Haptic diagrams - from cinematography to architectural performance

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abstract

Haptic Diagrams is a methodological model which operates criticality within a multiplicity of formal possibilities generated by digital tools. Through this model, design can escape the immediate formal translation of the diagram into architectural form. Cinematic frames and sequences question the conventional architectural modes of representation (plans, sections, axonometric, and perspectives) and offer new order for experiencing space, event and movement. In the workshop presented here, students used film footage in order to generate an "abstract machine", a conceptual diagram. The cinematic medium availed us of complex spatial-temporal scenarios, in which cinematic language, camera movement, points of view, composition, sound or narrative, were transformed and mapped into dynamic parametric data and assembled through digital media. The digital model and its diagrammatic base give rise to additional flows, forces and contexts with which to operate on its data organization. This model generates a multiplicity of solutions rather than a singular architectural form and keeps its relations to “event” and “program” open.