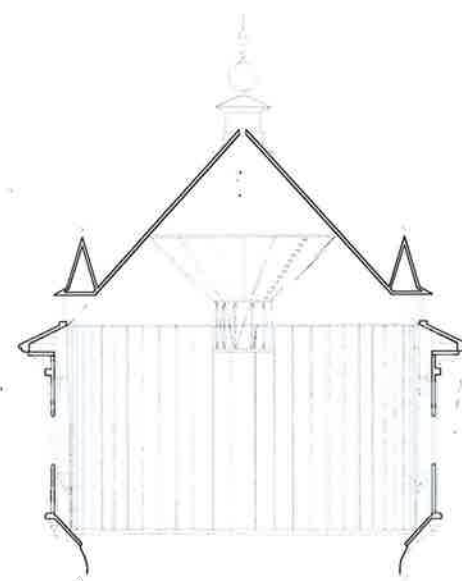
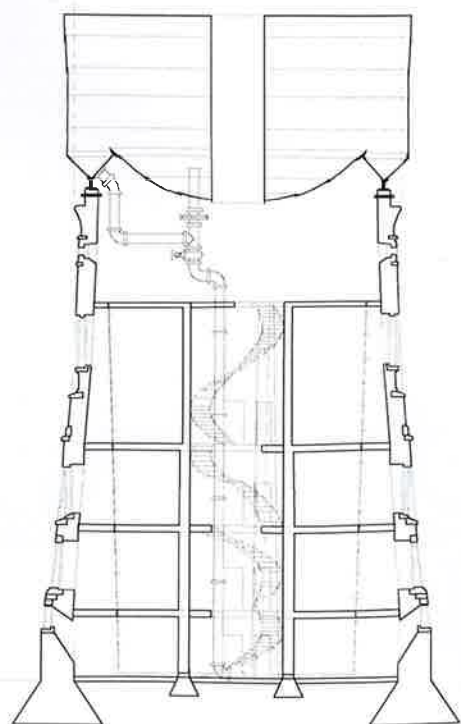
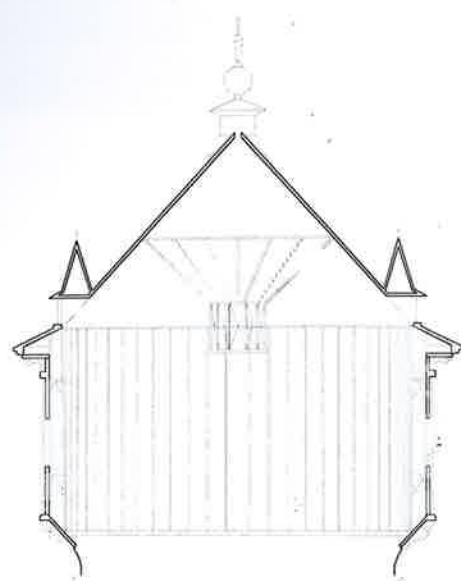
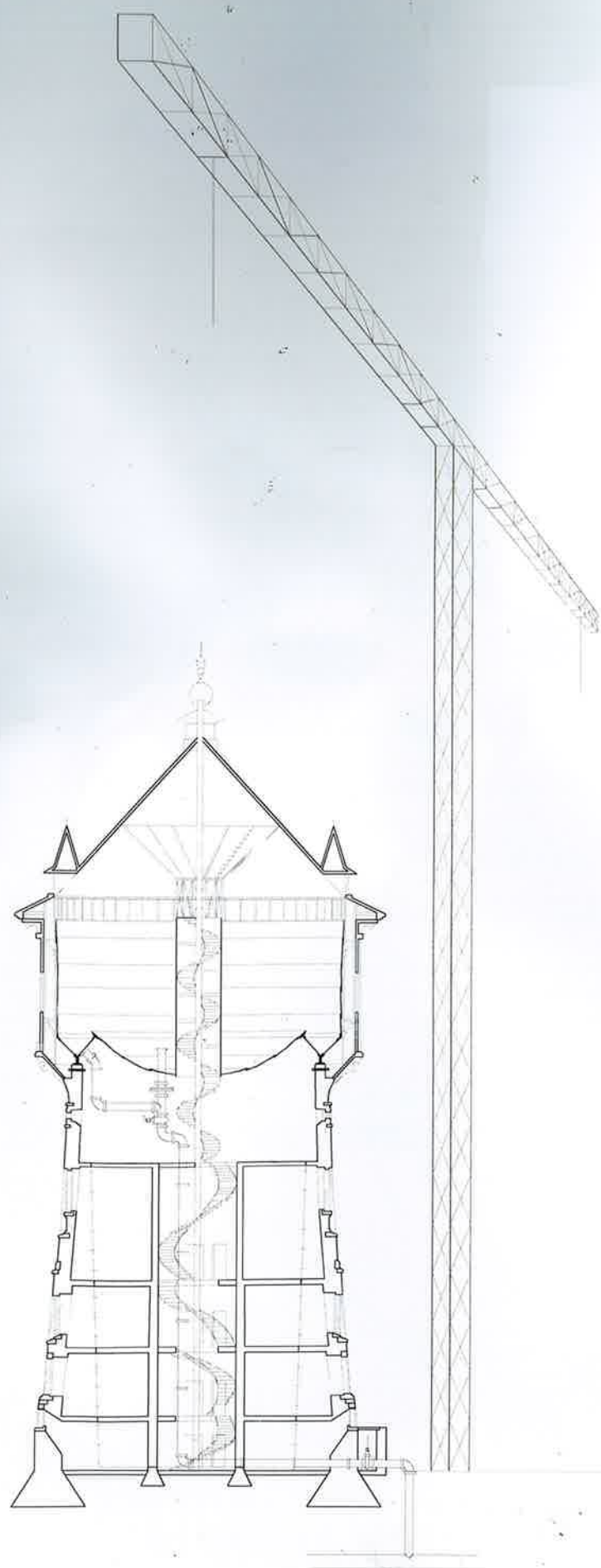


DECONSTRUCT INTO PARTS







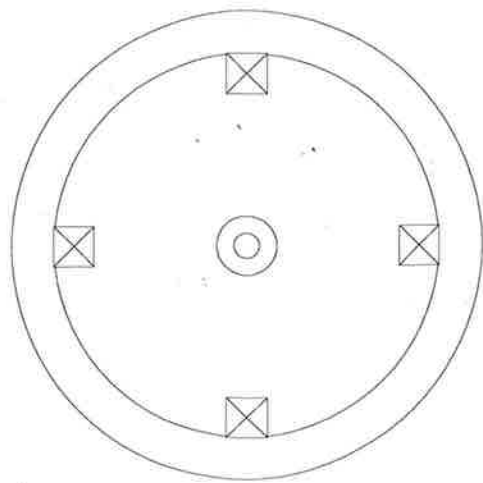
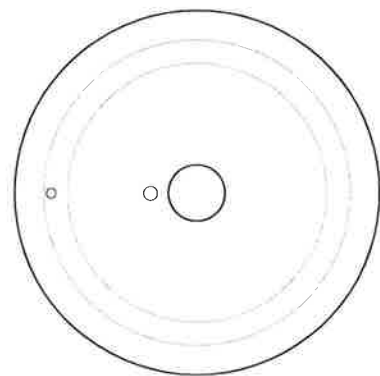
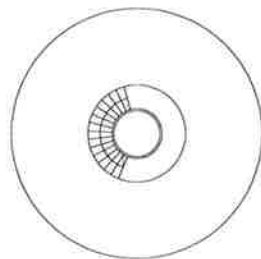
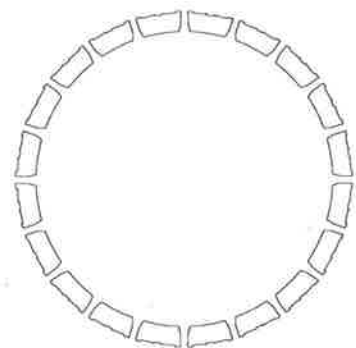
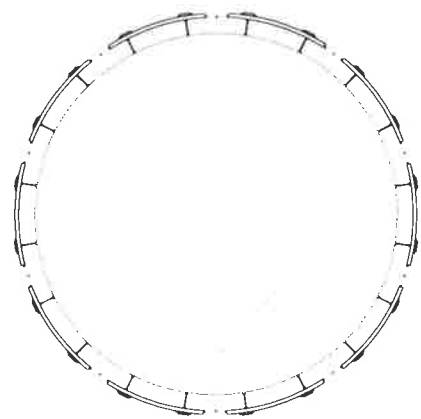
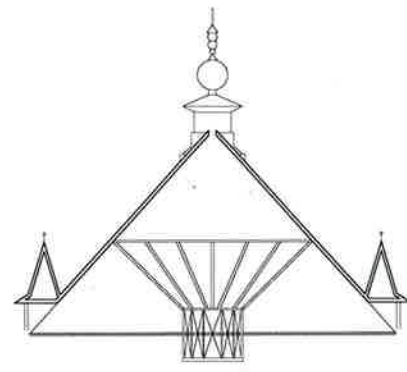
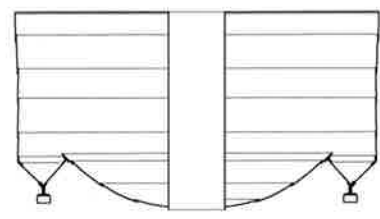
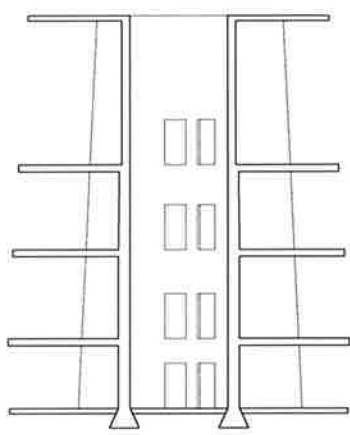
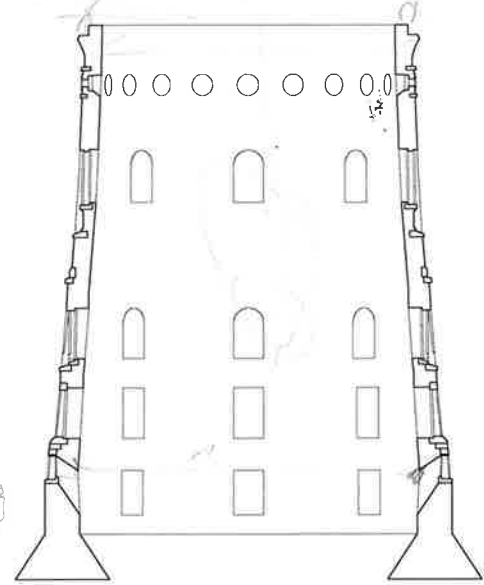
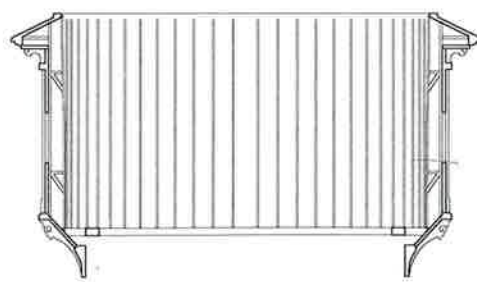
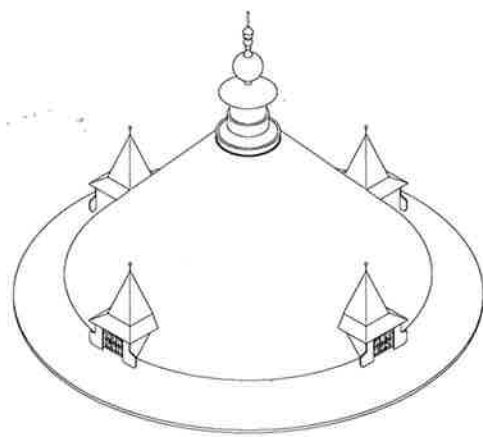
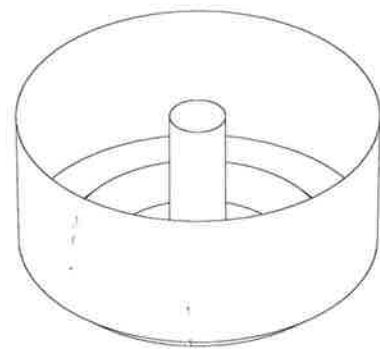
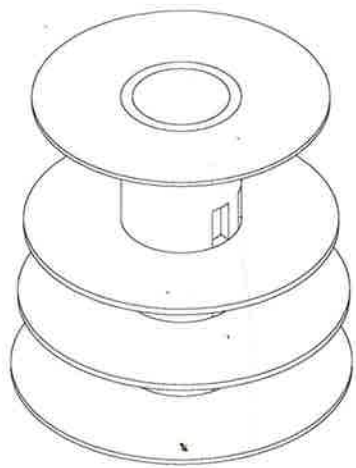
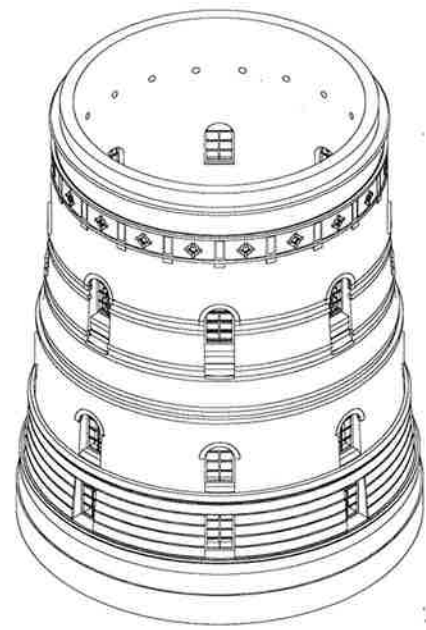
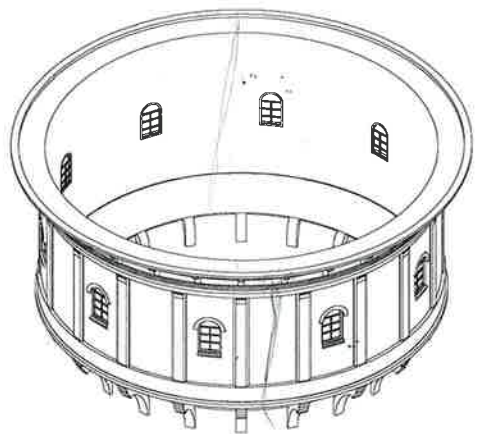
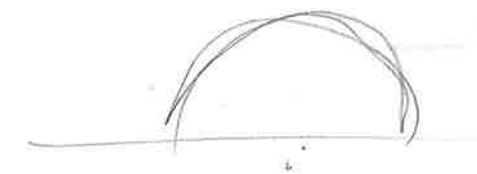


Protective

Task defined

Habitable

Structural



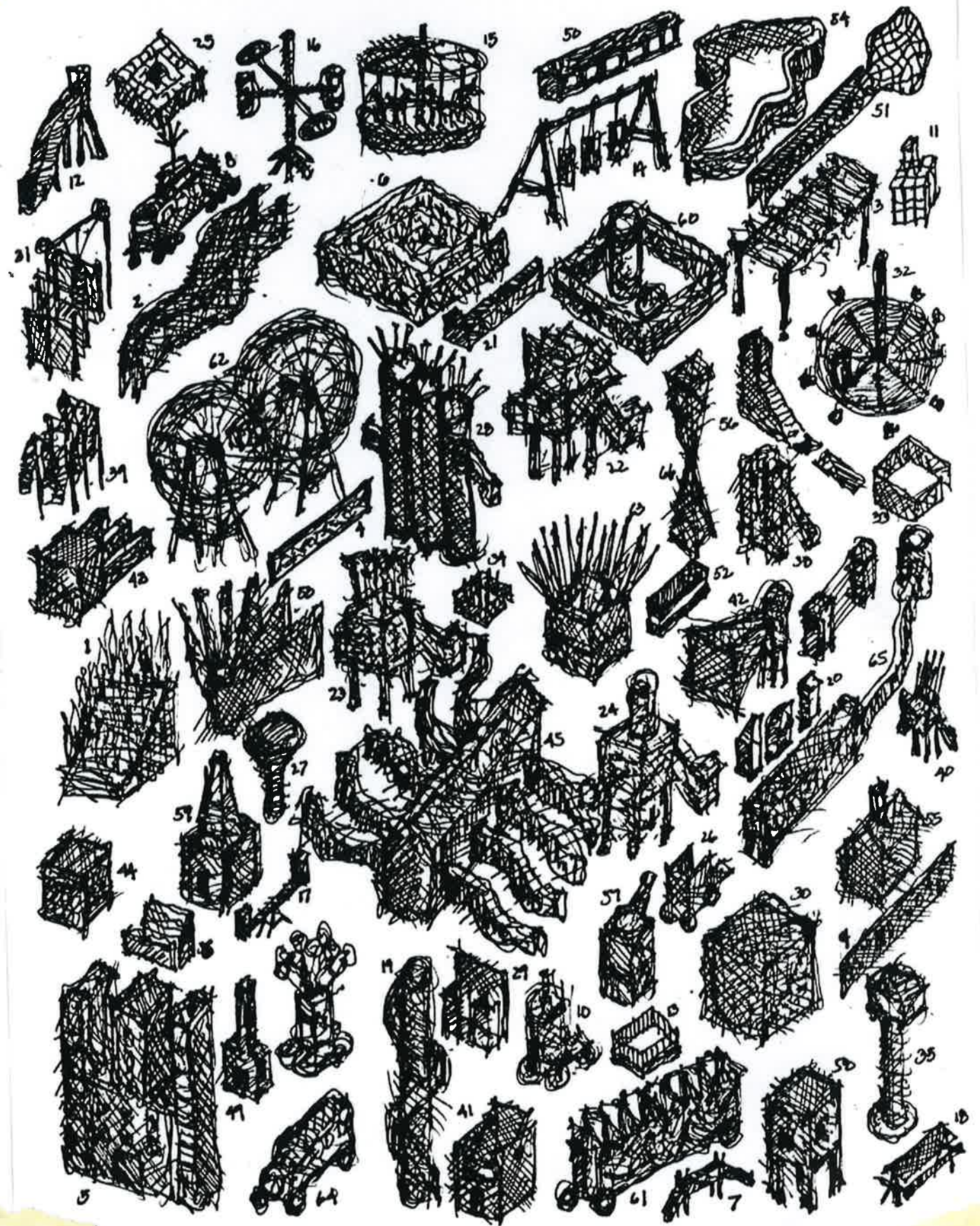
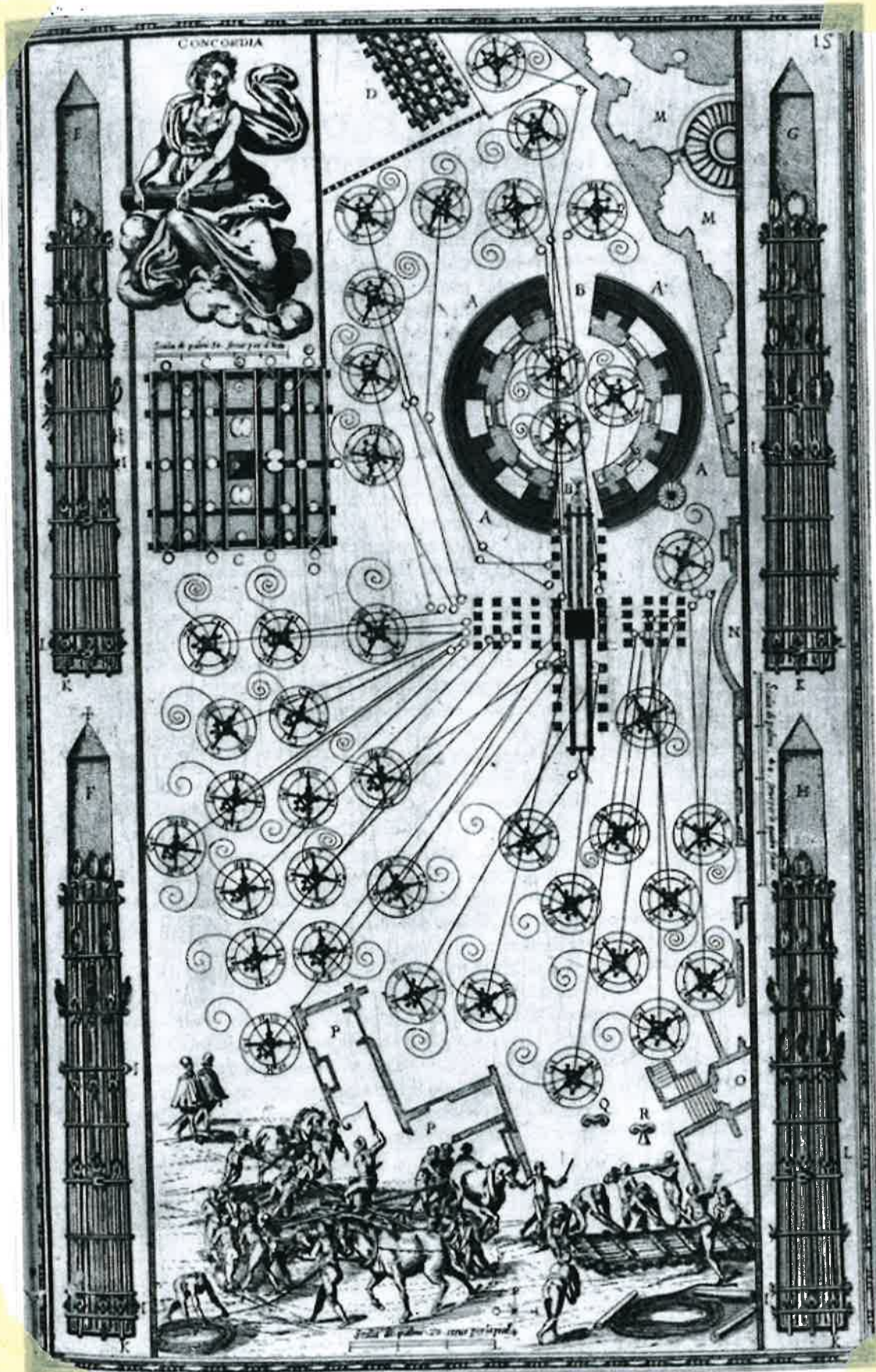
Domenico Fontana

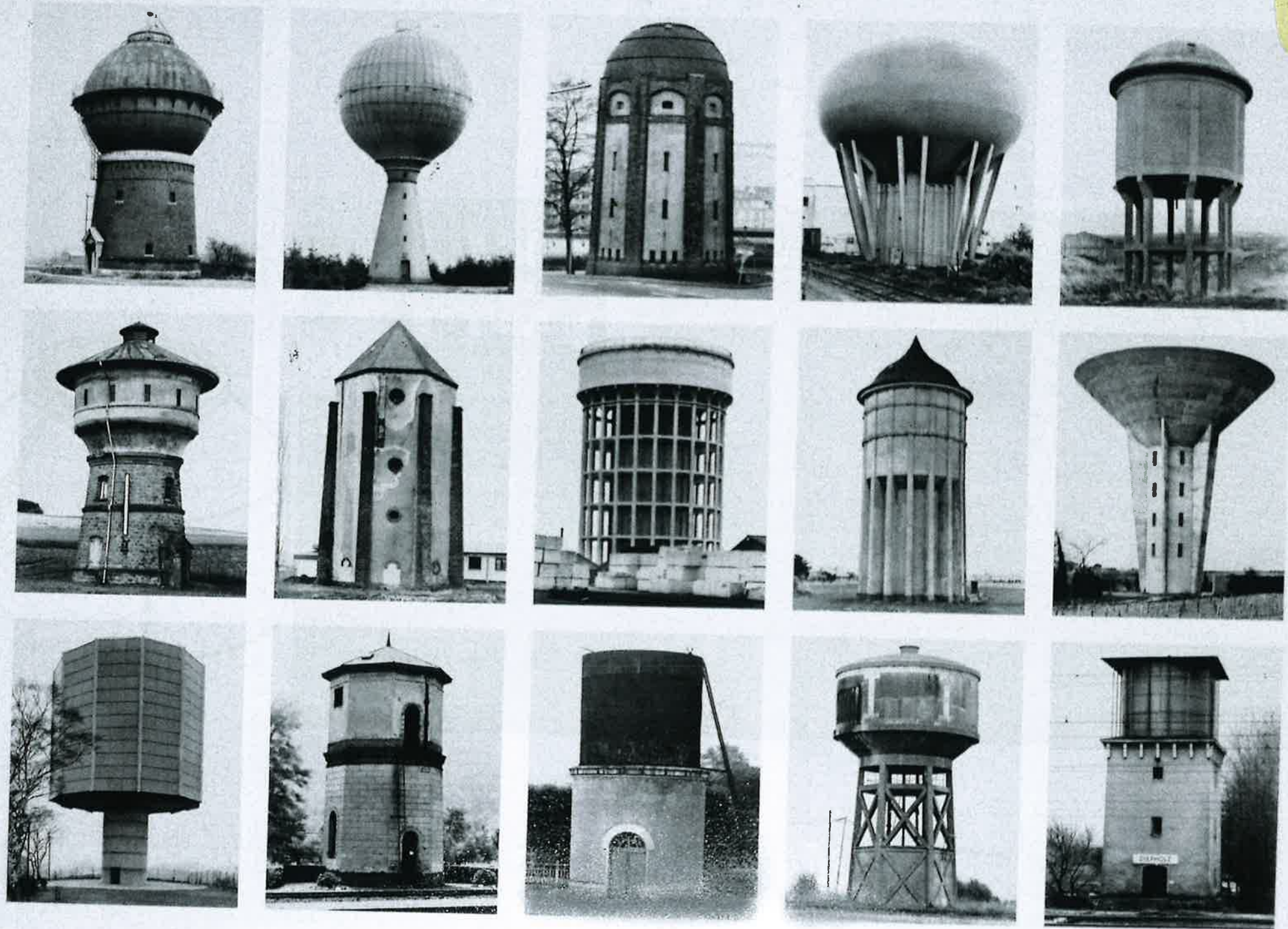
Moving Obelisk

~~RAISING A MONUMENT~~

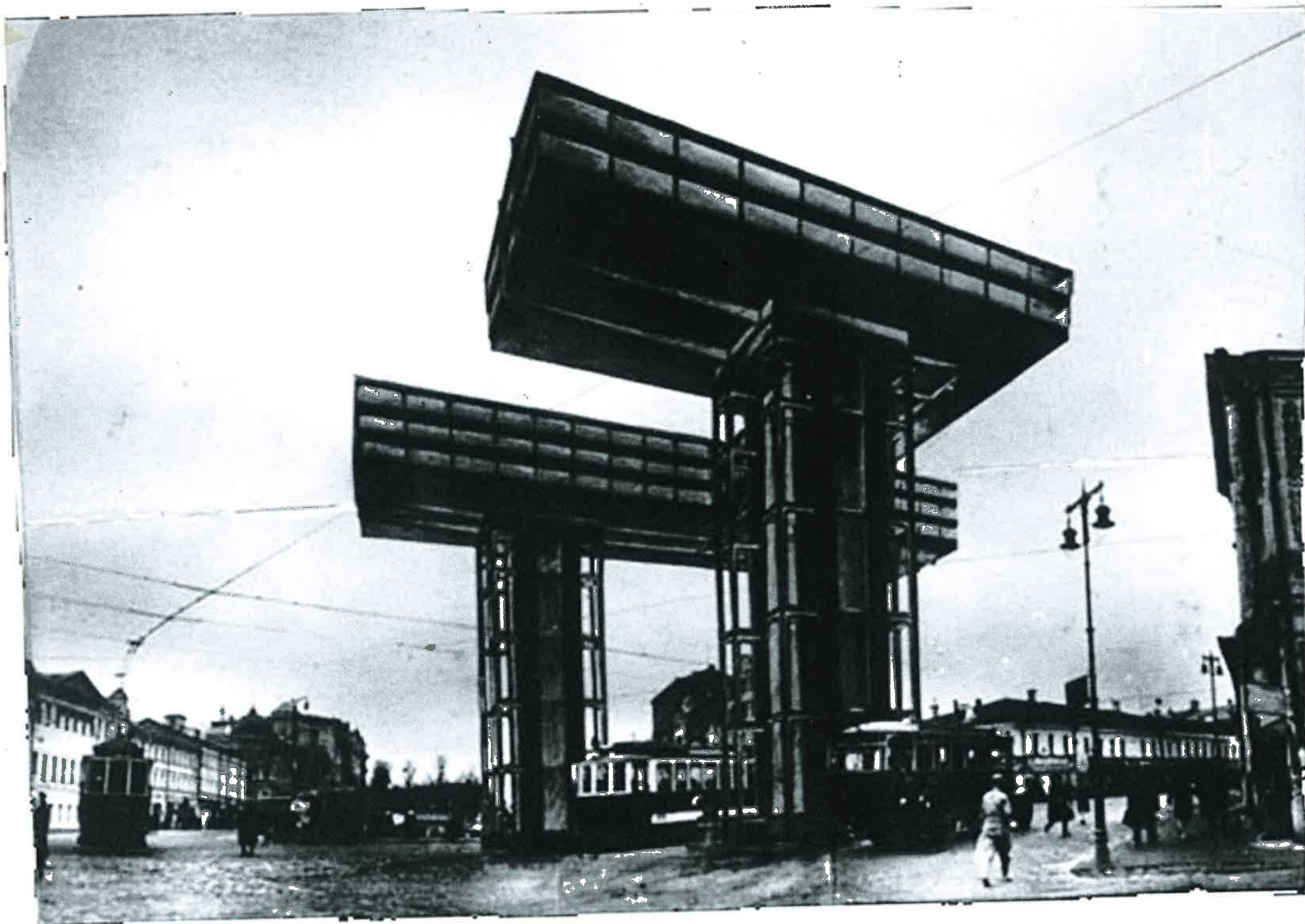
~~1672~~

JOHN HEJDUK, VICTIMS



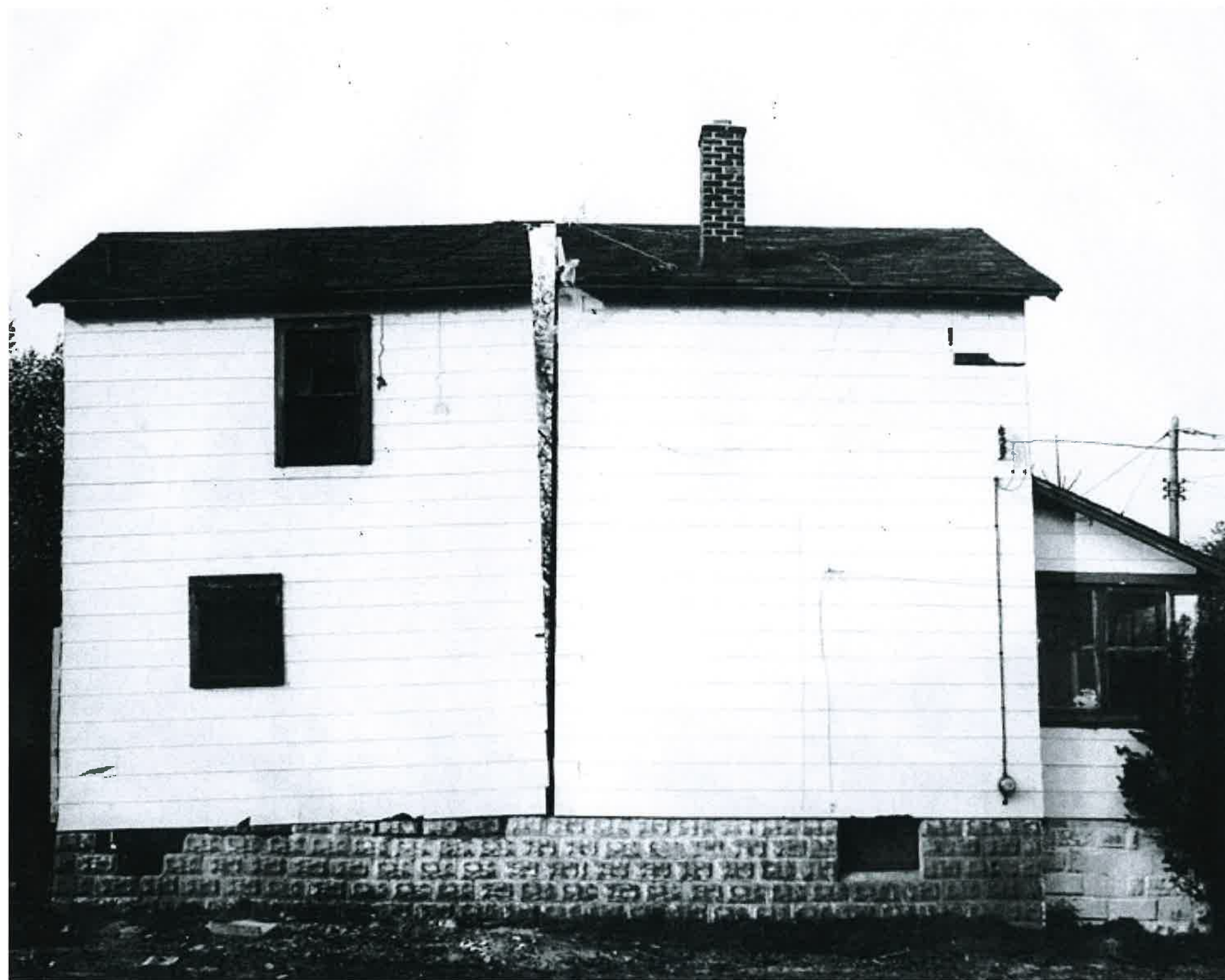


BRNDT & HILL BETCHER

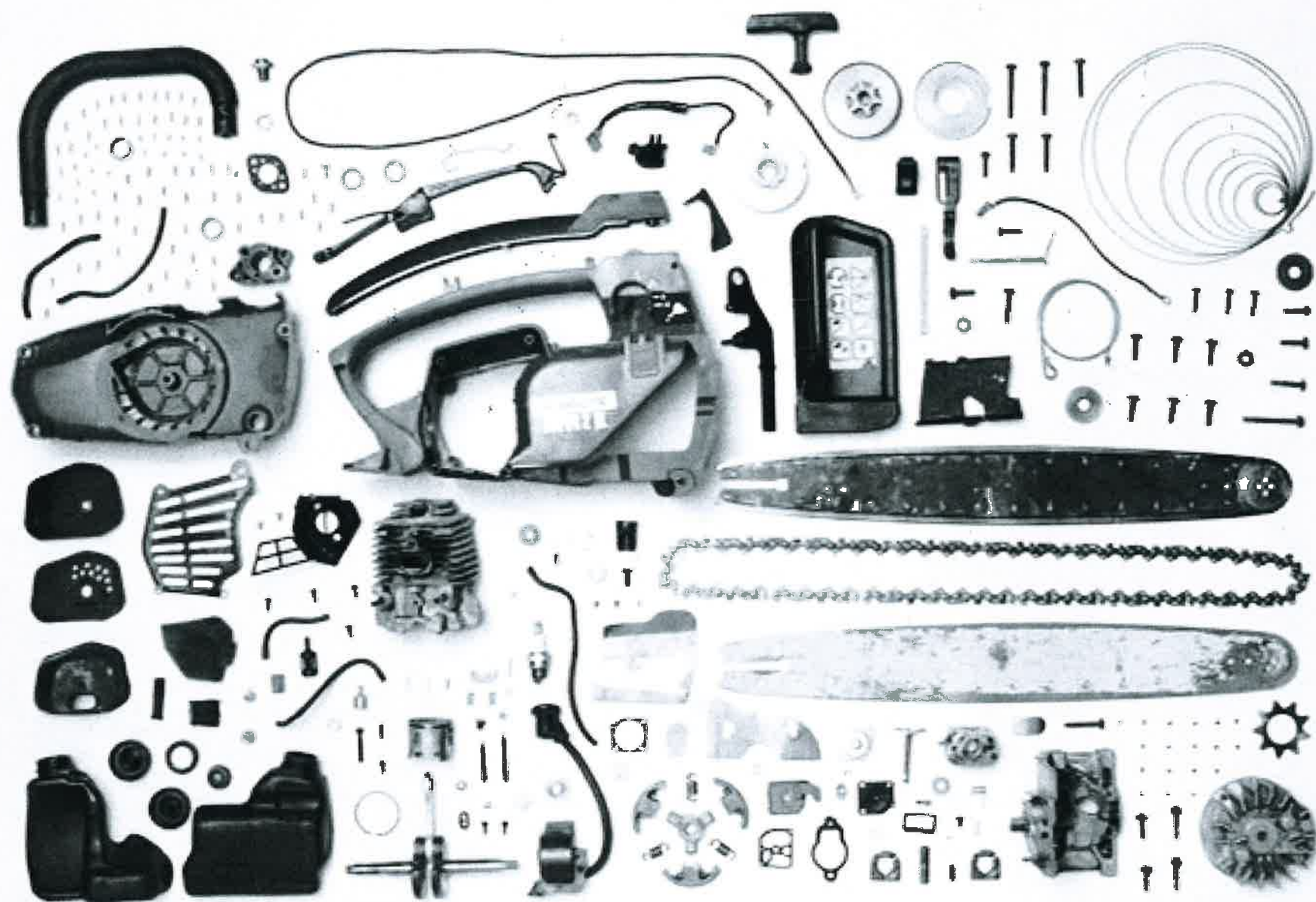


EL LISSITZKY

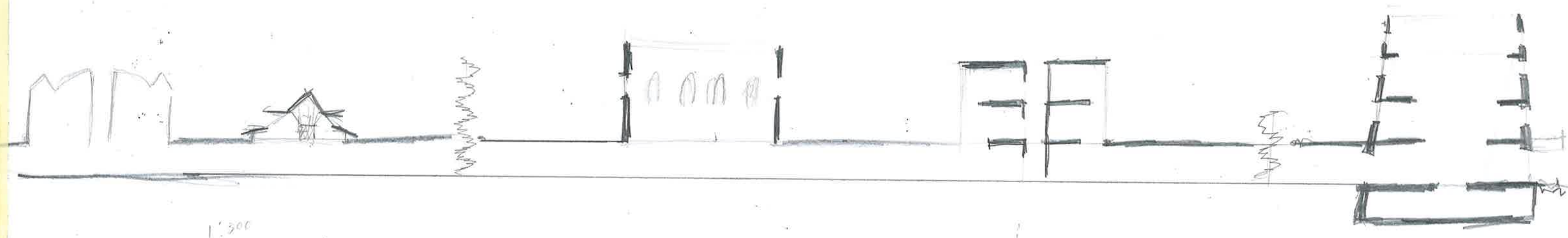
APARTMENTS A BUS STOP



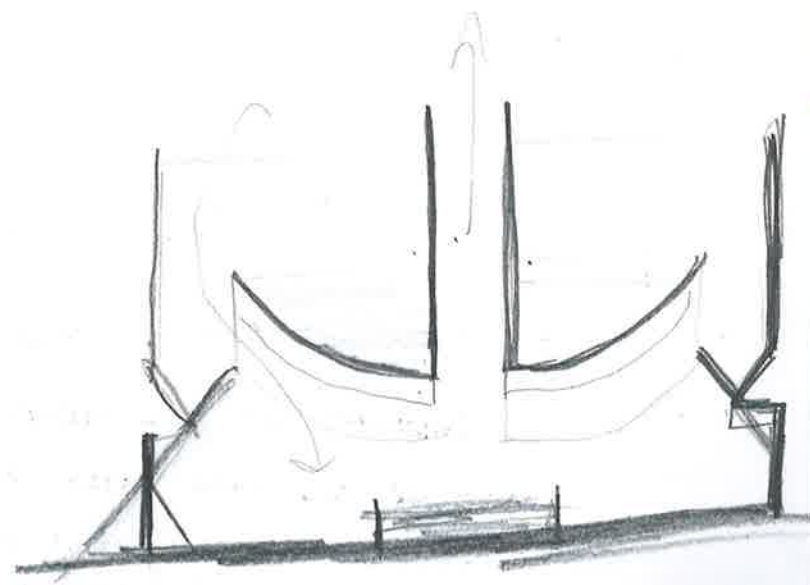
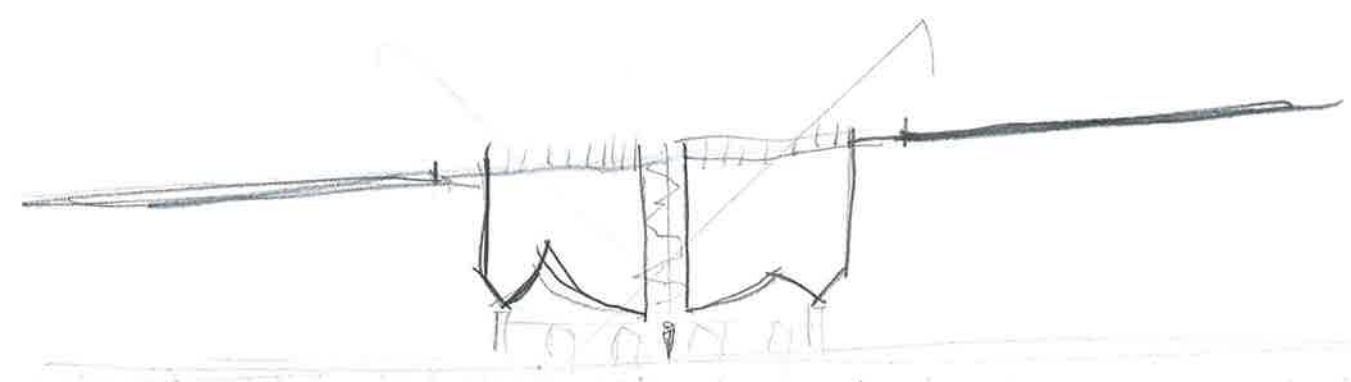
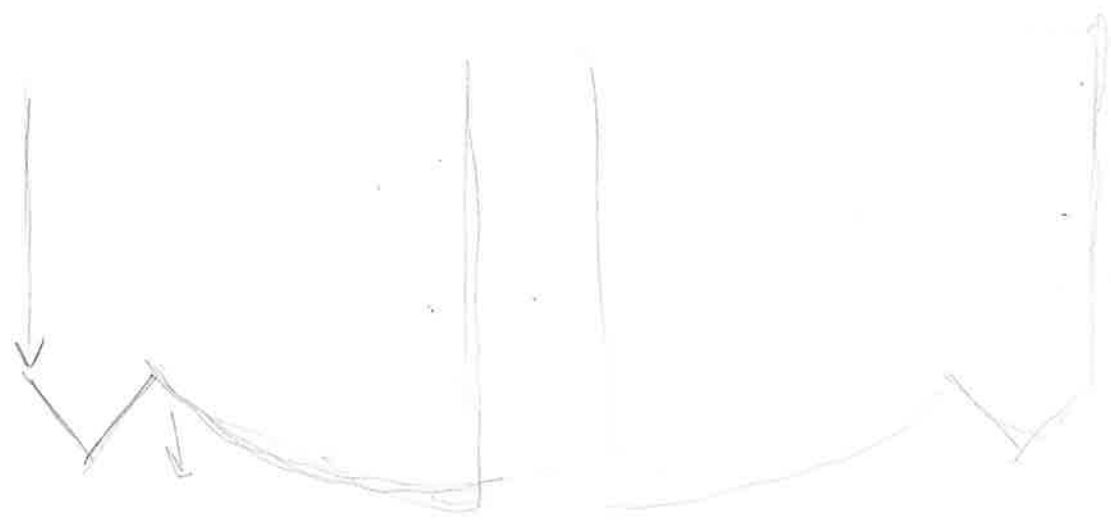
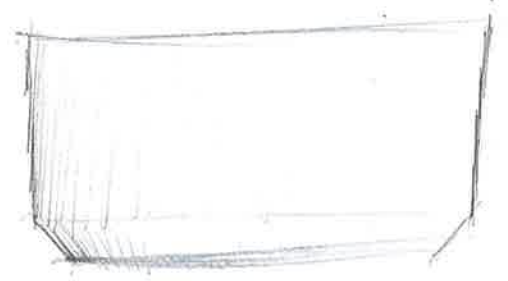
GORDON MATTIA CLARK - SPLITTING

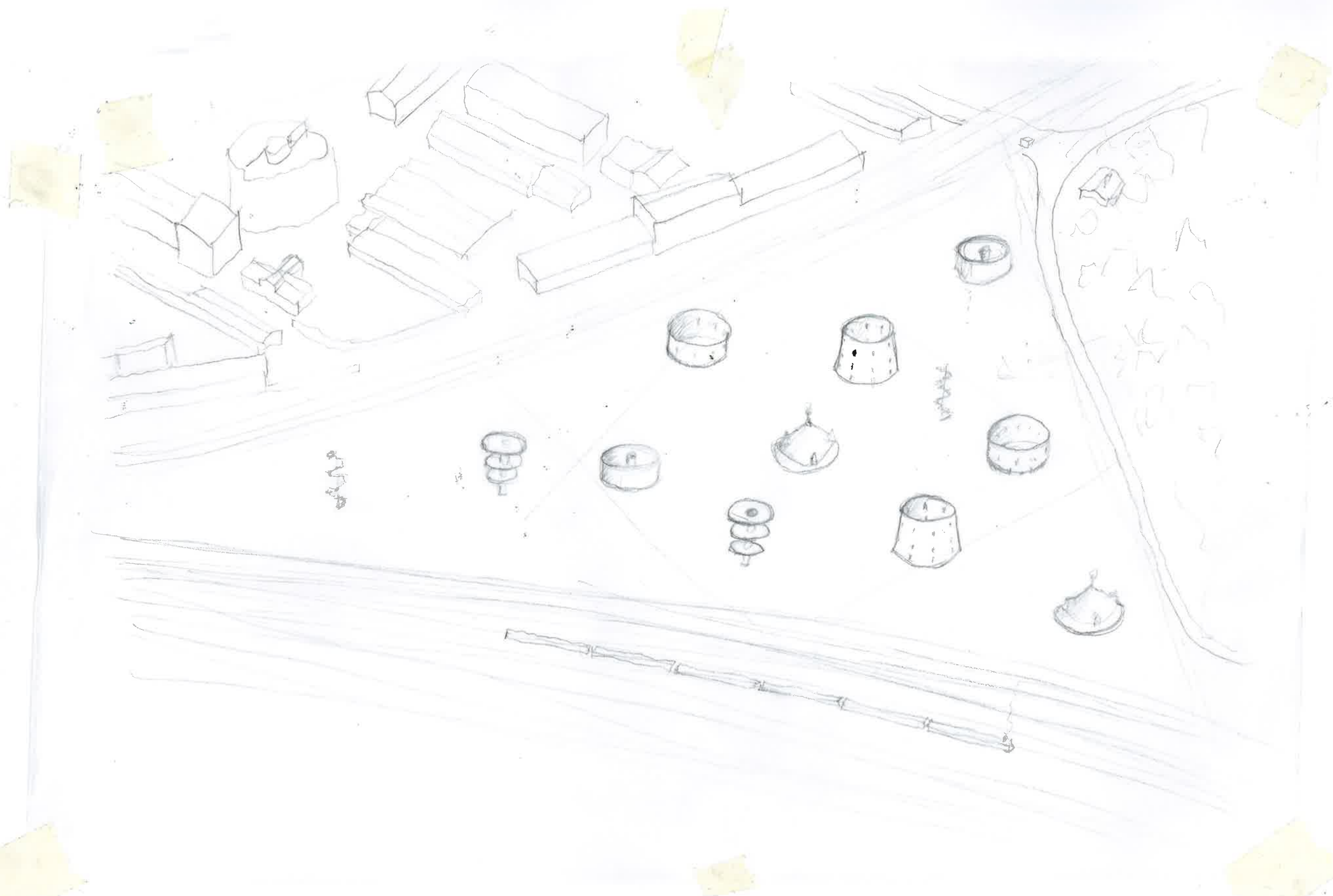


Todd McLELLAN



1'300





FIELD OF OBJECTS. WHEN COMBINED INTO A SINGLE BUILDING THEY ARE FULFILLING THEIR PRIMARY TASK - HOLDING THE WATER TANK. THEY POSSESS INDIVIDUAL STRUCTURAL^{AND SPATIAL} QUALITIES, THAT CURRENTLY ARE NOT MANIFESTED AS THEY HAVE BEEN ASSEMBLED TO FULFILL A TASK THAT DOES NOT EXIST ANY MORE. INHABITING THEM WITH A CASUAL FUNCTION NEGLECTS ORIGINAL IMPORTANCE AND STRUCTURAL ORIGINALITY. ANY NEW PROGRAM COULD ALSO FIND ITS SPACE NEXT TO THEM, BUT DUE TO THEIR CHARACTERISTICS THE TOWERS WOULD BECOME A LANDMARK OF THIS SOMETHING. THEY ARE DESTINED TO A SAD FUTURE OF SLOW DECAY, INSIGNIFICANT REUSES, THAT FOCUS ON ARBITRARY QUALITIES, BECOMING OBJECTS OF BRANDING UNTIL EVENTUALLY DISSOLVING AMONG OTHER NOSTALGIC ARTEFACTS THAT ARE TOO VALUABLE TO DESTROY, YET TOO OUTDATED TO REUSE. DECOMPOSING THEM WILL ALLOW THEM TO CONTINUE THEIR LIFE AND PROTECT THE CITY FROM NOSTALGIC RETROMANIA THAT THEY WILL BE SURROUNDED BY. ?

TASKS : ELEMENTS IN 3D - STRUCTURE
 ADDITIONAL SUPPORTING ELEMENTS
 SKETCH 3D PERSPECTIVE

PROGRAM

RULES OF THE SITE
 +
 TIMELINE



ANALYSIS OF INDIVIDUAL PARTS FOR THEIR TASKS.

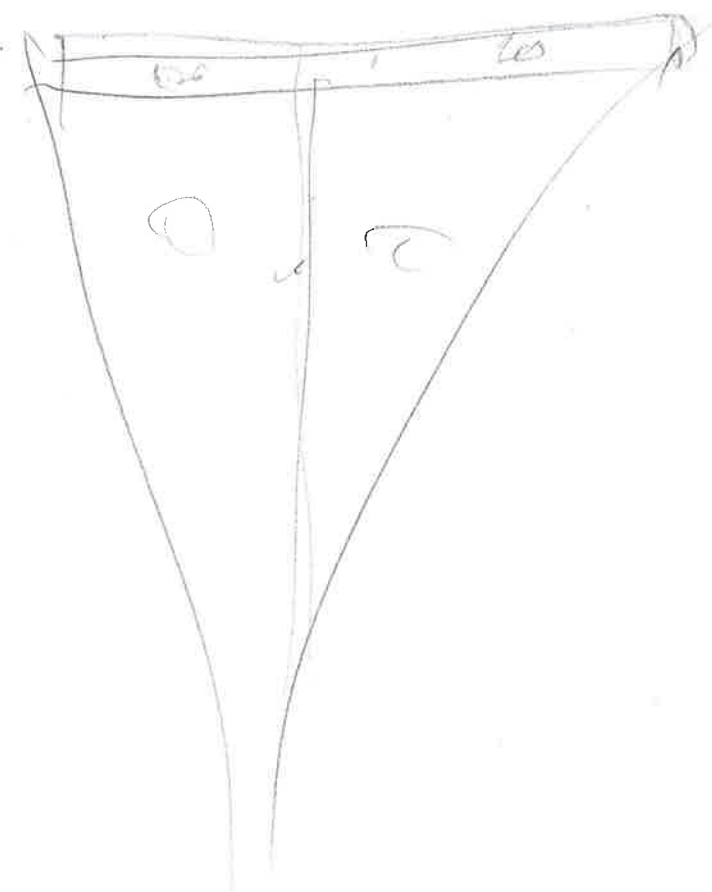
3D

PLAN

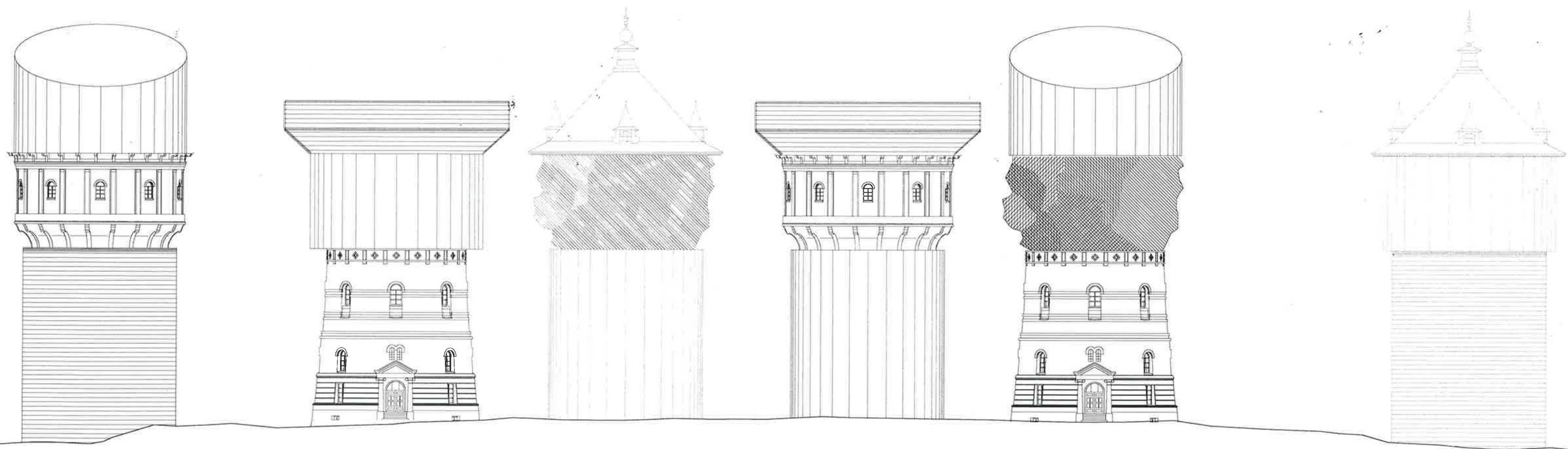
SECTION

PHOTO

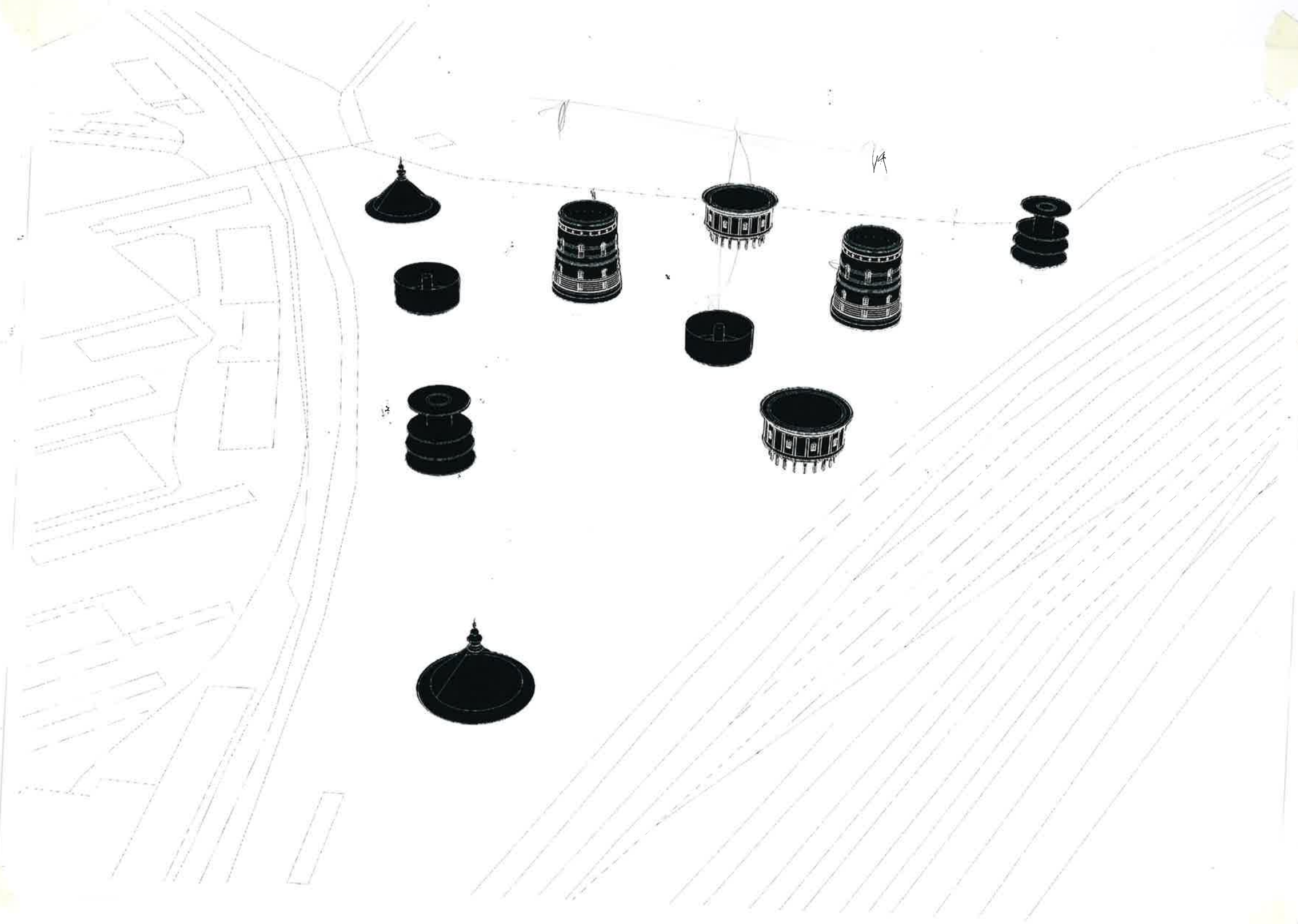
CONTEXT



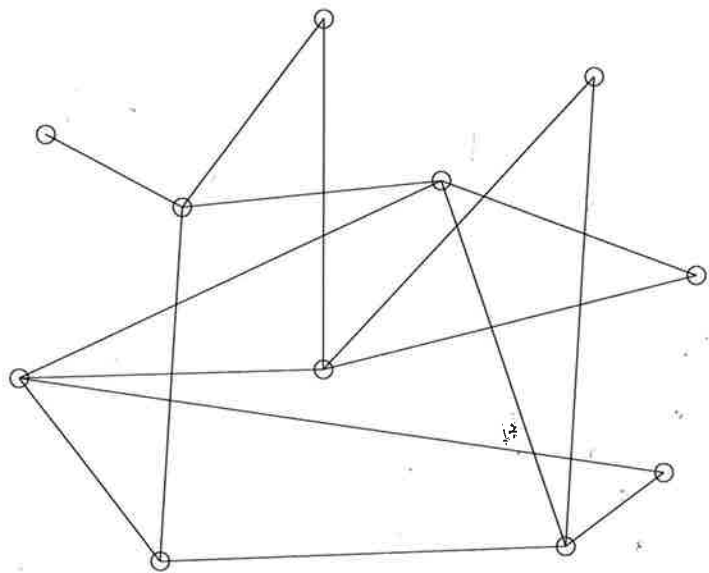
EXISTING TOWERS CONSIST OF A SINGLE FAMILY. A CHARACTER WITH A TORSO, HEAD AND A HAT XZ
2 NEW FAMILIES ARE MADE. ELEMENTS ARE CHANGED AROUND TO FORM 6 TOWERS THAT EACH HAS A
ONE ELEMENT FROM EACH FAMILY.



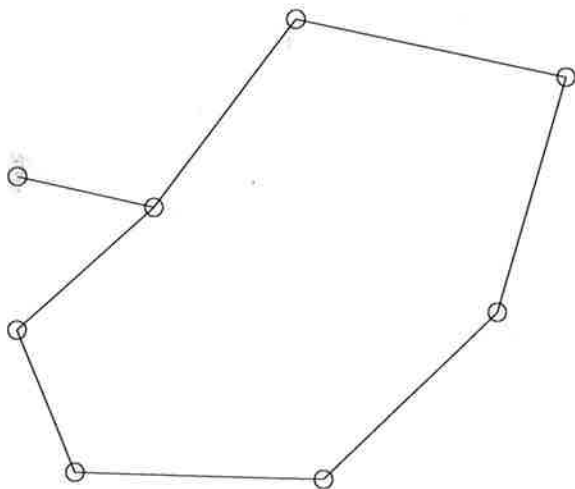




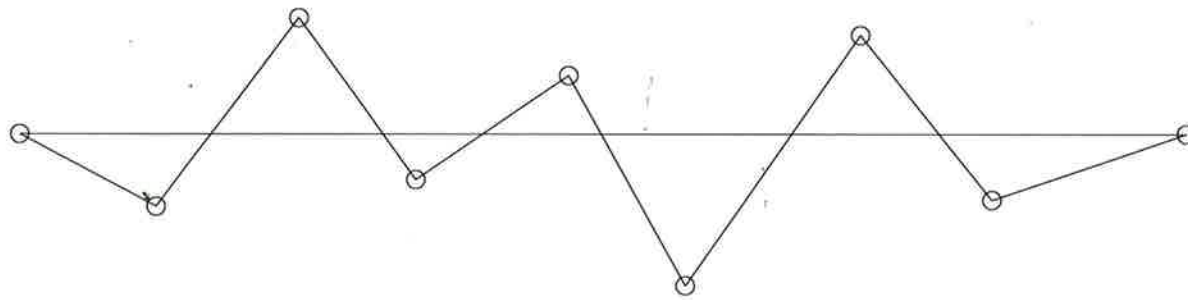
~~RANDOM~~ FREE ACTION



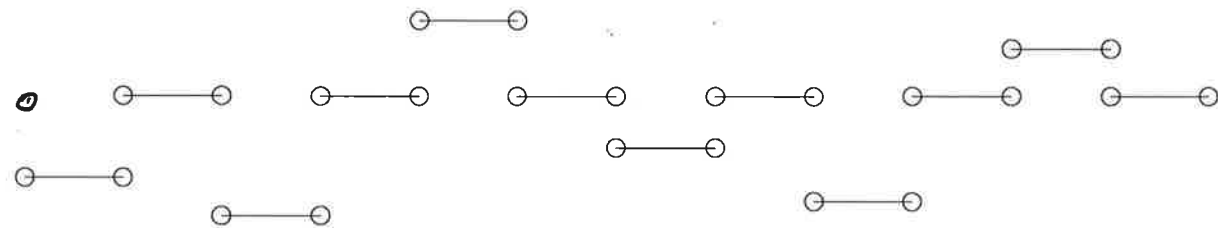
CYCLICAL ACTION



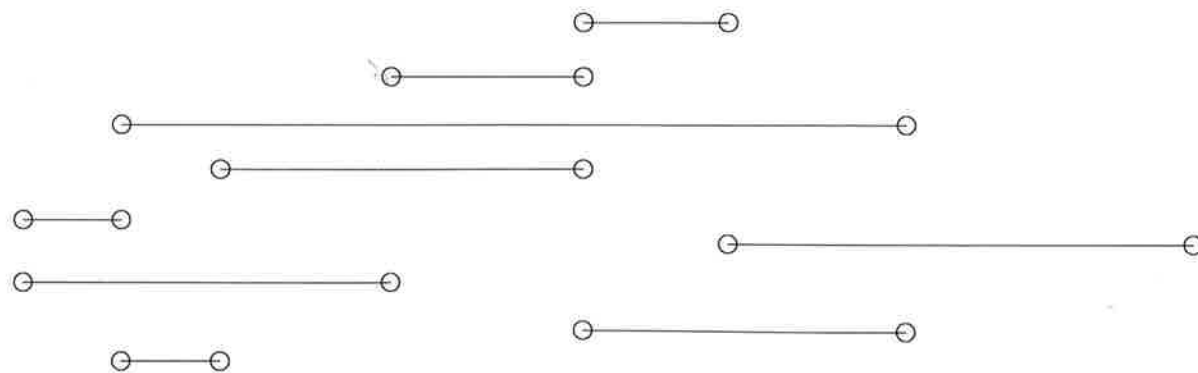
CONTINUOUS ACTION ALONG WITH EVENTS NOT AFFECTING IT.



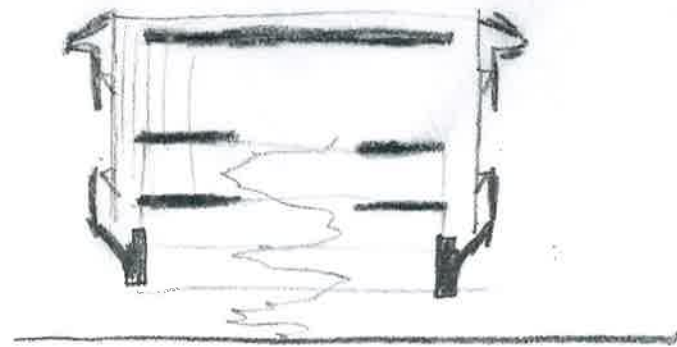
SEQUENTIAL ACTION



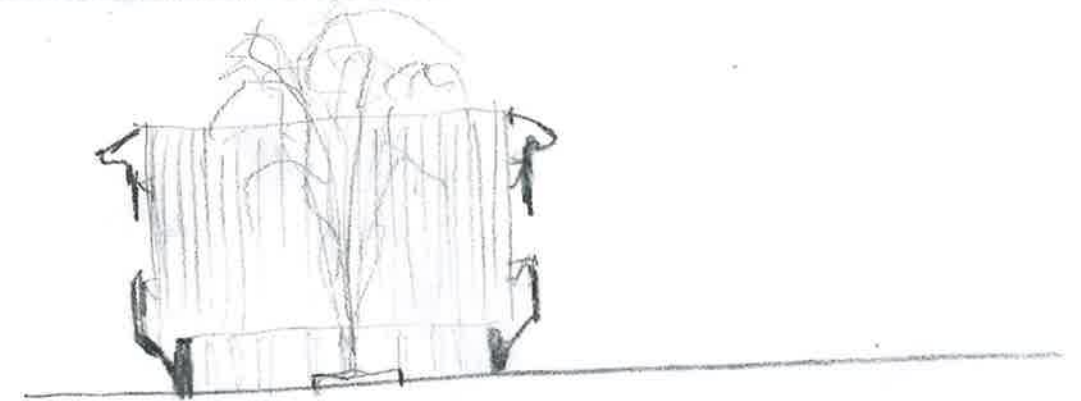
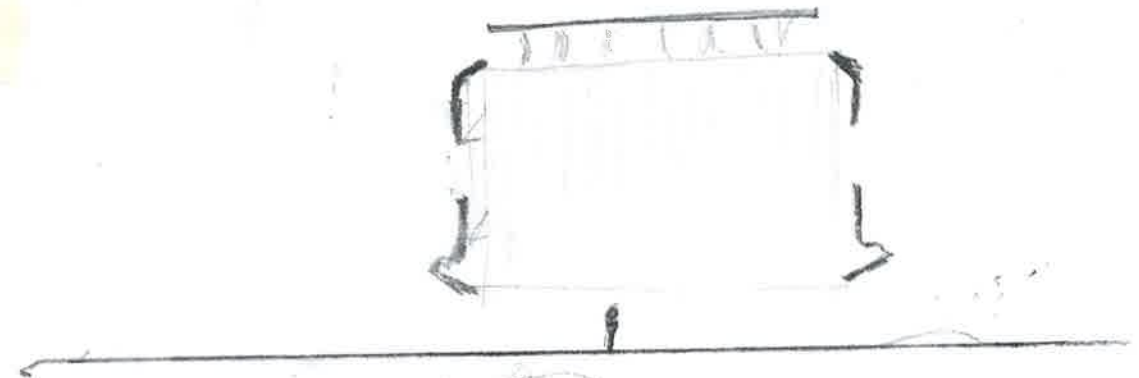
COMPOSED ACTION. END IS THE START



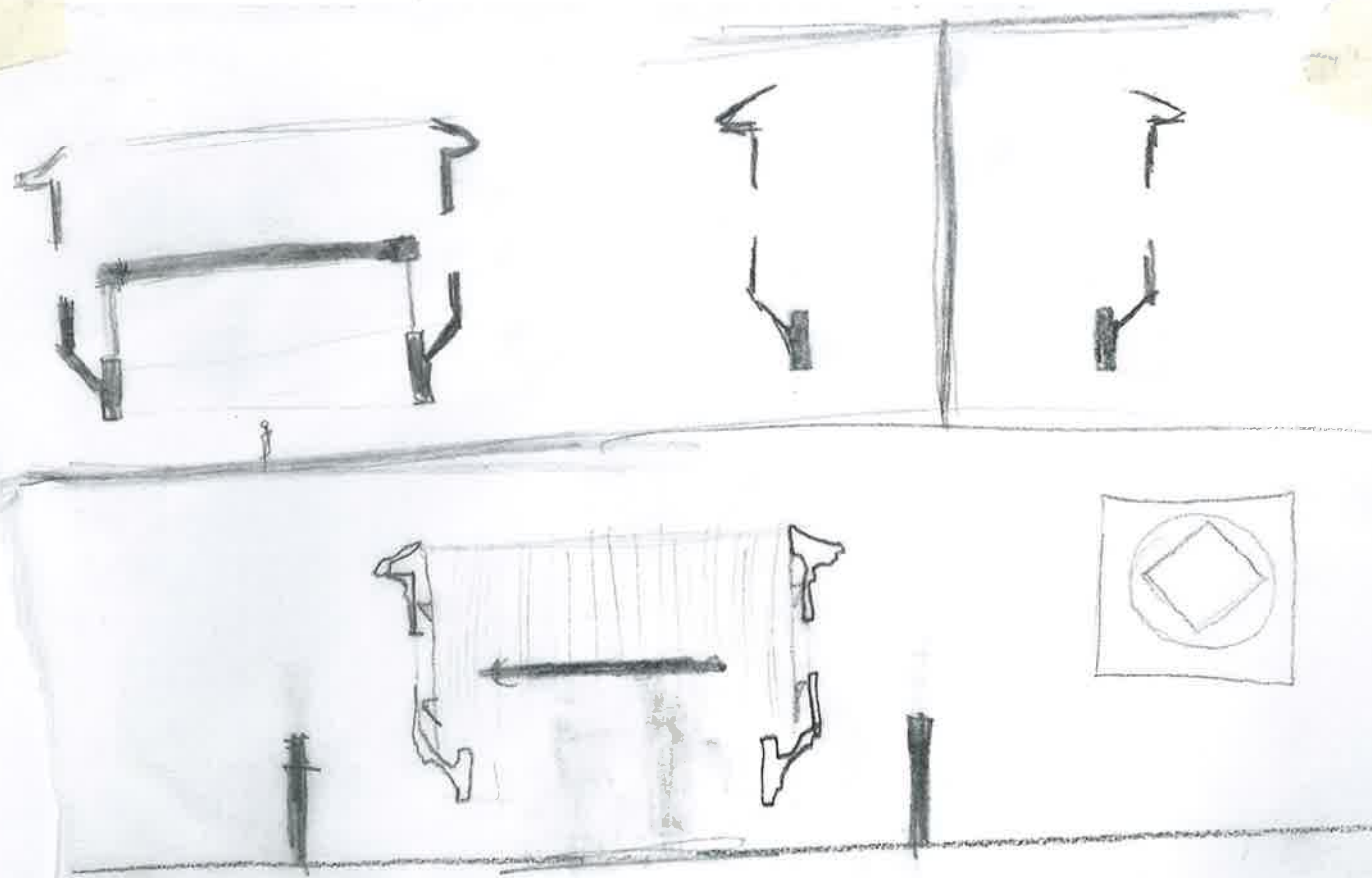
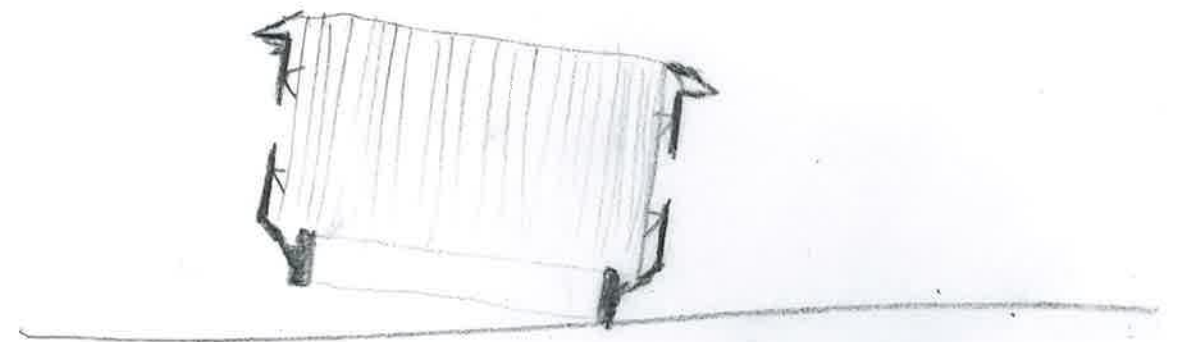
How to REUSE PARTS?
WHAT SPACE DO THEY MAKE?



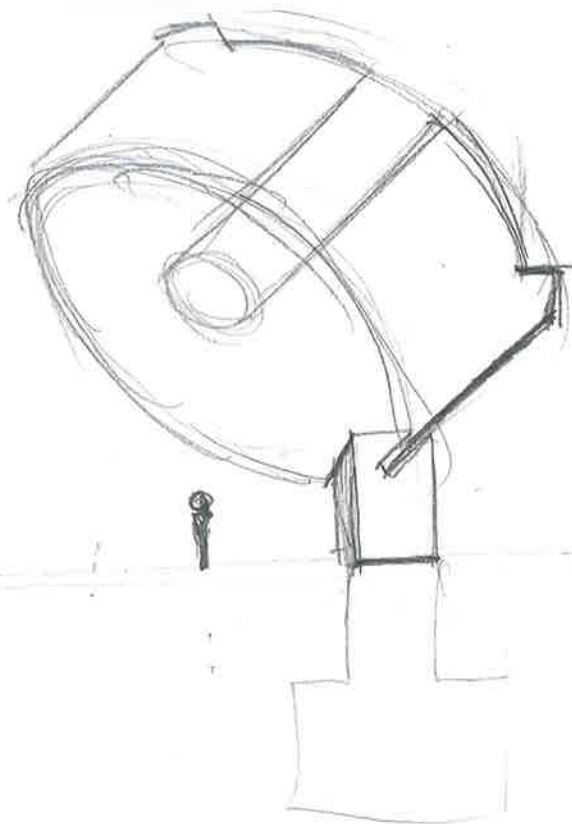
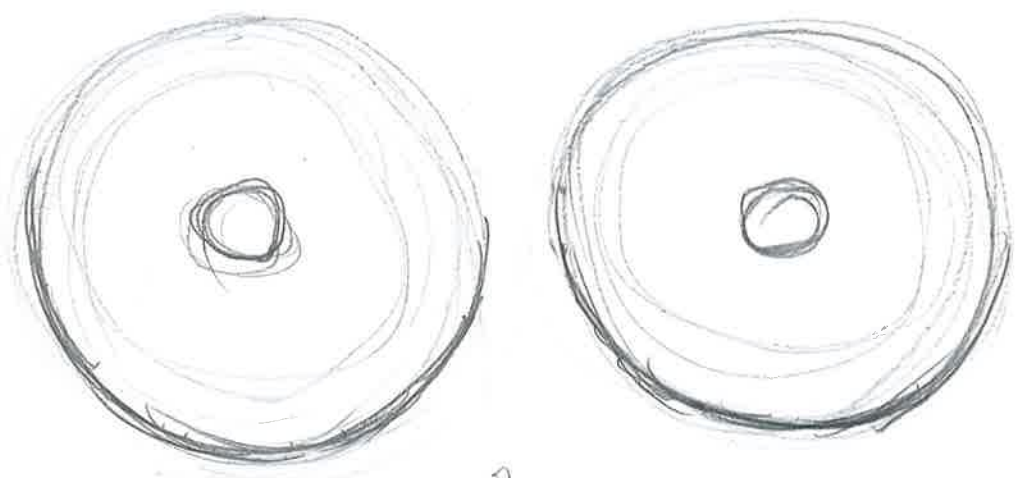
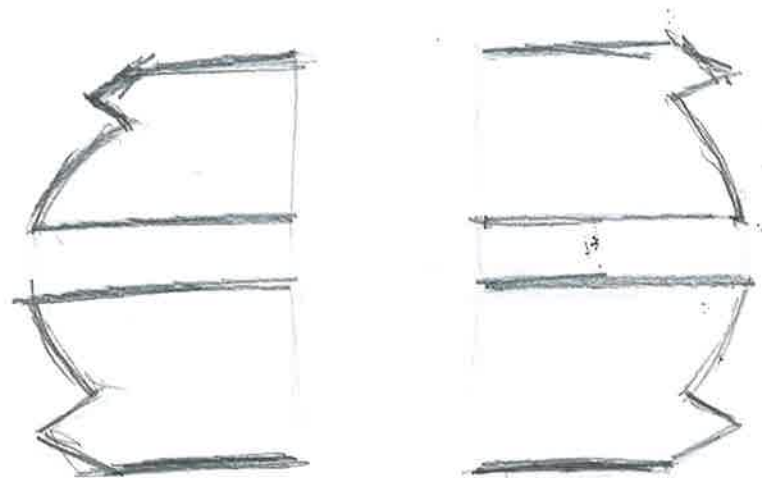
LIBRARY



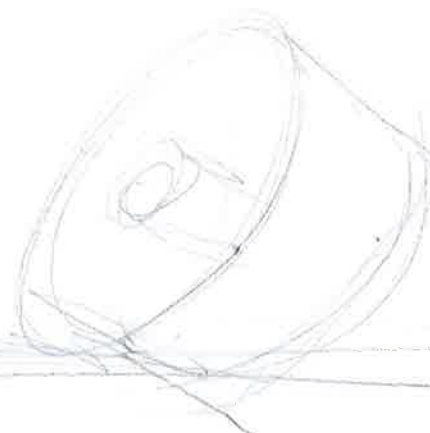
FOUNTAIN

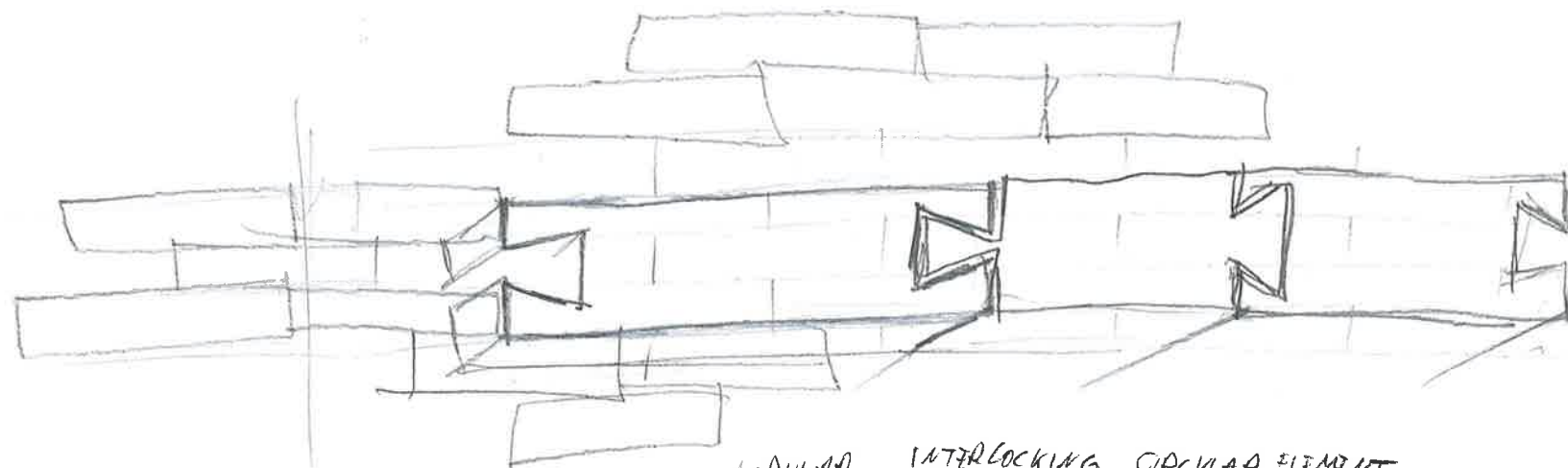
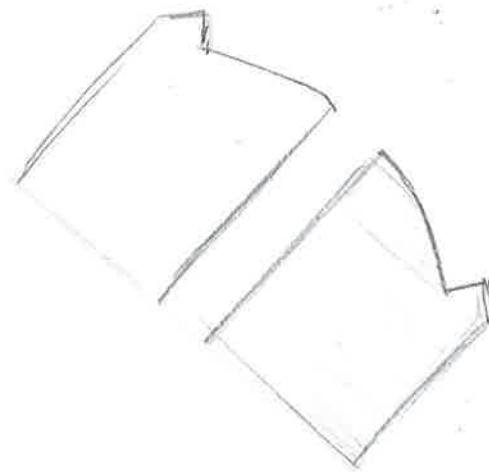
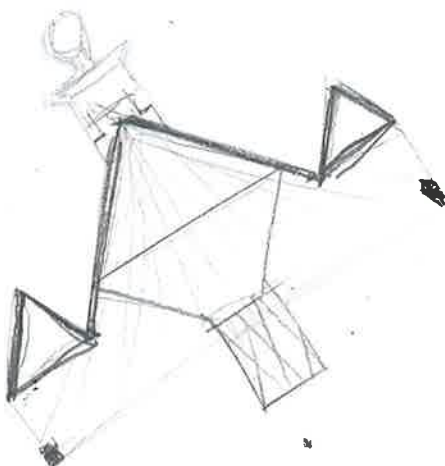
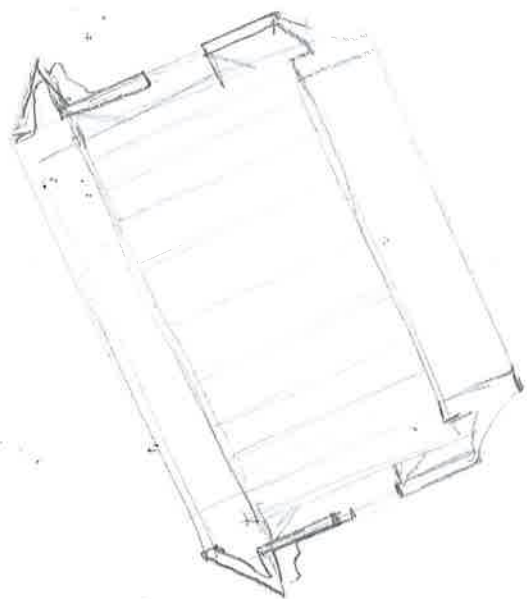


CLUB



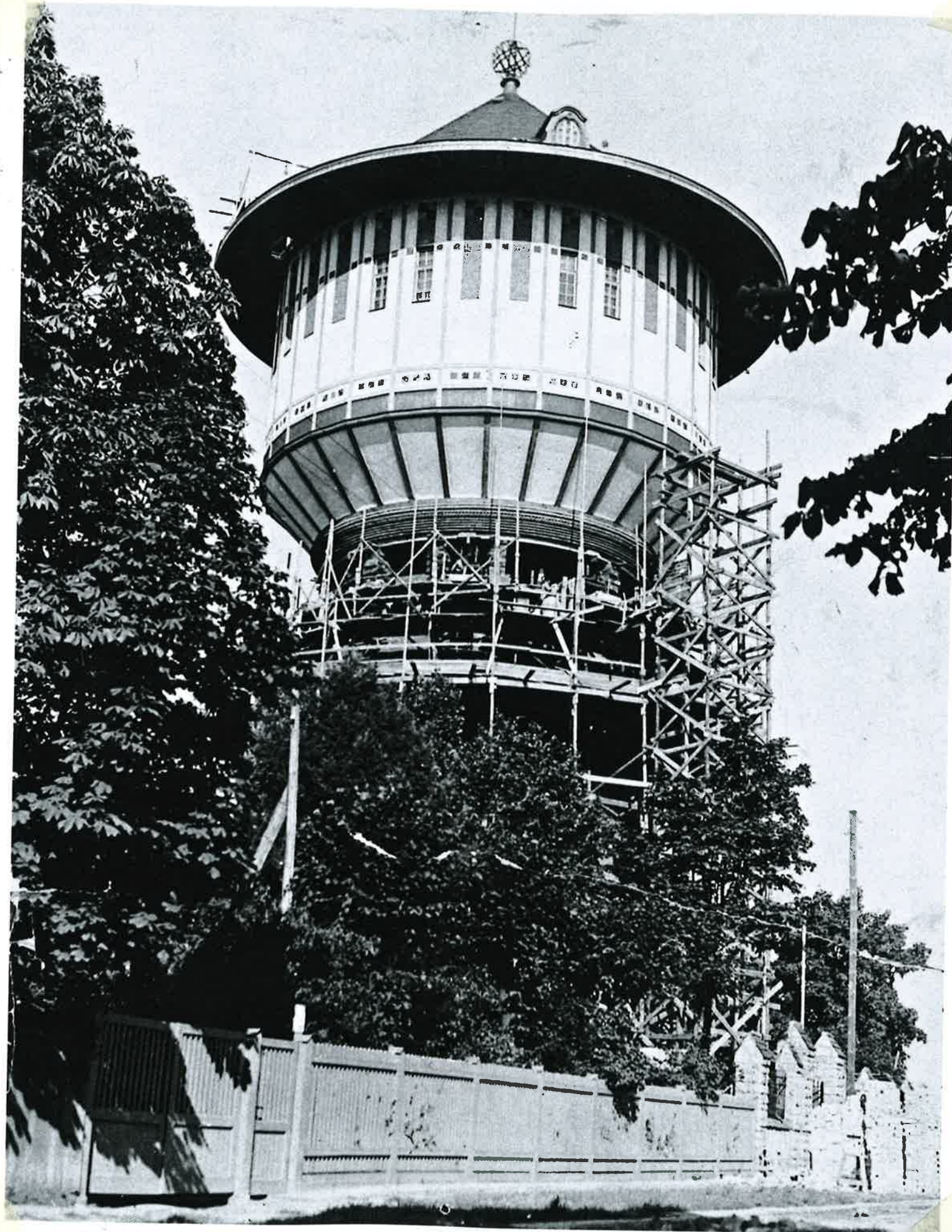
Handwritten text, possibly a signature or label, located below the sketch of the stylized structure.



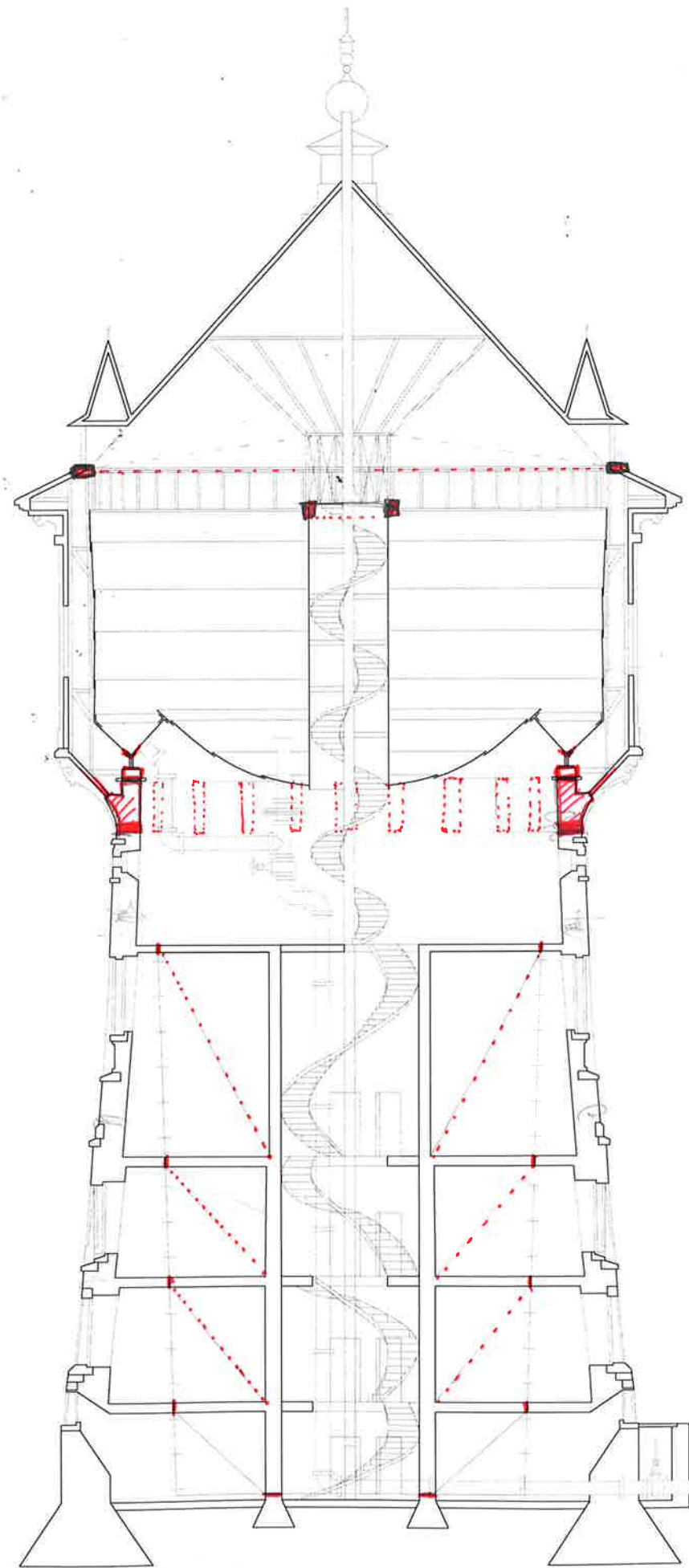


MODULAR INTERLOCKING CIRCULAR ELEMENT

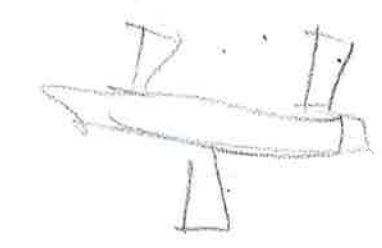
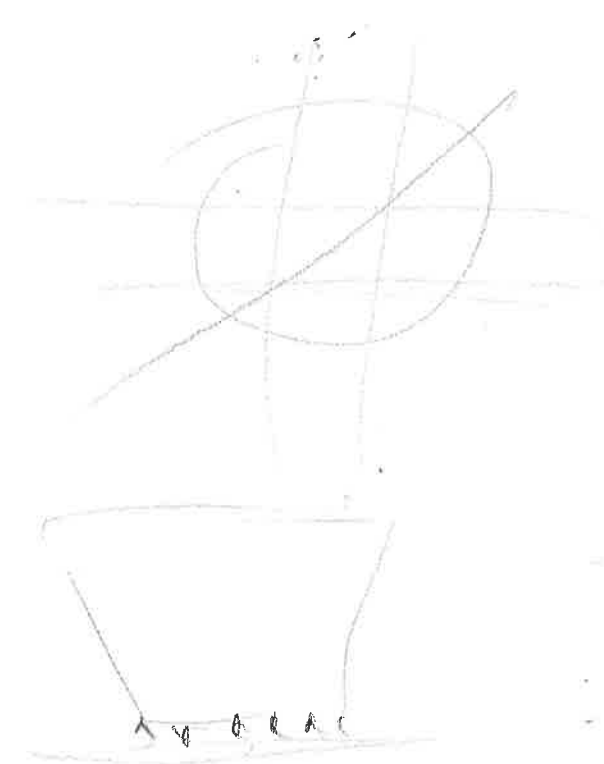
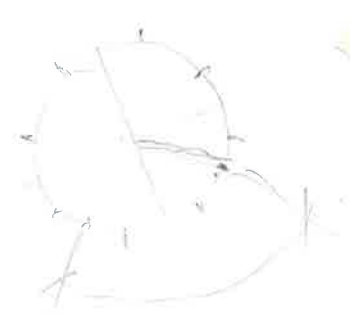




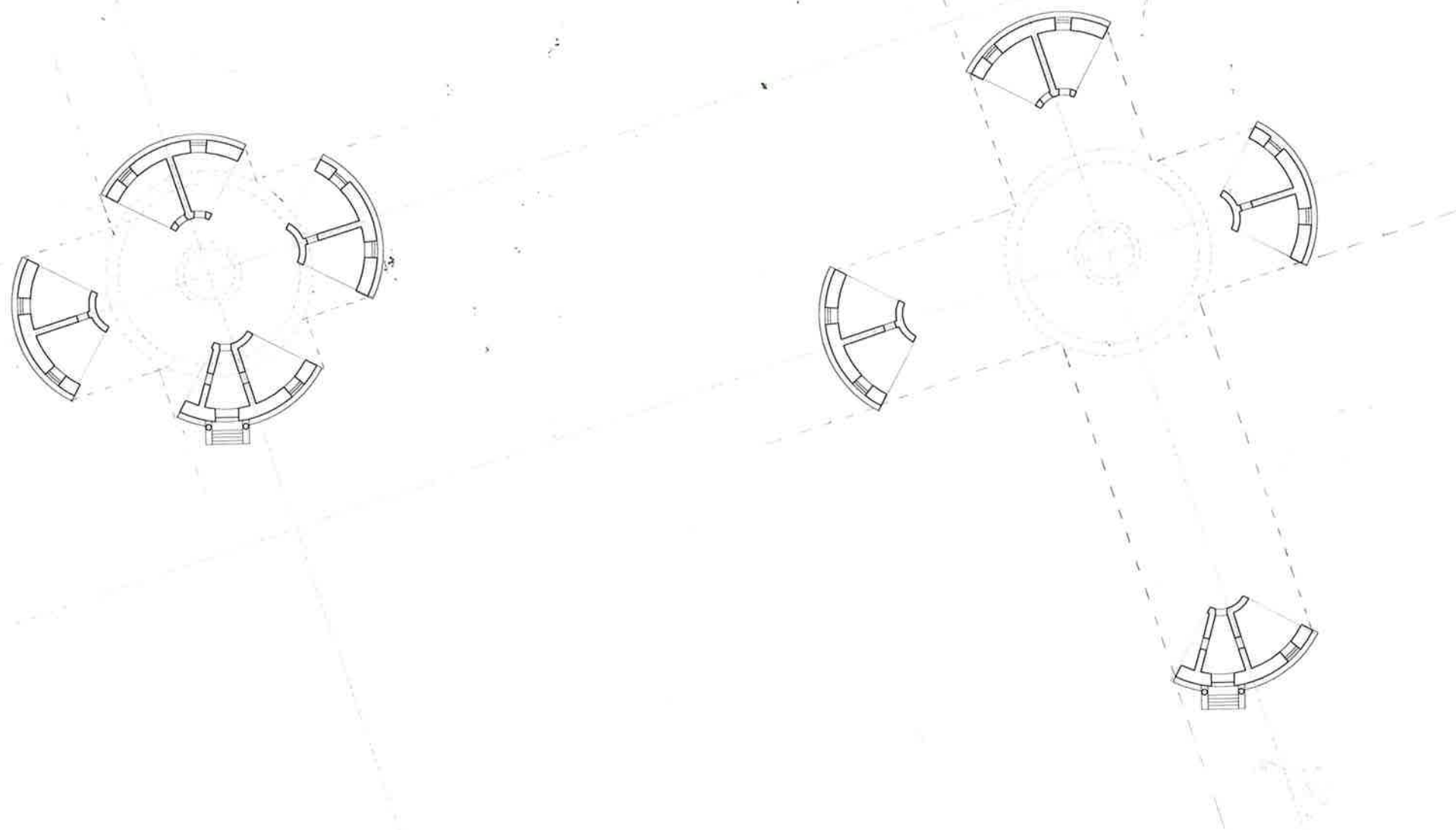
ANOTHER WATERTOWER IN RIGA, LITHUANIA
BEING RAISED UP IN ORDER TO PROVIDE HIGHER
WATER PRESSURE FOR ITS NEIGHBORHOOD.

