Sliding Presence Pavilion

2008

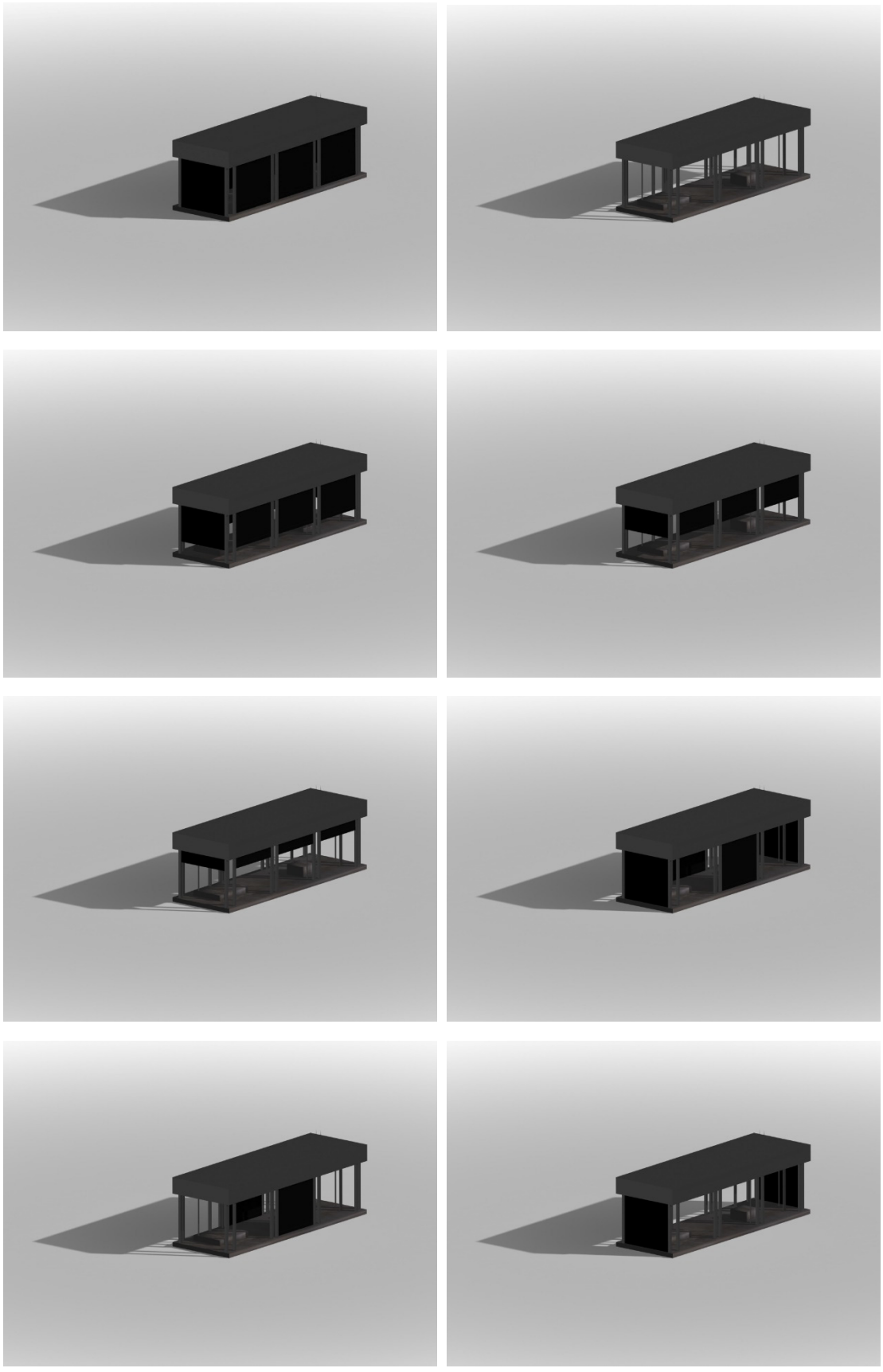
Project by fabric | ch

Architecture Competition: The Sentient City, architecture competition and exhibition organized by The Architectural League Foundation (New York, USA)

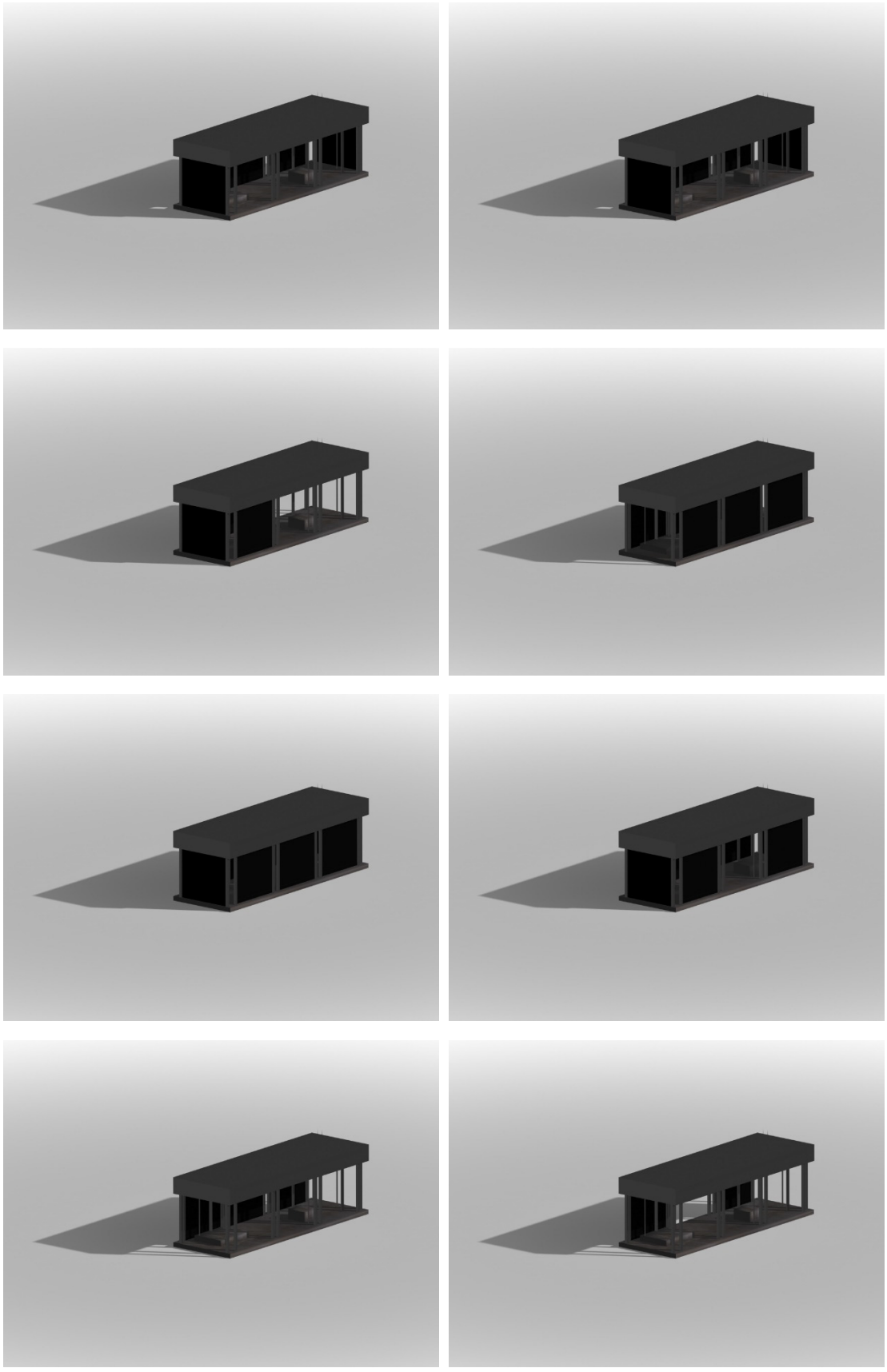
Location: New-York City (NY, USA)

