

PREVIOUS POSTS

MARCH 2012

Off to India  
Star Wheel Horizon  
Discipline & Punish: Papillon (1973)

FEBRUARY 2012

Mining the Lower East Side  
Ground Environment Déjà Vu  
Autonomous Angels of Maintenance  
HoverMast  
Where'd the road go?: Cool Hand Luke (1967)  
Cropped  
Forensic Flowers  
The Pop It Up  
Electric Landscapes  
Ball Games: The Great Escape (1963)  
Liberation Terror: The Great Escape (1963)  
Initial Points  
How to dismantle your door: A Man Escaped (1956)  
Making Planning Popular  
Object Cancers  
Landscape Architecture for Machines

JANUARY 2012

A Prison Camp is for Escaping: Grand Illusion (1937)  
Architectural Nonessentials  
Breaking Out and Breaking In  
Landscapes of Dredge  
Space Jack  
Submarine City  
Drone Landscapes, Intelligent Geotextiles, Geographic Countermeasures  
Remnant Infrastructure  
Loop Geography as Defensive Tactic  
The Baffler

DECEMBER 2011

Bioluminescent Billboards  
Ice Island Infrastructure  
We Can Move It For You Wholesale  
Return of the Brick Swarm  
Speleological Superparks  
Brooklyn Vent  
Drone Tax  
A 7-Mile Rainbow for Kim Jong-il  
Portfolio Futures  
House of the Cave Bear  
Mine Plug  
Psychometric Drawing  
Experiments, Architectural Non Sequiturs, and Free Association  
Urban by Nature  
Sutured San Francisco  
The Architecture of Banana Control  
The Rounds

NOVEMBER 2011

Horizon Repair  
The Limits of Preservation  
Brick Swarm  
Detection Landscapes  
Aerial Sheriff  
Debt Cemetery  
Infra  
Pole Farm  
Architecture at the Breaking Point  
Project Ice Shield  
Unnatural History  
State of Air

OCTOBER 2011

The dirty politics of taste  
Dye-Tracing Archaeology  
El Resplandor  
Thrilling Wonder Stories 3  
Eye Roller  
Film Grenade  
Do Black Swans Dream of Electric Sheep?  
Literary Climatology  
Foamed Infrastructure  
Carry That Weight

SEPTEMBER 2011

Tar Creek Supergrid  
Sea Caverns of Singapore  
A Spatial History of Trapdoors  
Altered Landscape  
Tunnel / Countertunnel  
On The Beach  
Landform Building  
The Shape of War  
Impact / Collapse  
@StudioXNYC  
Salt  
Geologic City  
Test City

AUGUST 2011

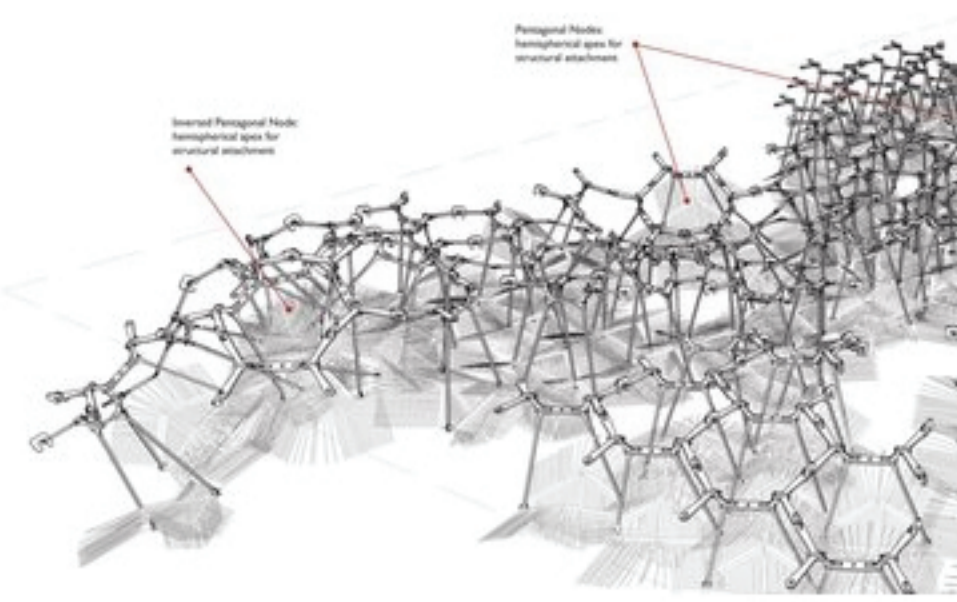
Bridges are Acoustic Information  
Green Man  
Studio-X NYC  
Polygon Sublime  
Fake Lake  
Urban Hurricane  
Farmland World  
Animals in the Optoelectronic Metropolis  
The Cloud  
Architectural Formations that Make Matter into Objects of History  
Layerscape  
Island of Darwinian Machines  
Switch  
Installment Plan  
The New Robot Domesticity  
Subterranean Machine Resurrections  
Nazca City  
Instruments, Devices and Architectural Inventions

