

AN ARCHITECTURE OF VITALITY

Liminal Space for the Disengaged

Interaction in our current western society is increasingly nonexistent. Both our relationships with each other and our relationships with the built environment are fading into an overwhelmingly disengaged state. Although architecture once stood as the physical means of connecting people, a digital immaterial has taken its place. This shift of our public interactions out of a lively social space and onto the lifeless screens of our devices has created an overarching perception of isolation and state of loneliness within people. The work within *An Architecture of Vitality, Liminal Space for the Disengaged* combats perceived isolation at the moments of boundaries, instilling an architectural space with the vitality currently absent in the urban public.

Pushing for interactive and revitalized relationships at multiple scales, this investigation embraces a sensitivity in the liminal space of city, street and building, working and being, inhabitant and public, and human and material. Philosophical research surrounding the hylozoic beliefs of past cultures is used to contrast modern western society's obsession with efficiency, productivity and busyness and frame the project's view that recent technological and material advancements are catalysts for a return to hylozoism, reestablishing a connection between humans and architecture - one not solely dependent on programmatic fulfillment.

The site chosen to investigate these ideas contextually is the post-industrial neighborhood of Red Hook, Brooklyn, NY whose urban conditions, neglected spaces, large abandoned warehouses, discontinuous waterfront park, recent gentrification and influx of creative individuals call for connective design intentions and elevated liveliness.

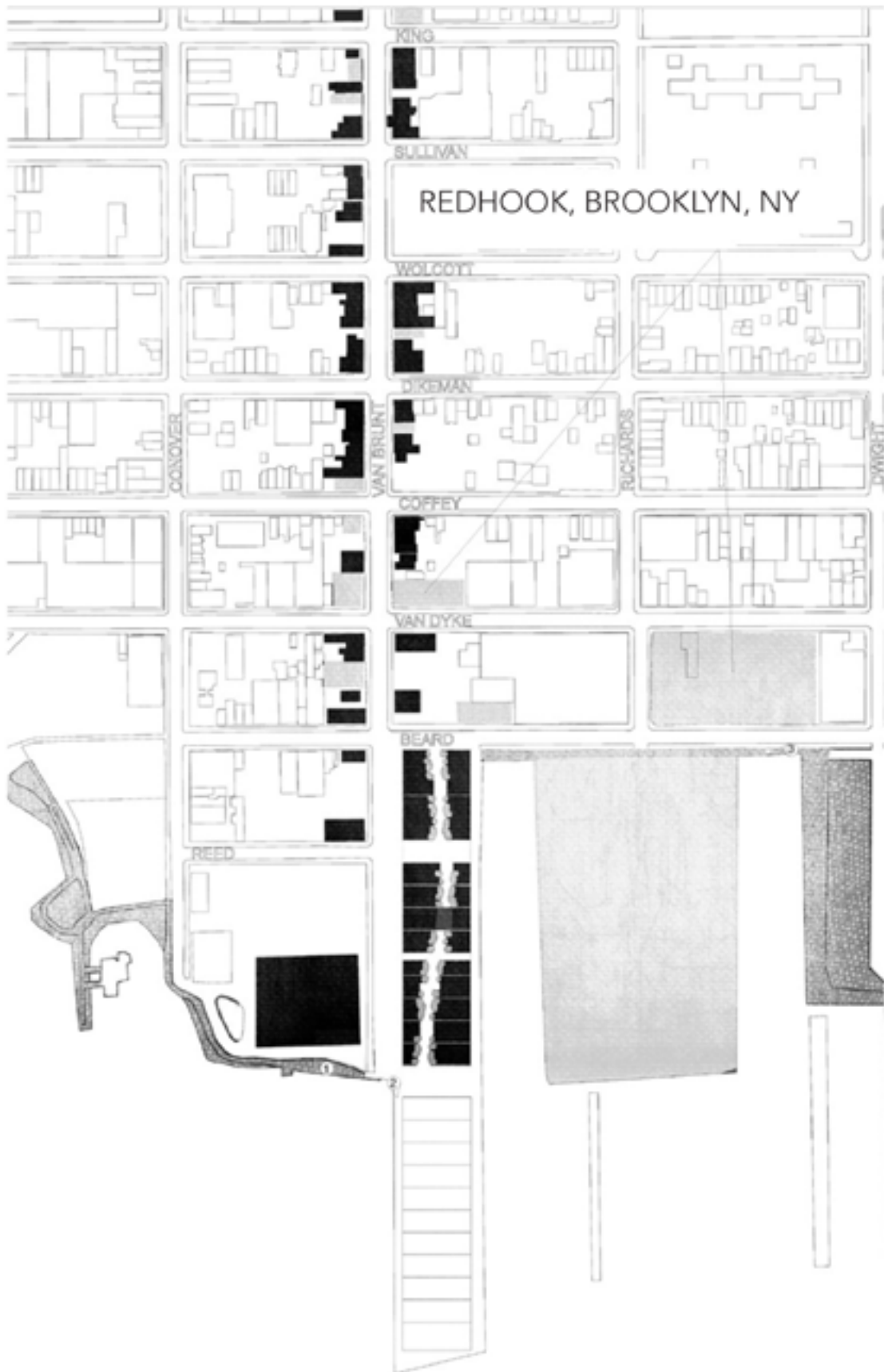
The architecture is an intervention within an existing warehouse, forming an internal public street for a newly forming coalition. Expansive, existing spaces are being rented, mainly by artists, to serve as manufacturing zones for commercial ventures elsewhere in the city. Dividing the large areas into more manageable and variable spaces for rent, the intervention is designed systematically with the ability to configure in a variety of ways, depending on the context of any particular warehouse.

