

# 2017-2018 Faculty Design

Runaway  
32220

Runaway is an architectural pavilion for the Museum of Contemporary Art Santa Barbara that interrogates the relationship between (mis)use and visual effect. The project is made up of three separate objects - simple self-similar geometries that have a number of different possible orientations that all suggest a variety of “uses”. During its life-span in Santa Barbara, California, the project has moved to over 6 different sites across the city (pier, park, elementary school, etc - please see p.8) - each site different in orientation and composition, allowing for different effects to be produced within the different contexts.

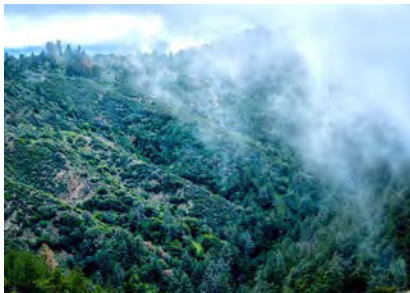
Visually, the project is intended to simultaneously reinforce the spectacle of the sites, while also blurring into the typical haziness of Santa Barbara’s air. Caused by heat and beach fog, the air of this region is itself super visible, and it also changes the way buildings and other objects in the urban fabric and landscape look, erasing the edges. By privileging the visual and atmospheric effect and balancing it with a redefinition of what “use” means for the architectural pavilion - the project critically implicates ideas of image, materiality, and program.

Materially, the project explores how we can use notions of assembly and density alongside methods of fabrication to reinforce specific graphic and image-based qualities within various differing contexts. The fabrication strategy creates simple geometric matrix structures with thousands of thin metal rods. Once finished in a series of bright colors (cyan, magenta, yellow), the linear elements within each of the objects emphasize a thick and saturated haze, which, when viewed from afar, reinforce a hazy spectacle. The project exploits the relationship between the simple geometric edge and material density and, in so doing, negotiates the experience of clear expression of geometry and blurry visual effect.



# RUNAWAY

Pavilion for Museum of Contemporary Art Santa Barbara (MCASB) TakePart | MakeArt Initiative  
March 2017 / Santa Barbara, California



Visual Effect References:  
Santa Barbara Fog Photos

(Top: Debarge Photos, Bottom: Elliot Lowndes)

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Programmatic (Mis)use References

(Top: Bruno Munari, "Seeking comfort in an uncomfortable armchair" (1944), Bottom: Bruce McLean, Plinth I" (1971))

