

## **THE PRODUCTION OF NOTATIONAL OBJECTS: DESIGN THROUGH DELAY**



"It is my contention that architecture both is and is not a visual art. Or, put another way, architecture is a visible art, dependent on objects which act as intermediaries between the invisible and the material.

Perseus new how to operate peripherally. When he set out on his mission to kill Medusa the Gorgon, he realized those who had preceded him turned to stone. He knew to succeed he must not look upon his goal. And so, like Alice walking backwards, he looked the other way. Her reflection in his bronze shield allowed Perseus to gaze at the woman with hair of serpents, and to kill her. His shield was a notational object.

Notational objects posit an other. They intentionally, precisely negotiate the waters of paradox. They do not bridge the gap, but rather skate back and forth, perennially on thin ice. This is their necessary condition, for theirs is a strategy of delay."  
From "The Production of Notational Objects," 1990

## **THE PRODUCTION OF NOTATIONAL OBJECTS: DESIGN ONCE-REMOVED**



### **SHIELD**

In a shield, one can see the image of the other, but it is backwards. Or upside-down. It is exactly dis-located.

### **MOLD**

A mold restricts and shapes decisions in three (or more) dimensions from an exterior source. As it makes multiples, it questions the status of the original.

### **JIG**

Jigs define things through specific tangencies. A jig is indirect. A jig is reciprocal.

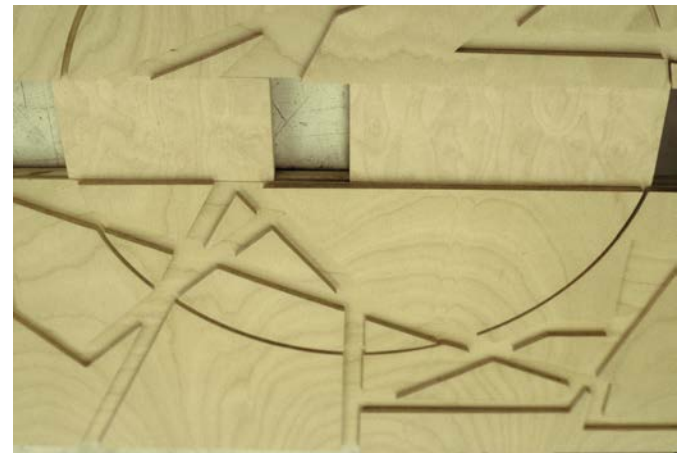
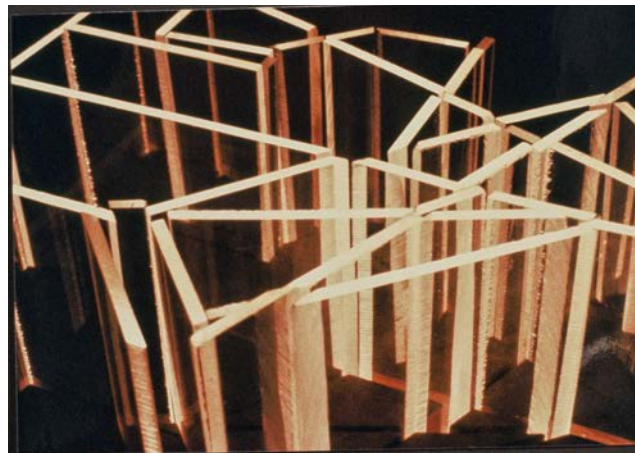
### **SCORECARD**

A score card records decisions, actions, events external to itself.

**DESIGN THROUGH DEMONSTRATION:  
SERIAL MOLDS, VISIBLE CHOREOGRAPHIES**

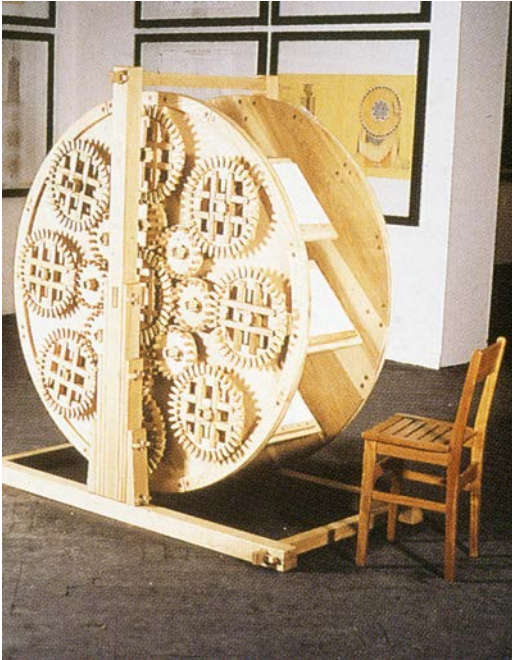


MICHAEL NICOLSON, GRADUATE DESIGN, 1991, UNIVERSITY OF FLORIDA: CASTS DEGRADE OVER TIME



STUDENT, GRADUATE DESIGN, 1991, UNIVERSITY OF FLORIDA: PATHWAYS LIGHT UP AS PEOPLE CROSS ROTUNDA AT FLAGLER COLLEGE

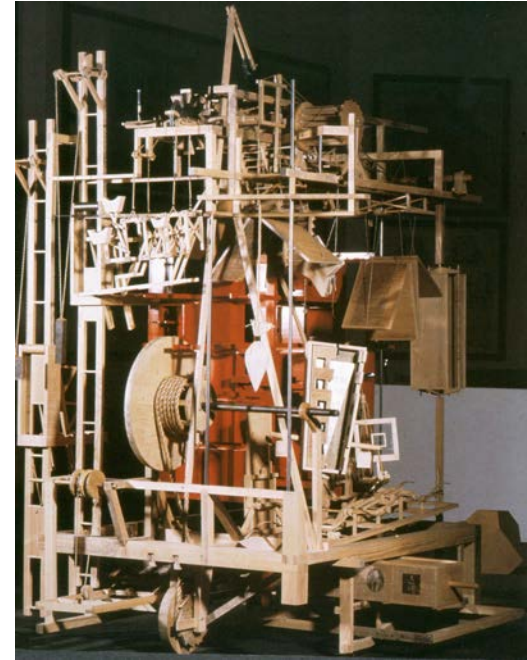
**TIMEBLEED PERFORMED:  
DANIEL LIBESKIND'S LOST MACHINES**



