


The background is a complex collage of architectural and mechanical elements. It includes various line drawings, some with labels like 'WINDMILL' and 'Lobby'. There are also images of physical mechanical components, such as a metal rod with a nut and a small motor or actuator. The overall aesthetic is technical and interdisciplinary, blending architecture with engineering.

Algorithmic Design & Architectural Machines

Hannah Langr

Arithmos
Algorism
Allo



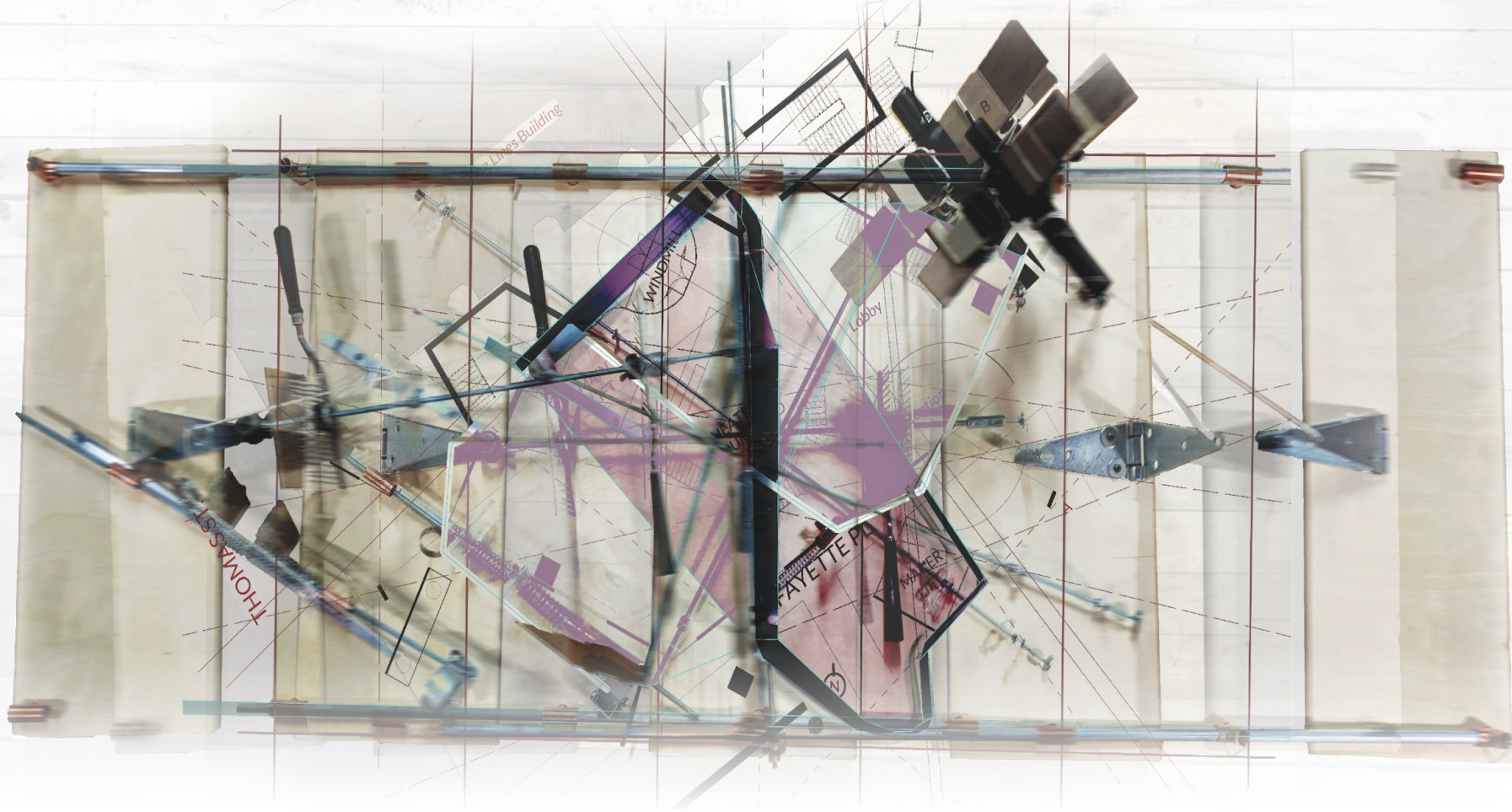
Algorithm

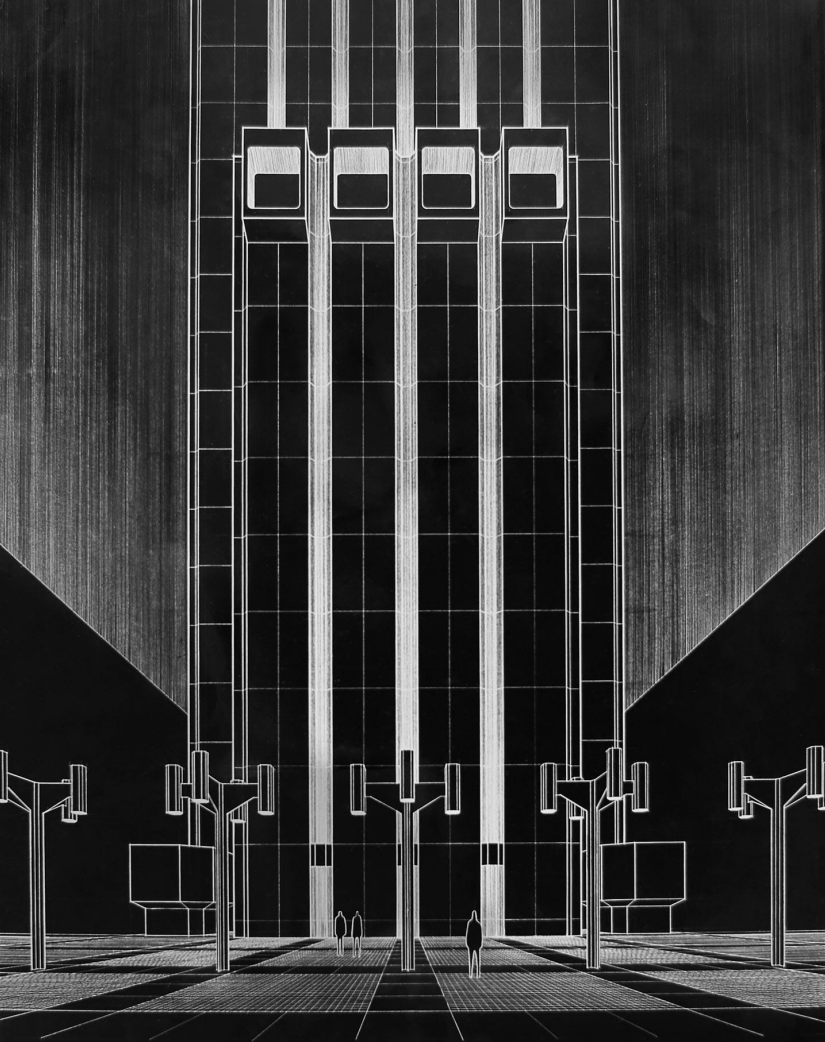
Linguistic Dimension of Conceptual Algorithms



