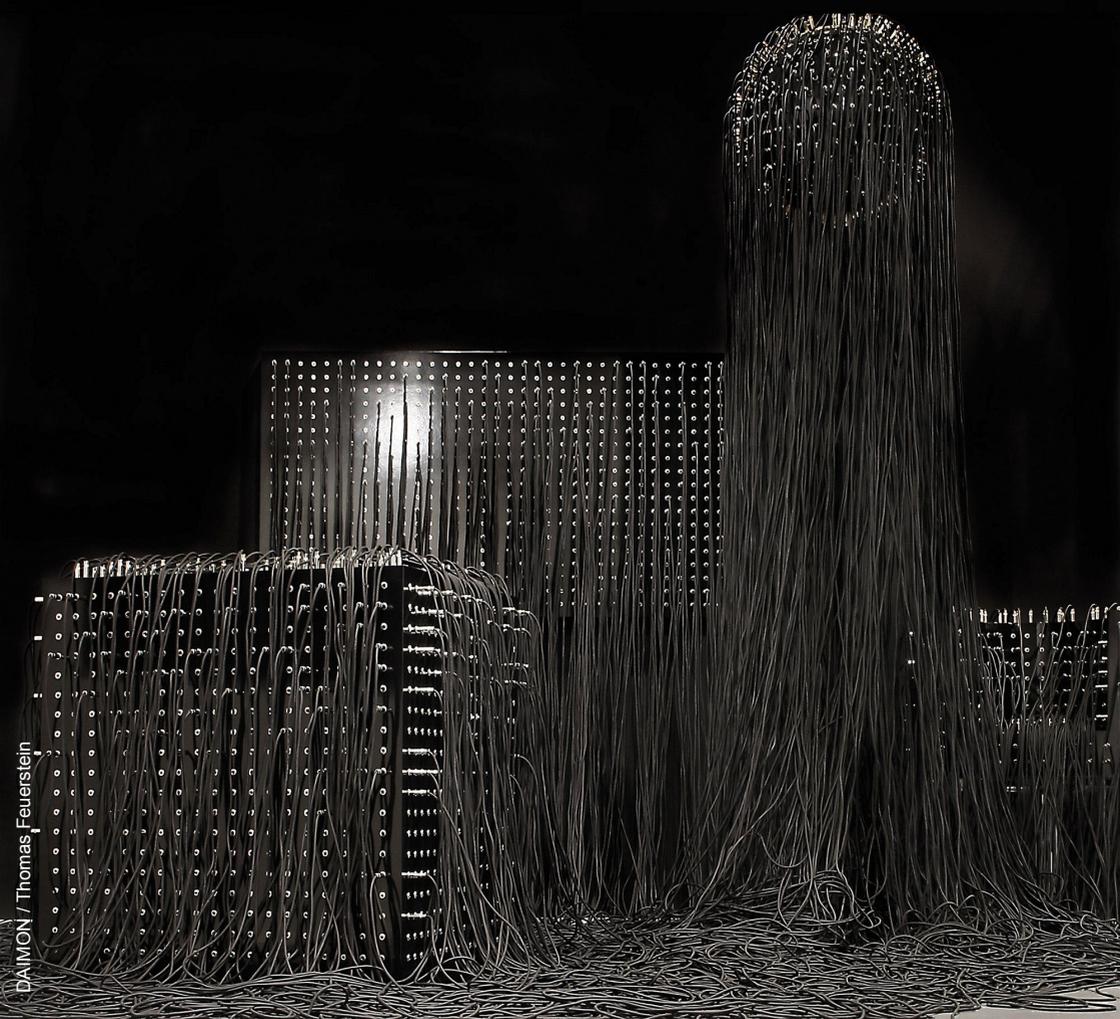


CONNECTED/AUGMENTED/FICTIONAL

ARCHITECTURE  
IN THE NETWORK



DAIMON / Thomas Feuerstein

# CONNECTED/AUGMENTED/FICTIONAL

## ARCHITECTUR IN THE NETWORK

**Tuesday, 9th of April 2019, 10:00h**

**Department of Architectural Theory, HSB11  
Faculty of Architecture, University of Innsbruck  
Technikerstrasse 21C  
6020 Innsbruck**