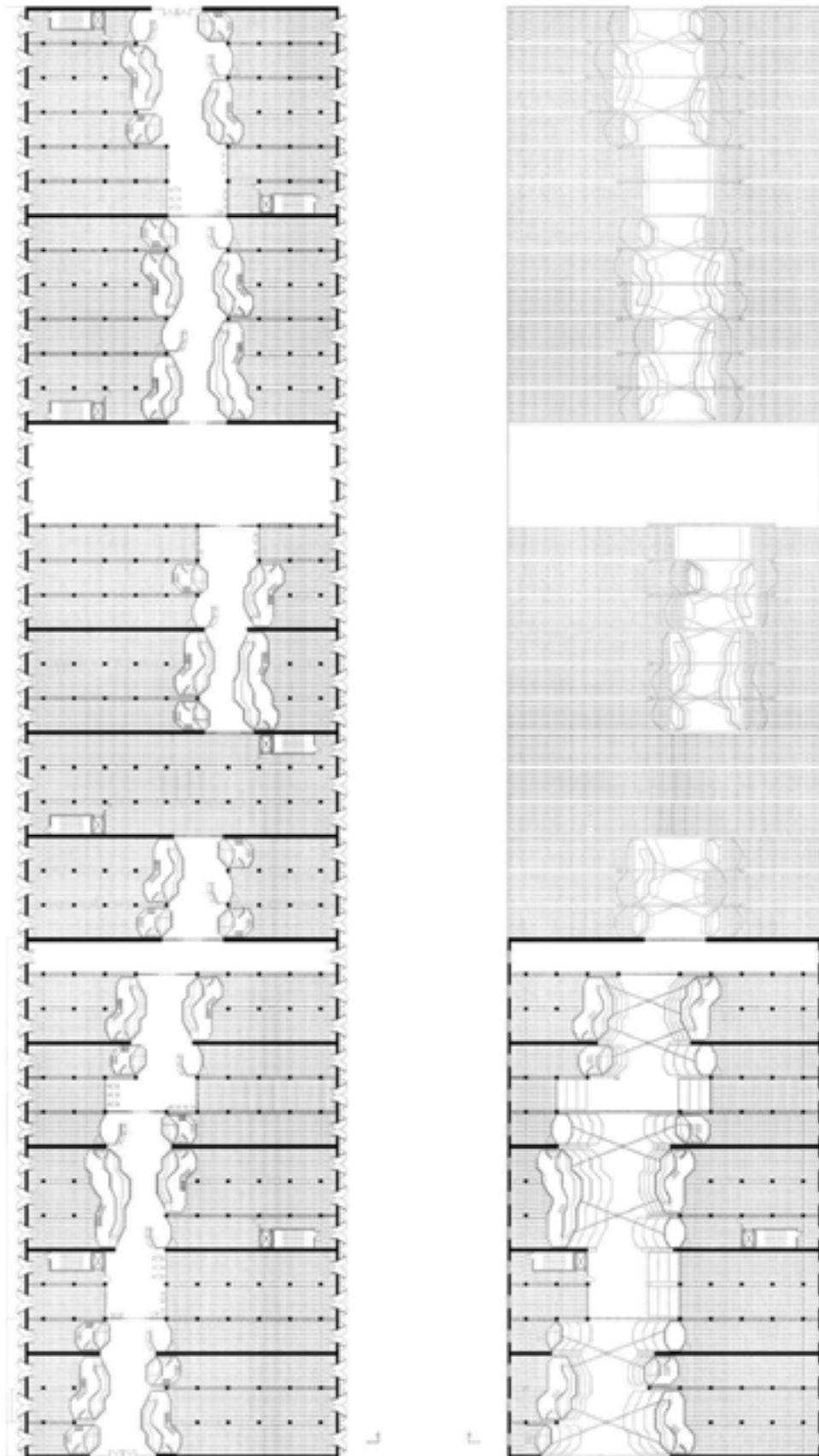
Individual architectural units service the dense work space and interactive needs of the inhabitants, composing of a self supporting structure, circulation, mechanical spaces and primarily of private sanctuaries for thought and creativity.

With the use of a computationally designable bioplastic as the primary material, the addition has the ability to respond sensitively to inhabitants and represent internal activities to the public in a way that is subtle and natural. Turning an architectural facade into an inhabitable, seemingly living, liminal space.

