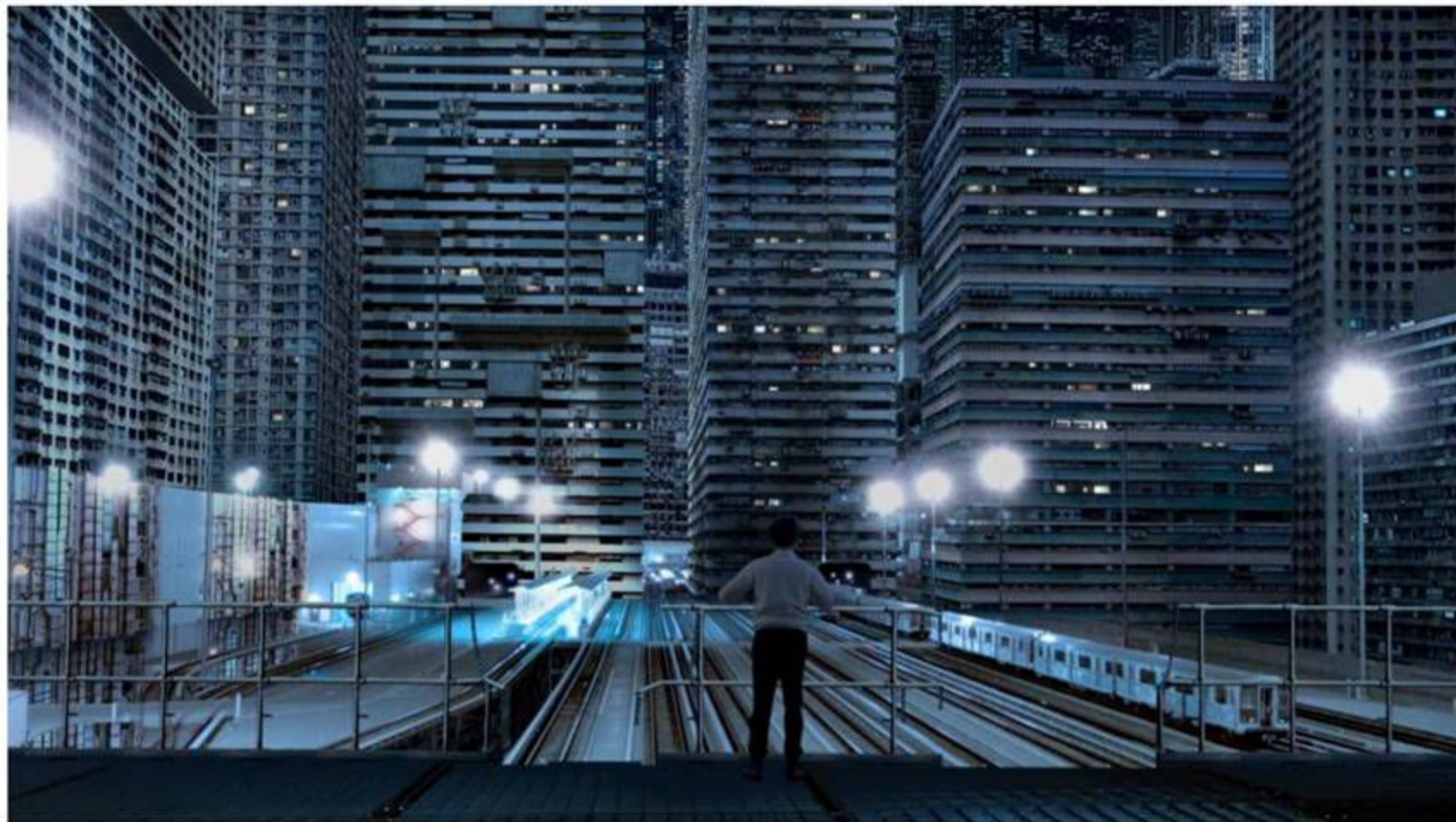


Drawing Architecture  
| Situational Sites, Procedural Worlds |



Memorability as an *Image*

*Scenes from various Film Fragments which were manipulated to unravel my Situational Site.*



