

Scenes in a Concrete Deserta

by Sergio López-Piñeiro

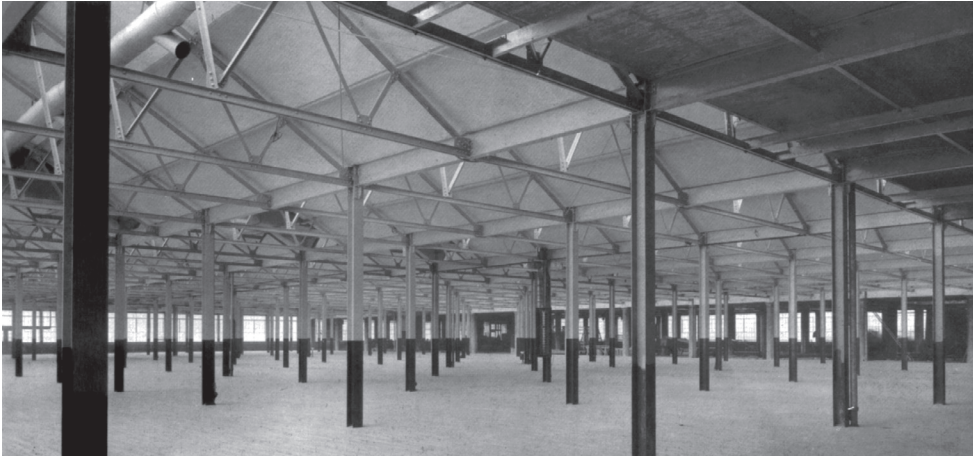
Factories are uniquely powerful spaces defined by an interior and virtual horizon line produced by the protective extra coat of paint located in the lower half of the columns and reaching up to a person's eye-level. This accidental datum, unique to this type of building when it is completely empty, makes the visitor feel as if in an interior desert. *Scenes in a Concrete*

Deserta explores mismatching encounters as described by Reyner Banham in *Scenes in America Deserta* (1982) and *A Concrete Atlantis* (1986) through the manipulation of this interior space by transforming the virtual horizon line into a series of homogeneously distributed virtual volumes. X

Collaborators [Physical Models]:
Wesley Lam, Stephen Shchurovsky

Note: For complete documentation of this project, see "Scenes in a Concrete Deserta" in *Banham in Buffalo*, ed. Mehrdad Hadighi (Oro Editions, 2011), 30-49

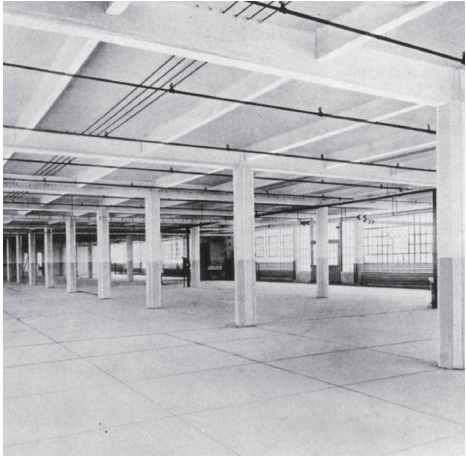
Sergio López-Piñeiro (Madrid, 1973) is the founder of the architectural practice Holes of Matter. An Assistant Professor at the University at Buffalo Department of Architecture, he has previously worked at NoMad (Madrid, 1998-2000) and at Foreign Office Architects (London, 2000-2002). López-Piñeiro graduated from ETS Arquitectura Madrid in 1998 and received his M. Arch. degree from Princeton University in 2004, where he was awarded the Suzanne Kolarik Underwood Prize. He is a registered architect in Spain.



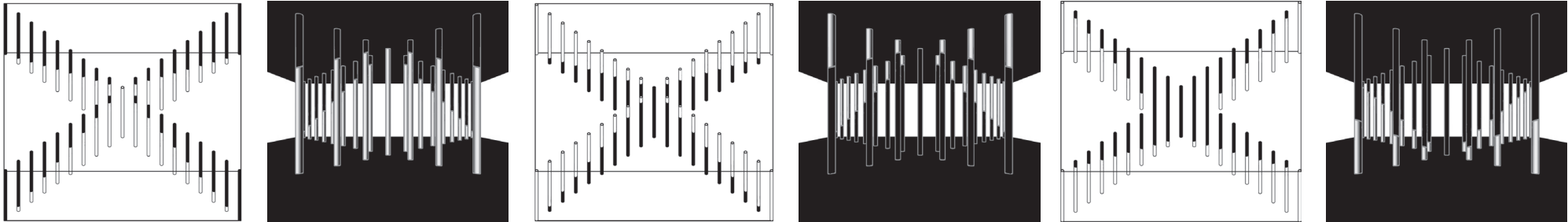
Albert Kahn, Continental Motors Company.