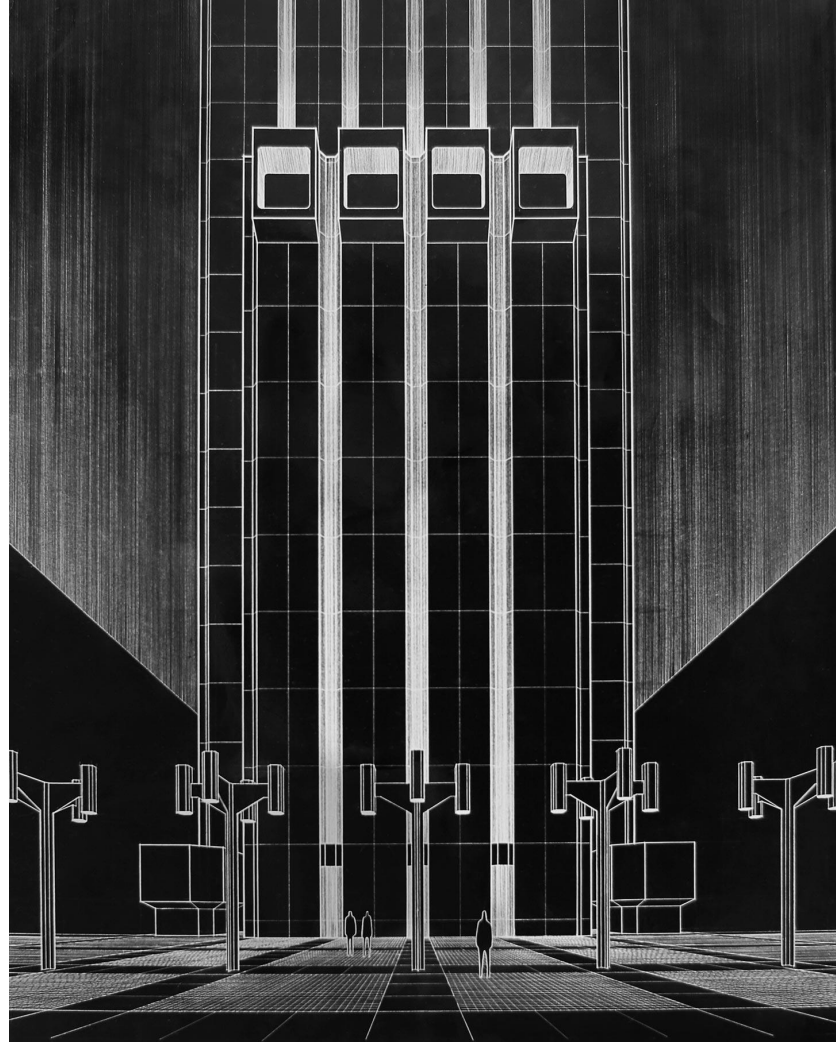
The Blob by
Dutch firm
Waagner-Biro



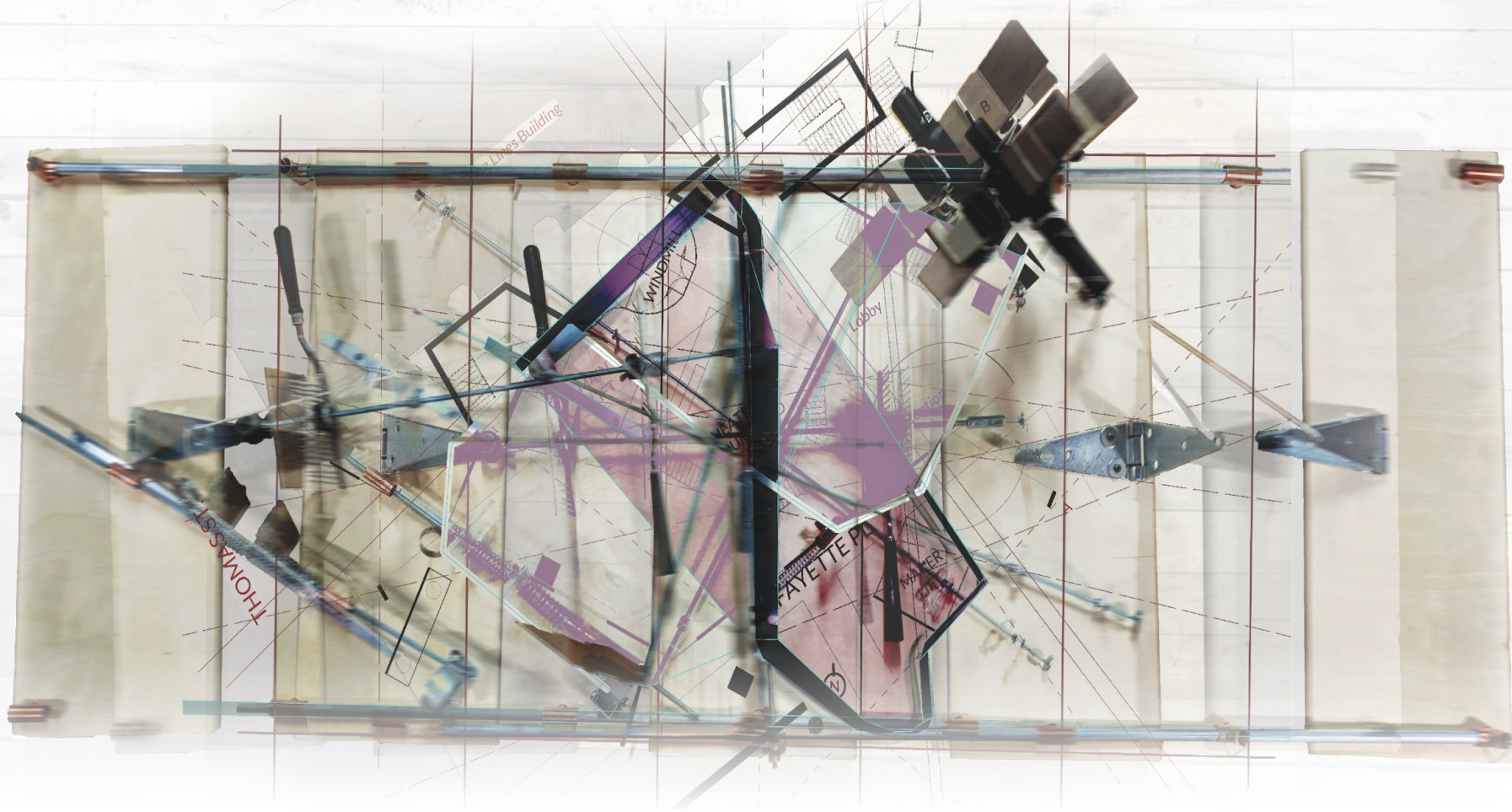


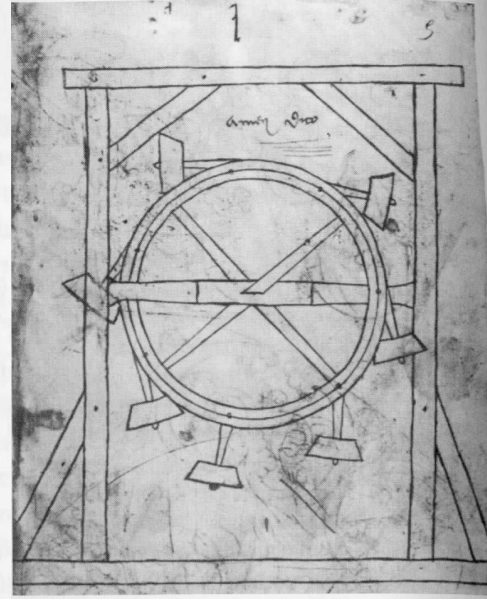
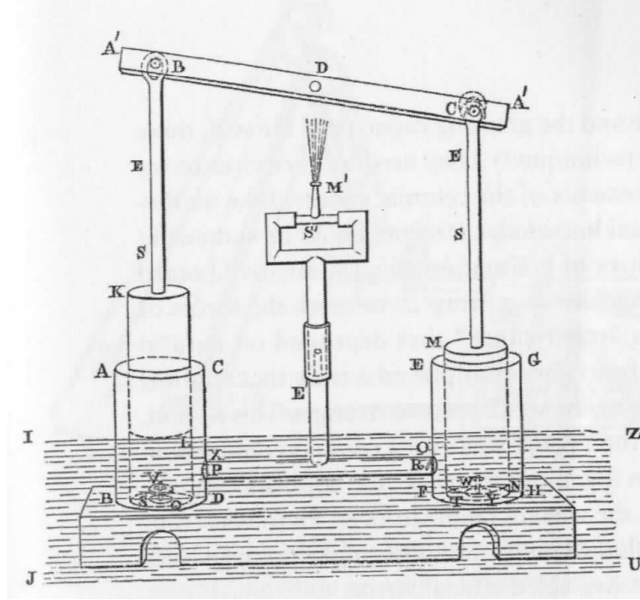