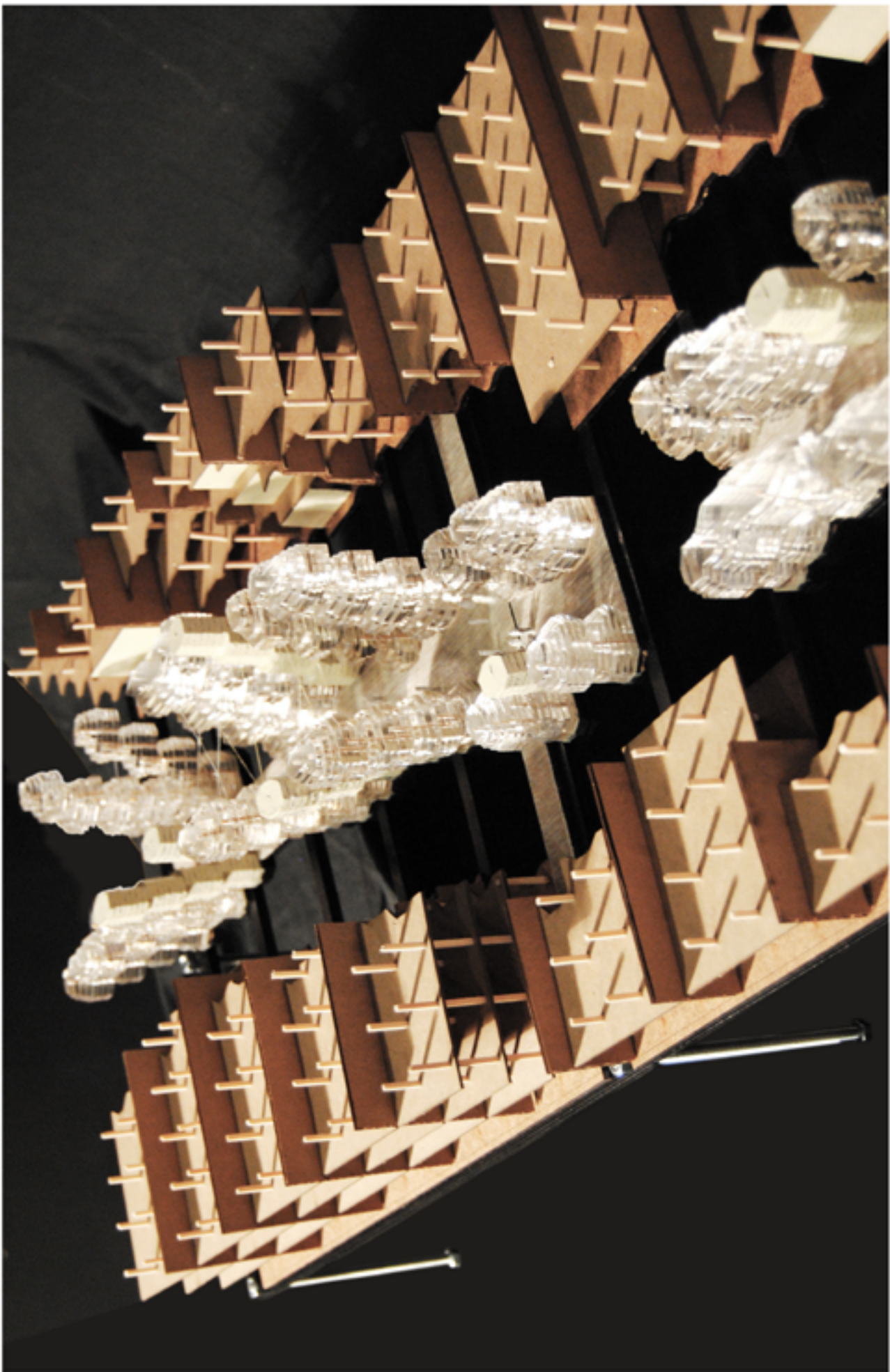


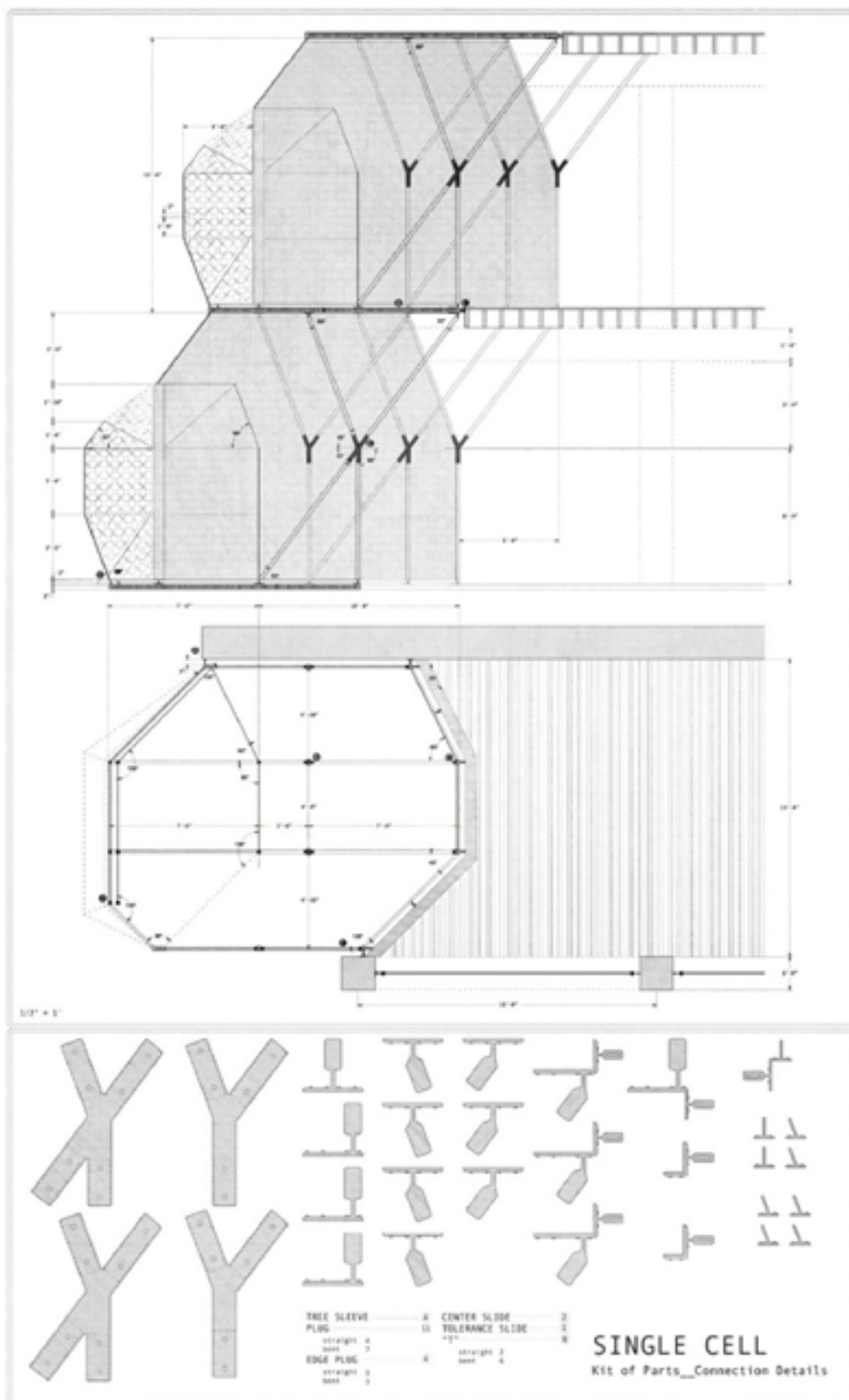
Veronica Patrick

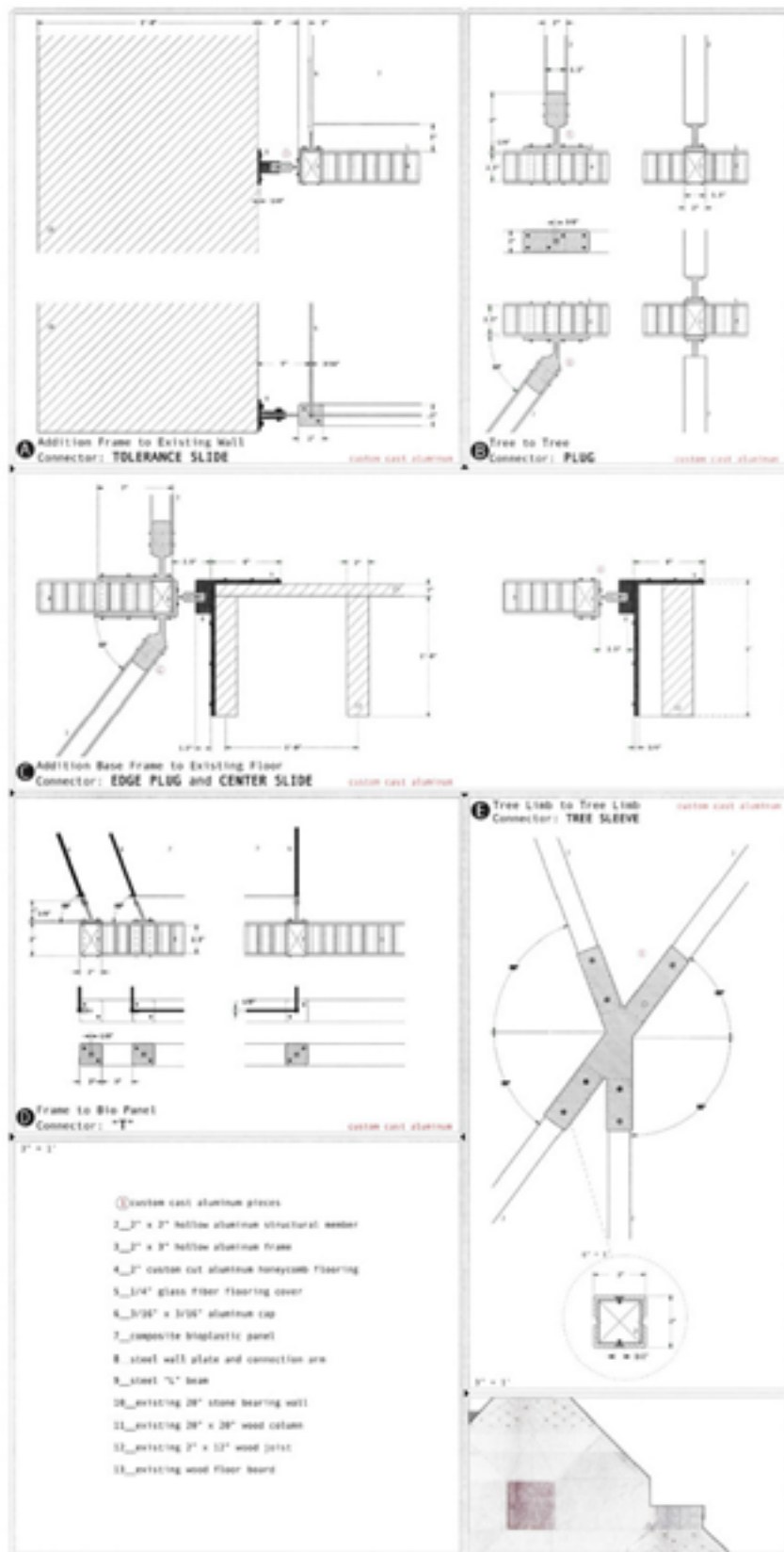




