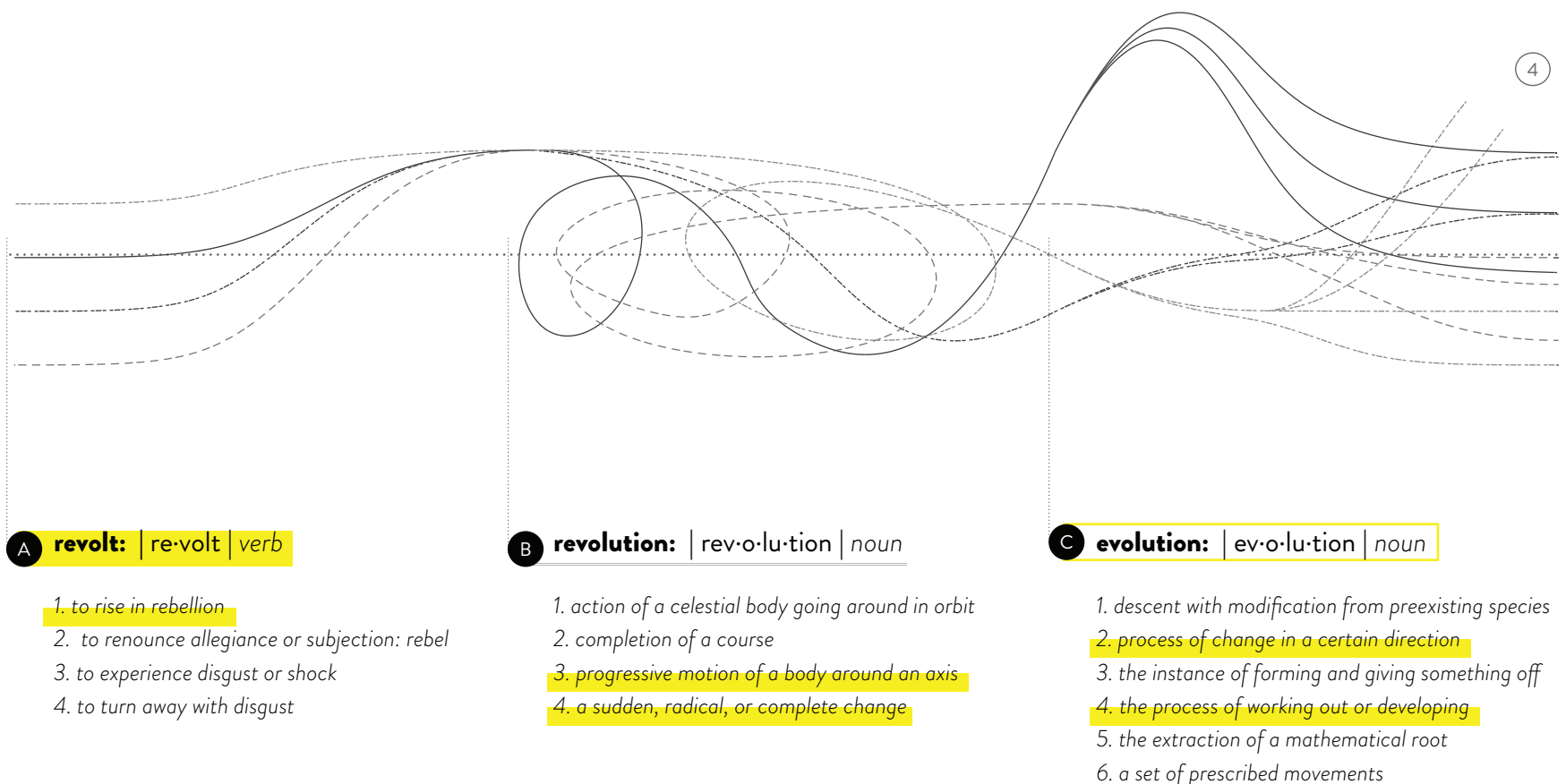


By: Kim Hoang

R(evolution) is a play on words, combining the power and passion entailed with **revolting** against an establishment, with the slow and subtle process of **evolution**. Seemingly contradictory in momentum, **revolution** is a call to oscillate between these two mindsets and paces to find possibilities within conflicting ideologies and approaches. In an industry saturated with manifestos, this approach seeks to reevaluate and build upon what is already established to find moments of conflict and collaboration as opportunities for alternative ways of *seeing, listening, and making*.



¹Kim Hoang, *Revolution Arm*, 2020, digital illustration.

²SANAA, *Human Figures*, digital illustrations, Toffu, accessed May 11, 2020, <https://www.toffu.co/downloads/25-cad-people-pack-sanaa>

³Kim Hoang, *Hand Writing*, 2020, digital illustration.

⁴Kim Hoang, *Revolt, Revolution, Evolution*, 2020, digital illustration.

^ADictionary.com, s.v., “Revolt, v.,” accessed May 1, 2020, <https://www.dictionary.com/browse/revolt?s=t>

^BDictionary.com, s.v., “Revolution, n.,” accessed May 1, 2020, <https://www.dictionary.com/browse/revolution?s=t>

^CDictionary.com, s.v., “Evolution, n.,” accessed May 1, 2020, <https://www.dictionary.com/browse/evolution?s=t>

IF EVERYONE IS TALKING, WHO IS LISTENING?

IF EVERYONE IS LEADING, WHO IS FOLLOWING?

R(evolution) proposes alternative ways of seeing, listening, and making, not by establishing a new manifesto, but by building upon previous manifestos from designers within and beyond the architectural field. Though **R(evolution)** is primarily a written work, it embodies a multidisciplinary spirit by exploring language as *both* a conveyor of meaning *and* as a visual form in and of itself. This written and diagrammatic work explores the evolution of analyzing, assessing, and evaluating ideas, and provides a framework for conflicting ideas to co-exist side-by-side, allowing for the speculation of new possibilities. Contrasting ideas such as **architecture as solution** and **architecture as a facilitation** do not necessarily need to be at odds with each other and can lean towards a **both/and** attitude rather than an **either/or** mindset. Exploring conflict as a potential for collaboration can facilitate a **living manifesto that is constantly evolving and adapting** to its context.

Architecture As ...

building upon

The traditional image of the radical architect is the angry young man rebelling against the establishment. The avant-garde is defined more by what it is against than what it is for. This leads to an oedipal succession of contradictions where each generation says the opposite of the previous. And if your agenda is dependant on being the opposite of someone else's, you are simply a follower.

Multi-disciplinary and Specialist

Architecture as Solution

We believe in... Rather than being... We believe in the agenda.

Critical

We believe... What if design could be the opposite of conflict? Not by ignoring it, but by feeding off it. A way to incorporate and integrate differences

We believe... sides, but by tying them into a Gordian knot of new ideas.

Architecture is Disruptive

We propose to let the forces of society decide which of our ideas can live, and which must die. Surviving ideas will evolve through mutation and crossbreeding into an entirely new species of architecture.

Architecture is Alive

We believe there is an urgent need for Creative Technology competence. An architecture unburdened by conceptual monogamy. An architecture where you don't have to choose between public or private, dense or open, angled or curved, blond or brunette etc. An architecture where you can have both.

- Random International
BIG

I would like to propose that any attempt to forecast the future is both a provocation to rethink the past and an opportunity to better come to terms with the present. What, then, of the future? We should emphasise that visions of the future across almost all phenomena (a) evolve over time and (b) are many.

Being a Homo Ludens, the playing man, I can only say one thing: Let's play!
- Hans Ulrich Obrist
Playing brings people together, playing is fun, playing is the best there is.

I once said: "Design is traditionally about solving problems. I don't solve problems, I create possibilities."

WHITE NOISE! We need White Noise! Definitely. Like the unprogrammable slot Basically this is the definition of a game. As a designer, I like to play, and I expect the same attitude from the user. Design should not be about designers, but about the useful and playful designs they (should) make. that is where creativity thrives, where the economy will survive and prosper. Governance is re-invented. Every day. So don't bawl it out with development schemes and new regimes. **We need white noise!**

- Richard Hutten
- City Mine(D)

We live in an image-driven culture, and architecture too is subject to an obsession with images. Many clients request landmark or icon buildings.

my desire to explore.

Nature is full of variation and opportunity. Rather than deny this, what is needed is for architects to plan and strategise. It is all about iteration, mutation, and feedback through fitness testing, all of which are in line with a constant care about form following function. Beyond the trappings of literal biomimicry, my office is interested in how nature has been so affected by economic

Our choice is to do away with the dominance of the planned, heavily published architectural image, sign and message, and replace it with specific forms of intensity designed to generate ideas, illusions, emotions, associations and other mental constructs.

- Tom Wiscombe
Emergent Architecture refers to the lingering visual impression that is caused by intense or prolonged stimulation of the visual retina. To us, the after image means something slightly different; we use the notion to include the entire scale of sensation and perceptions caused by intense impressions. If at school you were taught about the relationship of maths to art, the body to music, chemistry to the environment etc, wouldn't life be much more interesting and motivating...

- UN Studio

- Hussein Chalayan

⁵Reema, Jake Eye, November 18, 2004, Flickr accessed May 4, 2020 https://www.flickr.com/photos/erratic_prophet/1548354/

⁶Kyrie Eleison, Black and White Eye, March 14, 2008, Flickr accessed May 4, 2020 <https://www.flickr.com/photos/justmethatsall/2350567573/>

⁷Dombrowski Quinn, Peering Eyes, September 11, 2010, Flickr accessed May 4, 2020 <https://www.flickr.com/photos/quinnanya/5067114852/>

²SANAA, Human Figures, digital illustrations, Toffu, accessed May 11, 2020, <https://www.toffu.co/downloads/25-cad-people-pack-sanaa>

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