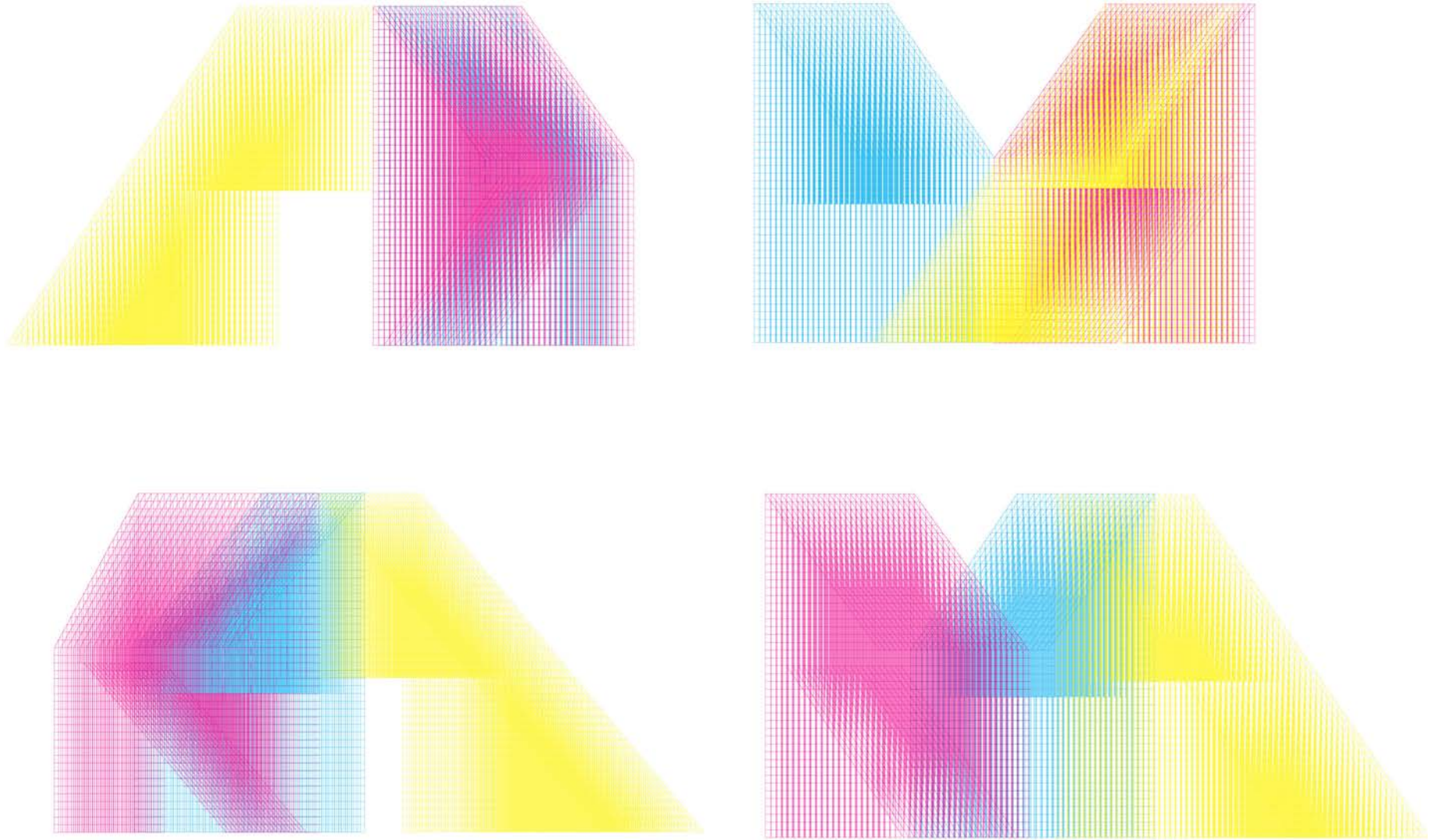
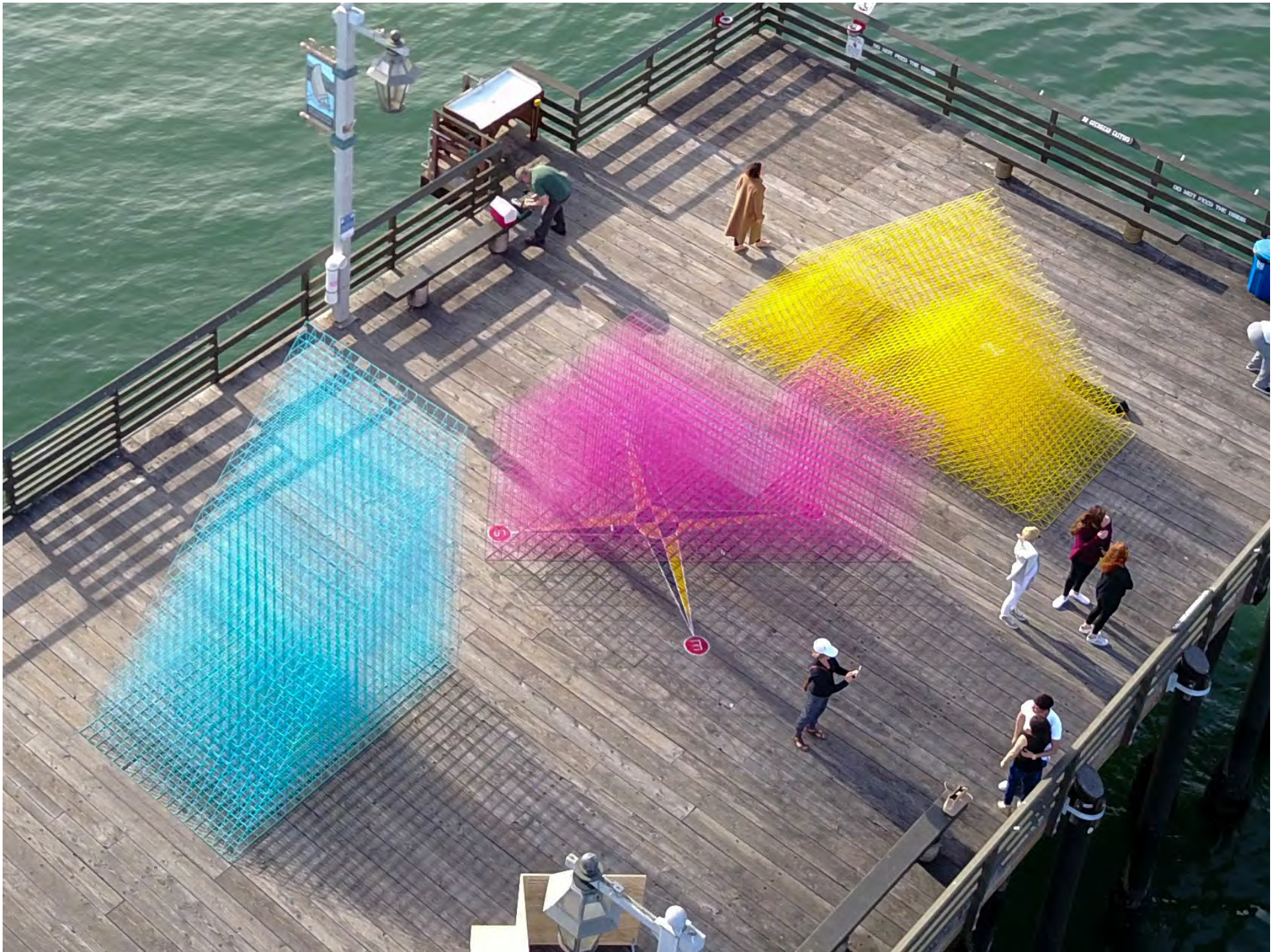