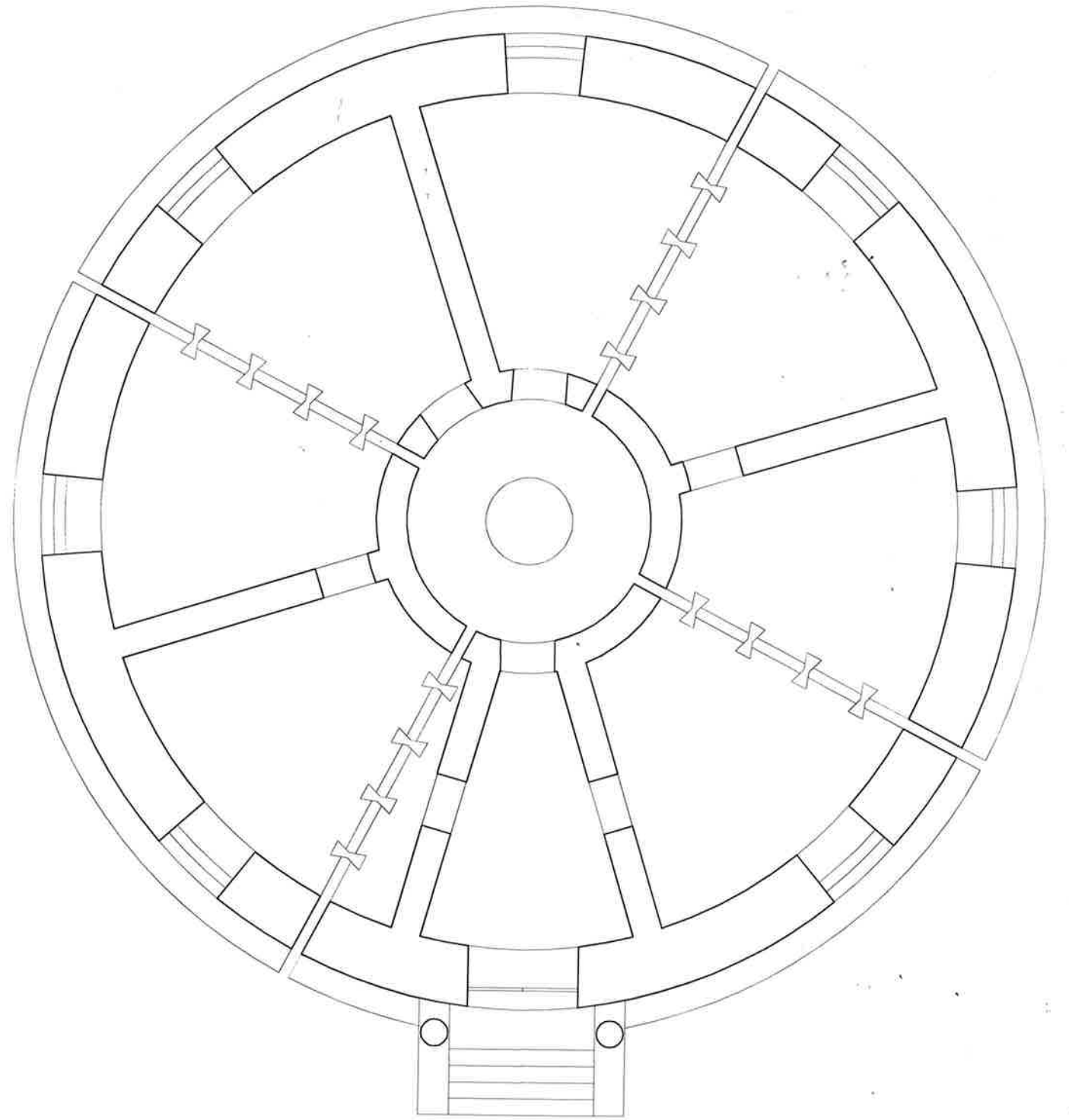
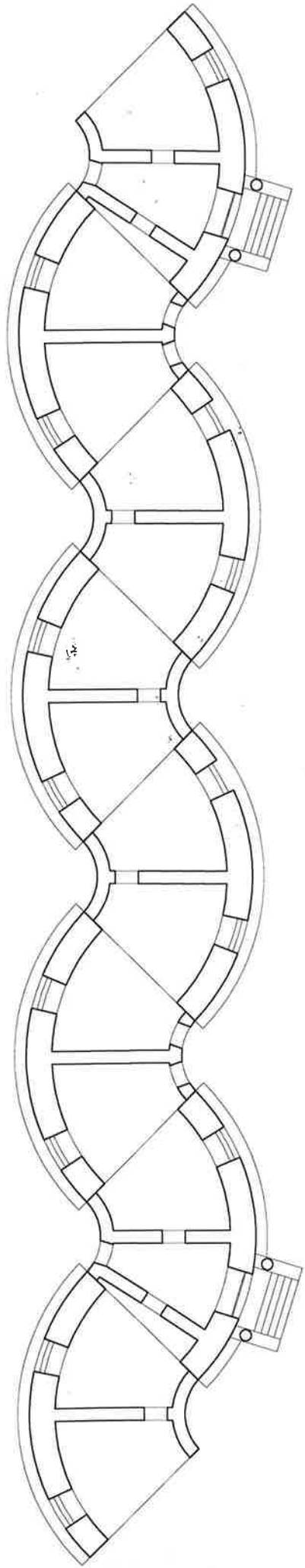
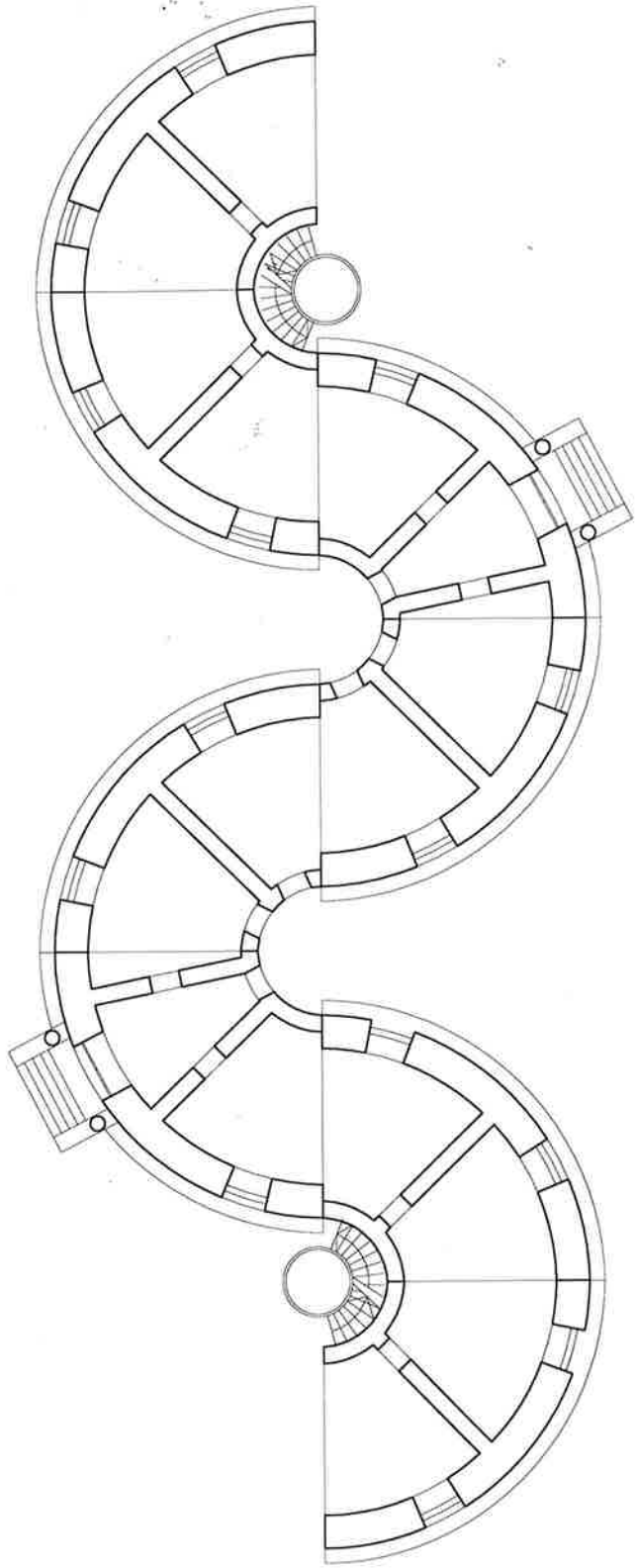


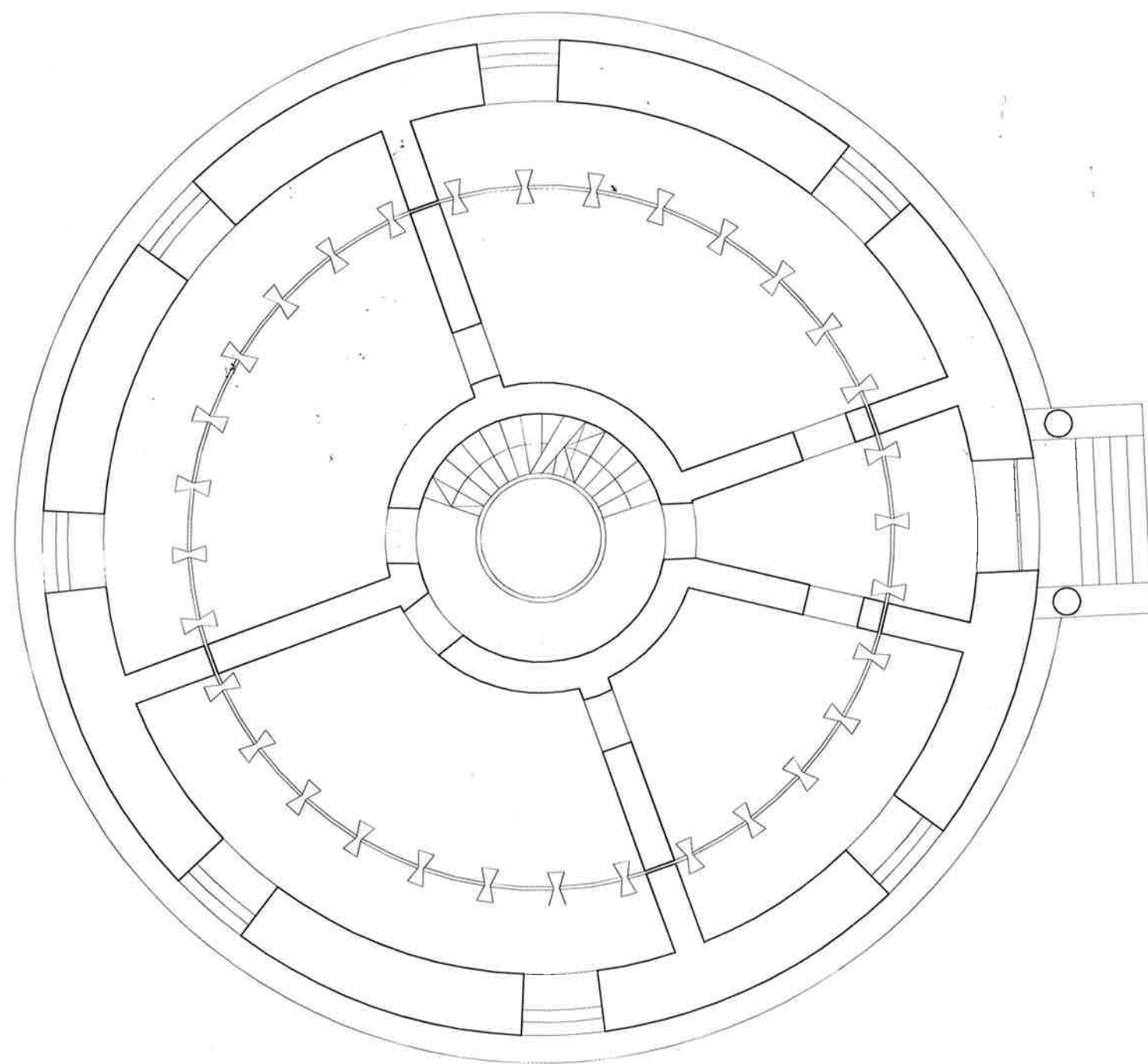
ADDITIONAL CONSTRUCTIONS

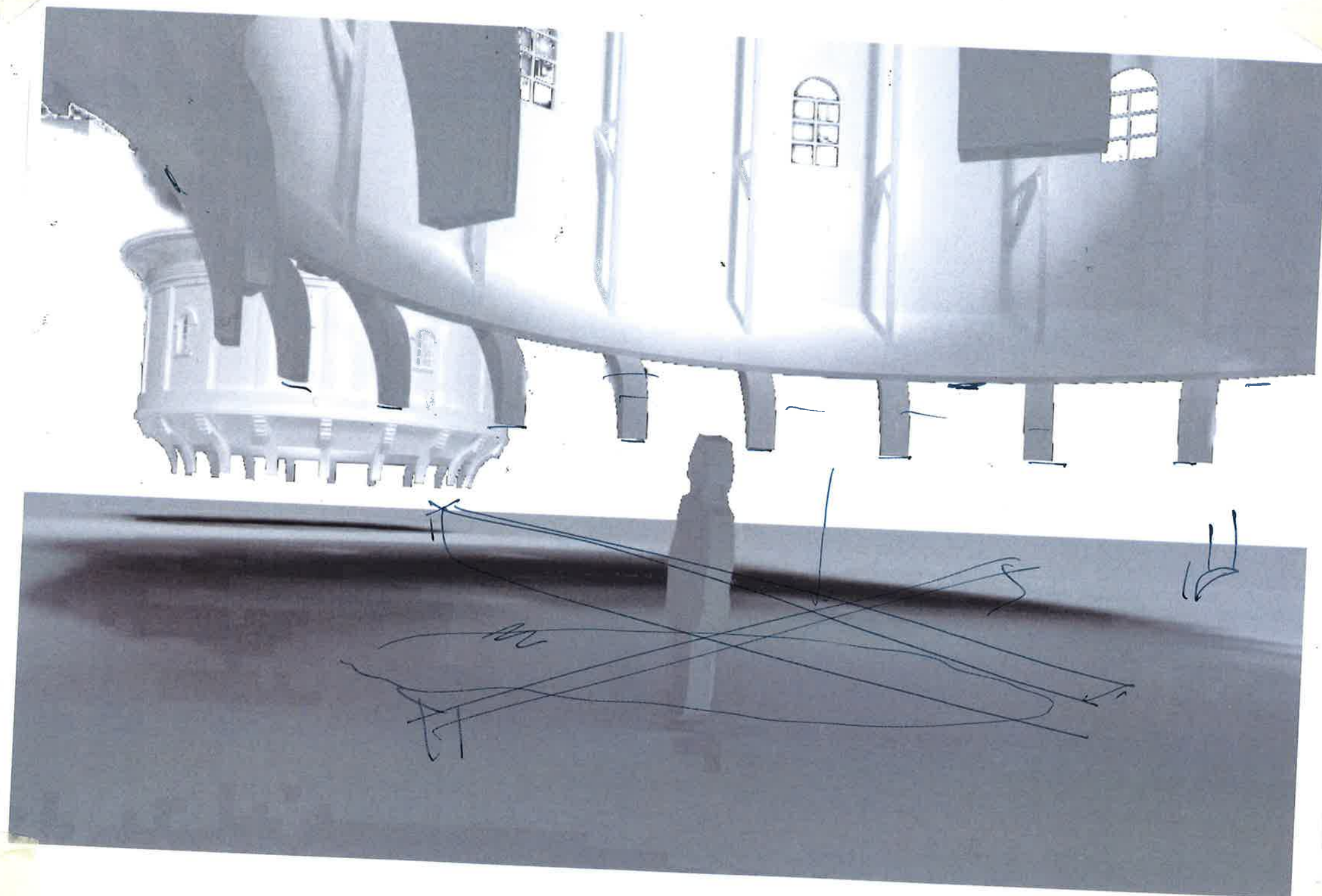


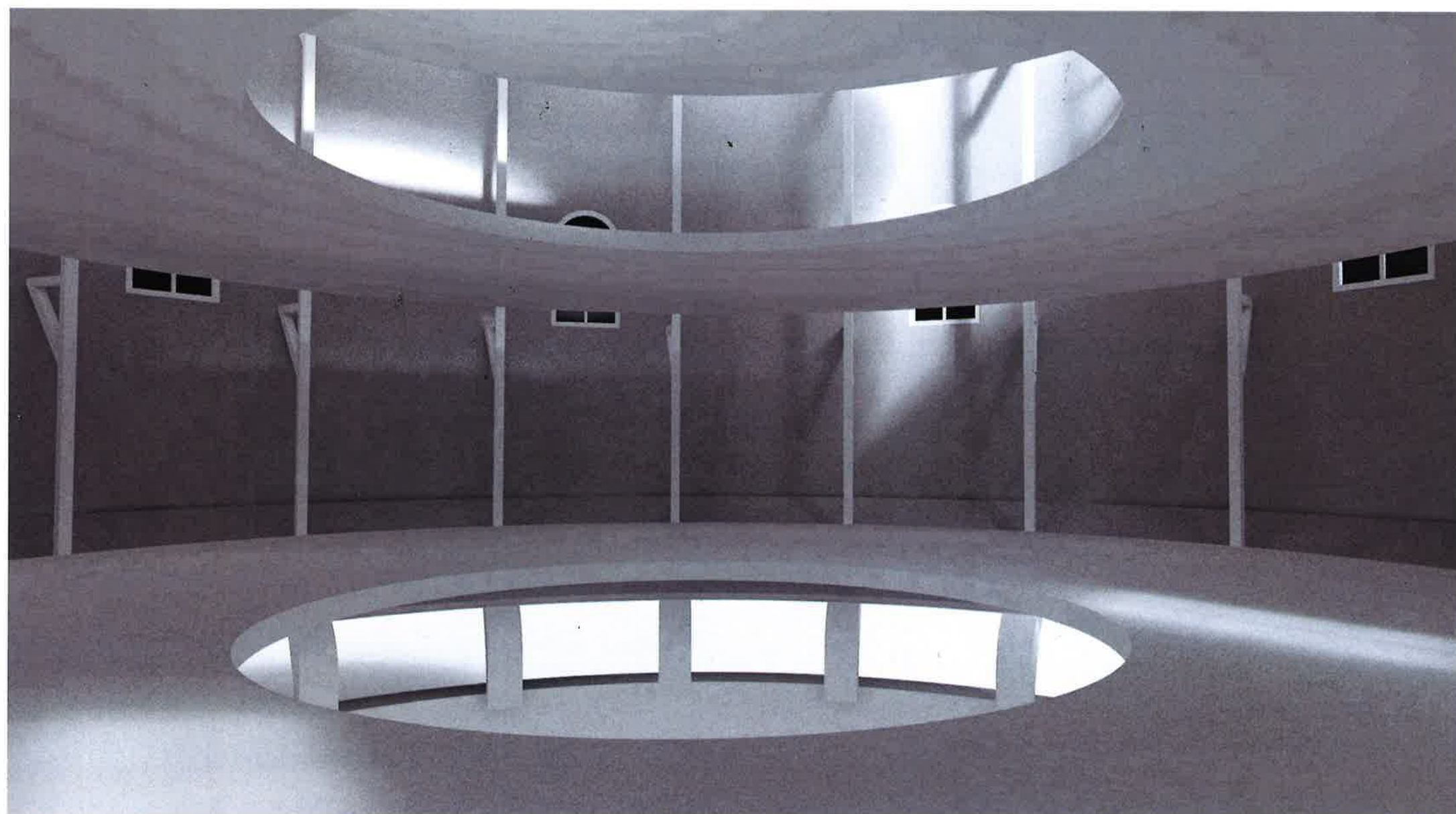
SLOWLY DRIFTING APART

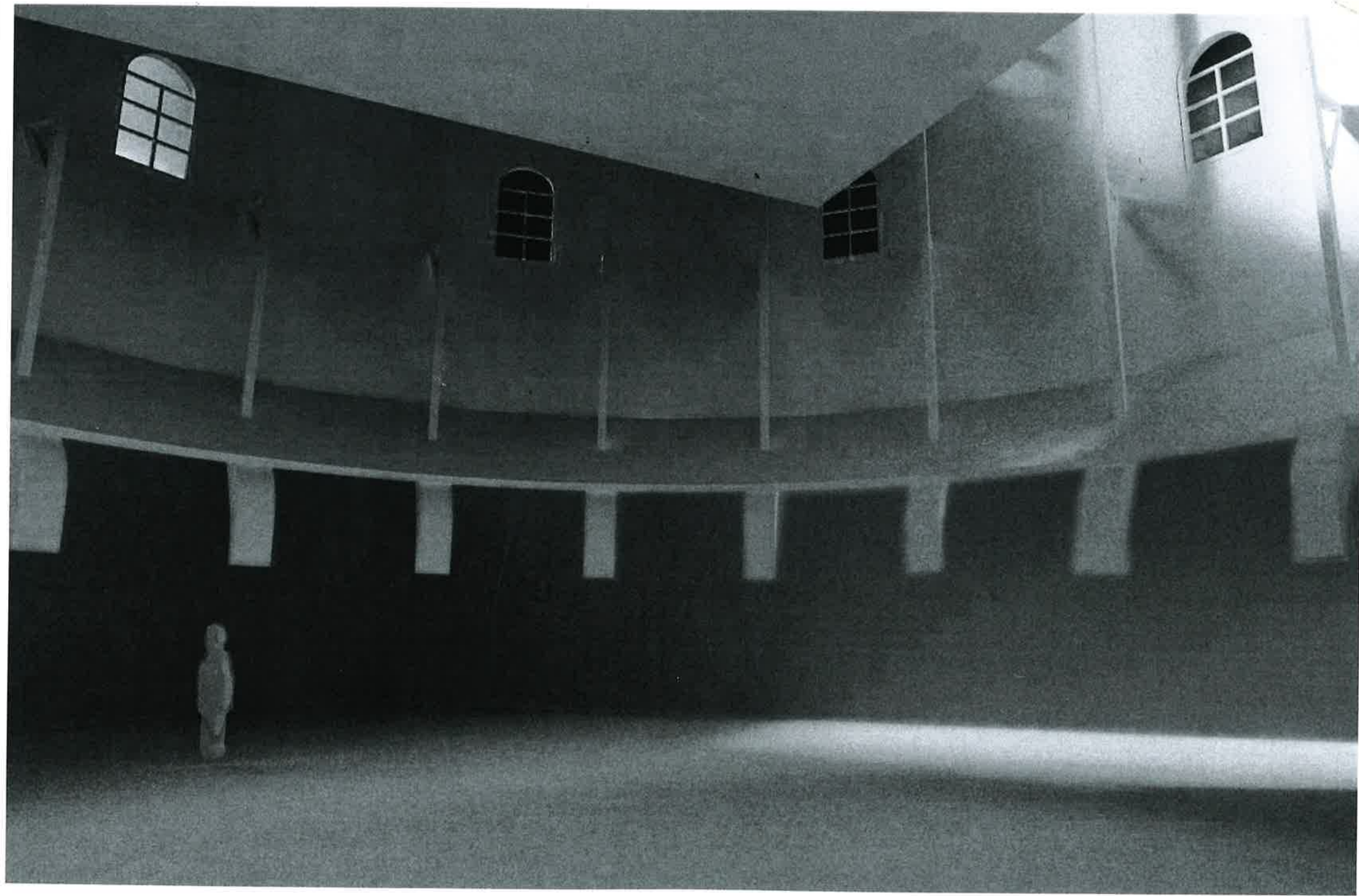












MEETING 03.15

- WHAT WILL DEFINE LAYOUT ON SITE?
- DECONSTRUCTION IN STAGES.
- FINAL RESULT - MACHINE REPLACES MACHINE
- TOD McLELLAN - ORDER OR SYSTEM OF TAKING APART
- MACHINES, ELLIPSE DRAWING DEVICE
- MANY DESIGN OPPORTUNITIES.
RESTRAIN FROM THEM AND WORK
ON WHAT IS IMPORTANT
- LESS CONSTRUCTION, MORE ACTION
- WHAT IS THE STORY, (RITUALS LIKE SHAKING HANDS)
CONSTRUCT REALITY OR DOMAIN IN WHICH EVENTS TAKE
PLACE. RITUALS
- ~~RE~~ PRESENT THROUGH STORY LINES GLIMPSES AT
SPECIFIC MOMENTS

2020

2030

2040

2050

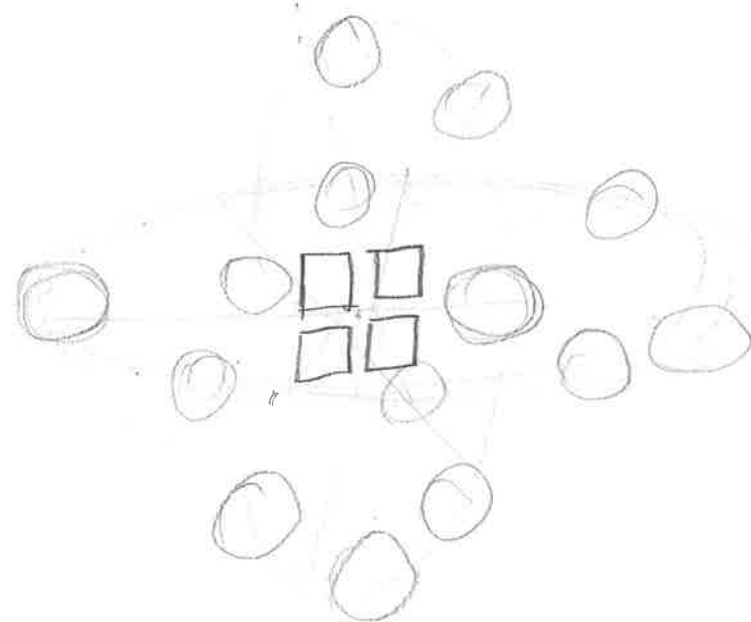
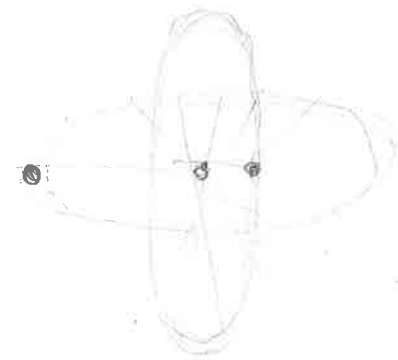
- How FAR SHOULD DESIGN GO?

DETERMINISTIC SYSTEMS

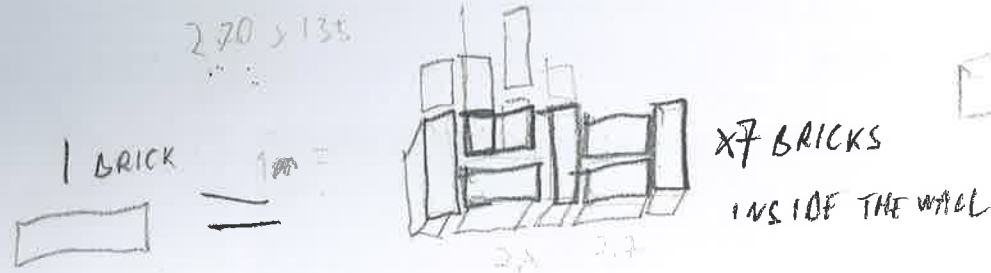
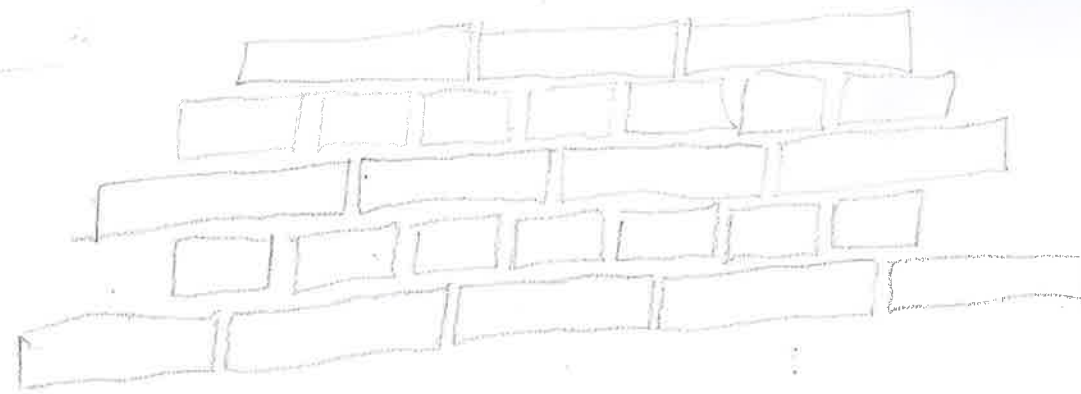
TUTORIAL

- MAKE A MODEL

PROJECT MIGHT REFLECT ON ENGINEERING
QUALITIES NO SPATIAL AND REPRESENTATIVE



APPROX NUMBER OF BRICKS



ONE ROW (LAYER) — $20 \times 10 = 200$ FACADE BRICKS
 SEGMENTS
 BRICKS BETWEEN $200 \times 7 = 1400$ BRICKS FOR ONE LAYER



65
50

180 LAYERS

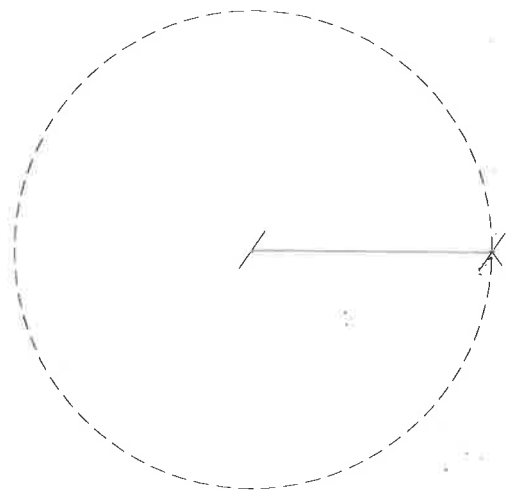
TOTAL NUMBER OF BRICKS $180 \times 1400 = 252\,000$ BRICKS

1 BRICK / H

28.76 YEARS TO TAKE DOWN THE TOWER WITH SPEED 1 BRICK PER HOUR

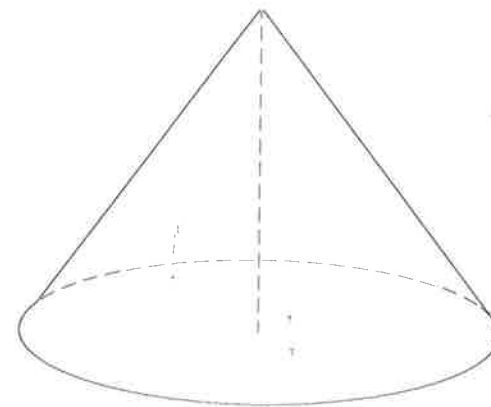
1 BR/H





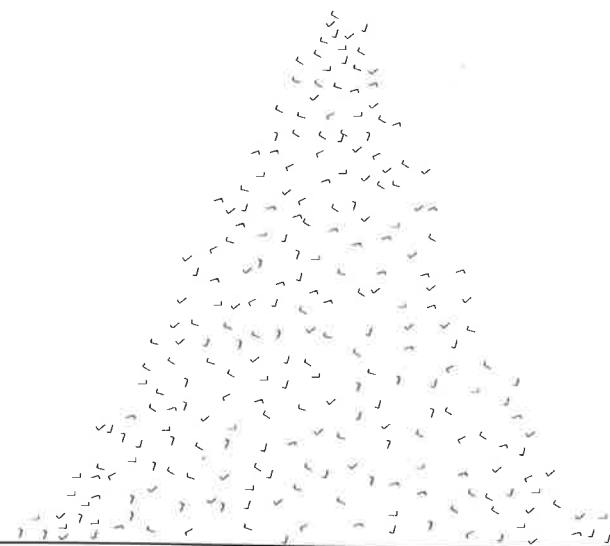
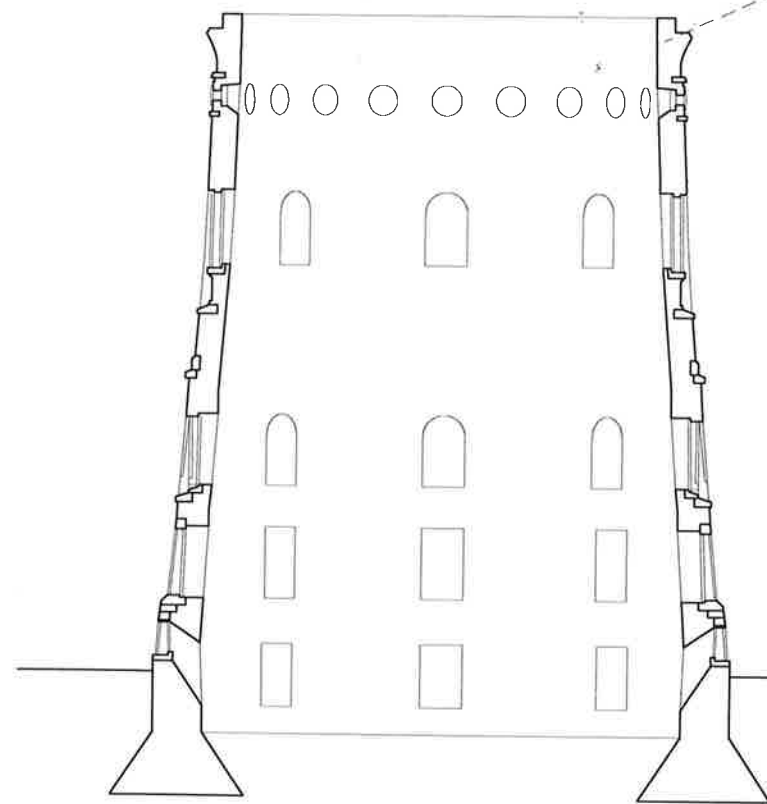
What is the volume of bricks?

$$\begin{aligned} R_{\text{tower}} &= 8\text{m} \\ S_{\text{height}} &= 25\text{m}^2 \\ C_{\text{tower}} &= 2 \times 8 \times 3.14 = 50,24\text{m} \\ V_{\text{brick}} &= 50,24 \times 25 = 1250\text{m}^3 \end{aligned}$$

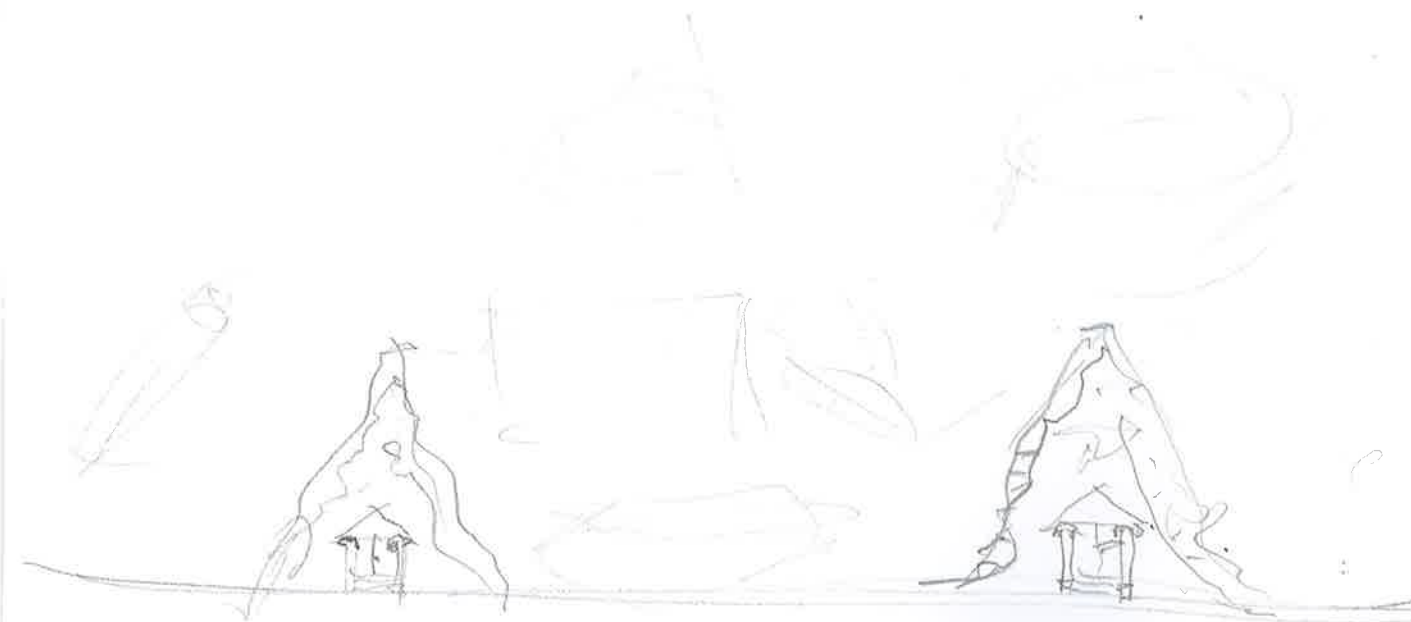
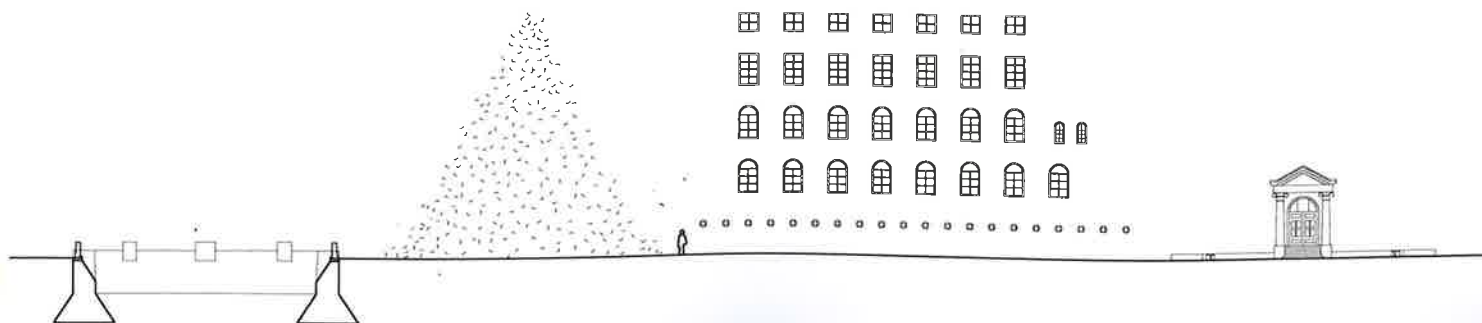
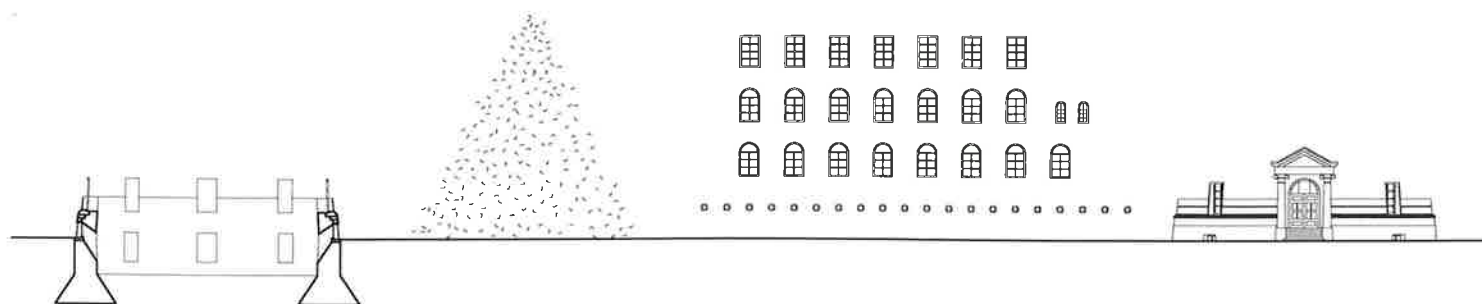
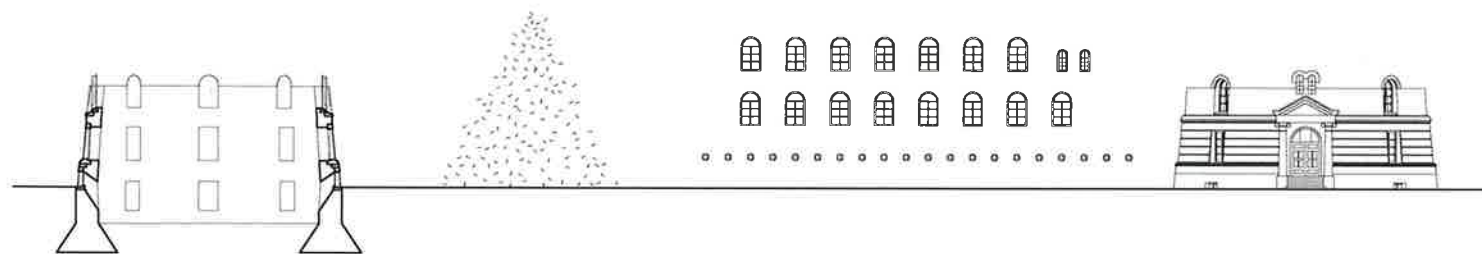
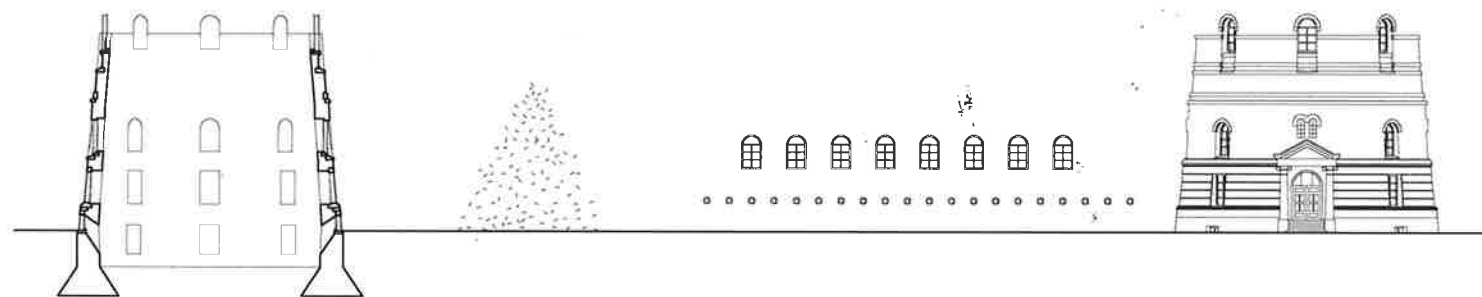
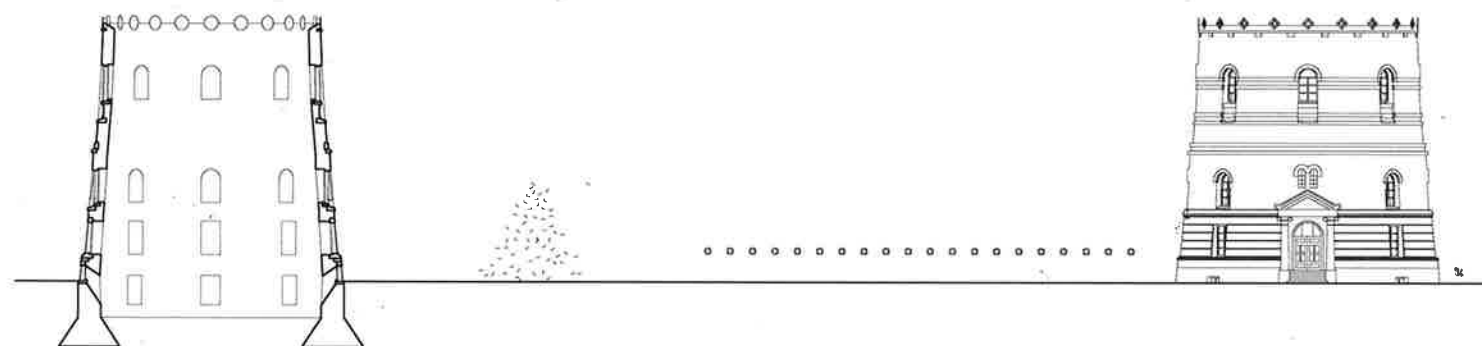


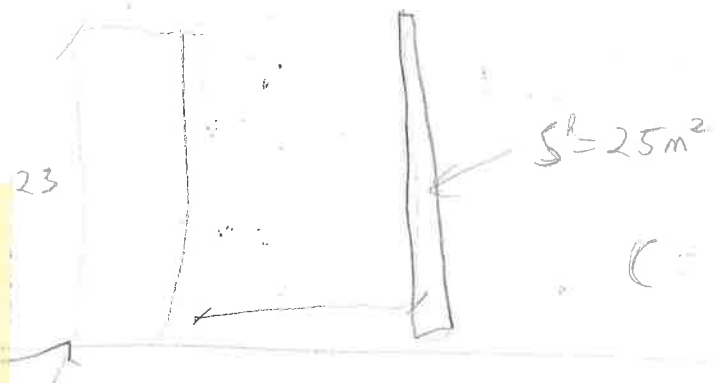
Stacked in a cone of the same radius?

$$\begin{aligned} R_{\text{tower}} &= 8\text{m} \\ V_{\text{brick}} &= 1250\text{m}^3 \\ h &= ? \\ V &= \frac{1}{3}\pi r^2 \times h \\ h &= \frac{3V}{\pi r^2} \\ h &= 18.6\text{m} \end{aligned}$$



~ 30 YEARS
1 BRICK/H





$$C = 2\pi R \times 16.34 = 50\text{m}$$

$$\text{VOLUME OF BRICK} = 25 \times 50 = 1250\text{ m}^3$$

$$D = 16\text{m}$$



PILE IN A CONICAL SHAPE

ORIGINAL TOP R = 8m

$$\text{VOLUME OF CONE} = \frac{1}{3}\pi R^2 \cdot H$$

$$1250 = \frac{1}{3}\pi \cdot 8^2 \cdot H$$

$$H = \frac{3 \cdot 1250}{\pi \cdot 8^2}$$

$$H = 18.6\text{ m}$$

$$D = 245\text{m}$$

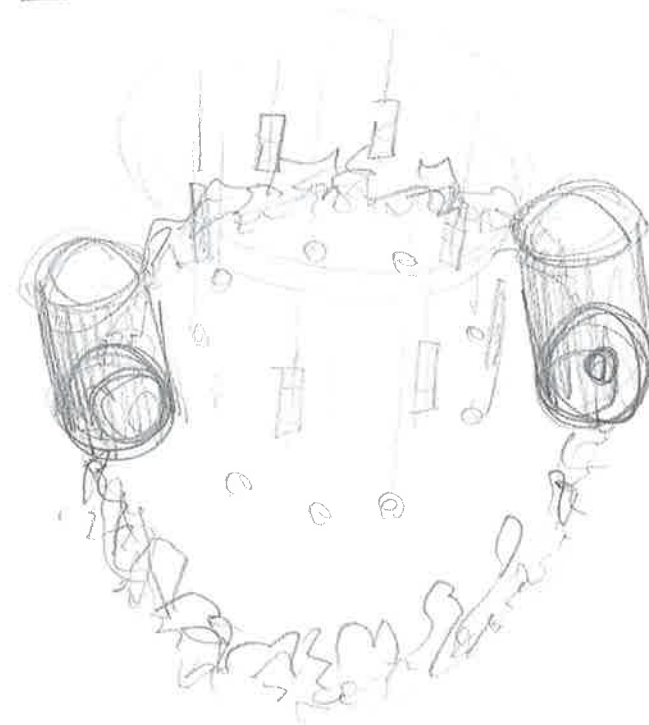
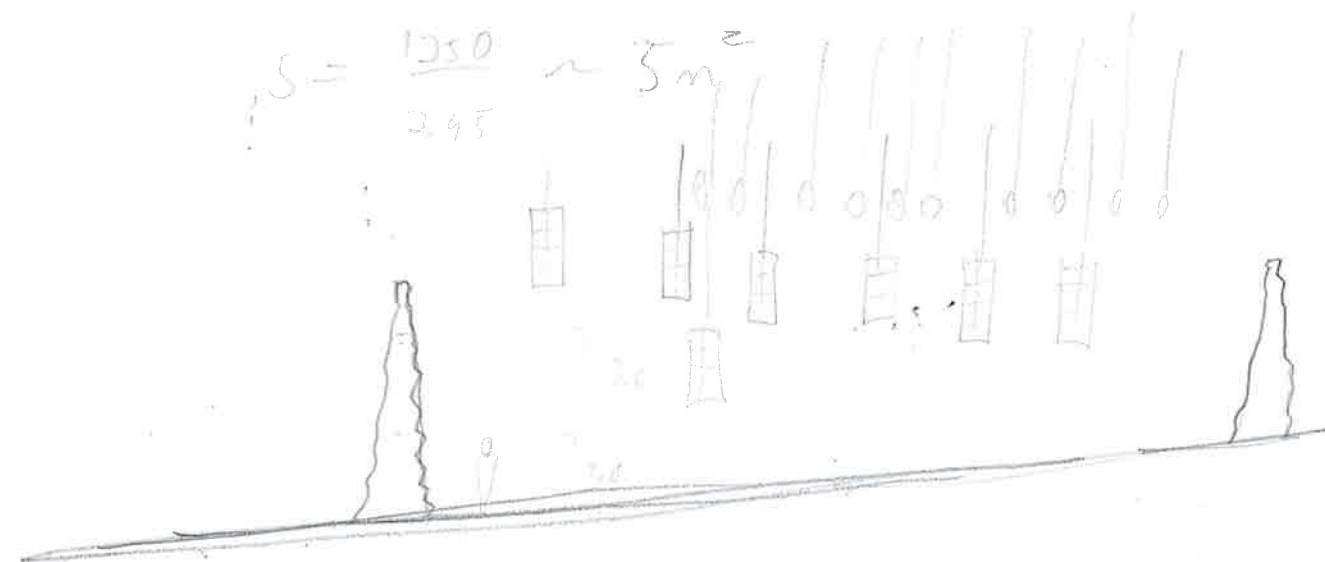
$$V = 1250\text{ m}^3$$

$$S = ?$$

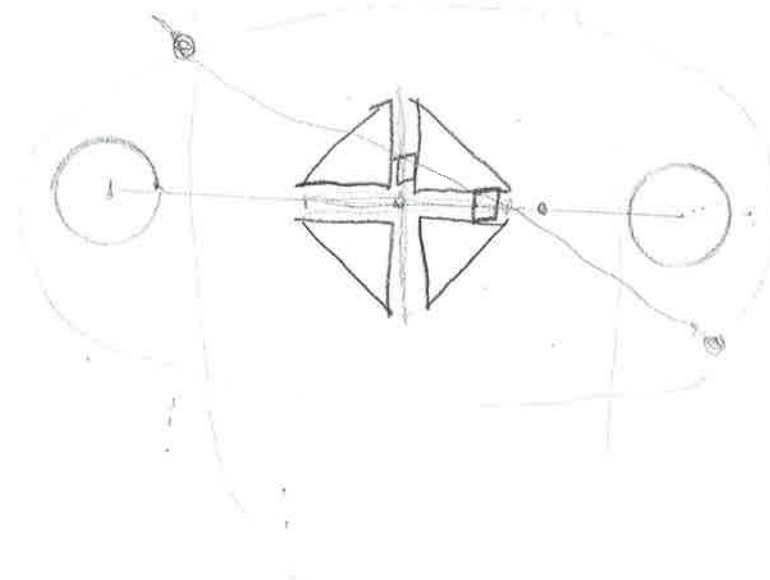
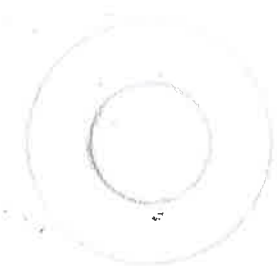


$$D \cdot S = V$$

$$S = \frac{1250}{245} \approx 5\text{ m}^2$$



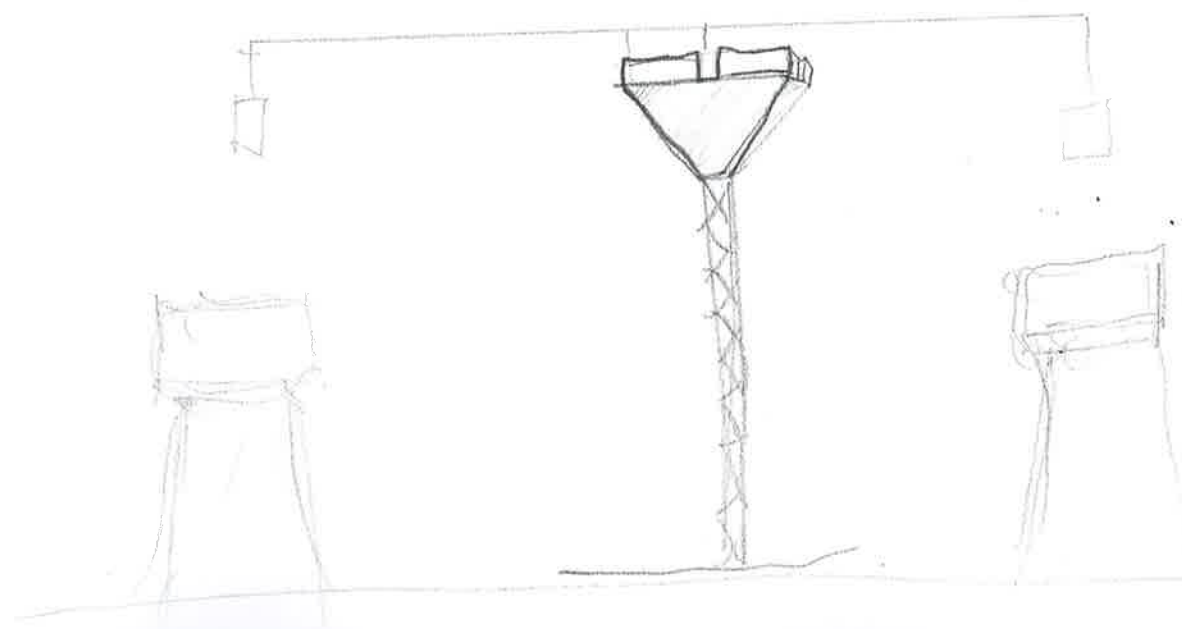
$$D = 245\text{ m}^2$$

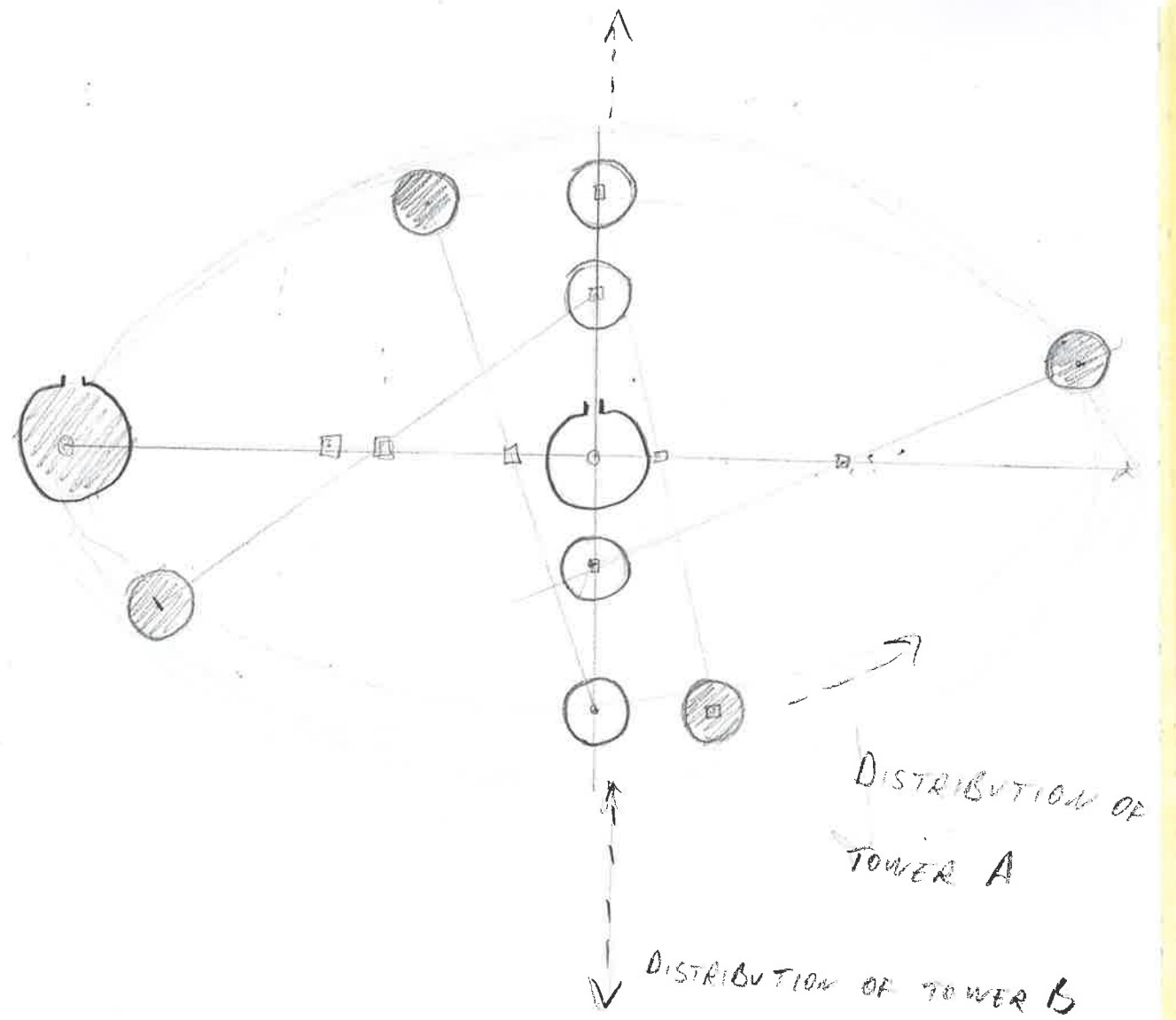
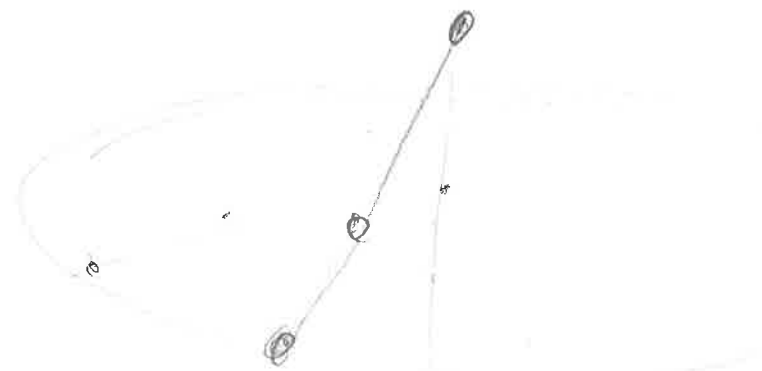
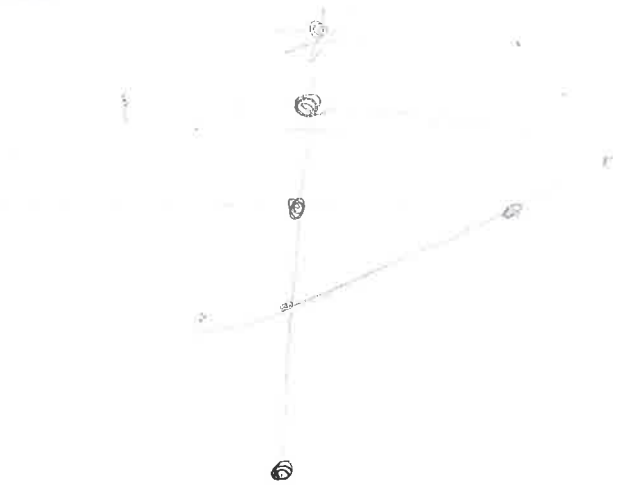


MACHINE

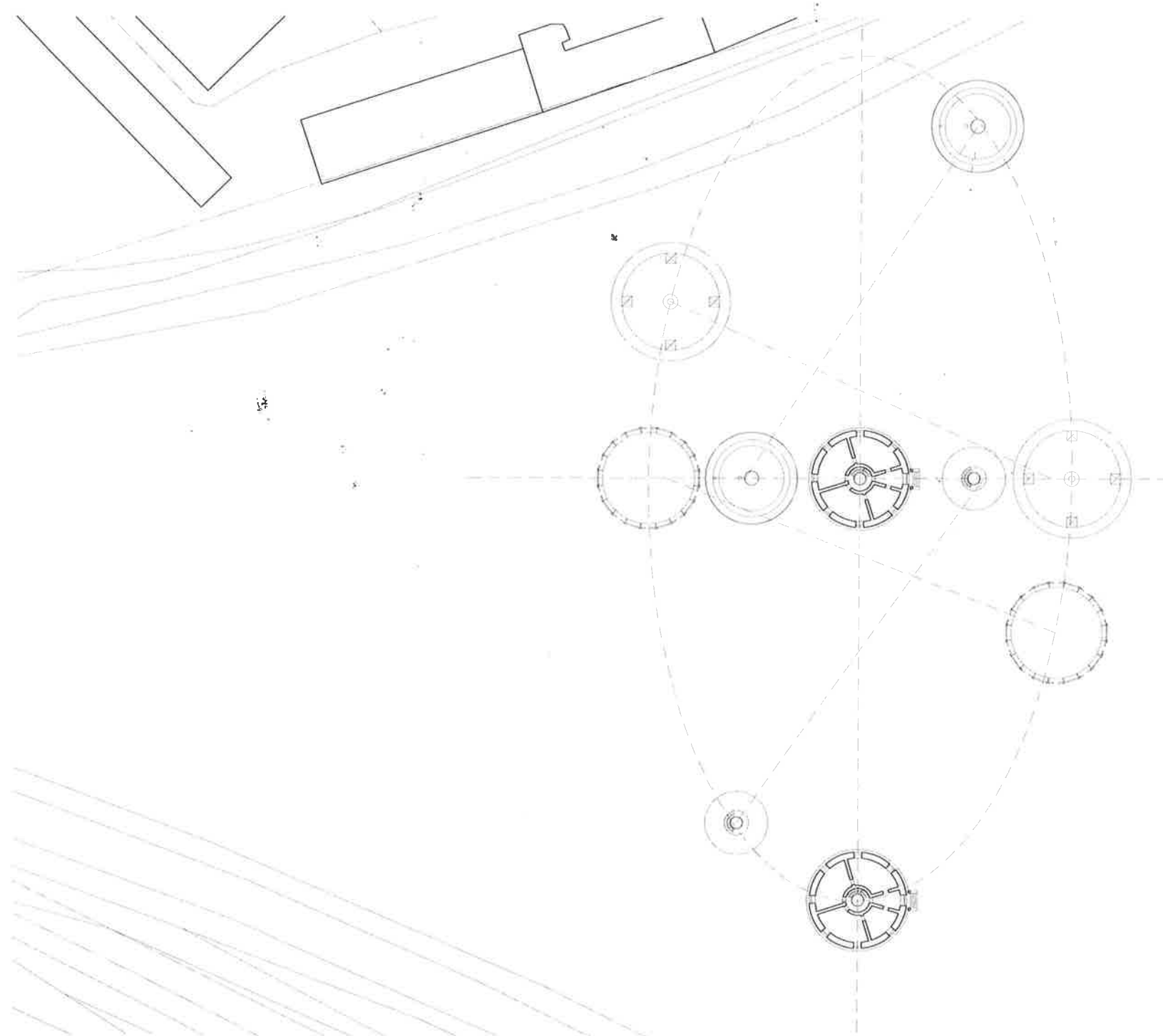
CONTROL BOARD

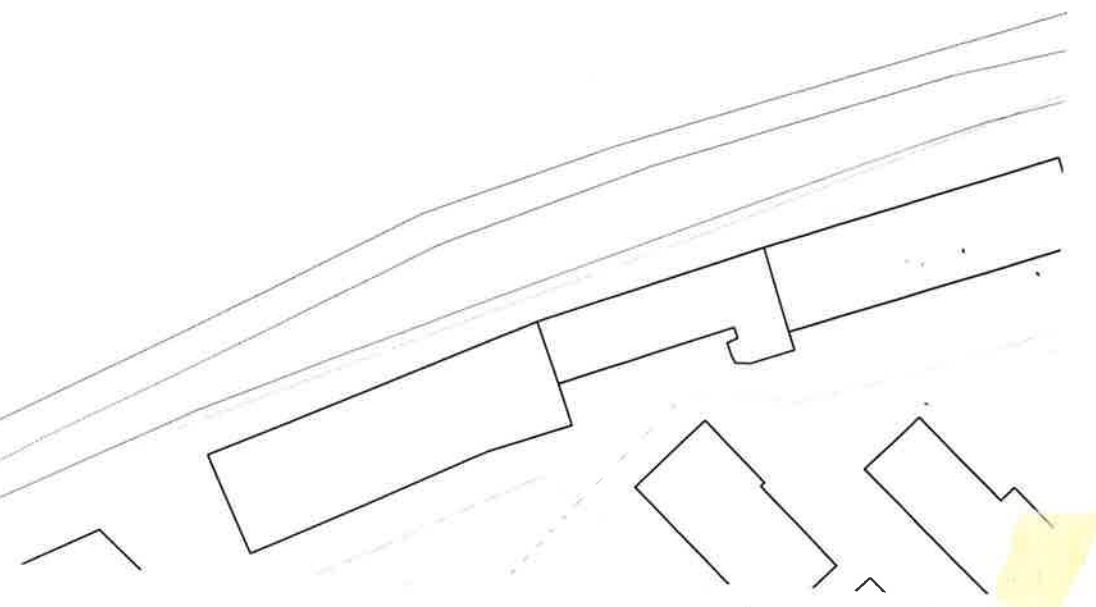
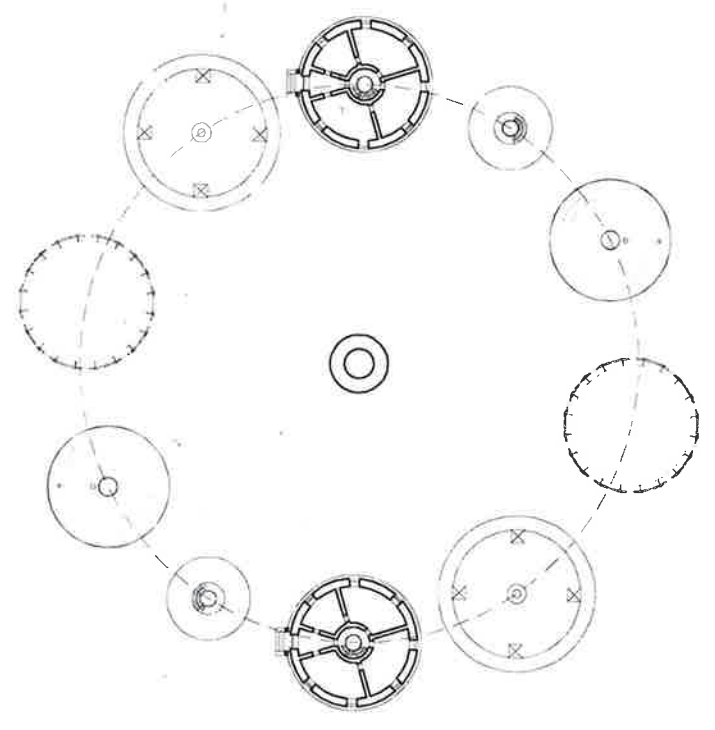
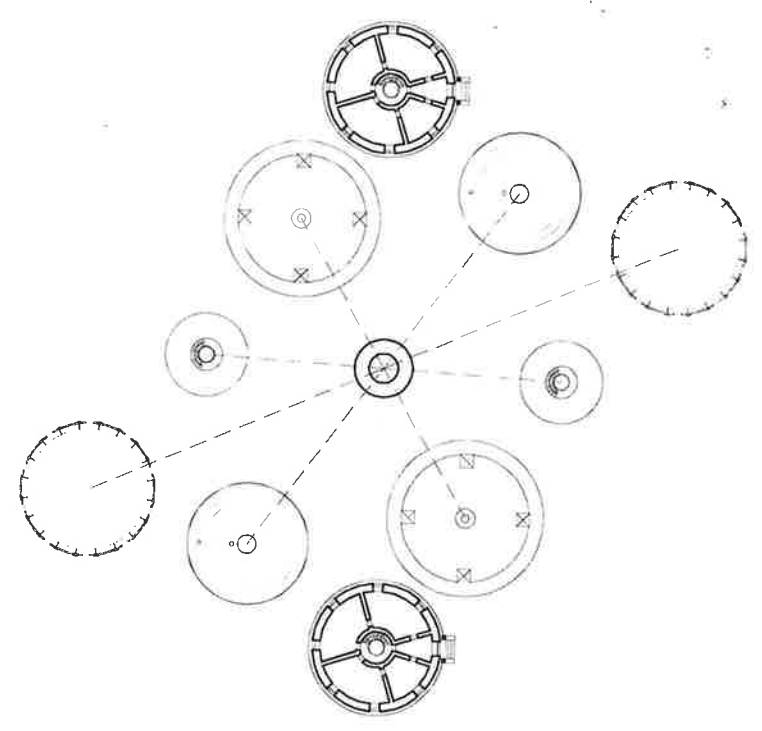
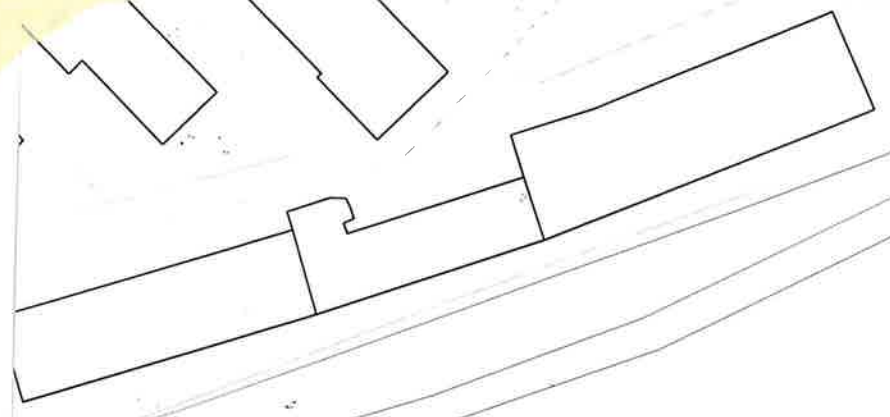
GOVERNMENT

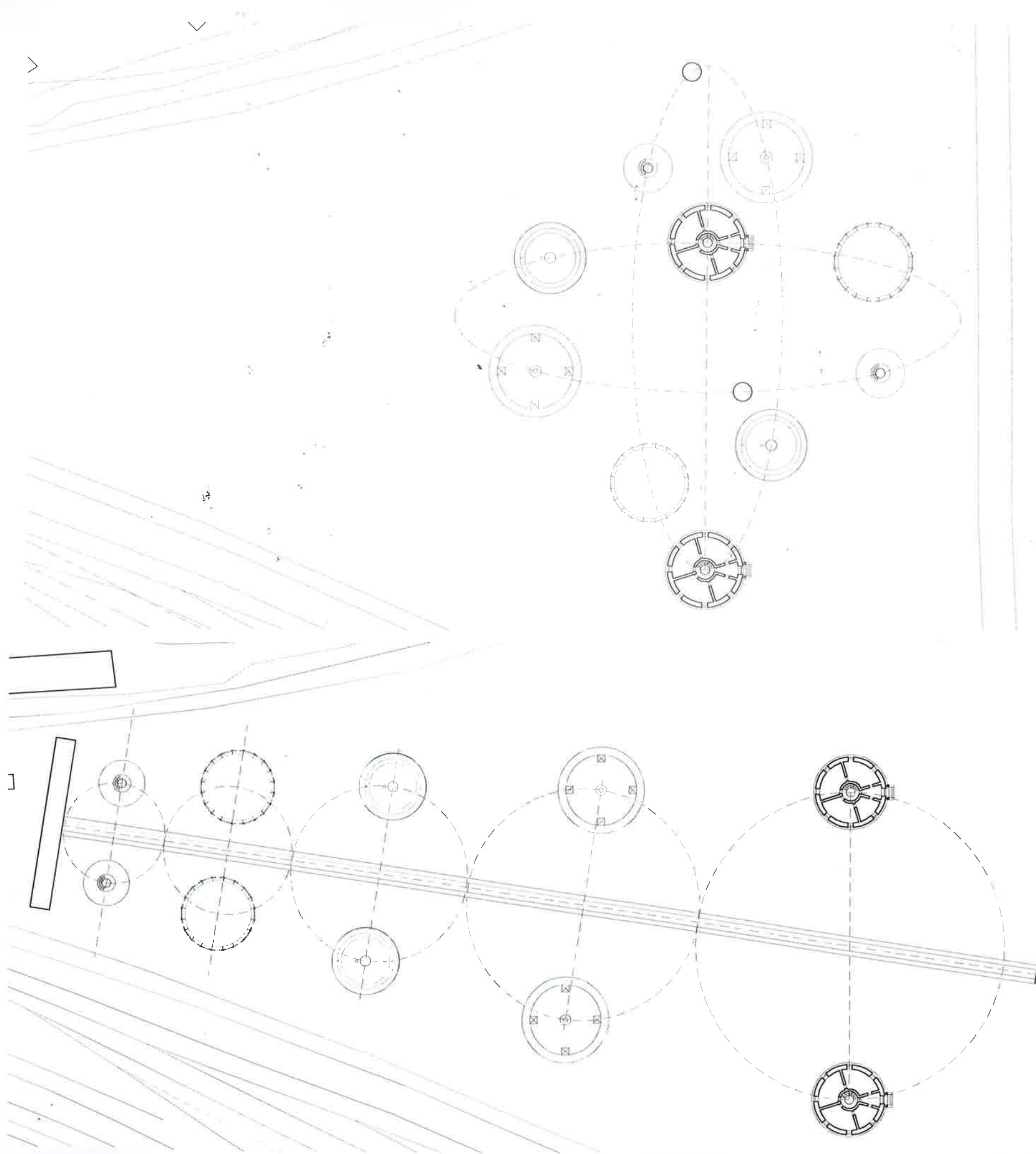


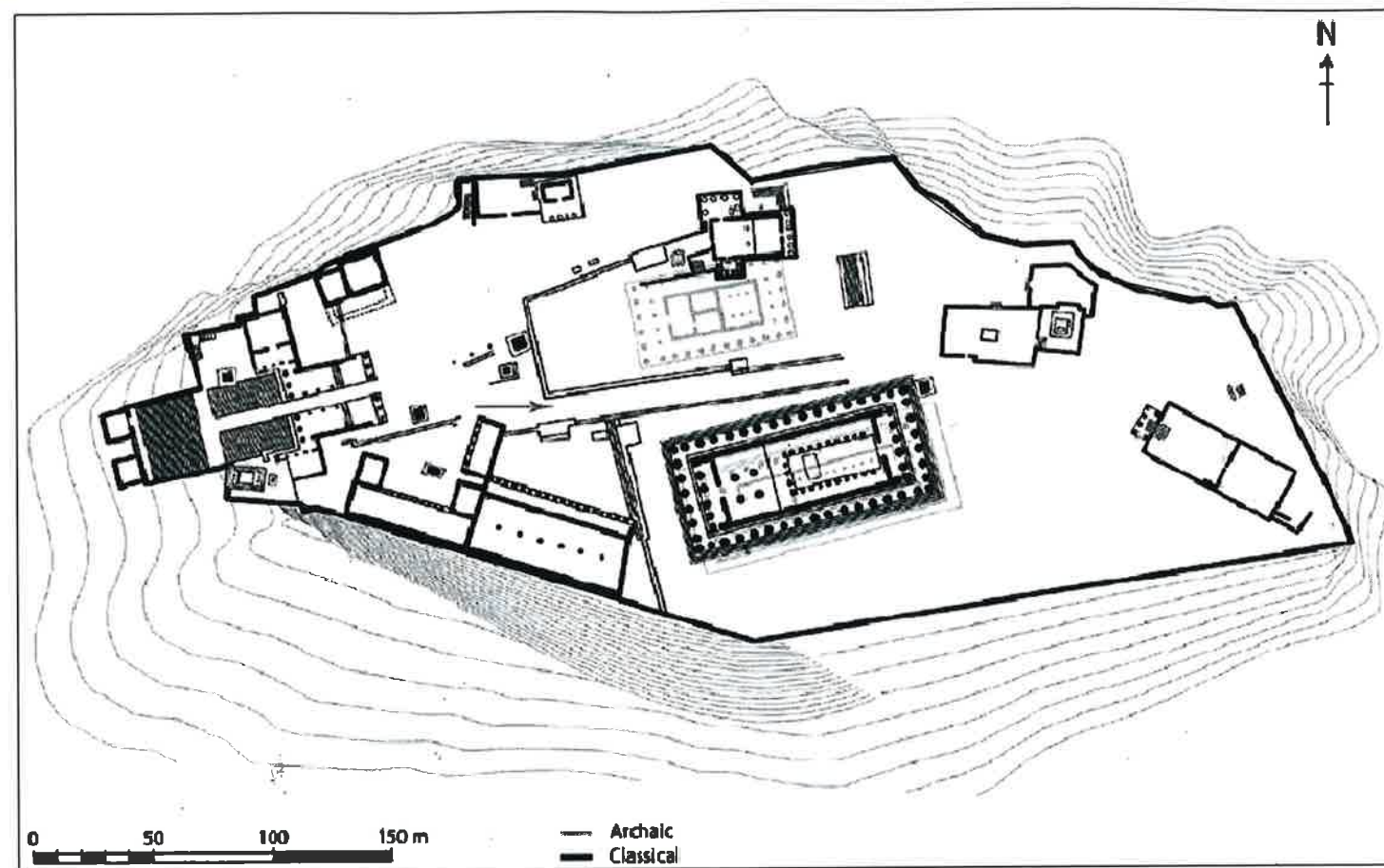


MACHINE DICTATED LAYOUTS

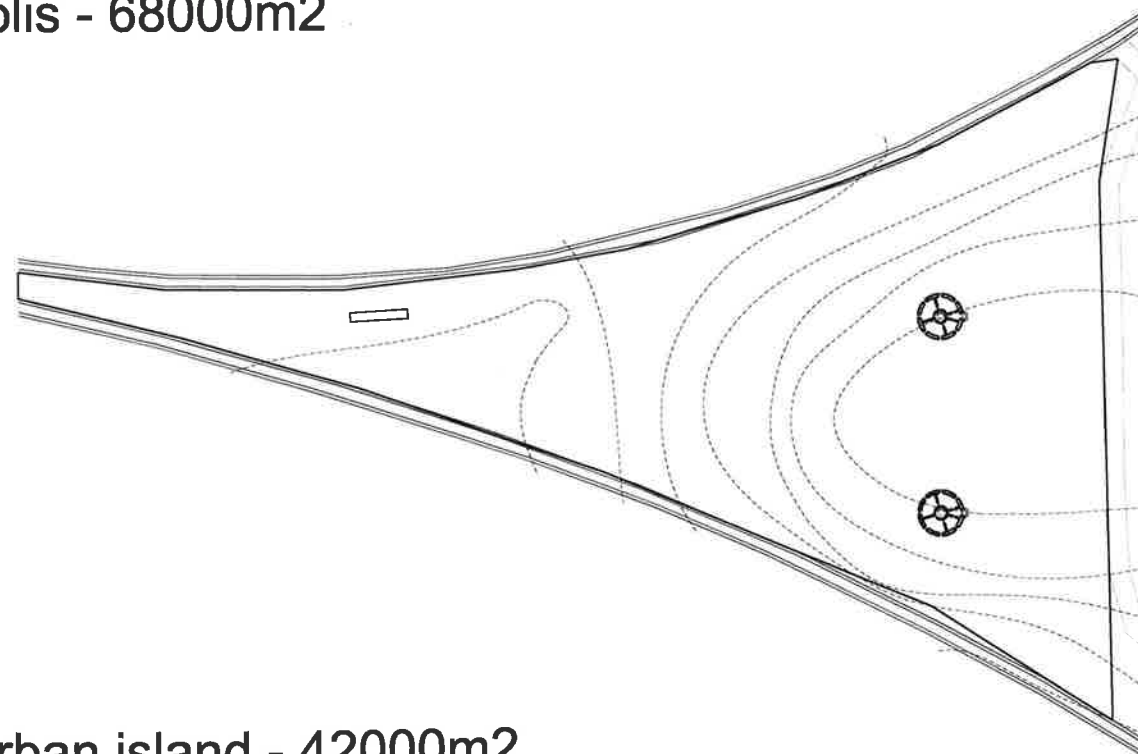








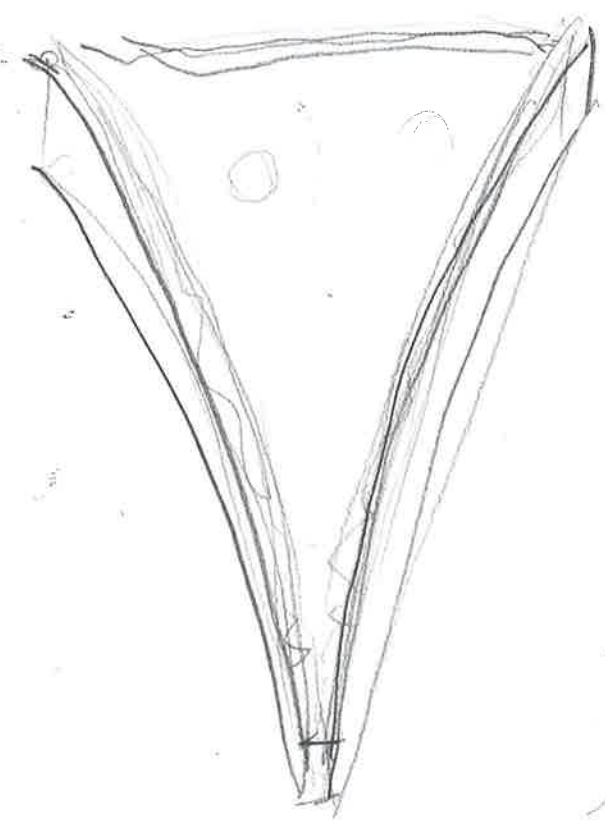
Acropolis - 68000m²



Riga urban island - 42000m²

PARC DE LA VILLE - 555 000 m²

420m x 320 1:250



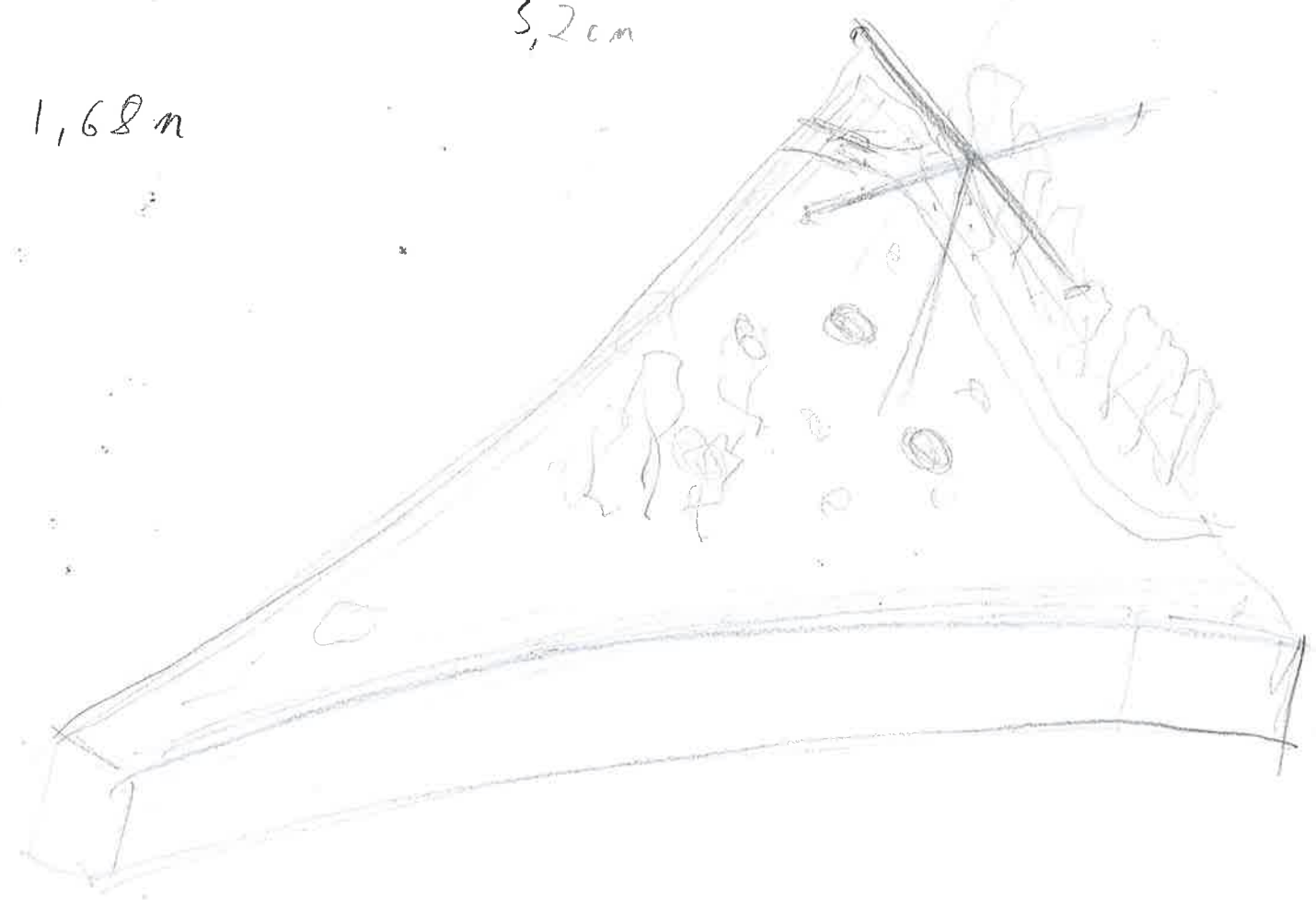
1,28 m

1:250

MODEL /
Foam?

