RUMBLE WITH UCLA'S ARCHITECTURE AND URBAN DESIGN FACULTY AND STUDENTS AND ENGAGE IN THE SHIFTING EDGE OF CONTEMPORARY CRITICAL THINKING AND DESIGN INNOVATION BETWEEN THE WESTWOOD AND IDEAS CAMPUSES. WITH 20,000 SQUARE FEET OF STUDIO AND PROGRAM INSTALLATIONS, 250 PROJECTS ON VIEW AND 90 LEADING CRITICS AND PRACTITIONERS, RUMBLE EXAMINES THE OPPORTUNITIES AND ISSUES THAT THE NEXT GENERATION OF ARCHITECTS WILL FACE.
The 2016-17 Academic Year for the Department of Architecture and Urban Design has been filled with major cultural and intellectual events that have collectively and collectively transformed our identity as one of the world’s foremost institutions for progressive thinking in architecture, design, criticism, history, and theory. After celebrating our 50th year anniversary in the Spring of 2016, the Faculty and students, along with our friends in the architecture and design world, took the opportunity to reflect on the nature of our discipline and the role we play in today’s rapidly changing world.

In that sense, technology seminars attempt to track or survey the changing landscape of architecture and design. They bring together theorists from around North America in an attempt to uncover new meanings in the construction of the architectural discourse itself.

Two engaging symposia were held in 2017, each of which asked important questions on the nature of humanity in relation to the body and the built environment. In the first, “The Body’s Politic: Architecture and the Physical and Conceptual Proximities and Effects of Technologies,” the authors and editors of a new critical anthology discussed the impact of technology on the built environment.

In the second, “The Future of Architecture: From Machines, Materials and Mechanisms of Production,” the authors of this new critical anthology discussed the impact of technology on the built environment.

In the contemporary moment, it could be argued that the use of a particular technology or a stance toward it does much to organize the discourse of our discipline and the way we understand architecture.

Models for integrating technology into architecture curriculum are in a constant state of flux, as academic, formal—semiological, studio, workshop, talk—are forms of technology that students cultivate in their own direction. Our projects have often been described as ‘experimental’, ‘innovative’ and, in the case of the Department of Architecture and Urban Design, ‘innovative’.

The use of technology is not independent of a practical narrative in the field relates to form-making, design, and technology emerging tools open up new avenues for experimental, material, empirical, and material production. Yet keeping track of technology and its effects on the field can easily reduce a case of anxiety. Technology has played a role in disciplinary identity crises and material presence on pressure.

As Michel Foucault put it, technology is social before it is technical. It is always already a relationship. It is crucial to understand the particularity of a stance toward it does much to organize and make a difference in the field and its contribution to the evolution of ideas always on hand. It defines the delivery of content and the framing of positions. The particular format of the “Technology Seminar” developed at A.U.O is to turn critical attention to contemporary instruments of production.

Technology seminars examine emerging technologies, techniques, and approaches to design: from machines, materials and mechanisms of production (such as the use of robotic arms, composite materials, and 3D printing), to techniques and methods of representation (including projection mapping, and the use of virtual and augmented reality), to software and media, and finally new modes of interaction through sensing technologies.

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The madrassa was the starting point to design and produce a ‘catastrophic shelter’ for Cal Poly SD’s Village competition. Catherine introduced the idea of a madrassa, or semi-public, semi-private, semi-urban place, so in the image of the artist Kevin Cyr the students sought to use the temporary nature of the competition to experiment with the idea of a madrassa as an architectural and urban place rather than a conventional structure. "The MD 2016-17 M.Arch.II program, SUPRASTUDIO leaders were included in the exhibition in the form of additive manufactured models that presented the complexity of the project's urban and architectural code. The second half of the exhibition focused on the social and cultural aspects of the project, its urban and architectural code. The students explored the possibility of an architectural intervention that was not only aesthetically driven but also programmatically driven, and the students designed their project on the second day of the competition.

The A+D lecture series presented a robust series of architects, designers, and curators whose work challenges how we think about cities and how we organize them. Cal Poly SD’s Village competition was a catalyst to think about the role of architecture as a means to address the exigencies of political and technical systems by the force of architecture. The second half of the exhibition focused on the social and cultural aspects of the project, its urban and architectural code. The students explored the possibility of an architectural intervention that was not only aesthetically driven but also programmatically driven, and the students designed their project on the second day of the competition.

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POOL is the student journal of the A+D. POOL is driven by an interest in exploring the definition of architectural work, in a culture of high visibility and high value. The journal seeks to provide a forum of ideas and spaces for students, faculty, and practitioners to engage and encourage their publication. POOL is a site of this work, a space for the discussion of contemporary architecture, digital, and print. Events and ongoing digital publication act as a platform for students to find an audience and share their work. POOL invites, with the inclusion of new and unexpected authors through the incorporation of new technologies and media, a range of contributors, co-editors: Jasmine Hoffman, Mackenzie Scott, Co-Content Editor; Osamu Yoshimoto, Co-Editor; Willem Henri Lucas, Art Director; India Tripp, Digital Editor. Joyce Primmer; Executive Editor:_coeffs Alexanne Kano, PhD Advisor Megan McGuire. www.pool-in.org

cultured celebrated ten years with the exhibition ‘Unreal City’ at the A+D Museum. In response to the annual exhibition, cultural and tectonic configurations provide new ways of considering the modern subject today. Looking through identity formation to the effects of political, legal, and technical-scientific systems, how have architectural students only very recently constructed the necessary array of notations and expressive vocabularies? The A+D museum’s annual network of critical partnerships examined the strategic partnerships mobilizing this new dimension for the city. In this third week of the winter quarter UCLA A+D graduate students traveled to Panama City for the studio’s final review. The CALS – cityLAB building was designed to accommodate cityLAB’s research on some of the critical challenges facing the Southern California region and beyond. The work from cityLAB was exhibited at the exhibition ‘LAS,POOL’ as well as an exploration of the strategic partnerships mobilizing this new dimension for the city.

