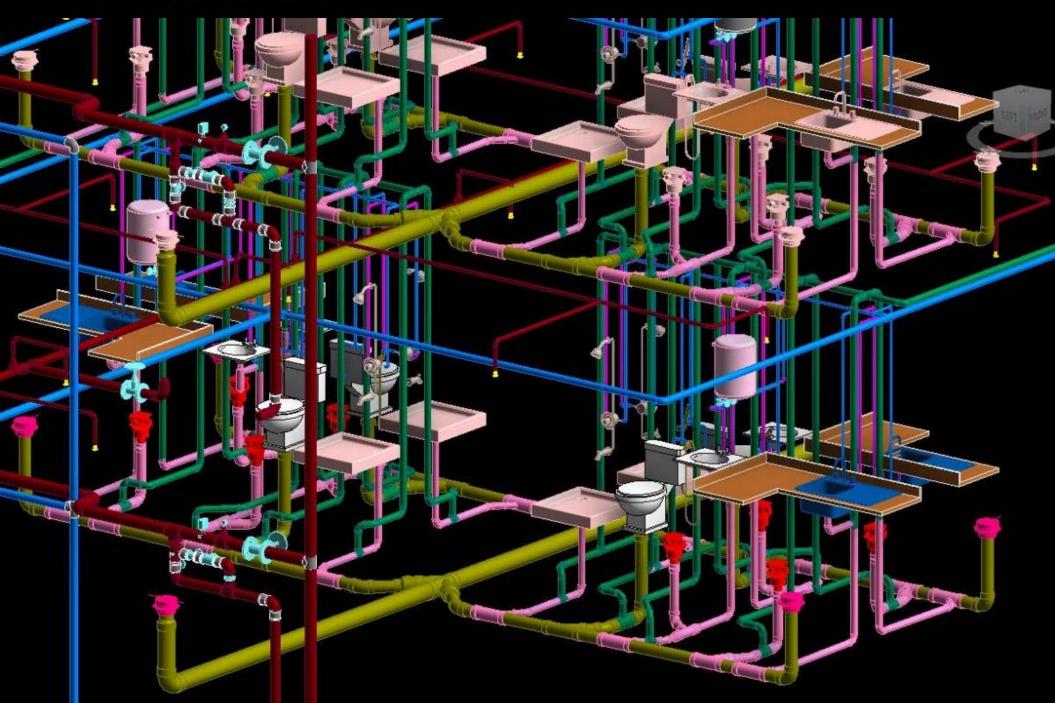
#### ARCH 521: MEDIA TECH VI: WORKFLOWS: FALL 2018

Federico Garcia Lammers



## Post-orthographic production, let stop saying post-digital.

why do we not use technical language to describe contemporary outputs? / what type of stuff do Building Information Modelling processes produce?

Everytime you spin a model around inside a computer an orthographer falls down dead. No amount of clapping will reinstate orthography as the primary system of architectural production.

#### Everything is Already an Image

John May. Log 40







## The status of computational images in the work of MILLIØNS.

John May and Zeina Koreitem.

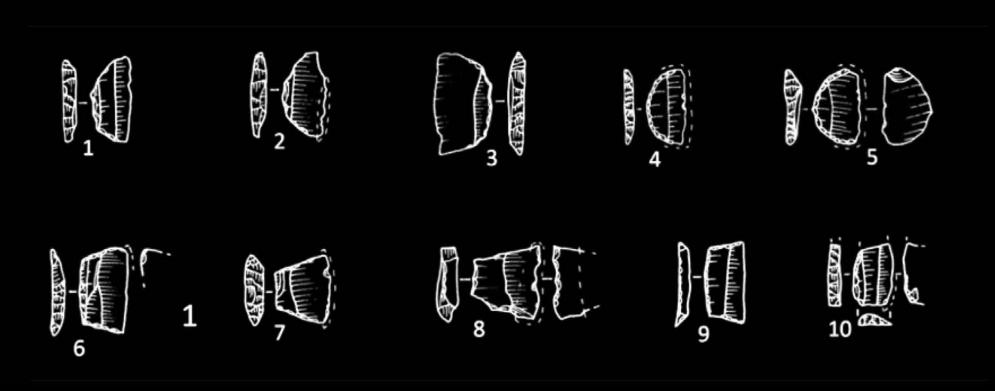
#### Three Axioms.

#### What is an axiom?

#### Axiom 1

There are no pretechnical forms of thought. There are no ways of thinking that remain isolated from technical acts.

### Modern fallacy: ideas exist apart from their technical formation.



Early Neolithic geometric microliths.

## Technical life is inseparable from processes of hominization.



Cave of Forgotten Dreams. Werner Herzog. 2012

# How does John May define the difference between technics and technology?

#### Axiom 2

Nothing technical is ever merely technical. There are no "minor technicalities"; or rather, all technicalities are tethered, in some way or another, to the deepest regions of consciousness.

Life's technical immersion is not a problem to be solved but a condition to be continually reunderstood.

## The best philosophies of techincs are, strictly speaking, useless.

#### Axiom 3

The specific conception of time embedded in a technical system is inseparable from the forms of thought and imagination it makes possible or impossible.

# Distinct technical ages are bound up with distinct conceptions of time.

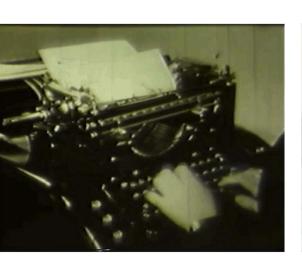


## Storehouses of the cumulative knowledge and wisdom we now refer to as "culture".

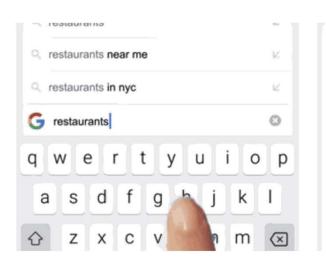


How is the storage speed of the medium is deceive for the forms of consciousness with which it is associated?

The pace with which any system allows us to record our thoughts and actions is inseparable from the ways of life it makes possible or impossible.







## Three axioms driven through three primary categories of visual depiction:

Drawing Photograph Image Why are these the three categories we should be interested in?

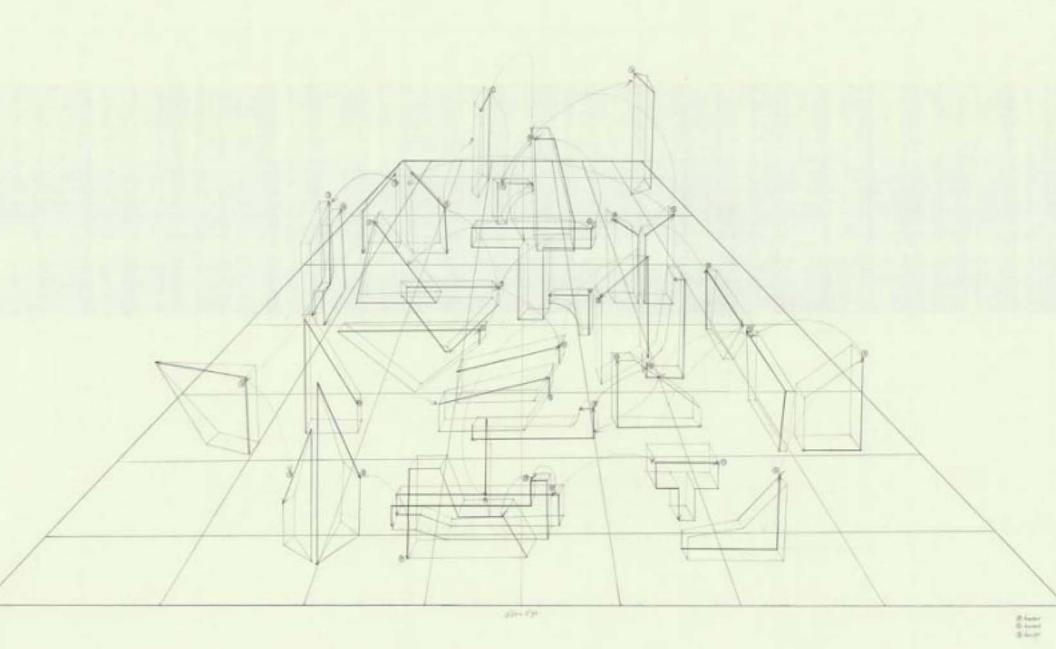
What do they reveal about contemporary architectural culture?

