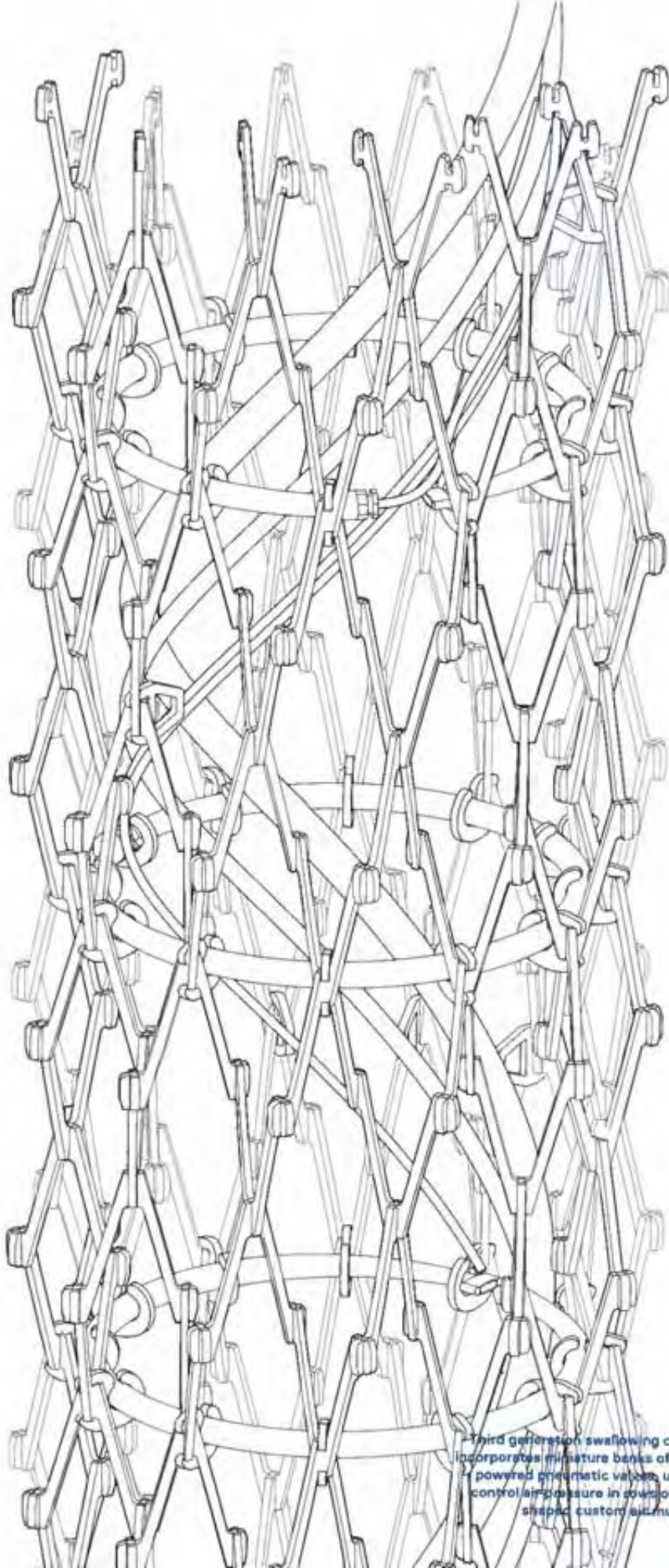


Hylozoic Ground

Philip Beesley

As the title of the project suggests, Philip Beesley and his team's work is a research into, and a simulation of the idea that all matter has life. Their undulating objects breathe and interact with other objects that surround them. Covered in sensors, these interactive environments attempt to capture an essence of emotion: 'feeling' and 'caring'. By combining mechanical, chemical and seemingly biological elements with that of artificial intelligence the following works verge upon a reality that though may seem far off in the future is in fact close at hand. While the work shown here may seem to present an alien environment, the question that creeps in is whether or not we truly know what the future will look like. Philip Beesley presents a possible alternative to the dominating image of interactive and responsive architecture.

