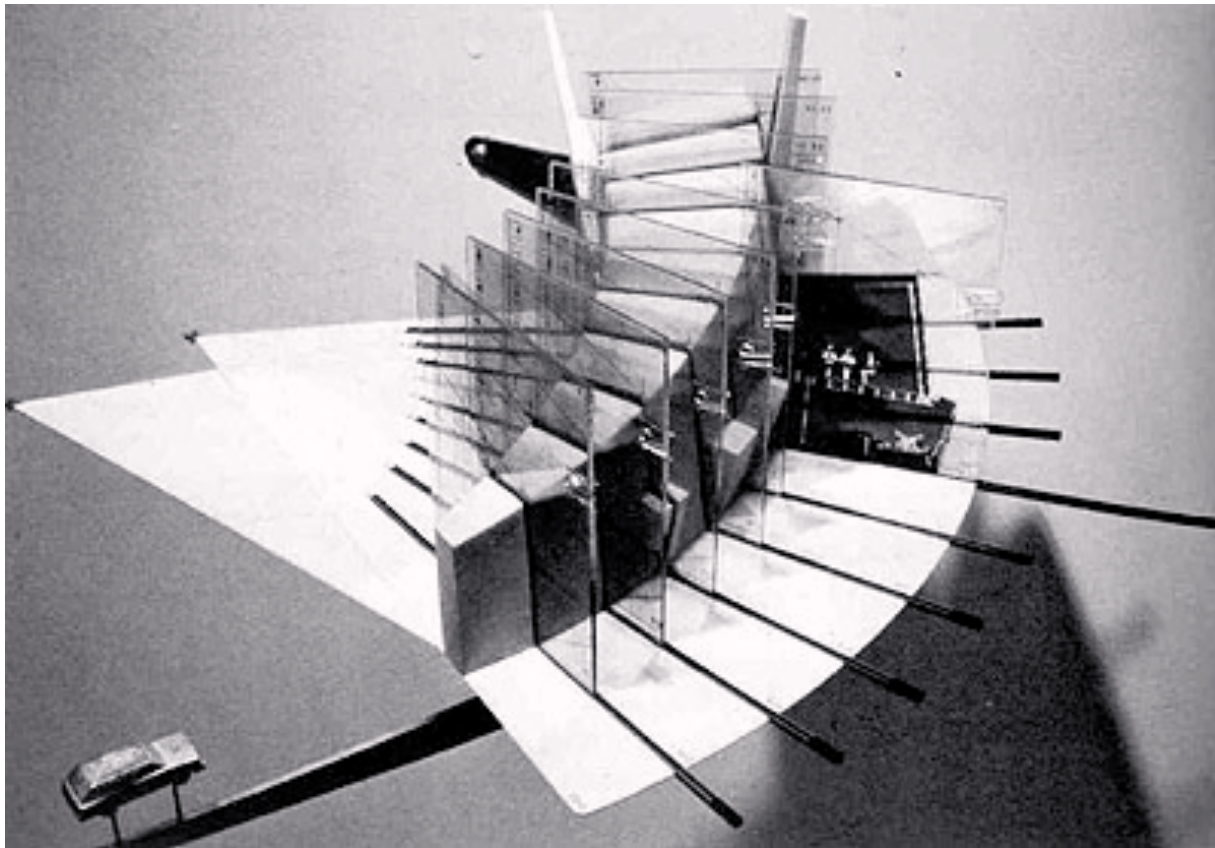


Slow house

Diller and Scofidio



Architecture design IV

Andreas Constantinou
Irene Kleidara
Stefanos Kyprianou

Architects' Ideology



