## 1ST INTERNATIONAL ACADEMIC CONFERENCE PLACES AND TECHNOLOGIES 2014

BELGRADE, 3-4. APRIL 2014 KEEPING UP WITH TECHNOLOGIES TO IMPROVE PLACES

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conference proceedings



## DYNAMIC APPEARANCE OF URBAN AND ARCHITECTURAL SURFACES

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#### ABSTRACT

This paper shows how the quality of space can be improved through different kinds of contemporary surfaces that are mobile, transformable or interactive. The development of new media, building materials and technologies are the main cause of these changes. In this context the research is focused on surfaces such as kinetic facades, vertical gardens, media facades and floors by analysing different ways of achieving dynamics with various effects in space. Quality can refer to aspects such as sustainability, human scale places or identity and all this is often achieved through an interdisciplinary approach. The transformation of places through encouragement of interaction is an added value.

Keywords: interaction, media surface, interdisciplinary design, space identity

#### INTRODUCTION

Surface, as an element of un-volumetric architecture, has significant influence on space making. Many spaces today are dominated by contemporary surfaces, such as the displays at Times square. Vertical and horizontal surfaces can assume multiple meanings and design possibilities in different scales by creating a specific cityscape image, street character or architectural form. In meanings, surfaces can be floors, ceilings, facades, verticals, installations, enclosures, shelters, figures, decorations, etc. The importance of a dynamic surface appearance is in understanding that it can lead to horizontals becoming landmarks, like the promenade Copacabana. A tendency of dynamic appearances today is derived from movable parts, light effects and images or other forms of motion. [Aymonino, 2008]

The aim of this research is to explore the importance, characteristics of surface dynamics, and ways of achieving them in public spaces. Through a series of examples different kinds of dynamics are analysed depending on surface types. In every example attention is directed to forms of collaboration between authors and accomplished impact in space. Research of these examples shows: (1) a tendency

towards interdisciplinary collaborations, mainly between architects and artist or architects and technical engineers; (2) light and lighting is important in all ways of achieving dynamic; (3) the degree of integration between dynamic surfaces and architecture can vary; (4) the main goals for dynamic surface design are sustainability, interactivity, creating attractive architecture or landmarks, and making pleasant, interesting public places in a more human scale.

#### DYNAMIC SPACE EXPERIENCE



Figure 1: a. Superkilen; b. Time Tree; c. Domplein; d. hotel Lucerne

In order to achieve dynamic, elements don't necessarily need to change their characteristics, expression or be movable. This refers to surfaces where light, graphic or architectural design is visually formed in such a way to create attraction. stimulate motion or both. A diagonal or curved line is one possible way. This is well expressed in projects for public spaces where the floor graphic is an invitation to play, move and meet in a public space like: Superkilen (Copenhagen; BIG, Superflex and Topotek1 - figure 1a.) or Nicholson Street Mall Upgrade (Melbourne: Hassell and Maribrynong Council Design and Place Making Team). The same can be achieved through lighting, which can produce accents as well as provoke memory in space: Domplein, (Utrecht, OKRA - figure 1c.). Graphics and lighting can also be a way of giving information in public spaces, resulting in a higher interactivity of space. An example is the Time Tree design from project Iidabashi Plano (Tokyo, EARTHSCAPE - figure 1b.) where floor information about the historical facts is designed in such a way that it enables motion and evokes interaction related to the reading. At Millennium Place in Coventry authors MJP Architects collaborated, among other artists, with Francoise Schein who designed the floor lighting artwork called Time Zone Clock. This artwork uses large-scale LED lights that dominate the surface of the square and indicates the actual time in Coventry together with geographical relations to 26 twinned towns. Architectural original design can come from recognizable forms or new technical solutions. Facade elements are fixed but create dynamic effects with colours or different transparency levels. The facade of Harpa Concert Hall and Conference Centre (Reykjavik; Henning Larsen Architects and artist Olafur Eliasson) is made of steel framework clad with geometric shaped glass panels of different colours. This is an example of a unique and dynamic facade that creates new identity and a new landmark for the city. Elements do not necessarily need to be transparent or translucent to achieve dynamic. In that case, form and structure are more important, like in the works of Zaha Hadid or the facade of Beijing National Stadium ("Bird's Nest", Beijing, Herzog & de Meuron, artistic consultant Ai Weiwei). There are numerous examples where a combination of lighting and graphic is used in designing surfaces. The ceiling in the hotel in Lucerne by Jean Nouvel (figure 1d.) has movie scenes painted on it, and in combination with the specific lighting and transparent windows these scenes put out dynamic into the public space of the street. The facade reconstruction of the airport in Zagreb combines graphical dynamics of print and changing lighting effect in different colours. This is collaboration between de Architekten Cie and designer Damir Gamulin.

