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FRAMING

Just as limbo is the state between consciousness and unconsciousness, we ask what lies between the states of imagination and reality. This project engages synthetic intelligences to challenge design and architecture, and reimagine it as a construction of reactive moods. We use Ai as a visual asset to transfer the imagination of the machine into the spaces around us in the form of projections. Through our collaboration with the machine, we unveil the engineered emotional energy that is constantly running through our environments, creating moods like arousal, spine-chilling, zest, and heart-wrenching misery. This method of working with Ai is different from other forms of computation, like Photoshop or Rhino, because Ai is able to share a world with us that we are unfamiliar with and brings its own ideas to the table with its unique imagery. We imagine these moods living and latching onto structures in that in-between state of reality / imagination. This thesis investigates that middle ground (where a new synthetic reality lives) and progressively strips away at the physical constraints machine generated images, like our Delight house, are born with, enough to the point where its qualities breach the computer screen and enter into our world. This center image depicts that breach, showing a singular projection that collapses all this information along the spectrum into a singularity, where computer and human thought are merged. We find a powerful potential in this facet of hyperreality where imagination and reality are inseparable, resulting in the formation of an emotionally charged architectural experience.





Before even arriving at this new territory of architecture, we had to first learn about how Ai thinks and uses its imagination to create its own unique worlds. We first tested the Ai's autonomy by mapping unconventional materials onto buildings, creating our Strawberry house, Smoke, Dried Rigatoni, and Sheep Fur houses. We discovered that the machines' autonomous nature enables AI to design without protocol in mind - where the rules of time, space, and physics are not bound by the same limitations as the waking world. When mapping the material onto a new structure, the Ai detached the unconventional material's visual qualities from its physical and structural qualities and appropriated its visual nature, creating a new aesthetic altogether. These iterations were successful specifically because of their nontypical design and their captivating imaginative qualities. The Ai does not allow the physical properties of a material to restrict the architecture in any way. This encourages Architecture to consider other avenues of texture mapping with qualities that might not be completely tangible. Which inspired us to conduct this experiment with emotion as our texture.



A house that looks like and has the texture of a STRAWBERRY



A house that looks like and has the texture of a BEEHIVE



A house that looks like and has the texture of BUBBLE GUM



A house that looks like and has the texture of a BLANKET



A house that looks like and has the texture of a BUBBLE WRAP



A house that looks like and has the texture of a GLASS OF ORANGE JUICE



A house that looks like and has the texture of SHEEP FUR



A house that looks like and has the texture of a MUSHROOM



A house that looks like and has the texture of a PINATA



A house that looks like and has the texture of SHEEP FUR



A house that looks like and has the texture of a PUFF OF SMOKE



A house that looks like and has the texture of HAIR



A house that looks like and has the texture of SHEEP FLEECE



A house that looks like and has the texture of a STUFFED ANIMAL



A house that looks like and has the texture of SPAGHETTI



A house that looks like and has the texture of a STRAWBERRY



A house that looks like and has the texture of BUBBLE GUM



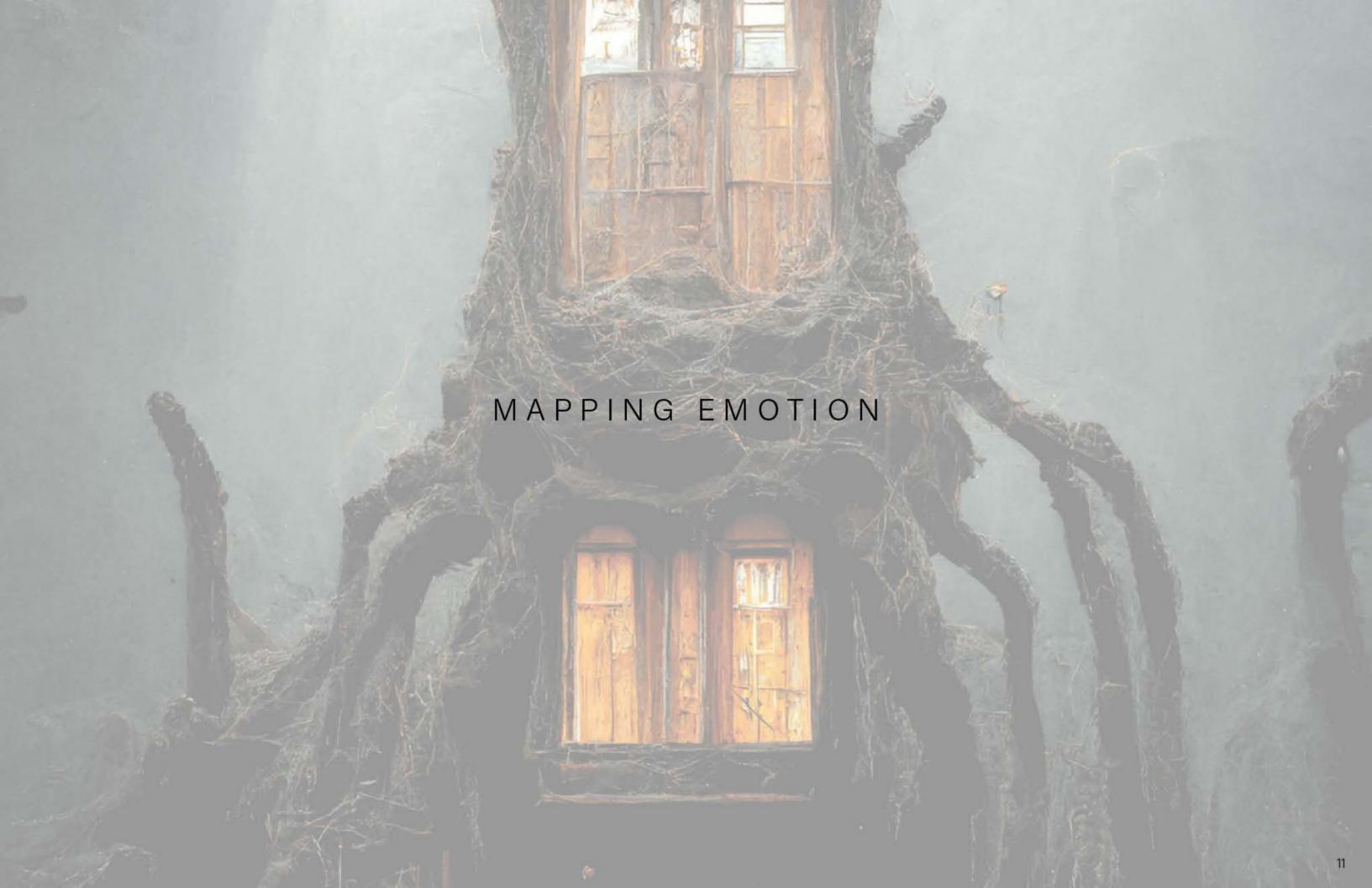
A house that looks like and has the texture of a BLANKET



A house that looks like and has the texture of a BUBBLE WRAP



A house that looks like and has the texture of DRIED RIGATONI



MAPPING EMOTION

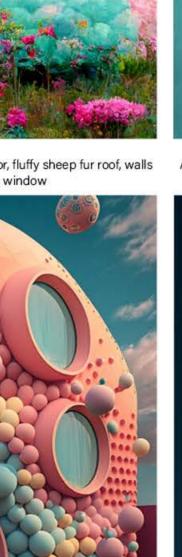
We ask what it would look like to design a house that exuded delight, embodied spine-chilling, or emulated euphoria. How could a structure wear an emotion as if it was wearing an article of clothing? Through our collaboration with Ai, we created a portfolio of charged houses that each embody a singular emotion, such as zest, euphoria, arousal, and depression. This architecture of emotion uses "houses" as the base structure to map our emotions onto because we are familiar and connected with them naturally. To create this architecture of emotion, we filled our Midjourney prompts with objects that strongly correlated to specific emotions. To control/organize our mood portfolio, we used genres to categorize all our emotions under: Comedy, Drama, Romance, Thriller. Similar to the unconventional material houses, these houses capitalized on the characteristics of the objects in the prompts to create something extraordinary.

MAPPING EMOTION COMEDY



DELIGHT

A house that looks like and has the texture of delight, pink door, fluffy sheep fur roof, walls made of field of flowers , and stained glass window



GIDDY

A house that looks like and has the texture of giddy, puffer jacket texture, water slide walls, bubblegum texture windows, sunglasses windows, ball pit roof



A house that looks like and has the texture of bubbly, butterfly door, toy roof, candy walls, and bee windows



SPUNKY

A house that looks like and has the texture of spunky, disco ball wall, feather fluff door, boho clothing walls, wavy colorful beads texture roof



A house that looks like and has the texture of zest, bicycle door, lemon roof, Pool float walls, and playground swing windows

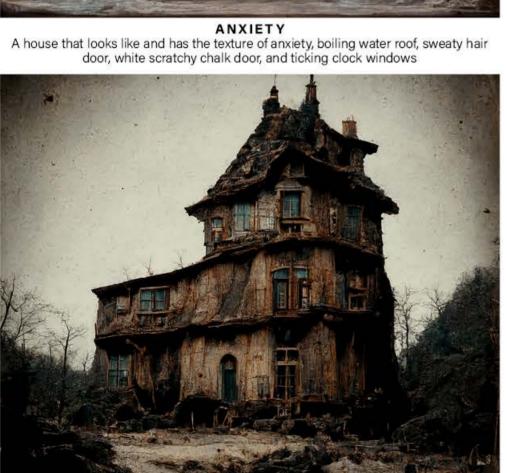


EUPHORIA

A house that looks like and has the texture of euphoria, panoramic mountain door, firework roof, psychedelic walls, and parachute windows

MAPPING EMOTION THRILLER





INSIDIOUS

A building that looks like and has the texture of insidious, cracked wood walls, rag doll roof, antique windows, hollow doors



SPINE-CHILLING

A house that looks like and has the texture of spine-chilling, a hairy door, spider roof, bone walls, and barred windows



HYSTERIA

A house that looks like and has the texture of hysteria, bruise door, hospital gown roof, artery walls, and needle windows



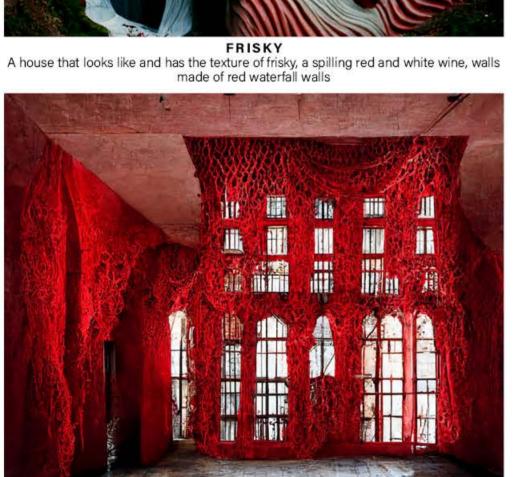
A house that looks like and has the texture of nervous, nail bitten walls , quivering insects roof, hair knot door, and claustrophobic closet wall texture