*It's a big world out there.  
Hundreds and thousands of people in this chaotic world.  
What are you chasing?*

*Scenes from various Film Fragments which were manipulated to unravel my Situational Site.*



*The inverted skyscrapers.  
What year is this?  
Where am I?*

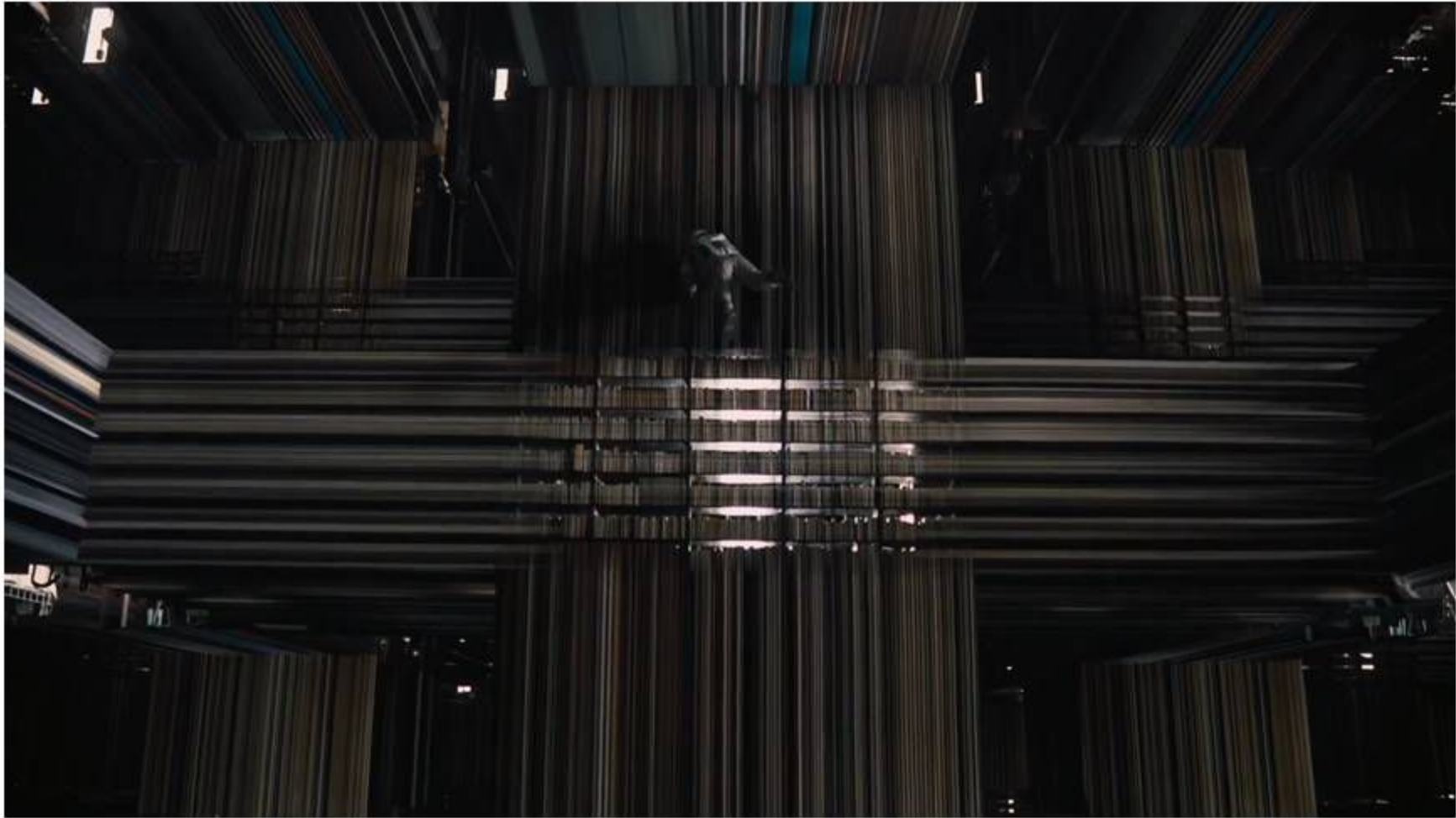


*Scenes from various Film Fragments which were manipulated to unravel my Situational Site.*