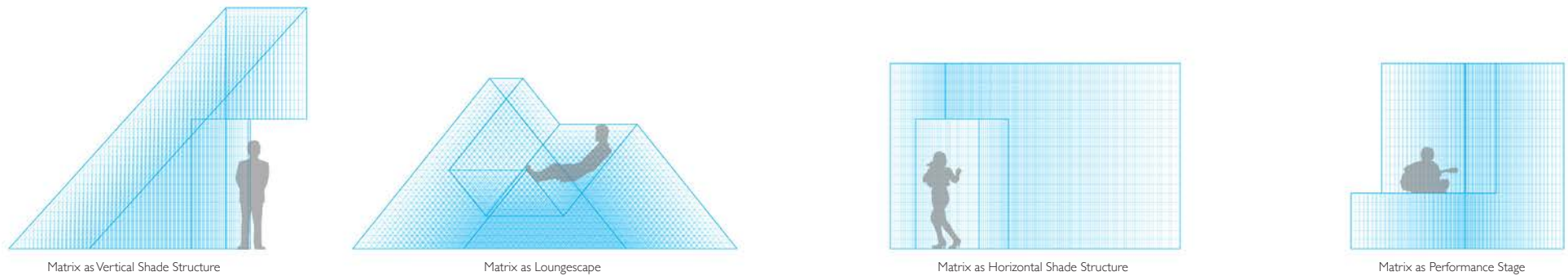