A house that looks like and has the texture of conniving, knife walls, ammo texture, shark texture roof

MAPPING EMOTION ROMANCE





AROUSAL

A building that looks like and has the texture of arousal, walls made of silk bedding, roof made of chains and latex, lace windows and red door



SERENITY

A house that looks like and has the texture of serenity, lily pad door, roof made of lavender cucumber, knitted cotton walls, and falling water



PEACEFUL

A house that looks like and has the texture of peaceful, pink and white dove feather walls



A building that looks like and has the texture of sensational, gin and tonic windows, disco ball walls, firework roof, spark door



TENDER

A building that looks like and has the texture of tender, teddy bear roof, chocolate walls, blanket door, candle lit windows

MAPPING EMOTION DRAMA



DEPRESSION

A house that looks like and has the texture of depression, cracked concrete walls, tissue roof, tear windows, cloudy door



A house that looks like and has the texture of greedy, coin and dollar bill walls, check



A house that looks like and has the texture of heart-wrenching misery, walls that looks like a soggy blanket, roof that looks like a damp tissue, door made of ripped up photos, roof that looks like a soggy blanket, and broken abandoned windows



BREATHTAKING

A building that looks like and has the texture of breathtaking, sandy walls, wave roof, crystal windows, and sunny door



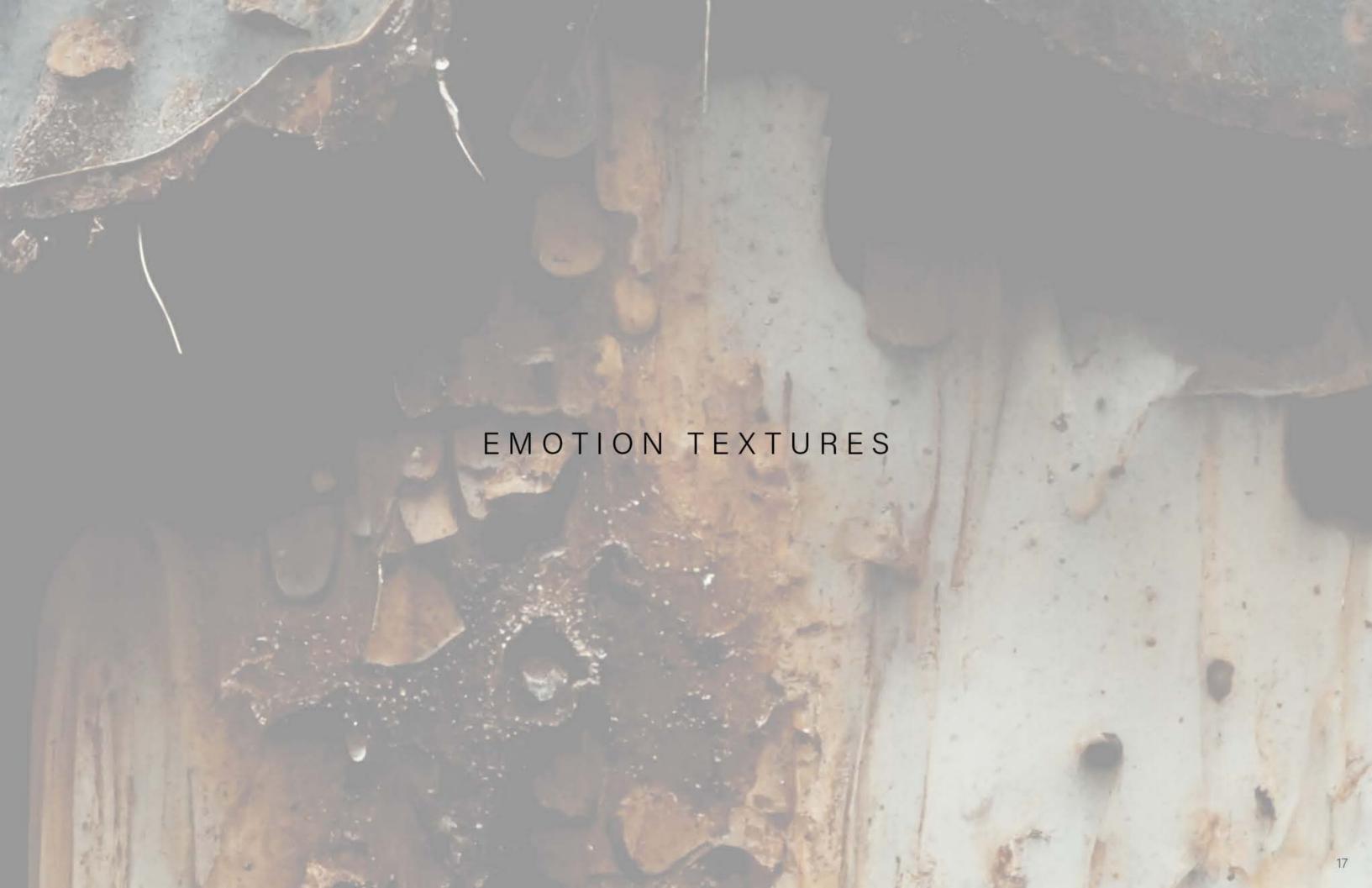
POWERFUL

a building that looks like and has the texture of powerful, tornado roof, hurricane windy windows, weather structure door, strong brick walls



INSECURE

A house that looks like and has the texture of insecure, broken glass walls and window, abandoned landscape, cracked roof



These houses are activated bodies with a charged anatomy and to further understand their ebb and flow, we zoomed in on specific clusters to examine their synthetic build. We took each cropped image and ran it through Midjourney alongside a supplementary prompt that reiterated the emotion, and states that we are zooming in. For all the textures, we wanted the generated output to look as if we took a magnifying glass to the house and saw the hyper detailed zoomed in materials that are forming the structure. For example we zoom in on the delight house at a cellular level and the resulting microscopic view captures the objects in the prompt at a smaller hyper detailed scale, ultimately decoding the emotional genetic properties. The ambition was to create a texture for each house, each with individual properties. Just like a fingerprint is a genetic pattern used to identify an individual, these textures are representative of a larger distinctive body.

CREATING AN EMOTIONAL TEXTURE

PART 01



DEPRESSION HOUSE

A house that looks like and has the texture of depression, cracked concrete walls, tissue roof, tear windows, cloudy door

PART 02



ZOOMED IN CROPPED IMAGE

MIDJOURNEY PROMPT:

A zoomed in detailed texture that looks like and has the texture of depression, cracked concrete, tissue, tear, cloudy

PART 03



DEPRESSION TEXTURE

CREATING AN EMOTIONAL TEXTURE

PART 01



DELIGHT HOUSE

A house that looks like and has the texture of delight, pink door, fluffy sheep fur, walls made of field of flowers, and stained glass

PART 02

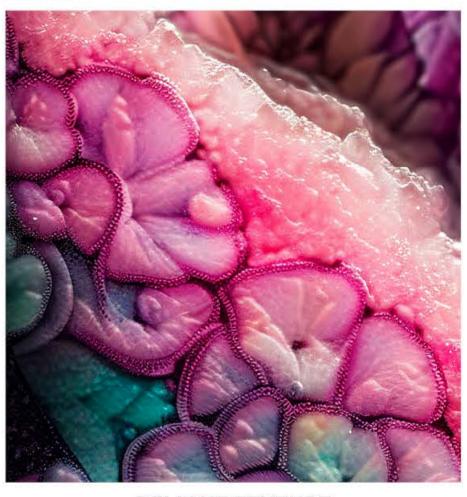


ZOOMED IN CROPPED IMAGE

MIDJOURNEY PROMPT:

A zoomed in detailed texture that looks like and has the texture of delight, pink, fluffy sheep fur, field of flowers, and stained glass