JULY 2011

Rebooting Massachusetts  
Twisty Little Passages  
Bird's Eye View  
L.A. Stunt School  
Death and Marriage, Weather and Birds  
The House of Mechanical Animals  
The Weather Bank  
Geopolitical Redesign, or: A Bridge Between Europe and Africa  
Insurrectionary Memory  
Ruin Index  
The role of smell in urban design  
Interpretation-Based Spatiality  
Gotham Sans  
Situationist Drawing Device  
Henry Waltz  
Weather Warriors  
Split Infinitives  
Log  
Dune Bank Suitcase

JUNE 2011

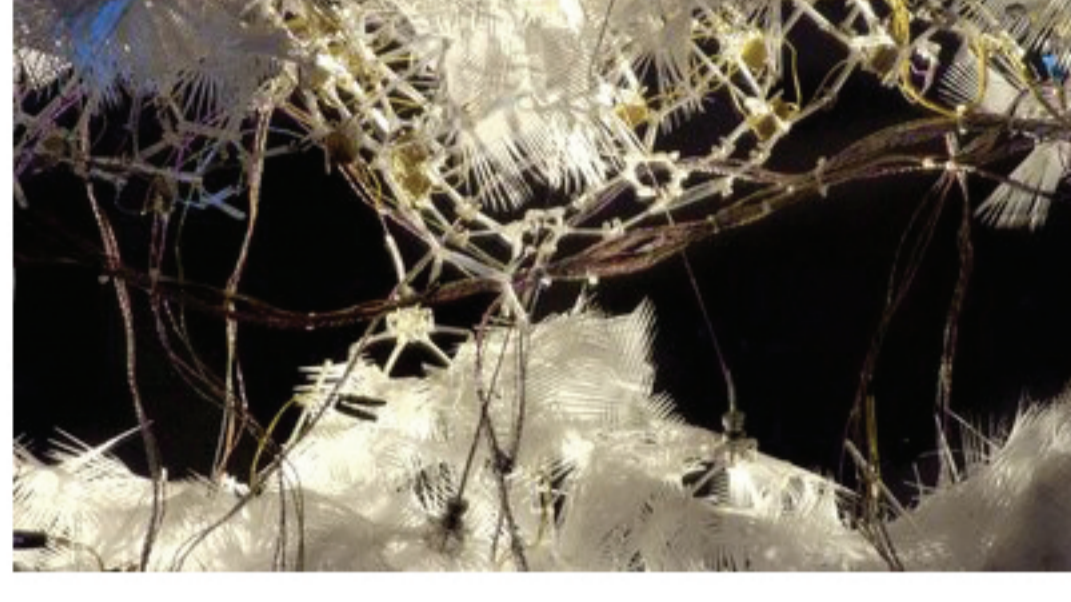
Calling All Agents  
Urban Spelunking  
Discontinuous, contingent, and nontraditionally vulnerable  
Chicagoland  
Waiting for the River  
Manhattan Interzone  
City Double  
The Hit List  
Fashioning Apollo  
The Subterraneans  
A Can of Air, or: C.S.I. Duchamp  
Bass Ganglia  
Earth Moves  
Peripheral Porosity  
The Space of Preparation



