What + Why
The studio seeks to redefine the term ‘natural systems’ to include that which is usually excluded - humans and their associated products and waste.

Understanding the landscape as composed of a series of movements, in times scales from the geological to the momentary. The studio proposes to investigate rubbish as a mechanism to understand the distribution of material and its physical, spatial effects through the landscape.

This studio questions whether form in landscape architecture can be seen as the production of material effects that are expressed through the existing systems and materiality of the landscape.

The studio is a critique and extension of Landscape Urbanism. Landscape urbanism is posited as a break from previous traditions. However in terms of the conception of nature, it can be seen as an extension of modernist thought. In these sense, relying on what is broadly termed ‘systems thinking’ – the projects often assume an objective, distanced viewpoint. What are the implications when the designer/design/site is considered as within a system.

How
We will be looking at a range of landscape architectural projects in order to evaluate their understanding (and subsequent designs) in relation to the term ‘nature’.

Exploring modes of mapping that allow an understanding of the system of production, consumption and disposal in terms of movement and effect. Modelling will be used as a means to simulating and propose material effects and constructing ‘thick drawings’ to cohere and test multi-scalar effects.

Outcome:
Each student will explore and be required to make a multi-scalar proposal that address issues of waste or the ‘un-performance’ of the landscape.

Site:
As the notion of circulation suggests an action of moving through. Each student will define a relative site and scale that is appropriate to their investigations. Some examples could be ..... Landfill, plastic production facilities, streetscapes, etc.

Class:
Tuesday 1.30 - 4.30pm
Thursday 2.30 - 5.30pm

Key Texts: