

## ***THE UNSTABLE MONUMENT***

***If we then consider architecture as an infrastructure for empowerment, how can we define a framework for empowering design strategies?***

***How can architecture empower citizens to regain their response-ability through a counter-narrative to neoliberal finance fiction?***





The construction of the roof of the  
dinning room

Jean's pied d'arbre, photograph,  
2022.



Jean's pied d'arbre, photograph,  
2022.

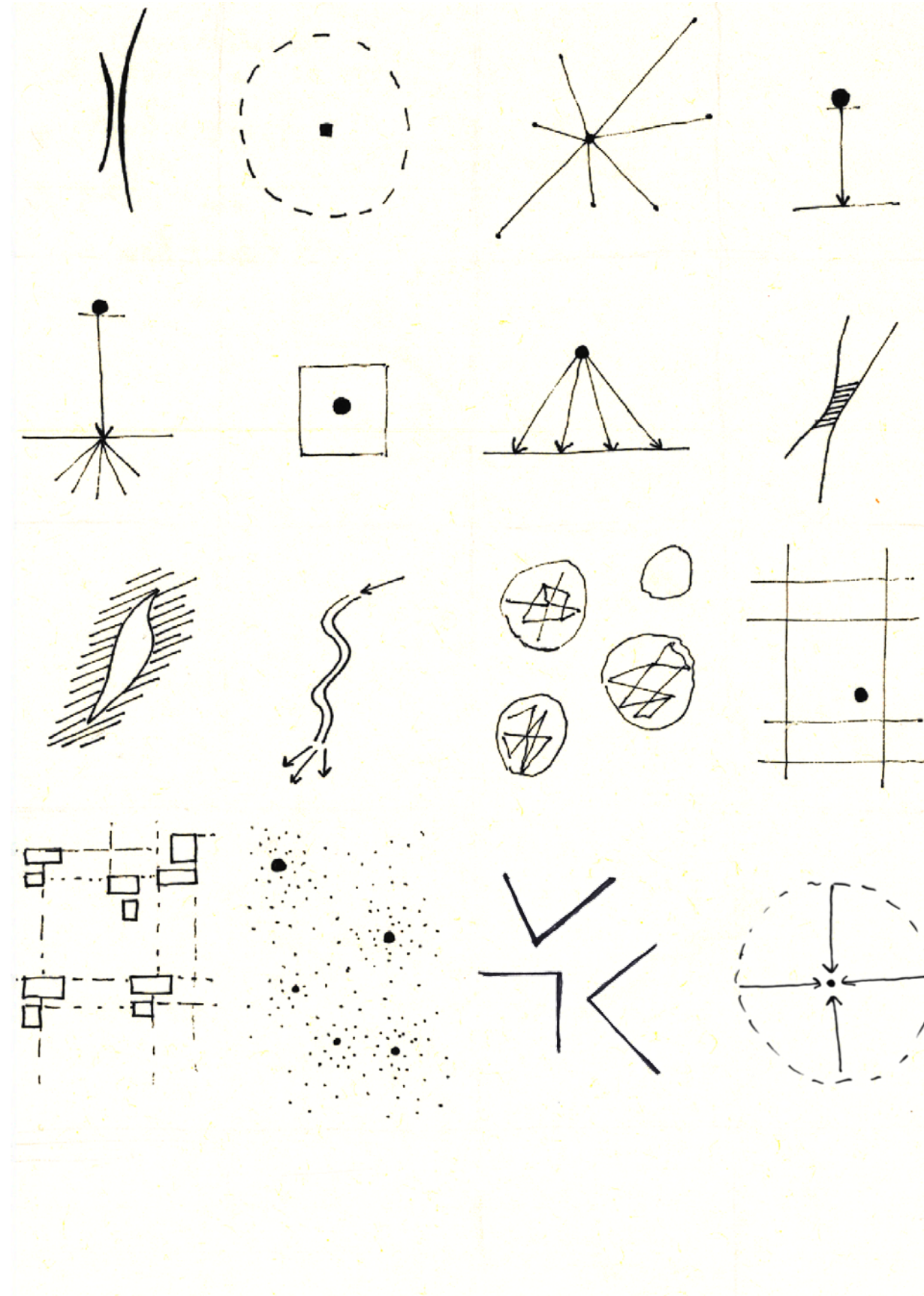
Toolbox





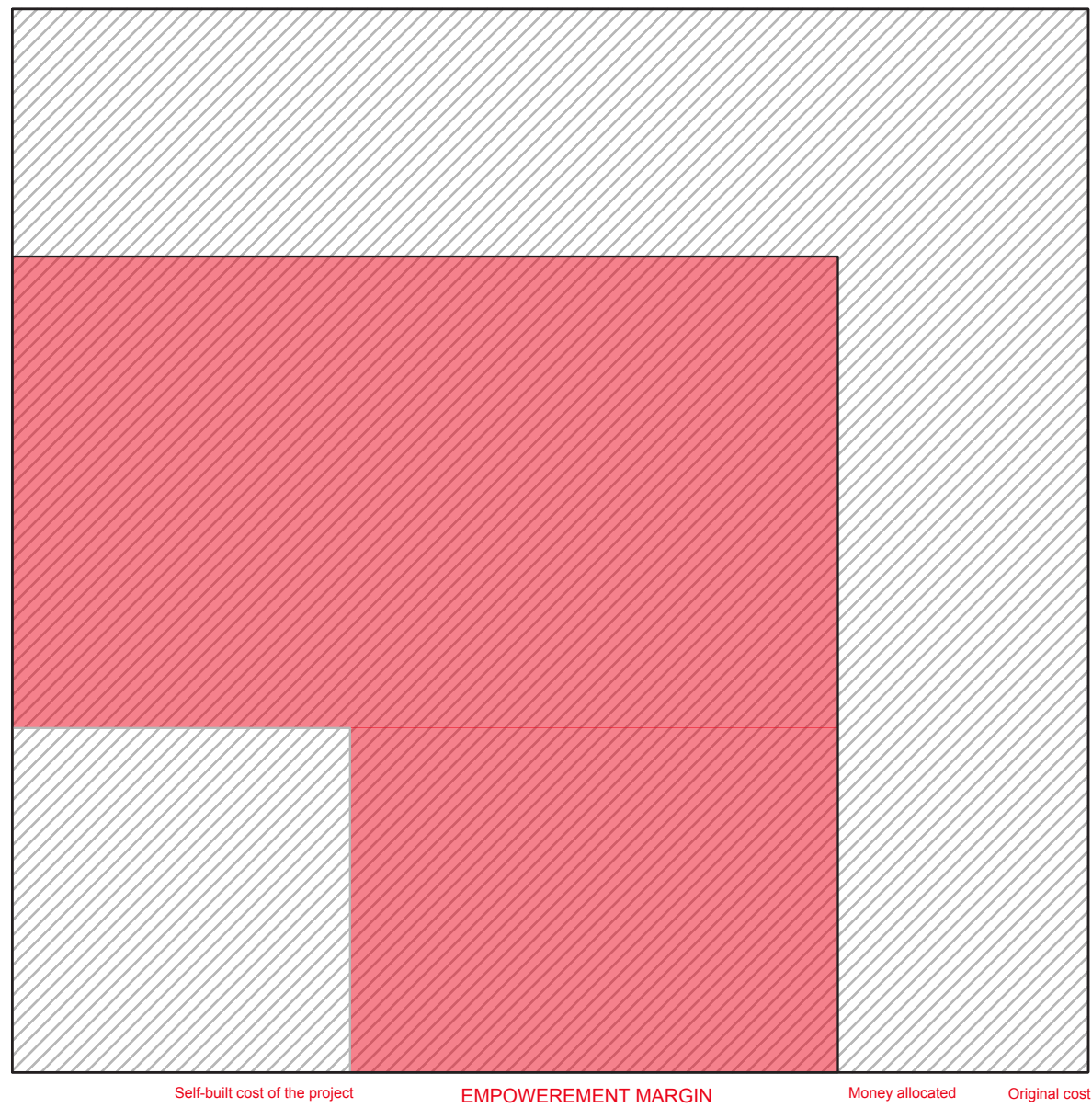
# ***The Atlas of empowerment***

Toward an empowering transformation of our built environment





Name	Citizen communication and participation regarding sensors	Reality properties, fake estate	Permis de végétaliser	Aula de convivencia	Plasencia care home	Do you hear me when you sleep?	Mapping the commons	Co-migration : aeroplankton	Faire système
Project									
Instigator - will	Responsible sensing lab	Matta Clark	Mairie de Paris	"pro-comedor", "AMPA"	Catholic church seminary	Sun Co-op	Hackitectura	The expanded environment	Chartier-Dalix
Plannificator	Responsible sensing lab	Matta Clark	Mairie de Paris	Recettas urbanas	Andrés Jacques, office for political innovation	DOGMA			Chartier-Dalix
Perpetuator - care	City of Amsterdam	?	Jean David	Parents of the school	Retired priests	Sun Co-op		Inhabitants	/
Time	Long time	A Human life	35 years	5 years	50 years +	50 years +	100 years	50 years +	50 years - from the planning of La défense
Opinions - Global	The right to privacy in the public space.	Critic of private properties, the reality of real estate.	Paris' identity	Regional reach	Transformation in dogma of the catholic traineeship of young priests.	Self-organization as a path to independance and non-capitalist architecture.	Commons as Exodus from Disaster Capitalism	A migrating food system in a hostile environment.	Facing the urban problems in La défense, isolated buildings, and lack of public life. Alienated spaces, left over.
Politics	City council of Amsterdam, common chart for the rights to data privacy.	Arbitrariness of property demarcation, the question of private property.	Bottom-up	Spreading	Independence of elderly priests.	Self-organizing - skills of administration and construction through the inhabitants - autonomisation	Collaborative mapping	Collaborative	The top-down narrative for La défense, built as a masterplan, financial district split from the city. Response: repairing and recreating links for users walking.
Institution	AMS, City of Amsterdam, VNG, Provincie Noord-Brabant, Gemeente Den Haag, Gemeente Rotterdam, Gemeente Utrecht	City	Paris administration	Region - allocation of funds : 450 000 - 142 077 - 24 450 83% self-managed	Catholic church	City of London - Open data on public land, de-valuated by developers. Private funding and bank loans.	None	Global refugee and climate crisis	State project - France, Grand Paris, Nanterre - La Défense area.
Maintenance system	City's employees	Non-existing	Citizen's care	Citizen's care	Professionnal	Care		Care	/
Urban	Ethical smart city. A language system to communicate the presence of sensors in the public space.	Left over spaces, without real estate value.	Haussmanian urban plan		Historical city of Plasencia	Communal ownership of land.	Disseminated practices of commoning and activism.	Sky occupation through light structures	Reconnection system of footbridges, public spaces and "aerial streets".
Local	Community's involvement in sensors and smart cities.	Spaces that "wouldn't be seen", because without value.	Neighborhood network	Self-built by the community : 274 adultsx85 days	Community of 30 priests	Community of 40 people.	Squatting, occupying, participating	Community	Local urban life to recreate, scale difference with the business district function.
Surface	0.2m2	Fifteen micro-parcels in Queens. -1m2.	2m2 units x3 + courtyard+ window	40m2	m2?	Evolutive, thanks to the cooperative system.m2?		0 on the ground	Kilometers of bridges from door to door.
Architectural	A signalisation pannel.	Unused private properties.	System of revegetation interventions	System of self-managed interventions on the built environment, or a dinning room	Transforming the former seminary for minors into a clergy house for retired priests.	Co-operative housing, shared kitchen, terraces, living rooms and working spaces.	An atlas of commoning practices, systematizing.	Flying plankton harvesting structure, hosting life.	Activating the public space.
Ecosystem	In parcs for instance.		Garden ecological network	Human network of different professions	Living and faith	Scaled up decision system		Air and humidity and heat.	Urban connection
Non-humans	Birds		Insects and birds, plants, trash	Tools, construction materials, recycled materials, roof, enclosure, structure self-constructed	God ?	The private room.	Animals, streets, leftovers buildings.	Aeroplankton, wind, heat.	/
Subteranean			root system, water absorption, canalisations, pipes	Foundation, sanitation, plumbing, electricity - external construction company	Roots psychological	Foundations.		Drought.	Reconnecting the layers.
Design method	POLITICAL	ACTIVIST	FURTIVE	GUERILLA	TRANSFORMATION	SUBDIVISION	ACTIVIST	OCCUPYING	STITCH



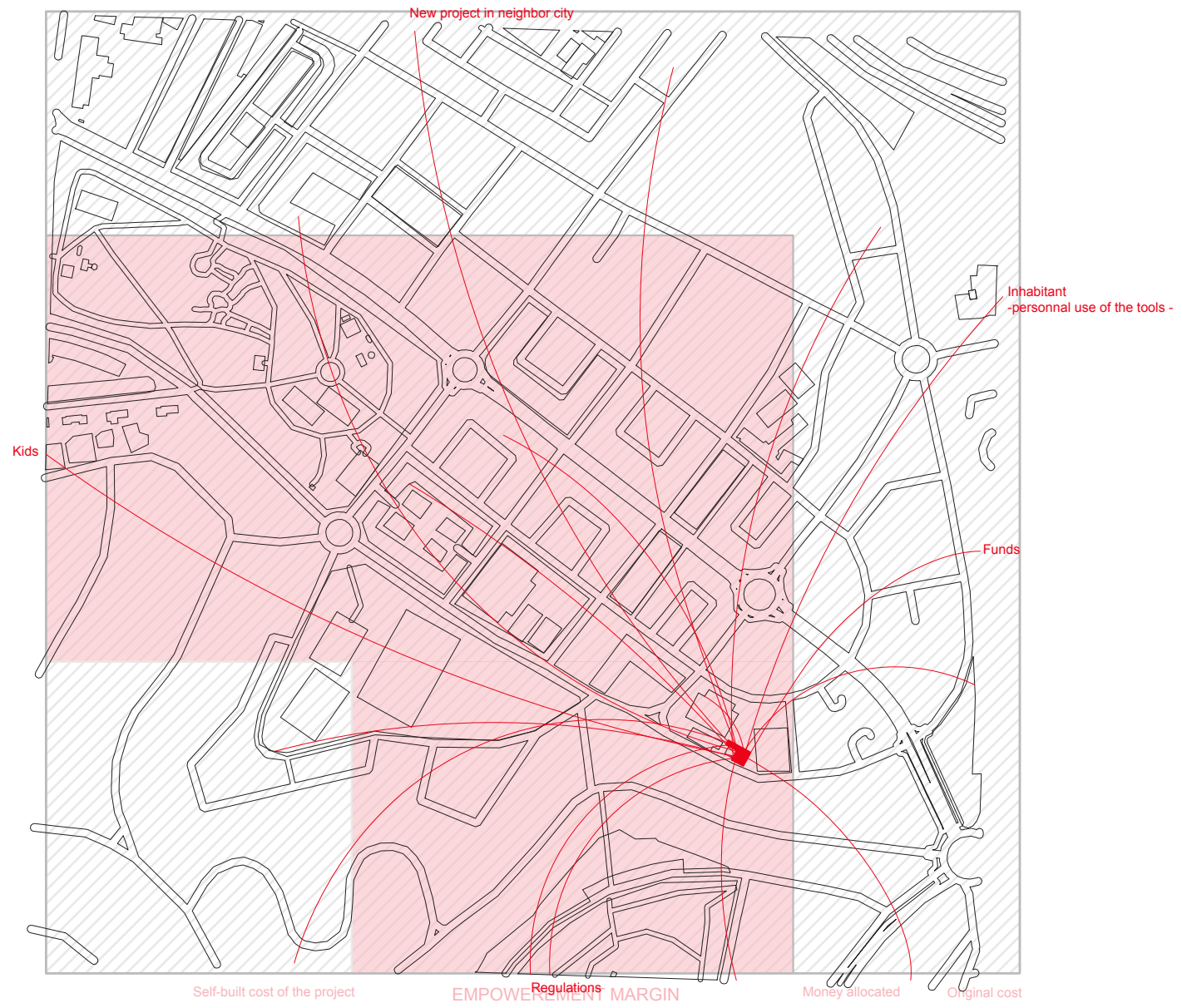
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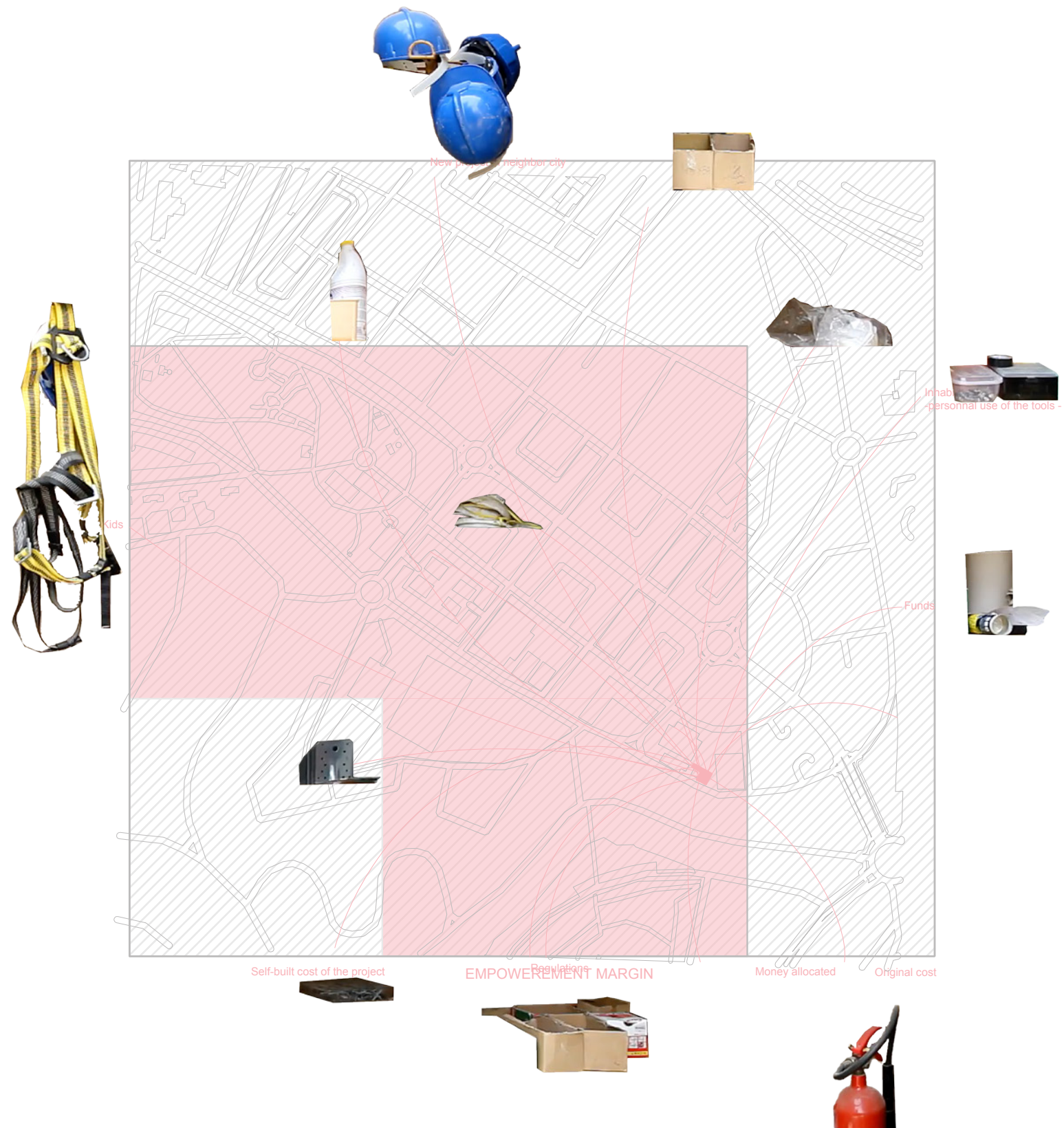
EMPOWERMENT MARGIN

