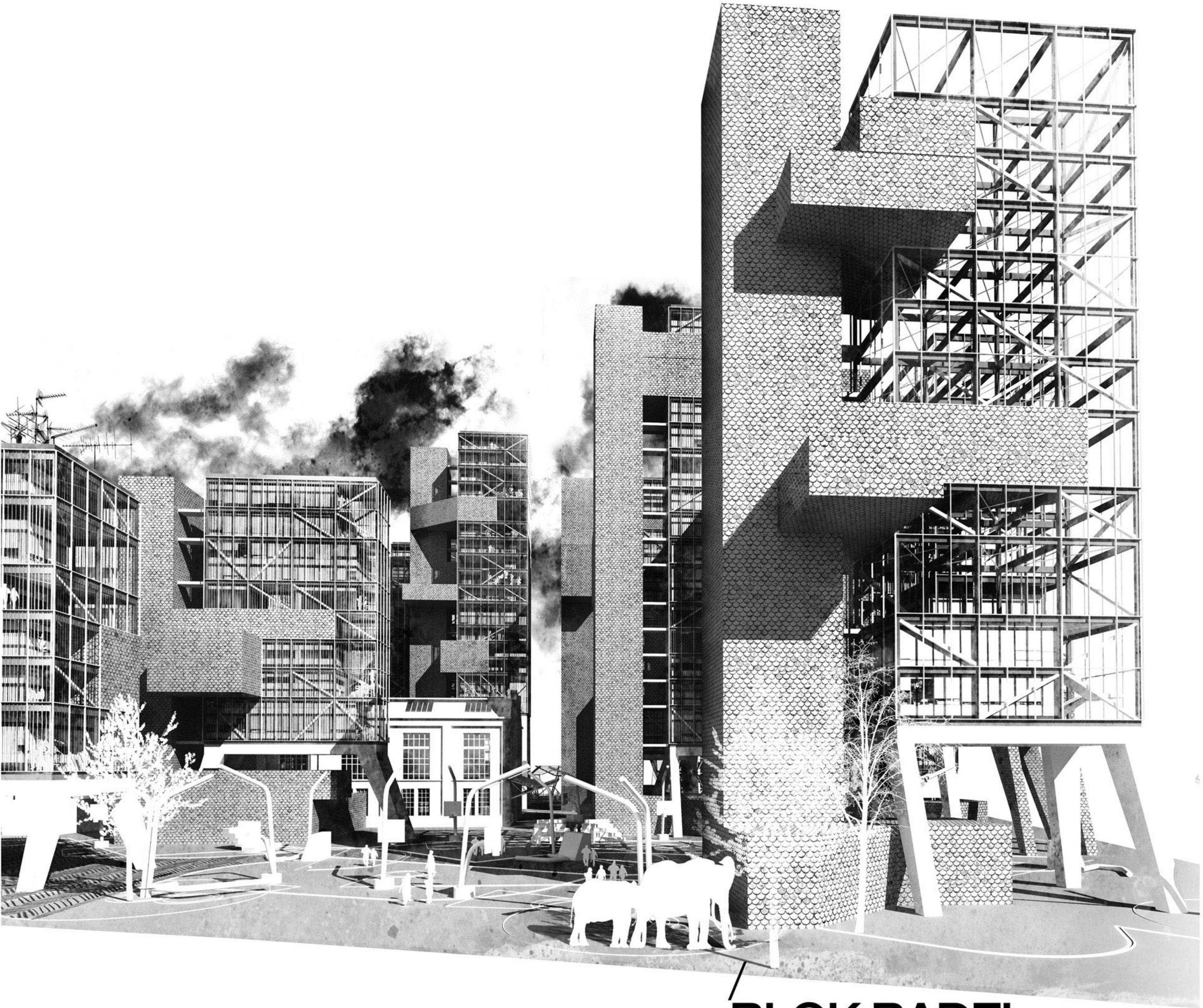
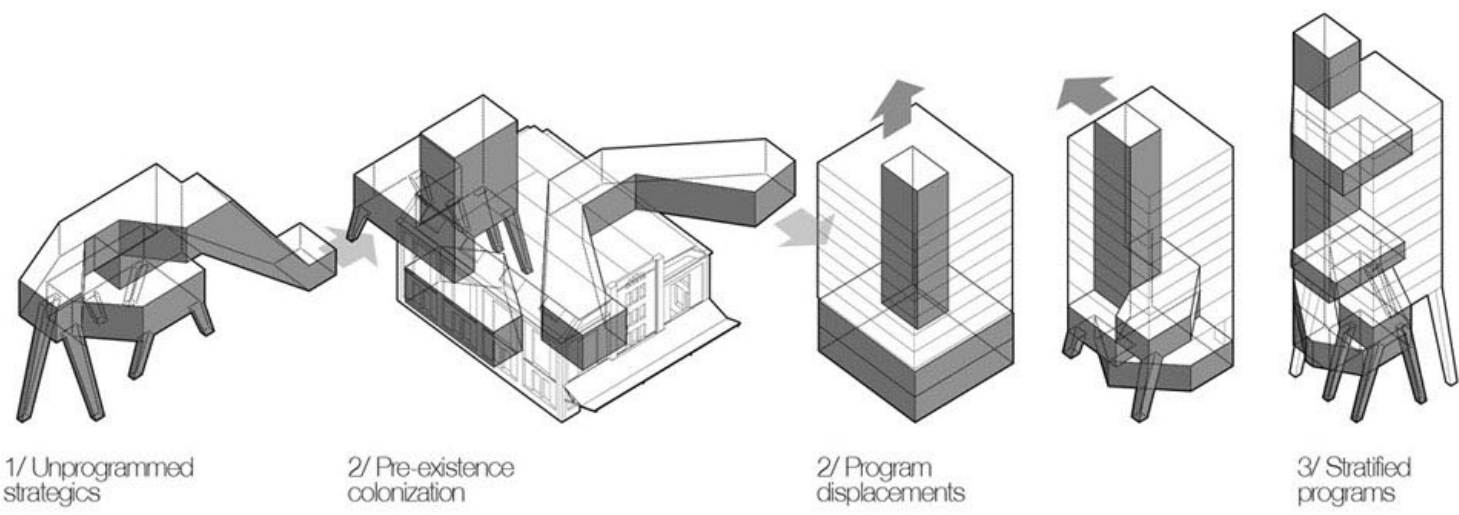