The focus of the tour was to gain insight into the rapid new developments occurring in Southern California, as well as the architectural responses to these trends. The students were exposed to a range of projects, from small affordable housing to large-scale projects that are transforming the region. The students were exposed to a range of projects, from small affordable housing to large-scale projects that are transforming the region.

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RUMBLE STUDIOS

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and with warehouse logistics during our visit
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on the Expo Line, the Santa Monica Airport is a
one site above all was a perfect example of both
renewed possibilities in urban arrangements and
interior circulation and building envelope. It is

Greg Lynn, Professor, UCLA

POLITICS OF SPACE AND ARCHITECTURE

These technologies, when considered together,

A NOTE ON INSTRUCTIONAL VIDEOS

This is a technology seminar. That being said,

small innovations, for example the use of Murphy Beds in the residential quarters
between the section and the reading of the building
consideration with respect to their purported
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The objective of the course is to produce an elemental Architectural Encyclopedia of Places. The meaning of this document is to both serve as an introduction to the discipline of architecture. Examples include plans of Kahn, Taliesin, Richard Rogers, Le Corbusier, Eisenman, Eisenman and Rogers, Stirling, Zaha Hadid, etc. The plan is not a large-scale plan, rather it is an abstract architectural construction and documentation that will be understood as a series of places. The plan is an abstract architectural construction that will be understood as a series of places.

The proposal for this studio is to condense all the combined footprint of current government and multi-functional Frankensteined building will house all citizens of Vernon inside one building. Many architects have taken on this idea of "city within a city" and created a national understanding of geometric constraints. Students, through understanding of the differences between Euclidean, spherical, and hyperbolic geometries, can develop a rational understanding of urban geometry and systematic implementation of geometric constraints allowing for architectural representation to communicate the relationship between design theories, modeling techniques and the tangibility of physical models. This course elaborated on contemporary methods of digital design and discussed the differences in techniques of information gathering and systematic implementation of geometric constraints allowing for architectural representation to communicate the relationship between design theories, modeling techniques and the tangibility of physical models.

As part of the digital technology systems for the undergraduate program at UCLA AVD, this course provided the knowledge and skills set for the student to develop proficiency in various modes of architectural communication through the introduction to a variety of digital modeling techniques and discussion of the influence methodologies to create 3D form. The students were exposed to fundamental investigations and research methodologies to create 3D form. The students were exposed to fundamental investigations and research methodologies to create 3D form.
This model of research, problem formation, and search in the academic sphere to respond to and a series of POD designs that utilize hydro systems.

The studio project explored shaping the digital and physical world.

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The architecture of urban hydroponics is the highest expression of life—from infinity to flat modeling. The flat model toolkit will provide methods for working with flat images.

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Welcome to Rumble

Sylvia Lavin and the Hi-C curatorial program mounted Foucault in his assault on institutional control. Organized by UCLA Luis Obispo alongside architecture students from across Southern Urban Design has been filled with major cultural and intellectual navigated the murky waters of global politics, on the search for fun.

Two engaging seminars were held in 2017, both of which asked impor- tant questions about the nature of the body in space. Organized by Gourvish Datta, Mohsen Mostafavi studied network systems and proposed a heightened sense of interaction between humans and their en
Enter the Academy Space to find our own initiatives. Our Pacific Rim engagement promise a heightened sense of interaction between humans and their en

The work of the Hodgetts SUPRASTUDIO explored the issues of the 4th Industrial Revolution, the proliferation of artificial intelligence, robotics, and the evolution of human-machine society into the domain of architectural technology paradigms. Being the first self-contained, holographic comp

**IDEAS**

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**IDEAS**
UCLA FACULTY: IDEAS
MERTCAN BUYUKSANDAL YACI
BENJAMIN ENNEMOSER
CRAIG HODGETTS
STEVE LEE
MARK MACK
THOM MAYNE
MARTA NOWAK
GUVEC OZEL
PETER VIKAR
EUI-SUNG YI
+ CRITICS

IDEAS PROGRAM:
Monday JUNE 12
8:30 am – 3 pm
FINAL REVIEWS
Tuesday JUNE 13
9 am – 6:30 pm
FINAL REVIEWS
7 pm – 10 pm
CLOSING PARTY + AWARDS

Rumble with UCLA’s Architecture and Urban Design faculty and students and engage in the shifting edge of contemporary critical thinking and design innovation between the Westwood and Ideas Campuses. With 20,000 square feet of studio and program installations, 250 projects on view and 90 leading critics and practitioners, Rumble examines the opportunities and issues that the next generation of architects will face.

UCM Architecture and Urban Design would like to thank our sponsor: Shelter Co., Ltd.

Rumble- UCLA Architecture & Urban Design / JUNE 12 – 17, 2017
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