

# PSS\_SS0

## PROJECT DESCRIPTION

A PROJECT BY AVPD  
SOCLE DU MONDE, HERNING, DENMARK, 2004

### INTRODUCTION

On the background of spatial constructions of Sci-Fi and computer games, we intend with SPACE\_SSO to build physically an endless passage. The space takes the shape of a semi-intelligent organism, by these means the human being's position as a subject is disturbed within the context of the subject-object constellation. Space\_SSO stems from the field of tensions between the phenomena: the human being, the machine, and the space; how the three phenomena interact and overlap; their individual development; and what their future interrelations and syntheses are going to be like.

### SYNTHETIC SPATIAL ORGANISM (SSO)

The main part of the Space\_SSO project is the synthetic spatial organism itself. Through the SSO we want to combine in plastic form the cubic, digital architecture of computer games and the extraordinary spatial creations of science fiction into a semi-intelligent, mechanical, architectural organism, and in so doing make the virtual manifest in the real. SSO has a cubic structure that, according to a pre-conceived principle, unfolds and organizes itself within a

given architecture in number of spaces and openings (cf. sketches and models). The SSO is supplied with a number of sensors and it has a simple operation: it is able to open and close a passage between its two systems of corridors. The SSO corresponds with the space in which it is placed through its epidermis that looks like a pixelated camouflage, Urban Camouflage (URCAM).

### POSSESSION

First Space\_SSO is based on our experience from an earlier project named POSSESSION. POSSESSION was a computerized, mechanical infinity labyrinth, an irrational technological construction that confronted the citizen with a state which physically as well as intellectually was beyond the citizen's common experience, and thus opened new possibilities of spatial perception - this by linking space, human being, and machine.

### SCIENCE FICTION

Another point of departure has been science fiction. The best Sci-Fi books and films present a series of fantastic ideas about future spatial lives in space that are formed

under conditions and through logics different from the ones that we normally use to structure and understand our world. In science fiction literature, creatures often appear who arise from the synthesis of machine, space, and human being. To the human being this opens an expanded level of cognition since, in these stories, there are no longer clear limits between spatially organized material, machines, and living organisms. How do we define the human subject in such blends. In the real, human beings already exist who live with various machines, for instance pacemakers, built into the body. We reflected on this theme in our text project LÆS (READ).

### COMPUTER GAMES - VIRTUAL REALITIES

The third subject field that we have wanted to involve in the present project is virtual spaces. In computerized virtual environments we have come across similar examples of how spatial constructions or architectures when not perceived confront and strain the human being and affect its perception and cognition. In a certain type of computer games, the player is introduced into unknown environments, to a certain extent

built according to ordinary terrestrial spatial laws. These are put together in new constellations creating a potentially infinite, new space for man to discover. One of the central points in Sci-Fi and in computer games is that man's experience with these spaces takes place only in the imagination.