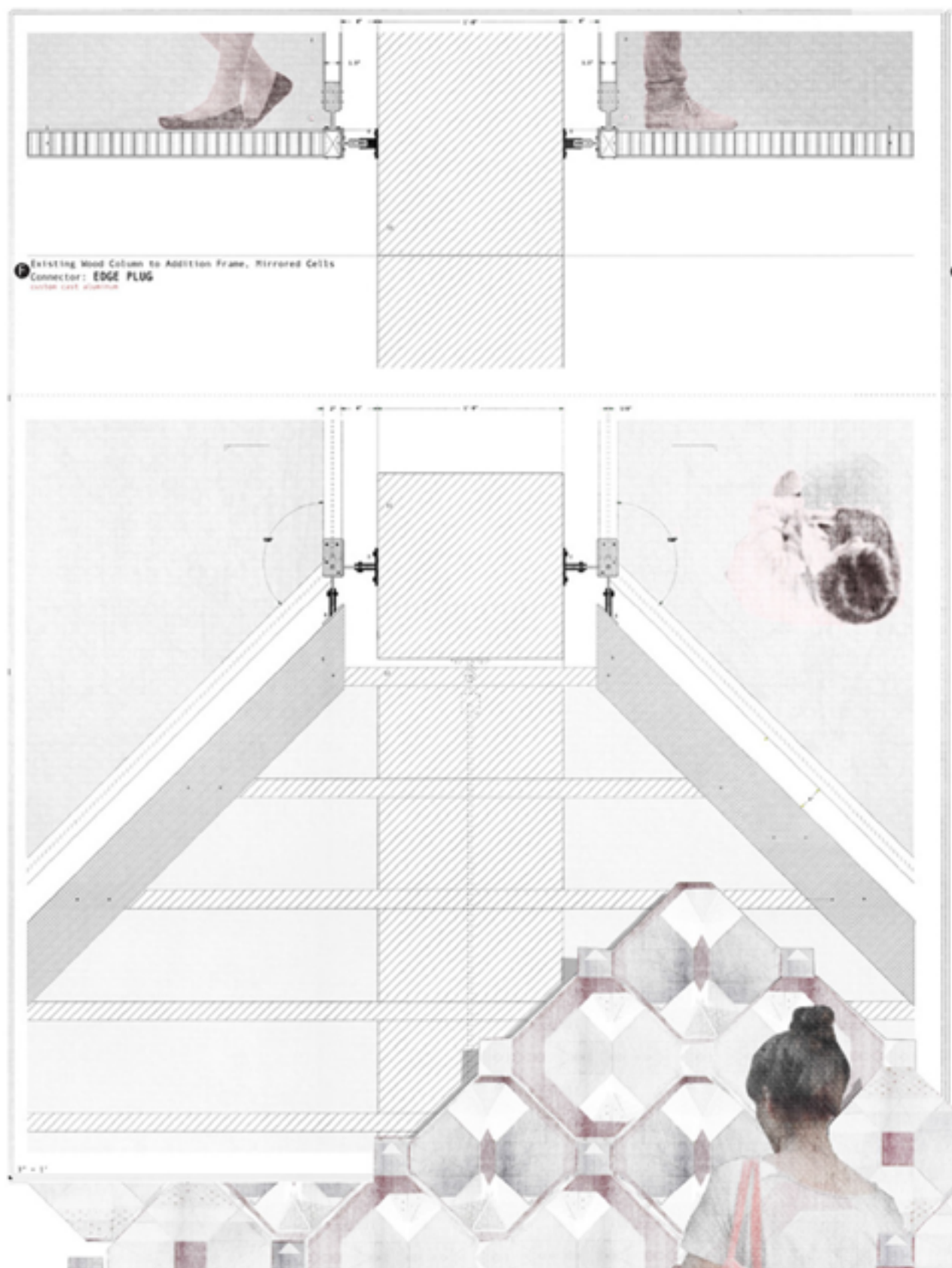
internal street formed within an existing warehouse in Redhook, Brooklyn