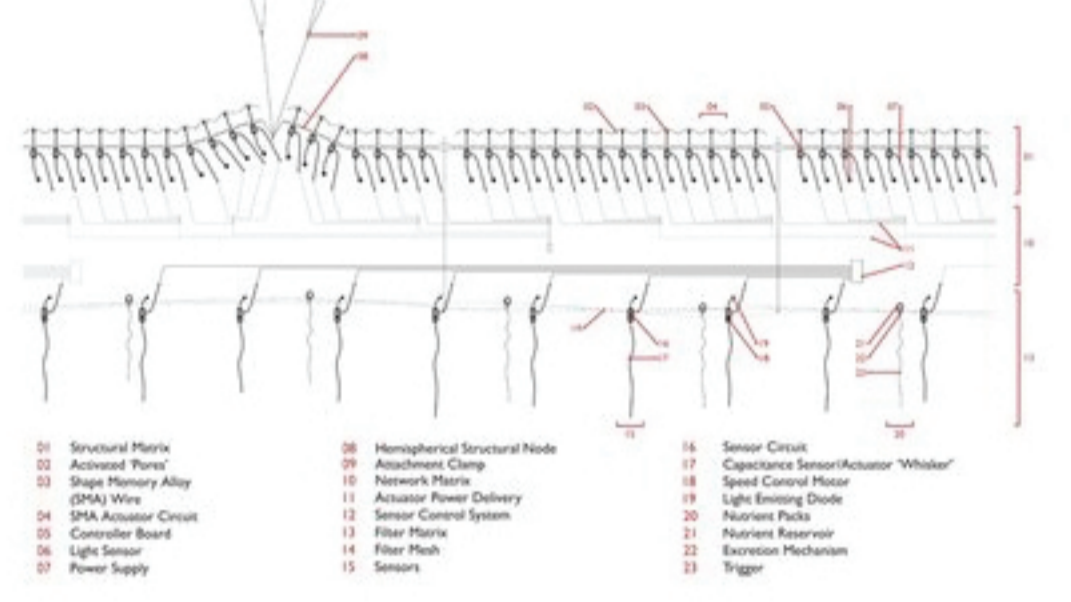
Implant Matrix, we read, is "an interactive geotextile that could be used for reinforcing landscapes and buildings of the future." It is a responsive latticework that, installed beneath soil, would act as a kind of a terrestrial prosthesis, a local replacement for the earth's surface. An earth surface machine.