### SSO AND THE CITIZEN

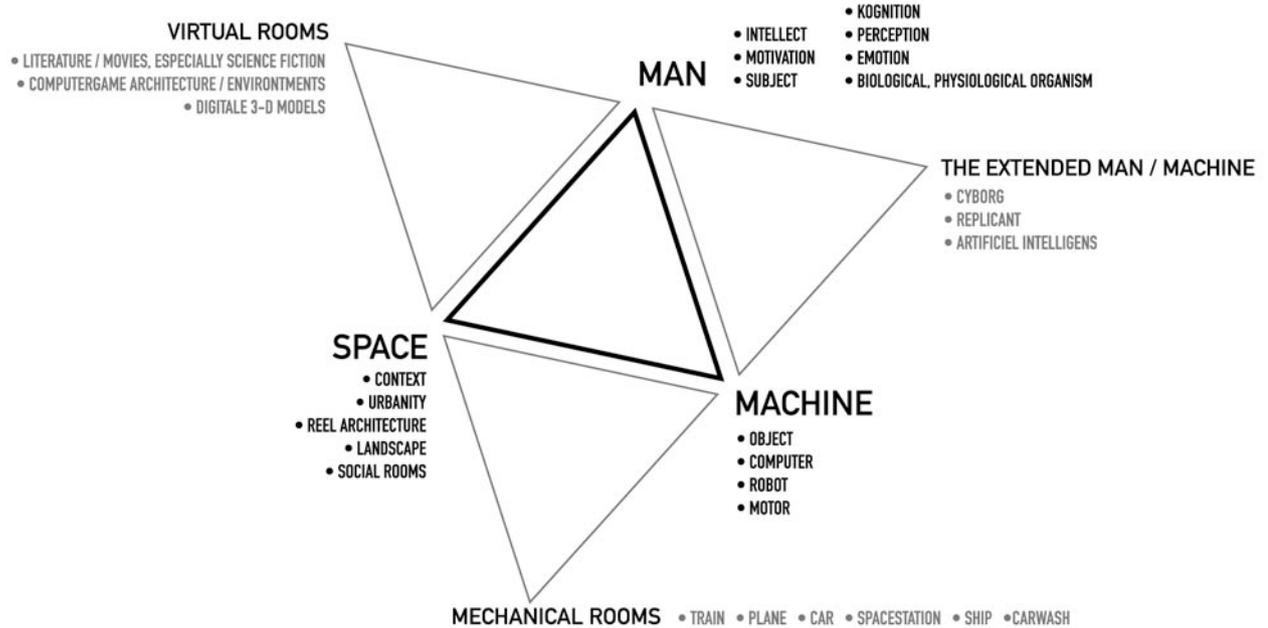
The possibility exists for the citizen to enter the SSO. During the citizen's passage through the SSO, a dissolution of the citizen's subject takes place, which is supported by the total uniformity of the surfaces of the walls. The citizen enters the SSO still having her own free will but when becoming the object of a distortion on her way, her cognition shifts of where she is. By means of a mechanical change of one of the SSO's inner walls, the citizen's way out is moved away from her way in. This establishes a breach of reality, an alternative reality, that forces the citizen to reassess her basic definitions of the reality.

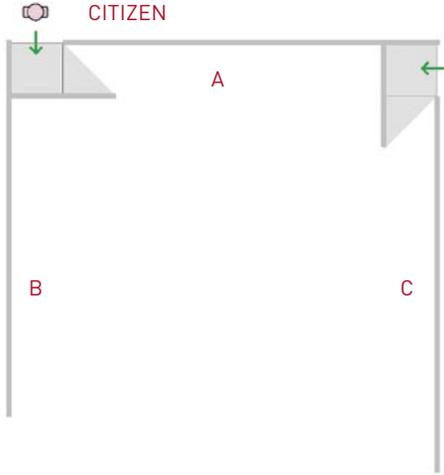
### TECHNOLOGY

In order that this project can be realized in a convincing way and have the character of an

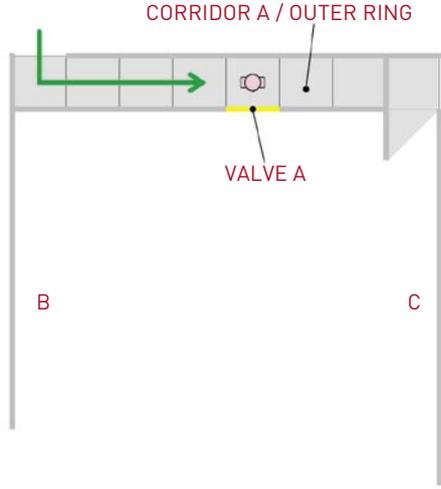
independent organical unit, a very high finish is necessary in both constructions and surfaces and in technical solutions. Therefore we collaborate with experts of the Technical University of Denmark in computerizing the operative system and in developing the project's mechanical elements. With the project, SyntheticSpatialOrganism, we intend to create a product of near future development and a synthesis of space, human being, and machine, concretized in a semi-intelligent cubic architecture. By this means we establish a particular space of cognition that in confrontation with the citizen fluctuates between the indisputability of reality and the virtual world of imagination.