Fig. 01 Conceptual Blur Elevation Drawings





*Fig. 02* Possible Object Orientations

The three objects of Runaway are simple self-similar geometries and have a number of different possible orientations. In some orientations the matrix object acts as a dappled-shade structure, while in other orientations, the matrix can act as a wall, a loungescape, a bench, or a performance stage.



Site 1 - Steam's Wharf



Site 5 - Harding Elementary School

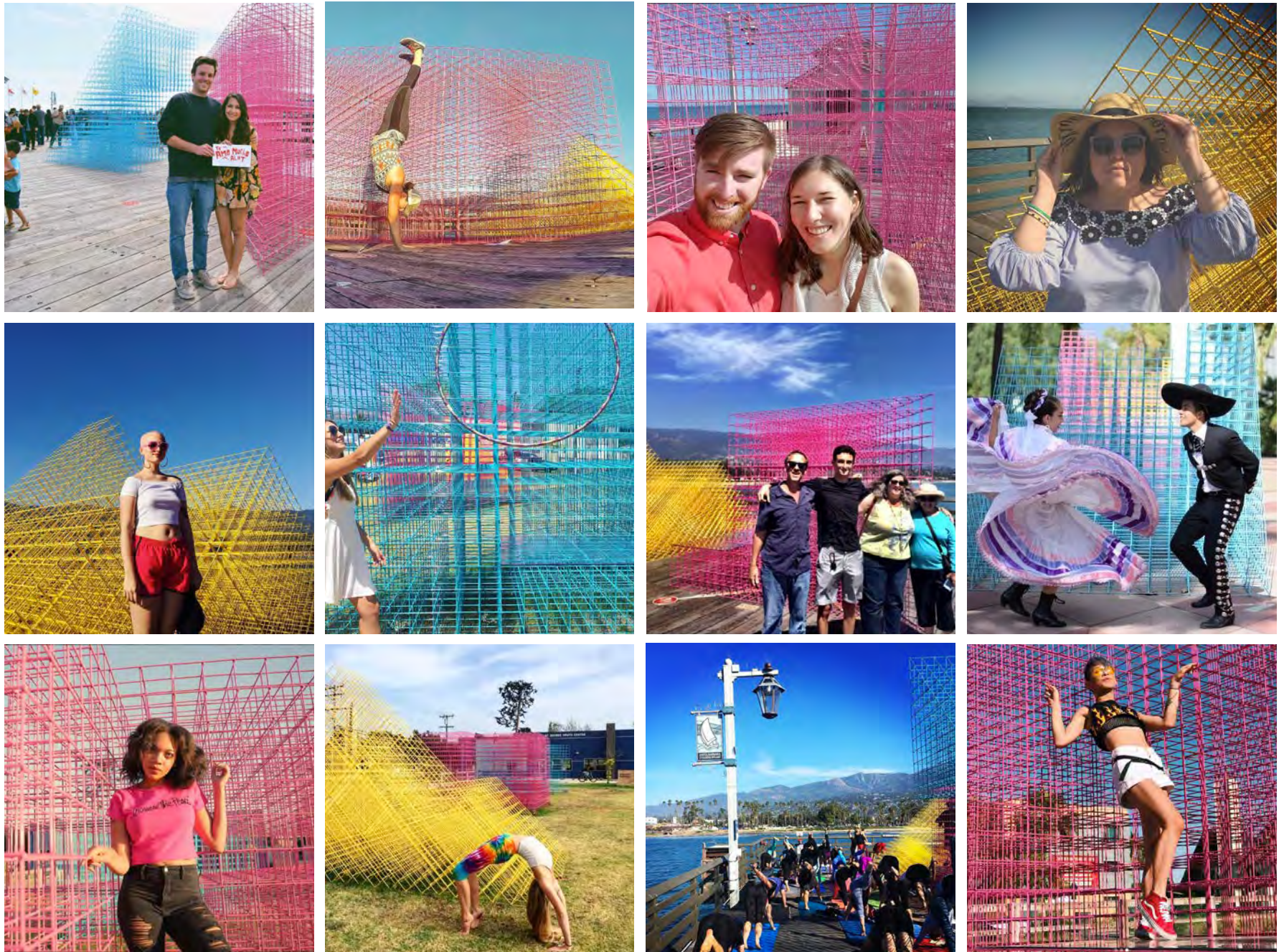


Fig. 03 User Engagement

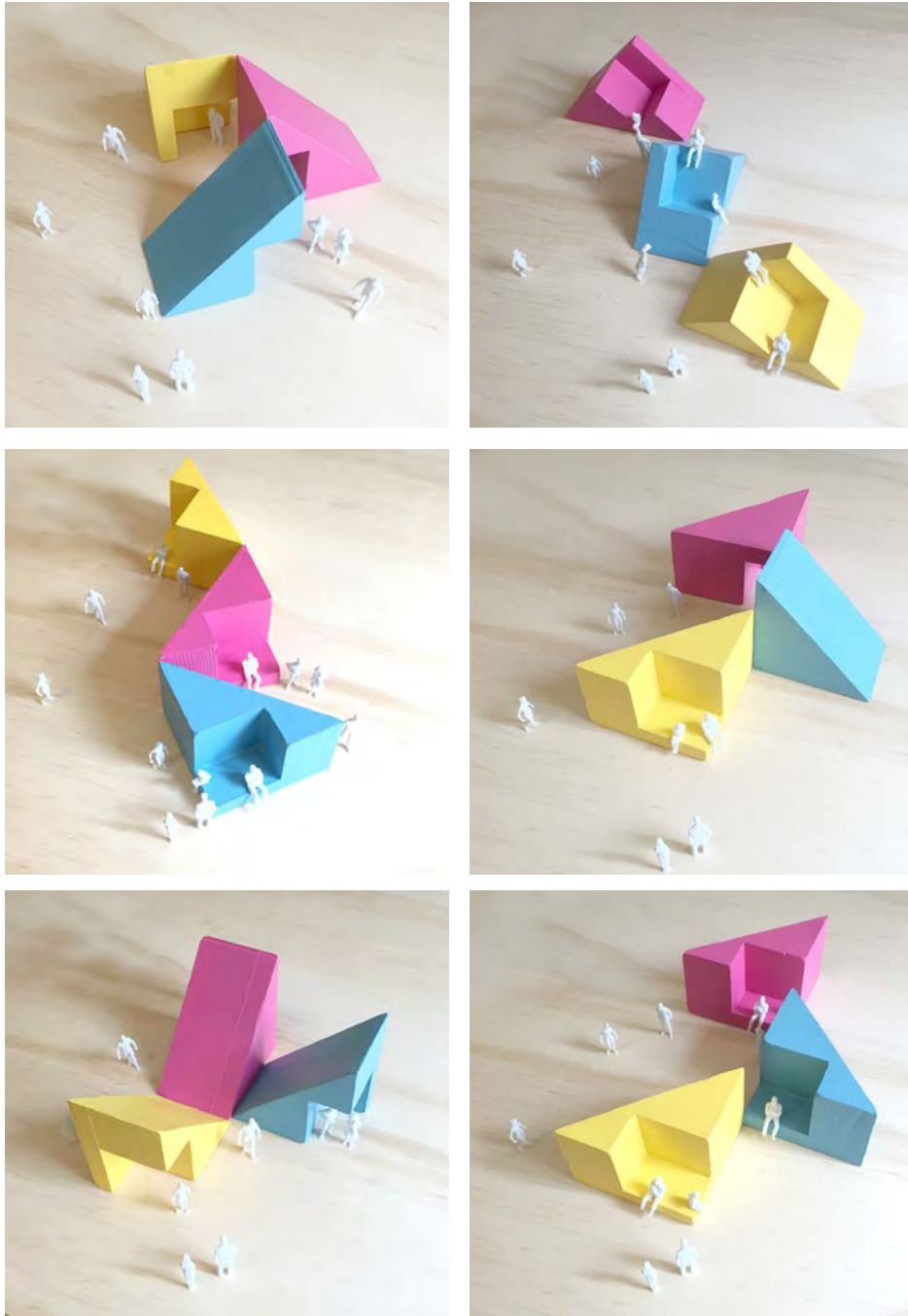


Fig. 04 Possible Pavilion Arrangements at Different Sites

- 1 Site 1  
Steam's Wharf, Santa Barbara Waterfront  
March 2017 - April 2017  
Resident Artist: Cruz Ortiz
  
