

On humor

Buildings and feelings. Basic structure and basic instinct. These things run parallel and are often mixed, depending on how one sees them, in what time, under which circumstances, etc. I tend to look at the built world and, more often than not, smile (or even smirk) to myself when I see the things that adorn the urban scene. It also happens in the countryside. It's everywhere. And through my years as a student of architecture, this has fuelled my interest for the built environment. What is it that makes *this* type of office building so appealing to people in finance? Why must developers always add *those* kinds of cladding on the walls? How can you live in a house like *that*? Why did they carve ornamentations *there*? To me, using humor as a tool to answer these questions is simply a way of trying to understand the world. In that sense this work is a study. I aim to feed humor into the creative process, and present it as expressions of myself. In that sense, this work is also an artistic expression.

To put it bluntly, I think humor is *an* answer. To all of it. Well, maybe not the climate crisis or war, - but life. Laughter is the best accompaniment to most encounters, and its greatest ability is that it gives balance and perspective. It leaves room for thought. This is what I work with when I write, draw, mould, shape, film or build. The tangible sense of humor's *aftermath*. Laughter and architecture is possible, as history well shows in great abundance. I plan to join that gang, and creating different architectural suggestions to human emotion, or - condition, or -nature, as I see them, and in so doing reveal how *funny* they are, is how I hope to achieve it.

Previous semesters I have dealt with humor in stop motion animation, making short films using plasticine figures and creating environments on "set" in my immediate surroundings. This process of creating life-like situations on a miniature scale is something I greatly enjoyed. It also encouraged my writing, which I've continued throughout the master work. In addition, I have worked with the architectural drawing itself as a victim of satire, and made plan drawings in a diagrammatic way with comments on non-sensical or absurd features.

Furthermore, an investigation in model work of different scale and material has brought a sense of realism and concretisation to me. The models stand on their own, often name-less and without proper context, but their purpose is to always give something away to be used elsewhere. This, then, is the well from which I've drawn my humorous diploma work. What follows is the actual work - first a list of houses, then a list of institutions that belong to a fictional town. These buildings are accompanied by either text, models, sketches, detailed drawings, illustrations or all of the above. Some are more rooted in the physical world, some are quite ephemeral, but they're all a part of the body of work.

Have fun.

Haharchitecture

House with Antcolony

House of Ambition

House of Postponing

House of Nudity

Bank of Money

Church of Worship

Hotel of Mischief

Cabin of Envy

School of Repetition

Museum of Bad Conscience

Theatre of Self Esteem

Hospital of Help

Palace of Privacy

Courthouse of Crime

Inventory

- Drawings - AutoCAD, Illustrator, Photoshop
- Model photos
- Sketches/ illustrations
- Excerpts from previous semester work - illustrations, texts, photos
- Animation films MP4