*Is this the future?  
How did we get here?*

*Scenes from various Film Fragments which were manipulated to unravel my Situational Site.*



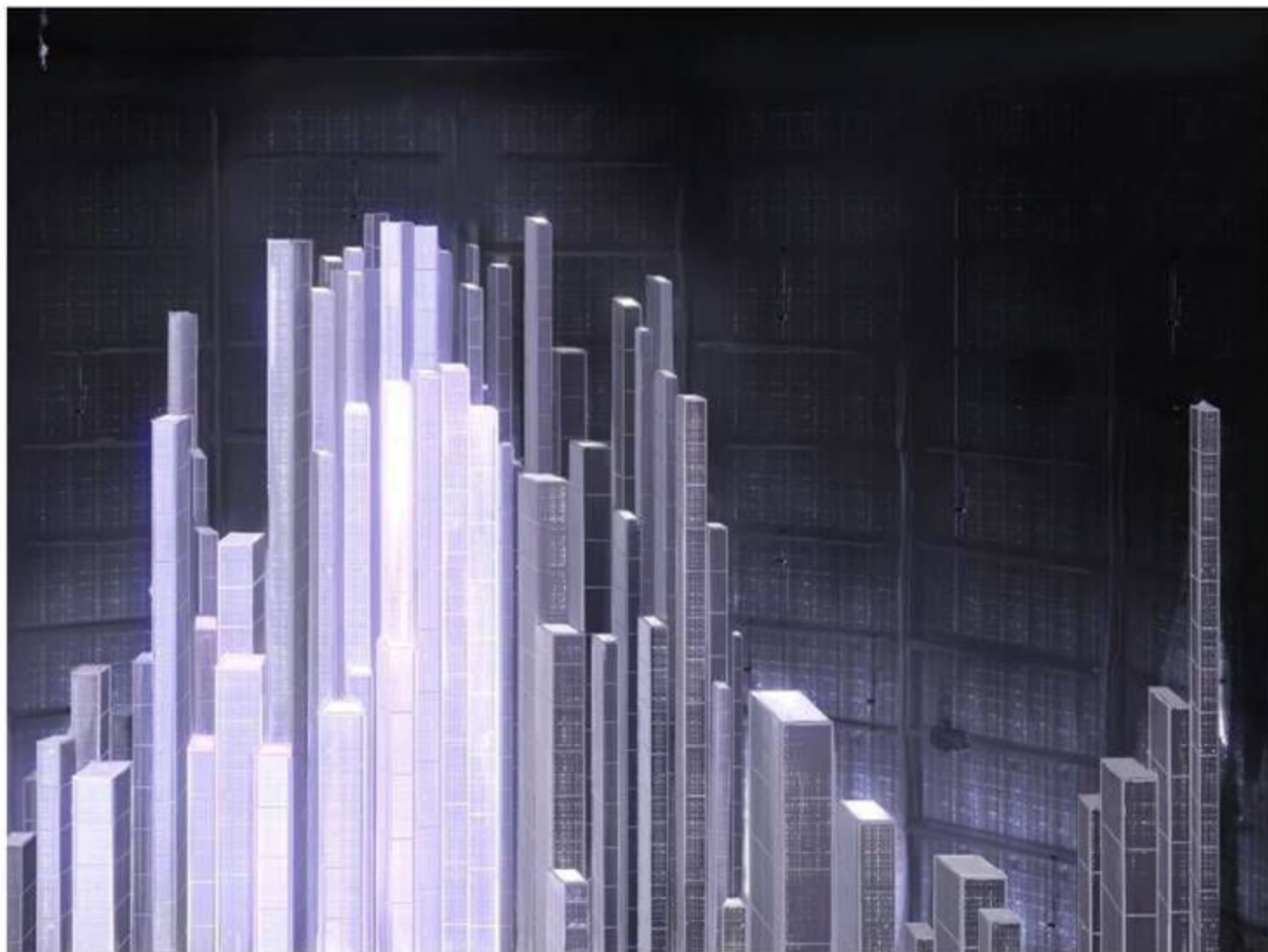
*A scene from the movie **Interstellar** (2014), by Christopher Nolan.  
Lost in the 4<sup>th</sup> dimension.  
Time can now be accessed. It is crucial*