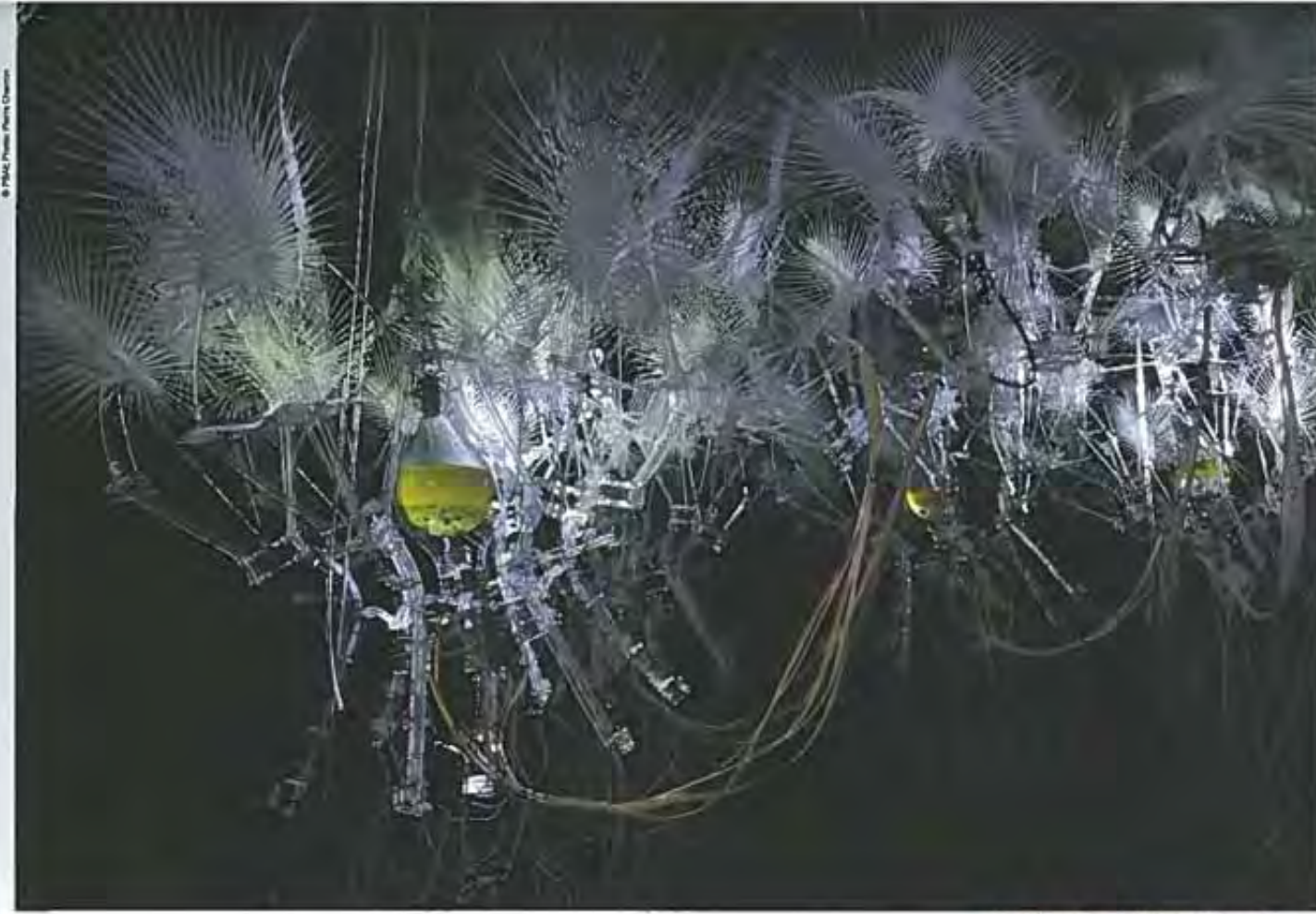
Hylozoic Ground was presented in the Canadian Pavilion in Venice, 2010



Third generation 'swallowing' column incorporates miniature banks of SMA-powered pneumatic valves used to control air pressure in rows of ring-shaped custom air muscles.

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Filter layer detail. Hylozoic Ground, Venice Biennale for Architecture, 2010.