- 2 Site 2  
Santa Barbara Airbus, Goleta  
April 2017  
Resident Artist: Tanya Aguiñiga
  
- 3 Site 3  
Estero Park, Isla Vista  
May 2017 - July 2017  
Resident Artist: Tanya Aguiñiga
  
- 4 Site 4  
Elings Park, Santa Barbara  
July 2017 - August 2017  
Resident Artist: Desert ArtLAB
  
- 5 Site 5  
Harding Elementary, Santa Barbara Westside  
August 2017  
Resident Artist: Desert ArtLAB
  
- 6 Site 6  
Storke Placita, Santa Barbara Downtown  
September 2017  
Resident Artist: Tanya Aguiñiga



Fig. 05 Possible Pavilion Arrangements at Different Sites





Site 1  
 Stearn's Wharf, Santa Barbara Waterfront  
 March 2017 - April 2017  
 Resident Artist: Cruz Ortiz



Site 4  
 Elings Park, Santa Barbara  
 July 2017 - August 2017  
 Resident Artist: Desert ArtLAB



Site 3  
 Estero Park, Isla Vista  
 May 2017 - July 2017  
 Resident Artist: Tanya Aguiñiga



Site 5  
 Harding Elementary, Santa Barbara Westside  
 August 2017  
 Resident Artist: Desert ArtLAB