READING MACHINE

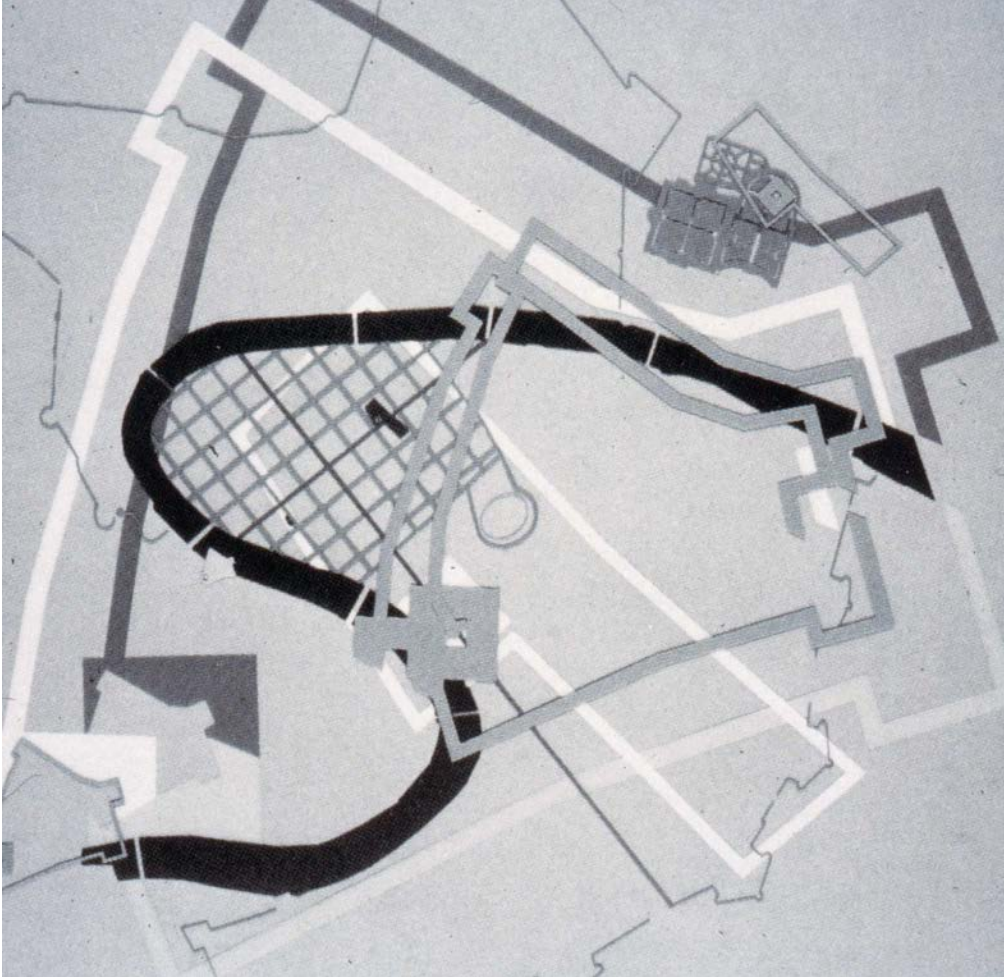


WRITING MACHINE

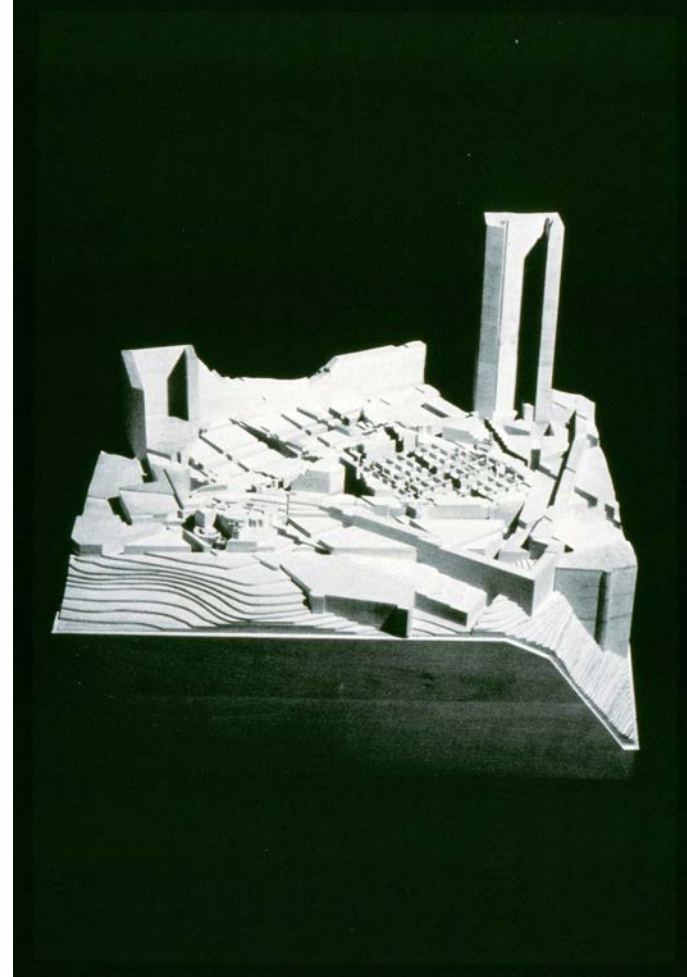


MEMORY MACHINE

**TIMEBLEED DEMONSTRATED:  
PETER EISENMAN'S ROMEO + JULIET PROJECT**

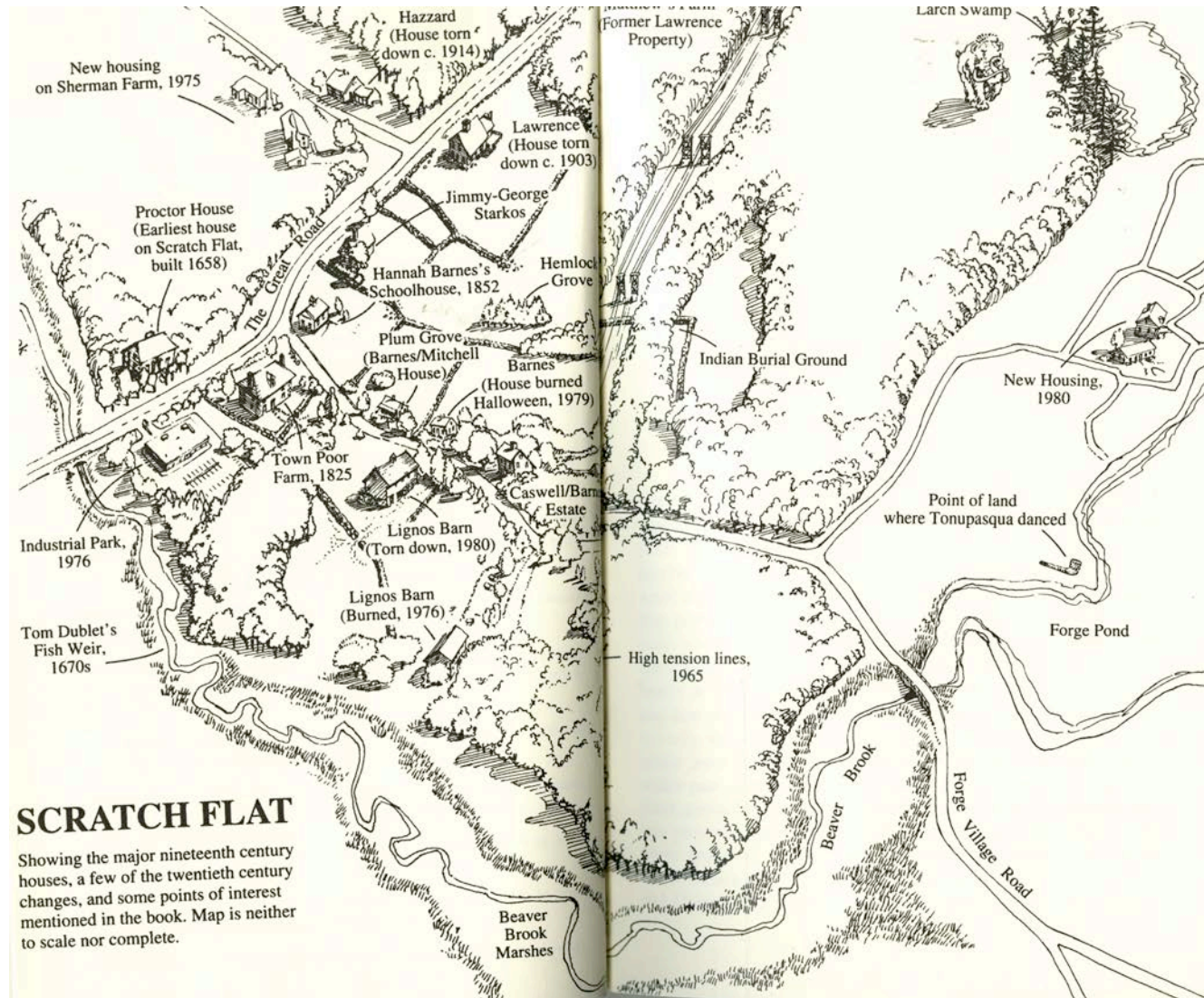


EROS, ARROWS, AND OTHER ERRORS: SCALING AND SELF-SIMILARITY



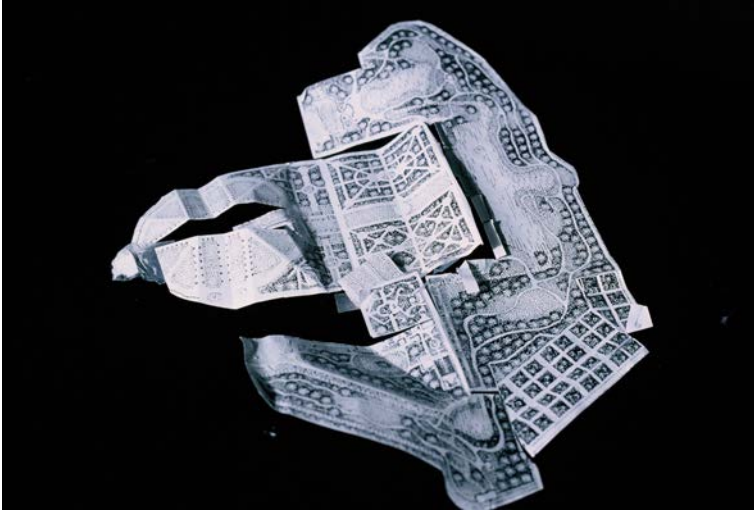
