

# ARCHITECTURE AS ARTEFACT vs SOCIALFACT

Session 3

Eka Swadiansa





## CONTINUING THE IDEAS

Day 6: Architecture as Artefact, Socialfact, and Mentalfact

- + Framework: the Psychoanalysis of STARchitects
- + ARTEFACT: Surya Universe(c)ity
- + Framework: Olympi(c)ity
- + SOCIALFACT: National Stadium in Tokyo, and Moscow
- + Framework: Chronochaos and Postmodern History Trap
- + MENTALFACT: Medan Merdeka,

on National Library, National
Museum, and National Gallery of
Indonesia



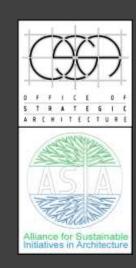
- + The BoP Flaw & BoP Trap: reframing
- + Office of Strategic Architecture, and progressive technopreneurship
- + Framework: The History of the Future
- + Framework: The Future of the Past
- + Retrospective Static City: Jakarta Ciliwung Social Housing Project, Kempinski Residence

## RETHINKING THE IDEAS

Day 6: Architecture as Artefact, Socialfact, and Mentalfact

- + Framework: the Psychoanalysis of STARchitects
- + ARTEFACT: Surya Universe(c)ity
- + Framework: Olympi(c)ity
- + SOCIALFACT: National Stadium in Tokyo, and Moscow
- + In between ART & SOCIAL: The Guggenheim Museum in Helsinki

- + Framework: Chronochaos and Postmodern History Trap
- + MENTALFACT: Medan Merdeka, on National Library, National Museum, and National Gallery of Indonesia



- + The BoP Flaw & BoP Trap: reframing
- + Office of Strategic Architecture, and progressive technopreneurship
- + The Death, Revival, and Rebirth of the Great American Cities

Super-ego Ego Id **FUNCTION + FINANCE** FORM + FANTASY **FORENSIC + FAITH** Rem Koolhaas / OMA Tadao Ando Santiago Calatrava The People **Enterprise Nation State** MENTALFACT SOCIALFACT ARTEFACT

#### CONSCIOUSNESS

Ego

Id

Super-ego

**UNCONSCIOUSNESS** 

FORM + FANTASY

**FUNCTION + FINANCE** 

**FORENSIC + FAITH** 

Santiago Calatrava

Rem Koolhaas / OMA

Tadao Ando

**Enterprise** 

The People

**Nation State** 

**ARTEFACT** 

SOCIALFACT

MENTALFACT

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ARTEFACT

SOCIALFACT

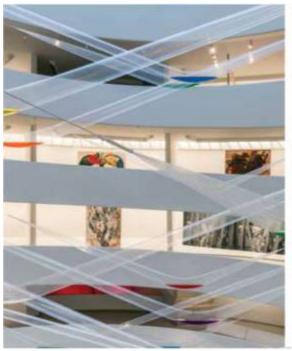
# ARTEFACT vs SOCIALFACT: Guggenheim Museum in Helsinki

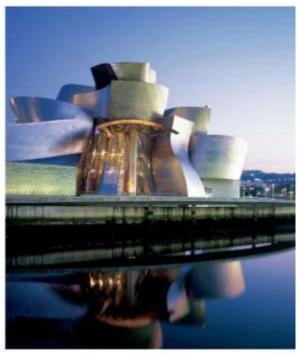






The past designs of the Guggenheim museums are not only about physical container. Passing through the materialism dimensions, discourses provided by these museums had been widely covering so many innovative technical aspects as well as cultural interpretation and intervention. As living museums, The Guggenheim foundation had managed to transform ways to preserve and present past artifacts into today's living beings activities. Our proposal strive to continue these values in search of fresher design manifestation.





