
Erratic

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Erratic is an installation that playfully explores the tension between precise design intent and materials that behave erratically. Accompanied by an exhibition of drawings and models, the project investigates ways in which designers can utilize analog and digital materialities to invigorate designs with a sense of liveness and indeterminacy.

Larger than furniture, but smaller than a house, Erratic measures approximately 3 x 3 x 3 meters and is situated in a double height space. Its spheroid, floating massing takes its cues from erratic blocks. Experienced from a distance, its voluptuous white character makes it stand out from a backdrop of taut, similarly white gallery walls, similar to how erratic blocks often differ in nature from their surrounding landscape due to the fact that they have been tumbled by glacier ice. It slowly forges relations with visitors through its massive presence and enigmatic character, rather than through a prescribed use or function. Like the large mass of a rock, it shapes spaces around itself, but its inside remains inaccessible.

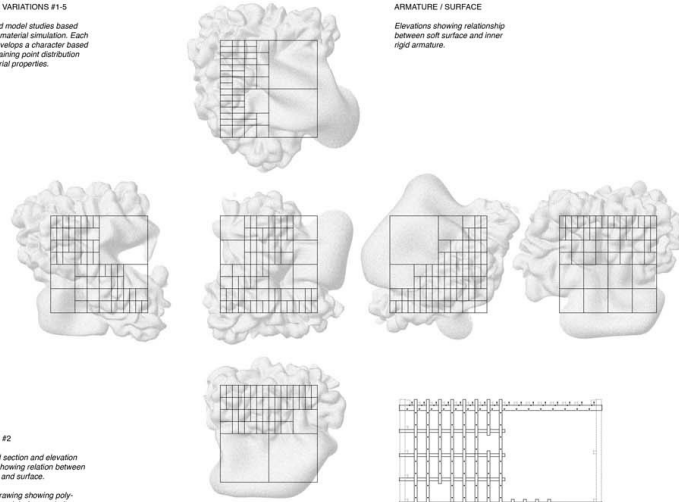
As visitors approach Erratic, other, more sensual qualities get into play based on its articulation and scalar relation to the body. Its irregular, meandering surface is designed as a battle of forces between a thick polyurethane sack and point constraints positioned

on a rigid, inner armature. The excess material created by this move makes the surface bend and furl in an unpredictable manner, as if it was experiencing sudden bursts of noise. Small, squiggly furrows approach the scale of texture, while a few large and bulbous outcroppings are a couple of meters across. This lends the mass a sense of hierarchy and direction. Moving around it, Erratic develops a distinct personality through a series of varying elevations and faces. Strange, yet familiar, it evokes immediate sensuous responses as well as a slower set of associations that range from rock to cloud, from solid to ephemeral.

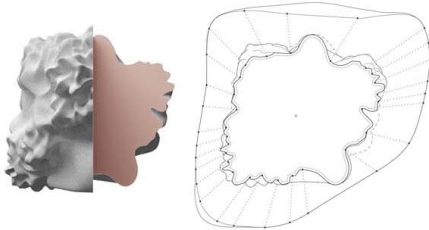
Due to the sheer size of the installation, the design process behind Erratic included digital simulation of material behavior. Parameters like stiffness, elasticity and weight were tweaked with an eye for the diverse curvatures that could be achieved, from the loose and squiggly to the soft and bulbous. This resulted in a series of 3D-printed Erratic models that were given different personalities by playing with texture, hierarchy, scale and posture. Qualities from these models as well as from analog studies were translated into the installation. In a time when anything can be digitally reproduced, the project thus ultimately became a way to chart productive glitches between digital and analog materialities.



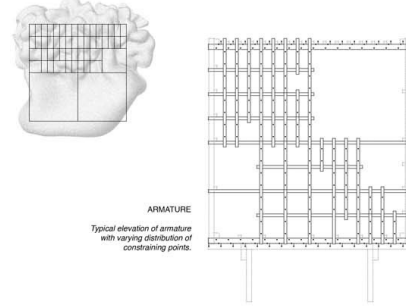
ERRATIC VARIATIONS #1-5
3D-printed model studies based on digital material simulation. Each Erratic develops a character based on constraining point distribution and material properties.



ARMATURE / SURFACE
Elevations showing relationship between soft surface and inner rigid armature.



ERRATIC #2
Rendered section and elevation drawing showing relation between curvature and surface.
Section drawing showing polyurethane sack before and after constraining procedure.



ARMATURE
Typical elevation of armature with varying distribution of constraining points.



ABOVE Installation photographs.
BELOW Digital material simulation of constraining process.

ERRATIC

INSTALLATION
Helsinki, Finland, 2013

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