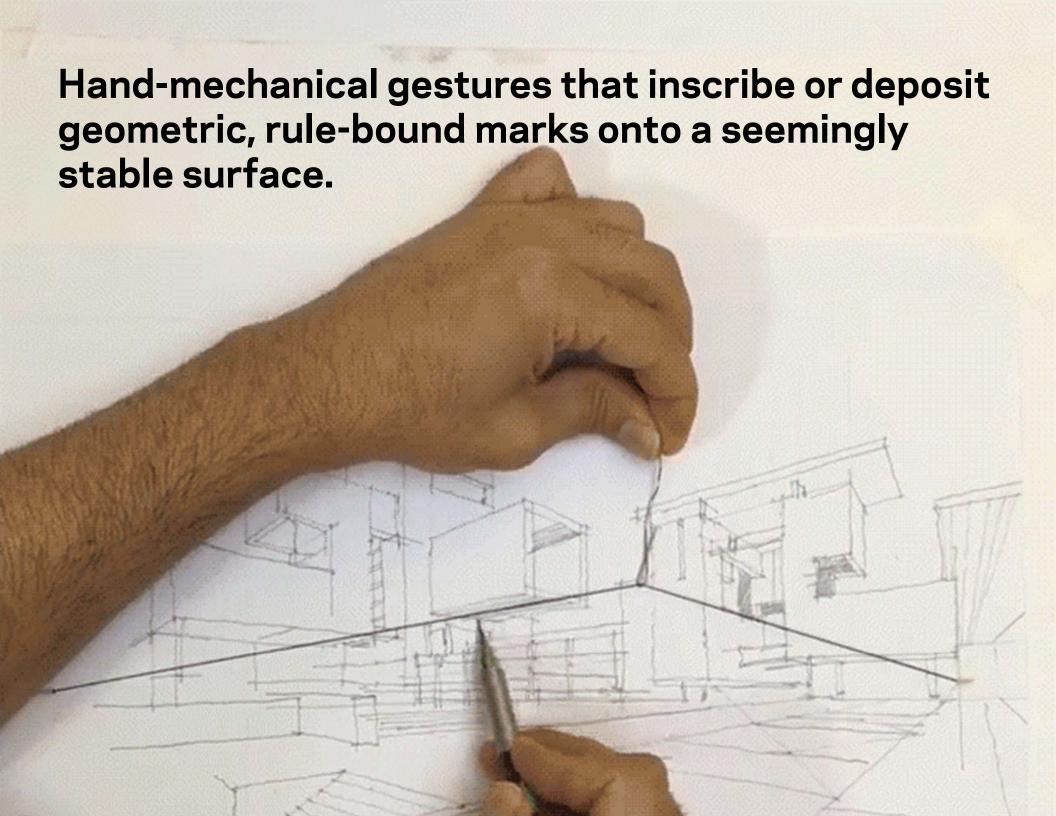
Contemporary architecture is quick to hybridize and assign value and interest to the ill-defined or ambiguous characteristics of visual outputs.

What if we consider the slippages between those three categories as evidence of a chronic confusion.

What if we consider a minimum set of technical criteria for the world we attempt to describe and work in.

#### Drawings





Hand-mechanical depiction is static: Once drawn, drawings do not move. The movement comes from the synchronization between hands and some external organ (straight edges, compass, squares, etc.)



Gestures are predictable, regular, controlled, and approximately repeatable; their coordination is mechanistic.

# Photograph

Technically, all photography is a form of heliography: The writing of the sun. It is the exposure of chemical substance to the sun.

The photograph is a mechanicalchemical visual format, completely separate from the technical act of drawing.

# Why did the invention of photography amount to a regression in visual mathematization?

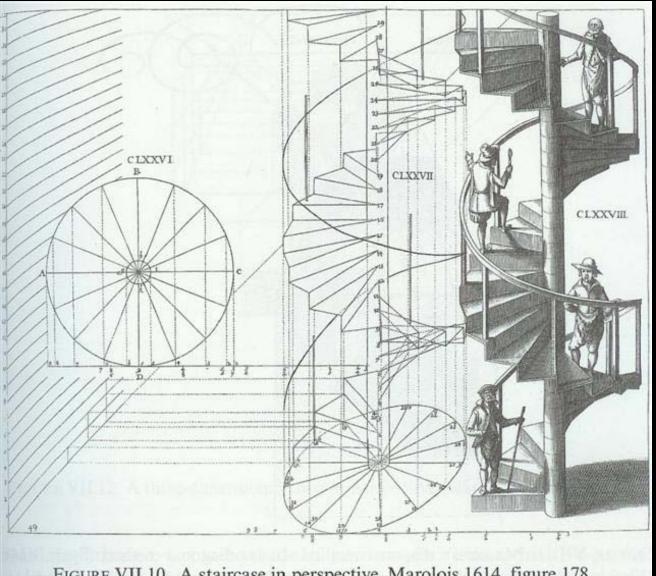
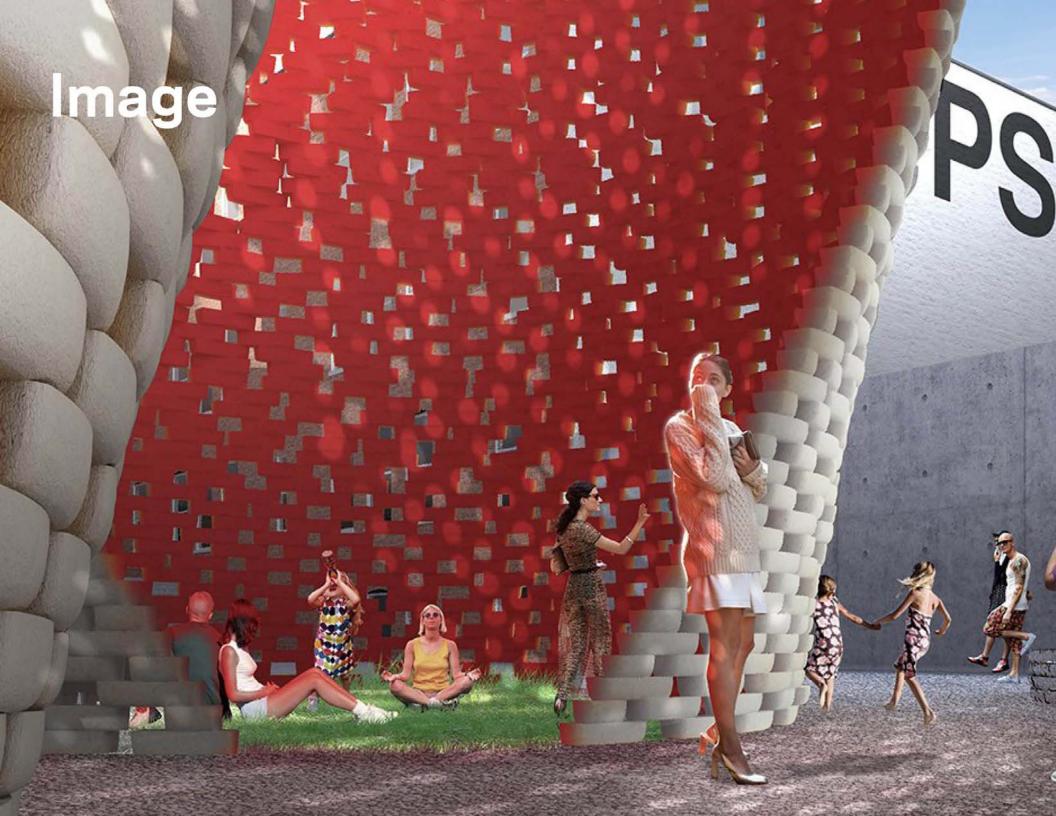


