# Subversive machines:

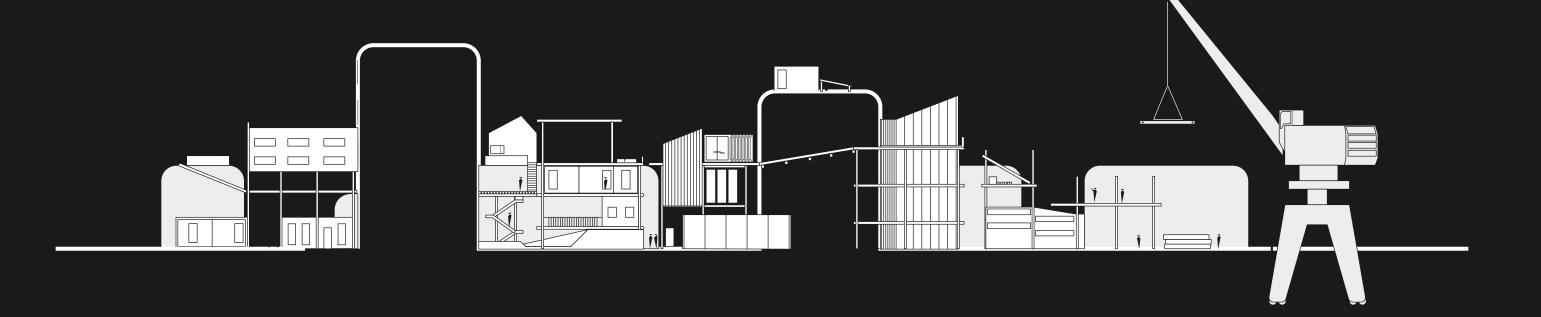
designing architectural freedom through open systems.

Zach Mellas

P5 / MSc Architecture, Urbanism and Building Sciences.

# Overview:

- 1. Technology, technicity & systems.
- 2. Site conditions: a system-environment.
- 3. Designing constraints.
- 4. A material landscape.

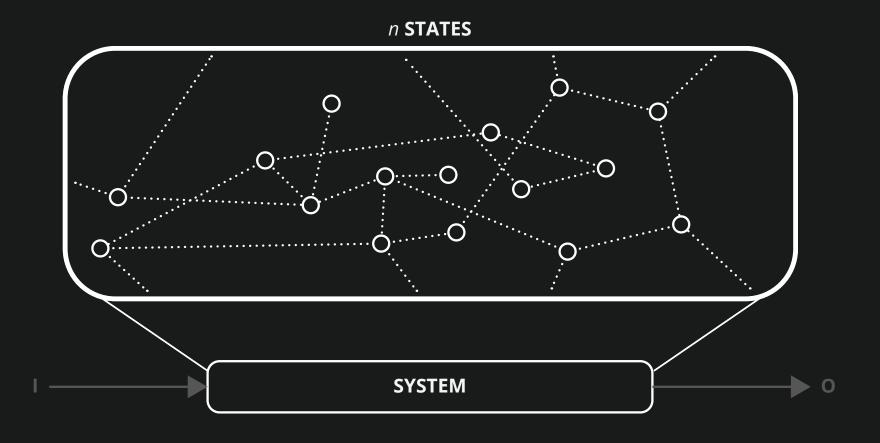


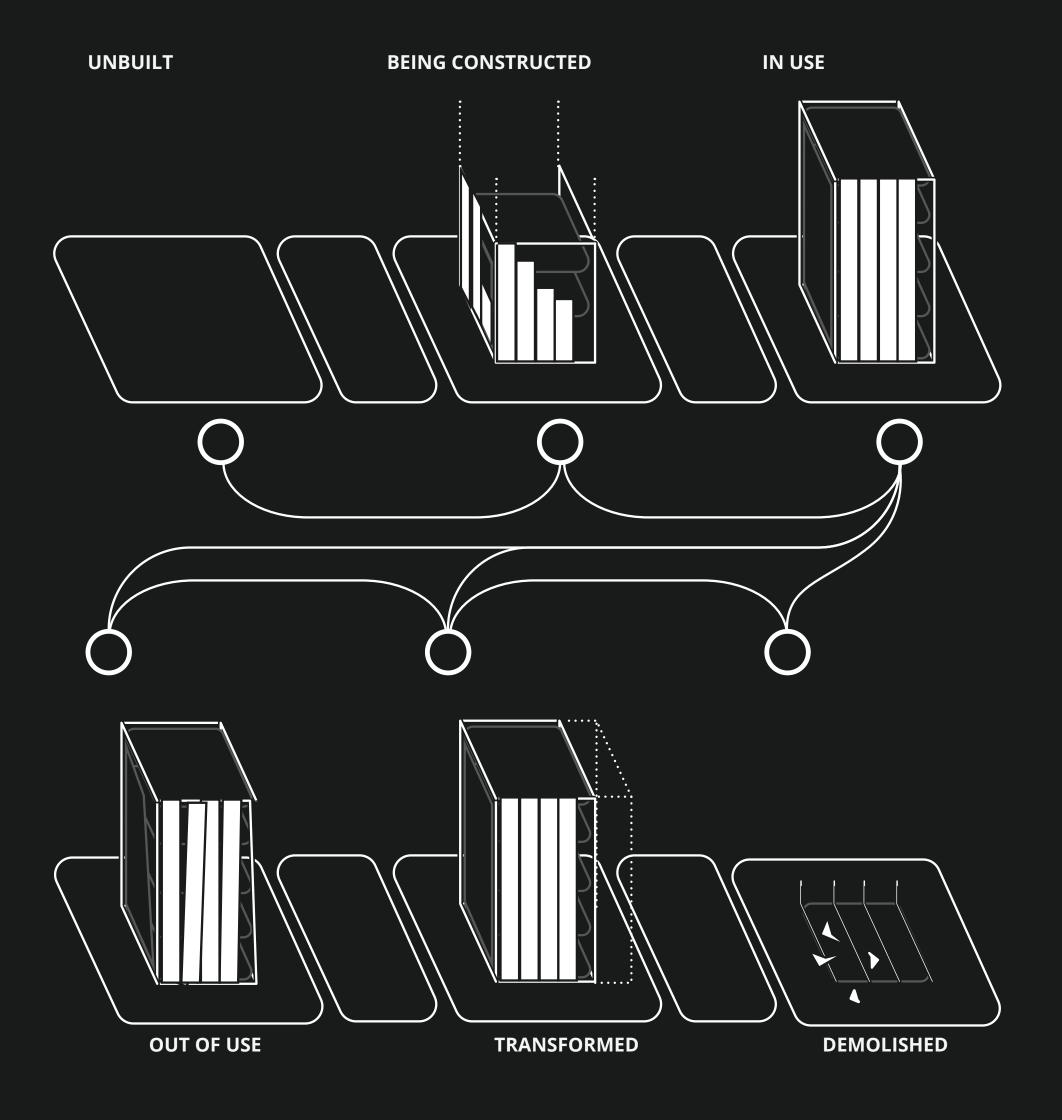
Overview

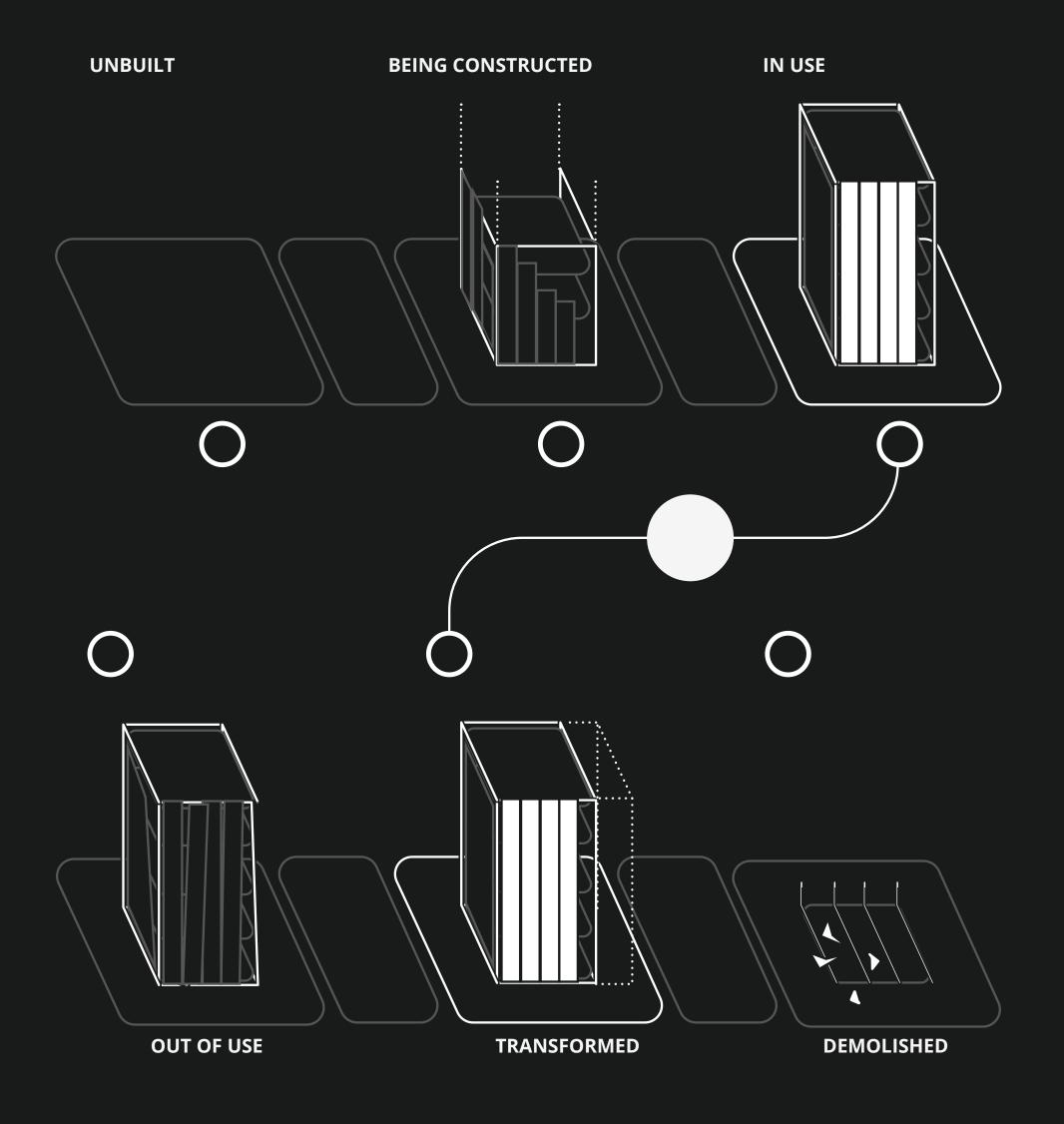
1. Technology, technicity & systems.