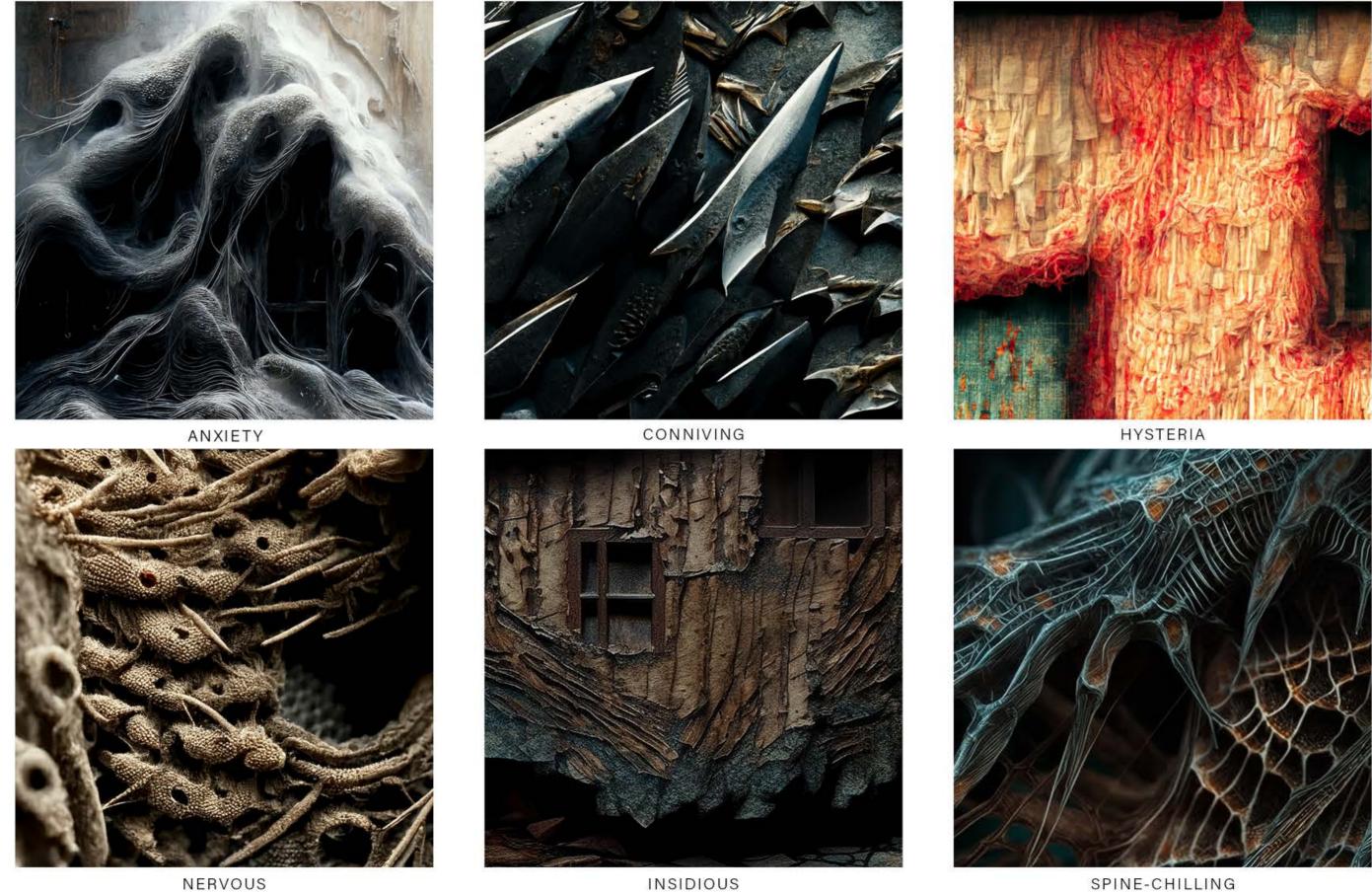
PART 03



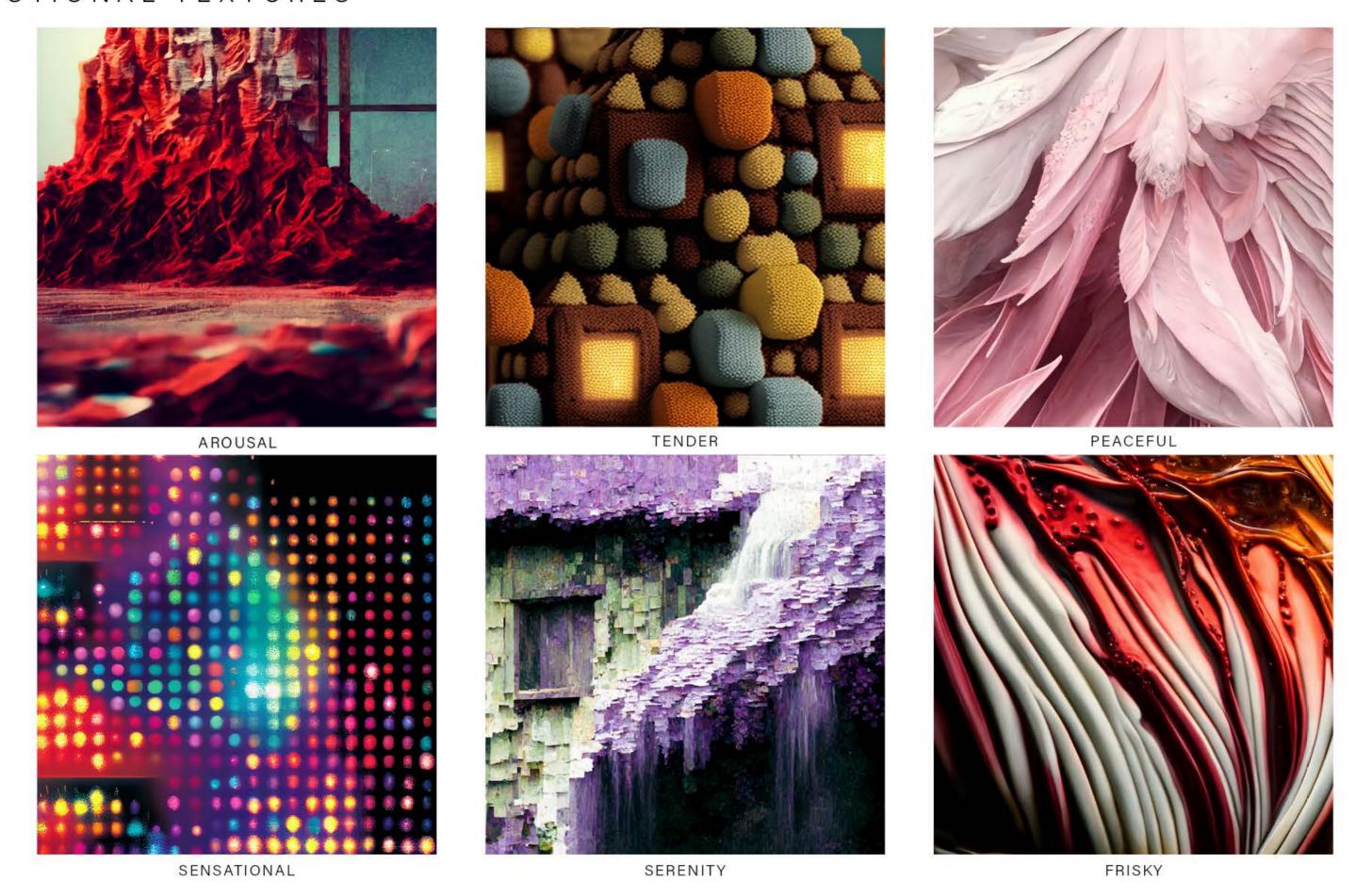
DELIGHT TEXTURE



21

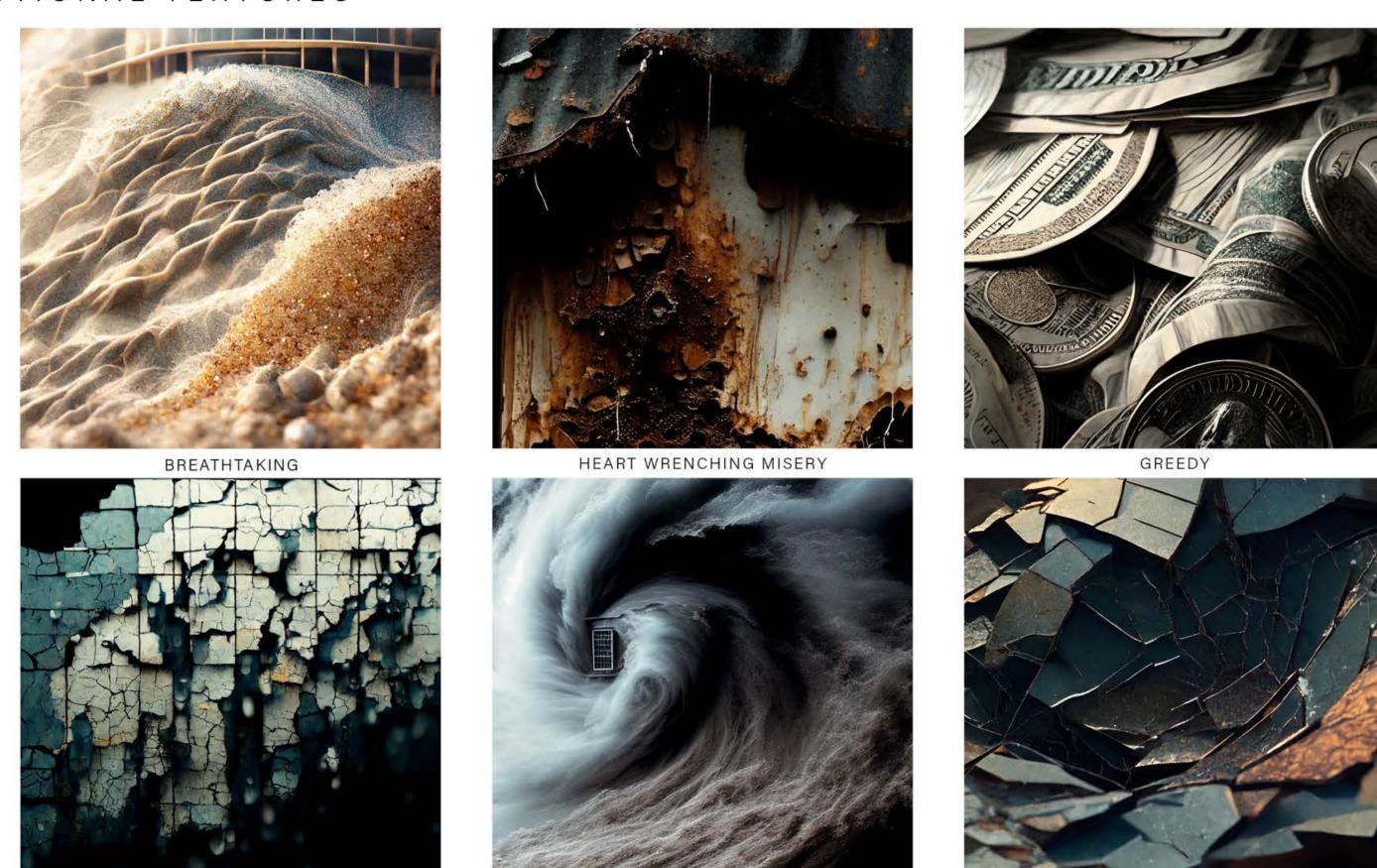


22



23

DEPRESSION



POWERFUL INSECURE



FUSIONS

We then wanted to take these synthetic patterns/materials and introduce them to our surrounding world, our walls, floors, ceilings, even our outlets. To do this, we used our own photographs of the spaces around us and used Ai to surgically stitch them with the emotional patterns to create a new hybrid form. For example this singular fusion takes the anxiety pattern (which is the extraordinary), a photograph of our dining room wall (which is the ordinary) and using Midjourney's blend tool, we made these two totally different compositions one living being. This fusion takes 3 separate emotional textures (depression, serenity, and delight), a photograph of the slocum elevator, and spewed out this new concoction of psychological and architectural matter that seamlessly mixes all 3 emotions together into a new architectural fabric that grew off the ordinary elevator's qualities, as if it was altering its structural DNA. This process all started when we were sitting at home staring at our dining room wall and questioned what this wall would look like if it could emote and be just as reactive as us. Midjourney's Ai was the perfect tool in carrying out this experiment because its capable of taking ordinary elements (like this wall) and removing any human logic / constraints that would've otherwise informed design decisions and rather works off just it's shape/form. For example when we created these outlet fusions, the Al's intelligence only goes so far and did not recognize the outlet as a power source but rather just a box in space. The Ai spots this form and uses the opportunity to link the ordinary's shape/form with the emotional material.

