

INVISIBLE SHAPE

I propose to create *Invisible Shape*, a site-specific architectural complex that will span both east and west sides of a downtown city park, which is conceptually and structurally based on principles of green architecture, a Net-Zero approach to energy efficiency and operation, and the reuse of building materials.

Our world evolves as a result of globalization, which is largely aided by technological advancements. However, globalization and technology have had negative effects on many aspects of human life, including harming the environment through air, water, heat, and noise pollution. As a post-modern conceptual artist, I always look for symbols to connect my art with the contemporary world. With *Invisible Shape*, I am focusing on auto parts. I am interested in how pollution begins with a relatively invisible, or seemingly innocuous, object that's disposed of in our cities. Because many environmental issues can be connected to the automotive industry, and it's difficult to imagine daily life without transportation, I am using this as a starting point for addressing the detrimental effects of environmental pollution by transforming small, discarded car parts into an architectural object and connecting them with the landscape.

The first phase explores auto parts as puzzle pieces from which I will create a conceptual model of space and time and show, as the title suggests, their invisible shapes. This alludes to the accumulation of detritus and its harmful relation to the environment. By design, each puzzle piece (car part) will be situated to represent movement as a sine wave illustrating an upper and lower envelope. They will include, for example, a car light on the road, a bent bumper, or a car door opening. In the second phase I will explore these models of invisible shapes and transform them into architectural structures. The Beehive Tower (car light as puzzle) is created by placing two car lights facing in opposite directions so they imitate the reflection of light; the Spooky Tower

(car door as puzzle) is a forced structure of a car door opening to produce an envelope curve; and the Balloon Tower is constructed with a car grille radiator.

My creative process begins with an exploration of the environment, and most of my previous work concerns interactions between humans and the natural world. *Invisible Shape* aims to highlight the connections between the designs for everyday life, industry, and our natural and built environments.