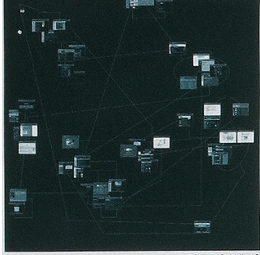


1999 FIRST PLACE

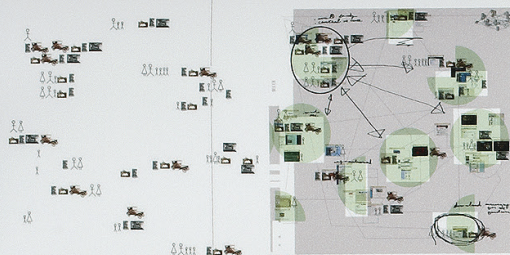
Adam Landman

LYCEUM

A traveling fellowship in Architecture



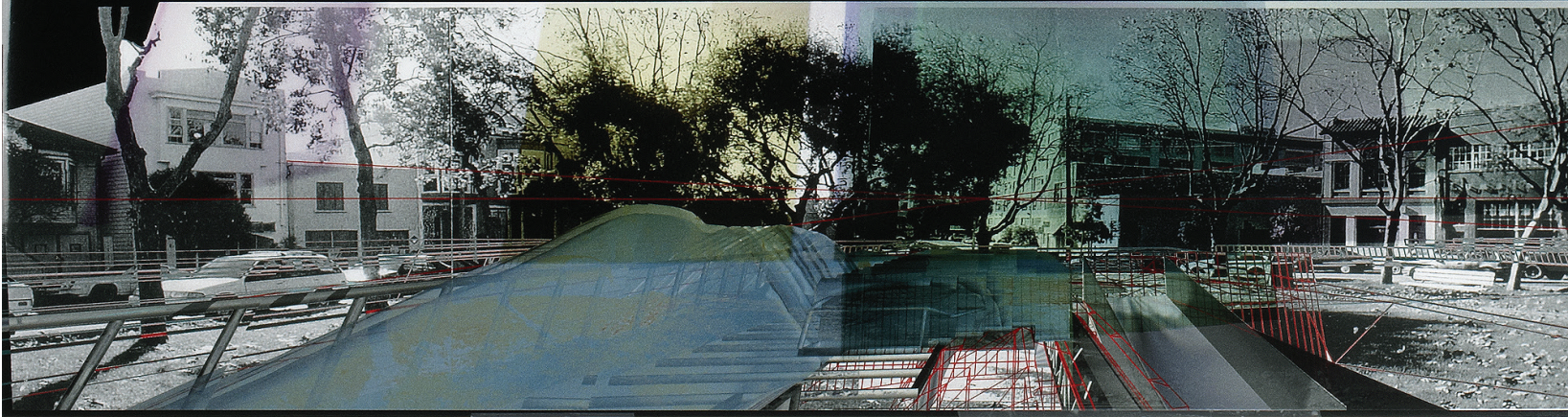
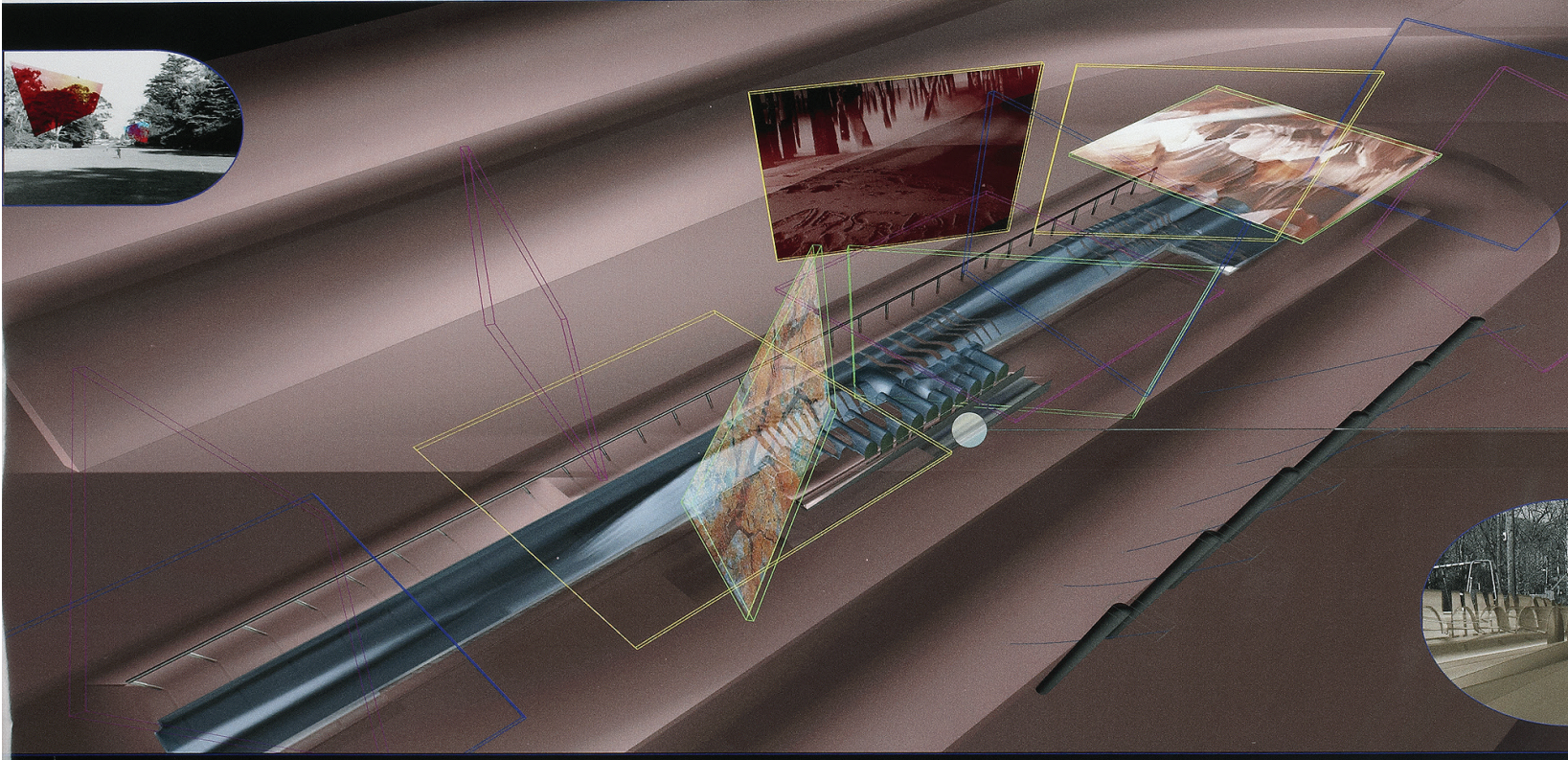
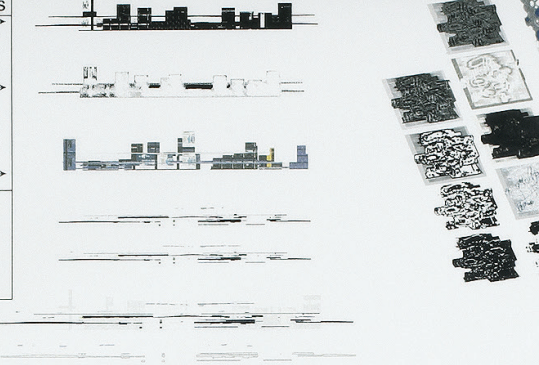
COMMON LINKS