Money allocated


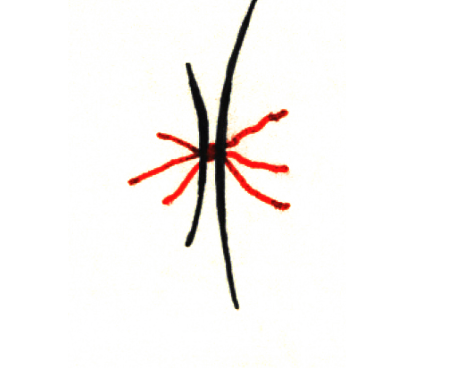
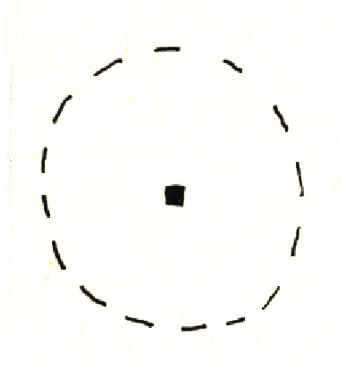
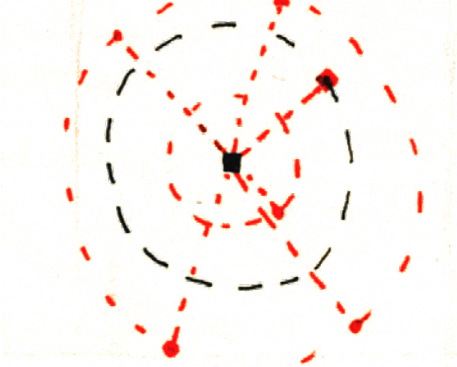
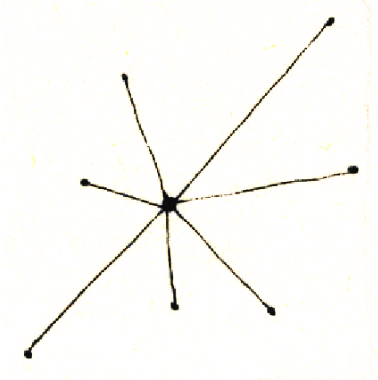
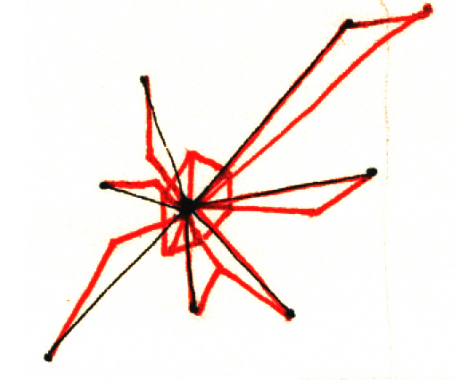
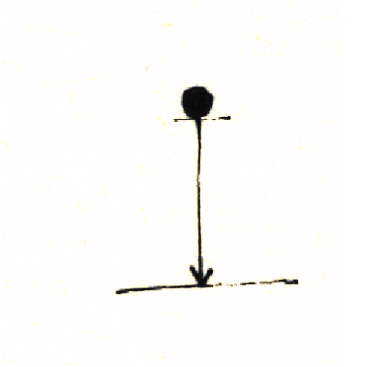
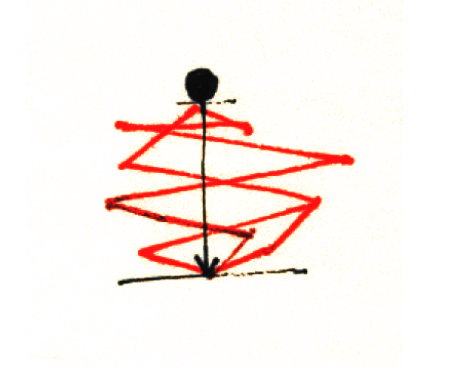
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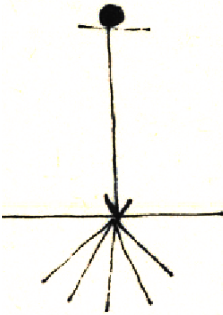
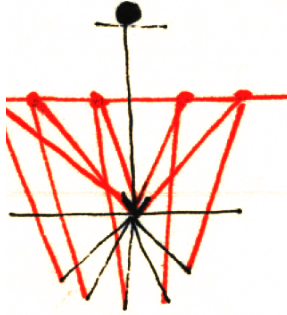

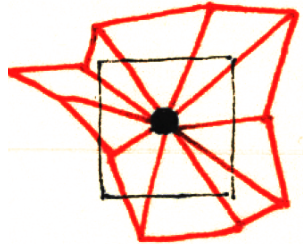
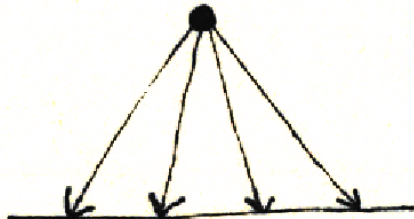
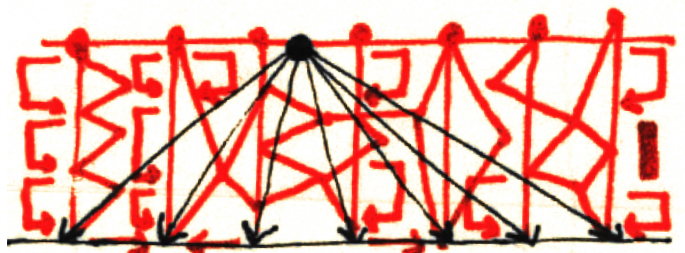
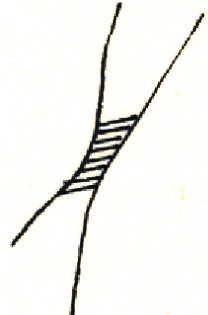





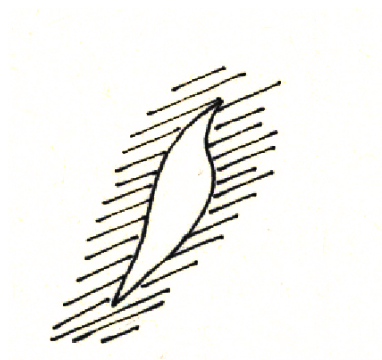
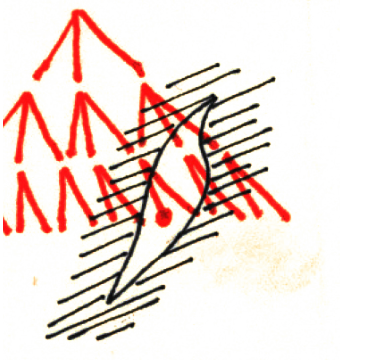
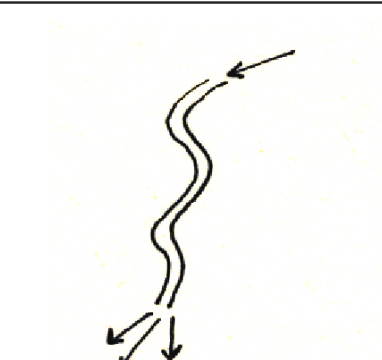
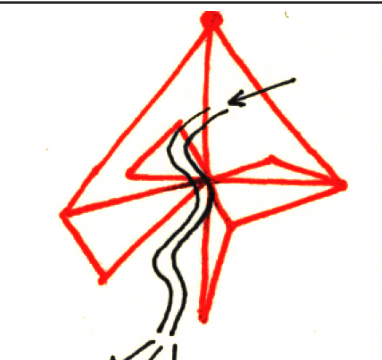
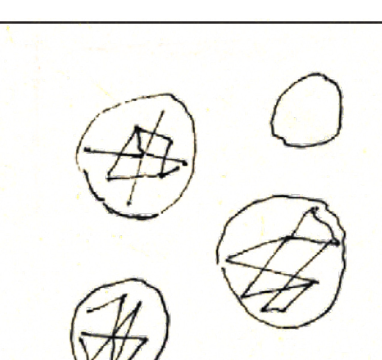
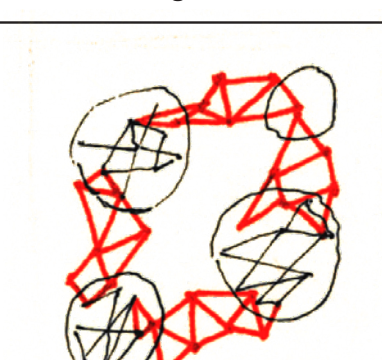
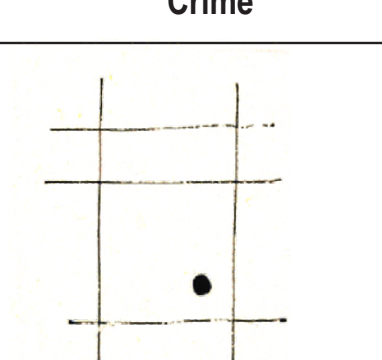
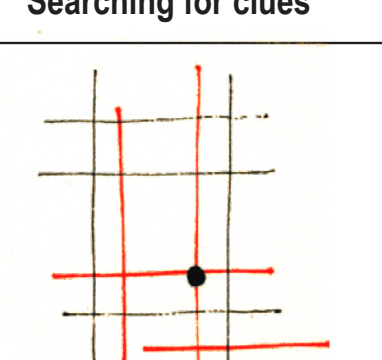


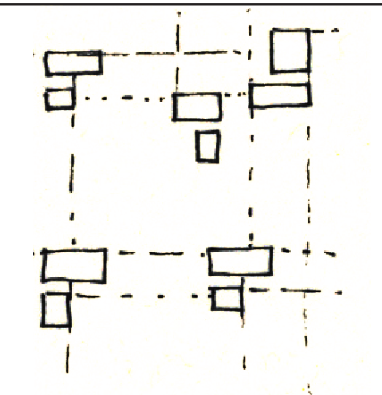
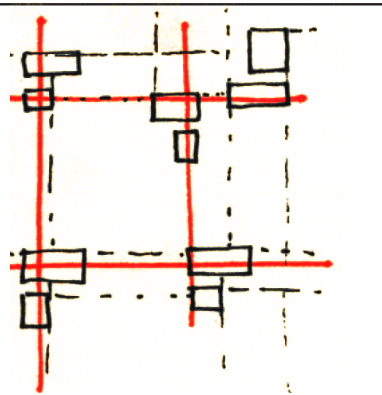
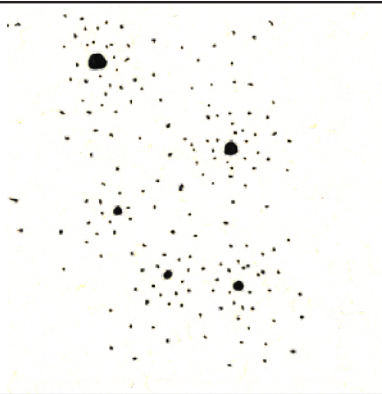
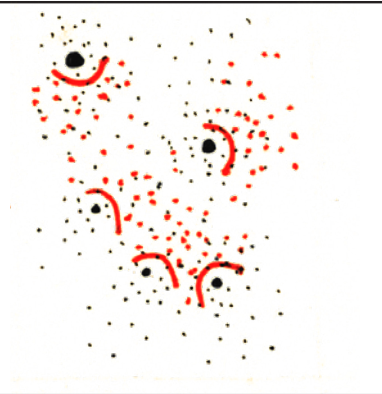


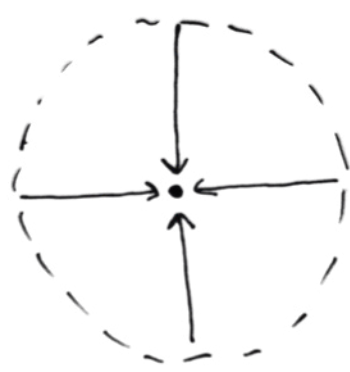
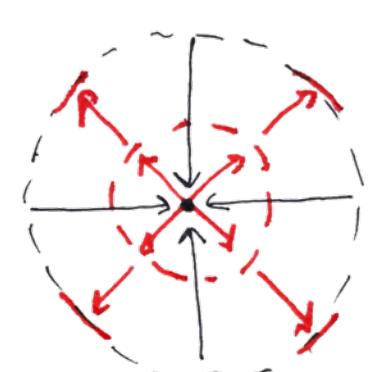


Limit	Permis de végétaliser	Infiltration
	<i>The edge or the limit is used as a potential for a sprout to be born.</i>	
Centrality	Aula de convivencia	Shock wave
	<i>Centralities, where people gather, are used to create a shoch wave effect, extending their interventions to smaller locations.</i>	
Dependance	Sitopia; Finance Fiction	Guerilla localism
	<i>To the dependance on global means, alienating the power of the inhabitants, must be opposed a model of independance as a hyper-localism.</i>	
Top-down narrative	The arcade project; Mapping the commons	Diversification
	<i>The storyline as a constellation of different perspectives, the structure of affects of the project.</i>	
Situations	Projects	Strategies
Heuristic design database		