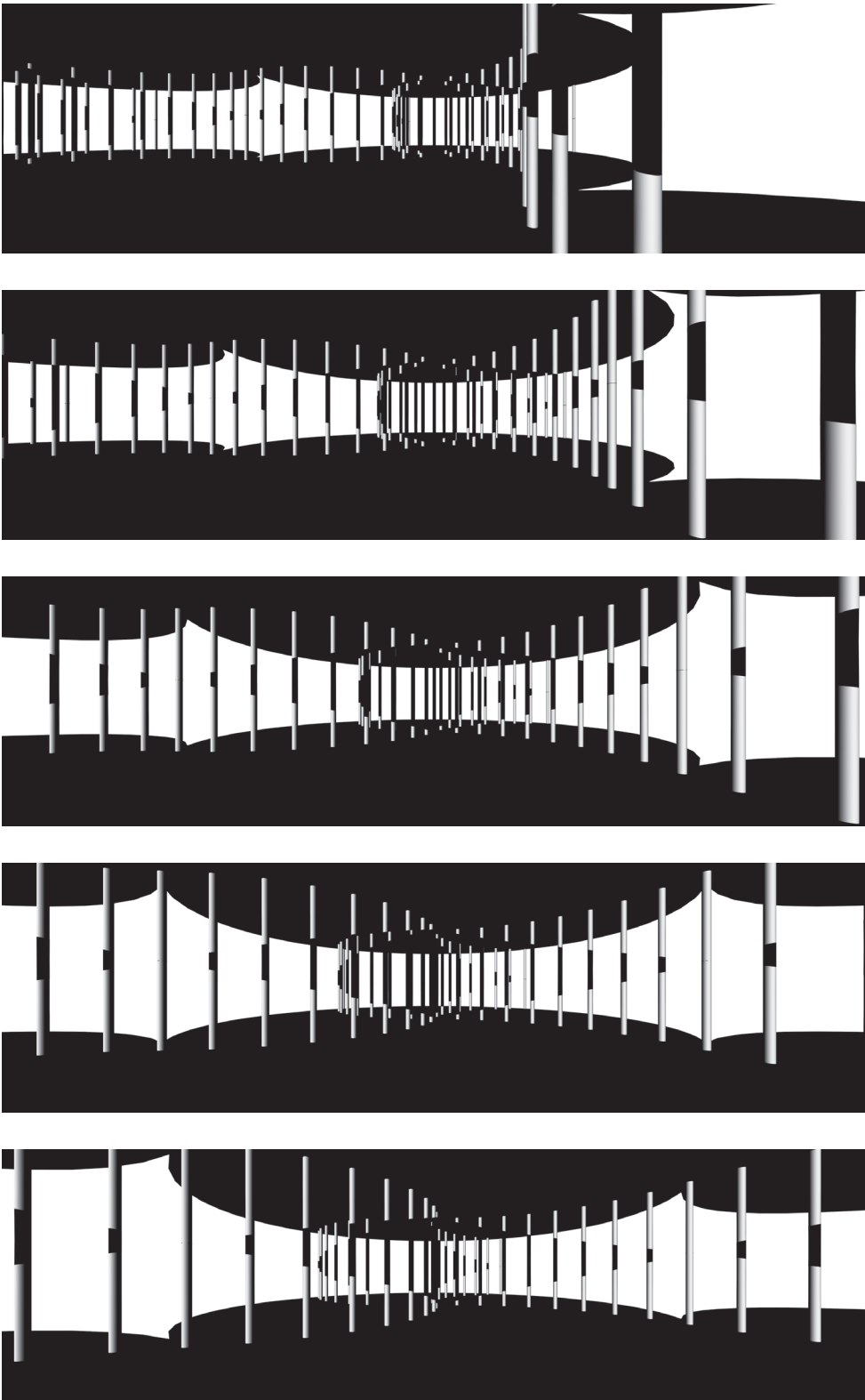
Albert Kahn, Burroughs Adding Machine Company.