Selective candidate competition, finalist project, unrealized

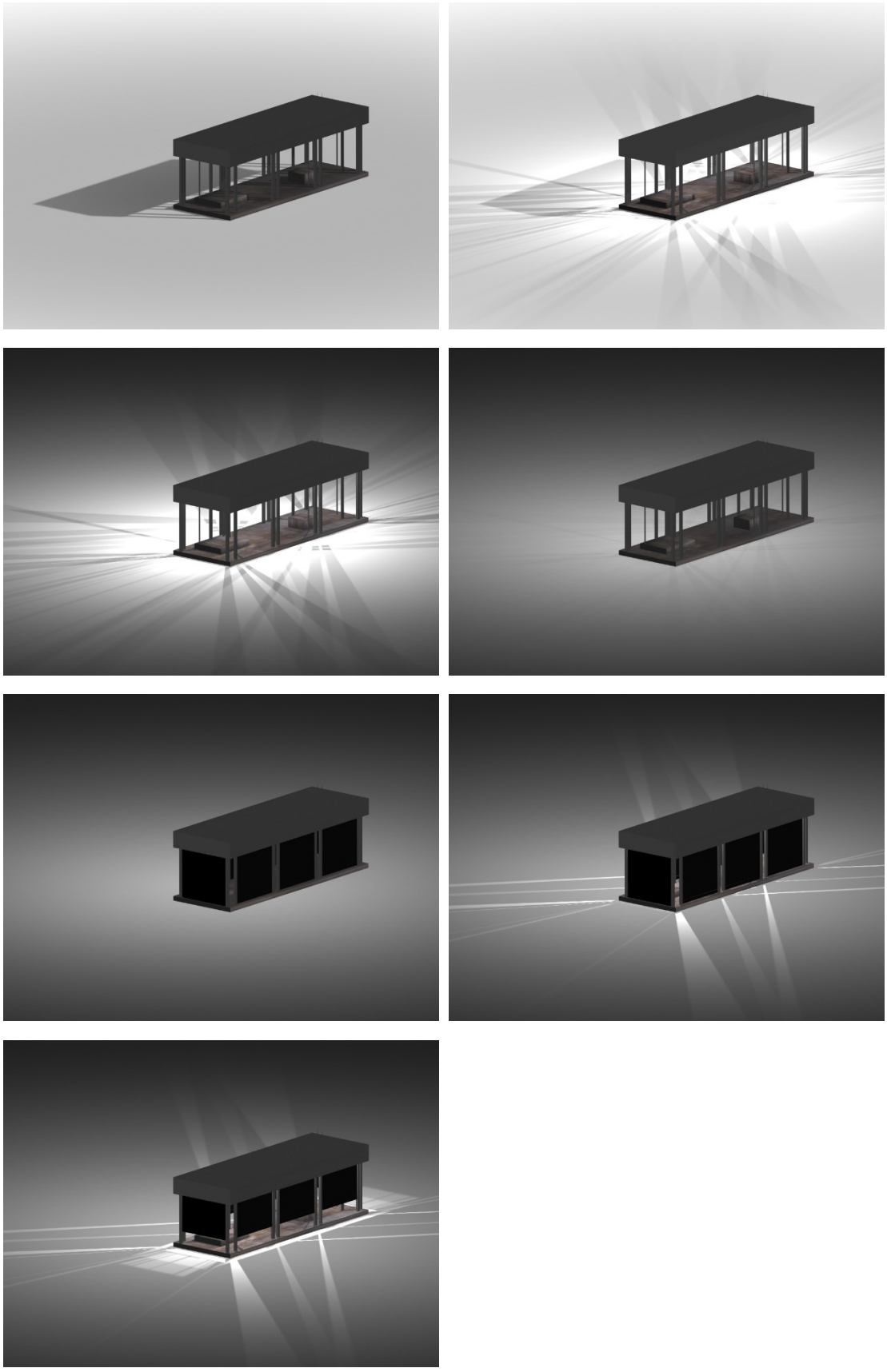
- Variable functional patterns and behavioral architecture
- Interferences of functions
- Unsettled and (slowly or rapidly) evolving architecture
- Retrofitted automation and lighting according to local and global dynamic data



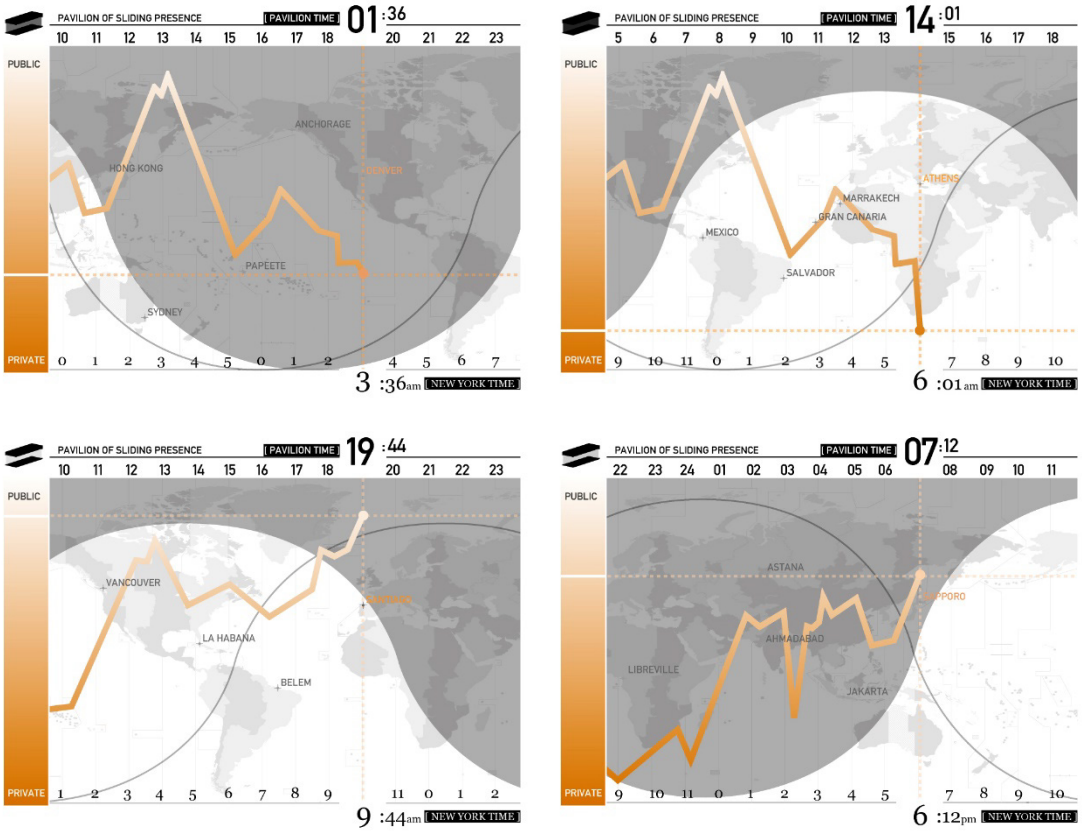
[Img. 1]