### PARTICIPANTS

Alexa Baumgartner / University of Innsbruck  
Uwe Brunner & Cenk Güzelis / University of Innsbruck  
Davide Tommaso Ferrando / University of Innsbruck  
Thomas Feuerstein / artist and art theoritian  
Lara Lesmes & Fredrik Hellberg / Space Popular / Tools for Architecture  
Bart Lootsma / University of Innsbruck  
Johannes Mücke / Wideshot Entertainment  
Giacomo Pala / University of Innsbruck  
Bettina Siegele / University of Innsbruck  
James Taylor-Foster / ArkDes  
Mélanie van der Hoorn / Gratwanderung Architecture Research

With the kind support of the Faculty of Architecture of the University of Innsbruck

More informations under: [www.architekturtheorie.eu](http://www.architekturtheorie.eu)

## SYMPOSIUM

### INTRODUCTION

On the ninth of April 2019, architecturaltheory.eu organizes a symposium on different relationships between architecture and digital media, whether it's the impact of the Internet, the ability to add meaning and atmospheres, or the opportunities to make invisible things visible and create fictions. Digital technology encompasses such a vast field today that in architecture it stretches from design software to robotics and from the Internet to AI. Whether it's the technology itself or the billions of people using it, changing it and being influenced by it, there increasingly seems to be something secretive and uncontrollable about it. In this symposium, authors, artists and architects search for *dei ex machina*, to shed light on the situation, face our demons, surprise us and maybe even suggest ways out.

### CONNECTED

The first panel is dedicated to the different ways in which the Internet connects humans with humans, humans with machines, and machines with machines. The data that circulate at high speed through the Web are not confined within the borders of its digital networks, but migrate outside of them, affecting people and objects, their function and position in space. The Internet is not any more a novelty, but a banality that generates an environment defined by ubiquitous authorship, attention as currency, the collapse of digital into material space and the infinite reproduction and mutation of cultural products. How can architecture and art confront this condition?

### AUGMENTED

The second panel of the symposium will deal with the possibilities of realities: physical, augmented and virtual. Next to the question about the role of architecture, and architects, in the design of virtual worlds or in the extension of the physical environment through augmented reality, another important issue will be the bodily impact of these transitions. Still seen as temporary escapes, the panel will discuss about how these installations may change or extend our human experience, knowledge and values.

### FICTIONAL

The third panel of the symposium will discuss the relationship between Fiction and architecture. By showing different approaches to the topic, the panel will address issues related to representation and the fabrication of fictional realities. Fiction will be presented as a reality in itself, fabricated by an author, or as a way through which it is possible to problematize, represent and critically engage the material reality of architecture. Next to these issues, it will be discussed how architecture itself can be seen as a fictional discipline that, thanks to its aesthetics, its language and its meaning, can infiltrate the construction of our cultural imaginary. Simultaneously seen as a strategy and as a reality in itself, the panel will discuss about how the question of fiction can variously influence our realities.

### EVENING PROGRAM

The evening program will be dedicated to film and architecture. There will be the book launch of Melanie van der Hoorn's latest book *Spots in Shots: Narrating the Built Environment in Short Films* and we will present one film: Johannes Mücke's first feature film, after having been intensely involved in movies like *Independence Day – Resurge* (2016) and games like *Assassin's Creed: Identity* (2015). Also, in Mücke's own *UI: Soon We Will All Be One* (2018) CGI plays an important role, but he has written and directed the movie as well.