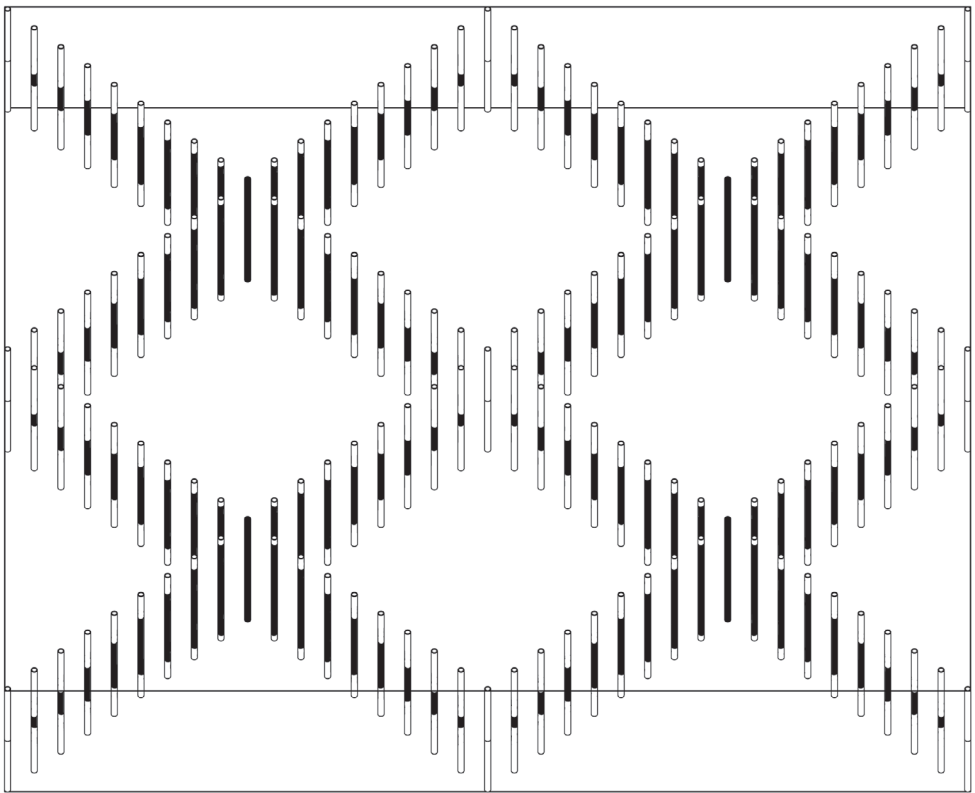
Albert Kahn, Ford Motor Company.



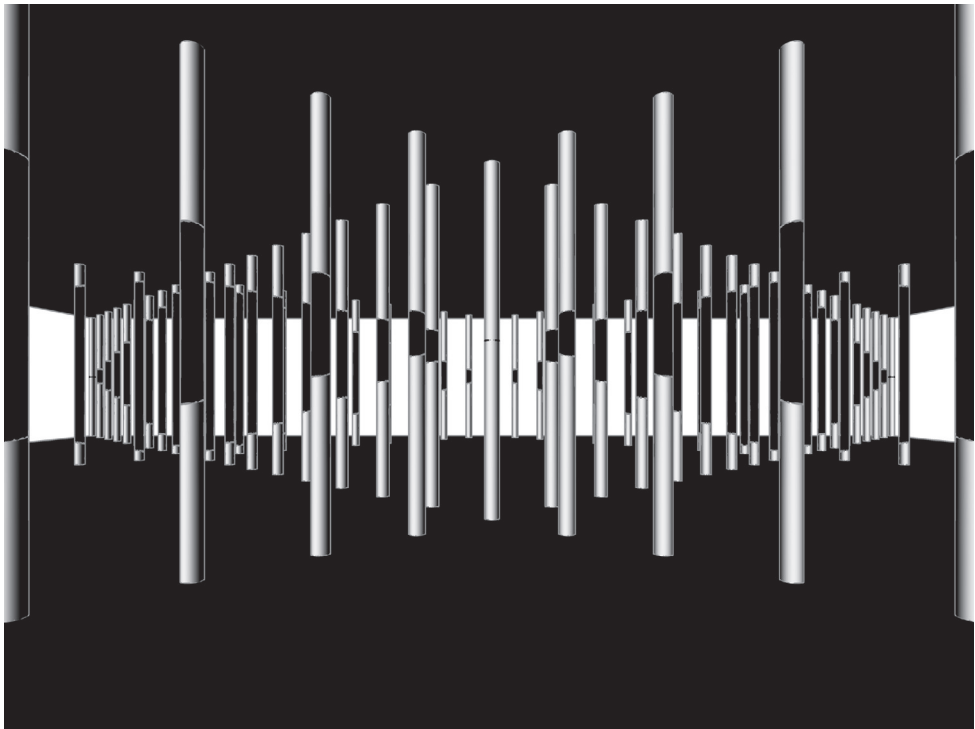
Three sets of axonometrics, along with their perspectival views, showing three variations of a virtual volume.



1-5: Set of images showing how one of these virtual volumes would be perceived by a person moving through the space.



Axonometric showing four virtual octahedrons.



Perspectival view of four virtual octahedrons.