RECURSIVE SITE, WITHOUT ORIGIN

**TIMEBLEED DESCRIBED:  
JOHN HANSON MITCHELL'S CEREMONIAL TIME**

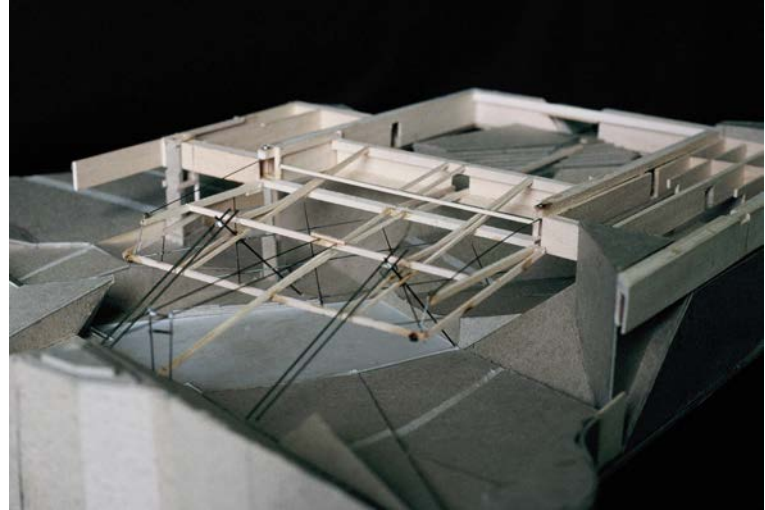


1,000 YEARS IN ONE SQUARE MILE

# DISRUPTING CARTESIAN SPACE: GRID CHALLENGES



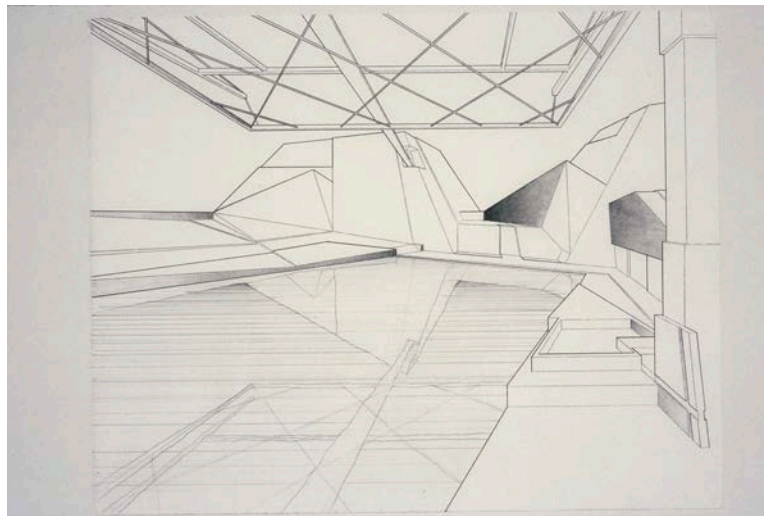
2<sup>ND</sup> YEAR DESIGN STUDIO PROJECT, STEP 3



