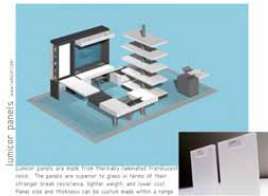


Situation:

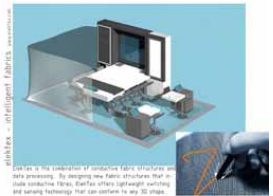
The materiality of the contemporary office and home spaces do not allow for integration of multi-tasking. Objects are one-dimensional; furniture fills up a room and work tools go on top of the furniture. As user's lives become more integrated between working and living, so should the spaces in which they perform these functions.

Response:

Incorporating materials that are interactive, intelligent, and flexible make the appliance proper for the integrated work/life space. As this happens, the lines between the space, the furniture, and the tools become joined and relational.



luminous panels are made from thermally expanded transparent glass. The panels are supported by glass in terms of their structural strength, weight, and cost. They are also made from a material that can be used in a range of colors.



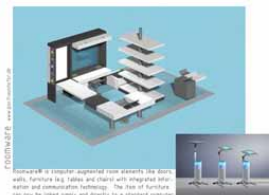
luminous panels are made from thermally expanded transparent glass. The panels are supported by glass in terms of their structural strength, weight, and cost. They are also made from a material that can be used in a range of colors.

SPECIFY

The appliance combines the latest in technology with furniture to provide interactive walls, tables, and panels. This integration meets user's needs by allowing work spaces to be live spaces and live spaces to be work spaces.



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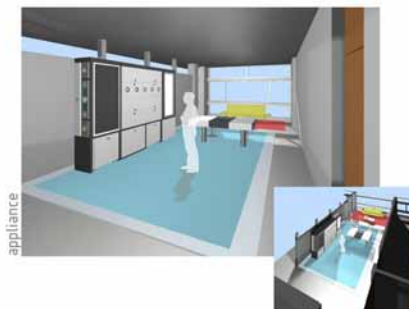
Animated Boxes

Giving Form to Working Life in a Digital Society

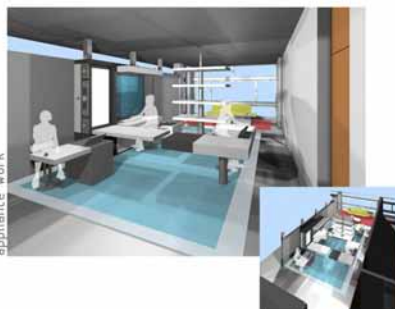
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This page: *Architecture as an Appliance* by S. Keys. [right] preliminary study; [top] live-work units; [middle] unfolding; [bottom] interior performance.

