

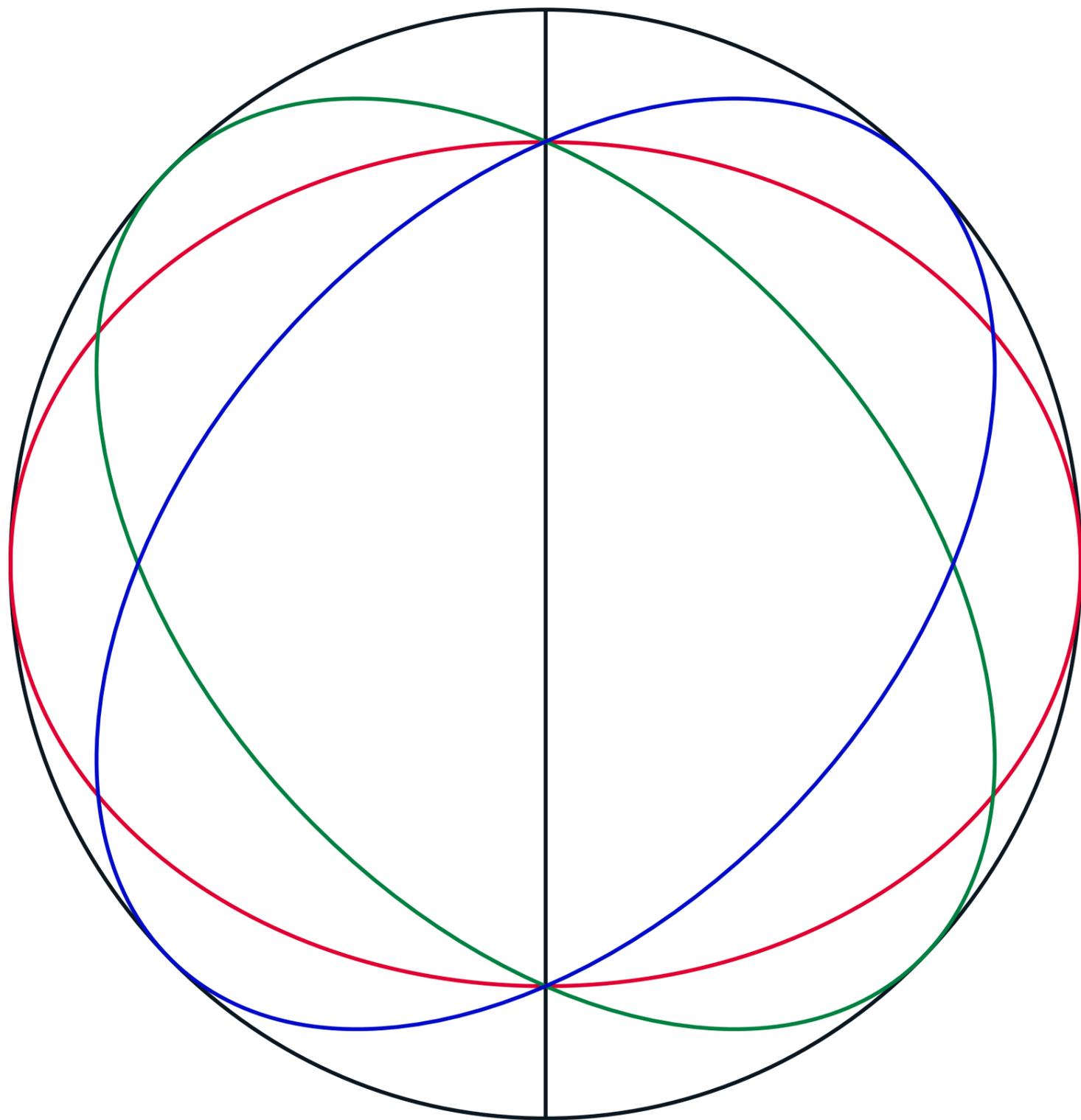
Studio Jan De Vylder

universum carrousel journey

3,33% 33,3% 333%

RE-THINKING-RE

(P)RE-ZU-RICH



universum carrousel journey – a studio

carrousel journey universum – a practice

journey universum carrousel – whatever

ETH Zürich D-ARCH IEA – FS 2022

**prologue** The 333% studio is a studio on the scale of the BA SEM III & IV expectations. At the same time, the 333% studio is part of a broader ambition shaped by the title 3.33% 33.3% 333%.

**333% BA2** In fact, these 3 sets of 3 numbers are 3 different studios but sharing the same interest 3 times. The interest of RE-USE. In the 33.3% and 3.33% studio - MA SEM I, II and III - the idea of economy, ecology and ergonomics is explored with a gesture of 3.33% or 33.3% of the normal 100% investment. A true belief in the under-explored capacity to really do less. Or said: needing less.

The 333% studio takes the perspective across two semesters - HS / III and FS / IV. In semester HS / III, a simple exercise will explore the development of the same program in the two different contexts of NEW-USE and RE-USE. On a given free plot versus a given build plot, the same project will be designed. In the FS / IV semester, the same simple exercise will test the results of the previous semester on a subsequent change. Both projects from the previous semester will be challenged with a new program, twice each time. One can say: it is a matter of RE-USE - semester FS / IV - of the RE-USE and the NEW-USE - semester HS / III -.

**(P)RE** We introduce the word (P)RE-USE here since the NEW USE - semester HS / III - will still be tested in its first concept for its ability to be prepared for the next RE-USE. Likewise, the RE-USE project will be evaluated for its ability to change once more.