1,68 m

8m
↓
3,2cm

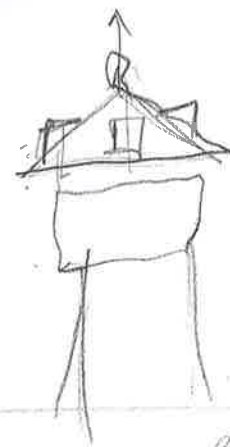
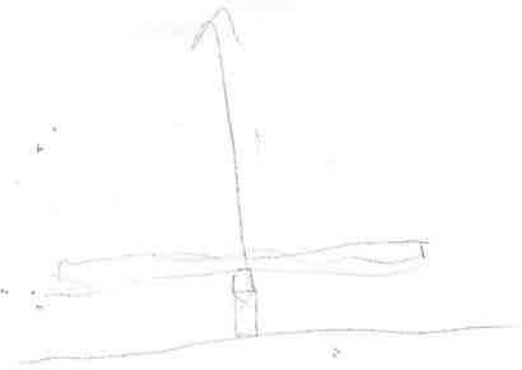


MODELS

1:1000 - GENERAL CONTEXT

1:250 - SITE SPACE, TOPOGRAPHY
SITE - HUMAN SCALE

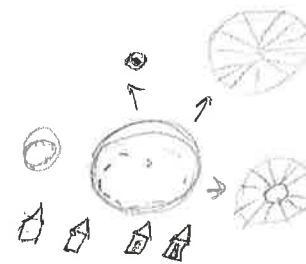
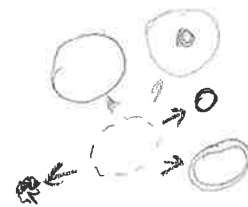
1:100 - INDIVIDUAL ELEMENTS



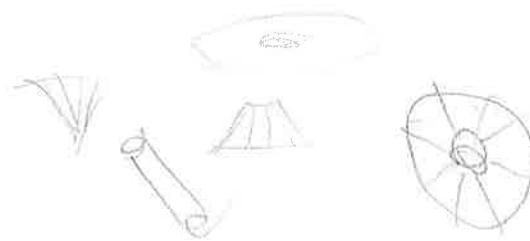
TASK ①, LIFT HEAVY OBJECTS



TASK ② PLACE THEM

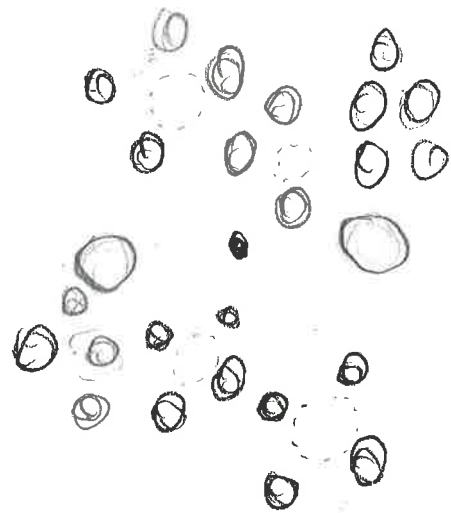


TASK ③ DIS ASSEMBLE FURTHER

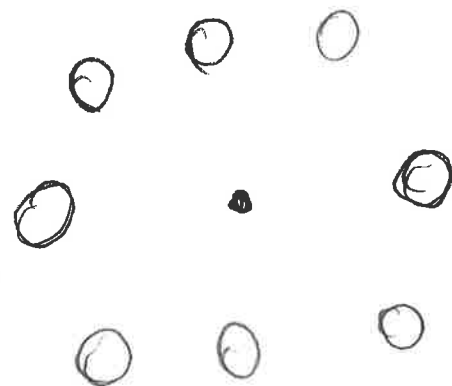


TASK ④ SUSPEND THEM SOMEHOW

②



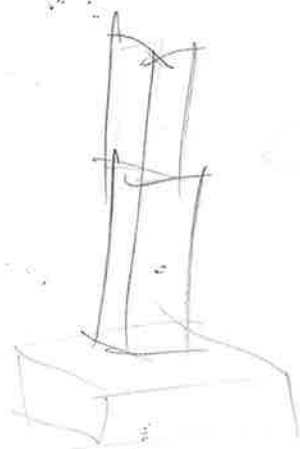
①



How ARE CRANES MADE?



VERTICAL (3)



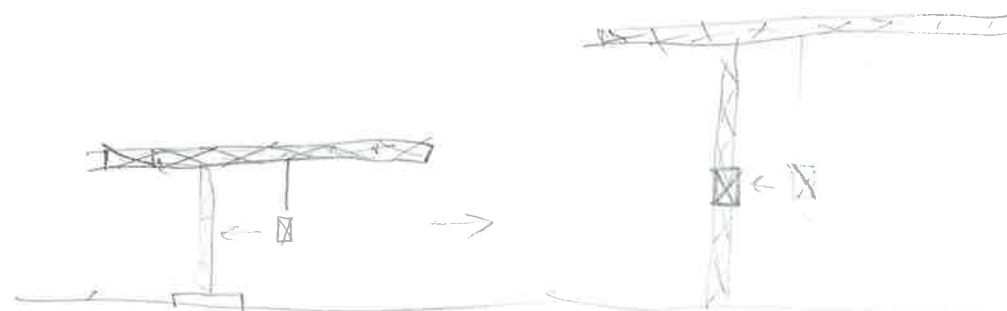
FOUR OPTION (1)



ARM (2)



ROTATOR UNIT (4) + ARM (5)



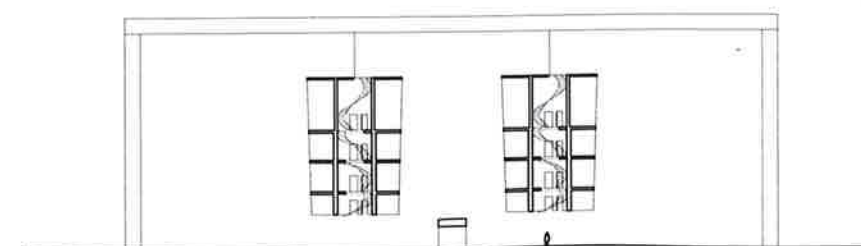
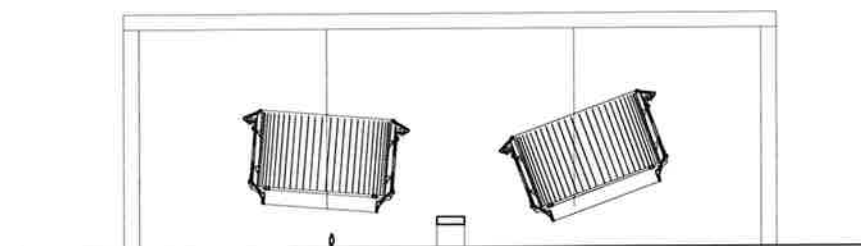
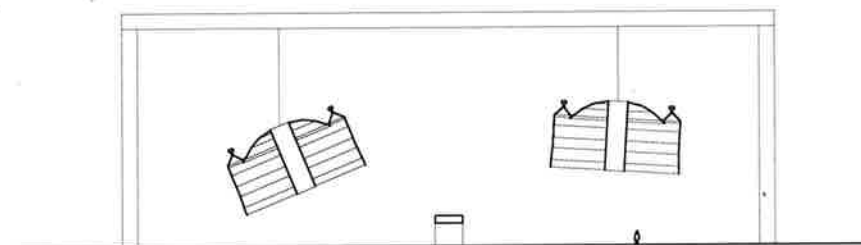
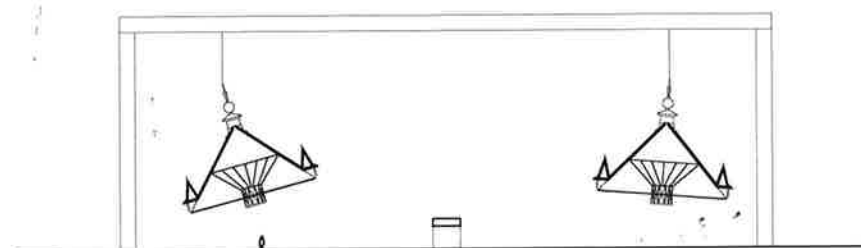
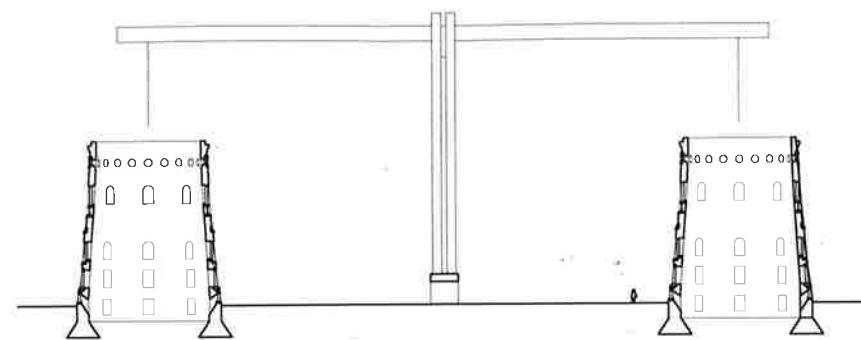
(4)

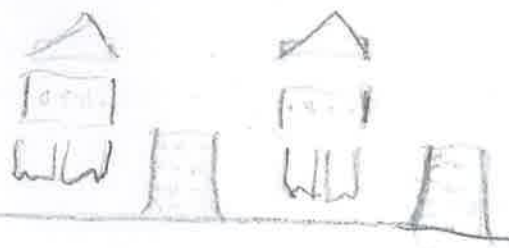
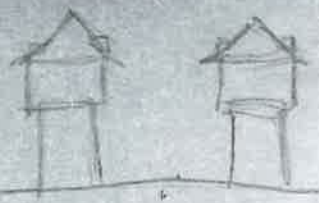
BUILDING ITSELF UP

ELITE TOWER.

RADIO SAVED IT BY ASSIGNING IT A NEW FUNCTION.

IT BECAME AN ANTENNA





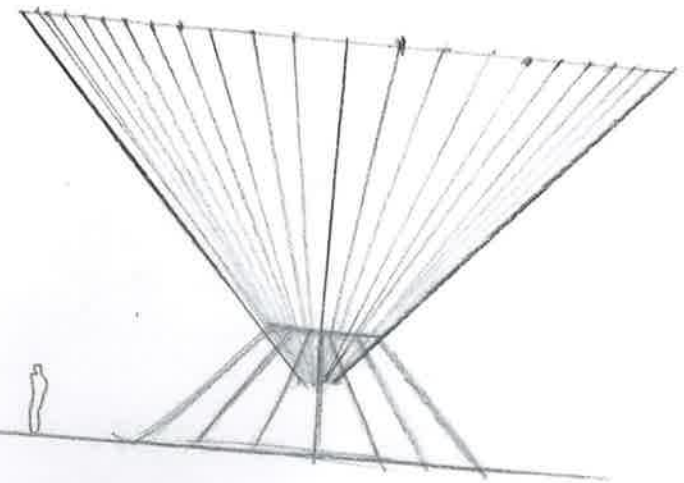
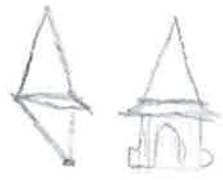
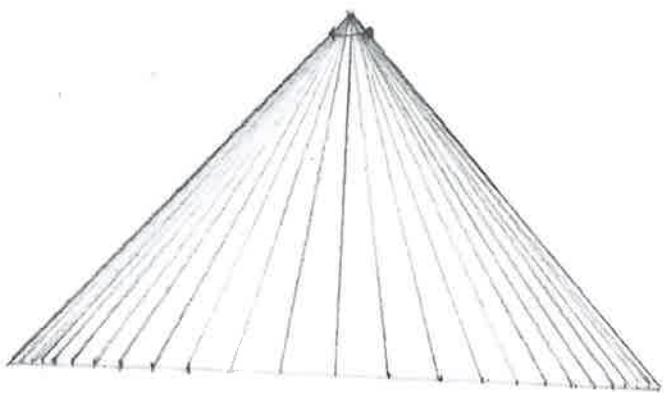
1
AS IS

2
CONSTRUCTION OF
THE MACHINAT

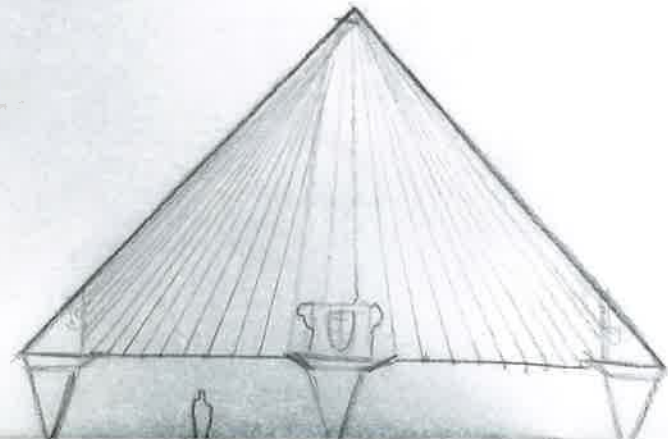
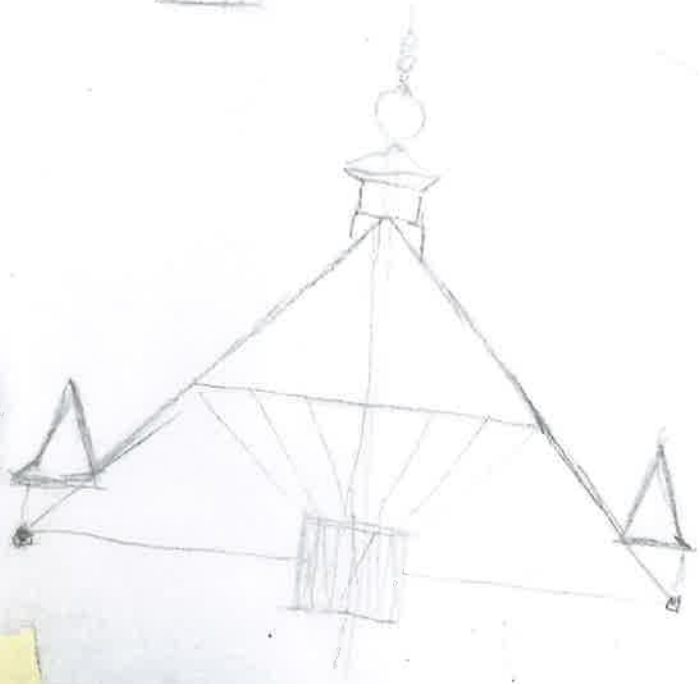
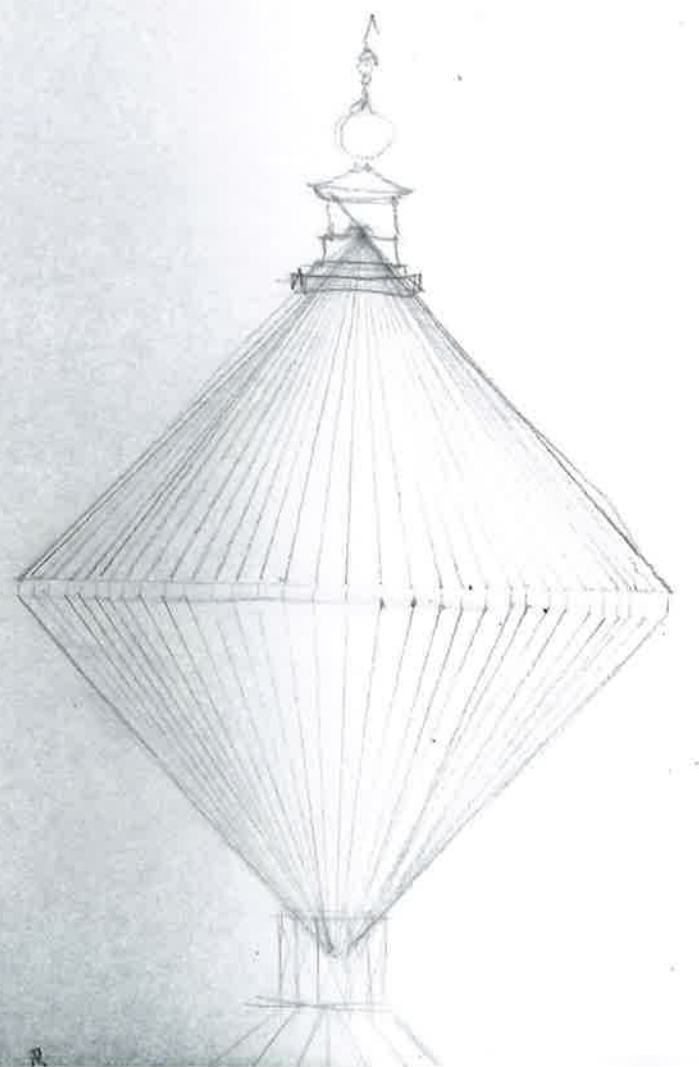
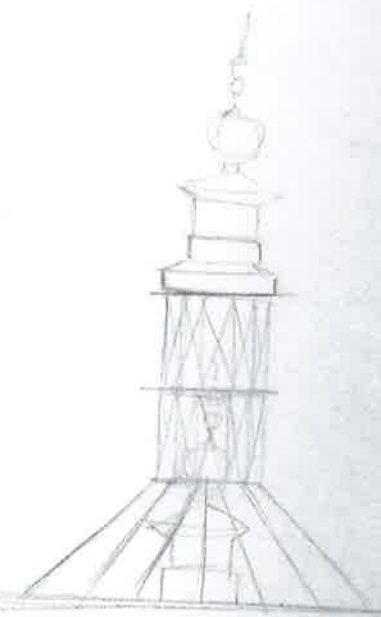
3
SPLIT IN
AUTONOMOUS PARTS

4
START OF THE CLOCK/
DEMOLITION

5
EACH TIME THE CLOCK
REACHES WINDOW/FLOOR
MACHINE STOPS. FESTIVAL STARTS.
EVERYONE WHO PARTICIPATES HAS A
RIGHT TO VOTE FOR... STRUCTURE THAT COME



IS IT LOAD BEARING
OR A LEFTOVER FROM
CONSTRUCTION PHASE?
COMPARE TO OTHER TOWERS



SUSPENSION

TRAVEL TRANSFORMATION

7.
REASSEMBLAGE

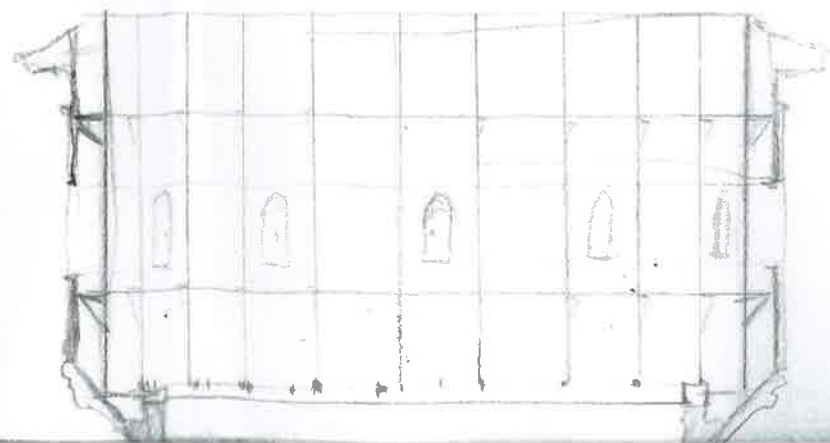
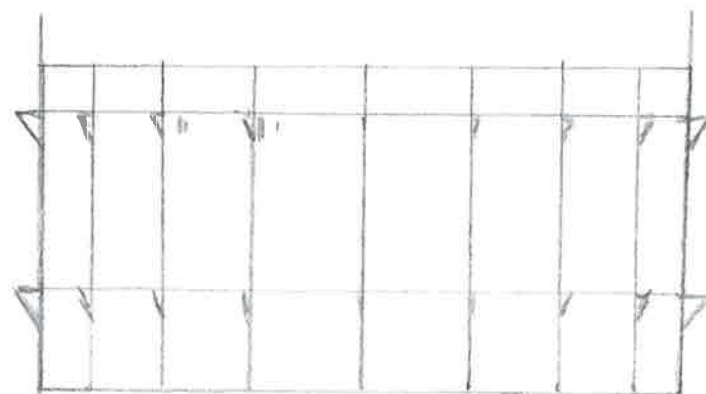
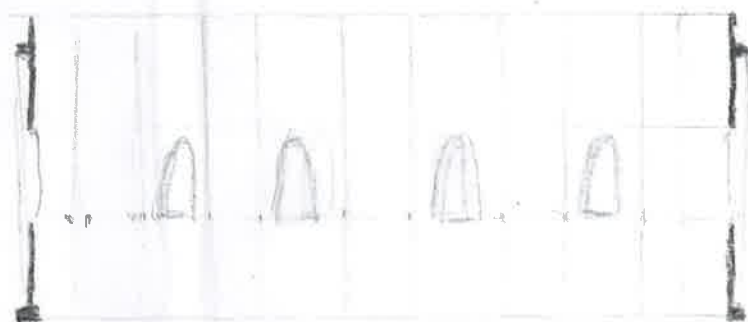
8.
REMAINING ELEMENTS
CHANGE THEIR PLACE
AND FUNCTION

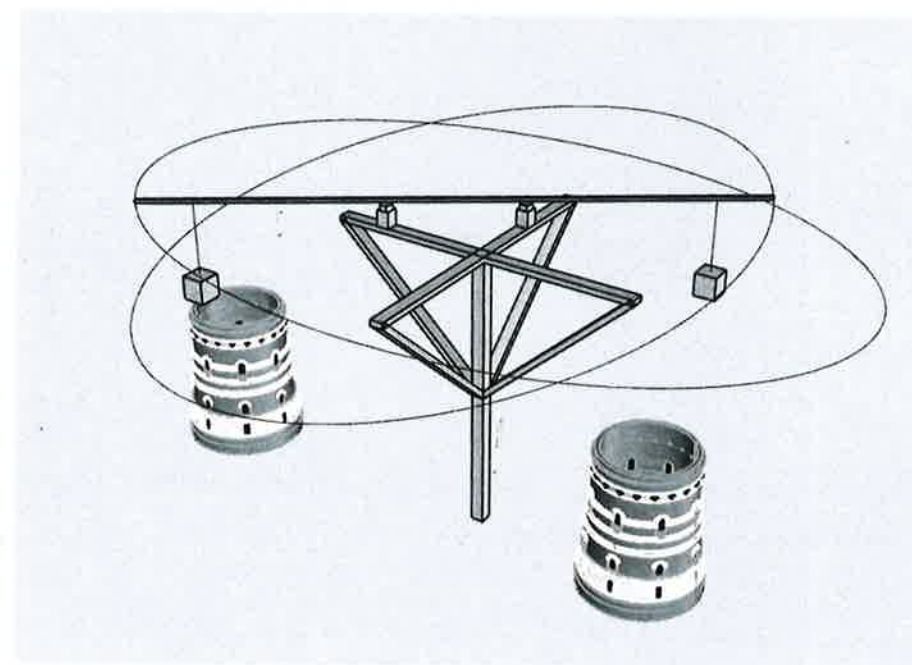
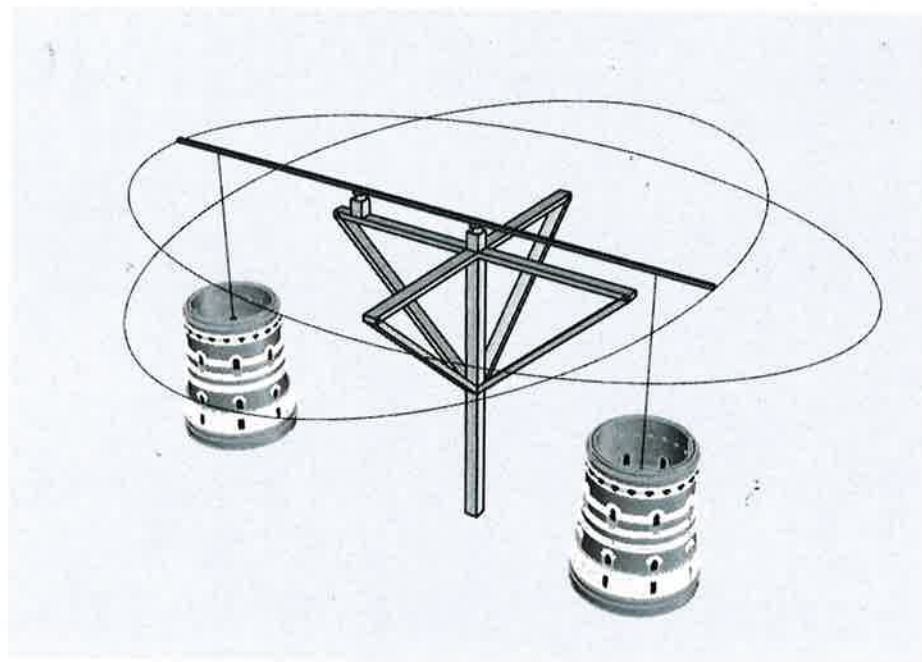
9.
5-8 REPEATS UNTIL
LAST FLOOR HAS BEEN REMOVED

10. FINAL PERFORMANCE?
WINDOWS REARRANGED

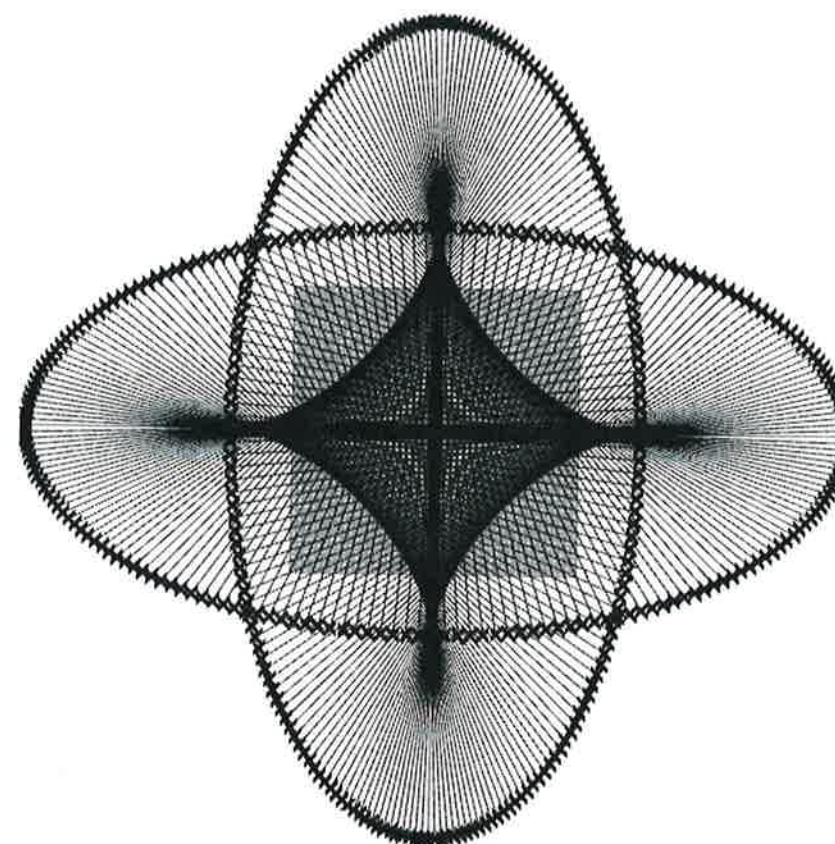
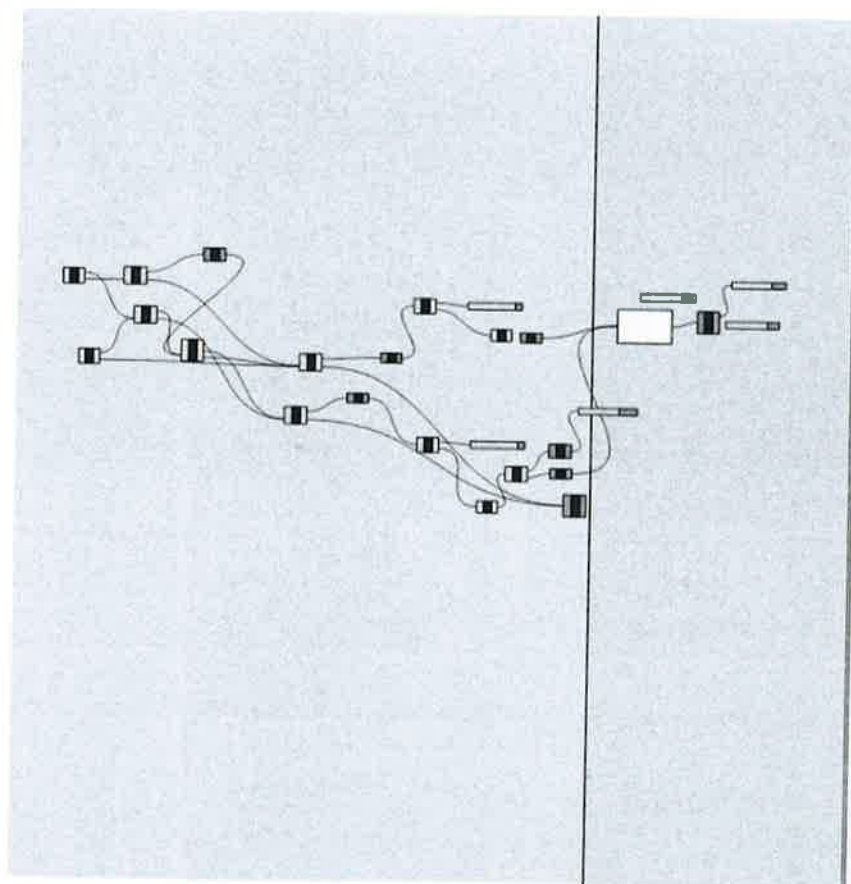
11. TOWERS HAVE BEEN COMPLETELY
REMOVED. SITE IS NOW LEFT
WITH A NEW OUTDATED MACHINE
FUTURE IS PUT ON A QUESTION.

SOMETHING MUST GET BUILT/CONSTRUCTED
IN RETURN TO DEMOLISHING.
DEVELOPING SITE PLAN?
CONTINUOUSLY EXPANDING ROOM?

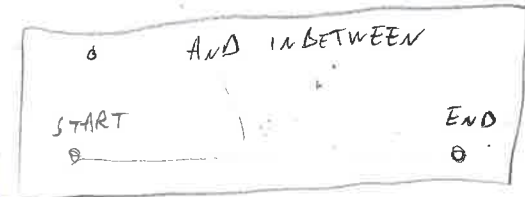




ARCHIMEDES TRAMMEL



• WHAT IS IMPORTANT?



• SITE IS CONSTRAINED BY RULES - WHICH ONES?

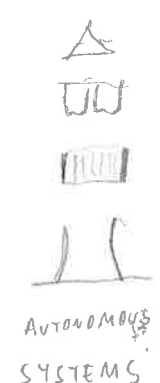
• IS IT POSSIBLE TO AVOID COMPOSITION?

CAN A MACHINE CREATE A DOMAIN THAT DICTATES THE SITE?

LEVEL OF DISASSEMBLY.



TOWER AS A UNIFIED OBJECT



INDIVIDUAL ELEMENTS

Two OBJECTS

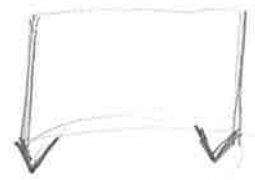


EVALUATING 2 OBJECTS

ONE BECOMES PERMANENT
OTHER IS SPLIT INTO PARTS

ONE IS DESTROYED
OTHER GETS A PERMANENT LOCATION

TWO OBJECTS BECOME ONE OBJECT



MANY OPTIONS SAME RESULT?

SYMMETRY

AXIS

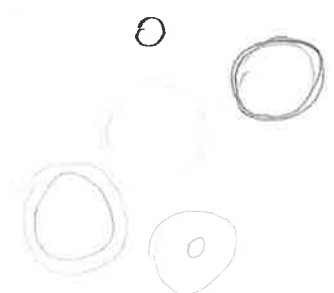
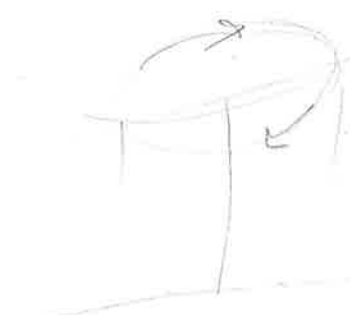
SPLIT

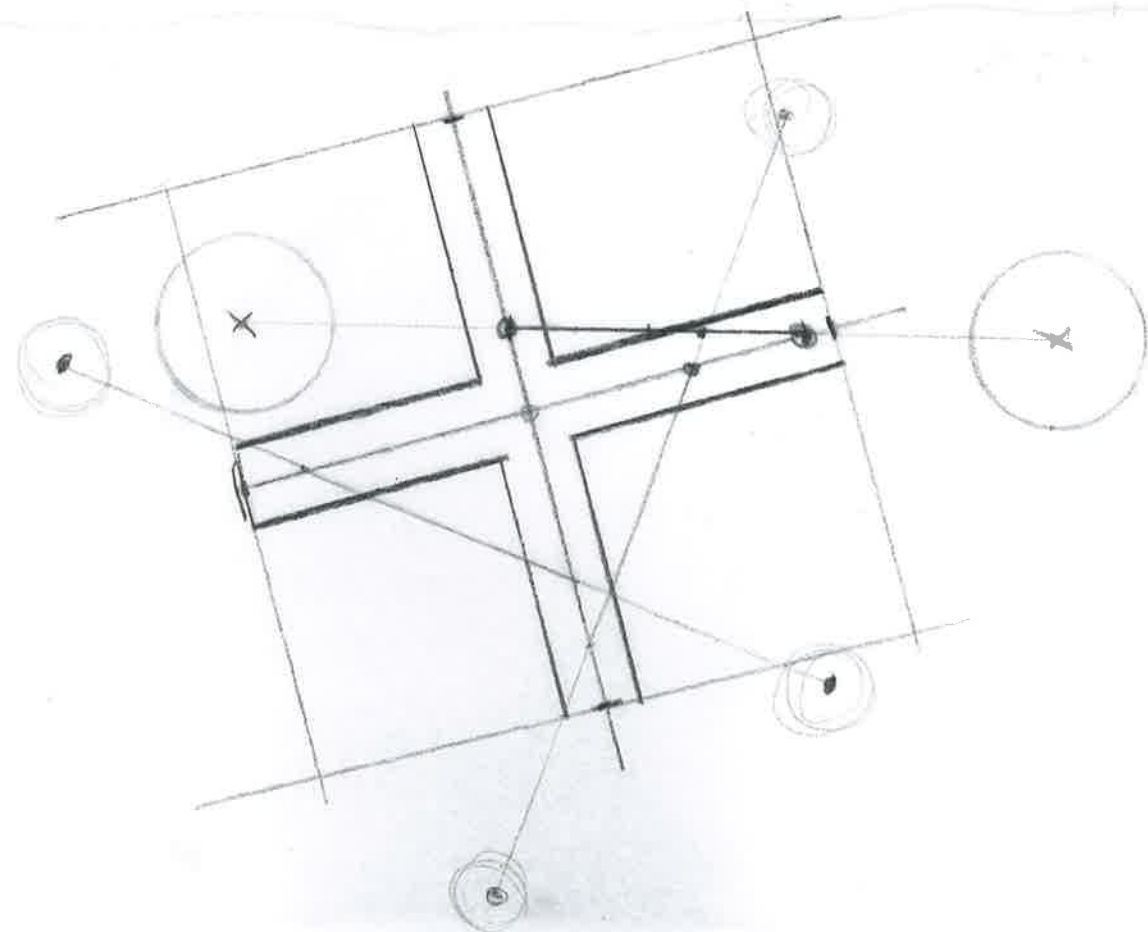
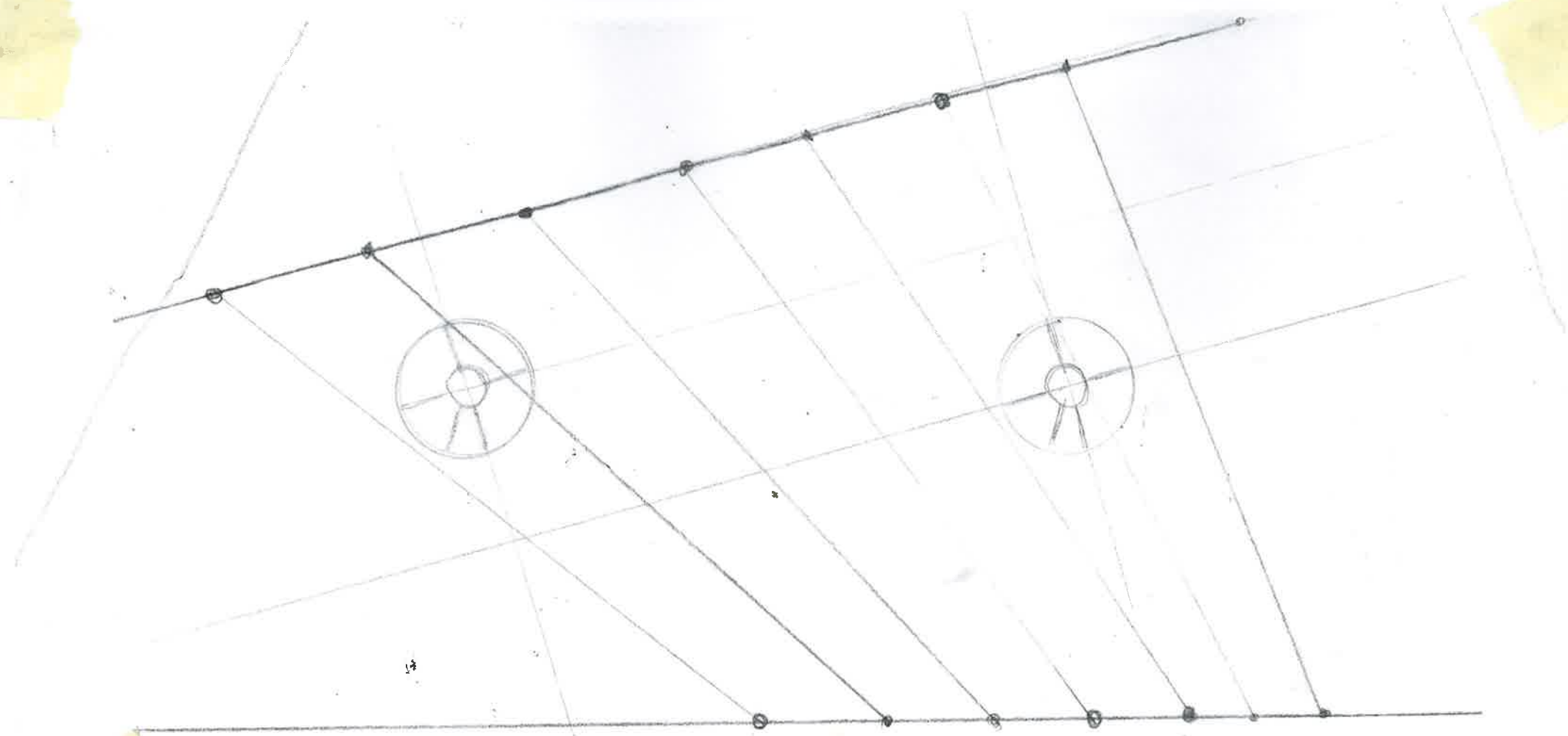
WHAT NEW ELEMENTS ARE NEEDED?

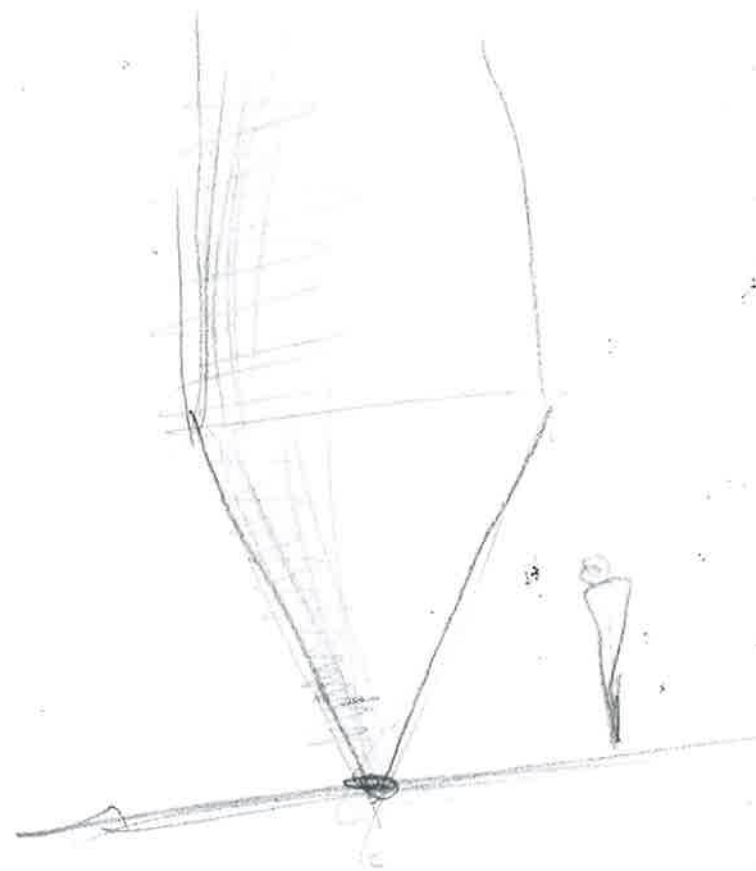
• MACHINE

• CONTROL ROOM

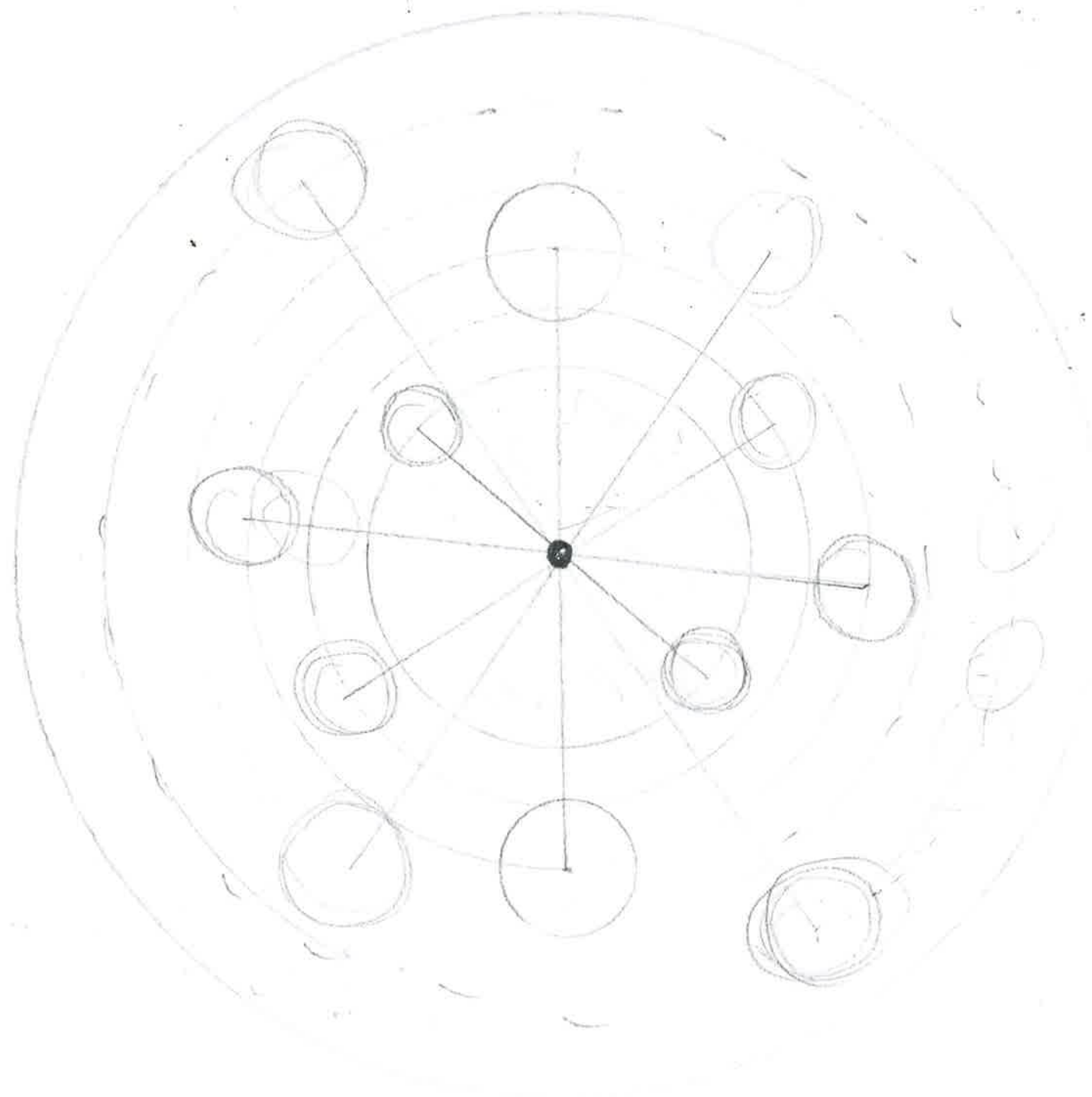
• ENTRANCE

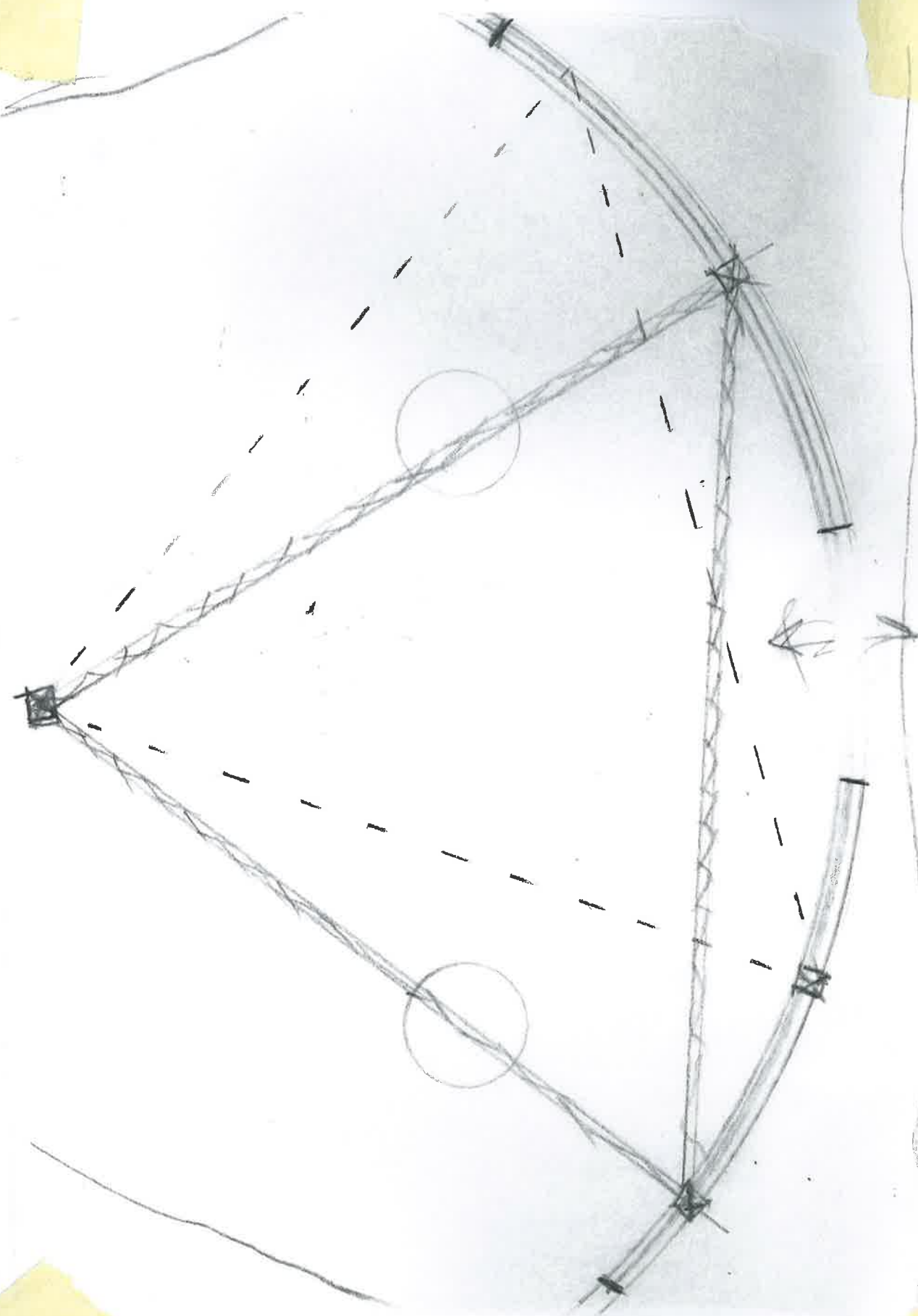
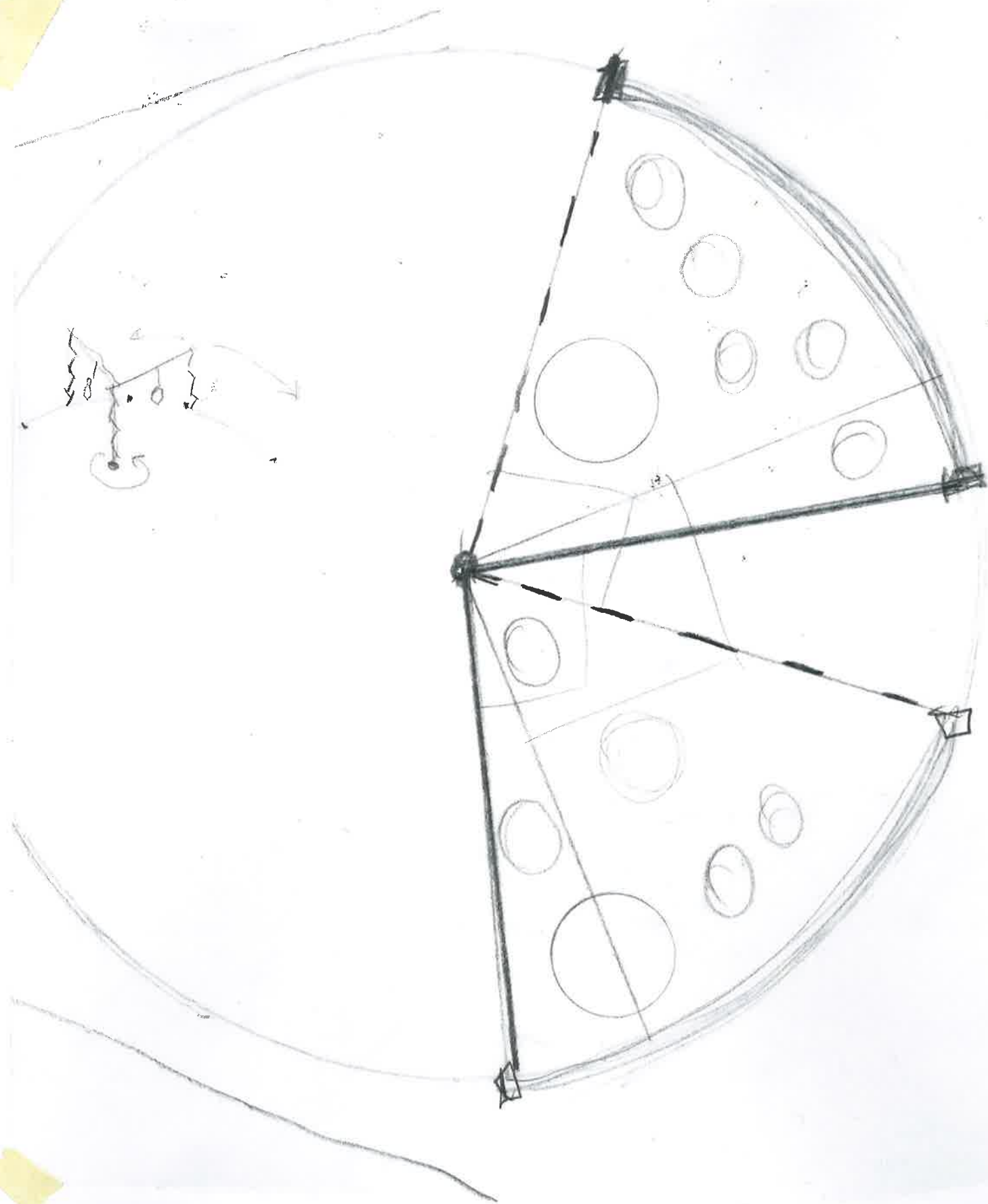


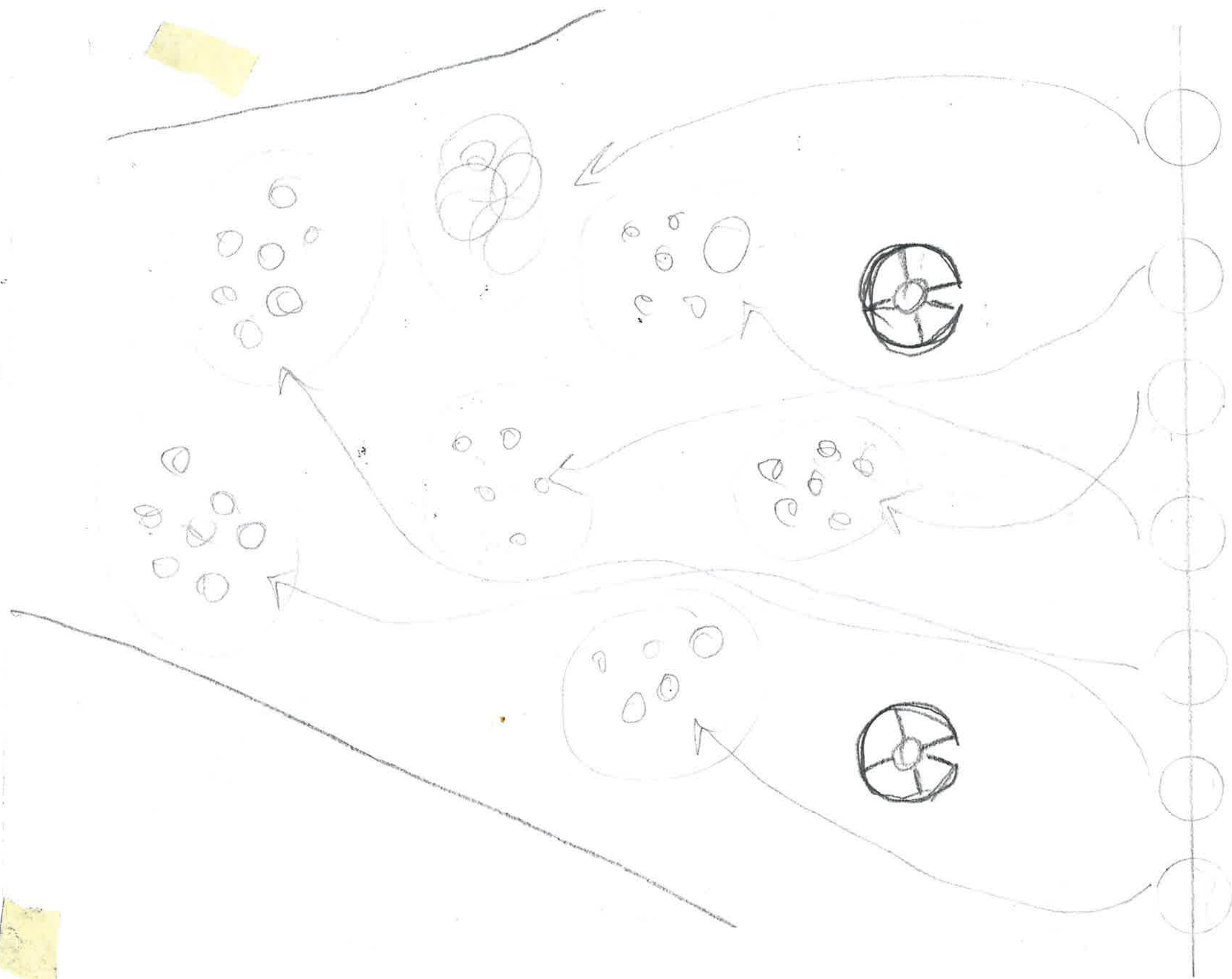




CRANE MEATS GROUND

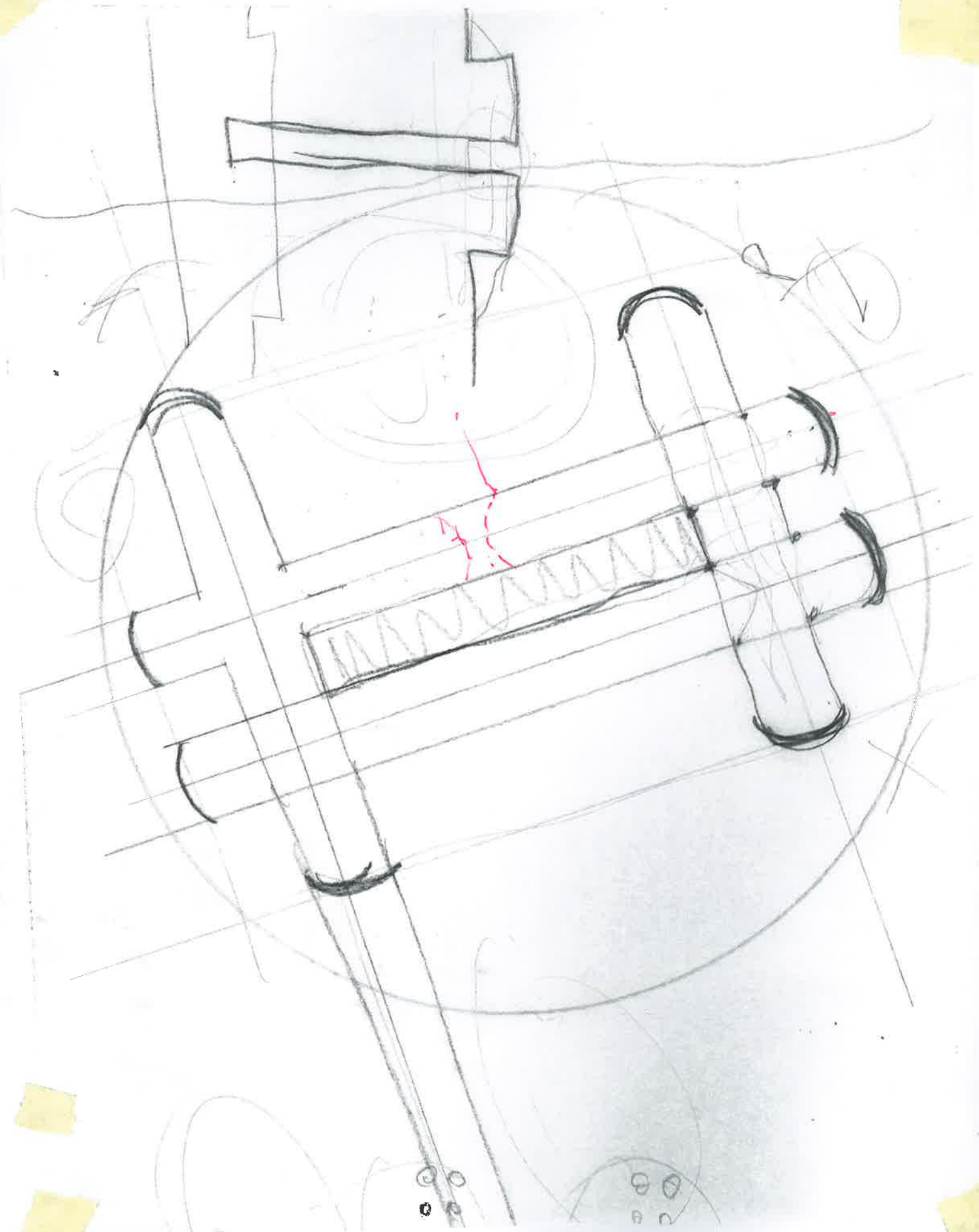
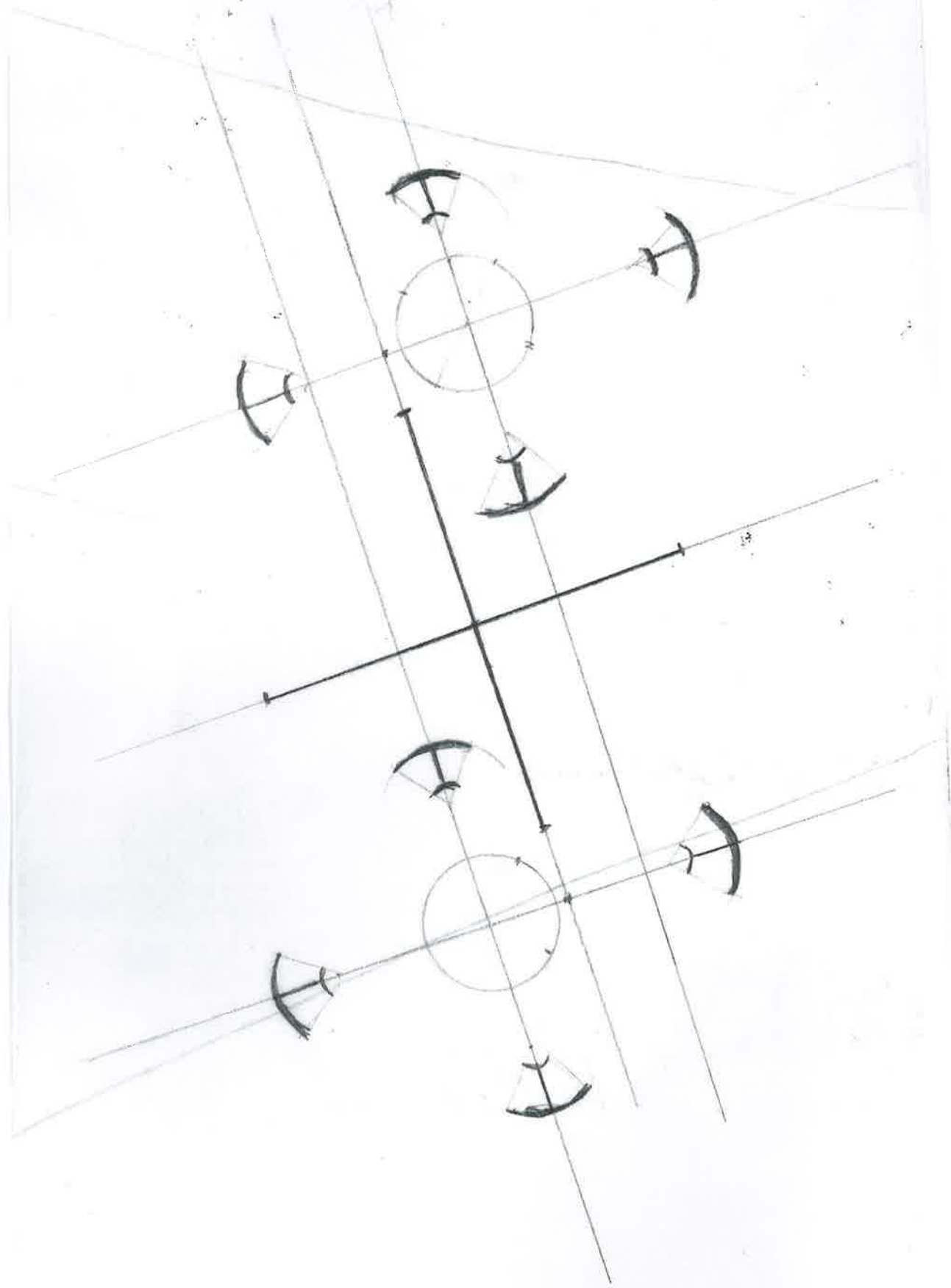


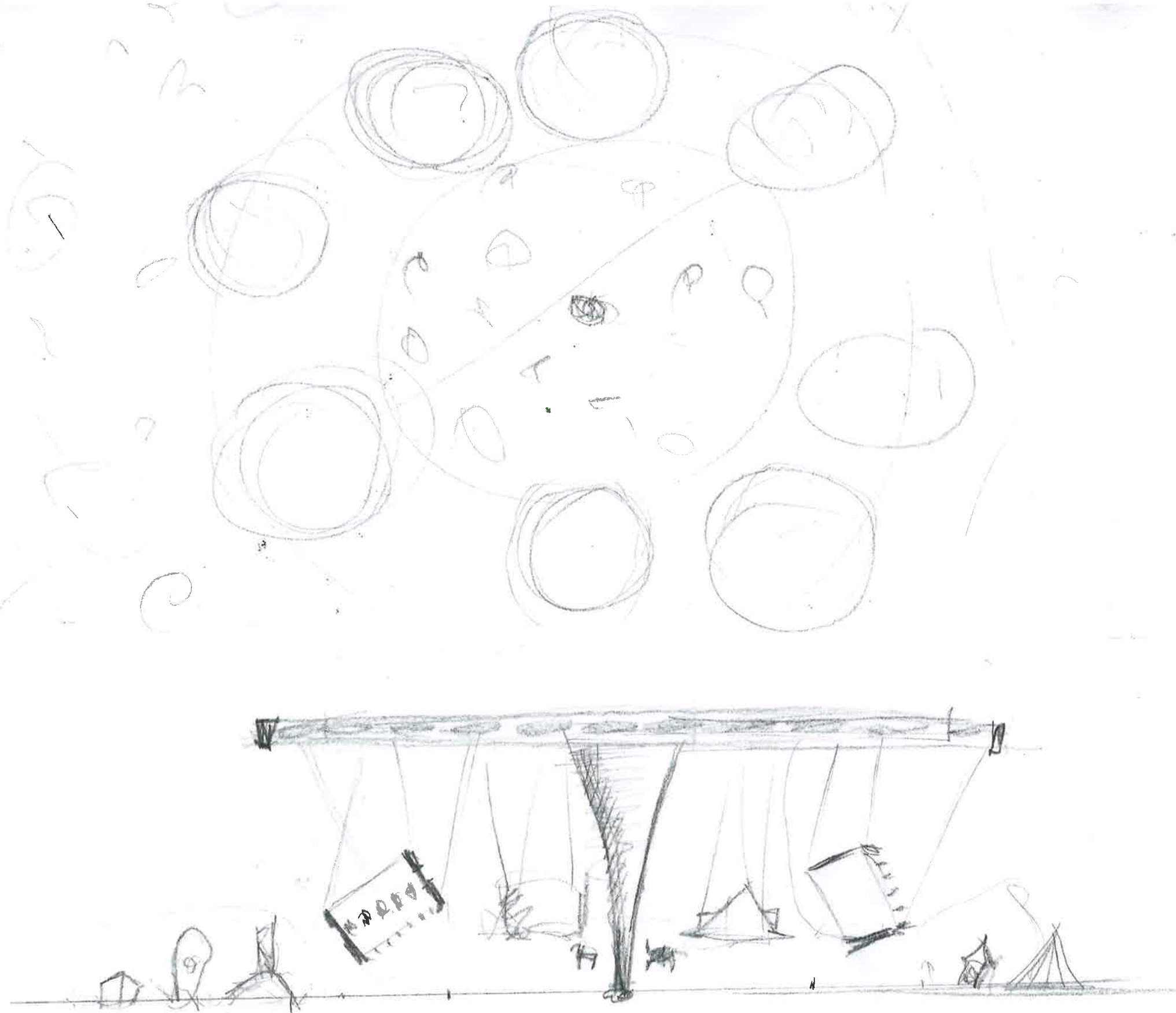




DISORDER

ORDER





MERRY GO ROUND

BORDER

HANGING

VERTICAL

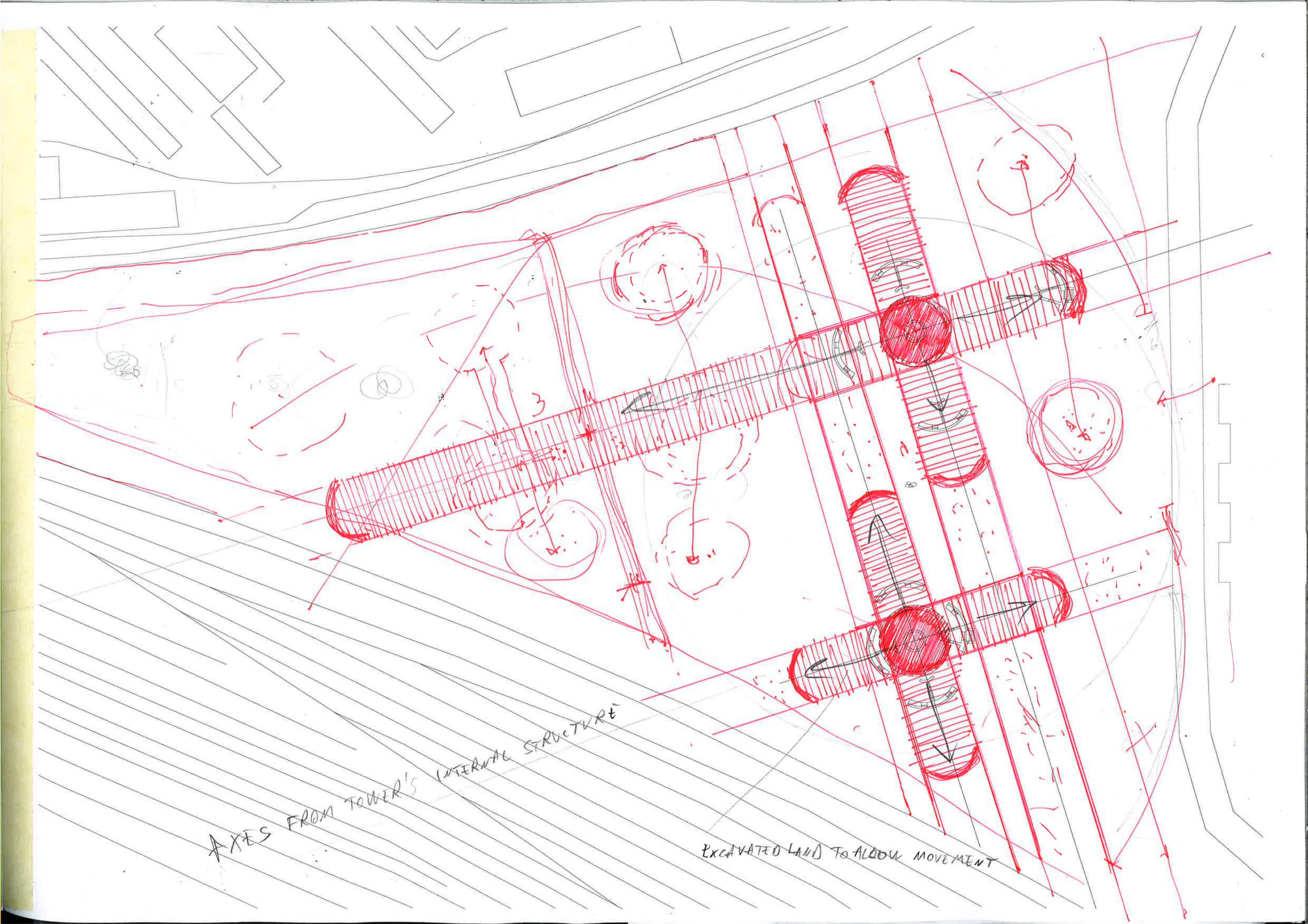
HANGING

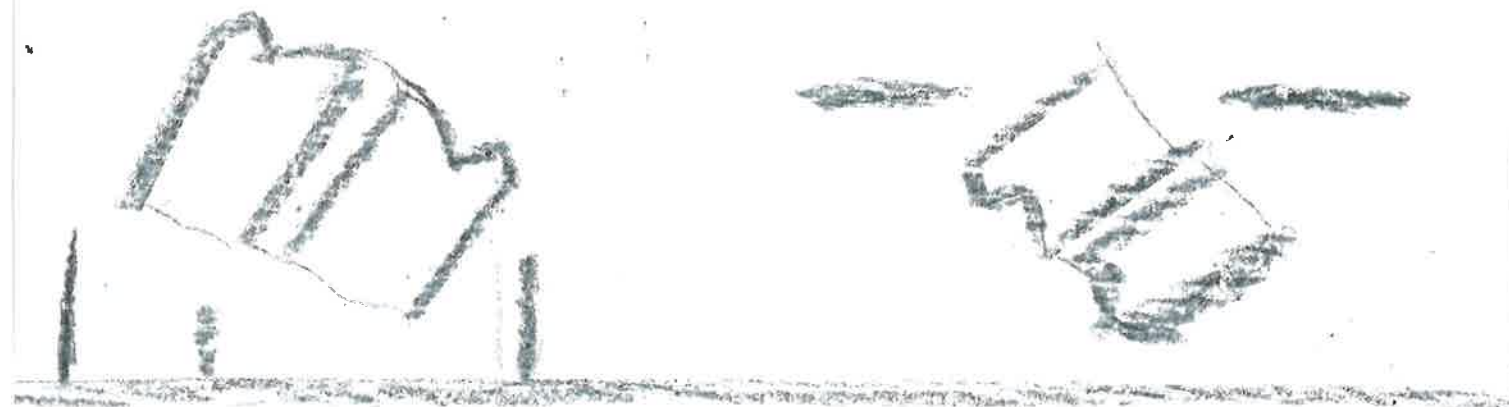
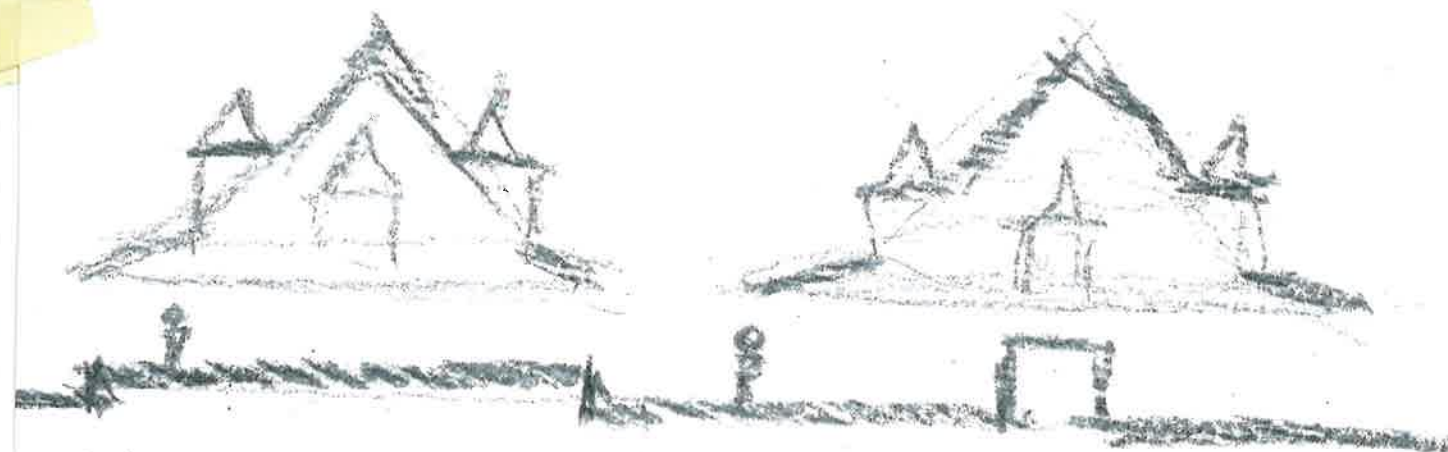
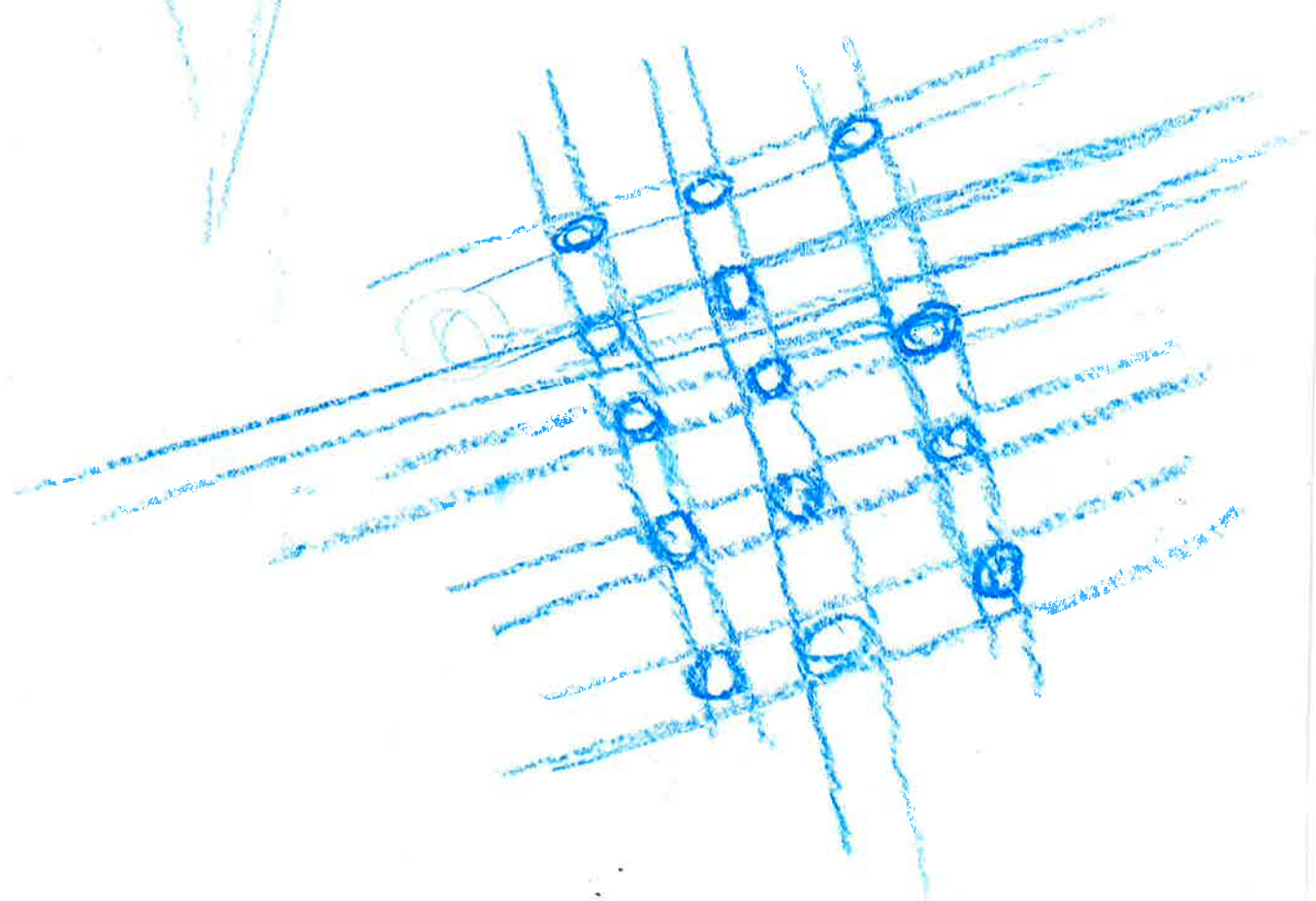
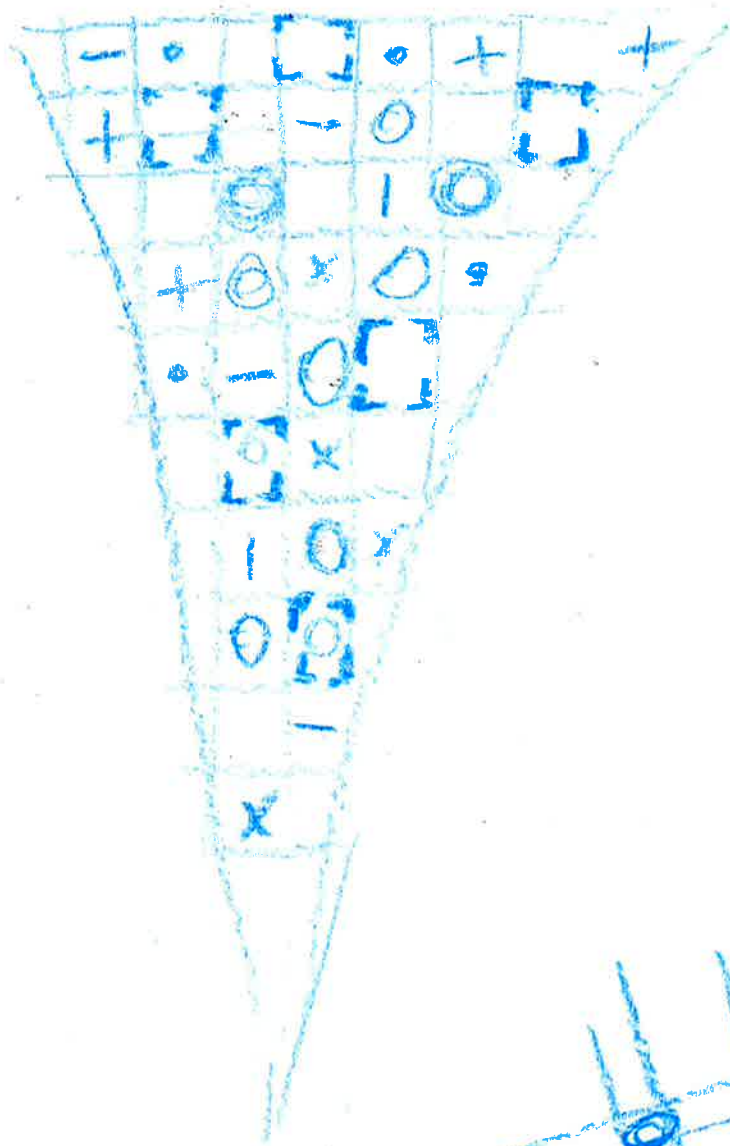
BORDER

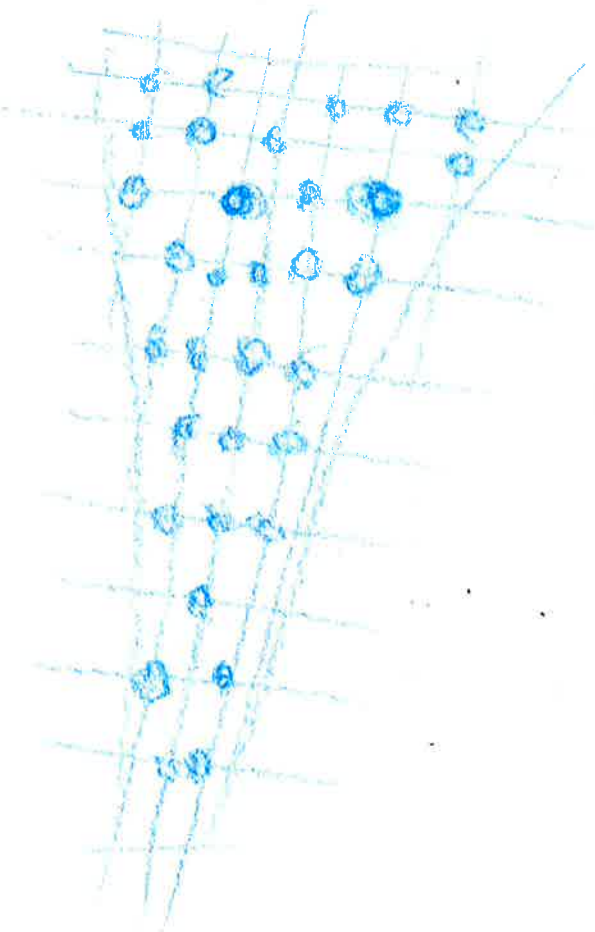
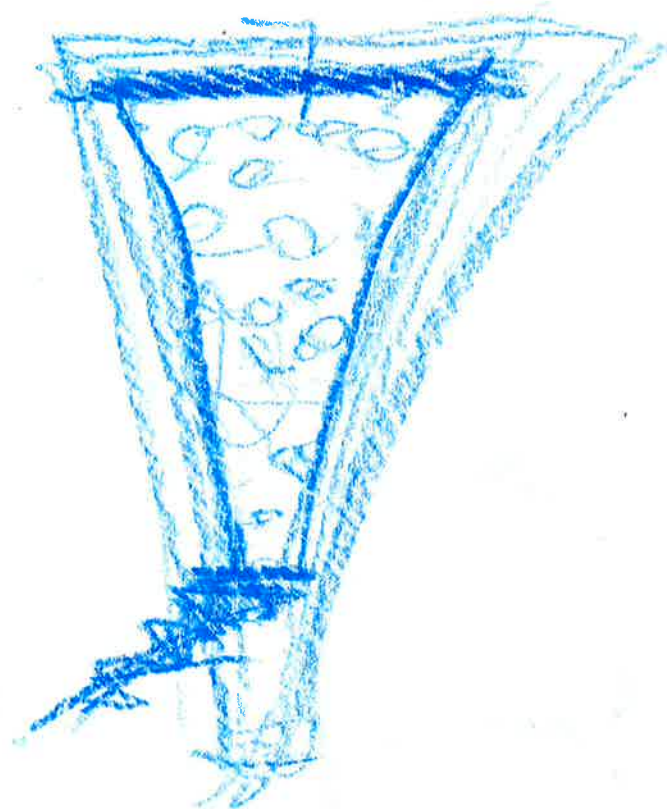
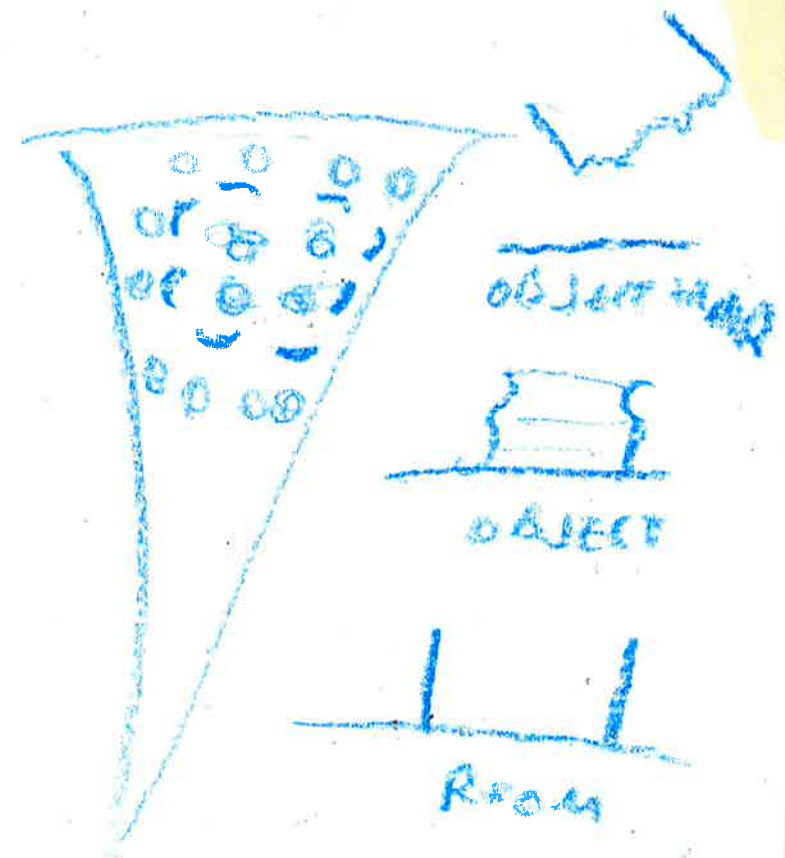
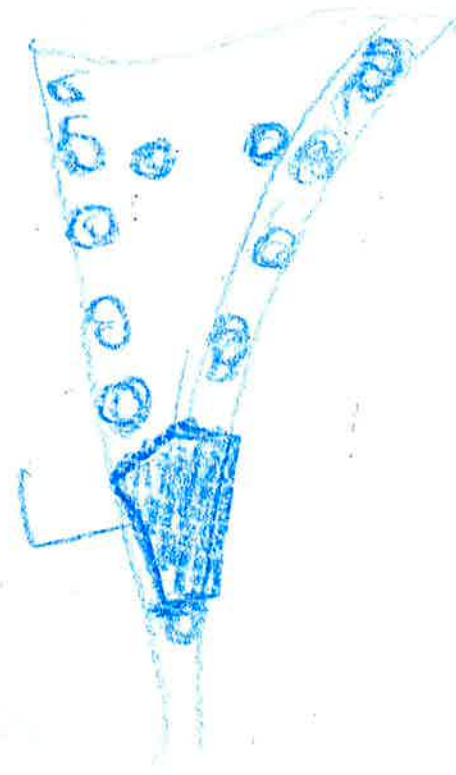