*Scenes from various Film Fragments which were manipulated to unravel my Situational Site.*



*This feel of dystopia.  
Everything around is enormous.*

*Scenes from various Film Fragments which were manipulated to unravel my Situational Site.*

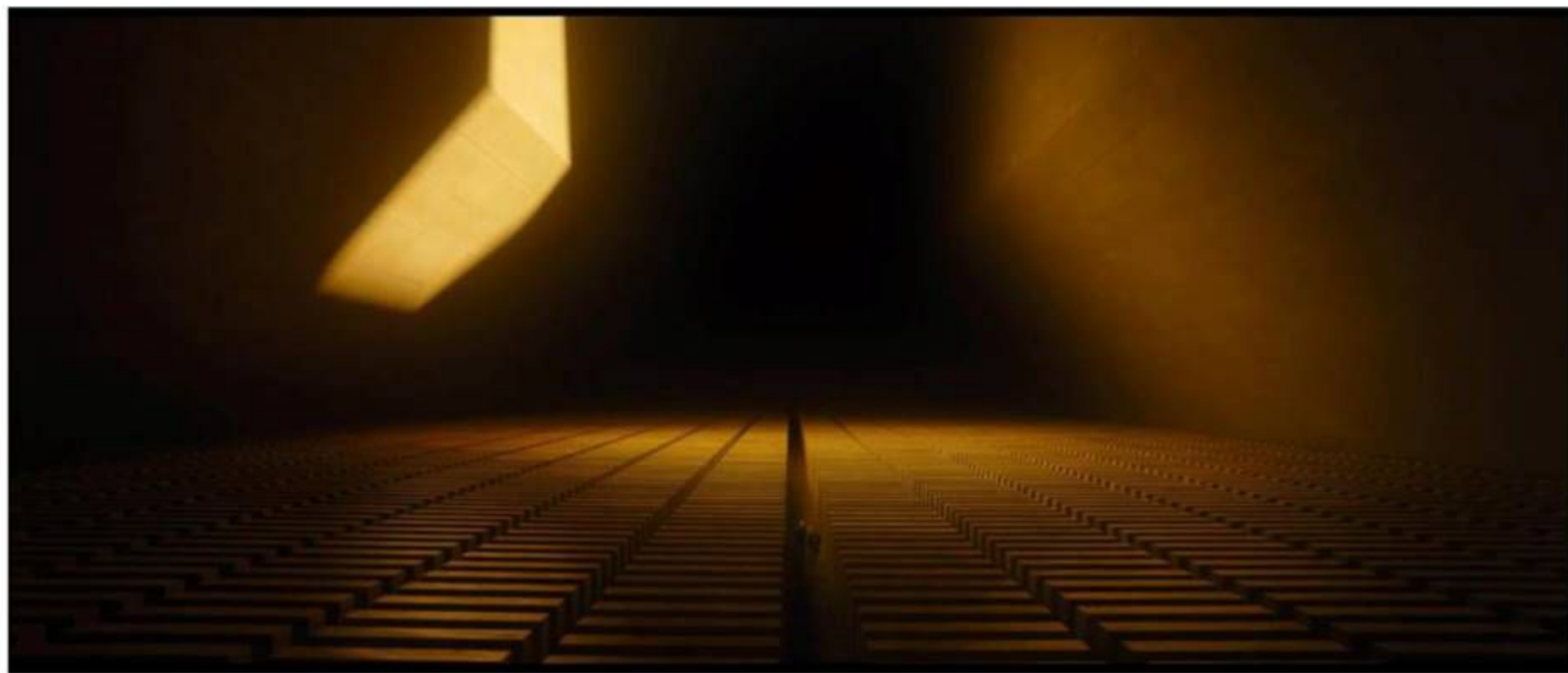






*Shadow Play?  
Playing with Light.  
Highlights the spaces and voids.. We now  
understand the true scale.*

