

# Brief

Studio SOL

Strongriver  
Hugefall  
Hardtill  
Mightyclose  
Gentlebit  
Vastround  
Hugematter  
Mediumthird  
Thinlooking  
Naturalhundred  
Tanhigh  
Setworth  
Fellroom  
Beatman  
Commonturning  
Masterevening  
Middlereal  
Eternaltown  
Strongangle  
Youngstone  
Wildimage


Secondrotation  
Lattercolour  
Centersea  
Wonwalk  
Cosmicblazing  
Earlybest  
Primarybook  
Hugeglory  
Waitinglow  
Ancienttheory  
Palegalaxy

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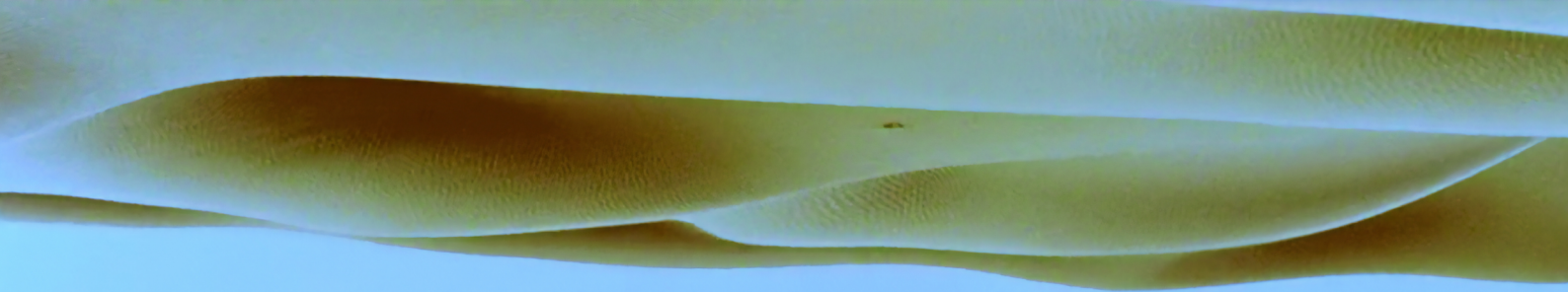
Highdesert<sup>FW19-20</sup>

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Stronghome  
Pureplanet  
Sizeseeing  
Keyset  
Heldspace  
Warmunion  
Fellcolors



Highdesert is  
the wellspring of  
Sophrosyne and the  
outlook of Kairos—  
it is the fruitful farm  
yet unproductive; not  
really new but really  
quite something,  
laying in and outside  
you, just under the  
sun..







