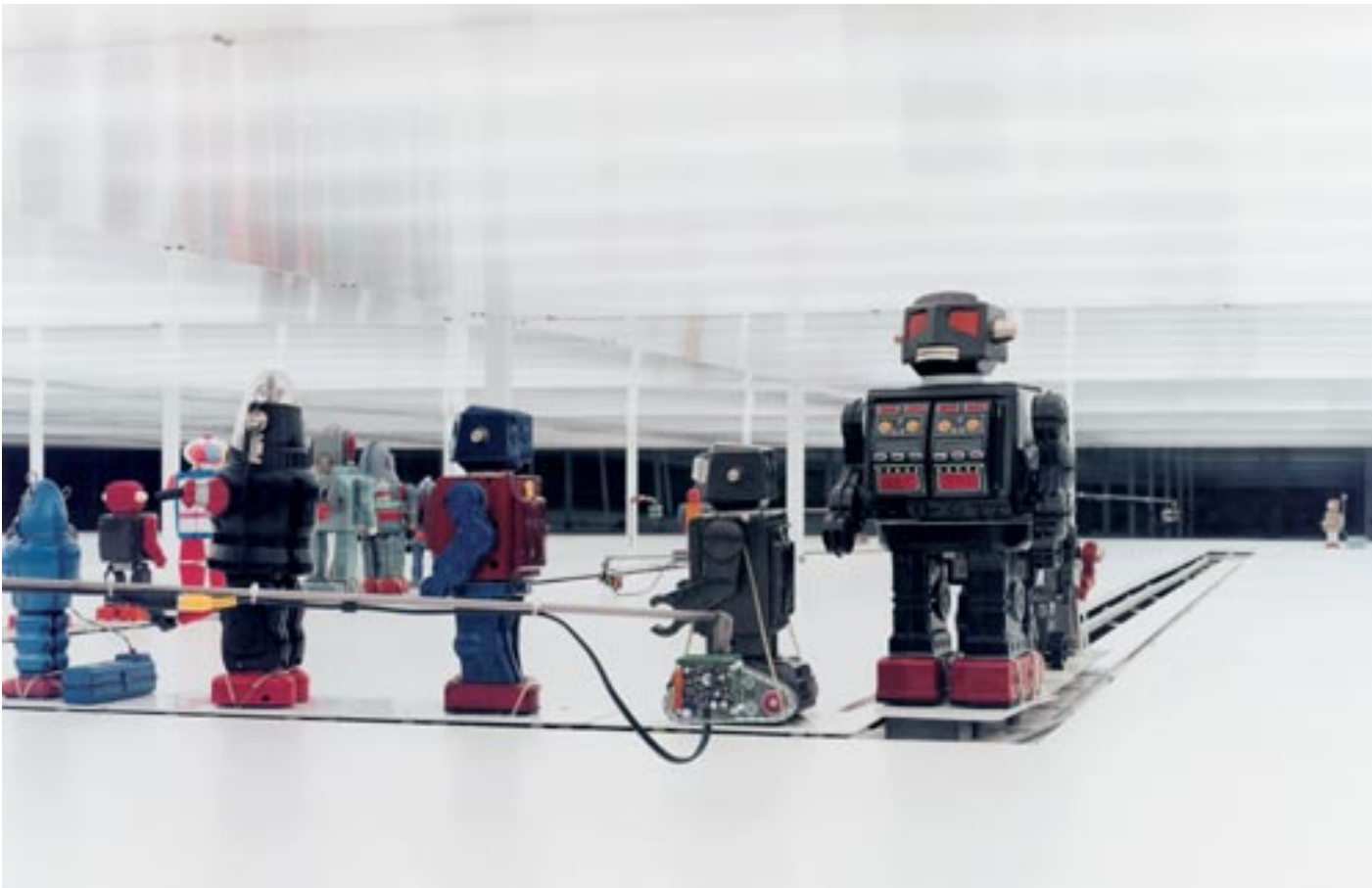
- Digital media
- Reconsideration the aim of architecture
- Question the values of vision, transparency, presence and desire