*Scenes from various Film Fragments which were manipulated to unravel my Situational Site.*



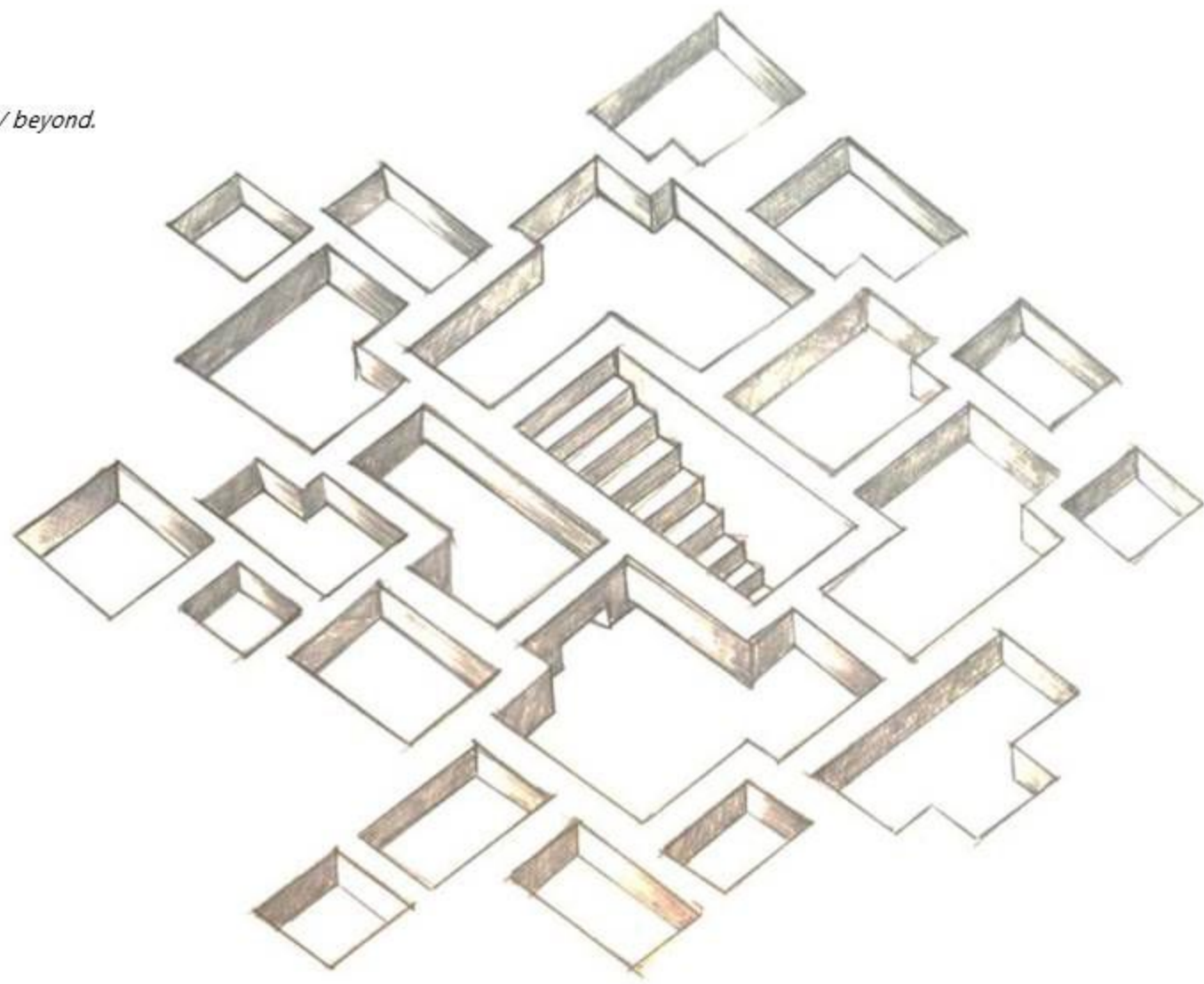
*A scene from the movie **Blade Runner 2049** (2017).  
The scale of the space interests me.*