[Img. 2]



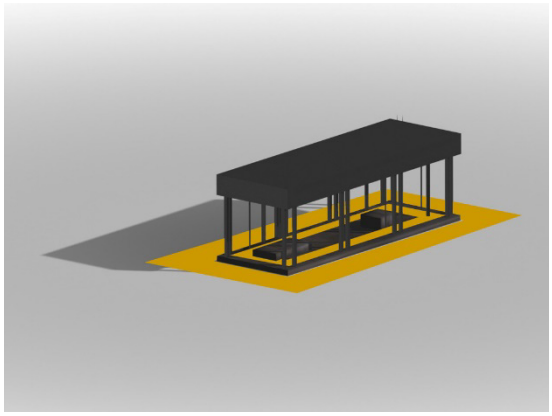
[Img. 3]

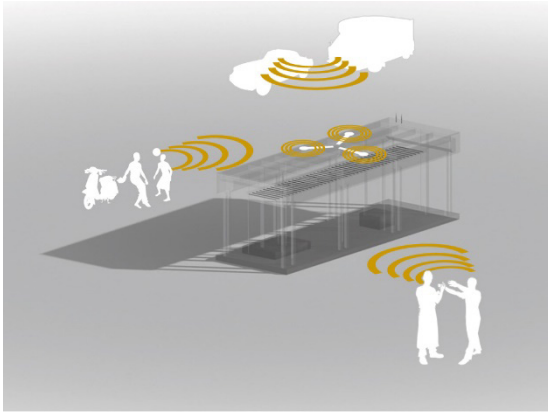

PAVILION OF SLIDING PRESENCE
[PAVILION TIME] 01 :36
PUBLIC
PRIVATE
ANCHORAGE
HONG KONG
DENVER
PAPEETE
SYDNEY
3 :36am [NEW YORK TIME]
PAVILION OF SLIDING PRESENCE
[PAVILION TIME] 14 :01
PUBLIC
PRIVATE
ATHENS
MARRAKECH
GRAN CANARIA
MEXICO
SALVADOR
6 :01am [NEW YORK TIME]
PAVILION OF SLIDING PRESENCE
[PAVILION TIME] 19 :44
PUBLIC
PRIVATE
VANCOUVER
LA HABANA
BELEM
9 :44am [NEW YORK TIME]
PAVILION OF SLIDING PRESENCE
[PAVILION TIME] 07 :12
PUBLIC
PRIVATE
ASTANA
SAPPORO
AHMADABAD
LIBREVILLE
JAKARTA
6 :12pm [NEW YORK TIME]

[Img. 4]

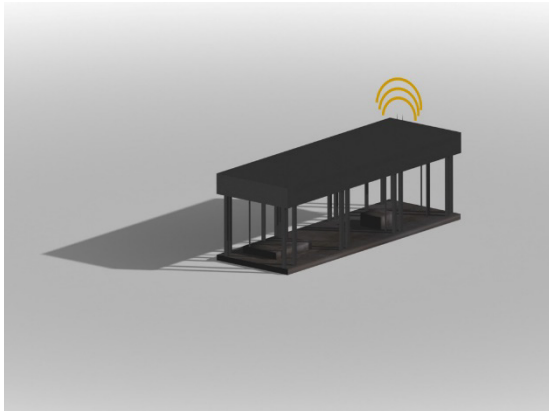

PAVILION OF SLIDING PRESENCE
[PAVILION TIME] 21 :12
PUBLIC
PRIVATE
STOCKHOLM
LISBON
ANTANANARIVO
8 :12am [NEW YORK TIME]
cingular

[Img. 5]





[Img. 6]



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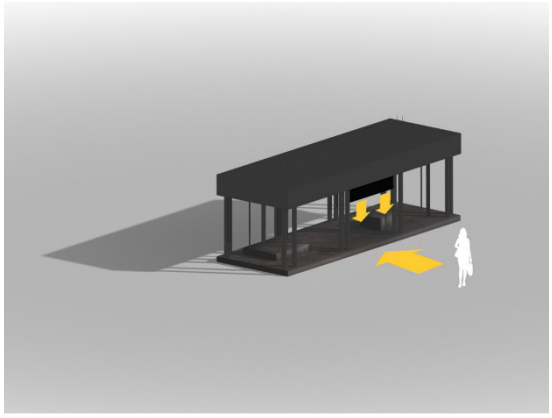
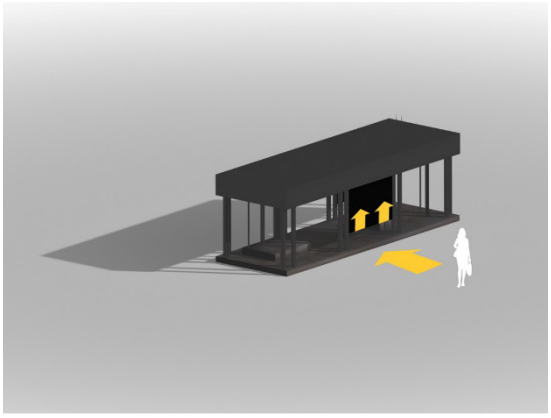
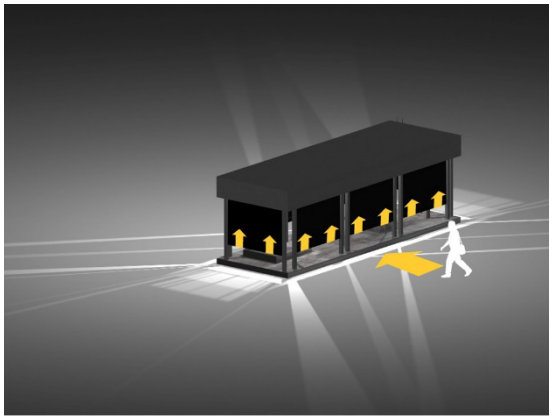
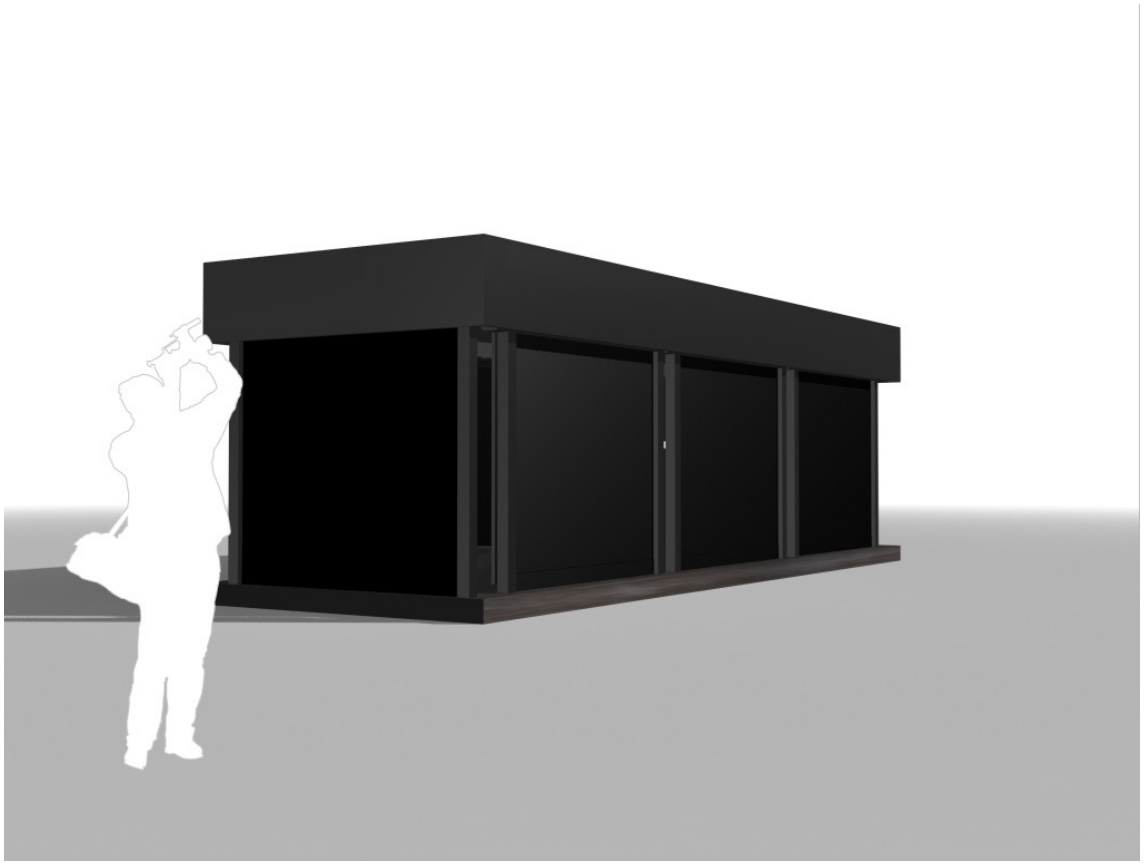