ARCHITECTURE AS AN APPLIANCE



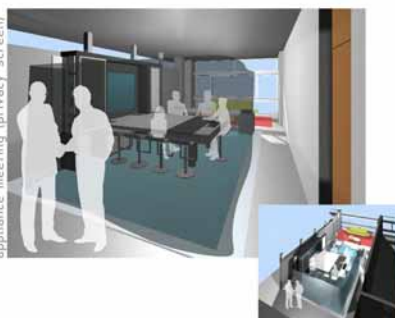
appliance



appliance work

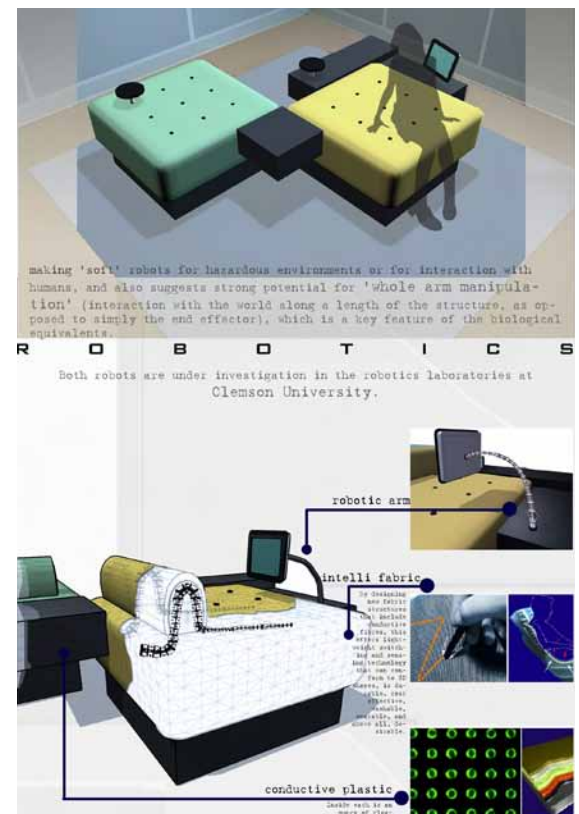
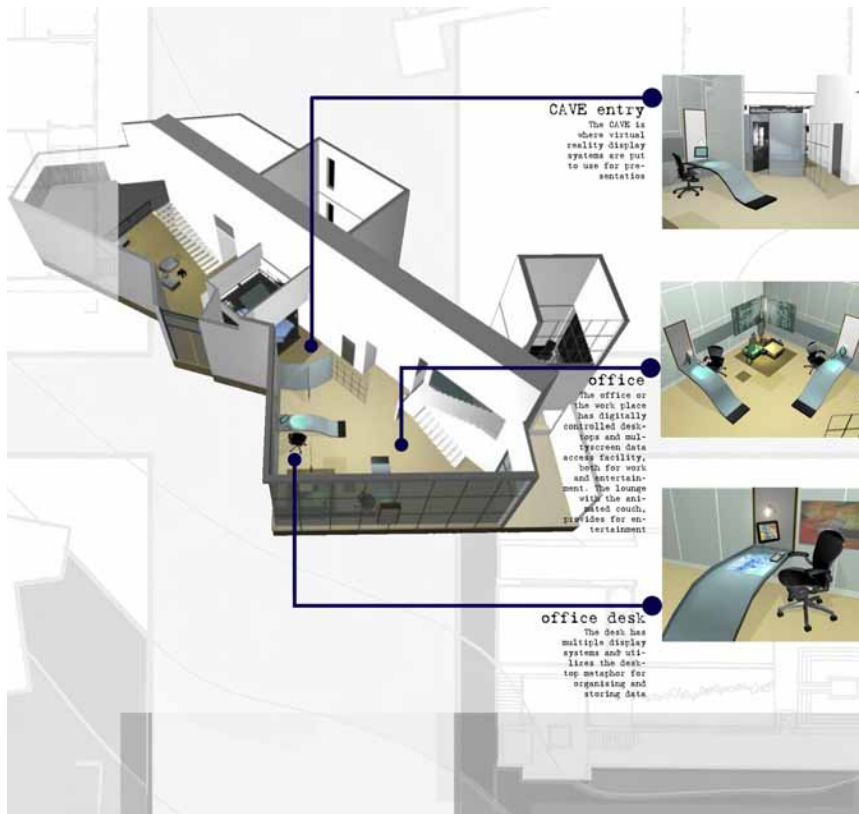


appliance cook/ relax



appliance meeting (privacy screen)

This M.Arch. final-year studio was dedicated to giving form to working life in a digital society. Our pursuits aimed to realize design outcomes that were less *sculptural*, more *performative*: “animated boxes.” Our design activities coupled with those of the concurrent *Electrical and Computing Engineering ECE 655: “An Introduction to Robot Manipulators”* offered to Masters students by my close research collaborator, Dr. Ian Walker. The outcomes advanced knowledge and understanding in both Architecture and Computer Science and Engineering by defining the “robot as a room” and the “room as a robot.” Redefining what constitutes Architecture, Robotics and Information Technology (IT) is not only a conceptual leap in these disciplines but a fully appropriate, even necessary response to conditions in working life that are both technological and social.



