

2020GaitherNoah-abstract

## Abstract

As a representational technique, deepfakes allow for the distilling of basic characteristics that define their constituent parts. Contemporary technologies typically apply this by superimposing an actor's face onto the body of another, resulting in a wholly original character by combining the defining traits of both actors. I apply this concept to architectural design by analyzing two precedent houses, Peter Eisenman's *House III* (1971) and Kieran Timberlake's *Loblolly House* (2006), extracting their defining characteristics, and creating an architectural deepfake that would become the design for a speculative suburban house for a collector of books.

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