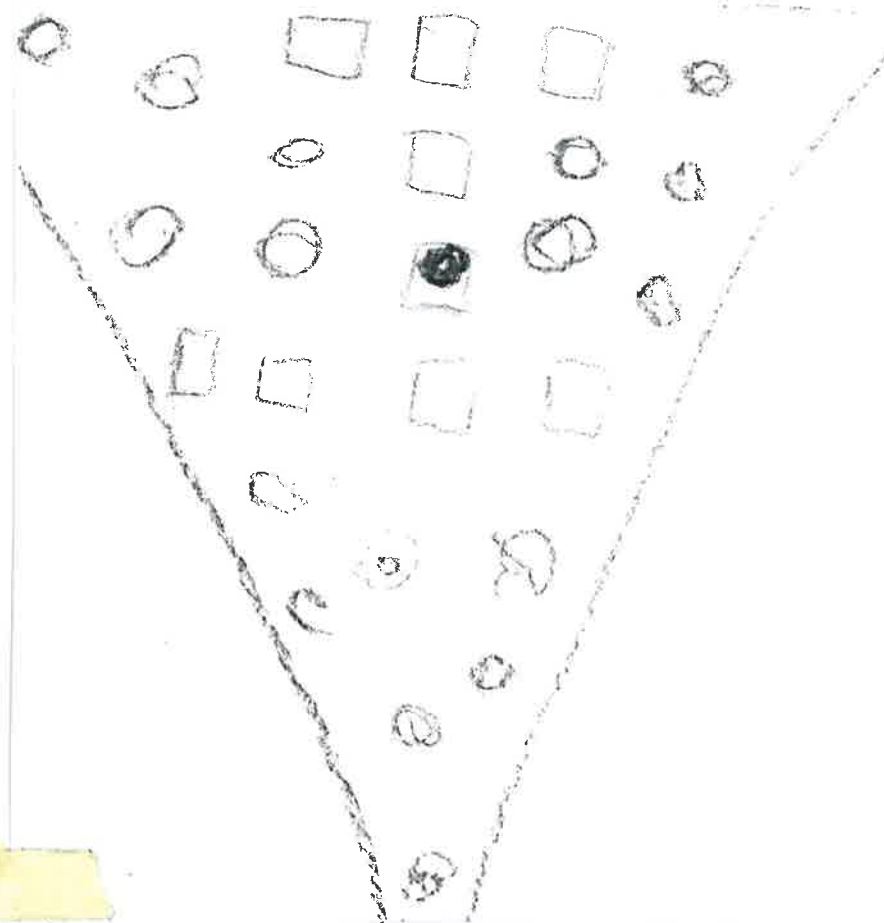
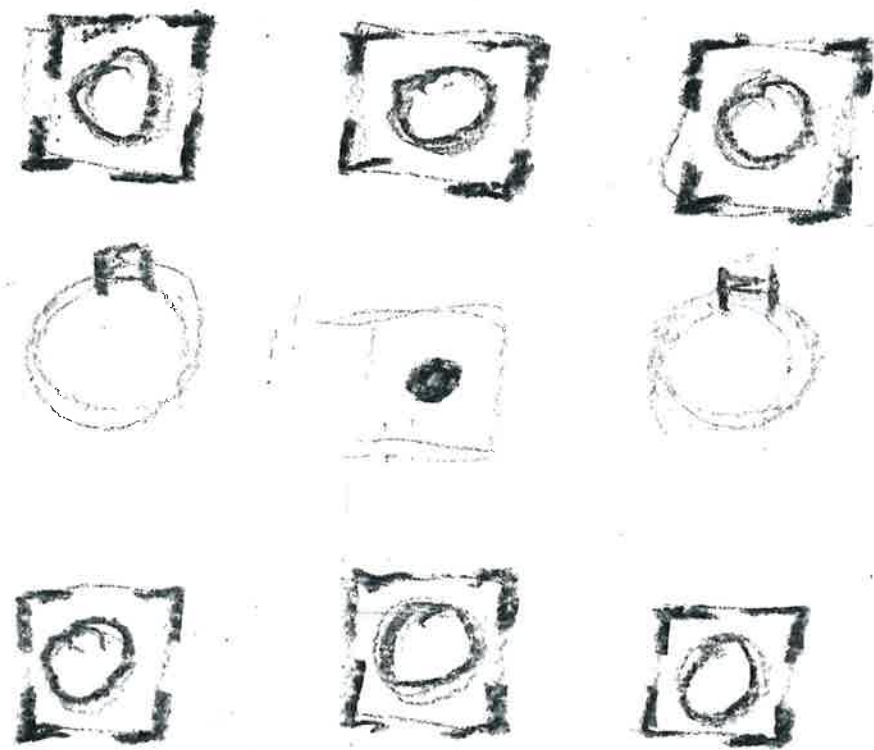
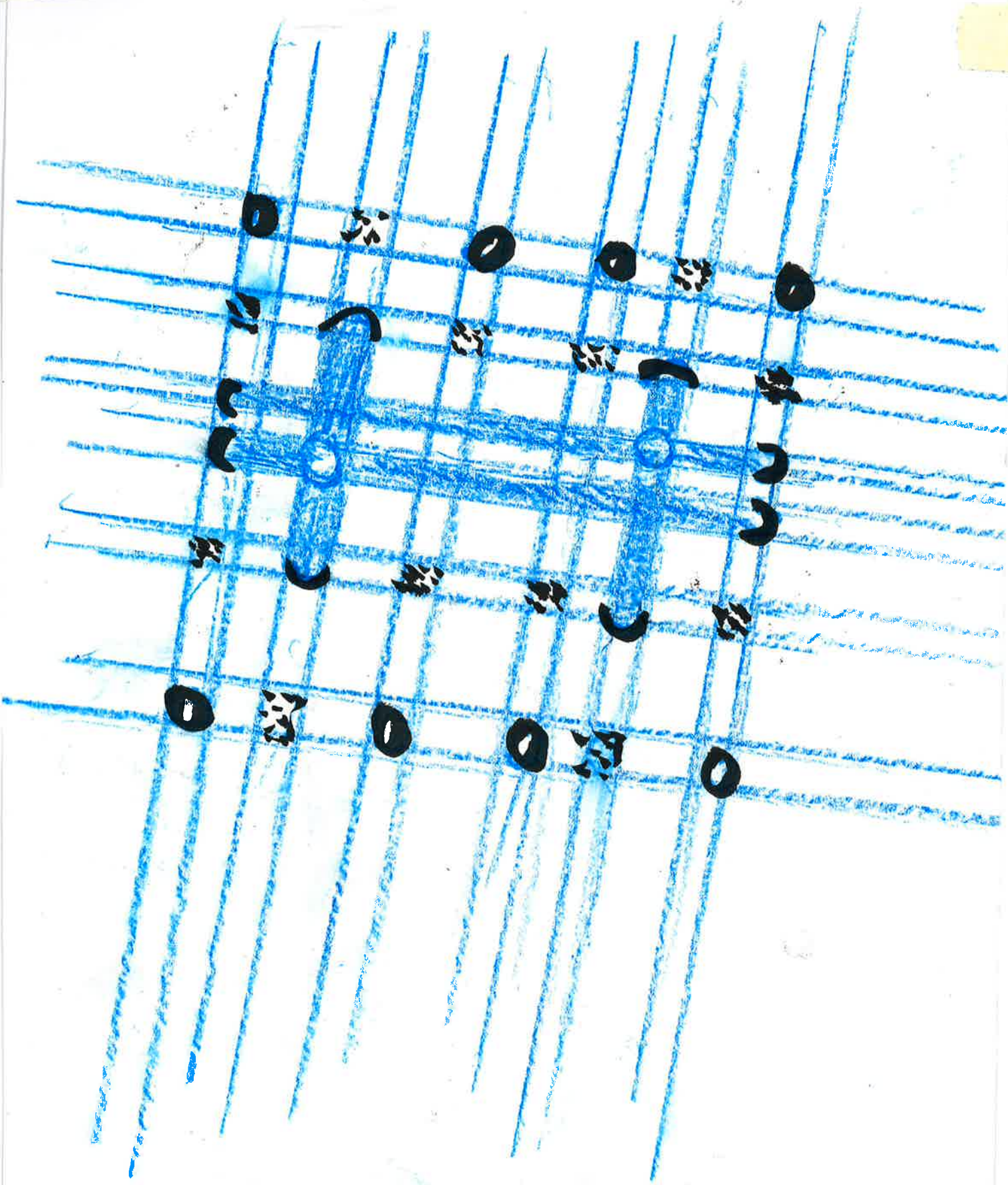
AXES FROM TOWER'S INTERNAL STRUCTURE

EXCAVATED LAND TO ALLOW MOVEMENT





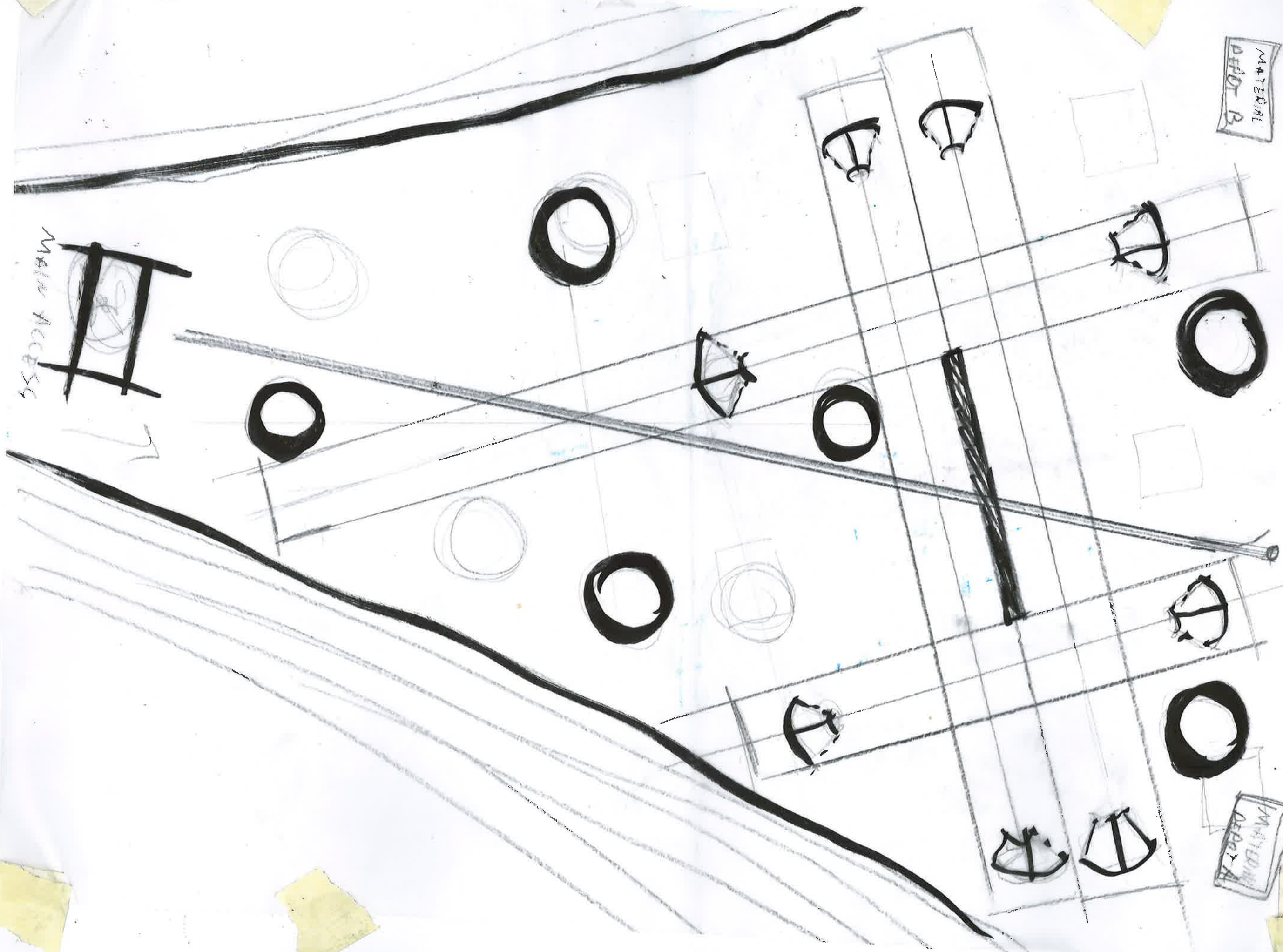


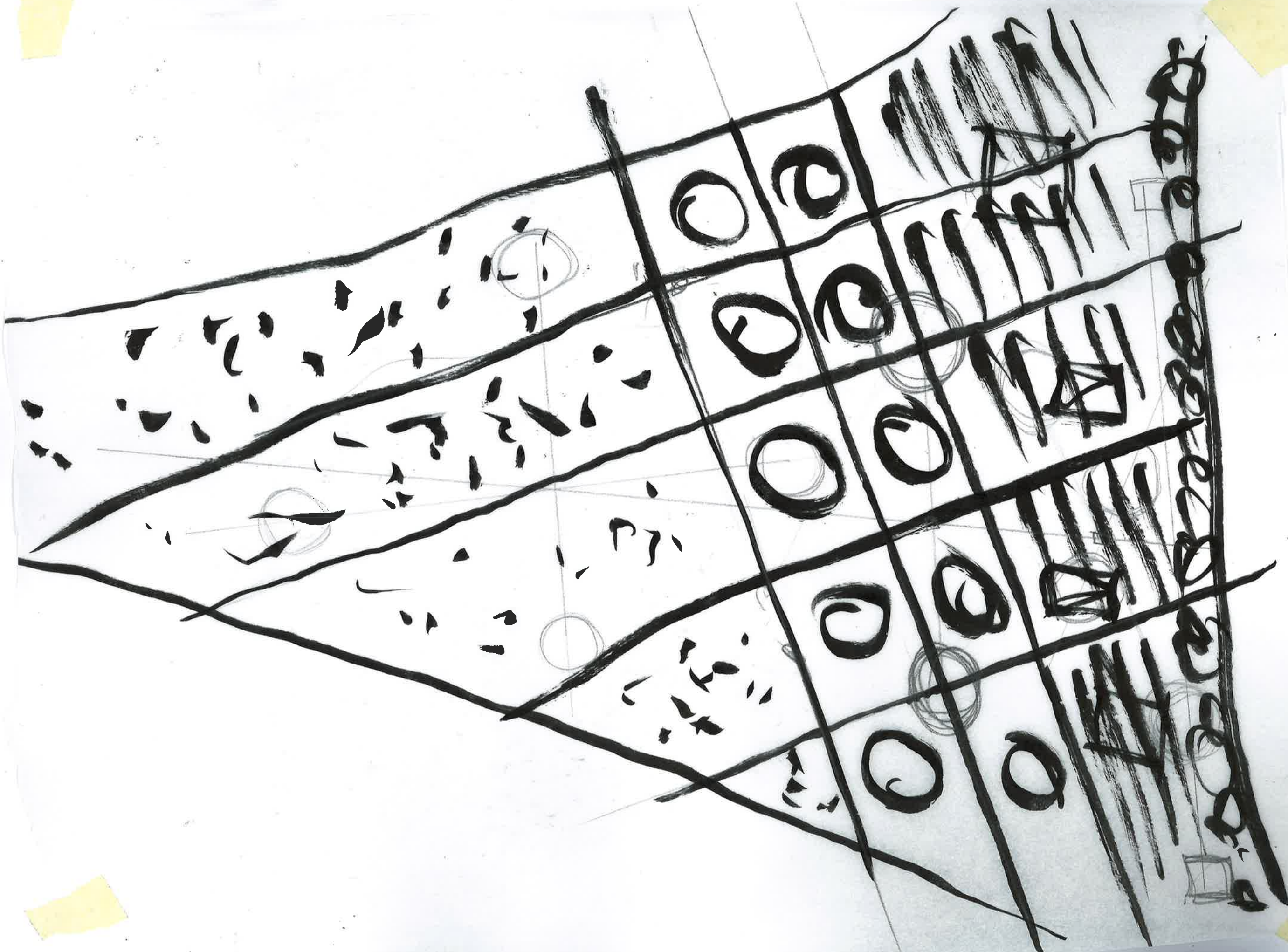


MATERIAL
DEPT B

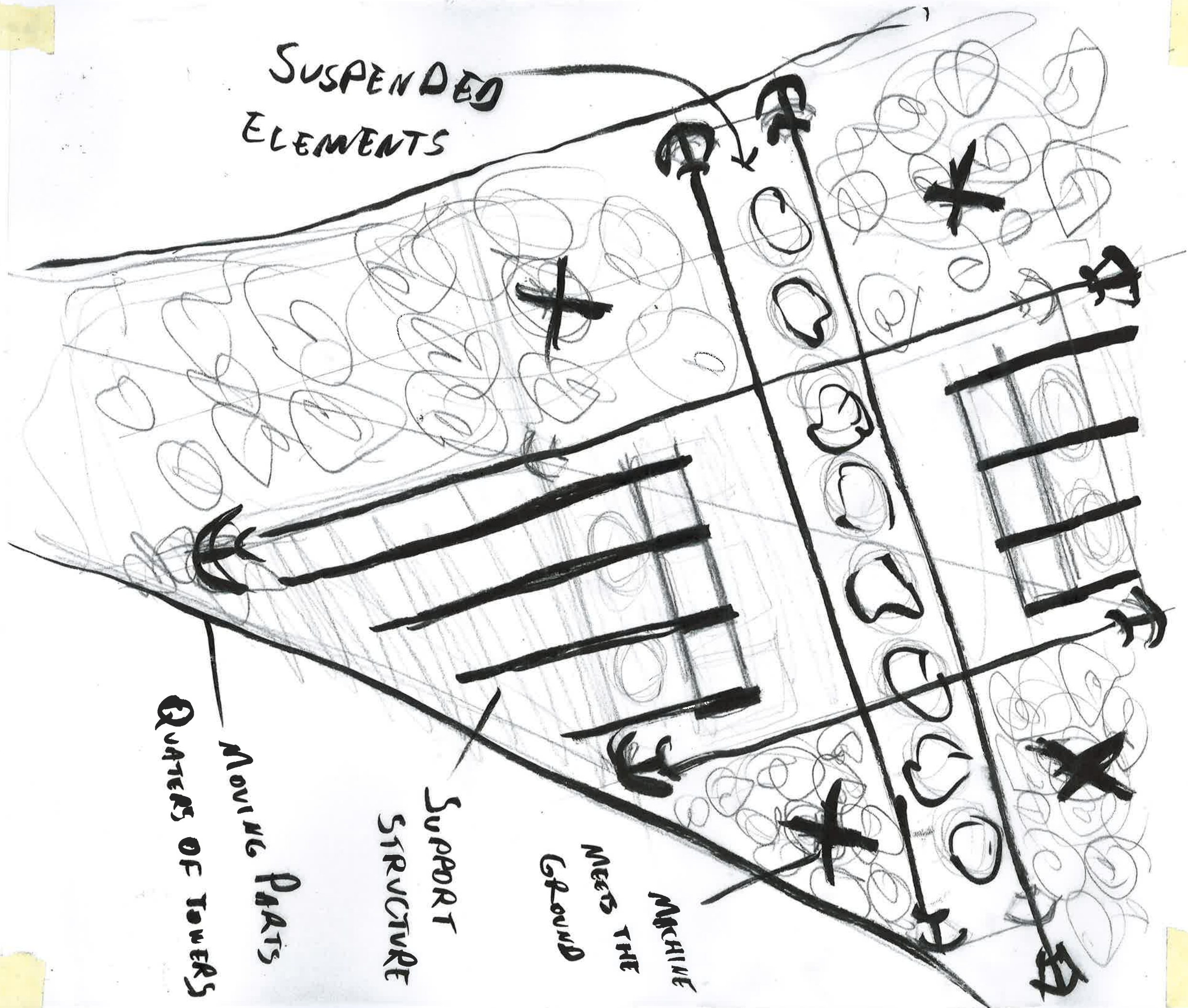
MATERIAL
DEPT A

Main Access





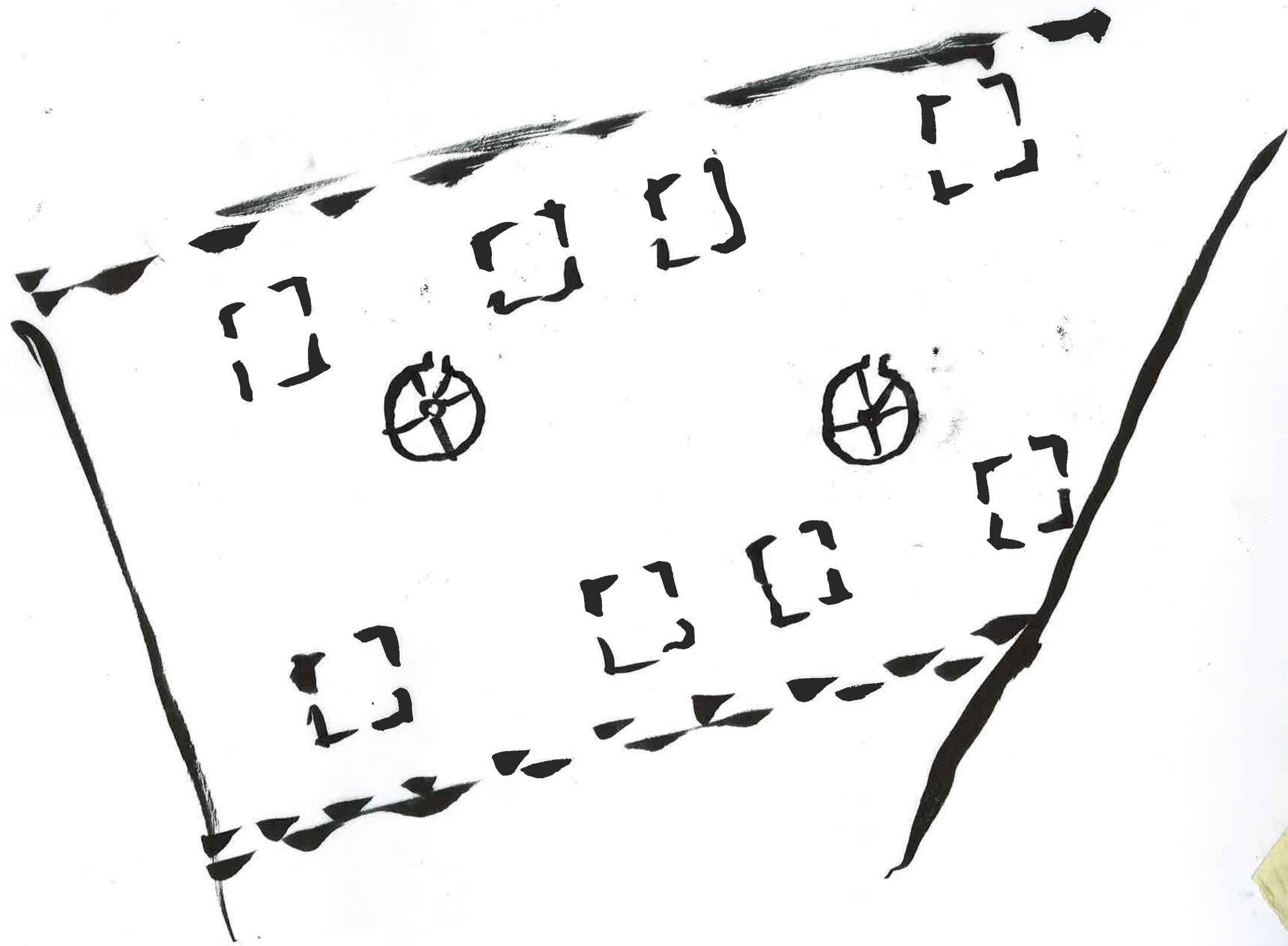
SUSPENDED
ELEMENTS

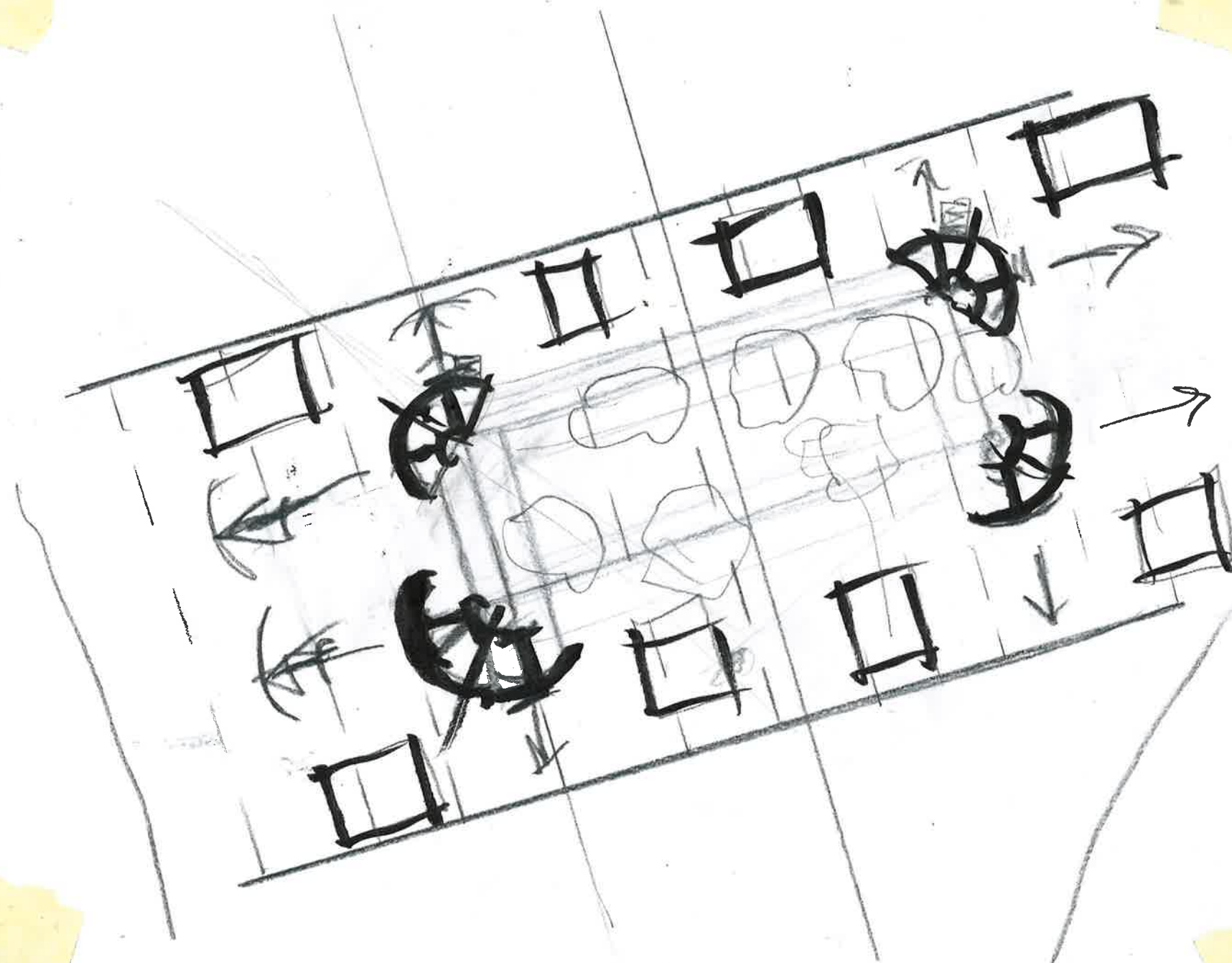


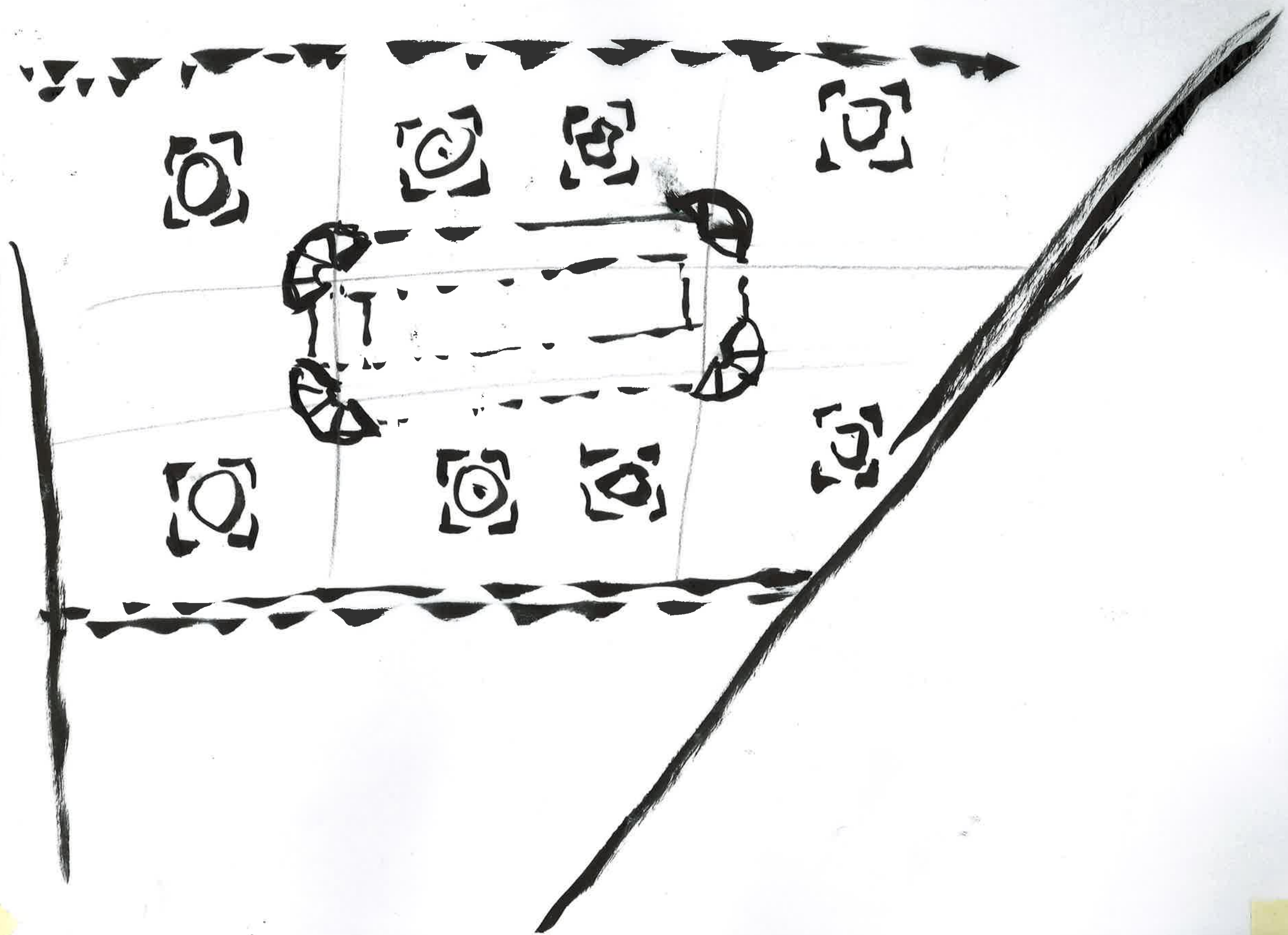
MACHINE
MEETS THE
GROUND

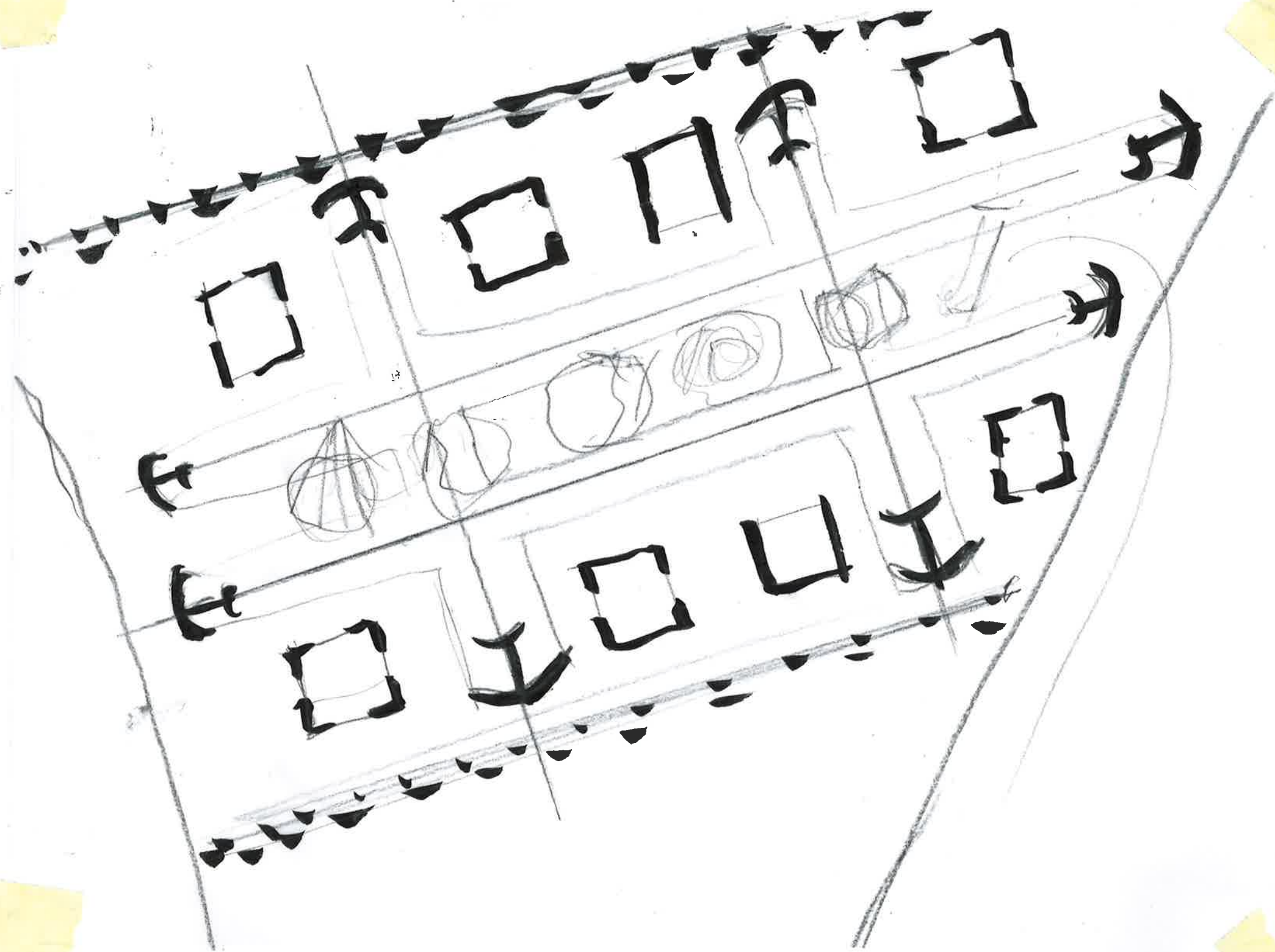
SUPPORT
STRUCTURE

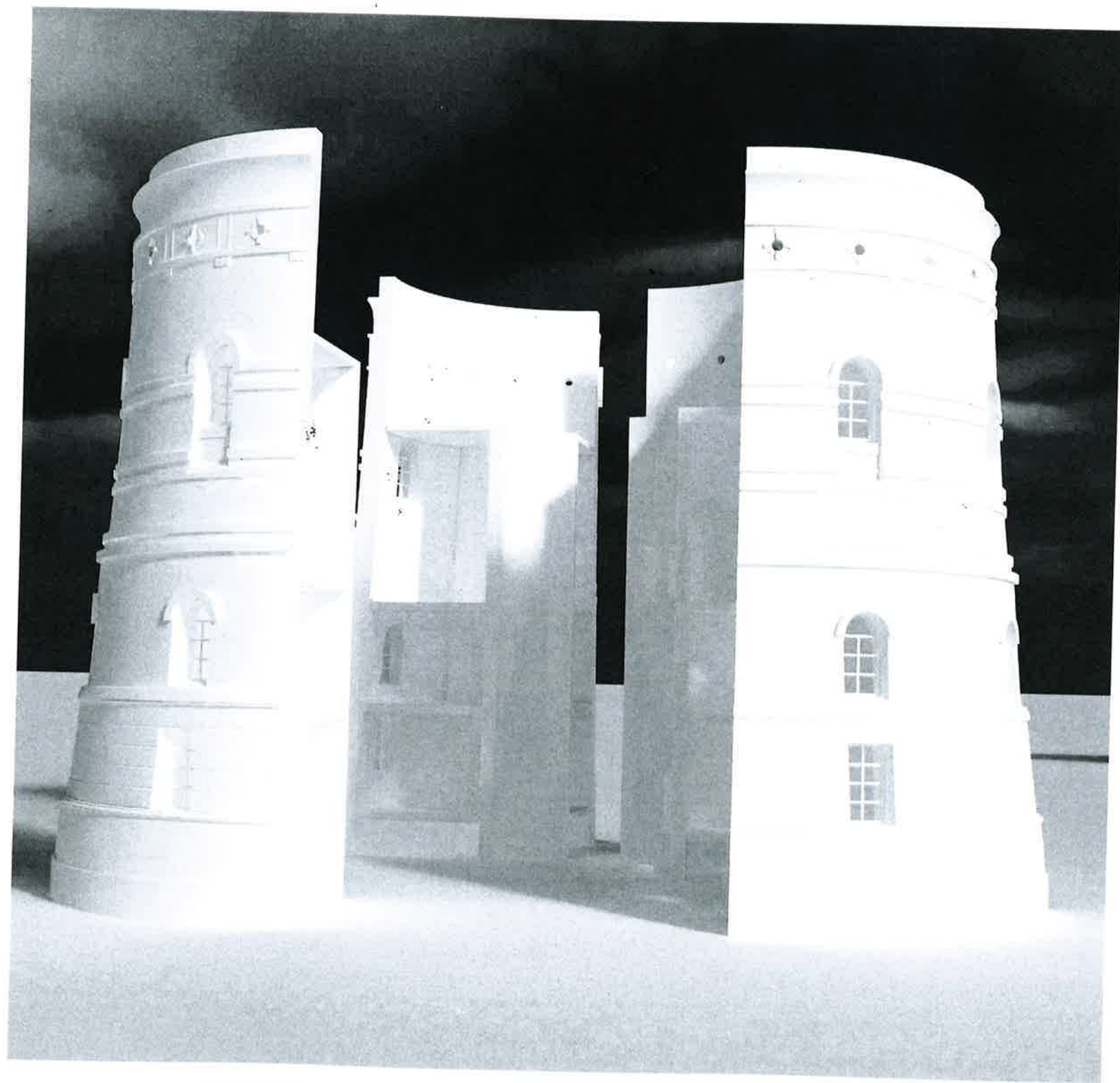
MOVING PARTS
QUARTERS OF TOWERS





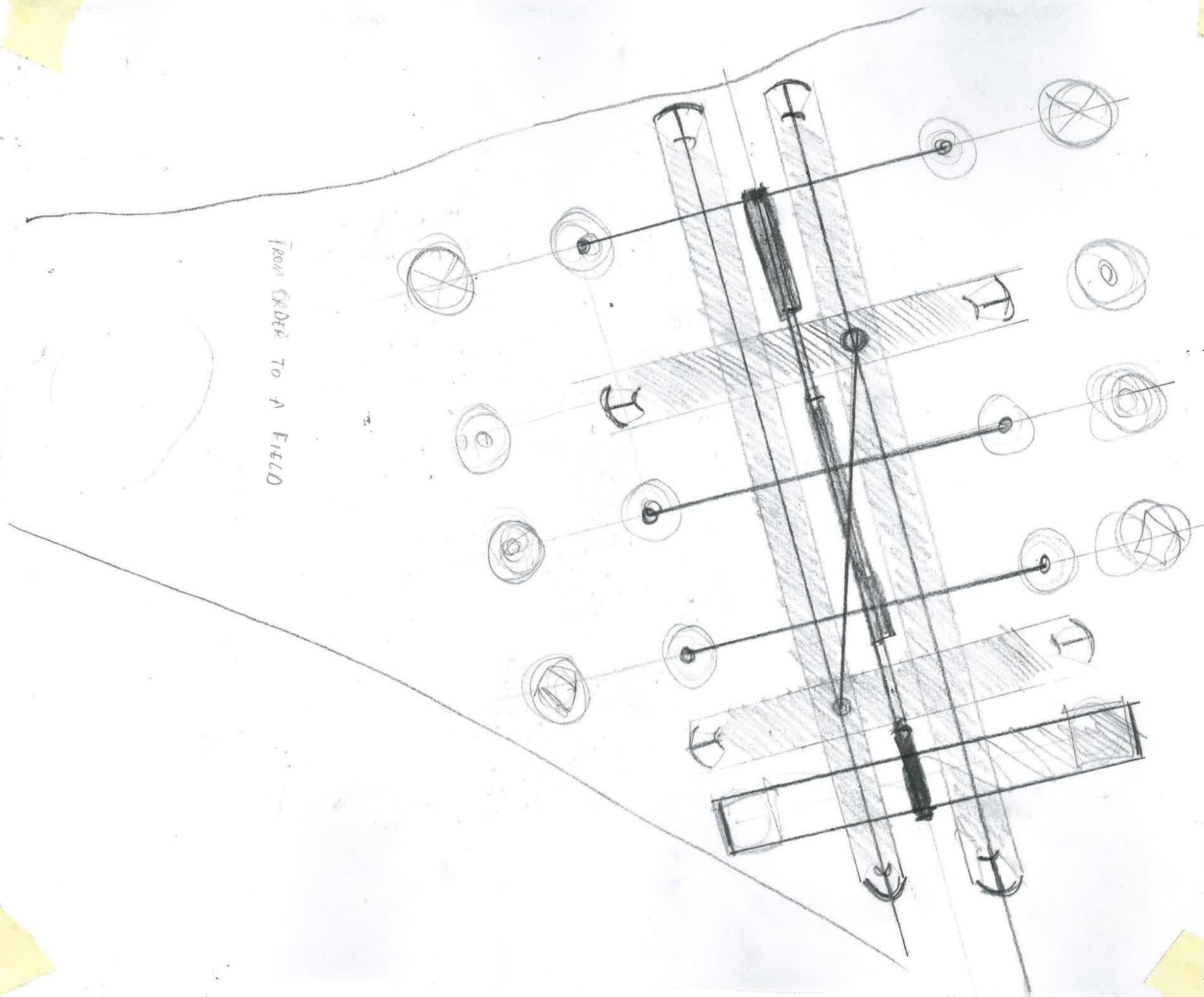


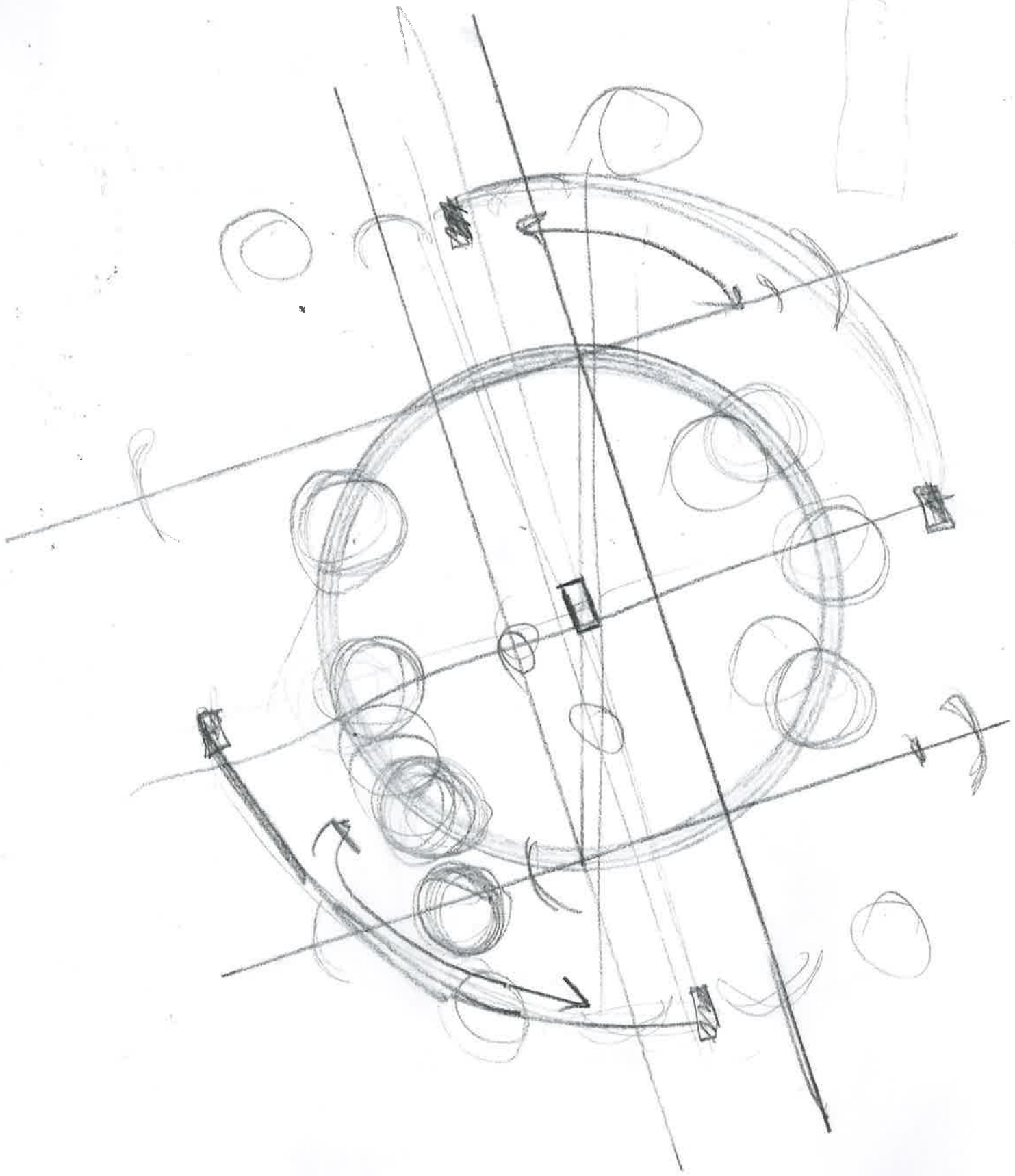




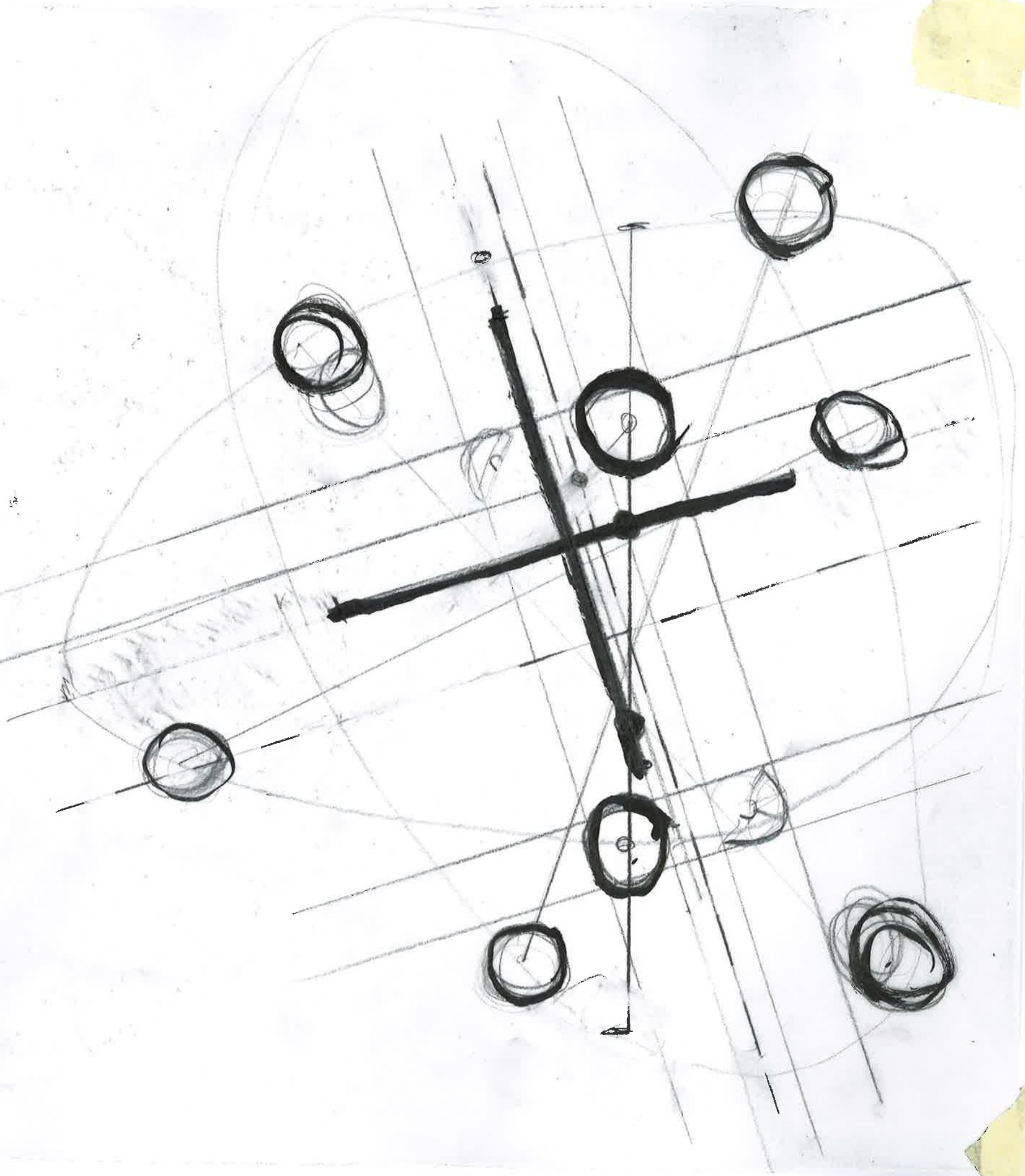


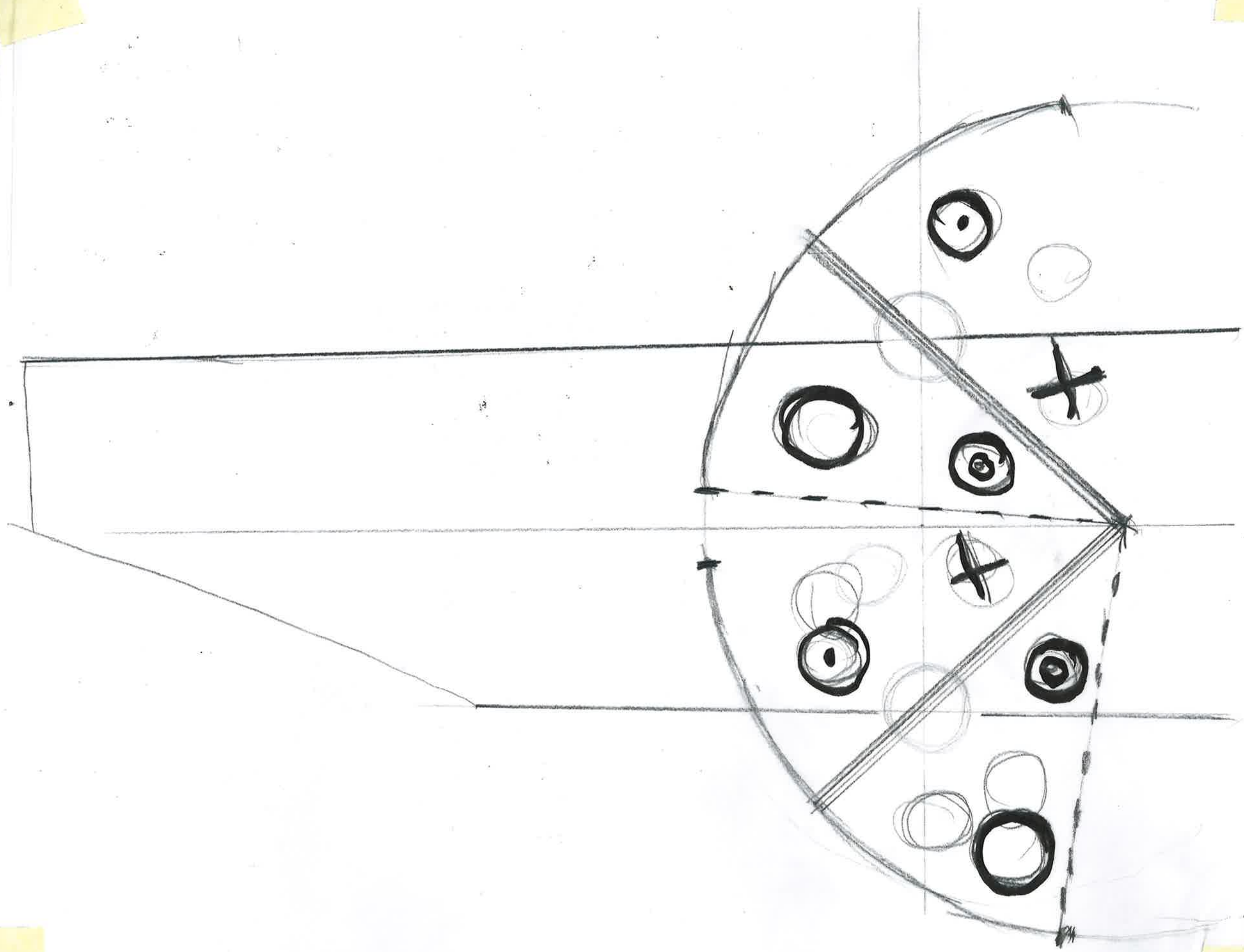
FROM CADDIS TO A FIELD

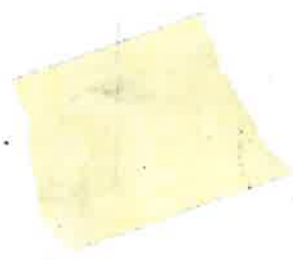
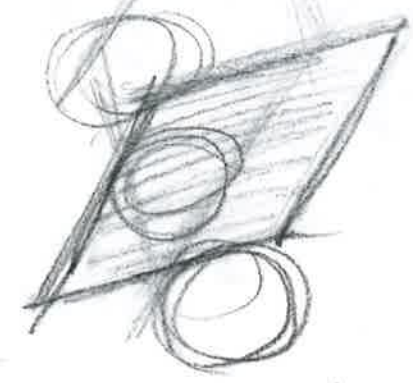
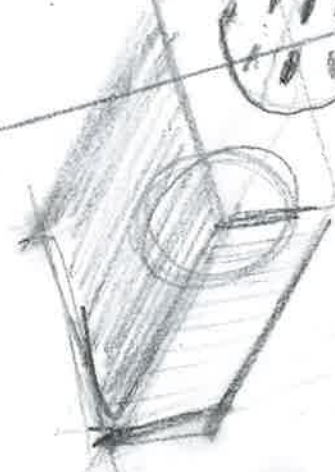
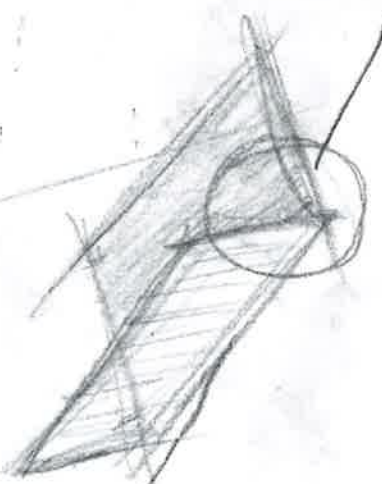
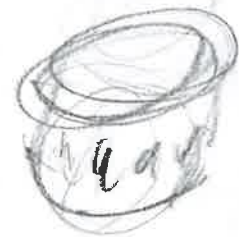


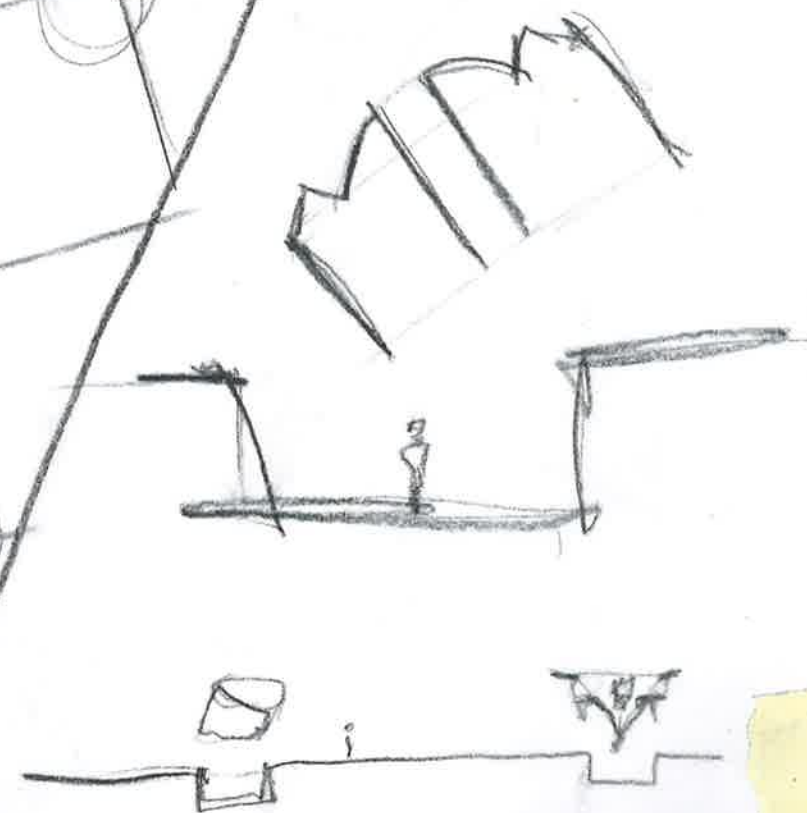
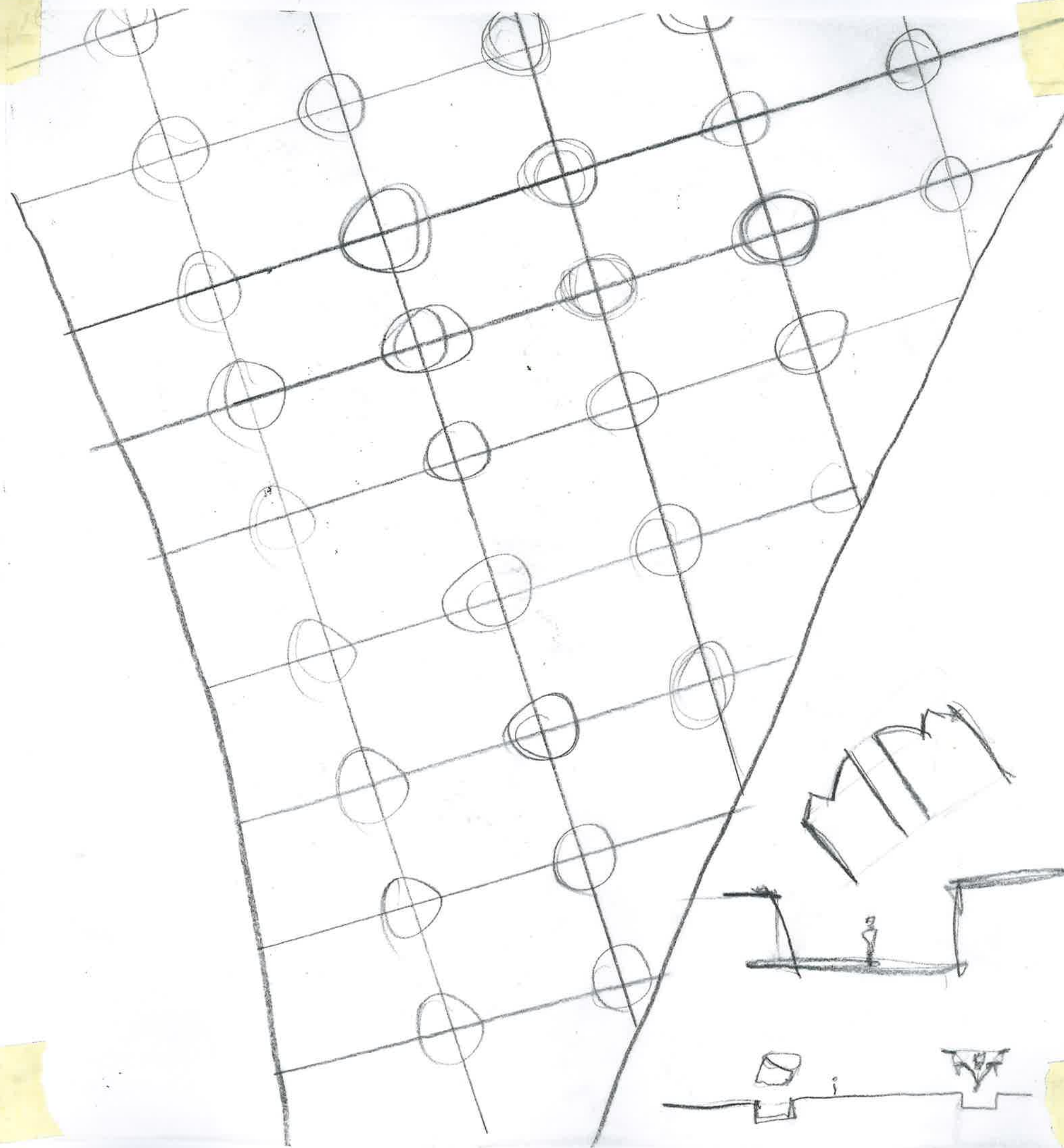


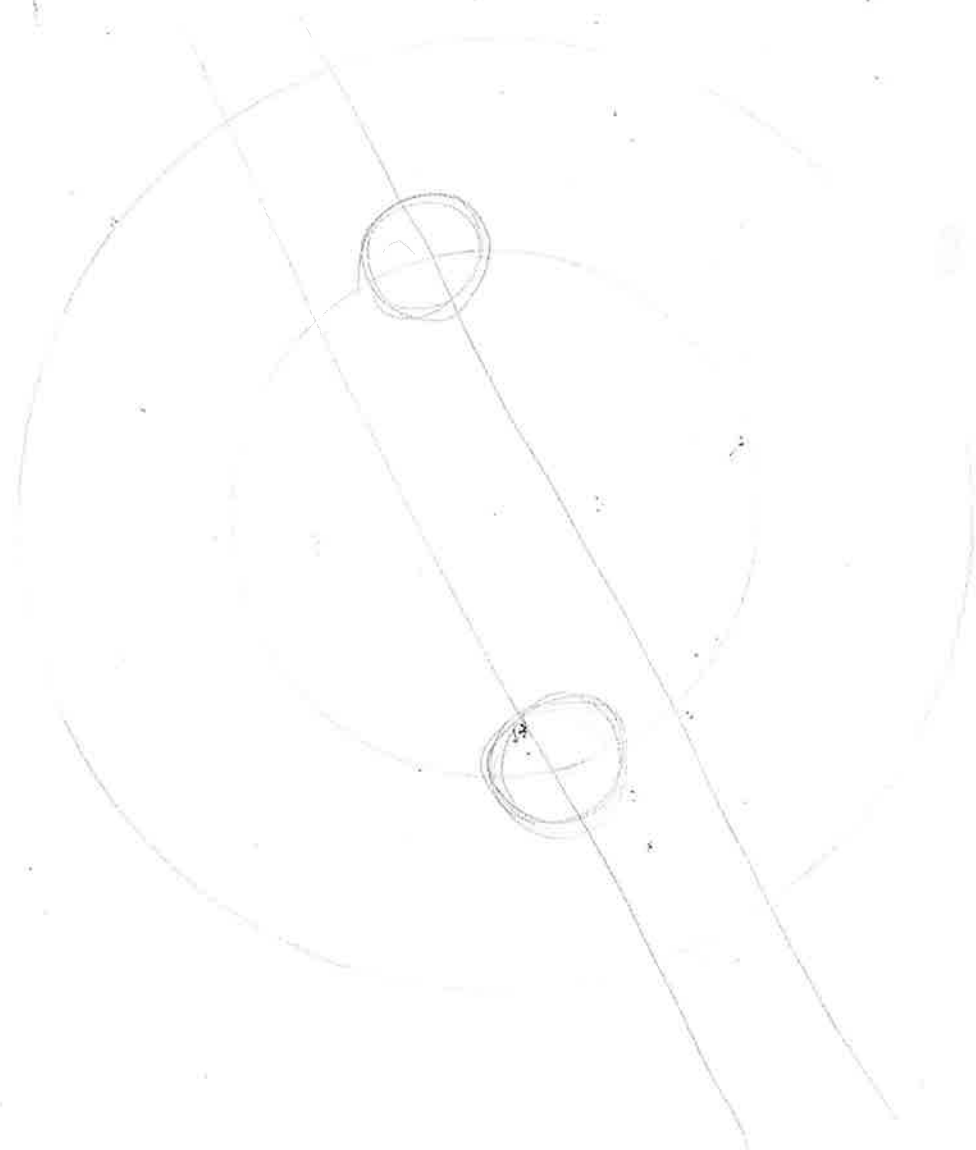
WHAT IS THE
TASK?
FESTIVAL

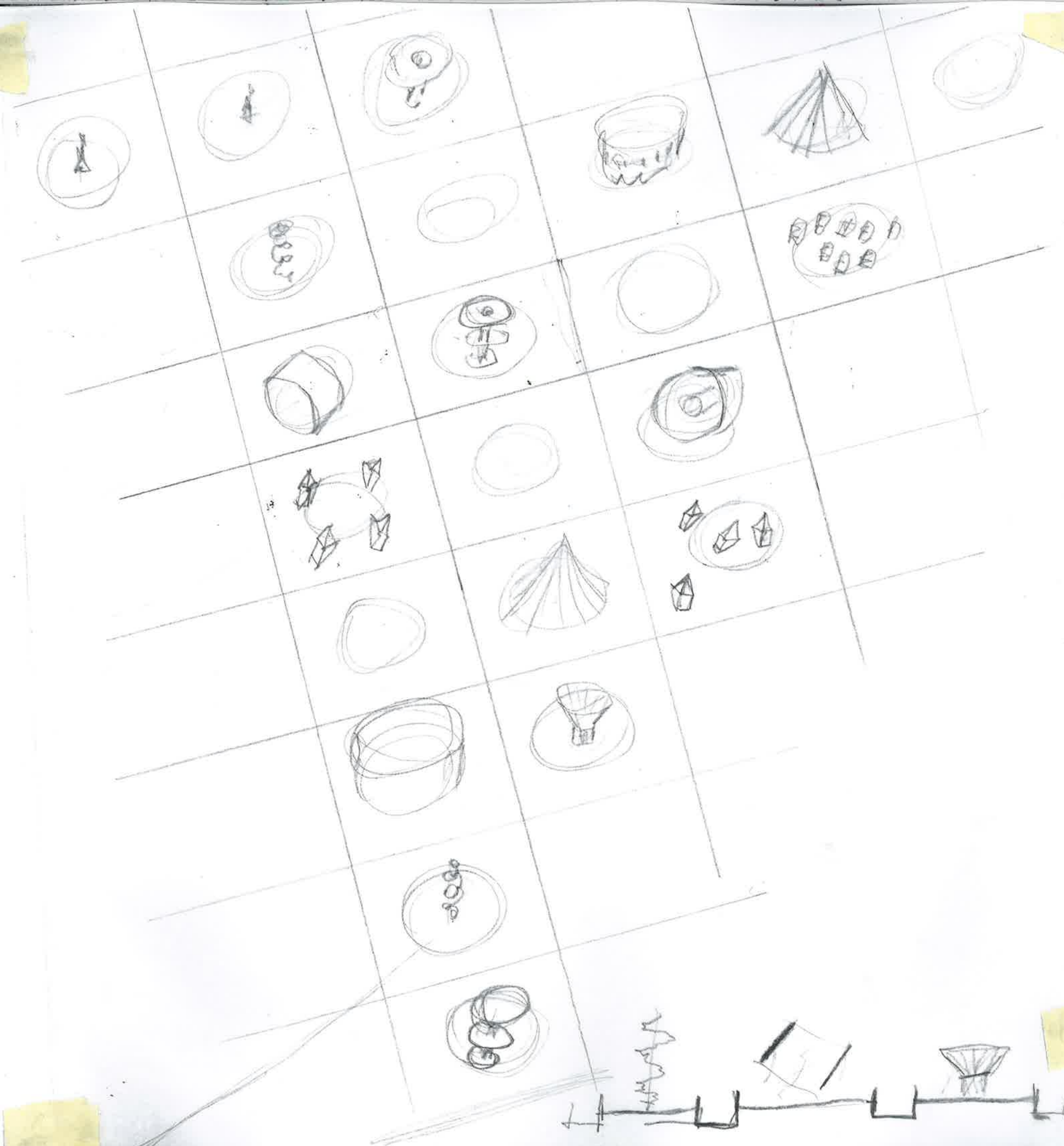


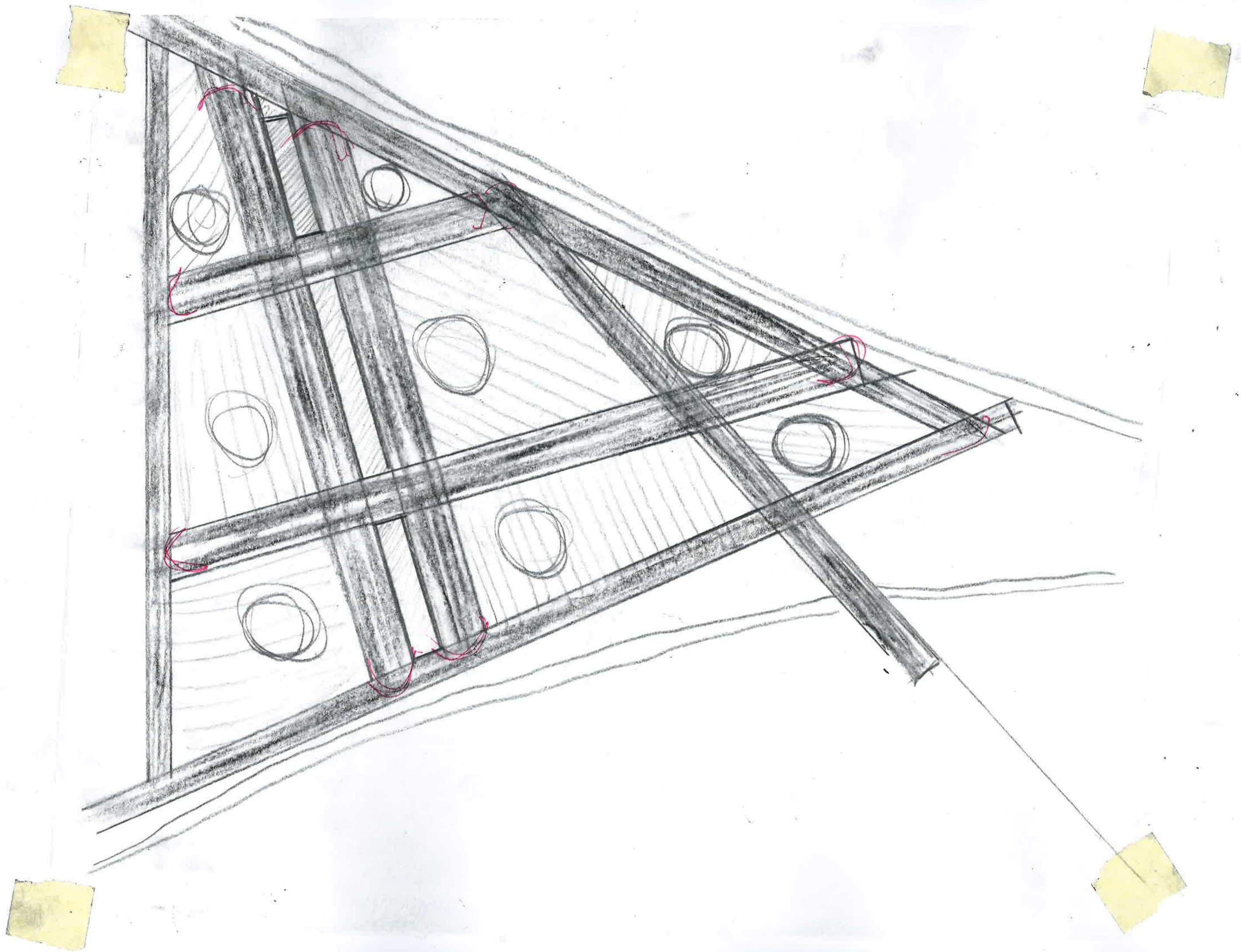


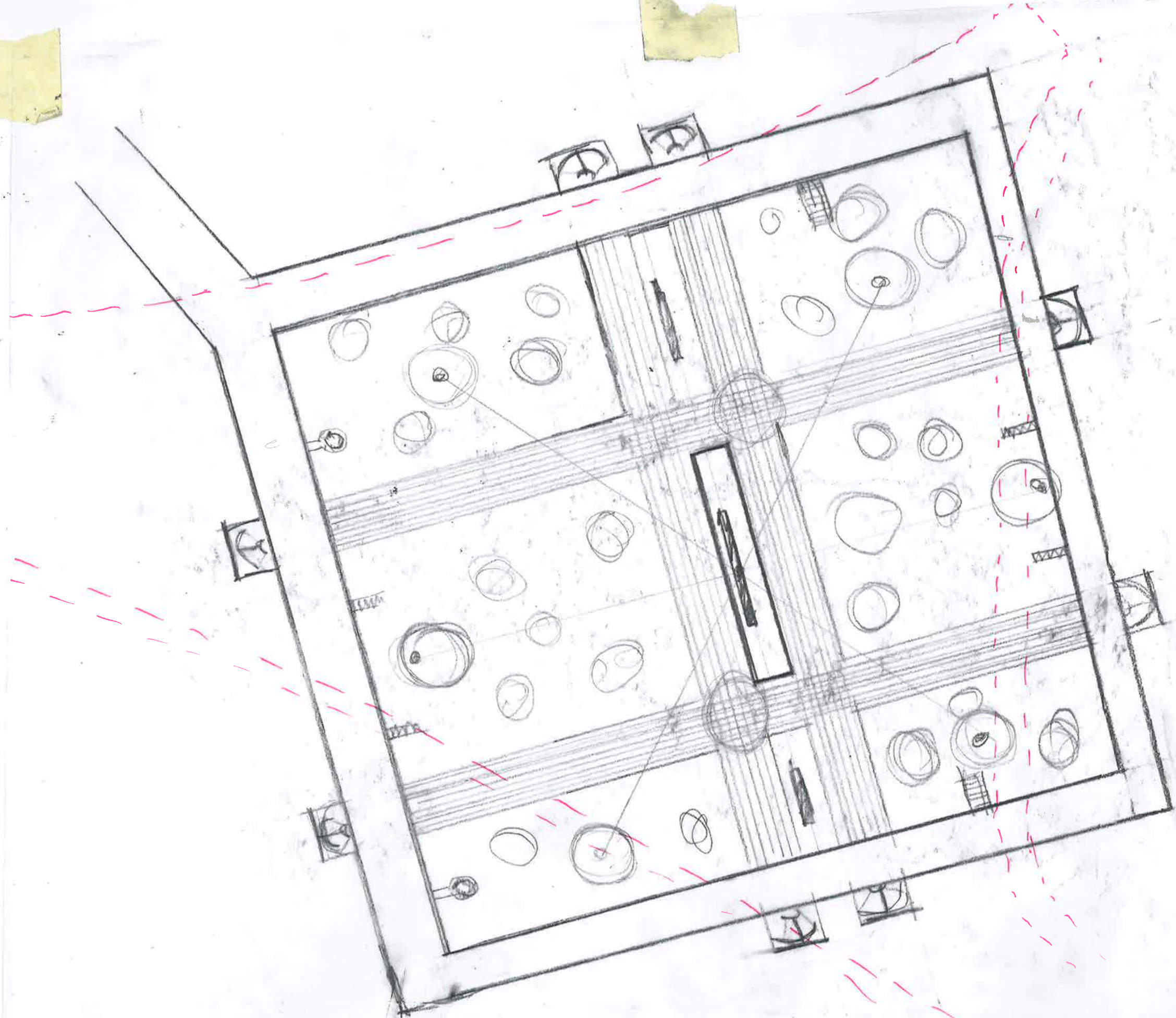


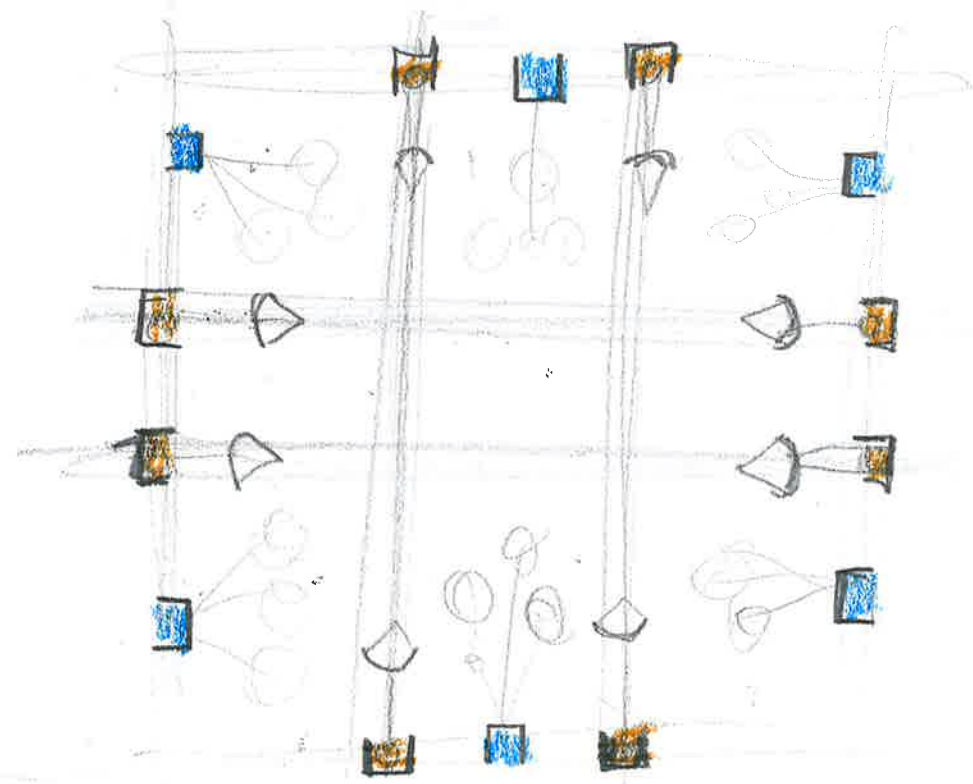




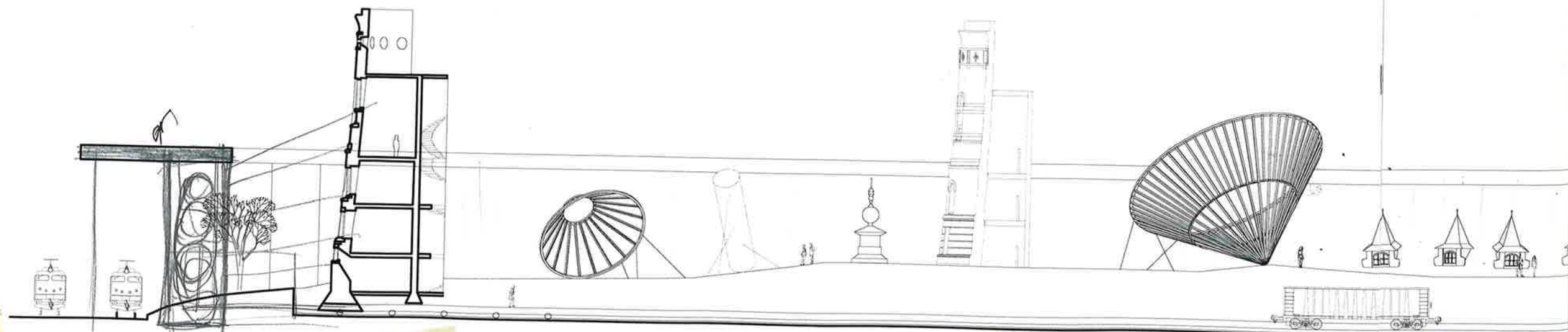
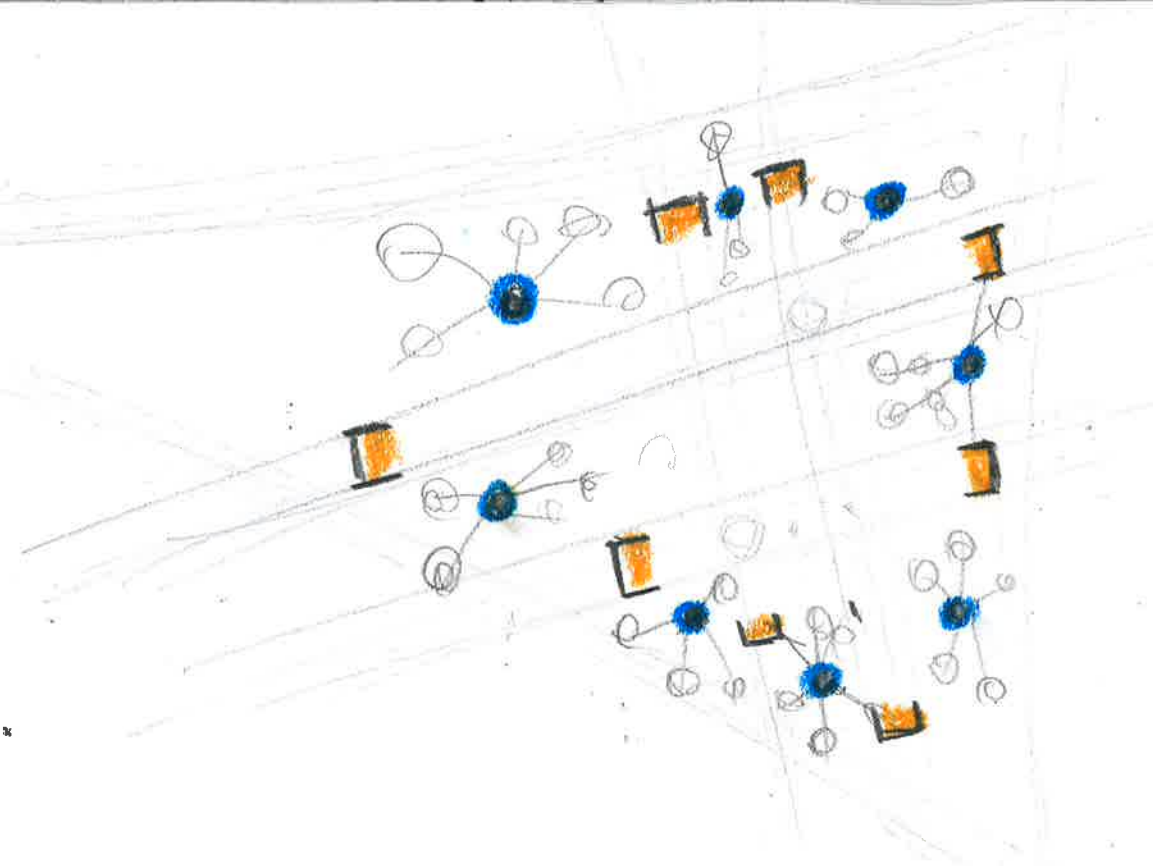


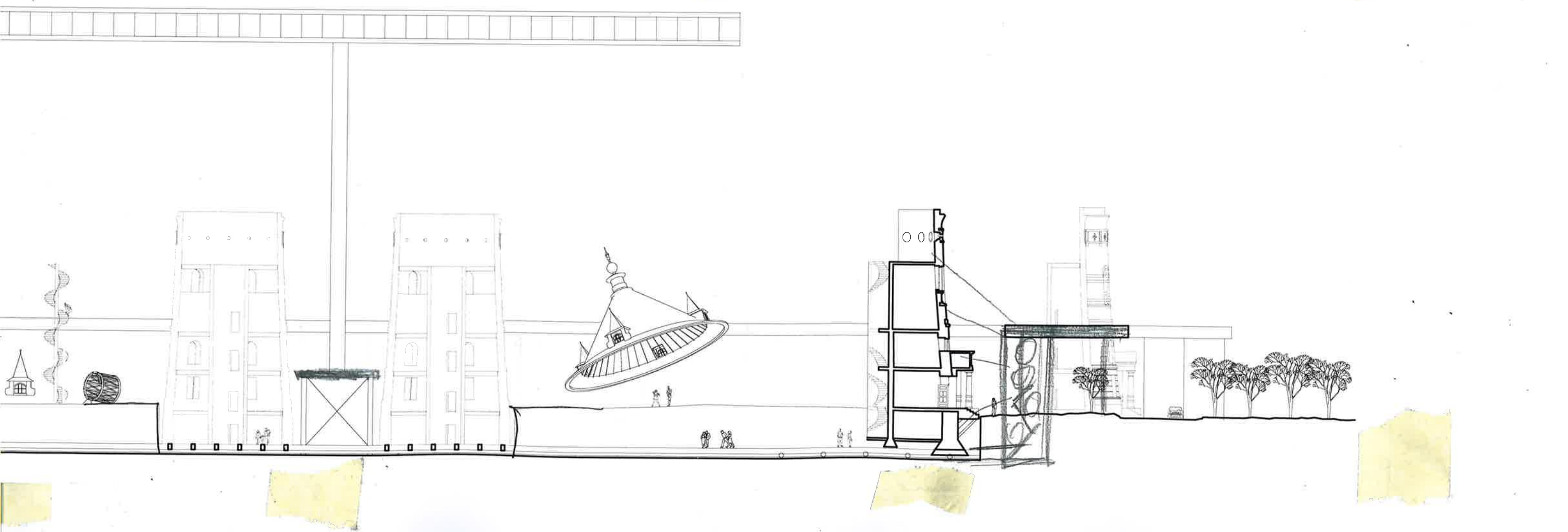


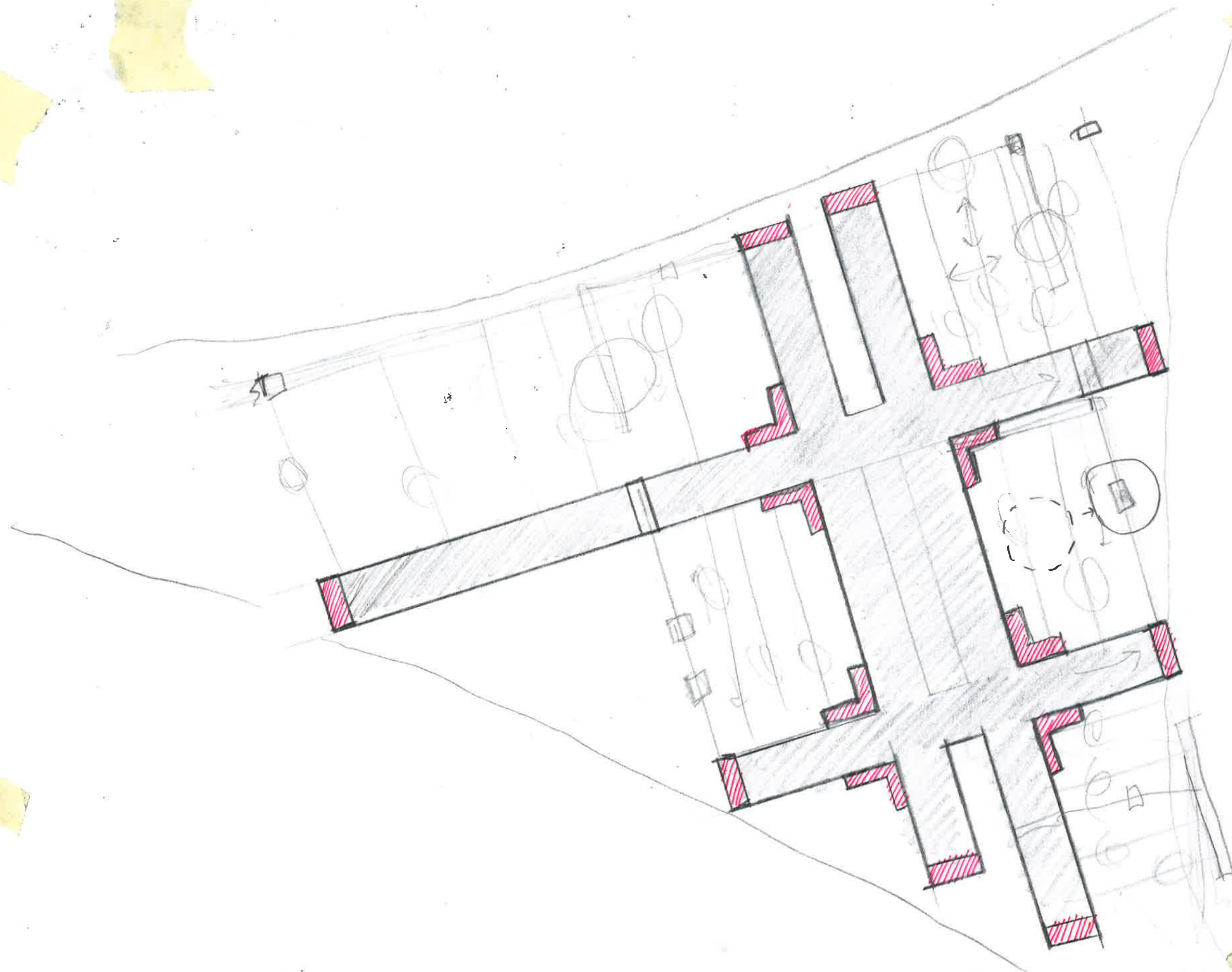


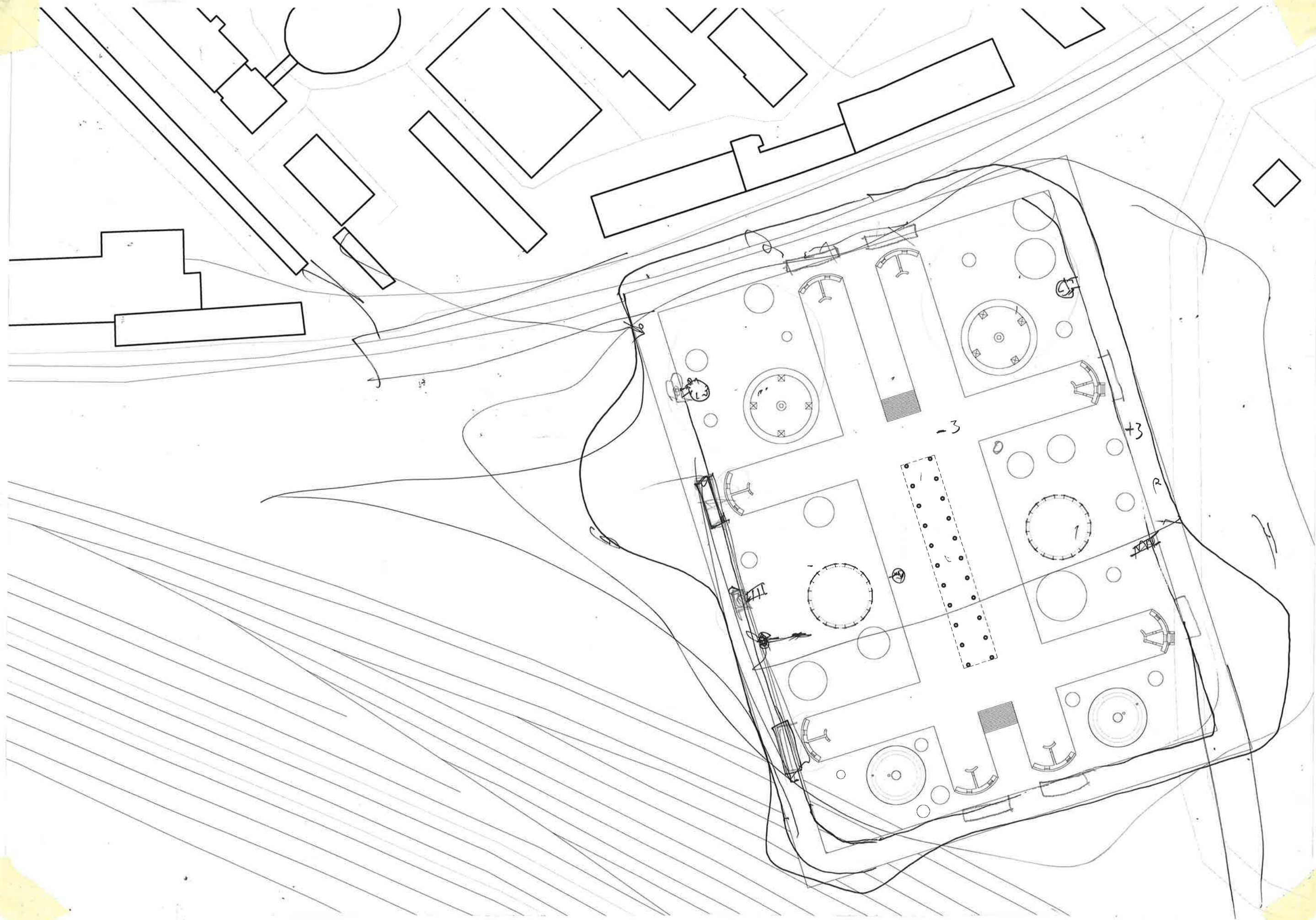


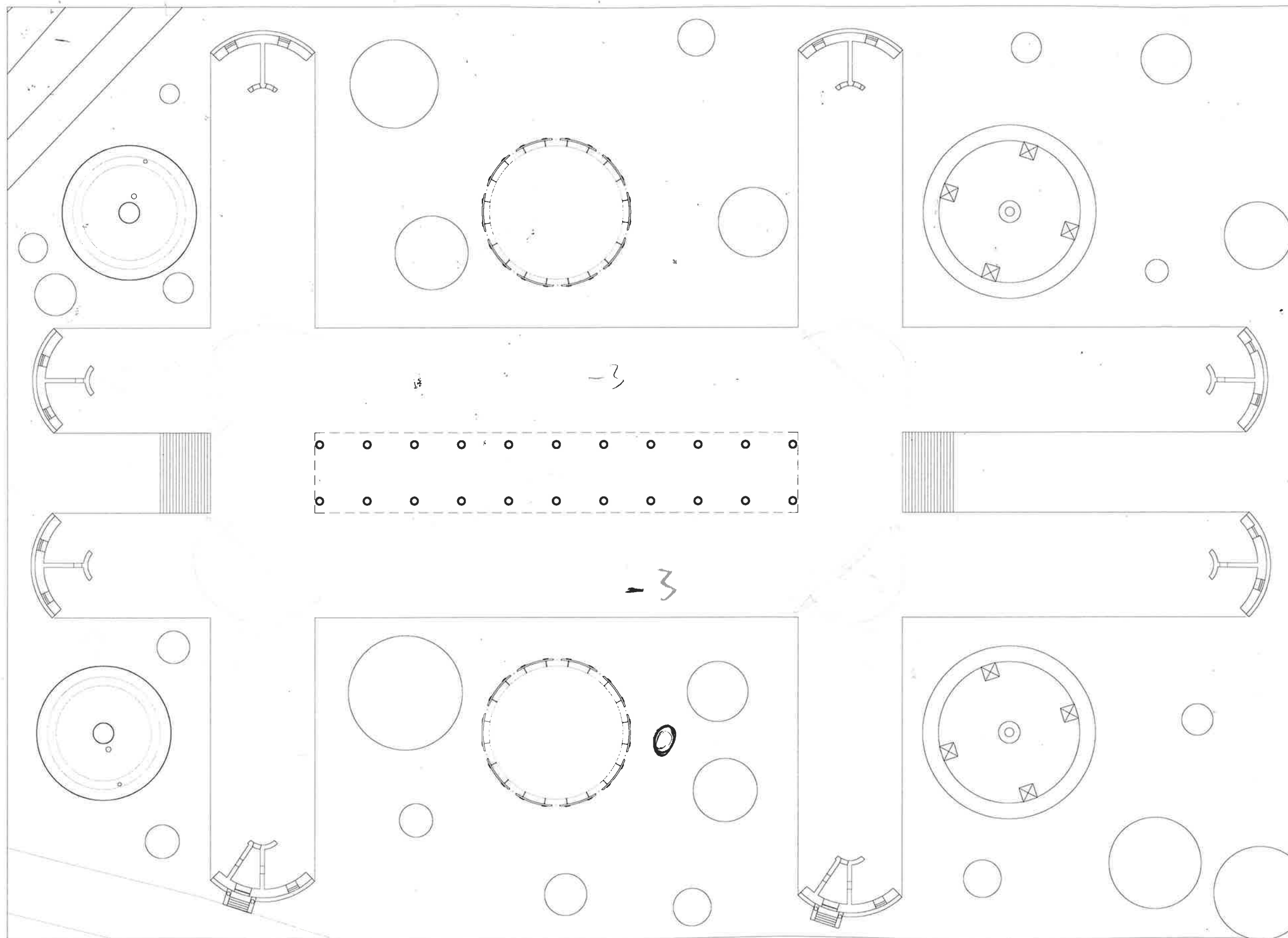
PULL
LIFT









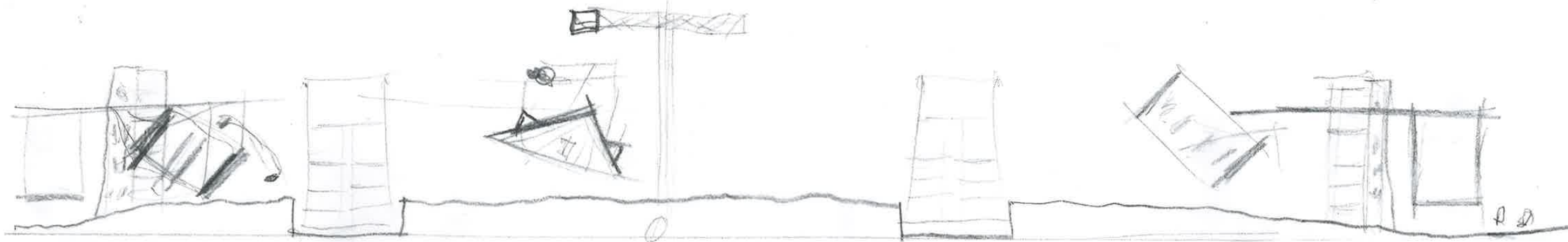
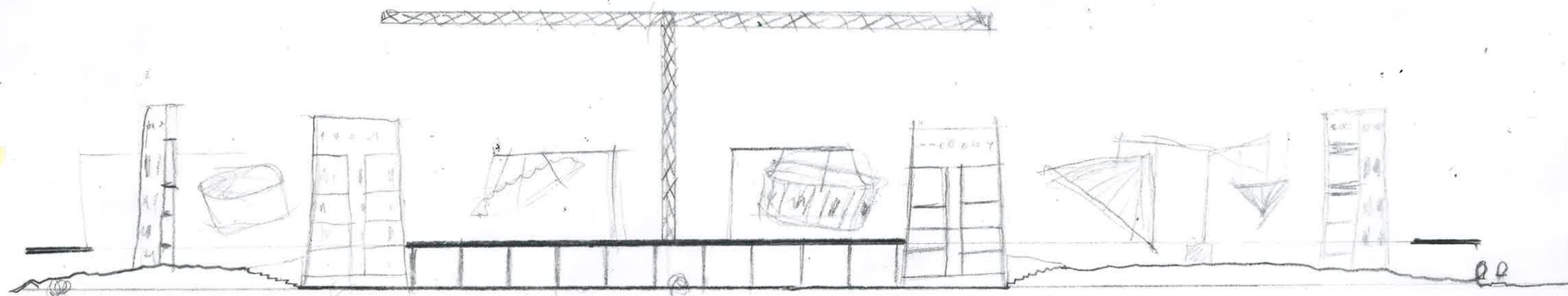
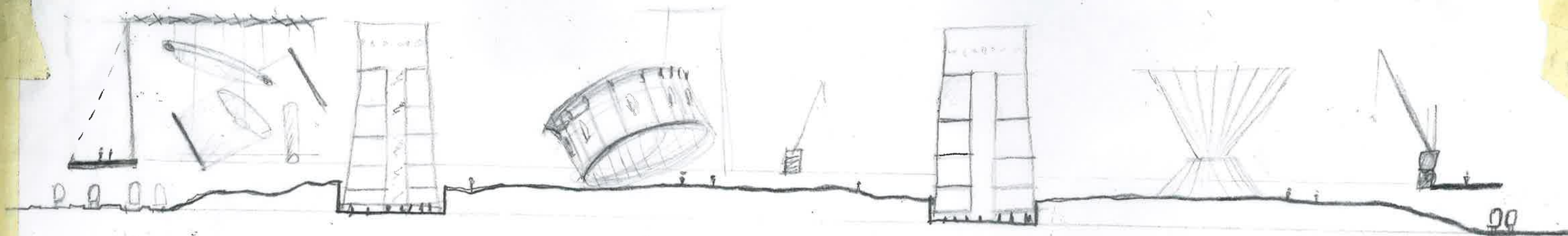