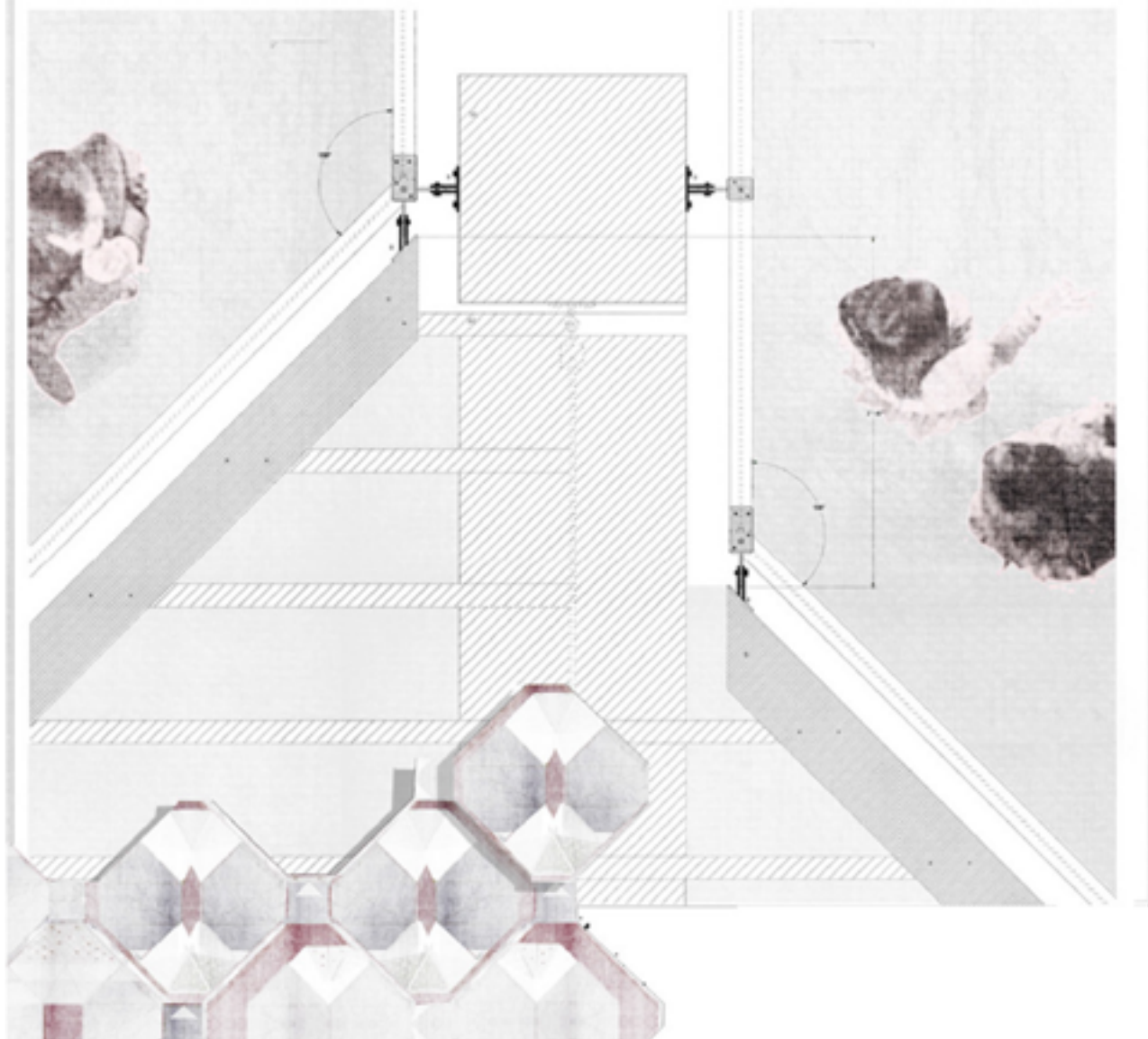
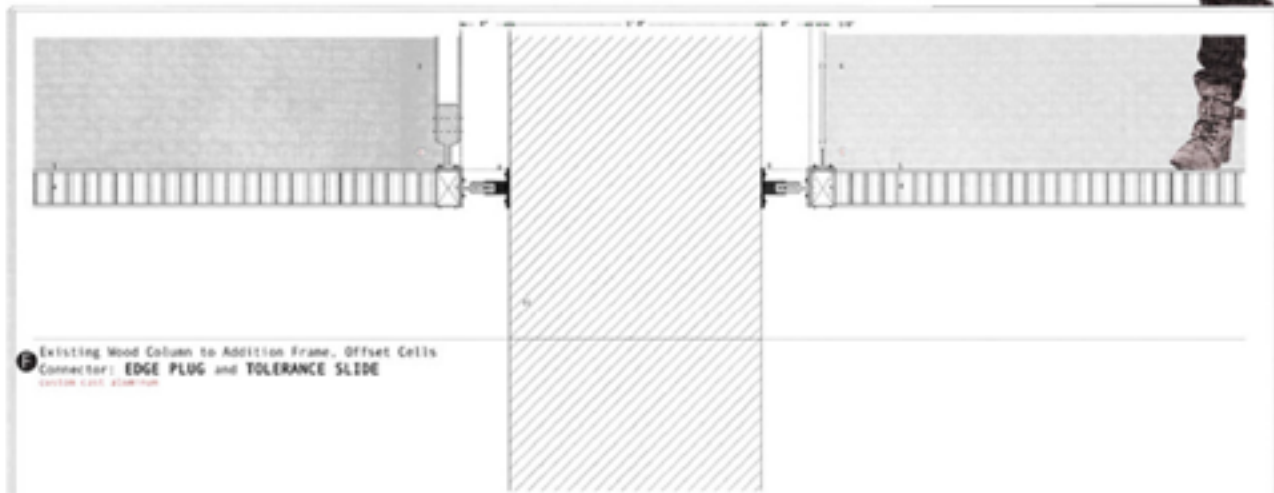




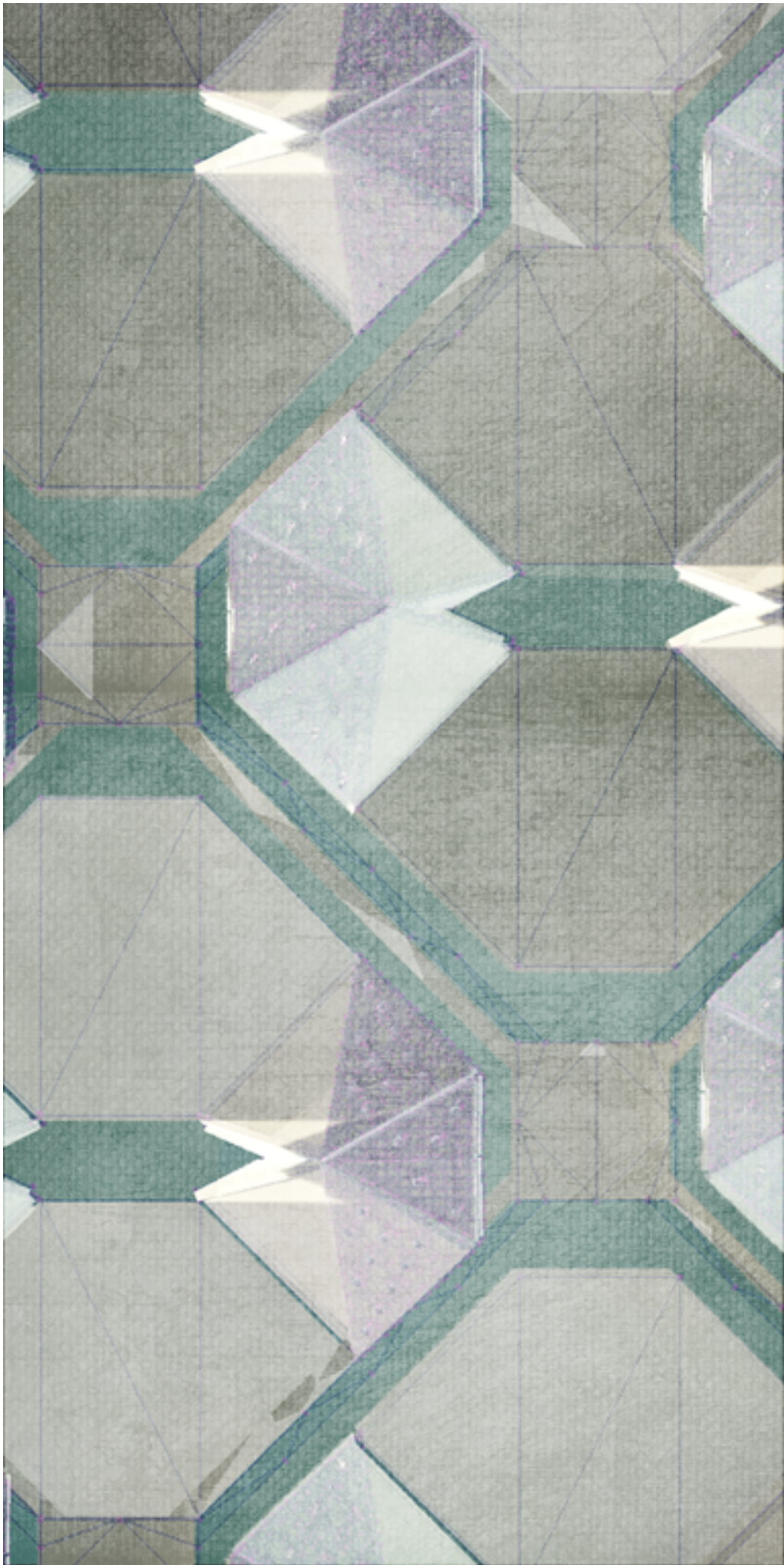


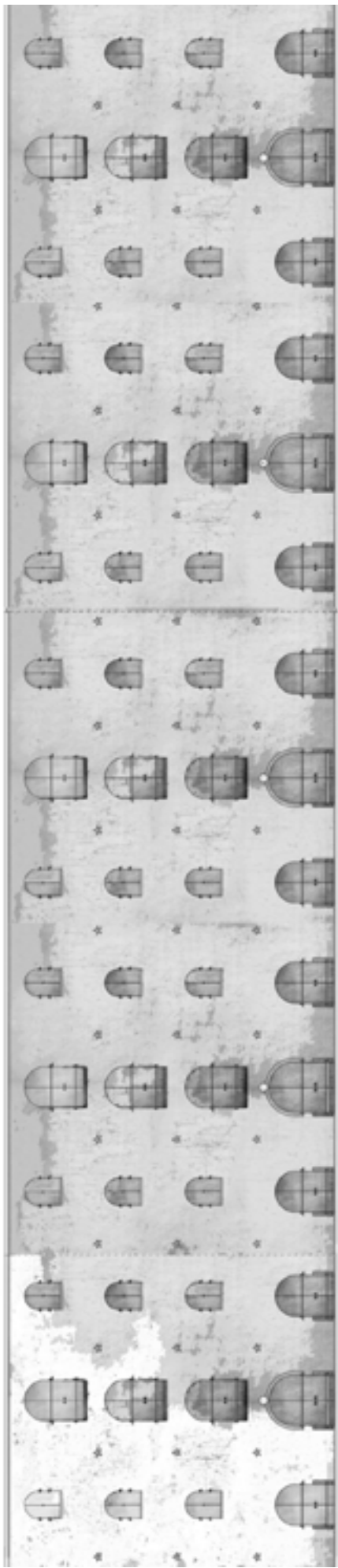
kit of parts and details for a single cell