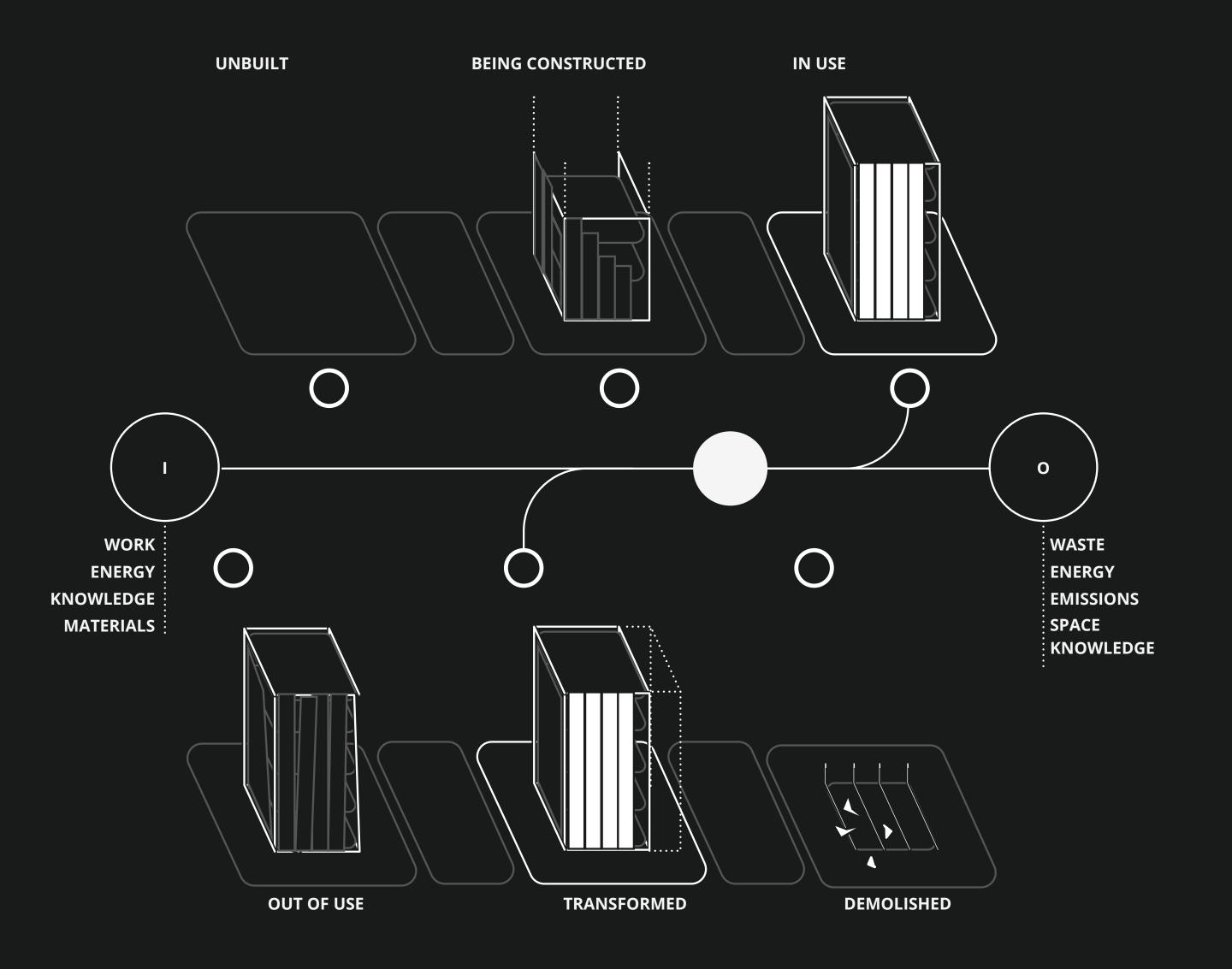
**SYSTEM** 



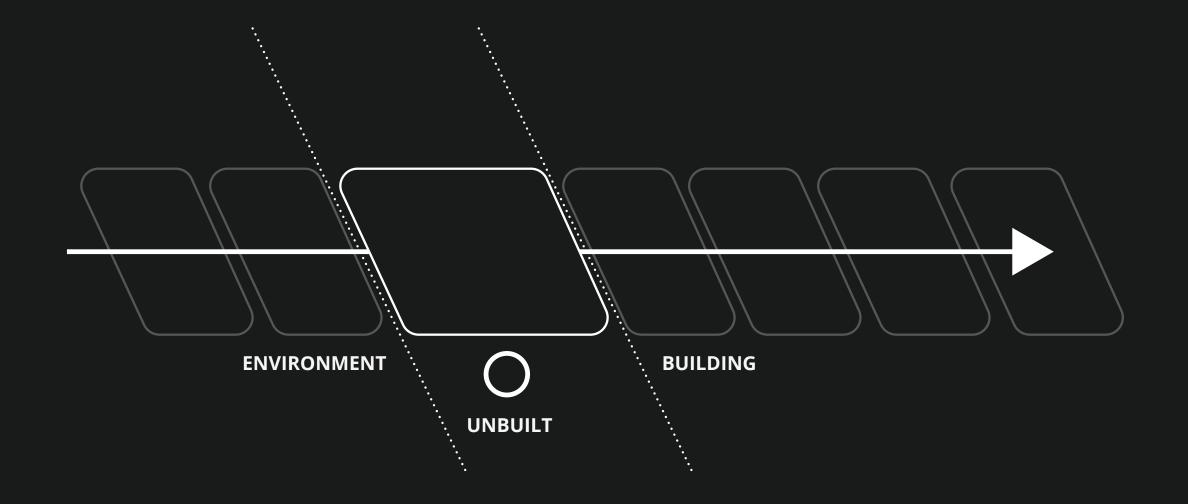


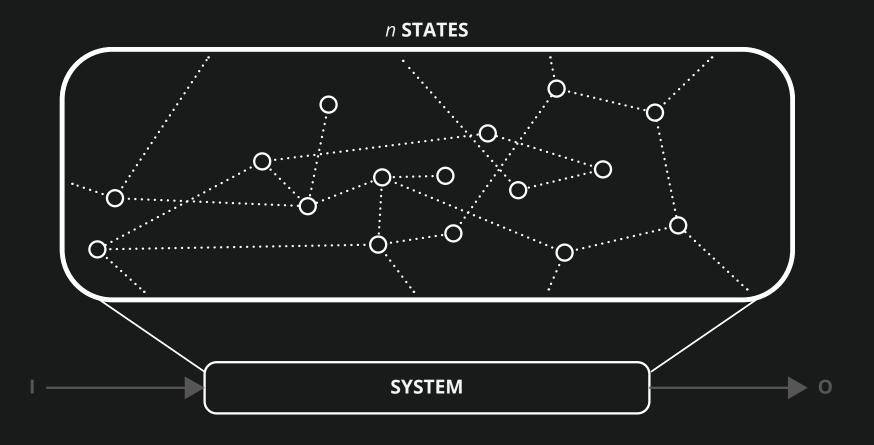


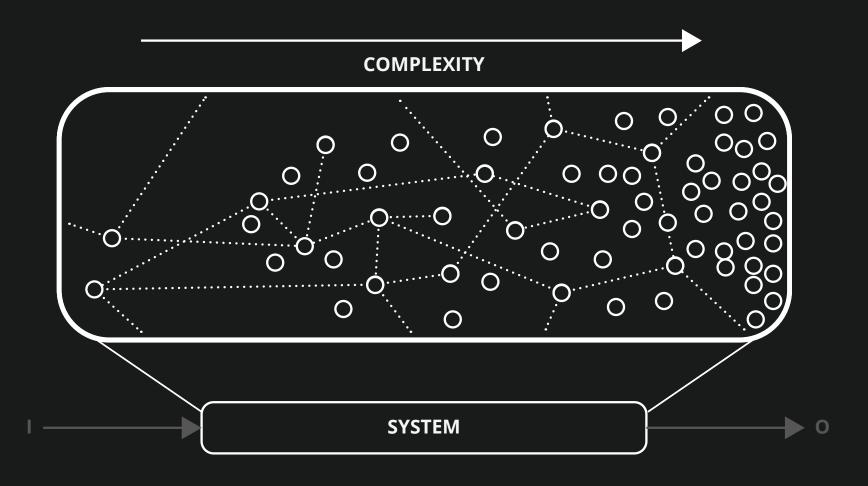


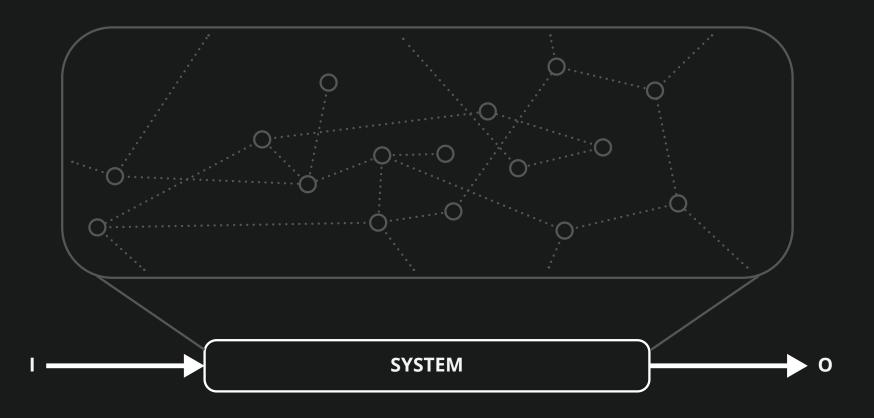


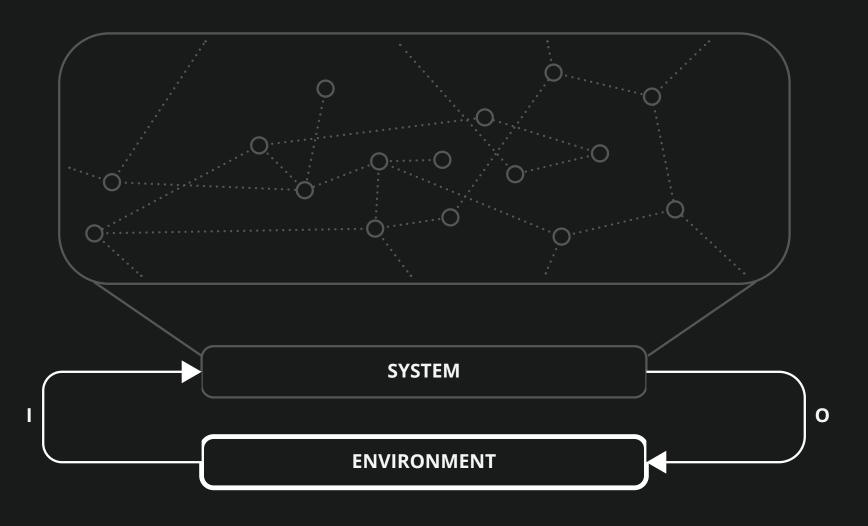


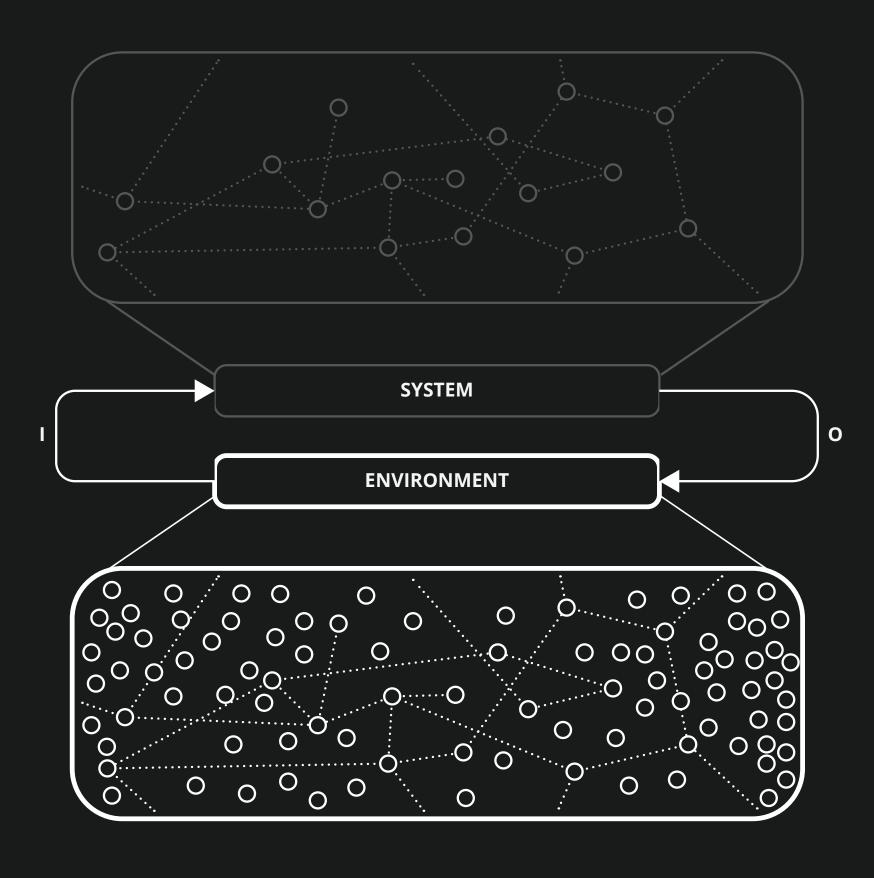


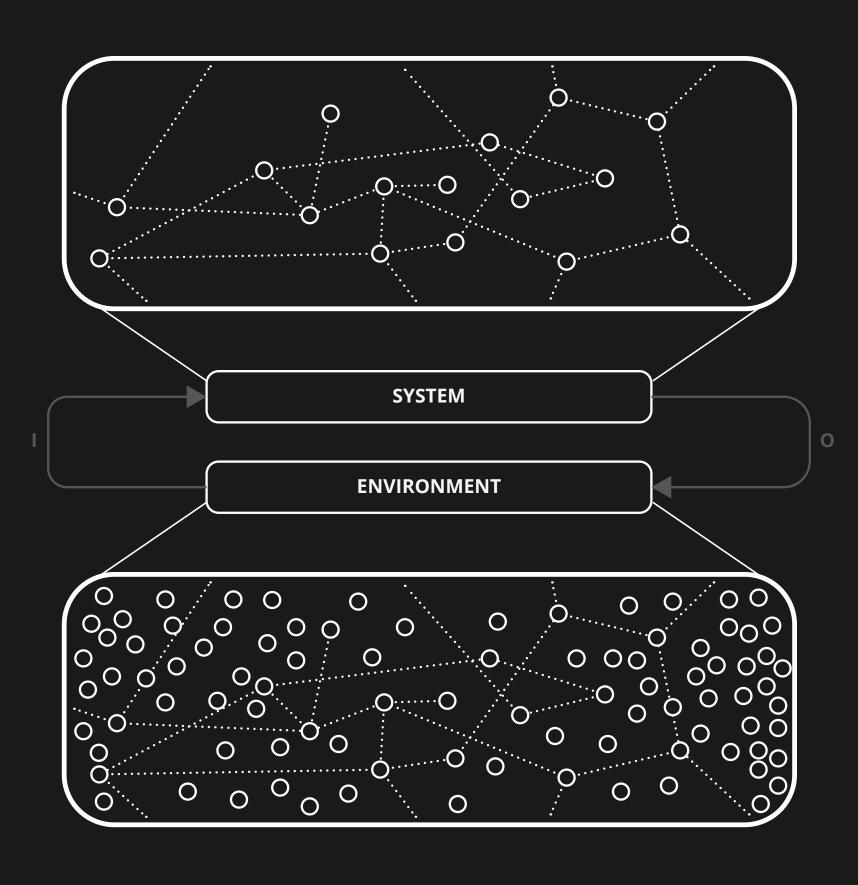


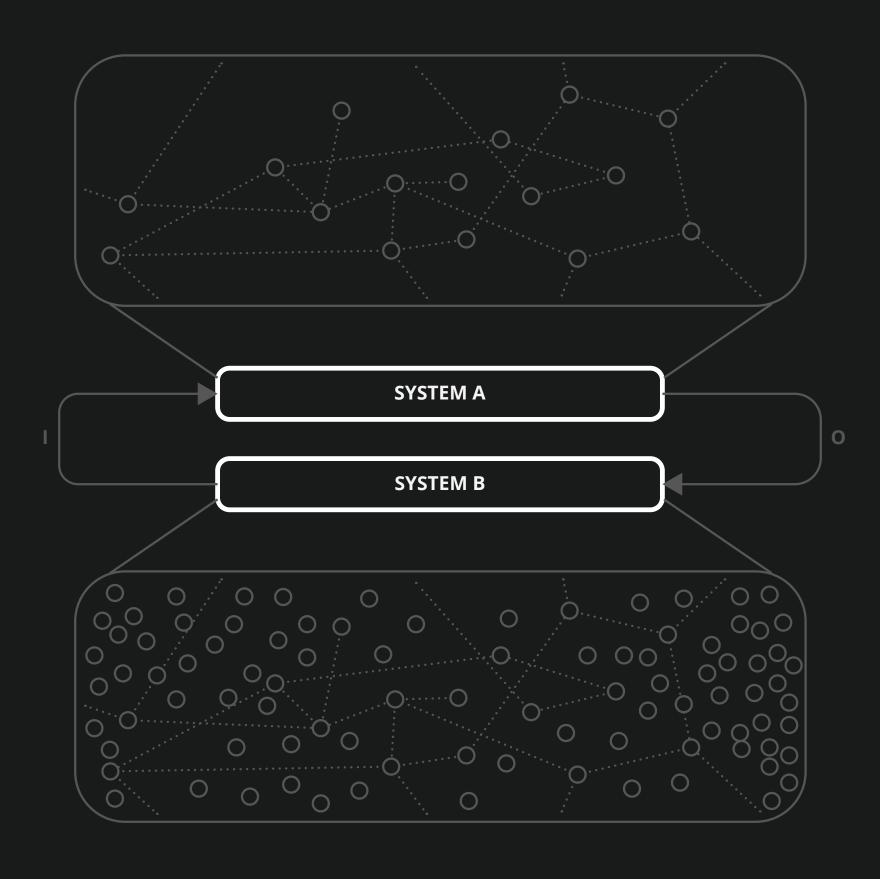




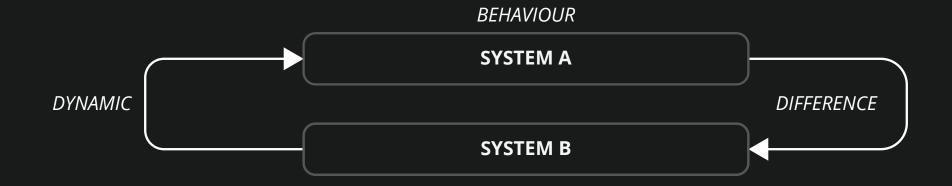








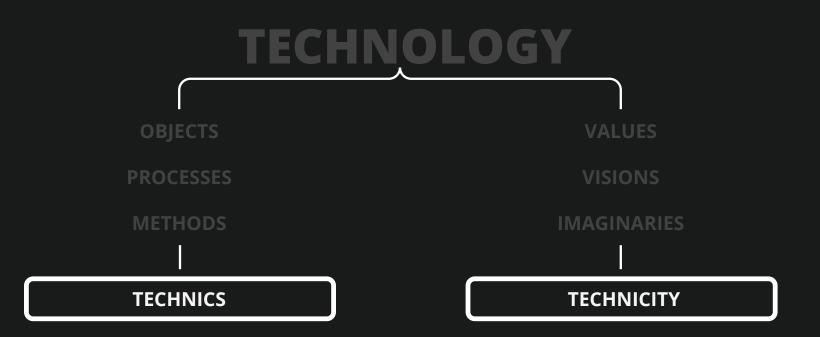


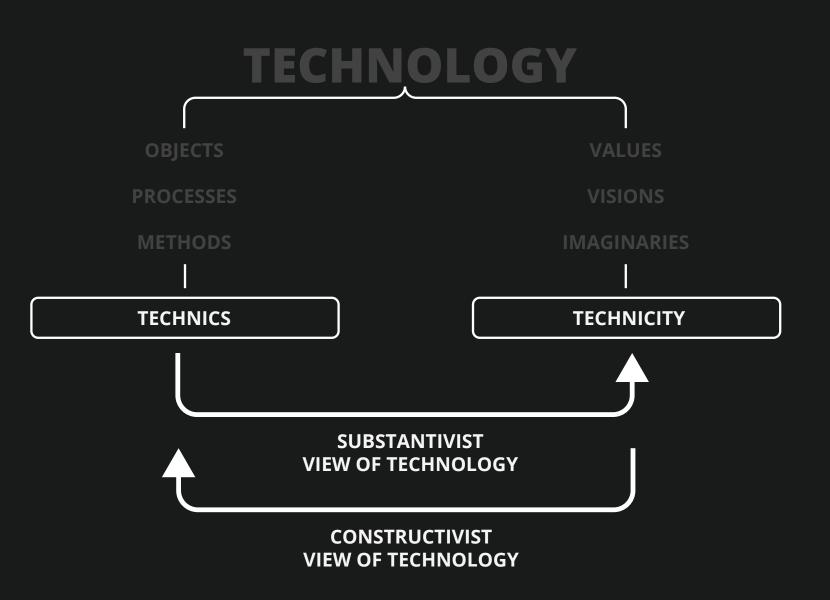


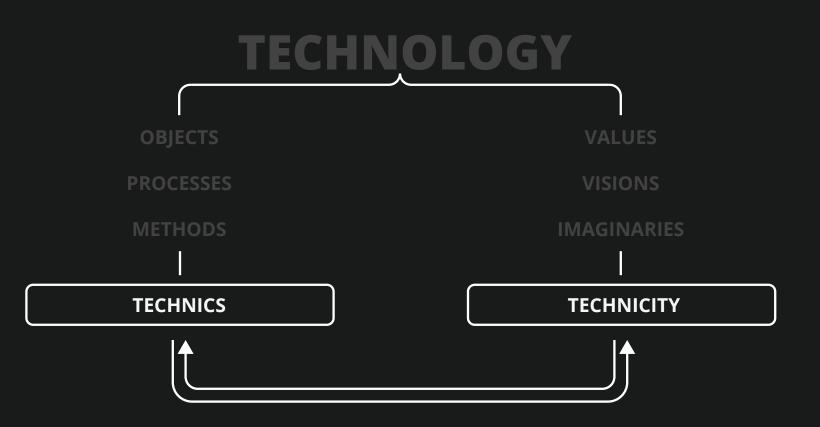
**TECHNOLOGY** 

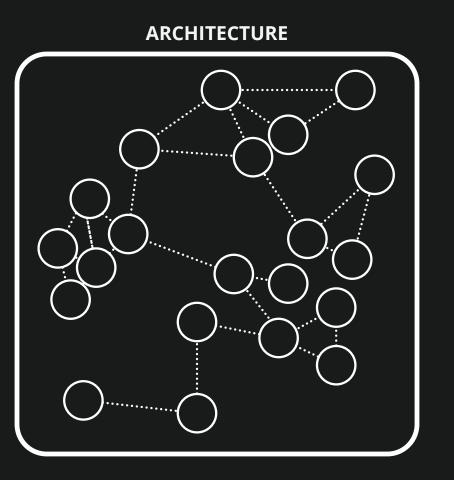