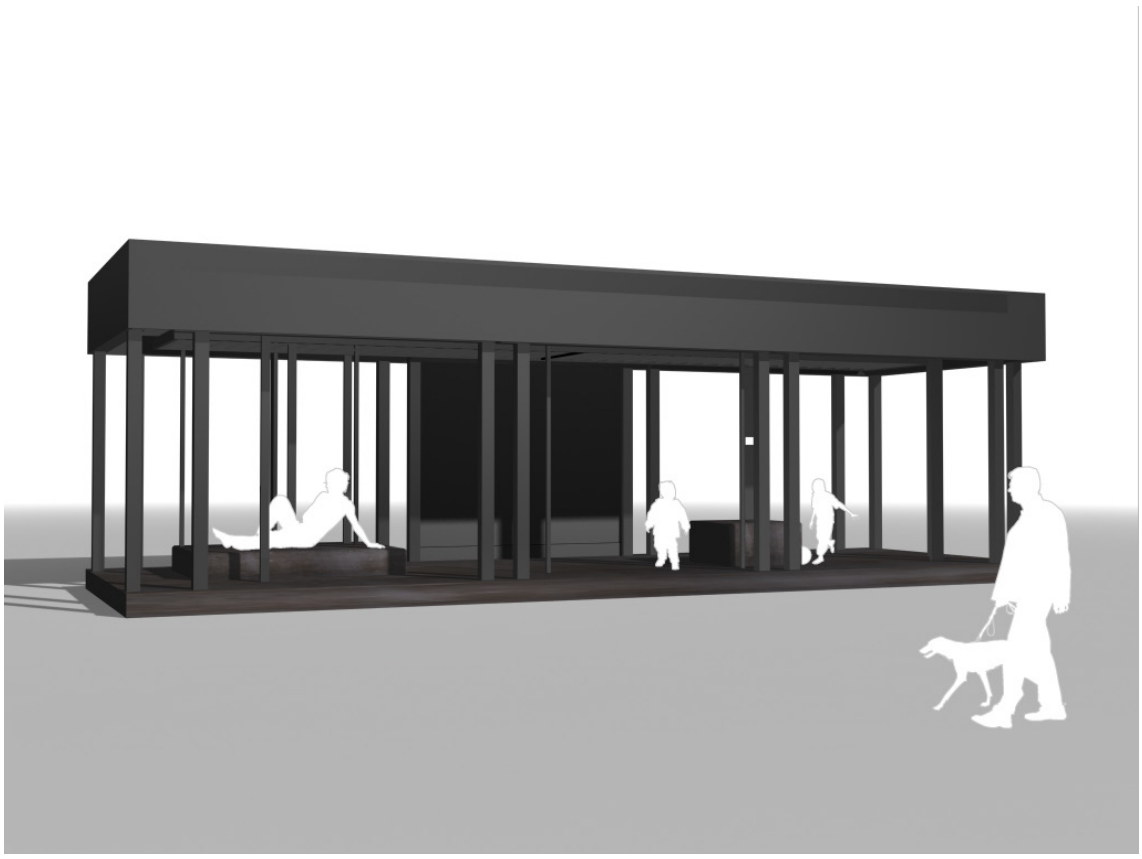


[Img. 8]



[Img. 9]

[Img. 10]