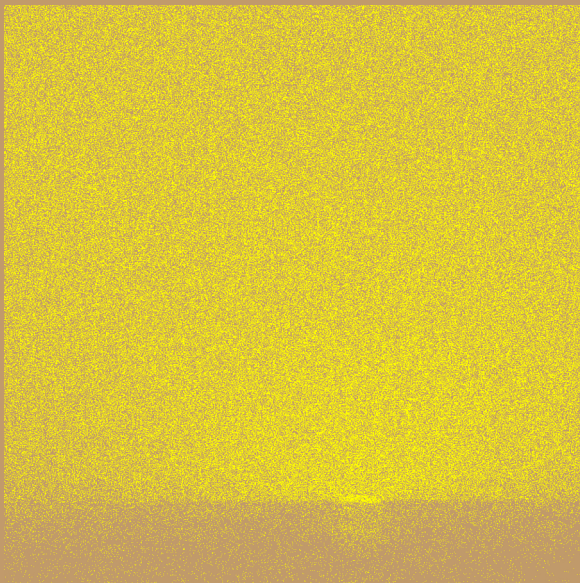




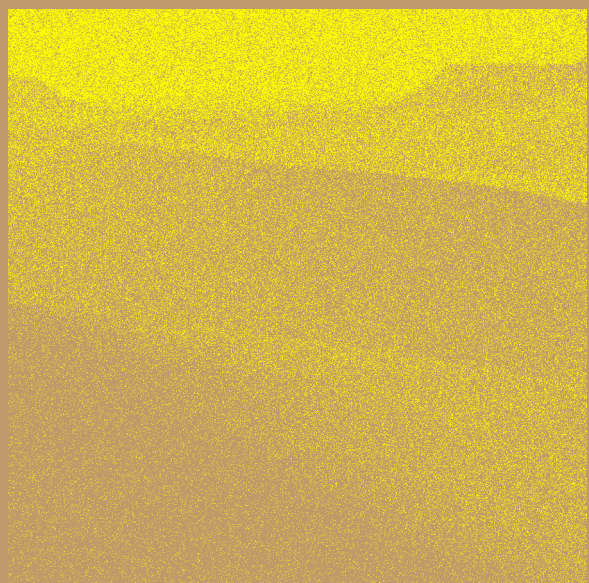
DRYDEN:  
„LAWRENCE, ONLY TWO KINDS OF CREATURE  
GET FUN OF THE DESERT: BEDOUINS AND  
GODS, AND YOU'RE NEITHER. TAKE IT FROM  
ME; FOR ORDINARY MEN, IT'S A BURNING,  
FIERY FURNACE.“



LAWRENCE:  
„NO, DRYDEN. IT'S GOING TO BE FUN.“



DRYDEN:  
„IT IS RECOGNISED THAT YOU HAVE A FUNNY  
SENSE OF FUN.“



— LAWRENCE OF ARABIA



## CRAFT

Please note that an architect can do a lot of things, and that in most of them he/she is a kind of craftsman too, like a carpenter, or a writer.

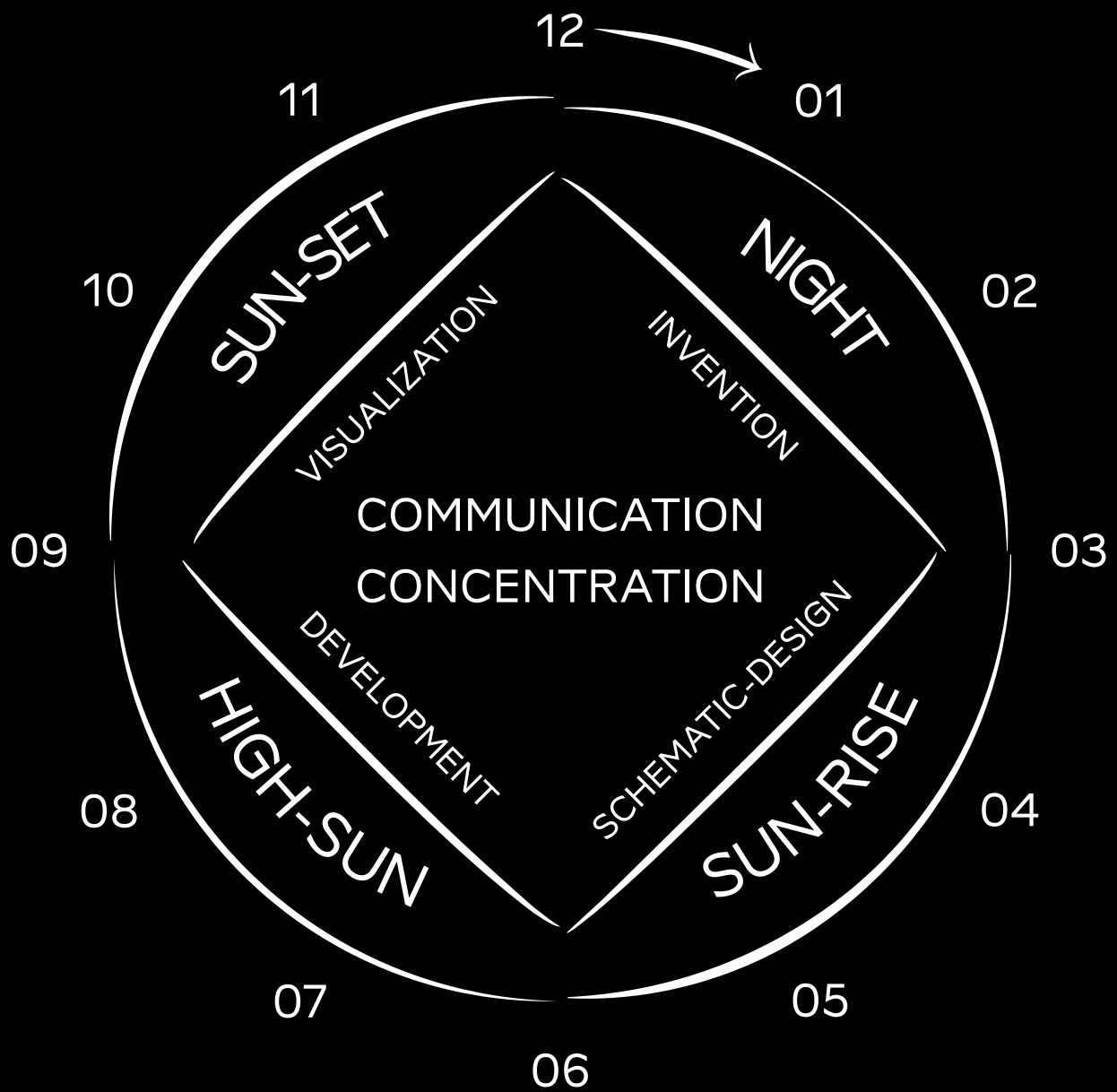
Given that, our studio will mostly deal with the discovery/invention of members and the communication of joints. In fact, we will work on ‘mobile yet immobile’ compositions of such. Sometimes a joint gathers a community of beings—a stretch of river, a music-club or a blog; others connect only with a single kind of member—a date palm, a folding chair, a friend; each one of them, in a current way, an ambassador of their solar kin.

