## **Thermodynamic Conditioning Surface**

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The Thermodynamic Conditioning Surface is an ongoing project that imagines the possibility of a materially integrated building air distribution system coupled with thermographic sensing technology and closed loop intelligent control systems to produce a demand based response to human thermal comfort requirements. The system operates within the Modernist ideal of modularity and is compatible with conventional construction practices allowing existing building systems to be adapted and retrofitted. The benefits of the system include greater user control over environmental conditions and reduced overall energy consumption in buildings. The Thermodynamic Conditioning Surface proffers a model for communicating air in buildings in which multiple differentiated atmospheres are privileged above a centralized, uniform standard of thermal comfort.

Innovative building skin systems have emerged as a recent obsession for architects. Perhaps because, in the context of the digital project, a building's skin provides near ideal conditions for exploring the parametric qualities of form and performance; it modulates sunlight, engages structural systems, and regulates the exchanges between interior and outside. As a result, the leitmotif of skin as architectural production tends to privilege geometry and shape. While it is difficult to describe architecture without referring to its delineated boundaries -- its walls, its floors, its envelopes, its skins -an important, and perhaps neglected, aspect of one's sensorial experience of buildings is the result of invisible exchanges, such as the exchange of heat between the body and its environment. This system of heat transfer defines a thermodynamic boundary that operates at the relatively small scale of the human body, yet most contemporary practices in building design seek to enlarge this thermodynamic system so that it is commensurate with the architectural wrapper; to condition the entire volume within the building envelope to the ideals of human comfort.

In differentiating between the tent and the campfire, Reynor Banham offers two distinct models of environmental behavior; that of the tent which provides an enveloping membrane and a materially explicit separation between inside and outside, and that of the campfire with an invisible radiant field that sponsors a gradient of human activities. From early examples, such as the Roman hypocaust, to the modern central heating ventilation and air conditioning (HVAC) system, building design tends to privilege the creation of interiors with uniformly conditioned spaces; Banham's tent persists as the dominant metaphor for how we imagine thermal comfort in buildings.

The Thermodynamic Conditioning Surface (TCS) project explores Banham's campfire as a conceptual model for imagining materially integrated sensing technologies that produce differential environmental behavior within buildings. It engages standardized building material systems and implicates relationships between locative media, machine cognition, and conventional HVAC systems. The Thermodynamic Conditioning Surface is deployed as a thermotropic field that sponsors the creation of multiple co-isolated climates within a building.

