

## Intermediate Unit 3

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### Brief 02: Cairo - Growing De-Formations – Organic Blossom

Duration: 4

weeks

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*“Market stands might be piled high with cucumbers and tomatoes, flat bread stacked high on trays which bakers have pushed out of bakeries to cool -- but that is precisely the problem. While traders used to sell their perishable goods by midday, now they cannot get rid of them.”*  
Spiegel Online

Edible fields will investigate architecture in Cairo as an event exploring the boundary between production and consumption. Like the literary manifestations of temporary structures you will study the emergence, performance and transmutation of an architecture produced to be consumed. As many other countries Egypt has been affected by the food crisis with food available but at an all time high price, turning it from a basic commodity to a luxury one. As in the first exercise you are expected to ground your visions based on specific research. Consult the bibliography, library, internet etc and question specialists in order to understand modus operandi of chosen themes and be inspired in more depth.

*“Egyptians are living through the worst food crisis in a generation, caught in a storm of stagnant wages, rising global food prices, rampant corruption, and a quickly advancing inflation rate that hit 16.4 percent in May. The price of basic commodities like bread, wheat, rice, and cooking oil has doubled since this time last year”* The Christian Science Monitor

Brief 02 is a short design exercise where time management and early defined constraints are fundamental. The proposals should be local and it can be provocative or strategic but should tackle the problem. You can be inspired and act on several sources of inspiration and data like the histories of Cairo, the Nile river, market traditions, Islamic architecture and city configuration, local materials, clothing, narratives and myths, customs and eccentric findings. During the trip to Cairo all students are expected to find sites of interest for their proposals – small interventions. Document it via maps, photograph, sketches, interviews, collected objects.

Remember that in Term 01 you should also learn new skills and sharpen the existing ones. This phase is a great chance to experiment between digital and physical output. Is your design a market installation, an edible field, a micro ecology, a productive machine, poetic spaces or/and a small building? How can you design it, draw it, represent it or record it? Students are invited to play with the concept of food production through theme specific experimentation and different mediums (computer animations, motors, material experiments, light plays, 3d prints, laser cuts, etc) in relation to the created space and overall concept.

Suggested Readings: One Thousand and one nights  
Midaq Alley – Naguib Mahfouz  
Soleri: Architecture as Human Ecology - Antonietta Iolanda Lima  
Augmented Landscapes - Smout Allen  
Concept Design 2 - Neville Page, Scott Robertson  
Drawing – the motive force of architecture - Peter Cook  
Design through Making – Bob Sheil

Suggested Films: *Arabian Nights* by Pier Paolo Pasolini - 1974  
*Sunshine* by Rose Byrne – 2007  
*Our Daily Bread* by Nikolaus Geyrhalter

Useful Websites: [www.tinfoilgames.com](http://www.tinfoilgames.com)  
<http://pruned.blogspot.com>