NEW YORK TELEPHONE / BROADWAY BUILDING



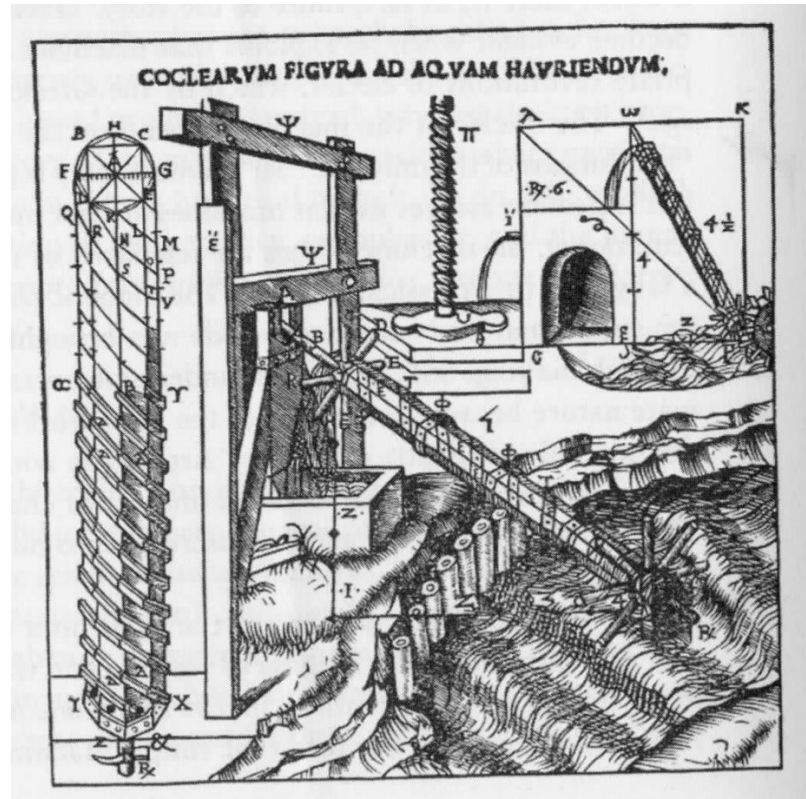
NEW YORK TELEPHONE / BROADWAY BUILDING



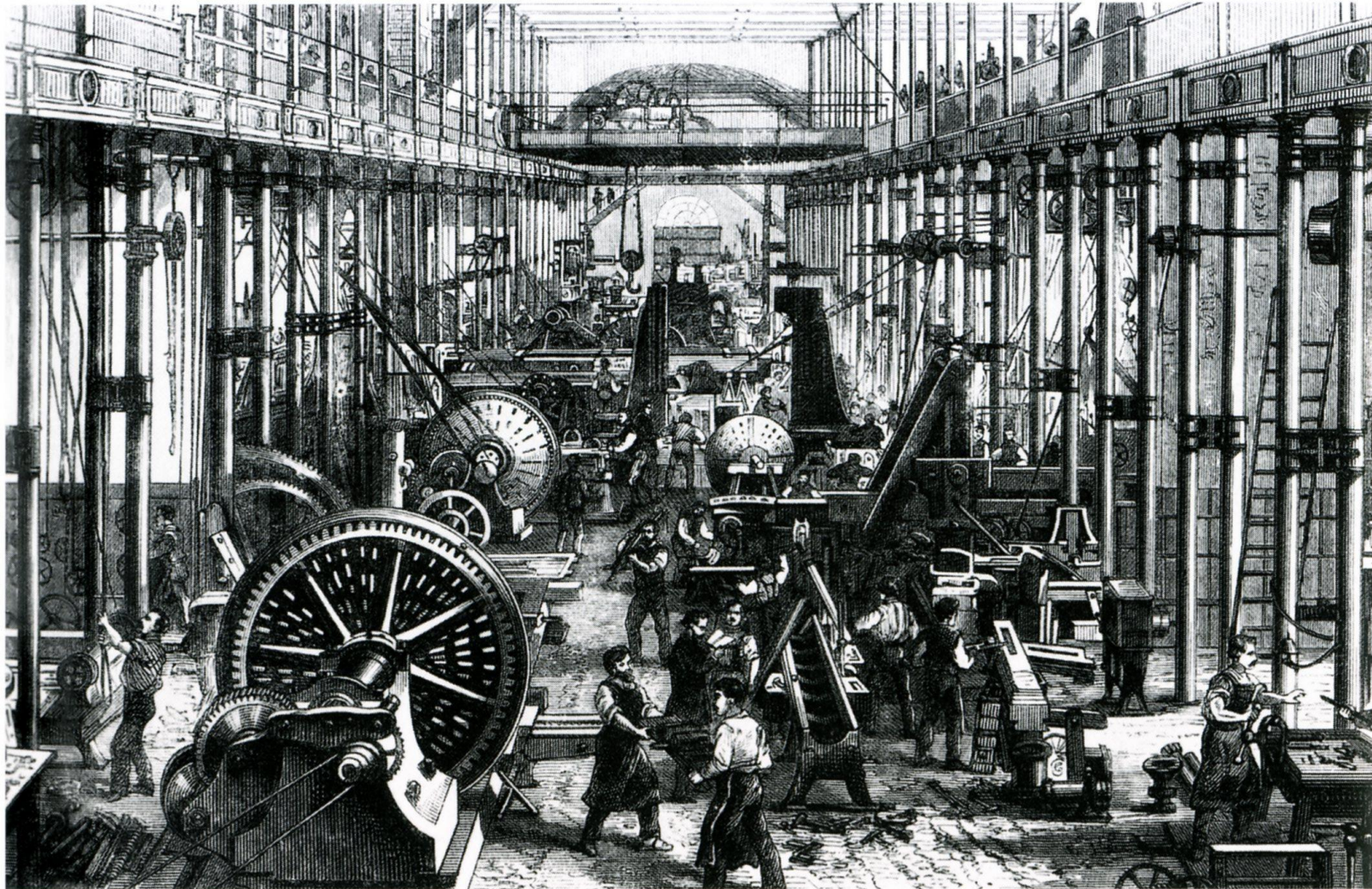


Left & Center: An Aeolipile (early steam turbine) and a water pump by Hero of Alexandria (1st century C.E.)

Far Right: A perpetual motion machine by Honnecourt (13th Century)



Prague Orloj (Prague's Astronomical Clock), completed ~1490 &
Archimedean screw



Engineering
in the (2nd)
Industrial
Revolution
around 1850



an algorithmic future
of design

Portrait of Ubu Roi
& an original ad for
the play

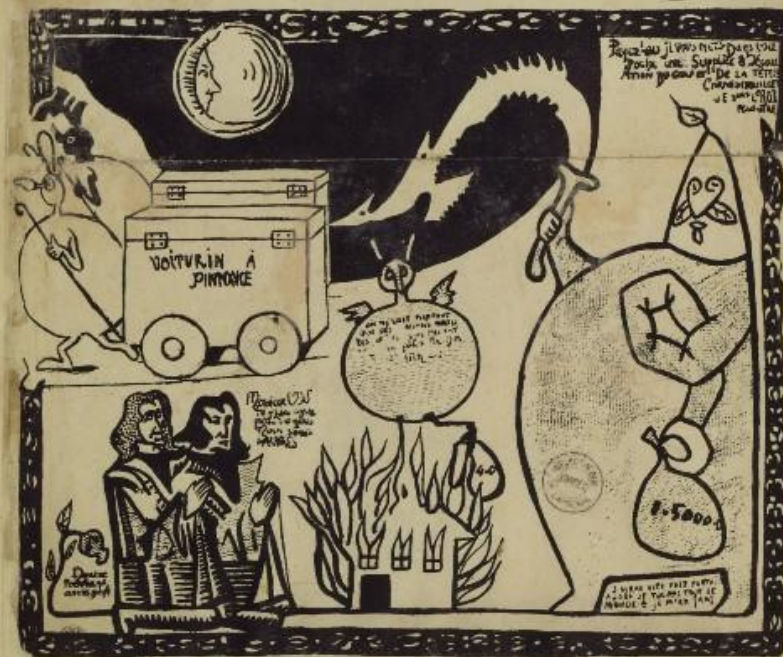


Genève
UBU ROI, d'Alfred JARRY
créé à "l'Oeuvre" passe le 17 Février (Retenir ses Places)

Musique d'Orchestre de Claude TERRASSE, dirigée par M. CADOU

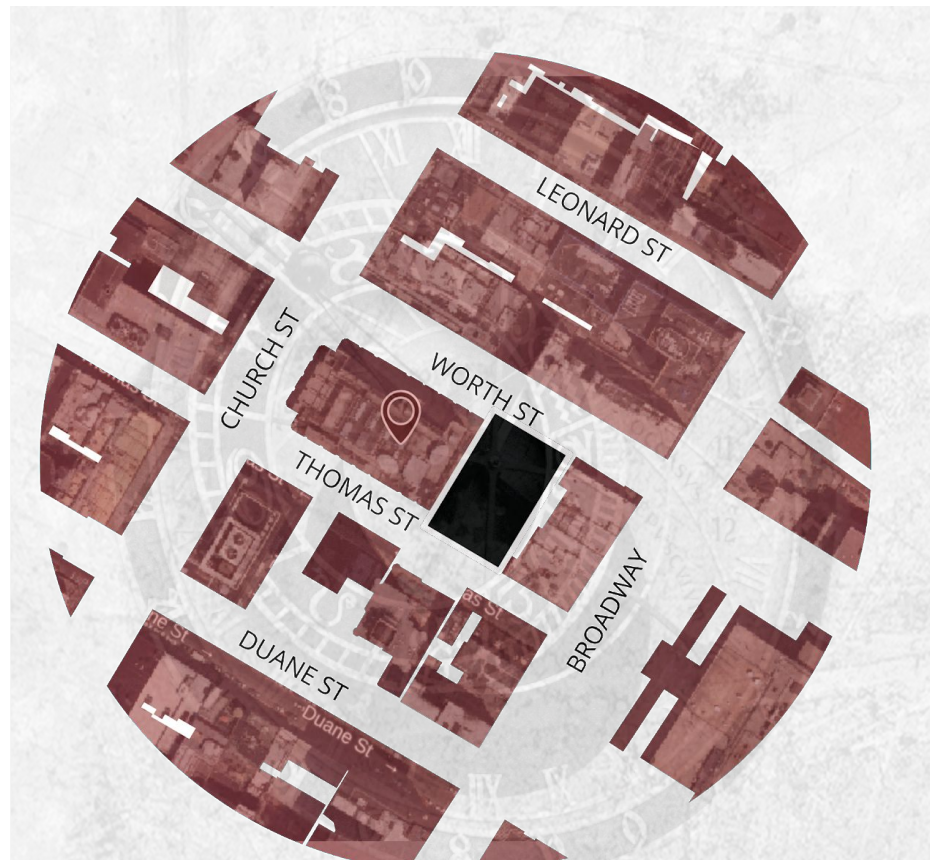
Mise en Scène de M. VERMEIL (Ex-Directeur de la Scène à la "Clauvre-Souris")