22

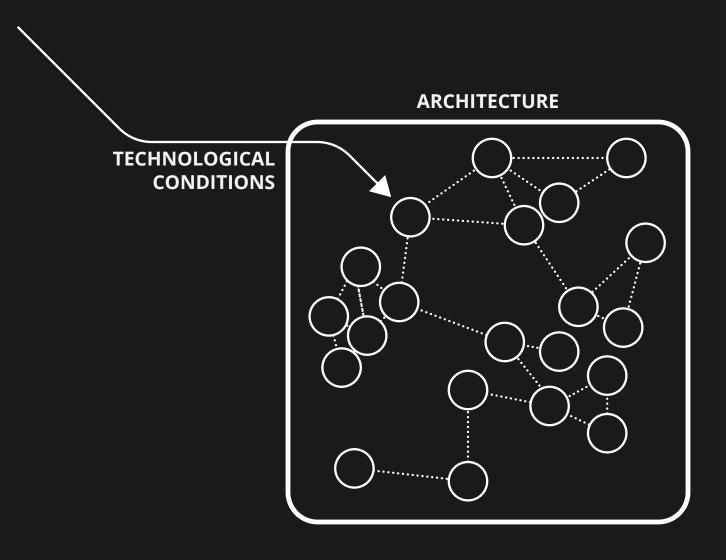


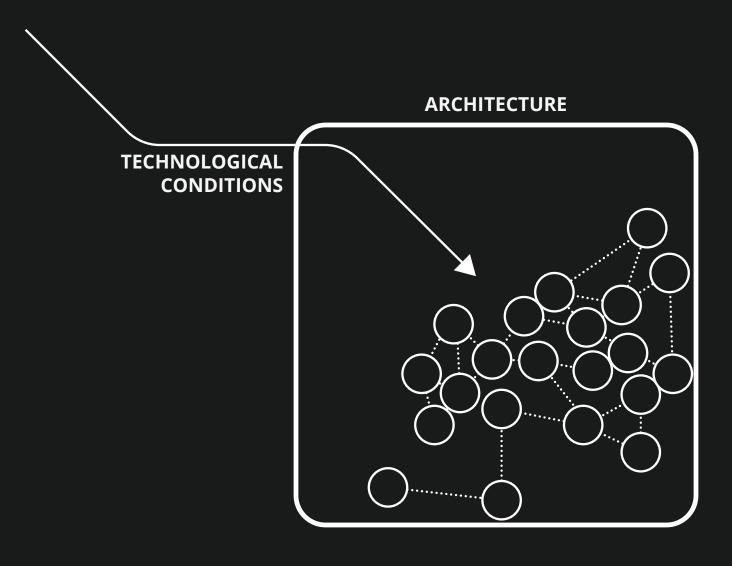


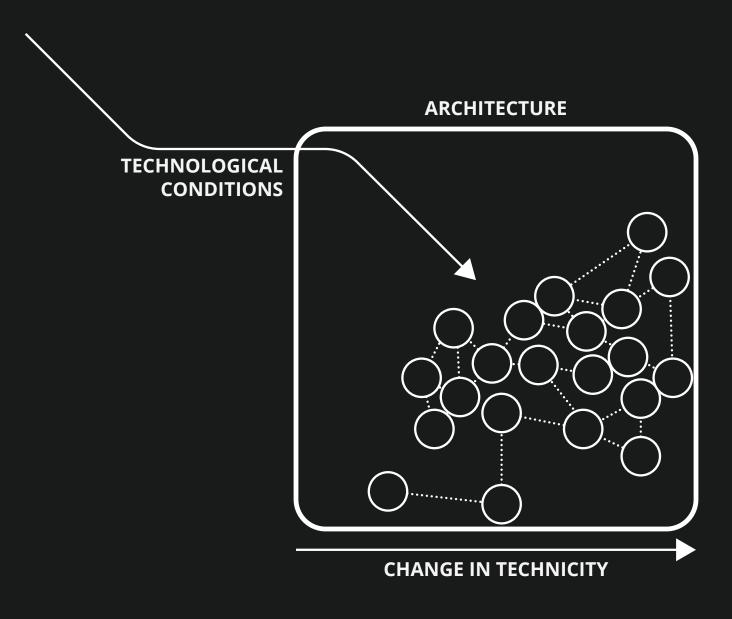


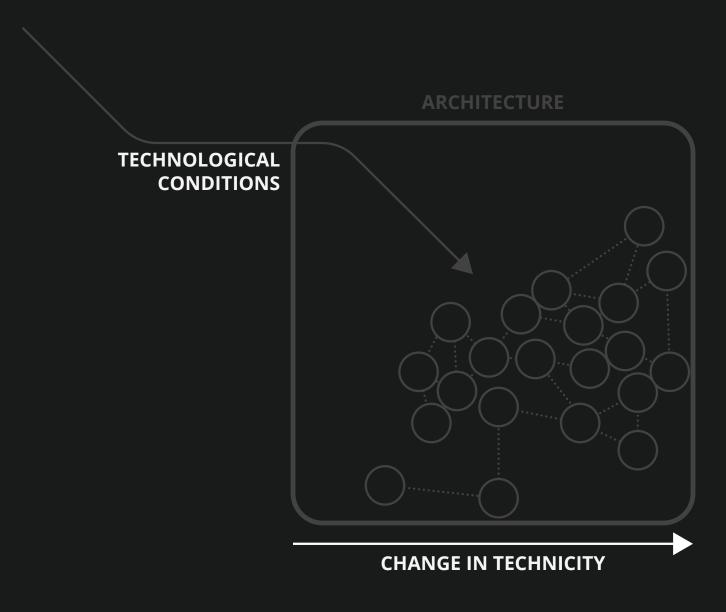


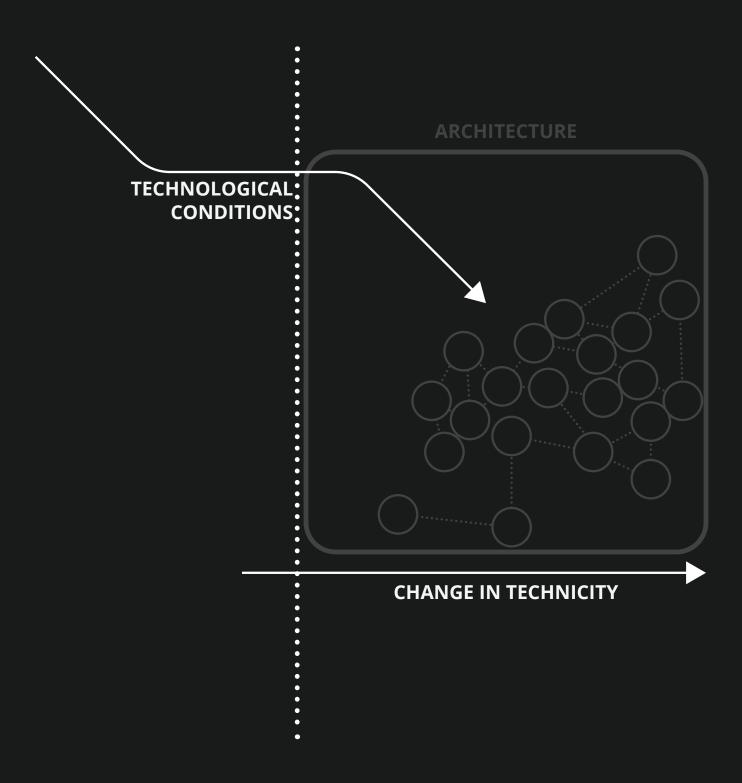


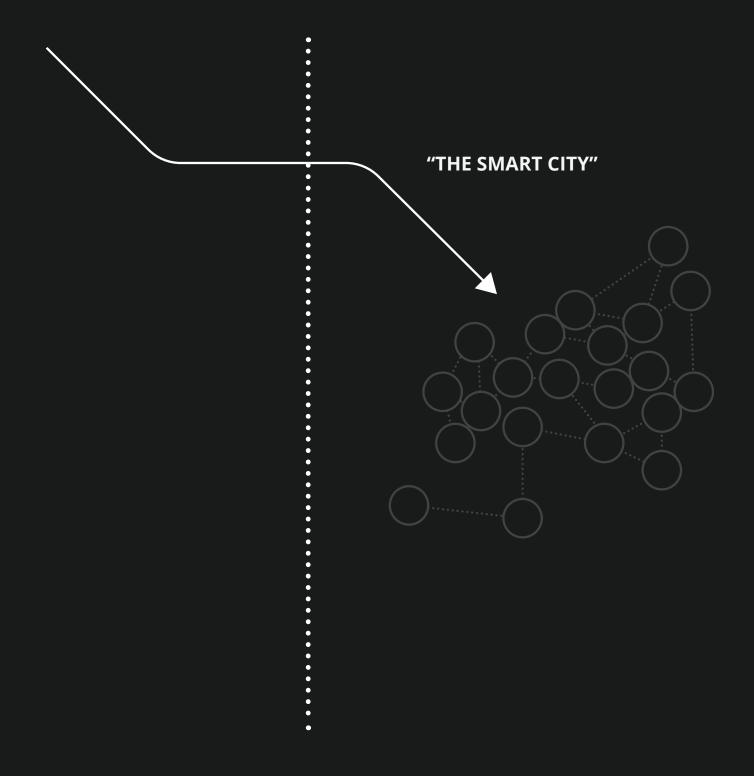


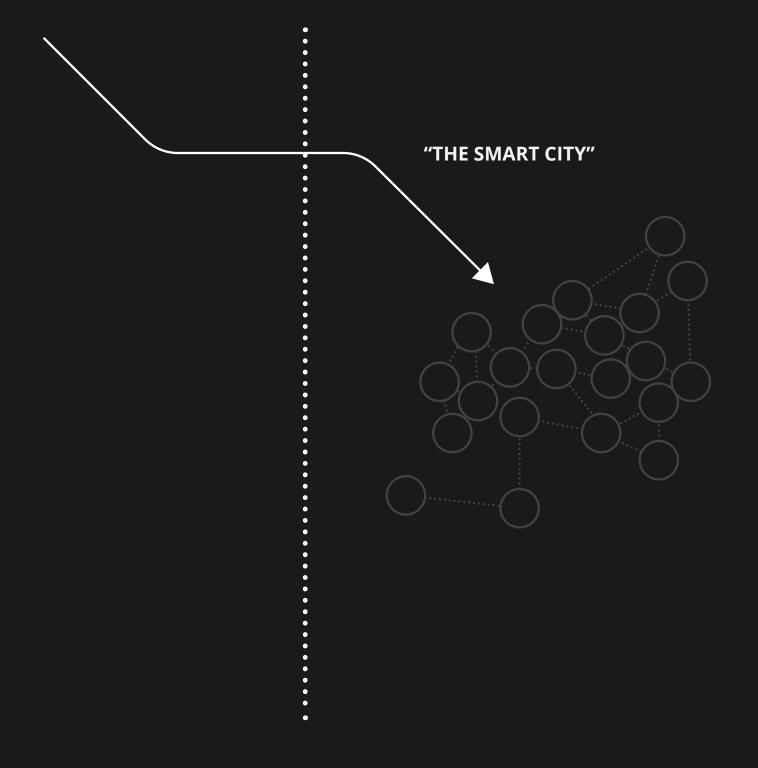








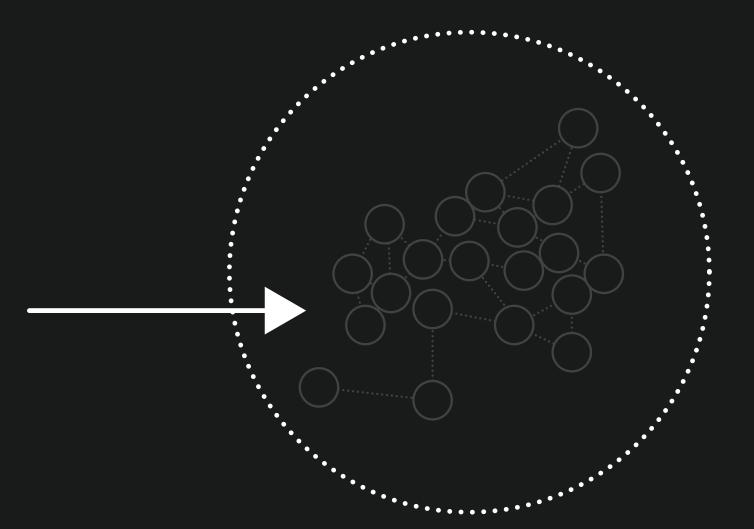




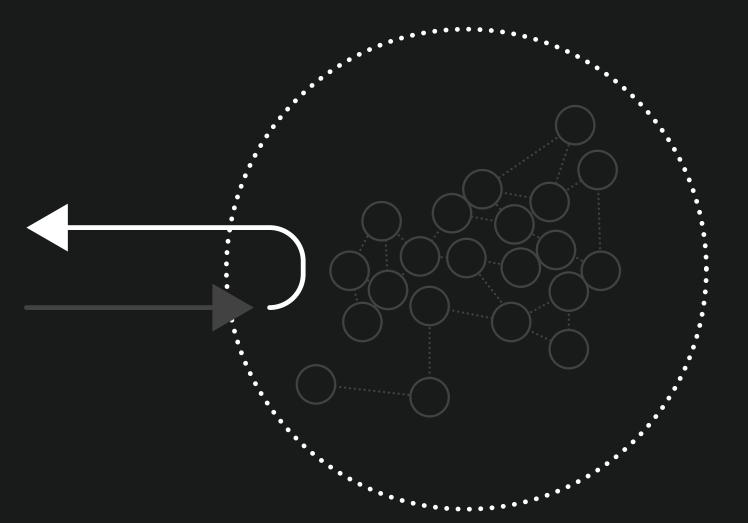
#### underlying ideological assumption:

that the future built environment will be privately owned and operated, including its virtual and physical infrastructure

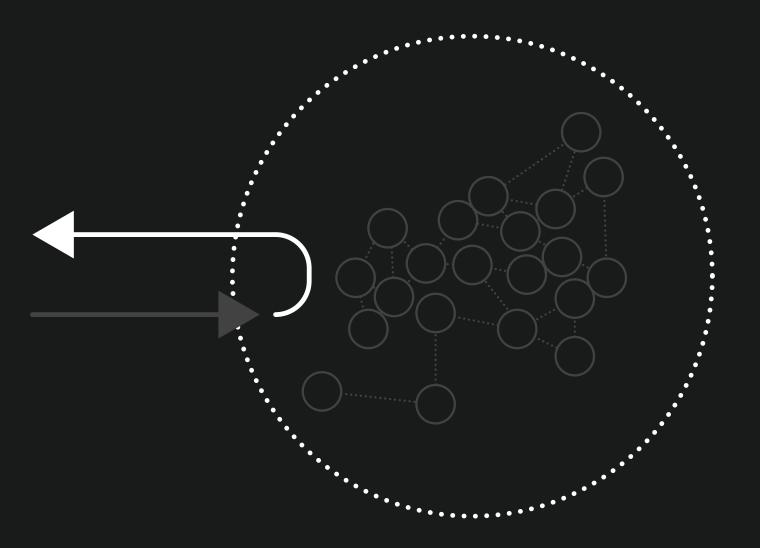