2<sup>ND</sup> YEAR DESIGN STUDIO PROJECT, STEP 5

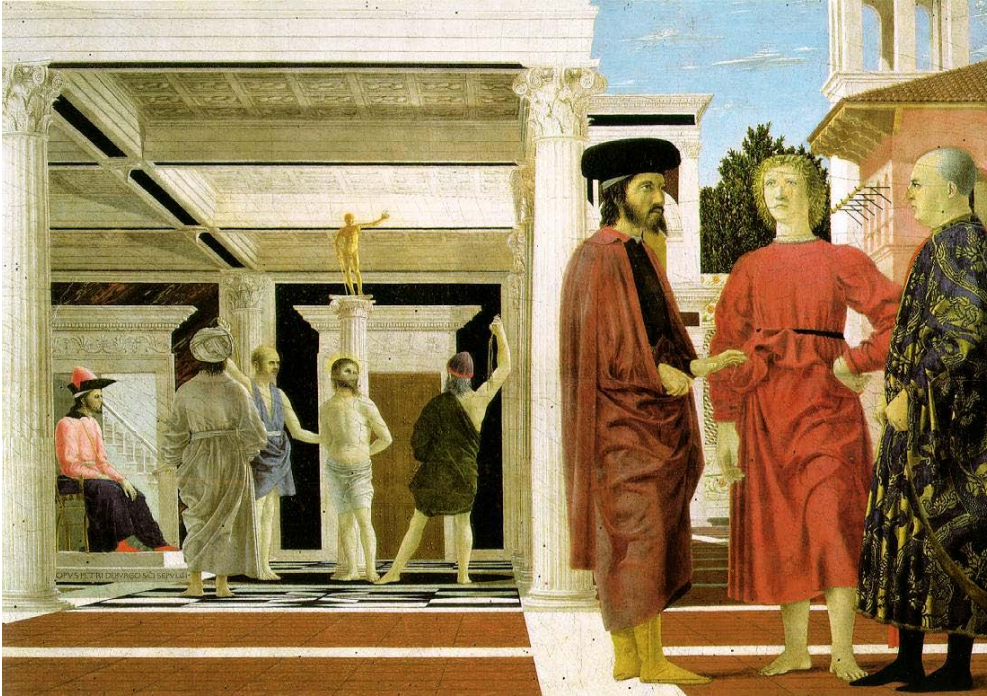


2<sup>ND</sup> YEAR DESIGN STUDIO PROJECT, STEP 4

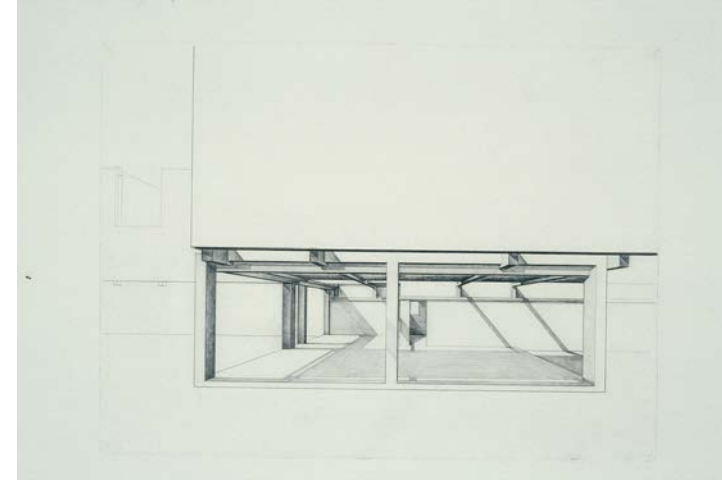


2<sup>ND</sup> YEAR DESIGN STUDIO PROJECT, STEP 6

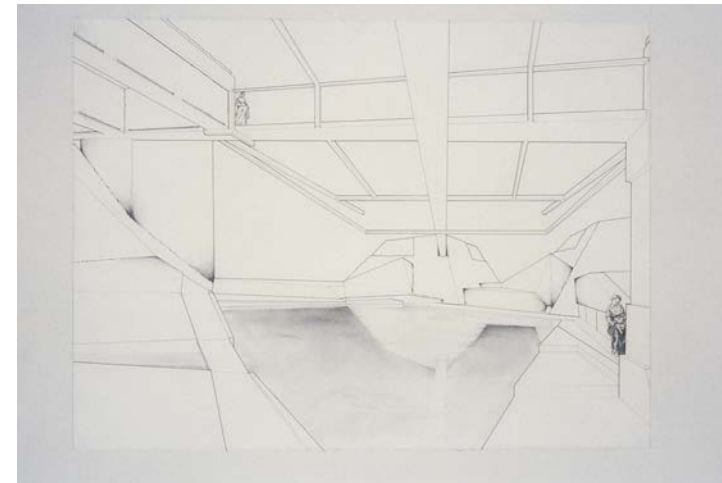
# DISRUPTING PERSPECTIVAL TIME: PERSPECTIVE CHALLENGES



