

MORPHOGENESIS

AN EXPLORATION IN MASONRY DESIGN

Fine Arts Building - Locker Gallery

December 3 - 2018

Fall 2018 Morphogenesis STUDIO 301

Masonry is as old as civilization, cutting across cultures old and new. **Third-year architecture students** led by **Mona Ghandi** explored **new possibilities** in masonry through the **lens of emerging technologies**. Rather than merely a veneer material, erected strictly to please the eye, might masonry acquire a **new potential** through **computational design** and other related technologies such as **grasshopper, digital fabrication, 3D printing?**

This studio **showcases** the new possibilities of masonry as a building material through the use of **computational design** and **digital fabrication**. It not only represents a final expression but lessons developed over the entire semester, starting with a review of the **relationship** between the **part** and the **whole** and ending with a keen interest in pushing masonry toward a **dynamic** and **participatory** end. Throughout, the students were challenged to **study our visual bias to the material**, think about its manner of connecting the **part with the whole**, and **rethink its capacity** to **affect** and **contribute** to the spaces in which **live** and **enjoy**. Rather than a static set of bricks and blocks, here masonry was **pushed** to **accept** an **evolving scenario**. Masonry, as a material whose power and message, visual or otherwise, is the result of **incremental change** between the one and the many, could be **kinetic possibility, accepting** and accommodating changes in the **built environment**.



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