### Instead of imposed logic...



## A critical technicity



## A critical technicity



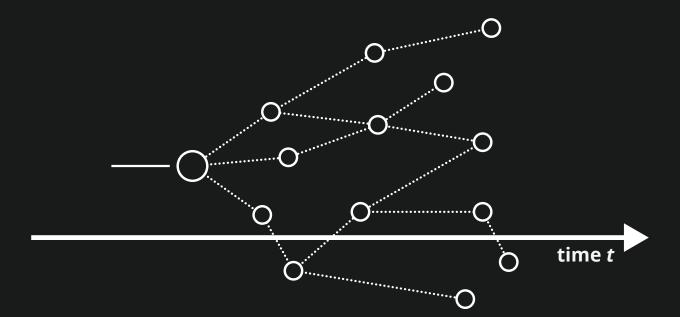
Influencing technical development toward emancipatory outcomes.

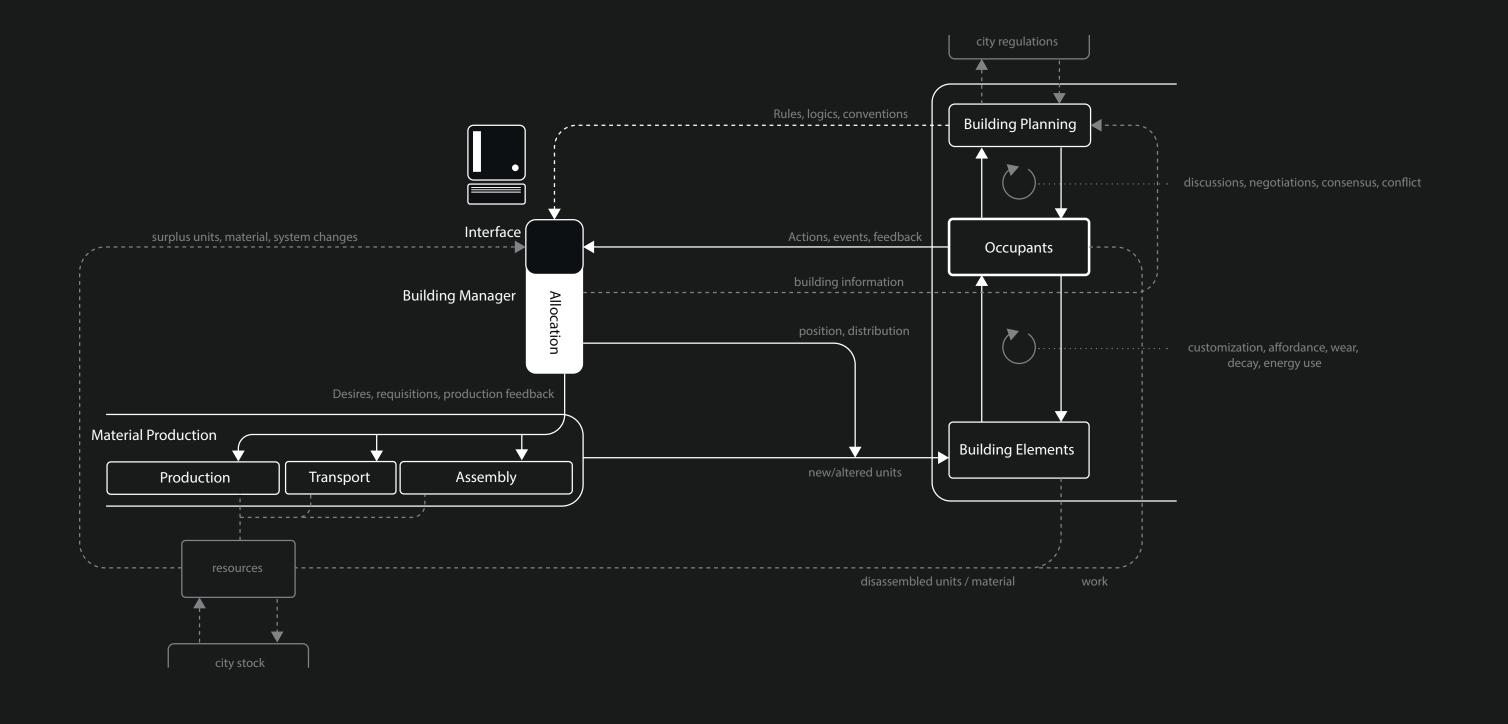
Technicity 37

ARCHITECTURE

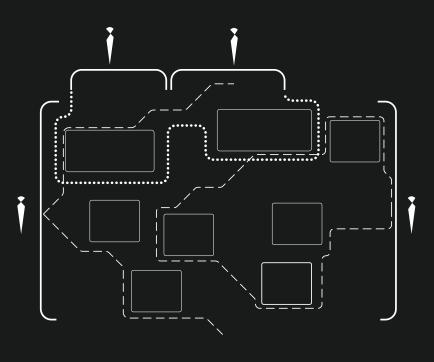
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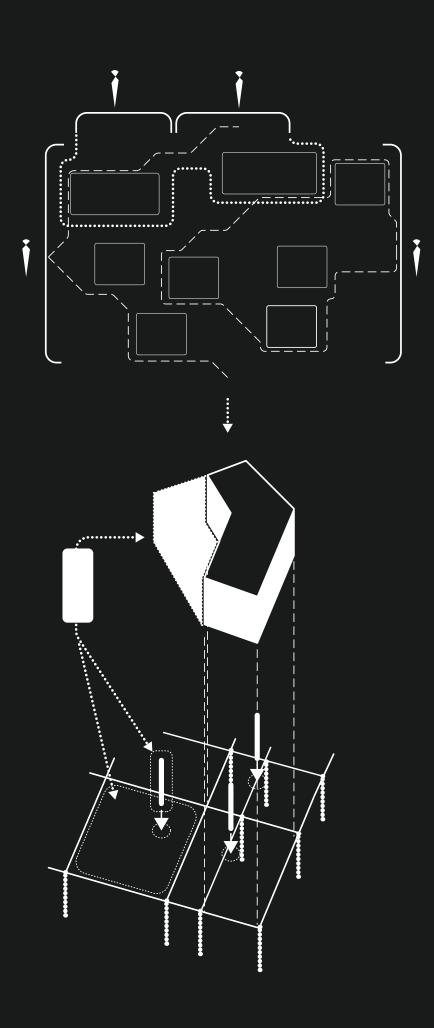
## ARCHITECTURE





Cybernetics 41



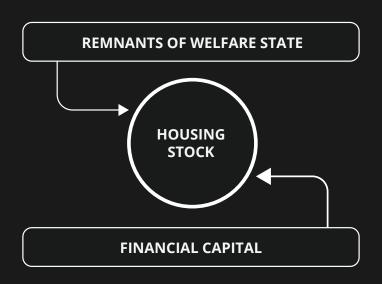


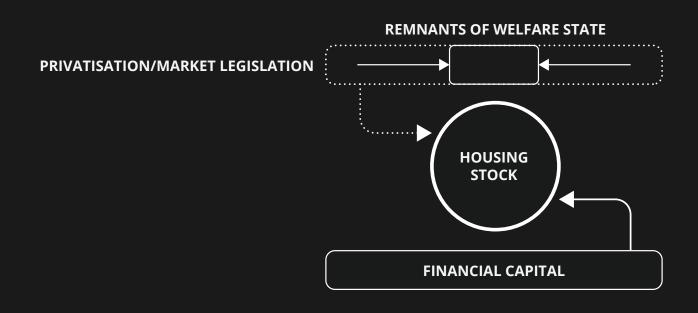
Cybernetics 43

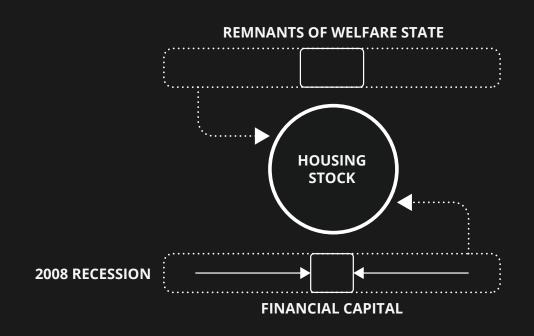
2. Site conditions: a system-environment.

