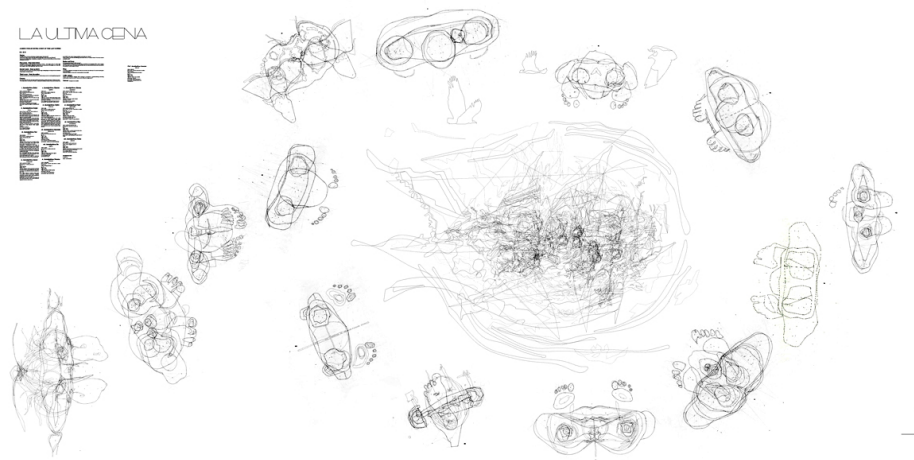


**FALL 2018**  
*The Analog City*

**NIROX FOUNDATION, 2010**

*Drawing on Origin*  
*Learning from THE CRADLE OF HUMANKIND — a “forever Spot”*

**THE ORIGIN CITY 1**



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**THE ORIGIN CITY 2**



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**THE ORIGIN CITY  
COLLAGE FOR THE  
FIRST BUILDING**



**1. THE THREE-WEEKS WORKSHOP. 2010**

**DESCRIPTION**



*Experiments with representation of the World at the Origin of Humanity*

*The ORIGIN CITY is the place where we experiment the Contact with what is different from us, the best “no place” and a “forever spot” (Lee Berger) where to stop to experience the cities as guettos and introduce an idea of Alive Cities. A series of Workshops serve to rethink the space with the vision of an Australopithecus Sediba — under the concept of multiplicity of forms and endless freedom of Directions. All exercises were based on the mind of each participant, the first Room of Architecture, a network of units, linked to one another. Can we construct a long loop back till the past, trying to build a structure and organization of a life that actually never existed? How do we represent a Space without borders, without centers, without states, organized only by distance, and errancy? Can we imagine how a nomadic species lived in this decentralized system habitat?*

**ASSIGNMENTS**



*The workshop is based on representation in Movement to facilitate the dynamic perception of space and avoid static perception. Walking is the primal form of transportation, the means by which humanity pollinated six continents. Civilization (towns, farms, churches, roads, walls...) is just the result of a long walk: Australopithecus Sediba might have practiced a unique form of bipedalism and some degree of arboreality. Walking is our first major accomplishment as a human being, an elaborate balancing act we repeat to handle the torch one another. The workshop is organized as follows:*

*— 1st weekend. Up above*

*FOCUS: Trees, airy sectors (GLOBAL NETWORK)*

*ACTIVITY: Reading “The Barron in the trees” by Italo Calvino; Writing; Drawing.*

*— 2nd weekend. Surface level*

*FOCUS: Walking (TRANSPORTATION)*

*ACTIVITY: Analysis of walking, Theory of Walking. Excursion around the cave.*

*— 3rd weekend. Underground*

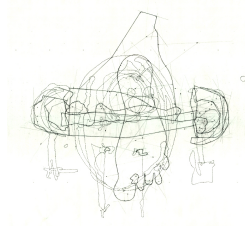
*FOCUS Water system, Caves (PRODUCTION)*

*ACTIVITY: To represent the surface below*

**2. THE INHABITANTS**

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**CITIZENS/  
ARCHITECTURE**



1. *The visitor*
2. *The Gatekeeper*
3. *The Foetus*
4. *The Leopard*
5. *The King*
6. *The Shaman*
7. *The outsider*
8. *The child*
9. *The latecomer-bobbezi*
10. *The scorpion*
11. *The guardian*
12. *The hyena*
13. *The absent.*
14. *The dreamer*

**3. THE BUILDINGS**

1. *The Entree l'eau. La Joie da vie, Geology*
2. *The cochleate helix, Flight center.*
3. *The matriarchal cauldron.*
4. *The Convoluted prowess of the lens, Connectivity.*
5. *The scapulated kingdom.*
6. *The Inter-mediatory rooting reflex, Quantum effect*
7. *A transalpine triumphant segue (transition).*
8. *The free delight of hope Exploration, Freedom.*
9. *An uninhabited relinquishment (abbandono), constriction-release*
10. *An incognito fluid stinger under metamorphic/clastic rocks. rock-wate*
11. *The Relic curator*
12. *Movement*
13. *The absent. A rhetorical mutation of encapsulations. inversion*
14. *The 'inspector-auditori'*

