APOLONIJA SUSTERSIC

‘CRITICAL SPATIAL PRACTICE OR WHAT CAN ART DO IN THE PROCESS OF URBAN REGENERATION?’

CHRISTIAN KERN

‘CHANGING GAMES_INTEGRATION OF DIGITAL AND PHYSICAL DESIGN METHODS’

Thursday, 13 September, 2018
19.00

Ledras 68, 1010, Nicosia
Ground floor, Exhibition area
Department of Architecture
CRITICAL SPATIAL PRACTICE OR WHAT CAN ART DO IN THE PROCESS OF URBAN REGENERATION?

Apolonija Šušteršič will be answering the question suggested in the title through an example from her own practice that is situated in-between architecture and design, sociology and urban studies. She questions the relationships between people and their living environment, the democratic processes of building space when changing our cities and our neighborhoods, the understanding of spatial equality within the market-driven economy, and the need for forming community in a time of mobility and exodus. She seeks out the invisible paradoxes situated in-between the text and the image. Within the last ten years she has been directing her research deliberately towards participation in the production of awareness within urban change.

Apolonija Šušteršič is an architect and visual artist. Her work is related to a critical analysis of space; usually focused at the processes and relationships between institutions, cultural politics, urban planning and architecture. Her broad range of interest starts at phenomenological study of space and continues its investigation into social and political nature of our living environment. She usually makes extensive researches into specific situations found on location, which she uses as a starting point of her project. The result isn’t only presented as analytical criticism but it produces in itself already a suggestion for the future. She pursues new possibilities and makes proposals from a higher point of view that ranges beyond art and architecture, making socially committed works naturally taking the form of everyday life activity. Her practice is embedded within interdisciplinary discourse and usually includes collaborations with other professionals such as architects, urban planners, curators, sociologists, and local population.

APOLONIJA SUSTERSIC

‘CHANGING GAMES_INTEGRATION OF DIGITAL AND PHYSICAL DESIGN METHODS’

For more than two decades architecture has been an experimental field for new digital technologies. Once from the outside introduced ideas, such as parametric and algorithmic CAD designing methods, have become standard praxis in architecture. Numerical production allows the automatic realisation of not standardised construction elements. An advantage of these methods can be a high standard of efficiency, complexity and precision. In the last few years we have seen fascinating projects using new technologies developed in an academic environment. Traditional designing methods, on the contrary, are closer to our experience of the human body, the physical world and the surrounding gravity. Material behaviour plays a big in the design process. Arts and crafts techniques, such as used in sculpting are still relevant to find a comprehensible form logic. Is it necessary to choose or can the advantages of both approaches be combined? The Institute of Art and Design, Department of Three-dimensional Design and Modelling at TU Vienna researches how digital and physical design methods can be integrated in the creative designing processes. Several examples of applied research and teaching introduce and explain the different processes and results.

Christian Kern is originally a trained metalworker, he studied architecture in Stuttgart and Perth. As an employee and project manager, he has worked in several international architecture offices, such as Ken Yeang in Kuala Lumpur, Sterling and Wilford in Stuttgart, Behnisch and Partner in Stuttgart, Auer + Weber in Stuttgart and Muck Petzet in Munich. 2001 he founded his own architecture office “Blauwerk”, after winning a prize in the international competition “Europian 6". Since 2007 he has been leading it together with his partner Tom Repper. Over the years “Blauwerk” has won several prices with its designs and competition submissions, at last the “German Design Award 2018”. In 2007 he became professor at the TU Vienna at the Institute for Art and Design, Department for Three-dimensional Design and Modelling. After his appointment as professor, he restructured the bachelor and master studies for three-dimensional design at TU Vienna and built a highly productive and up-to-date infrastructure for student studies and research for modelling and three-dimensional designing.

CHRISTIAN KERN