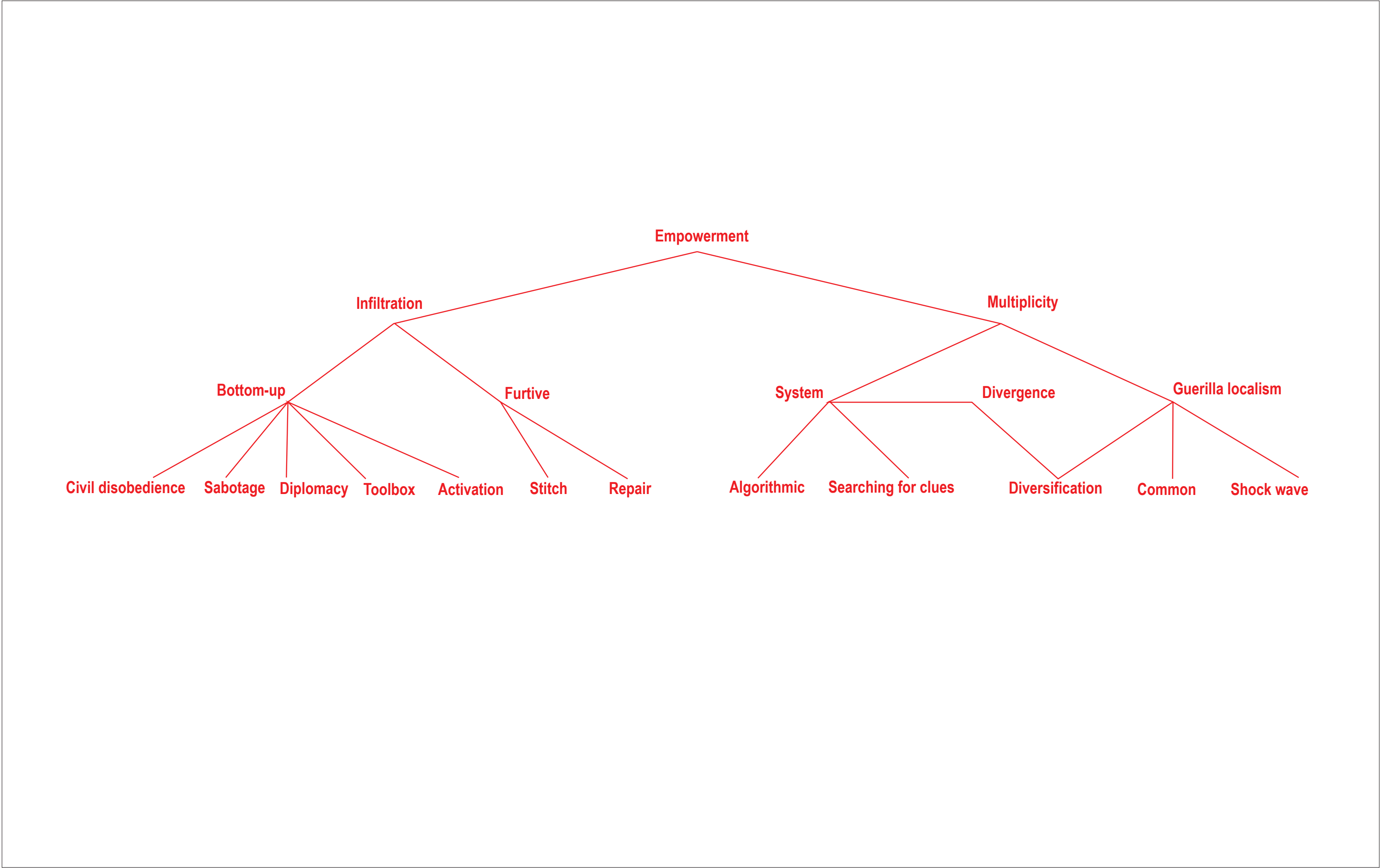
Ground dependance	Co-operative	Common
	<p>The land as common, to be dissociated from financial mecanisms, to become a common responsibility.</p>	
Standard ideology	Reggio School	Multiplicity
	<p>Education should be a part of a complex learning ecosystem, where students create their paths through the multiple challenges of the world.</p>	
Centralization	La preuve par 7	Diplomacy
	<p>Each strategy must be born from a bottom-up, multi-actors research, for each project is different and can succed if the programmation is flexible. The project must be firstly an event, then a serie of experimentations making a feedback loop for its own transformation.</p>	
Left over	Real properties Fake estate, Holy temple of Siegen	Diversification
	<p>The left over spaces are spaces for critical transformation.</p>	
Situations	Projects	Strategies
Heuristic design database		



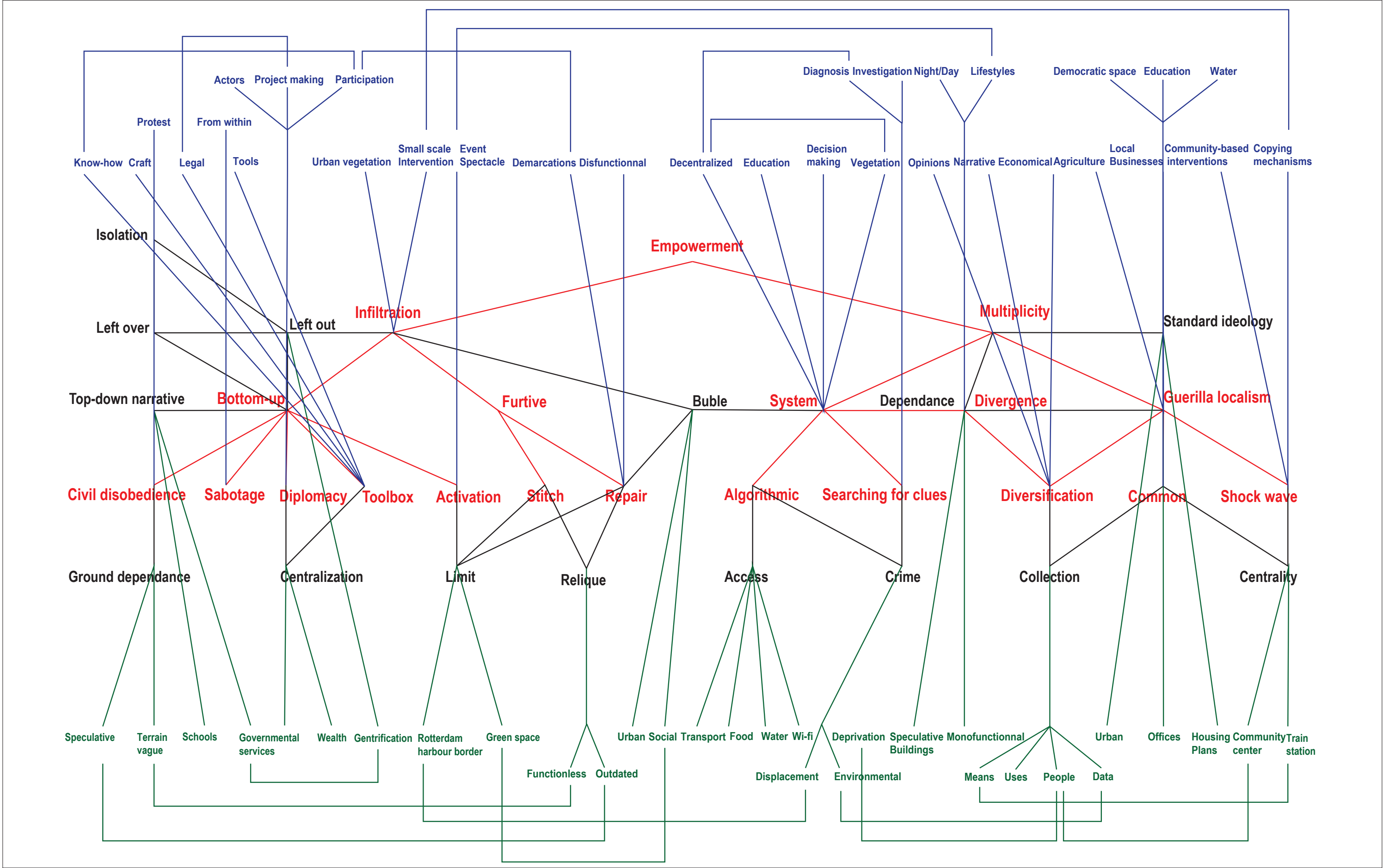
Left out	Detroit think grid	Systemic
	<p>A systematic thinking allows or a maximum of left out population and spaces to enter the system at different entry points possible. A system against the system.</p>	
Access	Social water pricing	AI Assisted
	<p>The water and other necessities, as commons, which access is enabled by AI algorithms, respecting citizen's privacy.</p>	
Buble	Dublin beat; Mastodon	Divergence
	<p>The medias and information sources as tools to discuss and activate democracy through value based design of AI.</p>	
Crime	Forensic architecture	Searching for clues
	<p>The built environment is a testimony and a witness of society's actions. These inprints leave clues in our surroundings.</p>	
Situations	Projects	Strategies
Heuristic design database		

Isolation	Faire système	Stitching
	<i>The architectural legacy, to be repairing, stiched when it lost its function.</i>	
Collection	Ethical sensing toolkit	Toolbox
	<i>The architect as a deisgner of the rules, enabeling the ethical deisgn process of a smart sensing city.</i>	
Privacy	Public paths hidden from cameras, RSL	Furtive
	<i>The public space as a space of freedom.</i>	
Globalized	Alain Damasio, Finance fiction	Re-scaled
	<i>Economical logics are adapted to local needs but also take advantage of the global potential of technologies.</i>	
Situations	Projects	Strategies
Heuristic design database		





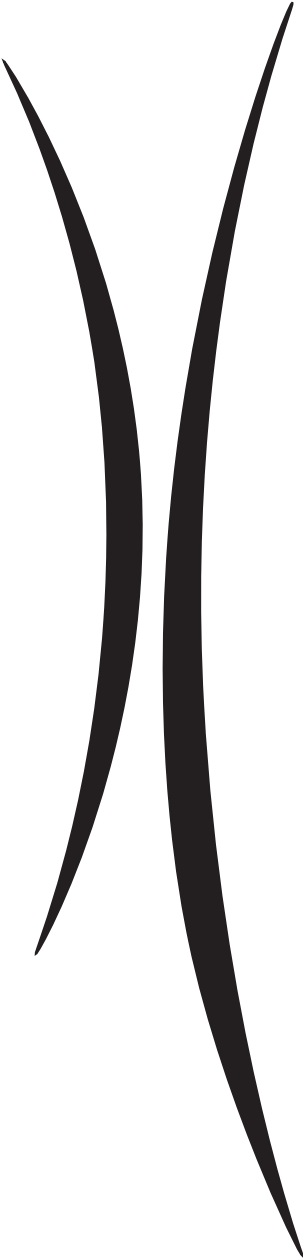
Subjects	Situations	Strategies
Empowerment-oriented design framework		



