Cloud Farm

Cloud farm is
- an open ended research laboratory, exploring and challenging assumptions about the way we live; we are interested in the practices of EAT, R&Sé, Ant Farm, Archigram and the questions they pose about the city
- a proposition to employ processes (systems) to create space; we are interested in exploring materials in terms of their reactive properties (breathing organisms/alchemic transformations/ ecological processes), we are interested in their immersive qualities
- using technology as a palette to explore how things work; we are interested in DIY and dinky gadgets
- using art, film and sculptural practices to explore the fantastical and spatial possibilities
- 1:1 installations to be adapted to two research sites (the home and the studio)

Cloud farm asks
- what is the role of invention (fantasy/technology) in the production of space?
- what is the space between high design and low design?
- what is the space between low technology and high technology?
- what the exploration of systems proposes in terms of the space between house and landscape?
- how the city can be reconsidered as an interconnected set of processes?
- how we can activate the agency of the individual and the communal?

Cloud farm works
- to experiment with living environments to produce site specific and transportable (adaptable) systems
- by reconfiguring spaces with available materials to produce immersive experiences
- by experimenting with forces and technology to produce systems
- by developing material investigations to develop changing environmental structures
- by developing design investigations, fluidly working through a range of scales of making and drawing and 1:1 fabrication
- by developing individualised and inventive approaches to design

Cloud farm with Scott Mitchell and Saskia Schut
Cloud farm on Tuesday 1:30 - 4:30 and Friday 1:30 - 4:30