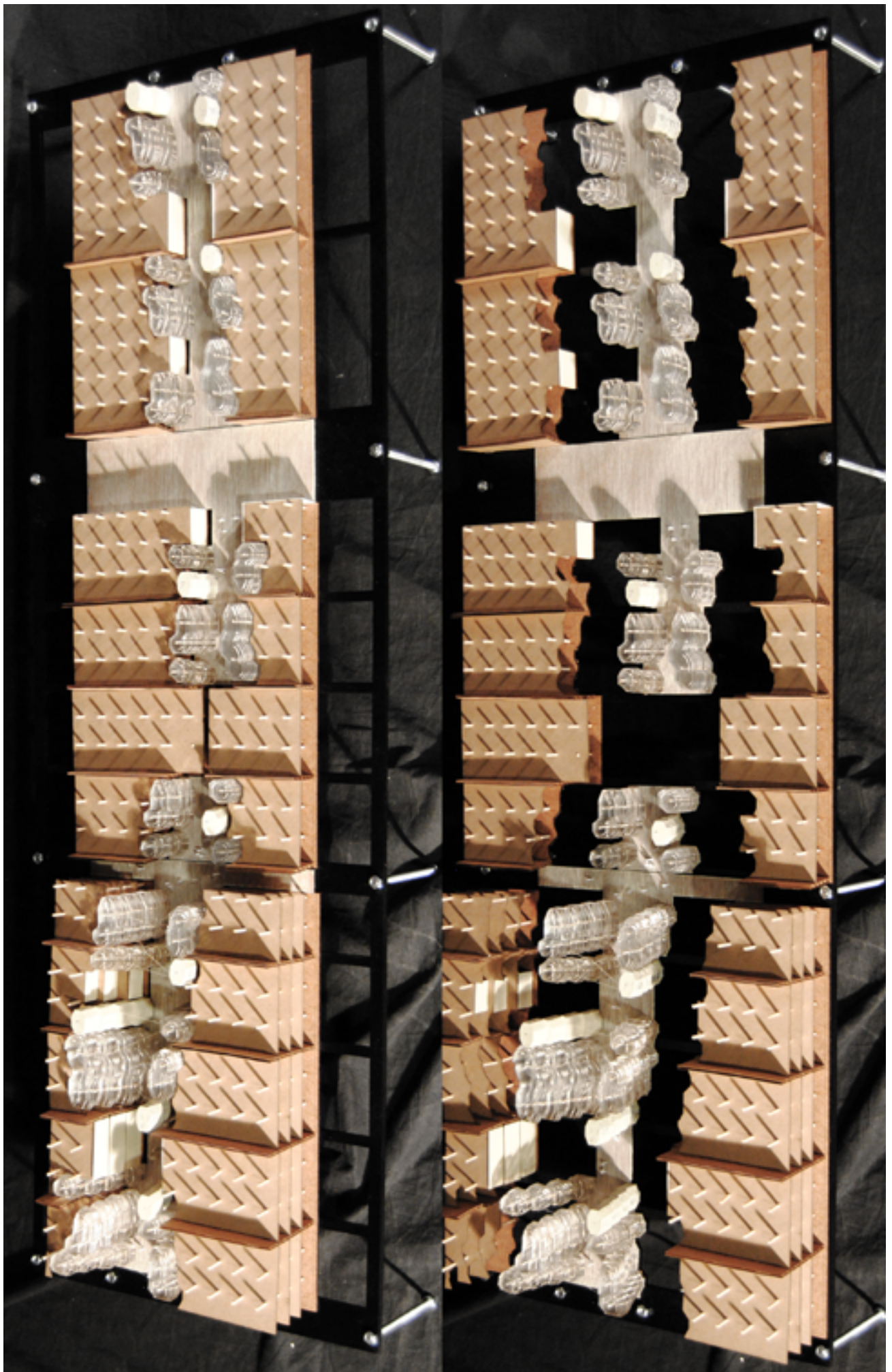


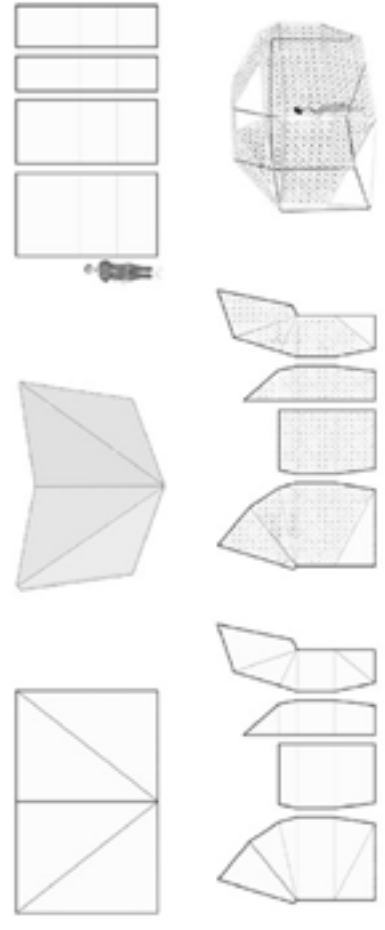


4" separation between existing structure and new construction

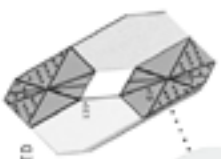
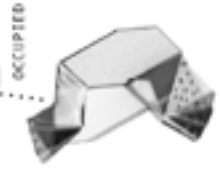








Occupied cells are activated by the presence of people, which causes the structure to fold and activate the use of the space.