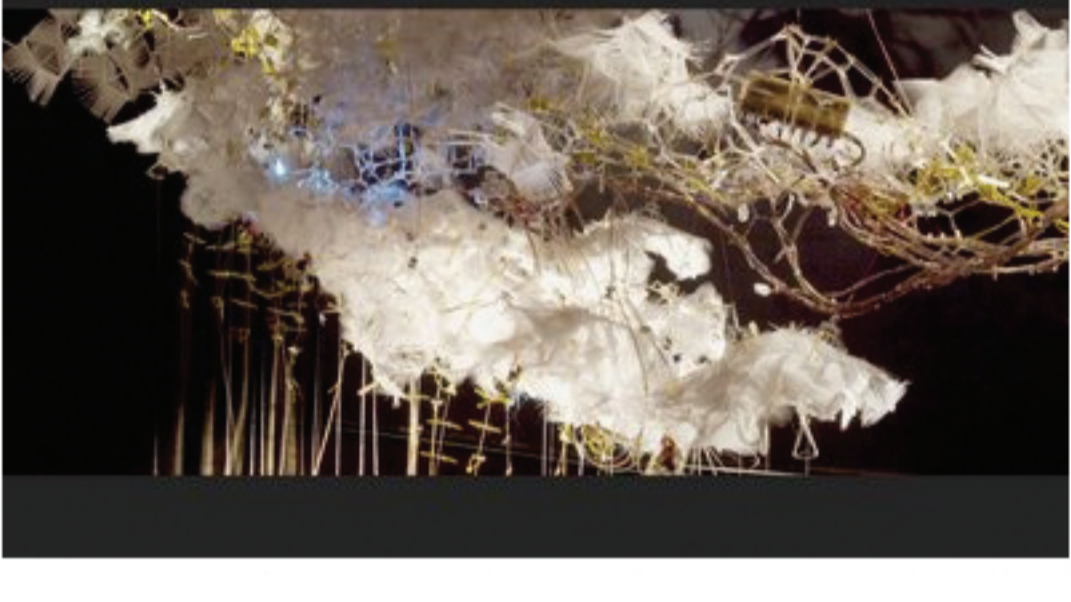
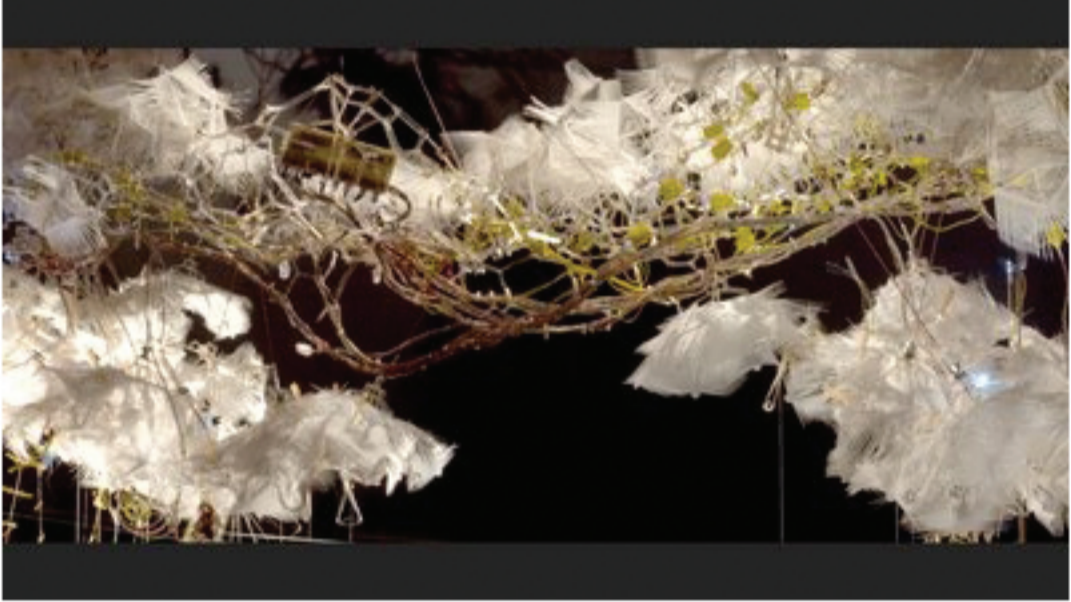
The Implant can also be used, however, as a way to treat "an architectural building skin as a responsive textile," facilitating "active exchanges with building occupants." In the process, the machine would exhibit "mechanical empathy."