We went to the Marble Room to let these textures run wild on a more extraordinary surface - its marble walls, floors, and fixtures. What we found in each iteration was the emotional texture binding to the marble, engaging with its properties, as we see the marble morph, curve, and weave with the emotional textures, creating an alternative mixture of materials, where we cannot tell where the ai starts and reality begins. We did this in a range of spaces such as the bathroom, Auditorium, Elevator, and Room 402. All of these studies/fusions are of value because this is the first time we see synthetic imagination breaching into our reality and it's infiltration is able to naturally transform / morph our familiar structures. These Midjourney fusions act as a sort of x-ray that reveals this new layer within the surface of the ordinary and shows that it's not as banal as we might've thought but is rather full of reactive emotional matter. These images, where imagination and reality meet, start to inch closer to that middle ground we are trying to tap into - a new synthetic reality

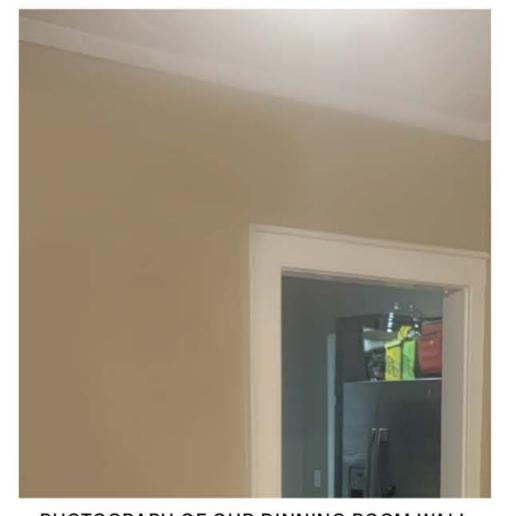
FUSING THE ORDINARY WITH THE EXTRAORDINARY Single Fusion