Fig. 06 Pavilion at 4 (of 6) different Santa Barbara Sites

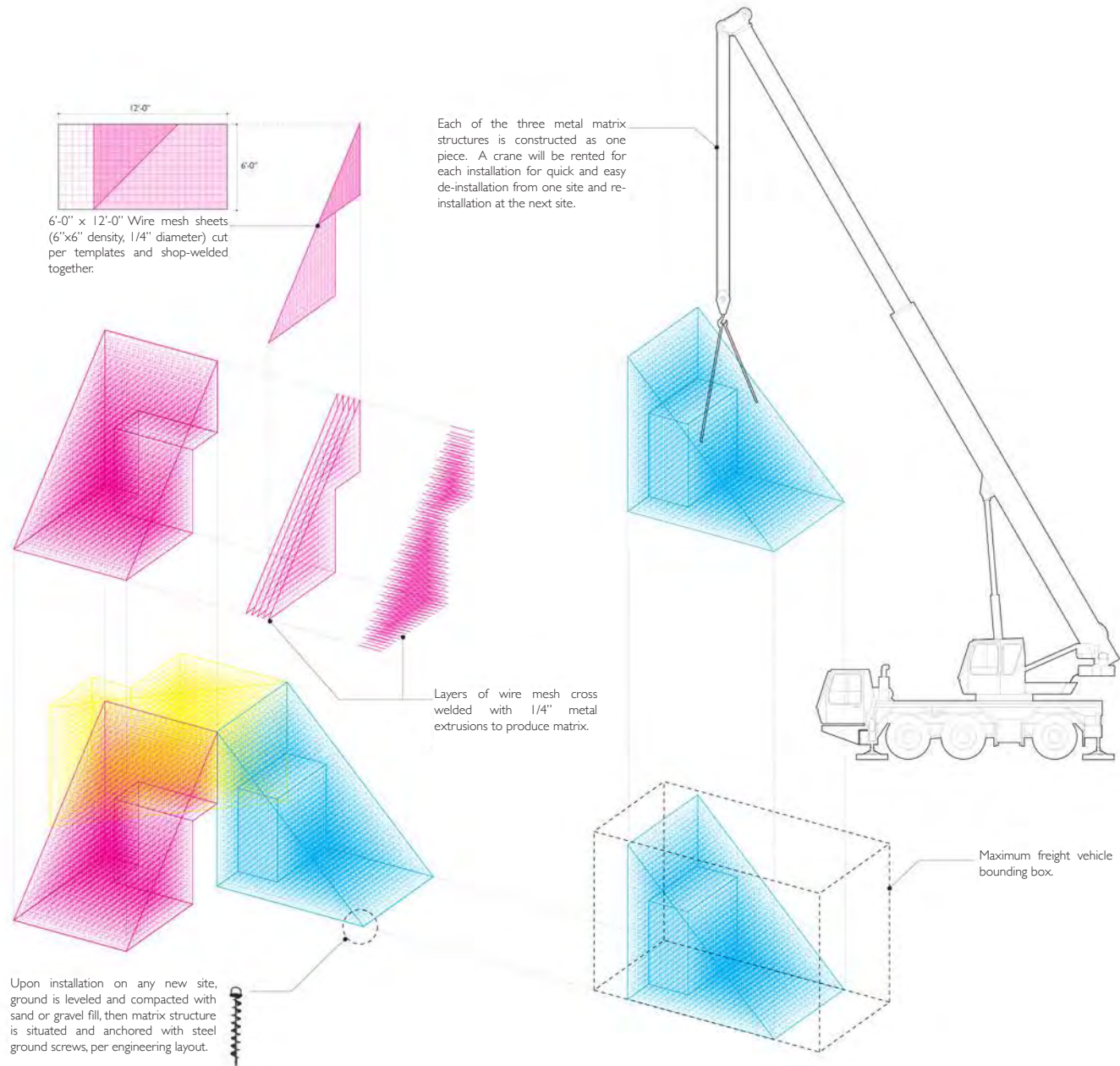


Fig. 07 Construction Diagram

To negotiate the relationship between clear expression of form and blurry visual effect, the material relationship between the simple geometric edge and the layering of material density is exploited. The fabrication strategy explores creating simple geometric matrix structures with thousands of very thin metal rods. Once finished with a series of brightly-colored paints (cyan, magenta, yellow), the linear elements within each of the objects emphasize a thick and saturated haze, which, when viewed from afar, reinforce a hazy spectacle.

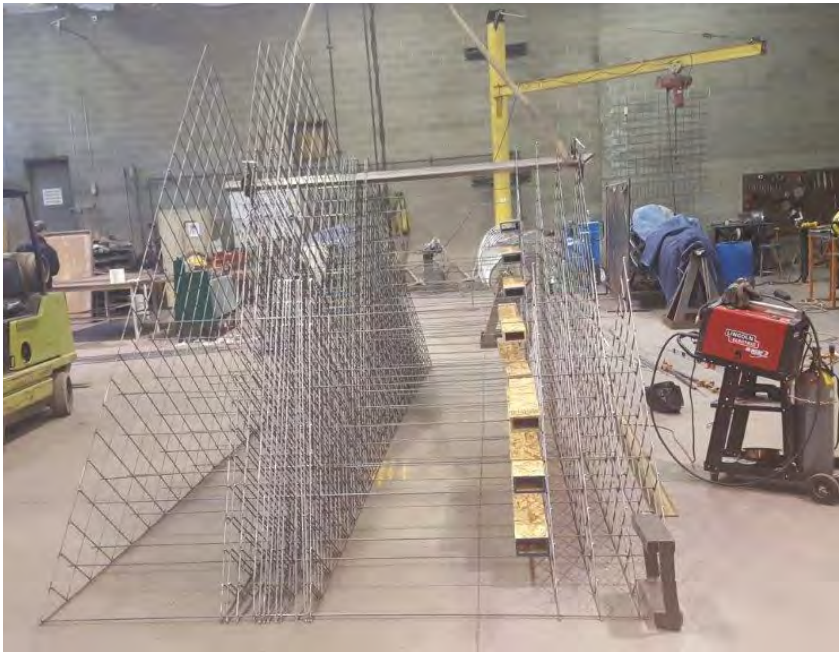


Fig. 08 Construction Photos