Ubu Roi sera interprété par M. René Fauchois — La Mère Ubu par M^{lle} Pierly



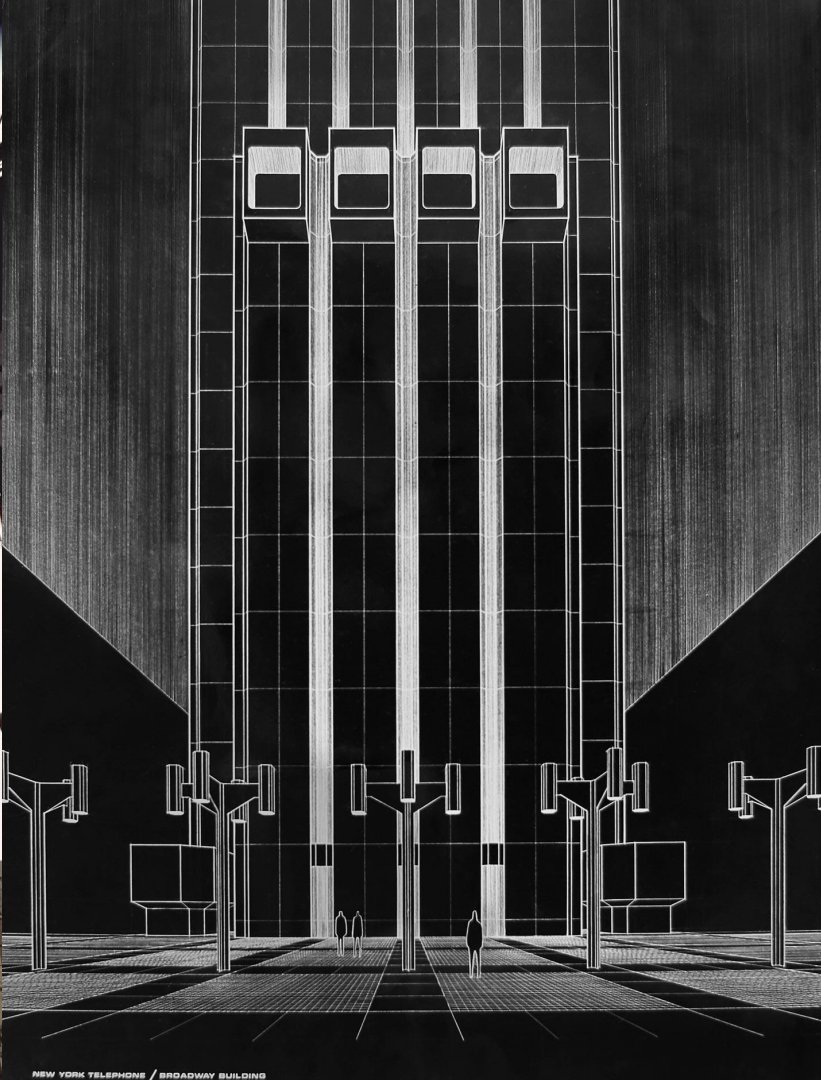


AT&T Long Lines Building | 33 Thomas St., NY



“Public” Plaza

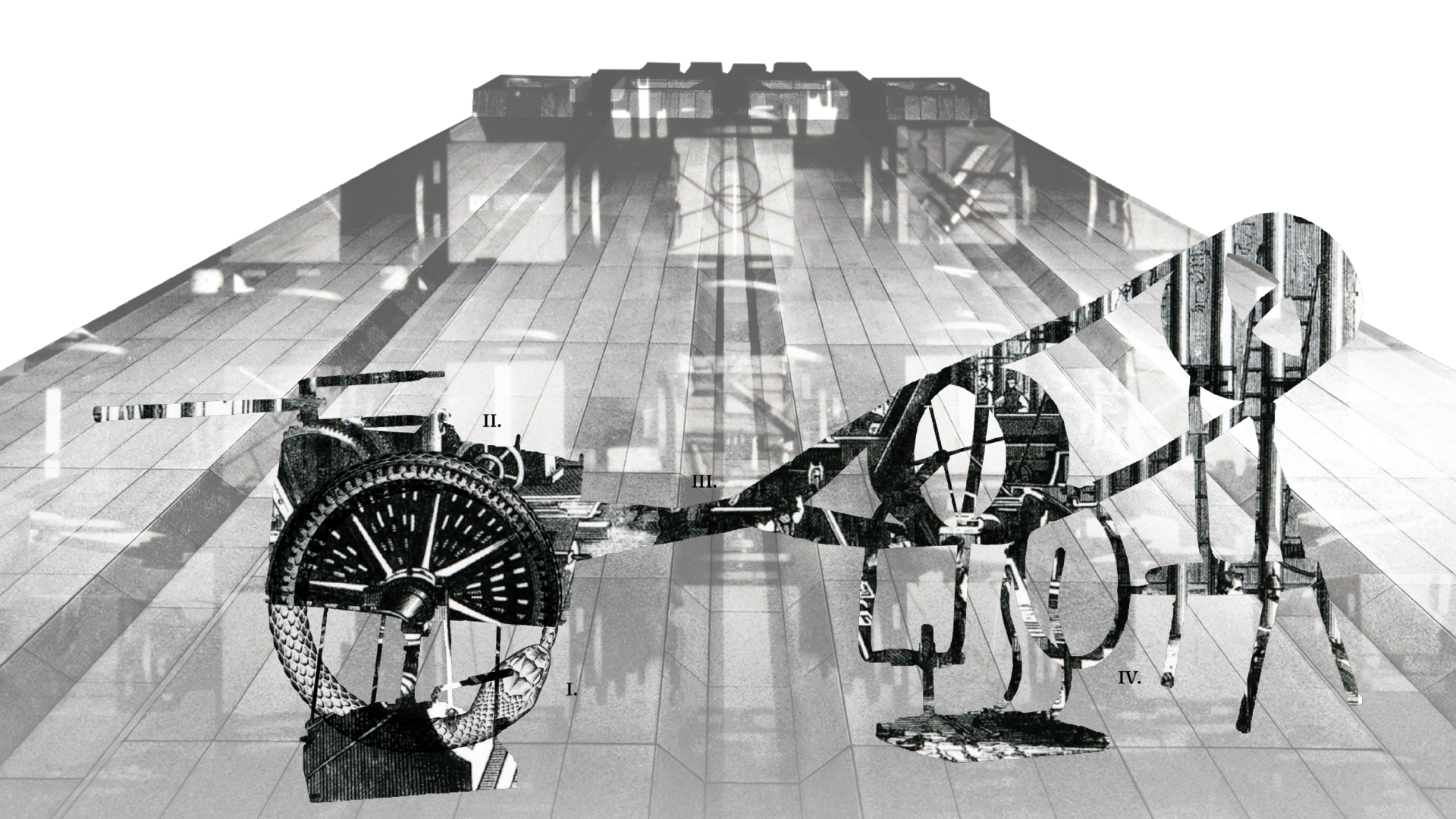




Completed in 1974 by
John Carl Warnecke &
Associates



AT&T Long Lines Building | 33 Thomas St., NY



II.

III.

I.

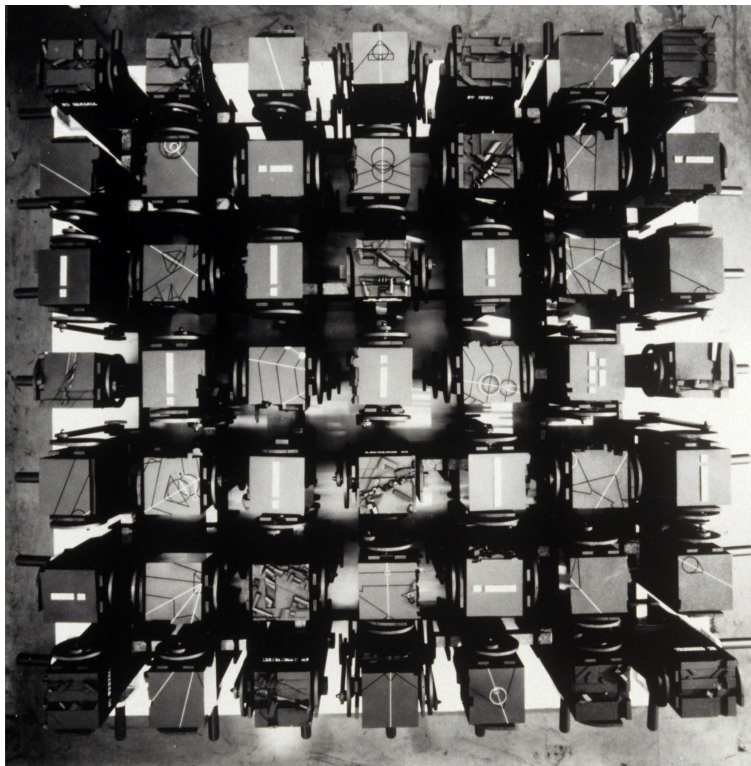
IV.



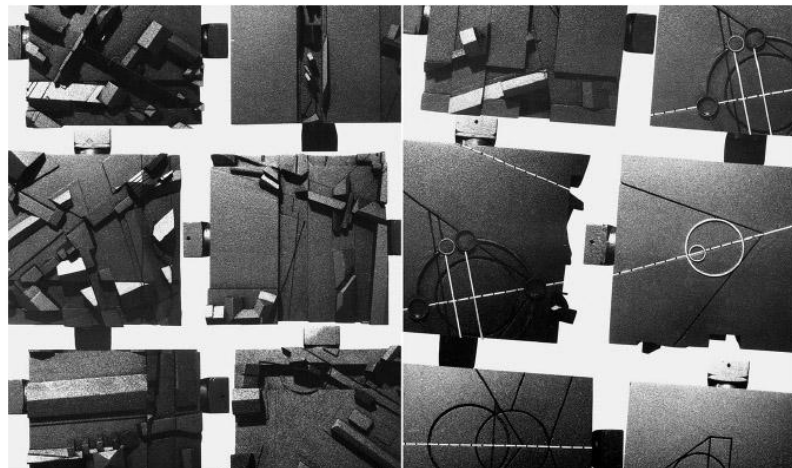
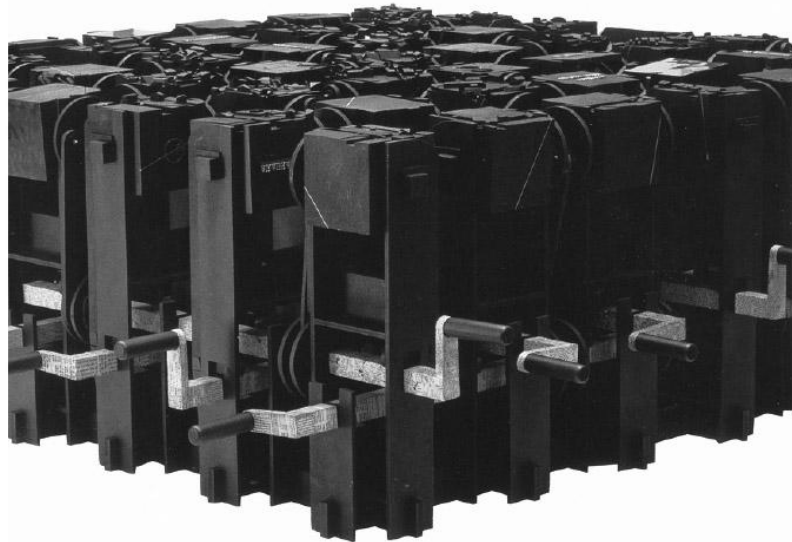
Left: Bicycle Wheel (1913)

