

## BLDG\_DRWG

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All architects draw...but as architecture becomes increasingly reliant on computerized methods, the attendant tools and conventions for drawing are disposed to conceal labor and eliminate traces of authorship. In many cases, architects draw digitally to rehearse precision, in hopes of achieving the most direct translation between the initial concept and the final construction. Instead of using drawing as a means to an end, can architects seize new opportunities by complicating the relationship between drawing and building?

Unlike digital delineations, handmade drawings and sketches more overtly register the temperament of one's hand – the quiver of a line, the change in stroke pressure, the overextension of crossing vectors to announce a corner, and the smudge of graphite to enforce an edge. Such qualities result in precarious representations that seem raw, incomplete, and capricious. However, these autobiographical traces disappear when computer-driven techniques are prioritized and when a scaled drawing is translated to a full-scale building. While the trained eye can likely spot the difference between the sharp conviction of a Miesian line and the loose exuberance of a Gehry sketch, is it possible to produce an architecture that literalizes those effects? Instead of a complete return to hand-drafting, can architects accept contemporary modes of production and physically achieve handwrought, sketch-like qualities through digital means? Alternatively, if architecture depends on physical "stuff" as a form of currency, in what ways can those objects begin to image the digital? Lastly, what effects are generated when we collapse the scale of drawing with that of building?

BLDG\_DRWG is a project that reorients the ways in which architecture is produced and consumed by recouping handwrought drawing effects and rearranging drawing conventions at the building scale. Oscillating between analog methods (ink, paint, tape) and digital processes (scanning, photoshop filtering, milling), this project intensifies attributes of drawing otherwise lost

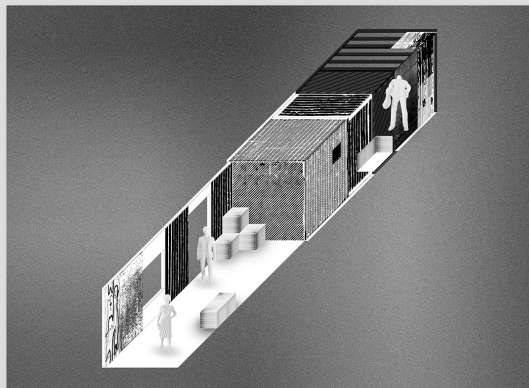
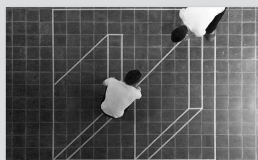
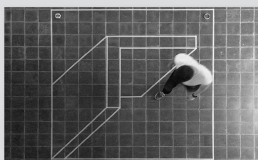
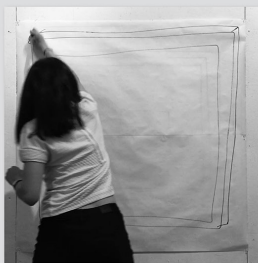
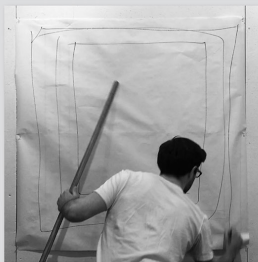
in translation. A series of 1:1 investigations executed collectively harnesses the potency of these effects and uses them to reconstitute existing architectural conditions. The results of these studies were reassembled as a room – one fragment of an unfinished building – that speaks to the instability of its own representation.



Interior, as installed in the gallery



Exterior, as installed in the gallery



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Location: Ann Arbor, MI  
Type: Temporary Installation  
Status: Built