Design Projects



Jump Cuts
1995

Design Projects



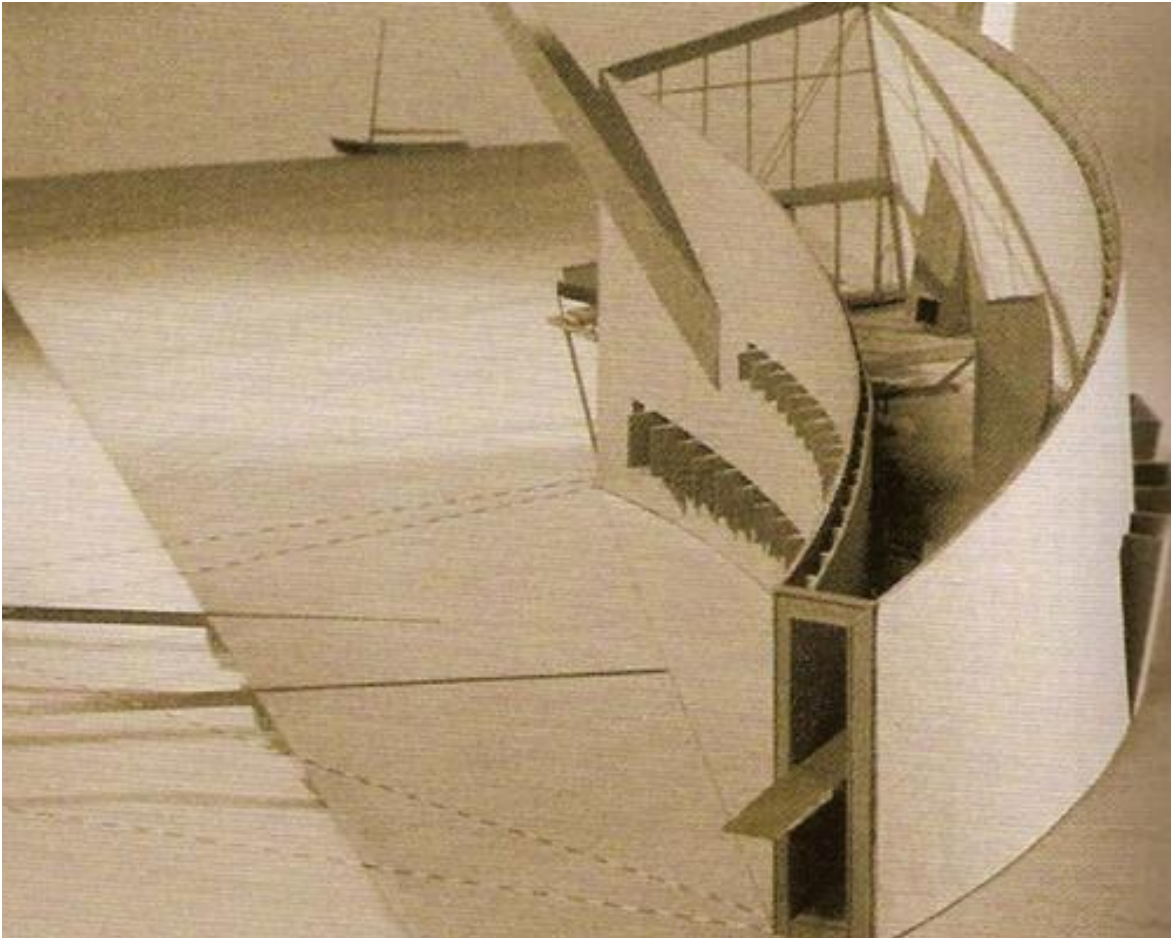
Master and slave
1999

Design Projects



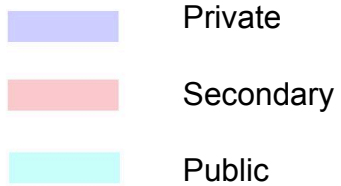
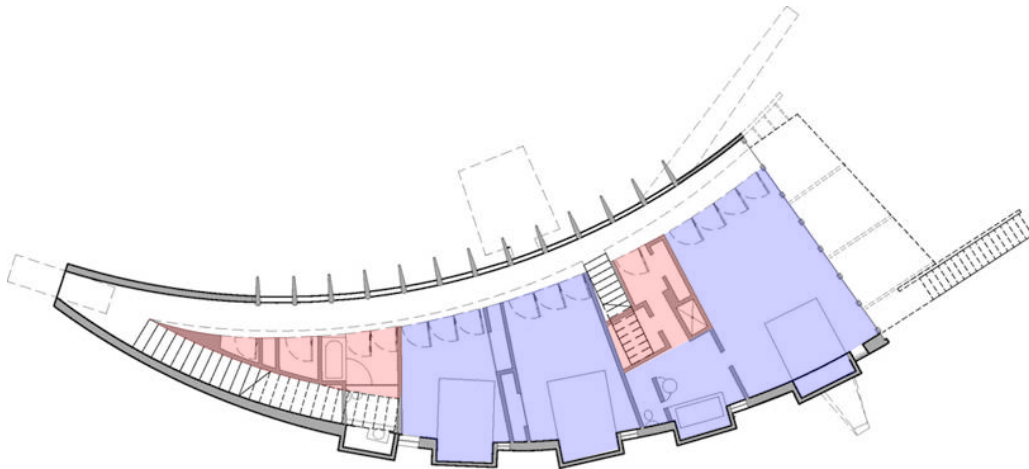
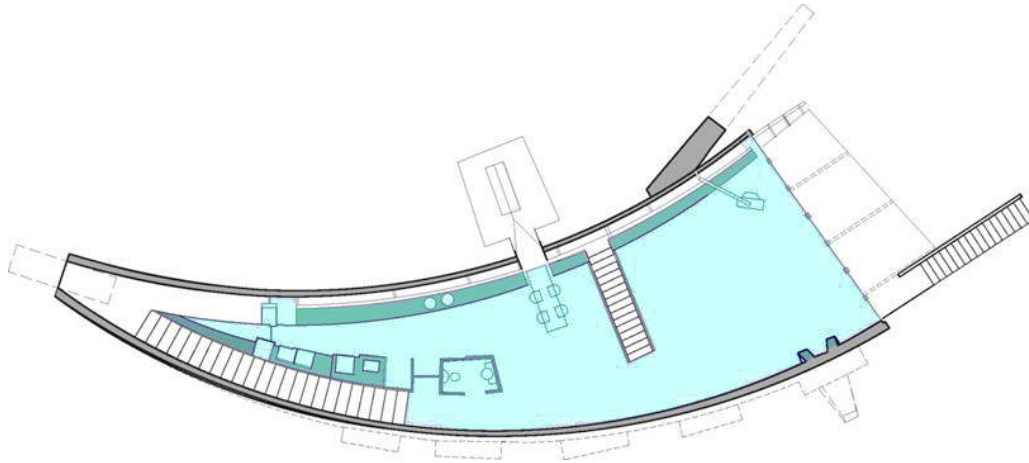
Blur building
2002

