

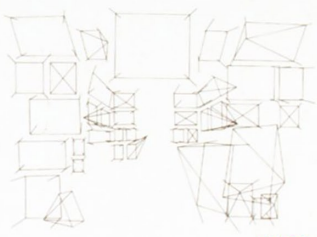
00



01



02



03



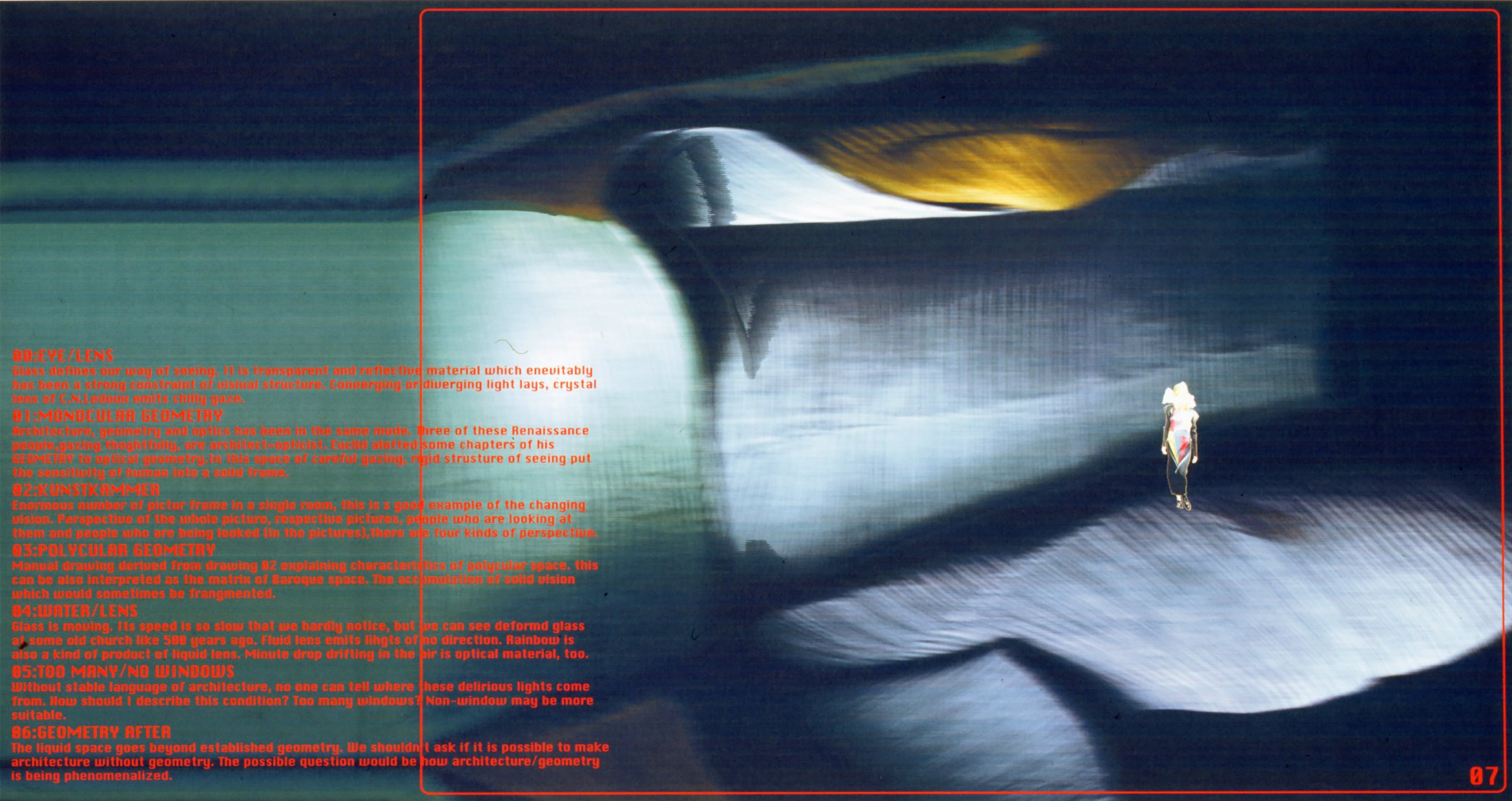
04



05



06



07

00:EYE/LENS

Glass defines our way of seeing. It is transparent and reflective material which inevitably has been a strong constraint of visual structure. Converging or diverging light rays, crystal lens of C.N.Ledoux emits chilly gaze.

01:MONOCULAR GEOMETRY

Architecture, geometry and optics has been in the same made. Three of these Renaissance people gazing thoughtfully, are architect-opticist. Lucid delisted some chapters of his GEOMETRY to optical geometry. In this space of careful gazing, rigid structure of seeing put the sensitivity of human into a solid frame.

02:KUNSTKAMMER

Enormous number of picture frame in a single room, this is a good example of the changing vision. Perspective of the whole picture, respective pictures, people who are looking at them and people who are being looked (in the pictures), there are four kinds of perspective.

03:POLYCLULAR GEOMETRY

Manual drawing derived from drawing 02 explaining characteristics of polycular space. This can be also interpreted as the matrix of Baroque space. The accumulation of solid vision which would sometimes be fragmented.

04:WATER/LENS

Glass is moving. Its speed is so slow that we hardly notice, but we can see deformed glass of some old church like 500 years ago. Fluid lens emits lights of no direction. Rainbow is also a kind of product of liquid lens. Minute drop drifting in the air is optical material, too.

05:TOO MANY/NO WINDOWS

Without stable language of architecture, no one can tell where these delirious lights come from. How should I describe this condition? Too many windows? Non-window may be more suitable.

06:GEOMETRY AFTER

The liquid space goes beyond established geometry. We shouldn't ask if it is possible to make architecture without geometry. The possible question would be how architecture/geometry is being phenomenalized.

07:SPACE OF NON-GAZE