## PROGRAM

### INTRODUCTION

10:00-10:30 Bart Lootsma / Introduction

### CONNECTED

10:30-11:00 James Taylor-Foster  
11:00-11:30 Thomas Feuerstein  
11:30-12:00 Davide Tommaso Ferrando  
12:00-12:30 Discussion moderated by architecturaltheory.eu

### LUNCH BREAK

12:30-13:30

### AUGMENTED

13:30-14:00 Space Popular  
14:00-14:30 Uwe Brunner & Cenk Güzelis  
14:30-15:00 Alexa Baumgartner  
15:00-15:30 Discussion moderated by architecturaltheory.eu

### COFFEE BREAK

15:30-16:00

### FICTIONAL

16:00-16:30 Giacomo Pala  
16:30-17:00 Bettina Siegele  
17:00-17:30 Johannes Mücke  
17:30-18:00 Discussion moderated by architecturaltheory.eu

### EVENING PROGRAM

18:15-19:00 Movie screening Johannes Mücke / *UI: Soon We Will All Be One* (2018)  
19:00-19:15 Book launch: *Mélanie van der Hoorn / Spots in Shots: Narrating the Built Environment in Short Films* (2018)  
19:15-20:00 Aperitivo

## ALEXA BAUMGARTNER

### FLUIDUM



#self / Alexandra Angerer, Ana Turcan

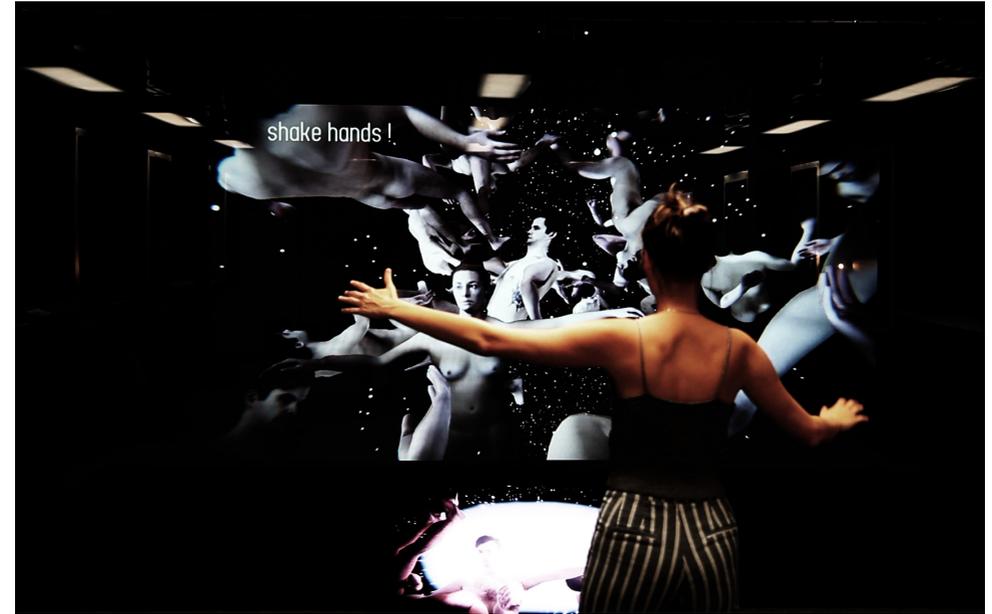
#### BIOGRAPHY

Alexa Baumgartner studied architecture in Innsbruck and Eindhoven. With her master's thesis, she was part of the international research project on the Israeli architect Leopold Gerstel at the Institute of Architectural Theory in collaboration with Mathieu Wellner. Her master's thesis was priced with the START scholarship for architecture and design by the Austrian Federal Ministry for Education, the Arts and Culture. Since spring 2013 she is teaching at the Institute of Architectural Theory and researches in the field of the body in architecture, fashion and design of the Austrian avant-garde of the 1960s and 70s. Within her research, she organised among others the exhibition "The Legacy of the Austrian Avant-Garde" together with Bart Lootsma and Alexandra Paloma Angerer, a cooperation of Innsbruck University Faculty of Architecture & FRAC Centre Orléans for the Biennale d'Architecture d'Orléans 2017/18. She is part

of the IARC (Independent Architecture Research Colloquia) at the Faculty of Architecture in Innsbruck and of the Doctoral Program "Gender and Gender Relations in Transformation: Spaces – Relations – Representations" of Innsbruck University. Next to her teaching and research experience she gained work experience in different architectural offices.