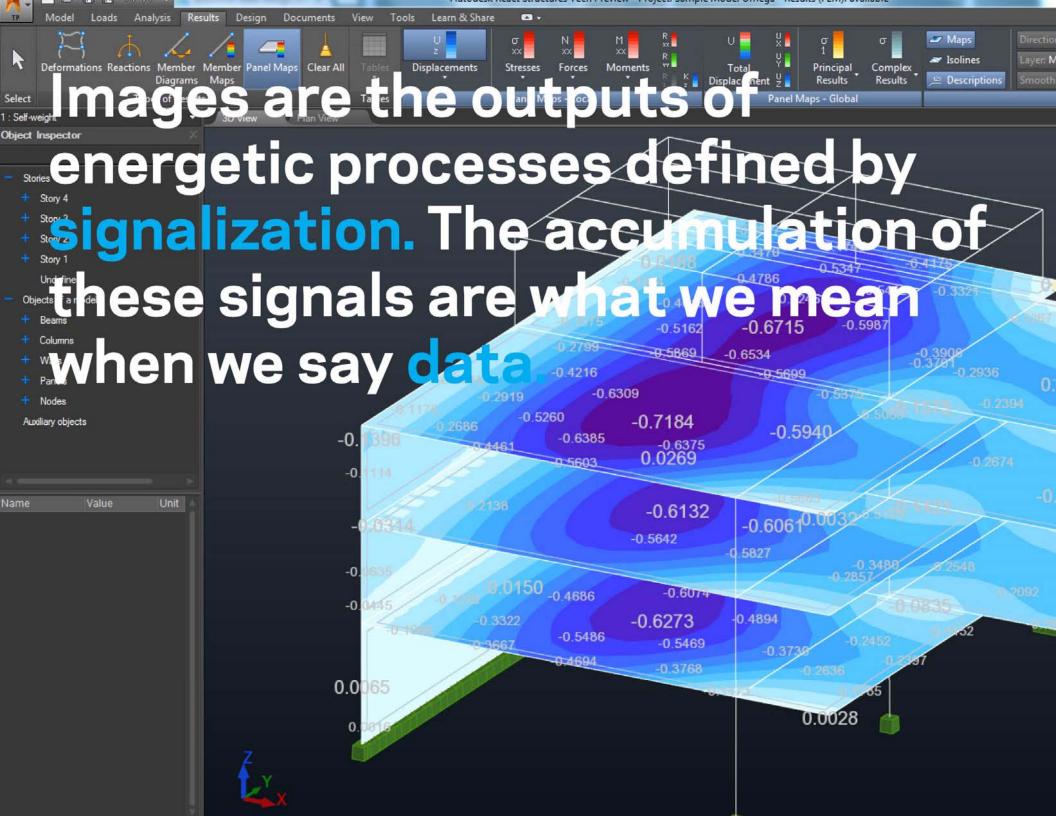


FIGURE VII.10. A staircase in perspective. Marolois 1614, figure 178.

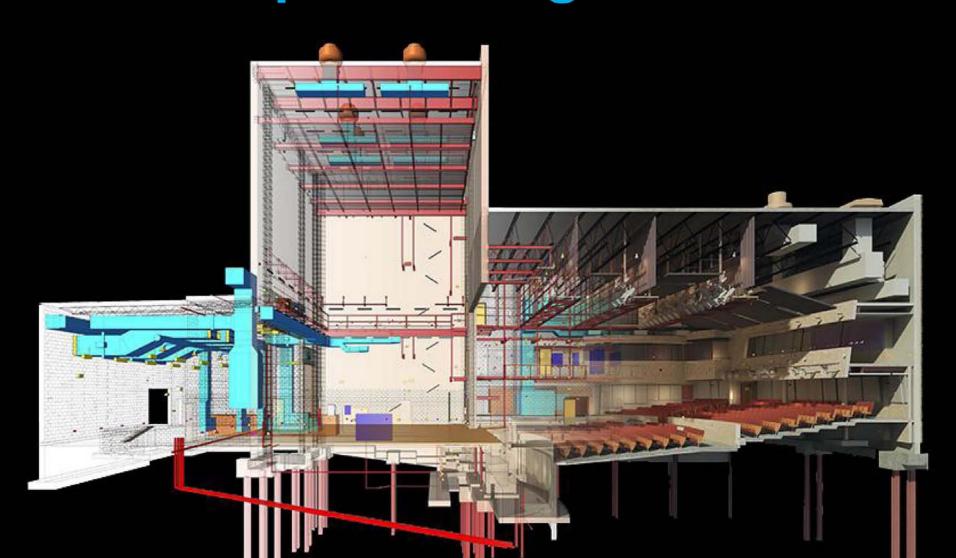
# The mathematics of a photograph always remain locked within its chemical composition.



Imaging is a form of photon detection. Unlike photographs, in which scenic light is made visible during chemical exposure, all imaging today is a process of detecting energy emitted by an environment and chopping it into discrete, measurable electrical charges called signals.

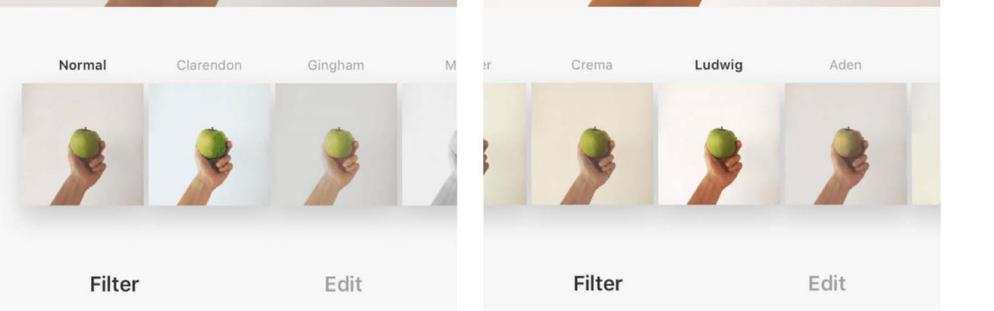


# All images are data, and all imaging is, knowingly or not, an act of data processing.





Why are images inherently dynamic? Why do we think of them as fixed.



### Photography as written light; Imaging as detected energy

Inaccurate language that reflects a shallow understanding of the technical world we live in.

Digital Photographs don't exist Computer Graphics don't exist

### This will kill that...

VRES DE VICTOR HUDD.

