

UNEXPLORED | a film about using video as tool in architectural design

Description

Unexplored is a research film created by me, Jonas Althuis, as the final component of the research phase within my graduation project in the Explore Lab graduation studio at the Faculty of architecture and the Built Environment, TU Delft. While the bulk of the research was done between October 2022 and January 2023, the film was created in August 2023 and is in essence a summary and final evaluation of the research I had done before. My research explored the possibilities of using video as tool in the architectural design process in a very applied way, experimenting with creating videos in parallel to standard/traditional architectural techniques. The two research questions below structured my research. It was an interesting and fruitful process and led to many new insights and lessons. The film is a compilation of the six research videos I made during the primary research phase, with commentary added on top of each video where I explain my methods and choices, and give recommendation for recreating techniques. The film is structured like a research paper; introduction, results, conclusion, reflection, and proved to be an effective way to combine everything together and be able to evaluate my research videos.

Research Questions

Primary question: In which ways can the medium of video be used as a tool throughout the architectural design process?

Secondary question: How does the use of video at different stages of the design process affect design outcomes?

Project Tutors

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Summary of Key Findings

The application of video in the architectural design process has a number of interesting outcomes, and holds a lot of potential, but also comes with difficulties and drawbacks. Certainly for the research phase of a design project, video has a lot of potential in contributing meaningfully to the process. It can do so in different ways, like highlighting a problem statement, or concisely showing a location's atmosphere. Video can be a very strong basis for starting a dialogue and helping you to remember a site vividly. The design phase of generating and developing ideas however, is perhaps less suited to video. This could be because videos take a lot of planning to produce, and it's generally not a spontaneous process. Applying video in this phase requires further experimentation and research. In representing a design, video does have a lot of potential, because it's possible to vividly bring an architectural design or narrative to life, especially with the addition of audio. As I initially hypothesised, video can be an addition or supplement to existing design tools, but is not necessarily capable of replacing them completely. The drawbacks of using video is time consumption, especially with certain techniques, such as compositing different shots together or animating a series of drawings. Overall, a combination of traditional methods and tools, together with video, have a lot of potential to lead to interesting new insights and design results.

Film Structure

00:00 Beginning
01:23 Introduction
04:12 Commentary 1: Weekend
08:49 Summary 1: Weekend
09:24 Commentary 2: First Encounter
18:54 Summary 2: First Encounter
19:40 Commentary 3: Fieldwork
40:42 Summary 3: Fieldwork
41:23 Commentary 4: Lineation
44:14 Summary 4: Lineation
44:50 Conclusion
50:35 Reflection
52:17 Credits

Total length: 53m 27s

Overview of Research Products

- research plan (completed 09/11/2022)
- research videos (six videos, completed 10/10/2022 to 24/01/2023)
- research film (completed 23/08/2023)
- film transcript (completed 23/08/2023)
- film companion document (this document, completed 24/09/2023)

Link to Explore Lab Research playlist on youtube:

https://youtube.com/playlist?list=PL2ENgCey4Guf-TMdG_jBc-7YS8kSQGqej&si=njxYNBG1pD09bgg

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