## UWE BRUNNER & CENK GÜZELIS

### IMMERSIVE EMPATHIES



Guest in the Machine / Uwe Brunner, Cenk Guzelis

#### BIOGRAPHY

**Uwe Brunner** is an architect, visual artist and researcher. He studied at the TU in Vienna, the School of Arts in Amsterdam and received his Master's Degree from the Academy of Fine Arts in Vienna. His work has been exhibited and screened in multiple locations including MAK Museum for Applied Arts Vienna, SCI-Arc Los Angeles, Animation Nights New York etc. In 2017 he received the TISCH-Scholarship from the Federal Chancellery of Austria for his Master Project „A Virtual Cultivation“. Between 2017-2018 he was working with Mark Foster Gage, New York. Since 2019 he is a PhD candidate at the .studio3 Institut für experimentelle Architektur in Innsbruck. His current research is focusing on Gottfried Semper's approach to theatricality in Architecture and his concept of Metamorphism in relation to new media like Virtual Reality and Extended Reality.

**Cenk Güzelis** is a Vienna based digital artist, filmmaker and master graduate in Art and

Architecture from the Academy of Fine Arts in Vienna. He is working on constructing an interactive digital entity with a machine vision to help people dealing with Post Traumatic Stress Disorder. He worked in Computer Aided Manufacturing at the Platform for Analog and Digital Production, Institute for Art and Architecture, Academy of Fine Arts Vienna and led various LiDAR and animation workshops in Denmark and in Austria. In 2016, in the team of Innsbruck based Architecture Practice LAAC, he worked on the Architectural Film Project for the Montenegro pavilion at the 15th Venice Architecture Biennale. His short films were screened and awarded at festivals in Europe and in USA. In 2017, his short The Aleph received the Best Short Animation FX award at the 45th Boston Sci-Fi Film Festival. His point-cloud VR project, Theophil Hansen Revisited - A digital museum of Academy of Fine Arts in Vienna - was awarded for the Carl Appel Prize in Vienna.

## DAVIDE TOMMASO FERRANDO

CITY OF LEGENDS.  
THE RISE OF GAMESPACE



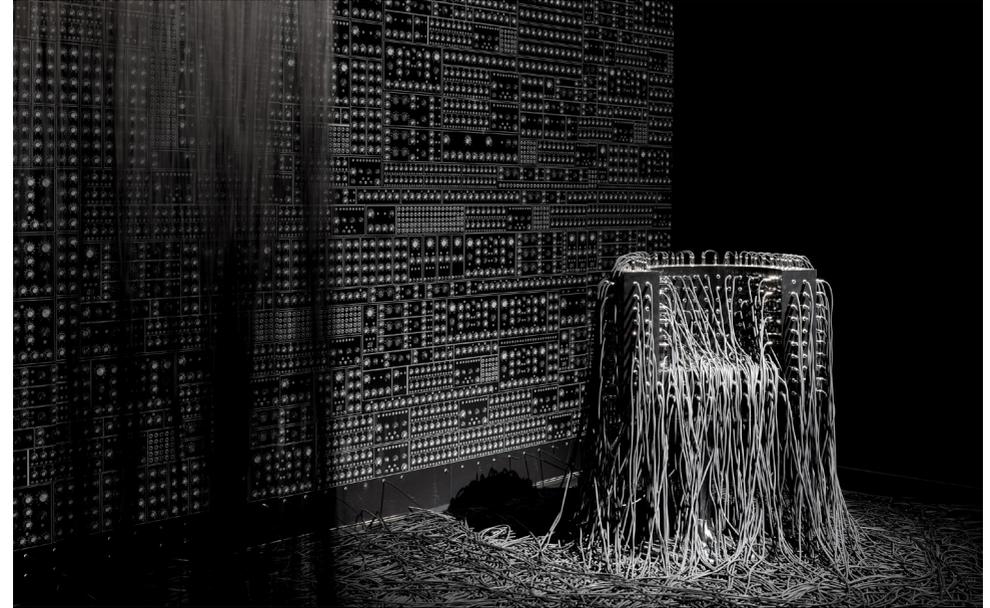
Dreamhack Winter 2018

### BIOGRAPHY

Davide Tommaso Ferrando is an architecture researcher and critic, particularly interested in the intersections between architecture, city and media. M.Arch in Advanced Architectural Design at ETSA Madrid and Ph.D in Architecture and Building Design at Politecnico di Torino, he is Post-Doc University Assistant in the Department of Architectural Theory and History at the University of Innsbruck. Director of "011+" and vice-director of "Viceversa", his writings are published in international magazines and collective books. In 2016 and 2018, he is co-curator of the Unfolding Pavilion in the occasion of the Venice Architecture Biennale. Editor of several publications, in 2018 he publishes his first monographic book: The City in the Image.