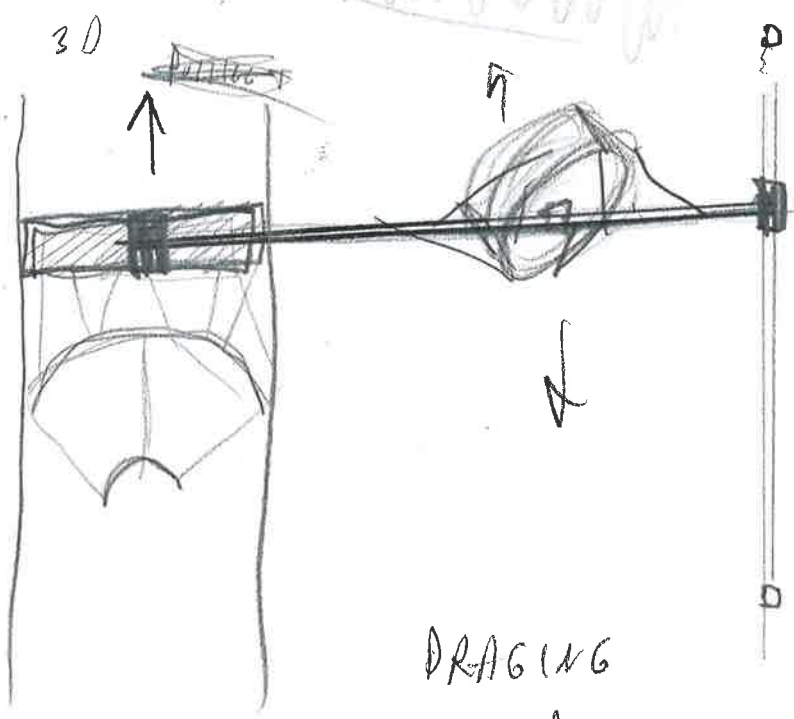
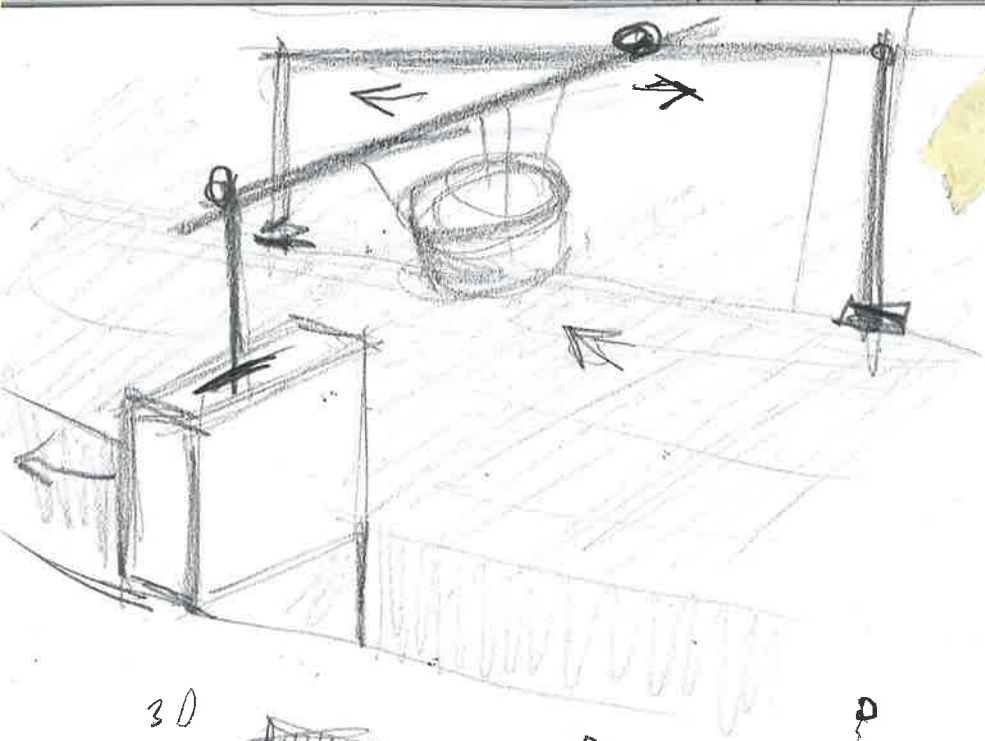
-3

-3

+3

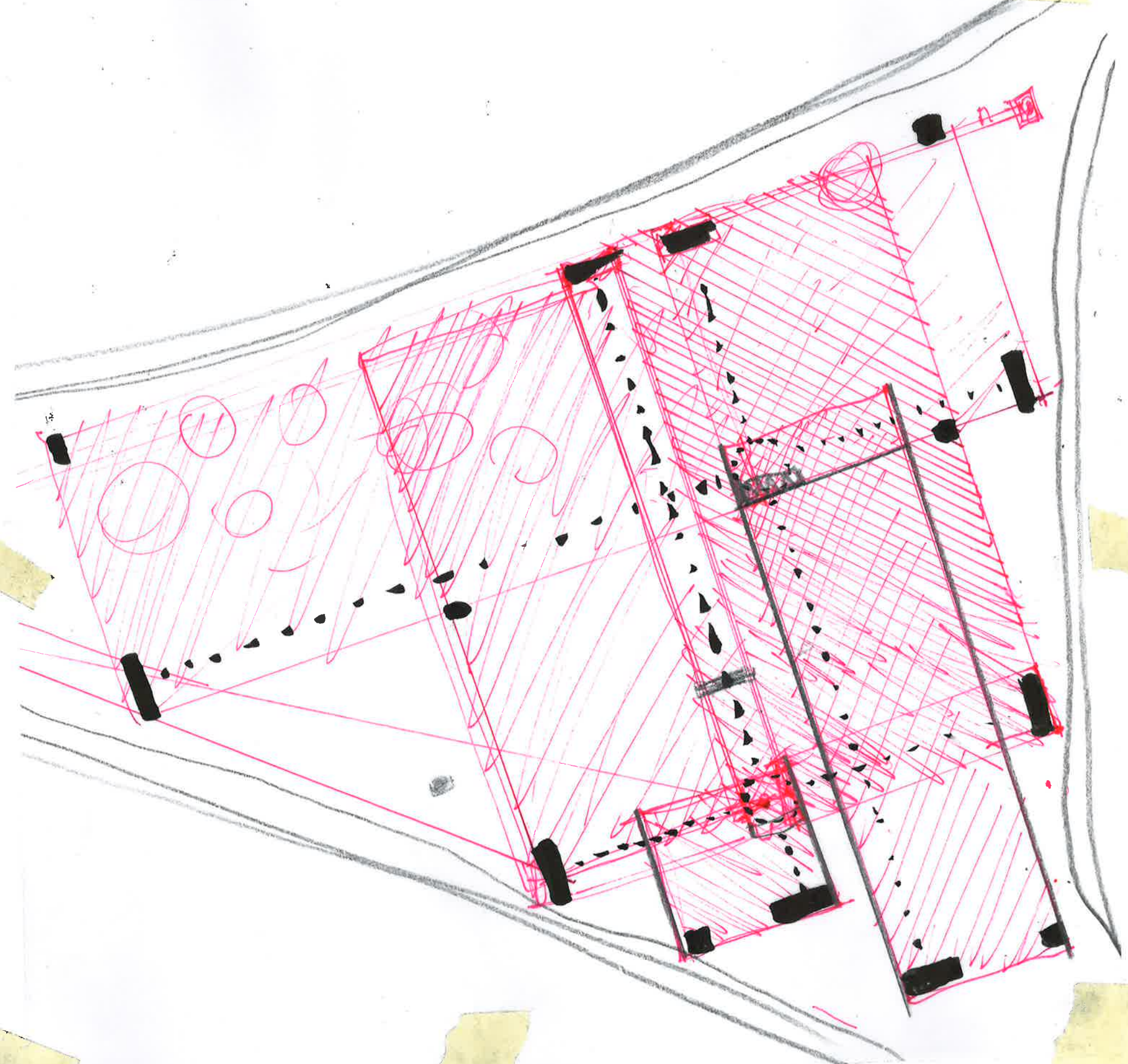
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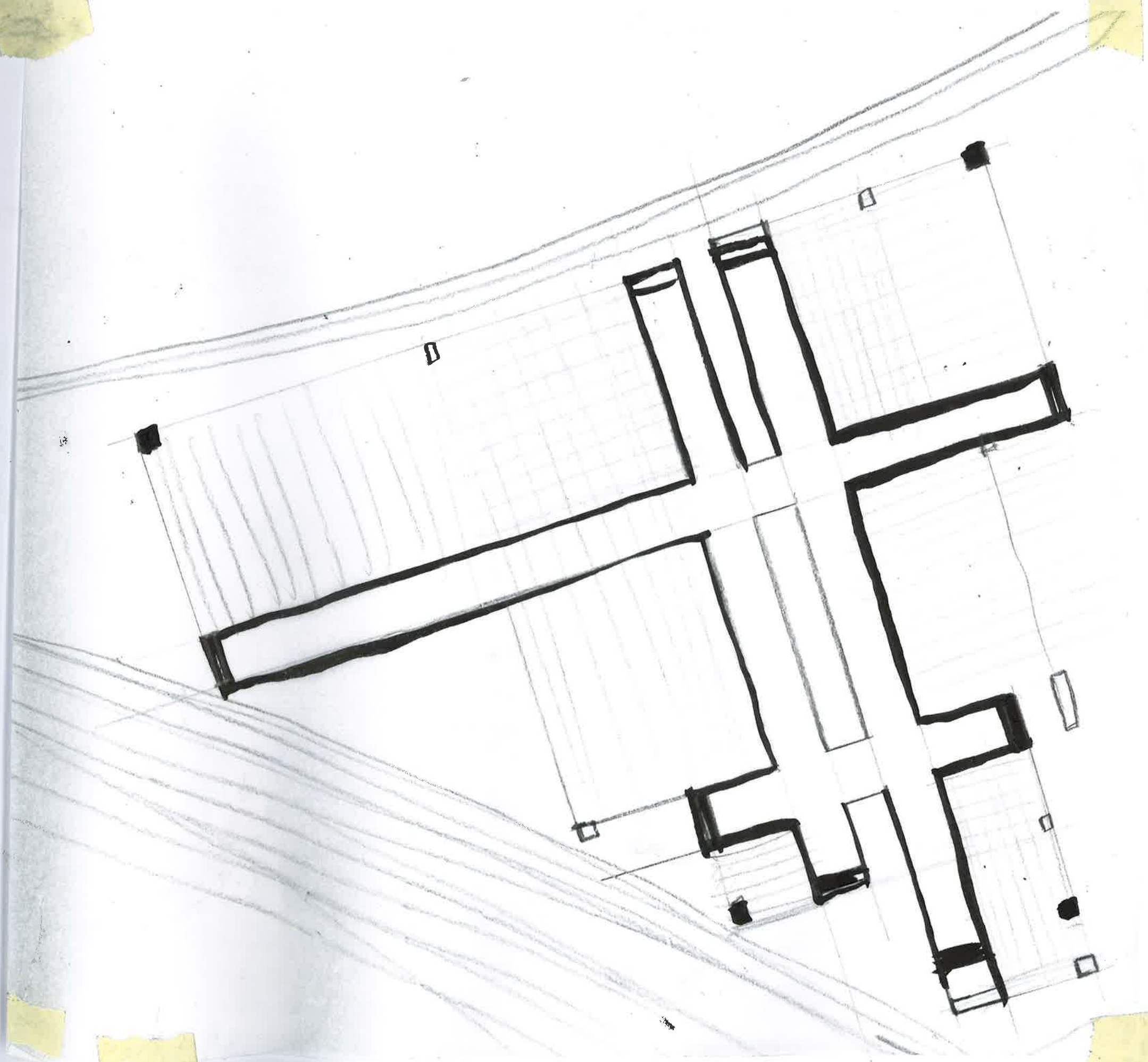
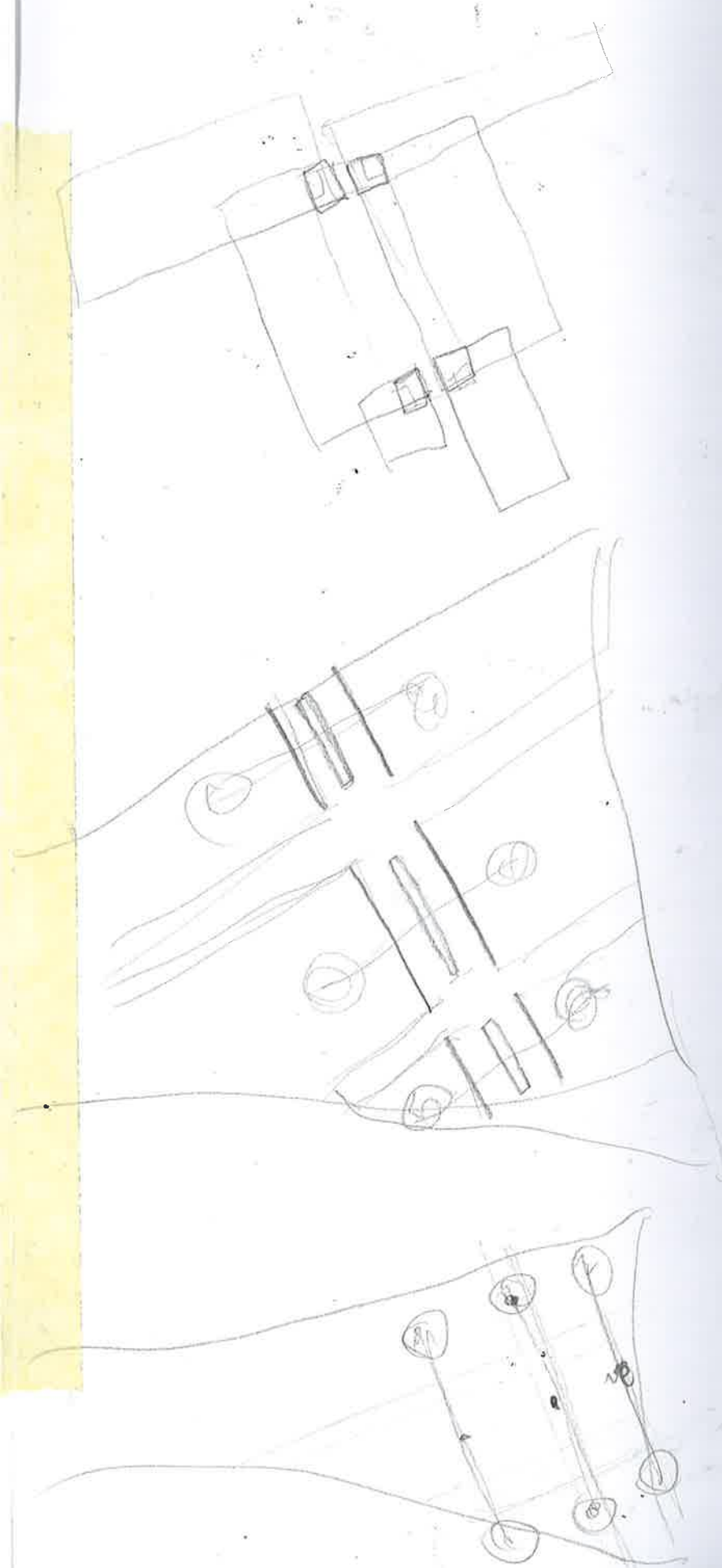




PULLING
TOWER
PLAN

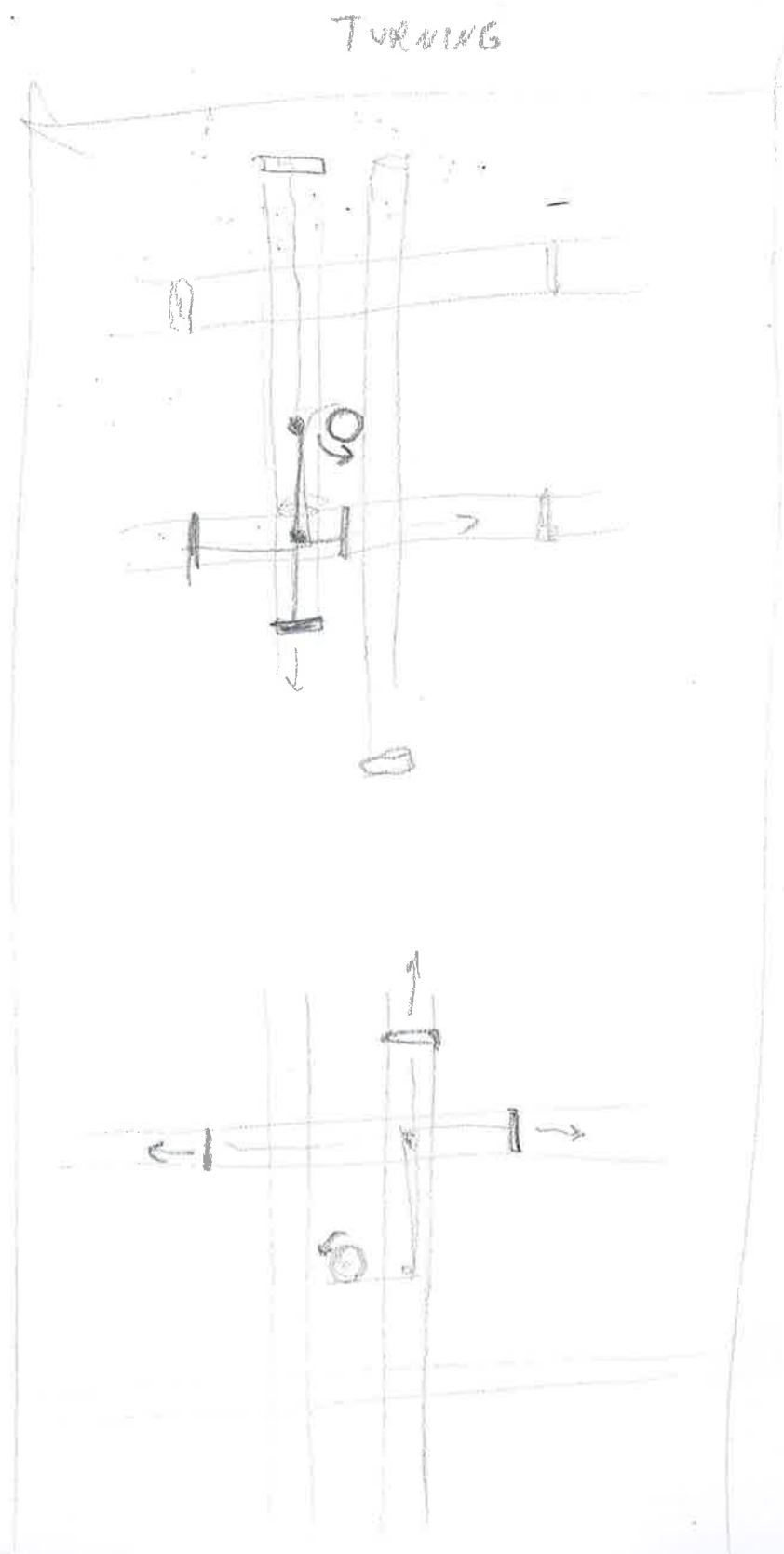
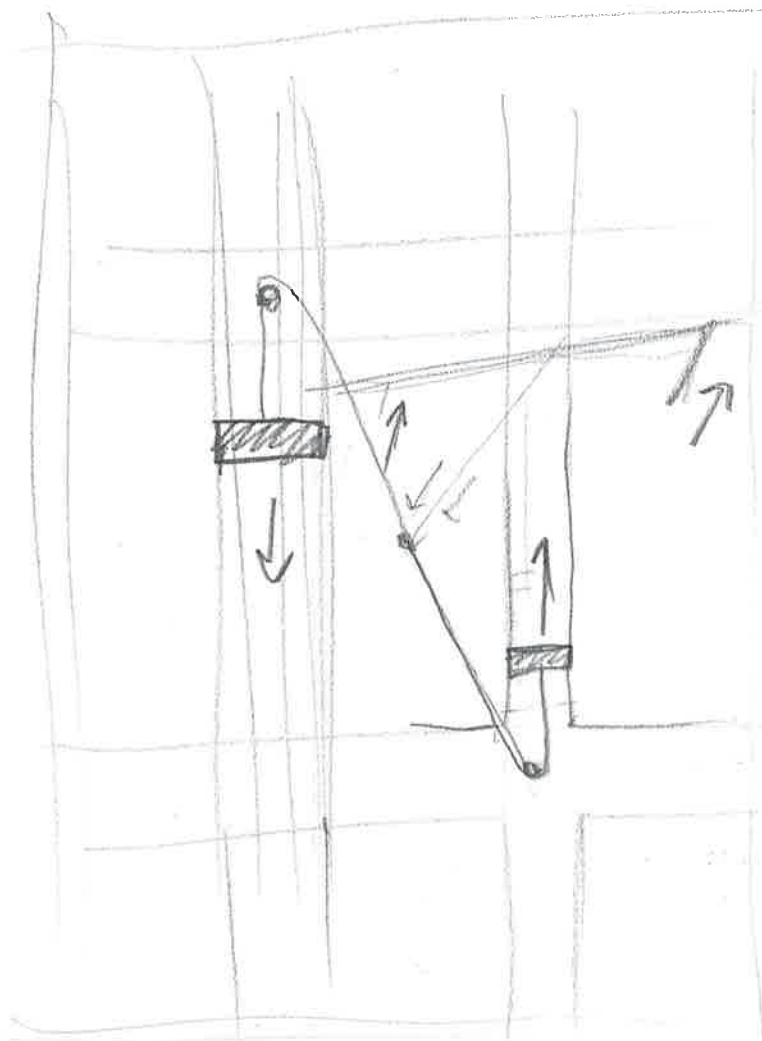
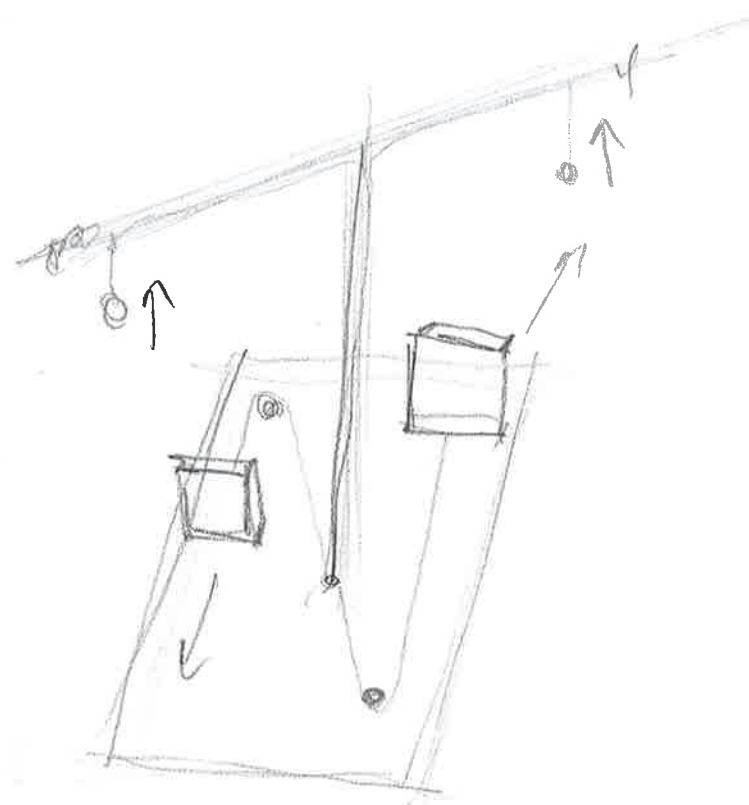
DRAWING
OBJECT ALONG

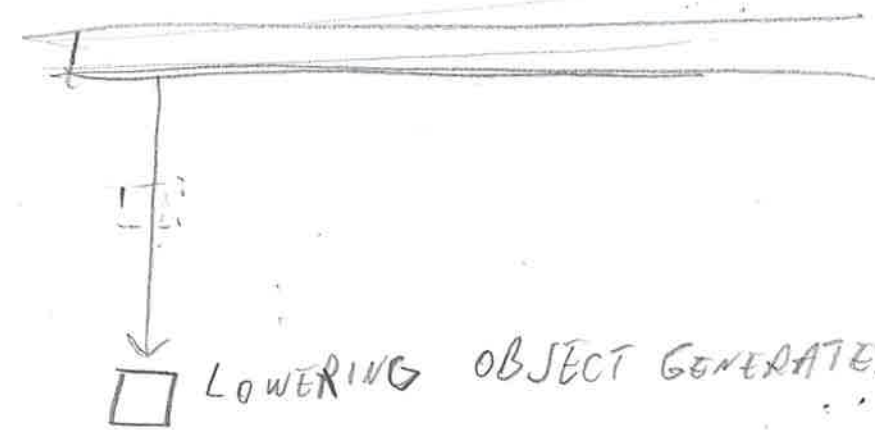
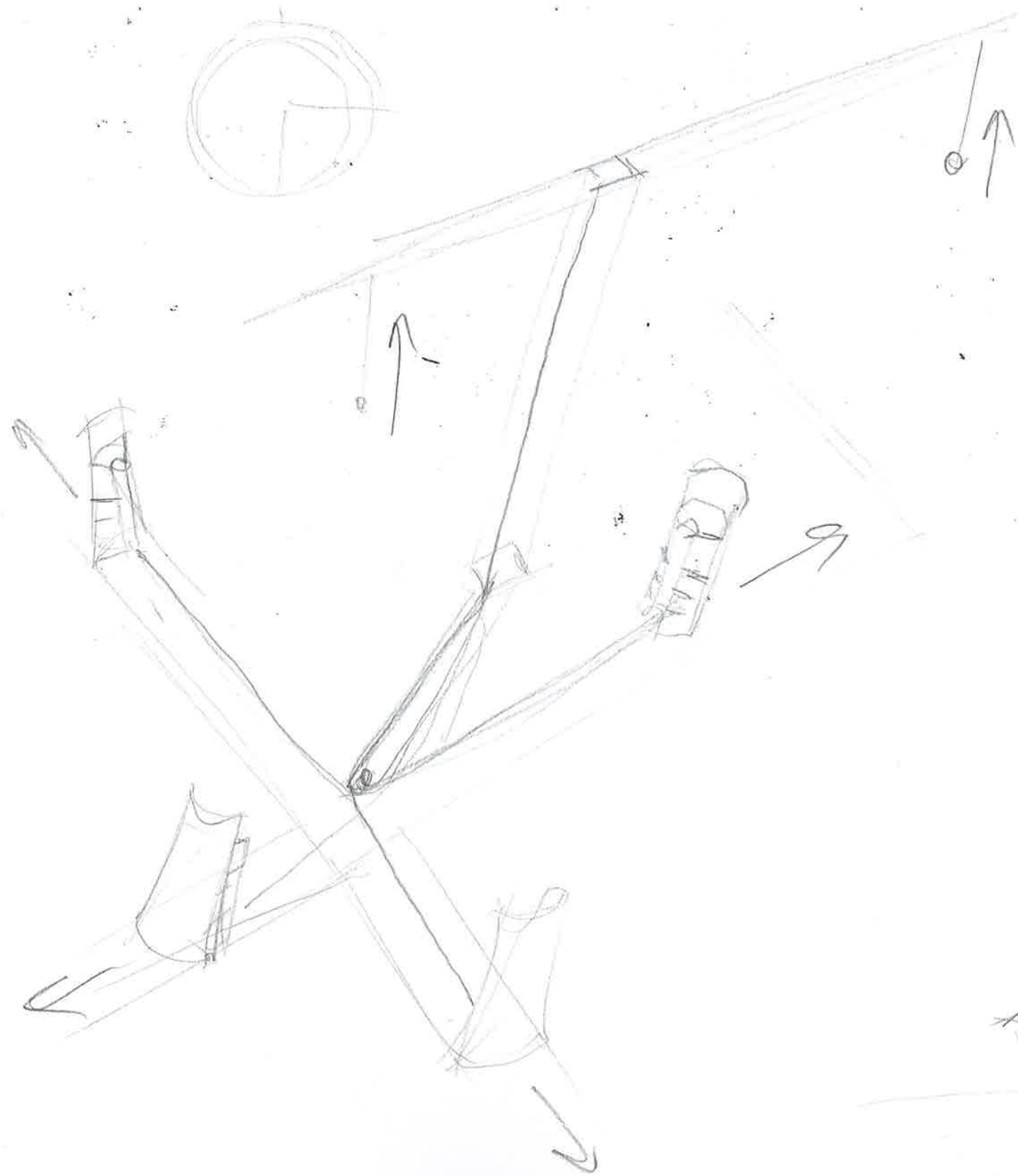


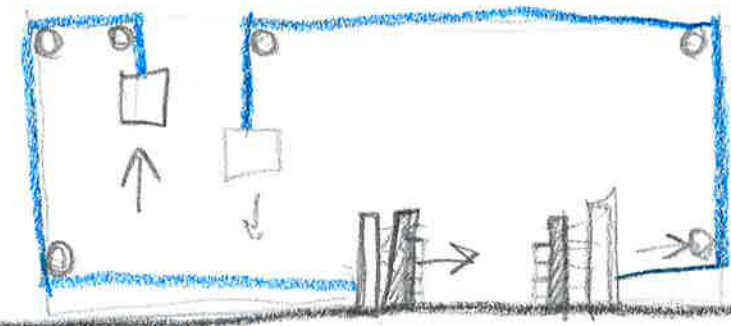
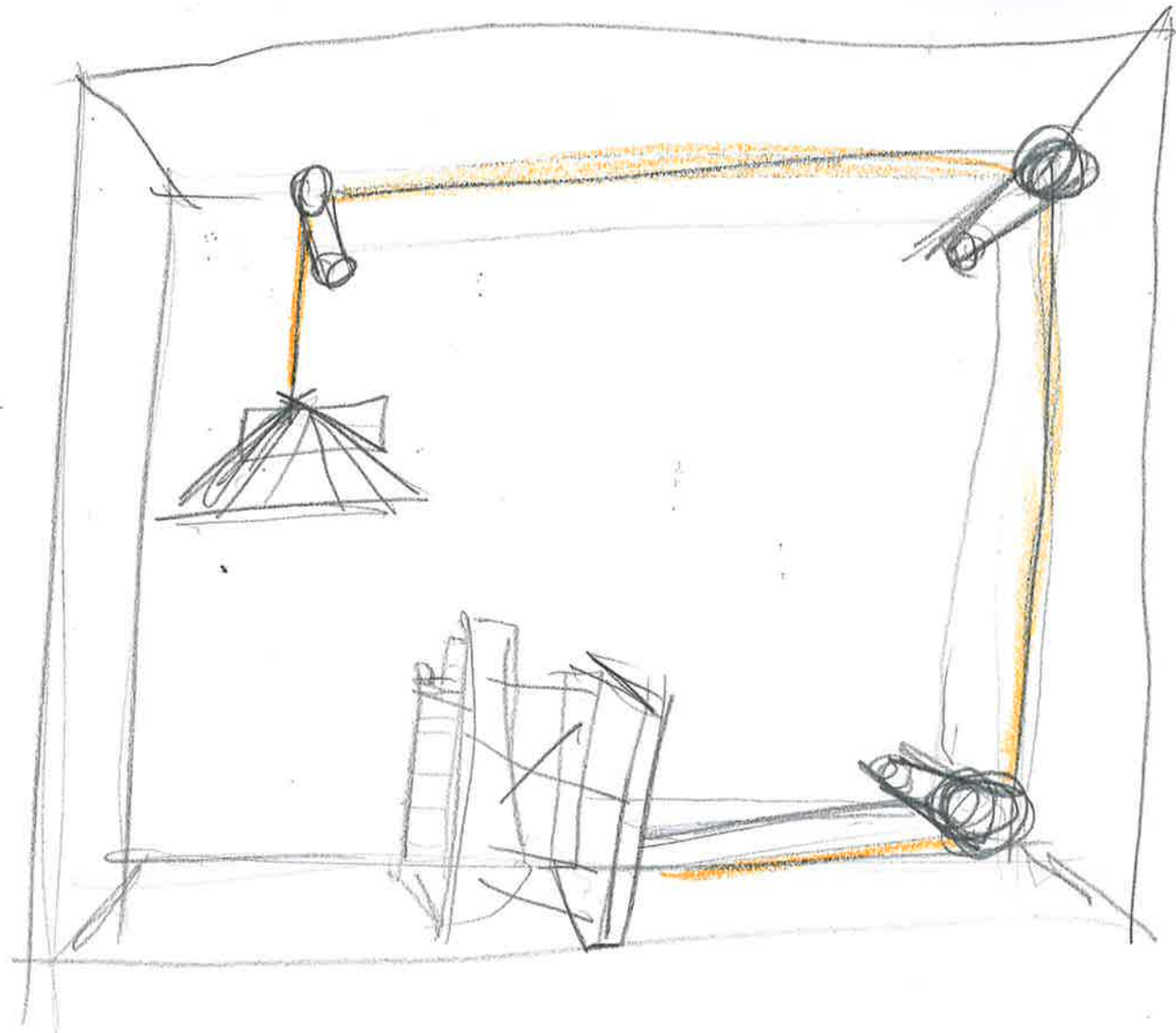
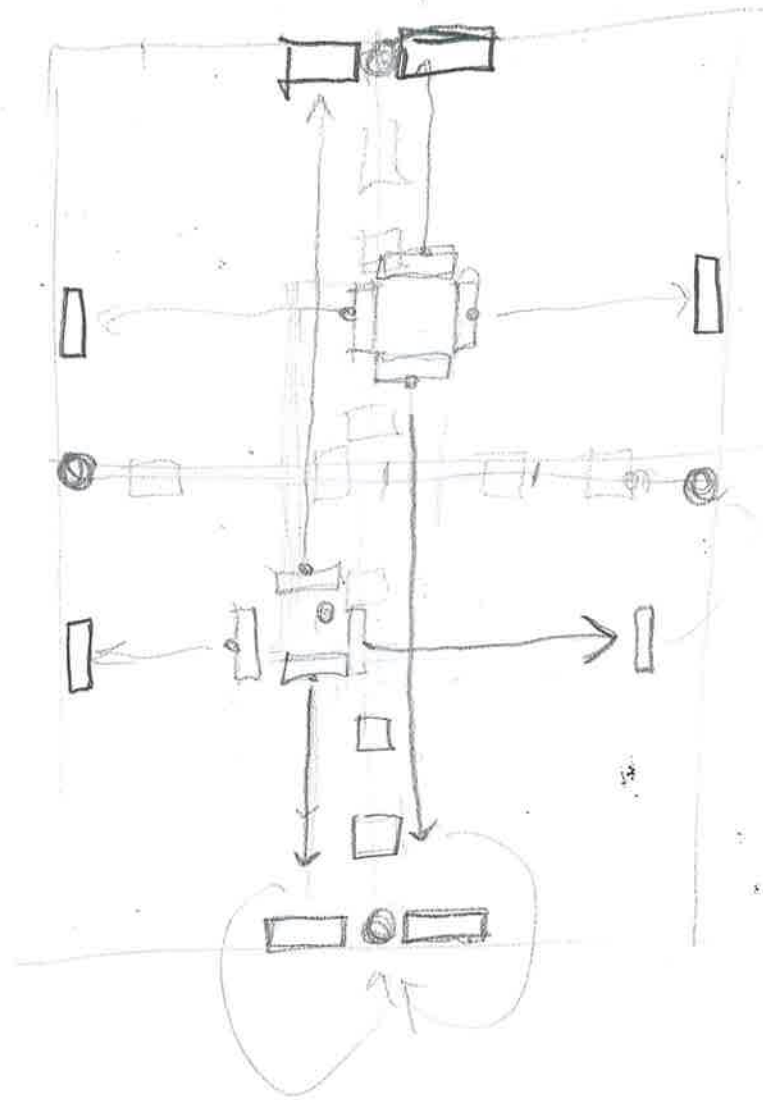


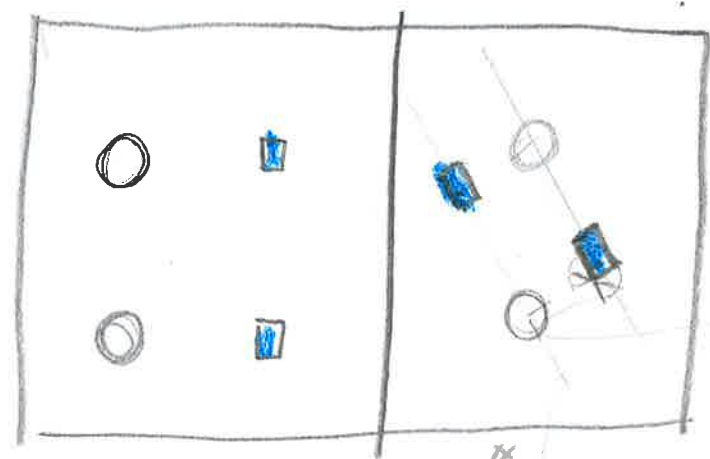
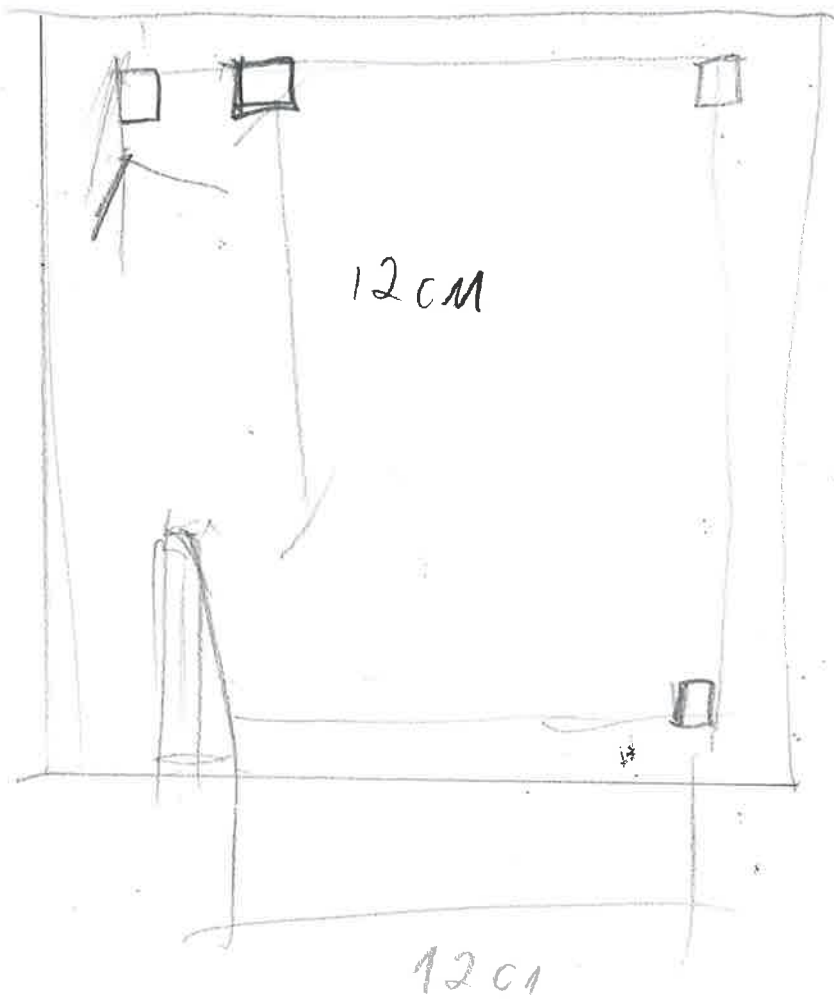
IMAGINE

How MUCH CAN A IMAGE TELL.



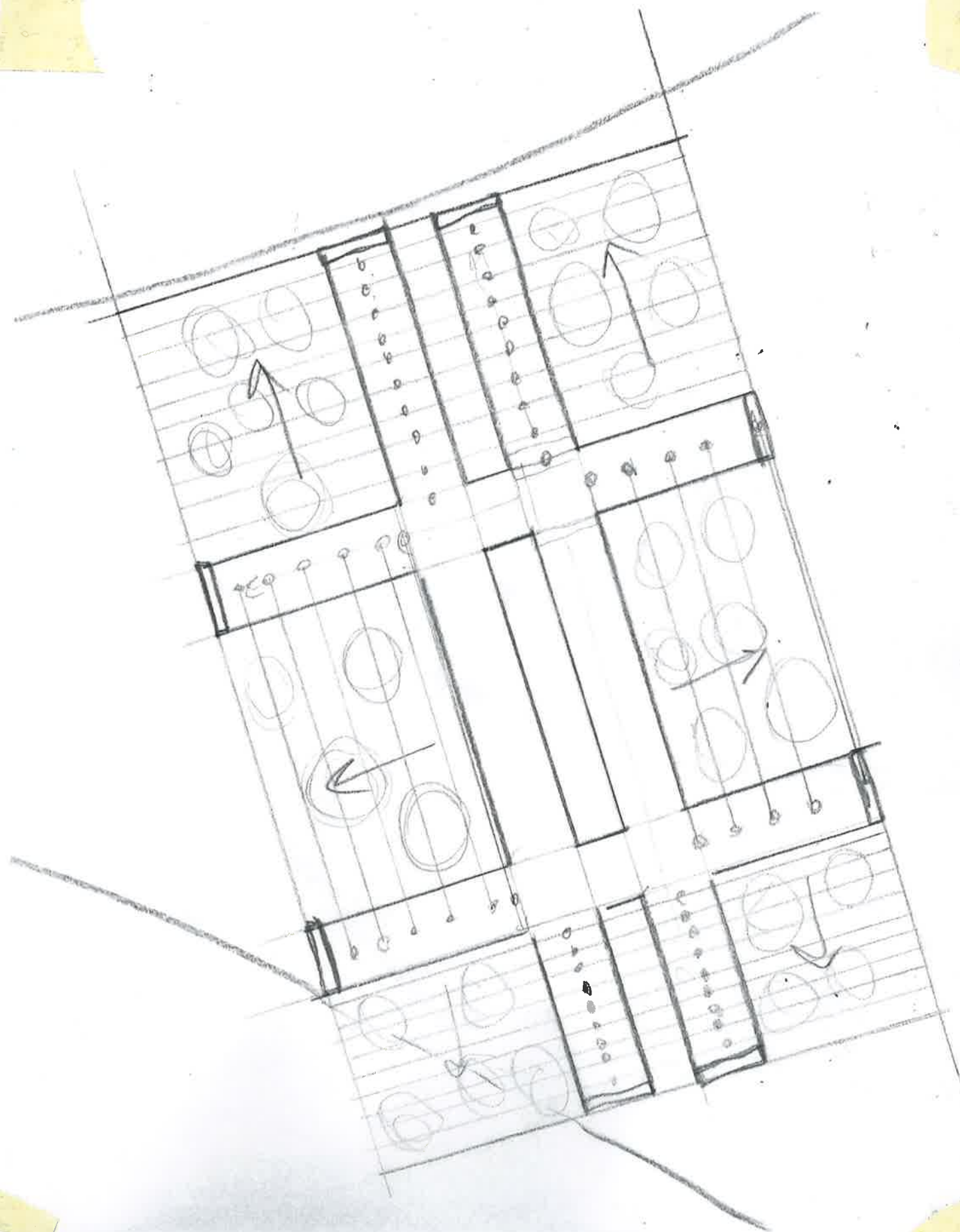
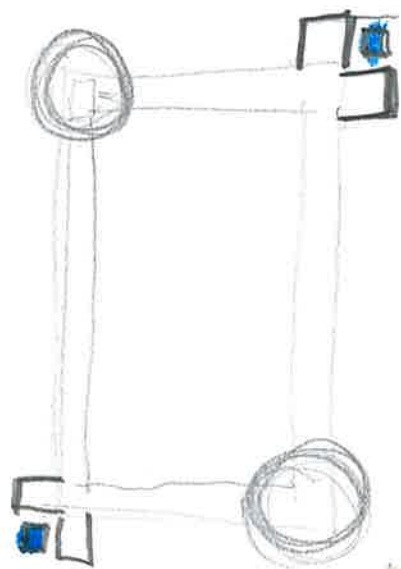




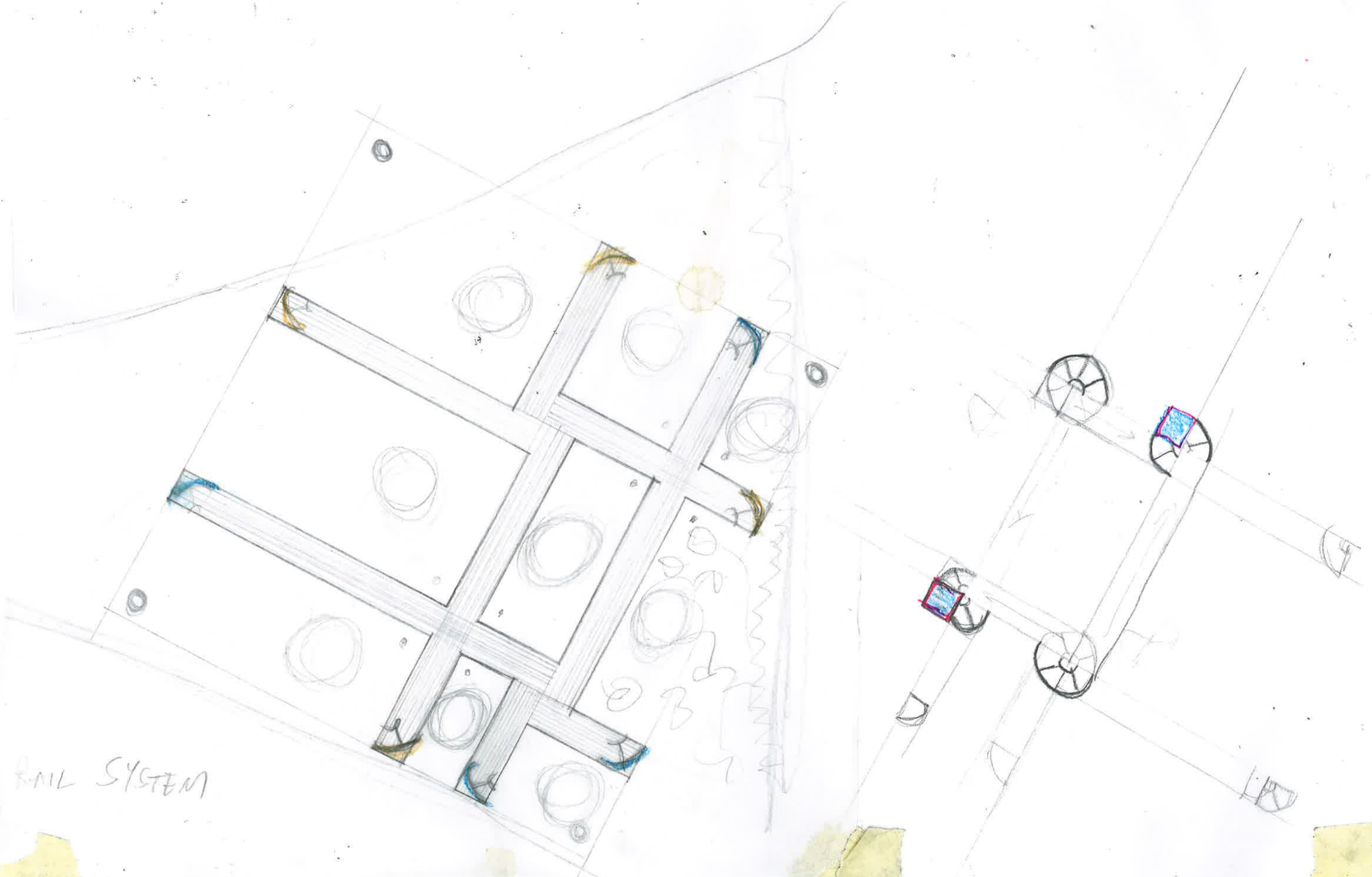


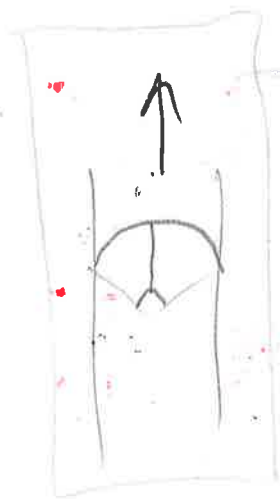
SYMMETRY #1

SYMMETRY #2



RAIL SYSTEM



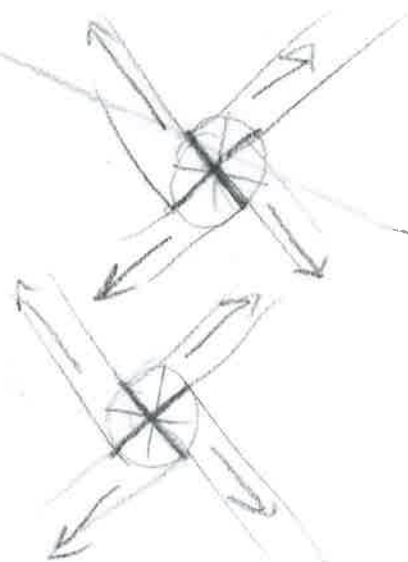
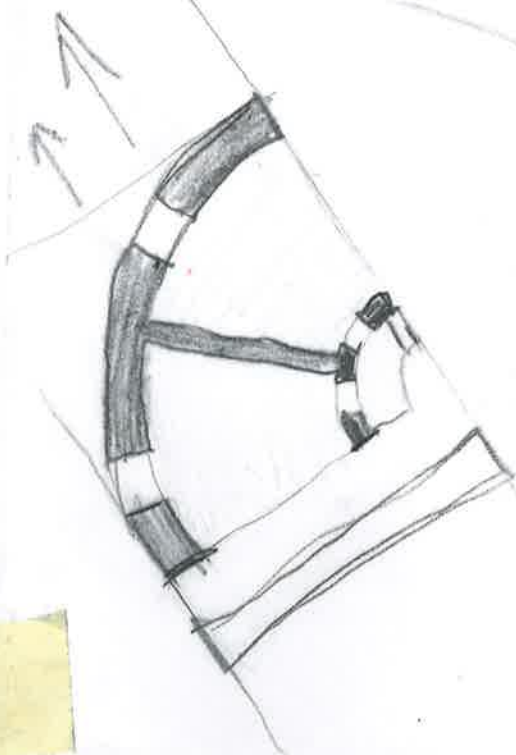


1#

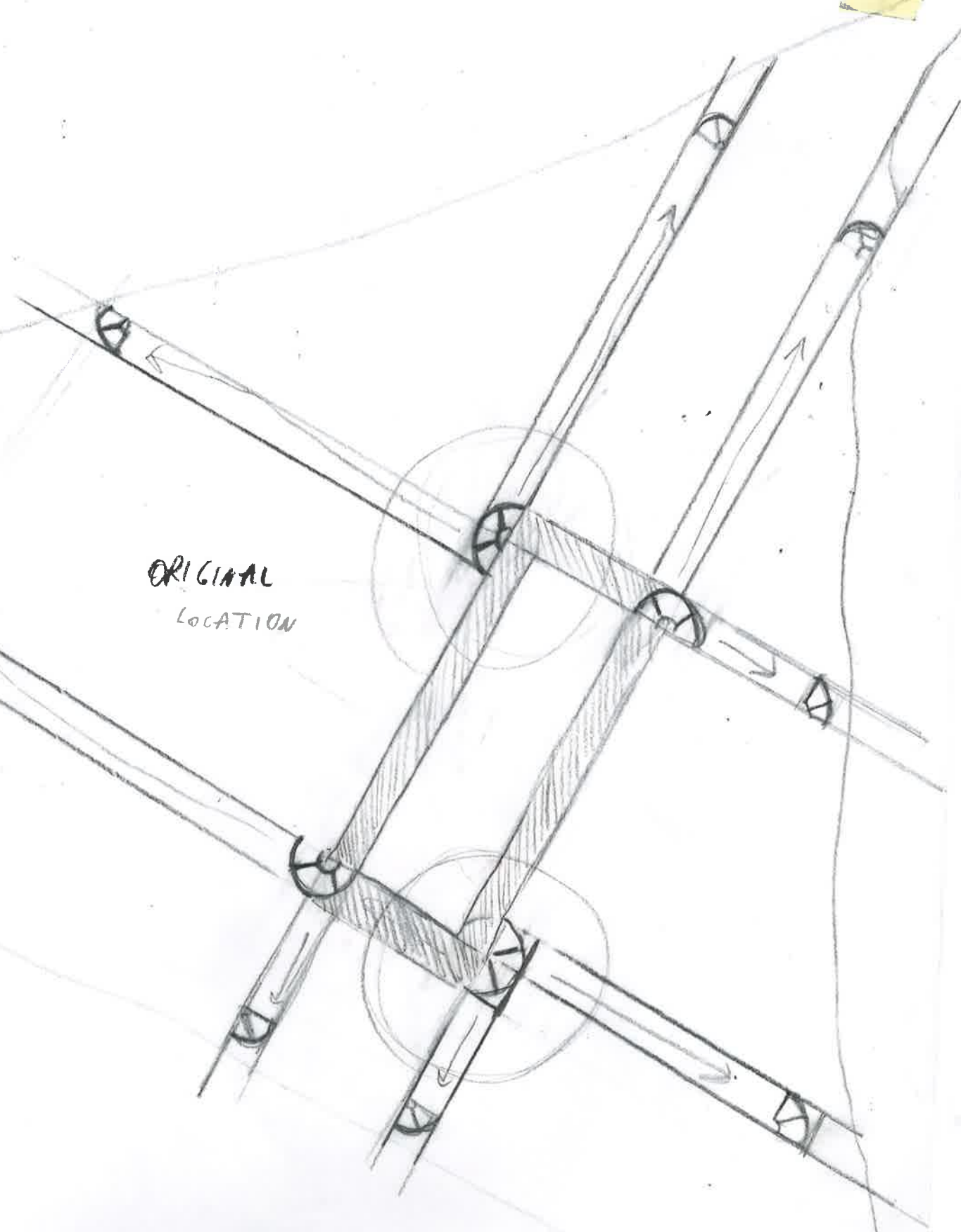


2#

FLIPED
DIRECTION

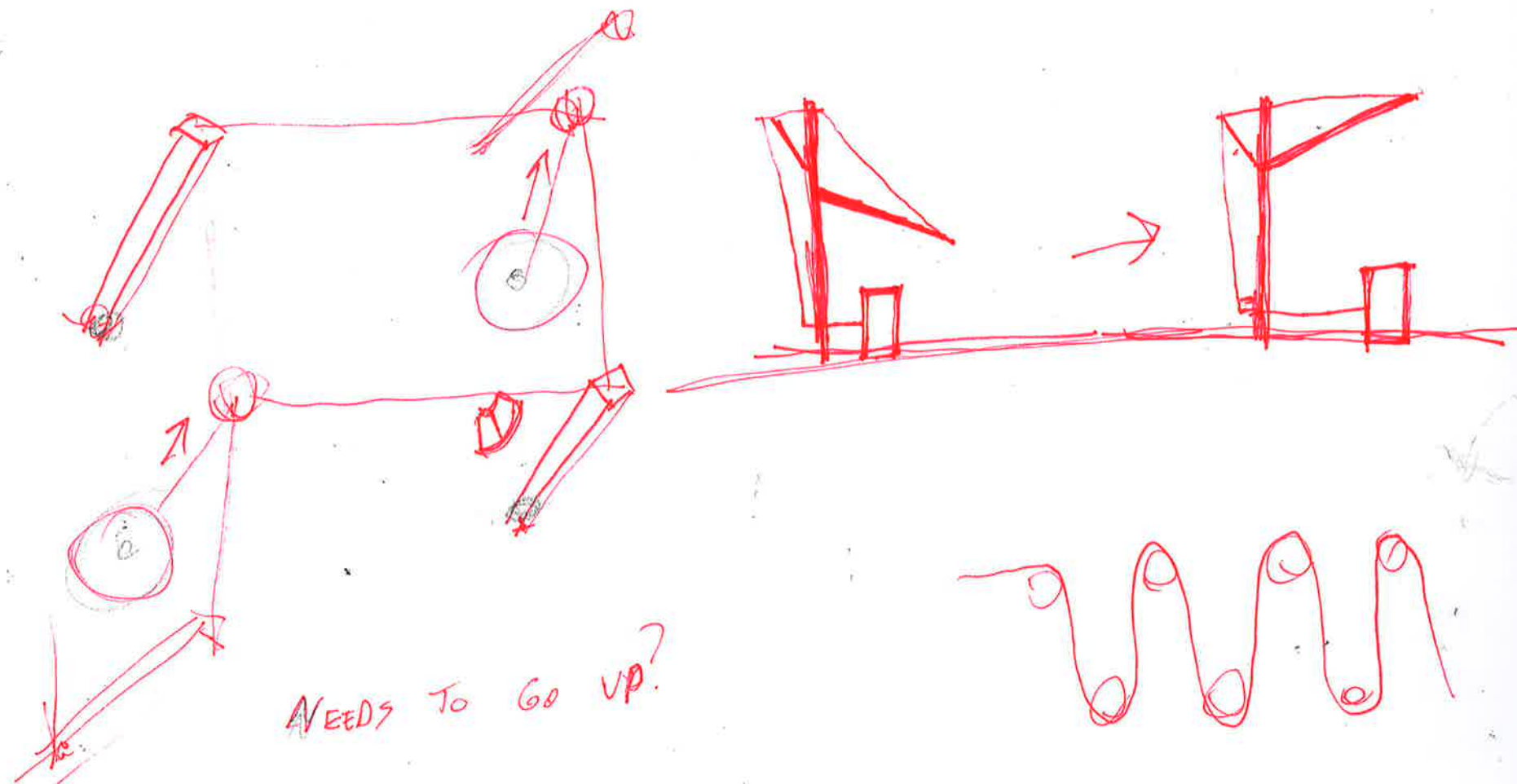
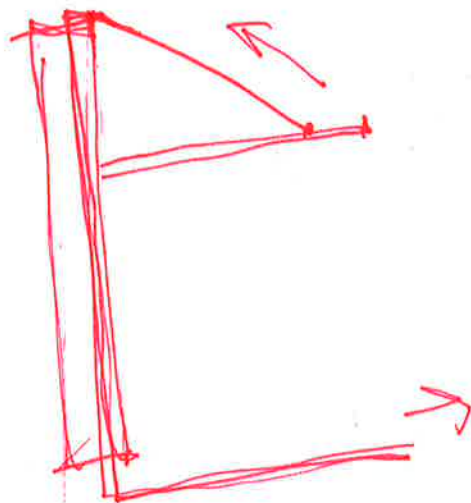
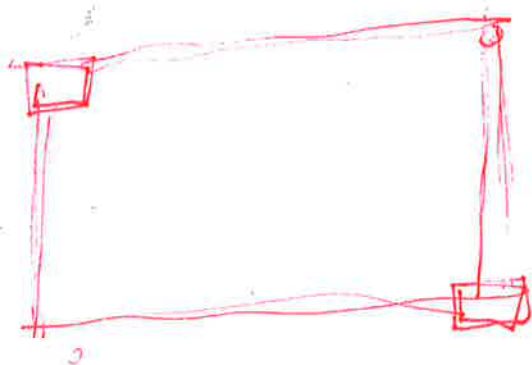


ORIGINAL
LOCATION

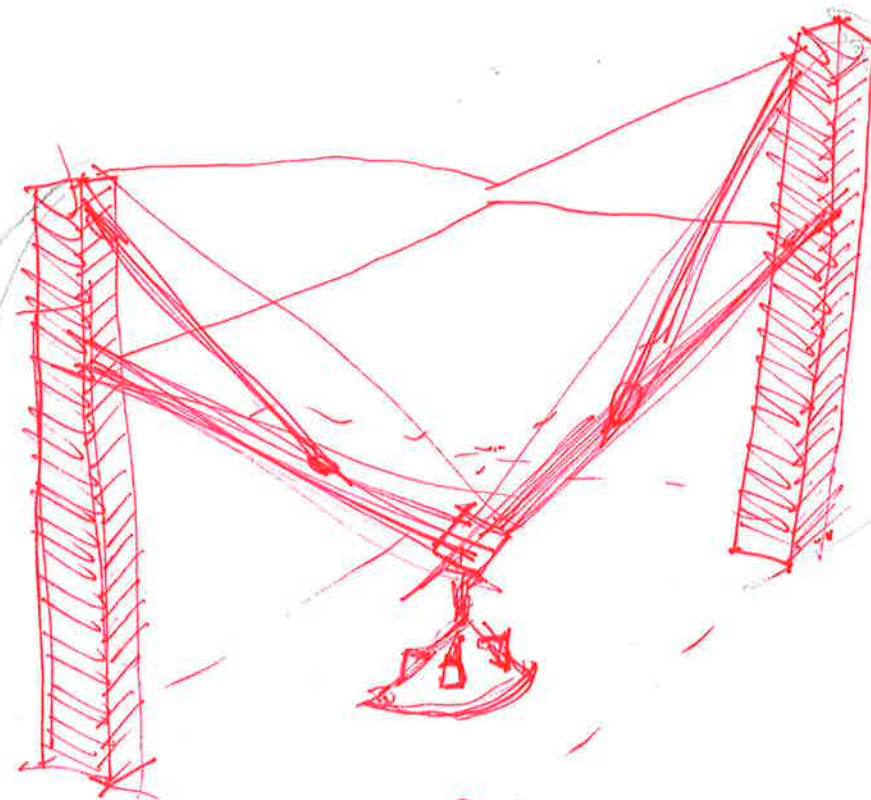
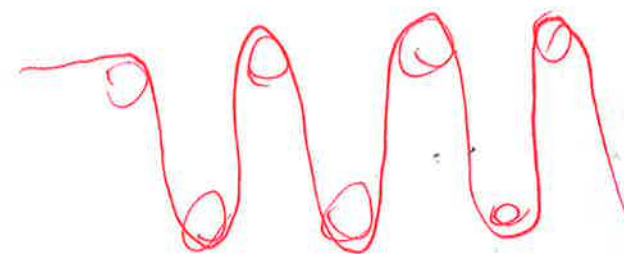


PULL To LIFT.

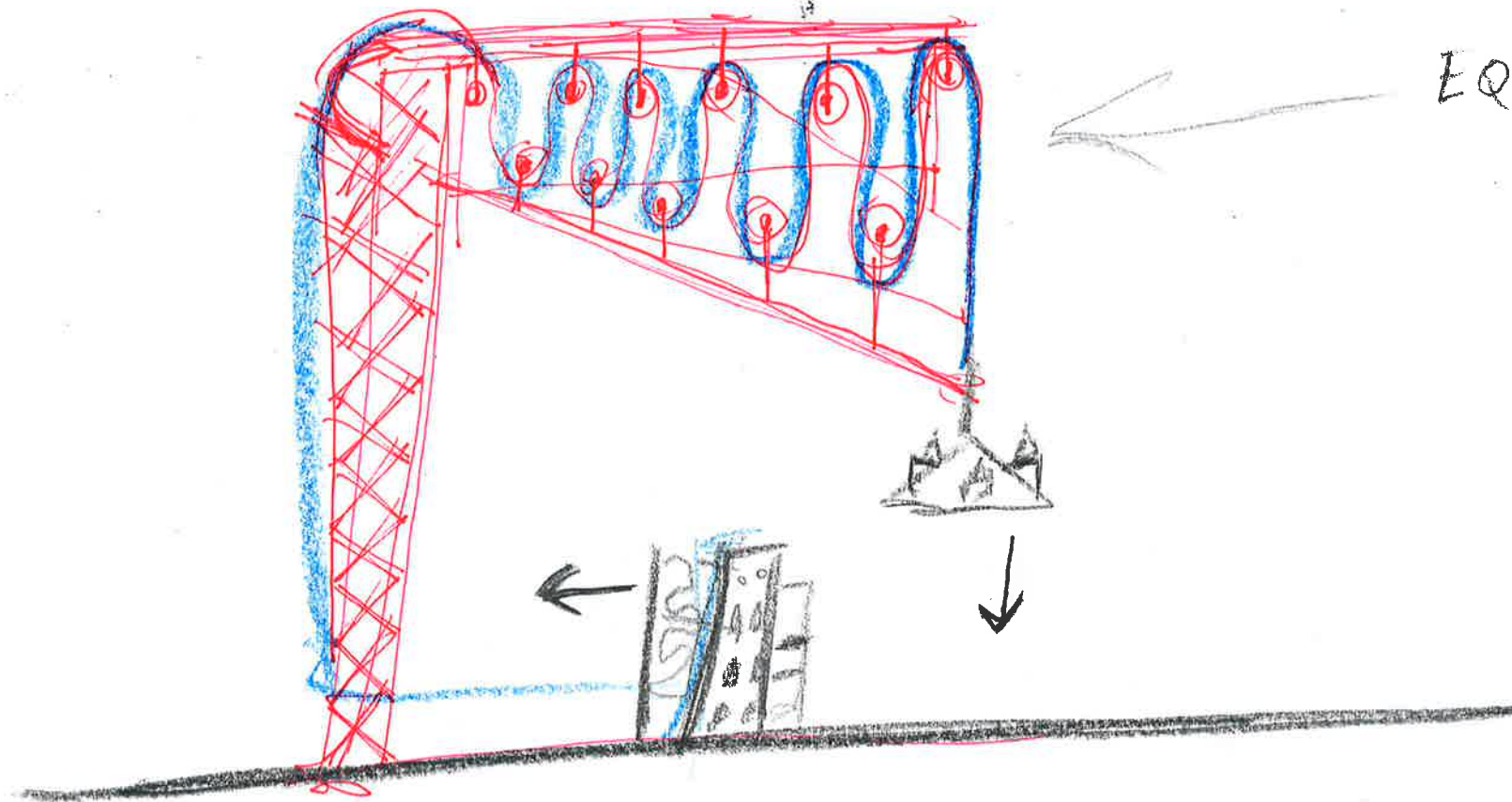
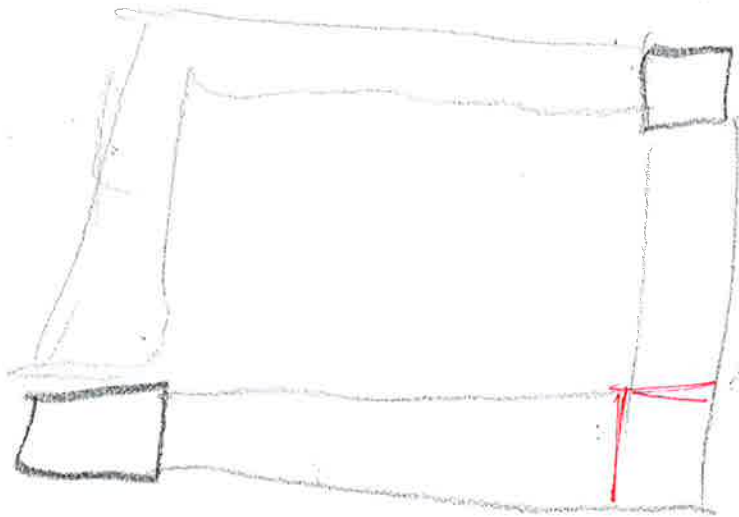
How?



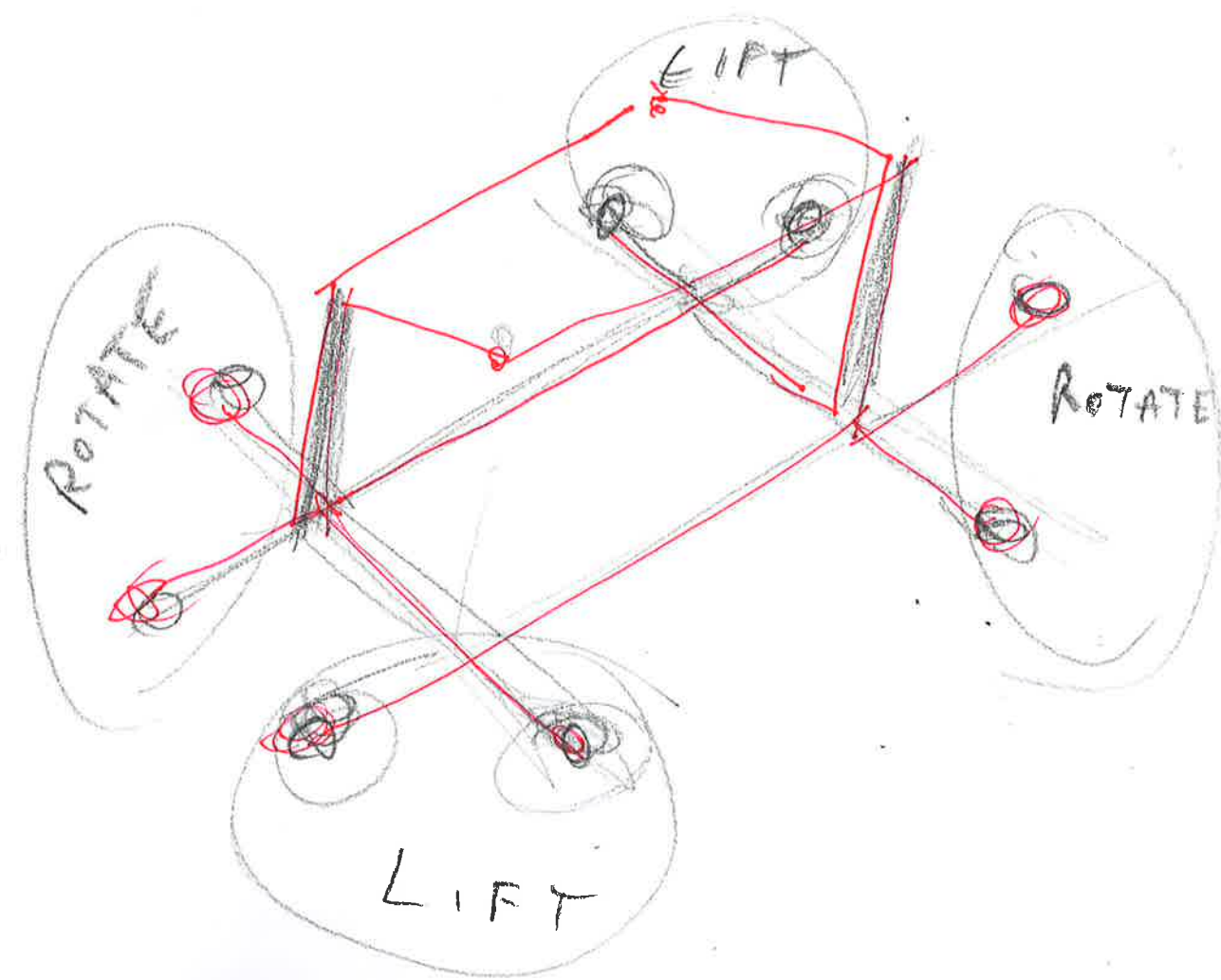
NEEDS TO GO UP?



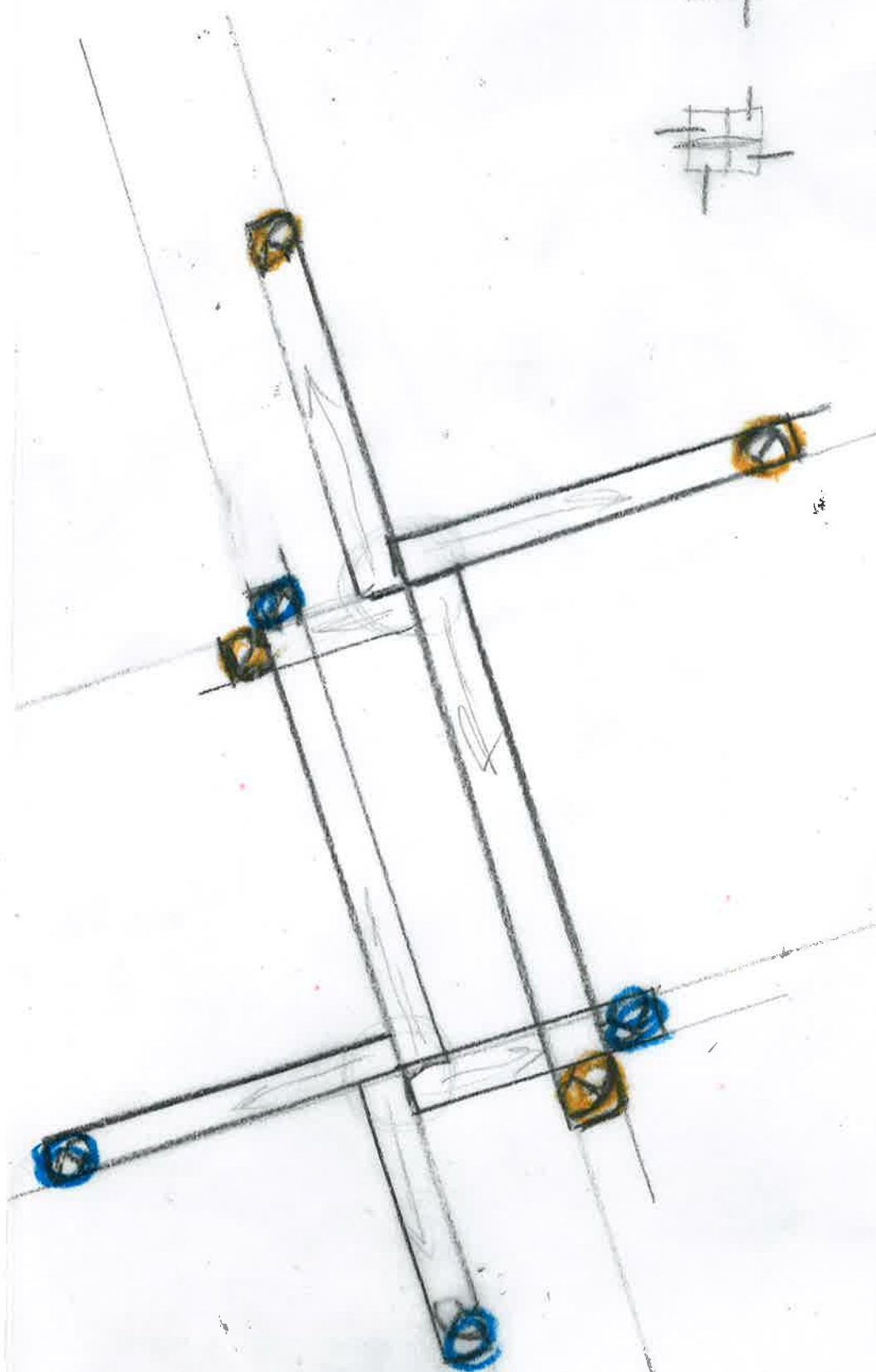
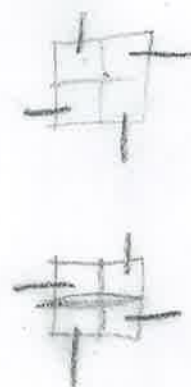
$$F = m \times a$$



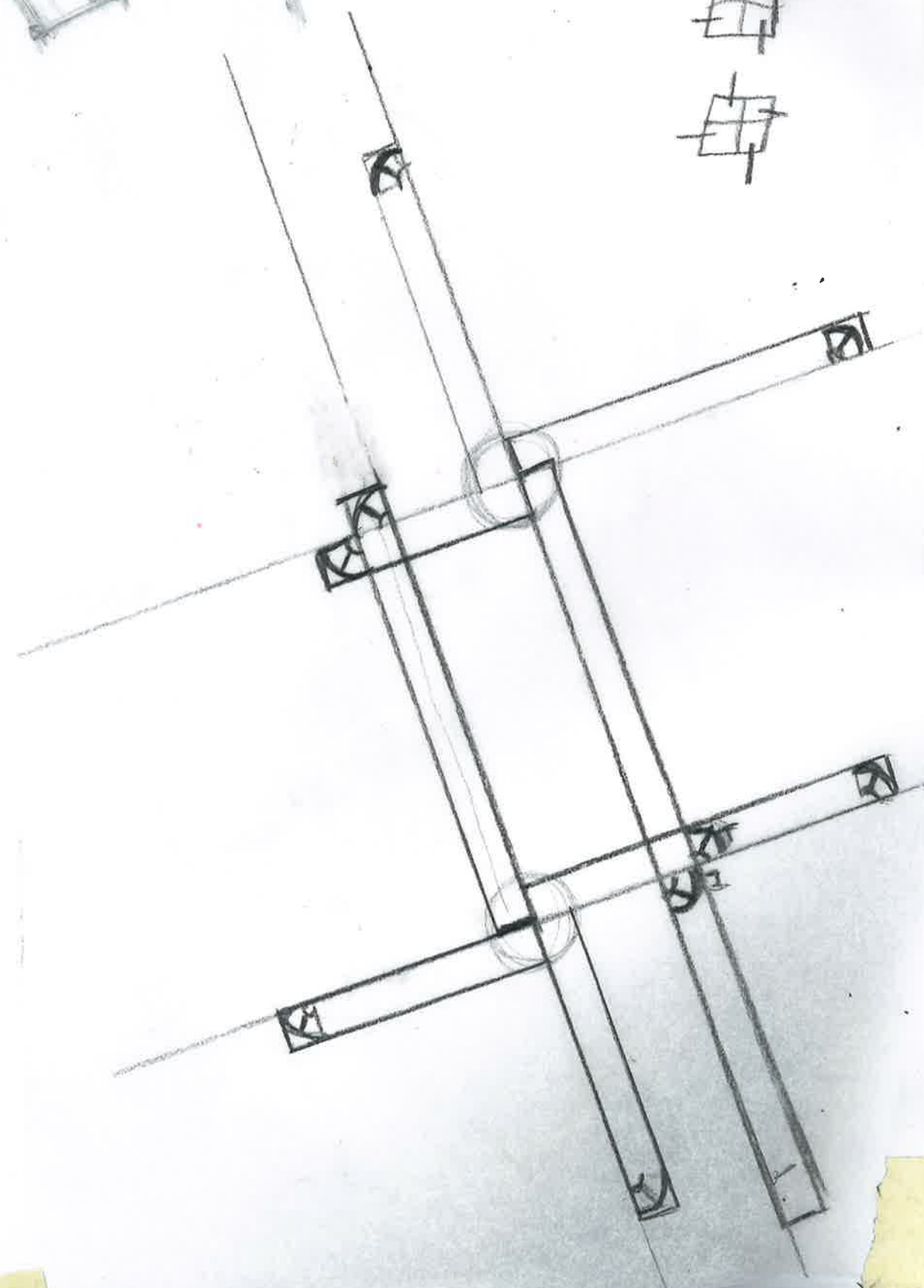
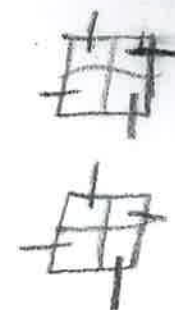
EQUALIZE WEIGHT

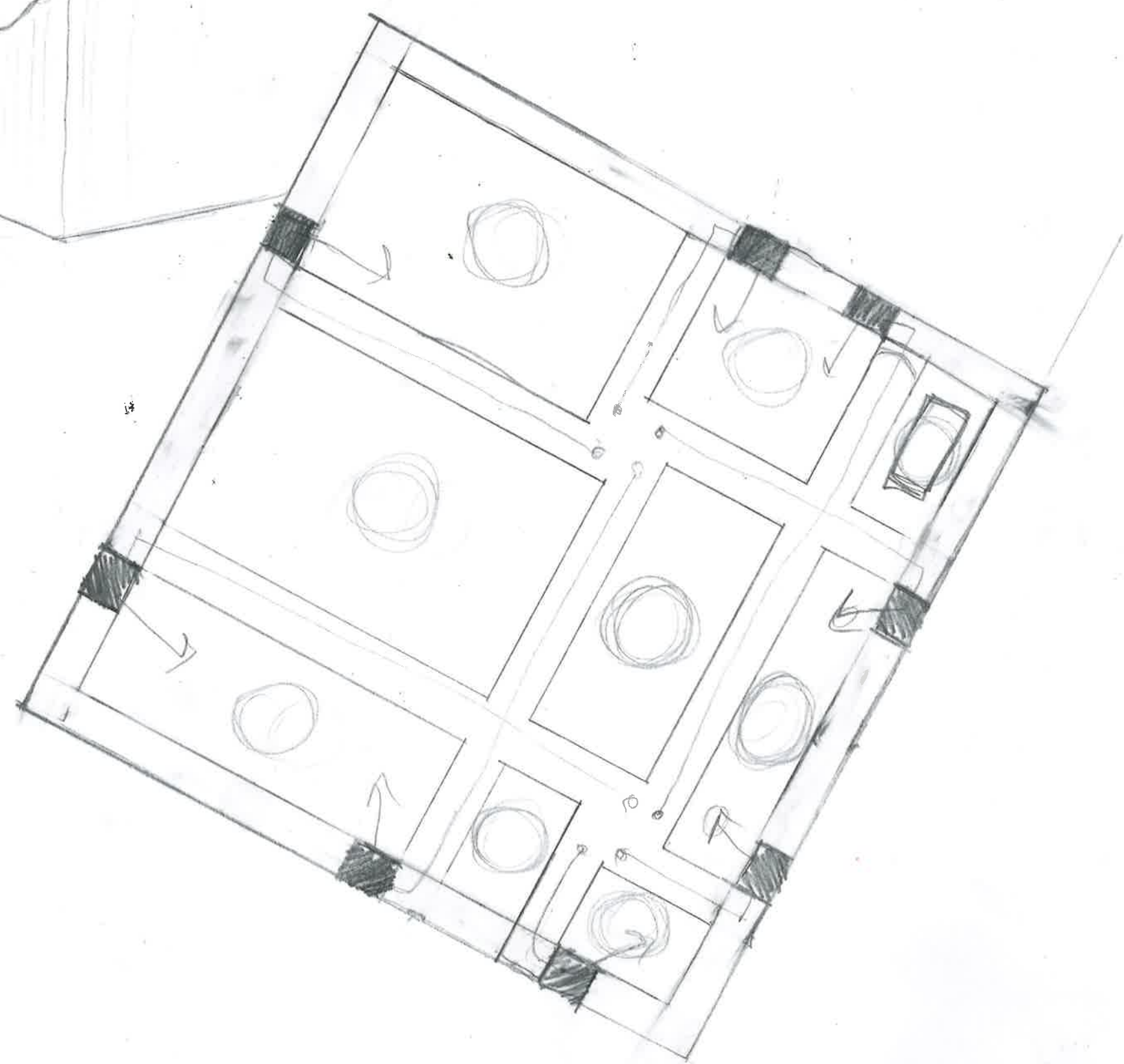
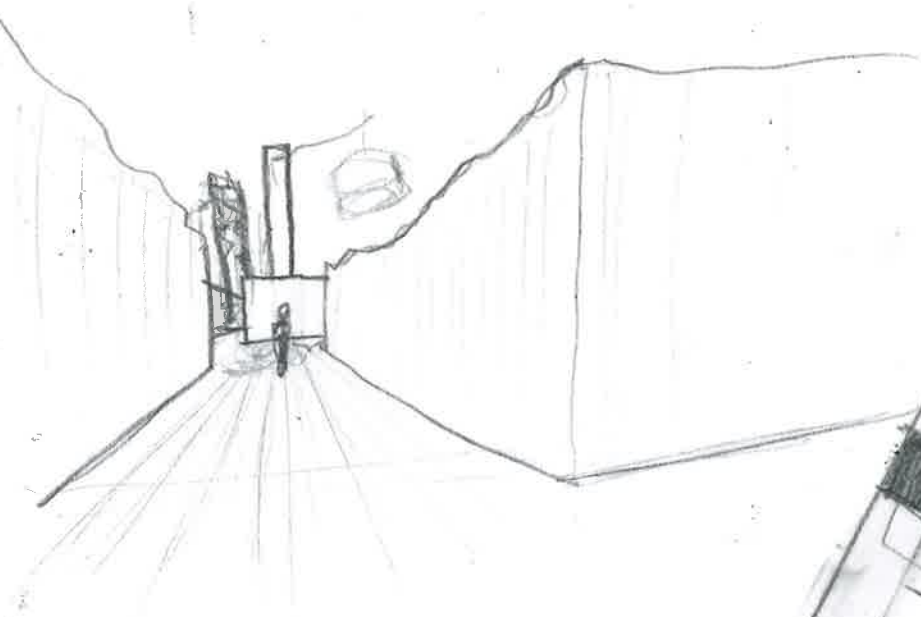


