

Make Hit Phlegm

James Dankovich

Thesis submitted to the faculty of the Virginia Polytechnic Institute and State University
in partial fulfillment of the requirements for the degree of

Master of Architecture

Susan C. Piedmont-Palladino (Chair)

Paul F. Emmons

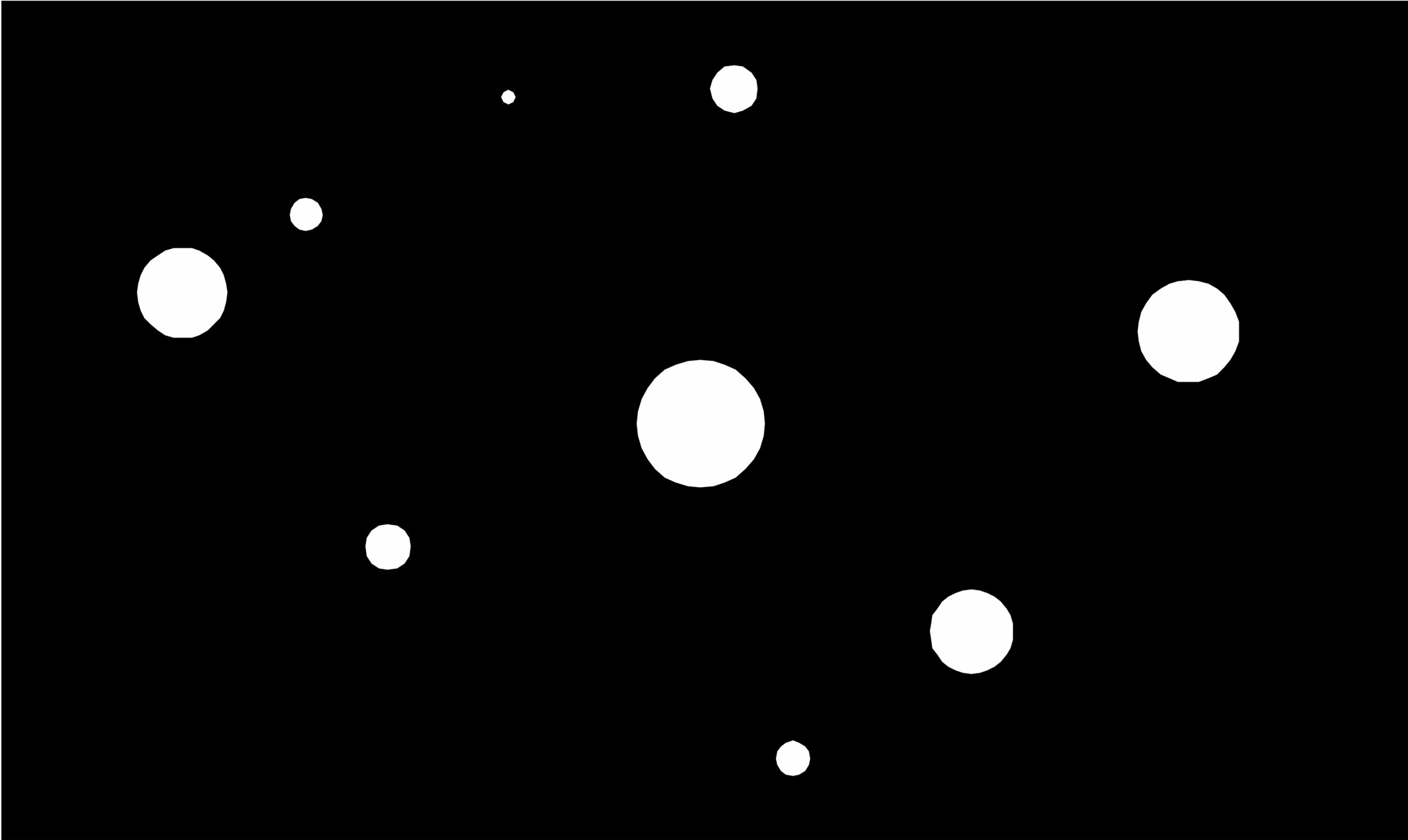
Marcia Feuerstein

9/30/09

Alexandria, VA

Keywords: Architecture,
Surrealism, Chance

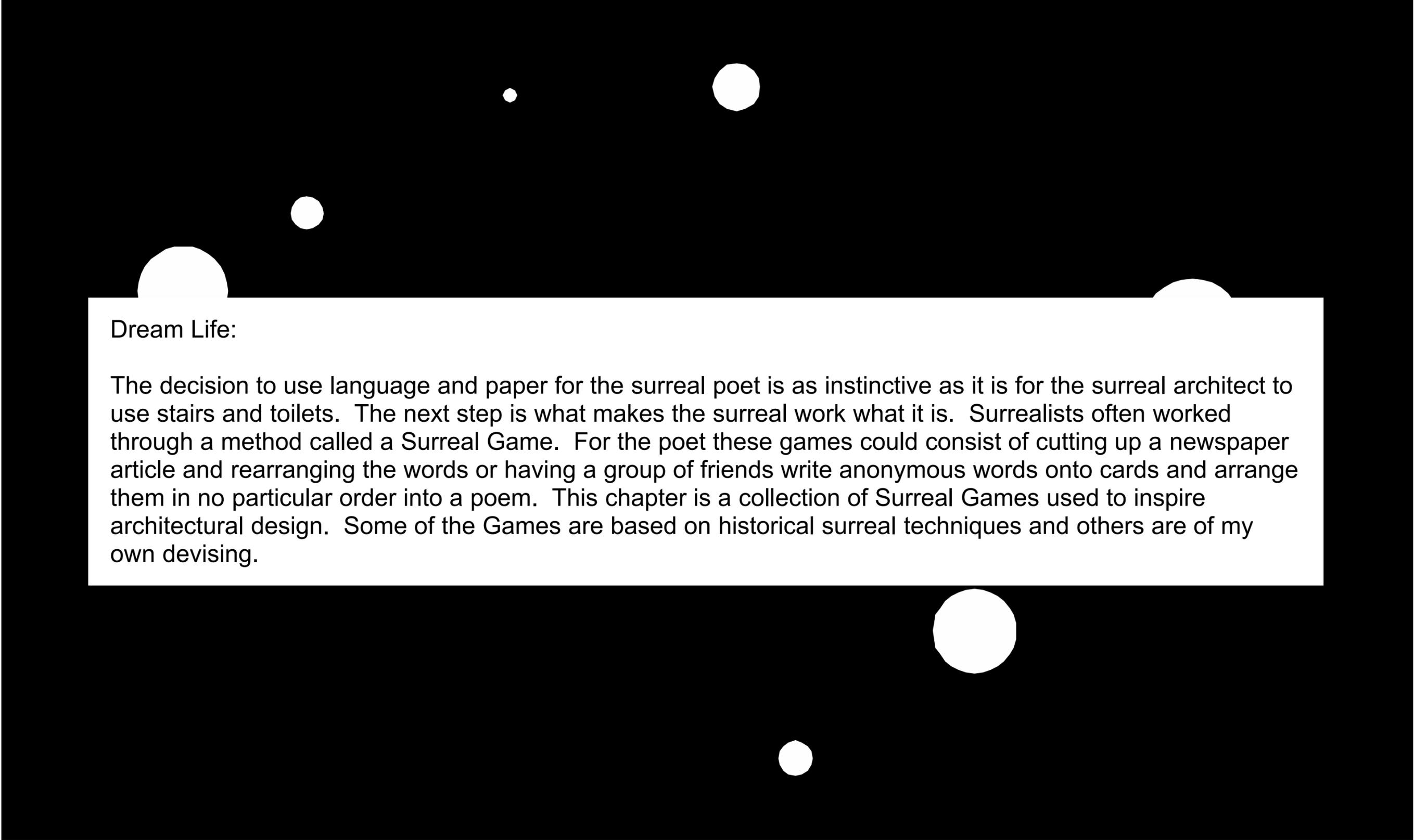
Copyright James Dankovich



Introduction

11

Chapter 2: Dream Life



Dream Life:

The decision to use language and paper for the surreal poet is as instinctive as it is for the surreal architect to use stairs and toilets. The next step is what makes the surreal work what it is. Surrealists often worked through a method called a Surreal Game. For the poet these games could consist of cutting up a newspaper article and rearranging the words or having a group of friends write anonymous words onto cards and arrange them in no particular order into a poem. This chapter is a collection of Surreal Games used to inspire architectural design. Some of the Games are based on historical surreal techniques and others are of my own devising.

The Name Game