*Scenes from various Film Fragments which were manipulated to unravel my Situational Site.*



*A scene from the movie **Blade Runner 2049** (2017).  
The scale of the space interests me.*

*The world beneath / beyond.*





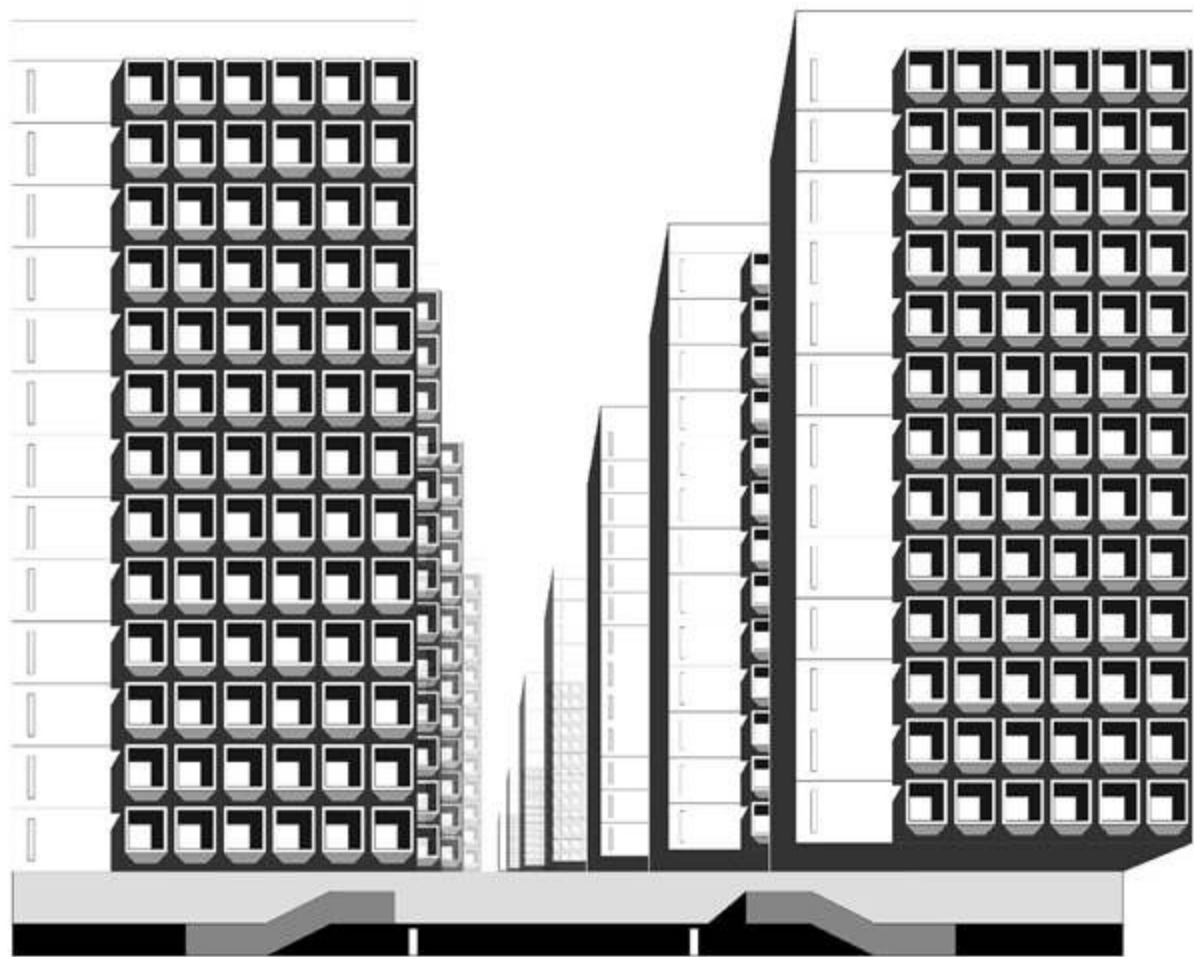