Guggenheim New York serial circulation flow

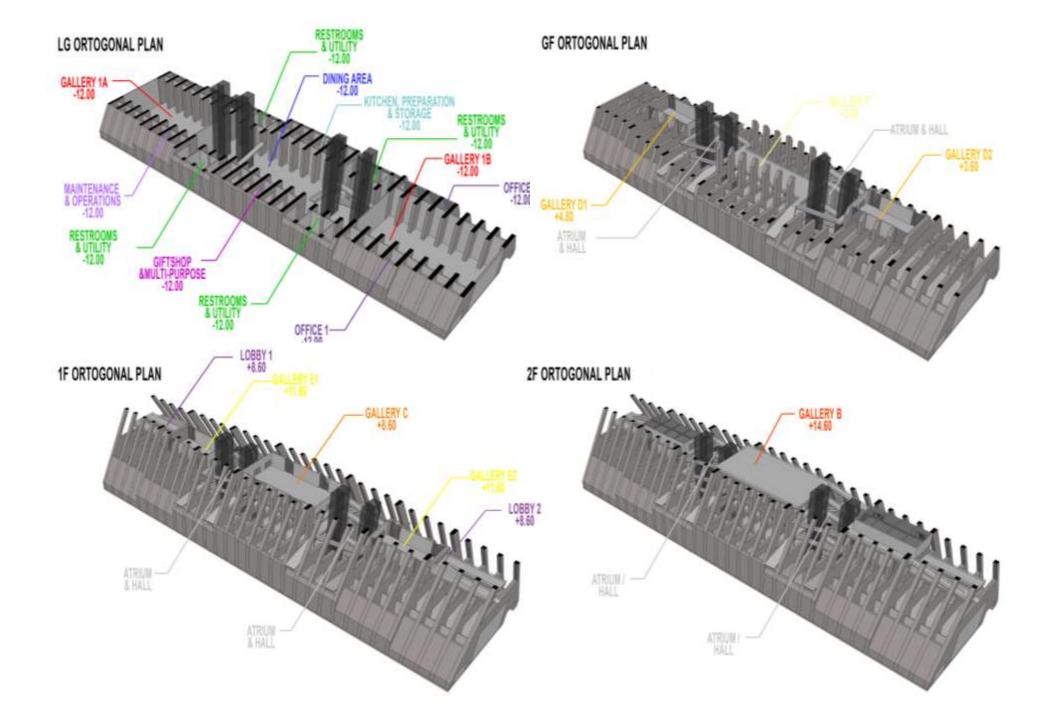


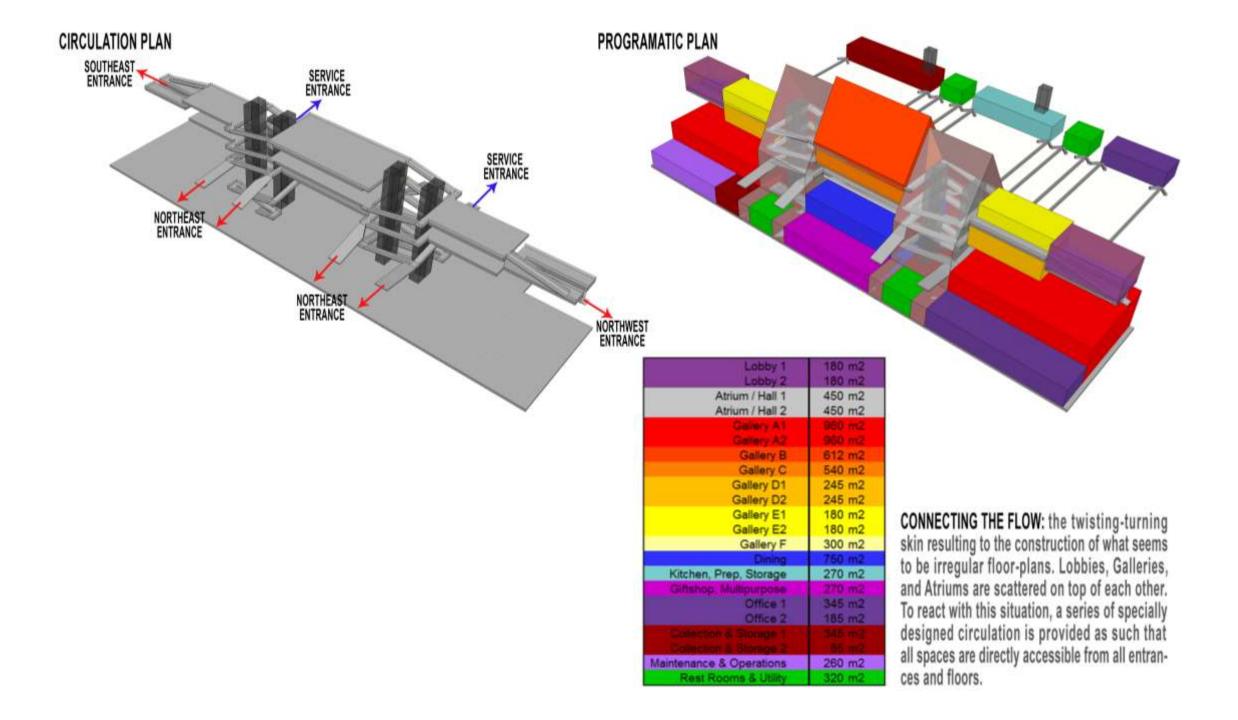
Guggenheim Bilbao enigmatic signifier

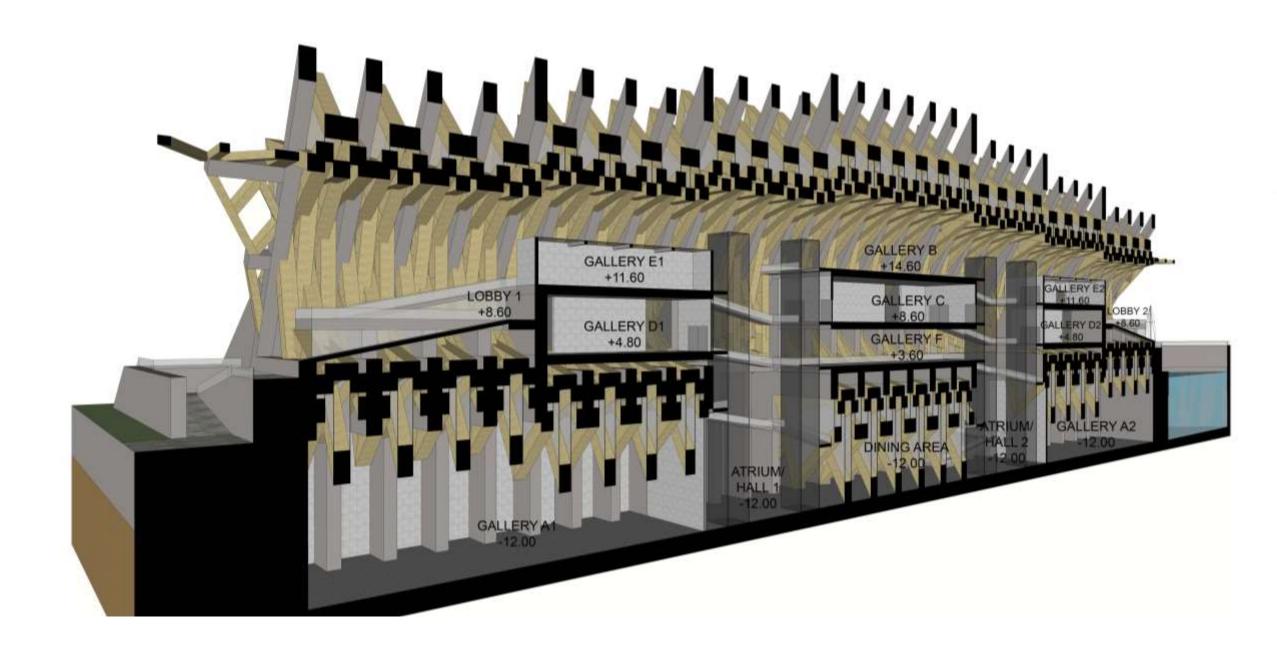




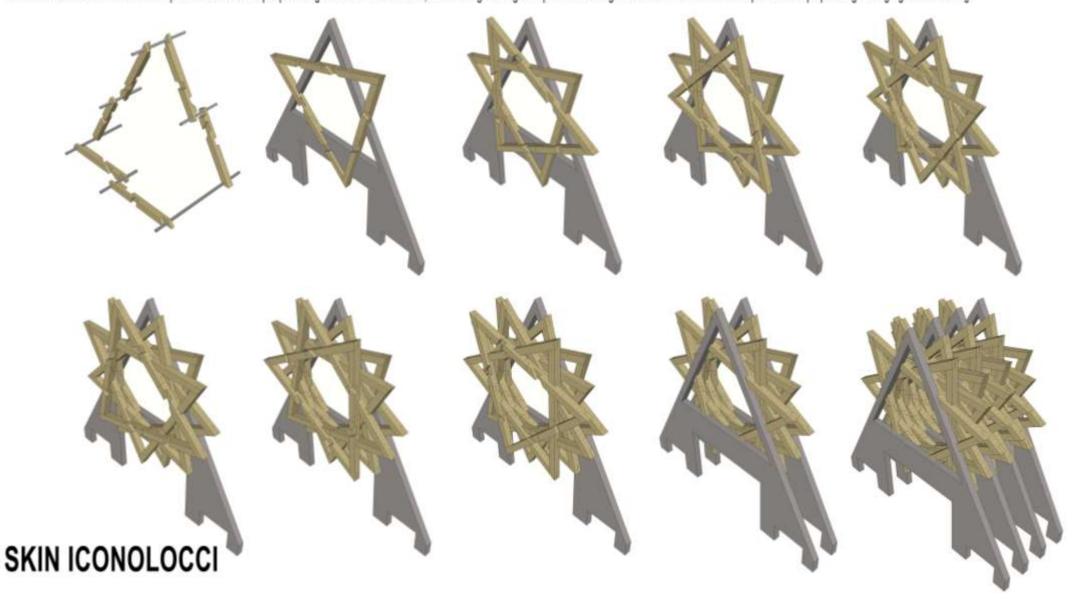
RESPECTING THE CITY'S SKYLINE: apart from the actual building, gigantic 'Greenwall Slab' and 'Iconic Lumber Skin' are installed surrounding and above its structure. The Greenwall is used to visually connects the museum with Tahititornin Vuori Park on the south west, and the entire South Harbor waterscape on the east. While the soft colored timber skin is uses to conversate with Helsinki's rich skyline without trying to dominate its spotlight.