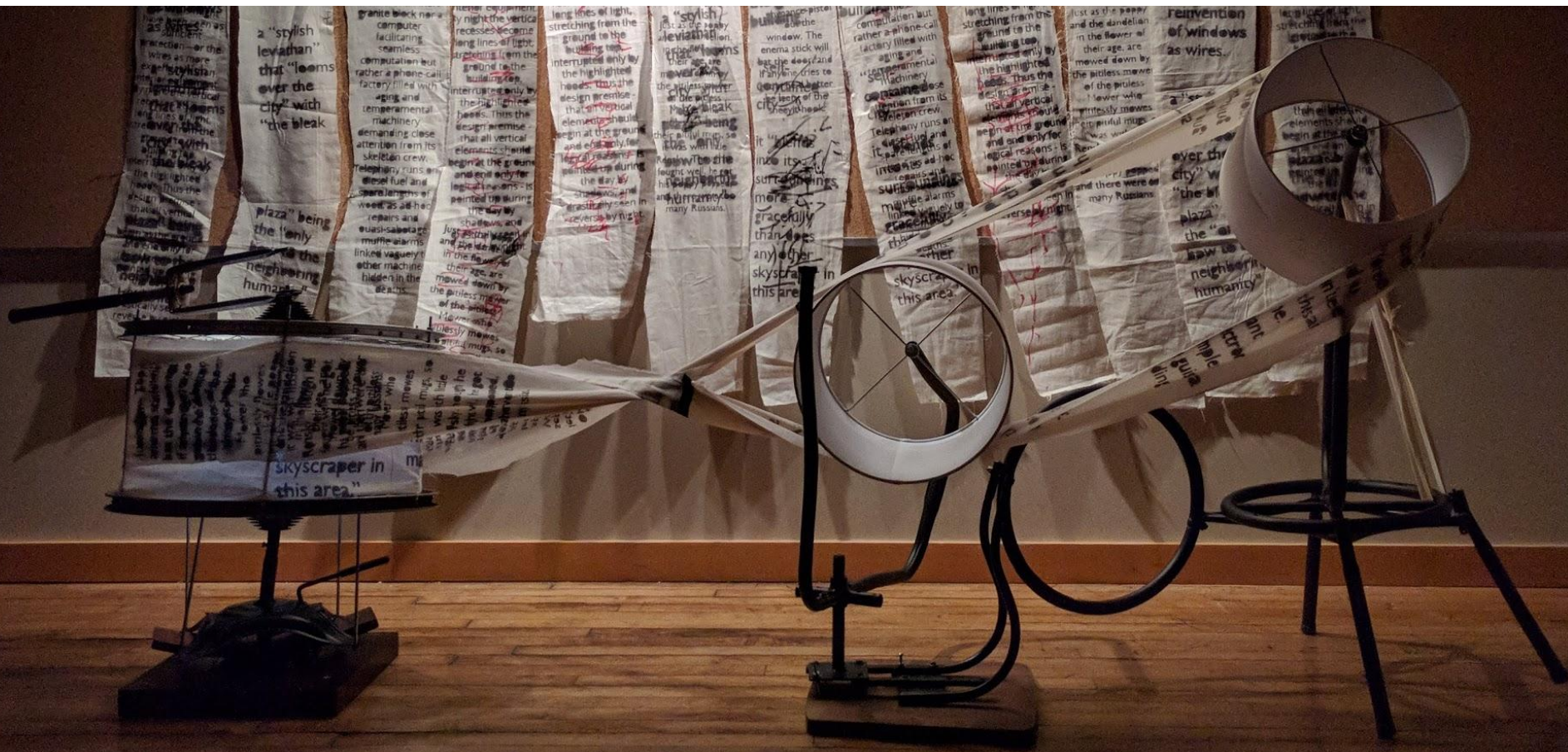


Right: Marcel Duchamp's Large Glass (1925)



Libeskind's Writing Machine 1985





a "stylish
levathan"
that "looms
over the
city" with
"the bleak

"plaza" being
the "only
to the
neighboring
humanity"

skyscraper in
this area."

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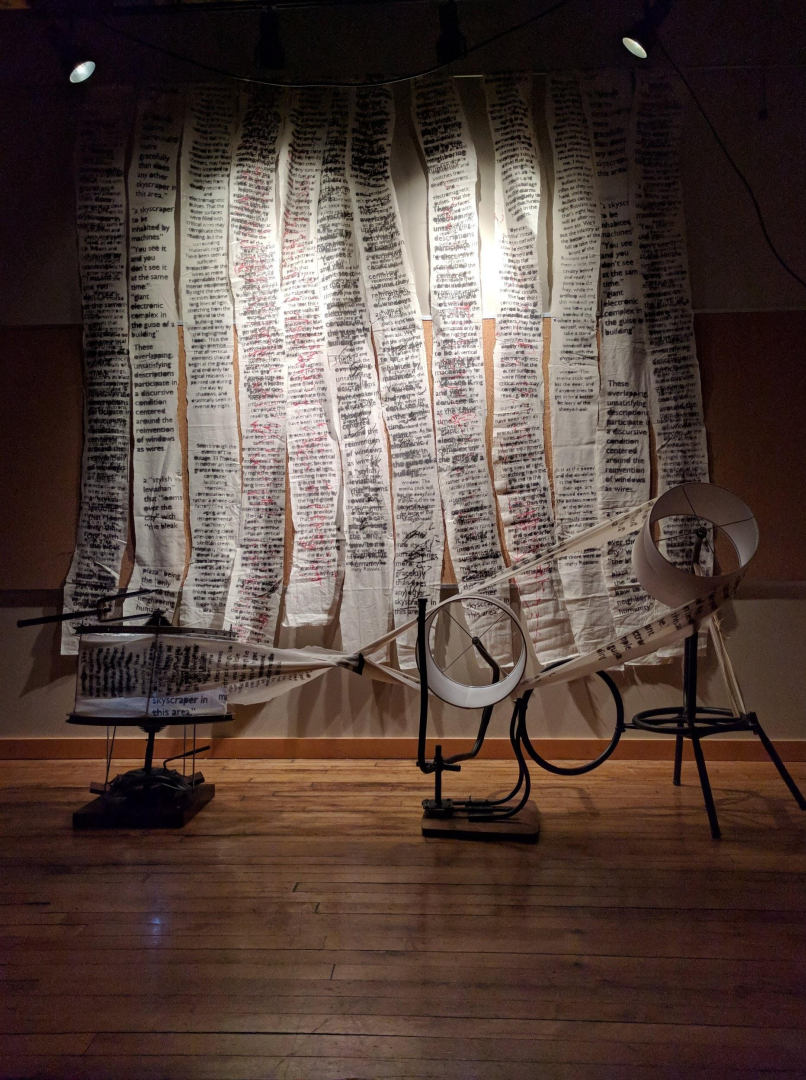
"stylish"
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that "looms
over the
city" with
"the bleak

skyscraper
this area

reinvention
of windows
as wires.

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"the bl
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humanity"

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Reality to the 3rd Degree

Phenomenon:

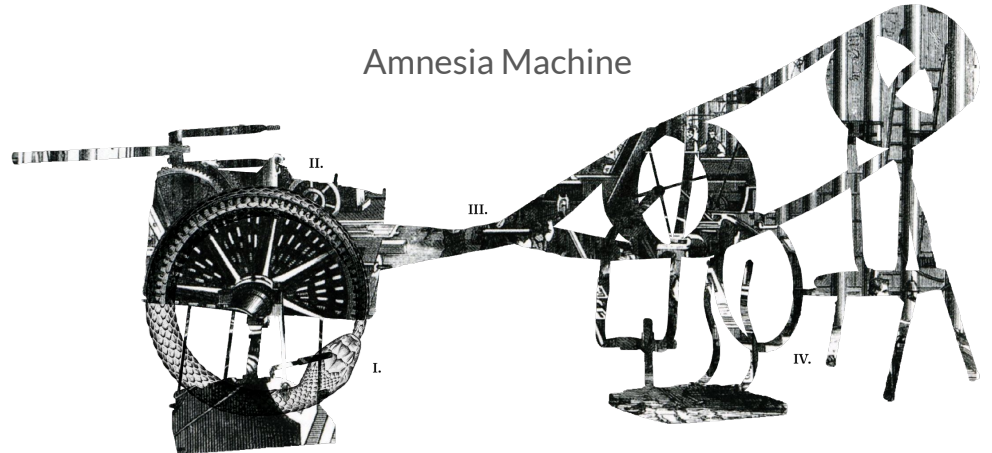
Architectural Artefact

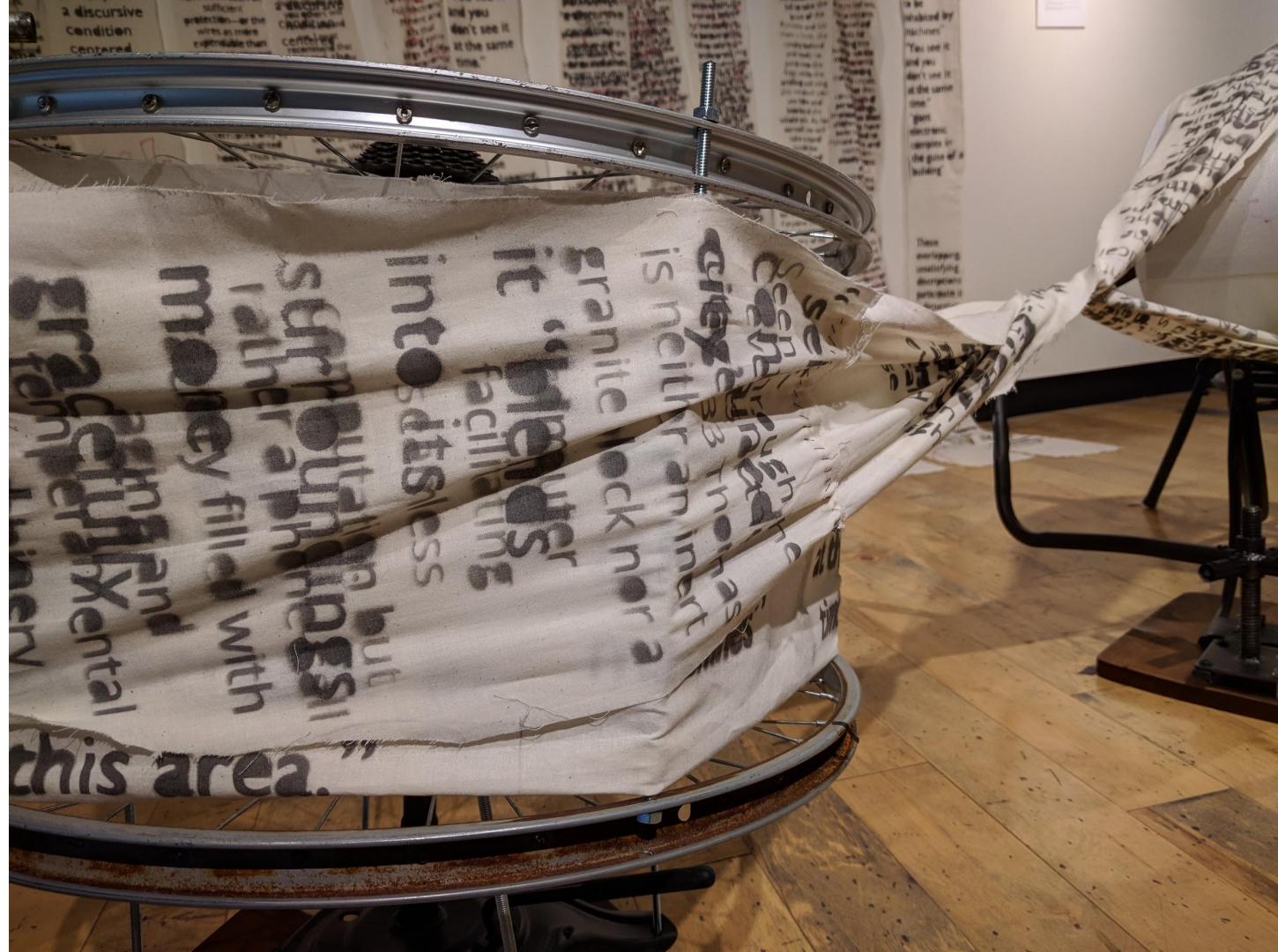
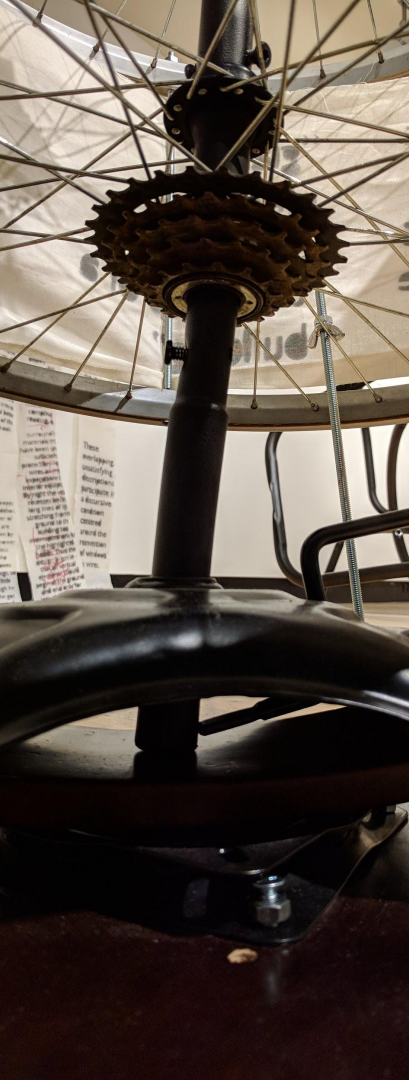
Metaphor:

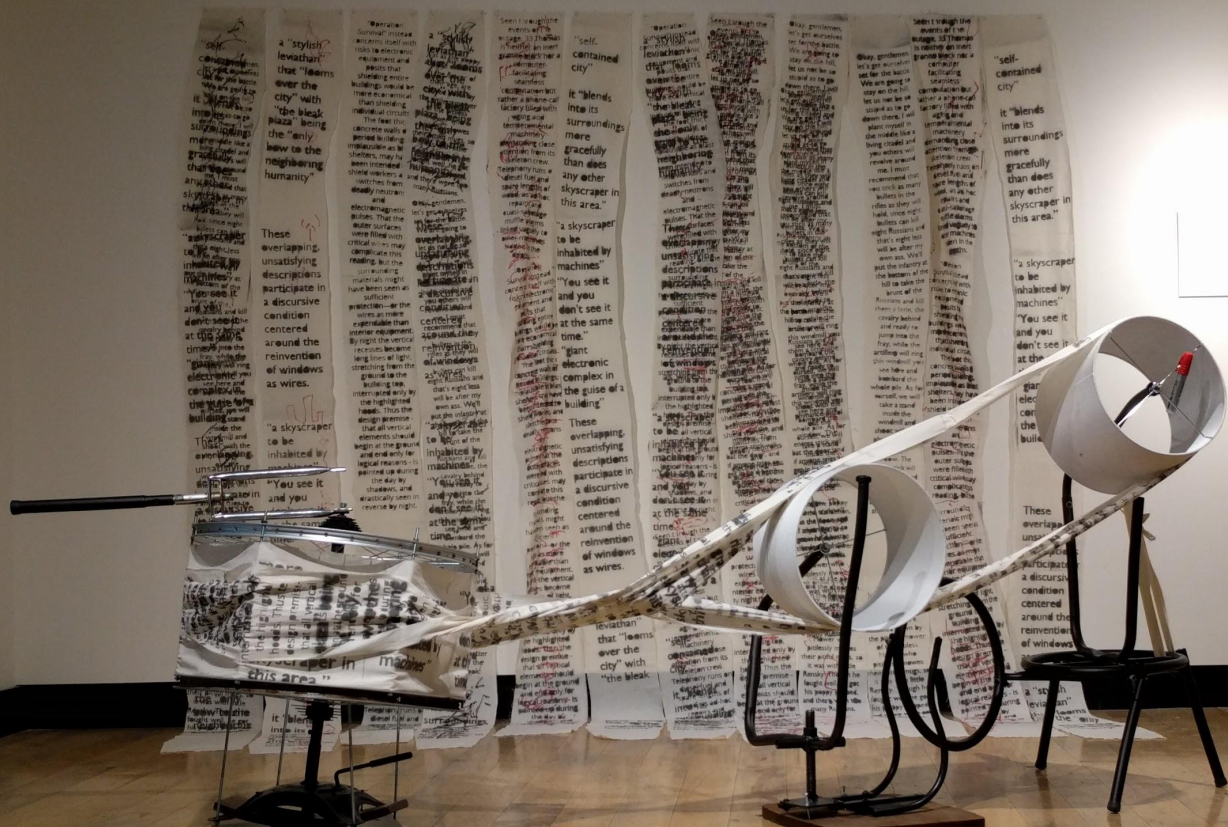
Memory Machine

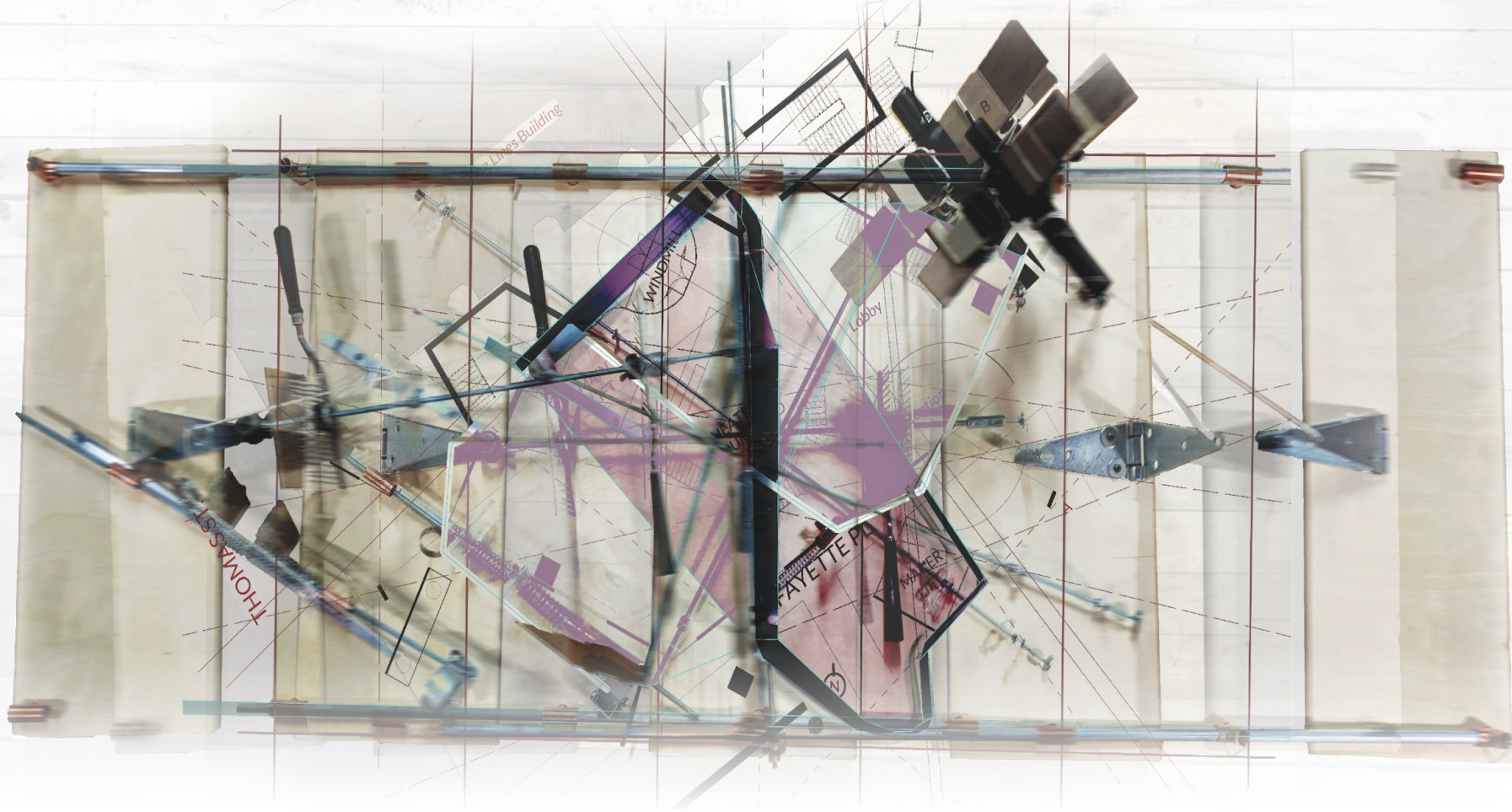
Pataphor:

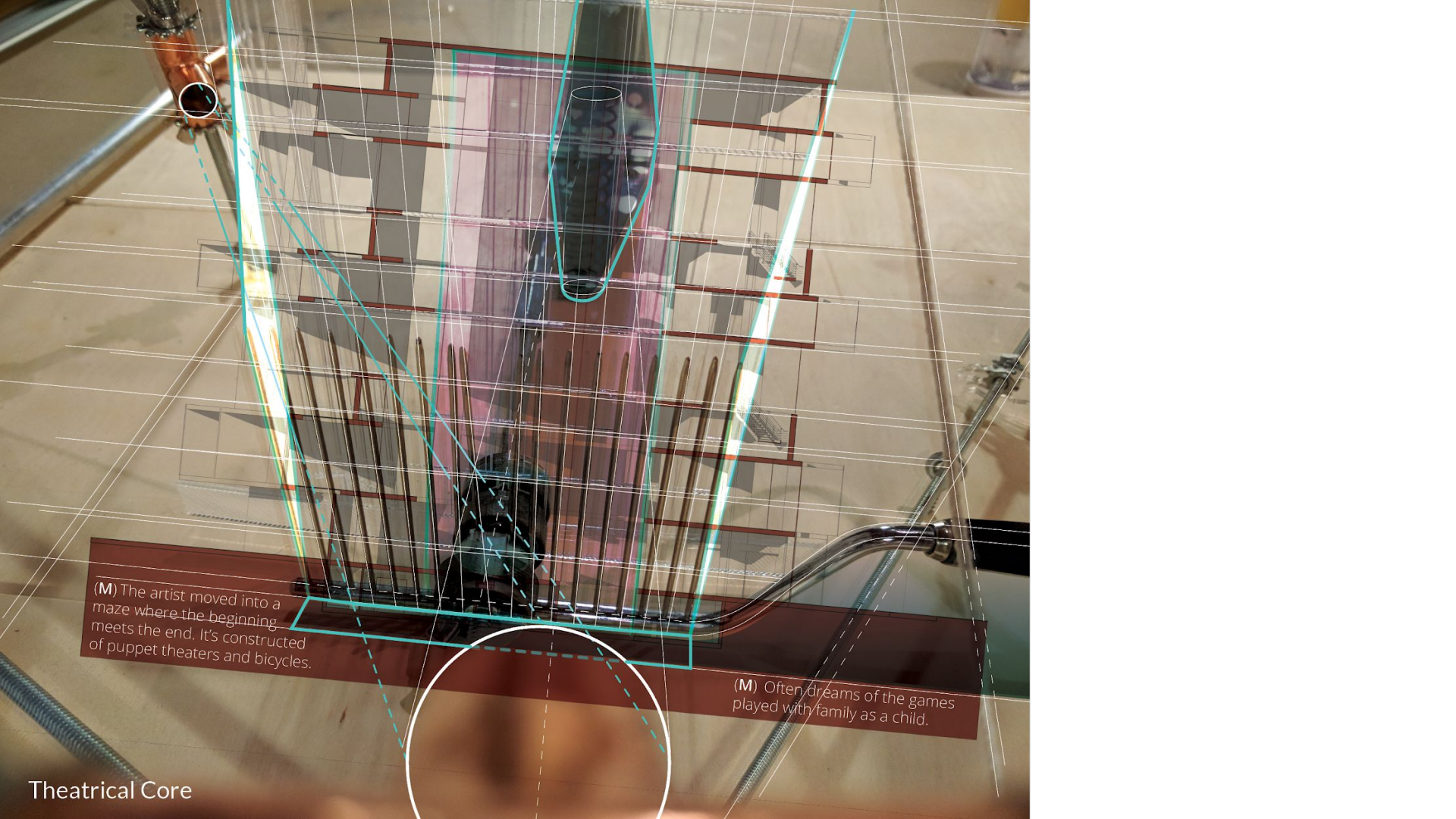
Amnesia Machine





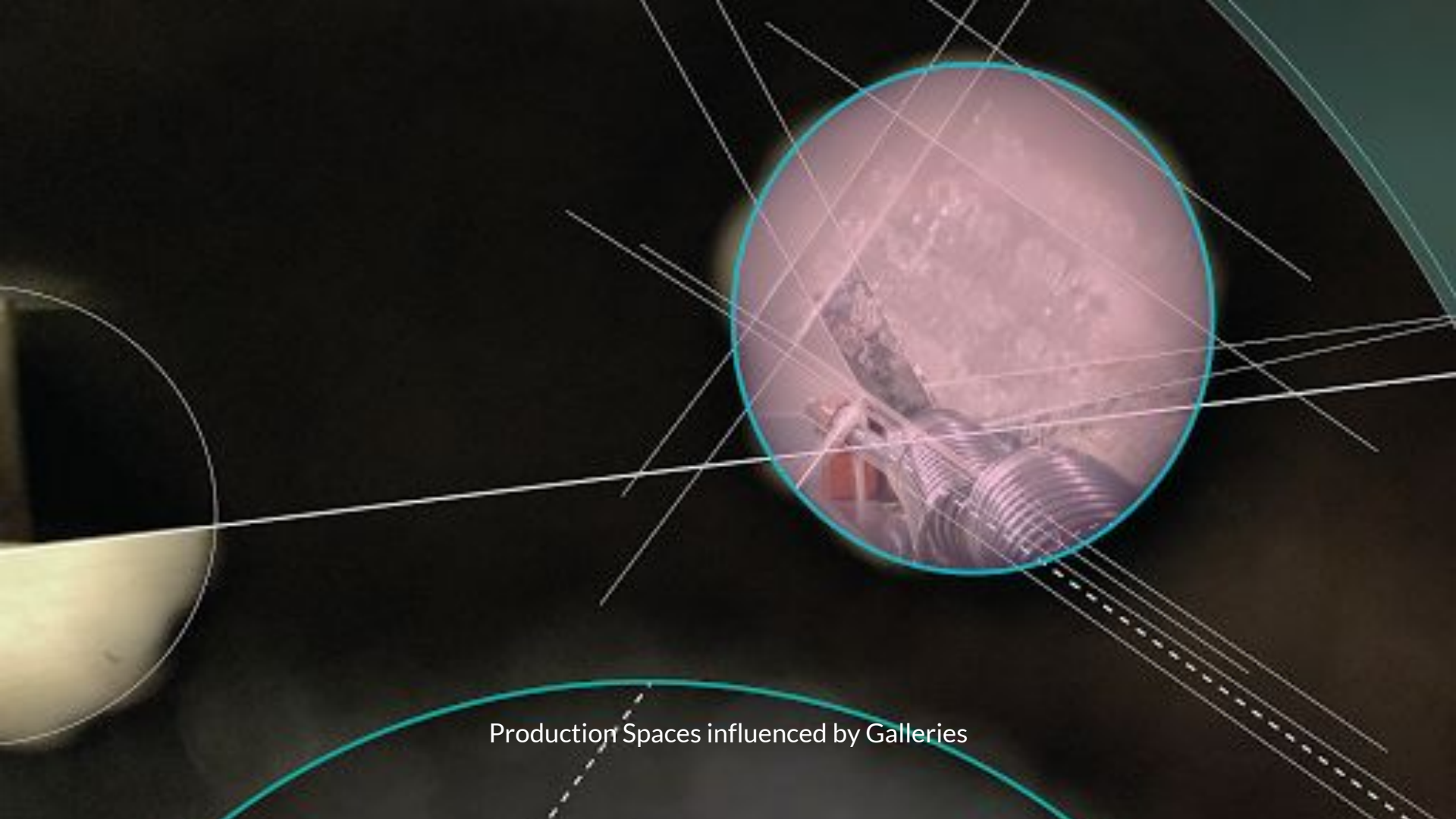




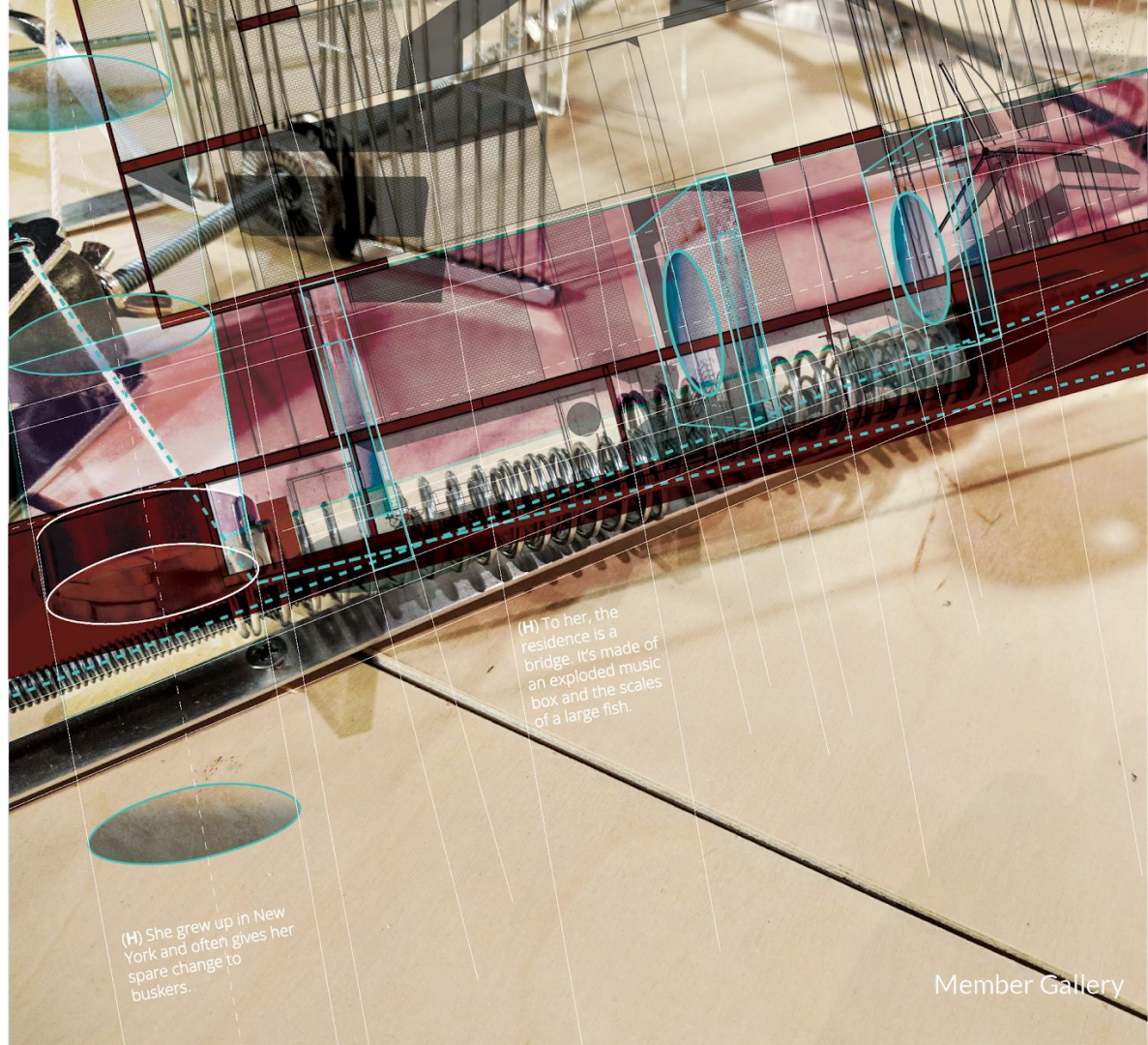


(M) The artist moved into a maze where the beginning meets the end. It's constructed of puppet theaters and bicycles.

(M) Often dreams of the games played with family as a child.