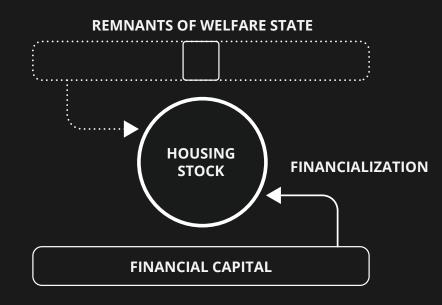
REMNANTS OF WELFARE STATE

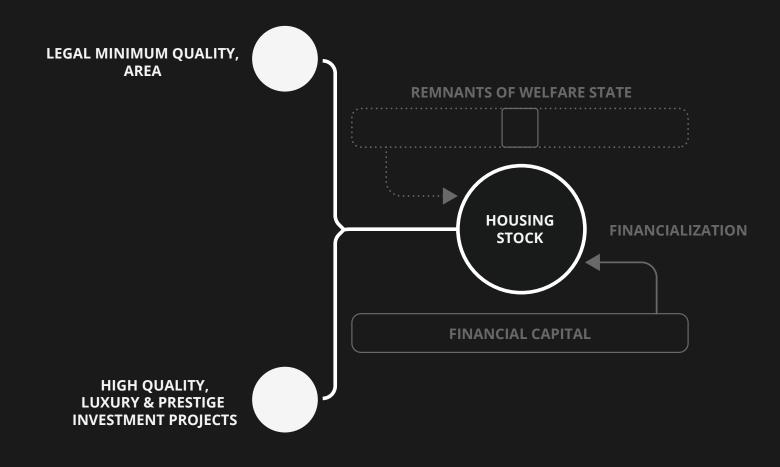
FINANCIAL CAPITAL

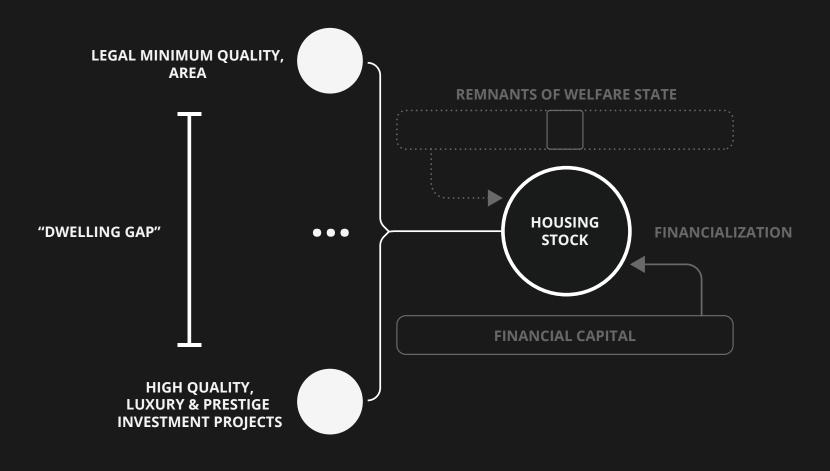


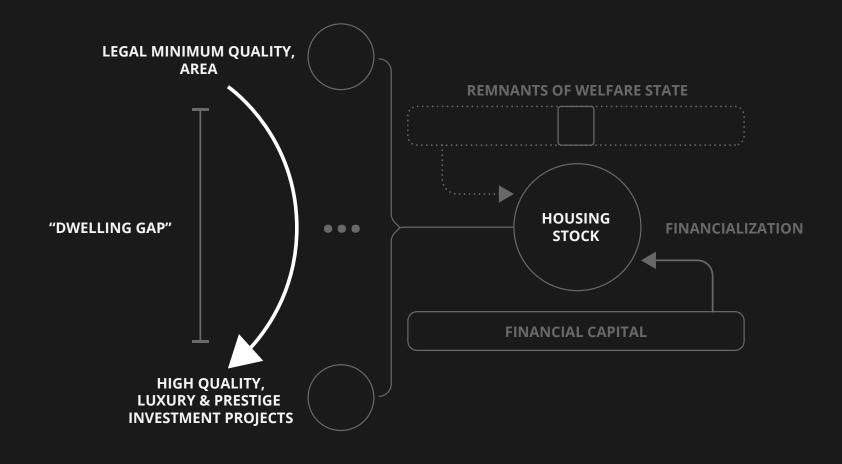


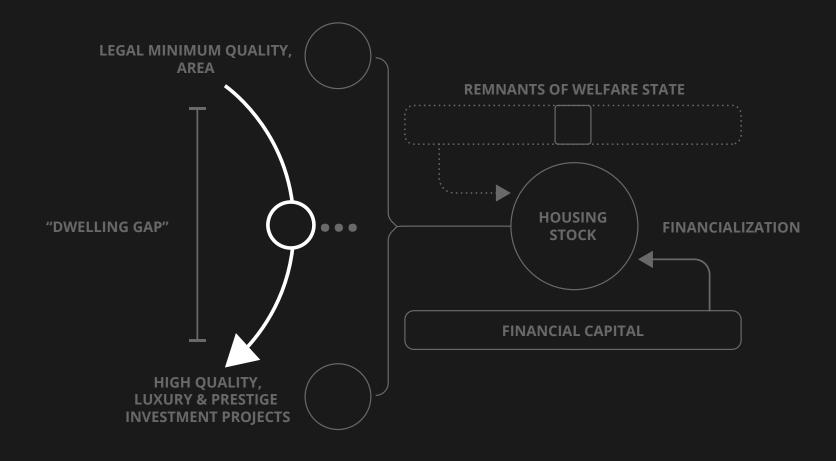


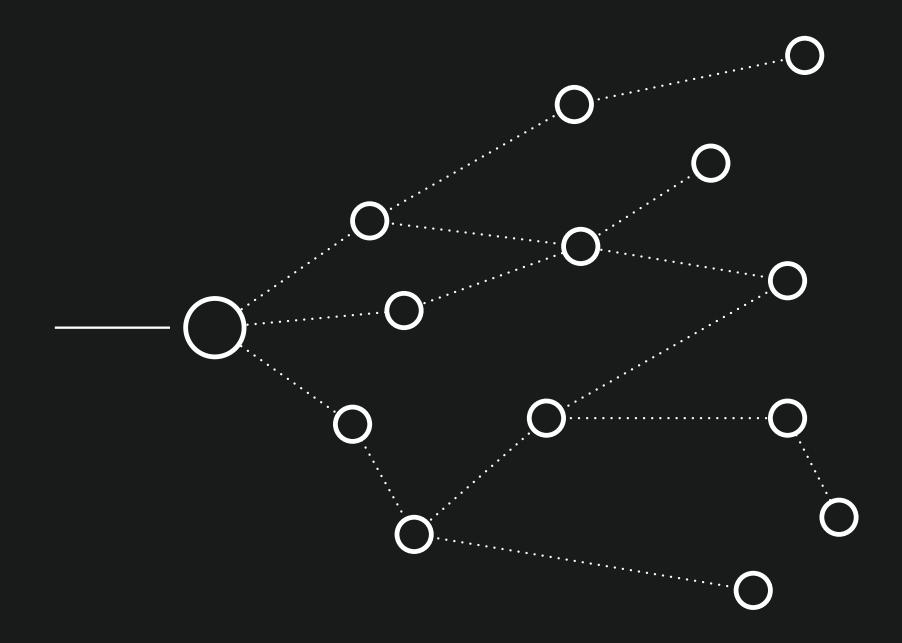










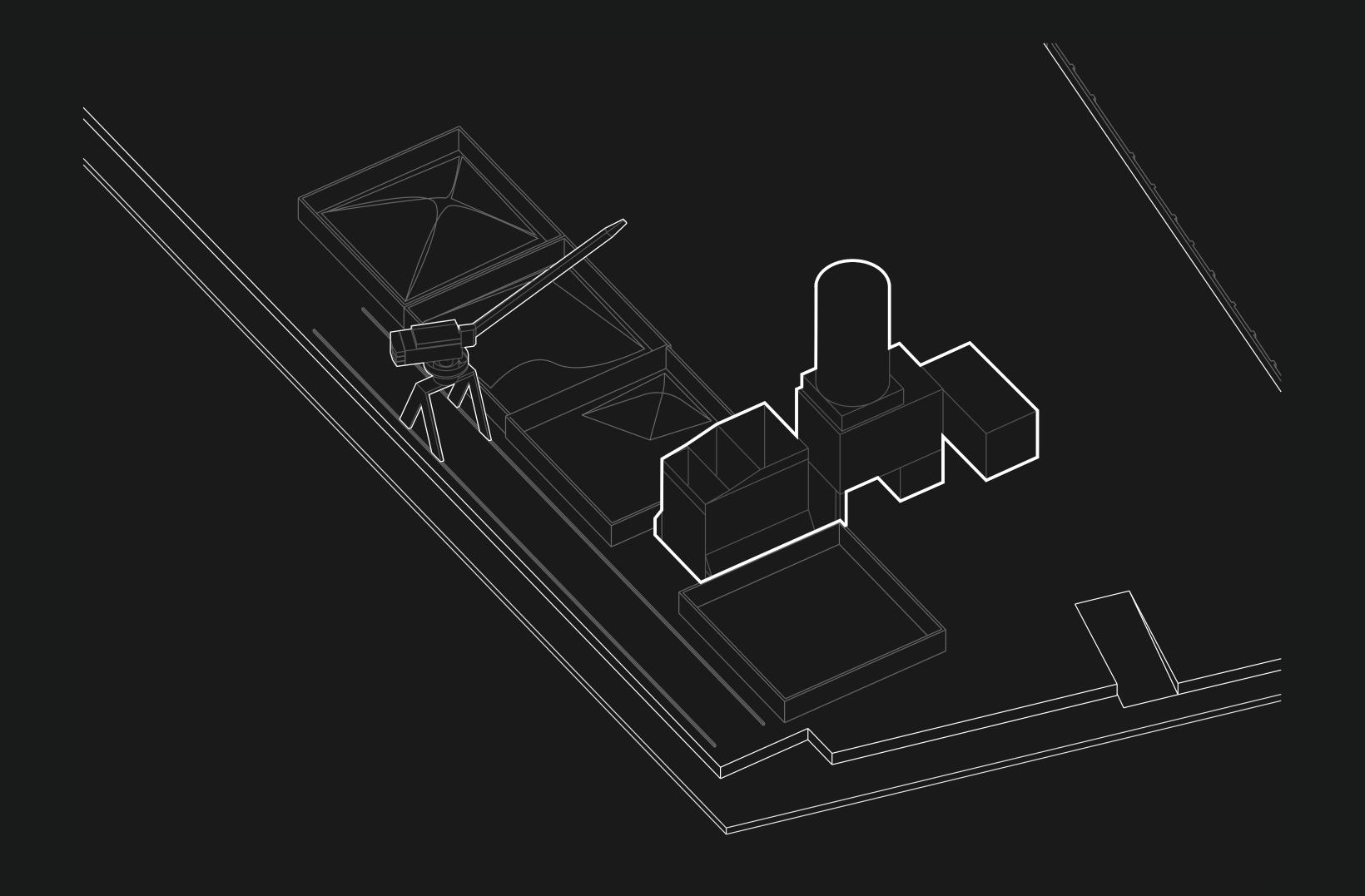


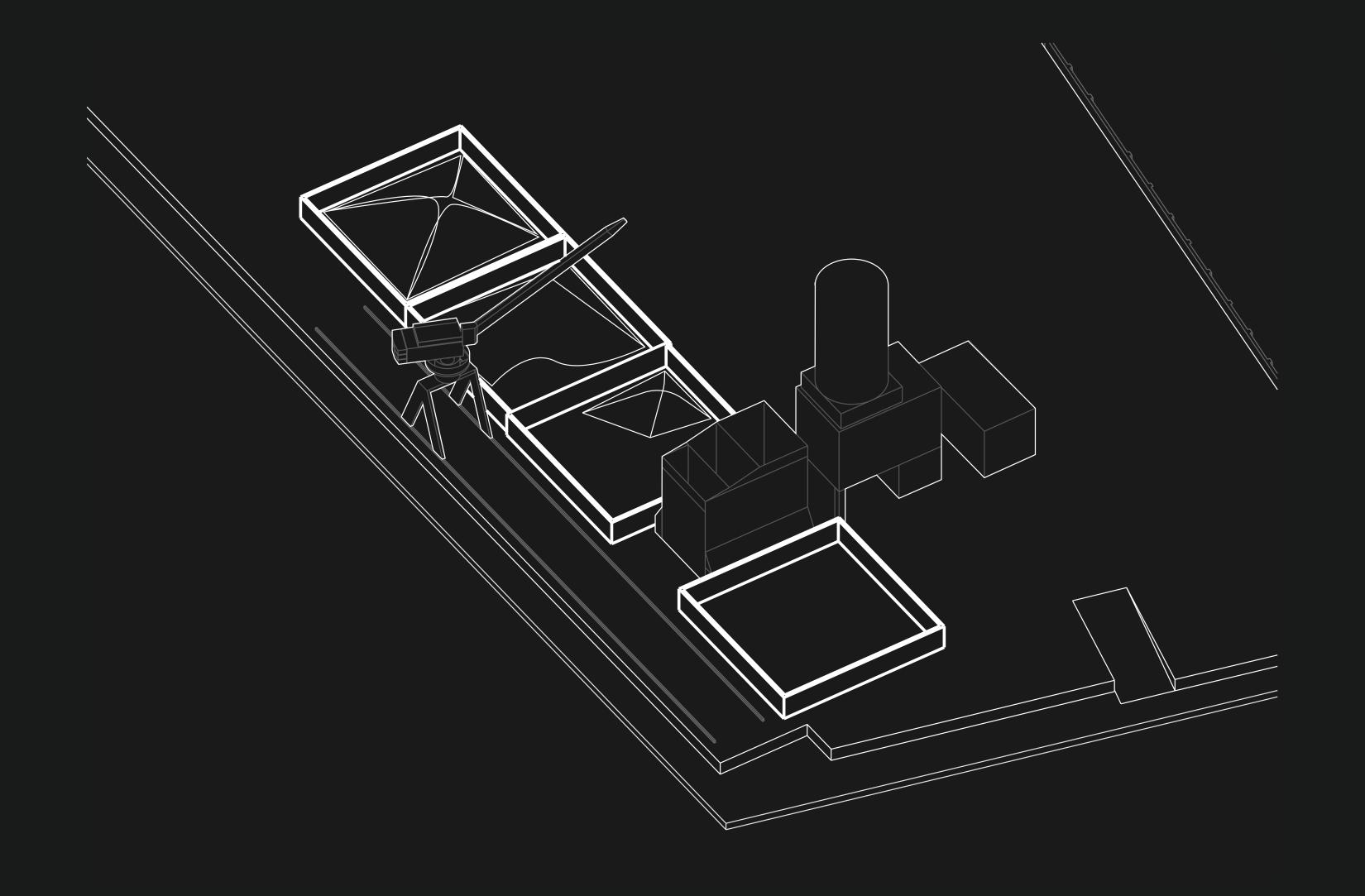


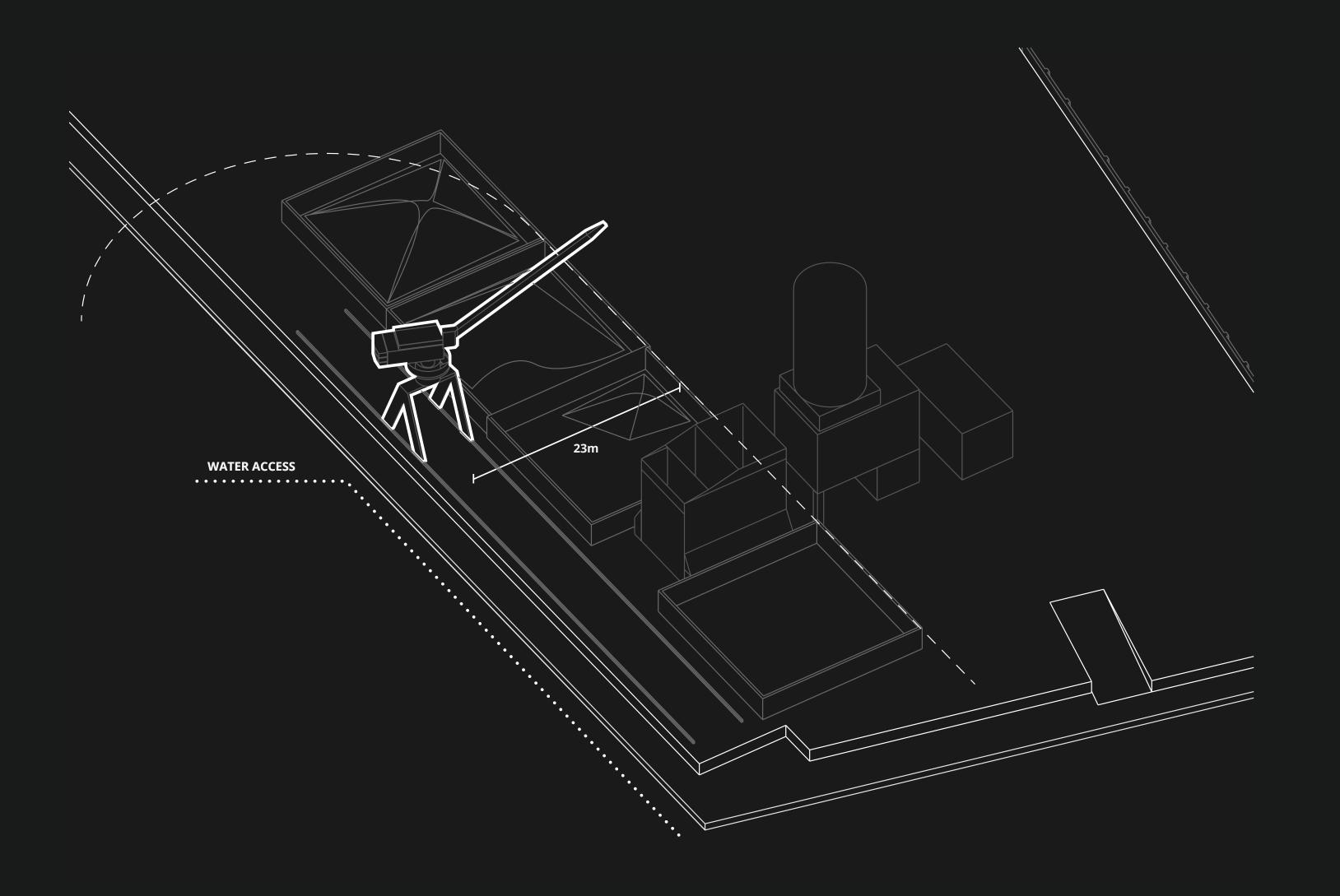
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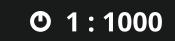