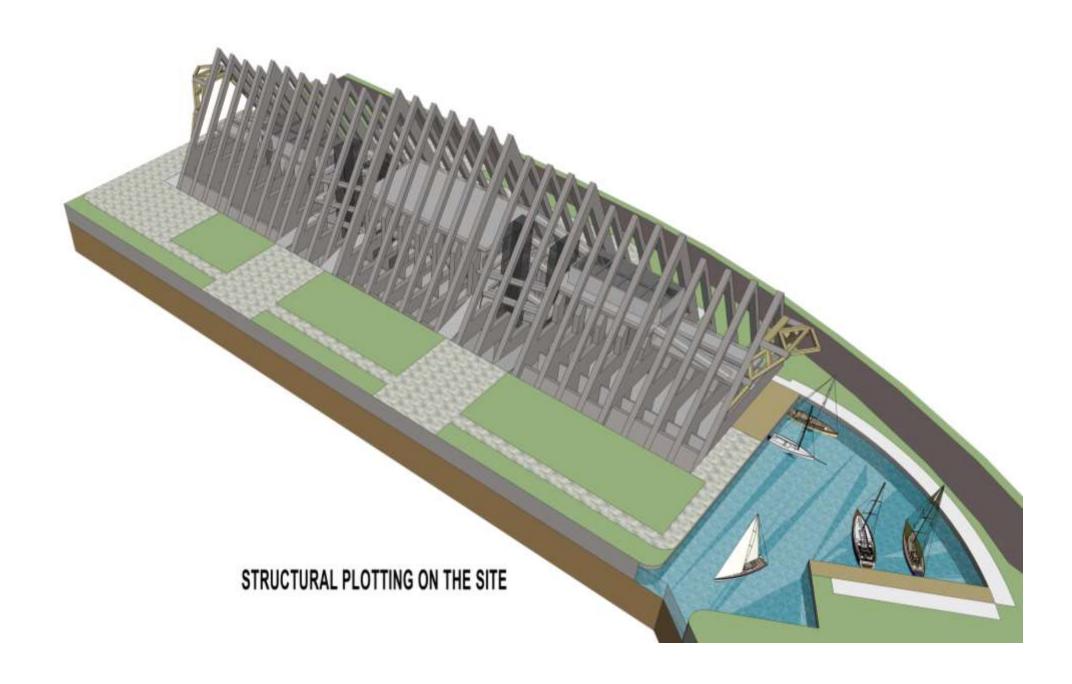


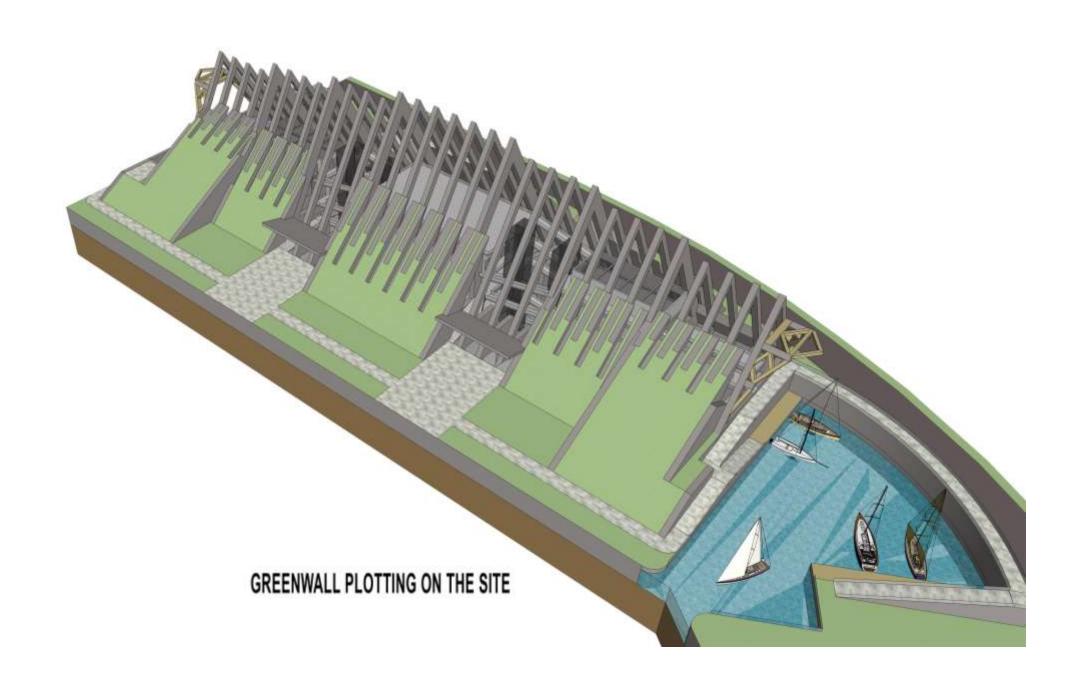


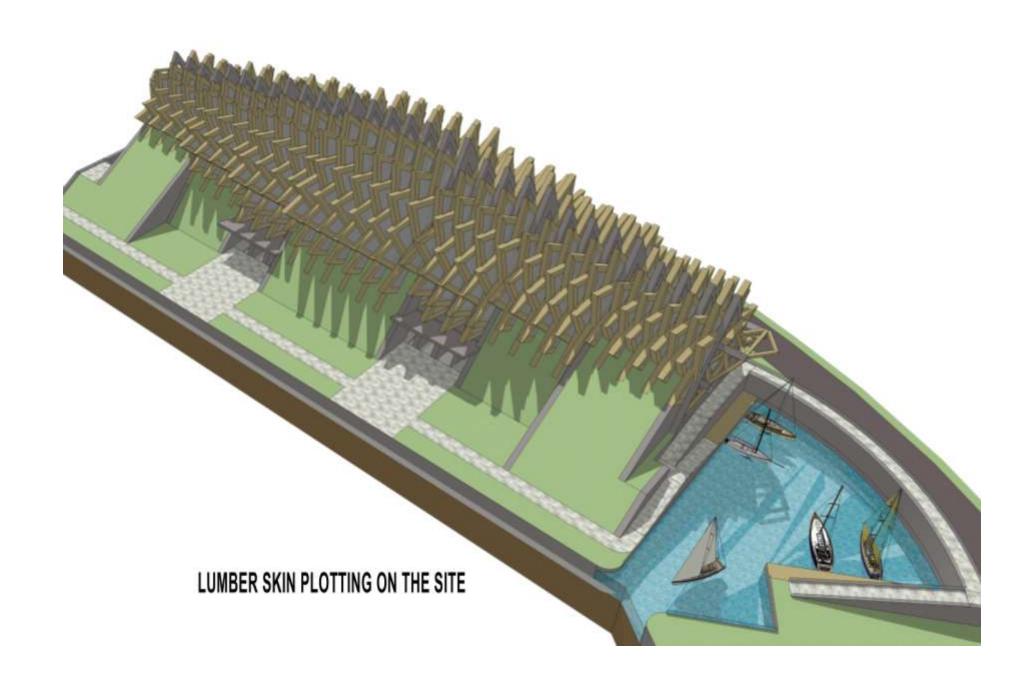


EMBRACING ICONOLOCCI: Advancing from Guggenheim Bilbao's Enigmatic Signifier, we proposed the use of 'Iconolocci' as a way to invent form. Methodologically, the Iconolocci uses site-friendly material (in this case gigantic lumber log) to be reformulated in a whole new grammar. The skin that is composes from local material uses to explore advance geometrical fractal in order to invent a whole new dimension of similes. Start from knock-down triangular plane of six 1.2 m x 1.2 m x 14 m timber logs, the skin is formulated by twisting each plane 45 degrees from one point to the other, giving it double ambience penetration. From the outside, the Iconolocci skin act as enigmatic signifier that up to certain extend bares with it a contextual relationship to the site and the people living around it. In the inside, the twisting-turning skin provides strong ambience in form of various spatial artscape piercing through galleries ceiling.











**EXPANDING THE WATERFRONT:** Water is the most important aspect on the site, hence since landscape expansion to the water is forbidden by the code, instead of adding new parcels, we propose to subtract the existing parcel, forming small lagoon 'within the museum site', with open arms inviting water-life towards the site.