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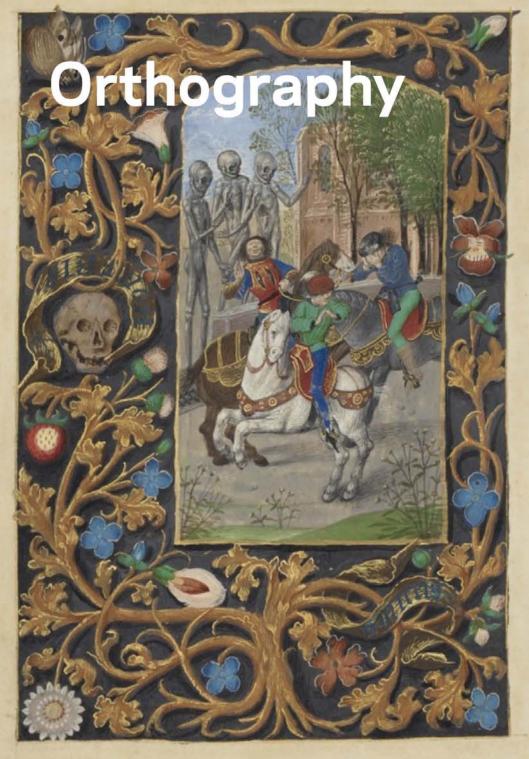
RUE SAINT-GERMAIN-DES-PRÉS, N° 9.

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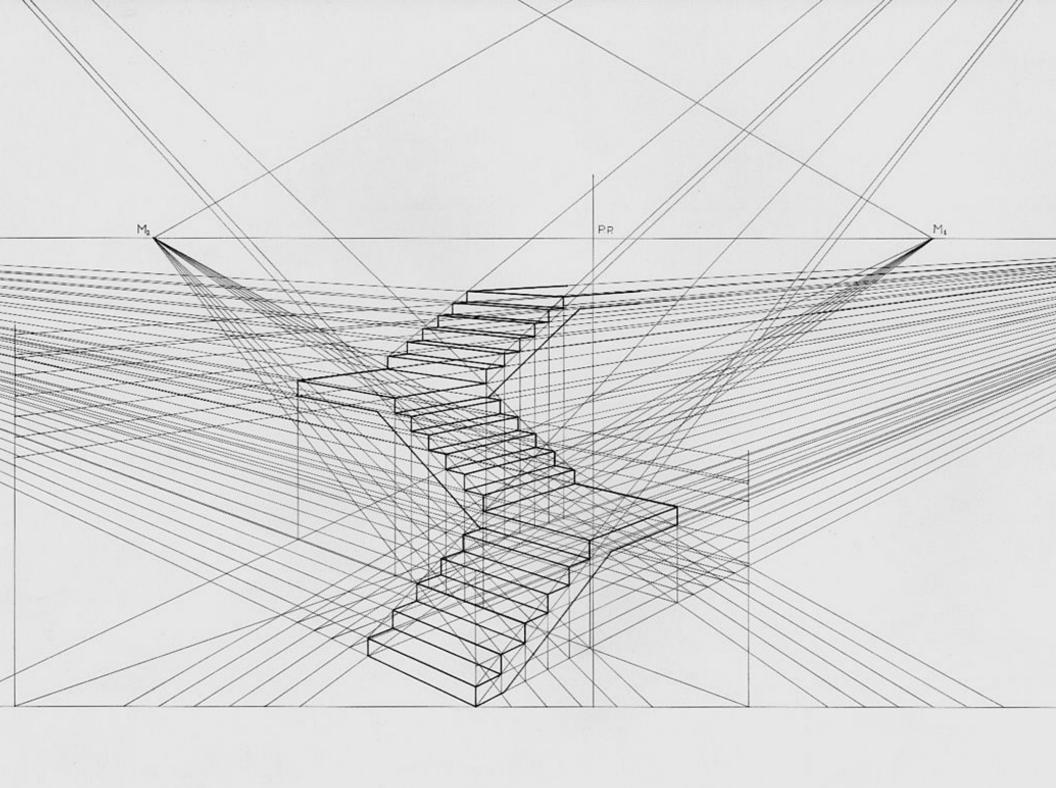
# Orthography is a geometric gesture that arranges marks into legible lines and texts.



# For the orthographer the world was geometry, as both text and drawing.

### What is "linear graphism"?

Thought is structured by rule-bound lines with beginnings and ends. Orthography brought the notion of literacy into the world.



If you are reading this right now you are engaged in a form of "linear graphism", knowingly or not, orthographic systems brought new objects and objectives into the world. Orthography transformed a visual world of non-linear, associative markings, into a linear depiction of the world.





10 - IL GIORNALINO N. 44/1976

## Why were history and orthography co-emergent?

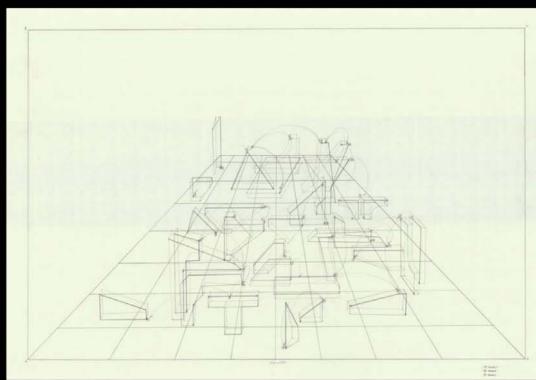
### Orthography generated two competing visions of the world:

Alphanumeric handwriting (speech)

Orthographic drawing (silence)

## Drawing is a form of nonalphabetic orthography.



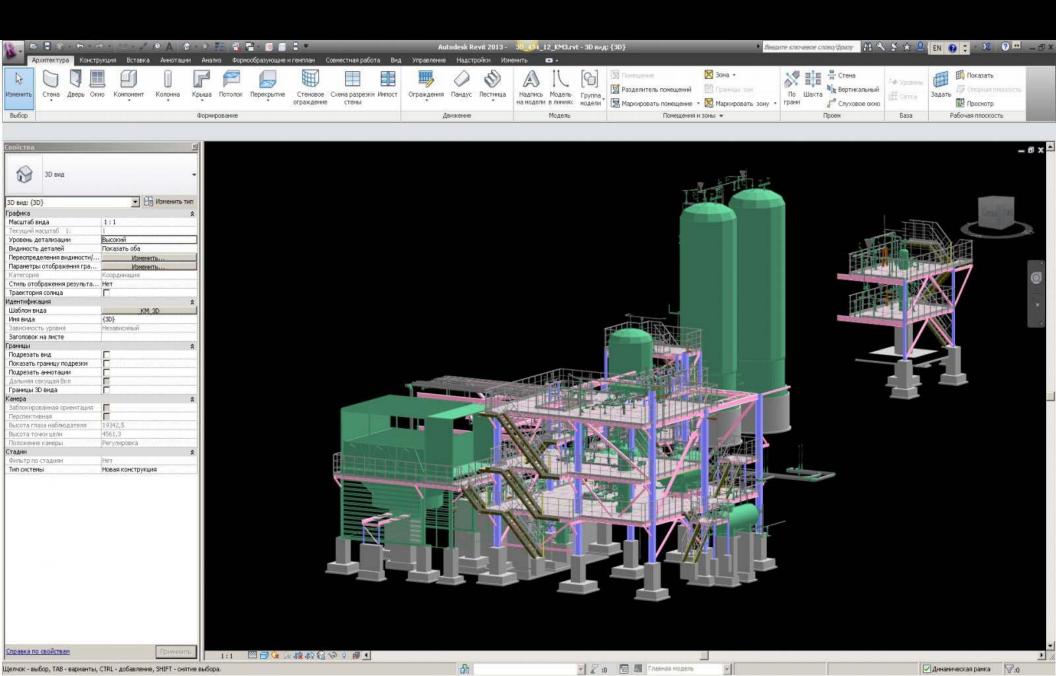


The fact that prior to the emergence of orthographic writing, time was conceived of as a circle or cycle is proof that we are not born thinking linearly.

