

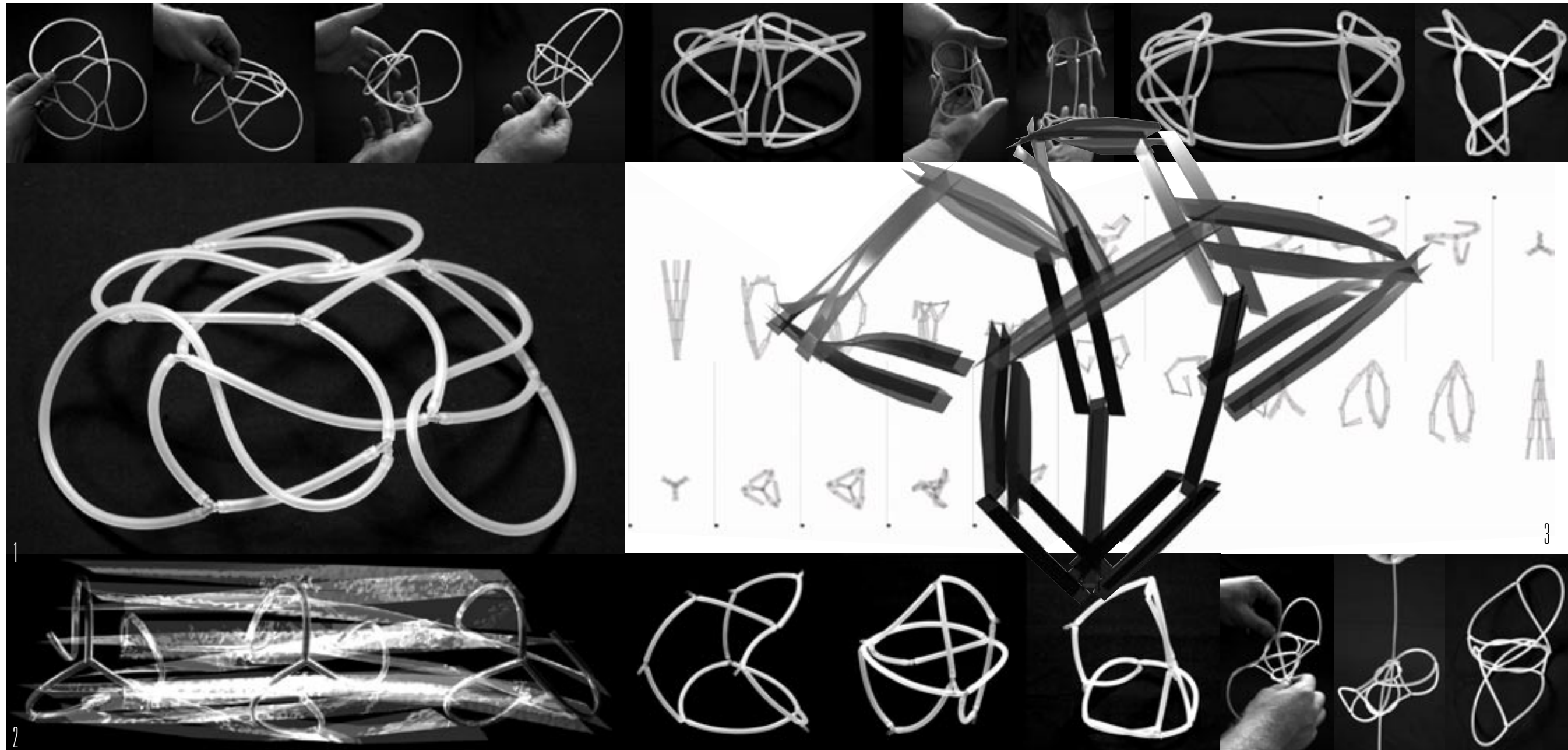
## BEHAVIOR AND BUILDING SKIN

### Chreodic Membranes Fall 2002

Is there potential for playfulness and invention within seemingly closed systems?

The studio began to answer this question by making models out of medical tubing and one type of plastic connector. These are not models of any particular thing. Instead, they demonstrate different behaviors or actions in their fabrication or their ultimate performance. For instance, behaviors such as inversion or weaving are both means of construction and the subject matter of these models. These investigations continued in 3d animation software, where the performance of virtual objects could be scripted, arrayed, and iterated.

1. Medical Tubing Models
2. Still Image from Animation
3. Animated Object and Movement Diagram





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### Chreodic Membranes Fall 2002

The buildings of SOM's Gordon Bunshaft in New York City define this project's site.

These buildings were designed with resplendent modernist interiors that were intended as leisure spaces for the building's occupants and visitors. Over the years, these spaces have been lost. The intervention returns leisure space to these buildings in a new configuration. These spaces track up and down the building, providing new forms of circulation and acting as a social condenser. As corporations seek ways to create new lines of communication within their hierarchical organizations, this proposition attempts to remedy the issue through architectural means.

1. Interior View, Pepsi Cola Building
2. Second Floor Lobby, Manufacturers Bank Building
3. Terrace, Lever House
4. Pepsi Cola Building Prototype
5. Detail, Lever House Prototype
6. Union Carbide Building Prototype
7. Lever House Prototype