Subjects	Situations	Strategies
Empowerment-oriented design framework		

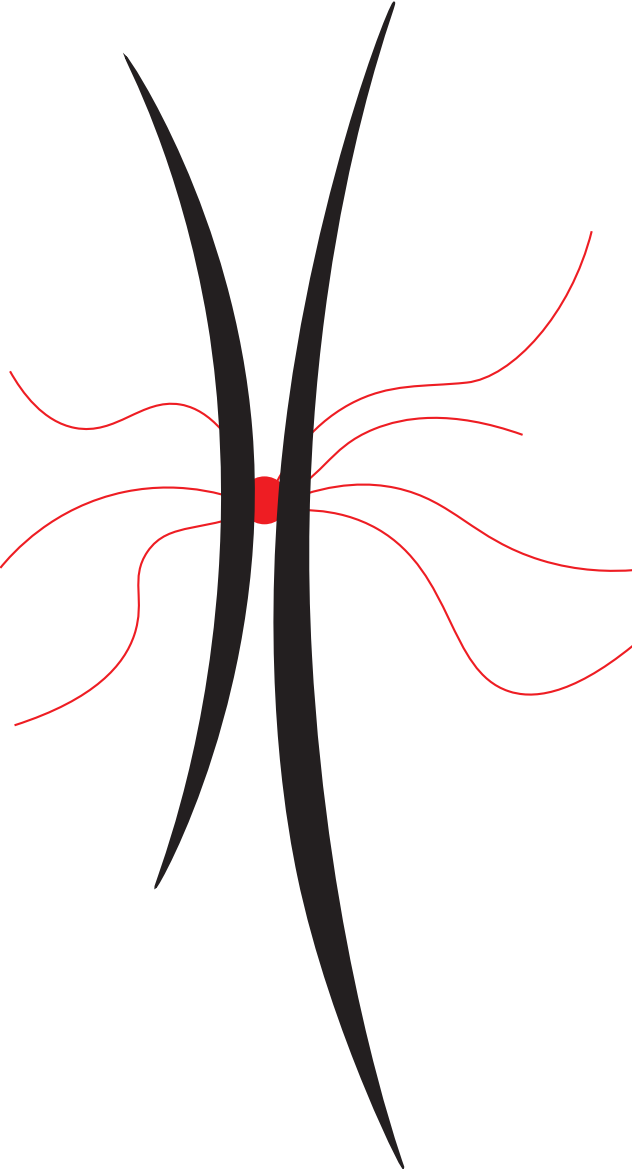


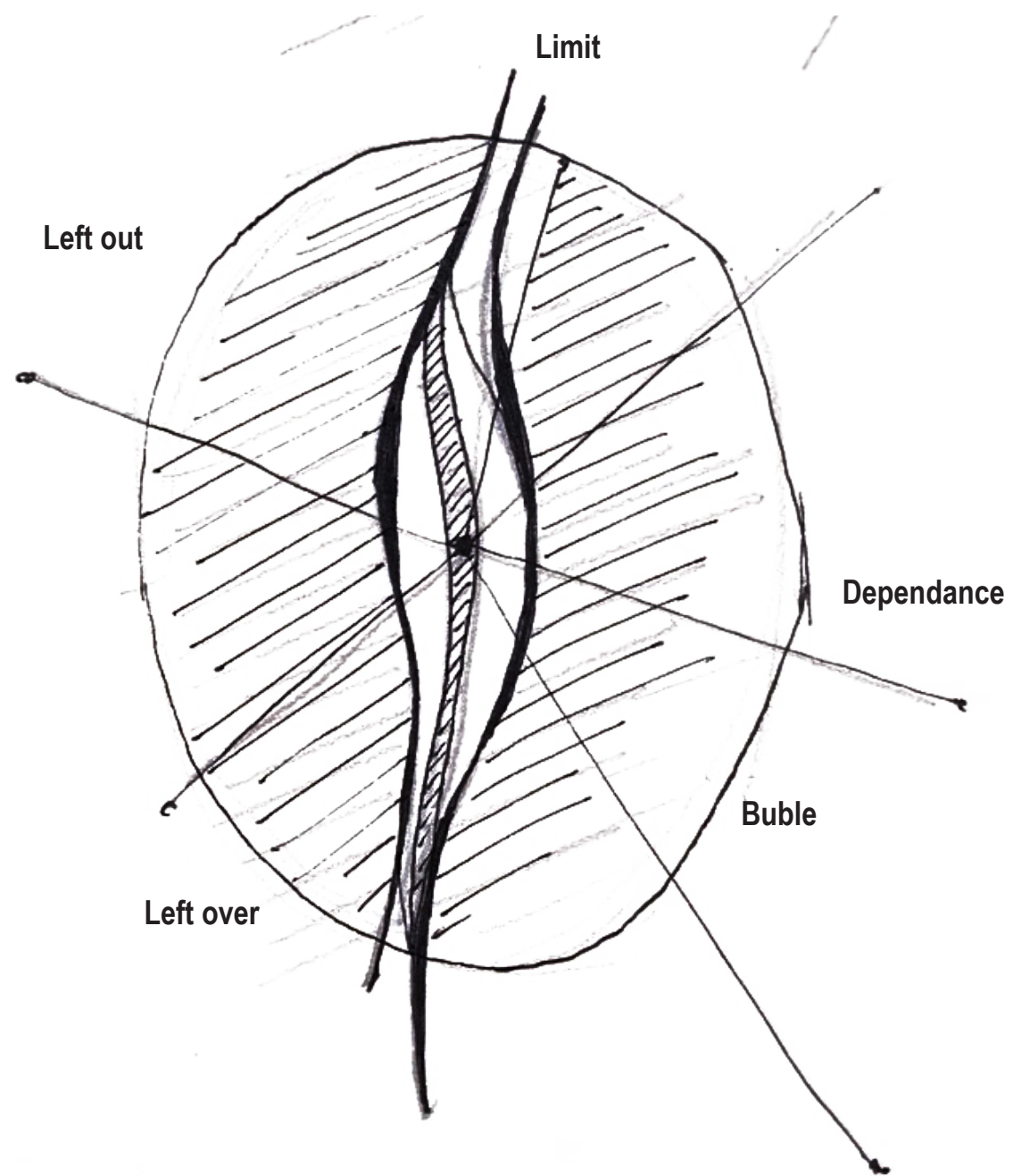
*Limit*



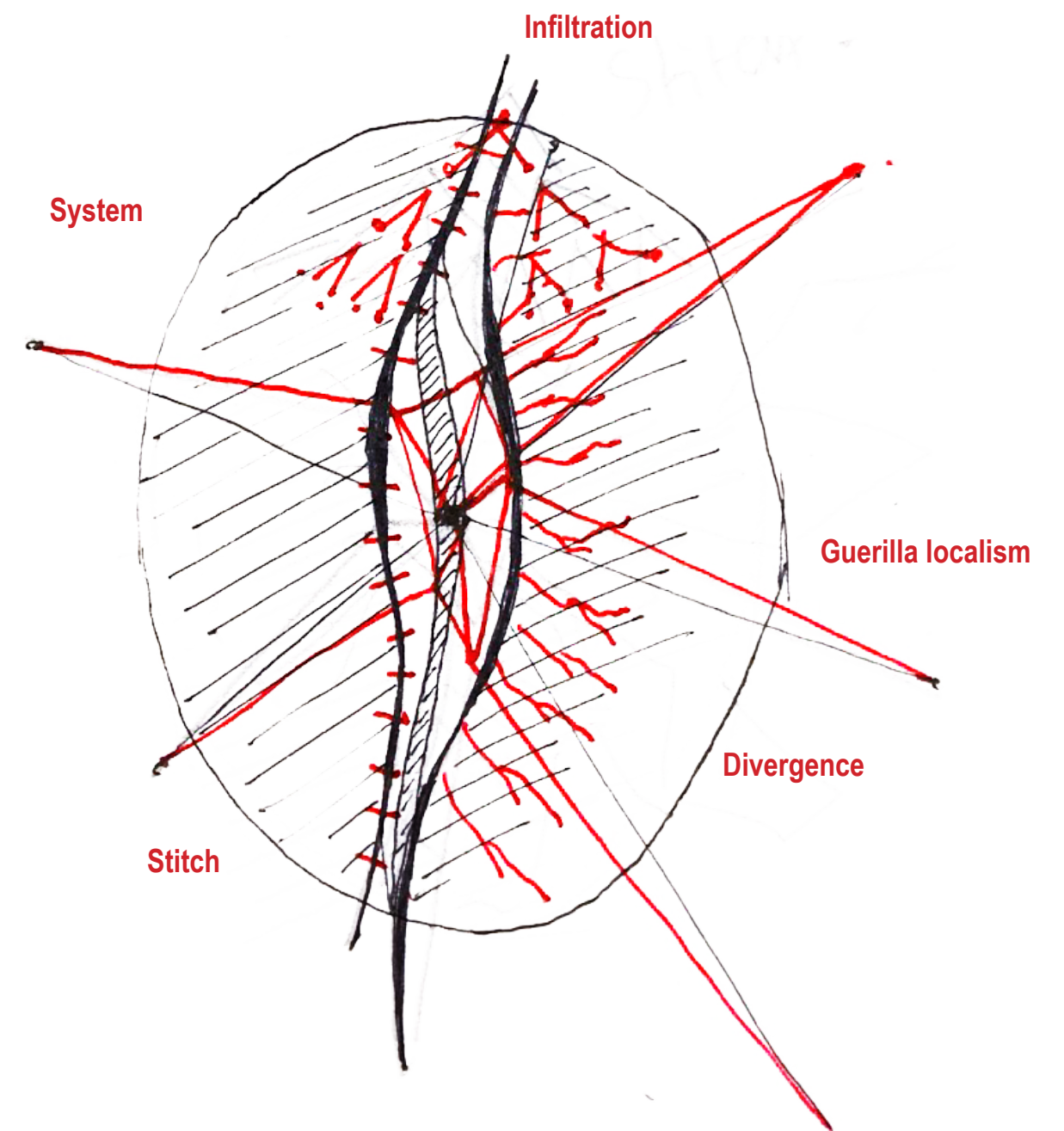
Reactions

**Infiltration**





***Existing situation***



***Applied strategies***





Are you the One?

Keep me posted

This is  
everything.

*The One, advertisement campaign*

***« Hotel guests, residents, neighbours, business people, and tourists: the city literally moves through it...For the people looking for a workplace for a day, for the resident who wants to make use of the hotel service or for someone who has a spontaneous appointment in the central lobby. From wearing pyjamas on the couch with the menu of the hotel in your hand to suiting up for a meeting: The One represents a new way of living in the city. »***





*Minor narrative*





*Major narrative*



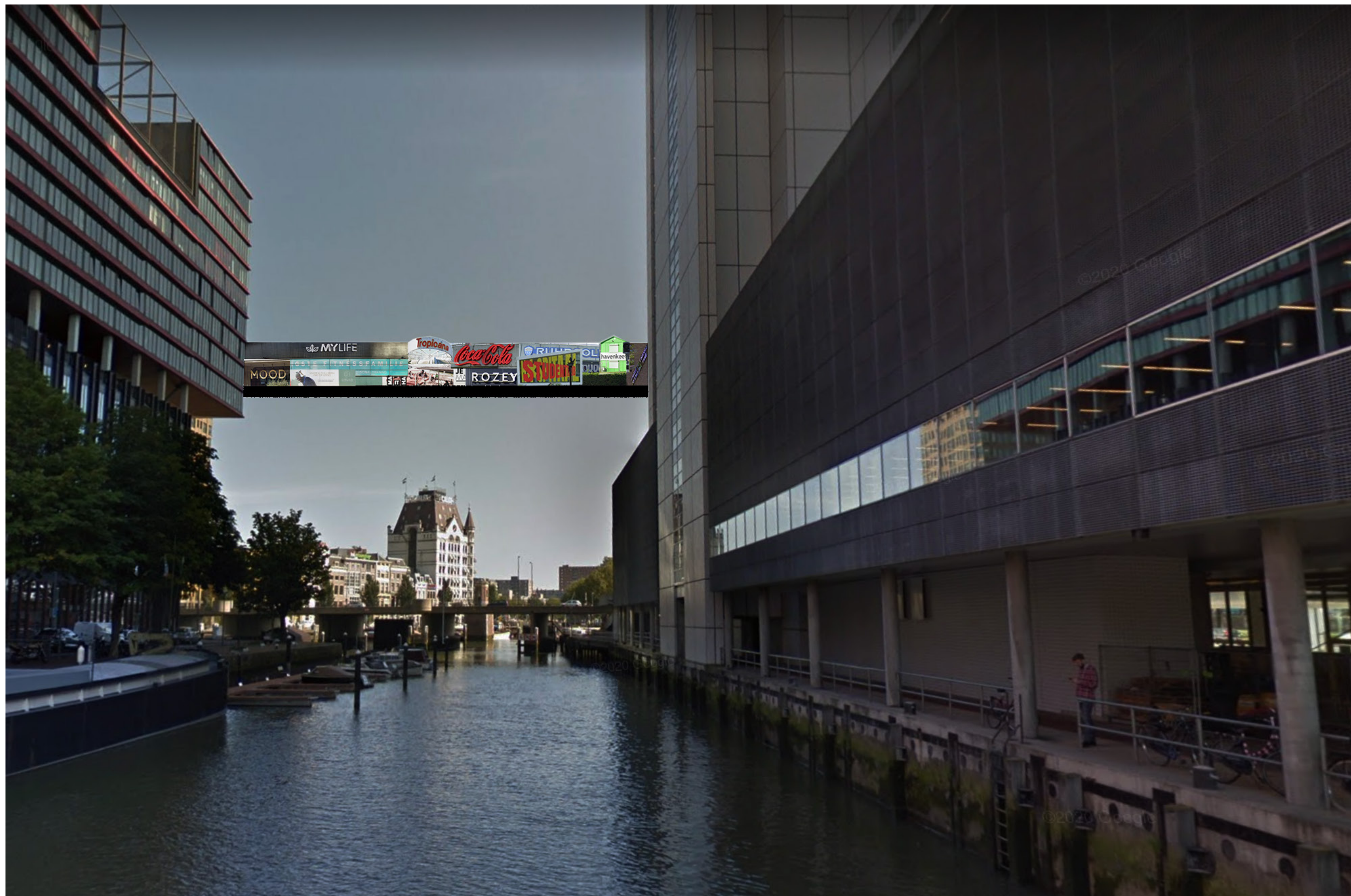
*How can I design for the empowerment  
of our urban experience of the city?  
How can we fight the commodification  
of housing and public spaces? What  
is the program that can support a new  
imaginary for our cities? How can we  
challenge our perception of the city?*





***The creation of an alternative narrative, in which design could replace the space-as-commodity with empowering counter-forms and counter-structures.***





*Alternative narrative*





***The cloud-clouding-communal-kitchen-device***





*The beach - parlement*





*The parking lot that wanted to be a beach*





*The railway dune*





*A line*





*A line*





*A line*



***Don't "get rid of that old junk"***

***We all woke up one morning.***

***It was the day the building had to die.***

***The user manual***



## II-Disturbance

In this fight between reality and its effect, how can we engage in a critical relationship with our surroundings? It is glassed on the outside but highly opaque in its roots. It's a trap.

What if we opened up about the structure, and closed down the windows?

What if the curtain wall became a curtain?

What if windows became ceilings?

What if the infrastructure was visible?

What if the structure was made of glass, reversing the opacity and the transparency?

What if brutalism was actually gentle?

We are disobeying the building codes.



## *The parking garage that wanted to be a beach*

Tunnels, passageways, gates.

Under, over and through.

If we want to be furtive, do we need to be hidden?

It takes just a bit of curiosity to go down a maze of passageways in Rotterdam.

After walking against the Maas, and hearing the roaring of the cars passing by, I let myself be swallowed by a strange passageway. Populated by motorised, metallic animals, I can barely hear myself until I arrive on a path on the edge of the canal. Closer to the water, I catch my senses back again. From the water drops to the smell of moisture.

A few gateways to the sky interrupt my journey, making the visitor look up, and wonder, before moving forward again toward the edge of the water.



## *The user manual*



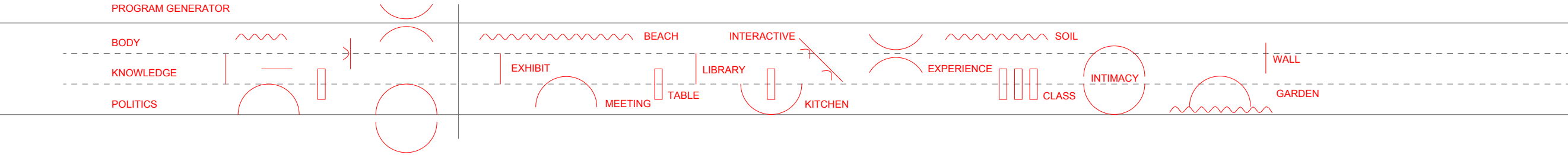
***Extraction, disturbance, collision, re-assembling, revendicating, and caring***

***Design strategy***

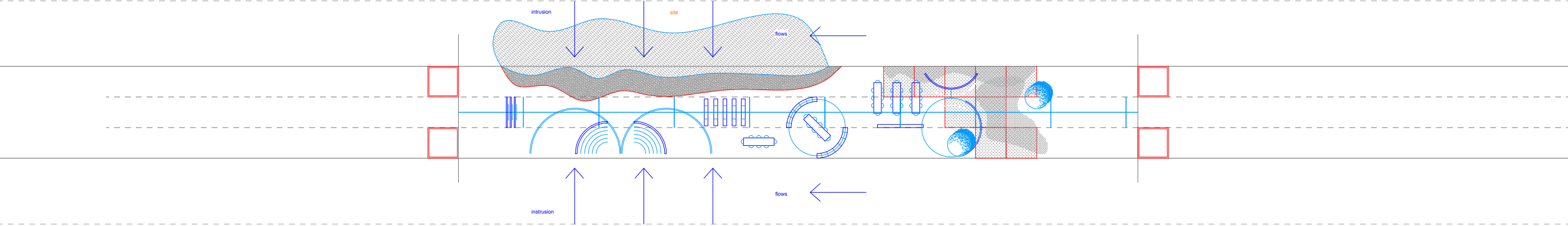




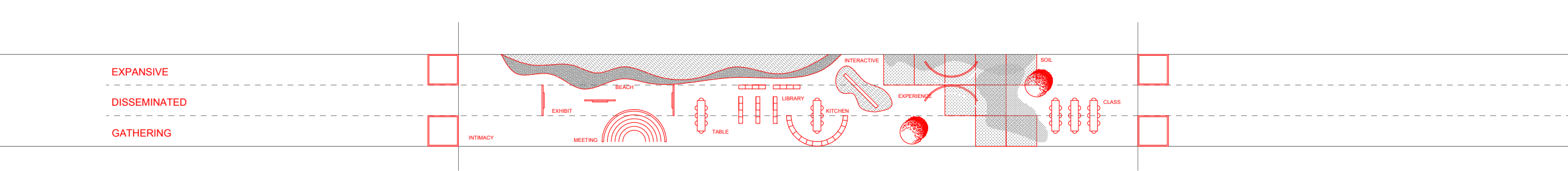




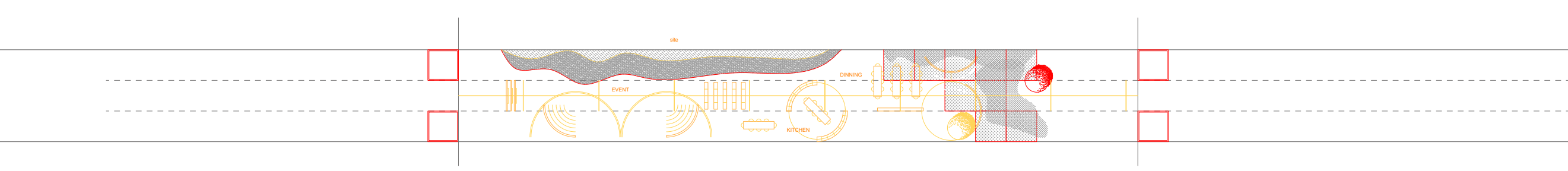
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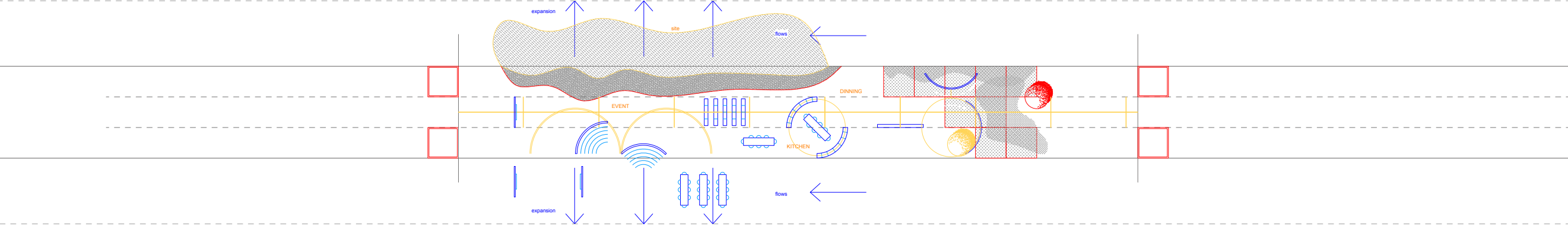
SITUATION 1