Slow House



- Weekend house 1990
- Double height entrance

Slow House



- Two Options at the entrance

- Public spaces upper floor

- Private spaces down floor

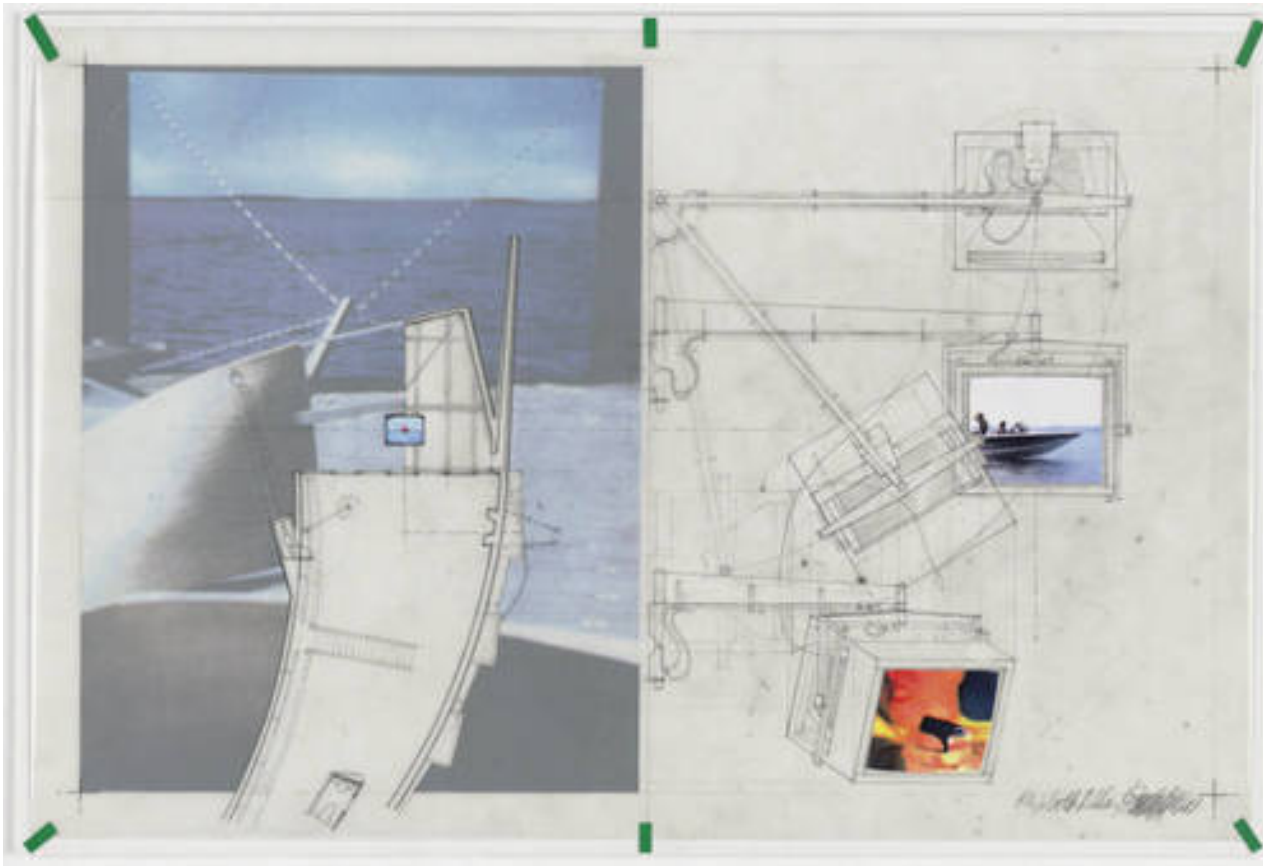
- Banana shape

Digital Media-View



- 'House with a view'
- Architecture can create 'view'
- Digital screen
- Use of the window as an object
- Zoom in