THE EXTRAORDINARY



ANXIETY TEXTURE

THE ORDINARY



PHOTOGRAPH OF OUR DINNING ROOM WALL

AN EMOTIONAL FUSION



AN ANXIOUS WALL

FUSING THE ORDINARY WITH THE EXTRAORDINARY Triple Fusion

THE EXTRAORDINARY







DEPRESSION + SERENITY + DELIGHT TEXTURE

THE ORDINARY



PHOTOGRAPH OF SLOCUM ELEVATOR

AN EMOTIONAL FUSION



A DEPRESSED, SERENE, & DELIGHTED ELEVATOR

Dinning Room



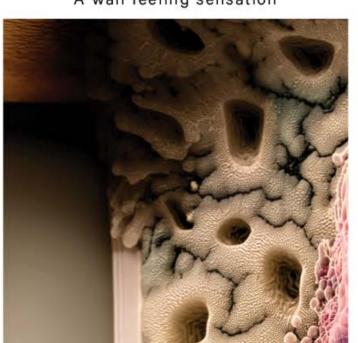
THE ORDINARY



THE EXTRAORDINARY



A wall feeling sensation



A nervous + delighted wall



A wall feeling hysteria



An aroused + depressed wall

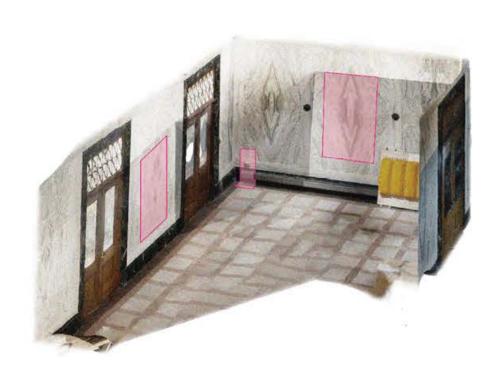


An aroused wall

FUSING THE ORDINARY WITH THE EXTRAORDINARY Dinning Room



Marble Room



THE ORDINARY







An anxious marble wall

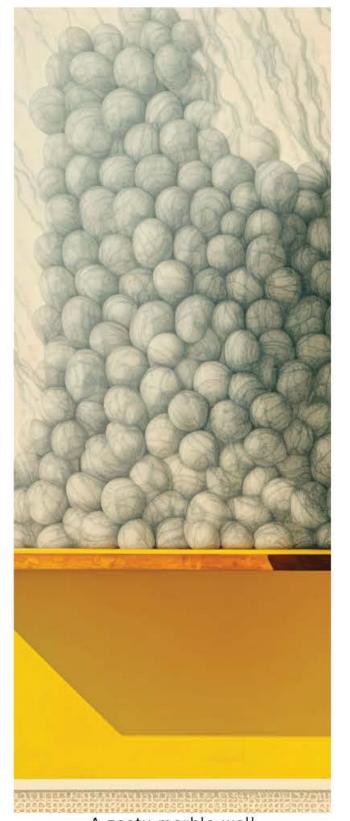


A delighted + anxious marble wall



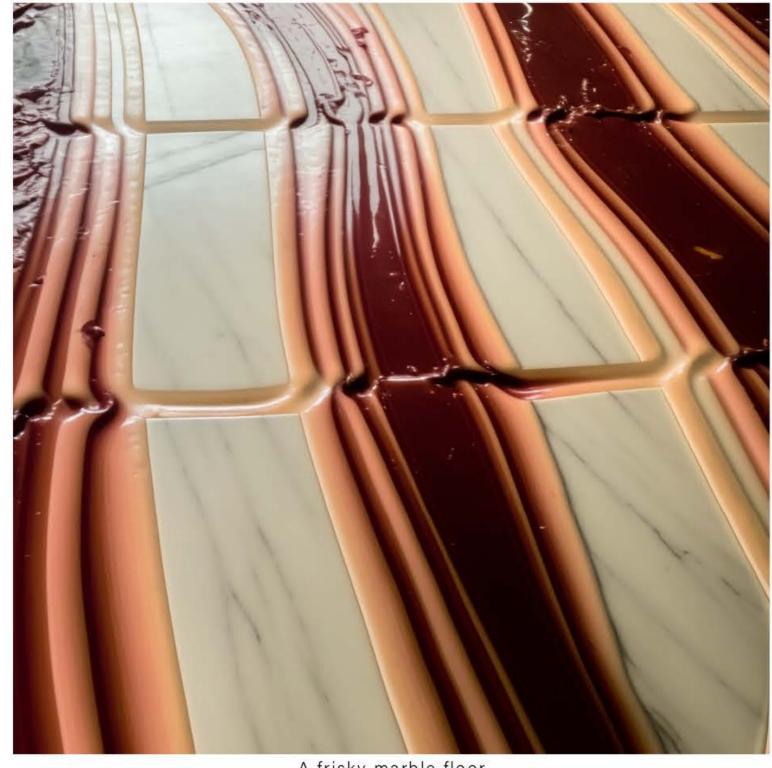


A depressed marble wall

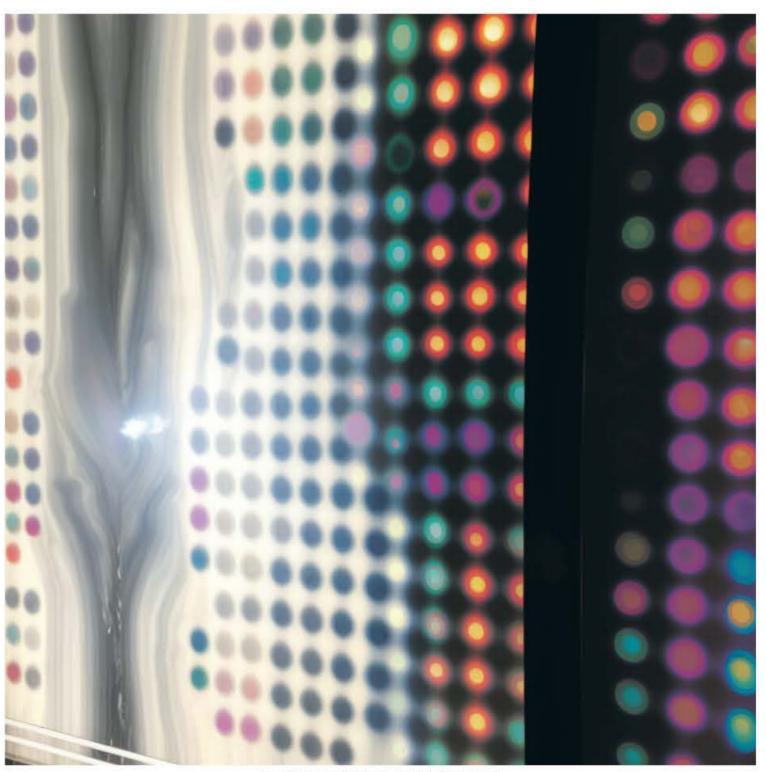


A zesty marble wall

FUSING THE ORDINARY WITH THE EXTRAORDINARY Marble Room



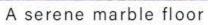
A frisky marble floor

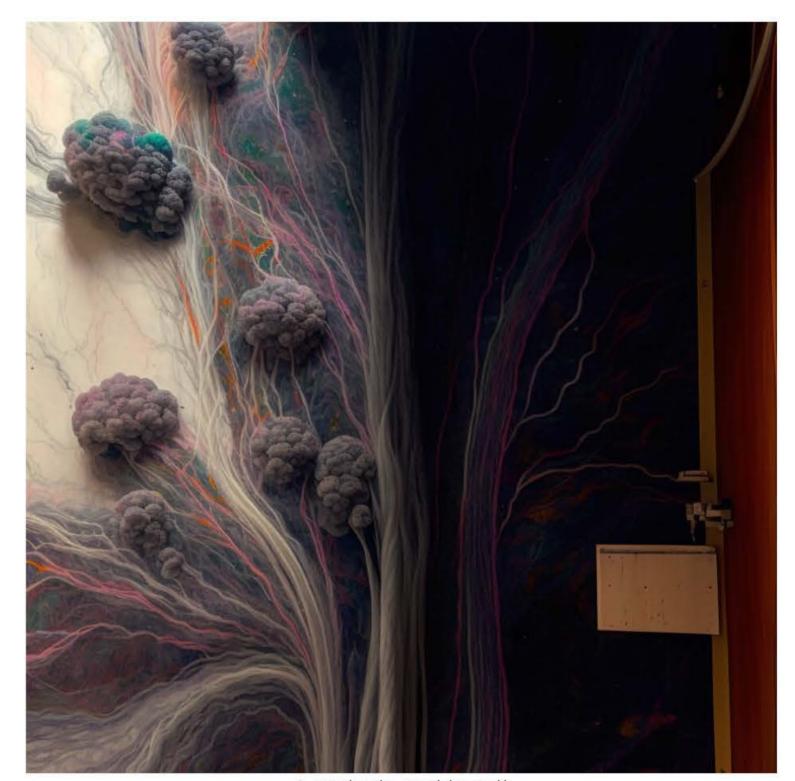


A sensational marble wall

FUSING THE ORDINARY WITH THE EXTRAORDINARY Marble Room

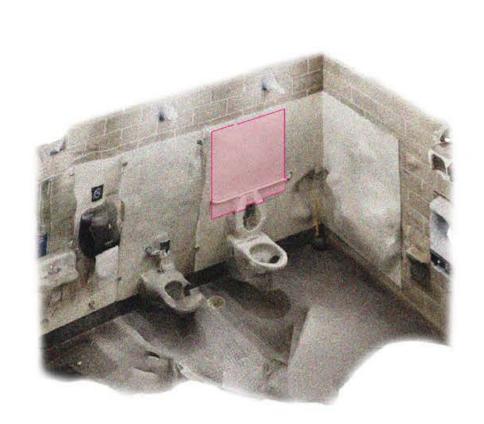






A euphoric marble wall

Slocum Bathroom



THE ORDINARY

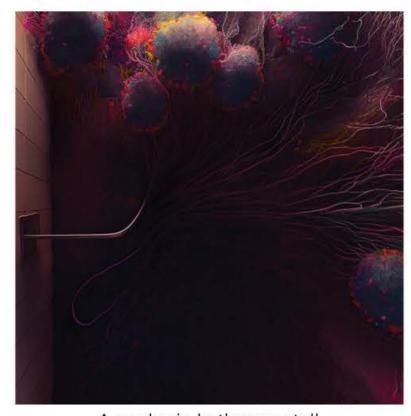




A sensational bathroom stall



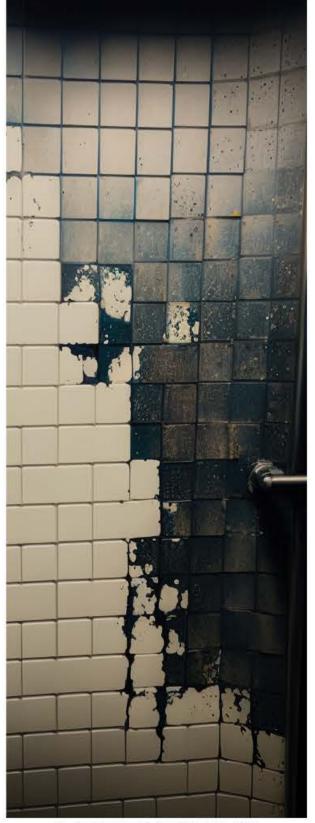
An anxious bathroom stall



A euphoric bathroom stall

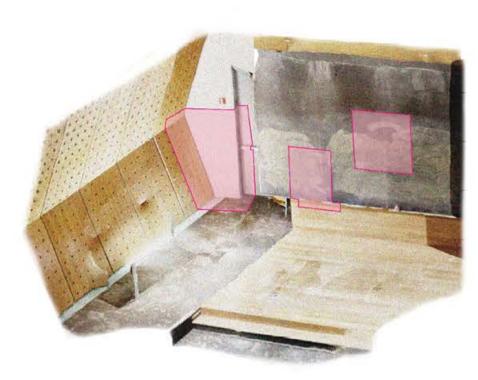


A bubbly bathroom stall

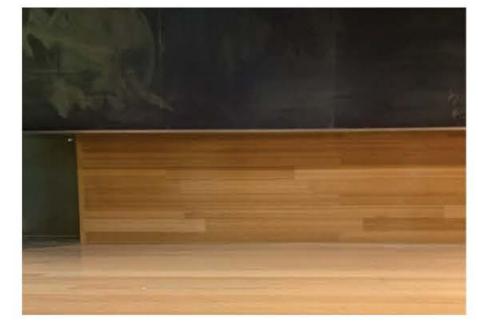


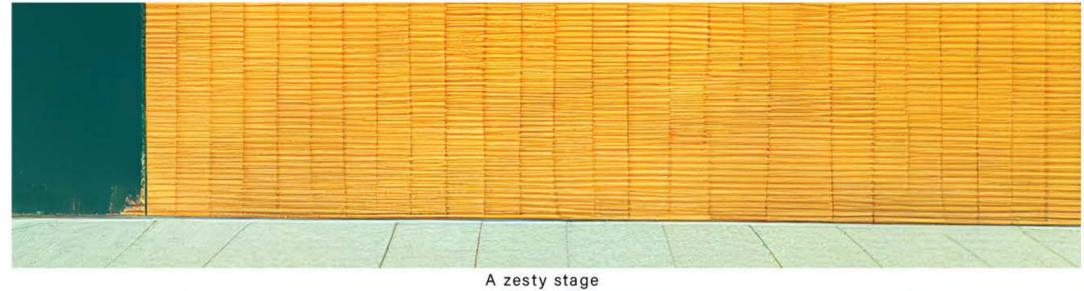
A depressed bathroom tile

Slocum Auditorium



THE ORDINARY





An aroused stage

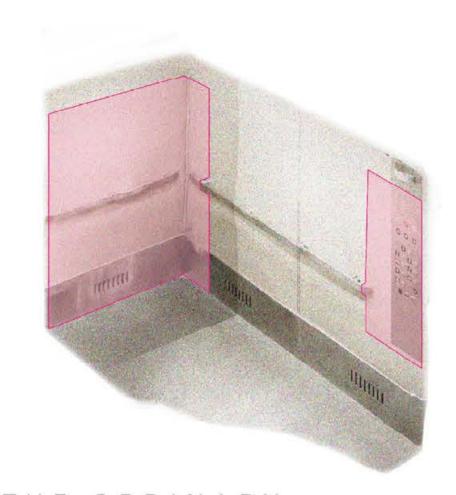






A nervous stage

Slocum Elevator

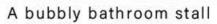


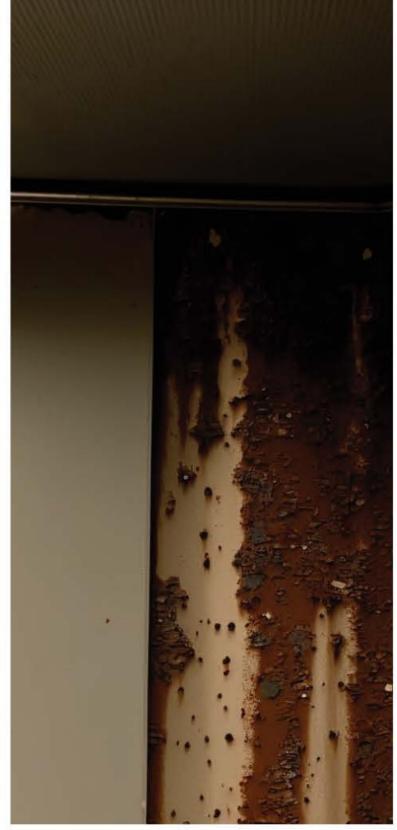
THE ORDINARY











Heart Wrenching Misery elevator door



A serene, depressed, & delighted elevator

Hysteric elevator buttons

FUSING THE ORDINARY WITH THE EXTRAORDINARY Room 402



THE ORDINARY







Frisky Pipes

Hysteric pipes and wall

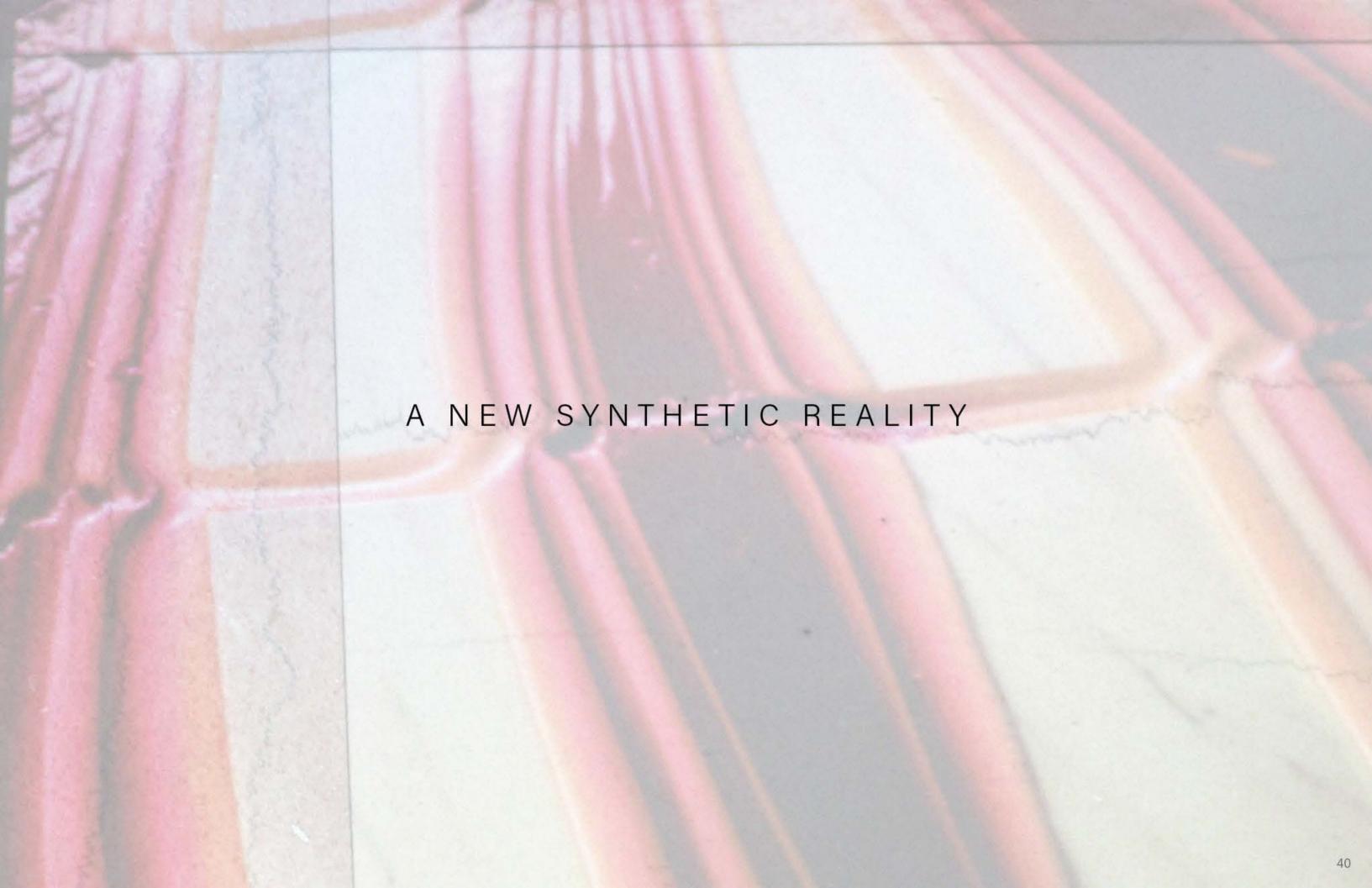


Breathtaking + Delight Wall



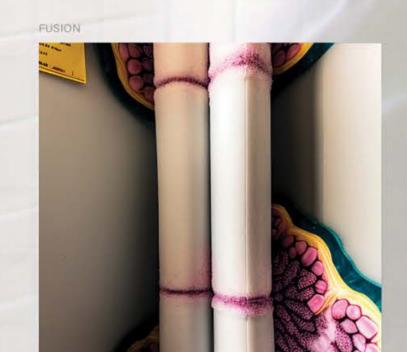
Delight outlet

Anxiety + Breathtaking + Giddy ceiling



A NEW SYNTHETIC REALITY

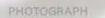
We then entered a new phase where we took these fusions out of the digital screen, away from its pixel constraint, and introduced it into the physical world. We took the digital fusions, projecting them into the original spaces we initially captured. By projecting, the emotional textures now have an additional host to interact with - the physical world. Each physical landscape, banal or extraordinary, has its own set of qualities. For example, the marble is a detailed pattern, contrasting or complementary pattern, the darker portions fade, creating a blend, breaking the bounding box of the projector. The auditorium walls, the grain and angle of the wood interpret the images in new ways, layer of old etching and smudges in blackboard, The bathroom walls superimposed grid and the stalls reflective surface. The elevator buttons are at two scales, making reality questionable. Room lighting also introduces another level of unpredictability. Overall, we are not just projecting on nothingness, everything we project onto has its own history and attitude. Furthermore, if we look around, Projections in the room are transforming the banal surroundings into a stimulation of the imagination inside our reality. It shows the extended pallet of possibilities in using Al imaging techniques that create and manipulate familiar ordinary objects and walls into exotic assemblies of pixelated matter, perplexing the mind and the conscience.