PIERO DELLA FRANCESCA, THE FLAGELLATION  
2<sup>ND</sup> YEAR DESIGN STUDIO RESEARCH, STEP 1



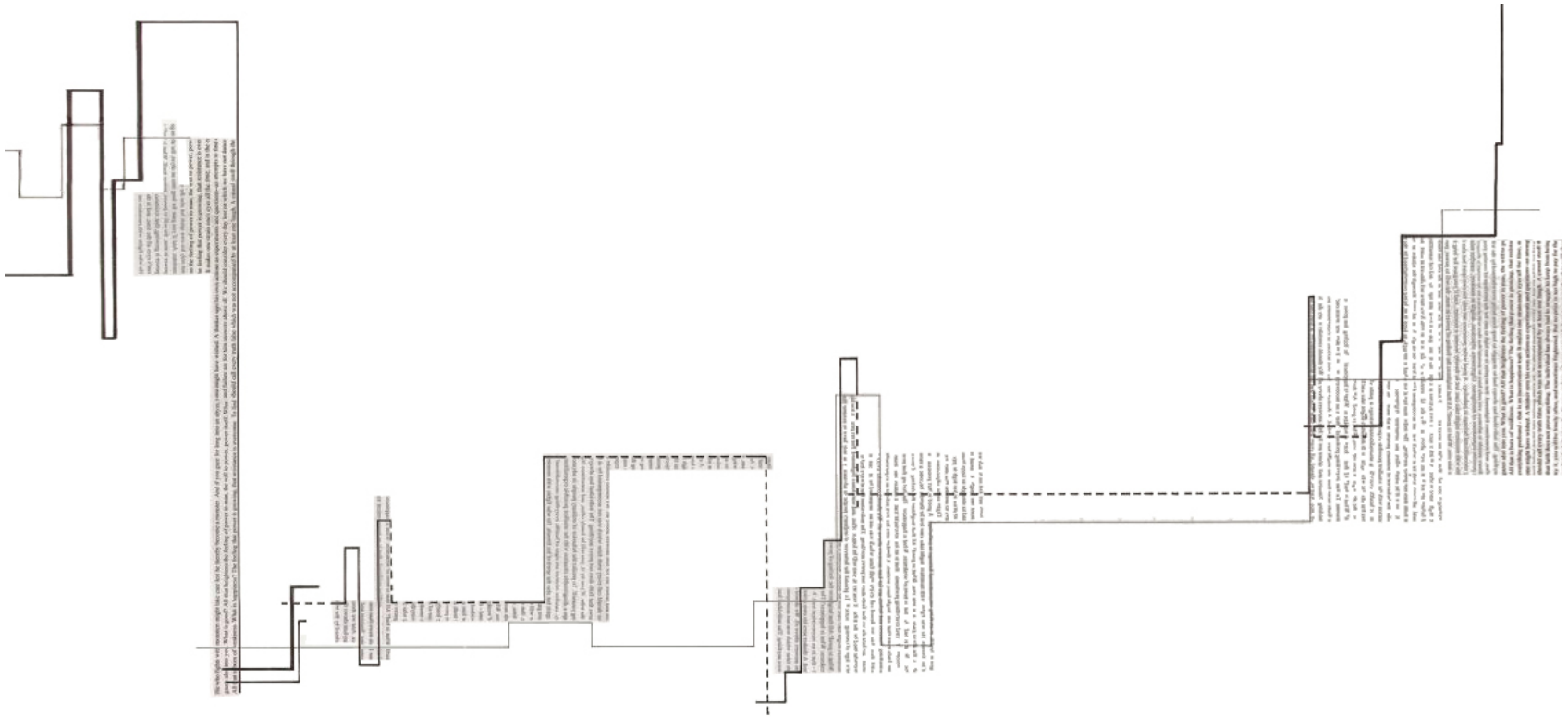
2<sup>ND</sup> YEAR DESIGN STUDIO PROJECT, STEP 2



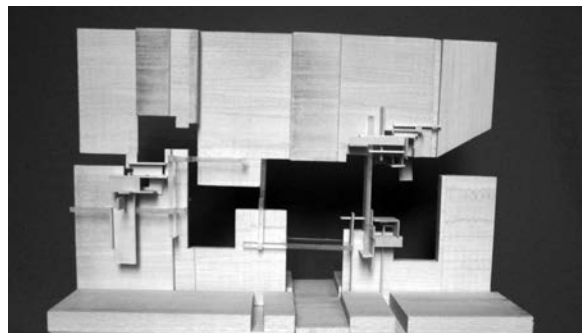
2<sup>ND</sup> YEAR DESIGN STUDIO PROJECT, STEP 7



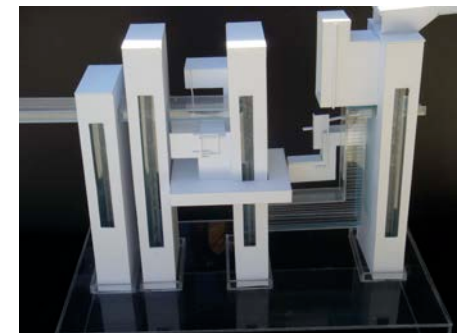
# MAPPING FLOWS: FILM NOTATIONS



2<sup>ND</sup> YEAR FILM ANALYSIS, BLADRUNNER, DRAWING ON MYLAR 24" X 36"