Dynamic elements in architecture and urbanism can be divided into three main categories depending on solutions for that change mechanism: kinetic, vegetation or image. Kinetic facades and installations have mechanical systems, which make visual and physical oscillations. In media surfaces, light and image display are the basis for constant change. Vertical gardens, also known as green walls, living walls, biowalls or ecowalls, are surfaces covered with vegetation that are dynamic themselves, and change their appearance significantly through time. [Fortmeyer, 2014; Lambertini, 2007; Haeusler, 2009]

#### **KINETIC SURFACES**

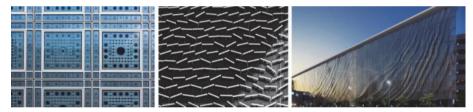


Figure 2: a. Institute du Monde Arabe; b. Tipping Wall; c. Turbulent Line

Facades with movable elements differ significantly depending on the author's profession. The ones designed by architects or in their collaboration with engineers usually represent a response to environmental conditions. Movement often refers to functional elements such as windows or sunshade system used for optimizing internal climate in the building. Such an example is *Kiefer Technic Showroom* in Bad Gleichenberg (GOD, Giselbrecht + Partners). There are also examples of the complete integration of windows and sun shade system like the facade of *Institute du Mond Arab* in Paris by Jean Nouvel (figure 2a.) whose photoelectric cells controlled via central computer moderate light levels in the building. All these systems are electronically driven, sometimes programmed with different patterns into dynamic sculptures and their movement is usually based on user input or sensor data [Fortmeyer, 2014].

Facades designed by artists and often in collaboration with architects are usually driven by natural forces, such as wind or water. The resulting movements are unpredictable and not controlled, almost constant and often refer to non-functional

elements. These surfaces sometimes have a secondary pragmatic role (sun shade. ventilation, etc.) but primarily they represent permanent art installations. There are more and more artists entering this field of design such as Charles Sowers. Janet Echelman and Ned Kahn. This research explores Kahn's projects because of their great number and diversity. He almost always collaborates with architects, and thanks to dynamic achieves attractiveness and interesting effects in space. His work usually involves capturing an invisible aspect of nature and making it visible, creating new space dimensions through sound, motion, etc. In the Marina Bay Sands project in Singapore he designed a water-driven installation called Tipping Wall (figure 2b.) with architect Moshe Safdie. This is an example of an artistic installation as animation of a plain wall. It aids the functioning of the cooling tower on which it is applied, thus contributing to the sustainability of the building. Sometimes facades appear to be floating in front of the building, forming a kind of visual screen of the building, such as the facade of The Swiss Science Centre in Winterthur in Switzerland designed in collaboration with Durig and Rami. This concept is also used for unattractive facilities such as car park buildings to minimise their visual impact while also providing ventilation and shade. An example of this is Turbulent Line (figure 2c.), the facade of the Brisbane Domestic Terminal car park (with Hassel Architecture and UAP). There are also projects that show more integration with architectural framework such as the facade of Neiman Marcus Store in California where wind-animated vertical fins are integrated into the design of a glass curtain wall. Some examples show more connection with the architect's concept as in the case of the entry facade of the Dutch Water Departments headquarters in Utrecht (Kahn with Cepezed). This artwork comprised from clear plastic panels is intended to complete the face of the building, which is made of semi-transparent ETFE plastic "cushions" pressurized with air. All these wind-driven installation surfaces of moving elements reflect light and colours from the sky and surrounding urban landscape, so they require daylight for their full appreciation. [http://nedkahn.com/]

#### SURFACES AND VEGETATION



Figure 3: a. Replay Barcelona Interior; b. CaixaForum; c. Eco-sculptures

Natural environment in the cities gives us the places for relaxation, contemplation, strolling, recreation, having fun and other similar activities. "Green surfaces" today imply garden roofs or vertical gardens. The 21st century is a high point for vertical gardens since most of them date after 2005. The inventor of the idea was American