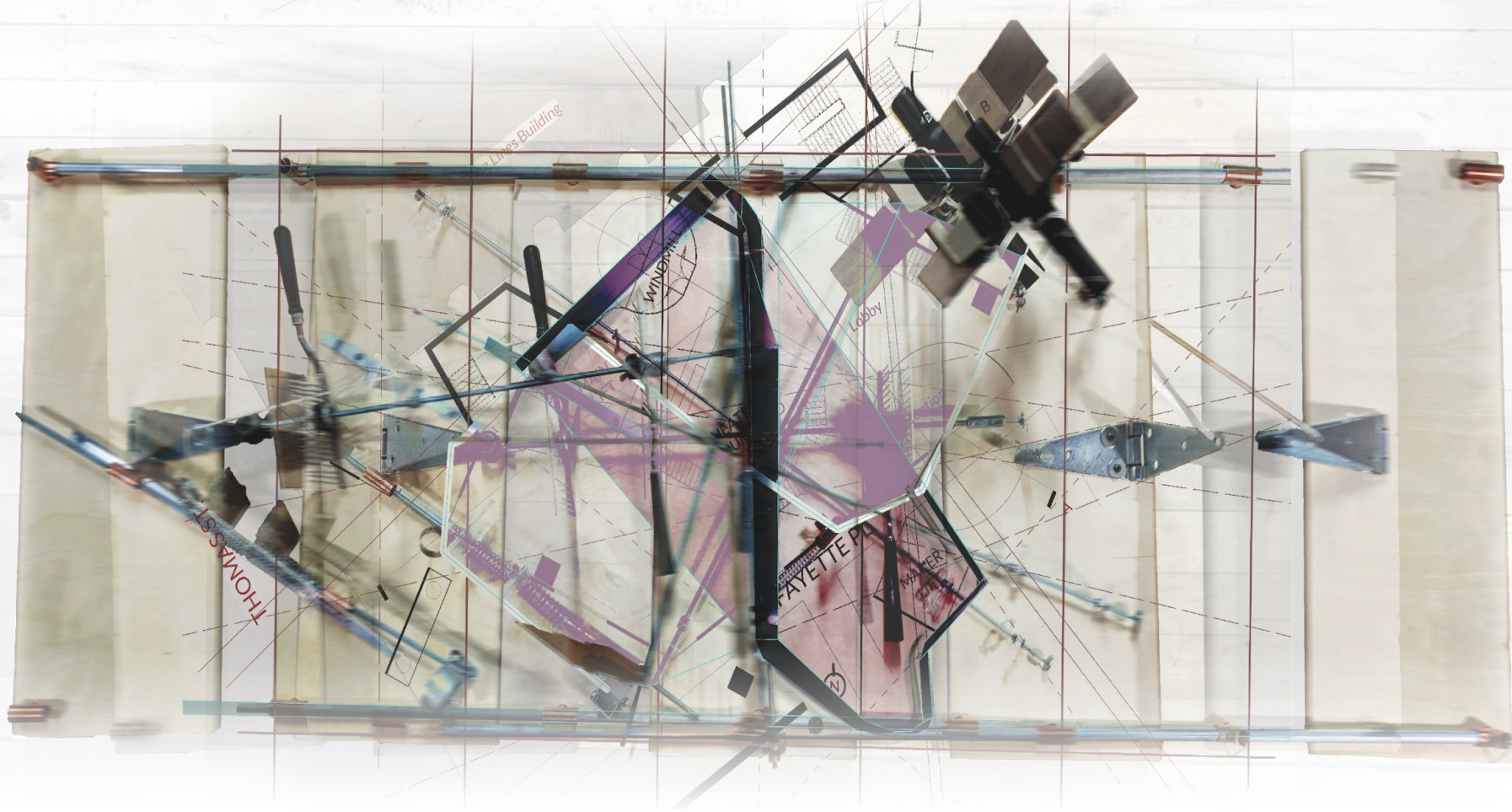


Production Spaces influenced by Galleries



(H) To her, the residence is a bridge. It's made of an exploded music box and the scales of a large fish.

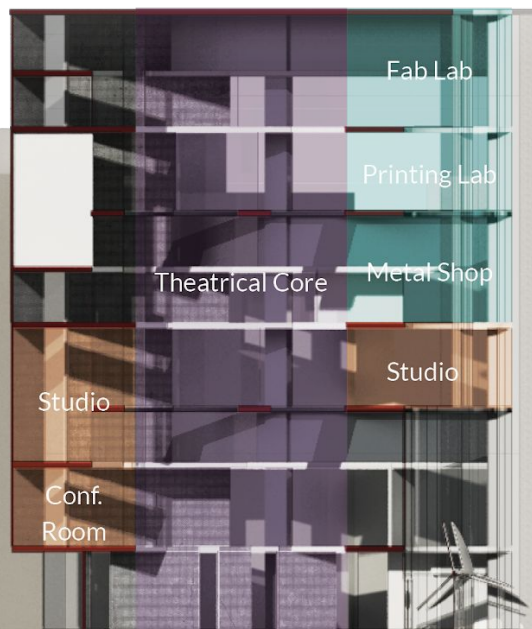
(H) She grew up in New York and often gives her spare change to buskers.



QUESTIONS / COMMENTS

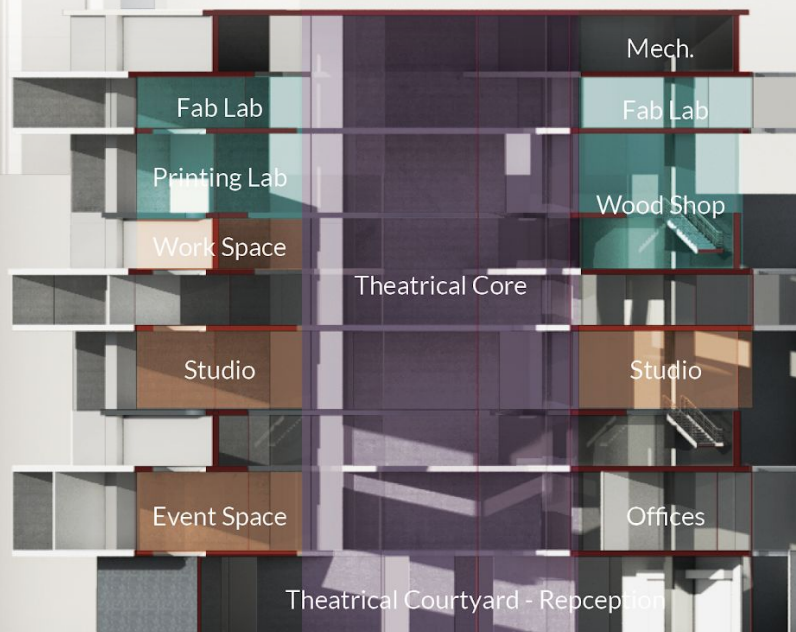






Member Gallery - Artist Residence Section A Through Entry

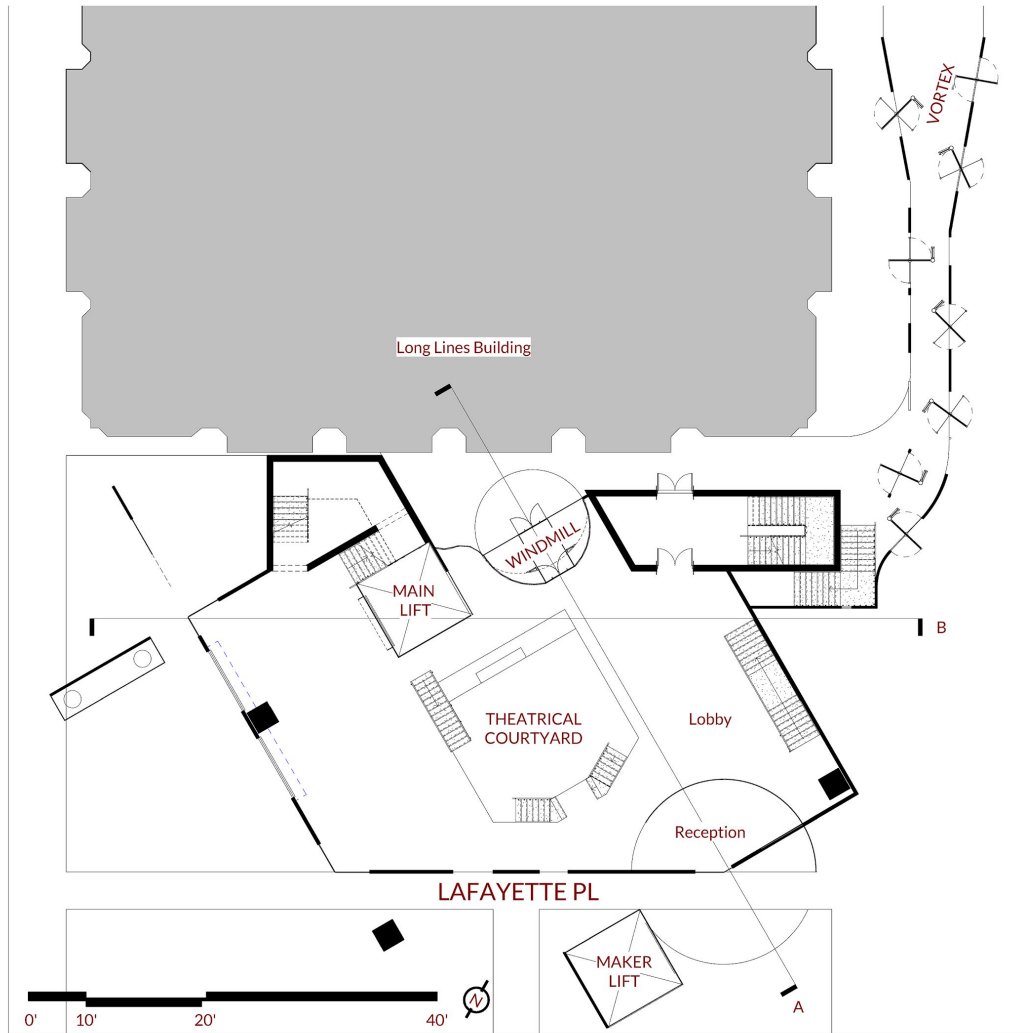
- Technological Spaces
- Production Spaces
- Display Spaces



Member Gallery - Artist Residence Section B East to West



THOMAS ST.



WORTH ST.