Linear thinking is a product of our culture and the technical systems that are at play, such as scientific management.

## How do cultures train themselves out of linear orthogrphic thinking?

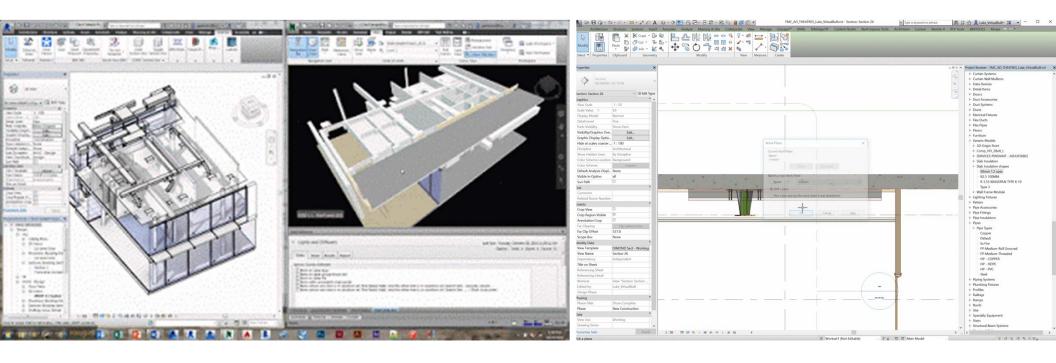
### Post-orthography



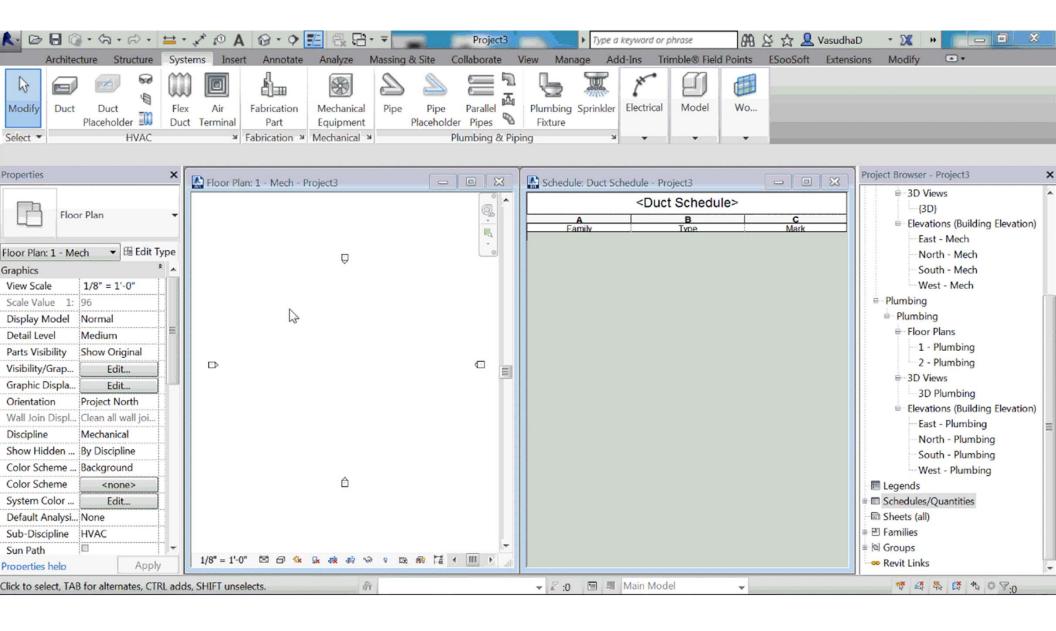
Post-orthography doesn't mean that drawing is dead or useless.

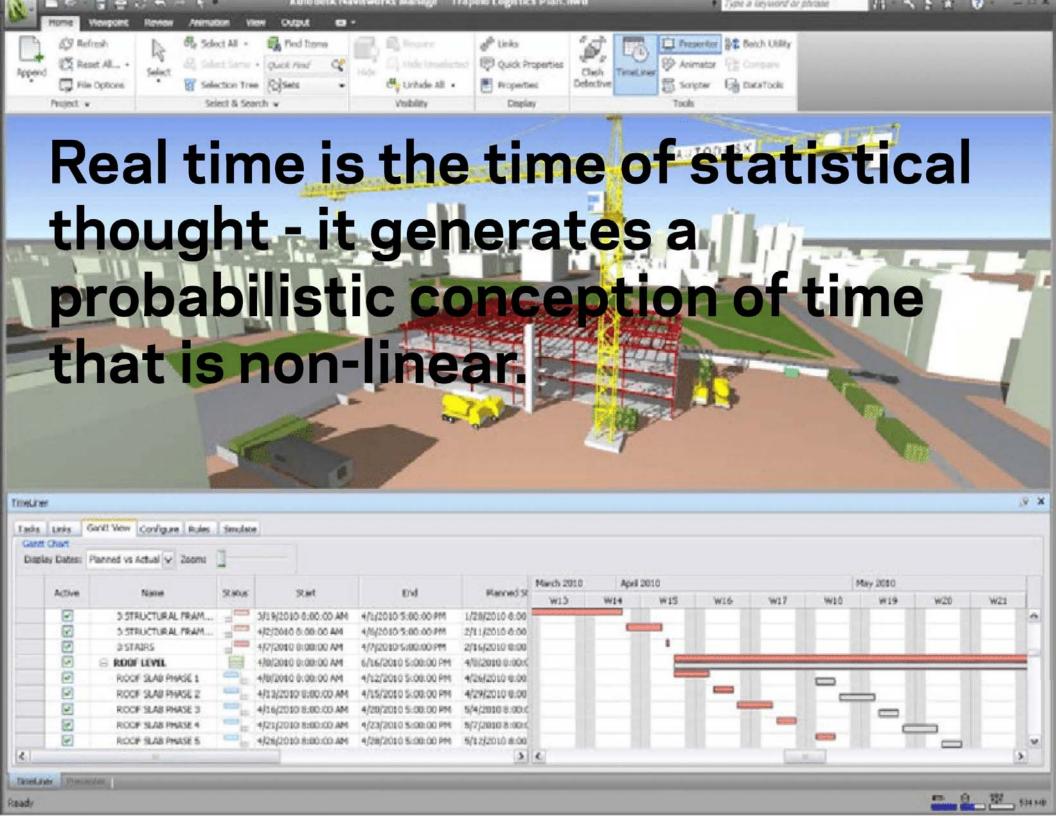
If the world of the orthographer was simultaneously a text and drawing; what is the world of the post-orthographer?