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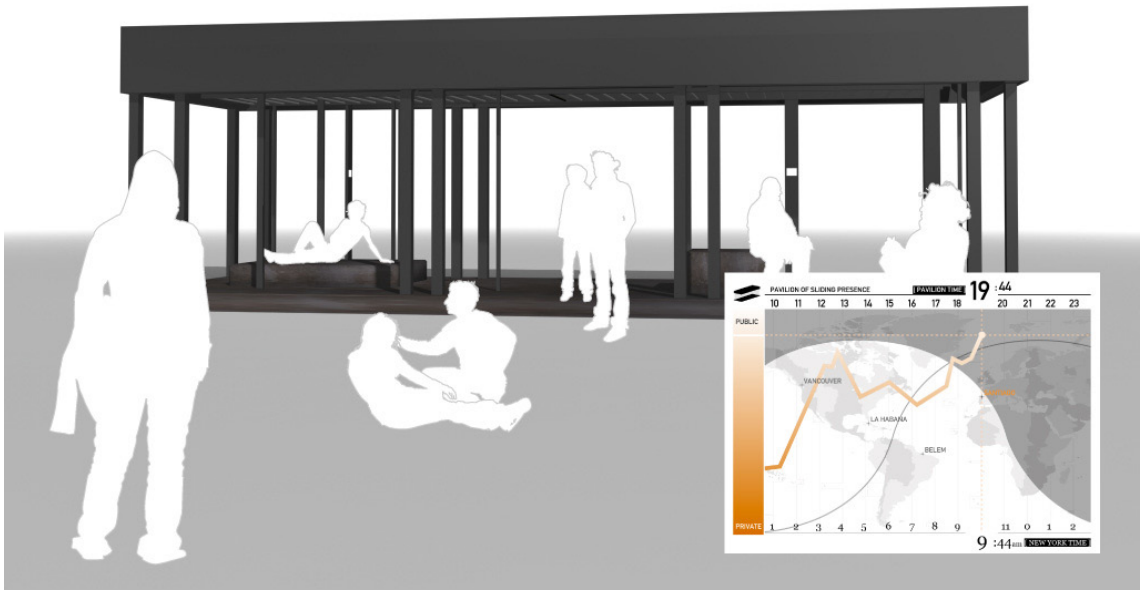
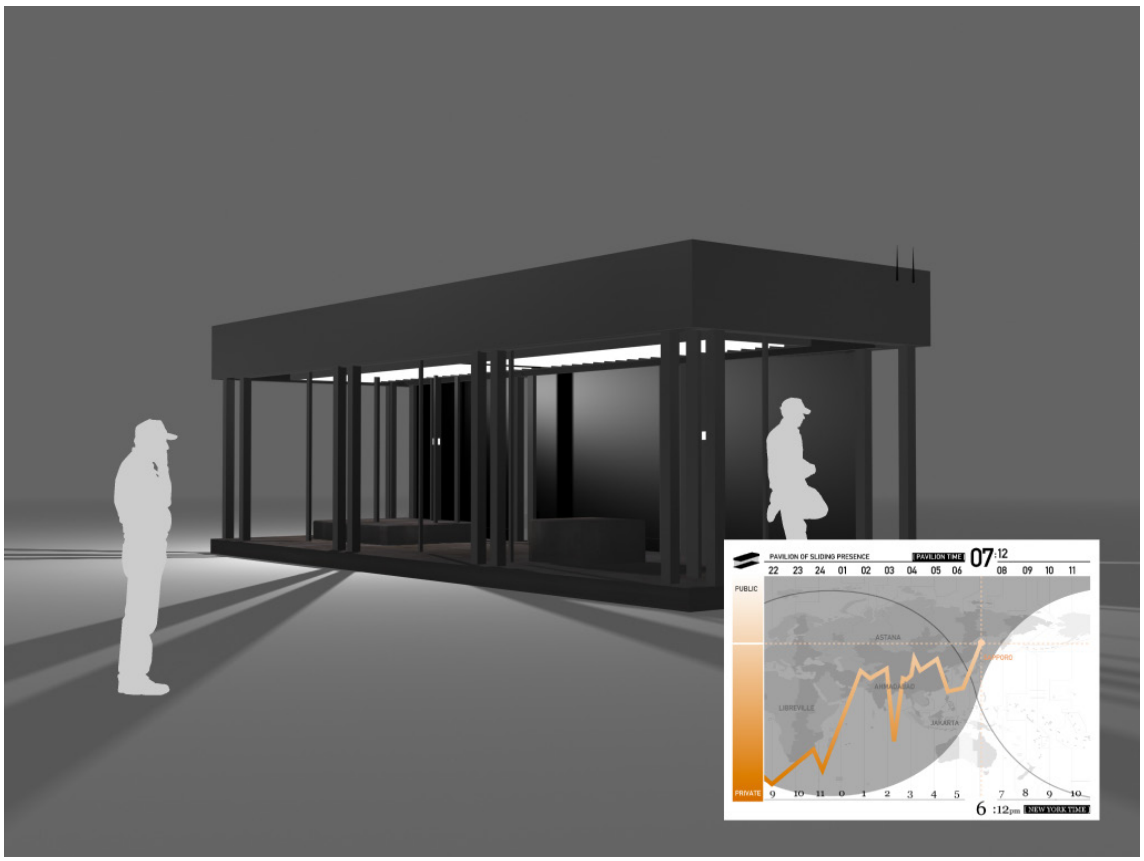
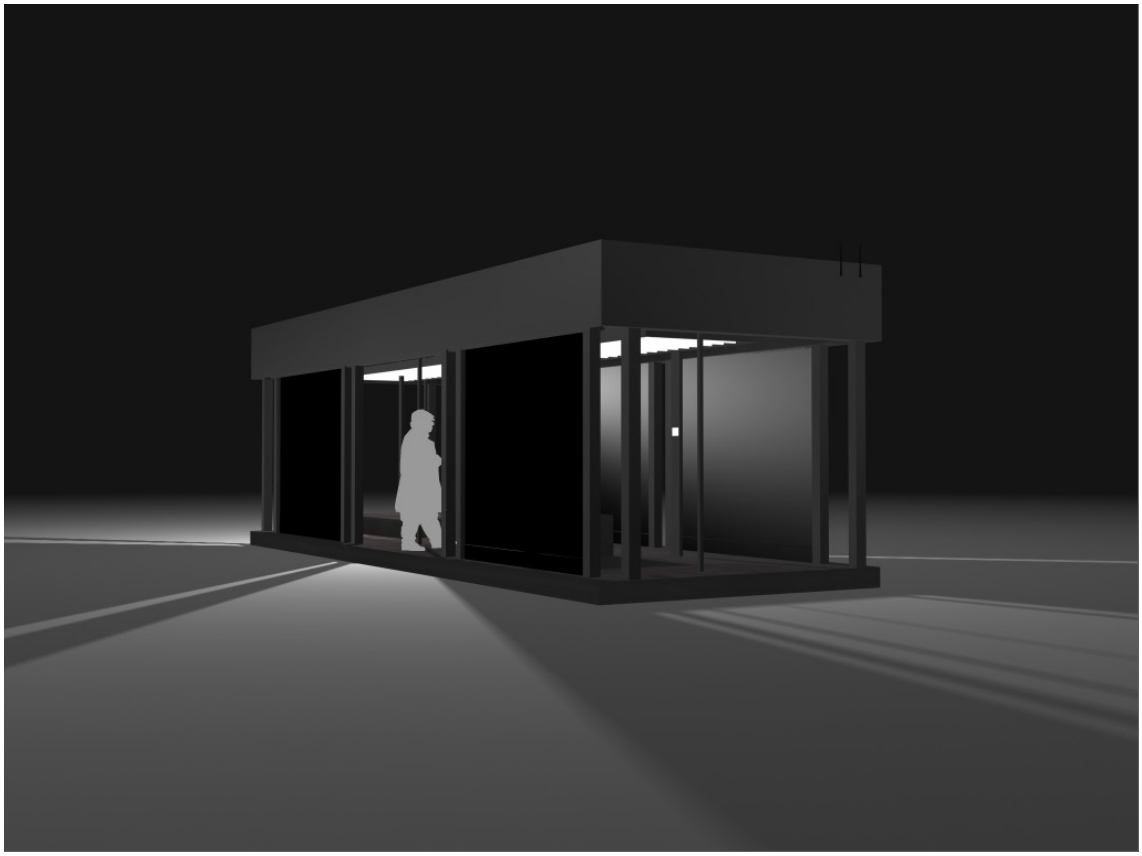

PAVILION OF SLIDING PRESENCE
PAVILION TIME
19 :44
10 11 12 13 14 15 16 17 18 20 21 22 23
PUBLIC
PRIVATE
VANCOUVER
LA HABANA
BELEM
1 2 3 4 5 6 7 8 9 11 0 1 2
9 :44 am
NEW YORK TIME