DELIGHTFUL PIPES

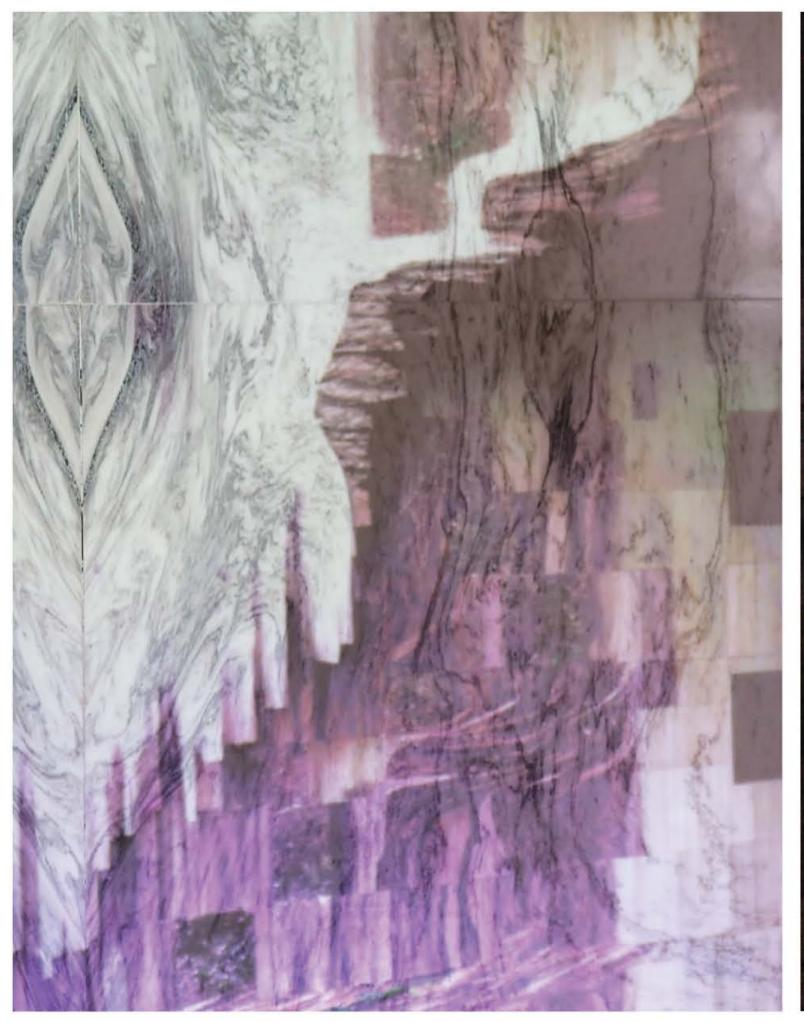


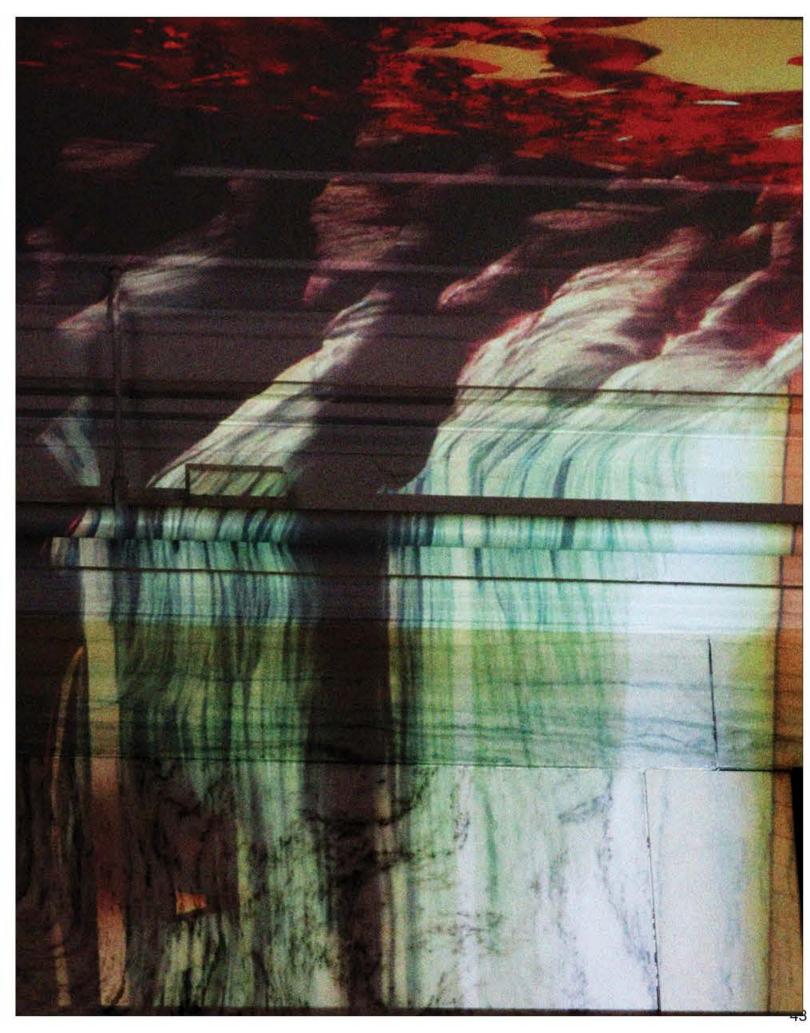
PROJECTING BACK ONTO THE ORIGINAL SURFACE