This title was selected for my thesis during my final presentation. In order to get the crowd into the mood for a surreal project, I had them participate in a surreal exercise. Index cards were left on each seat and I asked that each person write the first word that came to mind, omitting expletives, onto the cards. I then read the cards using my committee's words "Make Hit Phlegm" as the title and the audience's for the subtitle.

MAKE

Hit

PHLEGM

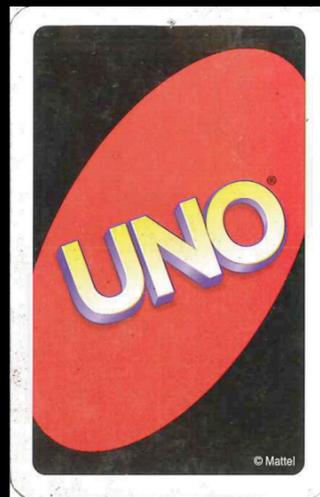
Print

Good

Human

A LINE

PATTERN



WikiProgram

The result of 52 random article searches on Wikipedia were written on the face of a deck of cards. This deck was shuffled at a midterm review, cut by the committee chairperson, and a card was selected by each committee member. After the first three cards were selected, a helpful audience member noted that in the game of UNO (the cards pictured here) the +2 card meant that the player was to draw two more cards, rounding out the total to five. The WikiProgram was devised to randomly generate a building program using a method in the spirit of the surrealist.



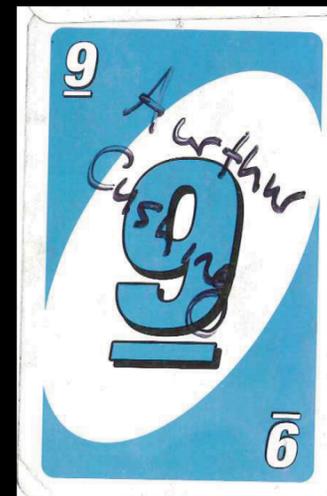
A fast growing suburb of the City of Arusha in Tanzania.



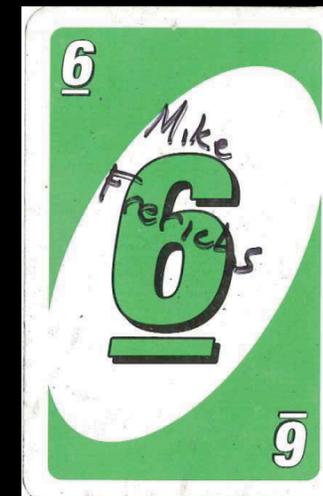
A linguist who developed the first Western Cantonese alphabet.



A sociologist specializing in the study of labor relations.



An educator from Edmonton, Canada.



An Illinois politician.