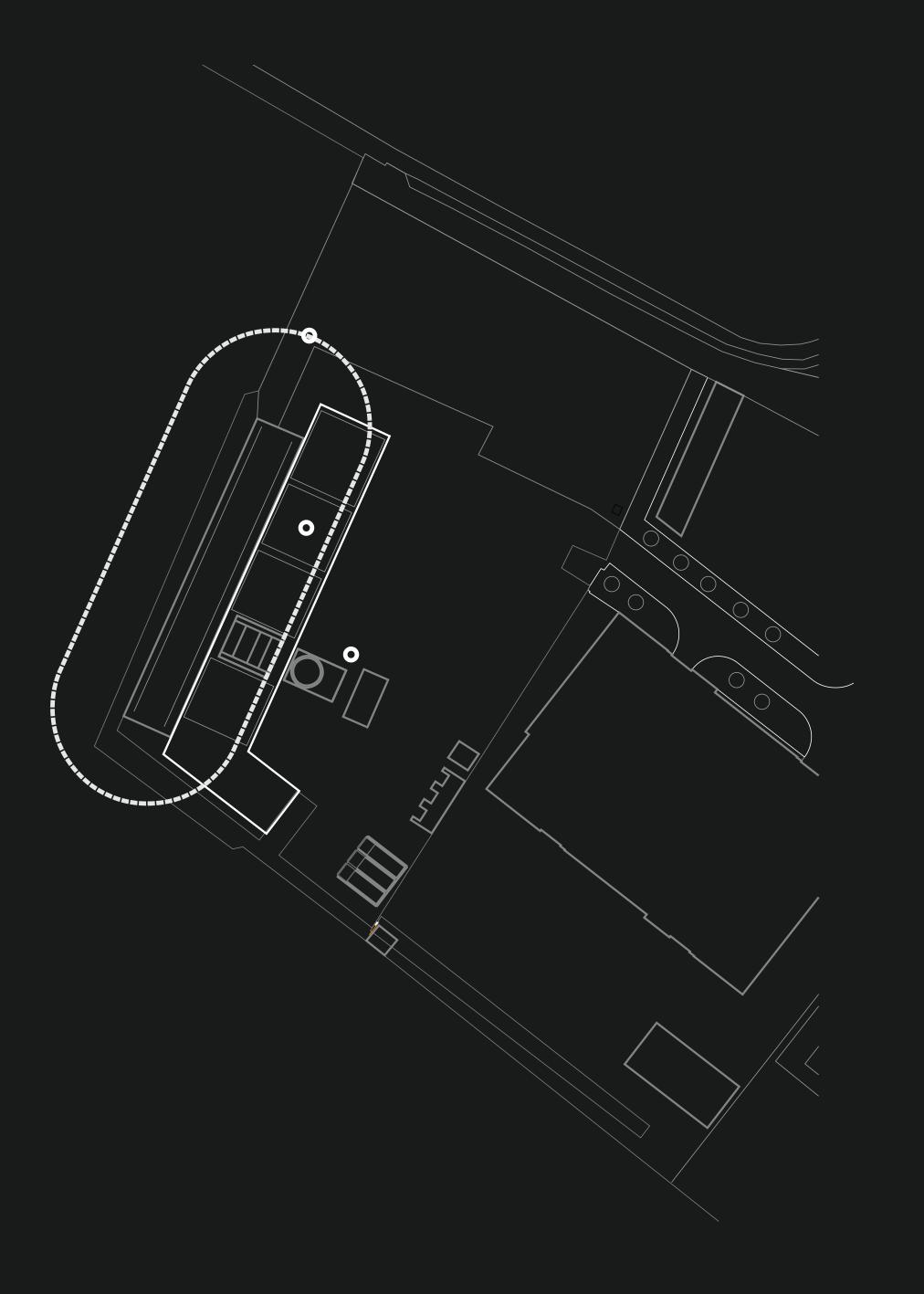
Site

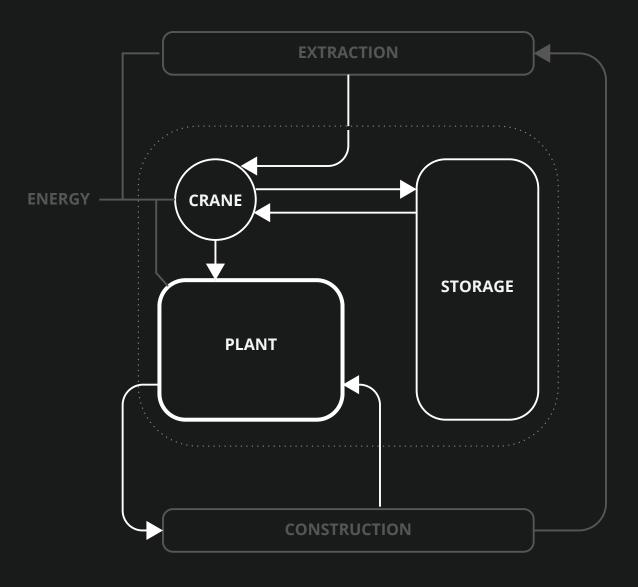




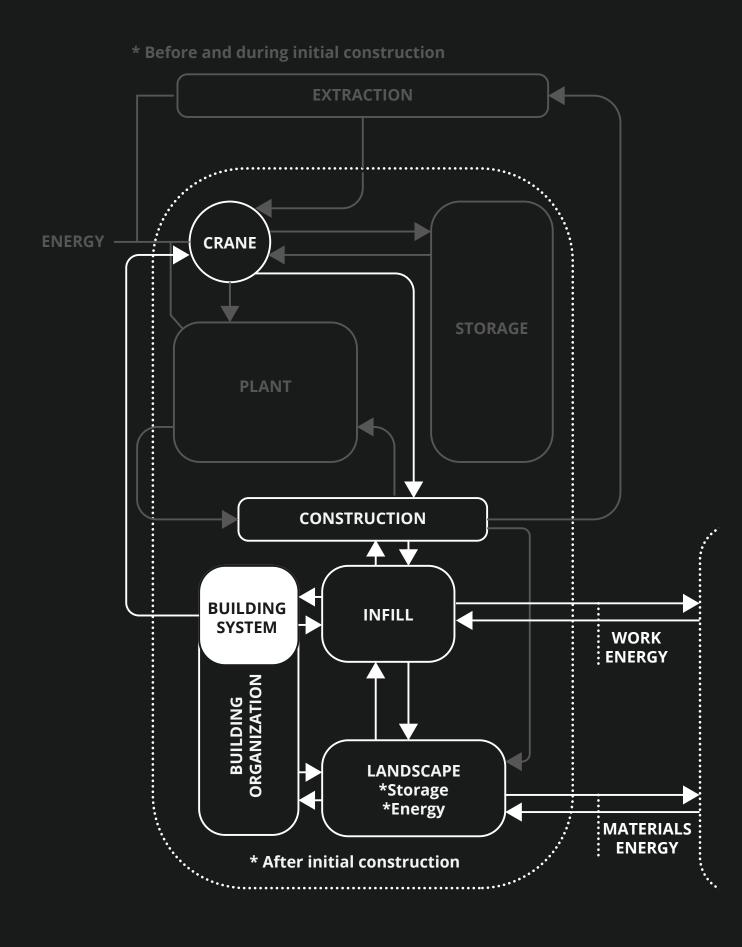




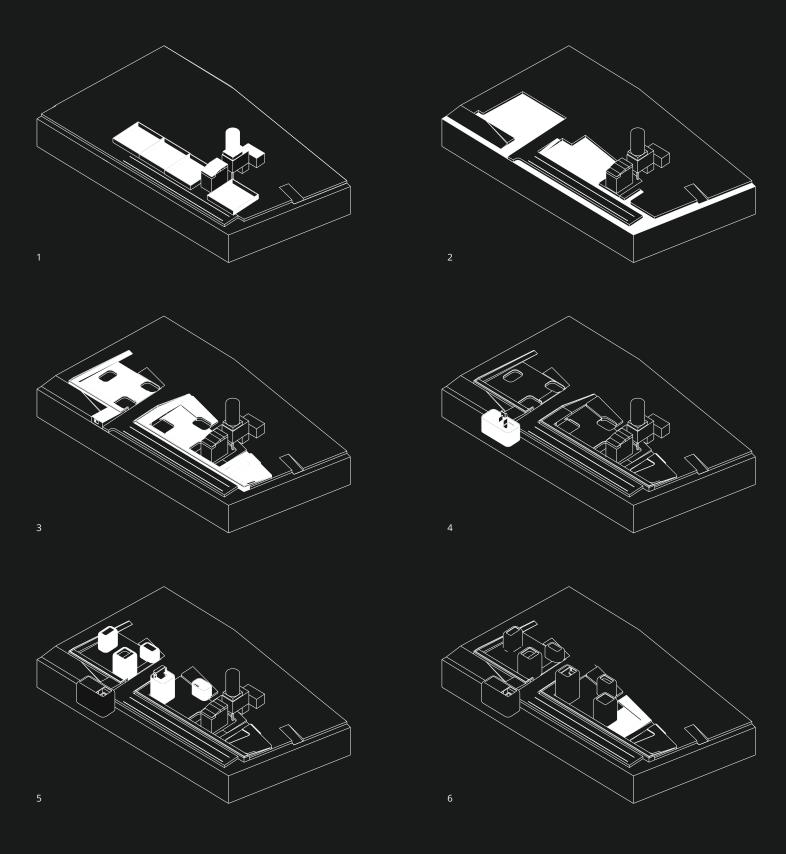




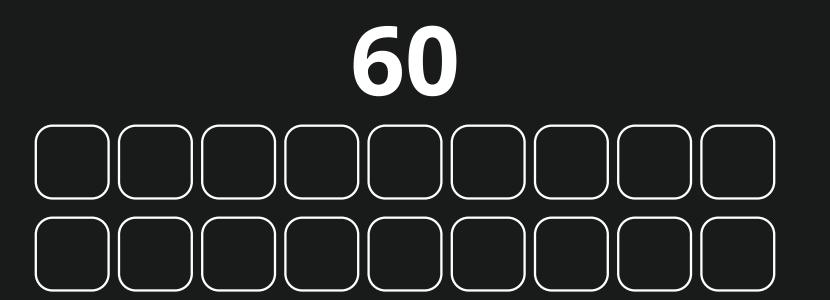
Site-system 62

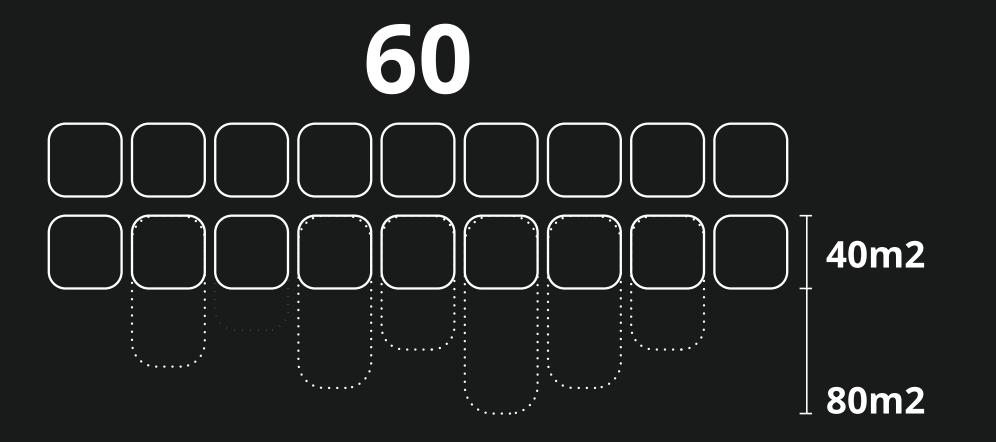


Site-system 63

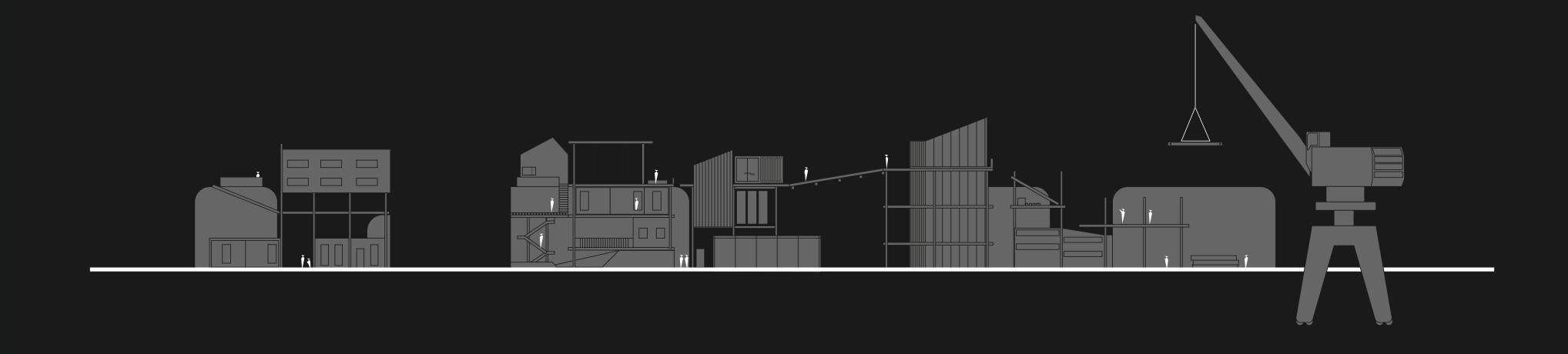