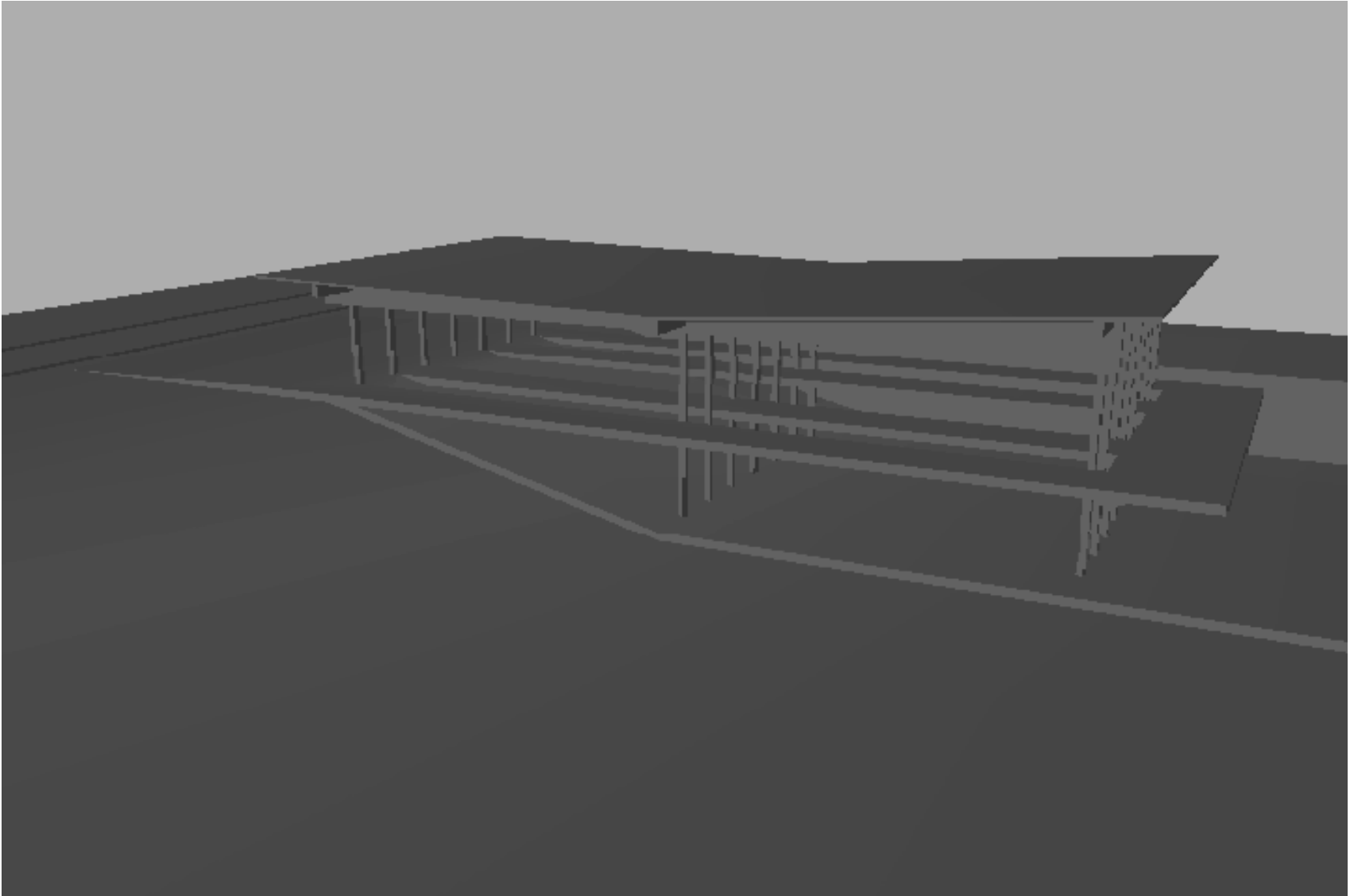


2<sup>ND</sup> YEAR FILM ANALYSIS, KOYAANISQATSI,  
WOOD AND PLEX MODEL, 12" X 18"



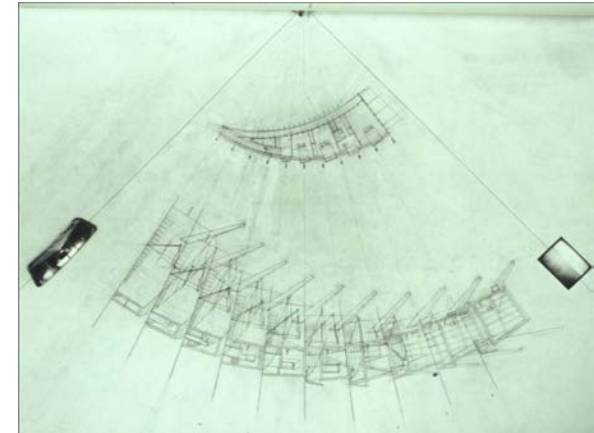
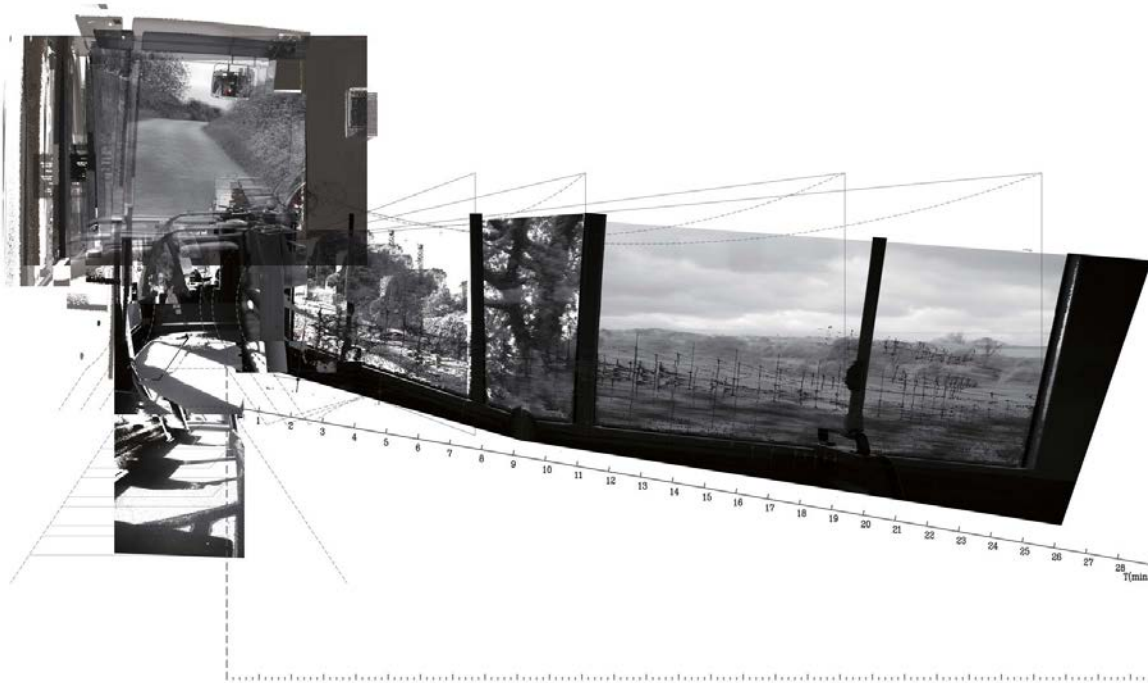
2<sup>ND</sup> YEAR FILM ANALYSIS, PLAYTIME,  
CARDBOARD AND PLEX MODEL, 12" X 18"