We will talk about many more RE-PREFIX words. The RE-WORD - once started with the word RE-USE - is everywhere and always today. The RE-word is omnipresent and in many ways. Many RE-words have now been found and defined. And many more must and will be added. Never is it a play on words. Always it is another angle. Or to explore the idea more and more. And to discover yet another entrance.

re-use re-store rest-ore re-pair  
re-act re-cycle re-care re-accept  
re-sumptions re-compress(ions)\* re-economy\*  
re-love re-leave re-less re-confirm  
re-silience re-vive re-live  
re-veal un-re-vel  
re-collage re-configure  
re-observe re-call re-read re-focus re-draw  
re-practice re-detail re-invent re-question  
re-strategy re-confront re-venture

**teaching studio work (\*)**

#### first movement

W1 INTRODUCTION  
22.02  
23.02

W2 TABLE  
01.03  
02.03

W3 WALL  
08.03  
09.03

W4 INTERMEDIATE CRIT 1  
15.03

#### second movement

W5 SEMINAR WEEK

W6 DIGITAL WORKSHOP  
TABLE  
29.03  
30.03

W7 WALL  
05.04  
06.04

W8 TABLE  
12.04  
13.04

W9 EASTER HOLIDAY

W10 TABLE  
DIGITAL WORKSHOP  
26.04  
27.04

W11 TABLE  
05.05  
04.05

W12 INTERMEDIATE CRIT 2  
10.05

#### third movement

W13 TABLE  
DIGITAL WORKSHOP  
17.05  
18.05

W14 WALL  
24.05  
25.05

W15 FINAL CRIT  
31.05 FINAL REVIEW  
01.06 FINAL REVIEW  
CLEAN UP STUDIO

At all. We will find out together that in the end, taking into account all these RE-WORDS, it is and will be more a matter of RE-ATTITUDE. USE words in account. Attitudes must be changed. At all.

**RE-THINKING RE** RE-THINKING-RE is the alter ego of the 3.33% 33.3% 333% studios. If we are not critical, RE-ERA may only be a trend, but in fact it is and will always be an eternal URGE. The urge of u-R-g-E.

**3,33% 33,3% 333%** The 3,33% and 33,3% and 333% idea could also be rephrased as re- and RE- and (P)RE-. Let's explain the ideas one by one. As possible critical variants on the idea of RE-USE. To become rather RE-ATTITUDE.

**Epilogue 1** **universum carousel journey**  
Some sets of words. Words of a studio Words of this studio. Words of your studio.  
Words of a universum. Words in a carousel. Words on a journey. The universum architecture can be. The carousel architecture will be. The journey architecture need to undertake. Universum as a personal world. Carousel as an ongoing world. Journey as a discovery of the world.  
This studio is called universum carousel journey. This studio's atelier will be given the title **universum**. The lectures will be held under the title **carousel**. And the travels will be named **journey**. But they will be interchanged at times. As the studio is named universum carousel journey.

**FS 2022 BAIV**

#### Movement 1

DECONSTRUCTION – Group work - Analogue  
New SMALL PRACTICES are made. Every SMALL PRACTICE consists out of three students, all of which worked on a different context in Semester III.

Each of the students will build down their ordinary house of semester III into a STOCKLIST and an EXPLODED AXO DRAWING.

Every SMALL PRACTICE will be given one reference project to be deconstructed and poured into a STOCKLIST and an EXPLODED AXO as well.

**BUK**

The chair of BUK will be our sparring partner during first movement.

Intermediate crit 1 (15.03)

STOCKLISTS and EXPLODED AXO DRAWINGS show the process of deconstruction.

#### Movement 2

COLLECTIVE HOUSE – Group work – 333% - Analogue

The three sets of building materials of the ordinary houses will be combined to make one bigger house, a 300% house. 33% building materials of the given reference will be added to the mix. This all adds up to a generous 333%.

The 333% project should house 21 beds, in whatever form; a multi-generational house, a youth-hostel, an orphanage, an elderly home, a detention center, ...

One of the unexplored contexts of last semester will be the site for this 333% project.

**PUBLIC FOLLY** – Individual work – 3,33% - Digital  
Close to the collective house, a public folly will be built. As a small satellite projected in the public realm. The folly shares the same DNA as the House, but is different. Where the House is collective, the Folly is public.

The sites widen up. The 3,33% project no longer is situated within the borders of the given plot, but explores the public realm. A radius is offered to guide this exploration.

**Stijn Jonckheere**

Among other documents, the public folly will be represented by a digital drawing. Stijn Jonckheere will join the teaching team to introduce and teach a specific format of drawing digitally.

Intermediate crit 2 (10.05 + 11.05)

The second intermediate crit functions as the final crit for the 333% project. The group work ends here.

#### Movement 3

**PUBLIC FOLLY** – Individual work – 3,33% - Digital

The three remaining weeks are reserved to work on the 3,33% project only. So only individual work remains.

Stijn Jonckheere comes back for one more digital workshop session.

Final crit (31.05 + 01.06)

All three movements are on show, both DECONSTRUCTION, the COLLECTIVE HOUSE as the PUBLIC FOLLY.

**FOLLY**

**Epilogue 2**

#### form life urge

Change. As Always. But maybe today as it is needed more than ever before. This world we live in. That world we will live in tomorrow. How that world of tomorrow has to deal with that world of yesterday. That question is the question of today. How the phenomenon that architecture is—UNIVERSUM CARROUSEL JOURNEY—can be explored in that perspective. The URGE of today—CARROUSEL—. How to make life possible tomorrow—UNIVERSUM—. But maybe never without the beauty architecture also can or rather should be: FORM. Or the beauty of the JOURNEY.