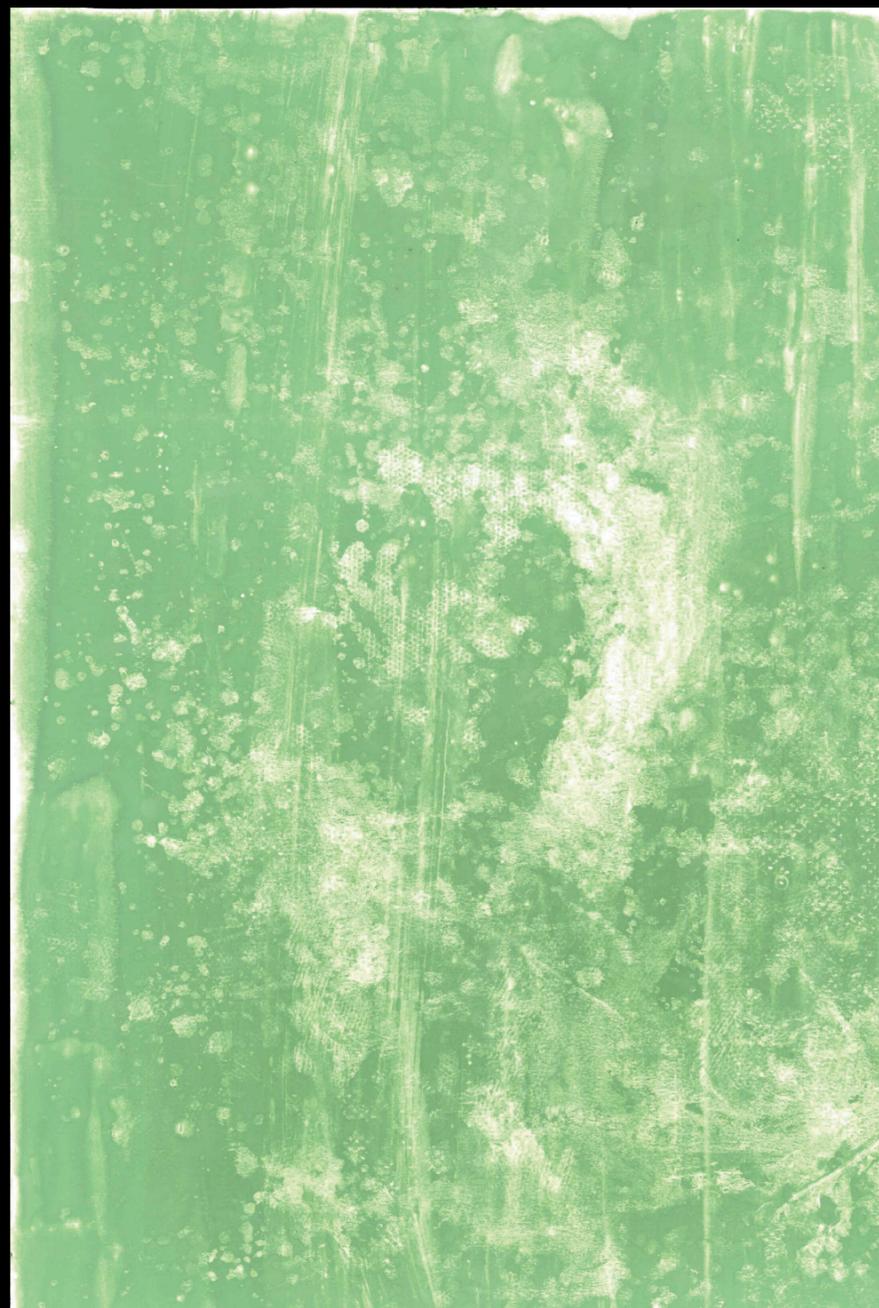
Used with permission

Fig. 7

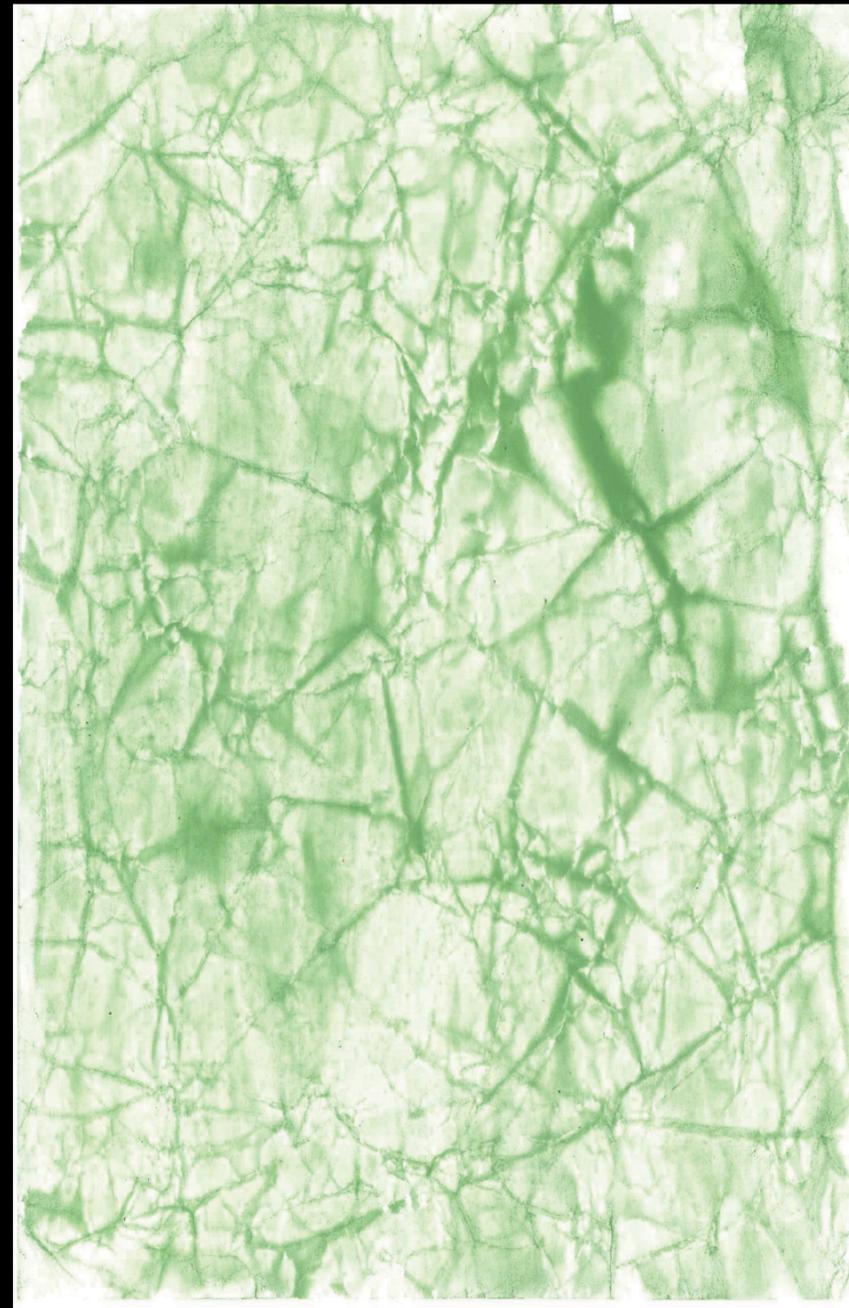
UNO Cards by Mattel Inc. © 2010.

Surreal Games

These two studies are based on games from *A Book of Surreal Games* compiled by Alastair Brotchie.