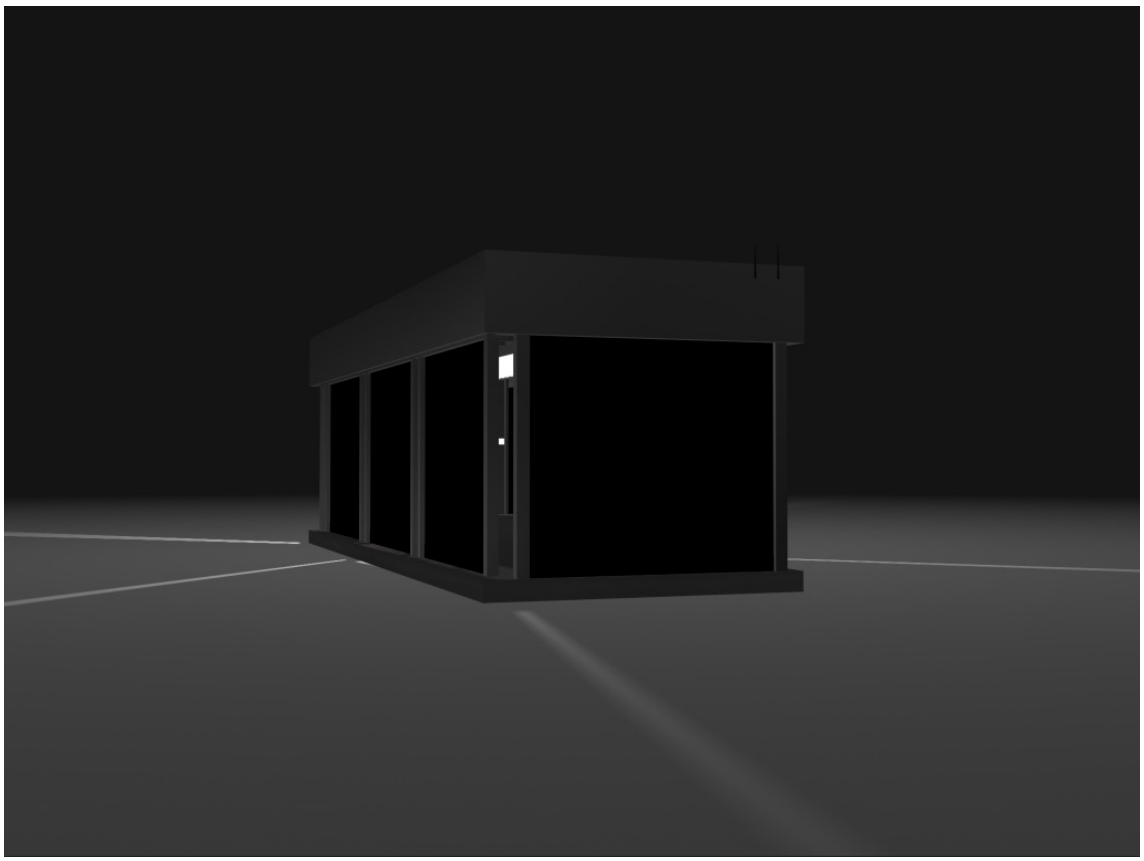
[Img. 12]


PAVILION OF SLIDING PRESENCE
PAVILION TIME
07:12
22 23 24 01 02 03 04 05 06 08 09 10 11
PUBLIC
PRIVATE
ASTANA
SAPPORO
ARMAGEDDO
LIBREVILLE
JAKARTA
9 10 11 0 1 2 3 4 5 7 8 9 10
6 :12pm
NEW YORK TIME

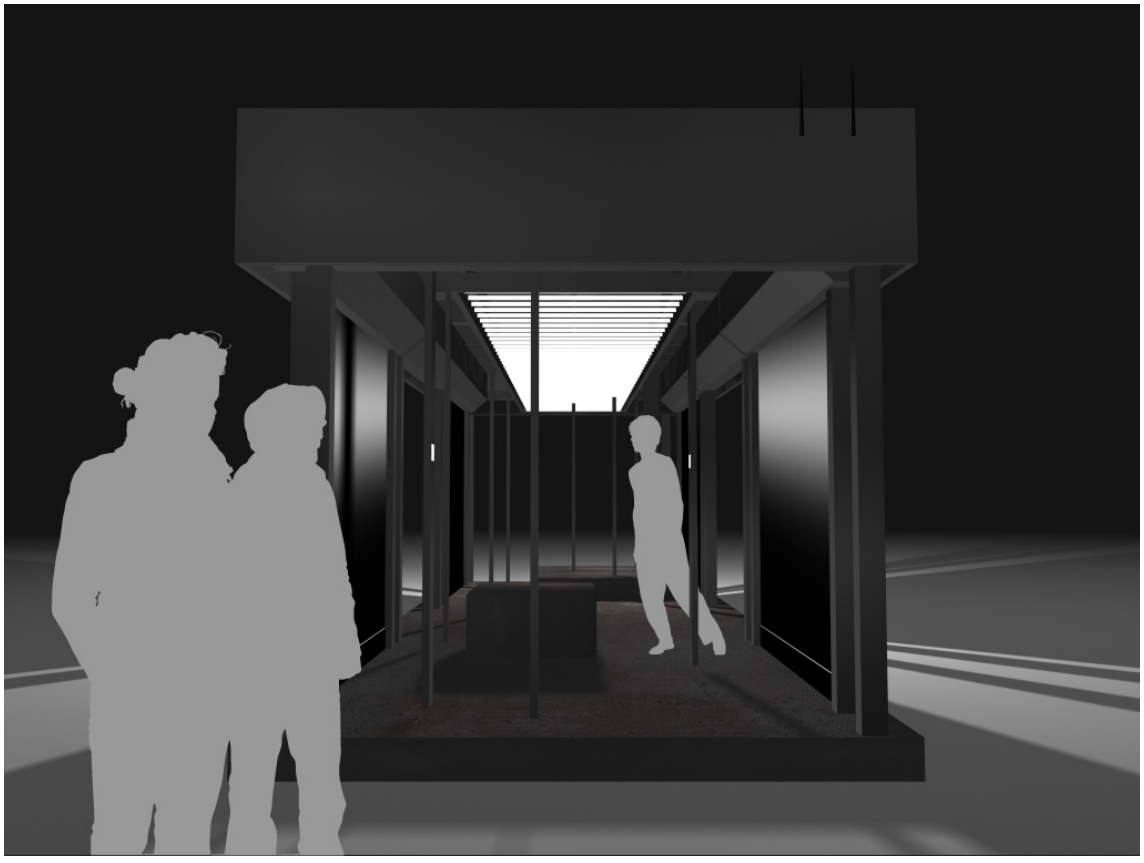
[Img. 13]



[Img. 14]



