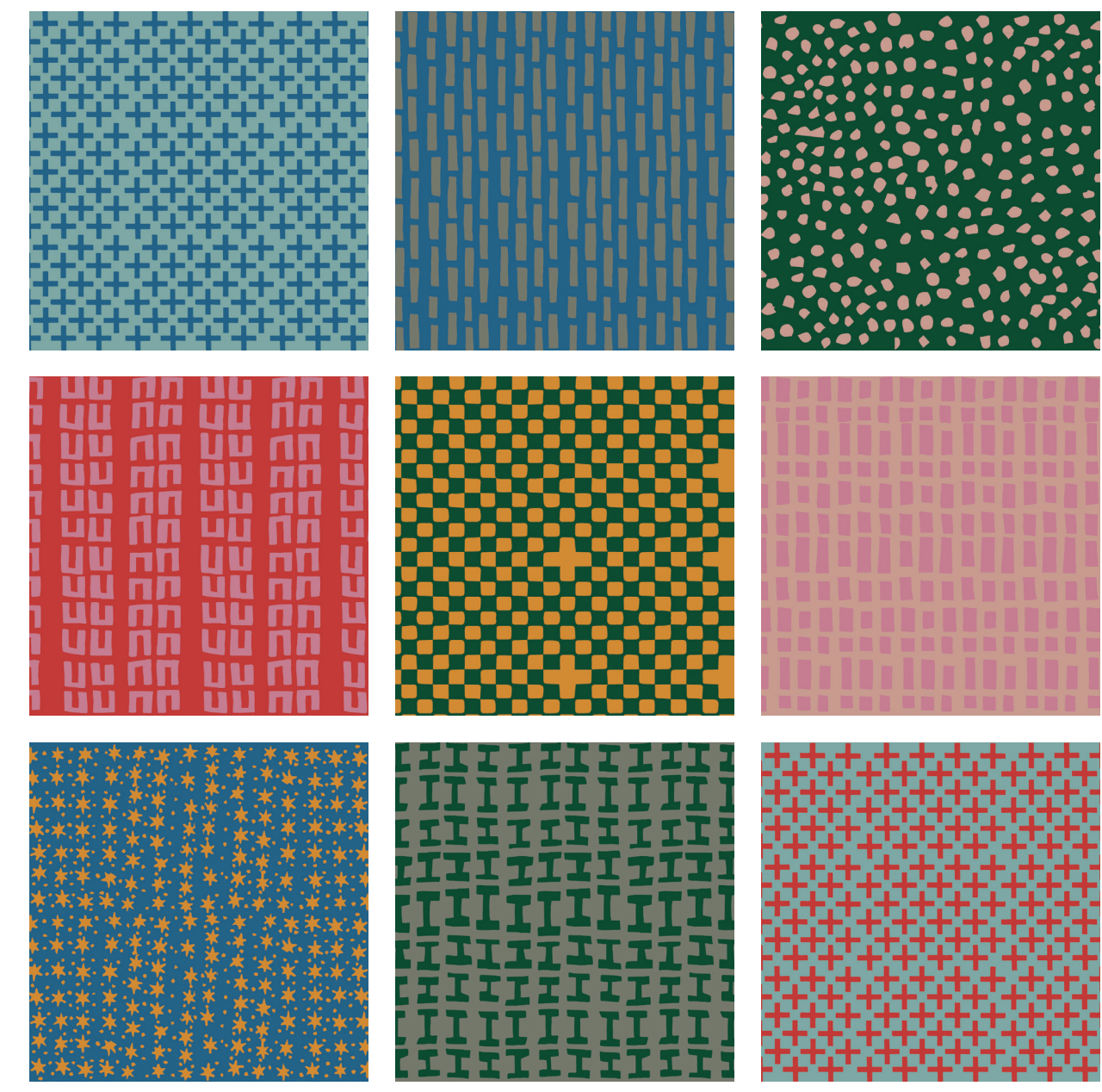




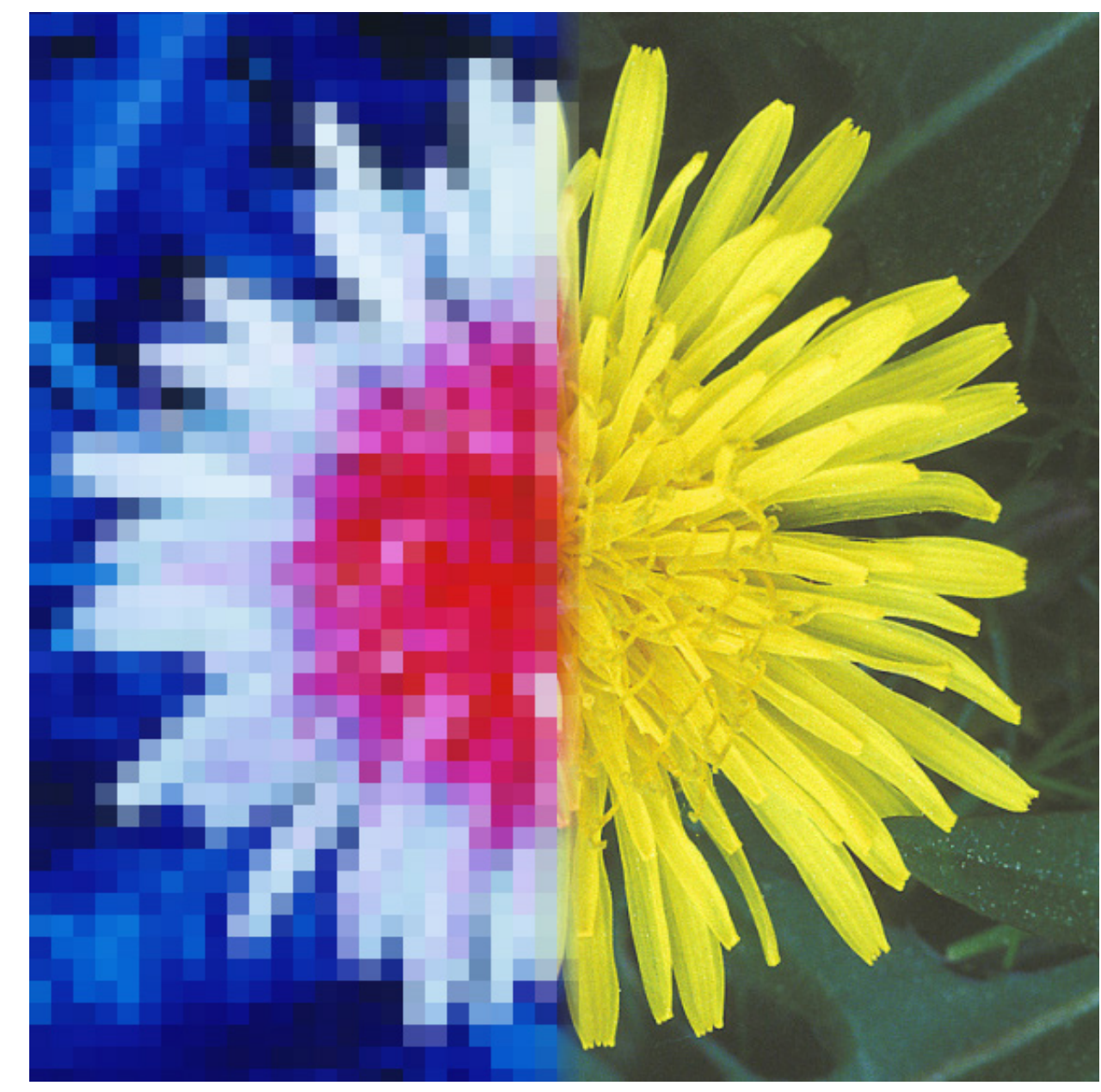
TOWARDS A NOMADIC INFRASTRUCTURE

Architecture must be understood as a process rather than the physical product. Western concepts of architecture have produced a flawed linear view of civilization. This view presents progression from primitive and nomadic to an advanced state of settlers. Such views have been used to justify altering the natural environment beyond recognition, displacing nomadic human and animal societies, and privileging technological solutions over natural processes. To liberate architecture from its complicity in reinforcing this sedentary hierarchy, the built environment must possess qualities of temporality, dynamism, portability, and collaboration.