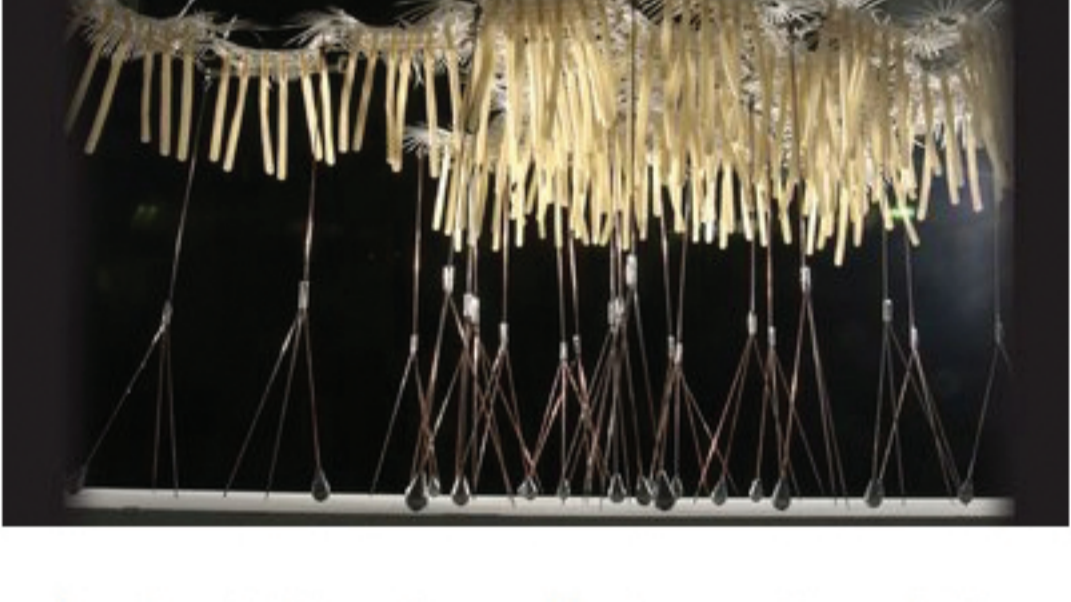
Which means what, exactly?  
"Mechanical empathy" is described by the project's designers – Philip Beesley Architect of Toronto – as a kind of *architectural eroticism*. So if you're lonely... reach out and touch your house. "The components of this system are mechanisms that react to human occupants as erotic prey. The elements respond with subtle grasping and sucking motions. Arrays of 'whisker' capacitance sensors and shape-memory alloy actuators are used to achieve sensitive reflexive functions. The interactive elements operate in chained, rolling swells, producing a billowing motion. This motion creates a diffuse peristaltic pumping that pulls air and organic matter through the occupied space."



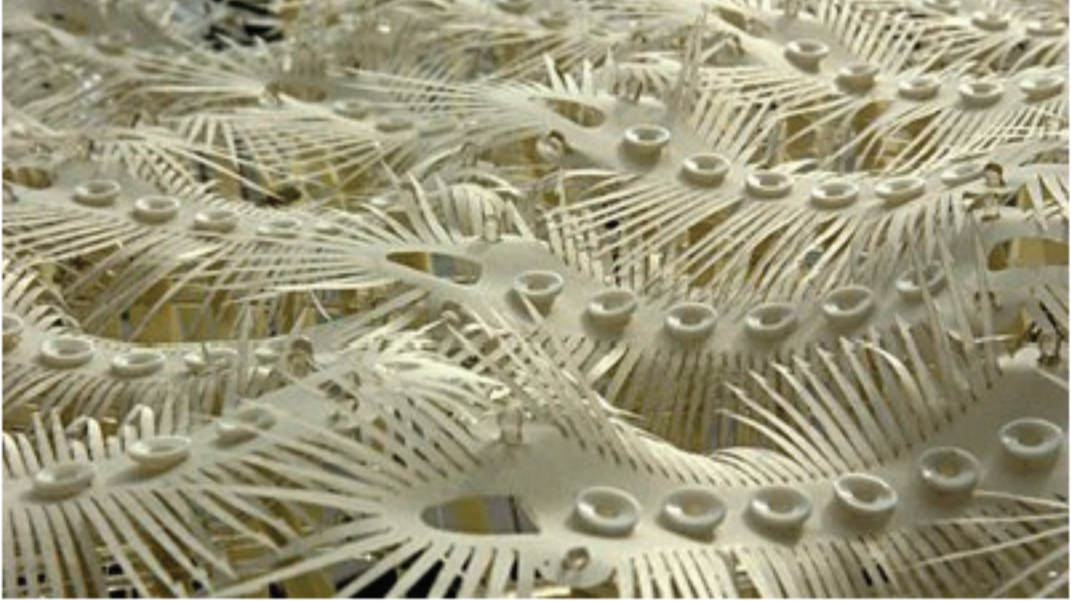
The assembly, in other words, with its micro-mechanical nerve endings, seems to mimic orgasm... Perhaps giving new meaning to earthquakes. (Read more in this PDF).  
Two more, decidedly cinematic, views of the Implant Matrix:



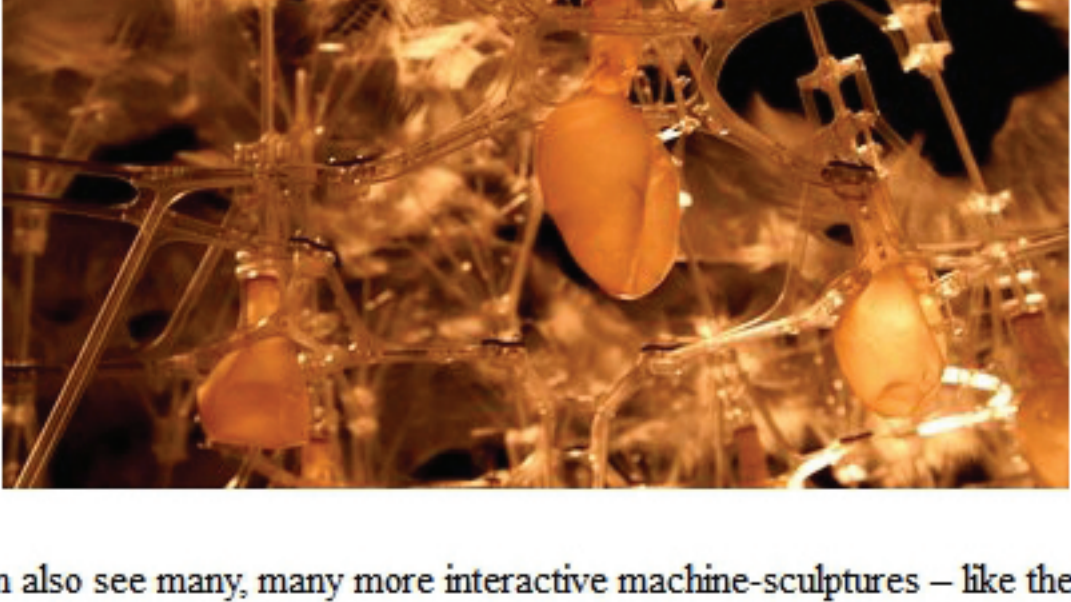
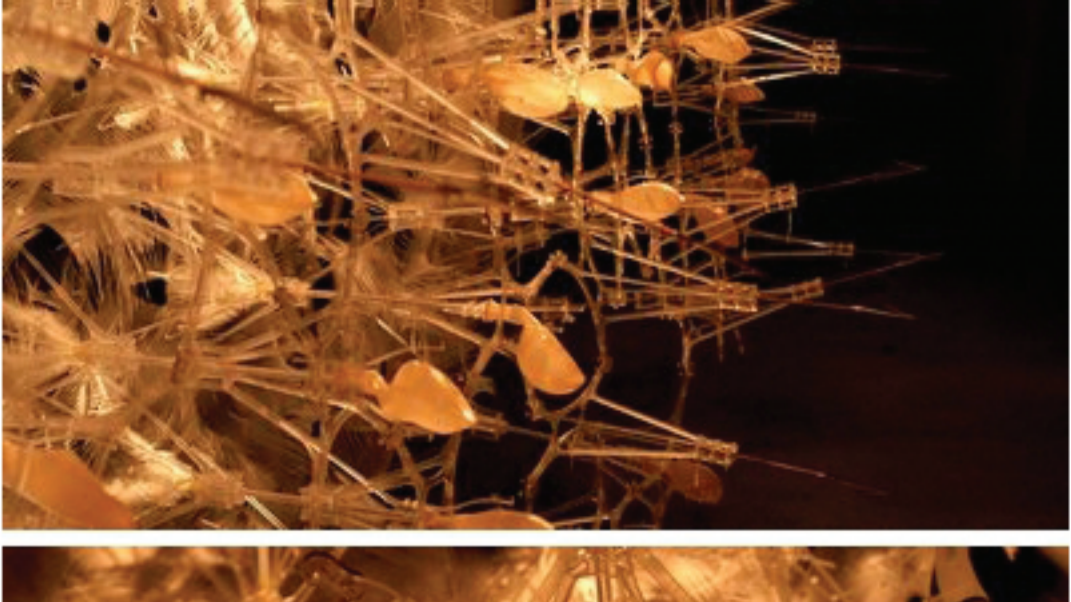
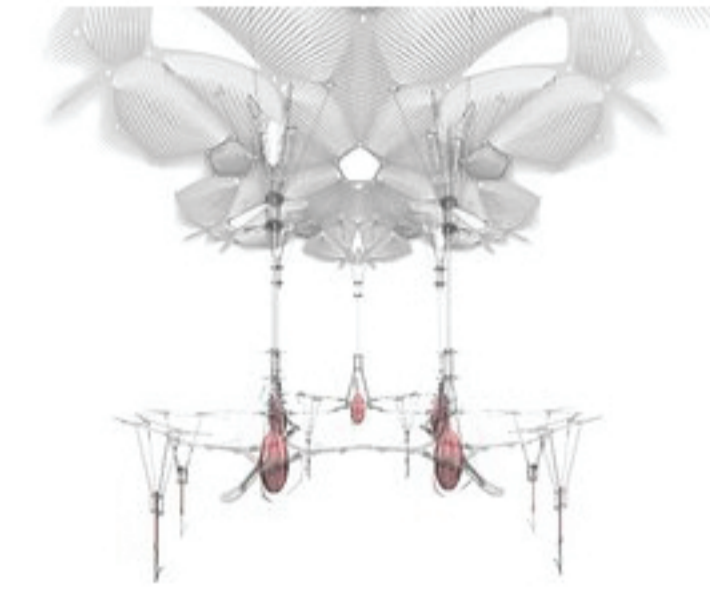
Of course, there is a bewildering array of other such projects by Philip Beesley Architect featured on their website, including *Cybele*, a kind of rubberized terrain-machine on stilts –



