MORPHOGENESIS
AN EXPLORATION IN MASONRY DESIGN

Fine Arts Building - Locker Gallery
December 3 - 2018
Fall 2018 Morphogenesis STUDIO 301

Masonry is as old as civilization, cutting across cultures old and new. Third-year architecture students led by Mona Ghandi explored new possibilities in masonry through the lens of emerging technologies. Rather than merely a veneer material, erected strictly to please the eye, might masonry acquire a new potential through computational design and other related technologies such as grasshopper, digital fabrication, 3D printing?

This studio showcases the new possibilities of masonry as a building material through the use of computational design and digital fabrication. It not only represents a final expression but lessons developed over the entire semester, starting with a review of the relationship between the part and the whole and ending with a keen interest in pushing masonry toward a dynamic and participatory end. Throughout, the students were challenged to study our visual bias to the material, think about its manner of connecting the part with the whole, and rethink its capacity to affect and contribute to the spaces in which live and enjoy. Rather than a static set of bricks and blocks, here masonry was pushed to accept an evolving scenario. Masonry, as a material whose power and message, visual or otherwise, is the result of incremental change between the one and the many, could be kinetic possibility, accepting and accommodating changes in the built environment.