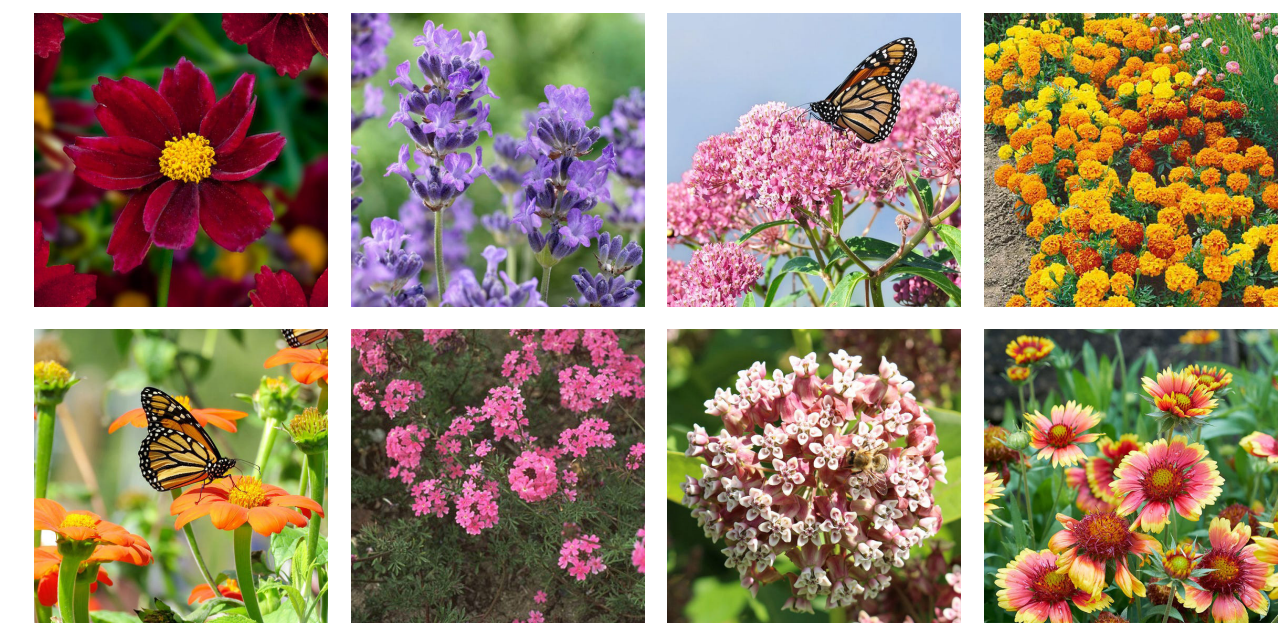
This project focuses on the relationship between humans and monarch butterflies, posing both in a nomadic context in order to mutually improve their lives. In doing so, it challenges why architecture must always be considered static and proposes a nomadic infrastructure to support the movement and migration of humans and butterflies. In creating this series of nomadic spaces, we can begin to imagine a new kind of civilization that is open to inevitable change and more connected with the natural world.



Individual structures receive a unique patterning based on local folk art. This creates a localized identity for the humans, while the bright colors act as a beacon for monarch butterflies.



Monarchs see pixelated, ultra violet light reflected off flowers. The vibrant color scheme and patterns were selected to reflect the way butterflies see. The support columns were broken into pieces both to create a modular system and to imitate pixelation.



The undulating gardens are an oasis for traveling monarch butterflies. Flowers were chosen to support their survival. Although the plants were chosen for monarch butterflies, they can also support other insects.