## THOMAS FEUERSTEIN

METABOLIC MACHINES AND DAEMONS OF LIFE



DAIMON (detail) / Thomas Feuerstein

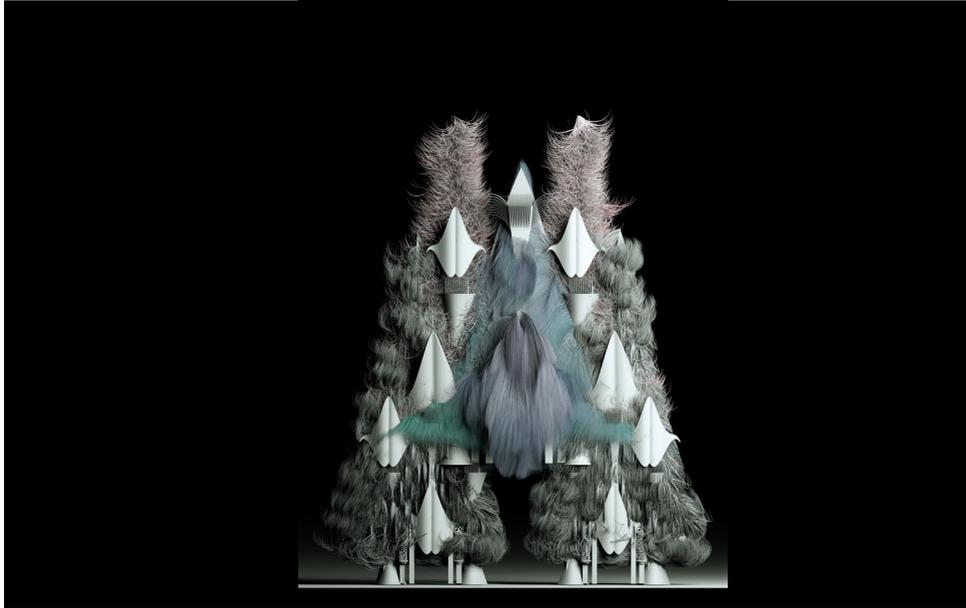
### BIOGRAPHY

Thomas Feuerstein is a Vienna based artist and writer whose work oscillates between the fields of fine art and media art. Born in 1968 in Innsbruck, he studied art history and philosophy at the University of Innsbruck, and obtained his doctoral degree in 1995. In 1992 he founded the office for intermedia communication transfer and the association Medien.Kunst.Tirol, and was the co-editor of the magazine Medien.Kunst.Passagen from 1992 to 1994. After research commissions from the Austrian Ministry of Science on art in electronic space and art and architecture in 1992 and 1993, he has been a regular lecturer and visiting professor at numerous universities and art academies. As an artist, Feuerstein bridges the interface of applied and theoretical science. His projects combine complex bodies of knowledge from philosophy, art history and literature, to biotechnology, economics and politics. His artistic narratives examine the interplay

between individuality and sociality, and aesthetically translate research into molecular sculptures, and the aesthetics of entropy. His artworks comprise the most diverse media, including installations, drawings, paintings, sculptures, photography, radio plays, net and biological art. Feuerstein focuses particularly on the interplay between verbal and visual elements, the unearthing of latent connections between fact and fiction, as well as on the interaction between art and science. At the core of his practice is an artistic method he calls "conceptual narration."