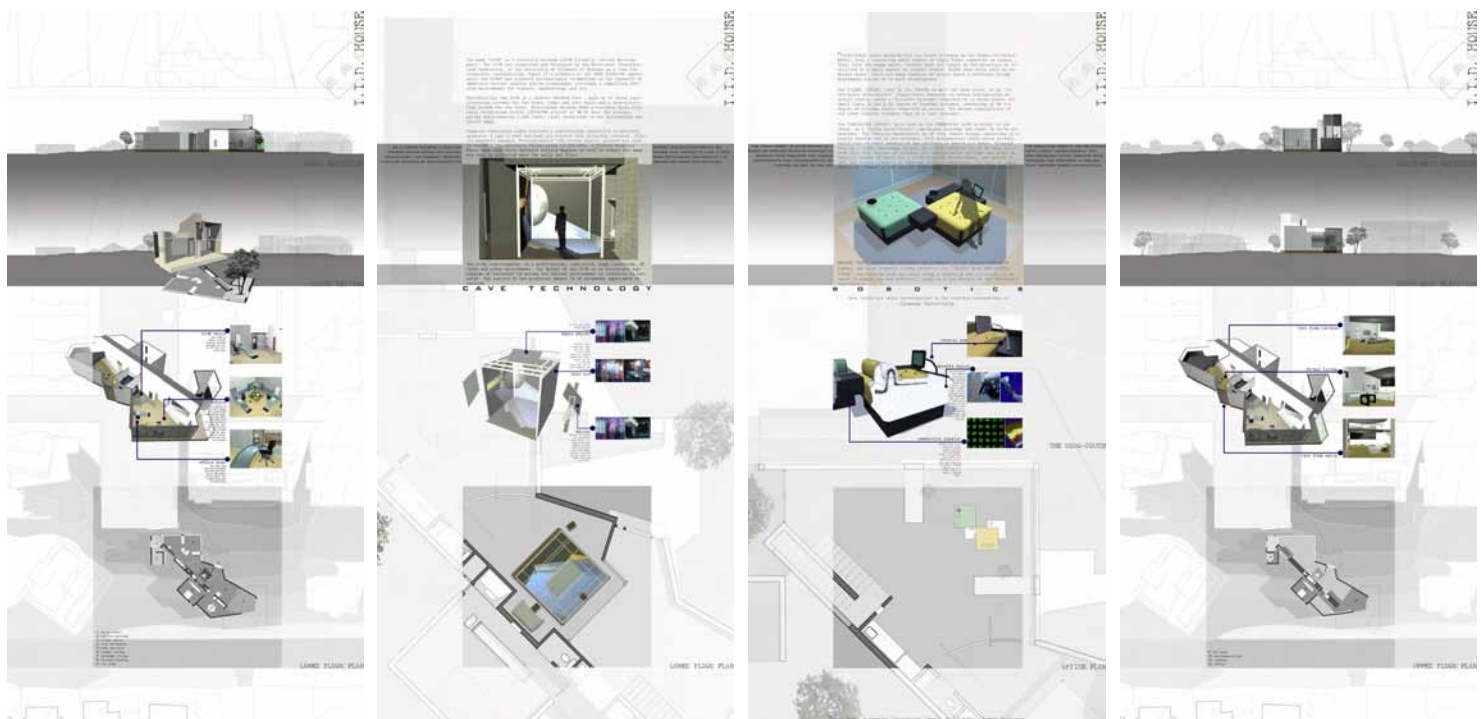
Animated Boxes

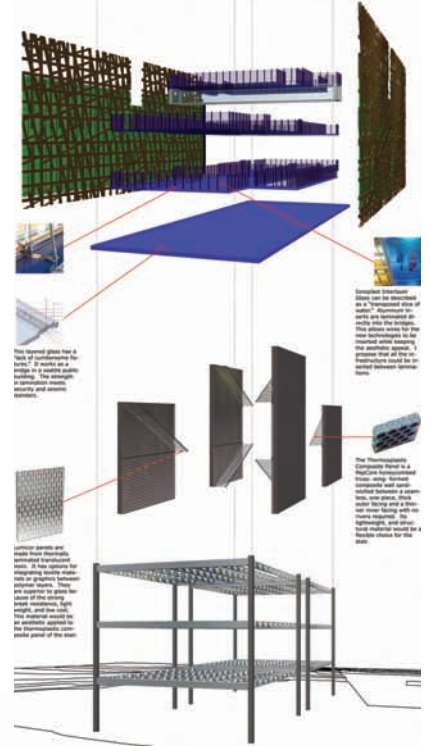
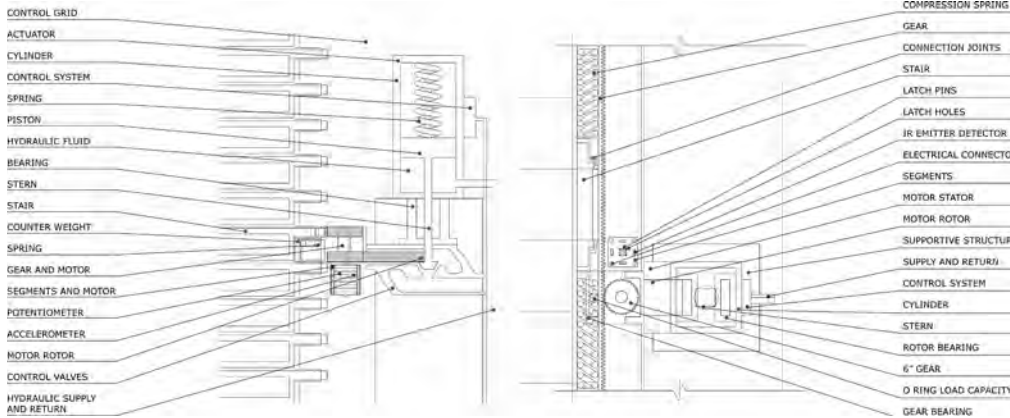
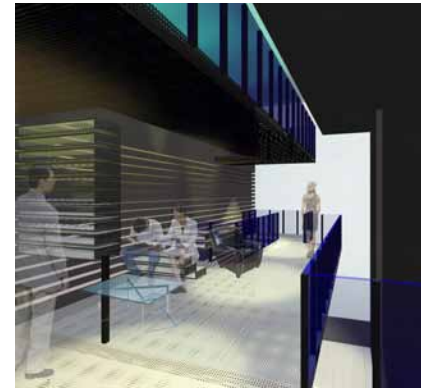
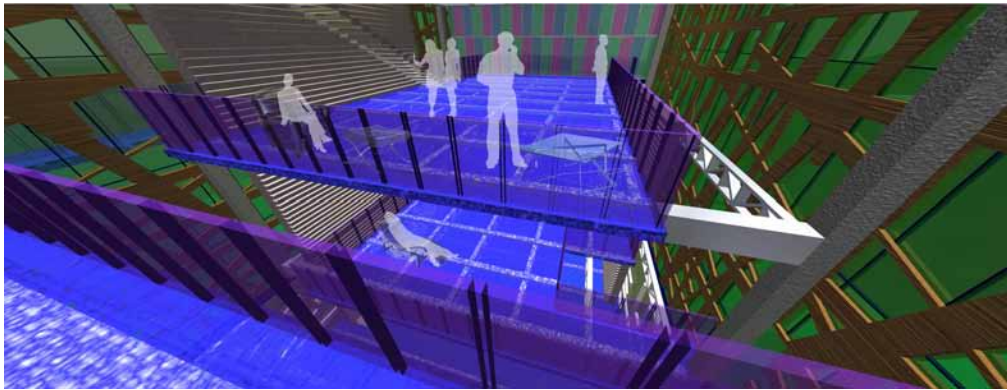
Giving Form to Working Life in a Digital Society

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This page: *I.I.D. House* by R. Raghavendran [below] presentation boards; [top left] detail, living environment; [right] programmable lounge. See video on CD.

This I.I.D. House is an effort towards merging the virtual and physical environments by adapting CAVE technologies to a physical living space. This I.I.D. House also features programmable furnishings employing continuum robot technologies.





Animated Boxes

Giving Form to Working Life in a Digital Society

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This page: *Para-Layering House* by J. Lutz with prommable stairs and facade by CAM. See video on CD.