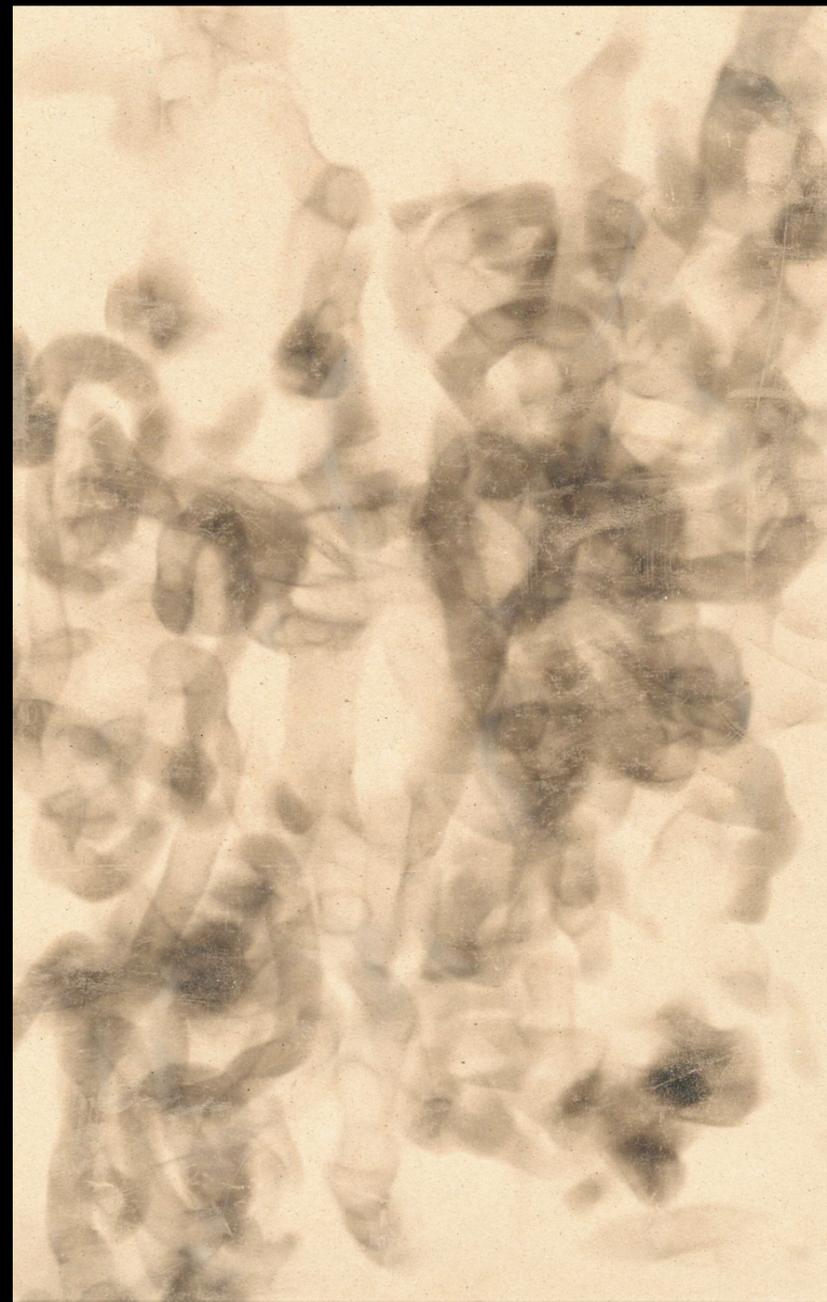
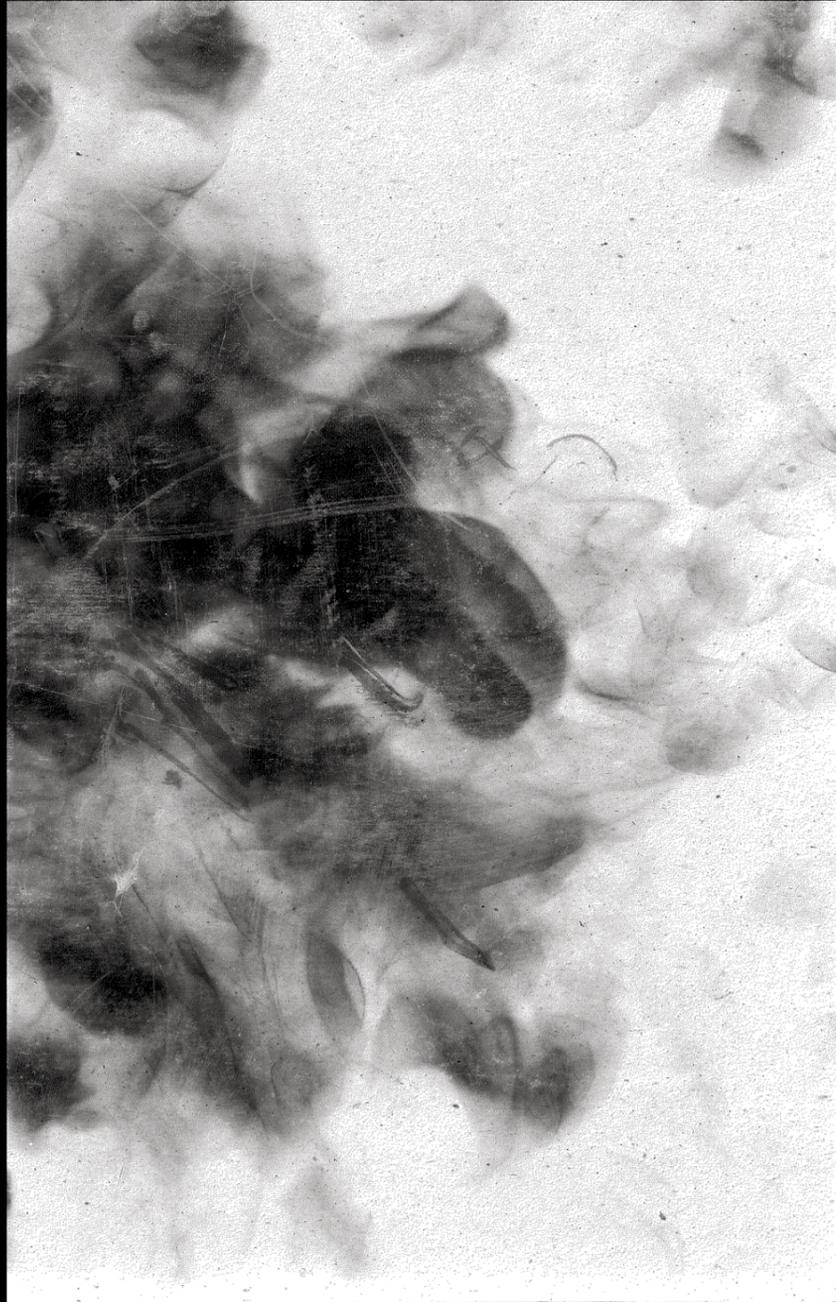
This study is a Decalcomania. This consists of spreading paint onto a surface and diluting, scraping, dripping, etc... the paint to form an image



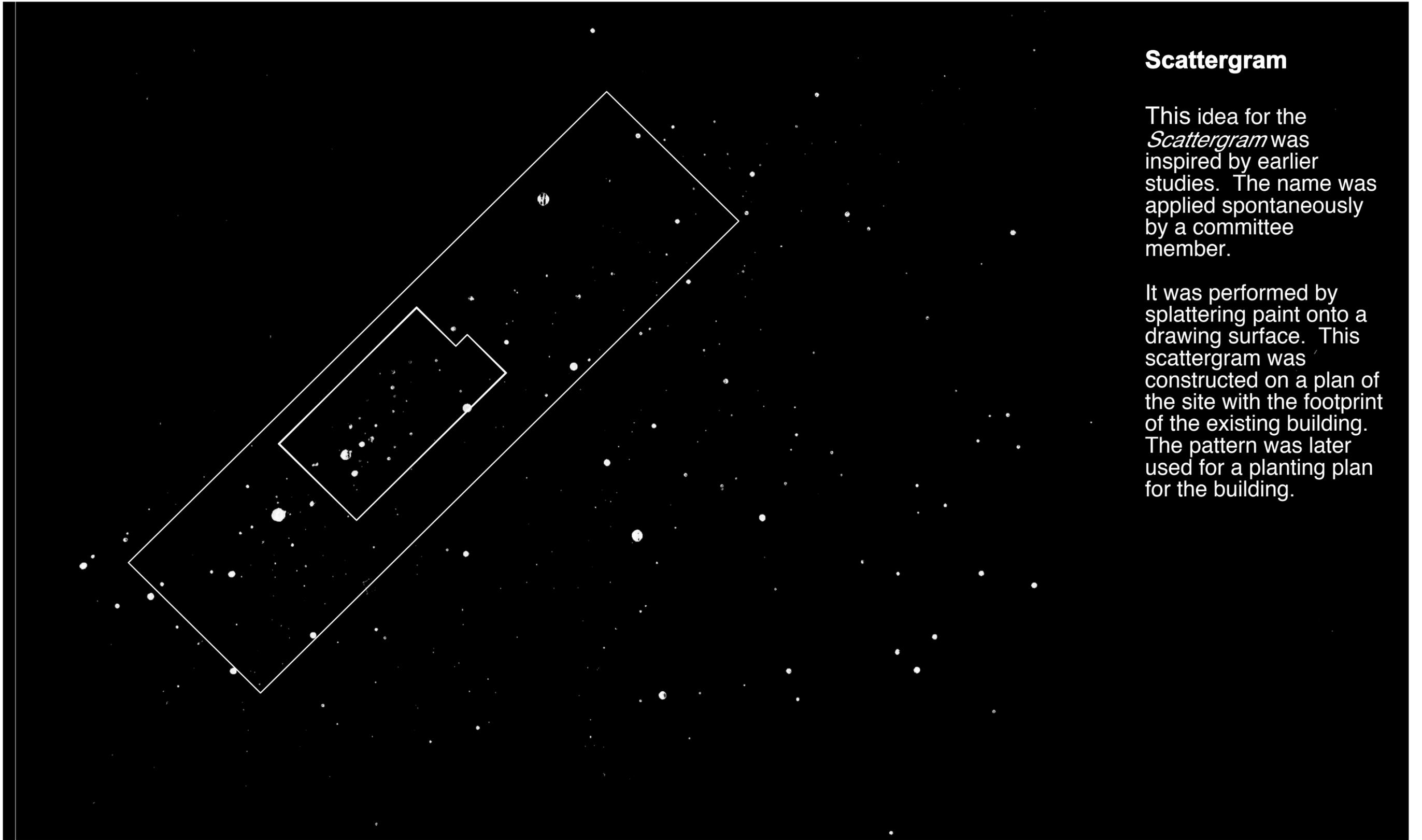
This study is a Froissage. This is produced by crumpling a piece of paper and then spreading paint over it to produce an image.