Architects' view drawing



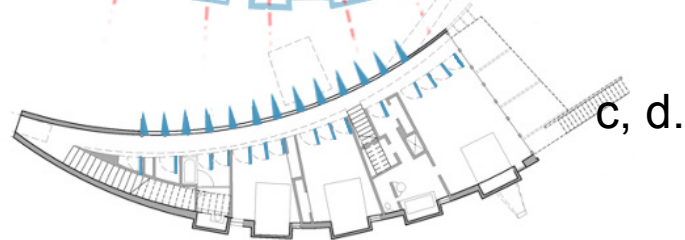
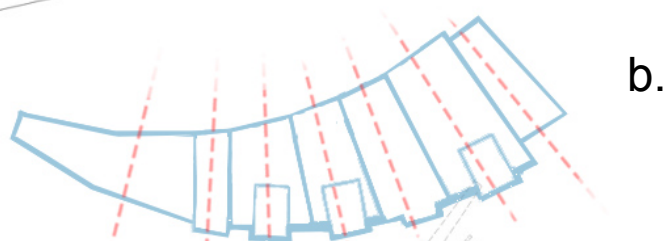
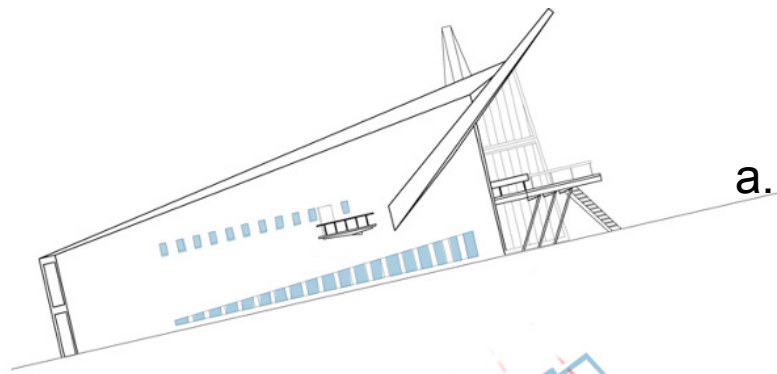
- The user controls view
- Different view types
- The user can transfer the screen

View- Time



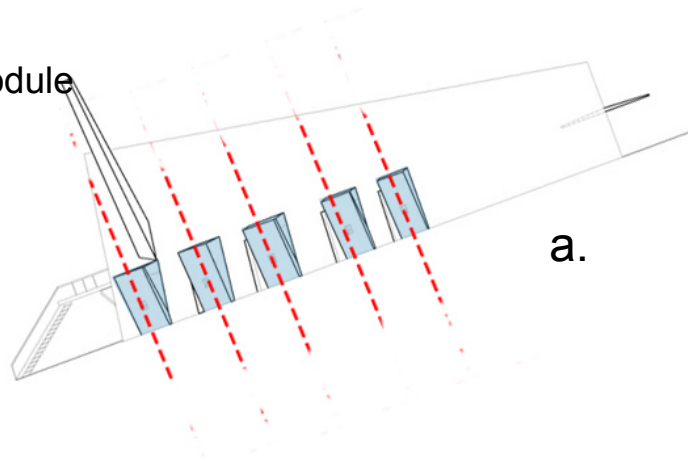
- Recording
- Entertaining View
- Different timing