Stanley Hart White, but French botanist Patrick Blanc is the one who made contemporary patents. They can be outdoors or indoors in a great variety of sizes. In both interior and open spaces they provide aesthetically pleasant environments. Indoors they are still not used for other purposes, nevertheless they are becoming more and more fashionable. Michael Hellgren of Vertical Garden Design has designed a lot of interior vertical (figure 3a.) walls and he often collaborates with architects, among which are Snøhetta and Studio 10. These walls are suitable for shops and offices because when seen from the outside they attract attention with their effective and unusual looks. On the other hand, outdoor elements have multiple functions: they reduce overall temperatures of the building, protect from sound noise and create a pleasant microclimate. They can function as urban agriculture or urban gardening and, for their beauty, as art. They may also be a means for water reuse. Architects Herzog & de Meuron designed CaixaForum Madrid art centre (figure 3b.) in collaboration with Patrick Blanc and his 24 m high vertical garden as a one of main facade of square [Lambertini, 2009]. Eco-sculptures in Mexico (figure 3c.) designed out of green surfaces are the examples of a possible model for new city sustainability because they serve as both artworks and oxygen replenishers.

#### DYNAMIC OF LIGHT IN MEDIA SUBFACES



Figure 4: a. Your Text Here; b. Facsimile; c. Pozdrav Suncu

Light is a basis of media surfaces. In architecture light is a new form of communication in space, which uses electronically generated changeable visual effects and pictures [Kersalé, 2010]. Since the first ideas in seventies they are becoming an everyday phenomenon in urban places through defining buildings, squares or cities and giving ornament, information and identity. These effects in space can be achieved by: (a) front or back projections, (b) display solutions or (c) light emitting technologies. (a) Projections have no connection other than visual with the architectural surface onto which they are projected, therefore under certain conditions it is possible for any surface to function as a media façade. [Čikić-Tovarović, 2011; Haeusler, 2009]

They are often used for temporary art installations, which can be seen in the example of Kunsthaus Bregenz. This museum's glass facade has been repeatedly occupied by artists' interventions, among them Tony Oursier or Jenny Holzer. Installation Your Text Here by architect Marcos Zotes/UNSTABLE in October 2012 at the event Dlectricity in Detroit connected mobile and large scale projecting

technology with local community and represented a new interpretation of the facade surface of a large heat production plant (figure 4a.). Interactivity is an evolving characteristic of media surfaces, and here we see how it can become the main feature of intervention. (b) Display surfaces have independent, non-transparent large screen displays added in front of the structure itself. They represent the familiar situation that can be found in urban centres such as Times Square in New York City or The Strip in Las Vegas [Schoch, 2006]. In most of the cases there are difficulties with integration of architecture and media element. One of the rare exception is the A.AMP Building in Singapore (Realities:United) whose large high resolution screen was linked to a system of reverse projection onto the glass facade. An interesting intervention with video display is permanent installation Facsimile by Diller Scofidio+Renfro for the Moscone Convention Centre expansion in San Francisco (figure 4b.). The moving video screen suspended in front of the facade transmits events in the building via camera, becoming a sort of a roving window. The screen enhances the transparency of the glass building through virtual transparency and brings out interaction in space. (c) Light-emitting surfaces have lighting elements placed in front, behind the facade or integrated in the facade structure. An example of such a surface is a temporary art installation SPOTS, placed on the Berlin office building on Potsdamer Platz. The surface was designed by Realities: United, a studio for art and architecture, and later on several artists were commissioned to design the lights programs. An example of media floor surface is Pozdrav Suncu (Zadar, 2008, Nikola Bašić - figure 4c.), on the renovated waterfront, which contributed to identity and attraction of the place by using multilayer glass with integrated lighting and photovoltaic cells [Krajina, 2012]. Most of the media surfaces are not visible and active during daylight, such as this installation which collects sun energy for its effective visual displays during the night.

Media surfaces have the power to evoke memory (Eventful Path, Sydney Olimpic Park, ASPECT Studios, Feeder Ass.) or to improve pedestrian activity in space (Finsbury Avenue Square, London, SOM). They can contribute to the distinctive urban identity. On the city scale, in Graz this is Kunsthaus Art Museum (Peter Cook and Colin Fournier with Claus Bollinger engineer) with the BIX Media facade designed by Realities: United. On a smaller urban scale Museum of Contemporary Art (MCA) by Igor Franić in Zagreb creates identity of street on a central axial line and identity of the area of Novi Zagreb, across the river Sava. Most buildings with media facades are landmarks, which provide orientation and interesting views. In Vienna there are two buildings on Donaukanal at close proximity to each other with media effects achieved through different types of surfaces. The first one is a hotel by Jean Nouvel who collaborated with video artist Pipilotti Rist and botanist Patric Blanc. This hotel's video panel ceiling stands out of the black volume of the building creating the impression that it hovers over the city. The second example refers to the facade of Uniqua Tower designed in collaboration with lighting design firm LichtKunstLicht and media artists Mader Stublic Wiermann. Their network of LED lights transforms an ordinary office building into a dynamic volume with illusion of movement. Media facades are excellent for drawing attention and in addition they can become part of branding and marketing strategies. This can be seen in the warehouse project for