Surreal Games

This two studies are based on games from *A Book of Surreal Games* compiled by Alastair Brotchie.



These are two studies called Fumage. They were developed by passing a board across a burning candle. At one time, this was interpreted as a record of 3 dimensional smoke into a two dimensional plan.



Scattergram

This idea for the *Scattergram* was inspired by earlier studies. The name was applied spontaneously by a committee member.

It was performed by splattering paint onto a drawing surface. This scattergram was constructed on a plan of the site with the footprint of the existing building. The pattern was later used for a planting plan for the building.

Outography

An Outography is a representation of a photograph with the subject removed first used by Ted Joans. (http://en.wikipedia.org/wiki/Surrealist_games, Accessed Various times Fall 2008- Winter 2010). These Outographs are studies of the project site.



Outography

Dream Life



Outography



Dream Life

Outographed

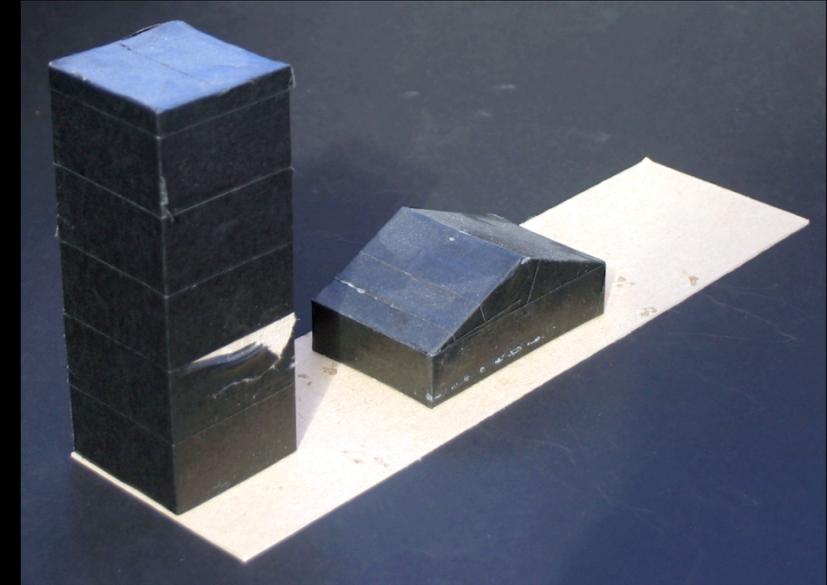
The surreal technique, Outography, was used to analyze the existing site. The building was modeled with a similar method inspiring the idea to take the technique literally. The existing building on the site was retained as a part of the final project, but was 'blacked out' and reused, a three dimensional Outograph.