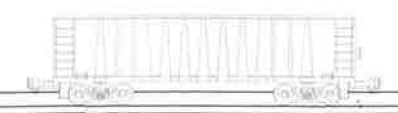
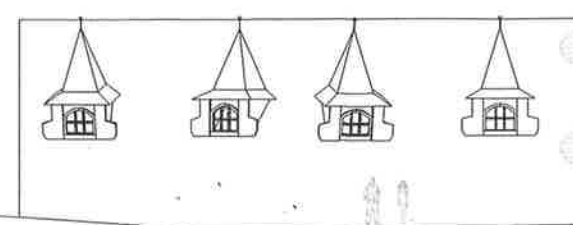
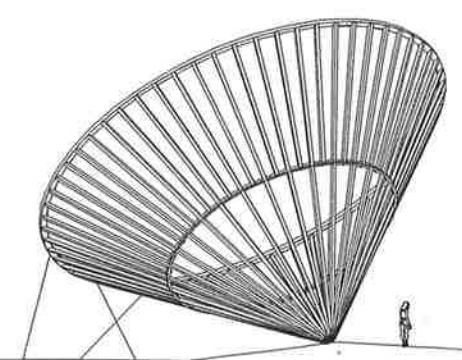
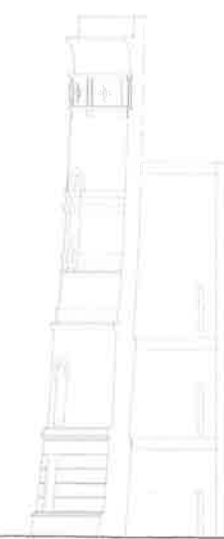
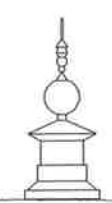
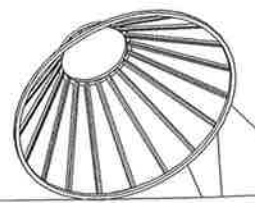
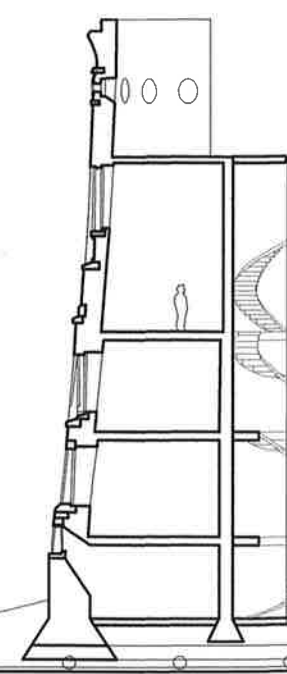
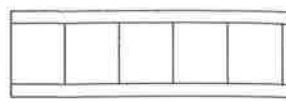
FLIP ROTATION

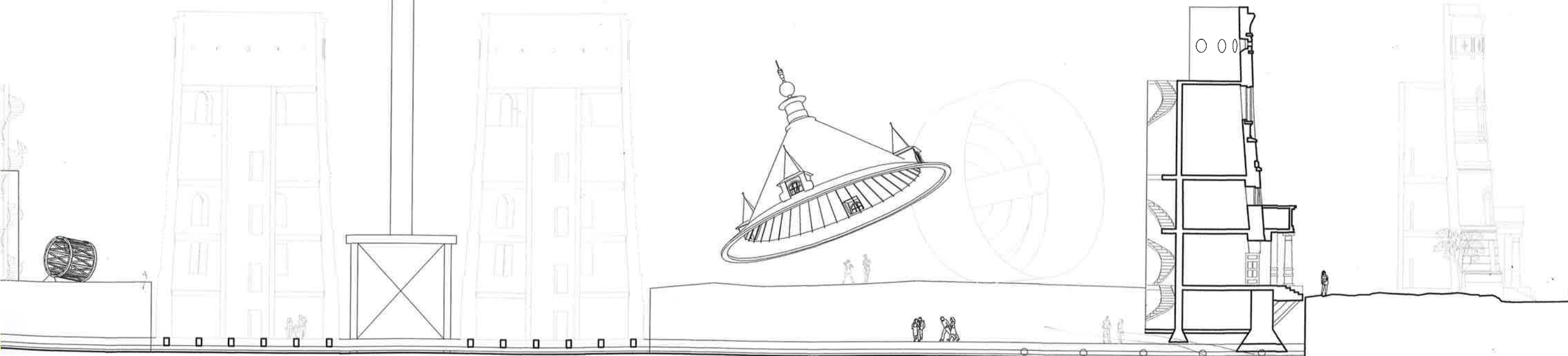
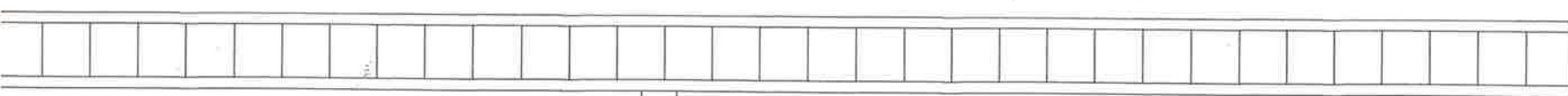


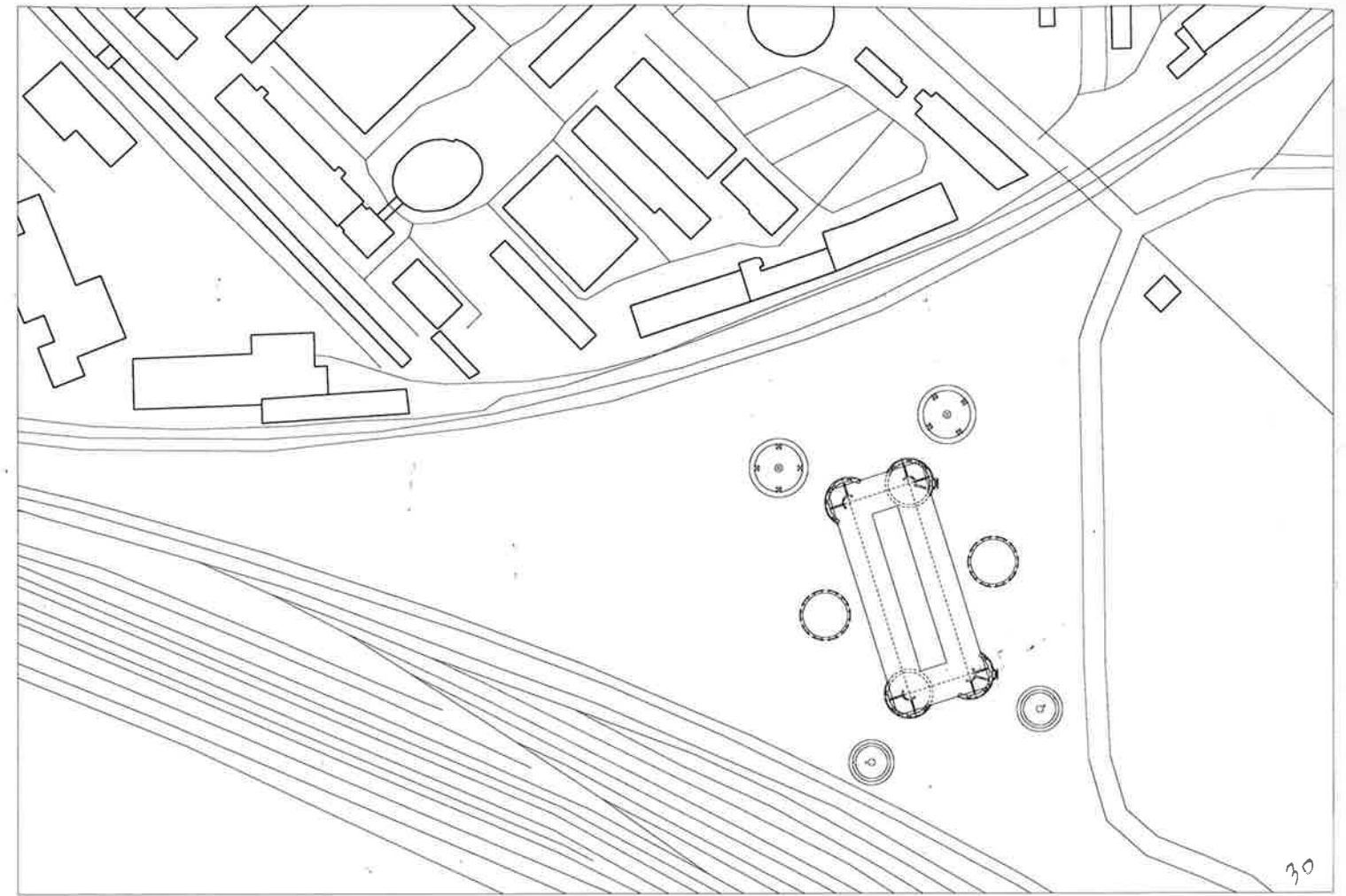
SAME ROTATION

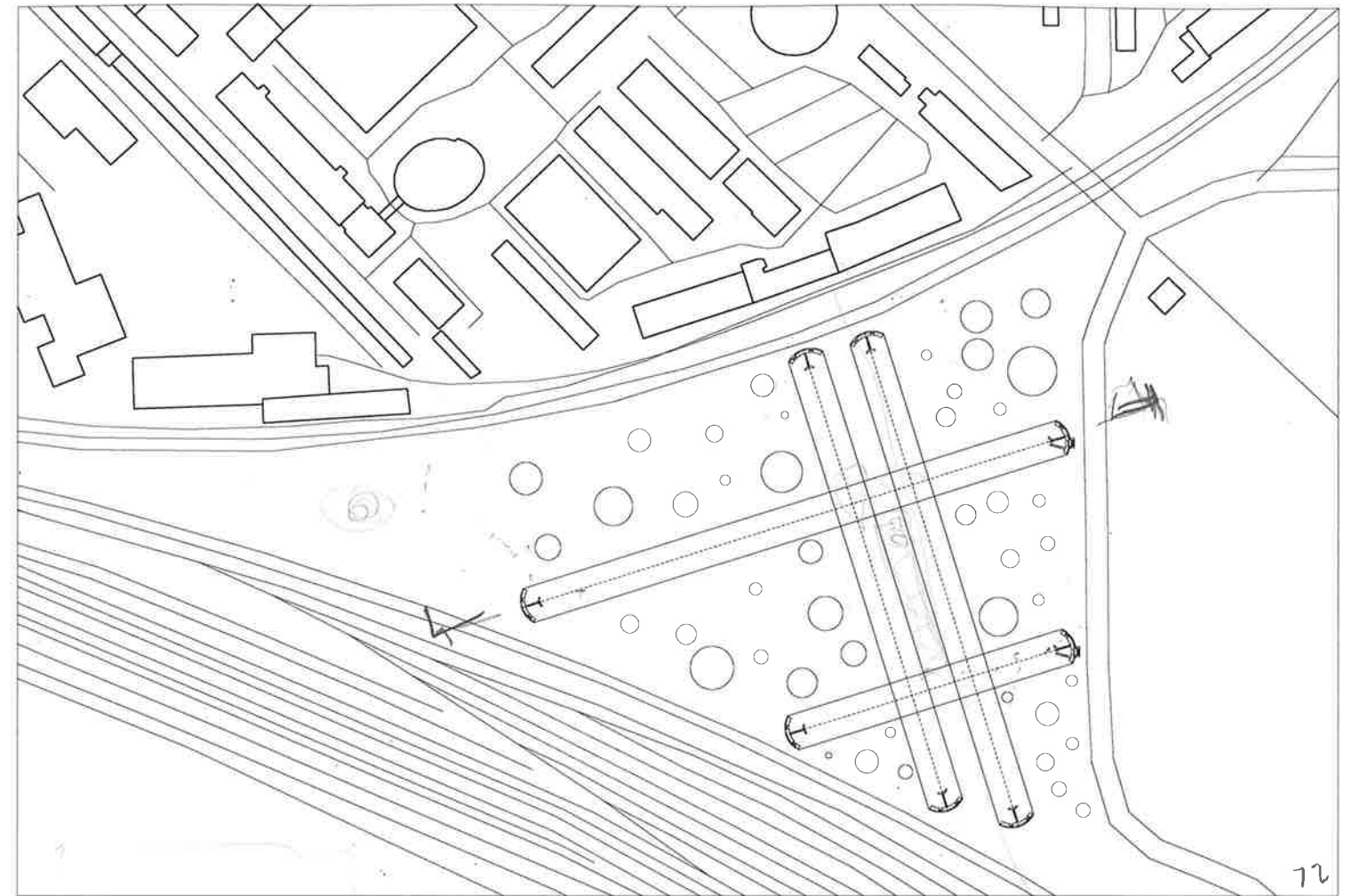
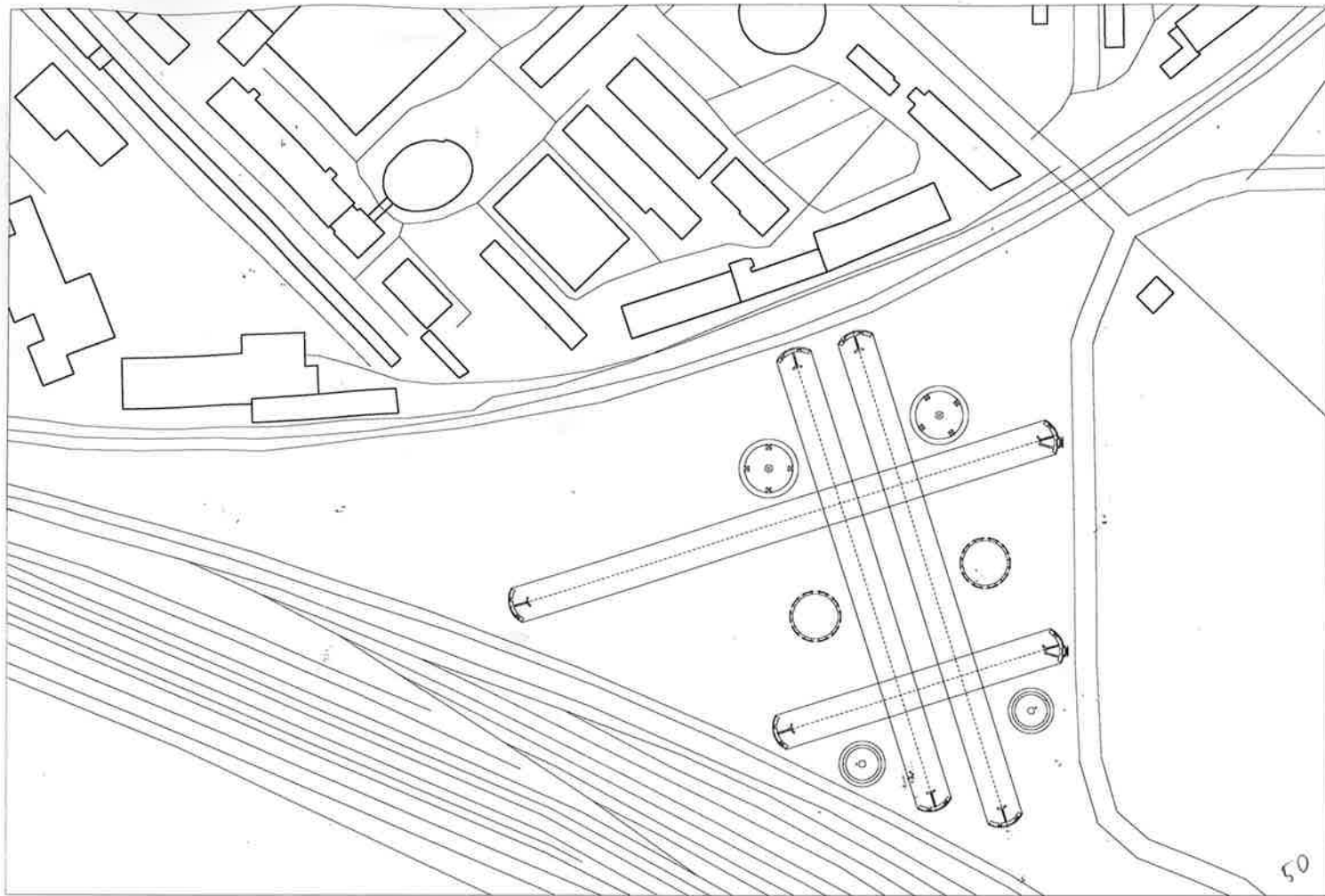


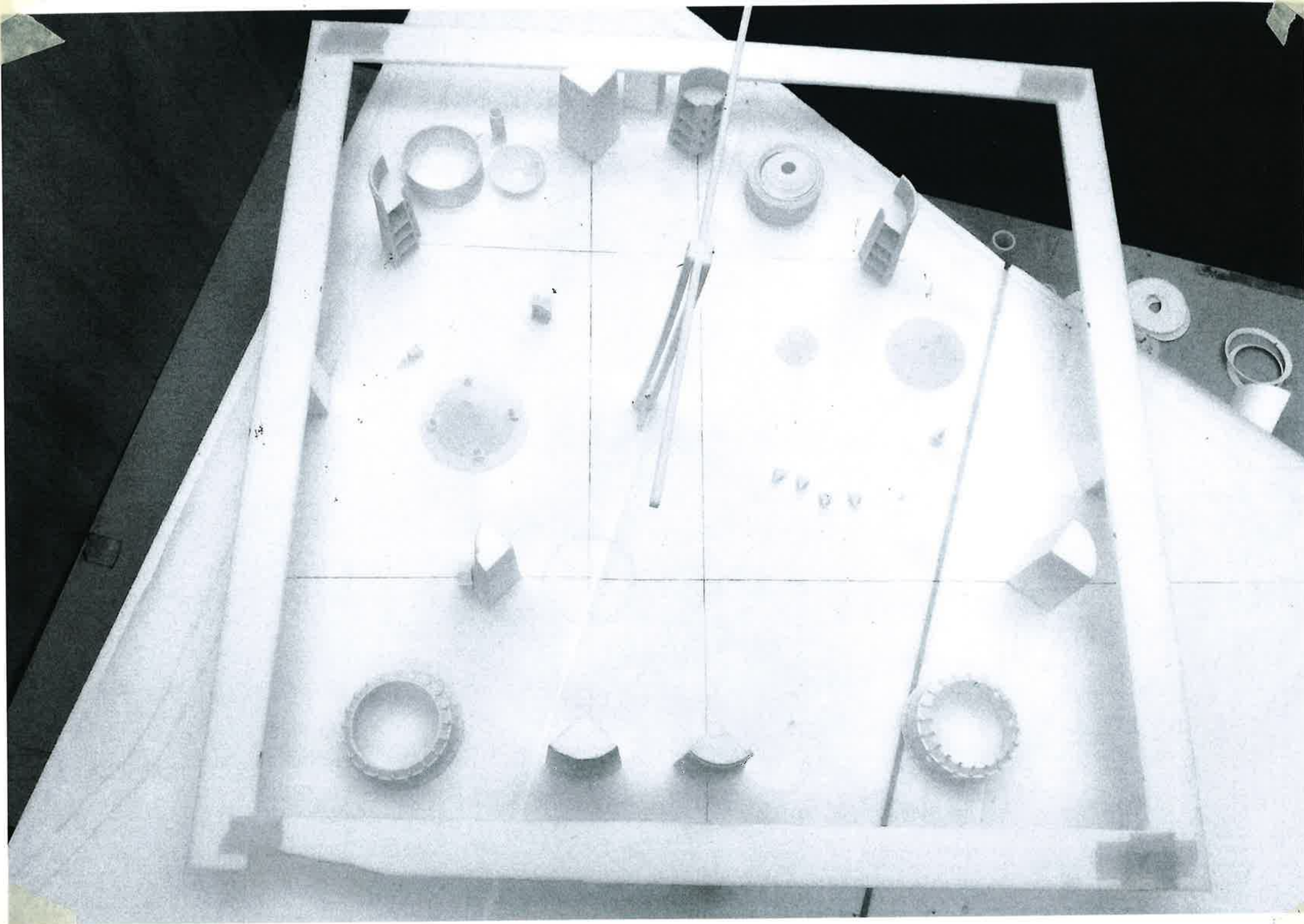


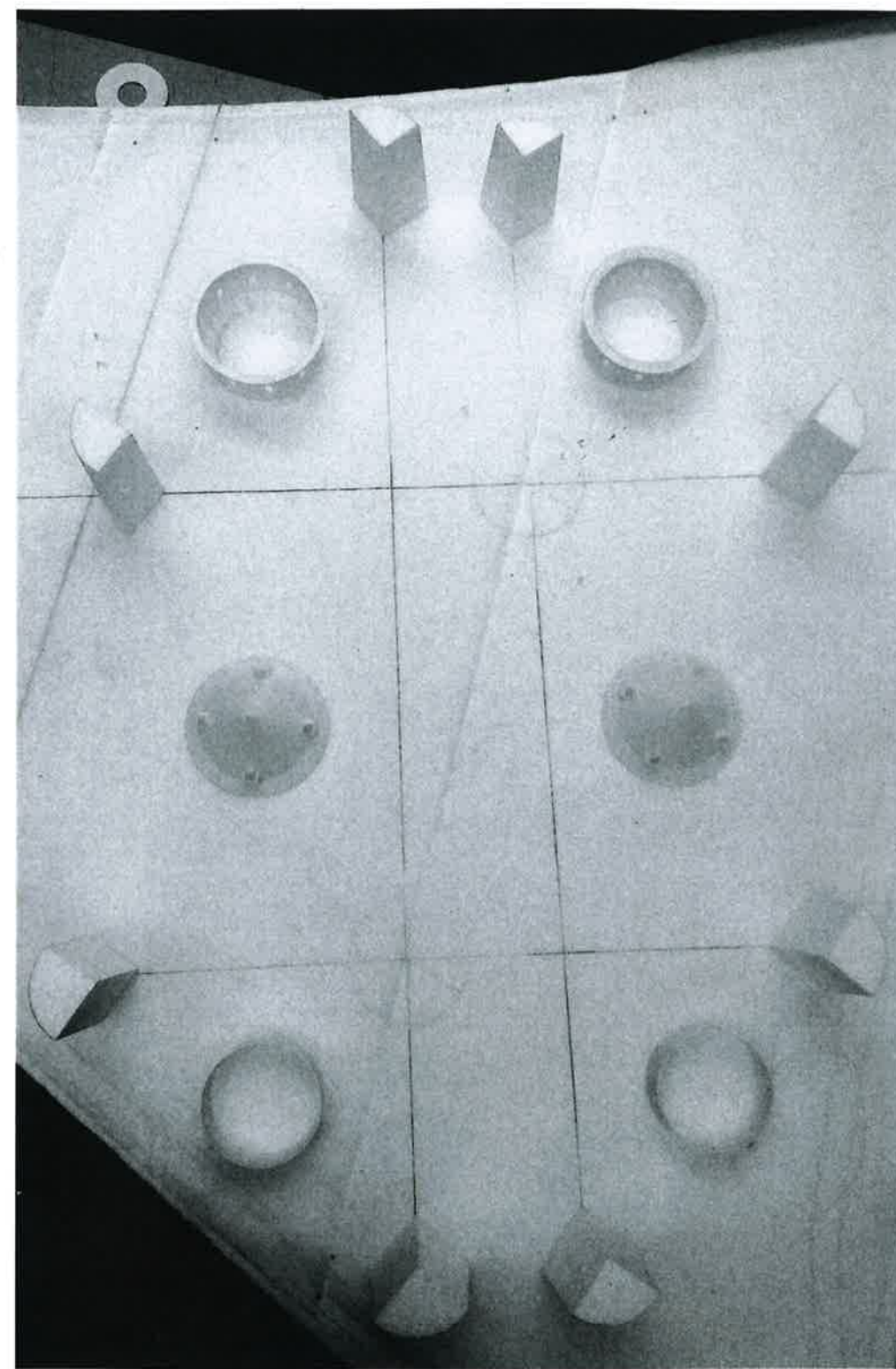
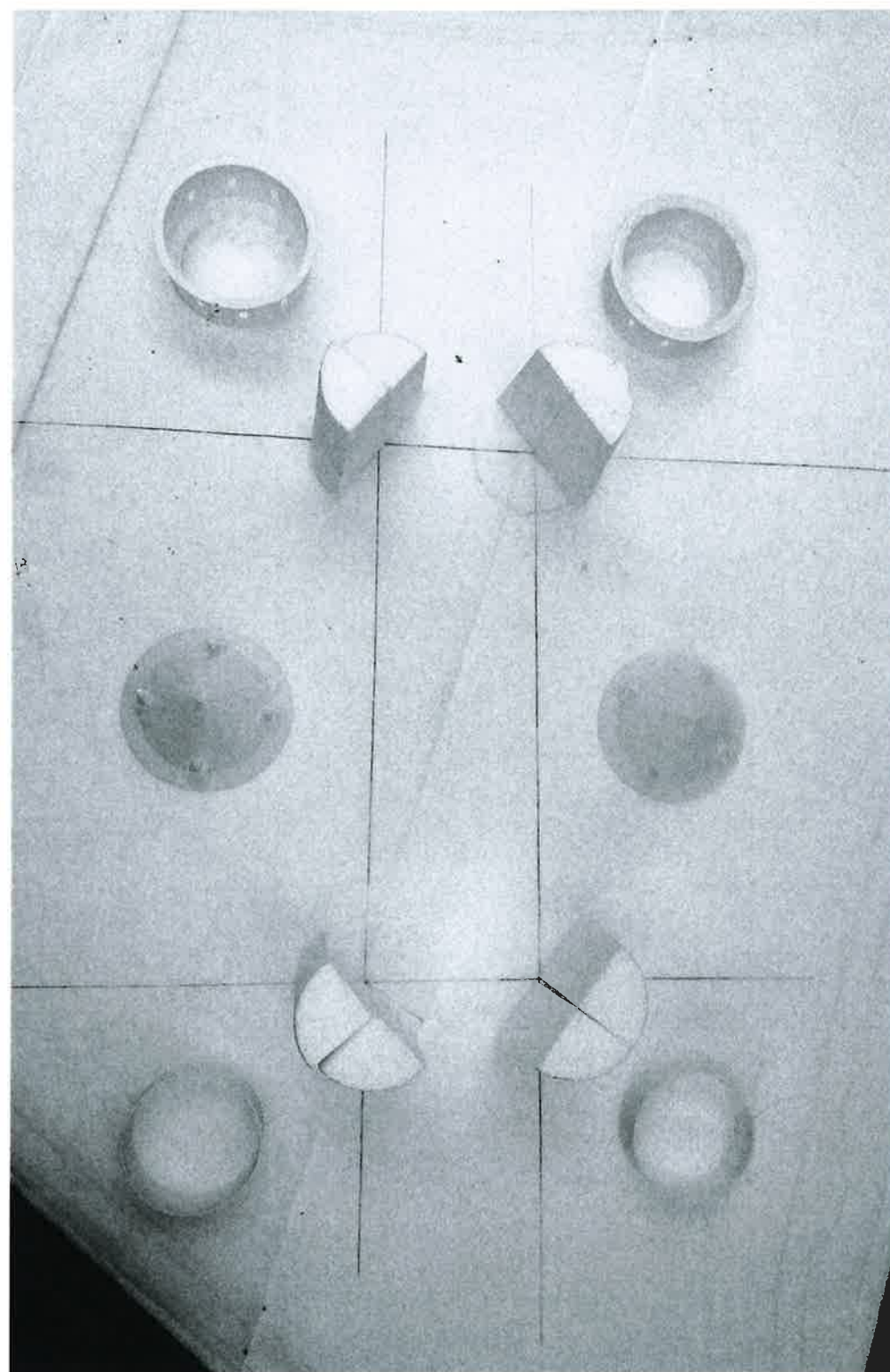
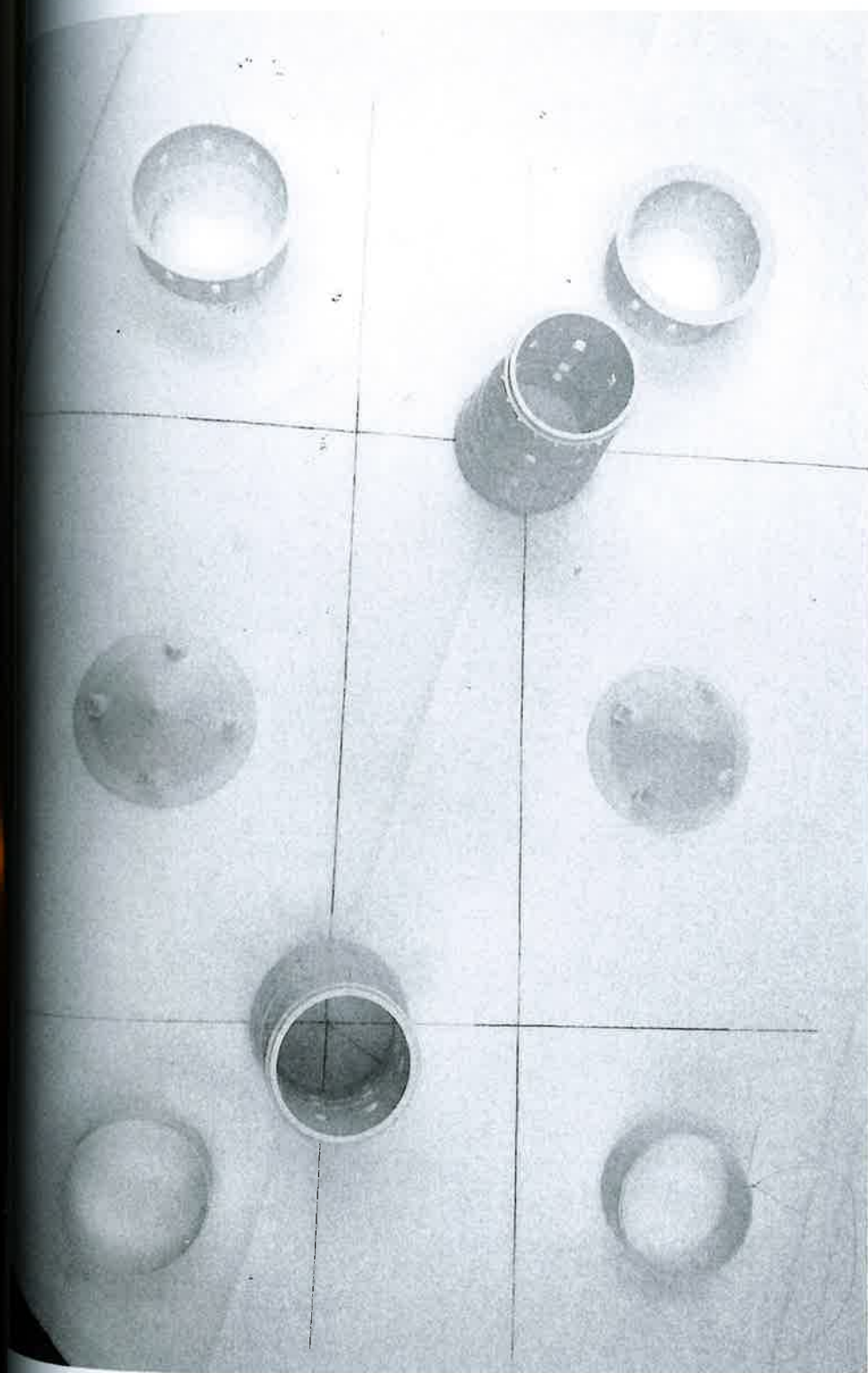




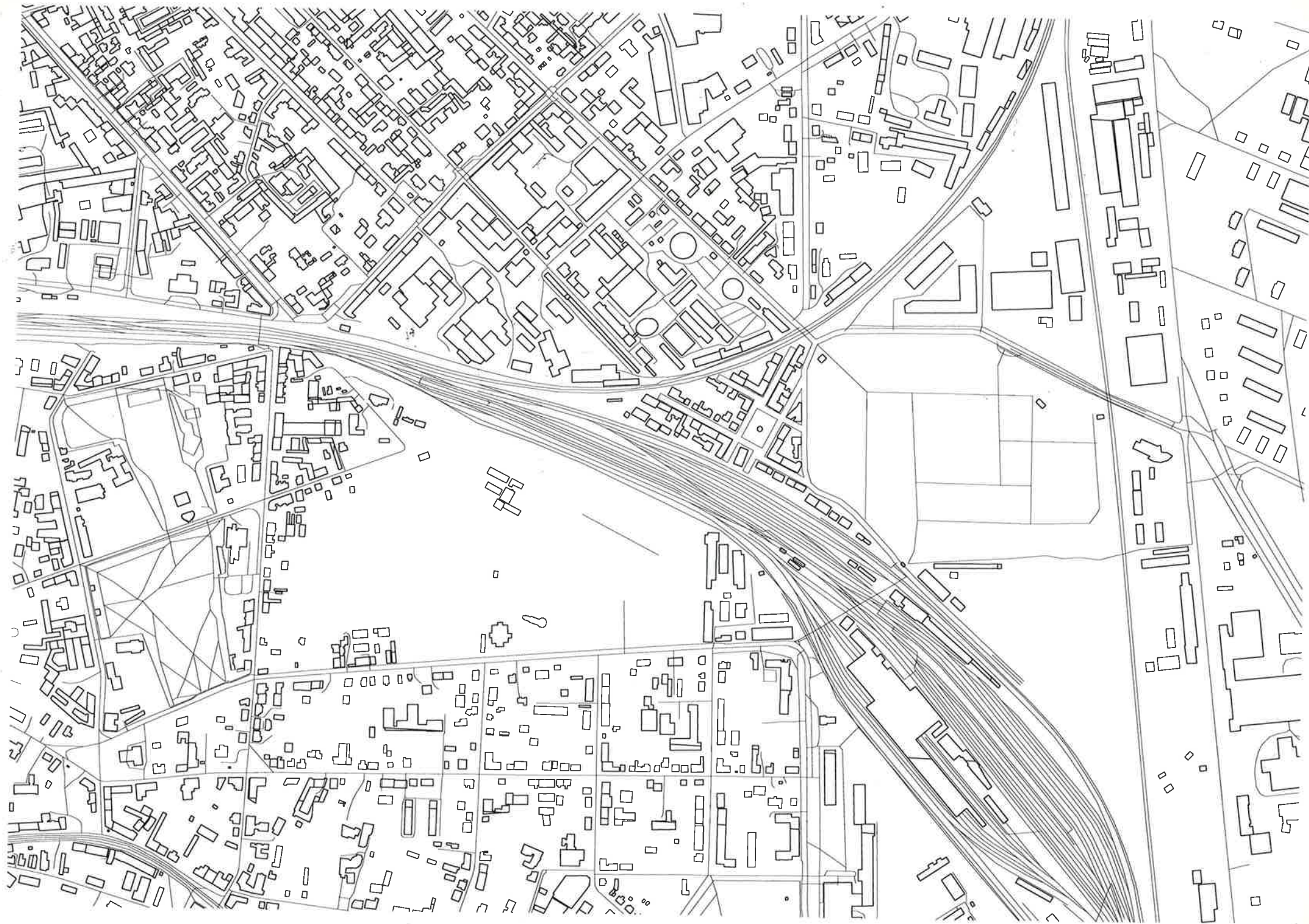


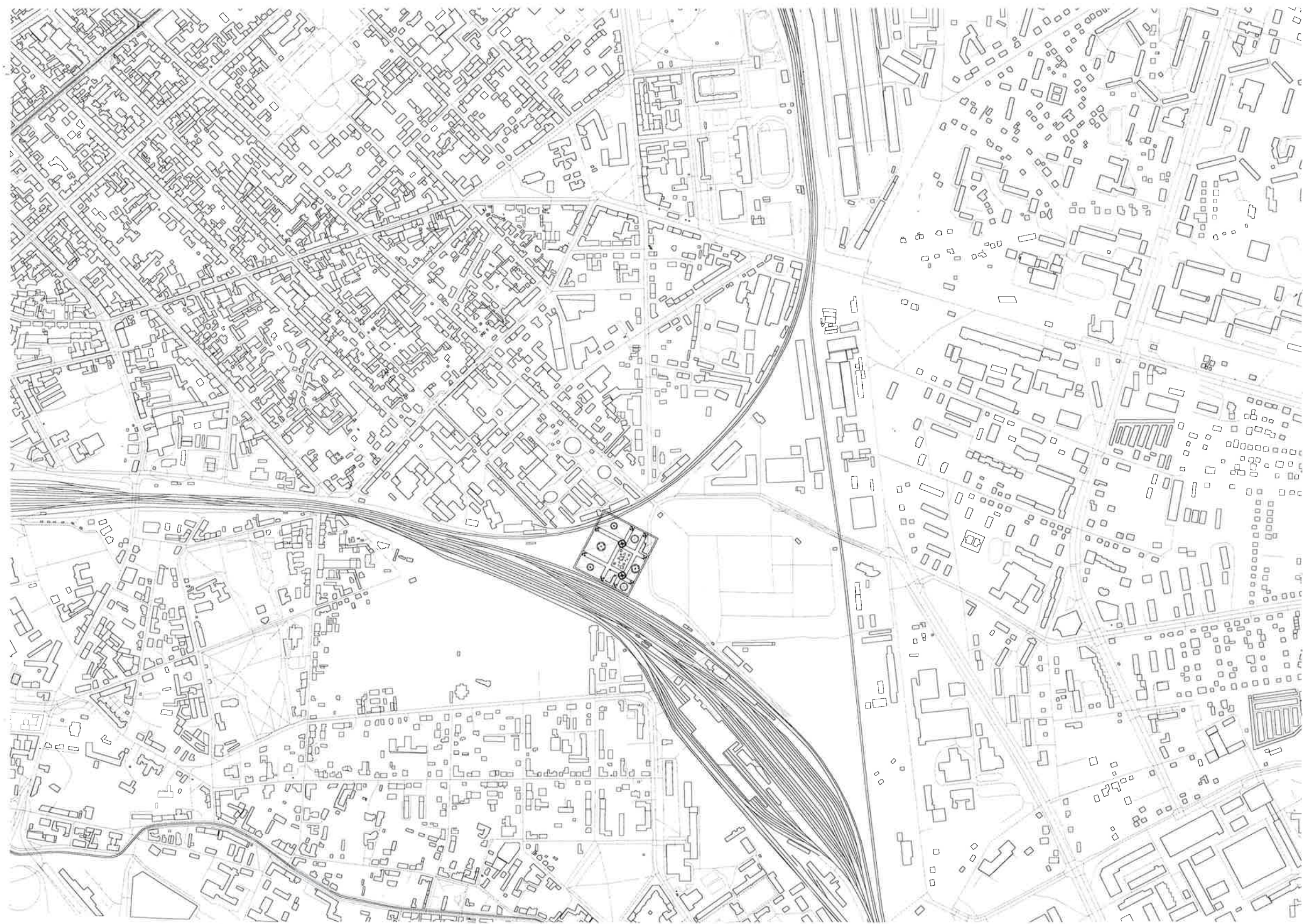


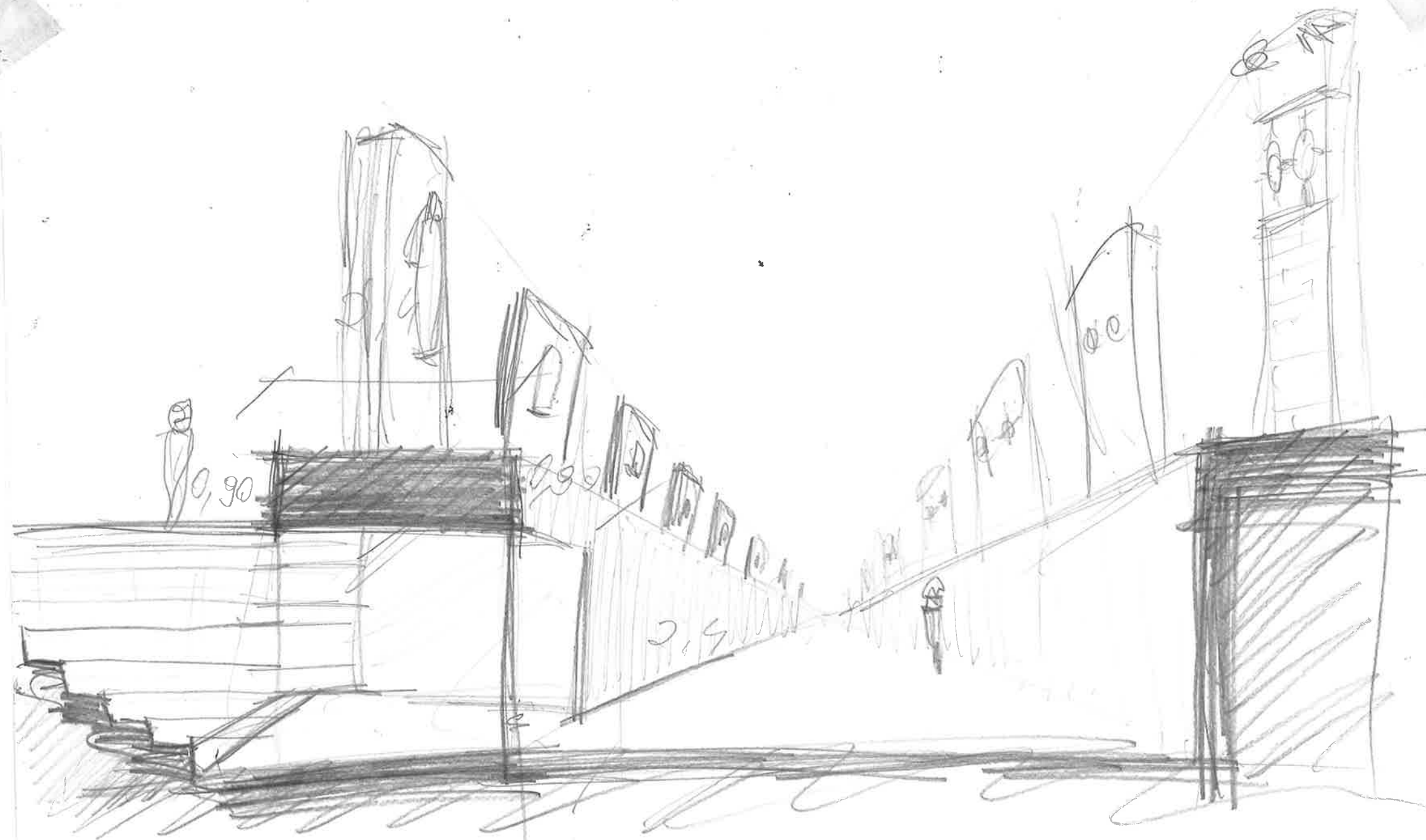


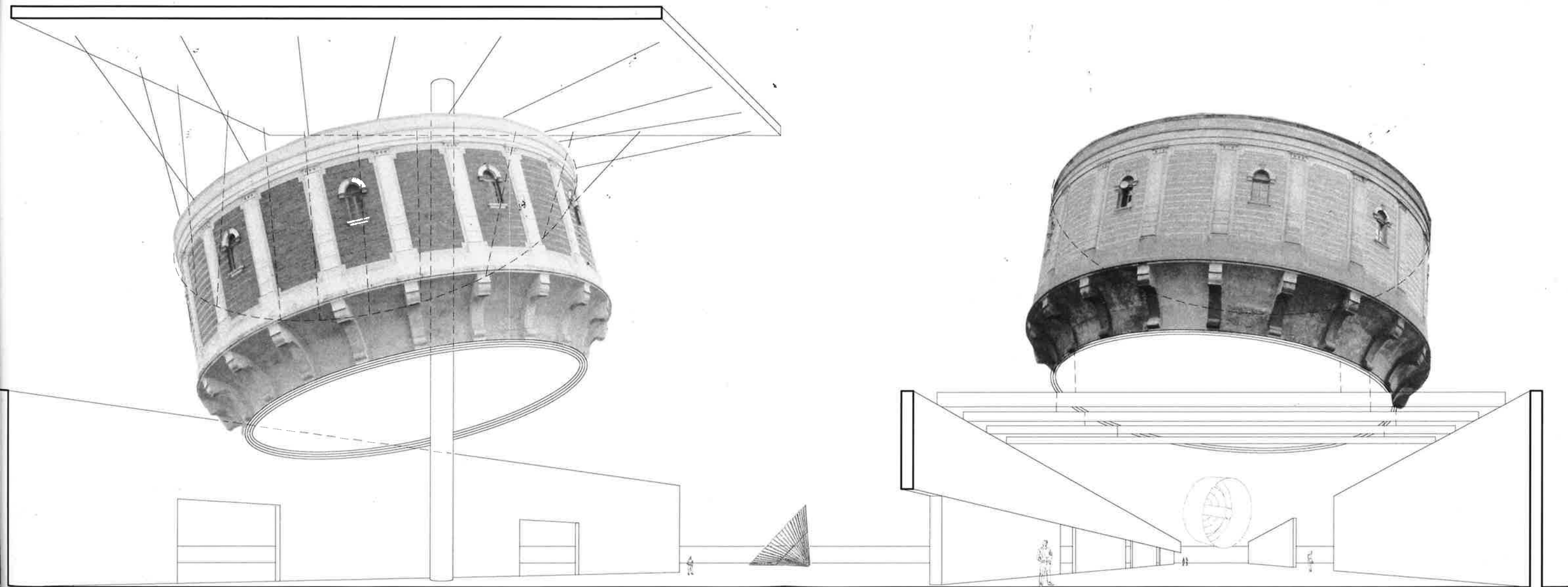


IN THE FINAL STAGE TOWERS HAVE DISAPPEARED COMPLETELY.
CITY CONTINUES ITS LIFE









11.04.2018

MEETING WITH ENGINEER

LIFTING THE HEAD.

HOLDING VERTICAL Y FROM
POINTS OUTSIDE.

SUBDIVIDING — OK

MOVING

ELEMENT IS STABLE

- POSSIBLE EXTRA BRACING FOR SIDES.
- RADIAL BEAM IN SAME TECHNOLOGY
AS FOR THE HEAD
- FLAT SURFACE FOR MOVING
(PREPARING ROAD)
- DIRECTION DOESN'T MATTER

FRAGMENTING

LEAVING INTERIOR WALL IS GOOD

NEED A SYSTEM FOR CUTTING / SEPARATION

GENERAL COMMENT

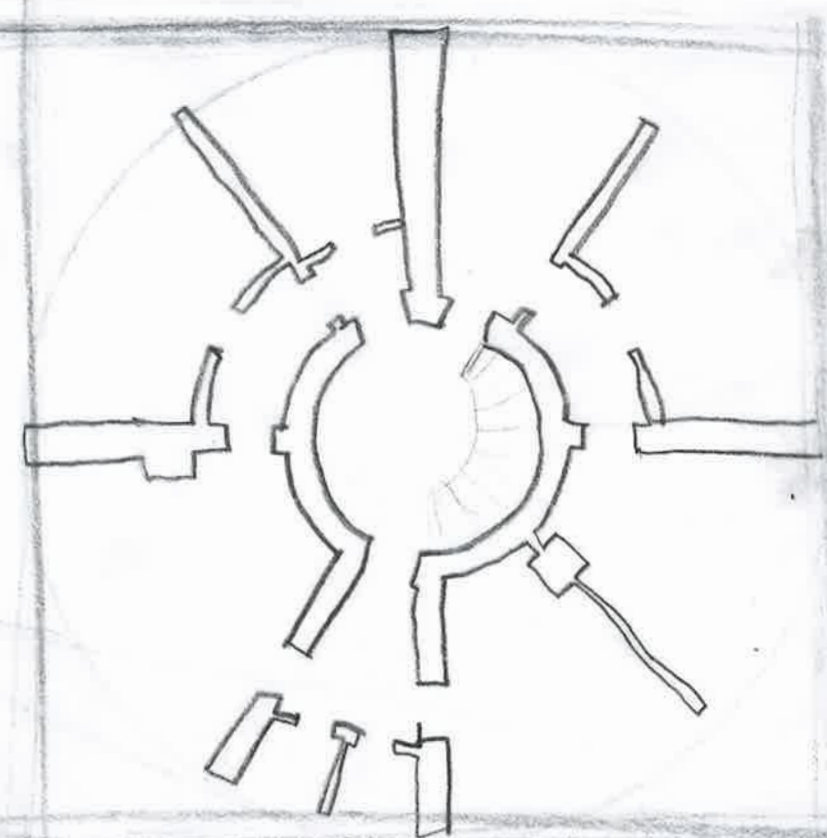
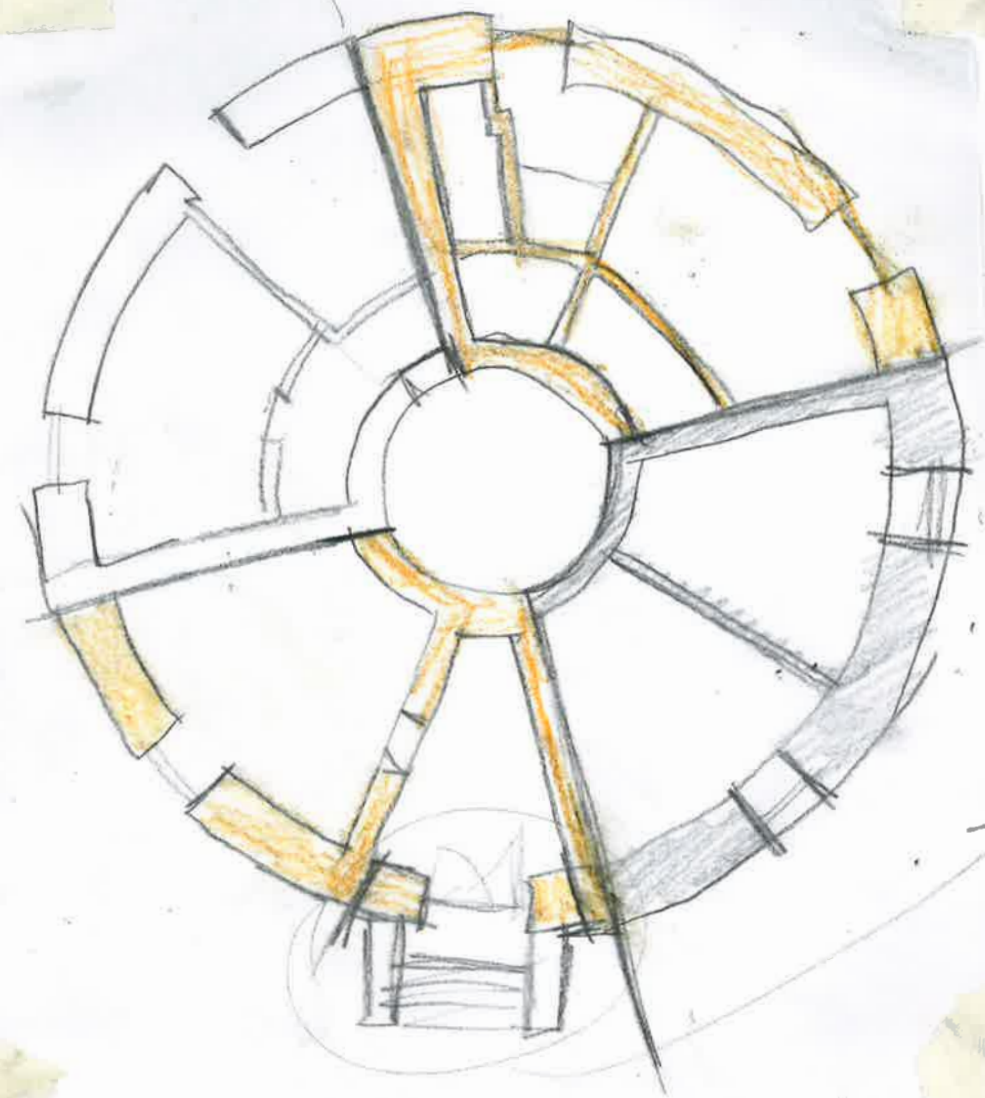
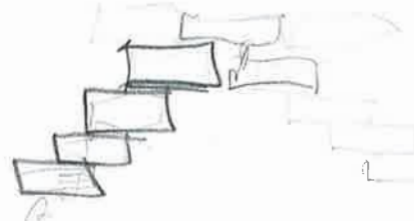
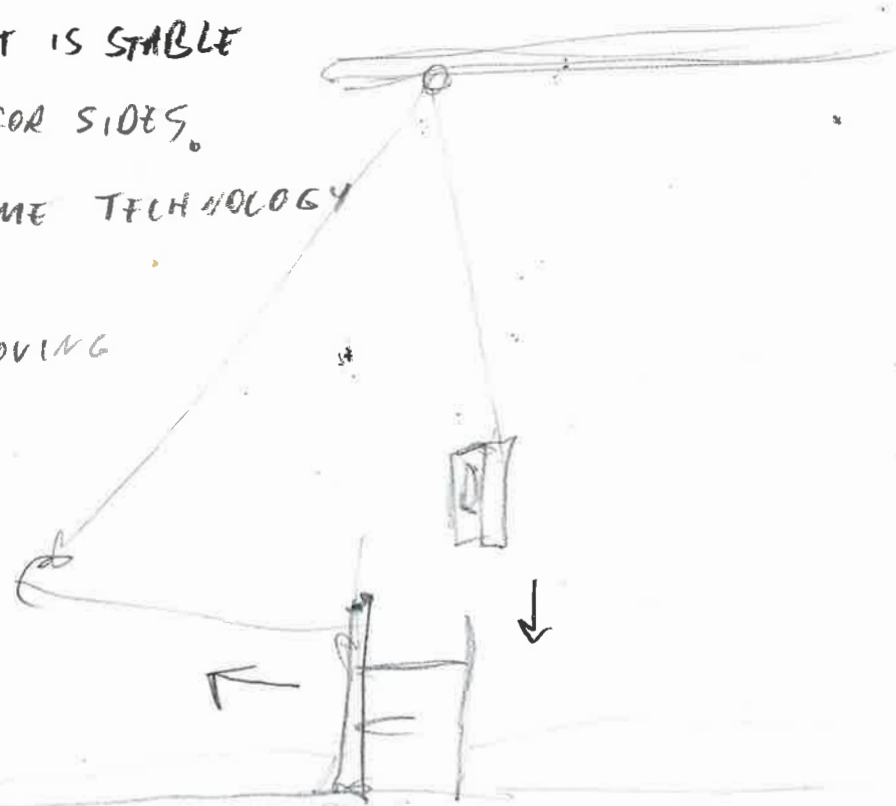
- LOGIC IS GOOD, BUT OVERCOMPLICATED
- NEED FOR SCAFFOLDING
- TALK TO SOMEONE IN INDUSTRY

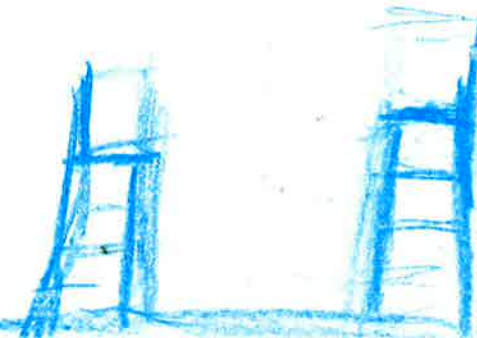
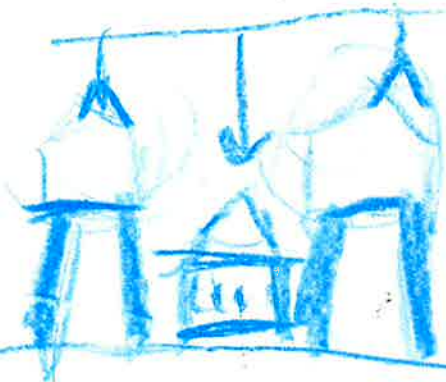
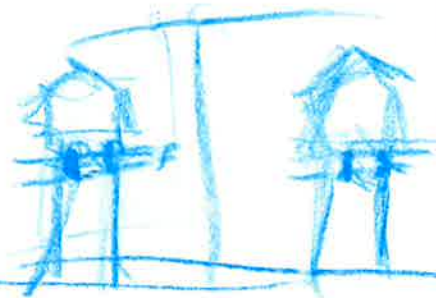


INSERTING BEAMS
FOR LIFTING



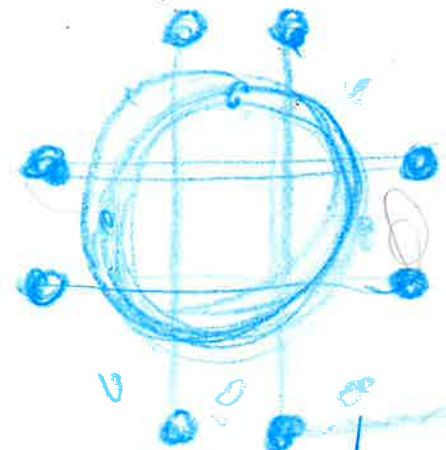
TWO BEAMS
TO JACK IT UP



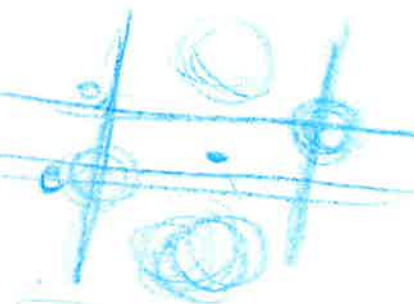


MACHINE

LIFT



SPLIT



FRAGMENTS

3

EVENT



ACTION

VS.

PREPERATION

FUNCTION



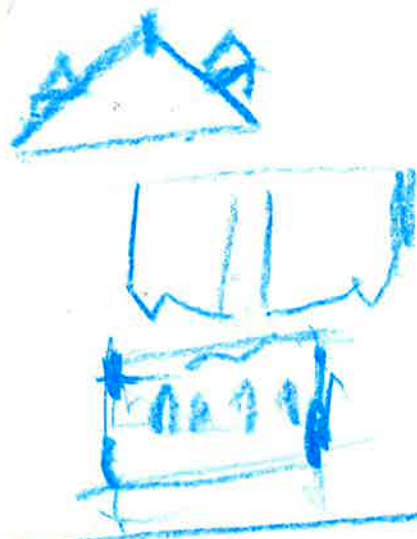
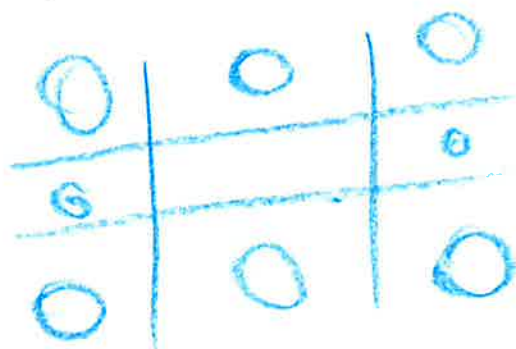


EXHIBIT VAULTS
NOT SURFACE



POSITION

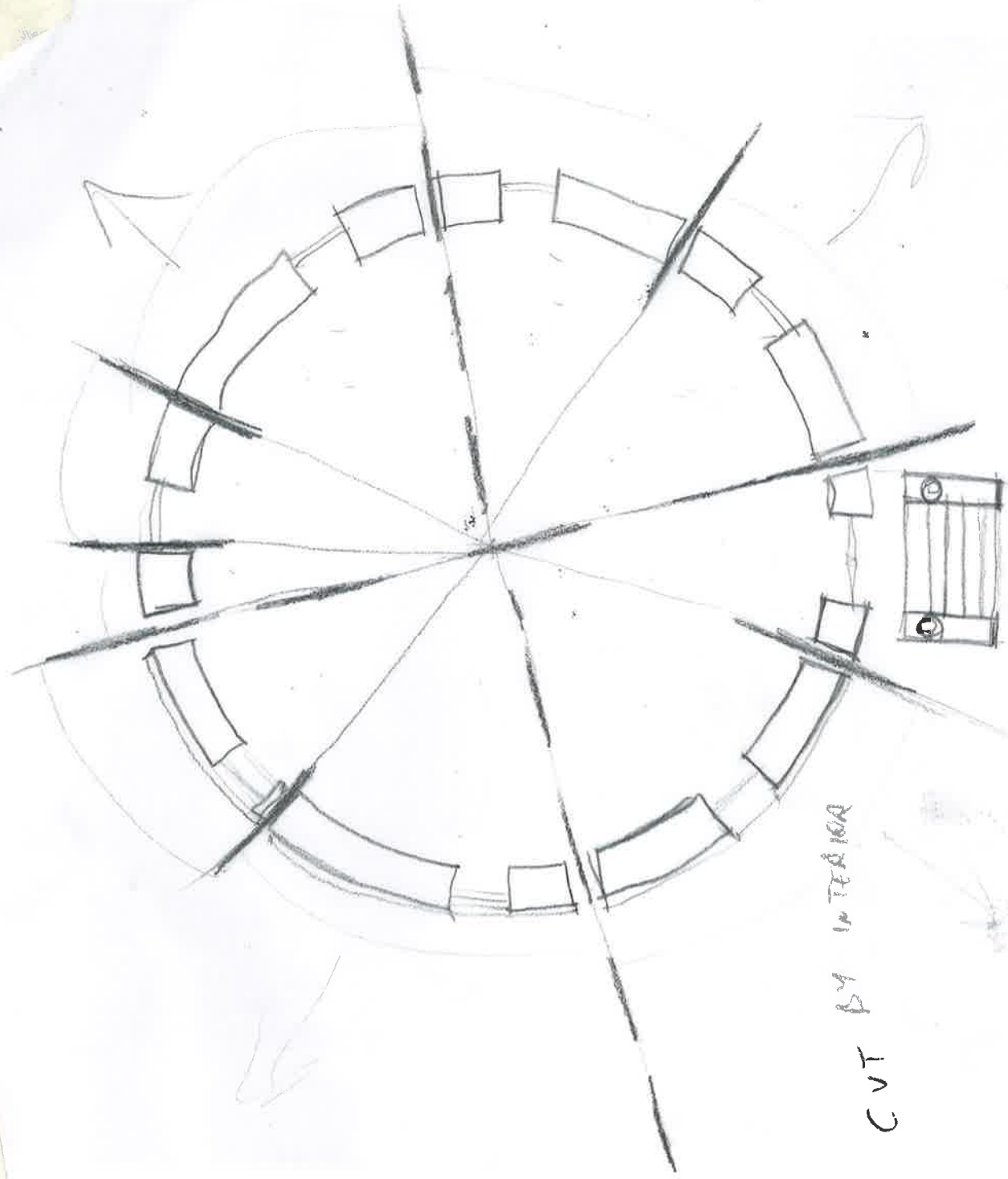


FLOOR PLATES

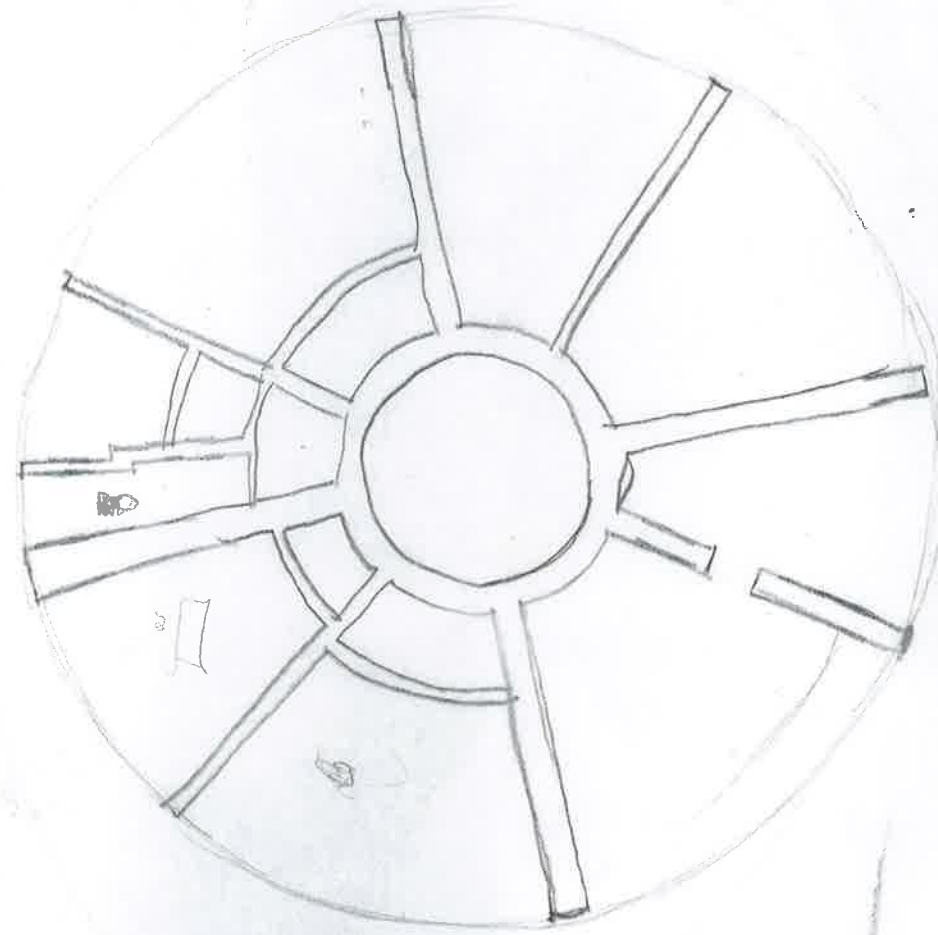


ELEMENTS REMAINING WHAT THEY ARE

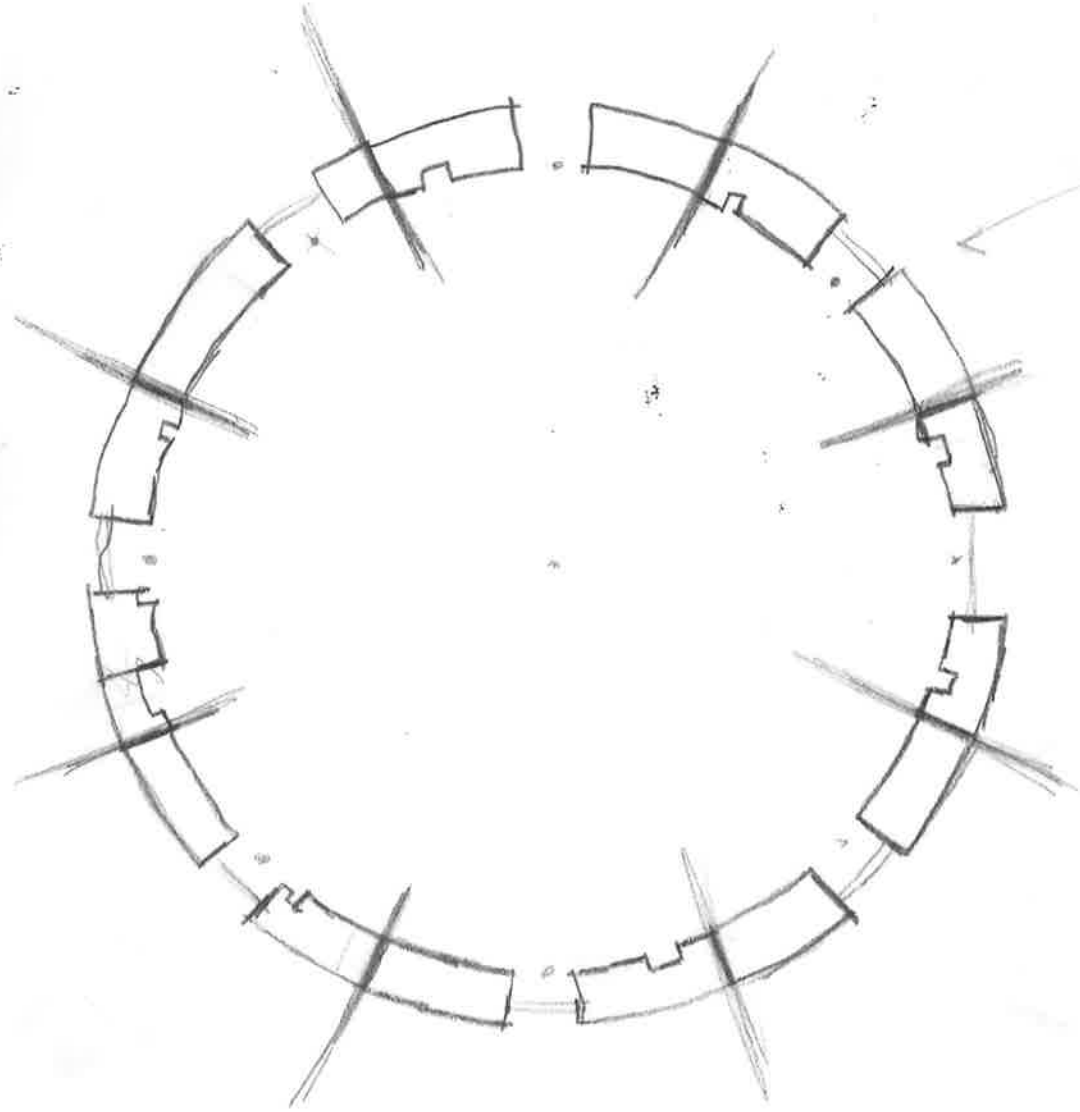




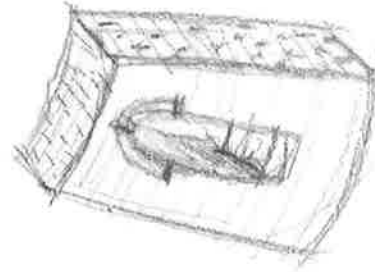
CUT BY INTERIOR



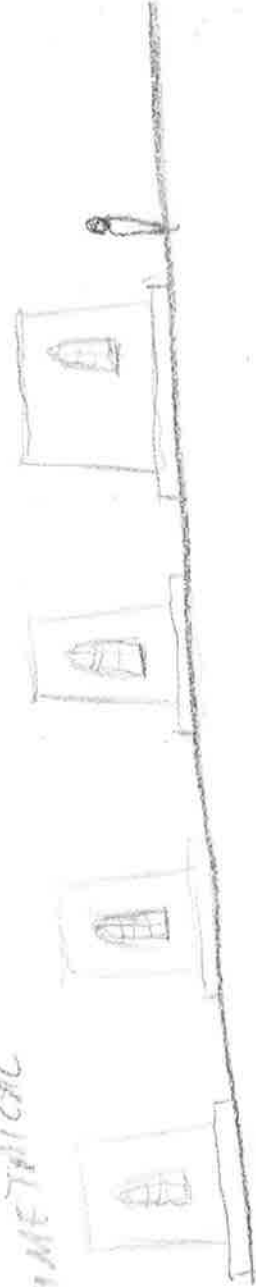
CUT BY INTERIOR

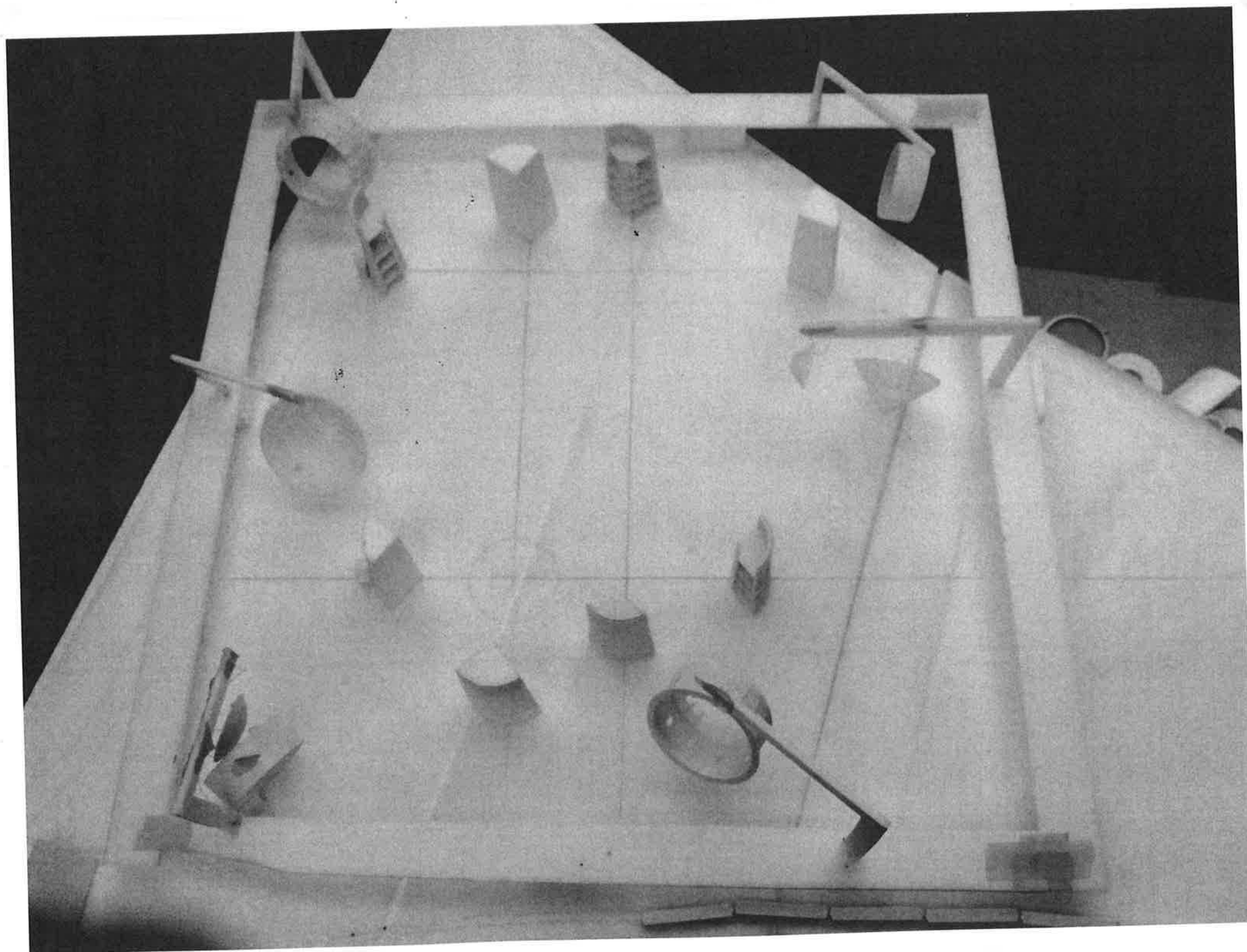


Cut by FACADE

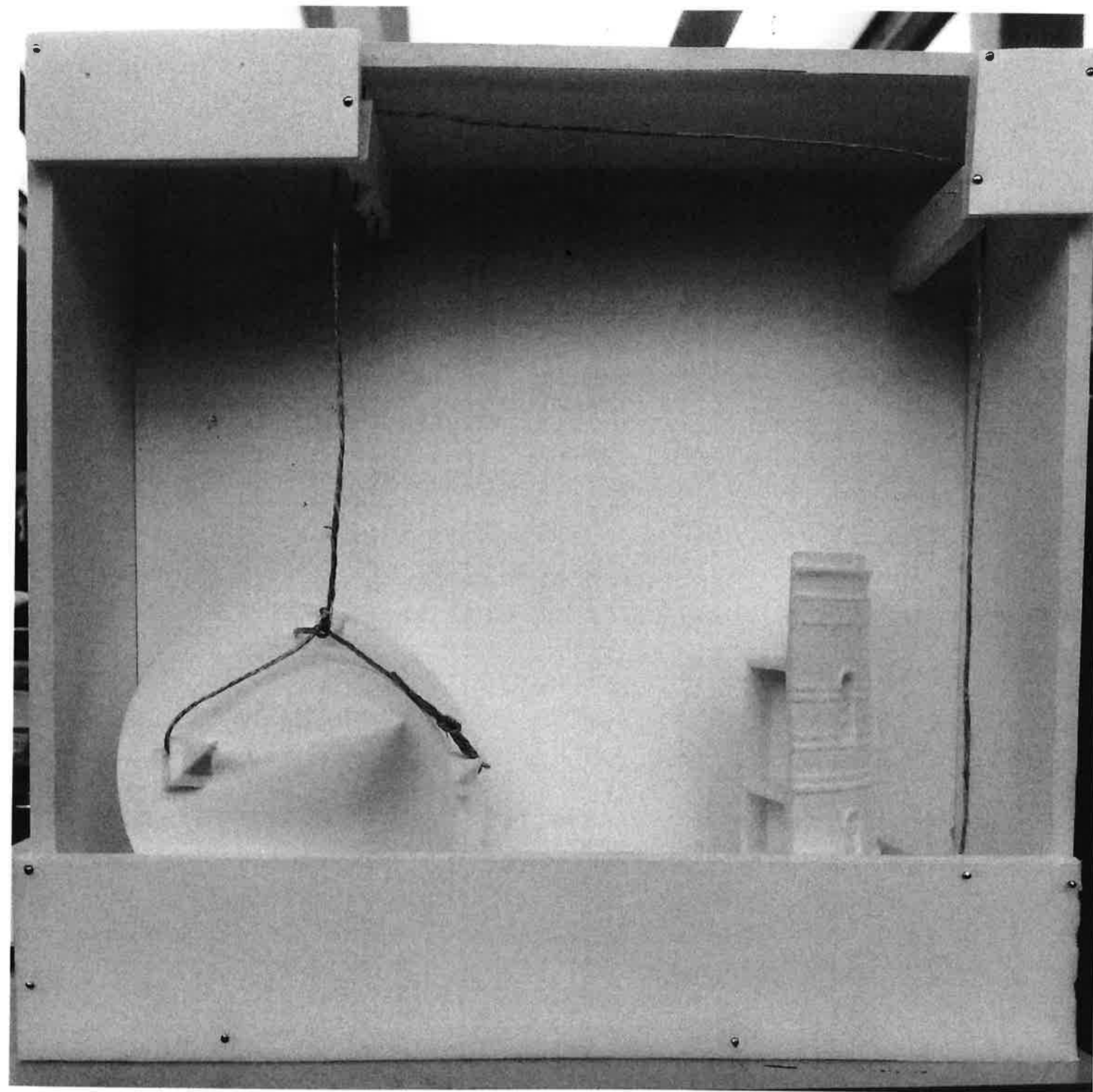


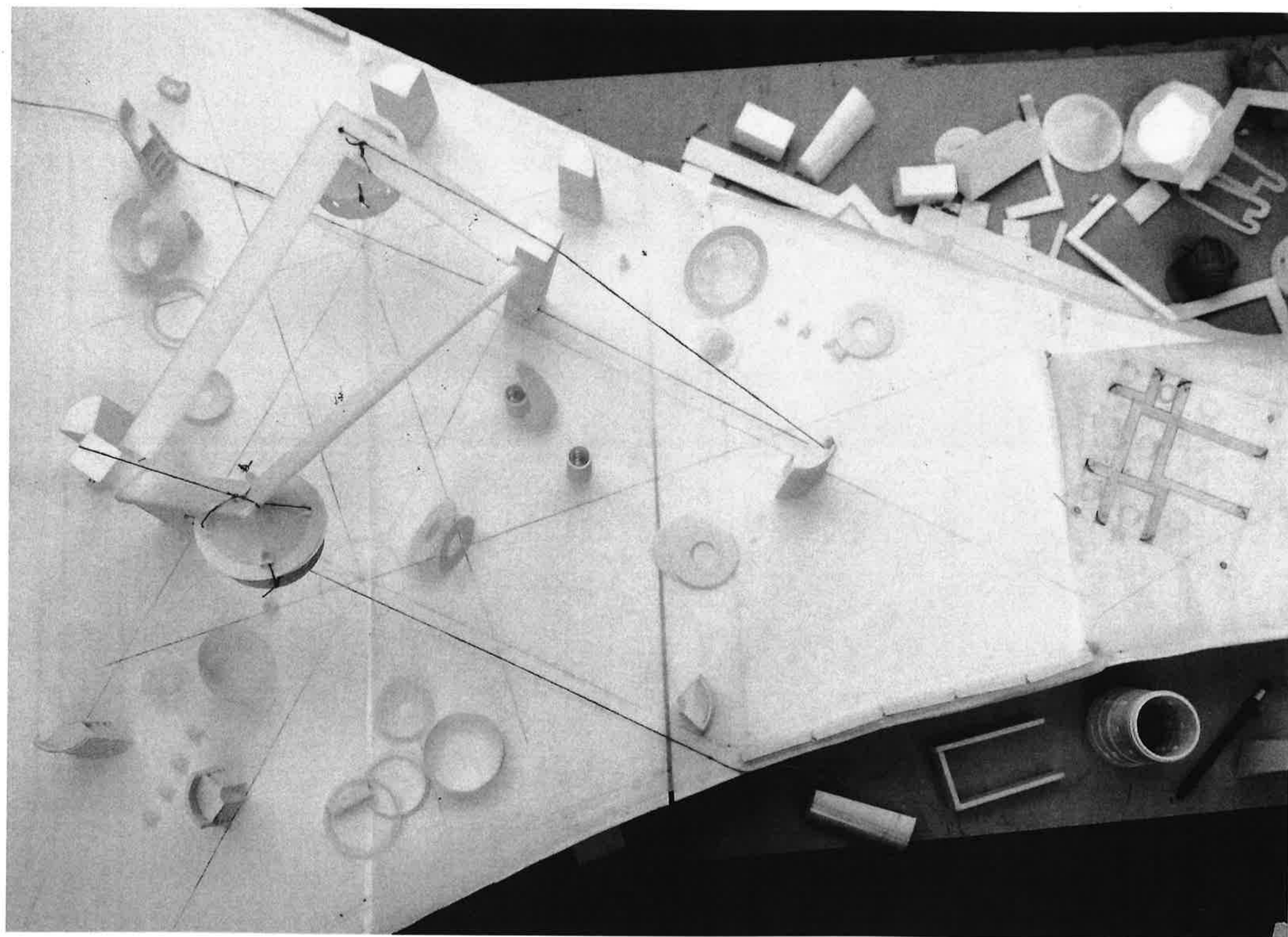
METRIC

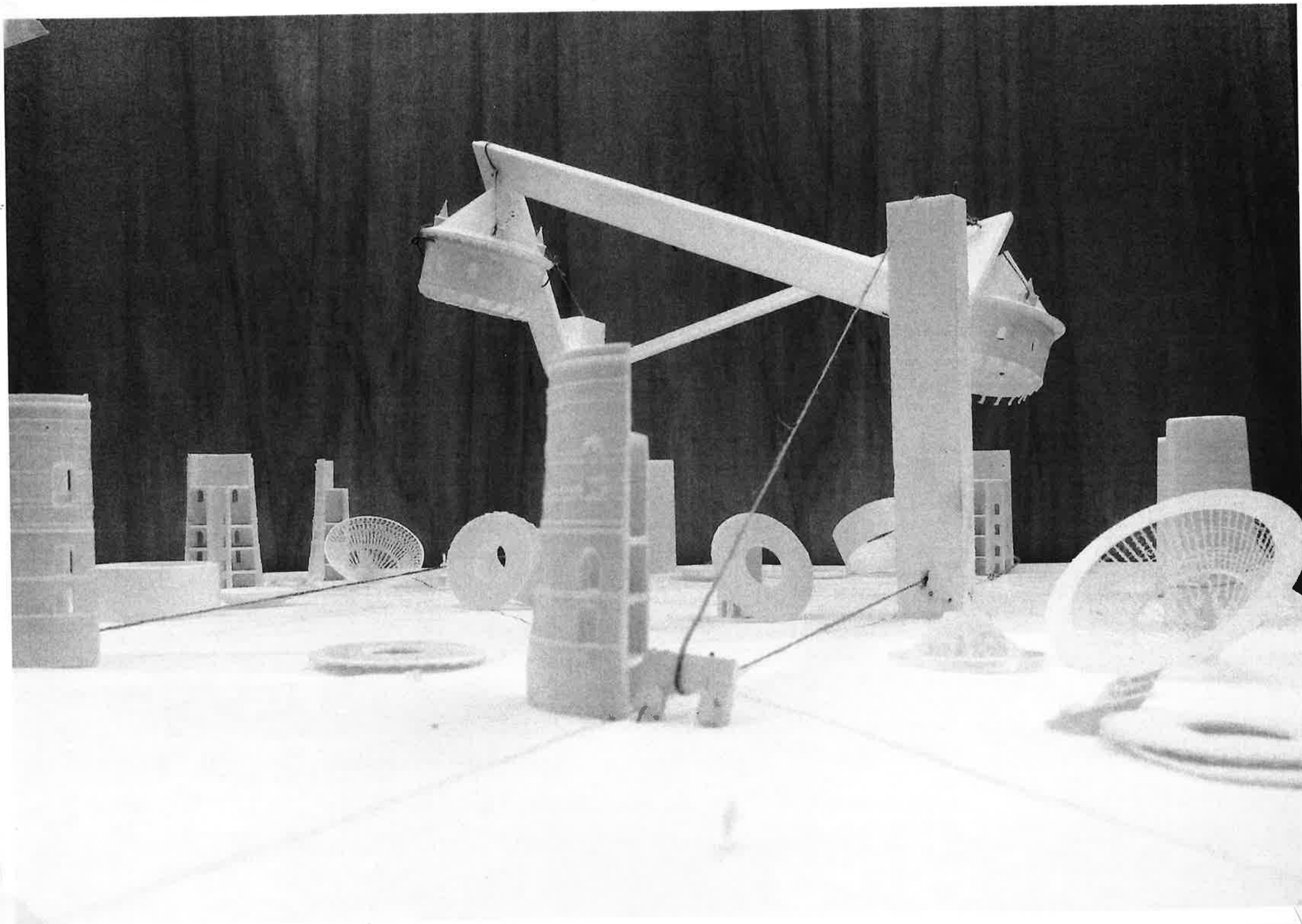


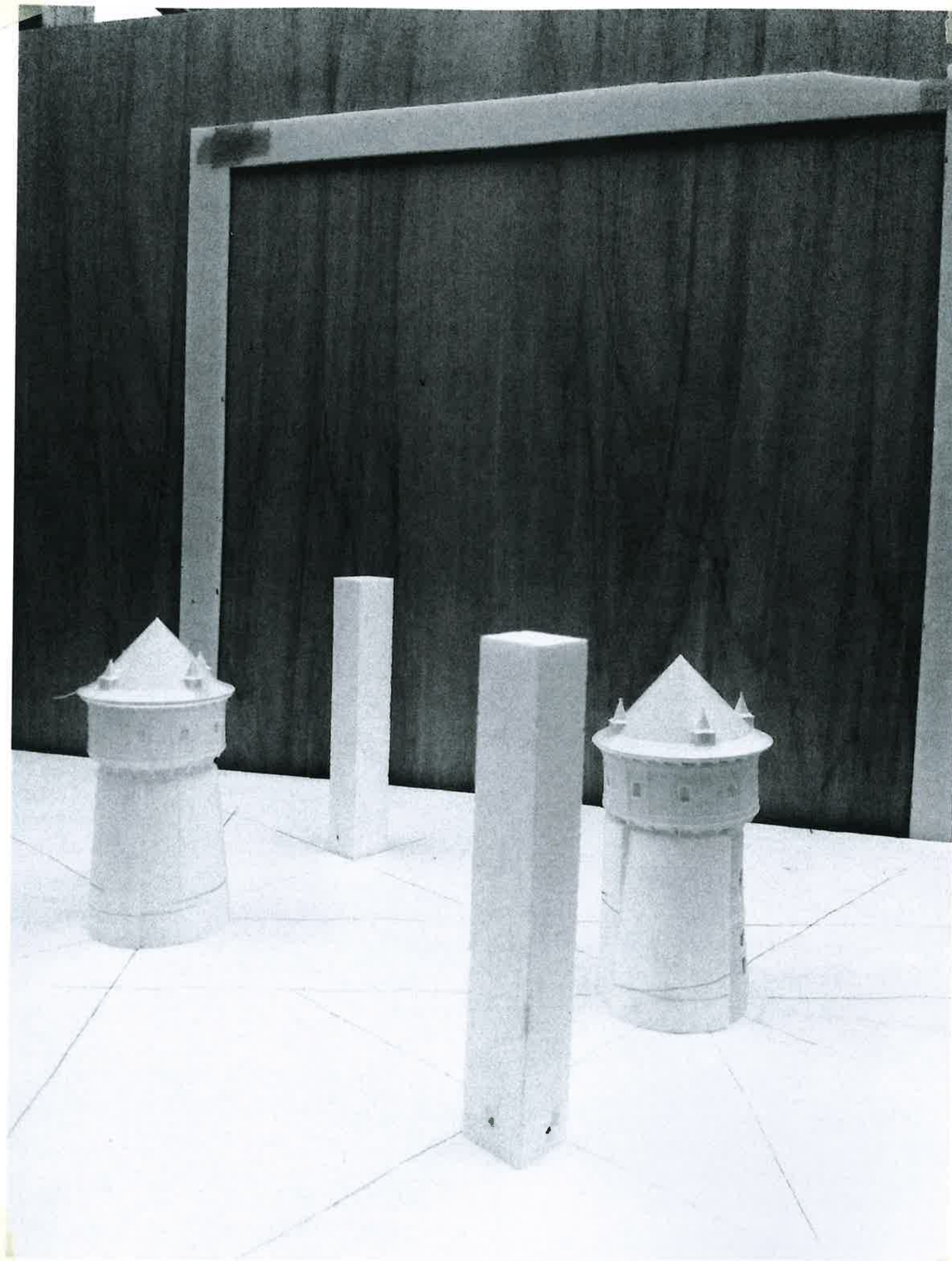




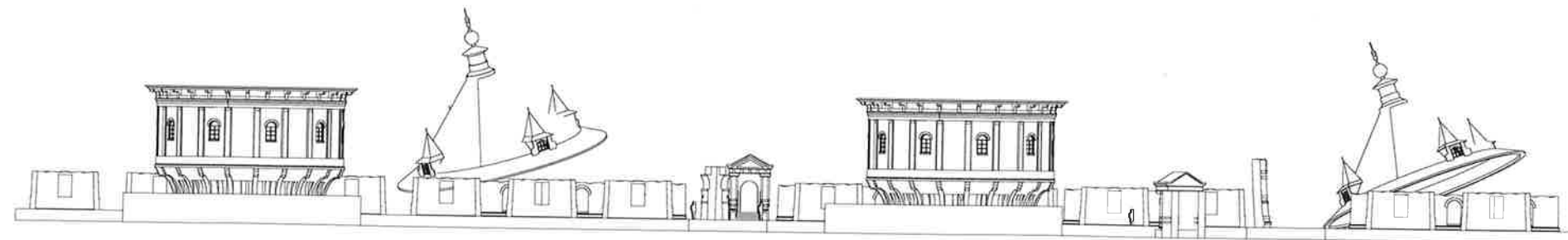
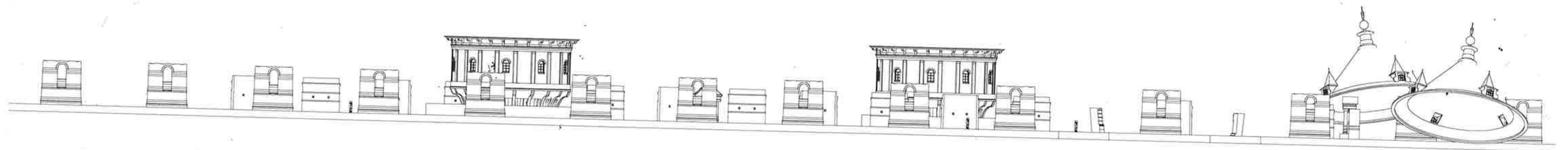


