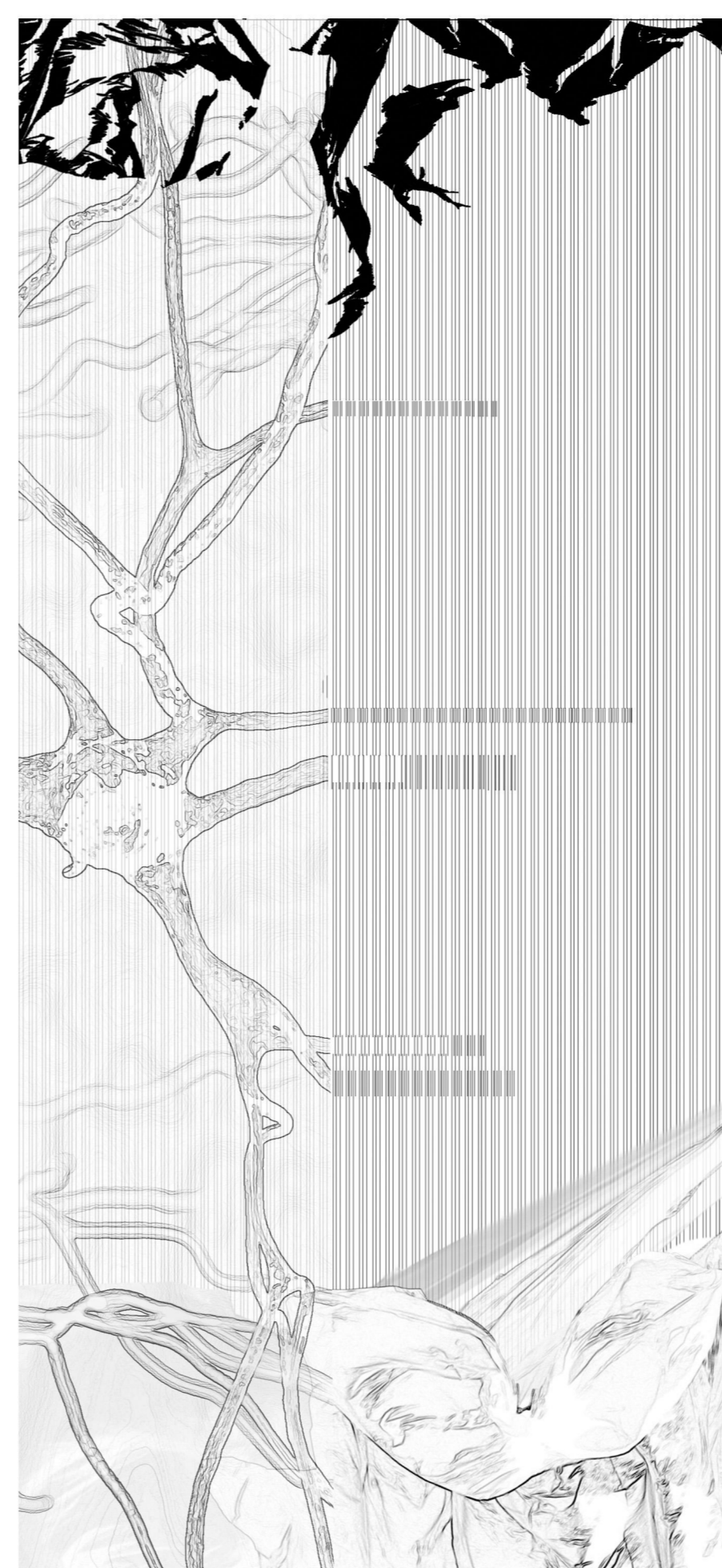
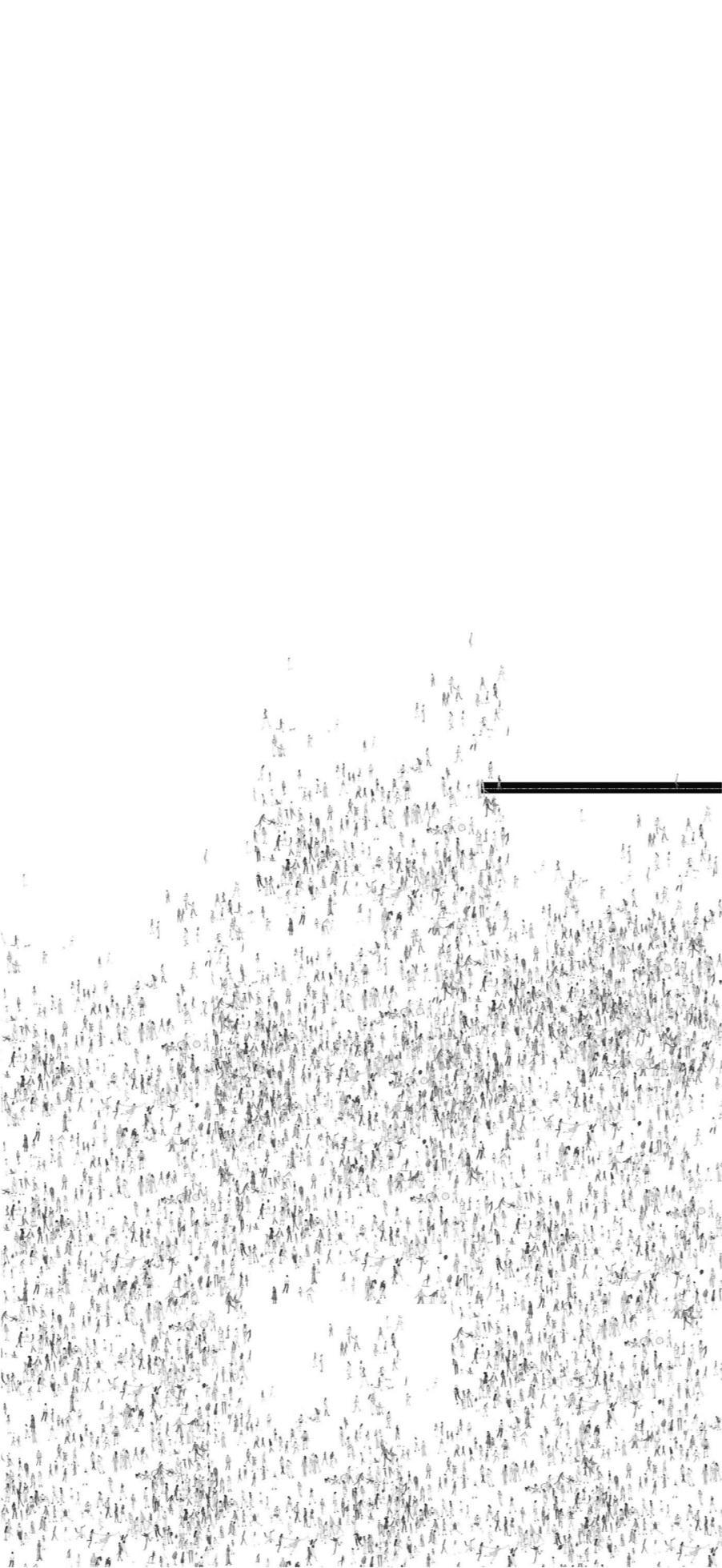