– which, seen from above in this next image, offers its own miniature landscape, another earth surface machine.



Then there's the hypnotically delicate *Orpheus Filter*, with its shivering infrastructure of virus-like bladders arranged in hanging constellations and blurred carousels (below).



But you can also see many, many more interactive machine-sculptures – like the William Burchoughs like *Orgone* sort of, the amazing *Hivving Quilt*, or even the *Reflexive Membrane*, which looks like some sort of artificial intelligent alien surgical reflex – over at Philip Beesley Architect's online gallery. Then you should hire them to design something for you.

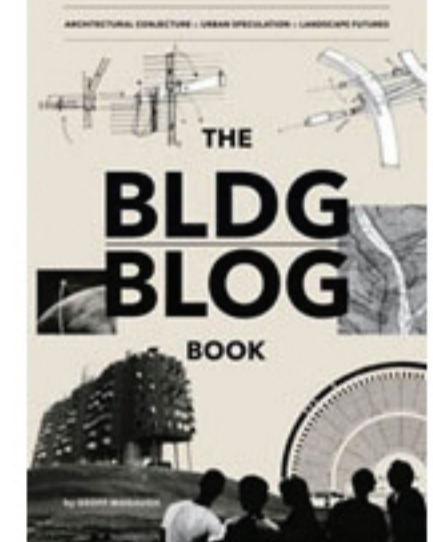
(Abstractly related: *Strandbeest* movie. With huge thanks to Eric Bury for the tip! And... I just saw that *Tropism* also featured the Implant Matrix, so check out their coverage for a bit more).

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- 2008: December | November | October | September | August | July | June | May | April | March | February | January
- 2007: December | November | October | September | August | July | June | May | April | March | February | January
- 2006: December | November | October | September | August | July | June | May | April | March | February | January
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- Interview with Mike Davis: Part 1
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- Interview with David Ulin
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- Reno: 1, 2
- San Diego: 1, 2
- San Francisco: 1, 2, 3, 4, 5
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- Turin: 1
- Weimar: 1