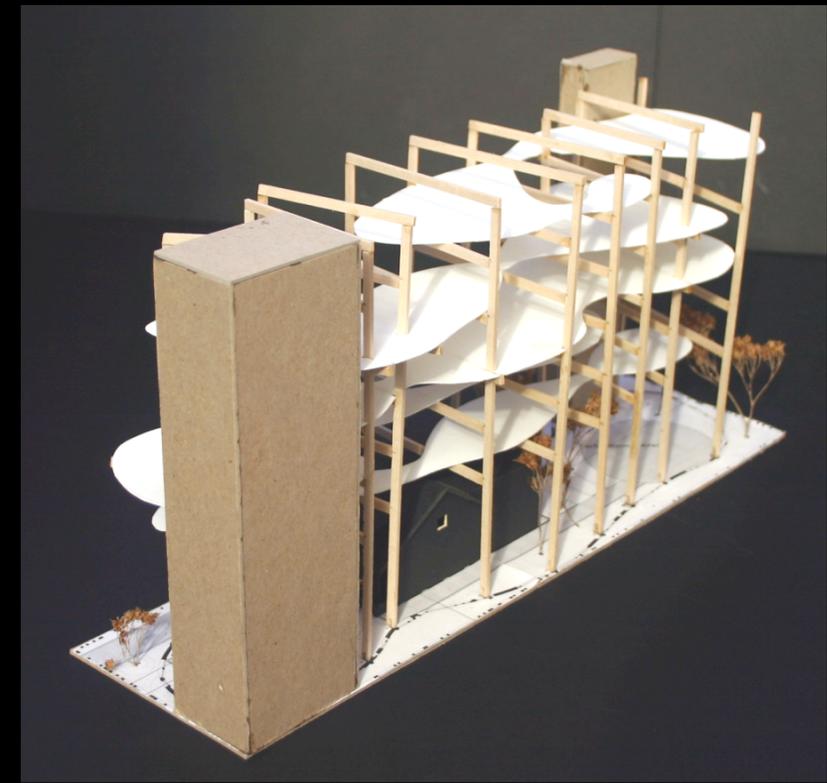
Outograph Study



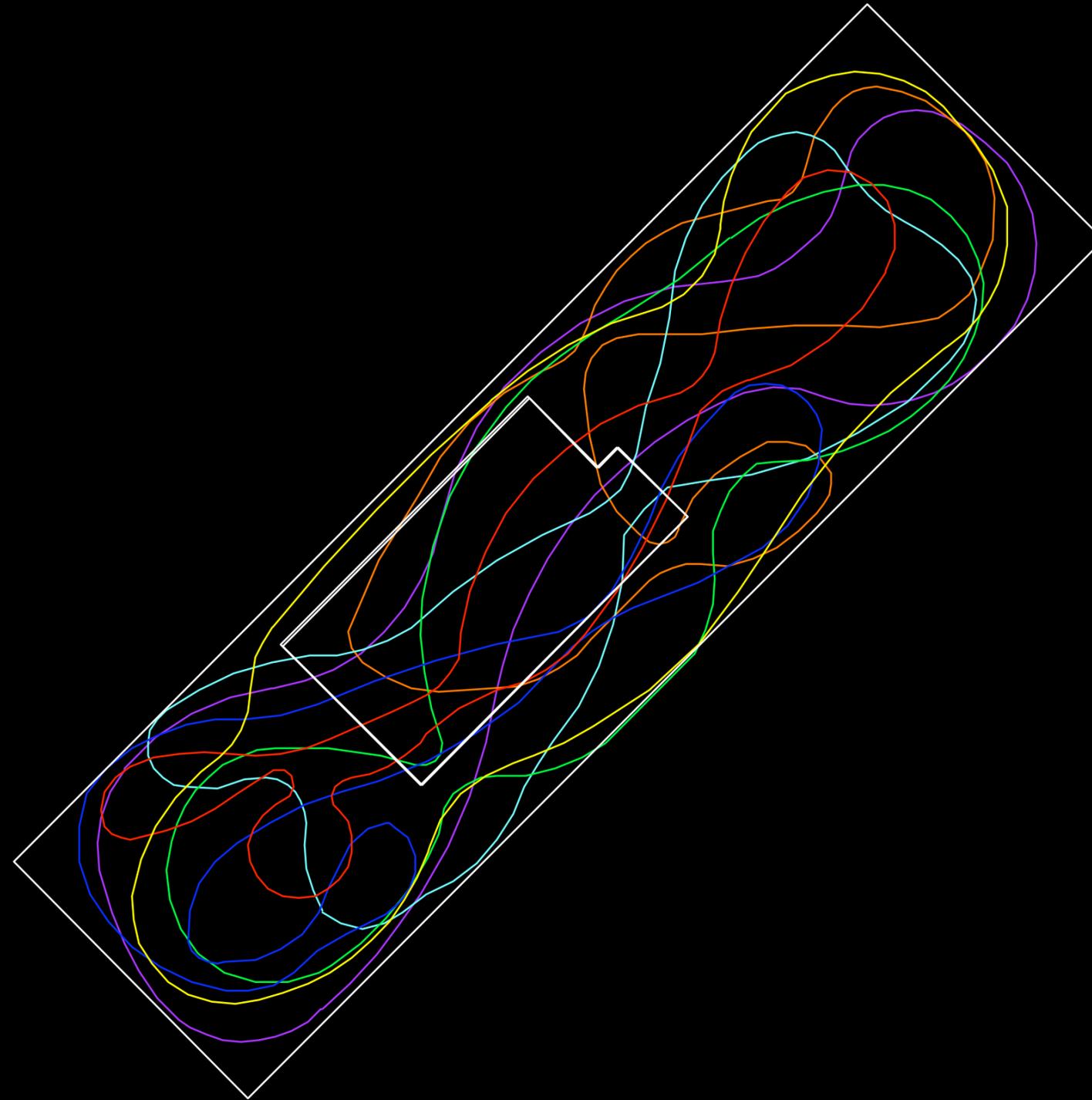
Photograph of existing building



'Blacked Out' Existing Building

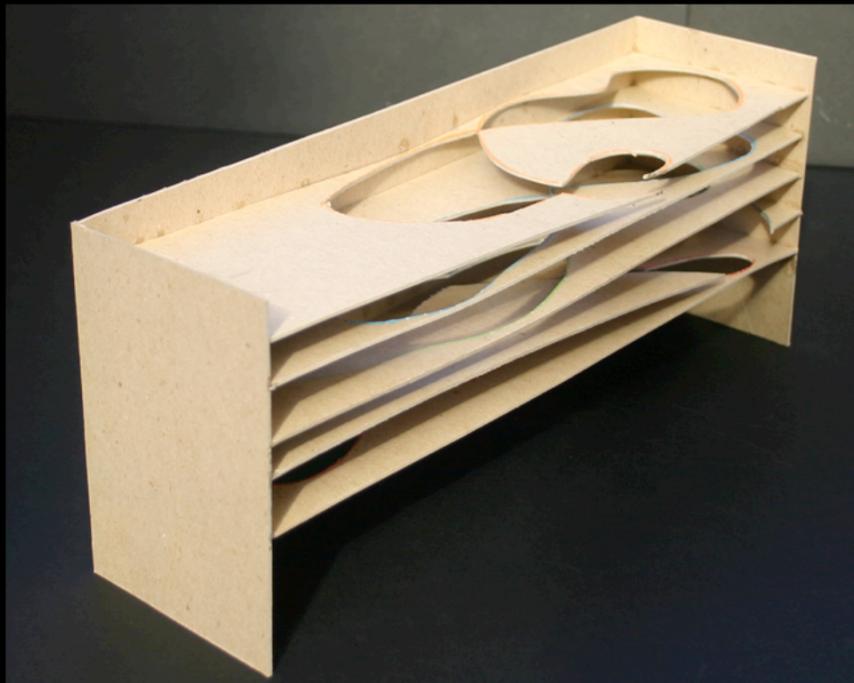


Progress Model Showing Outographed Building



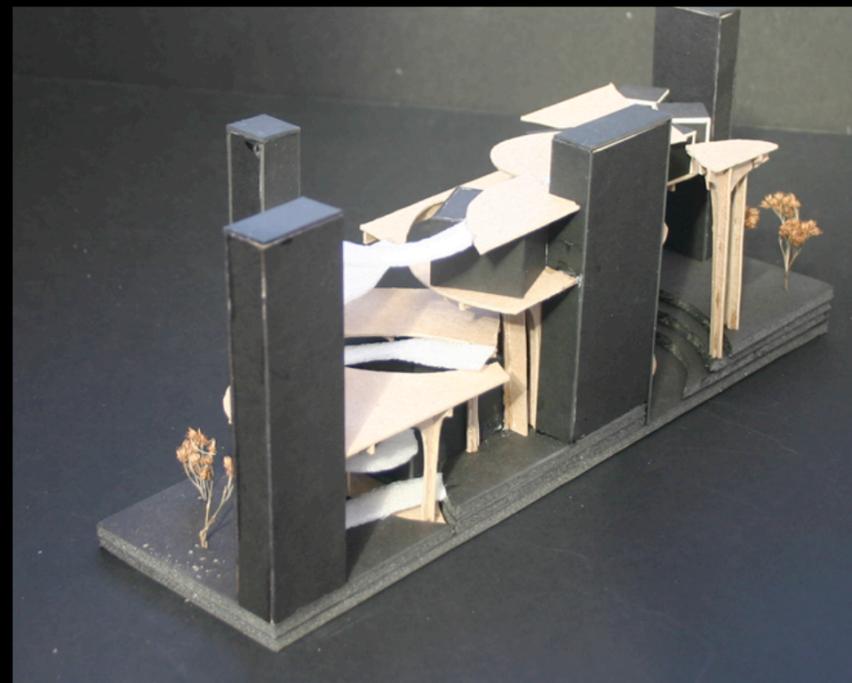
Standard Stoppages

Marcel DuChamp's *3 Standard Stoppages* were the inspiration for this study. A loop the same length as the perimeter of the site was dropped onto the site several times. Although these loops maintain the perimeter of the site, they do not maintain the area of the site.