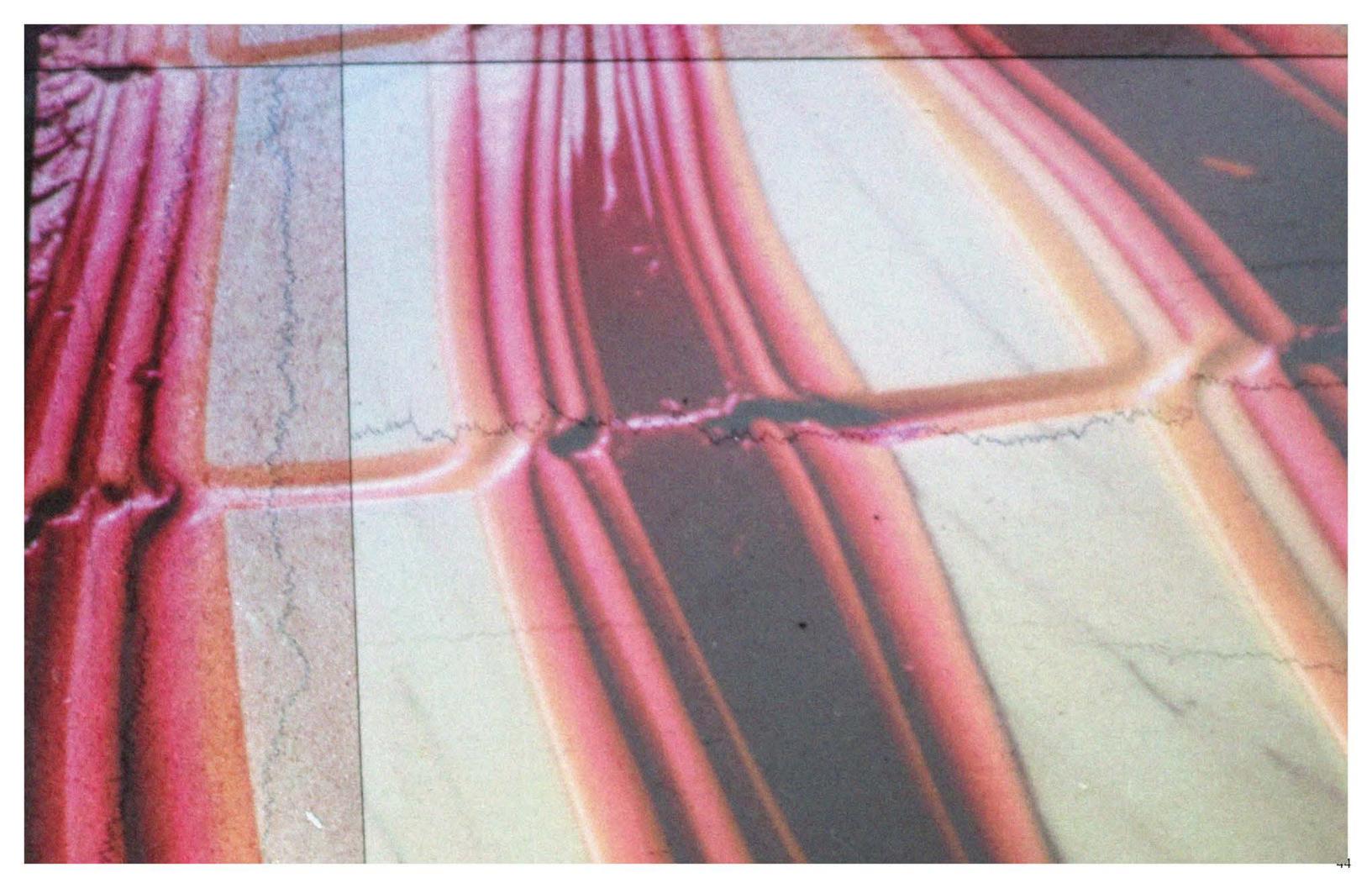


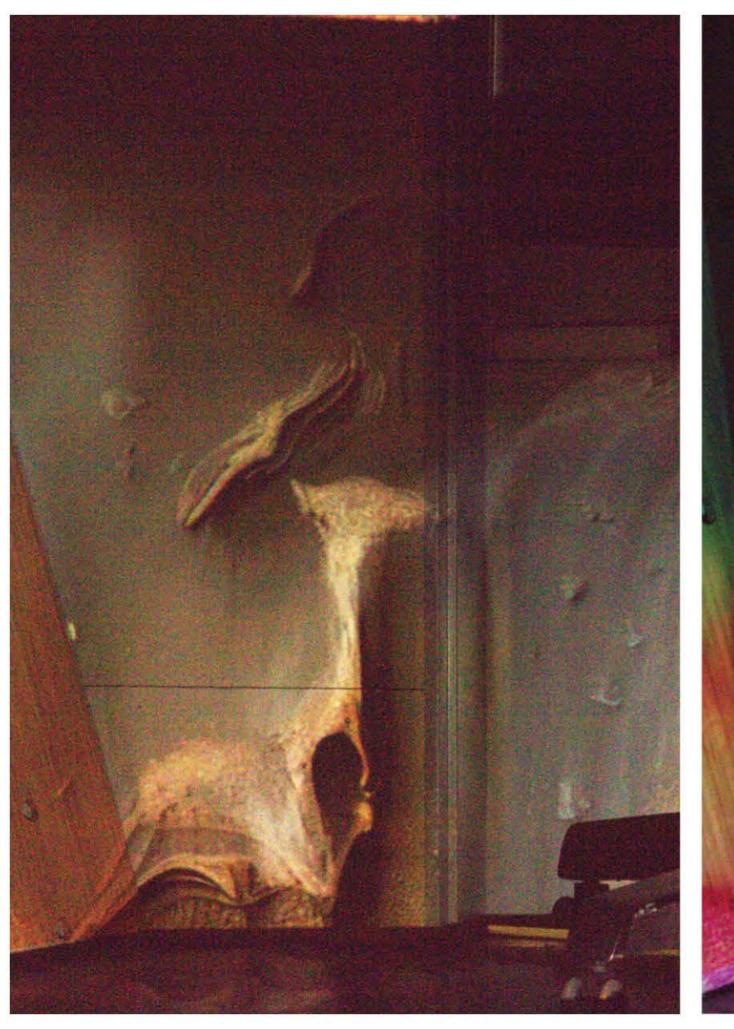


A NEW SYNTHETIC REALITY

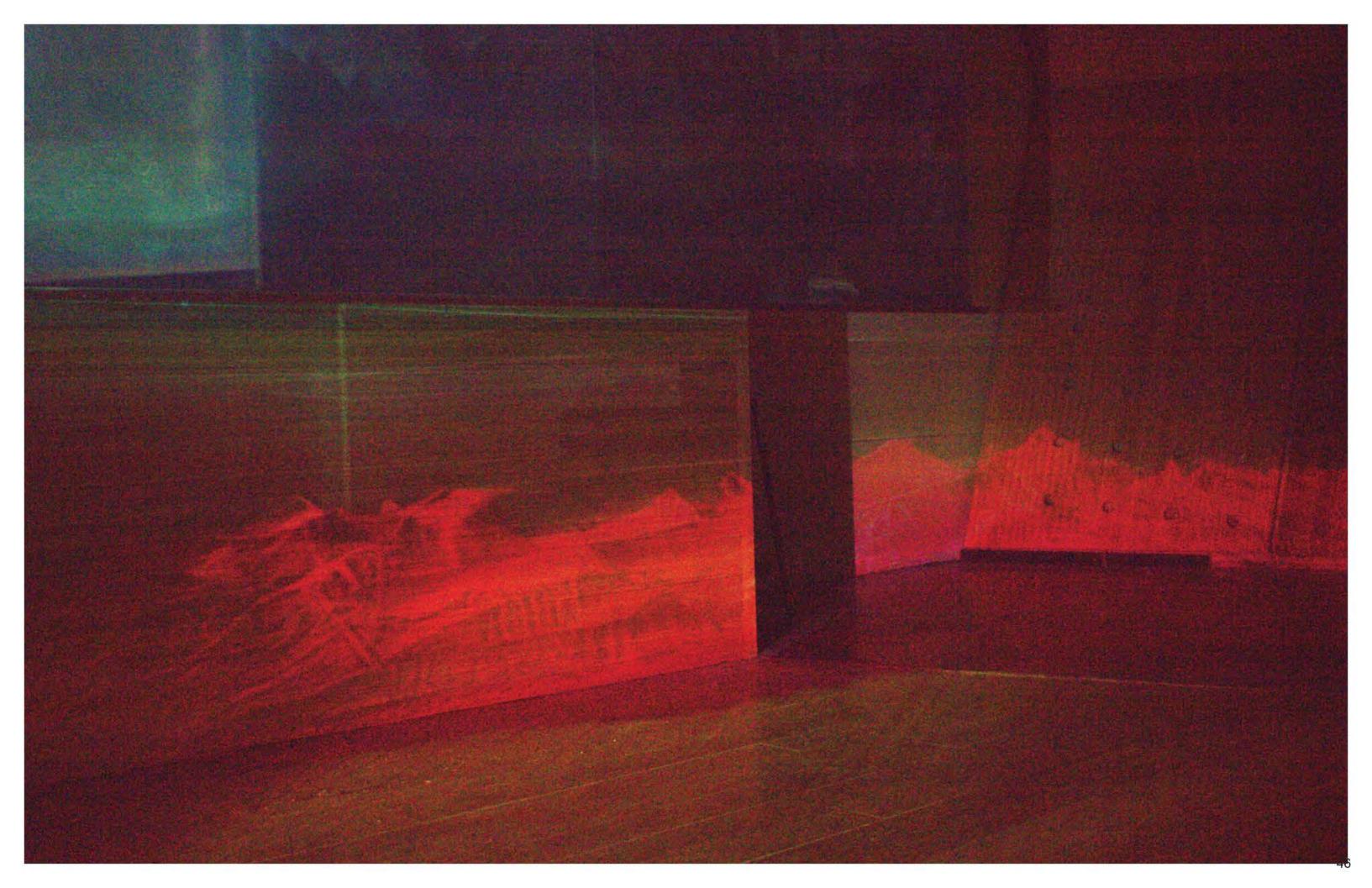


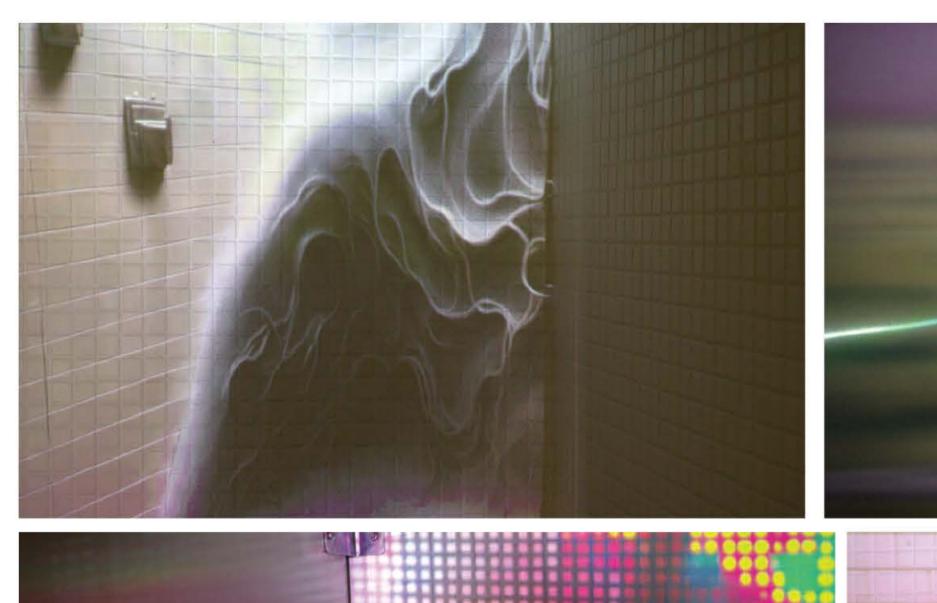


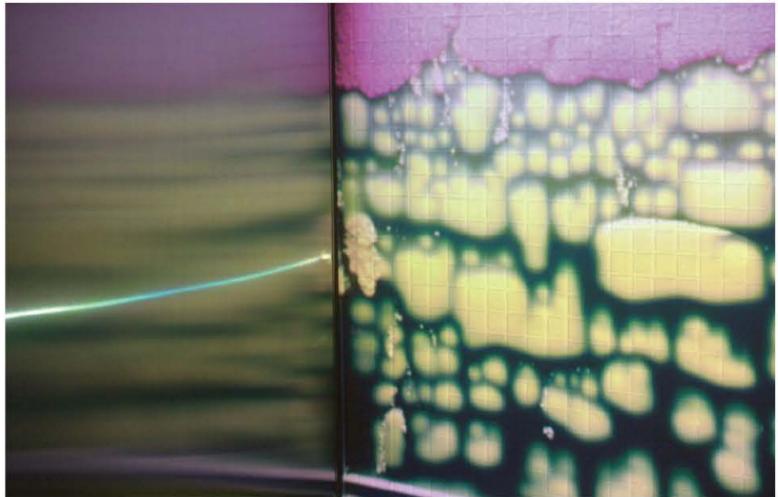


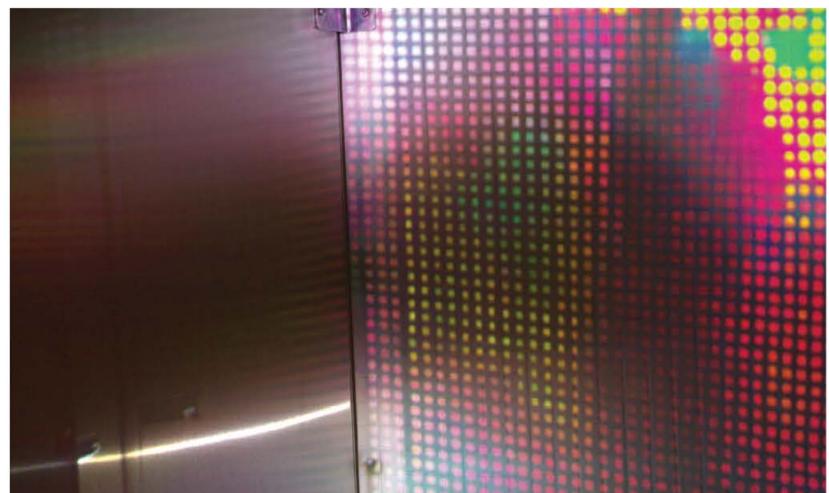


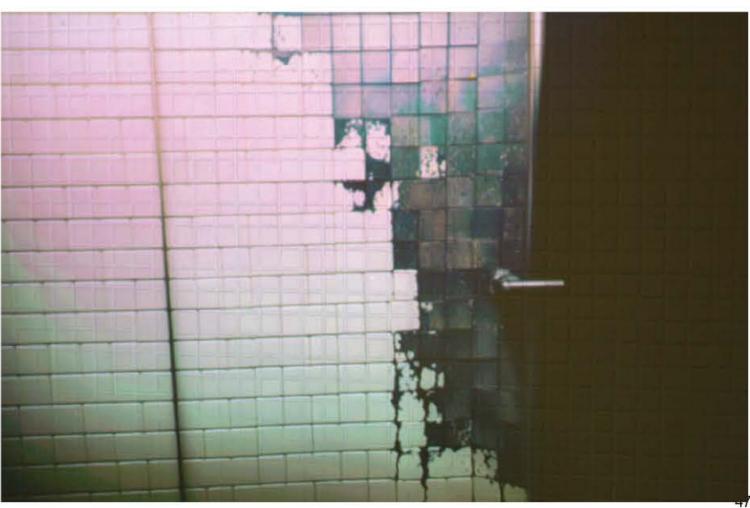


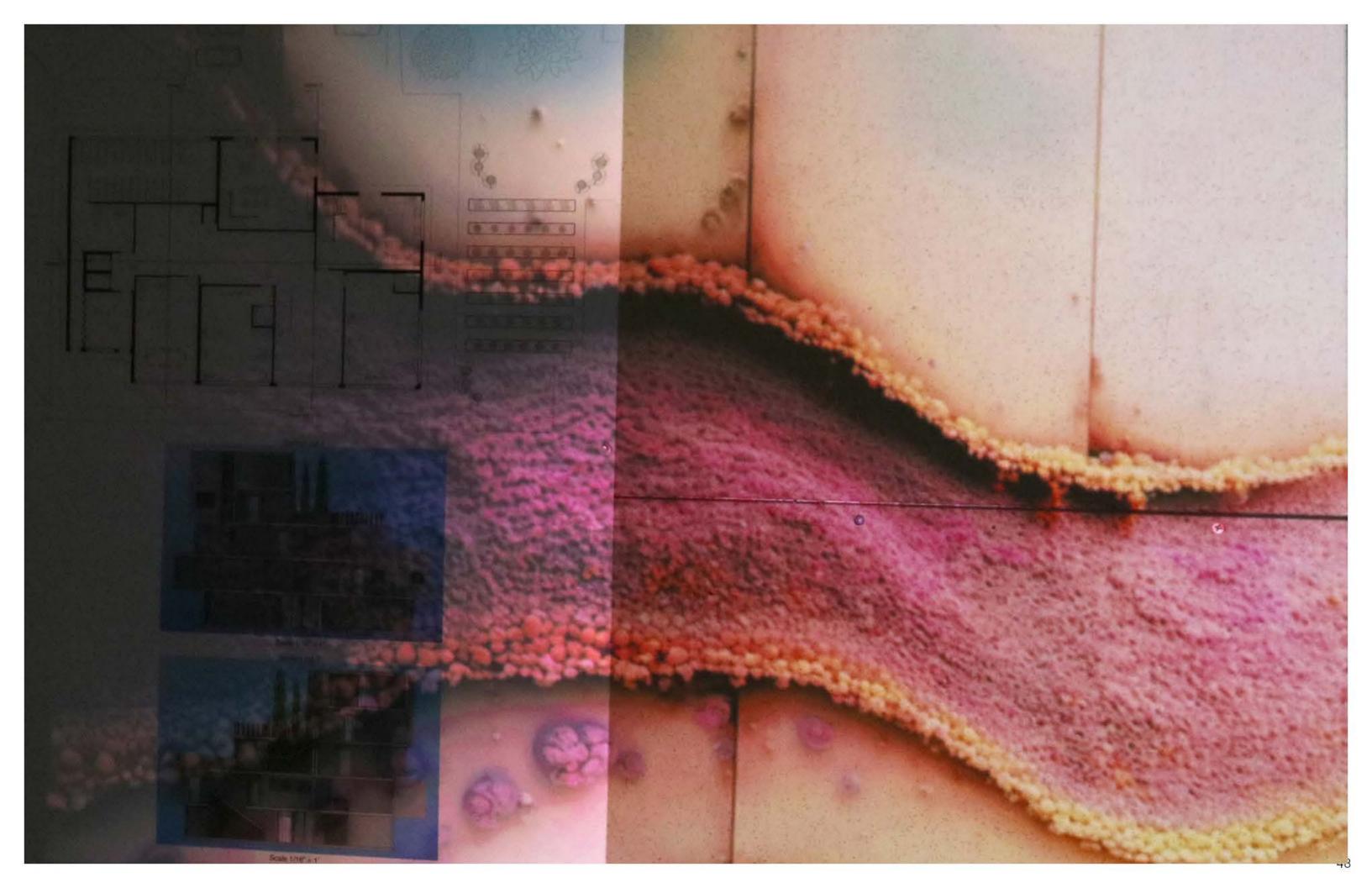








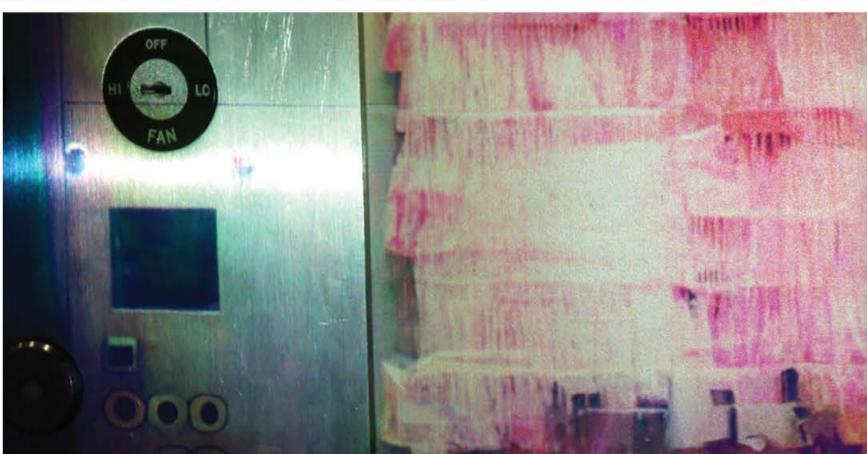


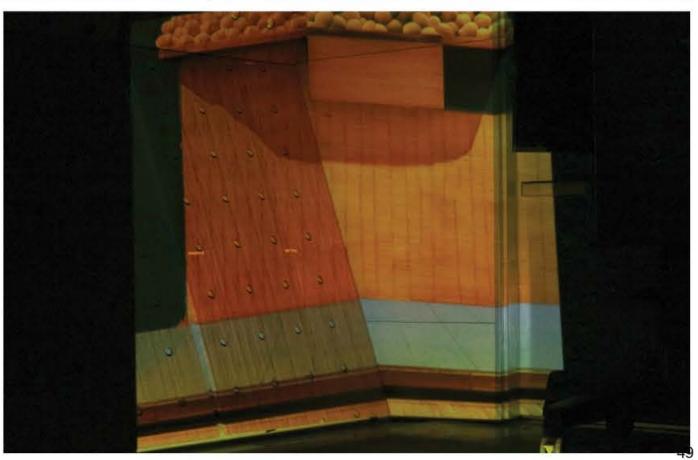






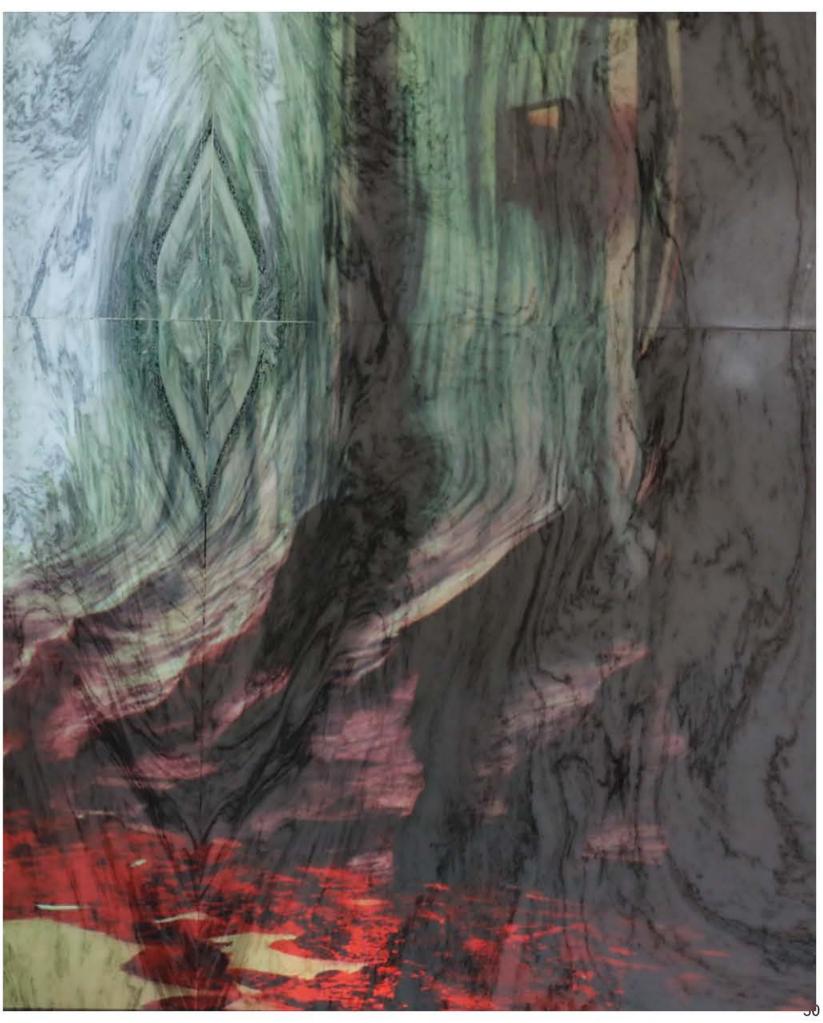












THE VALUE OF SYNTHETIC IMAGING X ARCHITECTURE

A NEW SYNTHETIC REALITY

This technique is amazing because it unlocks a new territory of architectural experimentation, where we allow these synthetic matter the autonomy to travel, rest, and exist in the physical spaces we are so familiar with. We know what it feels like to live among the built elements like brick and concrete, but the same cannot be said for the aroused wall that now exists in our dining room. This representation has the potential to be developed into a facet of hyperreality where imagination and reality are inseparable. It legitimizes the properties and capabilities of synthetic matter and reinforces that its not bound to computer screens. This is an important study for architecture because it gives architecture an outlet to exist in an alternative medium, a medium previously hidden within the surface of the banal. This charged emotional matter can transform the narrative of a space, reflect its inner aura, and has the capacity to exist symbiotically with us. This matter carries a depth, detail, and ambition that is missing from other materials, and once given a surface to live and latch onto, it will begin to unfold the linear nature of our world.