SITUATION 2

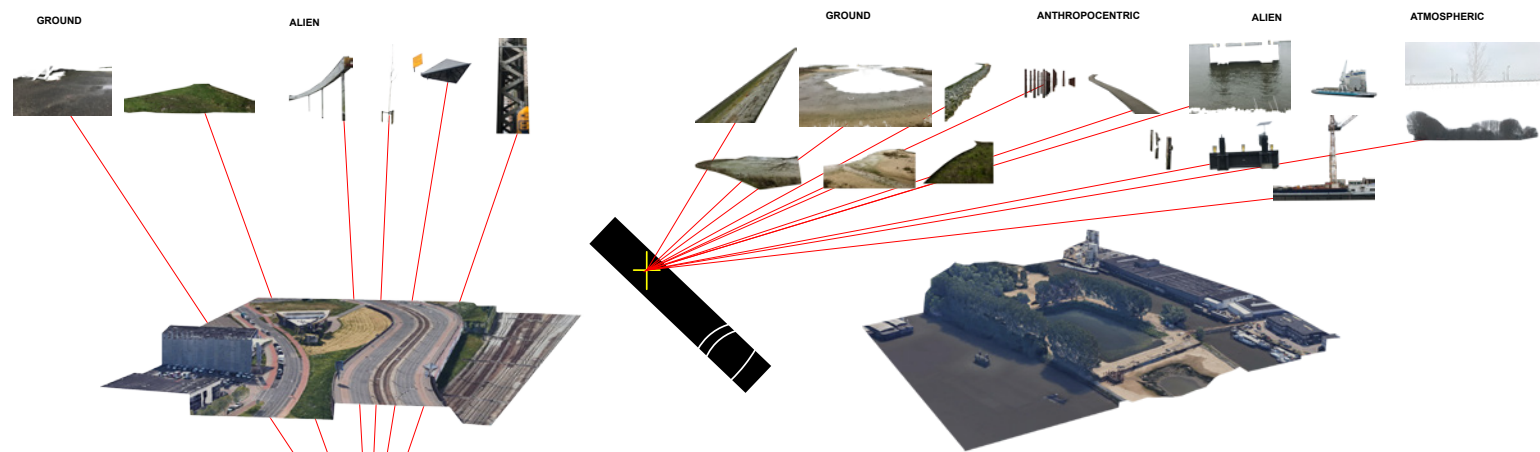
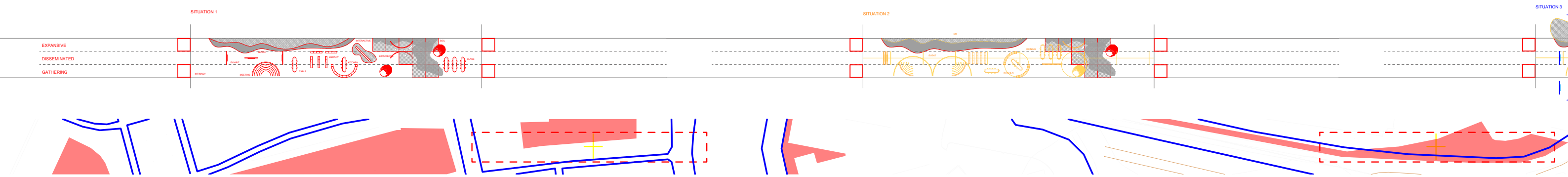


SITUATION 3



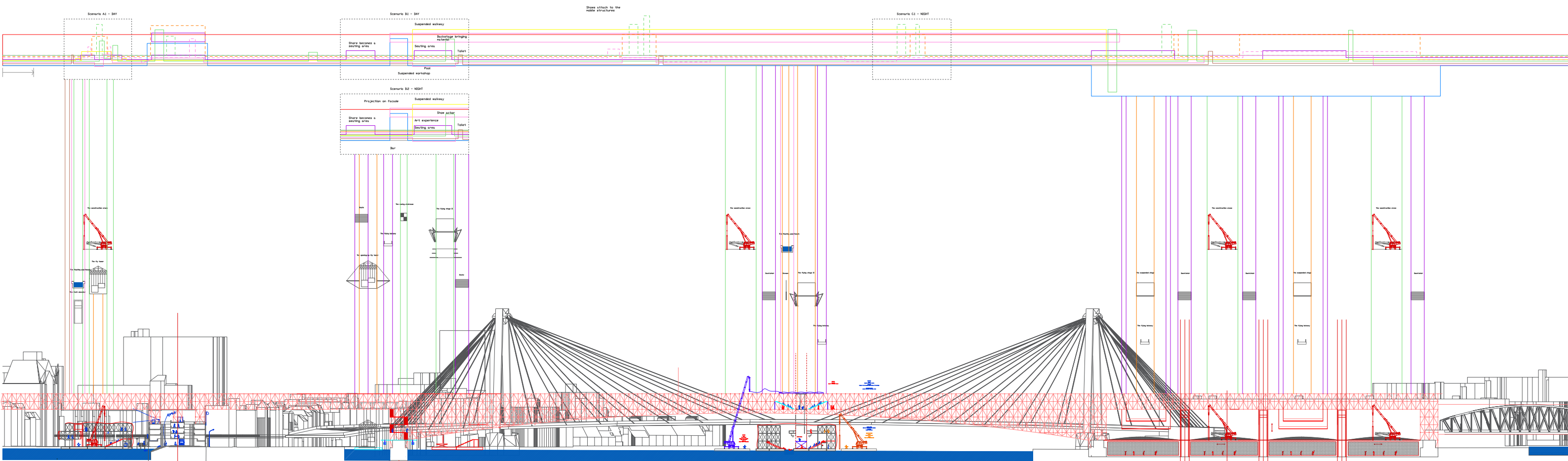
**Programmatic collisions**





*A line*





***An instable architecture***  
Section 1/500



Temporary

Height

Distance

Permanent

Scenario A1 - DAY

Scenario B1 - DAY

Shows attach to the  
mobile structures

Suspended walkway

Shore becomes a  
seating area

Backstage bringing  
material

Seating area

Toilet

Pool

Suspended workshop

Scenario B2 - NIGHT

Projection on facade

Suspended walkway

Shore becomes a  
seating area

Show actor

Art experience

Seating area

Toilet

Bar

II\_DISTURBANCE

In this fight between reality and its effect, how can  
we engage in a critical relationship with our  
surroundings? It is glassed on the outside but highly  
opaque in its roots. It's a trap.