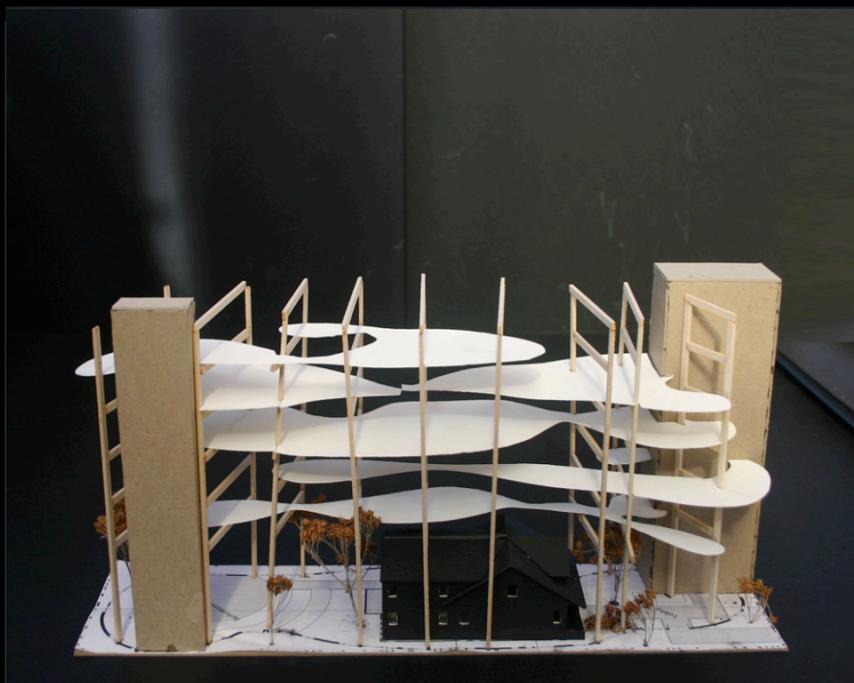
Early Model

This model inverted the loop concept so that the loops were atrium voids in the slab rather than being the slab itself.



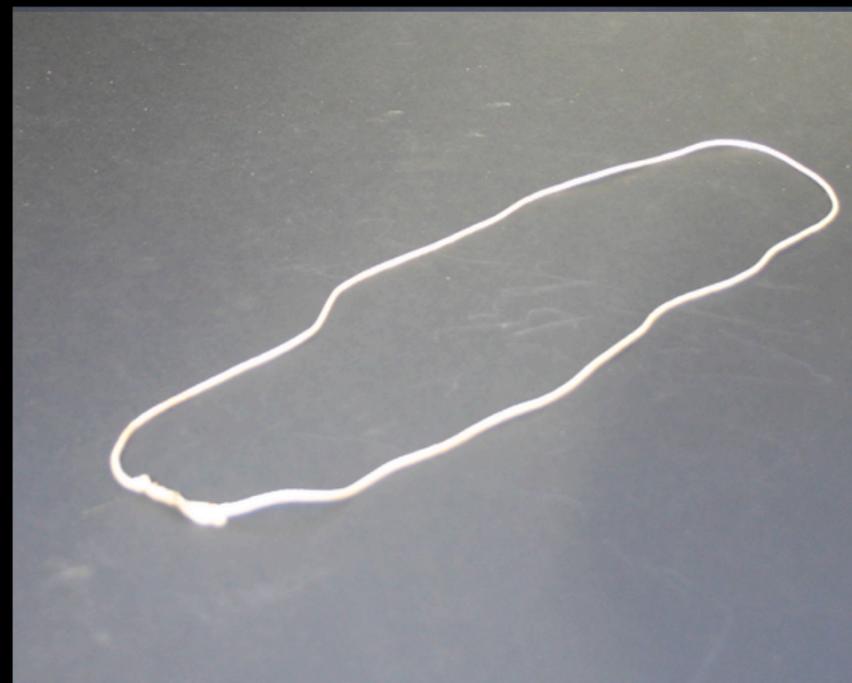
Early Model II

This model was one of the first large scale model based on the standard stoppages. The stoppages in this concept were not limited to the building's site and trespassed into the neighbors yards. The core areas were also decentralized.