**MAPPING FLOWS:  
RAINFALL**



JENNIFER CHUE, 4<sup>TH</sup> YEAR DESIGN STUDIO, DESIGNING RAINFALL WITH DESIGNED MAYA PLUG-IN, 2002

**INSPIRATION FOR TIMEBLEED 2014:  
DILLER SCOFIDIO + MAPPING EXPERIENCE**



DILLER + SCOFIDIO, SPECULATIVE DRAWINGS ASSOCIATED WITH THE "SLOW HOUSE" 1991

# JAMES RIVER TIMEBLEED STUDIES: WHAT IS THE WATER'S EXPERIENCE?

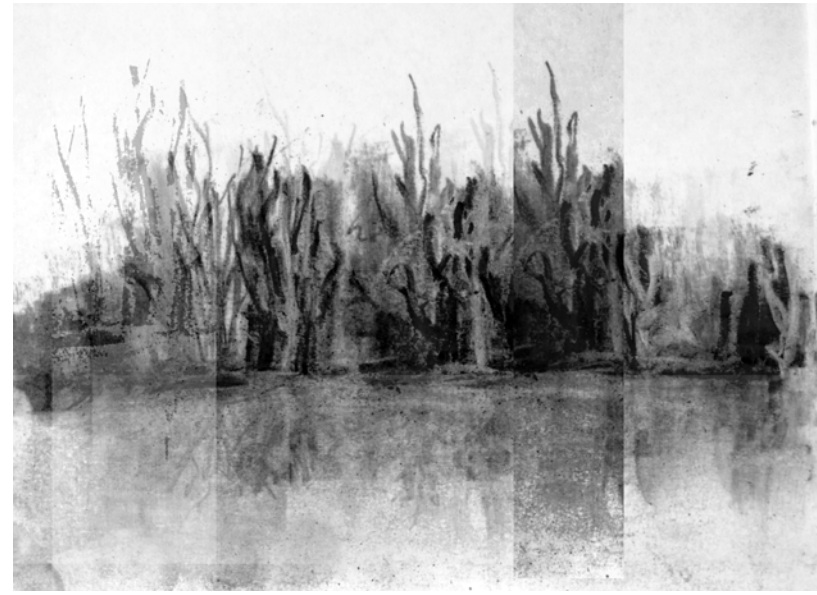


Waterdrop seeing the Langley fountain in different scales and directions as it flows down James River.  
Equal chance of change in view.  
*First six-sided dice:*  
each number represents 60 degree in 360 degree orientation in a plane perpendicular to downstream.  
*Second six-sided dice:*  
each number represents 30 degree in 180 degree orientation in a plane parallel to the water surface.

