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.

Collaborators (Physical Models): Wesley Lam, Stephen Shchurowsky

Note: For complete documentation of this project, see “Scenes in a Concrete Deserta” in Scapesgoat’s Issue 03 (2011), 30-45

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