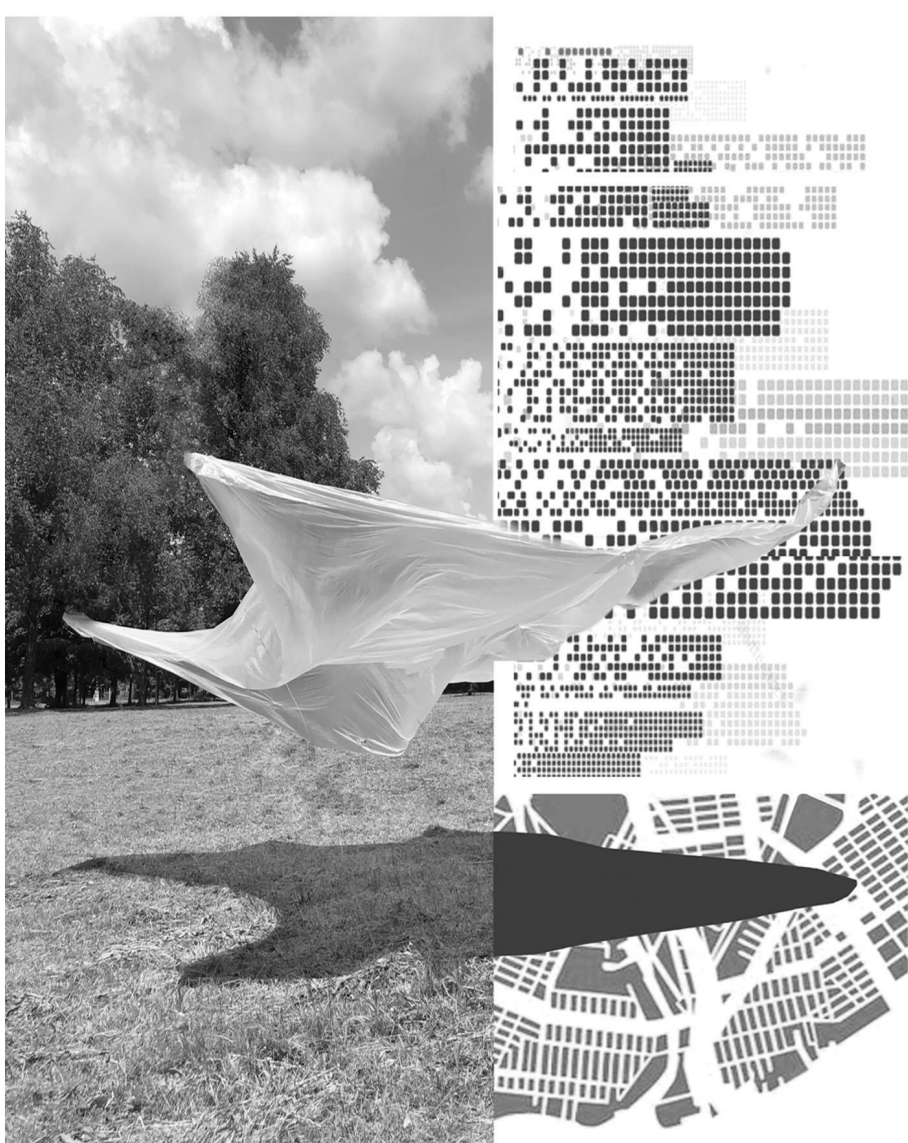