In our craft the subjects are temporal and the point of view is close; and yet, to really get the pleasure and become masterful in it, one shall learn to see that everyone of them brings the whole world with it.

For the most part, we will work in first person and the present tense—sculpt, draw, write and code—‘scan’ the rising and falling rhythms of the everyday, even sometimes just to distance ourselves from it again.

18.08.2019

# SCHEME



## SCHEDULE

Thursdays: 10:00–18:00,  
ATTP SeminarSpace

|    |        |            |   |
|----|--------|------------|---|
| 00 | 10.10. | Kick-Off   | The studio will be organised in groups of 2-3 people, working collaboratively on diverse texts, images, drawings, models (mixing analogue and digital techniques), brought together in a final publication.   |
| 01 | 17.10. | Field Trip |   |
| 02 | 24.10. | Desk Crits |   |
| 03 | 31.10. | Pin-Up     |   |
| 04 | 07.11. | Desk Crits | In the course of the semester we will switch between two modes of meetings: desk crits and pin-ups—the first marks days of individual work and discussions on the go, whereas the second consists of presentations and joint discussions together with our studio friend. |
| 05 | 21.11. | Desk Crits |   |
| 06 | 28.11. | Pin-Up     |   |
| 07 | 05.12. | Desk Crits |   |
| 08 | 12.12. | Desk Crits |   |
| 09 | 09.01. | Pin-Up     |   |
| 10 | 16.01. | Desk Crits |   |
| 11 | 23.01. | Desk Crits |   |
| 12 | 30.01. | Finals     |   |



## COURSE

2019W, UE, 8.0h, 10.0EC

Studio-Friend:  
Indrè Umbrasaitè  
(Architect)

## ABOUT

Studio SOL is a design studio run by Georg Fassl.

It is based at the Department for Architecture Theory and Philosophy of Technics at the Vienna University of Technology.

More here:  
[www.s-o-l.studio](http://www.s-o-l.studio)