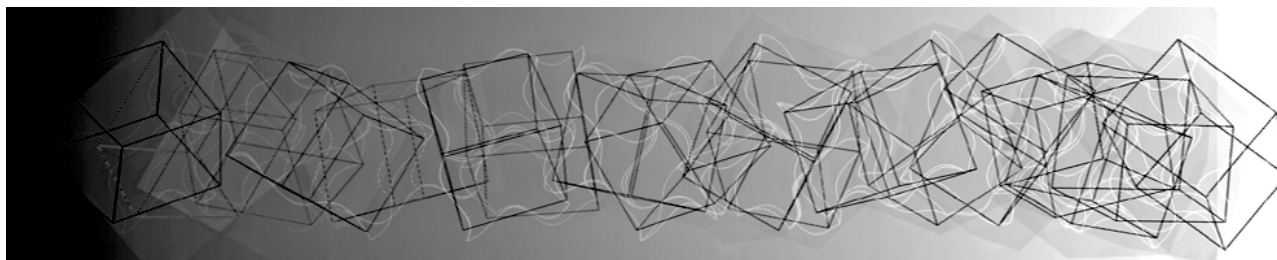


read/write/fold Architecture.

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read/write/fold Architecture is a multidimensional manufacturing and distribution system for generative architecture. ***read/write/fold Architecture*** allows the user to write - read - modify - print -and assemble scale models of generative architectural forms and spaces. The basic architectures are transcribed from the printed page before being activated with live data to generate new dynamic structures. These new forms can be viewed as virtual 3D models, before being printed and folded to construct 'real' 3D models. The ***read/write/fold Architecture*** exists somewhere between the data/code that defines them, the printed page that displays them and the 3D model (virtual and real) that manifests them.

- [1st Dimension]** The architecture starts as a text space that occupies a page of the journal and presents the virtual building as computer code in print form.
- [2nd Dimension]** This code when typed into a compiler/application will build a basic 3D model.
- [3rd Dimension]** This static 3D model is then infected with dynamic variables, a real-time data stream of the activities of the inhabitants of a real building (the Cybrid^o installation at Portland Square in Plymouth).
- [4th Dimension]** The newly invigorated and evolved dynamic model can then be decompressed back out onto the printed page, as flat packed exploded shapes (examples are printed along side the original code in the journal).
- [5th Dimension]** These shapes can be cut out and folded to form a 3D architecture.

The processes of translation, transposition and modification employed by the compiler/application embodies the act of learning and obsessional pleasure encountered through 1980's home computer culture and the practice of many users as we/they spent countless hours transposing routines and programs from magazines into their computers. This analogue process of transposing code from paper to screen as analogous to the digital processes of translation, compression, file import/export, etc carried out by contemporary PC's, and as such is essential to a true understanding of our relationship to them.

Likewise, the printing of the generated architecture from the virtual to the 2 dimensional page inverts the relationship between text and model architecture. The refolding of the printed forms transcends another dimension (from 2D to 3D). So the architecture is transcribed from the page into the virtual domain only to return to the real world as a 'solid' 3 Dimensional form. The architectures can then be printed to scale for precise fitting and tailoring to an individuals dimensional requirement. The architectures will exist in digital form (on DVD/CVD or web) in flat form on the 2 dimensional page, and in 'real' model form when folded from the page.

read/write/fold Architecture.

The Process:

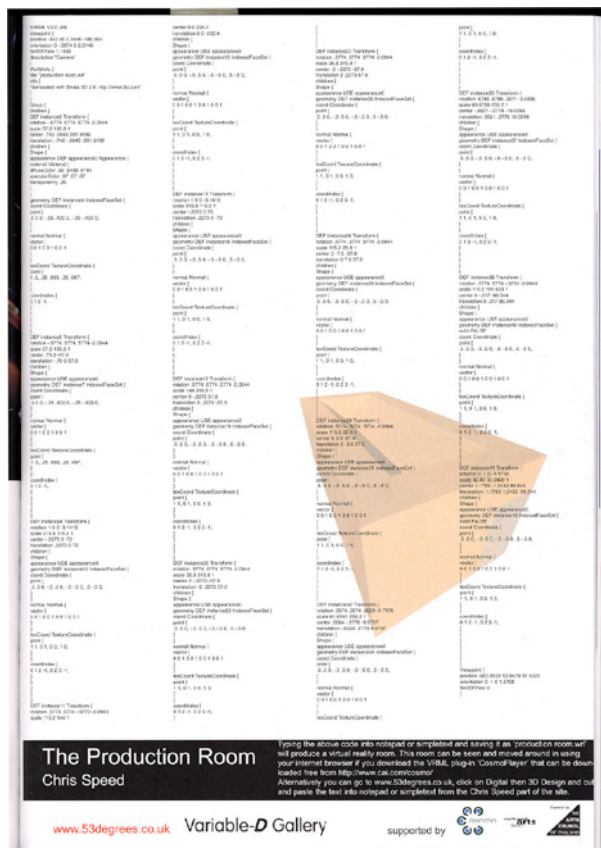
The project proposed for the Performance Research Journal 'On The Page' will consist of:

- 1: a page of code printed in the journal;
- 2: a compiler/application* that allows the data/code to be typed into the engine from the page;
- 3: an engine* that generates and views the virtual architectures;
- 4: a decompressor* which generates the flat pack print ready pre-folded models;
- 5: exploded 'flat-packed' graphics which are published alongside the original code in the journal;
- 6: the real 3D models than can subsequently be folded out of the page.