Rhythm



■ Repeating module

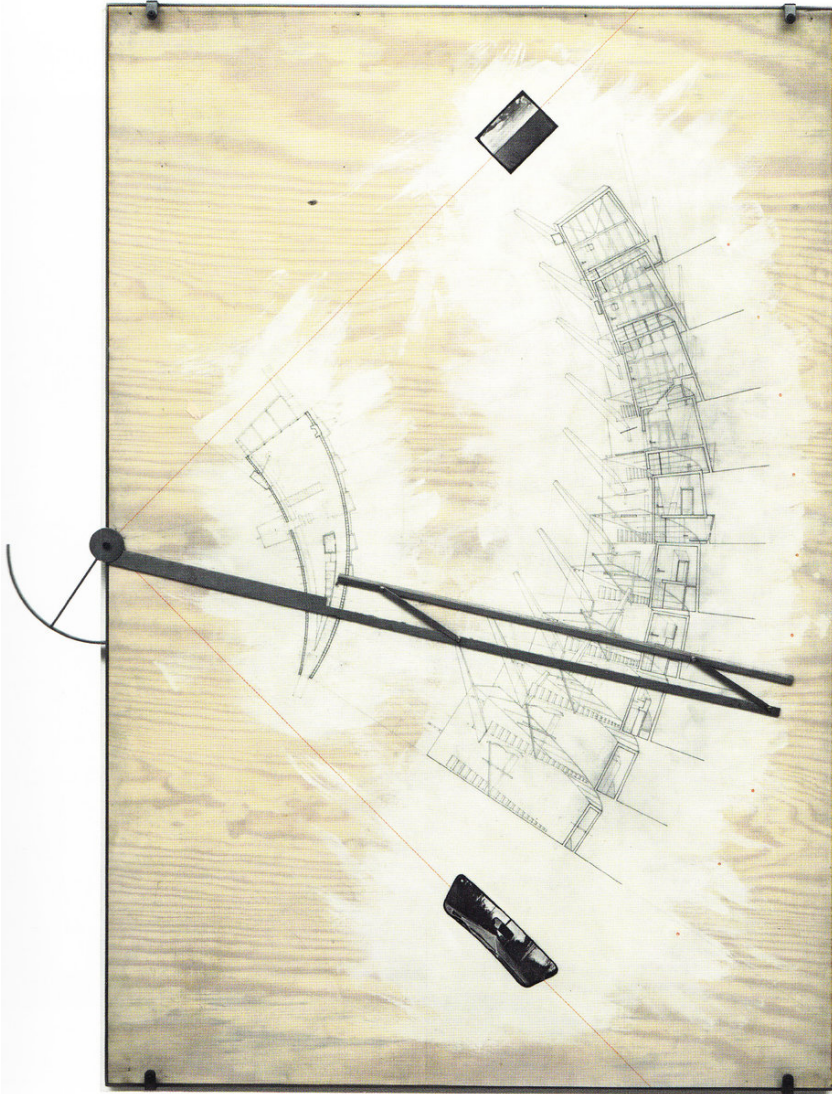
--- Rhythm



•Repeating elements:

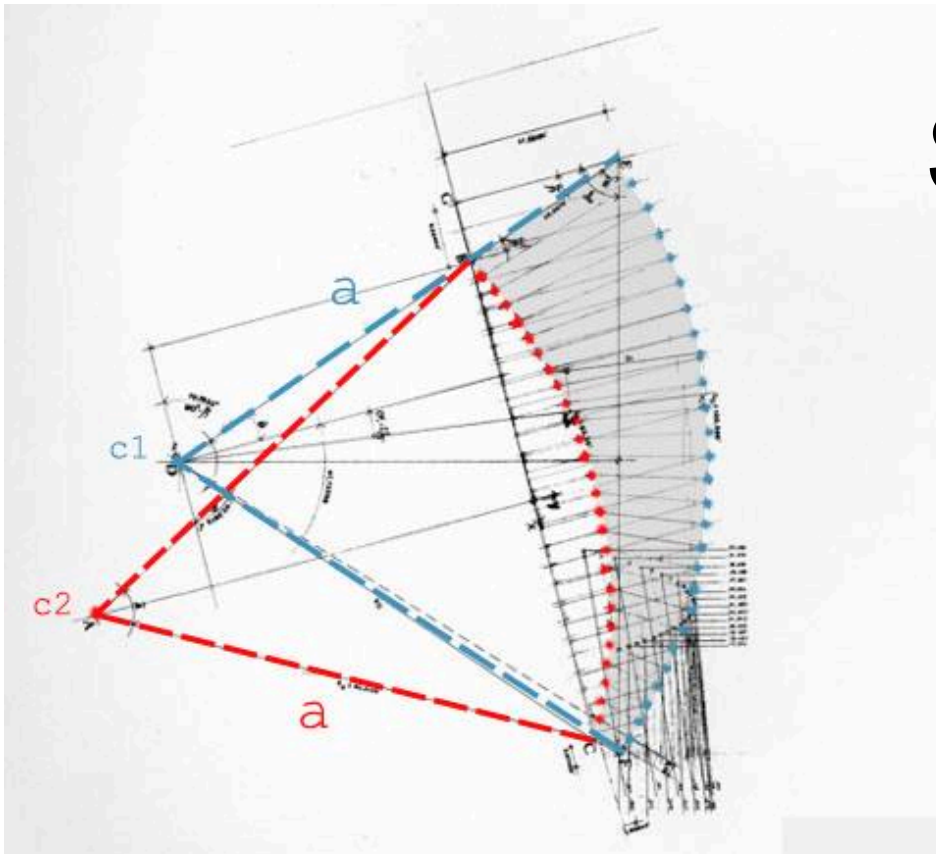
- a. Windows
- b. Walls
- c. Doors
- d. Panels