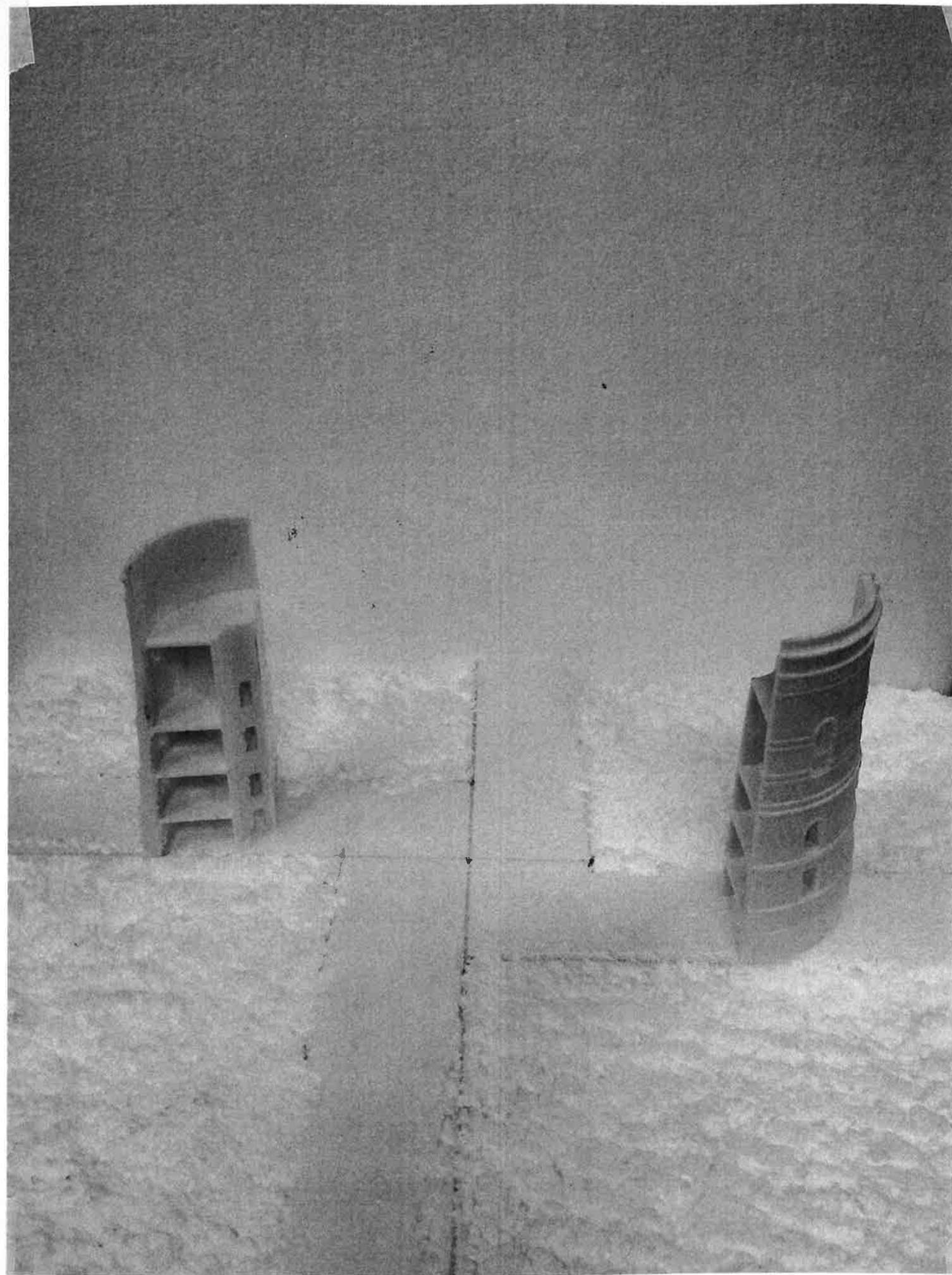


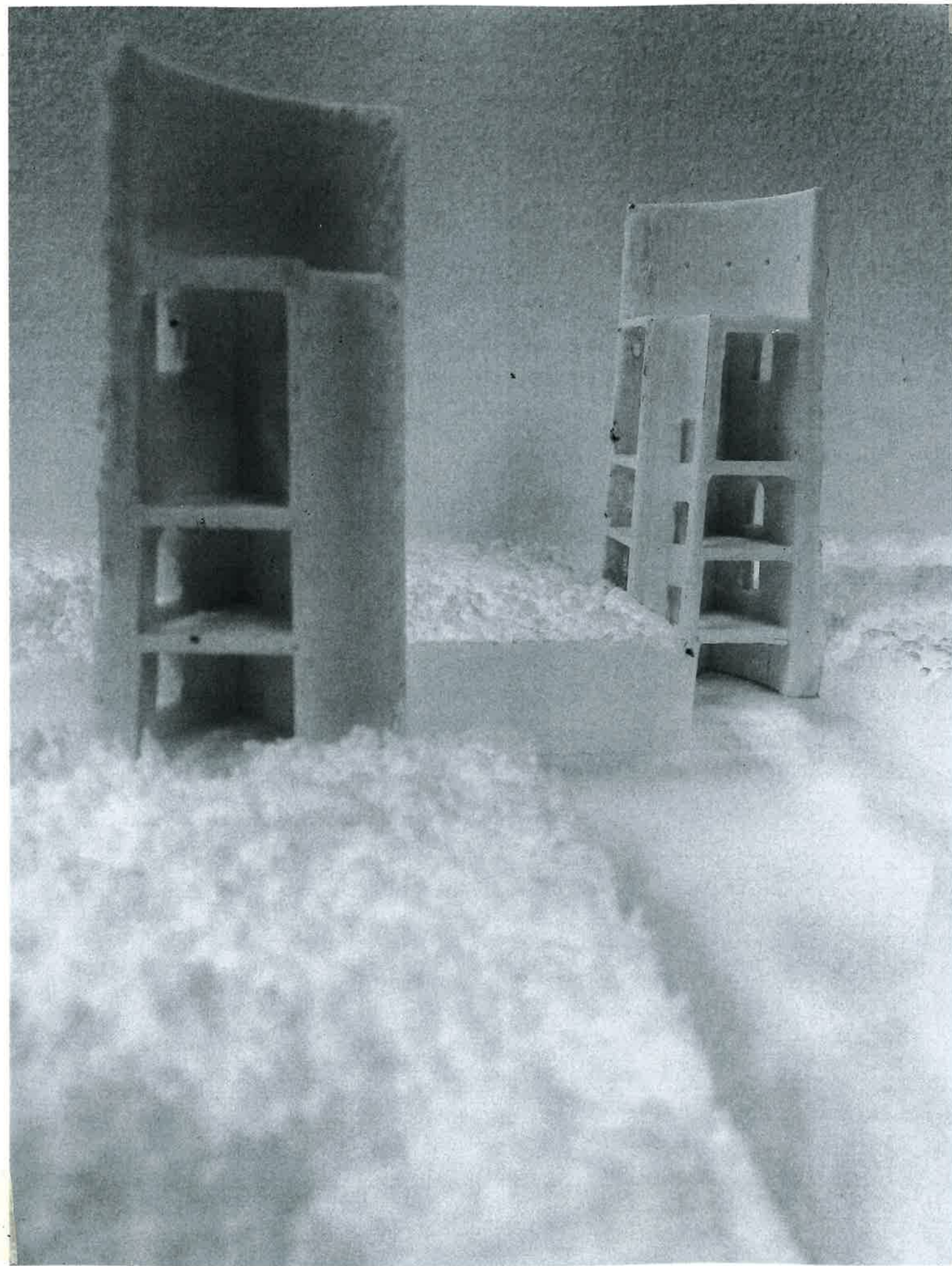


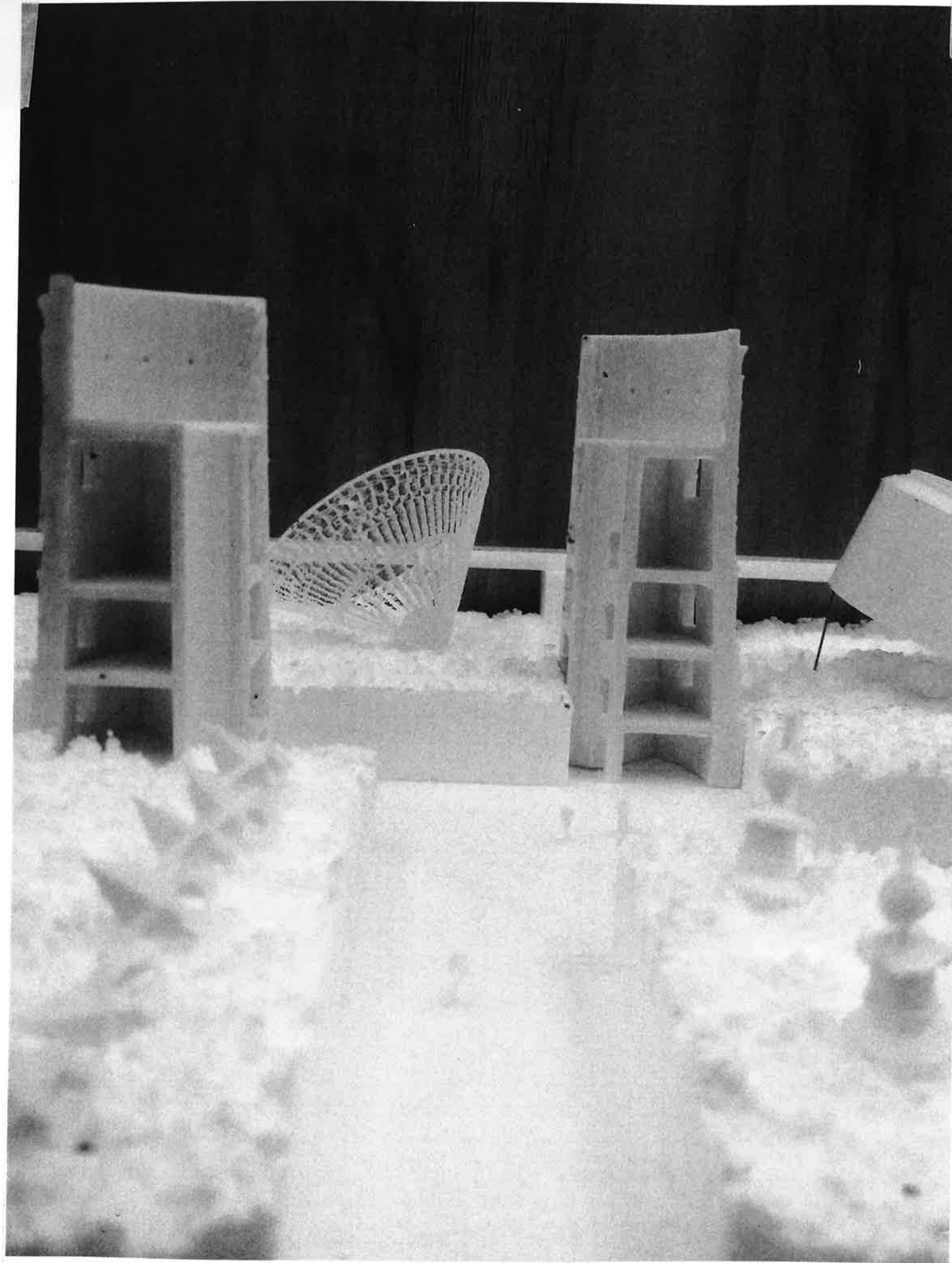


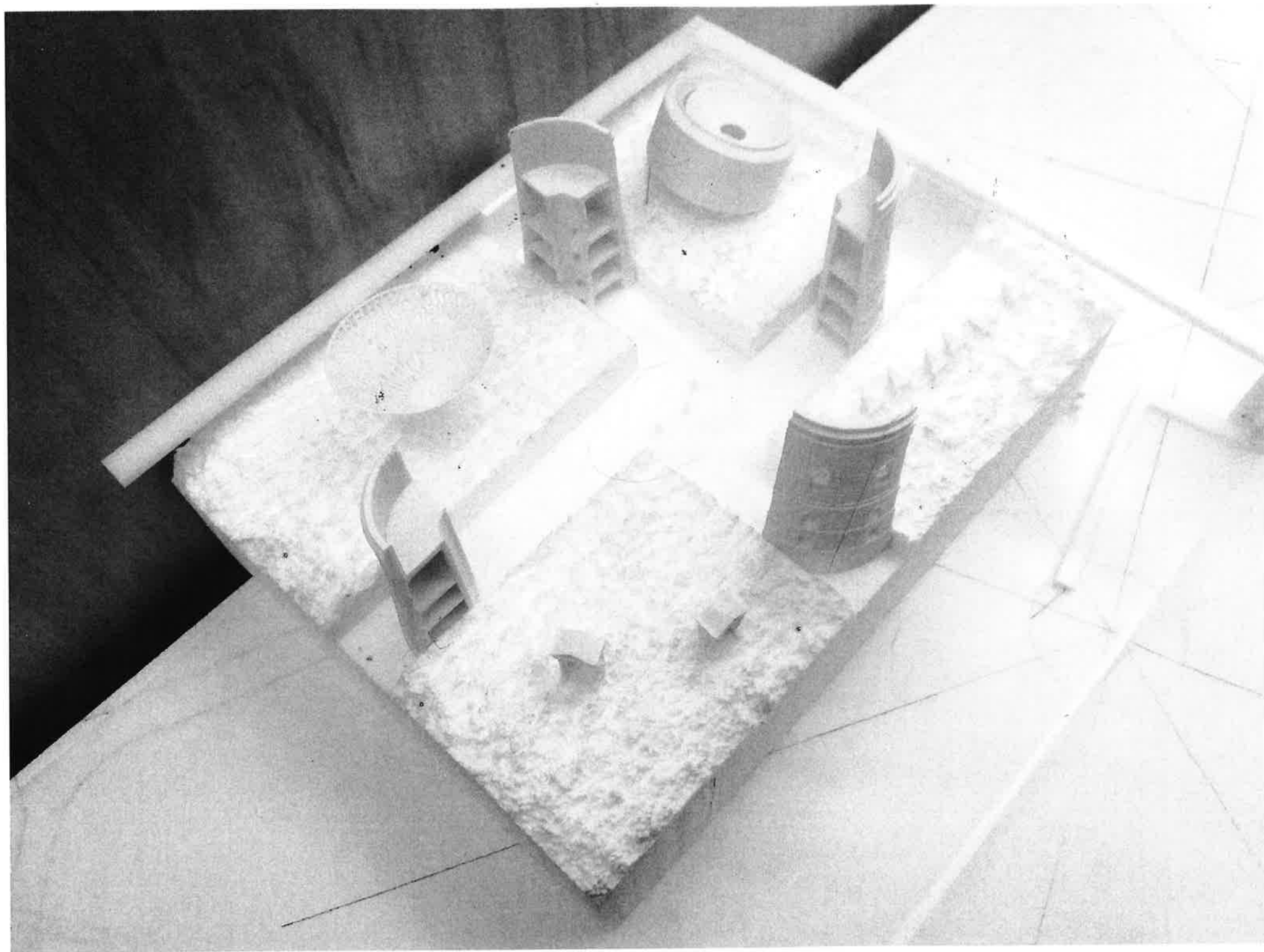


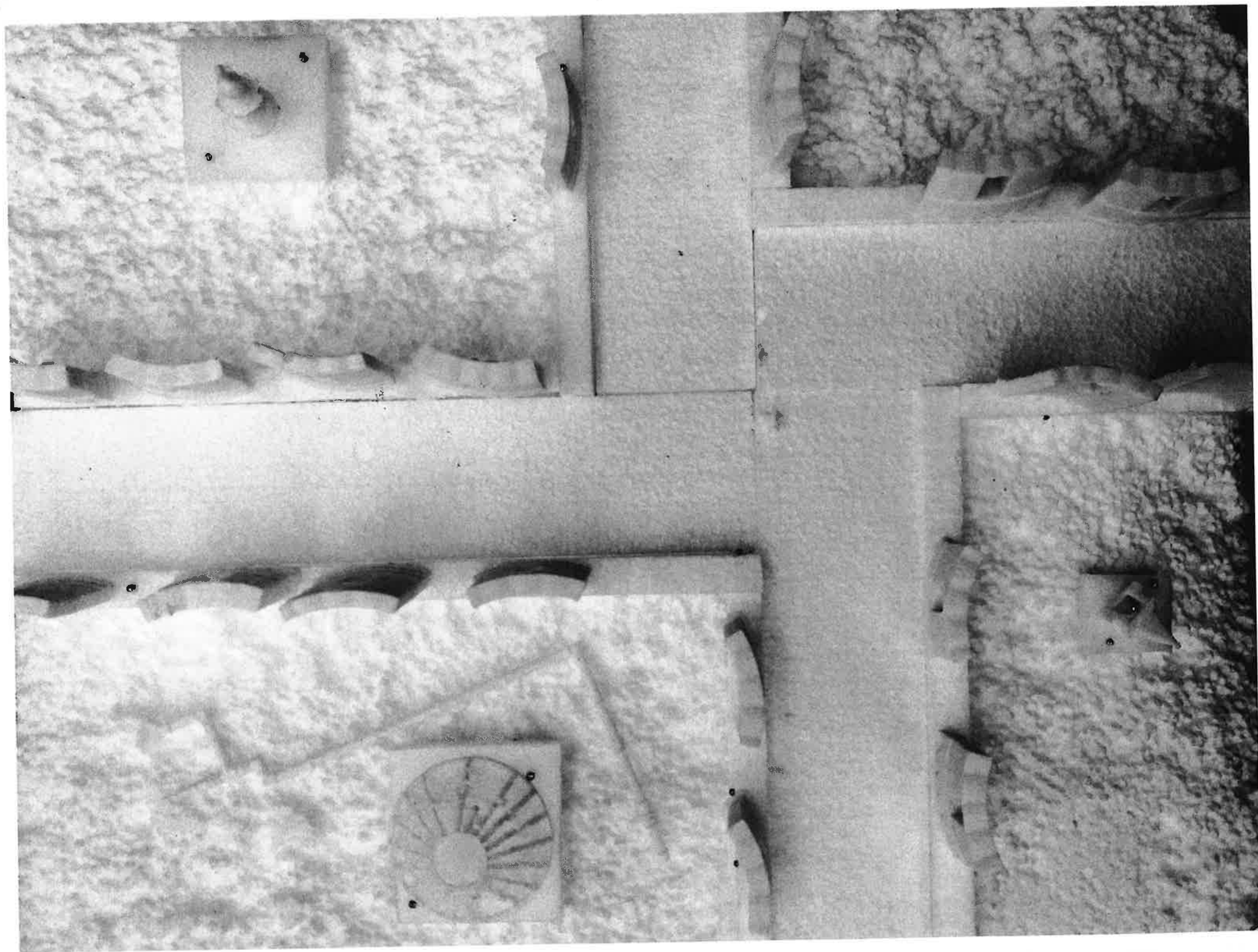


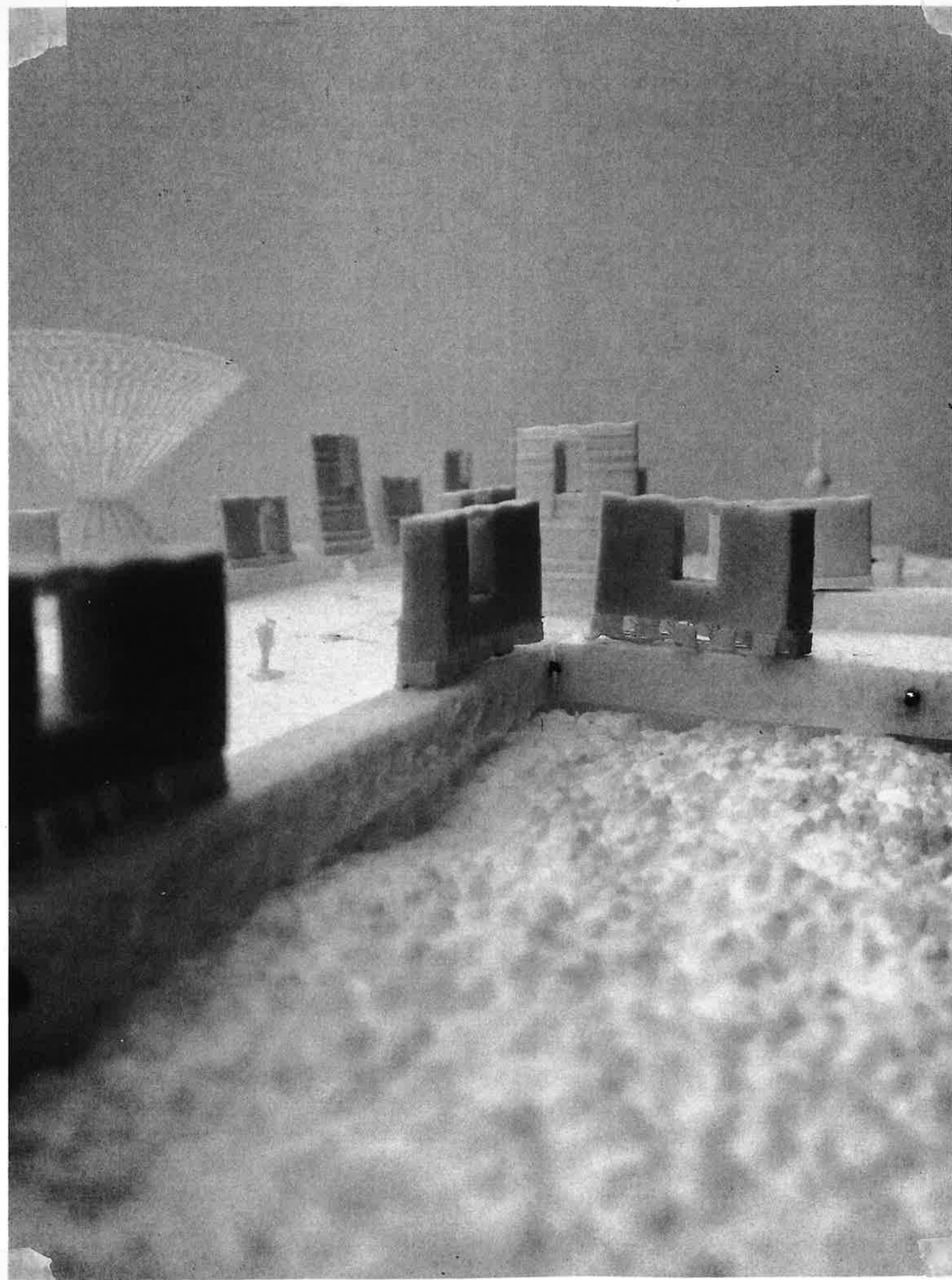










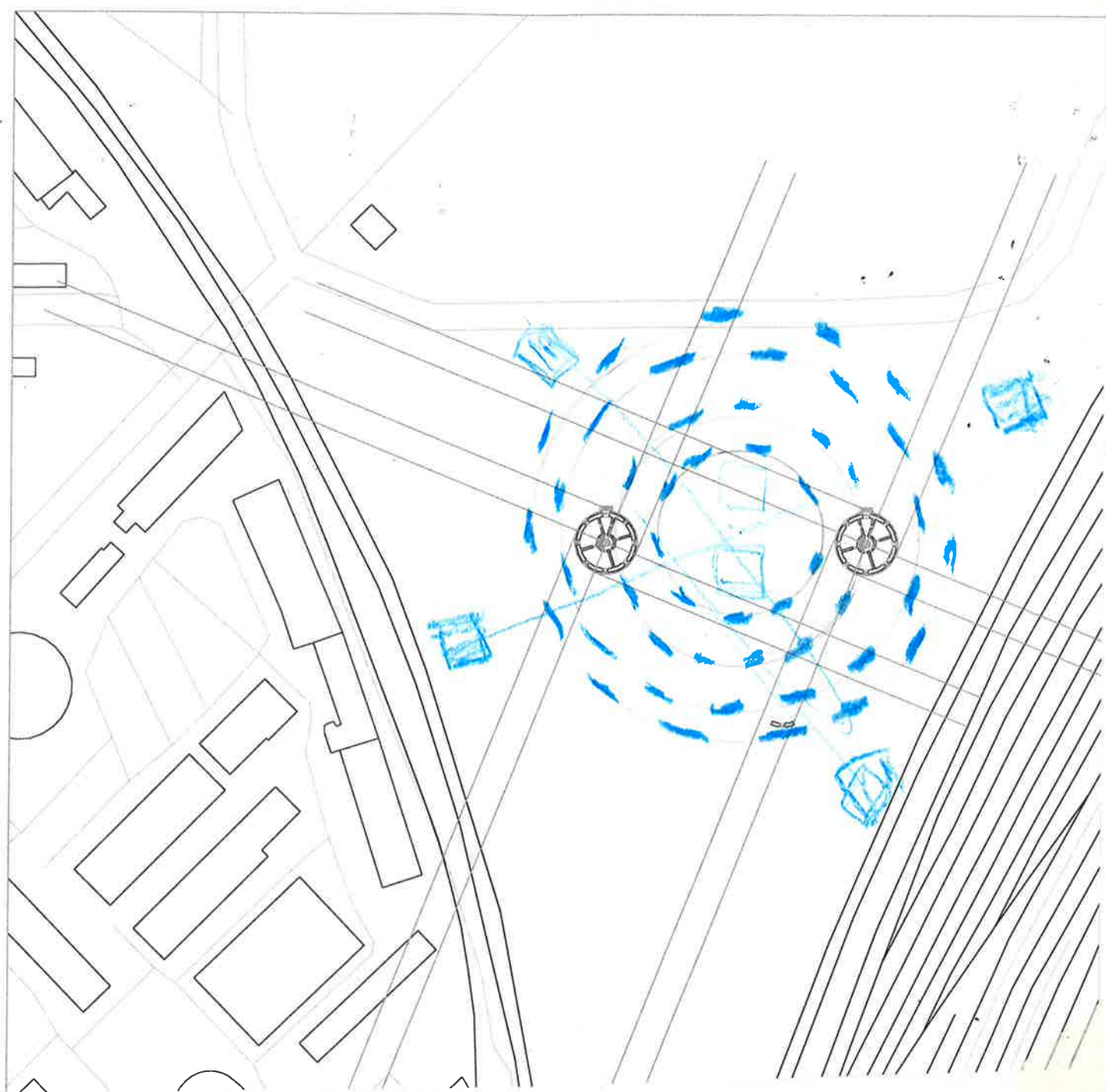
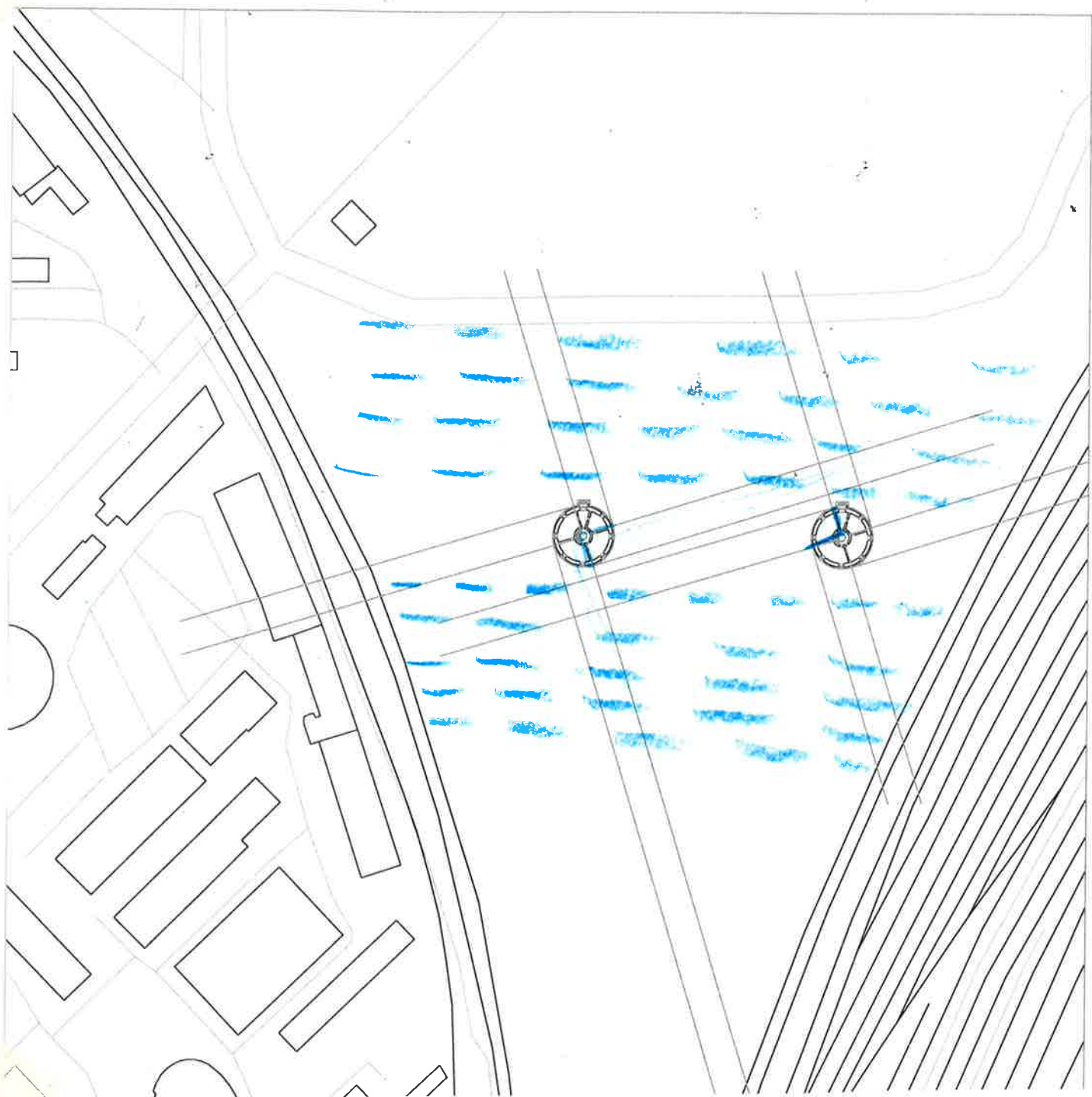


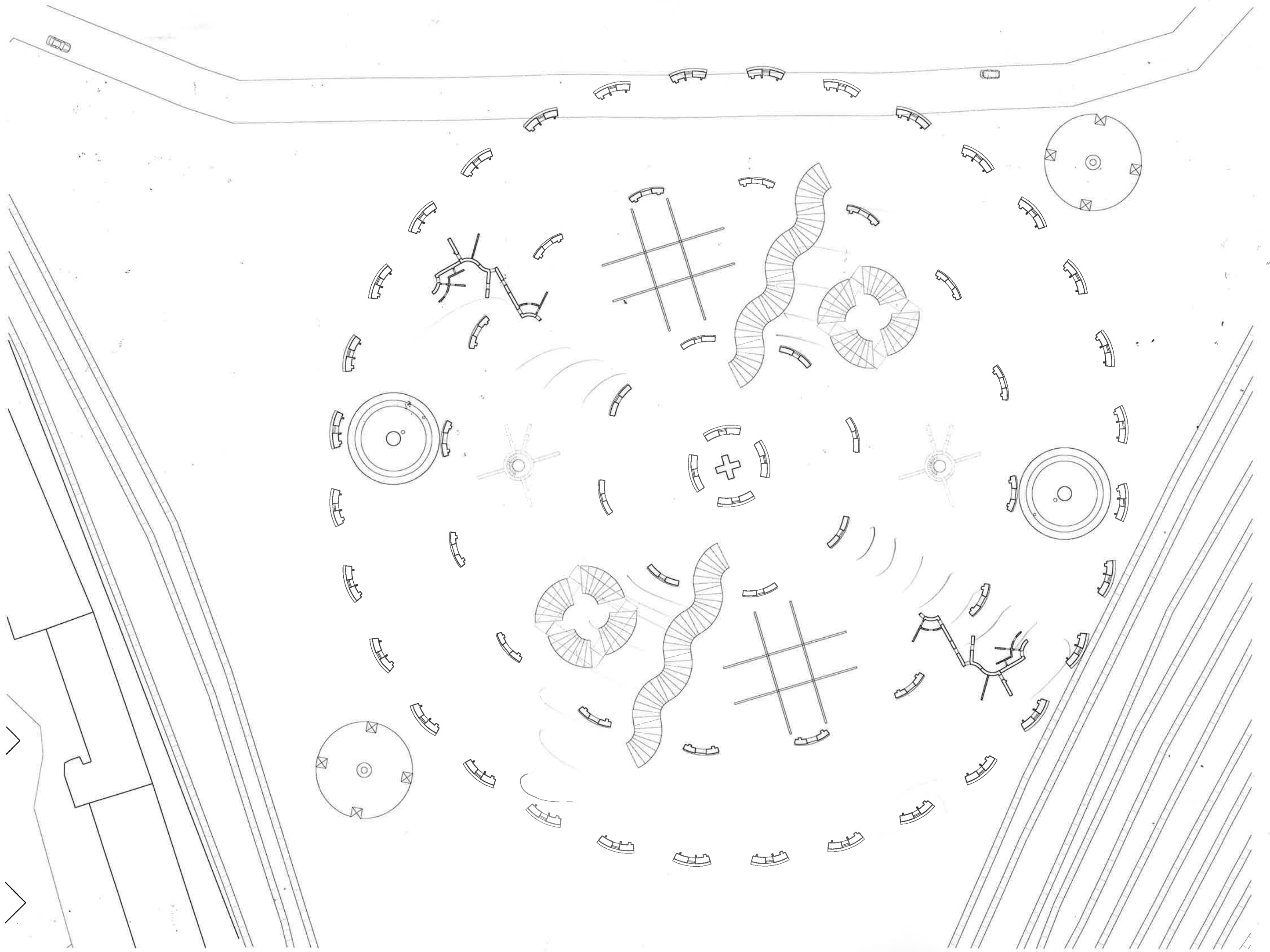


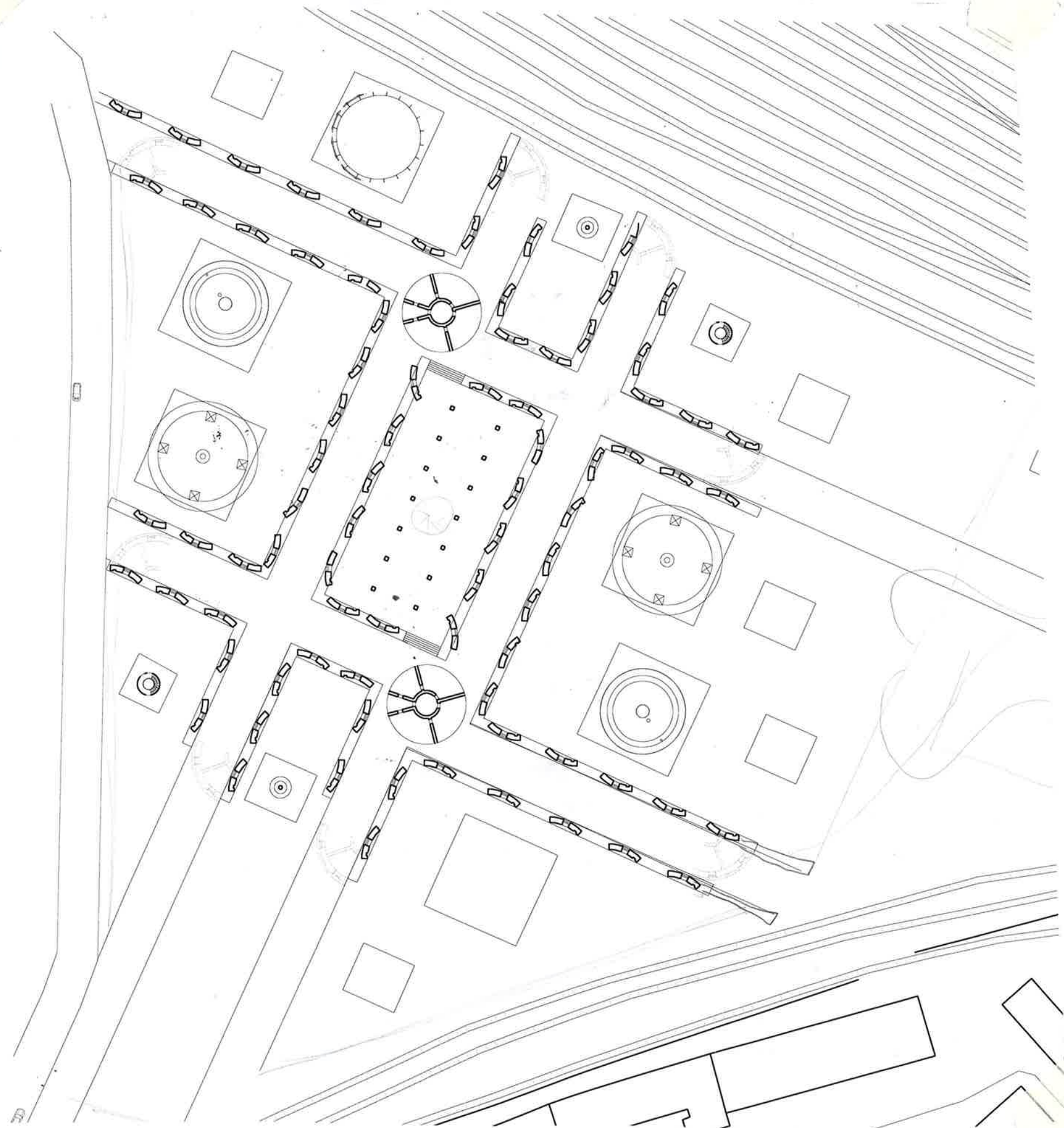
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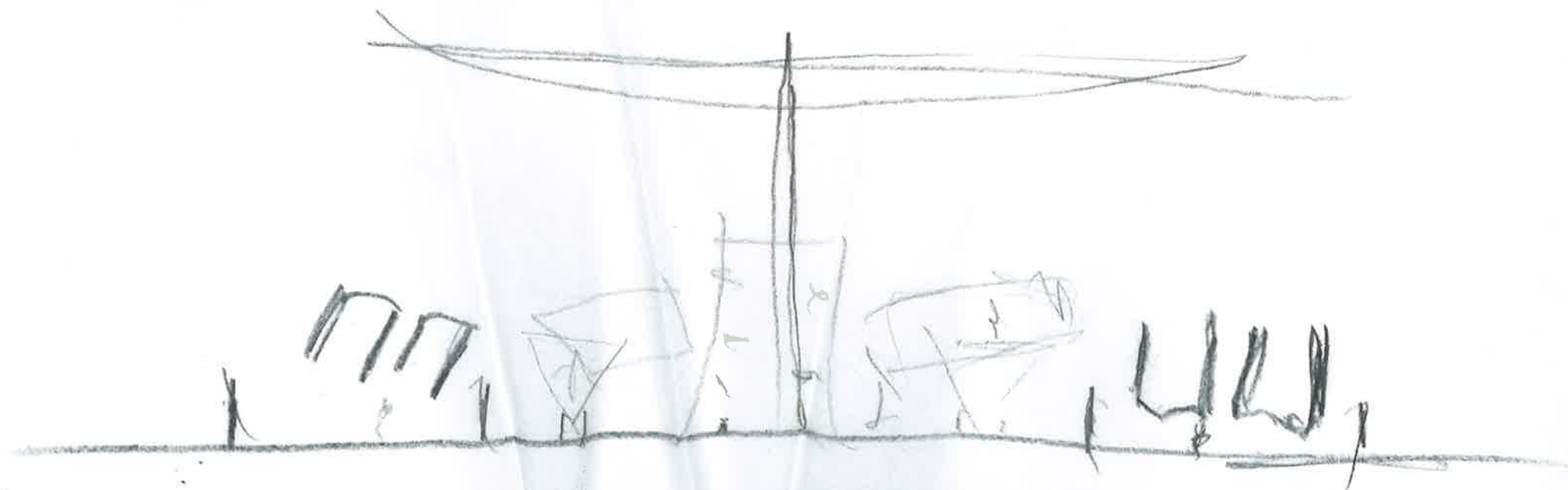
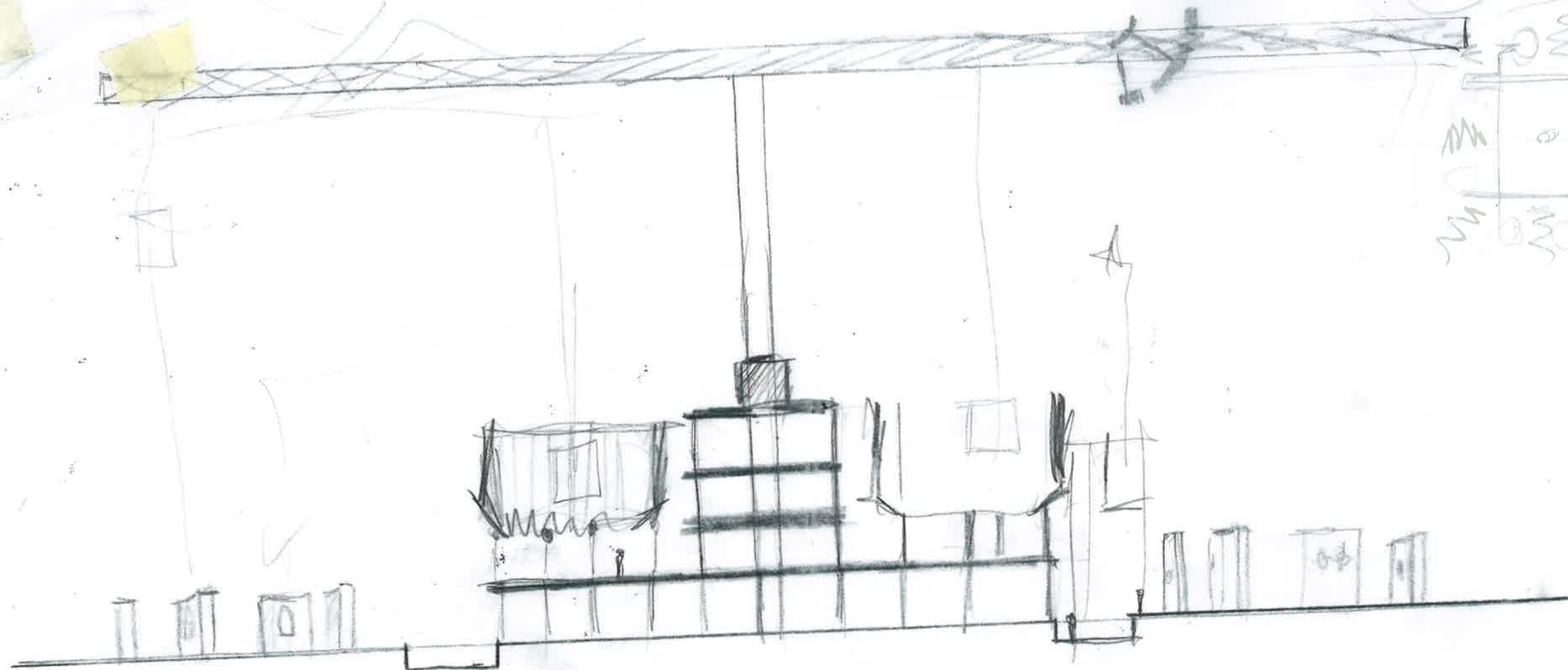


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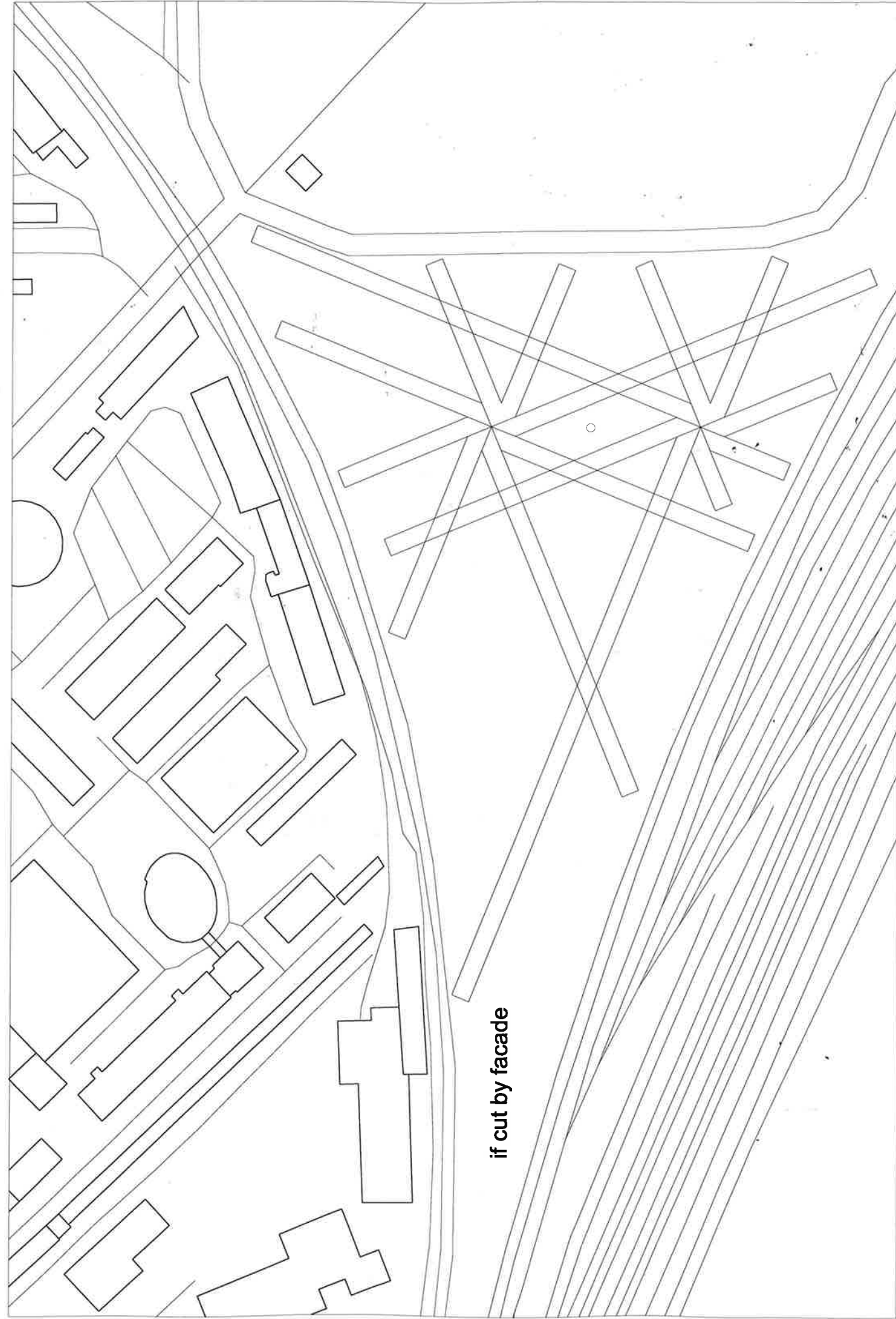
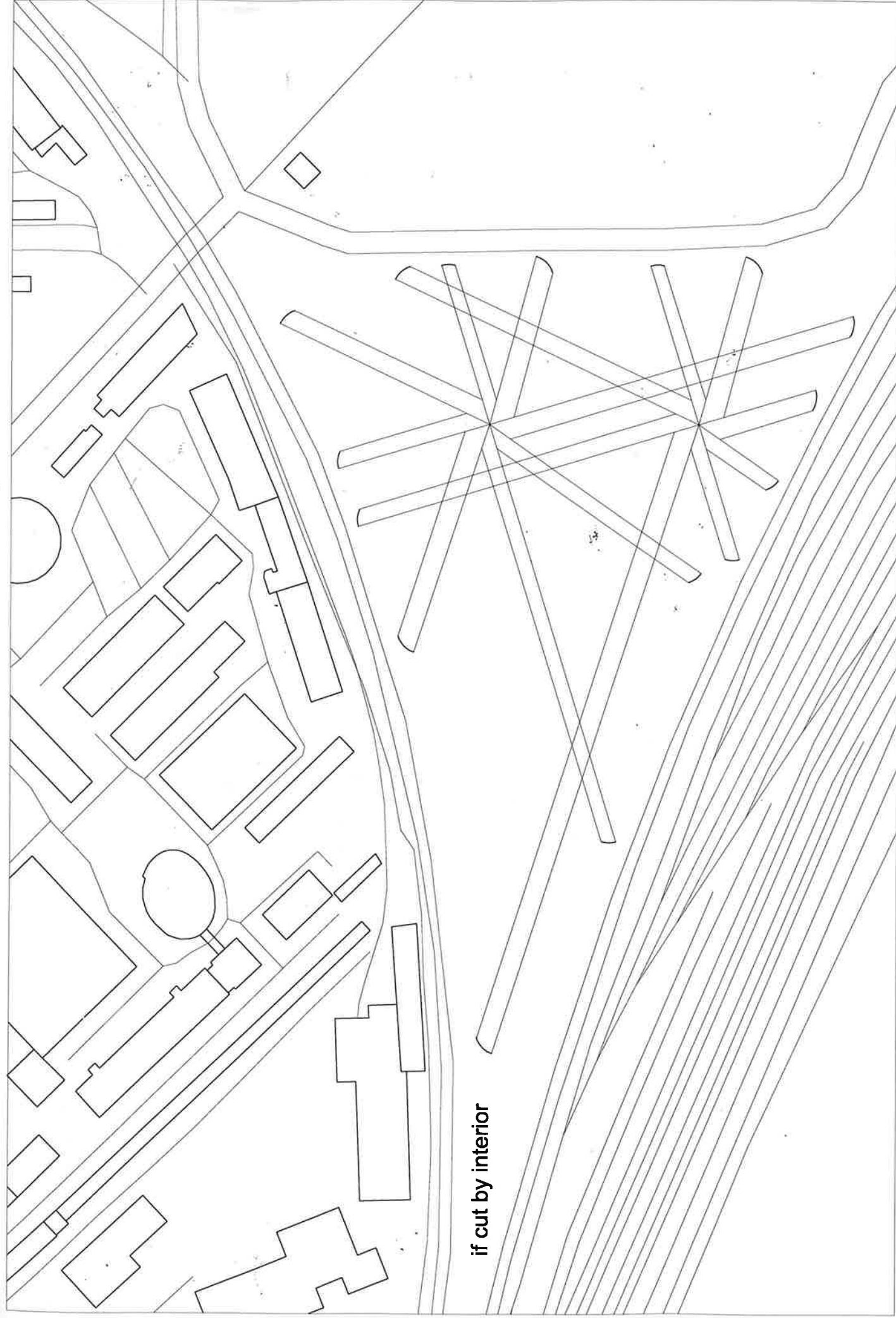


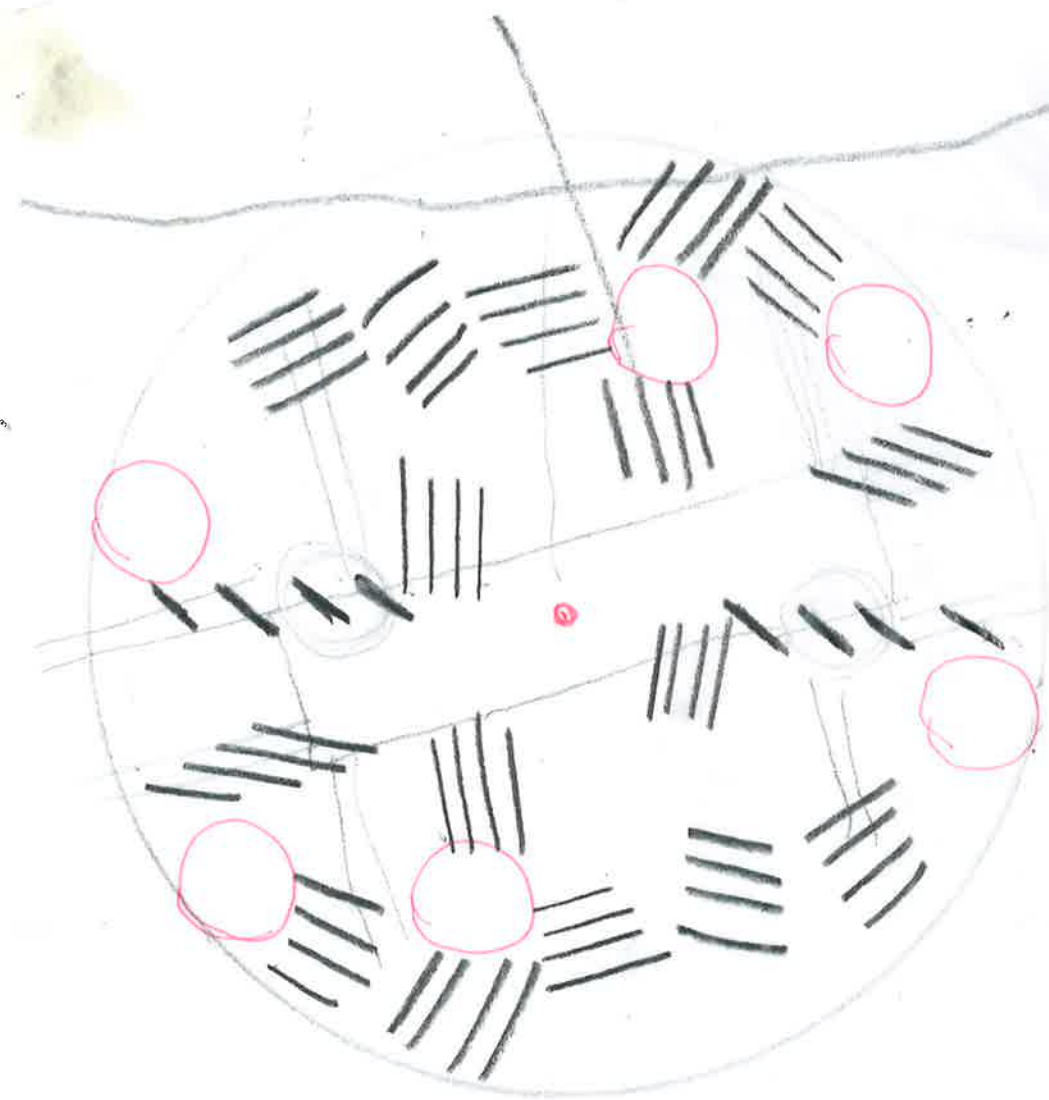
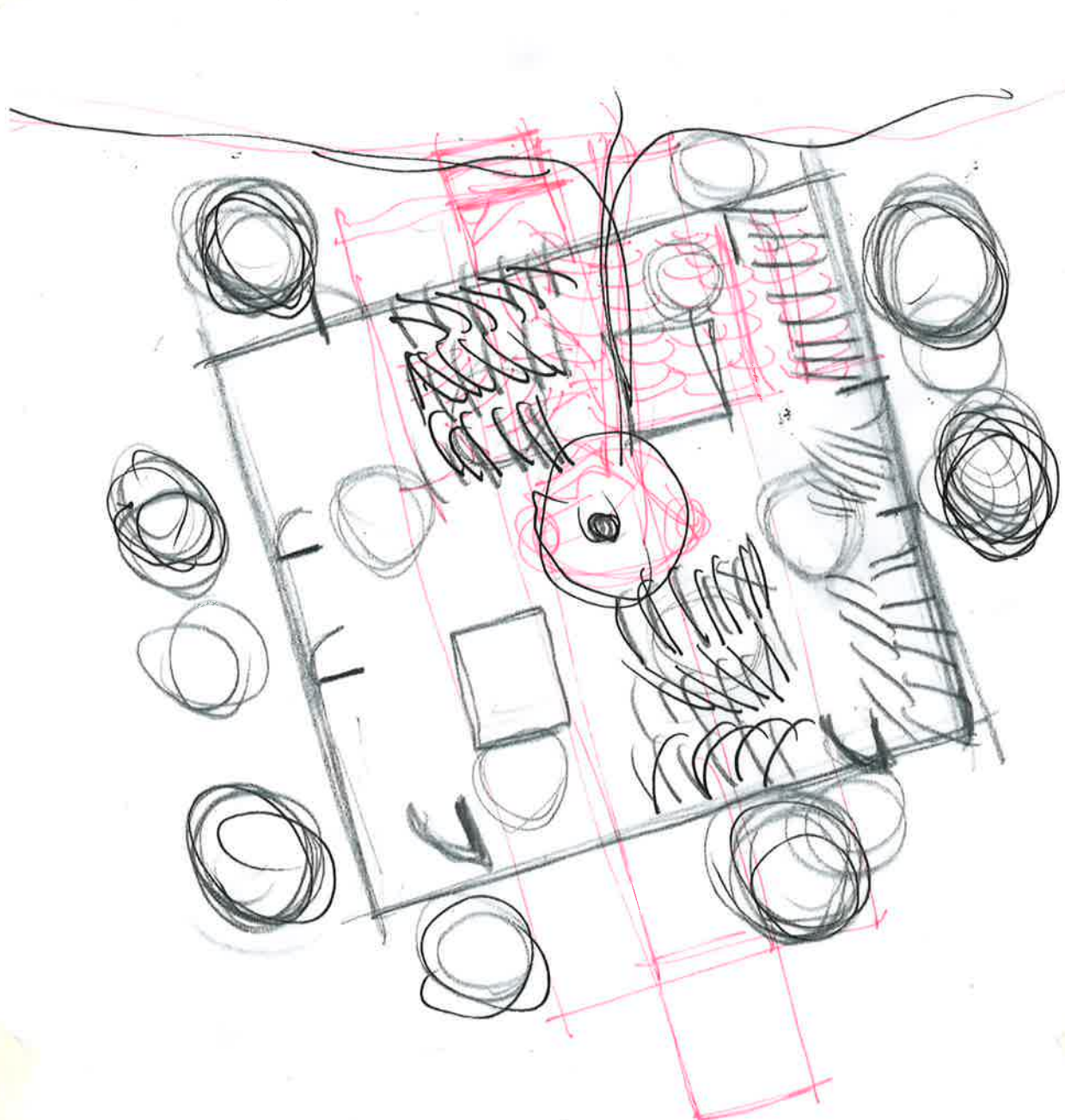


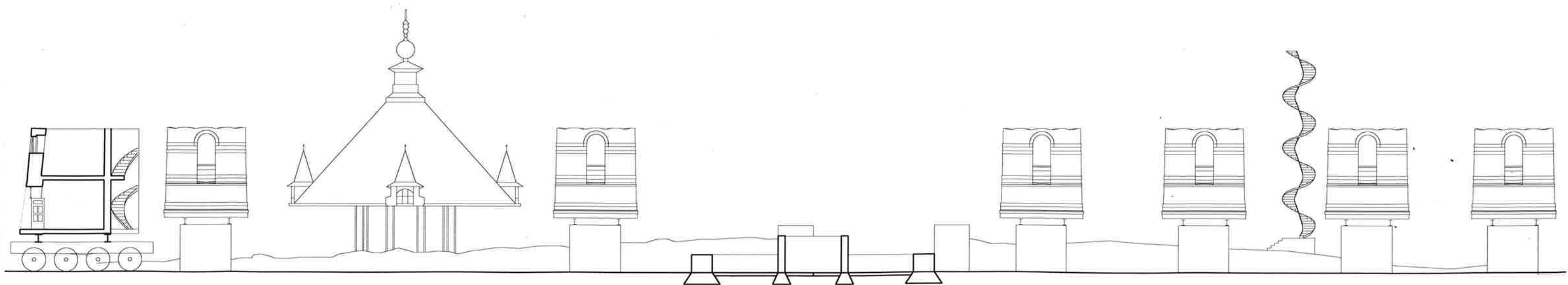
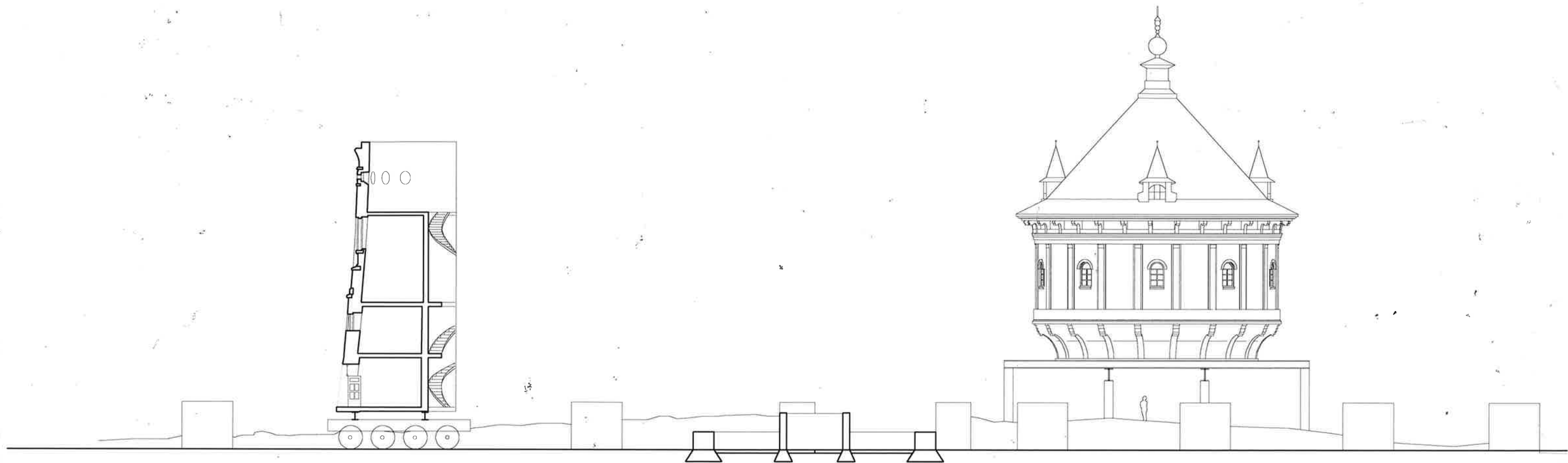


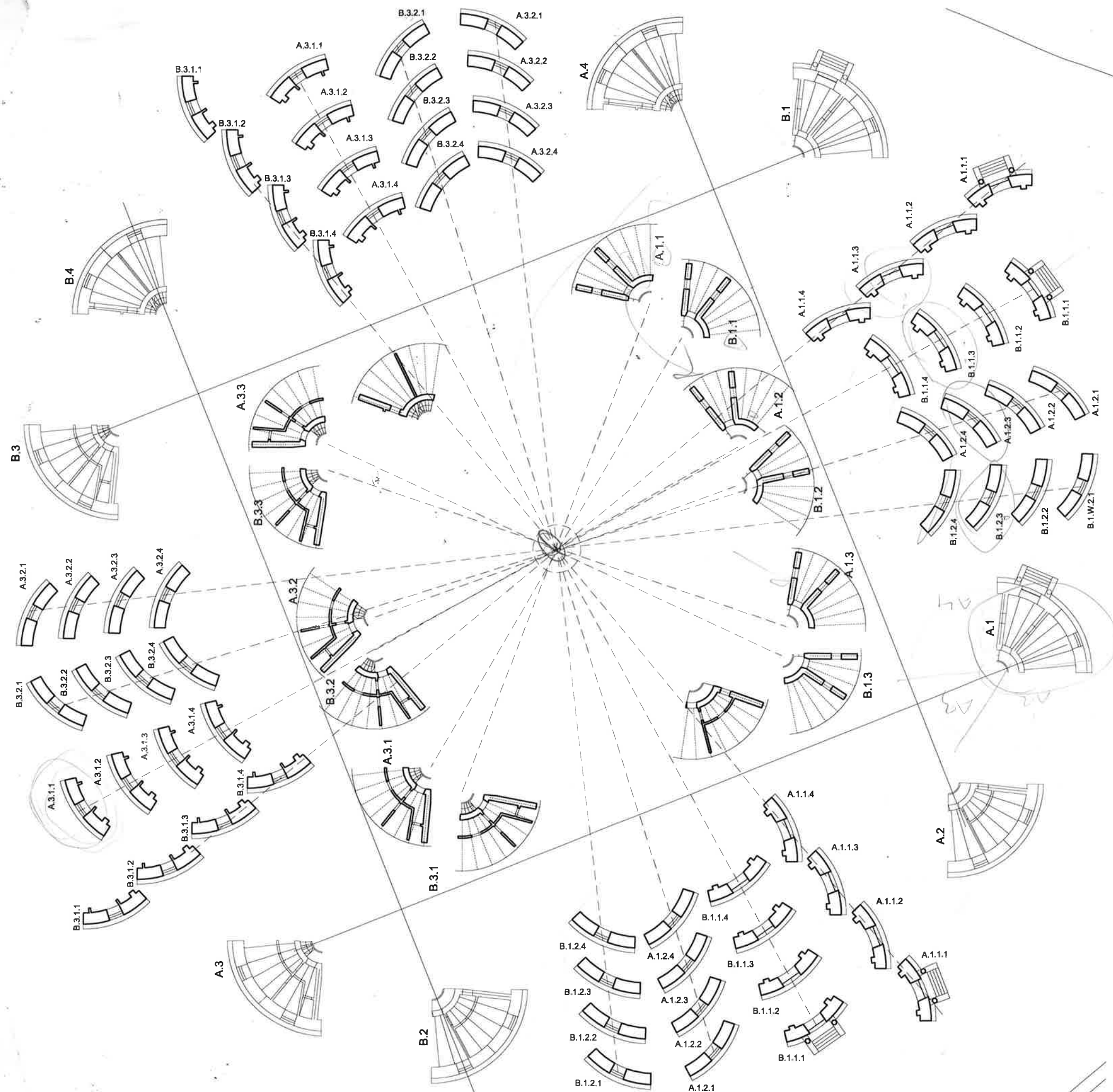


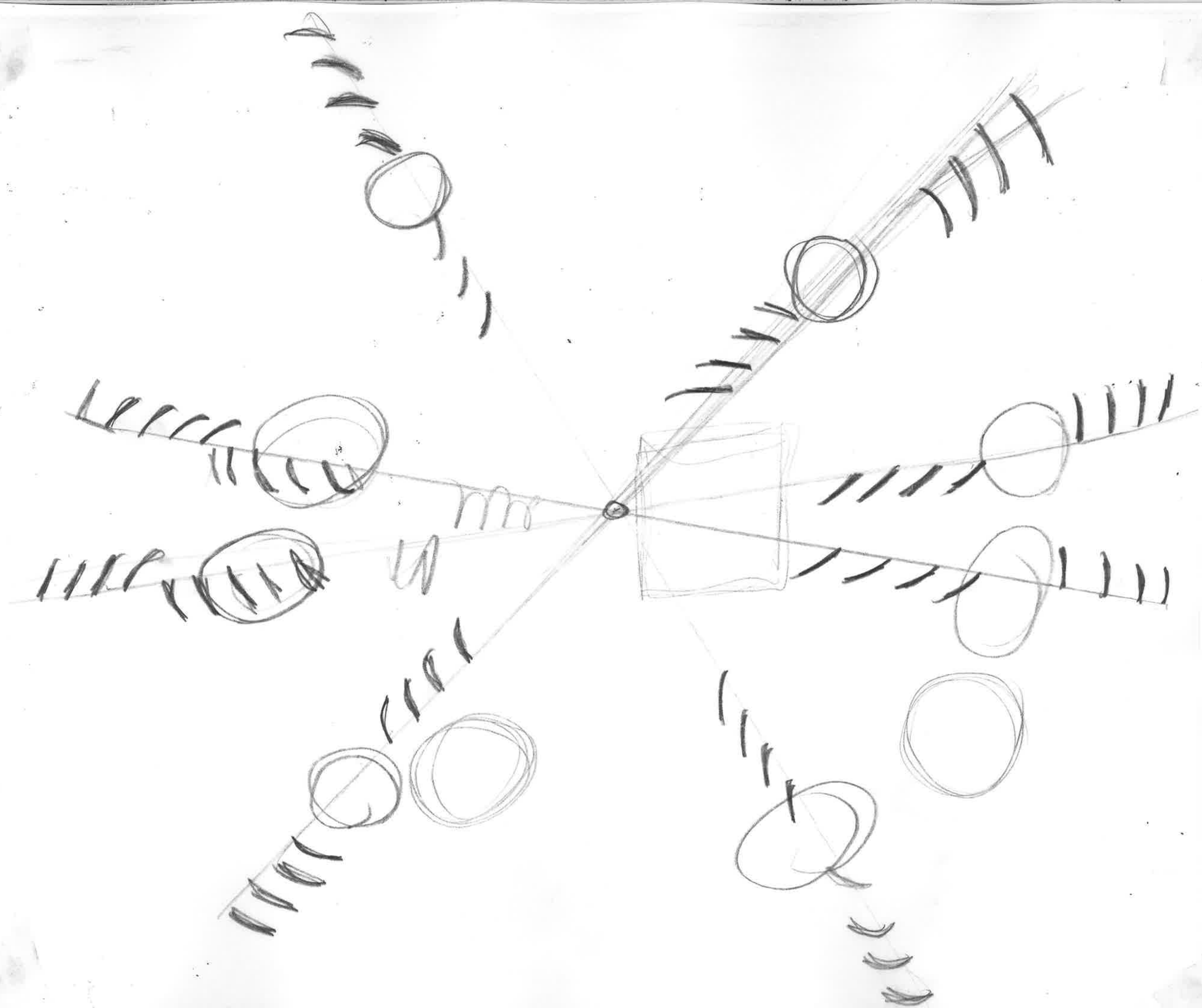


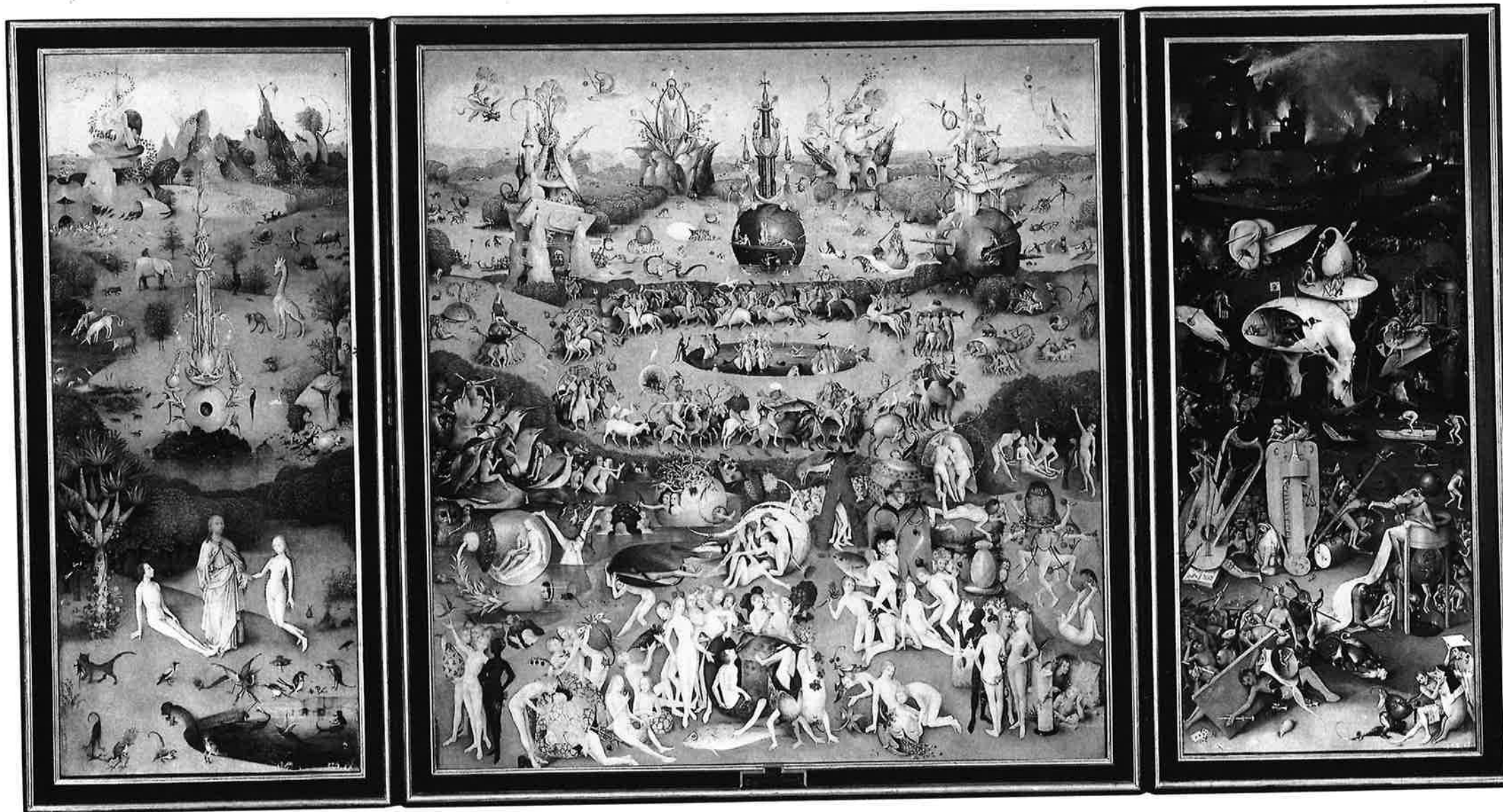




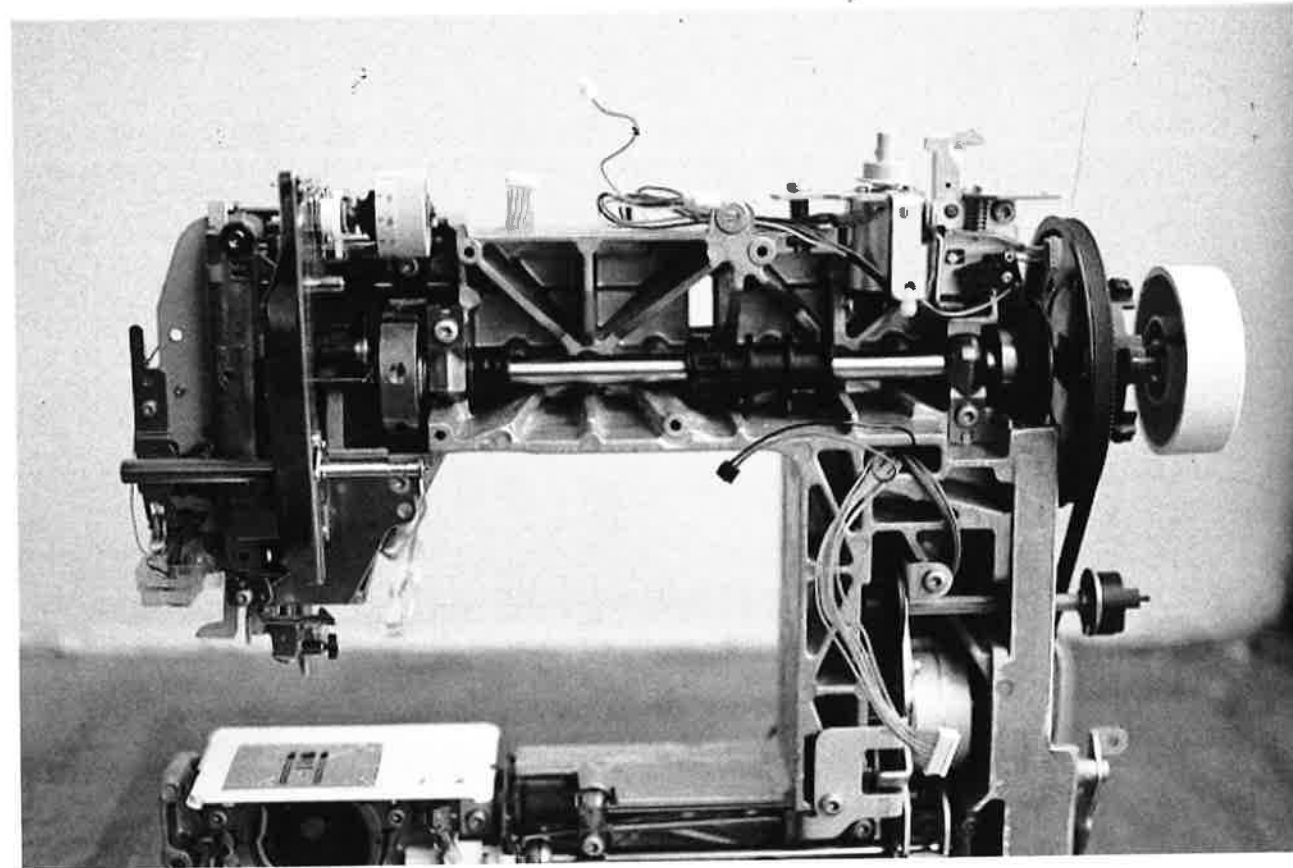








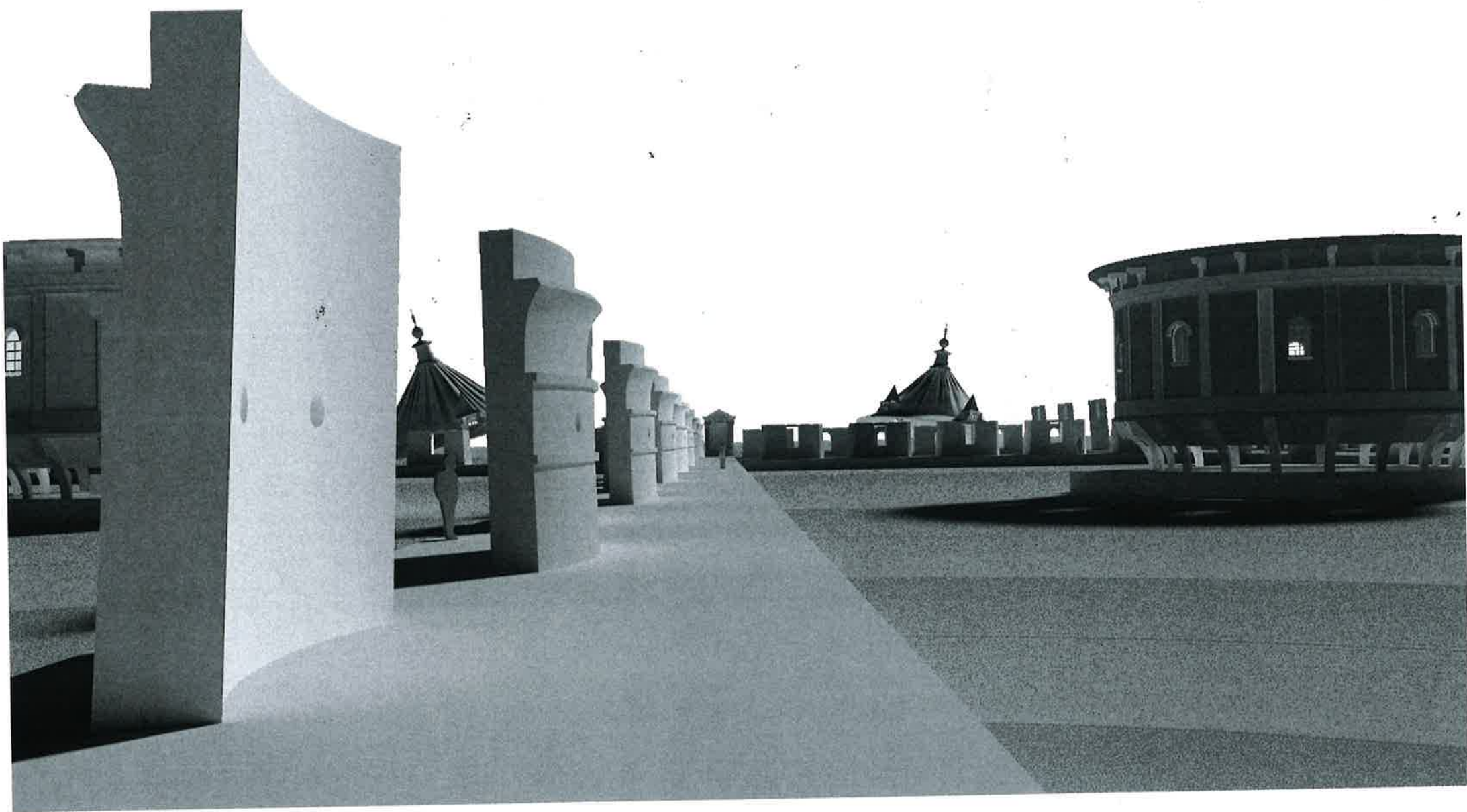
WHAT PLACE IS THIS?