DISCOVERING ANOTHER DWELLING WITHIN THE CITY

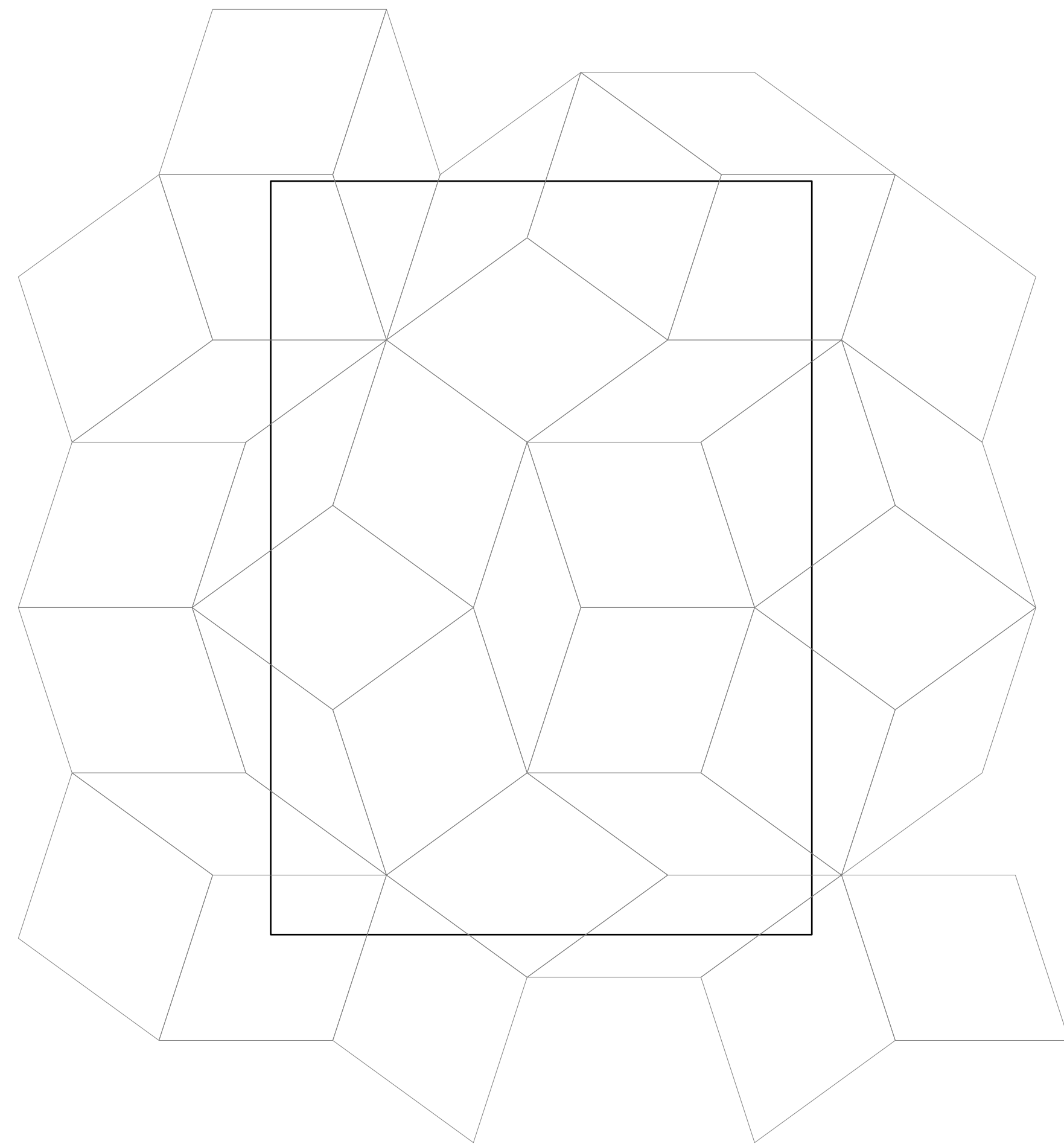
In this location, a street has been shut down in favor of pedestrian life.