Architects' drawing



- Design Process
- City – House connection
- Passage to the View

Shape diagram

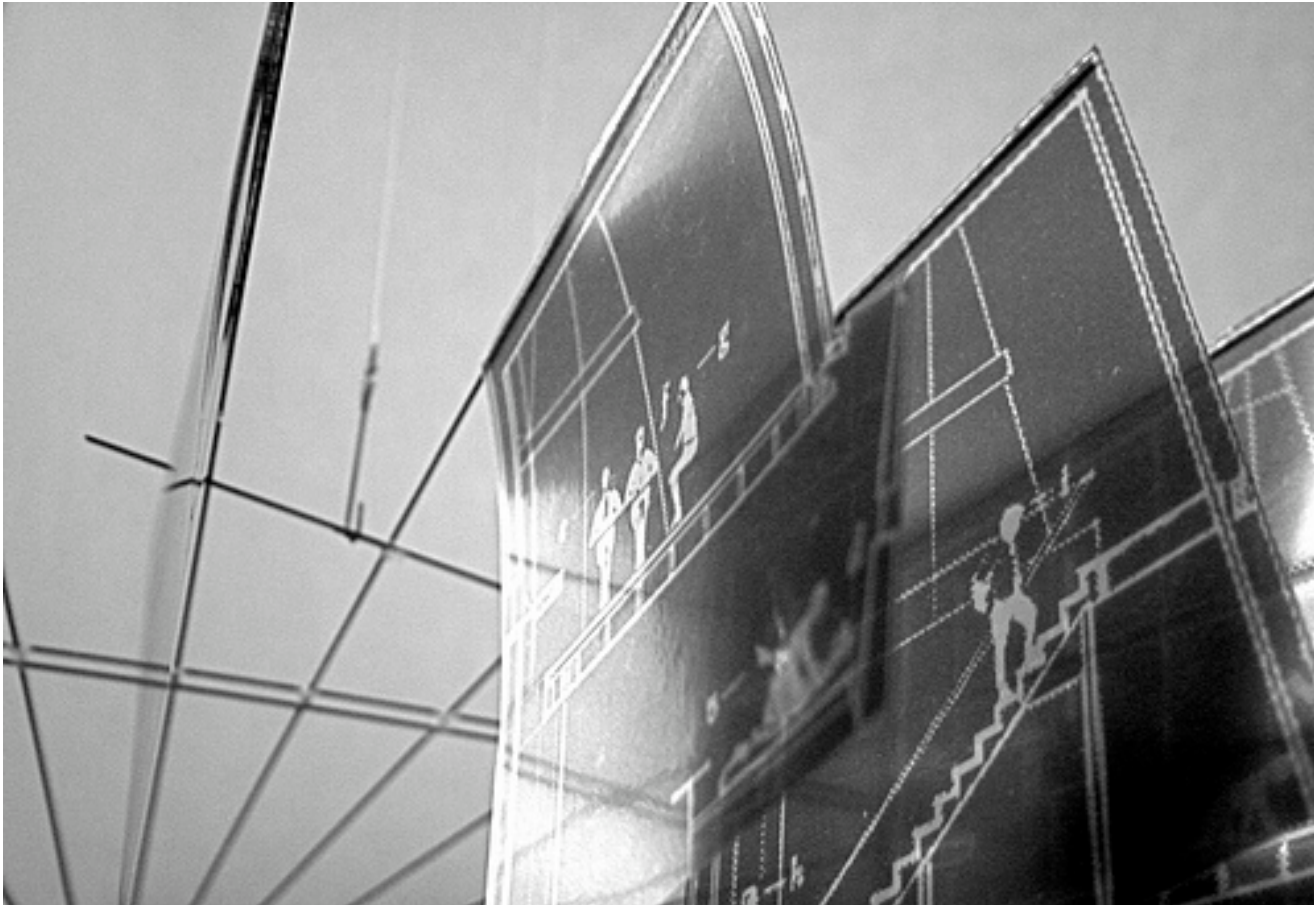


- Two centres (**c1**, **c2**)
- Same range “**a**”