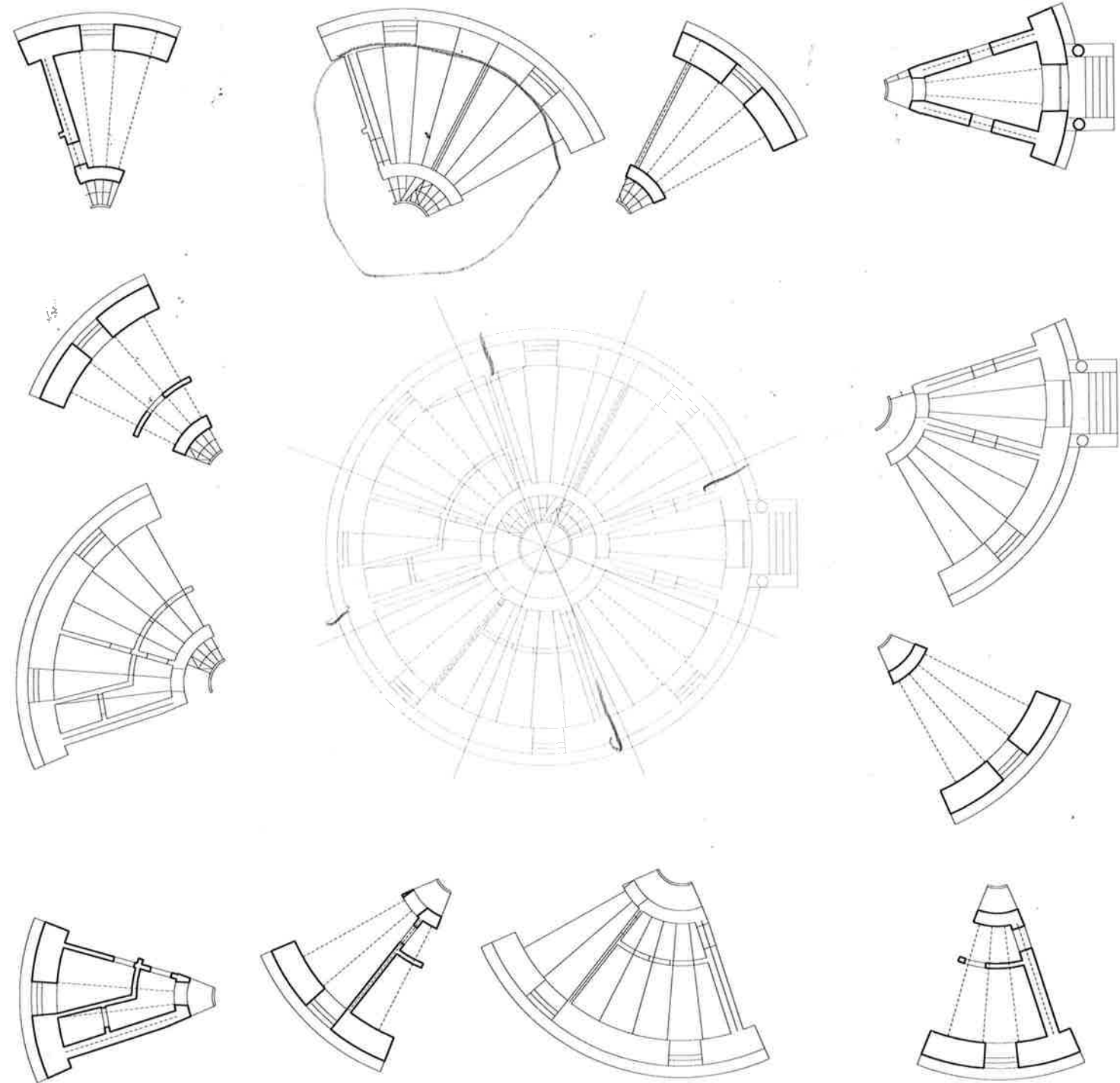


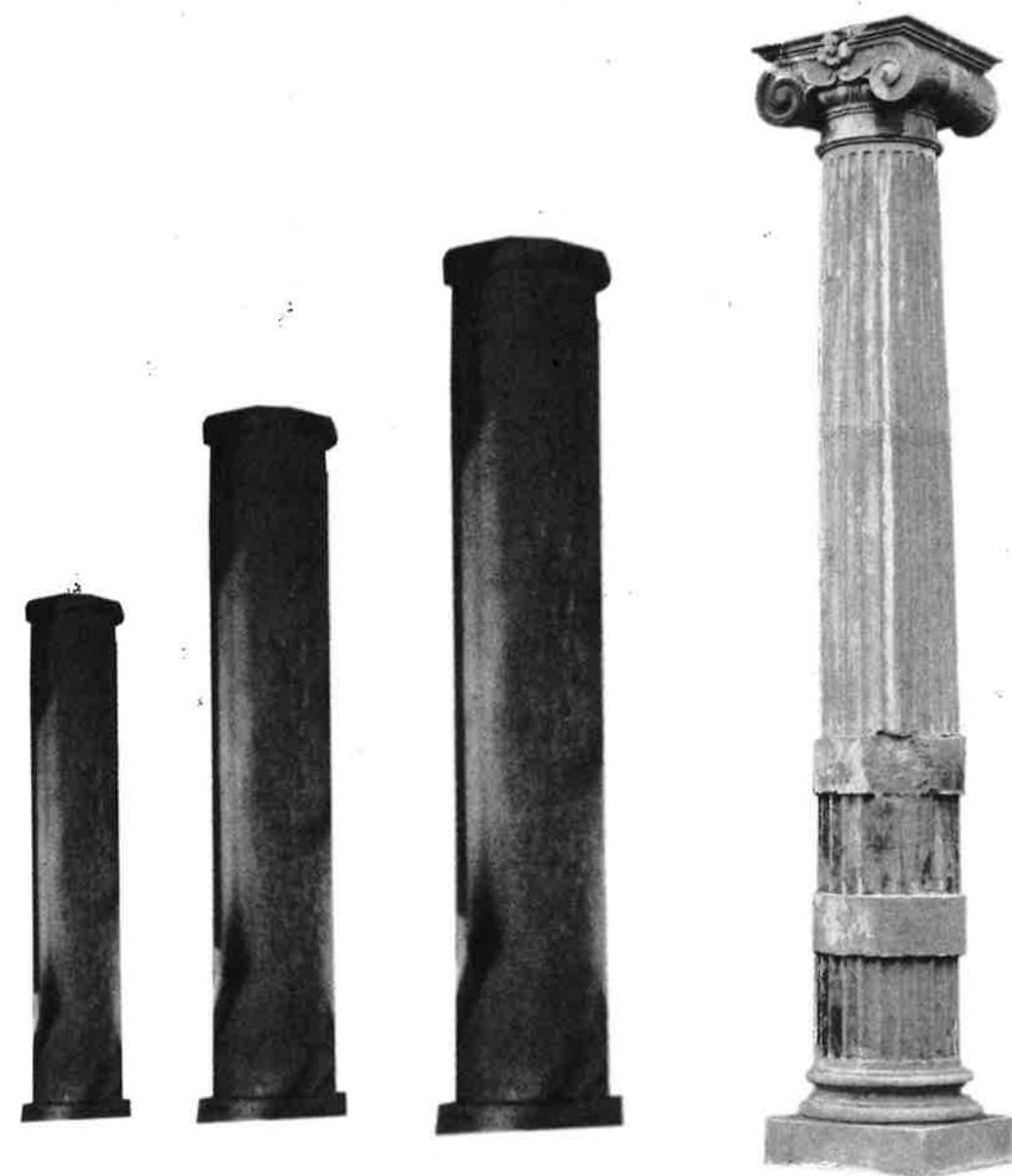
ANATOMY OF MACHINE



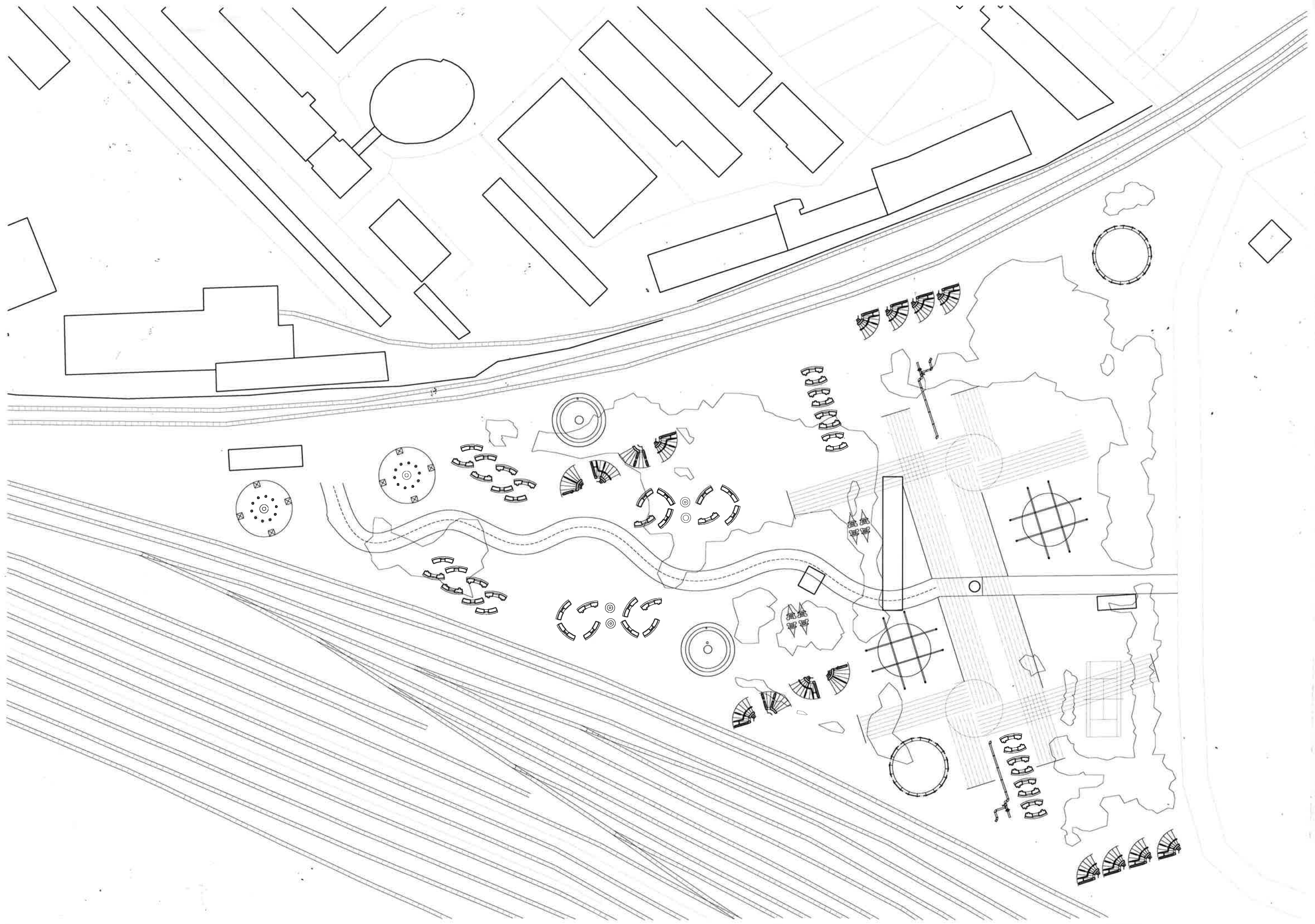
HEAD OF ABU SIMBEL RESTING AMONG OTHER FRAGMENTS

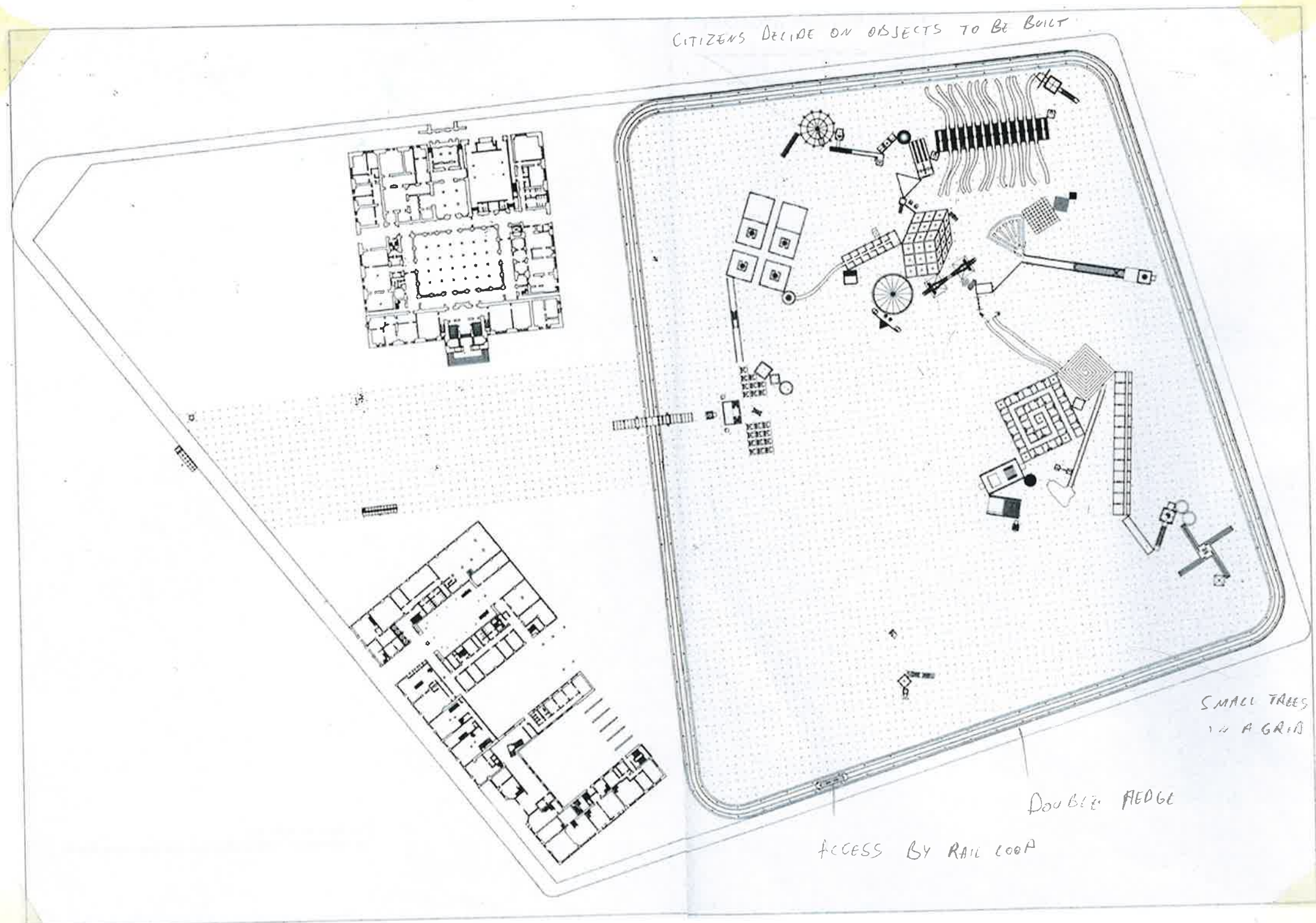




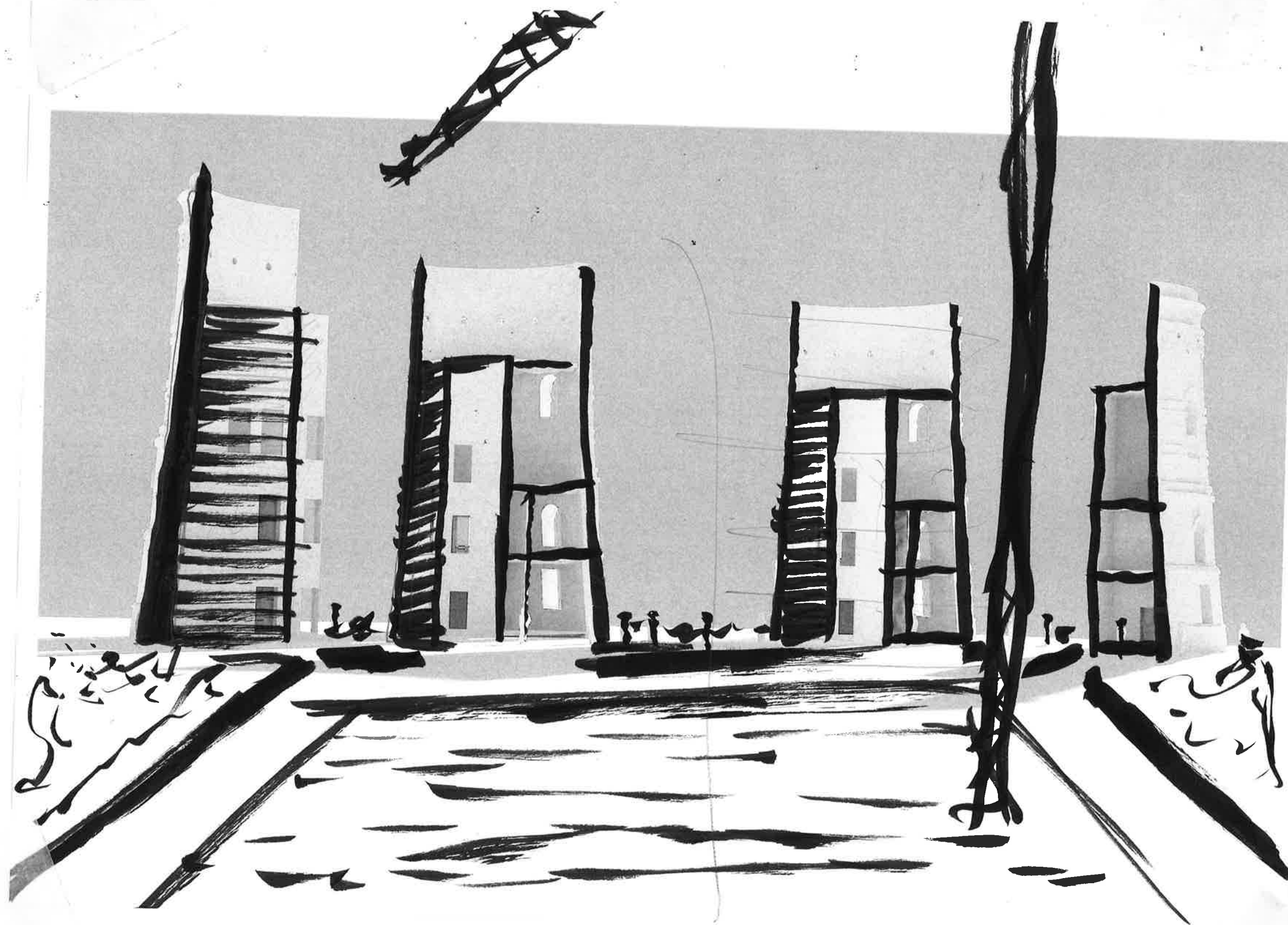


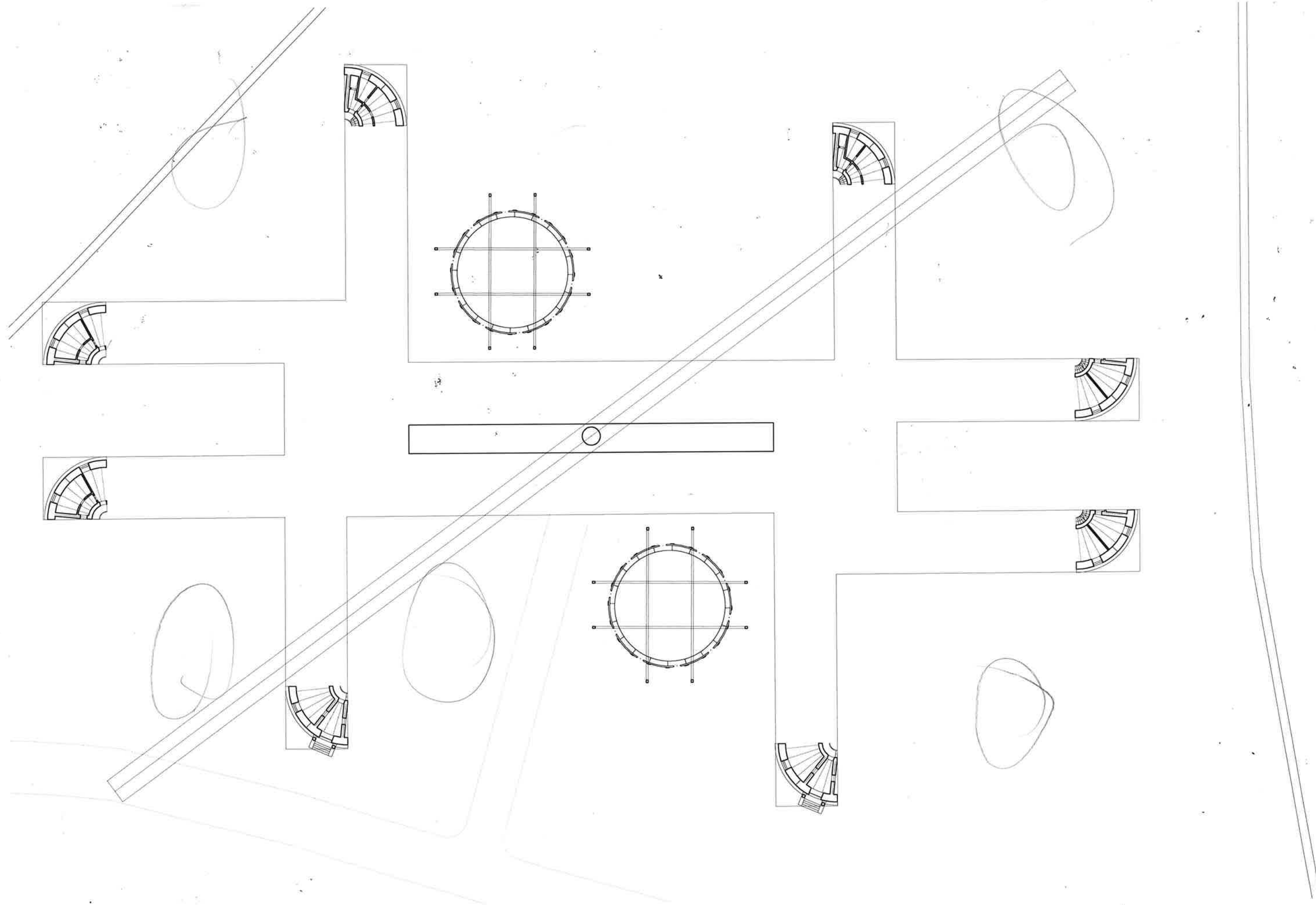
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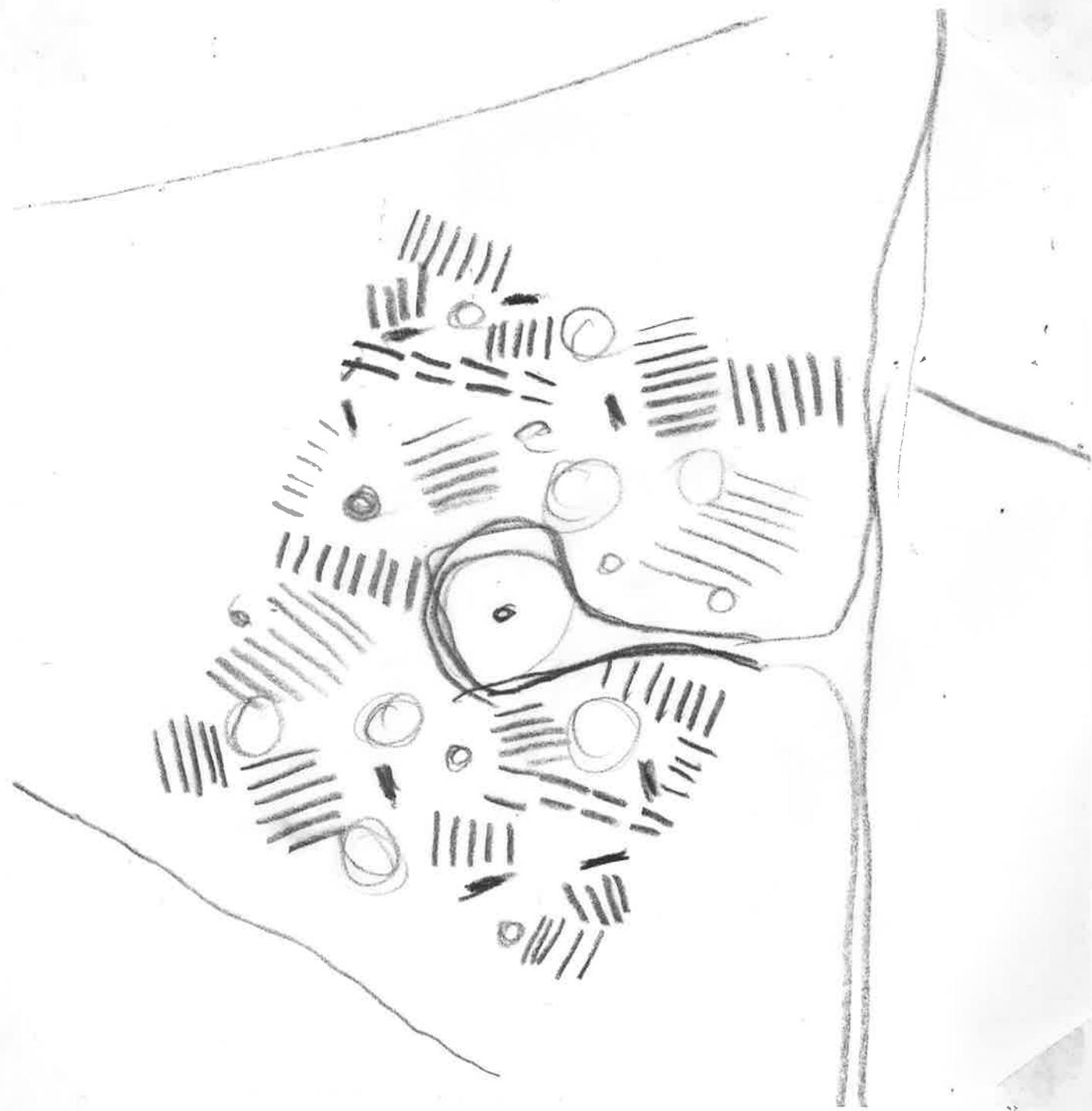
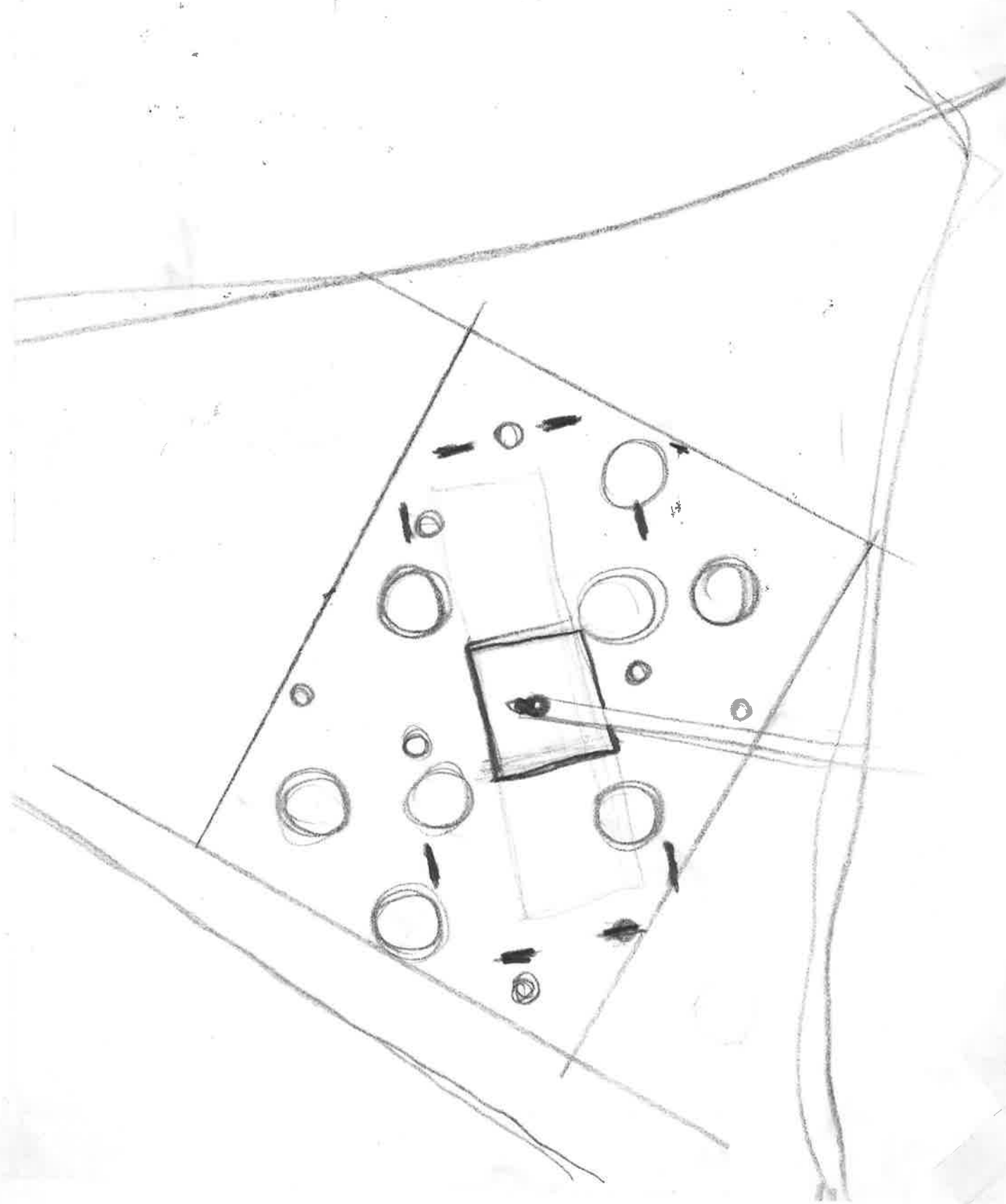


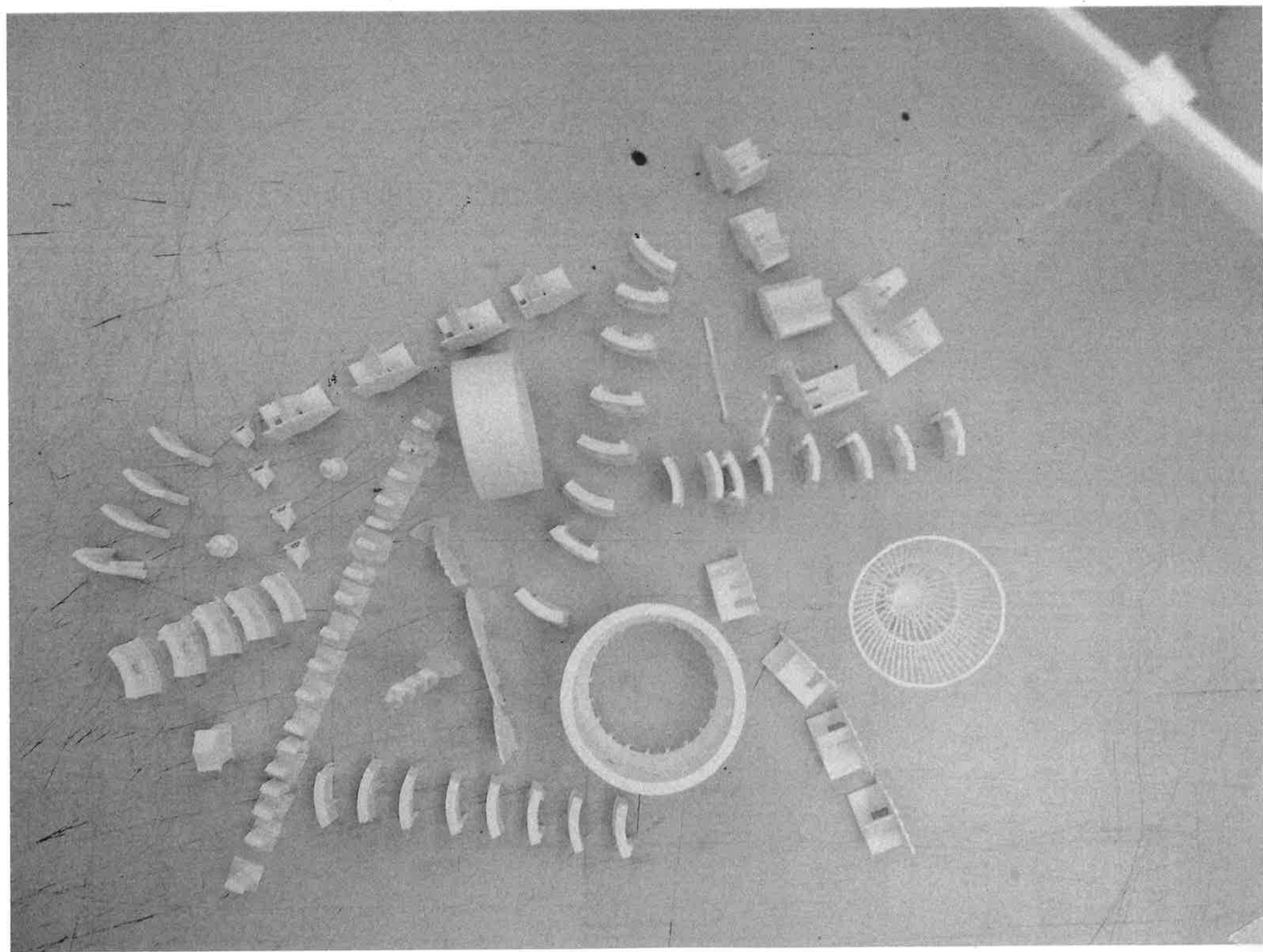


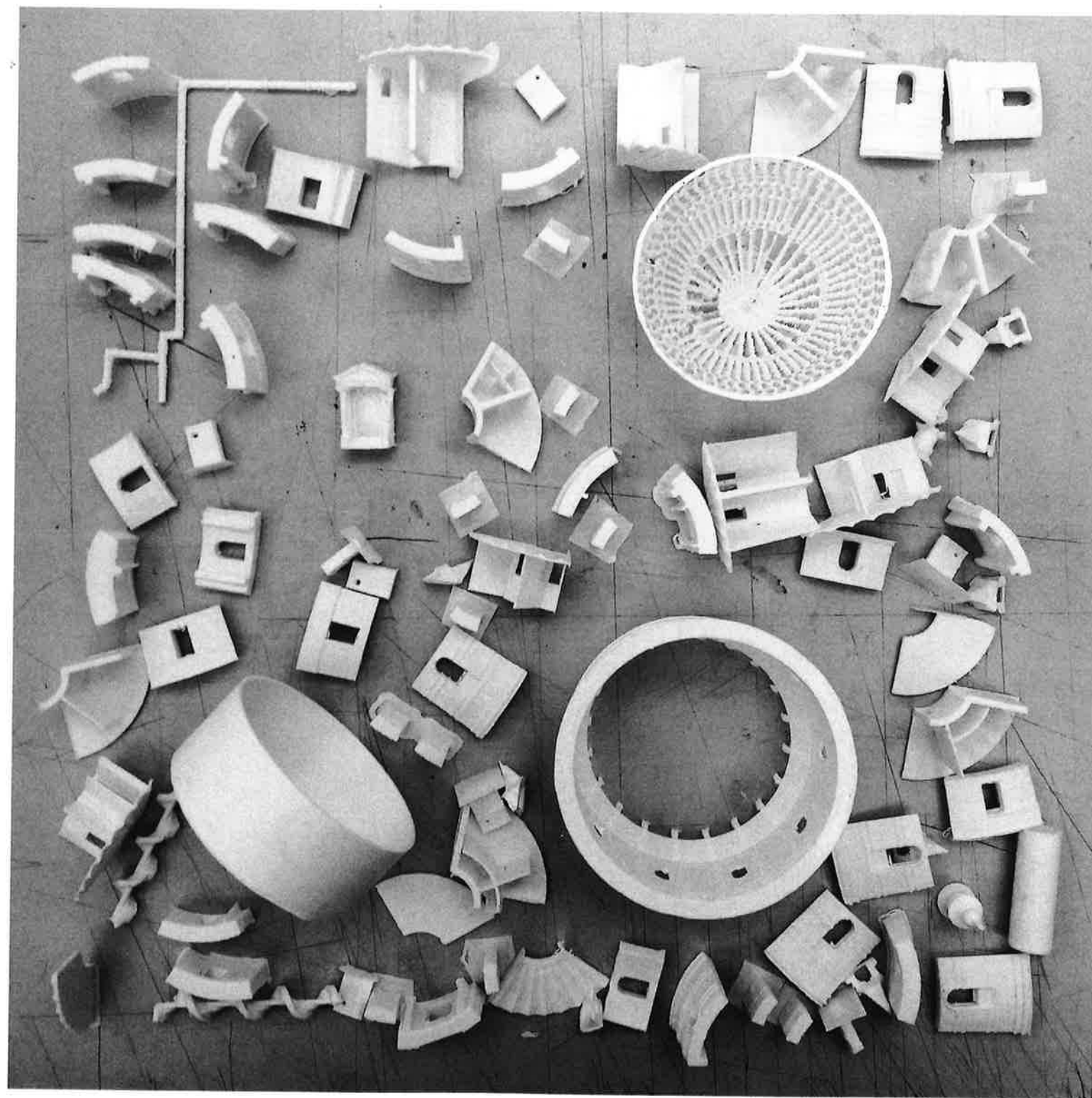
JOHN HEDDER - VICTIMS

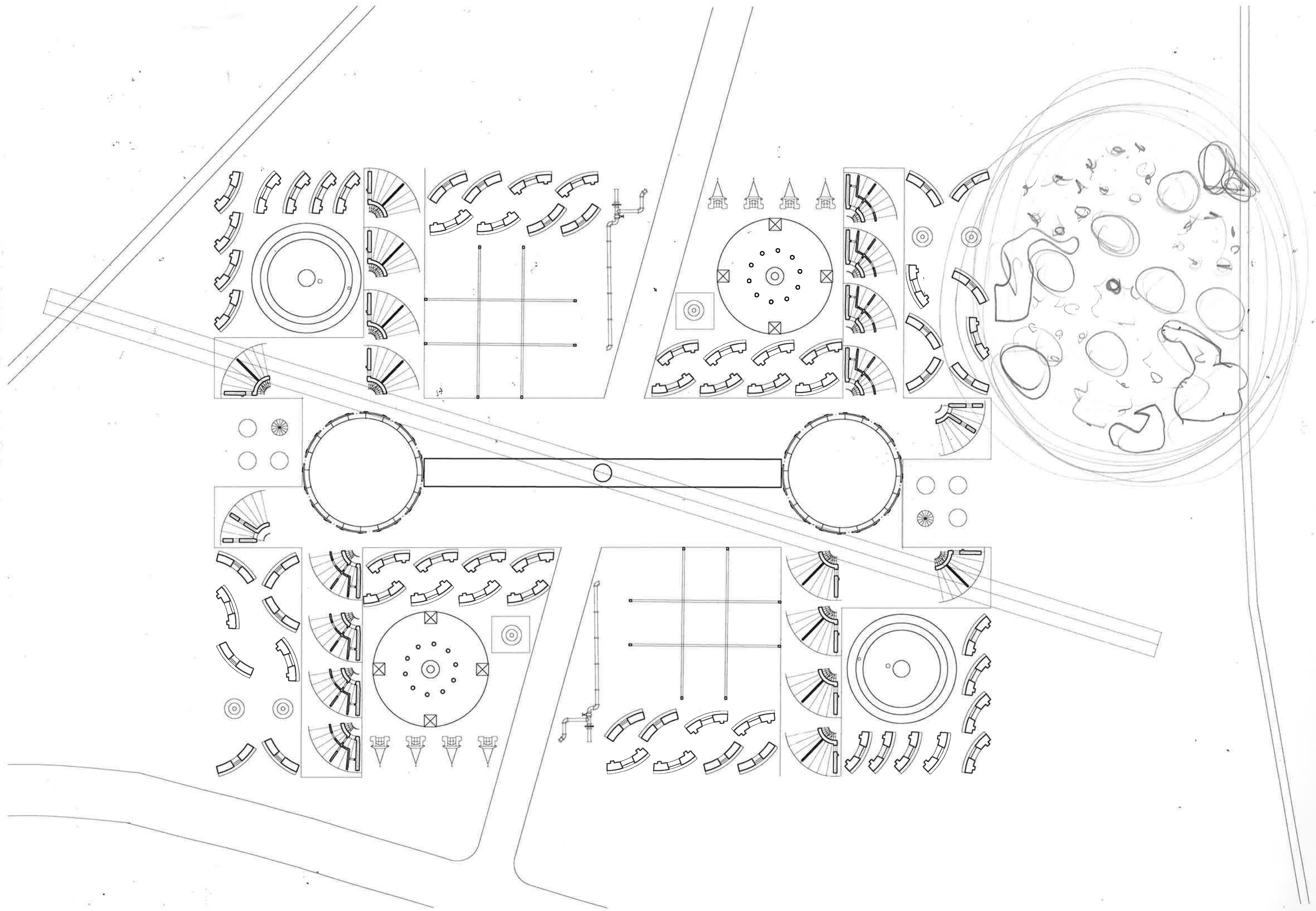


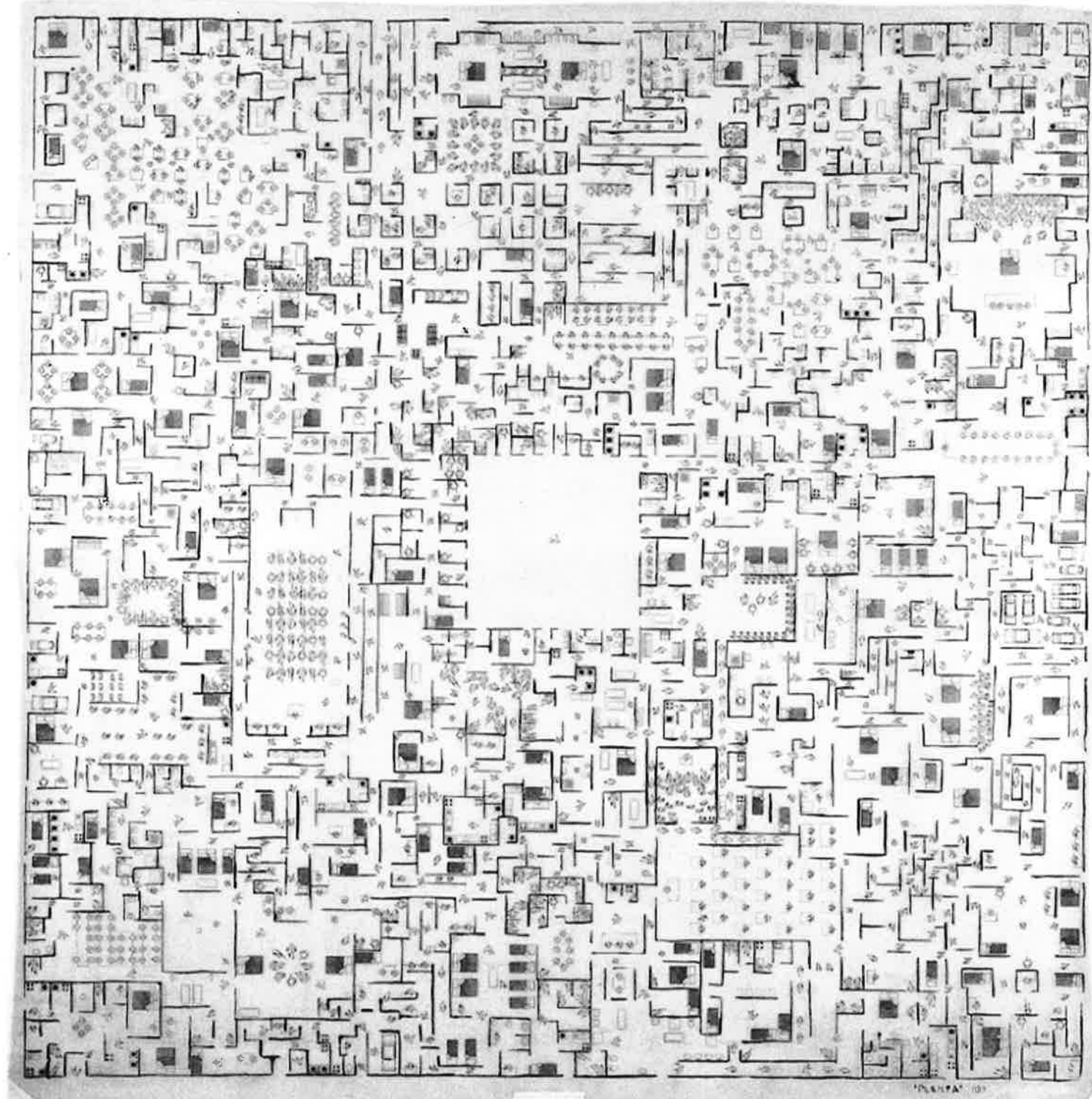




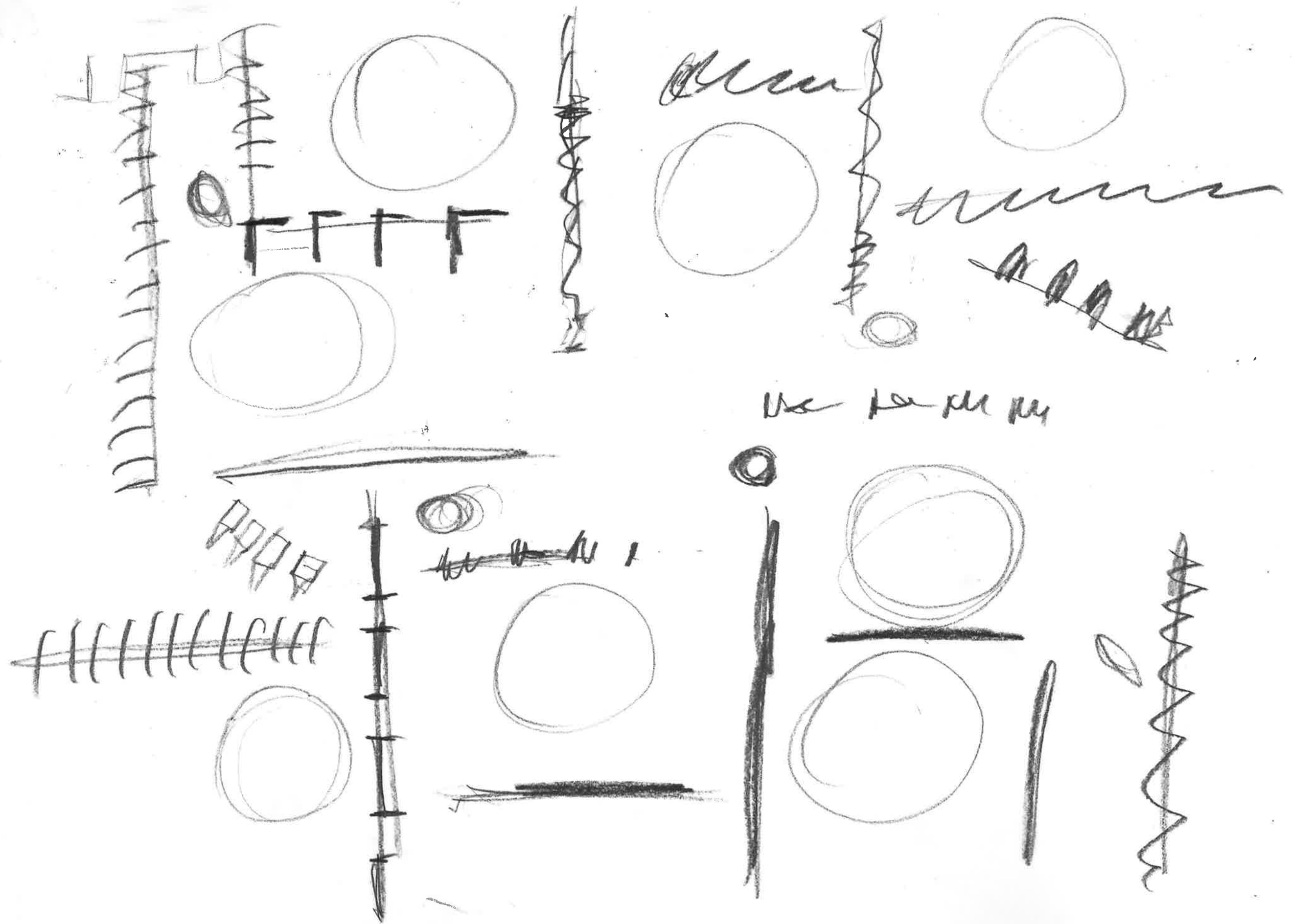






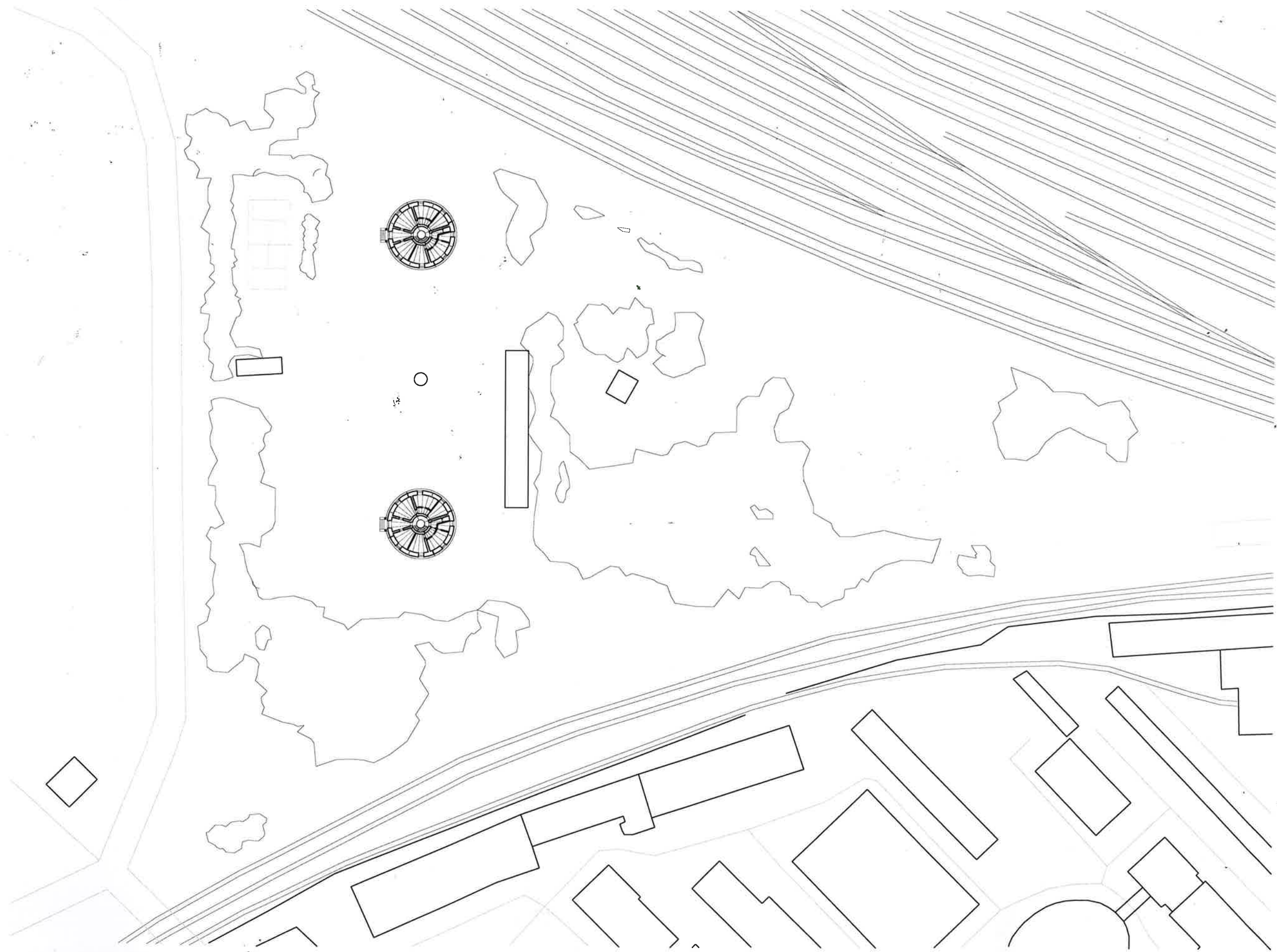


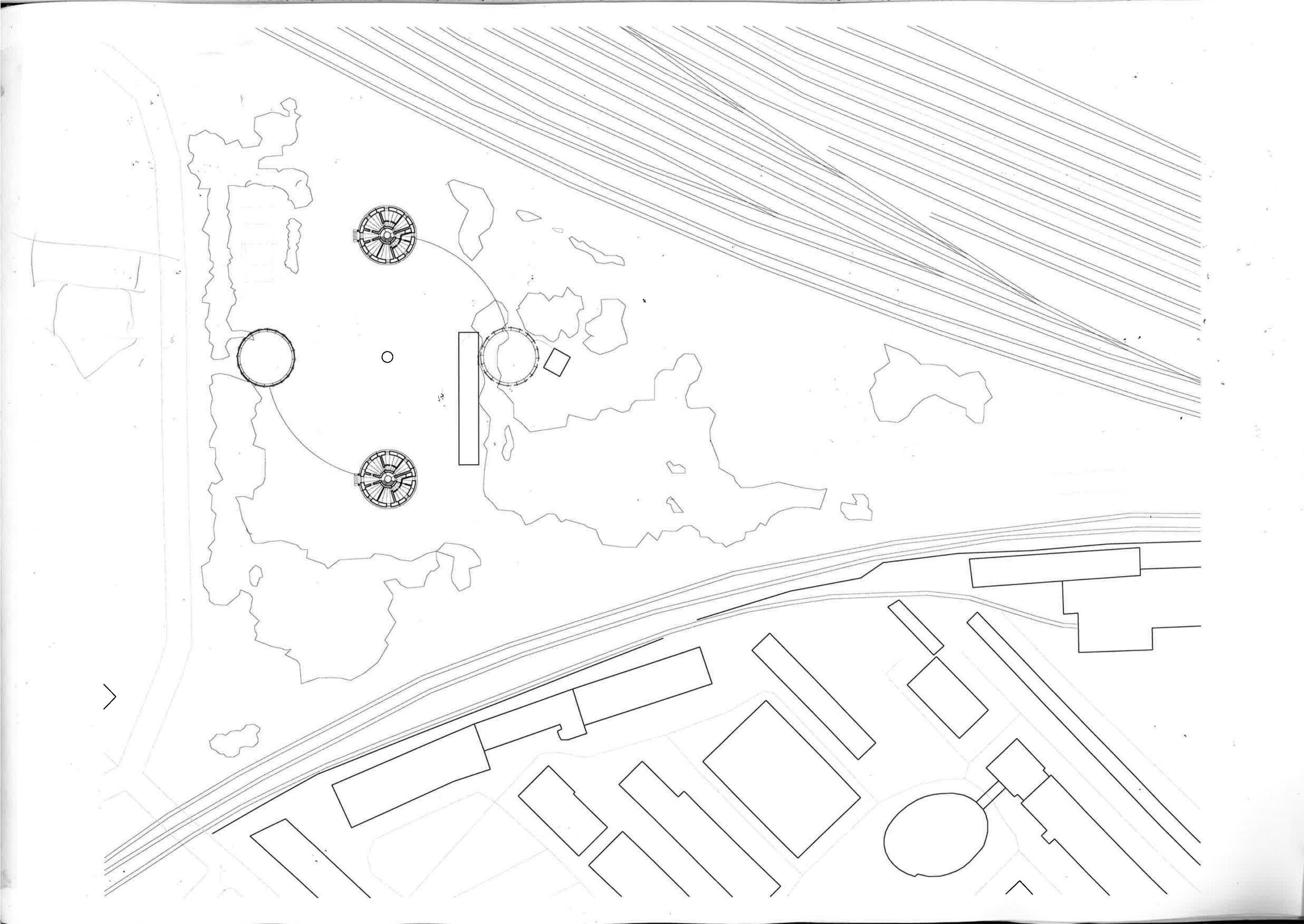
LEON FERRARI

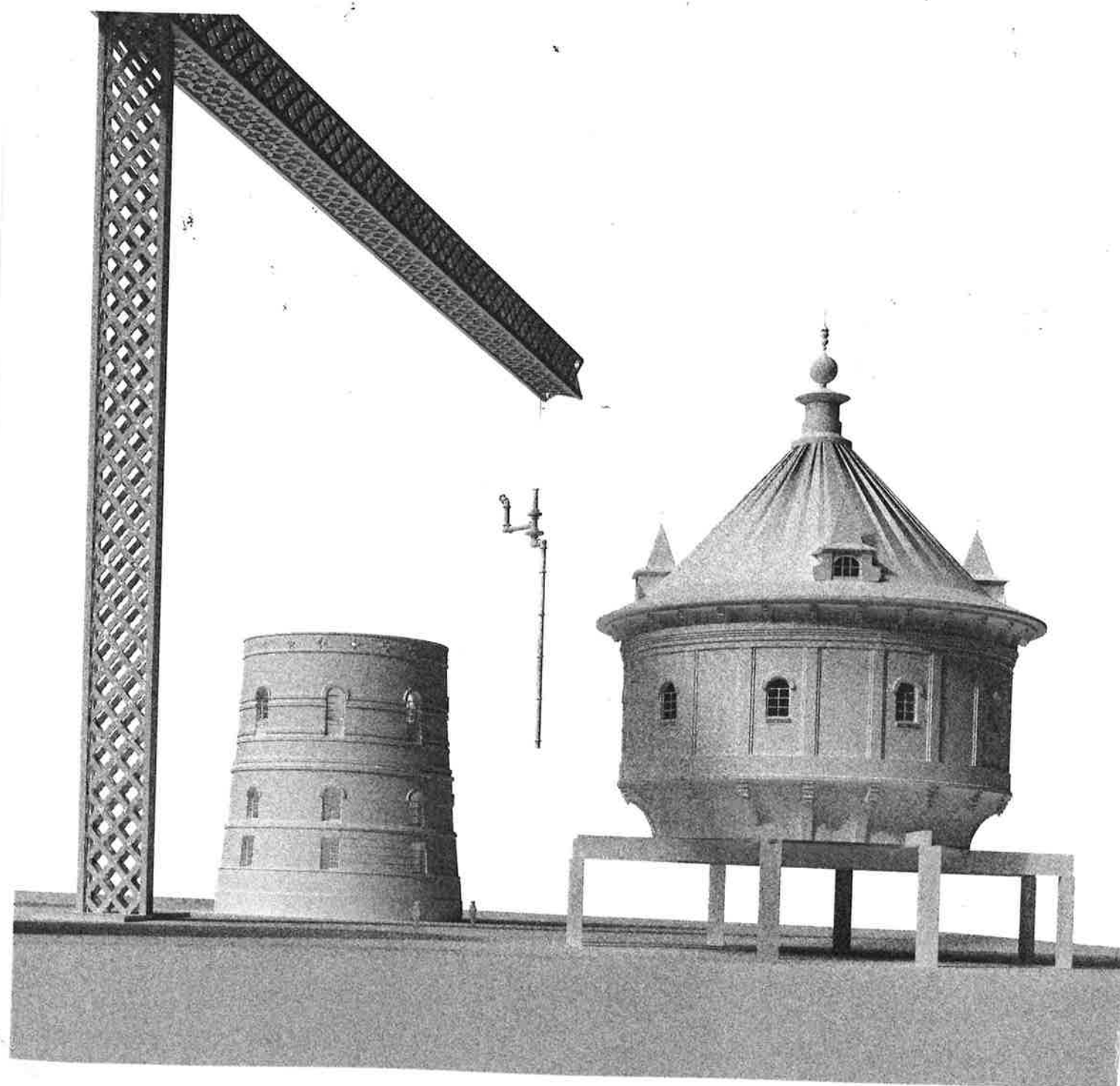


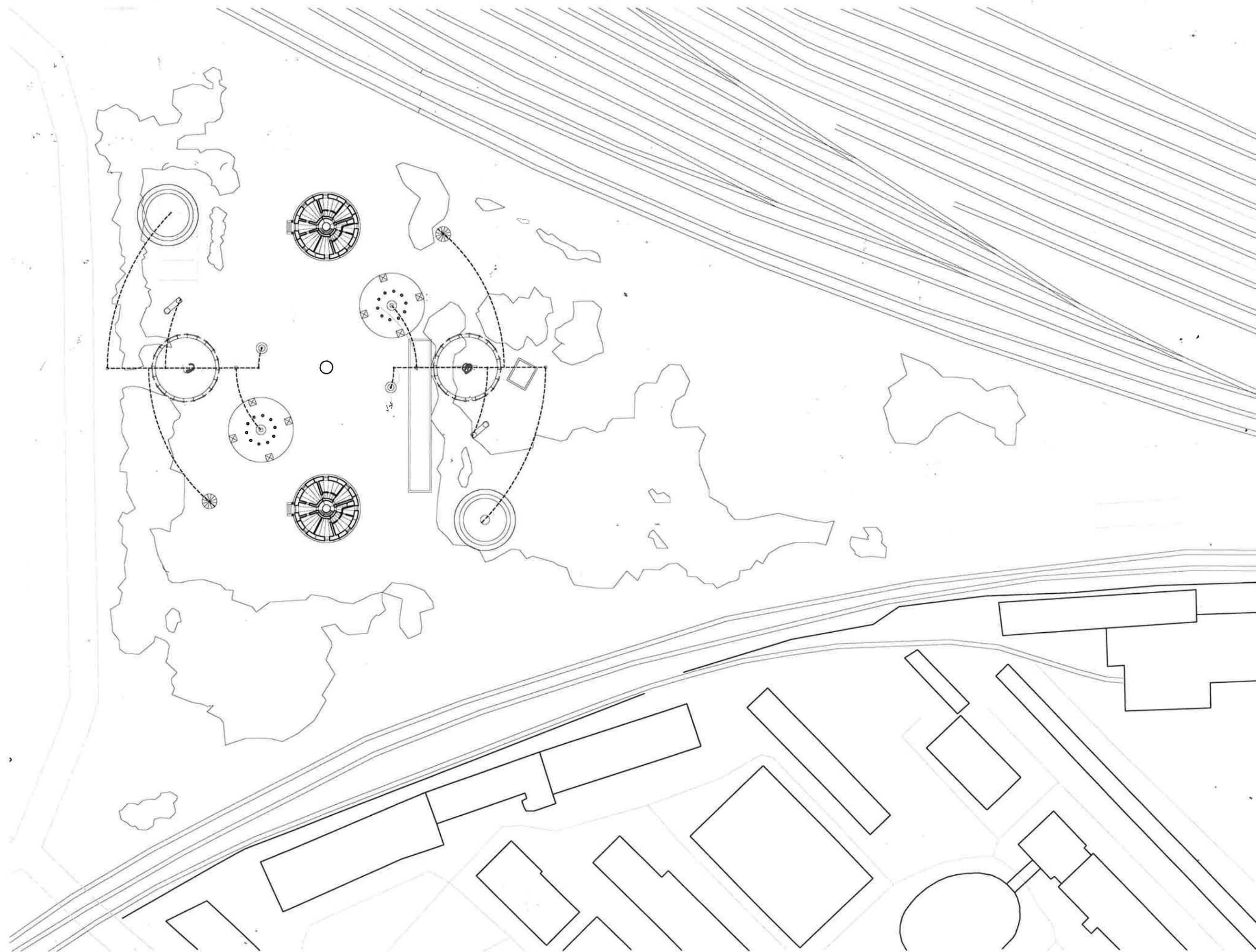
Use for the

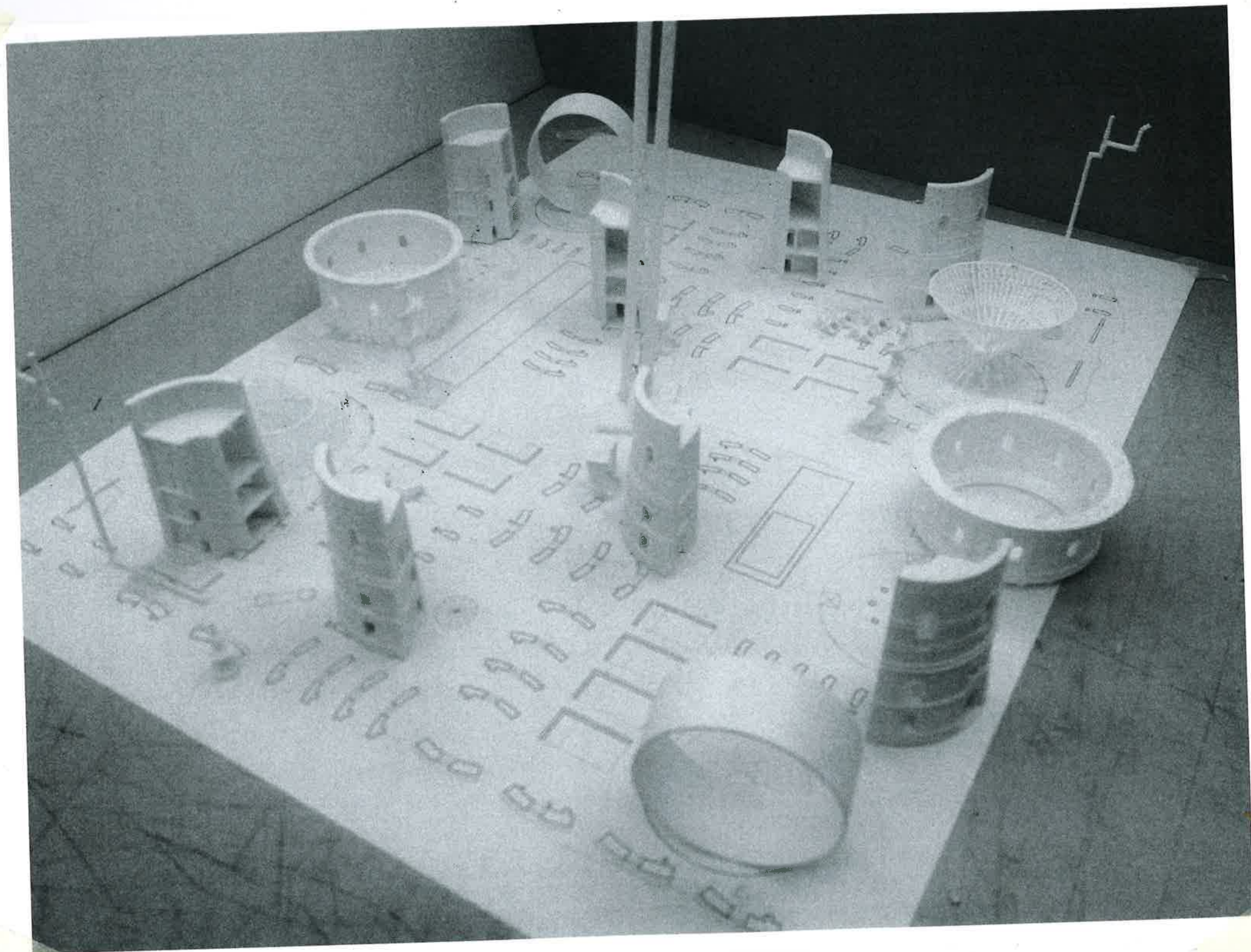
TREAT FRAGMENTS AS WALLS

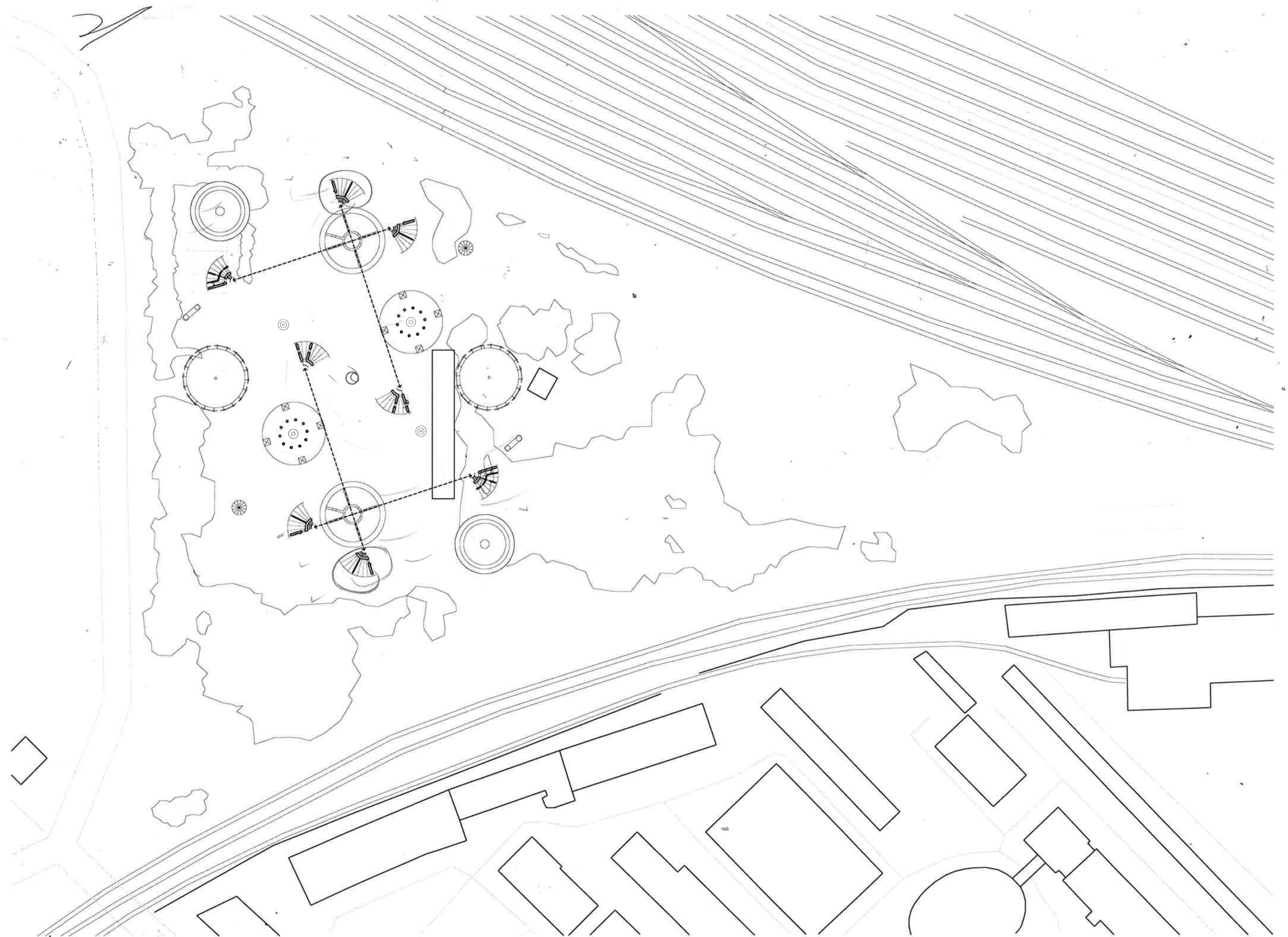




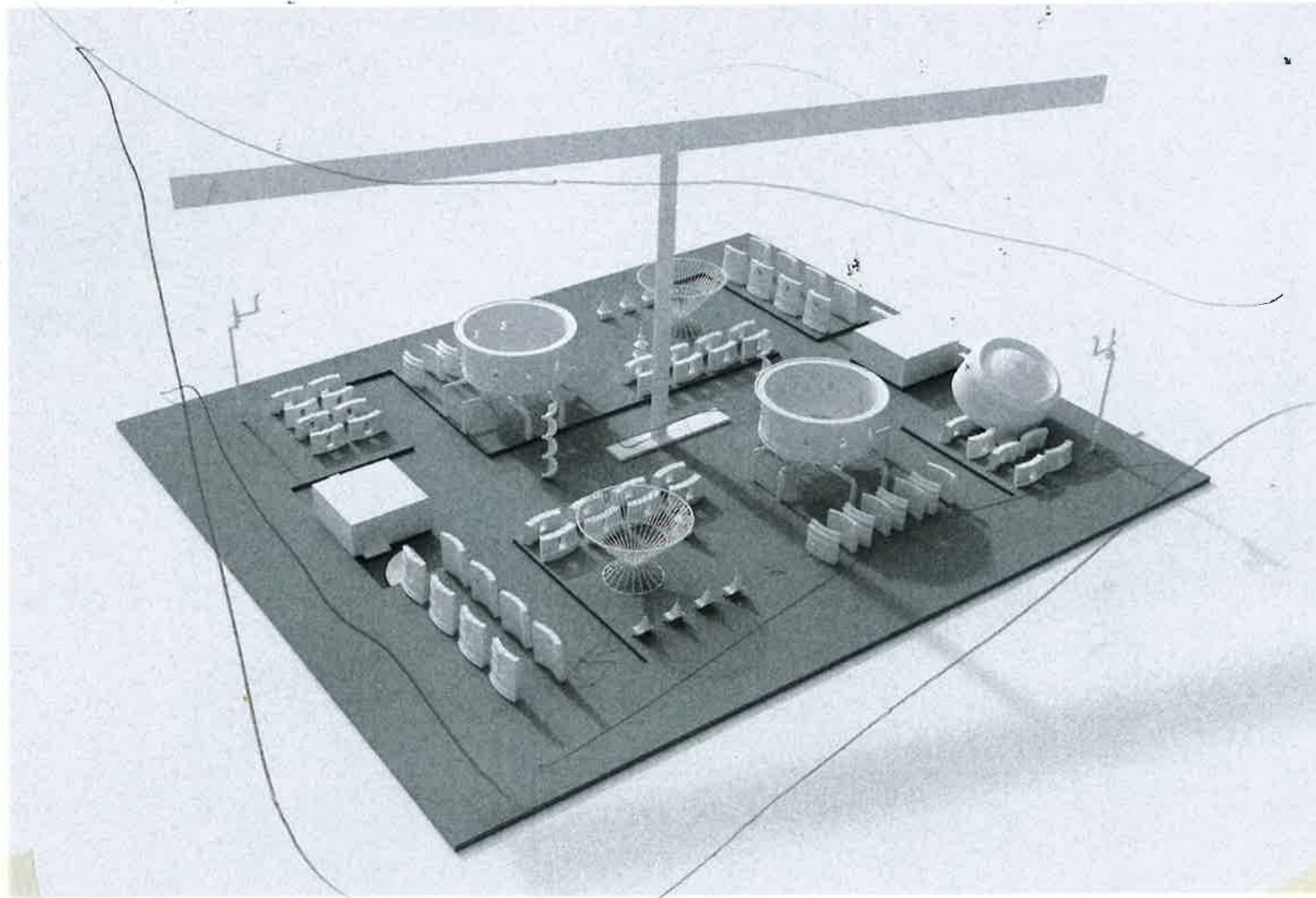


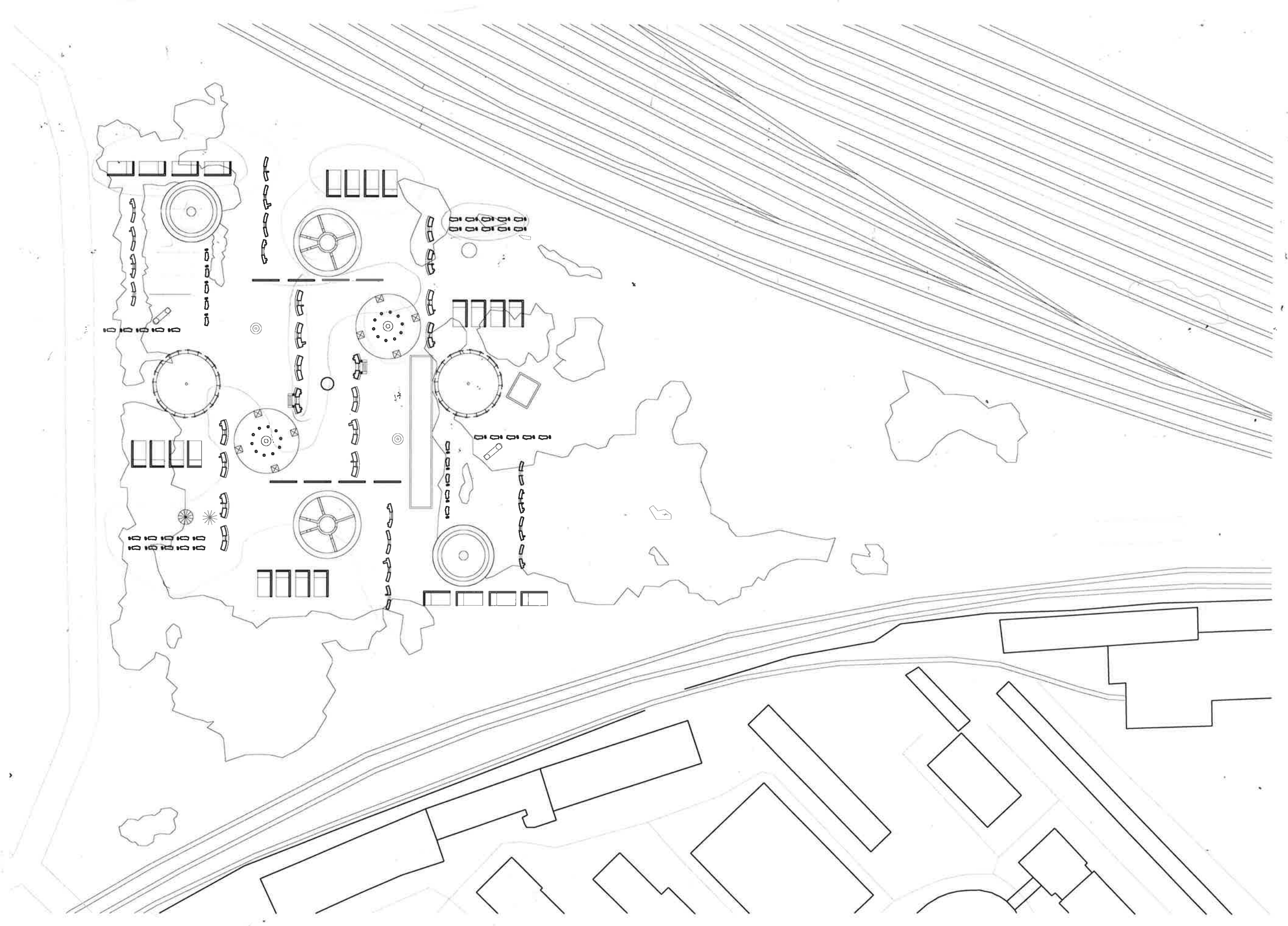


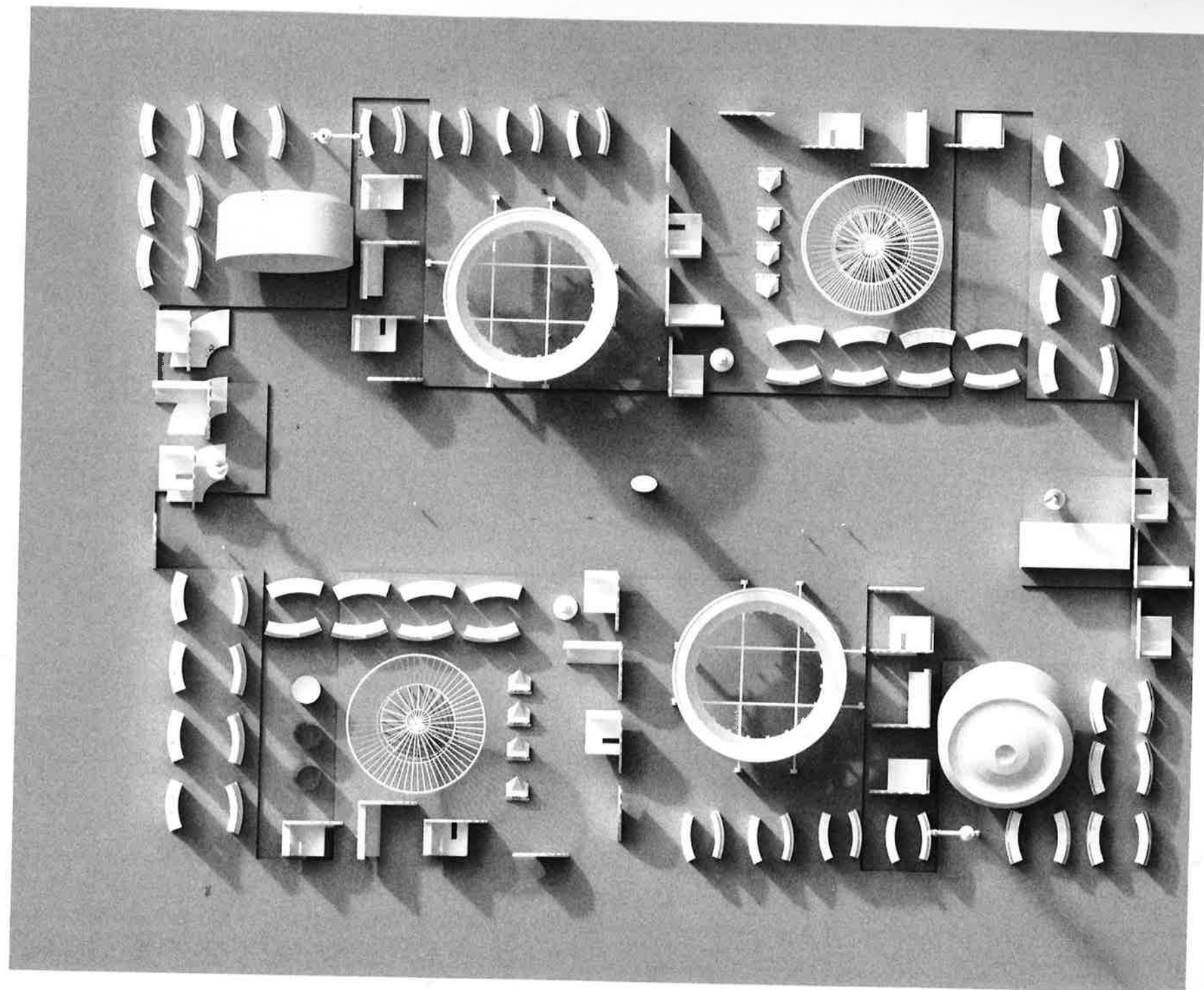


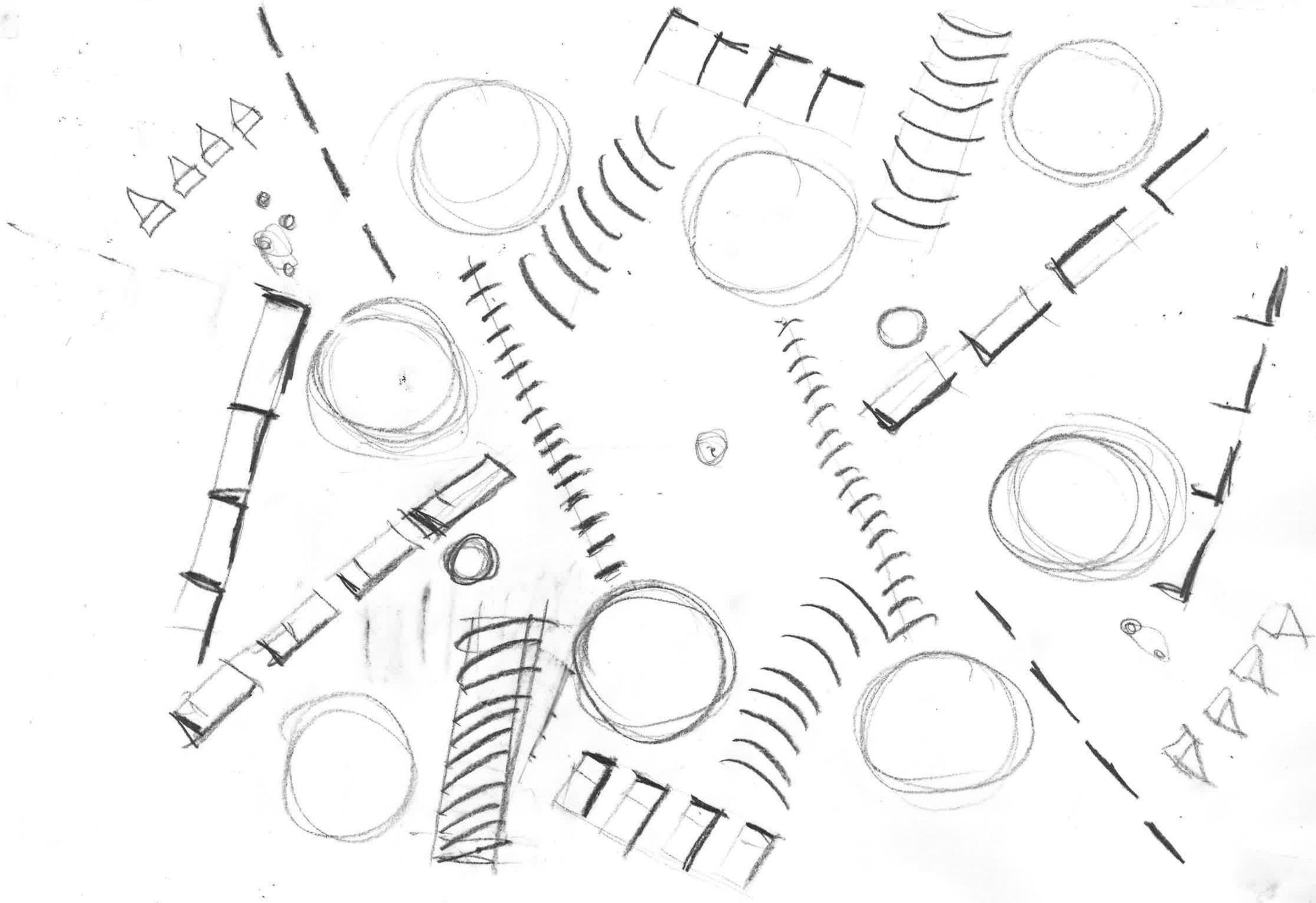


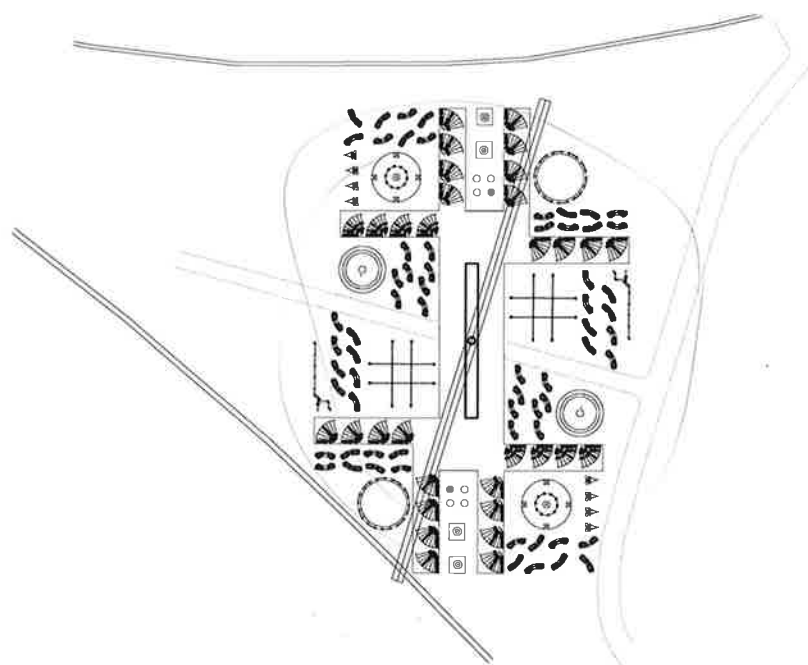
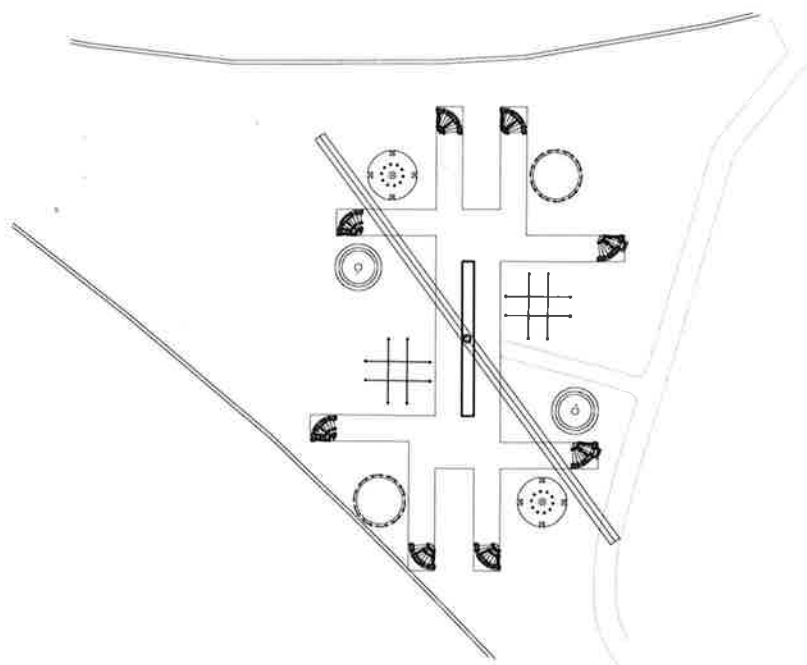
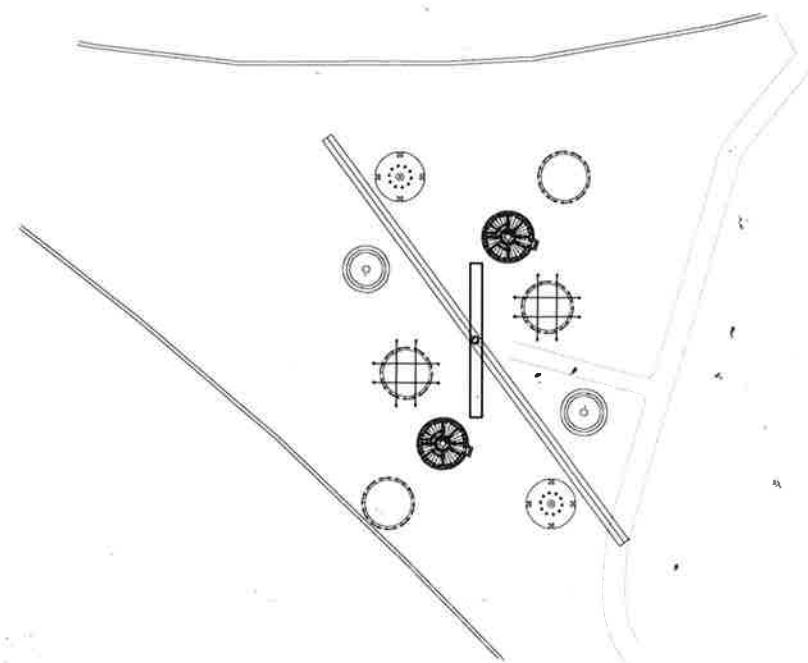
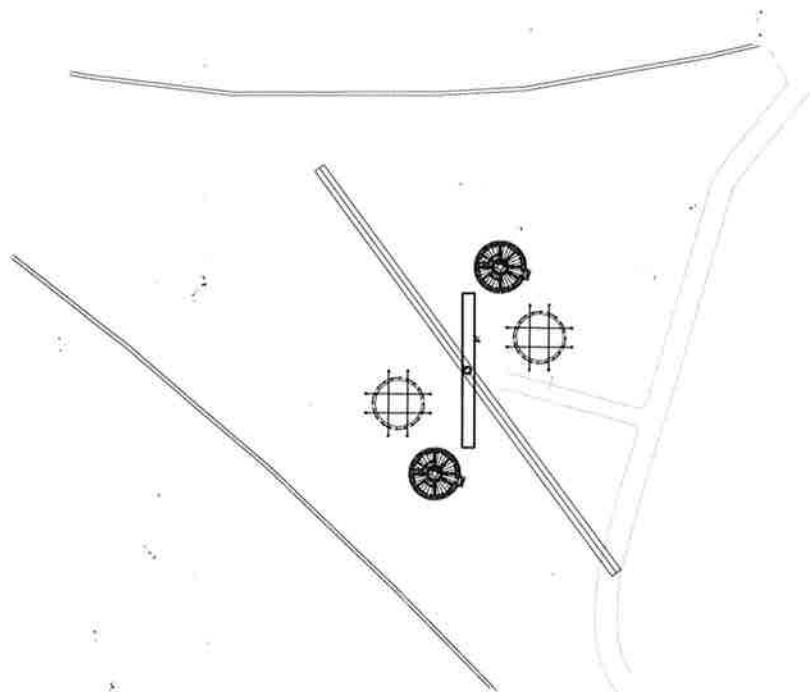
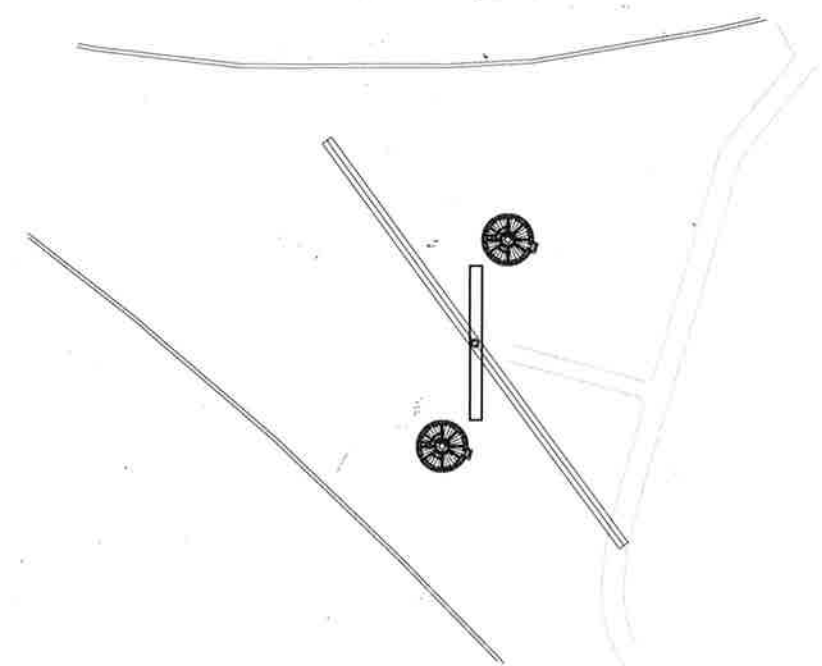
How to Cut?











MODEL

PHASES OF BIG MODEL? WITH TREES, ETC.

TO ~~3D~~ 3D PRINT

TEST MODEL FIRST

BASEMENT ETC.

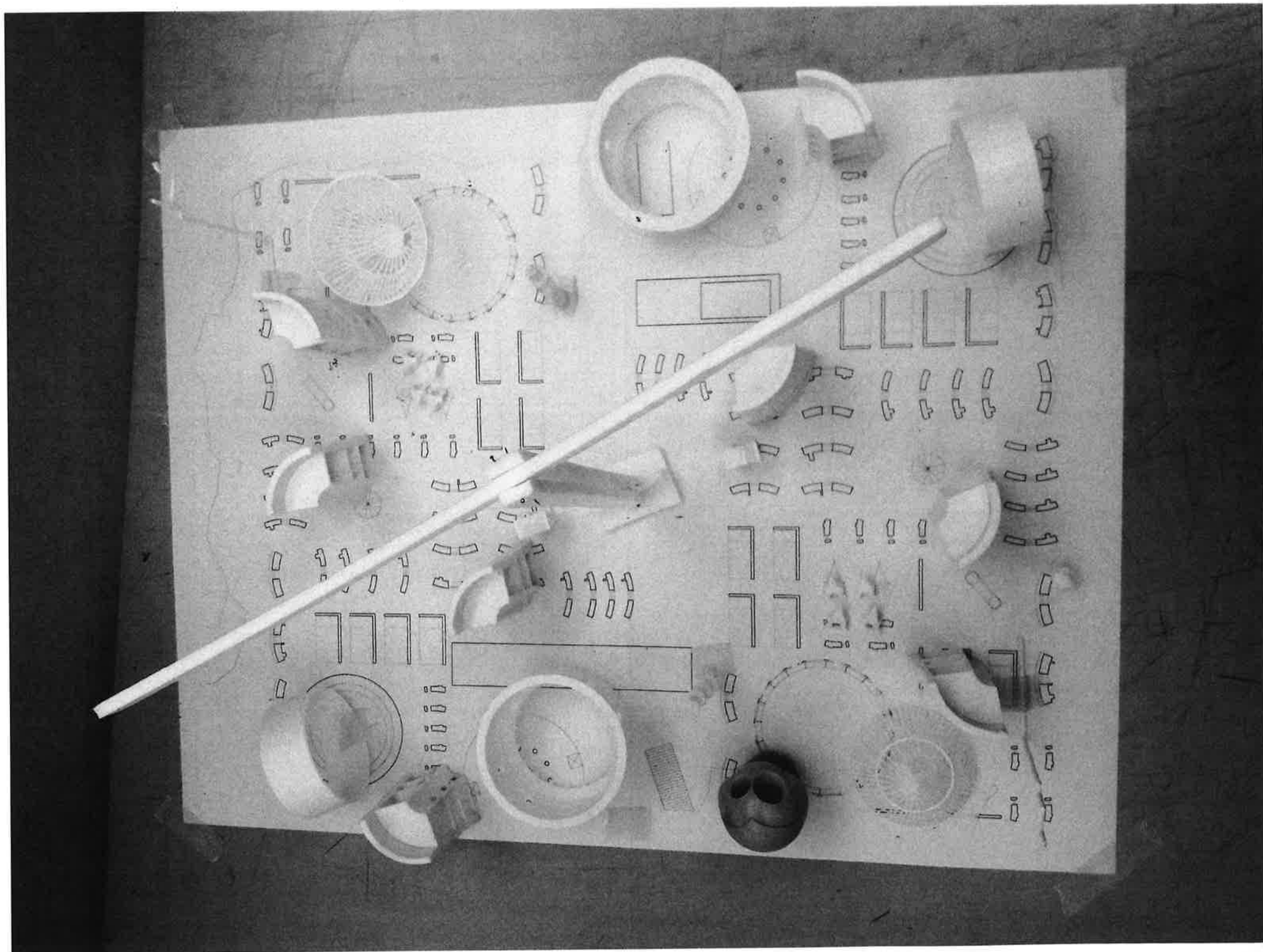
BLACK PEOPLE



NO INTA

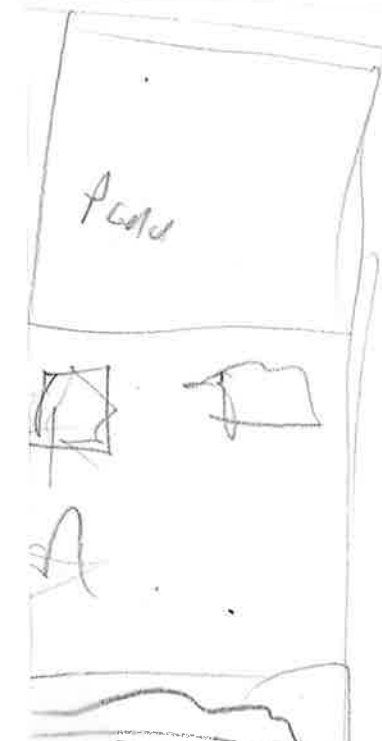
EXPLAINING

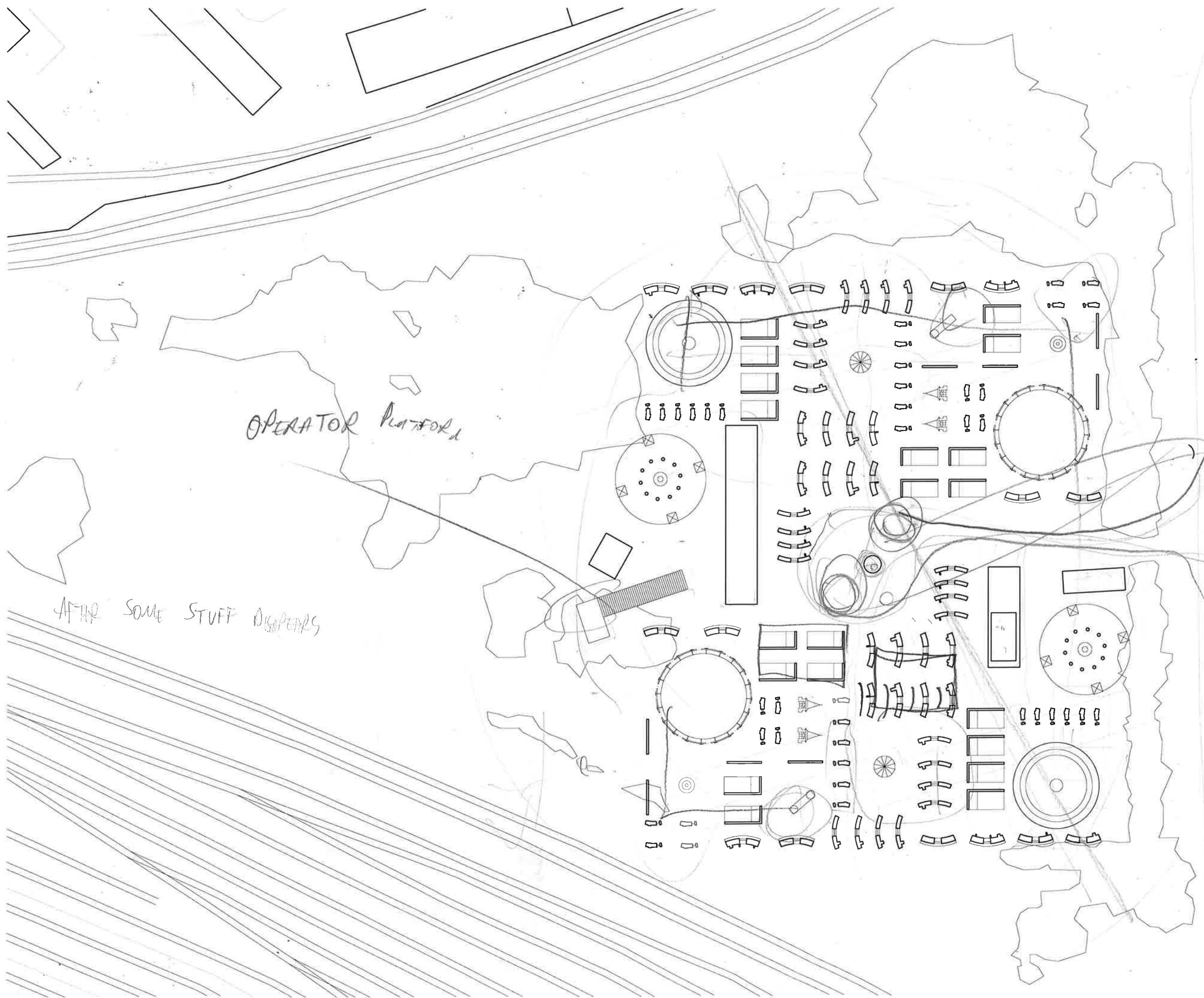
DEMOLITION



INCREASING TO
LESS ELEMENTS

0.5





OPERATOR PLATFORM

AFTER SOME STUFF DISAPERS

LAST
Two Pieces
TAKEN APART
BECOME LOADING
PLATFORMS