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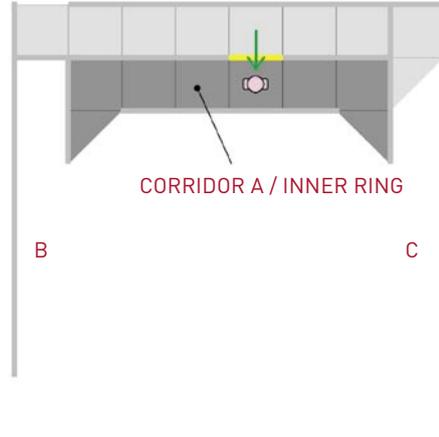




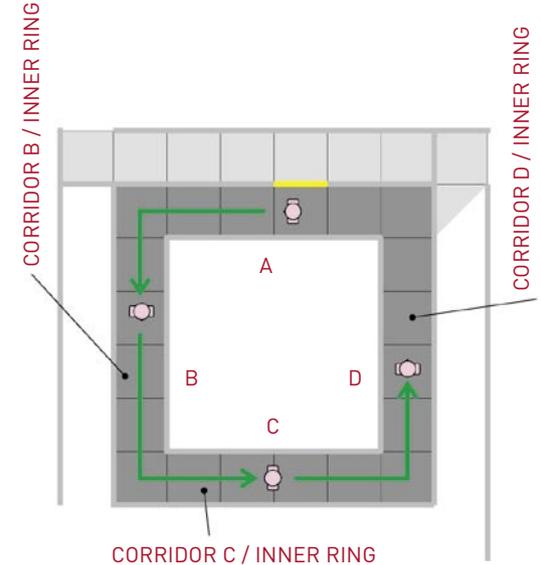
[ I ]  
 Being in the room that encircles the SSO, the citizen may choose by her own free will to move into the interior of the construction through one of the four openings in its outside.



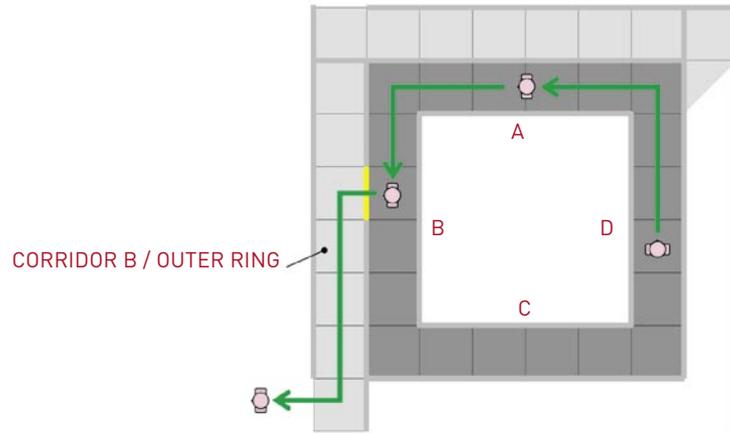
[ II ]  
 The opening leads to a short corridor. Farthest in the corridor, the citizen will find an opening in its inner wall.



[ III ]  
 The opening leads to a room behind (the inner ring). The citizen move through the opening and now stands in another corridor (Corridor A, the inner ring) that turns off to two sides.



[ IV ]  
 The citizen now moves from Corridor A to Corridor B that, unlike Corridor A, has no opening but presents a completely uniform surface to her. From Corridor B she goes on to Corridor C that is completely identical with Corridor B. From Corridor C she goes on to Corridor D that is completely identical with Corridors B and C. ( continued → )