## LARA LESMES & FREDRIK HELLBERG

### ARCHITECTURE OF THE IMMERSIVE INTERNET



Trust in the Immersive Internet / Jeff Ju-Fu Huang

#### BIOGRAPHY

Lara Lesmes and Fredrik Hellberg both graduated from the Architectural Association in London, founded Space Popular in Bangkok in 2013. Based in London since 2016, the practice works at multiple scales: from furniture and interior design to architecture and the design of virtual worlds. The duo have extensive teaching experience at INDA (Bangkok) and the Architectural Association (London) where their research and design unit Tools for Architecture explores the future architecture of the immersive internet. Beyond their academic experience, Space Popular has ongoing and realised built projects and exhibitions in Europe and Asia.

## BART LOOTSMA



Landscape Channel Shopped 40x40 / Bart Lootsma

#### BIOGRAPHY

Bart Lootsma is a historian, theoretician, critic and curator in the fields of architecture, design and the visual arts. He is Dean and Professor for Architectural Theory at the Faculty of Architecture of the University of Innsbruck. He was Guest Professor at the University of Luxembourg, the Academy of Visual Arts in Vienna, the Academy of Visual Arts in Nürnberg, the University of Applied Arts in Vienna, the Berlage Institute in Amsterdam/Rotterdam, Head of Scientific Research at the ETH Zürich, Studio Basel, and Head of the Department of 3D-Design at the Academy of Arts in Arnhem. Bart Lootsma curated ArchiLab 2004 in Orléans and the Montenegrin pavilion at the Venice Biennale in 2016. He published numerous articles and several books. He was an editor of Forum, de Architect, ARCHIS, ARCH+, l'Architecture d'Aujourd'hui, Daidalos and GAM. His book 'SuperDutch' was published by Thames & Hudson, Princeton Architectural Press, DVA

and SUN in the year 2000. 'Reality Bytes, Selected Essays 1995-2015' was published by Birkhäuser in 2016. In German and English editions. Bart Lootsma is a member of the Advisory Council of the International Building Exhibition Vienna 2022 New Social Housing and a board member of European Austria.

## JOHANNES MÜCKE

FROM VIENNA INTO SPACE.

