

Ideas

recorded in research for **Synthetic Nature**

In all cases, a building is one thing above all else: not the land. *Aaron Betsky*

The sins of architecture emerge from its very nature as an artificial construction—lands is not place but territory or property *Aaron Betsky*

Aspiring to the realization of abstraction as a way of making the perfect world, while buying their intentions in the base reality they sought to escape. *Mark Wegley*

All building can only be an elaboration of that original condition of emulation, establishment and essential separation *Heidigger*

Building is the result of landscape *James Corner*

Form of the City is based on geography *Dennis Cosgrove*

Modern architecture has failed to work out any set of relationships to nature that are special to itself *Vincent Scully*

We are Gods and we might as well get good at it—a continuum of our relationship to nature over time... *Kevin Kelly*

Fearing God	Knowing God	Playing God
Fear of Nature	Studying nature	Playing with nature
Imitation shape of nature	On top of nature	Surrealism
Superstitious vies	Rationalism	Synthetic landscape
	Representation	Computer Games
		Genome Project

It's very easy to arrive at a stable ecosystem if you don't care what ecosystem you arrive at. *Stuart Pimm, ecologist*

Creating extremely complex machines, such as robots and software programs of the future, will be like restoring prairies or tropical islands. *Kevin Kelly*

Urbanization is the advent of Edge Species. The hallmark of the modern world is its fragmentation: its division into patchworks *Kevin Kelly*

Someday, the difference between machines and biology will be hard to discern. The most profound technologies are those that disappear. *Mark Weiser, Xerox, superorganism project*

There are a few positive things you can do as god. But not many. Making trees is one of them. Trees always make people happy. And you can bless the land with wildflowers. But mostly it's destroy or be destroyed *Jeff Haas, game designer, Populous II*

Evolution is parallel thinking. An architect must give up control to produce landscape. *Karl Sims, developer of Sim City*

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Landscape is not intended as decoration.	<i>MVRDV</i>
The artificial landscape can be interpreted as a metaphor for a scenographic approach in virtual reality and in software-generated real environments. Located on the borderline between virtual reality and the materiality of buildings—is computer generated architecture—but a feeble reflection of what was promised on the screen.	<i>West 8</i>
All human process is Natural. It occurs in Natural Patterns—‘FRACTALS’—repeated patterns that produce complexity and diversity not through natural selection, but through interdependence—differentiations emerging from generalities.	<i>Jane Jacobs</i>
Buildings are machines: they require outside inputs	<i>Jane Jacobs</i>
The world will not evolve past its current state of crisis by using the same thinking that created the situation	<i>Albert Einstein</i>
Landscape is becoming more like architecture, rather than the reverse.	<i>William McDonough</i>
The built environment may be landscape but not a healthy landscape.	<i>William McDonough</i>
Paleotechnic society has come to view buildings as cultural artifacts, with thin forms referring only to symbols of human devising, vs. regenerative human habitat.	<i>John Lyle</i>
Landscape is a cultural way of seeing.	<i>James Corner</i>
Constructed landscapes explore the interface between culture and nature.	<i>George Hargreaves</i>
Environment exists as a concept in every culture, but not landscape.	<i>James Corner</i>
Landscape is a thematic genre—intentionally set in the foreground in imagery, art and literature—an eidetic entity.	<i>James Corner</i>
Landscape is not the environment. The environment is the factual aspect of a milieu that is of the relationship that links a society with space and with nature.	<i>Augustin Berq</i>
Landscape is the antithesis of wilderness.	<i>John Stilgoe</i>
Landscape is the playing field for our environmental/natural disaster or triumph: victim and indicator. Architecture is a player on the field, but not the field.	<i>James Corner</i>
The emerging architectural conception of landscape, then, is less that of scenery, greenery, wilderness and arcadia and more that of a pervasive milieu—a rich imbroglio of ecological, experiential, poetic and expressively living dimensions.	<i>Ann Spirn</i>

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- The majority of buildings are most impressive immediately following construction; 1/125th of a second after they are completed. –But life continues. Landscape requires time to develop and exhibits cyclical time. *Marc Treib*
- The more architecture mutates, the more it confronts the immutable core. *Rem Koolhaas*
- Landscape can be an active accelerant, more than a passive ameliorant. Peripheral sites are now the dominant environment. In a landscape of social instruments, quality will derive from the uses, juxtapositions and adjacency of alternating programs over time. It is a field that accommodates buildings, roads, utilities, open spaces, neighborhoods and natural habitats. *Alex Wall*
- The field of action today is less the design of monuments and master plans than the careful modification and articulation of the urban surface. *Alex Wall*
- Many other new typologies treat architecture and urbanism themselves as extensions of the landscape, or as extensions of the skin of the earth. *Bart Lootsma*
- The goal has been to project an architecture that is physically absent. *Rem Koolhaas*
- Analysis of *Architectural Digest* shows that more than 1/3 of advertisers establish the identity and value of their product through landscape. *Alan Balfour*
- Vast areas of unspoiled land are America's antidote to an over-stimulated world. *Alan Balfour*
- Nature and Architecture cannot be in the same place at the same time. They exclude one another. *Herzog de Meuron*
- But like the forms that can be discovered in clouds, it is possible to will this landscape into an amazing spectacle of invention, vs. an exhaustive textbook of flaws. *Rem Koolhaas*
- Rather than identifying architecture with "the wall", Allen along with others in the field, realigns the discipline toward the metropolitan flows associated more readily with infrastructure, the landscape and the interior. *K. Michael Hays*
- The activity of the architect is to construct the site itself. A process—not an image—must be projected. *Stan Allen*
- Interior space of memory seems to create a theater-like setting but at a very about-to-be disintegrated level. *Gordon Matta-Clark*

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Matta's orientation toward alternative space derived in part from the ideas of mathematician Henri Poincare—non-Euclidian space and exploration of warped planes. *Betti-Sue Hertz*

Surrealists, Situationists, and lately Deconstructivists have cultivated the notion of an oppositional realm—to rupture and force open the hermetically sealed vacuum of corporation. *Anthony Vidler*

...a graphic strategy could extend beyond drawing on paper to drawing in three-dimensional space.—“drawing on” nomadic and vernacular construction technique—using rope to *graphically* define space and *geography*. *Betti-Sue Hertz*

Matta's approach was biomorphic and fantasist, rather than geometric, realistic and rational. This was the theme of Matta's eventual break with Le Corbusier. *Valerie J. Fletcher*

To seek, to understand, to decipher the mysteries of nature, to interpret them with grace or in anger, to this is the architect (and landscape architect) condemned from the first to the last *whimper* of recorded time. *Philip Jodidio*

A subtle chain of countless rings
The next unto the farthest brings;
The eye reads omens where it goes,
And speaks all languages the rose;
And, striving to be man, the worm
Mounts through all the spires of form.

Ralph Waldo Emerson

Ken Smith's garden is dialogue between the real and the artificial: an imitation of an imitation of nature. *Philip Jodidio*

A single gesture transforms nature and gives it order. You can't get any more efficient than that. *Santiago Calatrava*

Now life in all its glorious complexity has been rendered accessible to our visual capacity. *Bruce Mau*

Quake and Unreal Tournament imagine spaces in which architecture really does live. *Dennis Dollens*

This sublime building perched in the landscape feels like walking into a poem—it is part of nature but removed from reality. *The Economist*

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