

Dystopia

Mile 6 | Allegheny River

Theme Brief

Design Systems

Feedback Media

Describe the macro, meso, and micro conditions that your architecture is responding to. These will be a mechanic, environmental, and programmatic. Describe each layer used in your site mapping, and why they are included.

Greenfinger in the year 2030

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Greenfinger a brilliant outcast of society is forced to leave the natural and scientific splendor of Baton Rouge and the Gulf Coast due to the devastation of rising tides and flooding. He travels upstream to reach an island on Mile 6 of the Allegheny River. Our architect of humanity establishes a weather station and laboratory built from the remanence of a society that disregarded its own affordances. His facility sequentially evolved over a 20 year period to research alternative energy in a resource strapped world as well as monitor and forecast weather patterns. He would attempt to build a new city focused on sustainable practices and create reenergized institutions of education, research, livelihood, and community that could adapt and recycle its knowledge and waste. He pursues a brighter future, one without denying destruction and its aftermath but instead engaging the waste as productive.

An ecological and mechanistic melange of dynamic civic, practical and generative spaces lofted upon a glacially slow moving city trying to keep up with the unyielding forces of nature that have finally overcome the ignorance of the human condition.

Industrial Ecology

Machine, Cogs, Gears, Pumps, Presses, Grinders, Pipes, Gaskets, Wires, Circuits, Treads, Wheels, Pulleys, Bands, Engines, Tanks, Motors, Waste

Natural Ecology

Trees, Parks, Plants, Pools, Flowers, Ponds, Rivers,

Energy Ecology

Algae, Reactors, Combustion, Biofuel, Geothermal, Hydroelectric, Turbine, Balloon, Exhaust, Steam, Waste Management

Civic Ecology

Government, Collaboration, Debate, Community, Education, Research, Recovery, Discovery,

References:

- Citations of data sources or web references or examples

Formal Language

Architectural Response

Describe the architectural elements you are using and how they respond, adapt, or are generated from design systems

This architectural language uses the formal alphabet of both the machine and the industrial structural system to engage with the ecosystem of the surrounding environments.

Primary Spaces

Programmatic Focus

Describe the spaces or programs your design is most attuned to (2-4), and what design systems and formal decision shape their quality.

Community Amphitheater

A place for debate and collaboration. This icon of democracy holds the cinematic drama from which the new society of the future will bolster its own progress. The space retains a nostalgia for that which is gone but remains in spirit. The aristotelian nature of this space is felt in its direct contrast and connection to machine and primordial overgrowth. Upon this stage, the performance of civic engagement will be backdropped by the visual conflict between man and nature. The battle for ecology serves as a constant reminder to the communities that occupy the space of disasters foreshadowed to occur if proper action is not taken.

Algae Research Laboratory

The helm of the city is the development of renewable energy. This is the pinnacle of technological advancement in a society set back scientifically and emotionally. This space overlooks the amphitheater but remains nestled among its own natural environments in quiet seclusion so the intellects and scientists do not forget who or what their inspirations serve. This space serves to harness nature for the benefit of the earth and those upon it.

Civic Facilities

These modular components offer minimalistic comfort for those survivors intent on pursuing a more sustainable future free from ignorance and neglect. The dynamic housing, educational, and leisurely collection of components serves as the feeding pond for the atoms of this colony to sustain the city and build it up bigger and stronger.

Greenfingers Suite

The cockpit of this democratic flock is both a haven of thought as well as a resting place for the architect of our new society to collect himself and lead his people to a more sustainable and tolerant future.

Subgrade Industrial Complex

The dungeons of our city is not a scary place nor is a slum of dirt and grime. It houses the sweat and toil of the people who grind away at the gears of time putting to practice those breakthroughs that are so tirelessly won in the Lab. This is a place of craftsmen and engineers who are the very foundation of society in 2050.

Drawing Futures Narrative:

Greenfinger is a not so evil devious genius scientist and caretaker of a long forgotten island. The island sits in a river of fecal matter and is covered in items long lost and forgotten. Greenfinger is another relic lost and forgotten by society on this island infested with rusting and decrepit materials. Old boats washed up into the heart of the drifting island, moss overgrown onto grass and spreading into artificial turf. The ground itself is a melange of rusting tools, scrap metal and parts, 7 foot tall overgrowth, artificial turf, gnarled trees and poorly built docks.

From this montage of a consumers antiquity, Greenfinger will build his beginning. Out of the conclusion of neglect, Greenfinger will prothesize from these ruins, a conglomeration of cogs and machines and farms and energy and productivity to create a center from which people will finally recognize his worth. From the detritus, Greenfinger will unveil a monument to a society that ignored him. A museum and a shrine to that world which society chose to push him out of. And from this world Greenfinger found his own shrine to waste and ruin, much like he was viewed. Greenfinger is the Architect of this museum of the world. A museum of weather, of production and of sustainability. Sustainability, so that all the waste that was, is and will be, can be forever recycled and returned to society, reinvigorated anew as a monument to consumption and production.

Greenfingers museum is powered by the algae and uses the waste of the island. The same putrid green that Greenfinger found his only reprieve is now the very blood that flows through the island. Greenfinger transformed a dead and dying island into a vital and throbbing example of what can be done with nothing.

The people who come to see Greenfingers monument of wordly forces have simple desires. The wish to be awed. They wish to be enlightened. They wish to pass time. They wish to be apart of a place that they had never considered once in their lives. They want to be on this island not because they didn't know about it before. They want to be there because now they can be accomodated. They can consume here with no consequences. The real wonder that is inspired by the work of Greenfinger is not in the palace or the thing so much as it is in the idea of a place without end to its sustainability. Even outside of Greenfingers control, when Pittsburgh is overrun by poor planning and untimely flooding; the monument to weather will up and leave. It's legs will grow so as not to be drowned and its pipes will dumb any excess pollution into the waste that is there. It will move its legs down stream to some place where it is less obstructed by the waste of humanity. It will carry Greenfinger with it to a place of cleaner air, a place of purer waters, and a place of less ignorant people.