DESIGNING SHIPS FOR INDEPENDENCE DAY: RESURGENCE



The Moon Tug on the set of 'Independence Day - Resurgence' in Albuquerque NM

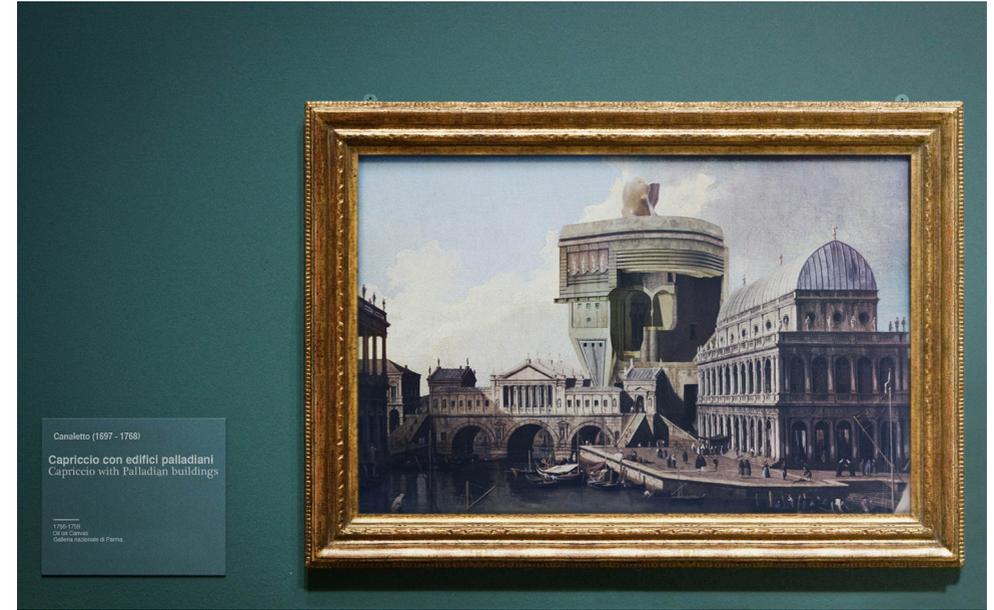
### BIOGRAPHY

Johannes Mücke studied Architecture at the RWTH Aachen, the UCLA and received his master at the University of Applied Arts in Vienna, studio Greg Lynn. He had teaching engagements for life drawing at the RWTH, architectural design at studio Lynn and visual narration at studio Fiona Raby at the UfaK Vienna. After having worked for FOA London, Johannes switched from Architecture to Entertainment Design and started to work first as Lead Concept Designer for Rockstar Games in Vienna and later as Art Director for Sproing Interactive. In 2010 Johannes co-founded with his partner Oliver Bertram Wideshot Design, an internationally awarded design and architecture studio that focuses on the fusion between design, architecture and entertainment productions. Having worked for multiple science-fiction and future-themed feature films (such as 'Independence Day: Resurgence', '2012' or 'Dark Matter'), video games and themed entertainment

ventures, Johannes' work focuses increasingly on scenarios for the world of tomorrow and their implications on architecture and design.

## GIACOMO PALA

FICTION, TIME



Speculative Past / Jörg Stanzel

### BIOGRAPHY

Giacomo Pala is an architect and researcher based in Innsbruck, Austria, where he works at the department of architecture theory as an assistant researcher - collaborating in research activities and in teaching the "Archi-Ficture" studios. He conducts his PhD at the same university under the guidance of Peter Trummer. More specifically, his research is focused on the relationship between historical time - intended as a form of fiction and architectural design in the attempt of developing a more complex relationship between the two, by looking at specific cases including Giovanni Battista Piranesi's work. Basically, his interest lies in the possibility of testing the mutual limits between design, history and theory.

## BETTINA SIEGELE

### BALLARD AND THE PINEAL EYE



High-Rise, Videostil / Ben Wheatley

#### BIOGRAPHY

Since September 2019 Bettina Siegele is PhD-Researcher and Teaching Assistant at the working group of Architecturaltheory at Innsbruck University. Furthermore, she is assistant at the Tiroler Künstler\*schaft, where she is, among other tasks, in charge of „Kunst im öffentlichen Raum“ (art in public space) of the state of Tyrol (together with Ingeborg Erhart). Besides she is working as a freelance writer and curated her first show with local artists and students in autumn 2018.

## JAMES TAYLOR-FOSTER



james Taylor-Foster

#### BIOGRAPHY

James Taylor-Foster is a writer, editor, designer and broadcaster working in the fields of architecture, design, e-culture and technology. He is the curator of contemporary architecture and design at ArkDes, Sweden's national centre for architecture and design. Formerly European editor-at-large at ArchDaily, he has practiced architecture in the United Kingdom and The Netherlands. In 2016 he co-curated the Nordic Pavilion at the 15th Biennale Architettura di Venezia and in 2018 participated in the central exhibition—Freespace—at the 16th. James has been a visiting critic or lecturer at the University of Cambridge, The Bartlett (UCL), University College Dublin, the Architectural Association, the CASS, Design Academy Eindhoven, the Strelka Institute, TU Delft, the Berlage Institute, and MIT. He sits on the advisory board of the Future Architecture Platform and is a part of the Housing the Human network.

## MÉLANIE VAN DER HOORN

PRESENTATION OF THE BOOK:

SPOTS IN SHOTS  
NARRATING THE BUILT  
ENVIRONMENT IN SHORT FILMS

### BIOGRAPHY

Mélanie van der Hoorn is a cultural anthropologist specialized in Material Culture. She obtained her doctorate in 2005 at Utrecht University with her dissertation *Indispensable Eyesores: An Anthropology of Undesired Buildings* (Oxford: Berghahn Books, 2009). Since 2007, she has been working as an independent researcher, author, curator and lecturer. Her interests focus on the presentation, communication, perception and assessment of architecture. Recent publications include: *Bricks & Balloons: Architecture in Comic-Strip Form* (Rotterdam: 010, 2012) and *Spots in Shots: Narrating the Built Environment in Short Films* (Rotterdam: nai010, 2018). Those two books form the beginning of a trilogy that will be completed with a book on architecture games.



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