#### MAIN CONCEPT







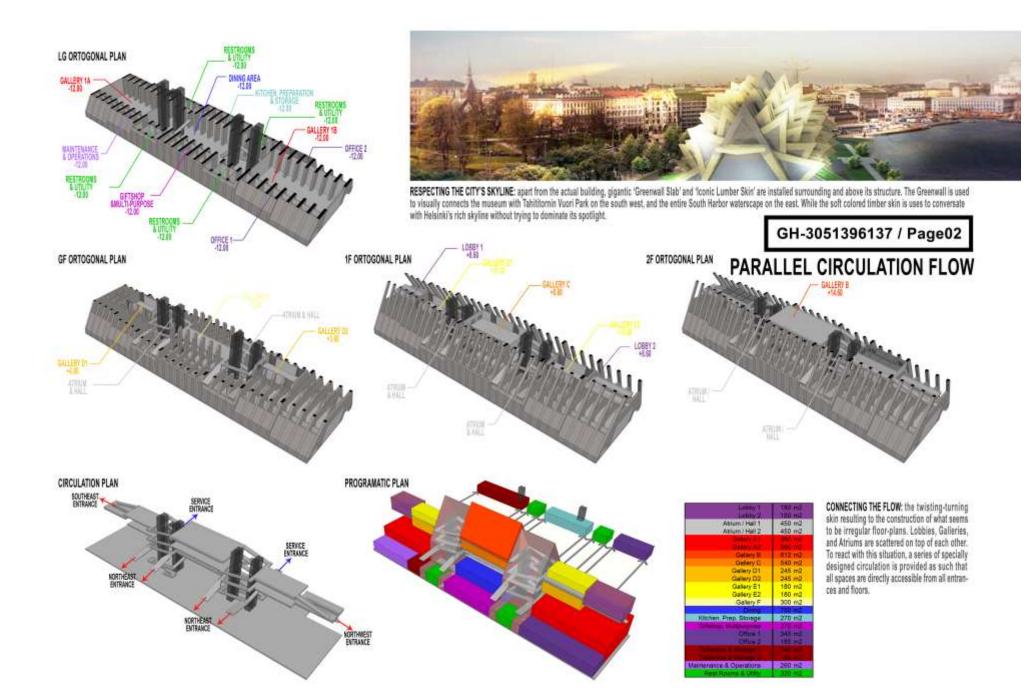
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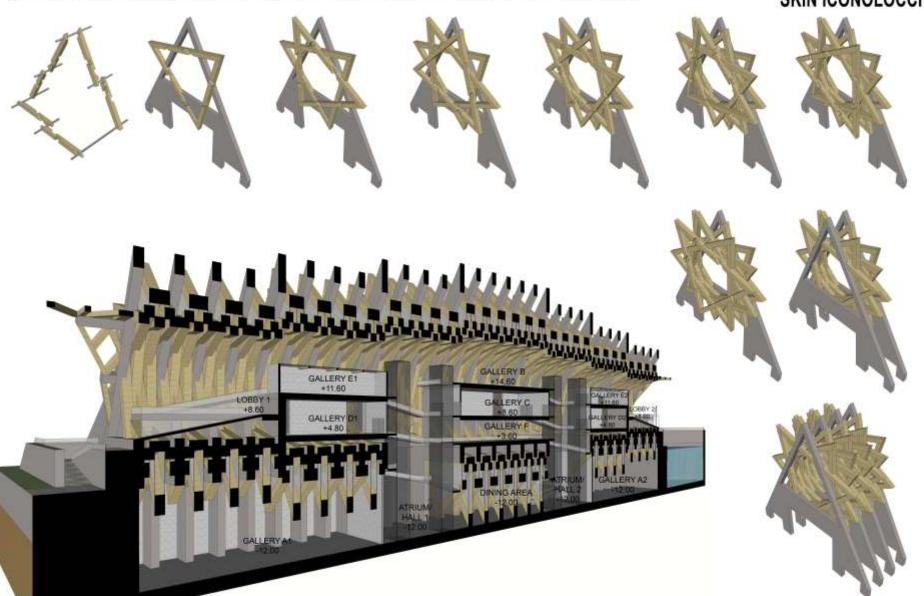
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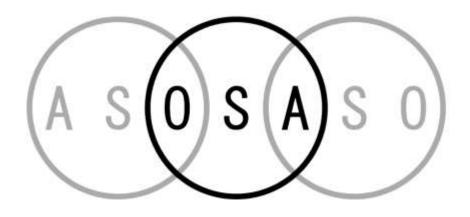
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SKIN ICONOLOCCI







## Thank You

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