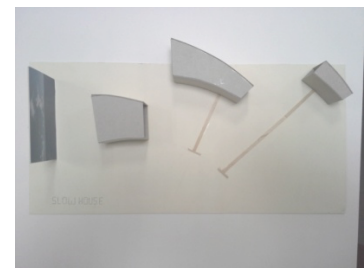
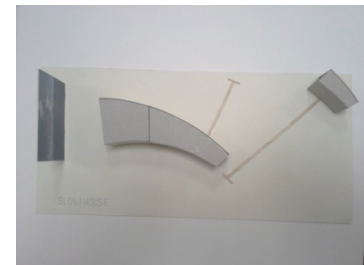
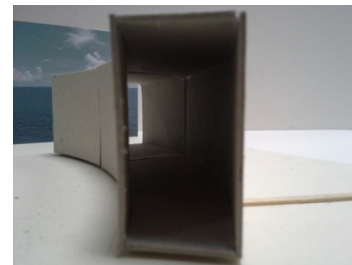
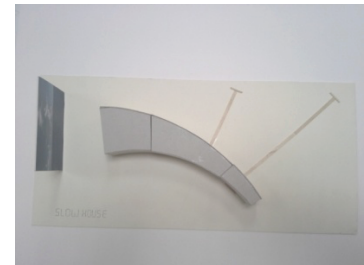
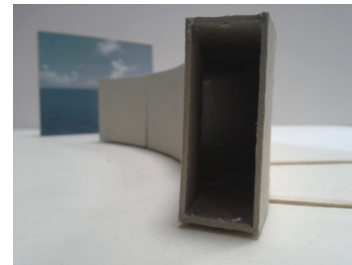
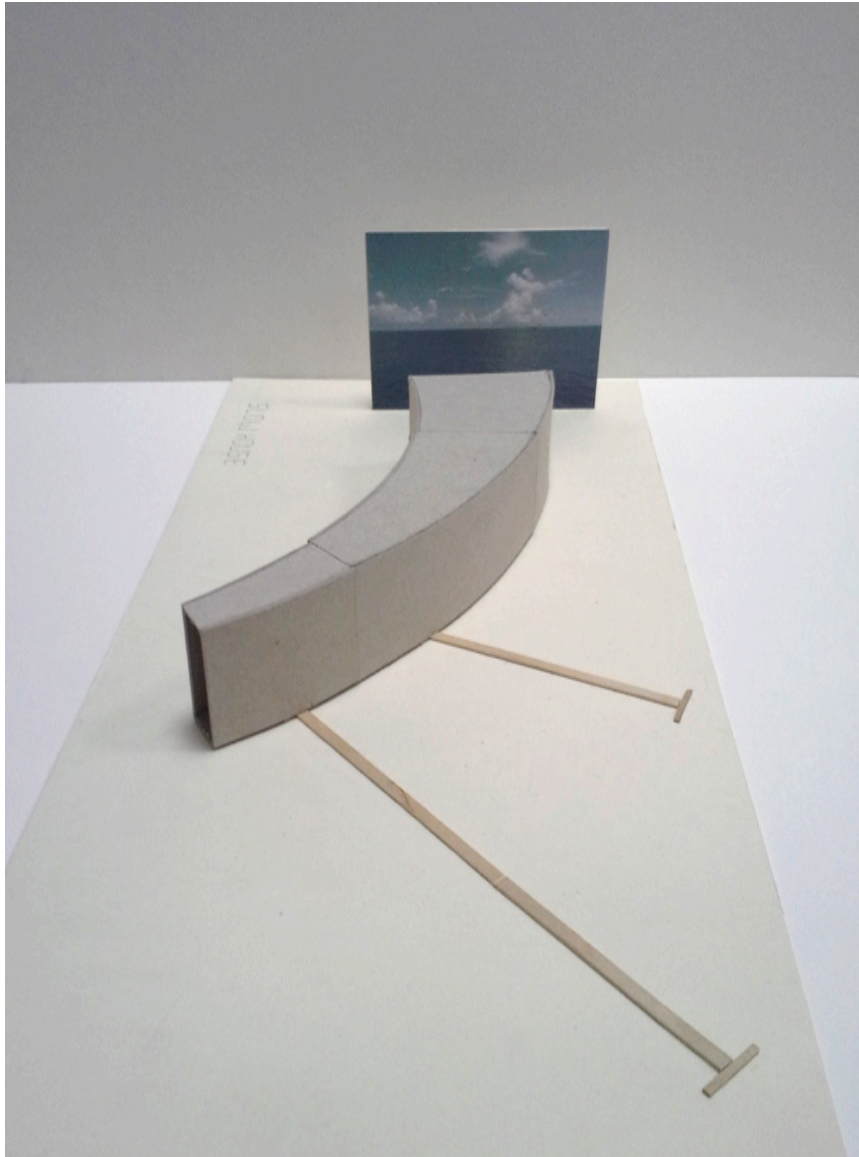
- Delay the view approach
- Different visions at various positions

Cross sections



- Function
- Abstract model

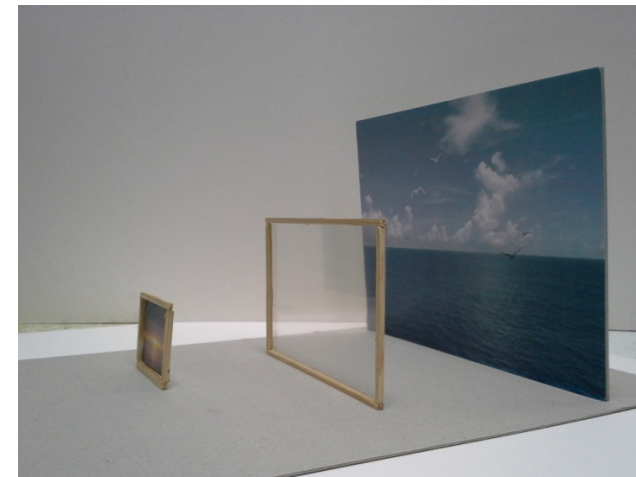
Concept model



Concept model



View
Window
Screen





Thank you