**ERCO** Leuchaten GmbH in Lüdenscheid. company designed bν schneider+schumacher in collaboration with lighting planner Uwe Belzner. The last important example is the Tower of Winds in Nishi-ku by Toyo Ito, which houses water tanks for an underground mall. This facility at night becomes a constantly transforming surface of colours changing according to the surrounding sounds and winds of the city. What Toyo Ito did for the city and architecture with this technological sculpture in 1986 has an important impact in rethinking the urban surfaces. The public realm of 21st century urban space is no longer limited by physical space and reverse, dynamic digital information is moved from virtual to physical city surroundings [Čikić-Tovarović, 2011].

#### INTERDISCIPLINARY APPROACH AND NEW DIMENSIONS IN SPACE

Dynamic surfaces can be designed by architects or artists alone but they are in most cases designed in some kind of interdisciplinary collaboration. Artists generally consult architects and architects usually team up with an individual graphic designer, lighting designer, artist or even a botanist like Patric Blanc. For achieving dynamic, architects also collaborate with interdisciplinary firms such as artists' group Superflex or Mader Stublic Wiermann. There are many collaborations with studio for art, architecture and technology Realities:United and light engineering planning firm LichtKunstLicht. There are also projects of large firms like SOM or Scofidio+Renfro whose staff include not only architects, but also designers, artist or engineers. Some projects are designed with the possibility for later artistic intervention, which mostly refers to media facades.

Light connects all types of dynamic surface appearances. It brings new dimensions in space, creating nightscapes and accents in architectural design [Kersalé, 2010]. While kinetic surfaces and vertical gardens are primarily daylight installations, media facades are most effective during the night. In their own ways, all these surfaces give new dimensions by stimulating multiple senses and reinforcing the impression of space or by making certain forces of nature visible. All surfaces are interactive in some way, but in some examples interactivity with users or the environment is a way of achieving dynamic (kinetic facades, temporary projection installations, Facsimile etc.). An attractive and dynamic appearance at the city scale forms landmarks and city identity: Zadar-Pozdrav Suncu, Graz-Kunsthaus Art Museum, Reykjavik-Conference Centre. Also it defines streets, squares and buildings (CaixaForum Madrid, MCA Zagreb, etc.). Sustainability is a possible added dimension found in all types, but in vertical gardens and kinetic surfaces it is more evident and frequently used in design. The installation Pozdrav Suncu is the rare exception of sustainability in media surfaces.

#### **CONCLUSIONS**

All analysed dynamic surfaces - media, vegetation, kinetic - have in common the interdisciplinary range of activities: research, theory and concepts within technology,

architecture, art, urban design and marketing. That is why the majority of examples of the research are designed in collaborations (1). Light is in different ways important for all types of surfaces (2); it can influence non-dynamic surfaces making them change their appearance; it enables vegetation to grow; it generates image in media surfaces mostly by night and it reflects daylight in kinetic surfaces. It is also used for interior green walls or paintings to be seen on the outside, creating a dialogue between buildings and the city. Described surfaces are sometimes only a decorative element like in cases of lighting, graphic treatments or some kinetic facades but they can also be functional elements or part of a sustainability system. This is mostly seen in vertical gardens which improve microclimate and reduce noise or some kinetic facades that are also used as sunshades. All this is achieved with independent surfaces or ones fully integrated into architecture systems (3). In most cases dynamic surfaces have a high degree of invitation to interactivity in space. Most of them create landmarks, identity or brand, especially media surfaces. Trough vertical gardens and kinetic surfaces urban space is becoming more connected to the environment and nature resulting in more humane places (4). In general, dynamic surfaces' appearance is highly connected to new technology and materials, and with their development the possibilities of implementation with architectural and urban surfaces grow.

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# Proceedings of INTERNATIONAL ACADEMIC CONFERENCE ON PLACES AND TECHNOLOGIES

### PLACES AND TECHNOLOGIES 2014

## PROCEEDINGS OF FIRST INTERNATIONAL ACADEMIC CONFERENCE ON PLACES AND TECHNOLOGIES

International Academic Conference on Places and Technologies, Places and Technologies 2014, will be the first conference organized by University of Belgrade – Faculty of Architecture, Professional association Urban Laboratory and University of Belgrade – Faculty of Philosophy.