THEMATIC ANALYSIS

■ TOPOLOGICAL ANALYSIS OF CYBERSPACE
 ■ AND TRANSFER TO ACTUAL SPACE

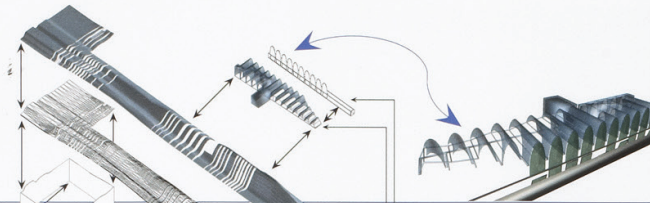
MODELS
 → 225 sections through cybermodel
 → separated links



Multiple interface types, within space defined by the amount of user projection and activity, allow users to communicate within separate windows with both information and other users. Projection activity is defined by user activity. Ability to spread with growth rate of users throughout the city is by size of units and ease of interface. Projection and architecture begin to intertwine to define the medium, or blurred space. The apparent built form is at a minimal state, with repetitious topological elements as key guidelines to the path definitions.

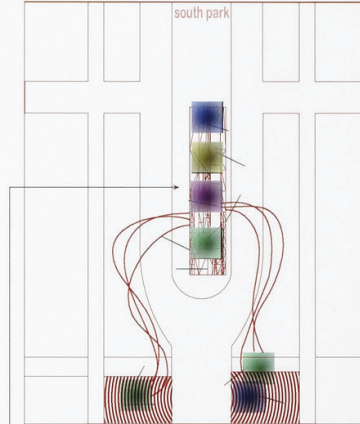
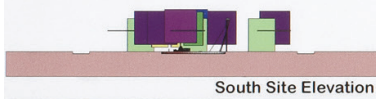
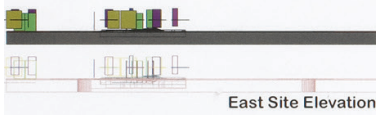
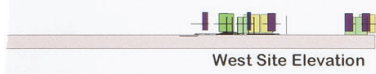
These topologies are the physical manifestation of the hyper-linked communities in constant formation. Production is from the server bldg. that tracks and maps the communications, hyper-links, use of domains, cyber-paths, and media use, then compares these to actual physical trajectories and user defined vectors to map for production new cyber-barriers. These are in turn implanted within the city as the environment is constantly updated to fit and provide for the demands of users.

Permanency has no place within this system, only with the use of the constantly updated system of production, barriers, and paths can the unit begin to form a communication and transportation mechanism that will mimic the virtual ghost of the place and people that become users.



Physical Models of Projection areas
Used to map initial projection technologies over the site, constructed from path analysis and CADR deformations

1. Entry Frame
2. Entry Fiber Shell
3. Main Fiber Shell
4. Main Network Web
5. Walls
6. Structural Tube Framing
7. Floor Plates
8. Main Holographic Anchors
9. Server Stacks
10. Holographic Projection Area



this area enlarged @ left
Holographic Pavilion
(see illustration below)