* all of this elements will probably be the same application and will be downloadable from the website or on the CD/DVD.

Previous projects which have incorporated read/write/fold Technologies include:

[1] print run:



print run was initiated as a commissioned the **Variable-D Gallery** for the October 2001 issue of Flux Magazine. The piece entitled *The 'Production Room'* used VRML to iterate the focus of Roger McKinleys commissioning policy to support artists who explore digital three dimensional space. http://www.53degrees.co.uk/pages/?category_id=24&Article_ID=35

print run is a text space that occupies a whole page of a magazine. **print run** space is commissioned to 'software artists' as an opportunity to present computer code in print form. This code when typed into a

compiler/application will return a result, which articulates the issues of Translation, Transposition and Modification. *print run* sees the analogue process of transposing code from paper to screen as analogous to the digital processes of translation, compression, file import/export, etc carried out by contemporary PC's, and as such is essential to an understanding of our relationship to them. It is possible that the reason why digital arts practice has been unable to escape the inertia of analogue media forms is the fact that digital architectures are increasingly hidden behind applications that adopt traditional approaches to support the users development of work (video editing software, animation packages turned into multimedia scripting environments). *print run* embraces and wishes to make public the re-emergence of programming cultures which celebrate the use of code as a form of cultural practice and production. *print run* as a paper page of computer code in a magazine represents an exercise in transpositions and data transfer.

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[2] Artefact:

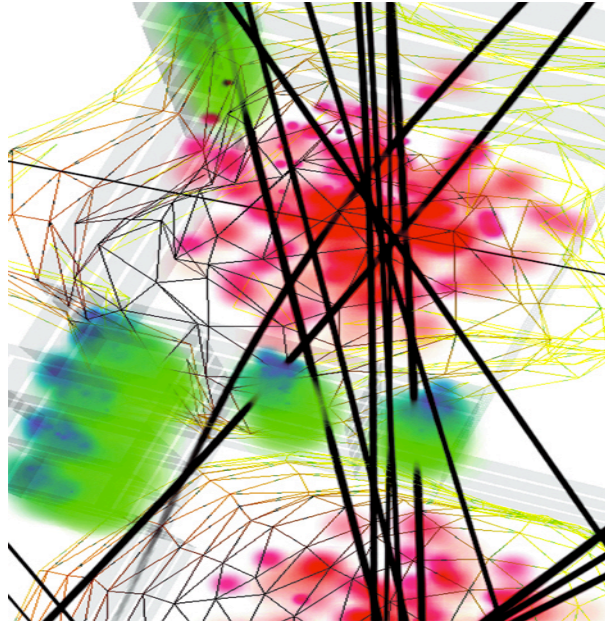


Artefact is part of the Digital Responses series of exhibitions in Gallery 70 at the V&A Museum May 16 2002 to 12 February 2003. The 'Artefact' Project takes the fluidity of the museum Artefact as its starting point. The 'Artefact' can be viewed from two perspectives:

- on the internet, where it is interactive and can be manipulated and reinterpreted...
- the gallery (Gallery 70 at the V&A), which can only be viewed in its protective display case.

The Artefact and its interpretation panel slowly evolve as visitors to the website play with it and reinterpret its meaning. At the core of the Artefact Project is a 3D database drawn from the V&A Collection. For the duration of the show the 'Artefact' evolves through a generative breeding of this 'genetic' information. At some point in its evolution the 'Artefact' will become the collection. Artefact was a MODEL production.

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[3] °Arch-OS/Cybrid°:

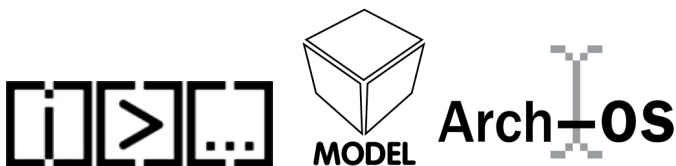


Arch-OS/Cybrid is a unique laboratory for digital architecture research, offering a range of innovative technologies that are integrated into infrastructure of the headquarters of i-DAT. The project is also being integrated in to three new PMS buildings in Truro, Exeter and Plymouth.. These technologies create an Architectural 'Operating System' that extend the physical architecture into new dynamic virtual architectures.

The Cybrid uses a range of embedded technologies to capture audio-visual and raw digital data from a building through a range of sources such as the 'Building Management System' (BMS), computer and communications networks and the flow of people. This vibrant data is then manipulated (using computer simulation, modelling, visualisation and audio techniques) and replayed through audio-visual projection systems incorporated within the buildings architecture and broadcast externally using streaming Internet and FM radio technologies.

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read/write/fold Architecture: is a collaborative project from: MODEL, Arch-OS and the Institute of Digital Art and Technology.

From ideas manufactured by:
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