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**In response** to the theme of Time as a material and in view of my interest in Projection Mapping onto buildings, I ventured into the world of Slow Architecture.

**“Time, space and matter can fuse together in great architecture to allow for deep human experiences. In fact, time can literally and perceptually slow down under the right spatial conditions and this may provide an antidote to our instantaneous, speed-driven contemporary lives.”**

<https://medium.com/the-slow-space-movement/the-metaphysics-of-time-space-and-architecture-a0e46859ad7>

Einstein’s Special Theory Relativity also supports this.

Ancient Greeks viewed time as a duality, that of chronos, the chronological representation of time, and Kairos, a significant moment in time.

“Kairos also has a spatial element. For Aristotle, kairos was the time and space context for his proof to be delivered. The Ancient Incas regarded time and space as a single concept. The Japanese concept of “ma” also relates time and space. Gunther Nitschke defines ma 間 as “place,” in the following way, “place is the product of lived space and lived time, a reflection of our states of mind and heart.” “The dual relation of ma to space and time is not simply semantic. It reflects the fact that all experience of space is a time-structured process, and all experience of time is a space-structured process.” Furthermore Nitschke points out that the characters for time 時間 (literally: time-place) “is expressed in Japanese as “space in flow,” making time a dimension of space. Indeed, time is essential to human experience of place.”

#### SLOW SPACE — CREATING THE CONDITIONS FOR DEEP EXPERIENCES

We imagine the term Slow Space to describe a carefully crafted physical space that creates the right atmosphere and conditions for slowing time and fostering deep meaningful experiences. Slow Space can foster kairos, quality time, and provide the time and space for refuge in our busy lives. The clock may or may not literally beat slower but our experience of the place will be as if it had.

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**By doing this I** extended the use of time as a material into the world of BIM (Building Information Modelling) to include the financing of construction where **“time is money”** is a vital component of property developers and often at odds with ‘slow building’. Choosing the principles of slow architecture, I have extended the design and construction aspects to include the financing of the build in an unknown **timeframe** whereby it will **take the time it takes**.

CONCEPT for an architectural simulation placed into a 3D Game Engine, such as Unreal.

Architecture has a goal to be functional for the inhabitants. The greater the functionality, the greater the prospect of the building lasting the **test of time**.

The concept is to build a model of a building, say a house, complete with a Bill of Quantities, that will simulate a virtual self-build as each component required for construction is purchased.

The house is to be treated like a public company whereby each share, of varying prices, is a component of the building. A purchaser/investor can buy anything from a screw to a set of bi-fold doors etc.

The funds are placed into a trust account, the nominated builder commences construction when all components are purchased.

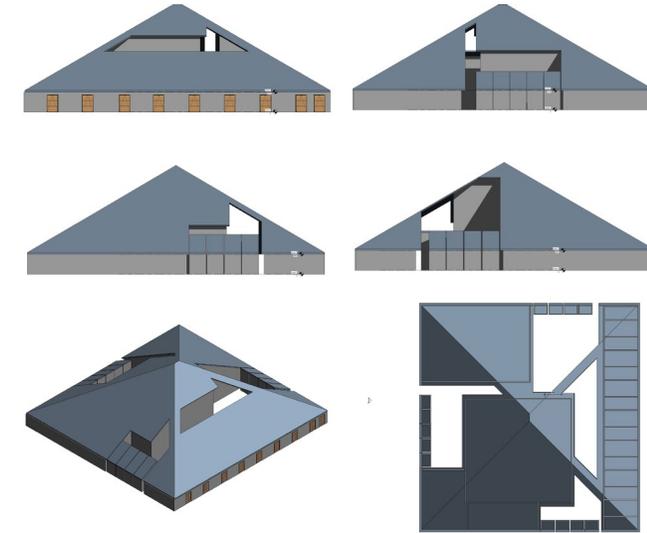
Once the house is completed and signed off by the Certifier it goes on the market for sale / auction.

Once sold each investor receives the return of their investment plus an allocated percentage of profit appropriate to the investment capital (be it 1 cent for a screw or 2k for doors).

By placing the build into a 3D game engine each investor can see the growth and watch the **time span** unfold.

I do not have a copy of Revit **at-this-point-in-time**, so I have included some models I created in Revit and rendered in Keyshot (top set of models) from a **previous time**. In the **present time** I took a **short time** to play with SketchUp, that I have not used for a **long time**, to create a sample of a component.

My taking from this is that **time** is a construction material both in the material world and as the bold highlighting in my text indicates, time is a crucial metaphor and shaper of our language.



**Similar work** in slow architecture application has been produced by Glenn Murcutt, perhaps Australia's most famous architect and designer of slow spaces

His work explores this theme when he draws, "he goes into a reverie. "It's a slightly dream-like state," he says. While sketching designs for this year's MPavilion in Queen Victoria Gardens he found himself travelling across **time and space**: from a site overlooking Melbourne and the Yarra to a place he'd been 30 years before." <https://www.smh.com.au/entertainment/art-and-design/a-vision-of-poetry-and-purity-20190712-p524h9.html>

Much has been written about his empathetic approach to space in his designs e.g.

Glenn Murcutt, Australian Architect: Context of Architecture in Space and Time in Ph.D.-Thesis by Juri Czabanowski/post research UrchiTecton Published on March 28, 2018

<https://www.linkedin.com/pulse/glenn-murcutt-australian-architect-context-space-time-czabanowski>



"The living pavilion faces north to receive sun for the majority of the day."

<https://www.ozetecture.org/marie-short-glenn-murcutt-house>

This statement alone intimates the passage of time is used as a sculpting material that shapes the house according to the sun's pass over time.

Marie Short / Glenn Murcutt House, Kempsey, New South Wales, Australia : 1974-75 / 1980

*Text and images taken from 'The Architecture of Glenn Murcutt' and 'Thinking Drawing / Working Drawing' published by TOTO, Japan, 2008. Photos : Anthony Browell. Text : Heneghan, Gusheh, Lassen, Seyama.*