The construction crane

The fly tower

The floating platform

The float elevator

The opening fly tower

Seats

Seats

The flying staircase

The flying balcony

The flying stage II

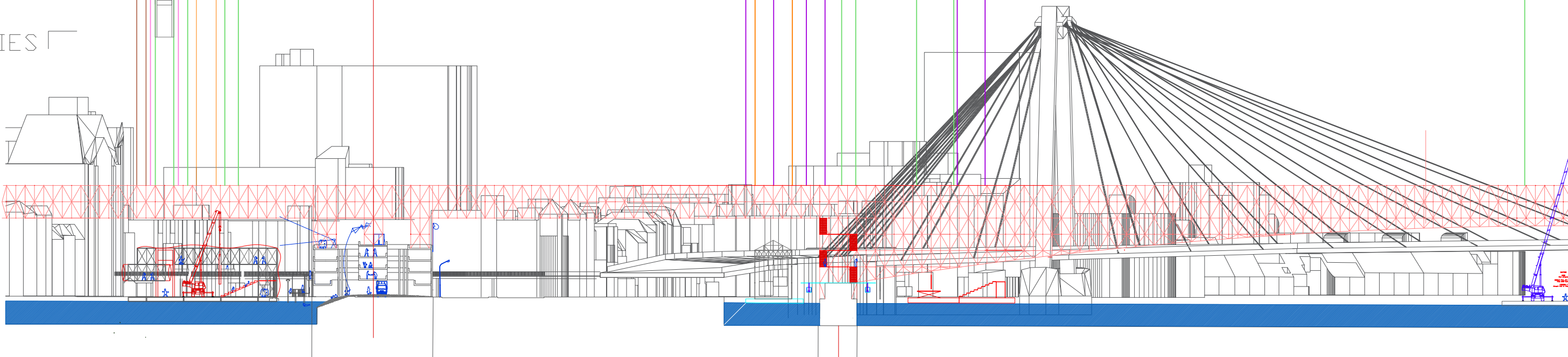
Seats

The construction crane

ELEMENTS

STRATEGIES

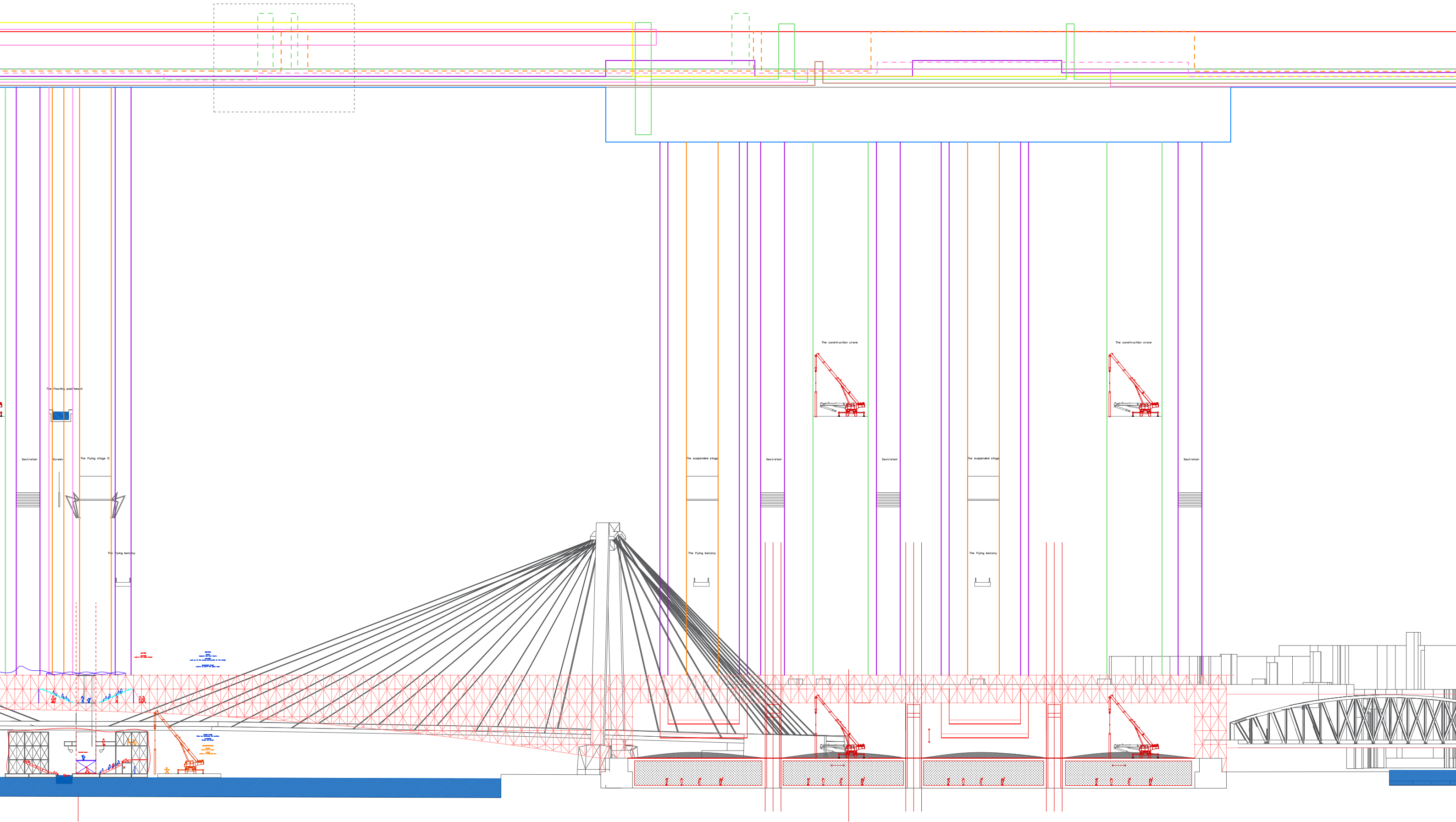
SECTION 1/400



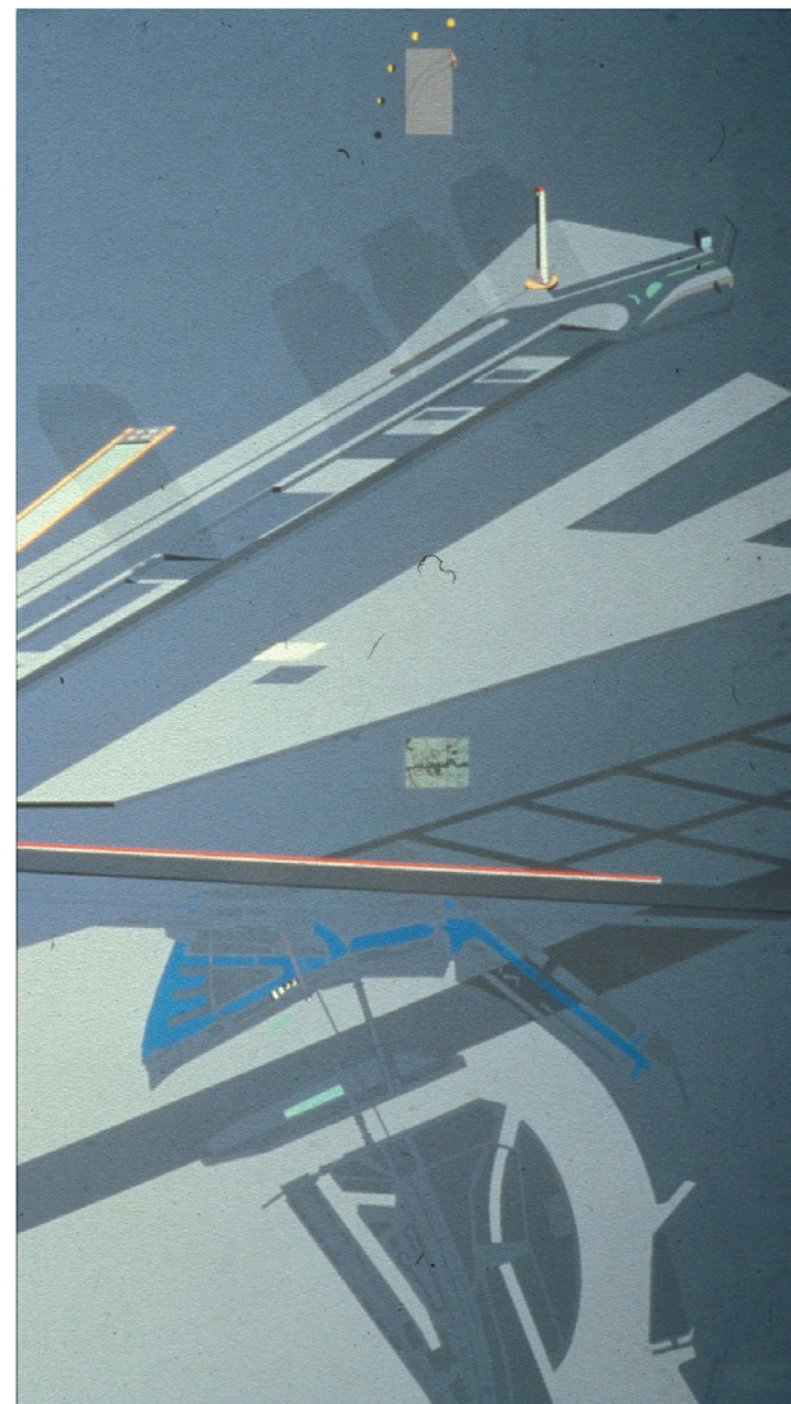
*Time evolution*  
Program 1/200



Scenario C.1 - NIGHT

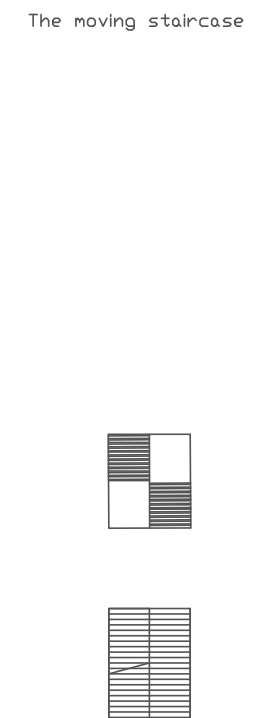
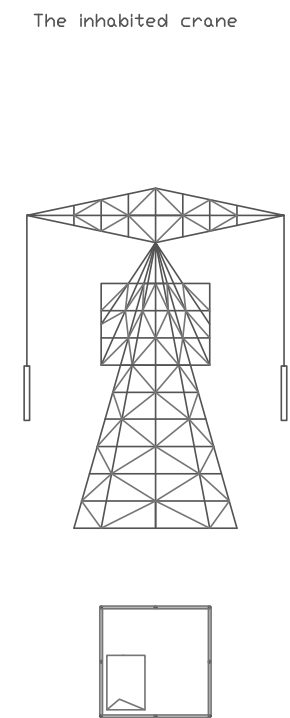
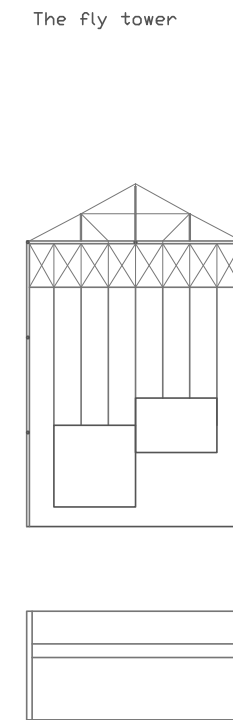
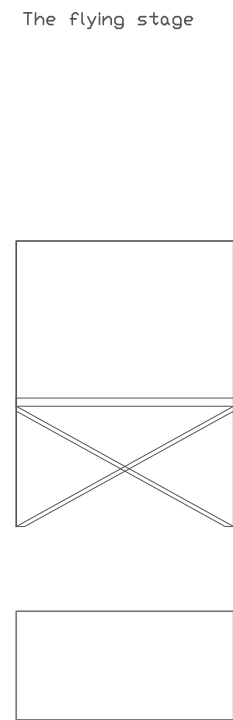
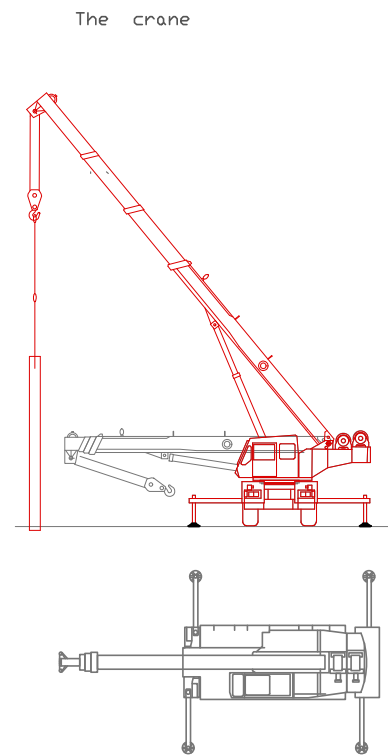
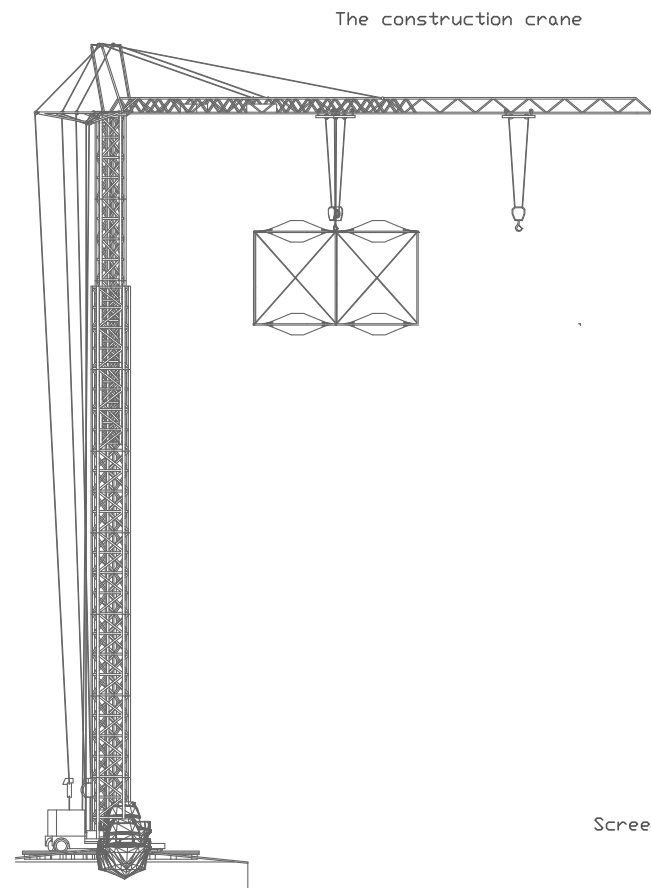




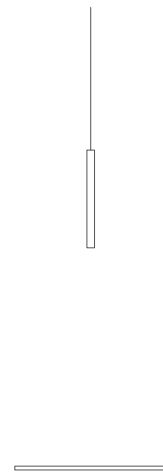


*OMA, Boompjes project*





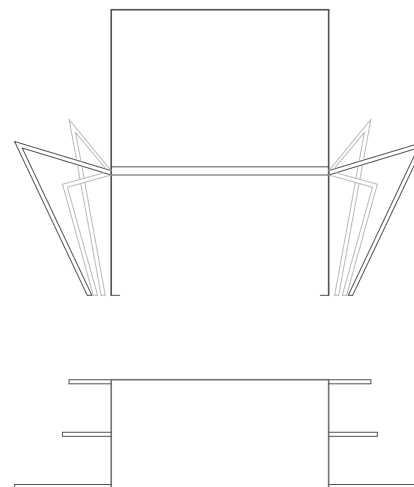
Screen



Seat/stair



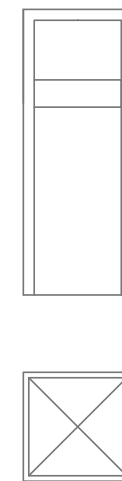
The flying stage II



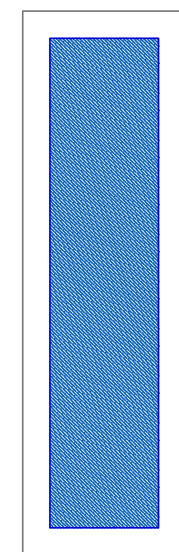
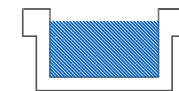
The flying balcony



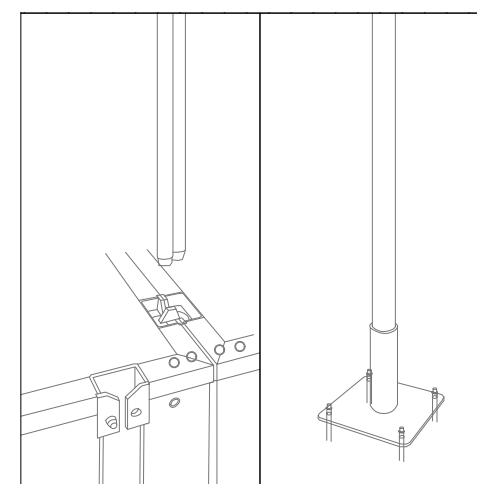
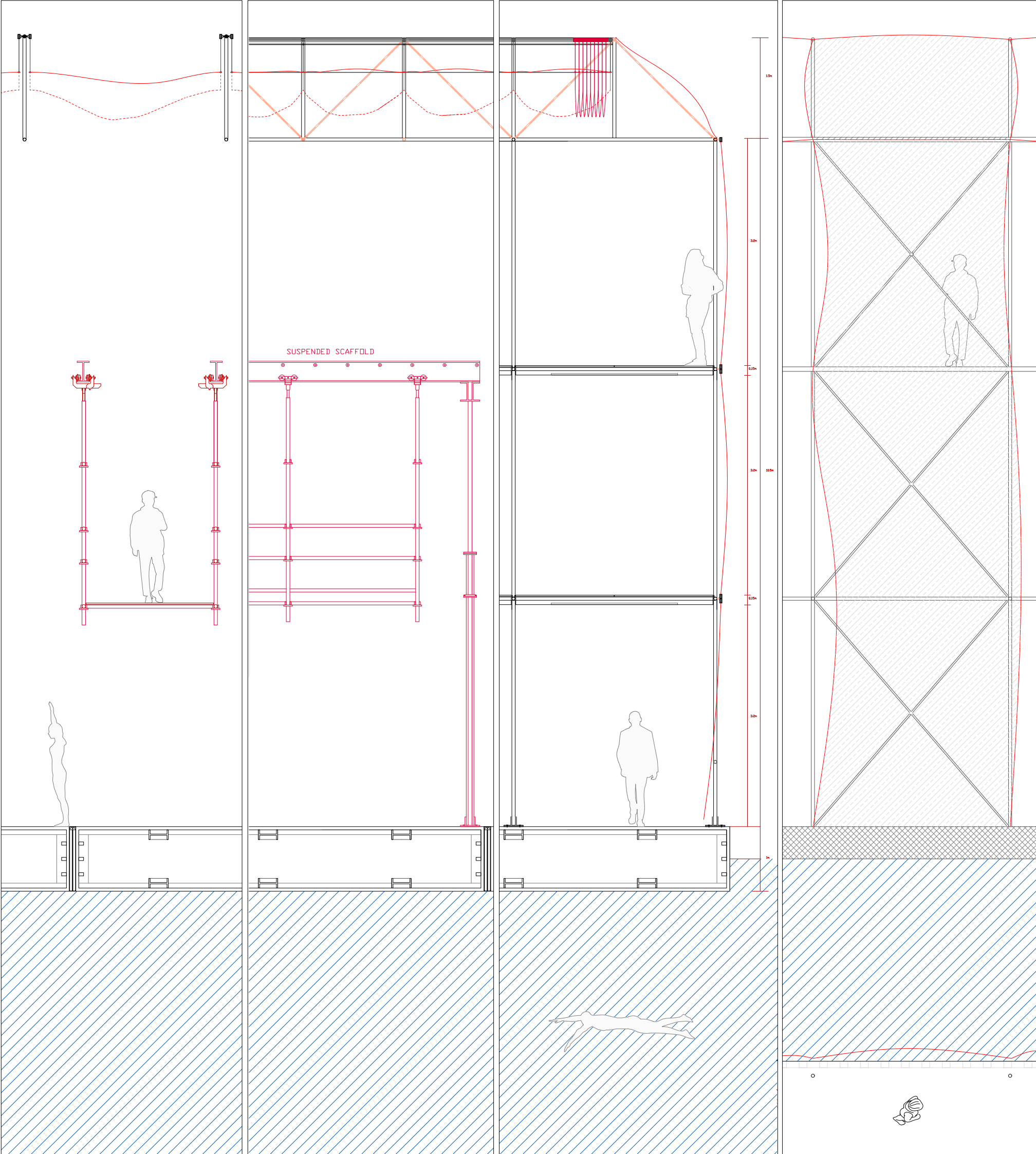
The freight elevator



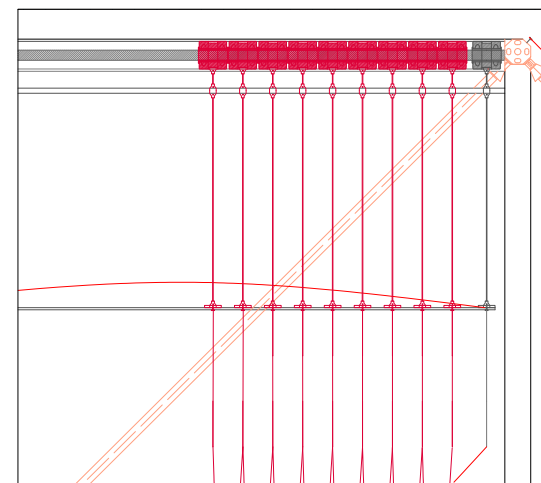
The floating pool/beach







Joints  
Detail 1/5



Retractable membrane  
Detail 1/5

Section, Facade 1/20



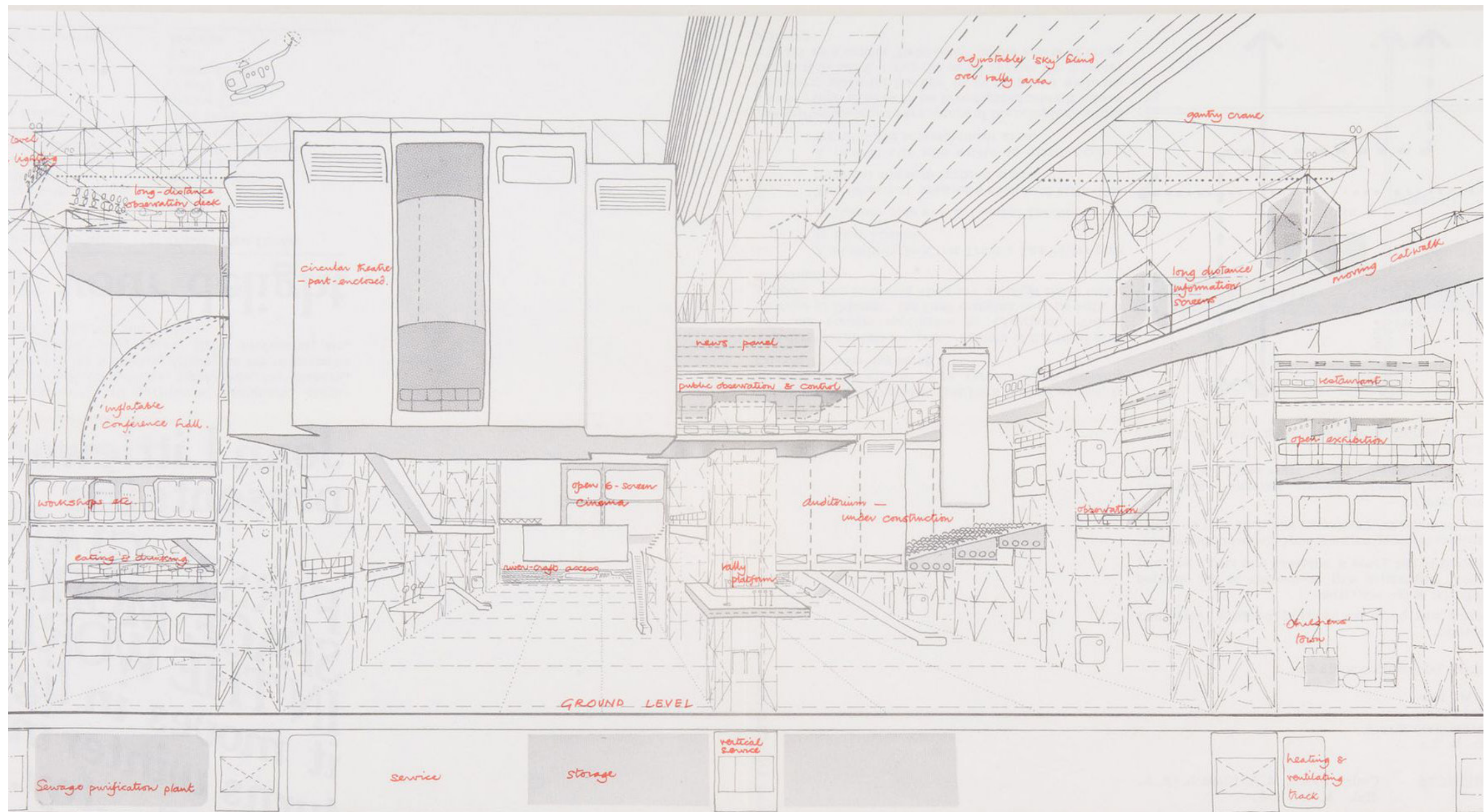
Multimedia-Großraum Multimedia stadium,  
1970 (III.59), Projektstudie Project study



Multimedia-Großraum Multimedia stadium (III.59), Öffnungsvorgang, Modell  
Opening process, model

**Frei Otto**  
Reference





VE AND LEAVE by train, bus, monorail, hover-car, tube or foot at any time YOU want to - or have a look at it as you pass. The information ns will show you what's happening. No need to or an entrance - just walk in anywhere. No doors, s, queues or commissionaires: it's up to you how e it. Look around - take a lift, a ramp, an esca- to wherever or whatever looks interesting.