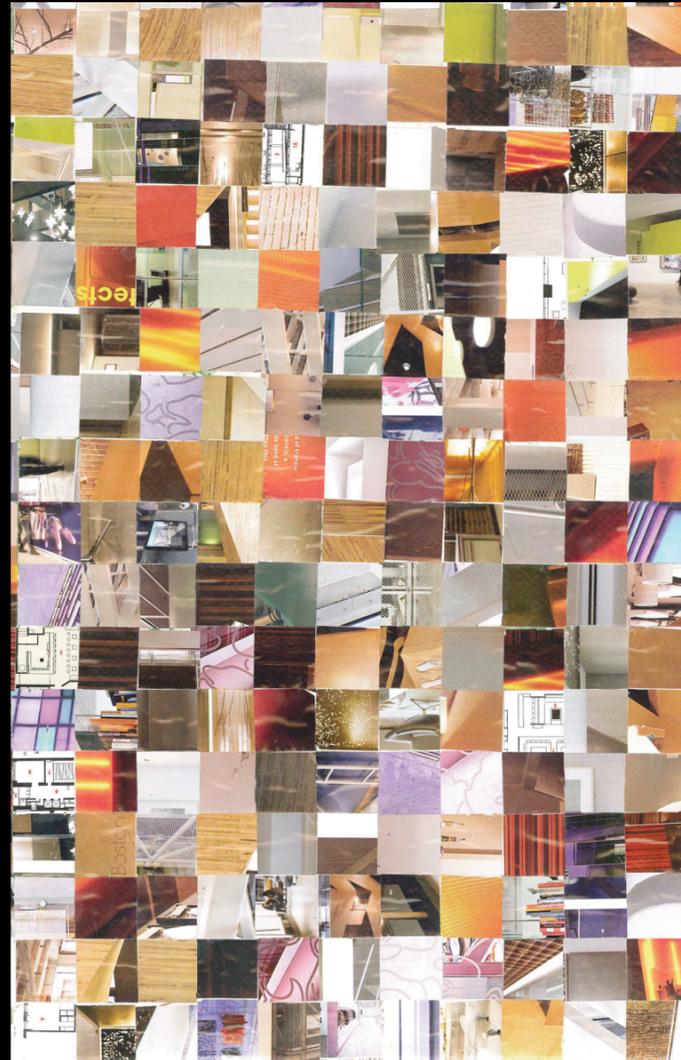
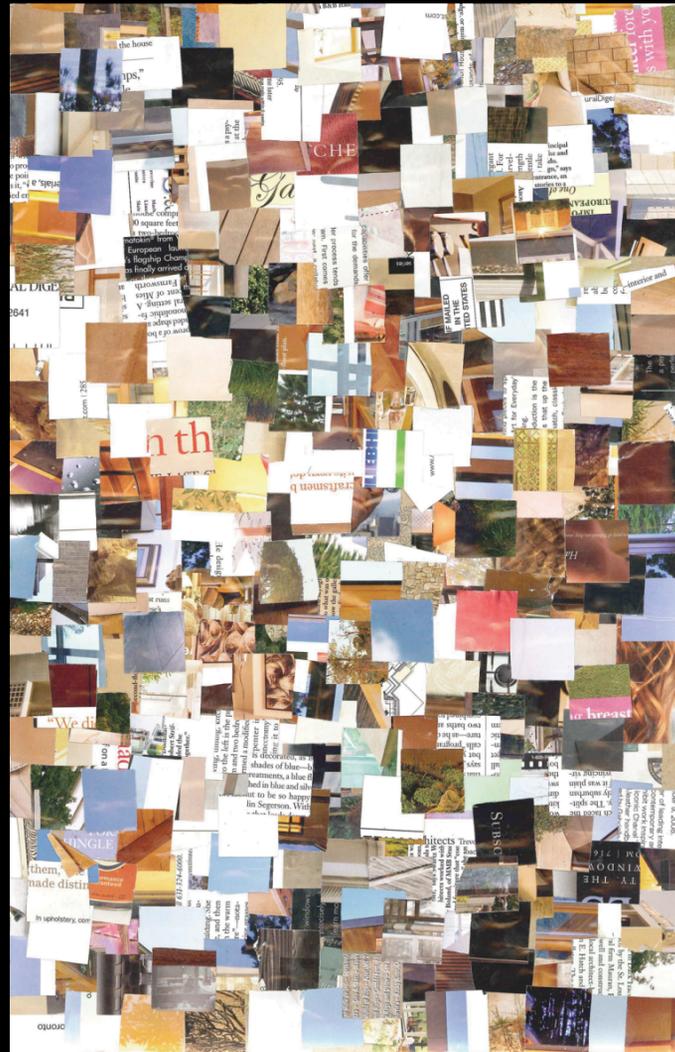
The Structural Model

This model has the final locations of the two core areas and the final floor plates based on the Standard Stoppages. It does not show any of the interior partitions, hand rails or the exterior wall.

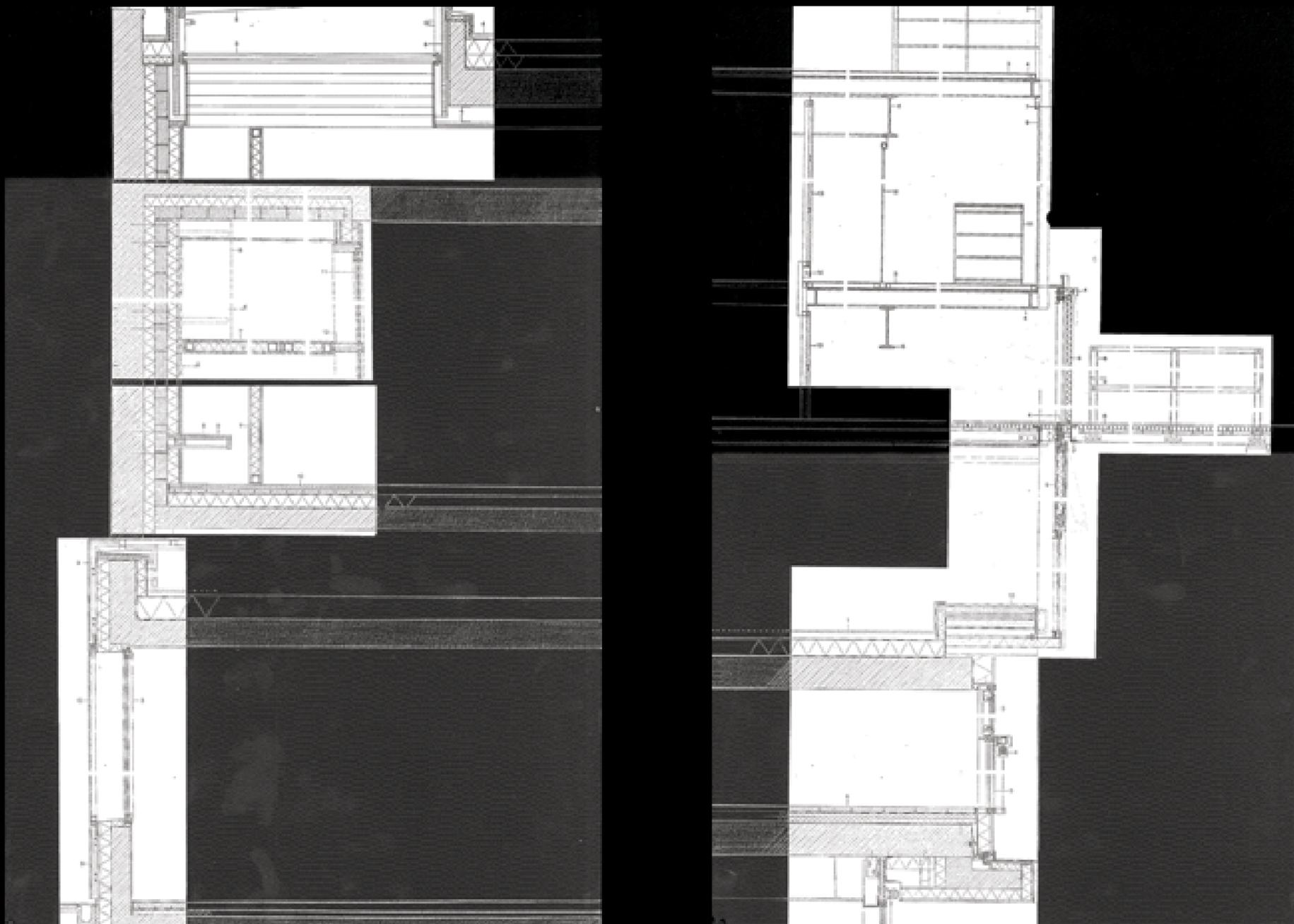


The Loop

This loop was used for the standard stoppages. Its length was the same as the perimeter of the site (in scale).



The Cubomania, a surreal game from by Gherasim Luce that is made by cutting up an image into squares and reassembling it without regard to the original image's subject. (http://en.wikipedia.org/wiki/Surrealist_games, Accessed Various times Fall 2008-Winter 2010) The first two (from left) were based on *Architectural Record* magazine. The last is from *Details* magazine. These began an attempt at finding an architectural use for the Cubomania which later resulted in the building's elevations.



These are studies based on the Cubomania. They were developed by taking details from different building and splicing them together without regard to their original design.

Cubomania

24

Dream Life