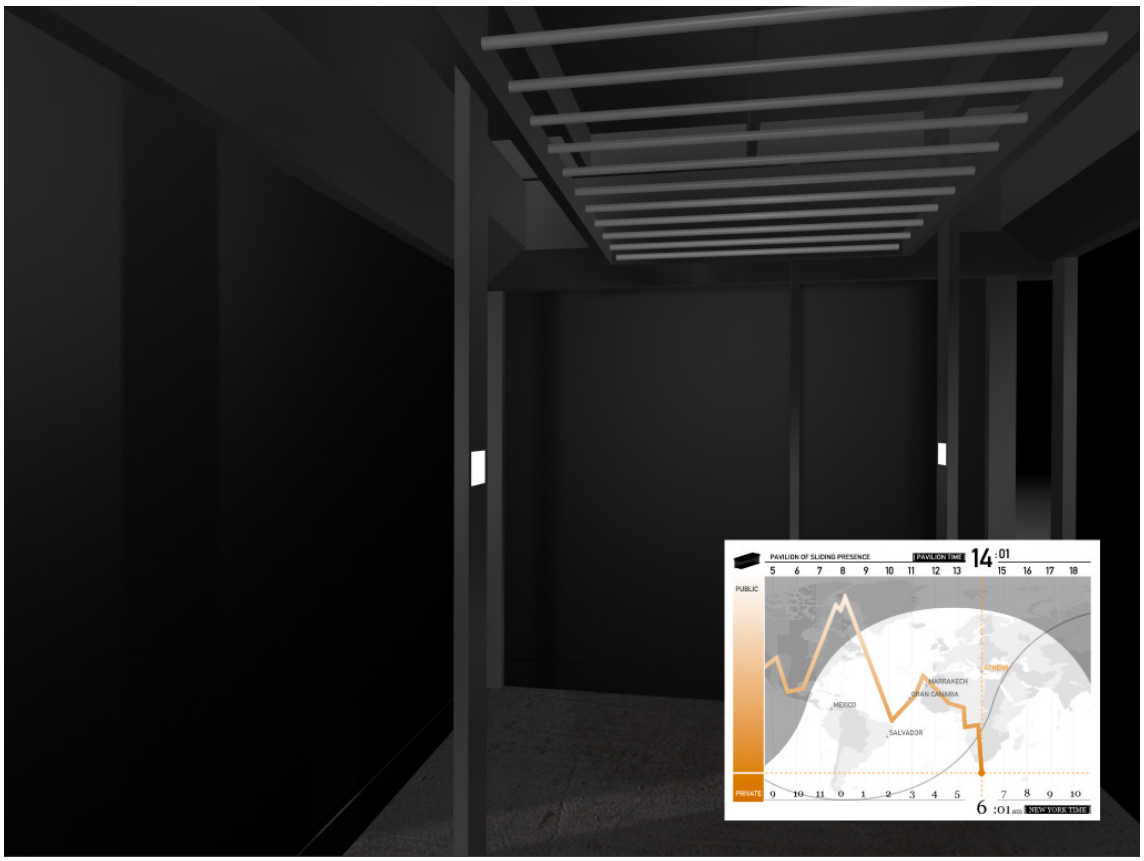
[Img. 15]



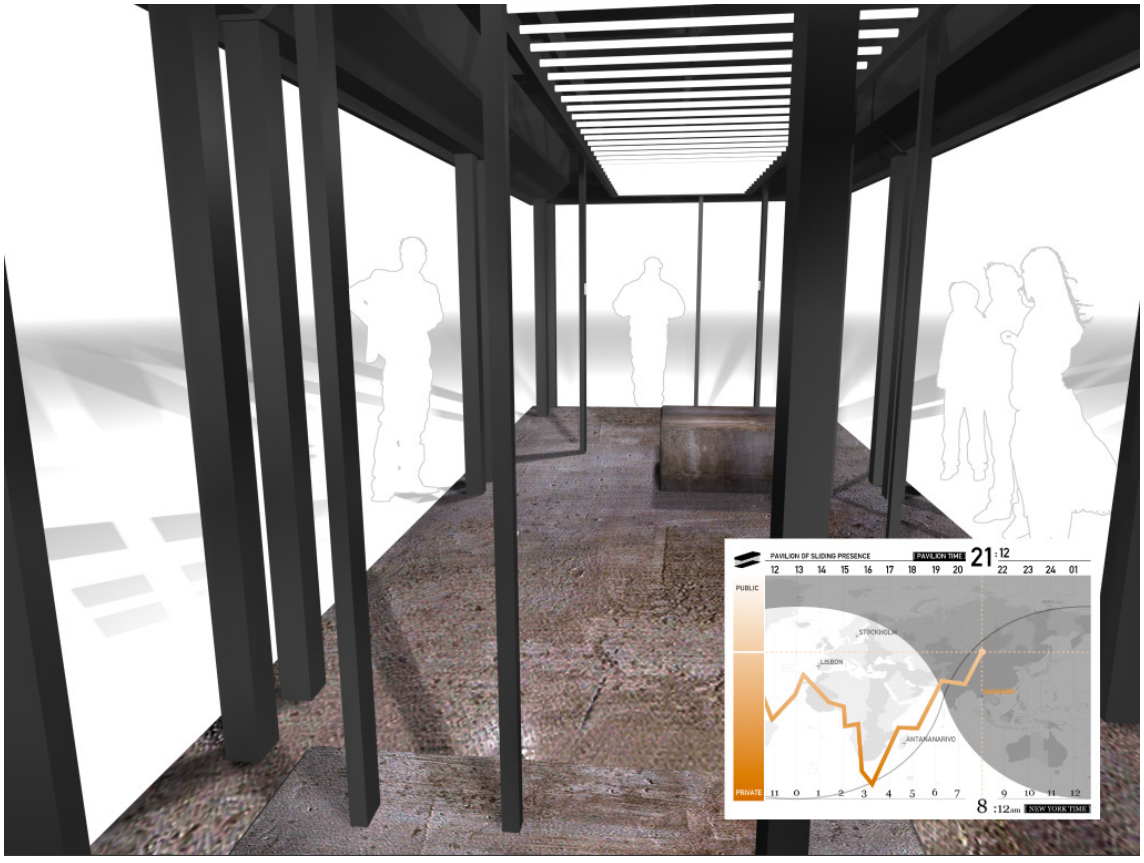
[Img. 16]

[Img. 17]

[Img. 18]


PAVILION OF SLIDING PRESENCE
PAVILION TIME
14 :01
5 6 7 8 9 10 11 12 13 15 16 17 18
PUBLIC
PRIVATE
MARRAKECH
GRAN CANARIA
MEXICO
SALVADOR
ATHENS
9 10 11 0 1 2 3 4 5 7 8 9 10
6 :01 am NEW YORK TIME

[Img. 19]


PAVILION OF SLIDING PRESENCE
PAVILION TIME
21 :12
12 13 14 15 16 17 18 19 20 22 23 24 01
PUBLIC
PRIVATE
STOCKHOLM
LISBON
ANTANANARIVO
11 0 1 2 3 4 5 6 7 9 10 11 12
8 :12 am NEW YORK TIME

[Img. 20]

Image captions:

[Img. 1] The pavilion is a simple black volume based on its automated industrial roller doors grid. It is composed of a thick roof made of coated metal which contains the artificial light display and most of the sensors, as well the communication technologies and a concrete base. An irregular, metallic pillar pattern occupies the main space. This space also provides two concrete "seatings": one is closer in dimension to a regular seat while the other looks more like a bed.
The industrial roller door can provide endless variations to the spatial, functional, visual patterns and configurations of the pavilion (including 1/4-, semi-, 3/4- or fully open).

[Img. 2] Some illustrations of the potential variations show either very closed and monolithic configurations or mono and frontally- orientated ones, side ones, and so forth.

[Img. 3] The lighting configurations work in the same way: variations from very functional behaviors (open and lit at night) to absurd behaviors (lit and totally closed during daytime) and all the in-between possibilities.