CHOOSE what you want to do - or watch someone else doing it. Learn how to handle tools, paint, babies, machinery, or just listen to your favourite tune. Dance, talk or be lifted up to where you can see how other people make things work. Sit out over space with a drink and tune in to what's happening elsewhere in the city. Try starting a riot or beginning a painting - or just lie back and stare at the sky.

WHAT TIME IS IT? Any time of day or night, winter or summer - it really doesn't matter. If it's too wet that roof will stop the rain but not the light. The artificial cloud will keep you cool or make rainbows for you. Your feet will be warm as you watch the stars - the atmosphere clear as you join in the chorus. Why not have your favourite meal high up where you can watch the thunderstorm?

WHY ALL THIS LOT? "If any nation is to be lo- saved by the character of its great cities, our ov that nation". - Robert Vaughan.

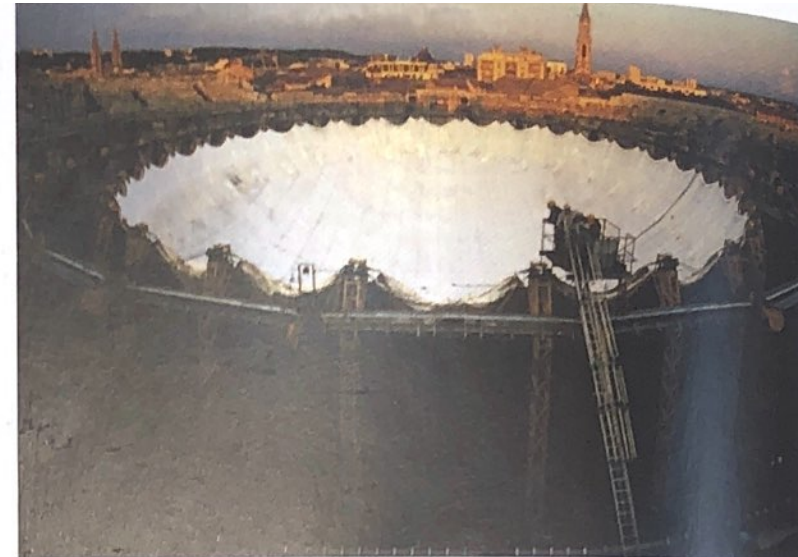
We are building a short-term plaything in which of us can realise the possibilities and delights t 20th Century city environment owes us. It must la longer than we need it.

## The fun palace





6B



6C



6D

#### Details

1. Upper fabric membrane
2. Lower fabric membrane
3. Edge seal clamped to continuous plate
4. Steel hollow section ring beam
5. Polycarbonate sliding panels set in extruded aluminium frame
6. Steel supporting structure
7. PVC reinforced membrane
8. Continuous stainless steel or aluminium bar
9. Pressed metal flashing





***The floating barge***  
Elevation 1/200

Act 2 the infrastructure that  
was craving the feeling of home

Scene 1 - Saturday afternoon,  
pouring rain.

In the mist of this dredged  
weekend, only two hellish doors  
are visible in the dark sky. From  
that perspective, it seems that  
the water boiling underneath  
creates its own cloud system,  
within this microclimate the red  
lights are pulsing in the sky.

In the clouds, small reflections  
mark my attention as I see  
tremouring white lights within the  
imaginary cloud system. Like  
lightning in a storm, angles  
detach themselves from the  
smoothness of the mist.

Only by walking closer, as the  
clouds start thinning out, I saw  
the tension of fells around the  
structure.

In the belly of the beast  
appears a row a trees.

INHABITANT  
Walks back home, bikes across  
the city to get to the bridge.

CONTAINER TRUCK  
Carries the pieces of the  
scaffolding.

INDUSTRIAL ELEVATOR  
Activates, carrying a wall block  
to the third floor.  
clock, clock, clock

INHABITANT  
Crosses the metal forest of  
pillars, of which the rhythm  
accelerates, on the other side,  
the plastic lightning almost hurt  
our eyes.

RAIN  
Hits the fells and trickle down  
the gutter before starting its  
journey in the Maas river.

CRANE  
Moves 90 degrees.

THE AIR INFRASTRUCTURE  
Is plugged in on the structure.

If we want to be furtive, do we need to be hidden?

ADVENTURERS

Find their path around  
the forest of columns,  
under, over the  
structures, sit under  
the scaffolding of the  
light system.

DIVERS

Sit on the side walk, feet in the water.

LIQUIDS

Wait patiently in the bar area.

VISITORS

Grabbed a drink and decide to enter intense  
conversations.

CRANE

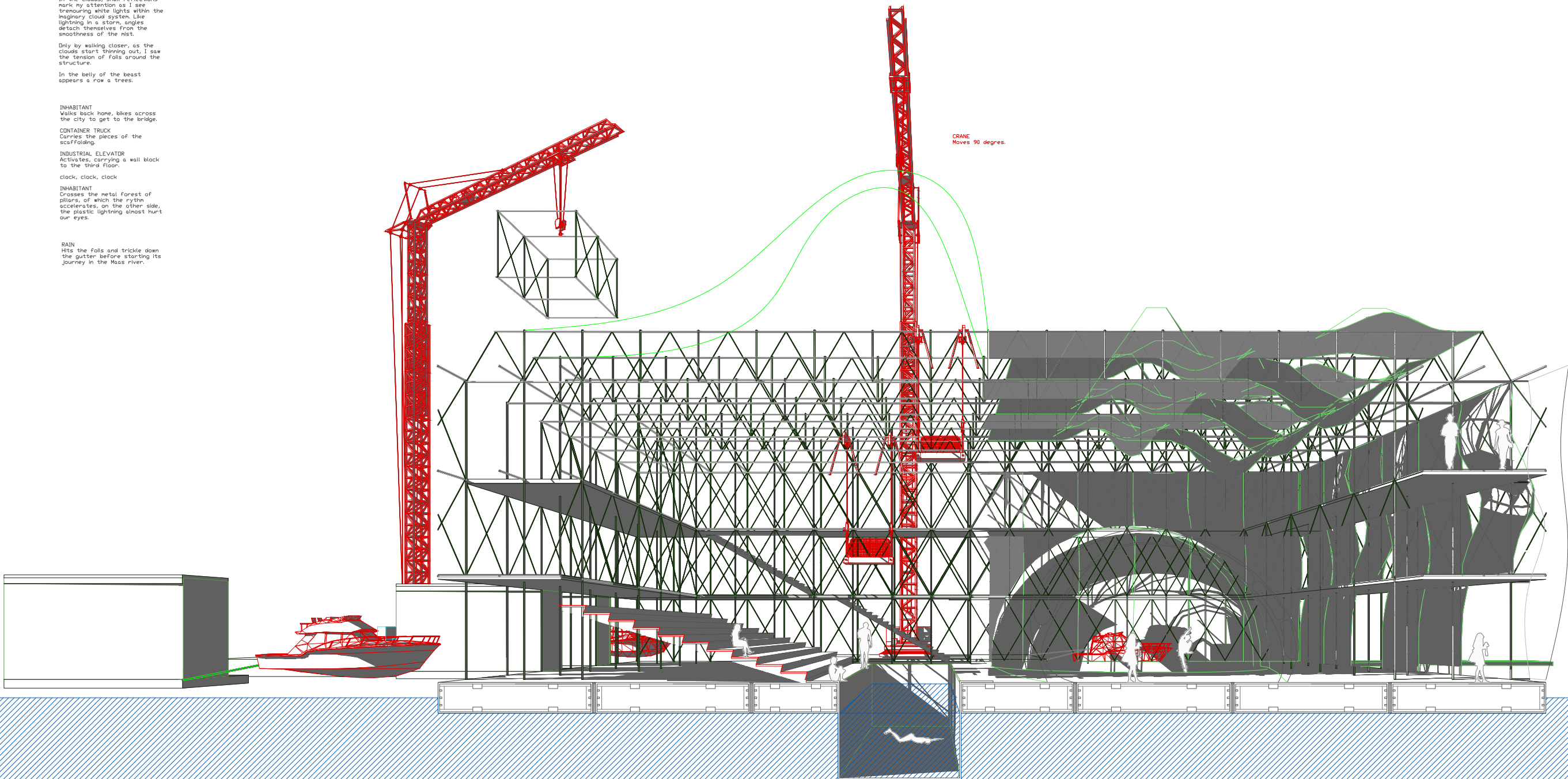
Moves 90 degrees.

CRANE 2

Moves 90 degrees.

PODIUM

Changes occupation as the musicians get off the  
stage, the visitors start installing themselves on  
the steps.



Section 1/50



Act 2 the infrastructure that  
ess craving the feeling of home

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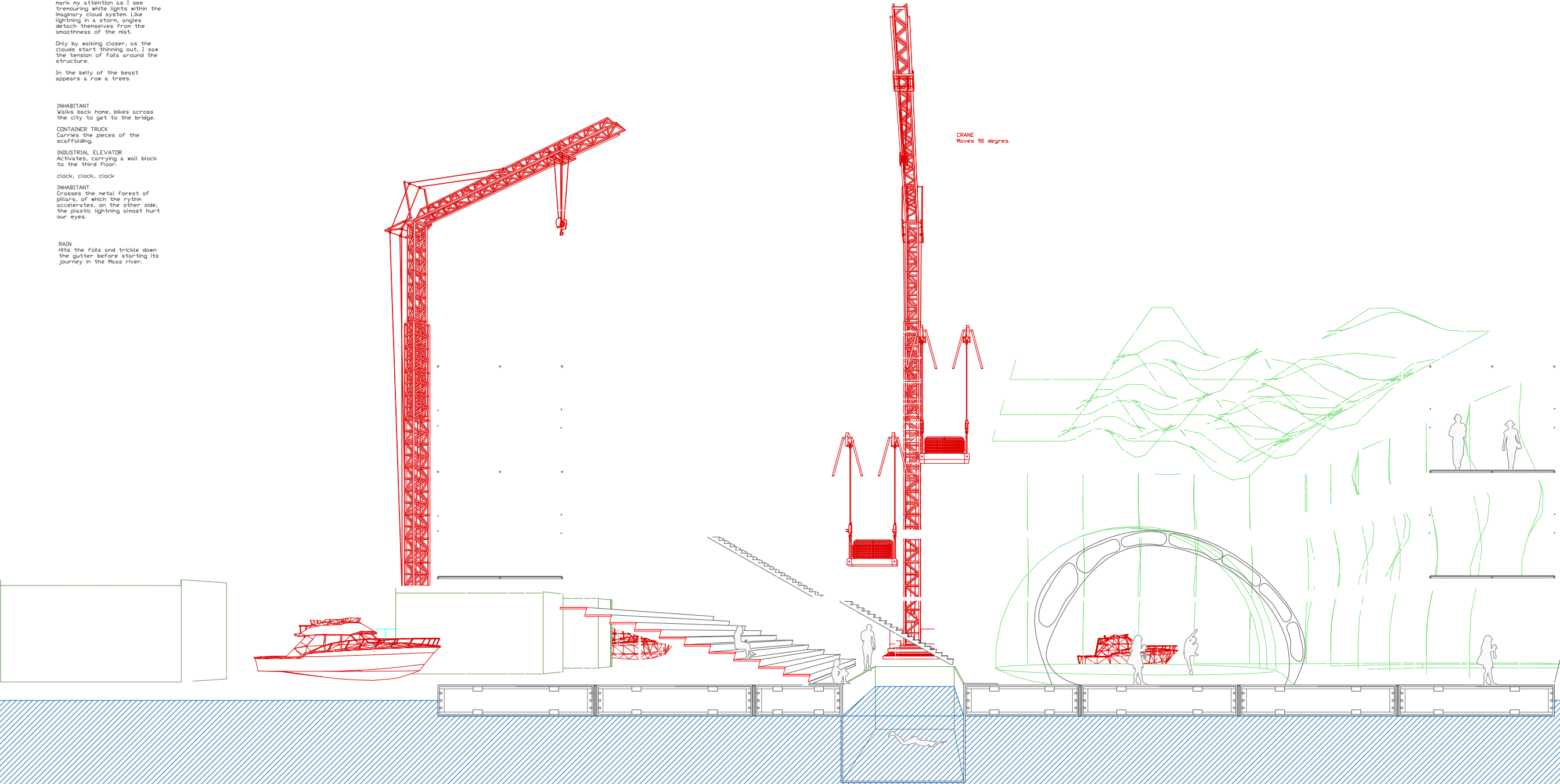
INHABITANT  
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the city to get to the bridge.

CONTAINER TRUCK  
Carries the pieces of the  
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INDUSTRIAL ELEVATOR  
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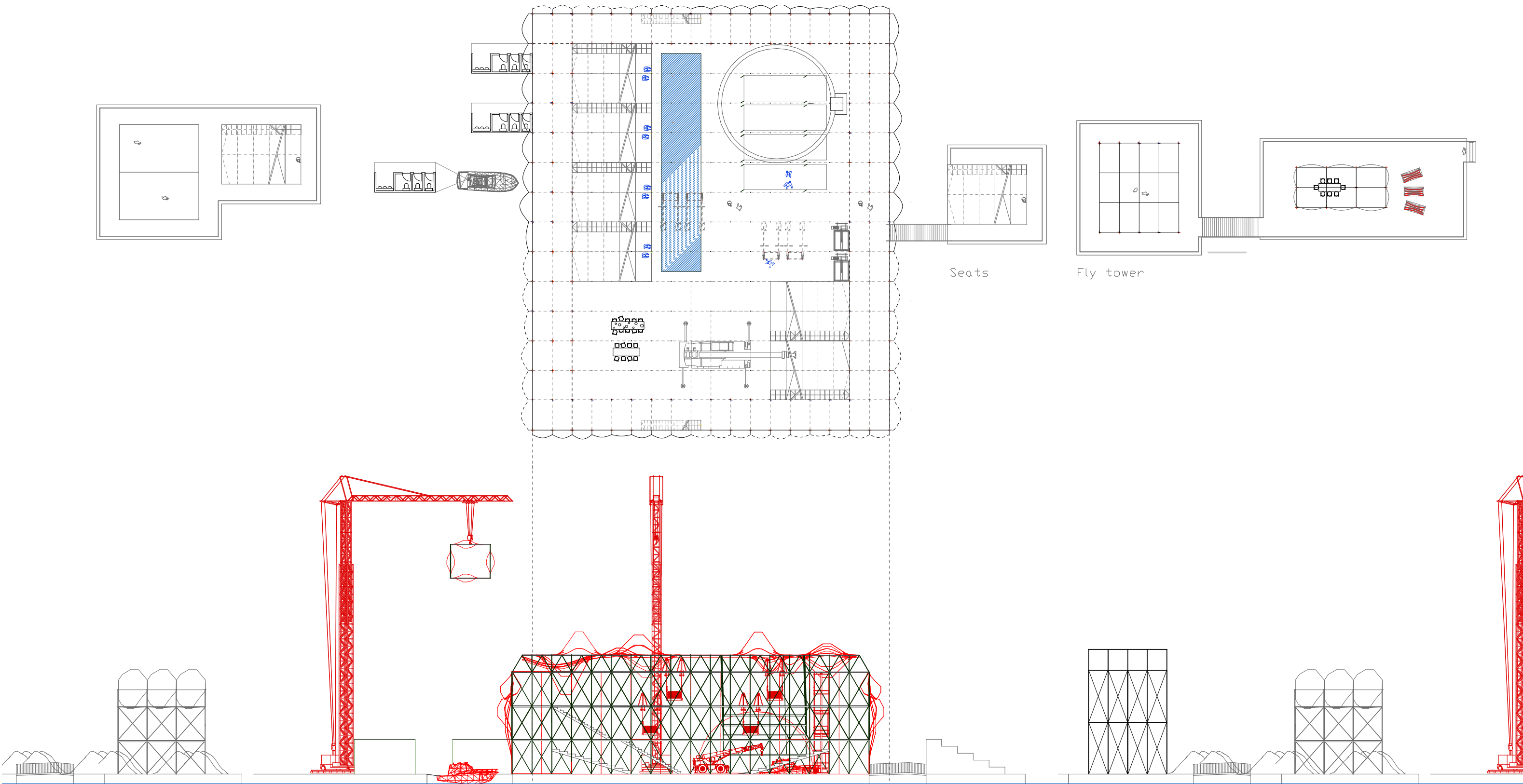
Moves 90 degrees.