Site-system **64** 

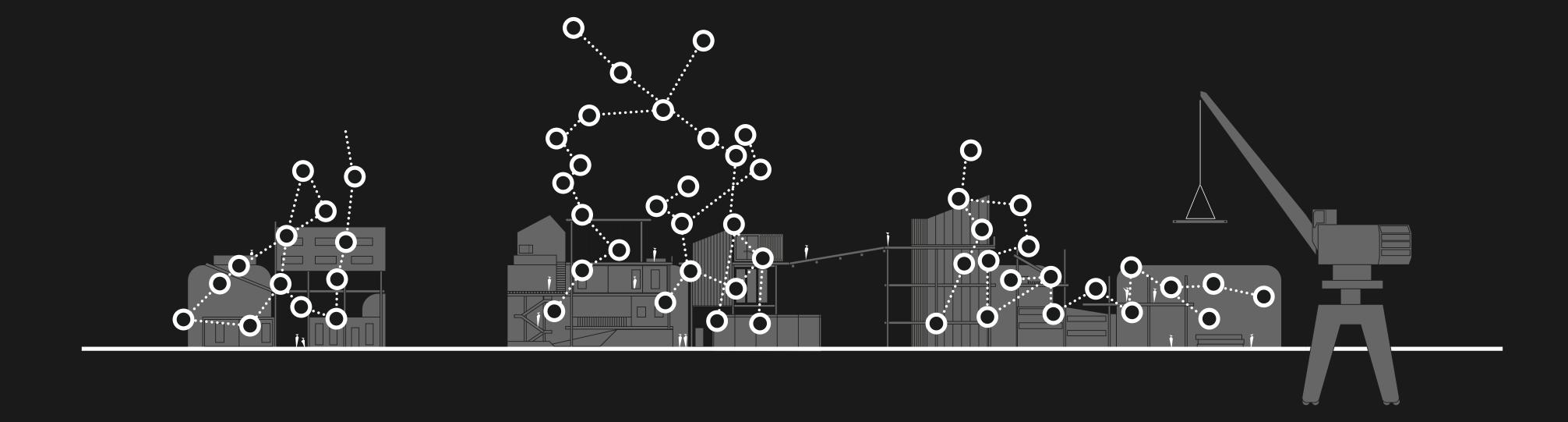




Program 66

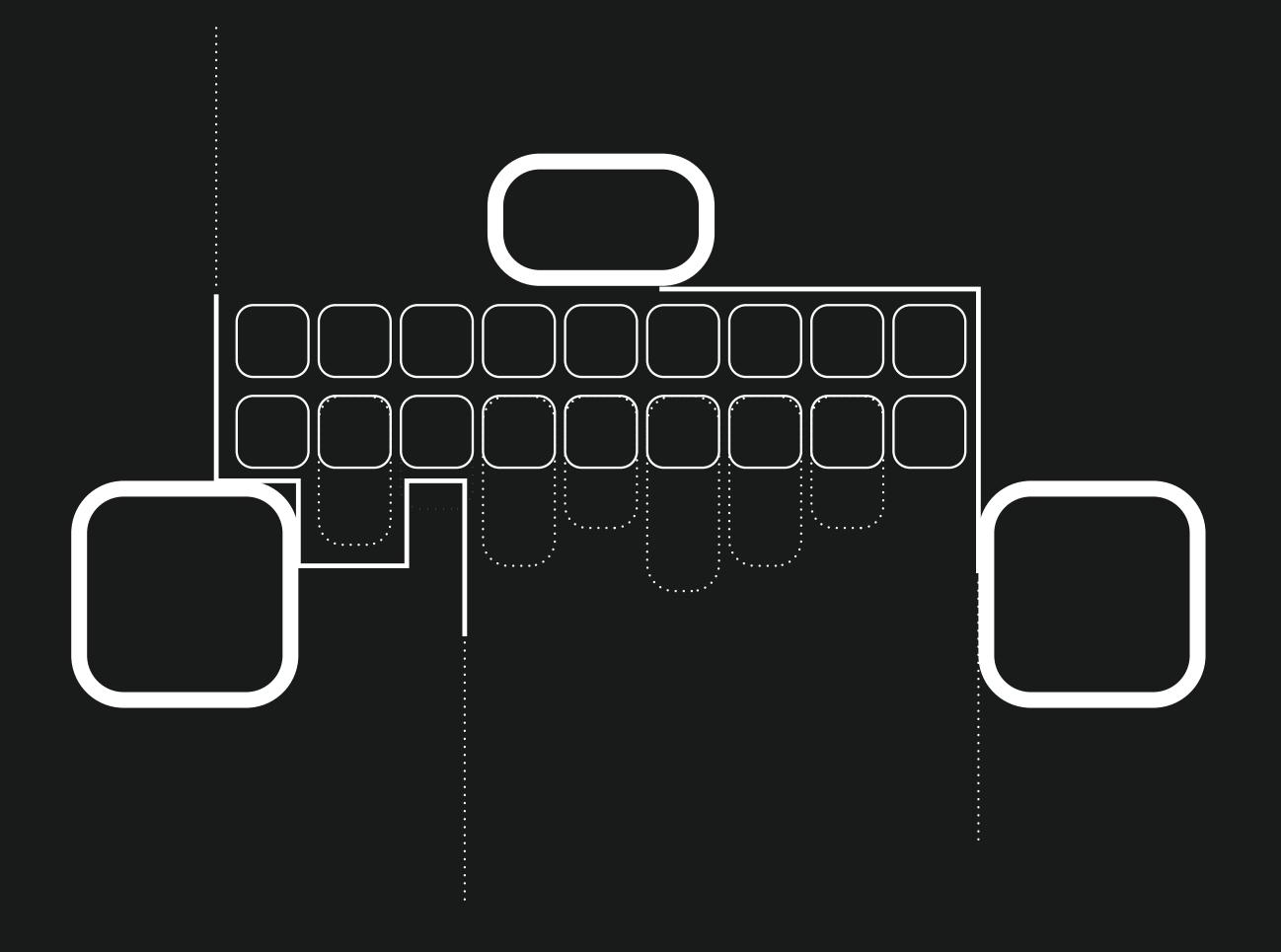


Program

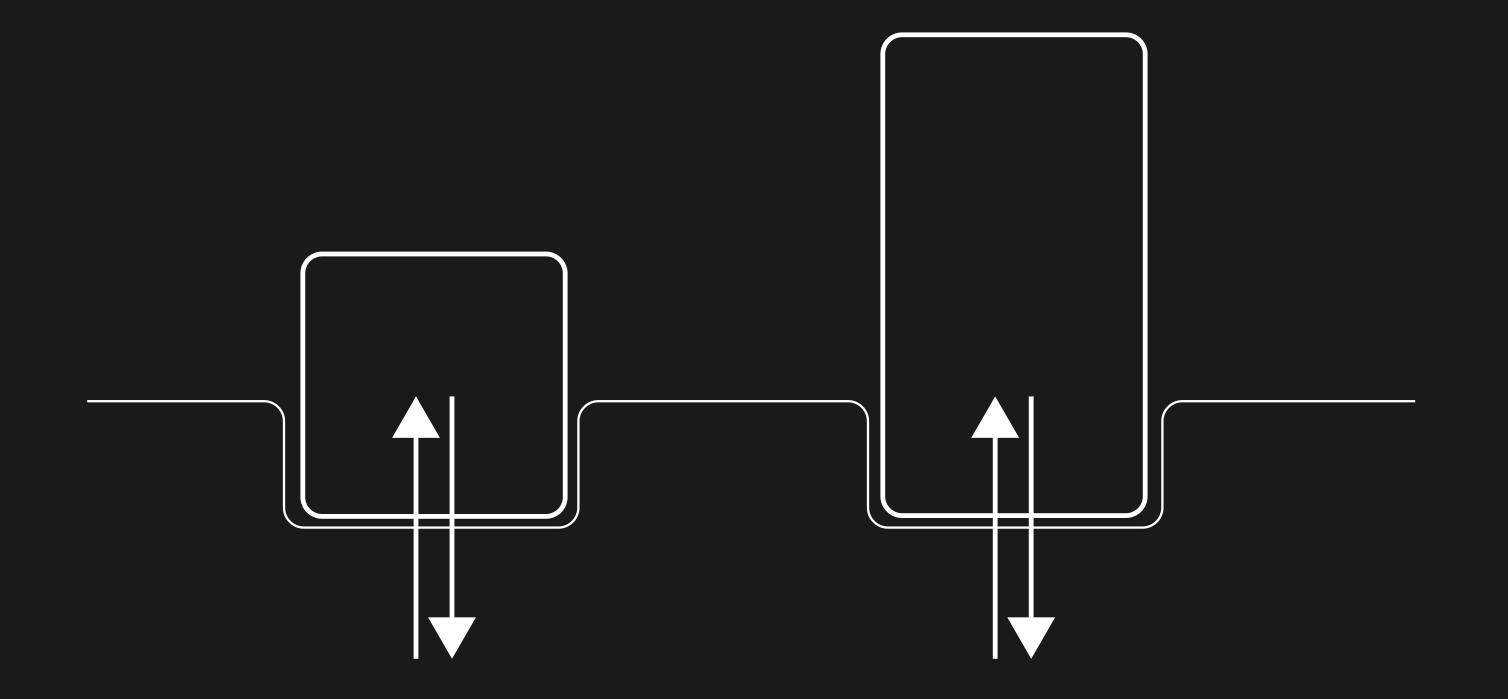


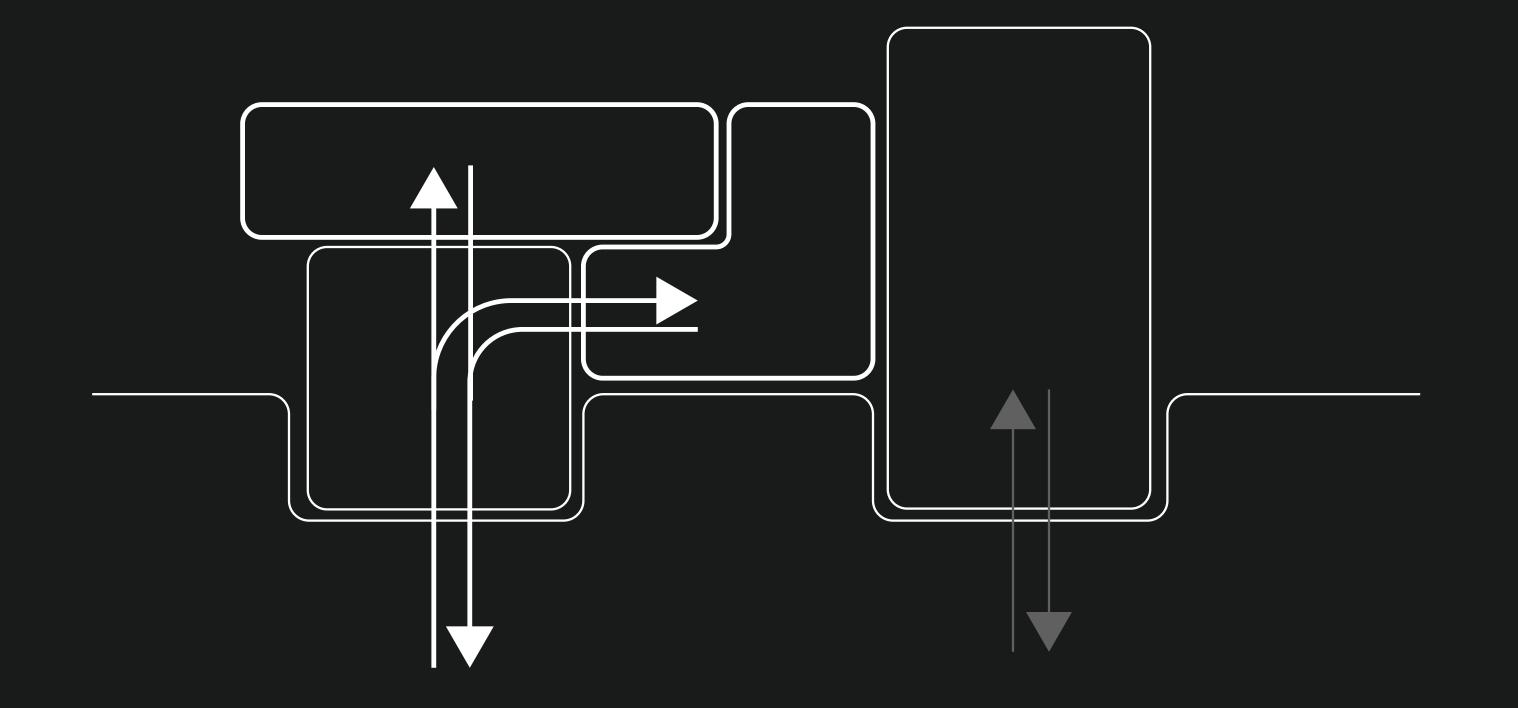
Program 68

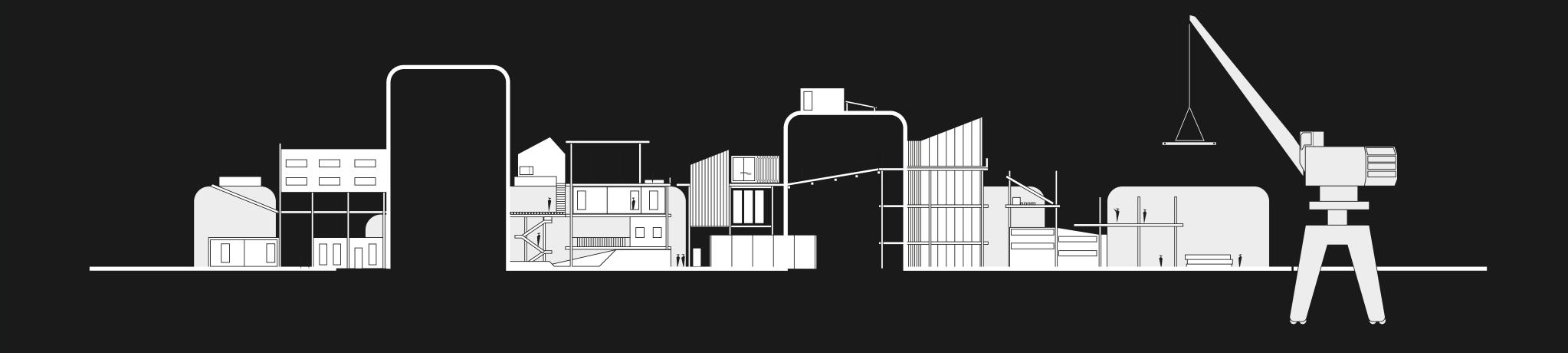
3. Designing constraints.