*Japanese Brutalism*



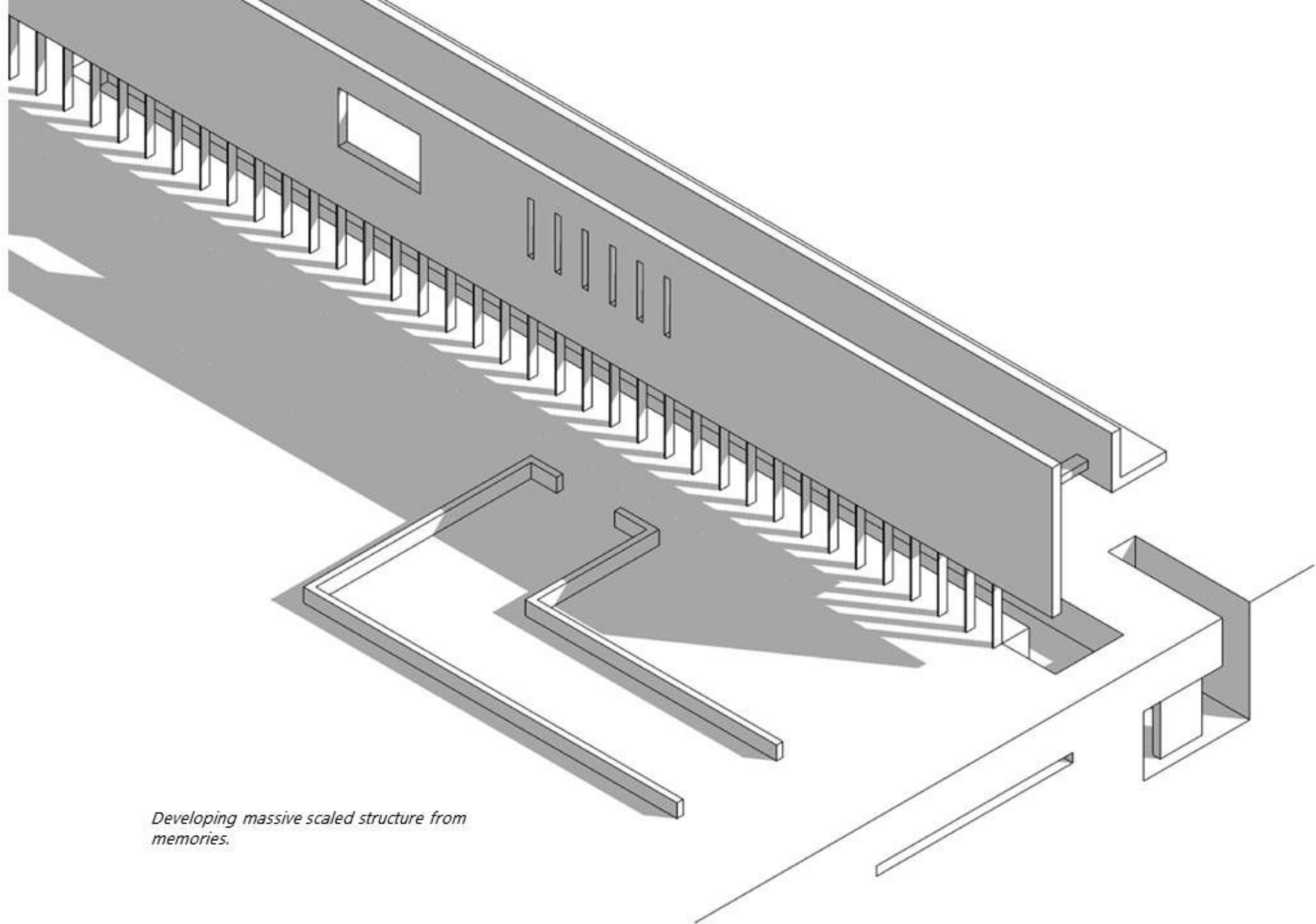
*Japanese Brutalism*



photo koshimizu susumu ◦



*The repetition of elements.  
The Brutalism in Architecture.*



*Developing massive scaled structure from memories.*