CRANE 2

Moves 90 degrees.

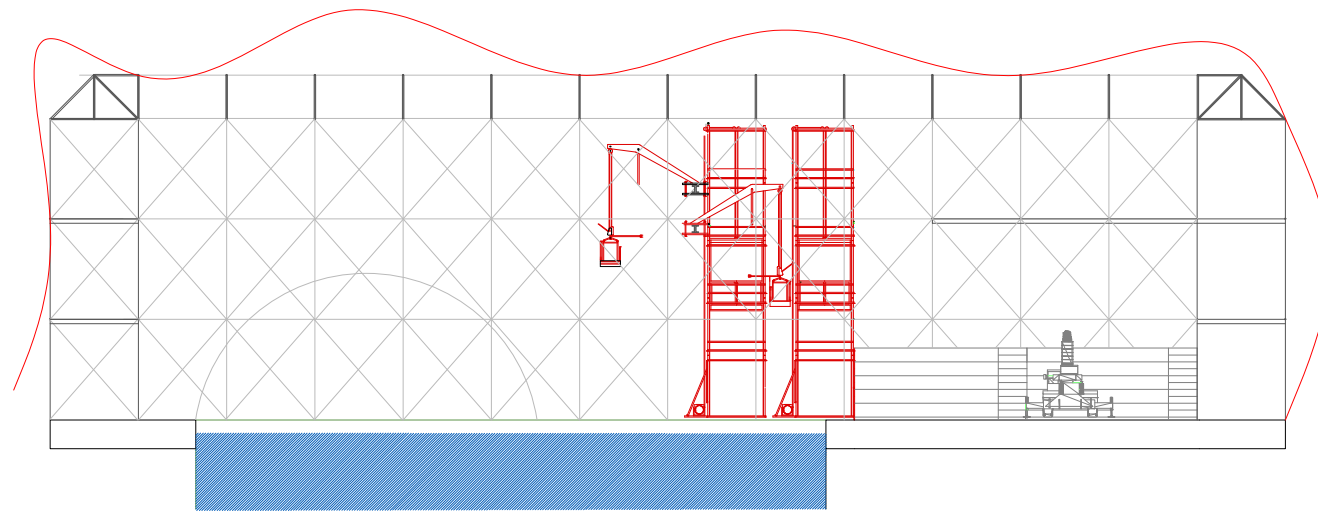
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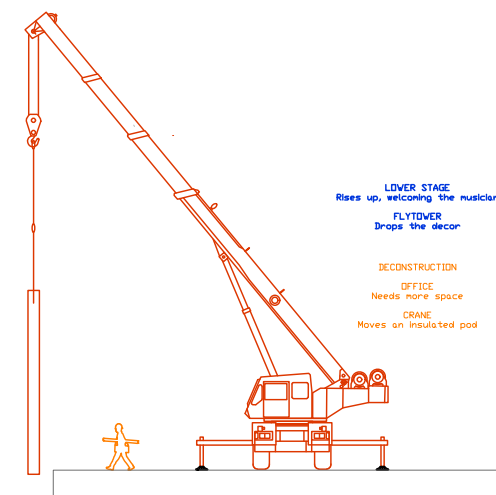
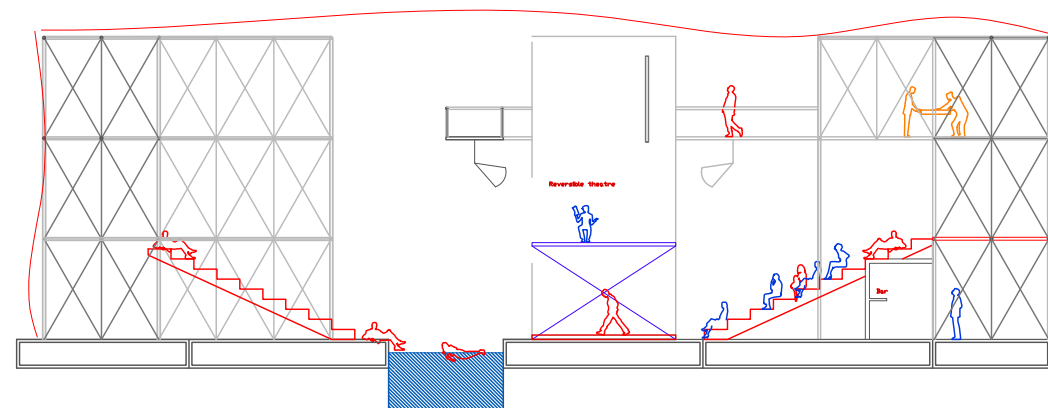
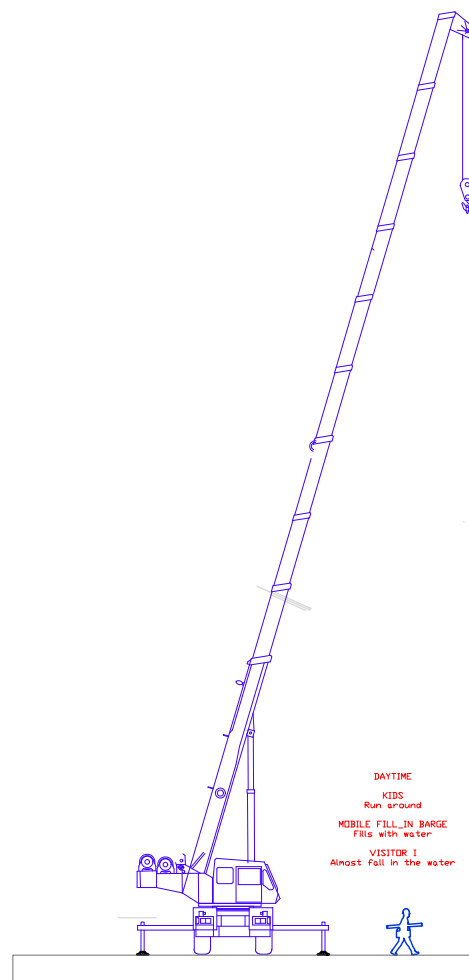


Plan and elevation 1/100





NIGHTTIME  
 CRANE  
 Adjusts the roof fabric  
 WALKERS  
 Look up to the moving construction of the bridge  
 SUSPENDED STAGE  
 Lowers to start the upper show



as the rest of the shore has, we have a few moments to act.

**VISITOR**  
Walks around the bridge, find the hidden staircase and chases to enter through one of the gaping opening. The first sight is surprising, the floor is shining of gold. Walking further, the concrete

- confusing themselves with the neon lights. On the tensile fabric is projected an art piece, and then music starts playing.

becomes a performer as the sound of  
meshes with the outside reality of cars  
and the light system adapt to the floor  
Rotterdam. The atmosphere reaches a h  
the shimmering pillars have a soy in the  
reflecting lights like waving with the air  
and glorifying the electric feelings of

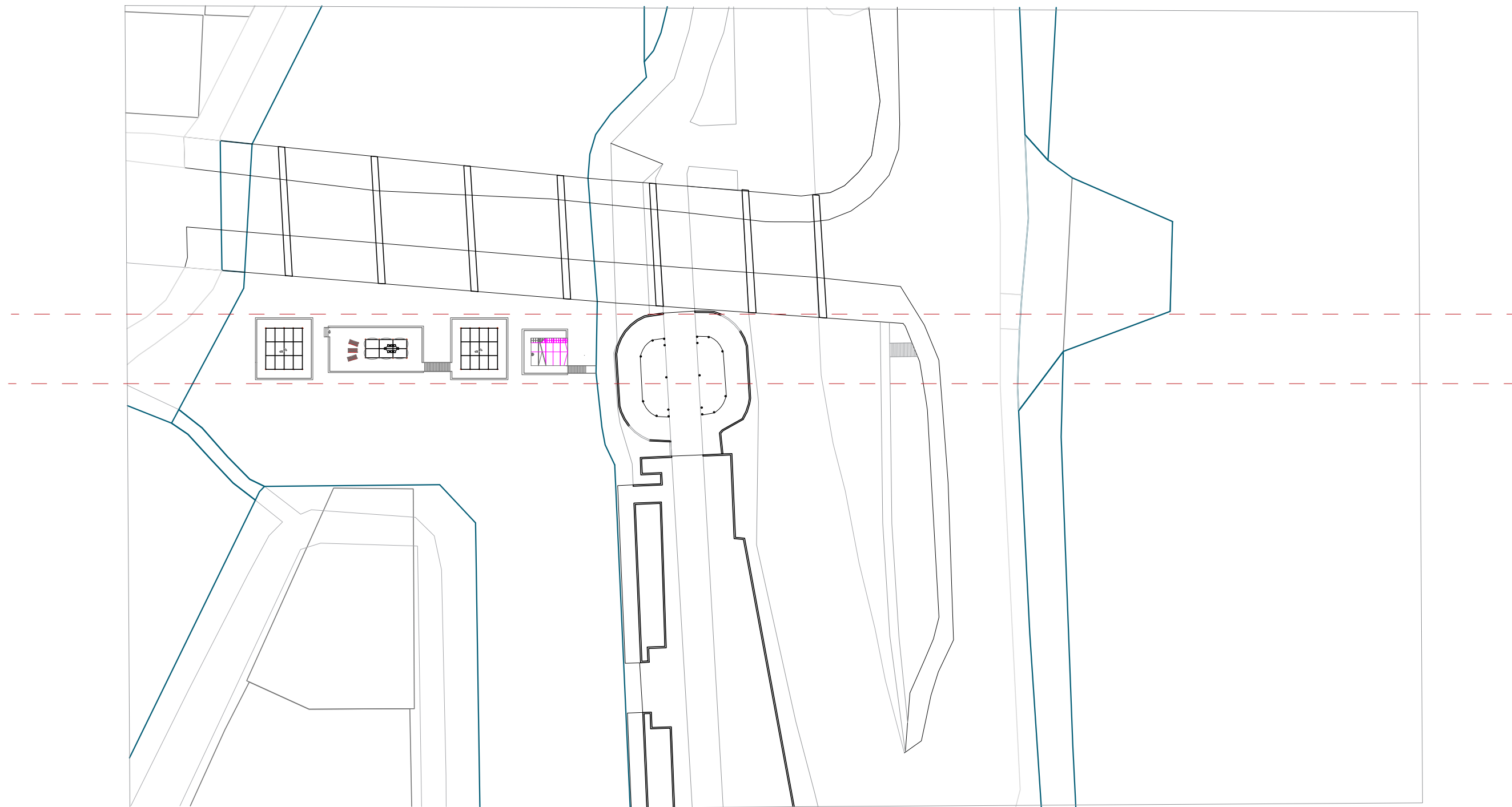
**DIVERS**  
Arriving dawnstorks, the eastern rose rippled different colors. A floating shadow is seen on the other side of the suspended bicycle. Some vertical oscillations can be found in the aquatic animal that seem to be gophers.

curious cyclists watch us go next to the wedding procession.

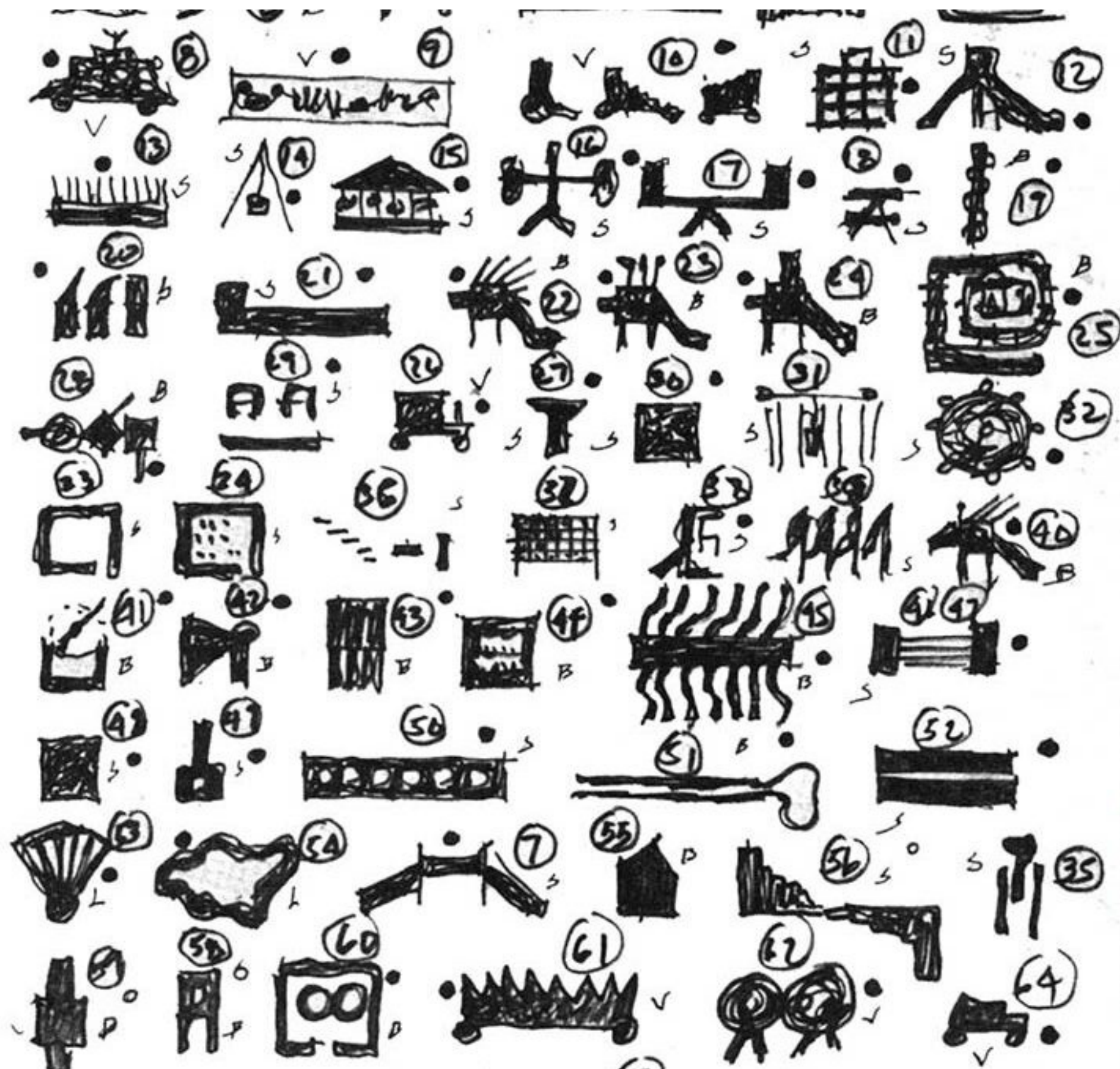


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***The parking ramp that wanted to be a beach***  
Site plan 1/500



- 1 Horticulturist
- 2 Gardener
- 3 Rosewoman
- 4 Metalman
- 5 Park Attendant
- 6 Inhabitants
- 7 Drawbridge Man
- 8 Trolley Man
- 9 Mechanic
- 10 Operator
- 11 Children JJ
- 12 Children SP
- 13 Children SB
- 14 Children S
- 15 Children MGR
- 16 Children SP2
- 17 Children SS
- 18 Children PT
- 19 Physician
- 20 Nurse
- 21 Optometrist
- 22 Painter
- 23 Musician
- 24 Poet
- 25 Soloist
- 26 Musicians
- 27 Dancer
- 28 Librarian
- 29 Typesetter
- 30 Poem
- 31 Mask Repairman
- 32 Watch Repairman
- 33 Paper Restorer

- 35 Plumber
- 36 Shoe Repairman
- 37 Clothman
- 38 Crochet Lady
- 39 Shade Woman
- 40 Security
- 41 Researcher
- 42 Identity Card Man
- 43 Stampman
- 44 Accountant
- 45 Keeper of the Records
- 46 Giver of the Keys
- 47 Taker of the Keys
- 48 Iceman
- 49 Fireman
- 50 Zoologist
- 51 Butterfly Collector
- 52 Catfish
- 53 Peacock
- 54 People
- 55 Child
- 56 Judge
- 57 Room for Thought
- 58 Room of the Innocent
- 59 Room for Those Who Looked the Other Way
- 60 Passengers
- 61 Toll Taker - Toll Taker II
- 62 Time Keeper
- 63 The Dead
- 64 The Travellers
- 65 The Exiles
- 66 The Disappeared



