



WORKSHOP 1 / ARCHITECTURE & FOOD: AN INTERNATIONAL BUFFET

CONTENT /

Architecture, open and expansive in nature, has explored unlikely interactions and projected hybrids with unpredictable results. Danish architect Bjarke Ingels has defined it as bigamy; *Take multiple elements that apparently don't fit together and merge them to create a new creation or genre*. This is a positioning that will allow us to get out of the accepted parameters of architecture and, in doing so, give life to new ideas that previously seemed impossible or unknown.

AIMS /

Propose a new way of interpretation for the teaching and the practicing of architecture through interaction with a different field of creativity such as the food world and the use of experimental design techniques.

Study and understand the inherited relationships of the architecture-food bigamy with the intention of deriving in a better relational sustainability between both.

Highlight local values and encourage, through online group work, the discovery of other gastronomic and architectural cultures.

Create + Act + Collaborate + Iterate + Invent + Question + Disseminate + Transcend

METHOD /

In this workshop we will work on the architecture-food bigamy:

- We will present edible products-objects.
- We will draw the conditions demanded by objects that are perishable and edible, the actions and rituals associated with them and the spaces that are defined around their tasting protocols.
- We will rethink architecture and context from the gastronomic objects and, on the contrary, we will rethink culinary art and its elements from an architectural approach.

SCHEDULE / 2-Week Workshop. Weekly 4-hour class arranged with the students:

Day 1 - Analytical-Descriptive (Individual Work)

Find out an edible and man-made object/product that is iconic of your region-culture, with interesting shape, aesthetic and geometric qualities and that is perishable. Define the key parameters of its geometry and the relationships, proportions and rules between its parts.

Day 2 - Representative (Group Work)

Part 1

Group members choose by consensus a final edible object/product they will work with.

Part 2

Represent the object through free graphic language. Draw with detail the architectural representation of the object, through a specific and free representation system. Include dimensions and annotations.

Reference: Prats, E. & E. Miralles (1991). "How to lay out a croissant". El Croquis 49/50: 240-241.

<https://unit01greenwich.wordpress.com/2013/12/02/how-to-lay-out-a-croissant-by-miralles/>

Part 3

Generate a never seen ritual and space for the tasting of your chosen food/product. Design the utensils and the spatial, social, sensorial, interactive and emotional conditions that define how to eat it. Show clearly the relationship with the human body through sequences, phases, times, temperatures...

Output: One multi-layered drawing

Reference: Philippe Rahm architects <http://www.philipperahm.com/>

Day 3 - Performative Video (Individual Work)

Create the physical setting and represent the architectural scenography generated by the object and its tasting.

References:

The Perfect Human by Jorgen Leth, 1967. <https://www.youtube.com/watch?v=FqJ1iX5n2d4>

Sublimotion by Paco Roncero, 2017. <https://www.youtube.com/watch?v=PoAX52FiDOM>

EVALUATION /

Grades will be based on each university's requirements.

After completion of the workshop students are expected to be able to: TBA

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