Editors: Dr Eva Vaništa Lazarević, Dr Aleksandra Krstić-Furundžić, Dr Aleksandra

Đukić and Dr Milena Vukmirović

For publisher: Dr Vladan Đokić

Publisher: University of Belgrade – Faculty of Architecture

Design: Stanislav Mirković

Place and year: Belgrade 2014

ISBN 978-86-7924-114-6

#### СІР - Каталогизација у публикацији Народна библиотека Србије, Београд

711.4.01(082)(0.034.2) 711.4:005.591.6(082)(0.034.2)

INTERNATIONAL Academic Conference on Places and Technologies (1st; 2014; Belgrade)

Places and Technologies 2014 [Elektronski izvori]: keeping up with technologies to improve places: conference proceedings: 1st international academic conference, Belgrade, 3-4. April 2014 / [organized by University of Belgrade - Faculty of Architecture, Professional Association Urban Laboratory and University of Belgrade - Faculty of Philosophy]; editors Eva Vaništa Lazarević ... [et al.]. - Belgrade: Faculty of Architecture, 2014 (Belgrade: Faculty of Architecture). - 1 USB fleš memorija; 1 x 2 x 14 cm

Sistemski zahtevi: Nisu navedeni. - Nasl. sa naslovnog ekrana. - Tiraž 150. -Bibliografija uz svaki rad.

#### ISBN 978-86-7924-114-6

- 1. Vaništa Lazarević, Eva, 1961- [уредник]
- 2. Faculty of Architecture (Belgrade)
- а) Градови Мултидисциплинарни приступ Зборници b) Урбанистичко планирање Технолошки развој Зборници

COBISS.SR-ID 206380812

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#### CONFERENCE TECHNICAL DIRECTOR'S SPEECH

Ladies and gentlemen, distinguished speakers and guests, dear colleagues,

As a Technical Director of the International Academic Conference on Places and Technologies I must admit that the essence of this idea has been born spontaneously, during discussions on all sorts of architectural issues and chit chats between Dr Milena Vukmirović, assistant of mine, and me, while enjoying hot summer under the trees in my garden. Milena is known as a technically oriented person, ready to try all sorts of new technologies linked with the space / place and she met a soul mate in me, always ready to deny my age and seek for something new. Organization Committee with Prof Krstić, Prof Đukić and Prof Bajić Brković have offered and provided their numerous contacts, colleagues from abroad who participate at the Conference. The Faculty of Architecture and its dean, Prof Đokić, have immediately recognized the importance of the Conference on school and gave their utmost technical support.

Therefore, we tried to establish a structure, or frame, of the Conference which would be appealing for all sorts of new age people, those enthusiastic and ready to enter the new era. Because nothing is the same anymore. Looking back, just a decade ago we realize how much we have changed along with our prospectives and paradigms. From the architect's approach – the impact on the places is enormous.

The conference, therefore, examines the formation and presentation of knowledge of technologies and the environment, as well as the ethical considerations and potential risks. We analyze developing solutions, expertise and discussions with respect to strategic environmental problems. We would like mainly to focus on multidisciplinary approach to this matter also identifying and establishing relationships between issues of technological development, environmental protection and social change.

Consequently, the conference program and research are based on the knowledge regarding several academic disciplines: engineering and technical sciences, but also humanities and social sciences. We would like to examine the future of society and places, design of places, facilities and infrastructure in line with new and future needs of inhabitants; trying to support development of institutions and regulations. The aim remains always the same: creating appropriate and high quality environment with creation of favourable conditions for the advancement of innovation and business.

We wish to understand, from the critical aspect, the importance and role of technology in designing creative ideas to improve places. Secondly, we want to realize the importance of the whole image of rapid technological development that is

disproportionate to the social progress. That is why we split our focus on several domains: Urban design, Urban planning, Industrial and Architectural design, Building technologies, Sociology of the City, Innovations, ICT, Traffic as well as Contemporary cartography.

We have received a variety of very interesting and innovative research papers made by young scientists from all over Europe, and we are proud to share them gathered in one place. We are particularly proud to say that moderators during sessions will be our most prospective experts in the field, from the region and from abroad as well. A practical reference book consistent of common conclusions from these sessions will be the matter of further presentation. The very best papers will be elected and published by Cambridge Scholar Publishing house and/or in *Energy & Building* Special Issues.

During the upcoming two days, University of Belgrade – Faculty of Architecture will be the host of an incredible exchange of knowledge, networking and development of new thoughts, ideas and projects.

Thank you for your attention and Welcome to Belgrade!

Prof. Dr Eva Vaništa Lazarević, arch.

Technical Director of the Conference
University of Belgrade - Faculty of Architecture

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