GENERATIVE LOGIC

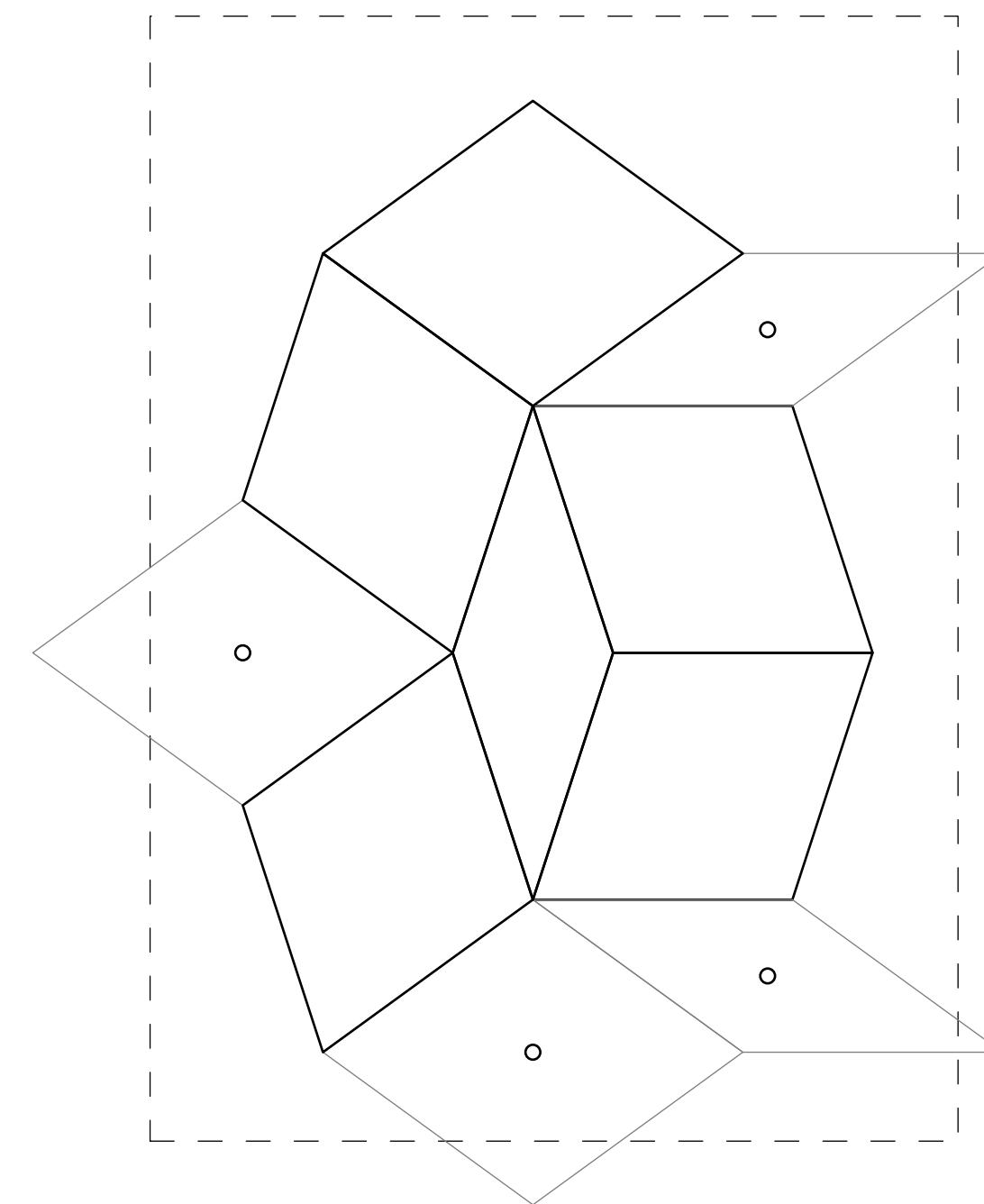
Parametric Design Using Grasshopper

The concept of dwelling is broken down into simple parts and distributed across cities. The elements can be combined to fit functions such as teaching kitchens, restrooms, event spaces, bars, outdoor cafes, etc. Each space is enclosed as needed with either glass or opaque polycarbonate. Stationary objects such as sinks are reduced to a minimum.

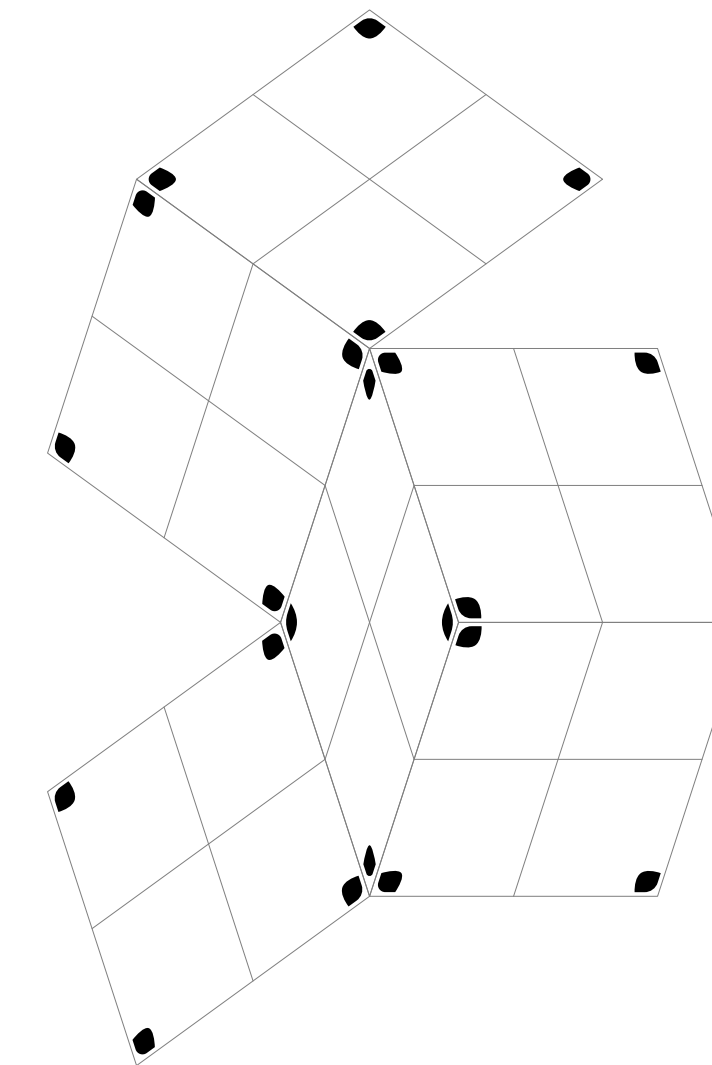
12 unique fiberglass modules are to be made off-site, transported to the site, and assembled. By using fiberglass, the spaces can easily be constructed without heavy equipment and just as easily moved or altered. Once assembled, soil is brought in to start the butterfly gardens. Horizontal surfaces are slightly rougher to encourage butterflies to rest on them in addition to the gardens (butterflies don't feel comfortable on smooth surfaces).