### Simultaneously image and model



### How do post-orthographic systems enmesh our work in "real time"?

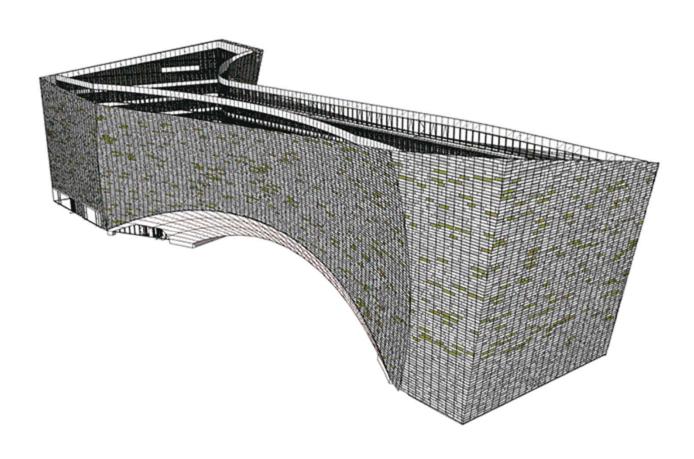




An image and model is latent with infinite images and probable outcomes at the finger tips of its technical production.

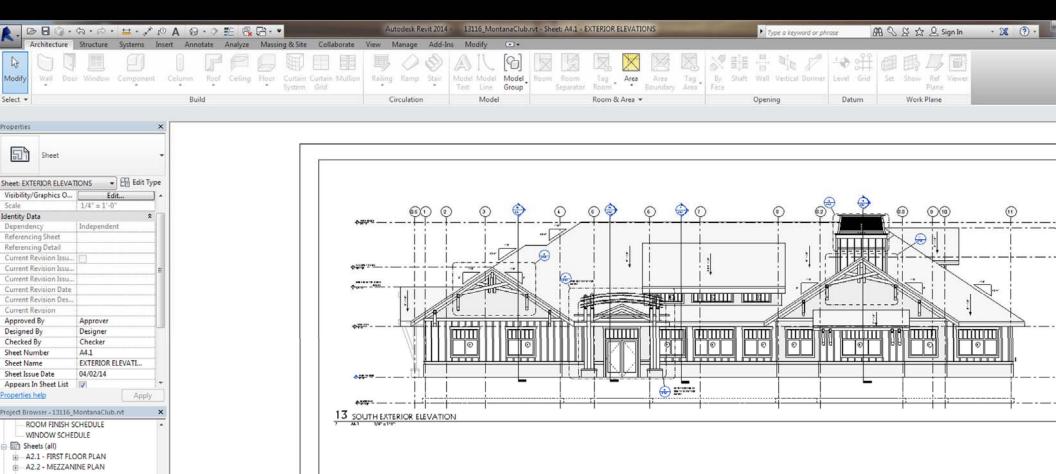
A drawing and text is latent with many probable outcomes, but its production is limited by its technical system.

### Models contain simulations of all possible future drawings.



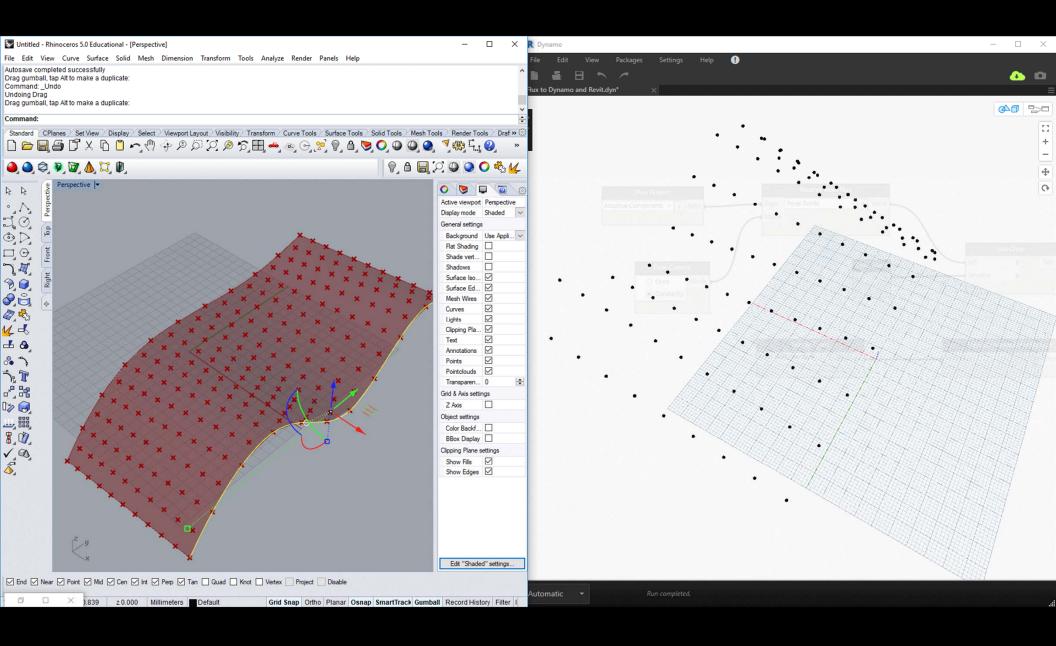
Using the "Make 2D" command or making a "Revit Section View" is not at all like drawing an orthographic plan.

The outcomes of these commands are simulated orthographic results; 2D reports (images) from 3D objects (models).