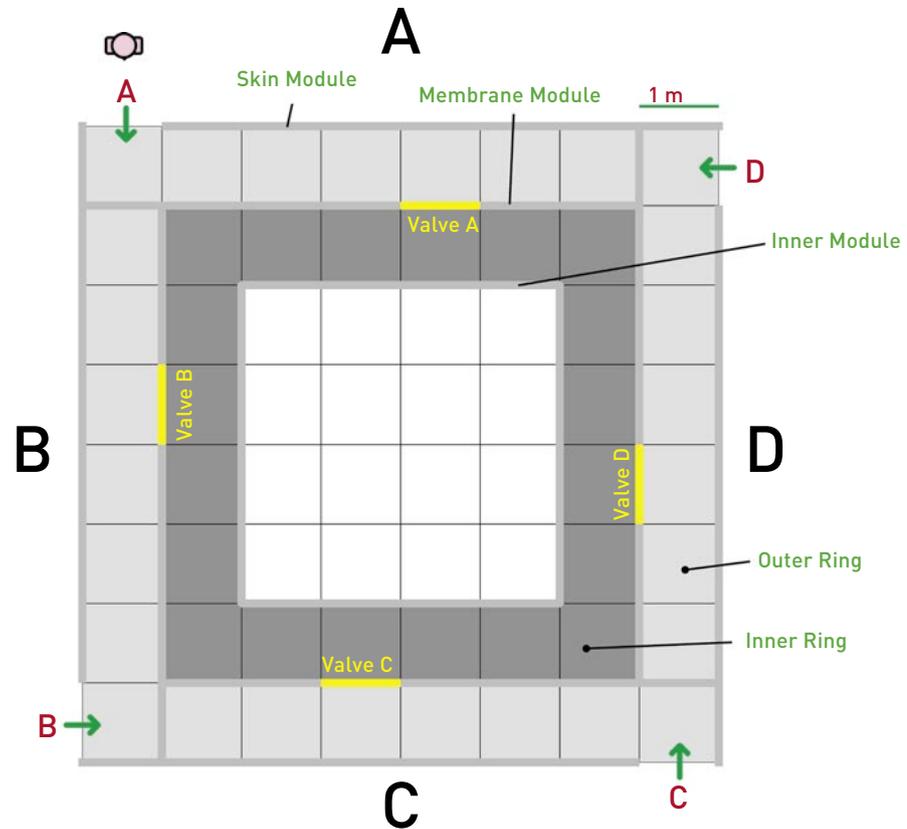
#### MODEL 5

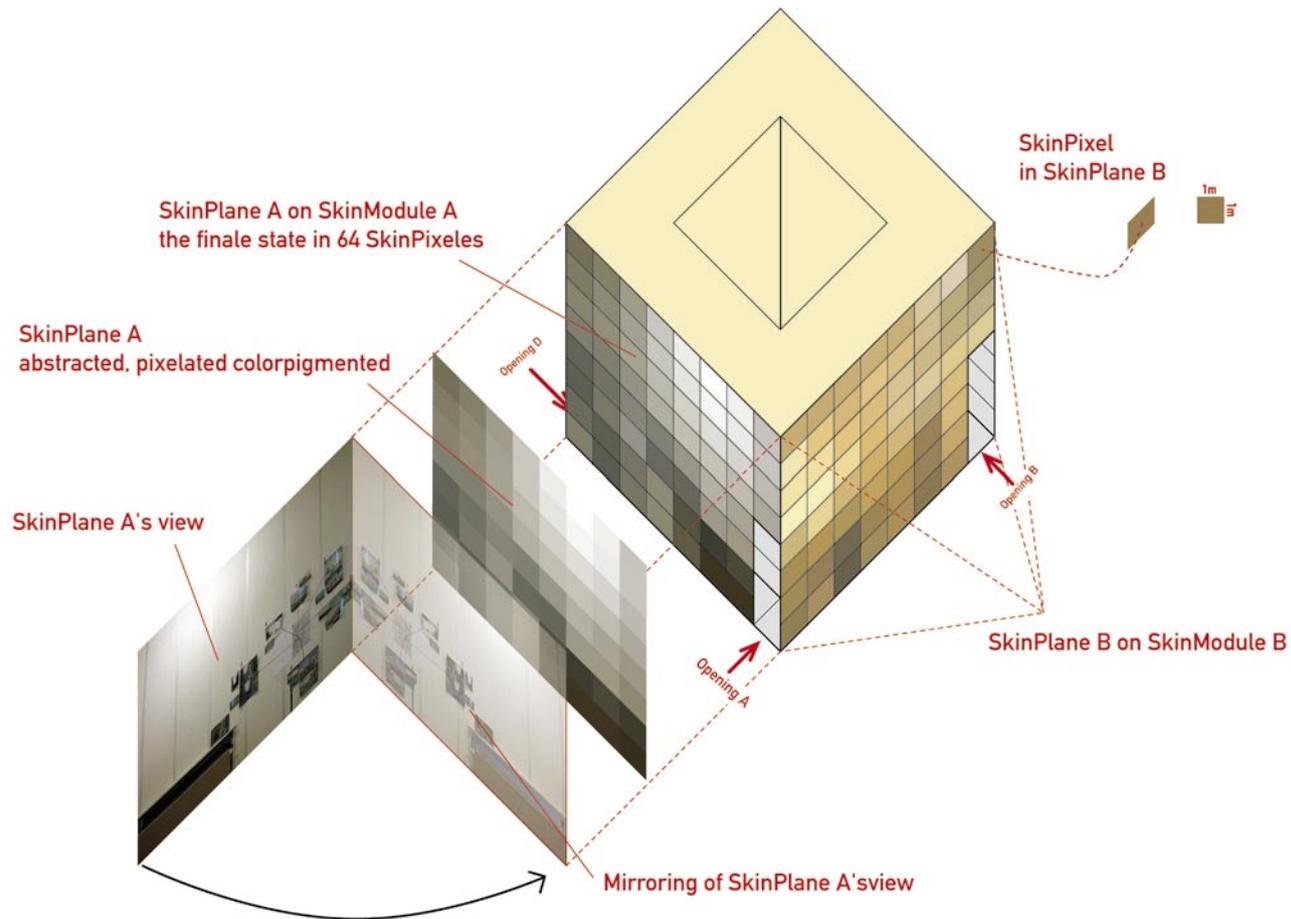
From Corridor D she returns to Corridor A, now identical with Corridors B, C, and D. Her suspicion that she may be standing at the starting point collides with the fact that the starting point's discriminating mark, the opening, no longer exists. The inner circle hits her with its dominant uniformity. Her movement around in the circle has transformed all four sides to a repetition of Corridor B. Losing her bearings she now moves to Corridor B, here finding the opening, through which she entered, and so she assumes that she now is confronted with Corridor A. Her presumption is confirmed as she moves through the trap door into the corridor of the outer ring, which is identical with the corridor through which she entered. As she moves from the opening of the corridor and out of the architectural construction, she is confronted with the fact that she is at a different place in the outside than from where she started. The confrontation breaks with the citizen's logical knowledge of her movement through the architectural construction and so she is forced to reassess it. In her attempt to recognize and conceive her pattern of movement, should she