JAMES RIVER FOUNTAIN, MULTIPLE PERSPECTIVES, CHANCE PROCEDURE APPLIED TO WATER DROP'S VIEW

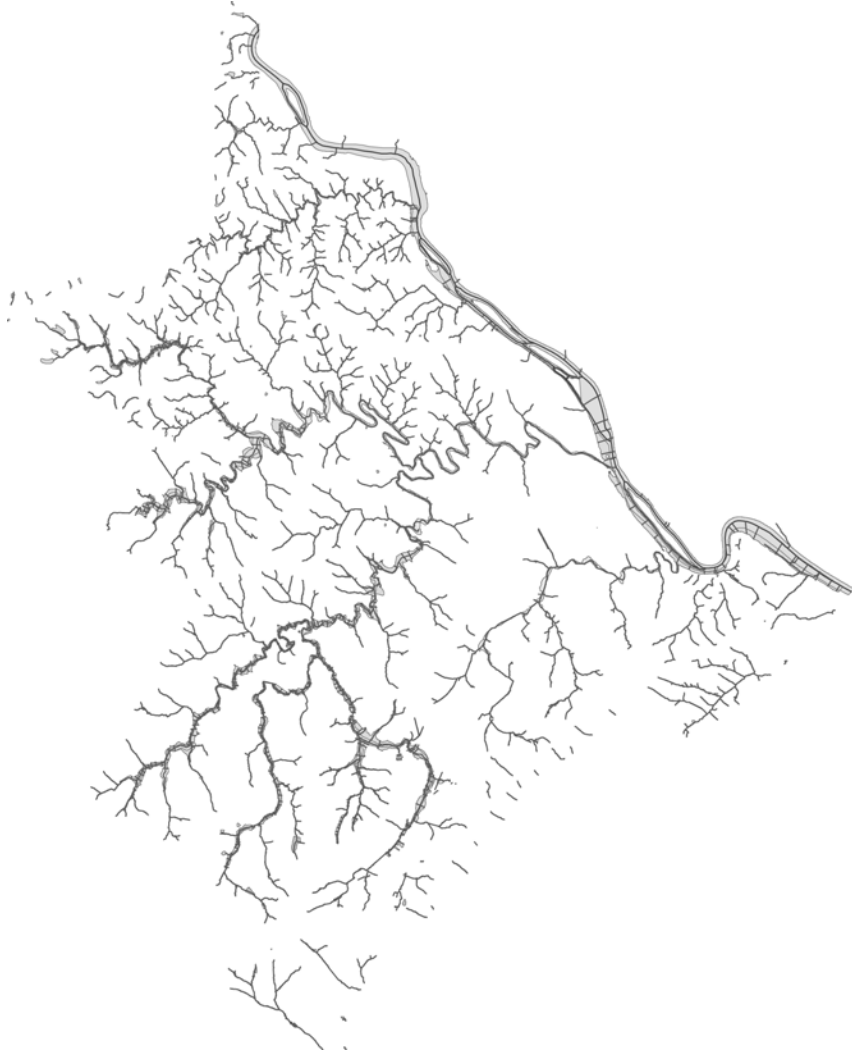


JAMES RIVER, CURVED HORIZON FROM THE WATER'S SURFACE



JAMES RIVER, SEQUENTIAL VIEWS FLOATING DOWNSTREAM

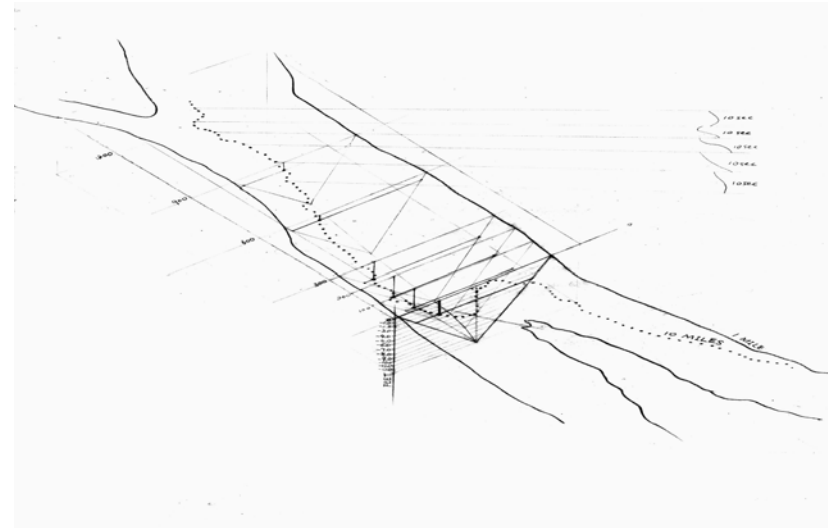
**JAMES RIVER TIMEBLEED STUDIES:  
JAMES RIVER SCALING, FRACTALS, PLOTS**



JAMES RIVER AND TRIBUTARIES, GIS LAYER

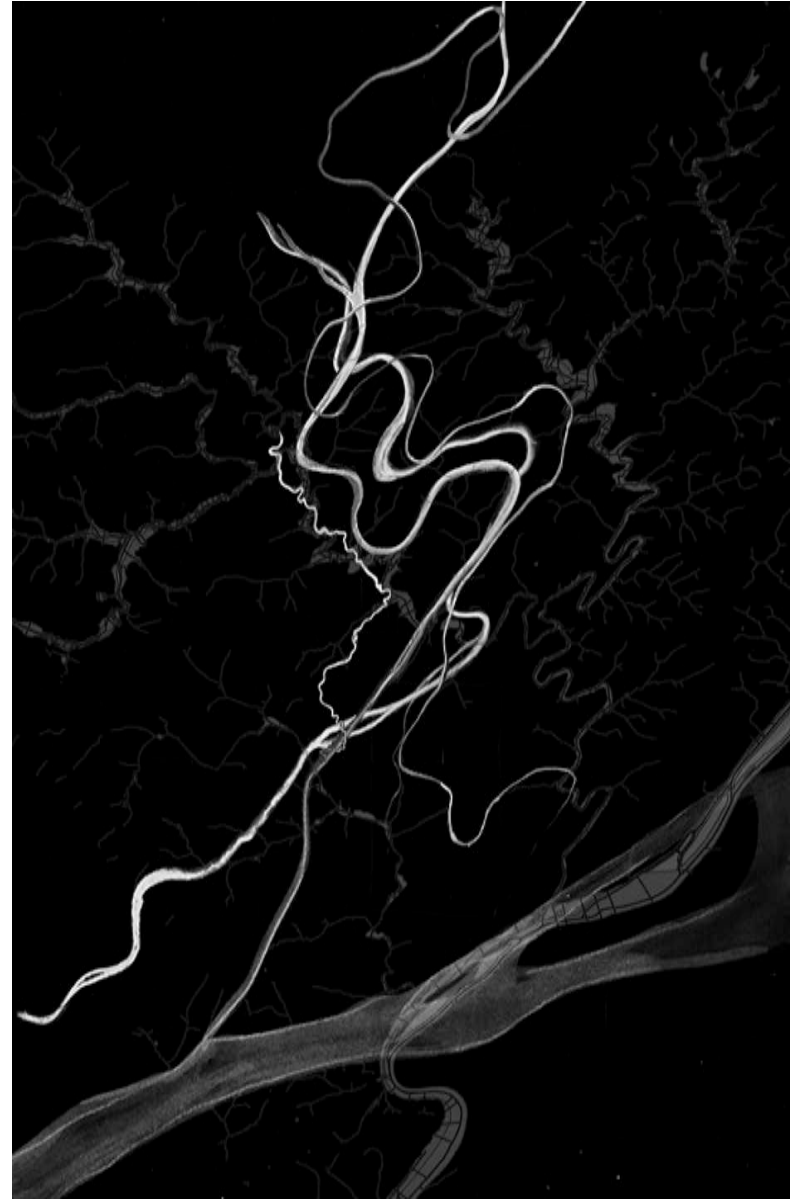


JAMES RIVER AT MULTIPLE SCALES, OVERLAID, HAND DRAWN



FRACTAL RIVER SIGNATURE  
PLOTTED WITHIN JAMES RIVER CHANNEL. HAND DRAWN

**JAMES RIVER TIMEBLEED (DIPTYCH)**  
**ANNE CHEN WITH KIM TANZER**



***TIMEBLEED AS PROVOCATION:  
TOWARDS AN INTERROGATIVE MANIFESTO***

**WHAT IS THE DIFFERENCE BETWEEN NOTATION AND REPRESENTATION?**

**WHAT IS THE DIFFERENCE BETWEEN DEMONSTRATION AND REPRESENTATION?**

**CAN ANALYSIS AND CONTEXT-SETTING “UNFREEZE” TIME?**

**CAN ANALYSIS AND CONTEXT-SETTING MAP A NEW KIND OF “COORDINATES”?**

**CAN A NEWLY IMAGED CONTEXT CREATE A NEW KIND OF ARCHITECTURE?**

**IF WE DESIGN WHAT WE CAN DRAW...**

**HOW CAN WE DRAW OR MAKE VISIBLE THE SITE OF PREFERRED IMAGININGS?**

***THANK YOU***

GHAZAL ABBASY-ASBAGH

CAMMY BROTHERS

JEANA RIPPLE

+ ANNE CHEN

+ ANITA VIGIL

+ CYNTHIA SMITH

*FOR REMINDING ME DURING MY FINAL SEMESTER AS DEAN THAT ARCHITECTURE IS*

*INTELLECTUALLY CHALLENGING,  
AN ACT OF RESPONSIBILITY,  
BEAUTIFUL,  
AND FUN*