**4. THE EXHIBITION**



**"FUTURE MINED"**  
an exhibition on the 7th September 2012.

The exhibition at GIFA is a journey in between the different "bodies" of participants and "products" done during the workshop "Drawing on Origins". The Origin City is presented as an Analog city, a sum of results of the 13 participants. The idea of interior space of the mind has been strong in this exercise. The exhibition space is reproducing the interior space of our workshop room and mind during the month. All the proposals are ideal divergent "bodies", converging into one, built out from what the nature has been building through time and on which our imagination and personal memory has been moving on. On the background, Johannesburg is standing, ugly or beautiful it doesn't matter to us. The group of work has worked based on the idea that the spaces become alive starting from the way each individual is experimenting it's own body and it's own mind.

**FALL 2018**  
**The Analog City**

**THE RESTAURANT  
AT THE ORIGIN  
CITY. MENU.**

**Starters**

*"Mortadella with broccoli trees and landscape of today's sausages with dogs smile"*

*"Teeth of Homo with Largest omelet Latin nanosecond (1,383sq ft) made with 160,000 fossil eggs"*

*"Spots of towns of pithecanthropus, australopithecus, dryopithecus to taste that the difference between Australopithecus and humans is much less than what we think"*

**First course, from down below cave**

*"Polyrhythmic mushroom salad expressing the meaningless of existence with strange sounds of northern lights recorded, served with oreopithecus calligraphy and calliope skull, served with circle, know, bone, wood, seller, seven strangers, vessel, front like booklet, piglet, aglet, hamlet, coverlet"*

**Second course, from up above**

*"Don't pass up the house-made float plane passengers magic smelling flying food with gut bacteria Neanderthal whippersnappers wearing life jackets"*

**Third course, from the surface**

*"Brain pan wok with stone tools and foot prints from 3.6 million years ago served with tactile vegetable grass garden"*

**Desserts**

*"A Go crazy dessert with a super-rich and gooey Italian Breasts in the Sunshine with drops of "death by chocolate"*

*"A very hot **dessert** with no trees and a lots of sand, to understand the difference between the forest and the dessert since around 3000 BC when a climatic change gradually turns the Sahara into a dessert"*

*"**Dessert** in Just Tree Bites cannoli island with classmates fossils of the extinct hominid **Australopithecus** sediba when he was a **dessert**"*

**Bushes and Fruits**

*"Fruit eating Proconsul africanus 18 million years ago"*

*"Bipedal position fruit bushes from primitive small trees that would have forced Australopithecus sediba to walk so strangely due to its strange mixture. This dish shows that they didn't hate more fruits and leaves than any other hominid fossil ever examined.*

*It is Such a Thing to eat Fruits"*

**Wine**

*"16 Variety of yellowish-coloured grass wine which were involved in the discovery of an extinct hominid genus named Australopithecus"*

*"Ritual Wine Containers of 'cup-a-mine' concept beneficial to heart health"*

**Coffee camper**

*"Extreme onlyhomosapiens reblogged coffee consumption, procrastination, compartmentalizing, interneting included.*

*Please consume more than 15 times as much coffee per Norwegian person.*

**Gin Tonics**

*No description is available*

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**The Analog City**

**RULES FOR THE  
DINNER**



1. *Perfect projects require originality and harmony in table setting, including all implements, aesthetics and tastes, and absolute originality.*
2. *Absolute originality of ideas*
3. *Sculpted projects appeal is to the eye and imagination*
4. *No more Computer at the beginning of an idea as it causes lassitude, pessimism and lack of passion*
5. *Use of smells to enhance the tasting experience of architecture.*
6. *All political discussion and speeches would be forbidden at the project table.*
7. *Music and poetry would be forbidden except during certain intervals between rooms.*
8. *Some projects on the table would not be eaten, but only experienced by the eyes and nose.*
9. *Invent simultaneous projects with 10, 20 flavors to taste in a short moment. This bytes will have an analogical function to resume an all life zone, a passion love, a journey in the east. Projects would arrive rapidly and contain many flavors, but only a few mouthfuls in size.*
10. *The diners would eat in a mock aircraft, whose engines vibrations would stimulate the appetite. The tilted seats and tables would "shake out" the diners pre-conceived notions, while their taste buds would be overwhelmed by highly original dishes listed on aluminium cards. Traditional architectural equipment would be replaced by scientific equipment, bringing modernity and science to the built project. Suggested equipment included: Ozonizer, to give the smell of ozone. Ultraviolet ray lamps, to activate vitamins and other "active properties". Electrolyzer, to decompose items into new forms and properties. Colloidal mills, to pulverize any food item. Autoclaves, dialyzers, atmospheric and vacuum stills, to cook architecture without destroying vitamins. Chemical indicators or analyzers, to help the cook determine if sauces need more salt, sugar, or vinegar.*