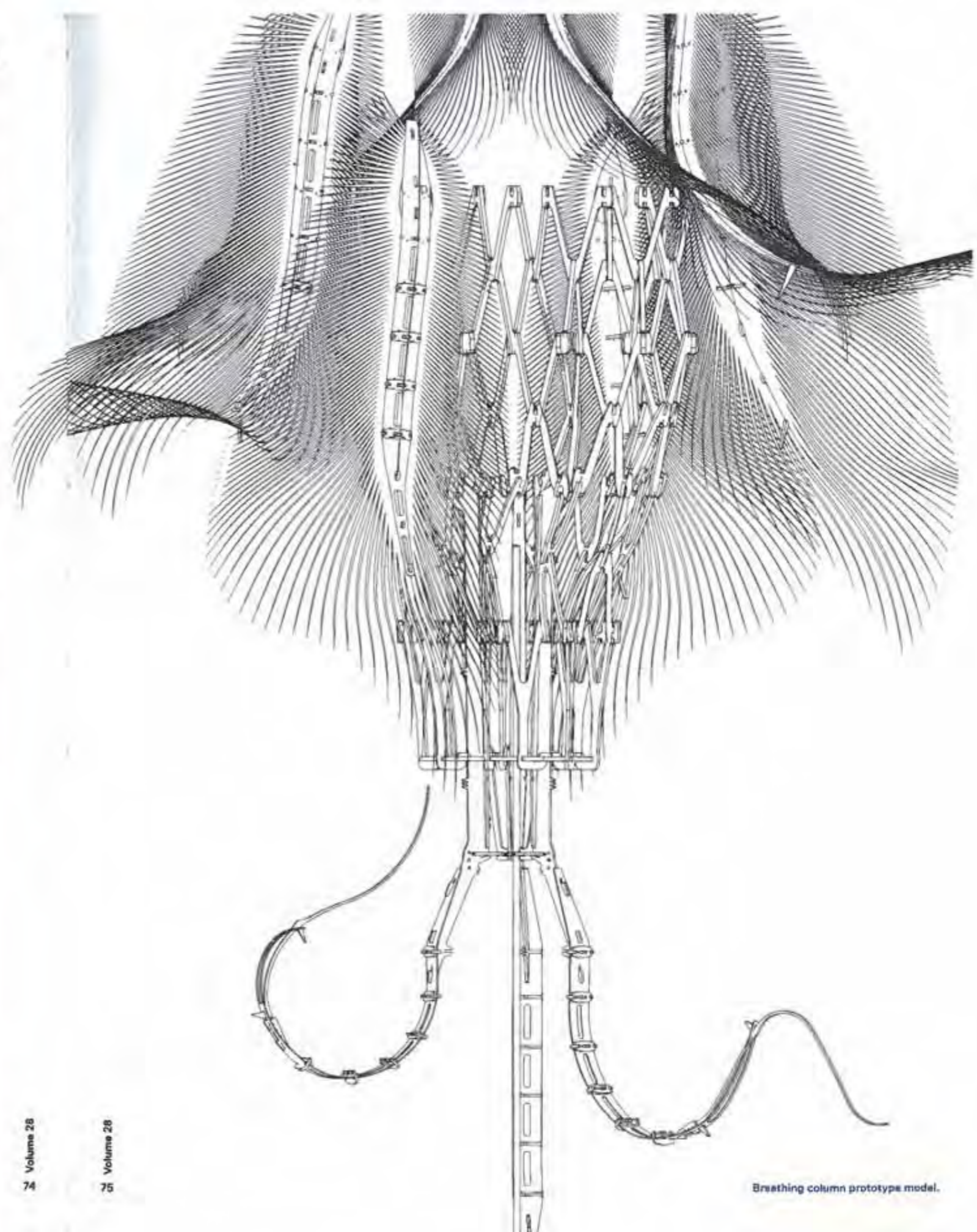


Filter layer detail. Hylozoic Soil, '(in)posición dinámica,' Festival de Mexico, Mexico City, 2010