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ENDEAVOURS
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PROJECT TITLE
 *Titlul proiectului în Engleză **A projekt címe ***Naslov projekta

Cloudly conundrum: what if?

PROJECT LOCATION
 *Locația proiectului **Projekt helyszíne ***Lokacija projekta

Subotica, Srbija

BUDGET IN EUROS
 *Buget în euro **Gétségveté euróban ***Budžet u evrima

20 euro

AREA
 *Suprafața **Hasznosítható terület ***Korisna površina

8sqm

PROJECT COMPLETION DATE
 *Data finalizării proiectului **Az építkezés befejezésének dátuma ***Datum završetka izgradnje

jun 2023

PHOTO CREDITS
 *Credite foto **Fényképek hitelei ***Foto krediti

Milena Grbić, Milica Nedić

PROJECT DESCRIPTION IN MOTHER TONGUE
 *Descrierea proiectului în limba maternă **A projekt leírása a pályázó anyanyelvén ***Opis projekta na maternjem jeziku

Radionica je nastala kao spontana didaktička jedinica kako bi se unapredio rad na predmetima arhitektonskog projektovanja na Univerzitetu u Novom Sadu - Građevinskom fakultetu u Subotici. Eksperiment se zasniva na kreiranju promenljive forme „u 1:1“ koja je stvarala specifične uslove različitim vitoperenjima površine. Efemernom strukturom stvorena je baza umetnog novog sveta za misao i ideju o njegovim mogućim uticajima na environment. Brza promena forme pravi i brzu promenu senzacije stvarajući nove potpuno nerazjašnjene fenomene kao brainstorming podlogu o tome kako umetanje novih formi može da utiče na krivljenje memorisanih percepcija poznatih fragmenata prostora. Dalje produbljivanje teme digitalnim ekstraktcijama ili dekompozicijama odabrane forme u captured moment-u otvorilo je put ka istraživanju slojevitosti arhitektonskog narativa i kako opredeljenje za jedno, a ne za

nešto drugo, može da utiče na promenu nivoa mišljenja od samog materijalnog do promene razmere. Ishod eksperimenta je postignut na tri nivoa: fizičkom (efemerna struktura kao kreirani proizvod u prostoru); perceptivnom (apstrahovani elementi pronalaze nova mesta povratkom u materijalnost u različitim razmerama) i teorijskom (iskorak u shvatanju prostornih odnosa i oko arhitektonskog objekta). Cilj radionice je stvaranje poligona za nove istraživačke mogućnosti u pronalaženju odgovora na nepredvidivost situacija pred kojima se studenti nalaze na samom početku prakse arhitektonskog projektovanja. U širem smislu, cilj je da se pokaže kako su ovakvi gestovi u „1:1“ neophodna karika u podučavanju arhitektonskog projektovanja jer značajno pozitivno utiču na razvoj misli, konačan ishod projekta i stvaranje budućih projekatana.

PROJECT DESCRIPTION IN ENGLISH
 *Descrierea proiectului în engleză **A projekt leírása angol nyelven ***Opis projekta na engleskom

The workshop was created as a spontaneous didactic unit to improve work on architectural design subjects at the University of Novi Sad - Faculty of Civil Engineering in Subotica. The experiment was based on the creation of a variable form "in 1:1" that established specific conditions with different surface distortions. This ephemeral structure formed the basis of an inserted new world for contemplation and the exploration of its possible impacts on the environment. A rapid change of form induces a rapid change of sensation, creating completely unexplained phenomena as a basis for brainstorming about how the introduction of new forms can influence the distortion of memorized perceptions of known fragments of space. Further development of the topic through digital extractions or decompositions of the selected form at the captured moment opened the way to research the layers of the architectural narrative and how the determination of one form over another can affect the change in the level of thinking,

from materialization itself to a change in scale. The outcome was achieved on three levels: physical (ephemeral structure as a created product in space); perceptual (abstracted elements finding new places by returning to materiality in different scales); and theoretical (a step forward in the understanding of spatial relations in and around the architectural object). The goal of the workshop is to create a training ground for new research opportunities in finding answers to the unpredictability of situations that students face at the very beginning of architectural design practice. In a broader sense, the goal is to show how such gestures in "1:1" are a necessary link in teaching architectural design because they significantly positively influence the development of thoughts, the final outcome of the project, and the creation of future designers.