

Ground Game

ASHLEY BIGHAM

The Ohio State University

ERIK HERRMANN

The Ohio State University

We're not so sure about pavilions.

A precisely lazy pile, Ground Game is a stack of graphic plinths that propose a new "site" as a siteless pavilion.

We're bored with vertical things. Architecture is always horizontal. Even when it's vertical, it's horizontal. Ground Game is caught suspended somewhere between the occupiable landscape of the plan and the pictorial picture plane of the elevation, so sometimes it's furniture and sometimes it's just a backdrop.

We like that despite the complexity there's a legibility to the stacked forms. The circle. The square. The grid. The nine square. They're all here.

We like image mapping. We like the compositional dumbness of content-aware fill. We like occupiable drawings. We like post-occupancy more than planning. Ground Game is probably something between drawing and object, architecture and scenography, composition and game.

We're not so sure this is a pavilion.