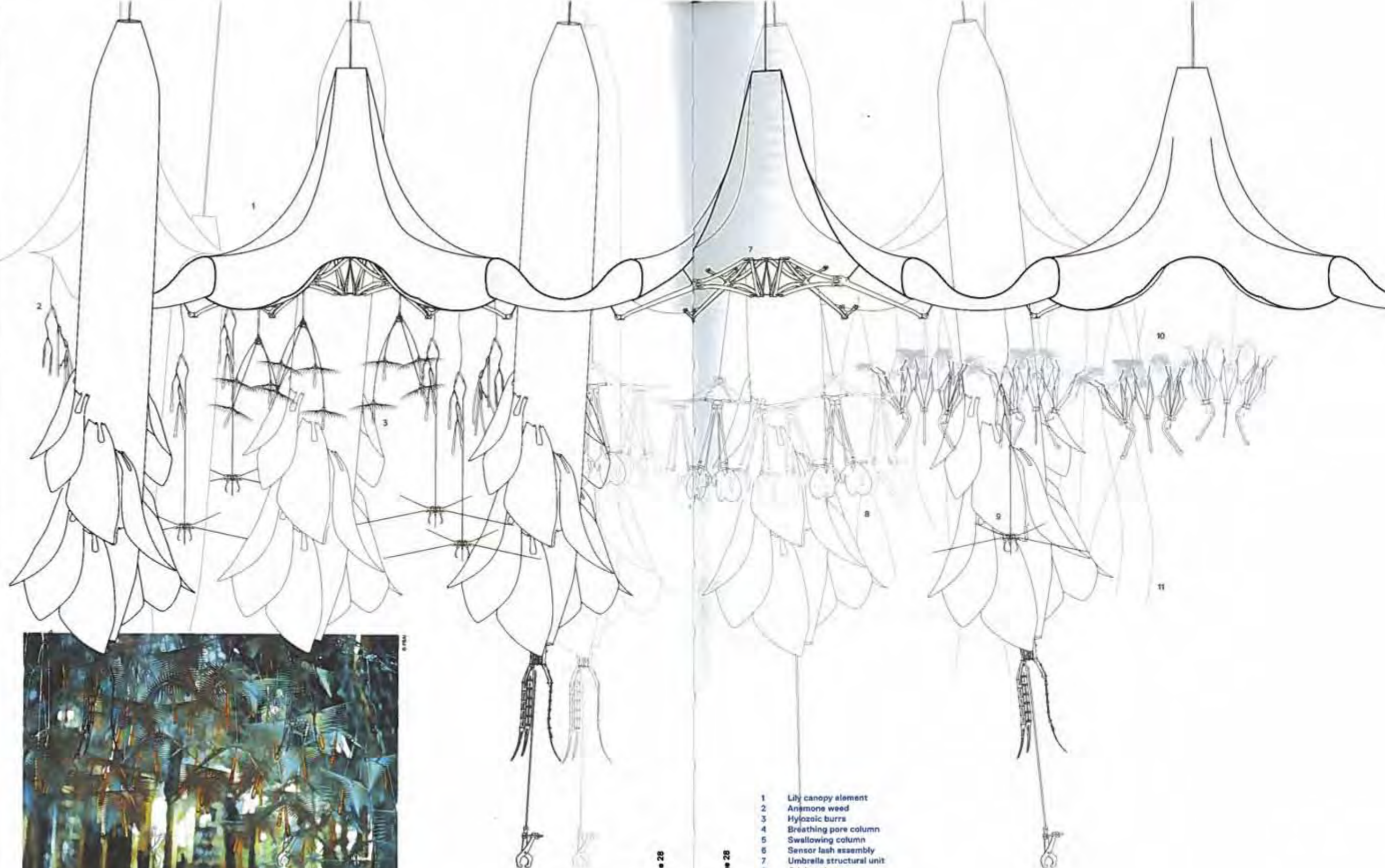
Detail of a breathing column.
Hylozoic Soil, '(in)posición
dinámica,' Festival de México,
Mexico City, Laboratorio Arte
Alameda/Ars Electronica
Mexico, Mexico City, 2010.

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Breathing column prototype model.



Hylozoic Soil filter layer. Hylozoic Soil, '(in)posición dinámica,' Festival de Mexico, Mexico City, 2010

- 1 Lily canopy element
- 2 Anemone weed
- 3 Hylozoic burrs
- 4 Breathing pore column
- 5 Swallowing column
- 6 Sensor lash assembly
- 7 Umbrella structural unit
- 8 Cricket cluster
- 9 Clamping needle assembly
- 10 Filter cluster
- 11 Whisker assembly