Deep Time: A Geology Field Station

The term Deep Time was introduced in the eighteenth century by James Hutton to describe the concept of the vastness of geological time. The studio will focus on creating an architecture on and from the materials of deep time, translating architecture's material past into the present. The studio engages with the following questions: How might geomorphic processes be used to shape an architectural intervention? How might the study of landform history and dynamics serve as a springboard from which to formulate architecture? How might revitalized ideas of construction and materiality respond to what is natural and what is artificial? How might architects learn from the tools, techniques and technologies used by geologists to trace deep time? Oscillating between deep time of geological strata and the quotidian activities of human life, how might architects help visualize and realize the needs of a geological researcher in the design of a field station?

The program of the field station will include a small lecture hall, computer center, lab space for field instrument storage and calibration, and a lodge for meals, recreation, study, and workshops. The Studio will engage with digital technologies for 2d mapping work and 3d spatial environments, as well as physical model-making, for both conceptual studies and architectural proposals. The studio will take an interdisciplinary approach by consulting with geologists at the University of Oregon and the Thomas Condon Paleontology Center in the John Day Fossil Beds National Monument.

This is the third in a series of studios that uses the John Day area as the site to explore new linkages between rural communities and cultural, environmental, and infrastructural issues.

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