use her memory as a parameter of truth or should she face the concrete reality: that she got out at another place than where she entered? This in spite of the fact that she has passed through the same corridors. Space\_SS0 is our study and visualization of how the human being by virtue of its perception and cognition experiences and confronts a never before recognized spatial formation. How it reads and decodes this space, and how it navigates in it. Through this project we attempt to establish an expanded frame of experience and understanding of the relationships between human being, machine, and space.

#### MORE THAN ONE CITIZEN

The system will be constructed to contain about 10 persons or more at a time. We have to keep a natural flow in the structure and its surroundings, focused on the entrance and the exit of the system.





AVPD WOULD LIKE TO THANK THE FOLLOWING FOR THEIR PARTICIPATION IN REALIZING PSS\_SSO

Knud B. Troelsen - Kvik Holding A/S  
Kaj Birkelund Sørensen - Kvik Production A/S  
Michael Weis - Kvik Production A/S  
Esben Larsen - Ørsted-DTU  
Klaus Andersen - Flex32.dk  
Kurt Kjærgaard - Herborg tømrer og snedkerforretning  
Jacob Fabricius - curator/Socle Du Monde  
Holger Reenberg - Herning Kunstmuseum/Socle Du Monde  
Ling & Anne-Birte Døssing  
Familien Larsen/Andersen  
Lisbet Funch  
Louise Grønlund

PSS\_SSO IS REALIZED WITH FOUNDING FROM

Billedkunstrådet  
Henny Sophie Clausen og møbelarkitekt Axel Clausens Fond  
Herning Kunstmuseum

SPONSORS OF THE PROJECT

Main sponsor of AVPD / Socle Du Monde 2004



Technological know how and equipment

**Ørsted•DTU**

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Color system by EPSON Danmark  
Becker  
Riisfort  
Ikastværkerne  
Systek