

WEEK 2. effectual bionomes

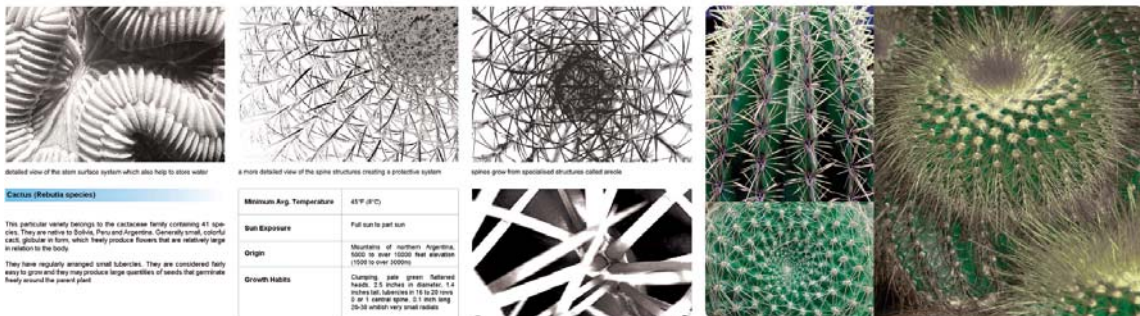
The production of affect through the deployment of precise effects relies on complex phenomena informed by varied sets of parameters and emergent behaviours. This is particularly true for bionomic solutions.

Through evolution, in other words through trial and error, biological constructs are forced to negotiate between an economy of means and a productive excess and ultimately self-organize with elegant formal solutions that balance both. Although they have limited resources bionomes are excessive in many ways – in their spatial complexity and colouring to maximise their reproductive performance, in their structural intricacy in order to deal with the vagaries of their contexts, in their evolutionary markers and variation which assures the health of the species by hedging against unforeseen contingencies.

We will begin the year with a short workshop to uncover and study biological systems and explore their bionomic solutions through their development processes and techniques of growth. In a non-scalar, non-situated context we will examine the way they deploy specific effects through their systemic organisation, parametric constructs and performative systems. The purpose of the workshop is to provide basic conceptual, tectonic and organisational tools that can later be applied within the specific contexts of your individual project.

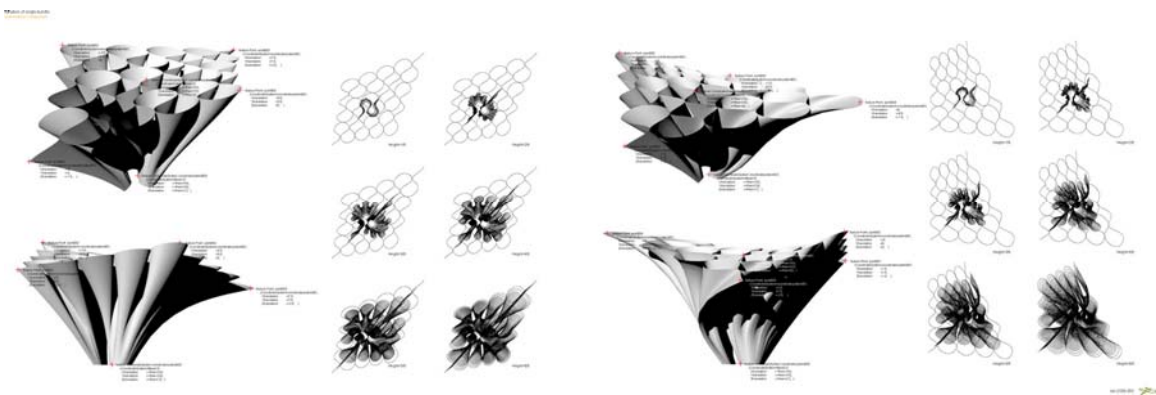
During this week you will be asked to document a biological construct and explore this balance between economy and excess through an analytic and descriptive investigation.

For the duration of this initial workshop you will be working in teams. The purpose of this shared approach to work is to take advantage of the accumulated experience within the unit and to facilitate an introduction to the various tools and modelling techniques we will use in the studio. In the context of a team you will maintain an individual strand of research but will collaborate with your team mate in order to produce a shared body of work. It is important to keep a consistent presentation layout within your team.





Within each team you are to find and document ten biological constructs (plants, fungi, corals) with strong and legible systemic qualities and legible effects. Please format and reference your images along with a brief description for each construct. Each member of a team should select one construct from among the three and begin to draw and diagram it. By the end of this exercise each team member should have at least one descriptive drawing of your construct along with diagrams explaining the system.



For a team of two you might choose the sequence below – keep in mind this is just indicative:

- one page describing your 10 selected examples (images and research)
- two pages focusing on each chosen biological (detailed images, models)
- two pages of diagrams (models and diagrams)
- one large descriptive image (rendering, ideally from a position of interiority)

The biological construct you have selected does not have to be fully understood but carefully examined drawn and modeled. Focus specifically on spatial effects, surface effects and structural effects. By the end of this second week you should have modeled, diagrammed and rendered the model; employing both axonometrics and partial and situational perspectives.

You may have to experiment with several modeling packages to find the one that best suits the formal qualities of your research subject. You are highly encouraged to work in the unit space or the computer lab as this will be fast-paced and you will need to learn from and help each other. Each part of the model and modeling process is to be thoroughly documented during the investigation. All representations must be of an extremely high quality and details, and will produce full-scale images to be discussed and improved.

Image credits: Darren Chan, Mo Abdelghafar, Chris Robeller, Poyuan