

Schizophrenia-Architecture

The creative process allows us to project a whole new reality, the ways we have to approach that world has come across all kind of possible ways. New technologies for the service of creativity have decreased the distance between these two realities, making easier to project an idea into reality. These “hallucinations“ are the product of our mind in our service. There will be a time when ideas can become alive in real time? If the line between ideas and objects are getting closer, is it right to think we will live in reality with our ideas? It is here when we start to live with schizophrenia when our ideas and perceptual reality come together to the same place.

Working as an Architect has the tremendous responsibility of imagining how people see a habitable space. It requires abstraction skills and creativity, that image inside our mind is just there, waiting for our hand to be drawn on a piece of paper. It is, therefore, the line between our ideas and the real space where take place is separate; one the imagination, the second one the perceptual reality. I consider these two realities because they are genuine, reliable, something I can safely lean on. There are different lines in the same path of creation. But what happens when our creativity shows directly into reality? Is not this the main goal of any creator? Being able to reshape, blend reality from the original idea that is taking place in our head. If technology is constantly evolving to make our tasks easier, isn't it right to think that our experience as creators is little by little a real delusional cognitive experience?

We usually use the word project design, the projection itself is like the path from the moment we take a stone and we through it to a lake, expecting to have a change on the plain surface of the water. This disruption has its lifetime and represents the final creation, building, piece of art... The moments of each sequence are clearly delimited by a line: Taking the stone, being the consideration of a project approach; extending the arm to trough it, the design process; the flying through the air, obstacles, and exterior aggression affect into the stone's path; and landing, final result that affects into the water configuration. These 4 stages in time looking forward to a new level of creation and perception defined above could have a singular unique moment, where the magic waves of the water could just simply belong to the very first moment we start to think about the idea of that project.

My project is divided into four main chapters:

1. The Dawn of Utopian Architecture
2. Homo Ludens
3. Digital Architecture
4. Metamorphosis

Currently, I can imagine my project delivery based on two documents. One the study above, and a second one; a digital infrastructure of a non-real space meant to be lived in.