

# 10 VERSIONS OF THE SAME SCENE

A STUDIO FOR MULTIPLE VOICES WITH BILL PECHET, FALL 2024



The most important thing you need to know about this studio is that it is expressly conceived for those of you engaged in the *Master of Architecture GP1* process to harness your emergent interests in order to guide how, and what, you create. Although we'll be working with a tangible site, the assignments will allow your specific graduate-project research to inform your methods and responses.

The goal is to bring a harmonious and exploratory synthesis between the 2 courses so that you can test ideas before embarking on your final work at SALA. For this reason, the focus of *your* projects will undoubtedly be entirely different from your colleagues'. It really is a studio for multiple voices.

**THE SITE FOR SPECULATIONS** is a vestigial and orphaned space that lies waiting for you in the heart of the city. If you squint your ears, you can hear it laughing in the face of contemporary development practices that typically favour rapacious site agglomeration in lieu of the smaller, demure, and oddball situations that give a city a soul. Somehow, it has eluded that system, amusingly renegade, inviting us into a deep experience of play.

As a small, fenced, and 'empty' place, it is anything but vacant, it offers latency through the lens of your own interests, ethics and ambitions. This *terrain-vague*, readable in innumerable ways, invites you to speculate. After all, isn't that how culture moves forward?

Nested within a complex set of urban influences, policies and economics that are tangible and measurable, the site is simultaneously elusive, ephemeral and subjective. Somewhere between these *formed* and *formless* conditions your projects will emerge during the studio. Like making a new friend, the site will reveal its secrets, and, in turn, you will reveal (at least partially) how you see your role as an architect/thinker/maker/culture-baker operating within the built world.

## PROJECTS

### 10 VERSIONS OF THE SAME SCENE -cont

The projects in this studio can be thought of as études that help clarify and reinforce your research trajectories. As preliminary experiments, the assignments will allow you to follow your nose, listen to a sounding board, put your toe in the water, your feather in the wind, and sing your body electric. However, these are not just dress rehearsals for the big show; they will be stand-alone projects that serve as foundational experiments that help you to clarify future directions for the following term and/or they may just allow you to get something out of your system to open pathways for other things to occur.

There will be 3 connected projects in the studio that traverse through a number of different focuses, fostering deeply considered and imaginative responses from:

### 1. THE BEHOLDING EYE (3 weeks)

The title of this project is taken from a book edited by D.W. Meinig, titled 'The Interpretation of Ordinary Landscapes' in which he wrote a chapter called "*The Beholding Eye -Ten Versions of the Same Scene*". Meinig demonstrated how a place could be interpreted quite differently, depending on one's positionality. To illustrate this, he created ten variations of the same scene: filtering them through the lenses of: *nature, habitat, artifact, system, problem, wealth, ideology, history, place, and aesthetic.*

With this as an anchor reading, you will choose to work within a set of systems to produce a speculation that reveals itself through those systems. To make things juicy, this project will ask you to work within 2 of his variations to reveal connected and contradictory paradigms of thought.

Another reading will be issued to add to our learning experience in this project.

### 2. SITE READING (3 weeks)

In this second speculation you will be invited to produce an open-media exploration that reflects the research and reading that you are compiling for GP1. This experiment will allow you to become playful and experiment with ideas that you are gestating, bouncing them off of the site as a field for inquisitive conjecture. The resultant work can serve as a platform for discussion and then as a foundational link to:



Image above: AI casts a critical eye at Saul Steinberg

### 3. THE FINAL PROJECT (7 weeks)

A project that articulates your GP1 interests, using the site as a host platform to develop ideas through a variety of 2D and 3D media. The site can serve as a proxy for larger conditions outside of itself and/or stay as a literal context. This project can provide you with a way clarify your emergent interests and also help jettison things that are less relevant. Along with your studio instructor, you will be given the opportunity to decide on programmatic, methodological, representational, and other devices that support your particular agendas and goals.