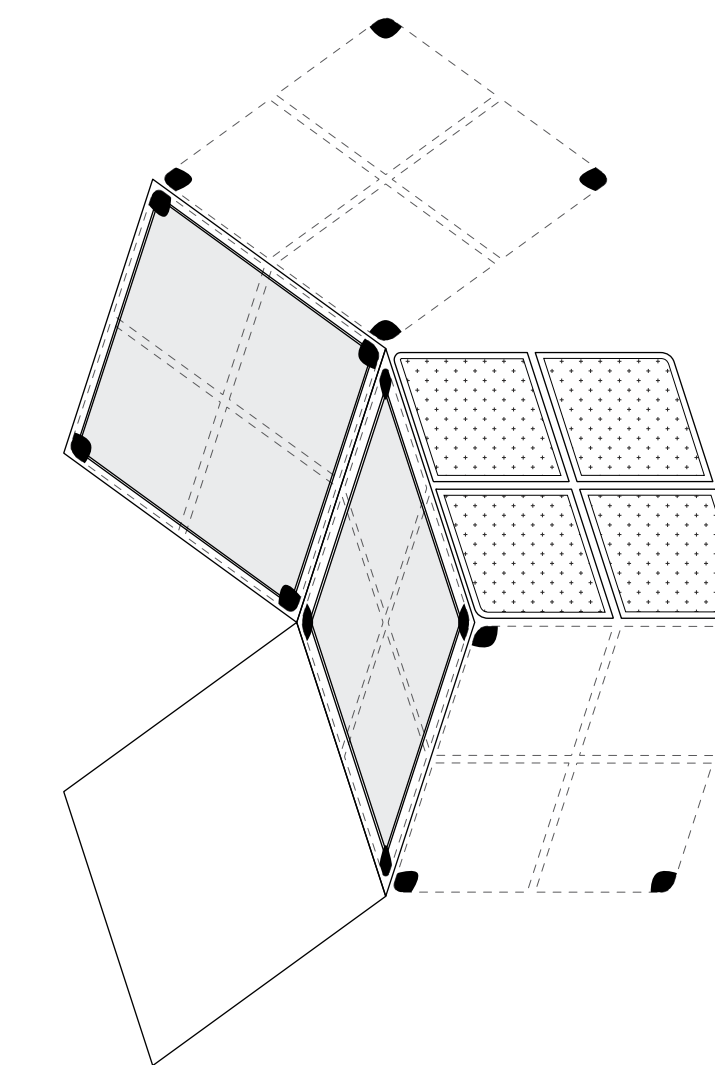
- Find appropriate sites across cities
- Apply pattern to site



- Keep rhombuses with midpoints inside the site perimeter
- Outer midpoints become trees
- Inner rhombuses become built modules



- Assign modules to rhombuses
- Determine functions



- Height variation
- Enclose as needed
- Select rhombuses for ramp(s)
- Gardens above 60-80% of modules
- Assign patterns

