This studio works with digital air.

The Air Partitioning studio considers air as the spatial, sensorial, and psychological measure to offer a model unveiling the transformations of the meat processing industry instigated by the COVID-19 pandemic. Reflecting upon Peter Sloterdijk’s criticism on fragmented atmosphere and individualized breathing spaces threatening social synthesis in contemporary architecture, it explores perceptions of shared atmosphere, making a case for humanity and automation.

Through air partitioning within the air-conditioned infrastructure, the studio looks at multilayer infrastructures and new forms of productive engagement of human factors. It questions: how can we rethink “mental, physical, and sensory well-being” (Price 1999) through re-purposing labor (high-tech labors), decentralizing packing facility (automated), and inviting public engagement (inhabitable infrastructure)? And how might these radically transformed relations lead to different ways of considering architecture as performative and synergistic systems that modulate the atmosphere we share?

Methods: VFX as architecture design tool

The design process will employ 3D VFX software and experimental animations as space making strategies and as methods of visualizing and perceiving invisible activities within the architectural void. Probing the interplay between natural science and built forms, such investigation has become closer than ever the gaming of virtual geometry and material attributes. Design exercises will expand students’ knowledge of aesthetic applications, complex natural systems, performance-driven iterative design processes and so on. In doing so, the studio avoids reproductions of known systems, looking for opportunities to “make tangible futures that break away from the established momenta of thinking and doing”.

Short computational exercises will lead to speculative future scenarios of an automated red meat plant. Workshops and script templates will be provided.

Key topics: post-human, architecture of industry, robotic manufacturing, inhabitable infrastructure, food