What is our relationship with technology? As designers, we sit at the precipice between the abstract and the alien; between meaningful imagination and reductive otherness. What is the permeation of digital logic, software in the architectural profession, and reason able to design algorithmically with meaning?

This thesis explores intermediality and the confluence of discussion between designers and the technology we use. Language, honor, and paterns are recorded materials in the architectural translation of Pataphysics. A 'Pataphysical Society could be for playwright Alfred Jarry. This story of machines, in both a fictional and a literal context, brings humans back into the fold through the linguistic dimension of algorithmic storytelling. This thesis opens a less examined side of thinking algorithmically within the dialogue between abstract and the alien; between meaningful imagination and reductive otherness. With the permeation of algorithmic software in the architectural profession, are we even able to design algorithmically with meaning?

In her youth, the artist moved into a maze where the beginning meets the end. It's constructed by Symbolist playwright, Alfred Jarry. His rebel science of the early 20th century, 'Pataphysics, resounds in the playful nature of its construction and specification. By playing with the boundaries of fiction and reality, the artist moves the ribbons of fractured memory. Hyper serious descriptions oscillate us between reality and the surreal.

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Algorithmic Design & Architectural Machines

A Pataphysical Urban Maker's Studio and Artist Workshop in Upper Tribeca

Three-Person Amnesia Machine

The amnesia machine is a construction by the artist. It is based on a principle put forth by Symbolist playwright, Alfred Jarry. Jarry postulated that human memory is a disquieting and confusing phenomenon and that people will forget and relearn the same memories again and again. The artist's three-person amnesia machine is a reflection on the illusion of memory and the way we construct our reality. The machine consists of a series of interconnected elements that simulate the human mind. These elements include various mechanical and electronic components that mimic the functioning of the brain and memory. The machine is designed to create a disorienting and confusing experience, reminding the viewer of the fluid and unpredictable nature of memory.

The building is situated in contention and alliance with the AT&T Long Lines Building, a form of modern memory. The building is autonomously equipped with enough generators and resources to sustain, 1,500 people for two weeks. Windows were deemed unnecessary and so the building becomes a hidden sentinel at night. This staple of the Tribeca area is clad in granite so as to subvert the eye. It recedes into the background as a foreboding spectre. It's a sculpture worshiping the domination of mechanical power and the modern banality of technology's influence. Currently, it houses data servers; a form of modern memory.