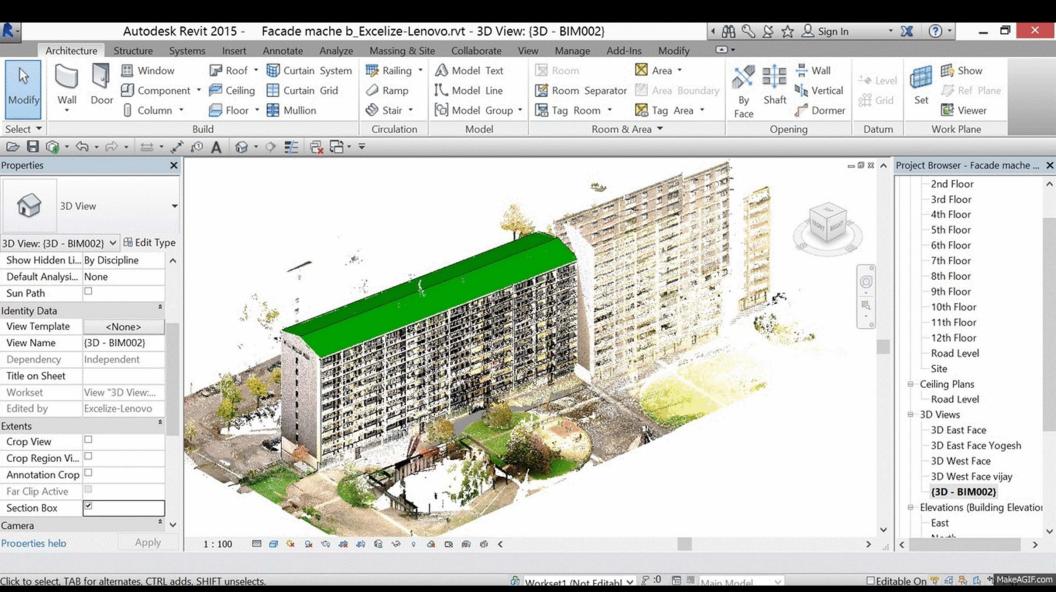


# Why does John May refer to images as a presentation and not a representation of the world?

#### Up-to-date, real time models of the world.



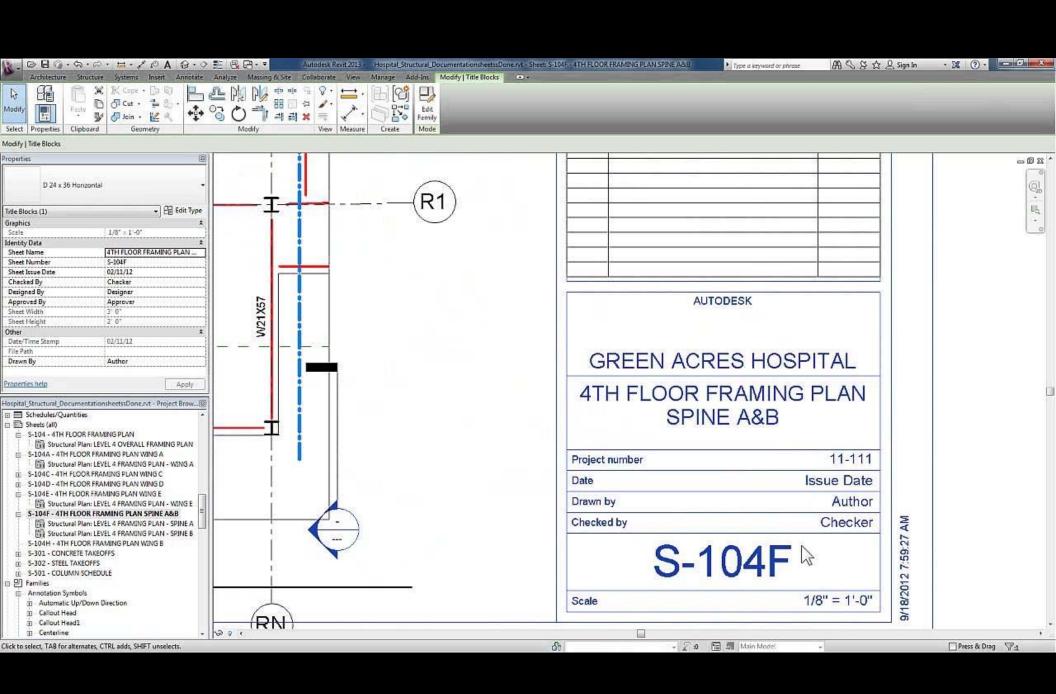
The always - present experience of all calculable possible future states - the logic of real time modeling - is very different from an orthographic imaginative framework.



Spin the model right - round - right round, and other tacit critiques of students' "digital work", or rather, our ubiquitous post-orthographic production techniques.

### Pseudorthography

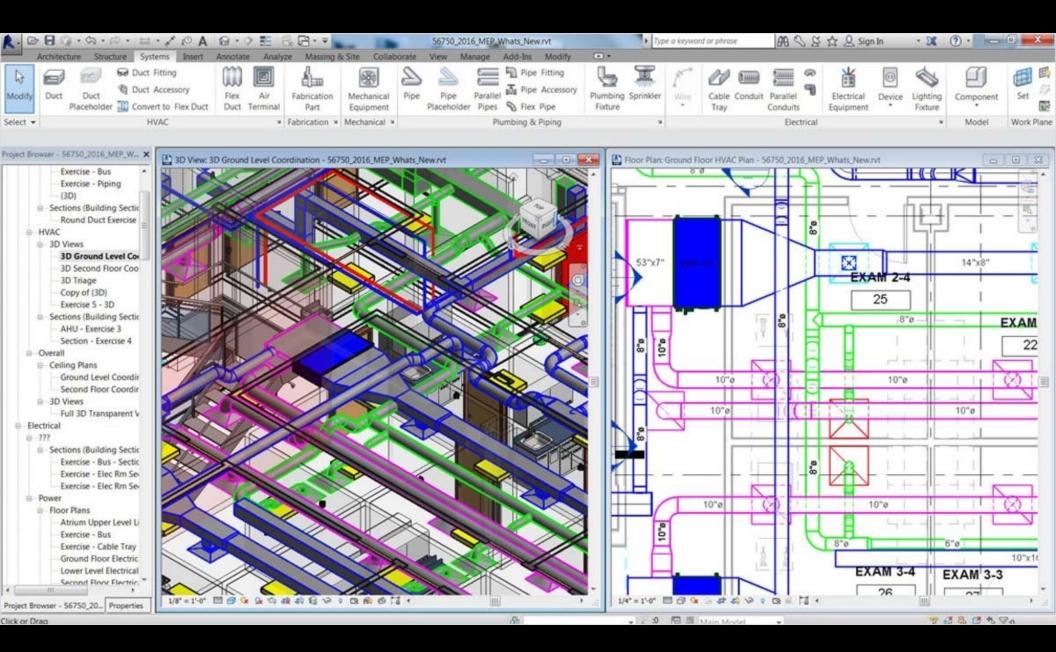
Pseudorthography is not fake, it simply means we have not yet come up with terms and conditions for this visual digital sphere we work in.



Familiarity is preserved as a coping mechanism that allows us to veil our unfamiliarity with the technical systems that are now under our management.

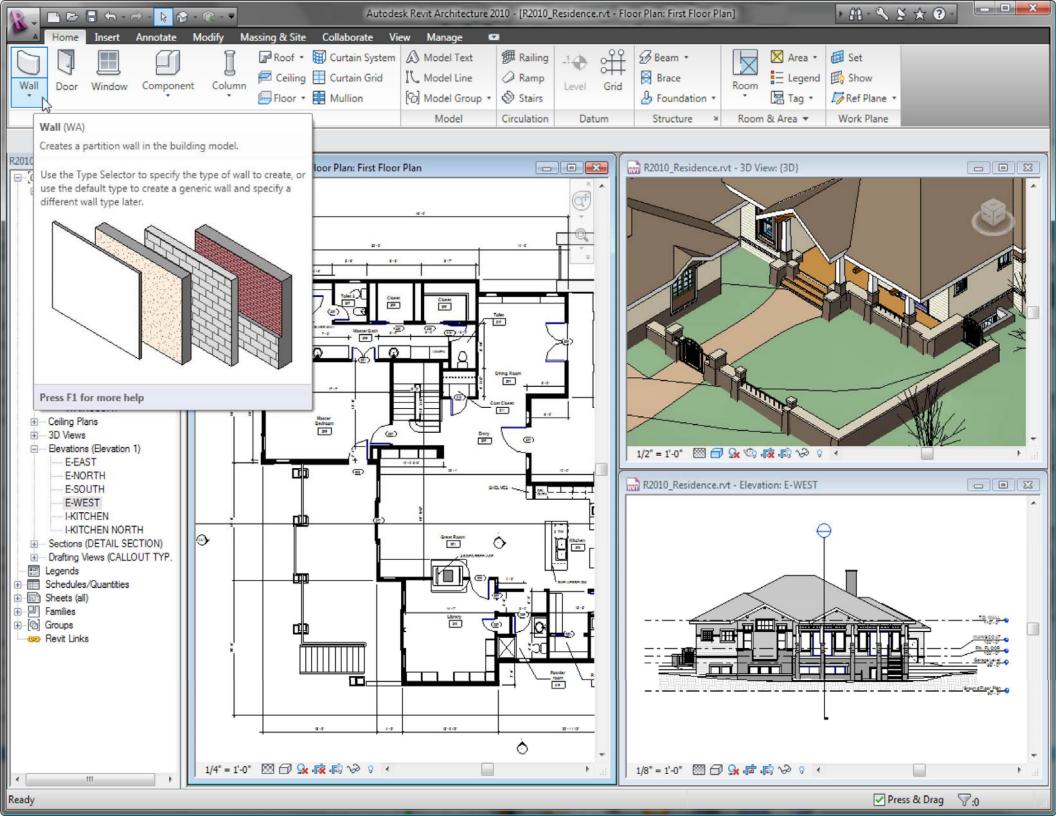
In order words, tools tend to break the world they make.