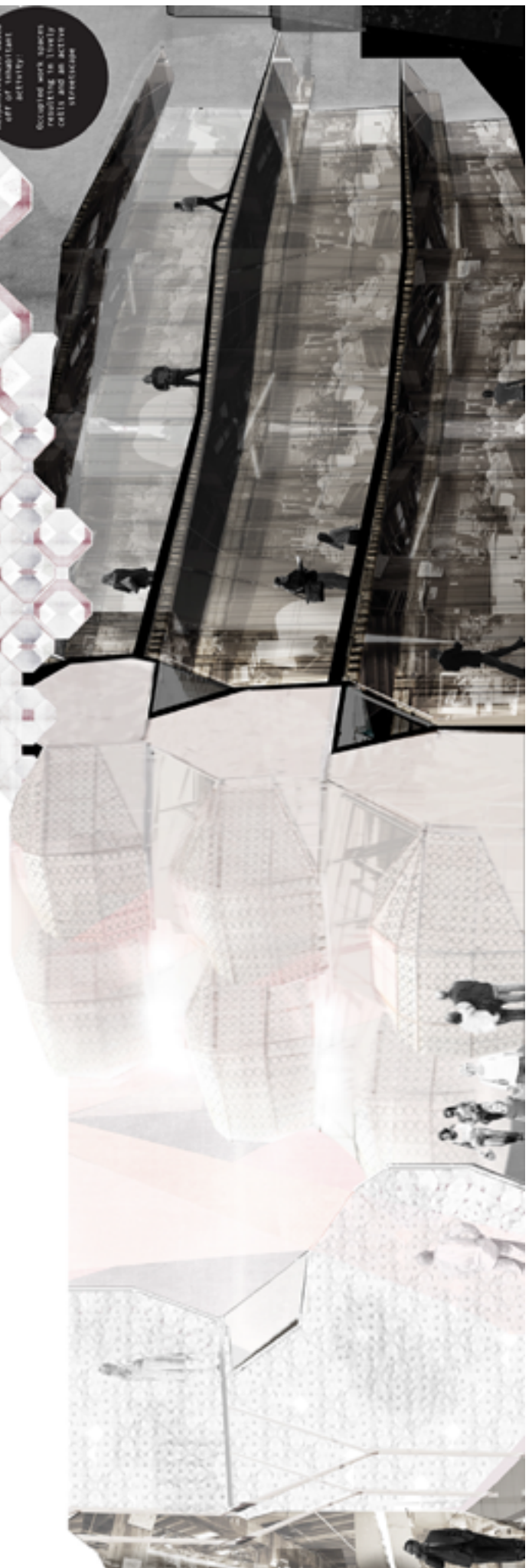


UNOCCUPIED

Single unit of an activated cell, transitioning from static to dynamic.



Requirements based off constant activity resulting in lively cells and an active structure



WESTERN SOCIETY'S CULT OF BUSYNESS

2014



Researcher: "The 'loneliness epidemic' is a global phenomenon that is increasingly being recognized by psychologists, sociologists, and public health officials. It is a serious public health concern that is linked to a host of physical and mental health problems, including depression, anxiety, and heart disease. It is also linked to a host of social problems, including isolation and social exclusion."

"Loneliness may be linked to their need for belonging and social interaction but we are tired of our pursuit of privacy and isolation."

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LONELINESS/EPIDEMIC

work

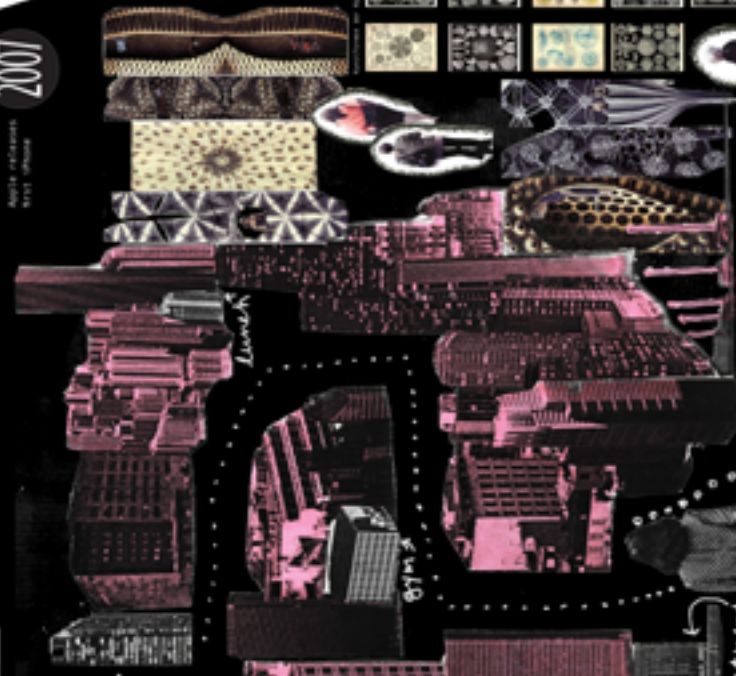
gym

lunch

apartment

2007

Major retailers
Start iPhone



Buildings don't mean nothing to me.

"I am writing about the rest of us: the overstimulated, hyperactive, overcommitted, striving, under-cared-for, therapy dependent, plugged in, logged on, sleep deprived, ... We are the new lonely."

Levitt Prosen

The Connection Age: Why Americans Feel So Alone

THE AGE OF HYLOZOISM

Hylozoism is the belief that matter is the source of life and consciousness. It is a form of pantheism, the belief that the universe is a living organism. Hylozoism was popular in the 18th and 19th centuries, and was often used to explain the origin of life and consciousness.



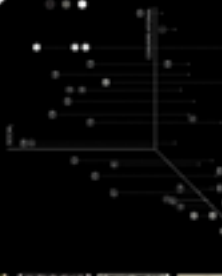
800



1990

Internet Access
Created WWW

RESPONSIVENESS



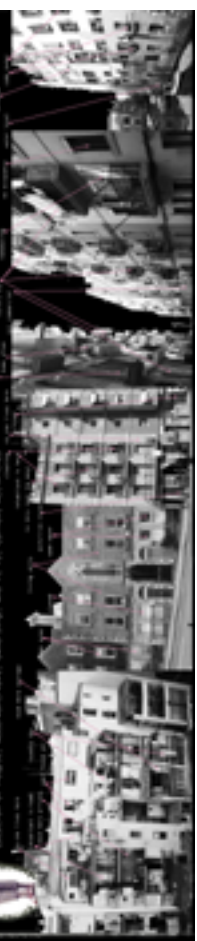
TALKING FACADES

Illustration of People, Machines, Networks, etc.

1970

First Personal Computers

- 1. The first personal computer, the Altair 8800, was introduced in 1975.
- 2. The first personal computer to be widely available to the general public was the Apple II, introduced in 1977.
- 3. The first personal computer to be widely available to the general public was the IBM PC, introduced in 1981.
- 4. The first personal computer to be widely available to the general public was the Commodore 64, introduced in 1982.
- 5. The first personal computer to be widely available to the general public was the Atari 2600, introduced in 1982.
- 6. The first personal computer to be widely available to the general public was the Amiga, introduced in 1985.
- 7. The first personal computer to be widely available to the general public was the Macintosh, introduced in 1977.
- 8. The first personal computer to be widely available to the general public was the NeXT, introduced in 1988.
- 9. The first personal computer to be widely available to the general public was the iMac, introduced in 1998.
- 10. The first personal computer to be widely available to the general public was the iPhone, introduced in 2007.



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