[Img. 4] A piece of software drives the behaviors of the pavilion, and an interface shows whether it is in a "disrupted" state or not, namely, the Functional Interferences Software & Interface. Based on the monitoring and mining of the environment –both local and global–, it will define in which kind of state the pavilion stands (public or private, in-between, both), what type of spatial behavior is exhibited (openness or closure / hosting or fierce, hesitating), defining both functional and afunctional answers to inputs.
As such, the pavilion can be, at the same time, in a conflictual condition of night and day, in an interferential open and closed condition, informed that it is situated in two different locations, and so on.

[Img. 5] Functional Interference Software & Interface.

[Img. 6] The Sliding Presence Pavilion is equipped with several types of sensors, such as motion detection and presence-tracking sensors, which come with the industrial roller doors so that it can provide "gunshot tracking" (sound tracking, triangulation, and localization).

[Img. 7] It is equipped naturally with a network connection to receive updates from the global tracking system and send updates of its current state.

[Img. 8] In a general way, the behavior of the roller door(s) can be functional (it opens when somebody approaches or when an approaching sound is heard) or afunctional (it closes). For different reasons, it can also close itself as a functional pattern (it's late at night, too much noise, screams and "dangerous" movements around?) or open as an afunctional one, and so on. All the doors can act together, as distinct groups or alone. Finally, in response to different inputs, it is possible that nothing happens at all (!) due to the state of the pavilion.

[Img. 9] The pavilion totally closed, one morning.

[Img. 10] A bit later, quite open, mono-oriented with a passageway in the center ...

[Img. 11] An open and quite transparent configuration, but with two sides.

[Img. 12] The pavilion in a fully open and transparent configuration while in broad daylight. Despite the daylight, the artificial lights start to activate due to the instructions sent by the behavioral software (and interface) which indicate "night" (19h44, while it is 9:44am in New York).

[Img. 13] Double night and quite normal conditions at the beginning of the evening. The pavilion's space is oriented in one main direction.

[Img. 14] Later at night, starting to activate a more intimate configuration. Closing.

[Img. 15] Totally closed and inaccessible but lit from the inside.

[Img. 16] Wide open again, in the middle of the night.

[Img. 17] Two small LCD screens on the metallic pillars, but unfortunately no public.

[Img. 18] Someone checking the state of the Sliding Presence Pavilion on its interface.

[Img. 19] It is apparently daytime again on the outside (6:01 am in New York and 14:01 Pavilion time), but the pavilion, being in a totally private mode for whatever reason, remains dormant and closed entirely.

[Img. 20] Is the sudden change in the configuration of the Sliding Presence Pavilion the result of the presence of people around it? Is it just normal functional behavior or because of a global change? Anyway, the pavilion is open and lit again.

Txt

Sliding Presence Pavilion
functional interferences

Our contemporary relation to space is both conditioned by our physical movements and modes of perception in a localized environment as well as by the mediated links we maintain to it (these mediated relations concern travel or physical mobility, of course, as well as artificial lighting and heating, but also more recent technologies such as information and communication networks, which includes the older technologies such as radio, television and so on). The space spectrum we're now living in is becoming wider (and sometimes "immaterial," "invisible," or "hybridized"), thanks to all sort of "spatial devices." What happens now with space could be compared to what happened once (and still does) with the electromagnetic waves spectrum: we could only see the visible colors with our naked eyes at first (as a parallel to the space of the physical body), but then, thanks to new tools, technologies and devices, we could start to see things that our eyes couldn't (as a parallel to mediated spaces), broadening the field of activity and vision.
It is therefore still one space, but the spectrum is much larger, more complex, and more variable.

Through these mediations, some kinds of new spatial situations occur. We can call them "spatial interferences": the distant into the local, the private into the public, the mixing of time zones, and so on (i.e., we all have experienced such situations as a private phone call that interrupts us in a completely public situation or living temporally asynchronized due to a meditated event, to travel, to international working habits or artificial lighting, to listen to a conference podcast in a metro, and so forth). These interferences induce a sort of instability in our relation to the environment and in the environment itself, bringing on new usages of space. It switches, hesitates and is more relative; it suddenly or slowly slides from one state into another, it confronts types of presences (from public to private). But this interference remains mostly invisible yet: the architecture and urbanism of the city remain as they were in the 20th century.

Our project, the *Sliding Presence Pavilion (functional interferences),* is a proposition to transform this situation, which means that the architecture itself will become more hesitating, disrupted in its functional patterns, oscillating between different states, configurations, and behaviors. This sort of "multitasking" space and open landscape experience we do live in will become materialized in a variable pavilion. A structure that will slide, oscillate between public and private states, between openness and closure, between hosting and fierce behaviors.
Public and private spaces have usually specific qualities which can be described in terms of spatial configurations and/or social uses (i.e., openness, movement, circulation, some noise, groups of people, variations, lit, exposed, and so on vs. closed or enclosed, exclusive, partly lit, mostly quiet, individuals or small group of

people, protective, and so on). The space is built, its function set, and people use it (or not).

The *Sliding Presence Pavilion (functional interferences)* will, on the contrary, suggest variable functional patterns (public, private, both, in-between) to be inhabited (or not) and/or observed by the audience. Despite the small size of the pavilion, it is close to a landscape that everybody can inhabit in their own way.
These "patterns" will be produced according to a set of rules: the software negotiation between local monitoring (not fully defined at this stage, but this could be localized movements and presences, localized sounds), some local and usual functional rules for public and private spaces (opening hours and so forth) and a global network data mining for particular information (not defined at this stage, as well, but this could be the recurrences of private or public interests in the world news or networks, their global importance and locations).

These rules will produce interferences in the pavilion's behavior and its own "perception" of location and time. It will therefore sometimes react in functional ways (i.e., door/s opening or staying open when somebody approaches) or afunctional ways (i.e., door/s closing or staying closed when somebody approaches) and will have a whole range of in-between configurations (from open to closed, from hosting to fierce). For example, an assembly of speaking people can trigger the pavilion to enter a public and openness mode (which is a predicable behavior) while a sudden ringing of a phone in its surroundings can make it close or distant information can take the lead and have it enter private mode. The pavilion changes will be sudden or gradual; it will be "quiet" or "nervous."

Hence, the interactions with the pavilion are more of the "environmental" or "contextual" (local & global) type. The public, the users, will, most of the time, not have obvious interactions with the *Sliding Presence Pavilion*, even if what they are doing is, in fact, considered. And even, too, if, from time to time and depending on pavilion's state (displayed as an interface on three small LCD screens embedded into some of its pillars as well as accessible on mobile phones), people will have direct interactions with it.

Sliding Presence Pavilion (functional interferences) is not so much about form as it is about spatial configurations and the "landscape," functional openness and architectural behaviors. Based on a typical industrial material (industrial roller door), the pavilion and its automated doors will modify its usual basic functional behaviors (usually, doors open when someone or a vehicle approaches) and re-code them to suggest spatial functional patterns to be inhabited or not. The pavilion will oscillate according to a set of rules and will be driven by custom software. This *Functional Interferences Software & Interface*, based on the monitoring and mining of the environment –both local and global–, will define in which kind of state the pavilion is (public or private, in-between, both), what type of spatial behavior (openness or closure / hosting or fierce, hesitating) is being exhibited, defining both functional and afunctional answers.

fabric | ch, September 2008

Contact

fabric | ch (97-23)

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