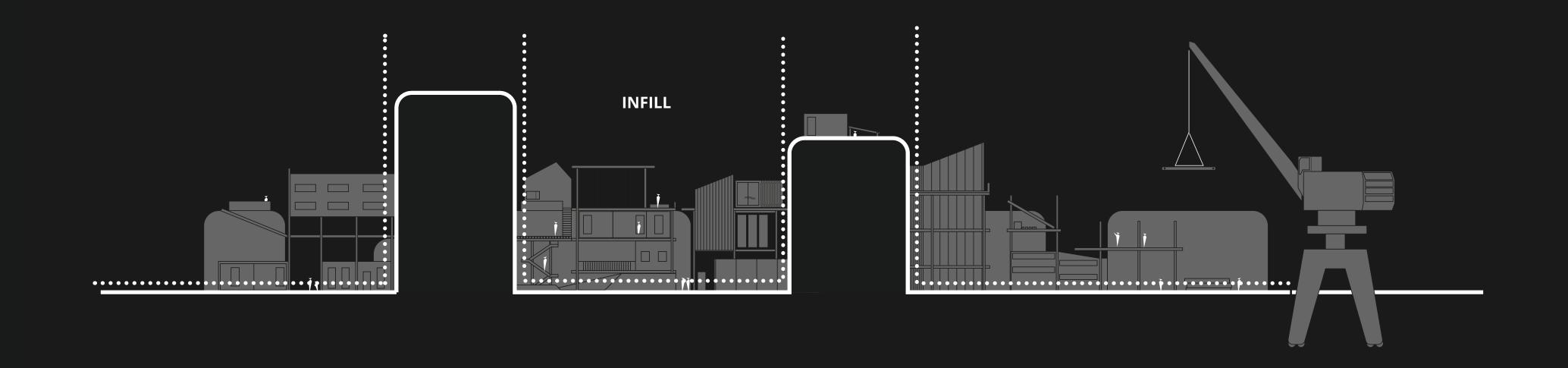




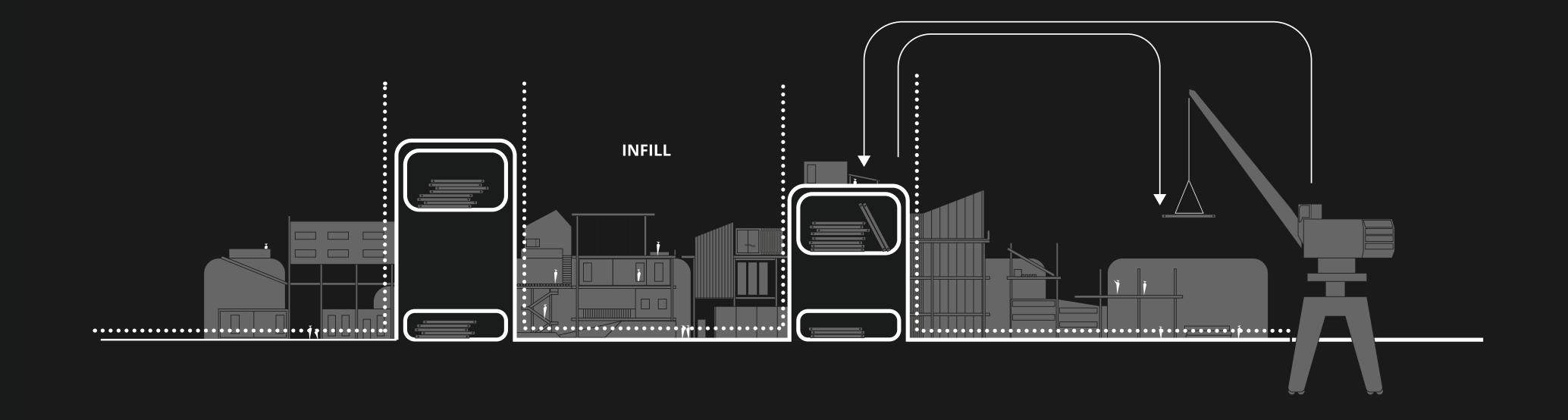




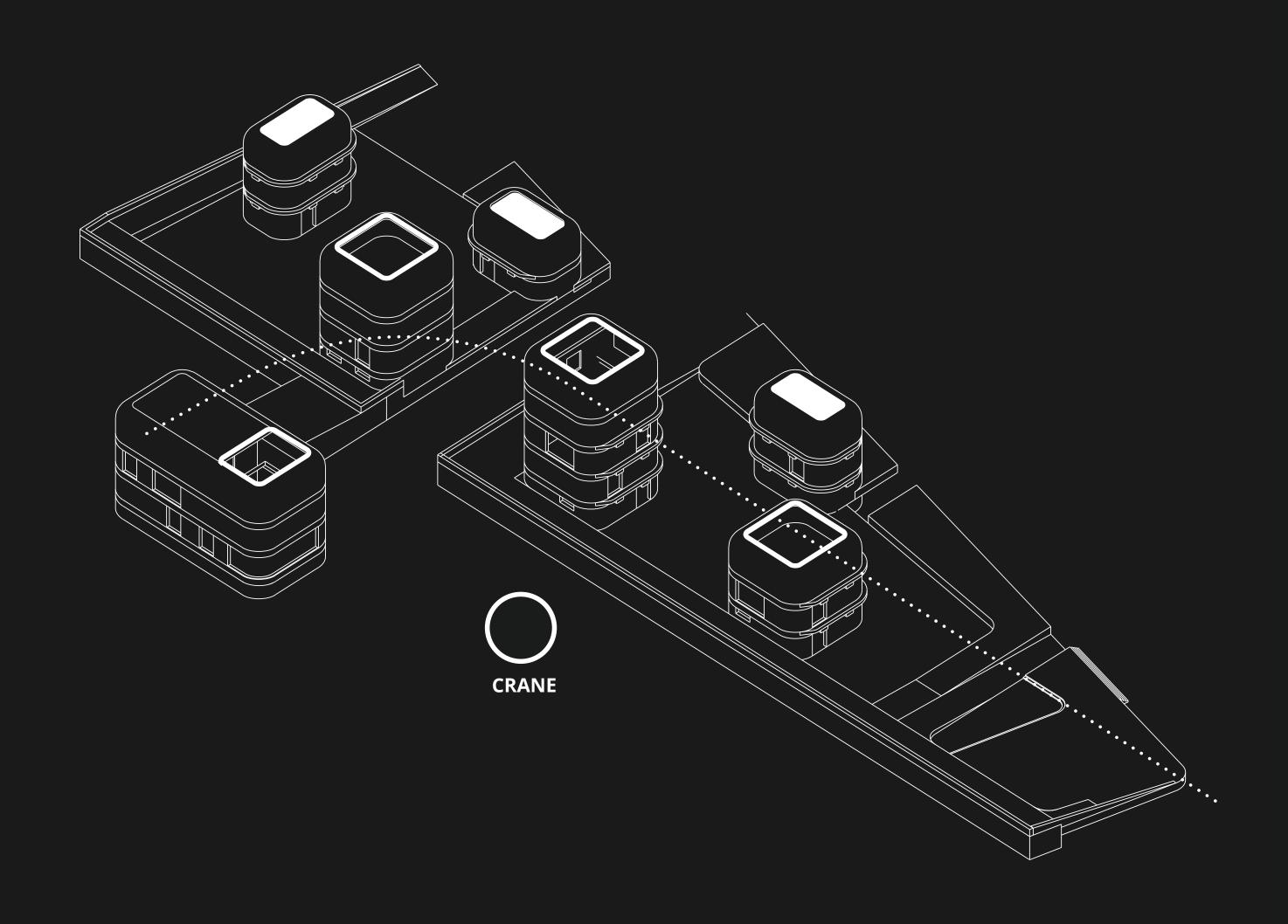




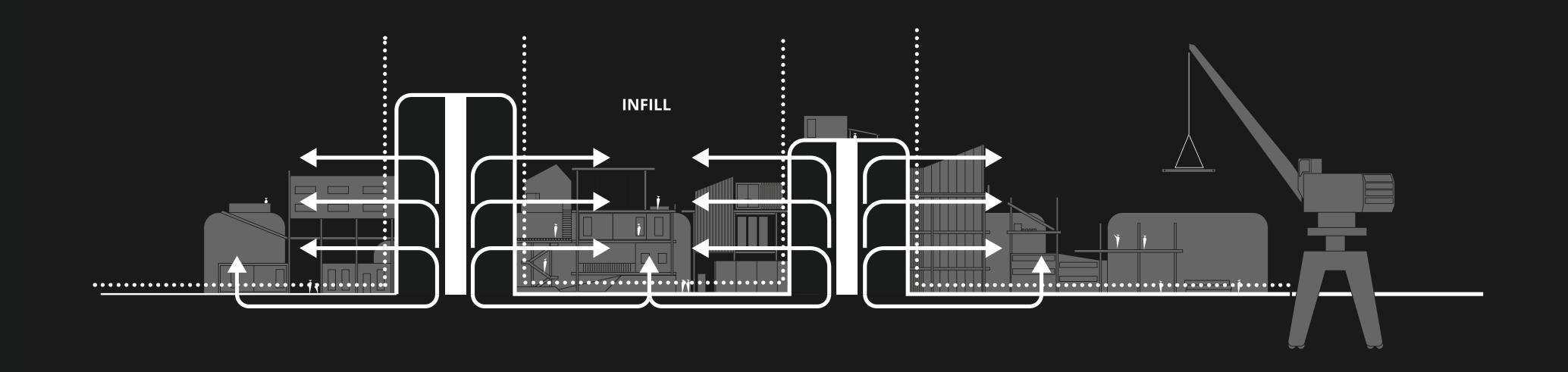
LANDSCAPE CRANE



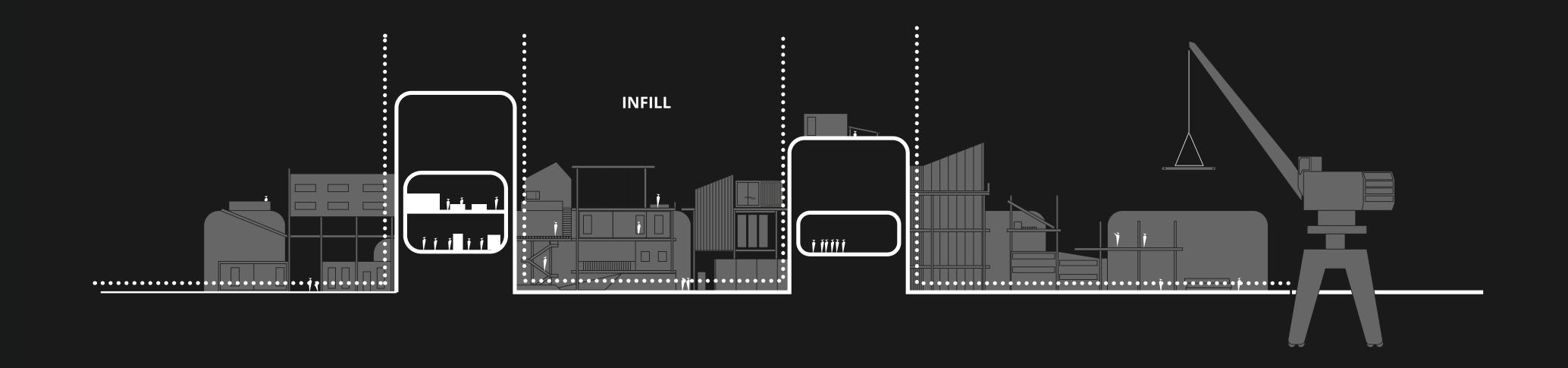
LANDSCAPE CRANE



4. A material landscape.



LANDSCAPE CRANE



LANDSCAPE CRANE



O 1:200