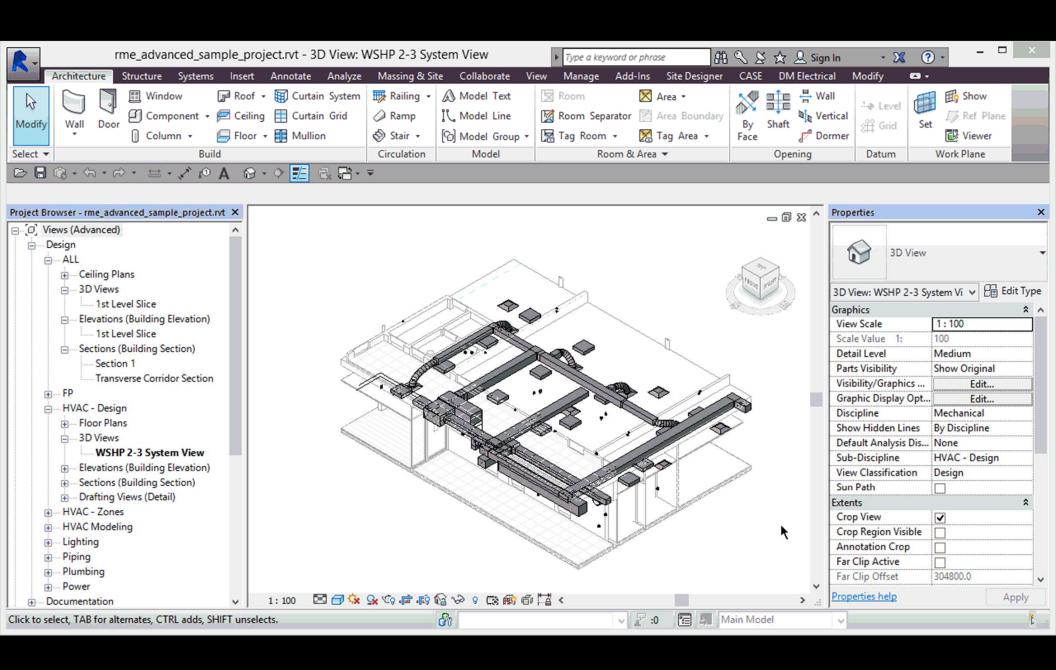
In a technical sense we haven't used (instrument of direction) a drawing to build a building in decades.

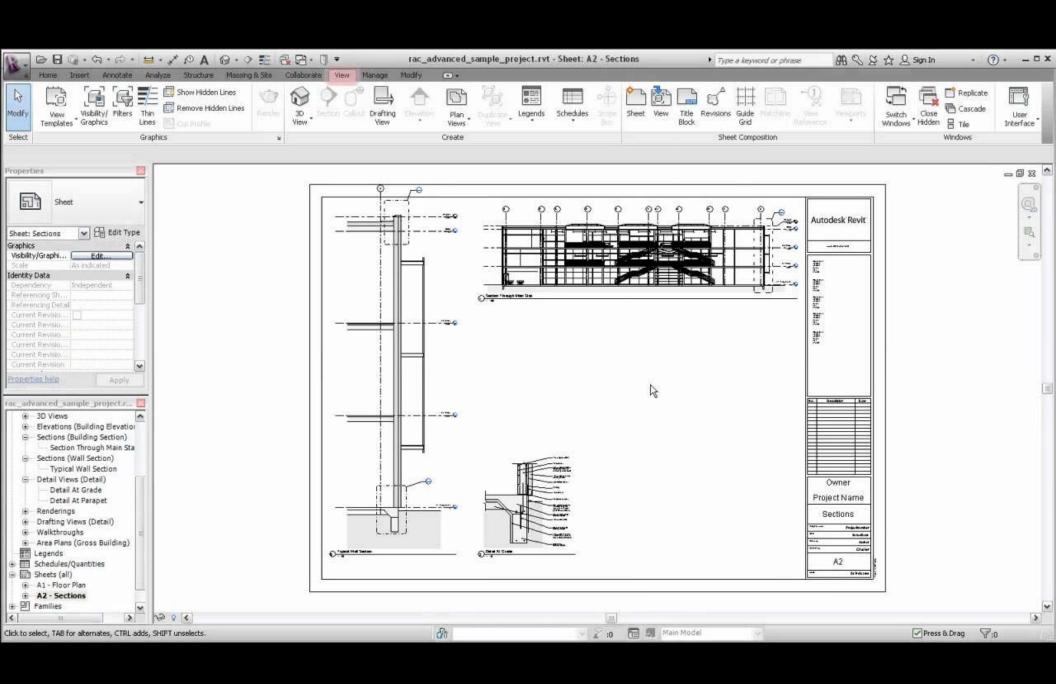


## Everything is now built from simulated orthography.

Images of drawings produced in computers are not drawings.



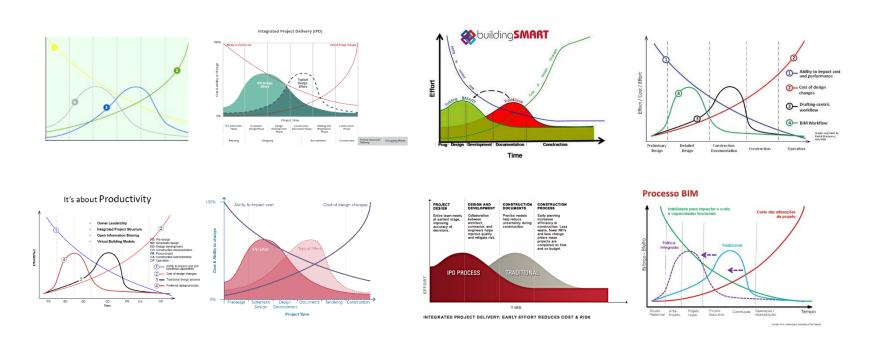




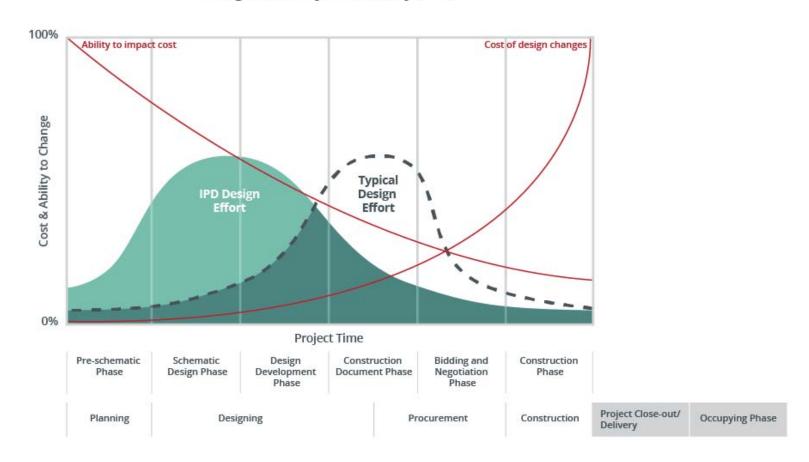
### **BIM Project Delivery**

Integrated Project Delivery (IPD) has become synonymous with BIM. Therefore it is implicated in the technical system of post-orthographic production.

# IPD is about being efficient and productive. I've collected a sampling of the same "sales" graph (MacLeamy Curve) in several languages.



#### Integrated Project Delivery (IPD)



## INTEGRATED PROJECT DELIVERY

An Action Guide for Leaders







