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Abstract

Architecture is stagnant. Once a design is implemented, executed, and constructed, the building or structure is inherently immovable and non-reactionary to its environment. Patterns are stagnant. Patterns are applied to a surface and become motionless and unchanging. We live in a world where technology and our environment is ever-changing. People react to their surroundings and, therefore, architecture must also become a field that reflects the environment.

The thesis is as a critique and a reevaluation on the stagnancy of architectural design that we see today. The following experiments begin to manifest an ideology of architectural design and patterns that are generated from existing conditions. The form of a design is further investigated by exploring the latency of a singular pattern into a design that reflects that of its environmental constraints, inevitably creating an architectural and morphological language that results in reactionary interstitial spaces.

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