situation plan 1/1,000



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Contingent, neither impossible nor necessary; i.e., both possible and non-necessary.

"World is neither predictable nor causal anymore as religions or philosophy or science tried to convey through history. World is only probable, it is getting more and more statistically quantifiable." Uncertain environments in which architecture acts require contingent responses. Contingency determines the potential of architecture. It loads architecture with dormant ways-of-being whose appearance cannot be determined a priori. Contingency forces us to approach the project with the desire of uncovering the systems (structures and dynamics) that give us the possibility of being-different. Contingency is the framework for chance. Architecture should be able to deploy contingent structures capable of hosting chance and even encourage it. We propose a place as an open field which forces users acting and deciding as it deploys as an unstable system capable of promoting that chance; a system capable of promoting conditioned changes in its structure (gravitational, programmatic or expressive). Objects are inserted in place to keep it in a permanent state of excitement, they become reactive in the presence of other agents in the context. This is the task we assume: creating links and letting new realities emerge through the establishment of these connections. We must allow the blanks to be filled by links between objects instead of filling them with the objects themselves. The OCA (Office for Contingent Architecture) is responsible for the construction of ductile and temporary communities that keep their environment in a constant state of imbalance. Every precise order that is generated through the OCA is a final order; and it is an order only referred to itself.

Selected morphology. "World is neither predictable nor causal anymore as religions or philosophy or science tried to convey through history. World is only probable, it is getting more and more statistically quantifiable."

Programme connections. Limitation as program; time as program; opportunity as program; participation as program.

Existing buildings on site. Contingency determines the potential of architecture. It loads architecture with dormant ways-of-being whose appearance cannot be determined a priori. Contingency forces us to approach the project with the desire of uncovering the systems (structures and dynamics) that give us the possibility of being-different.

Site's open areas. "Fluidity of modern society makes our acts fragile and relative. There is no set order in which we can entirely rely. Events are unstable. Looks like we're moving towards a society where is no longer possible to establish a rigid structure as has been doing until now."

Public spaces. Contingency is the framework for chance. Architecture should be able to deploy contingent structures capable of hosting chance and even encourage it. We propose a place as an open field which forces users acting and deciding as it deploys as an unstable system capable of promoting that chance; a system capable of promoting conditioned changes in its structure (gravitational, programmatic or expressive).

Spatial relations. Objects are inserted in place to keep it in a permanent state of excitement, they become reactive in the presence of other agents in the context. Objects are never inserted to soothe places introducing a false (because of its arbitrariness) final stage of linkages.

Urban identity. We act from the reading of the dynamics of the place in order to exploit them for personal gain through open systems capable of hosting the chance without jeopardizing the essence of his 'idea', or staggering their 'ideal state' because each one are 'real states'. All states are equally valid and desirable and they all responding to an interested reading of the place where they operate.



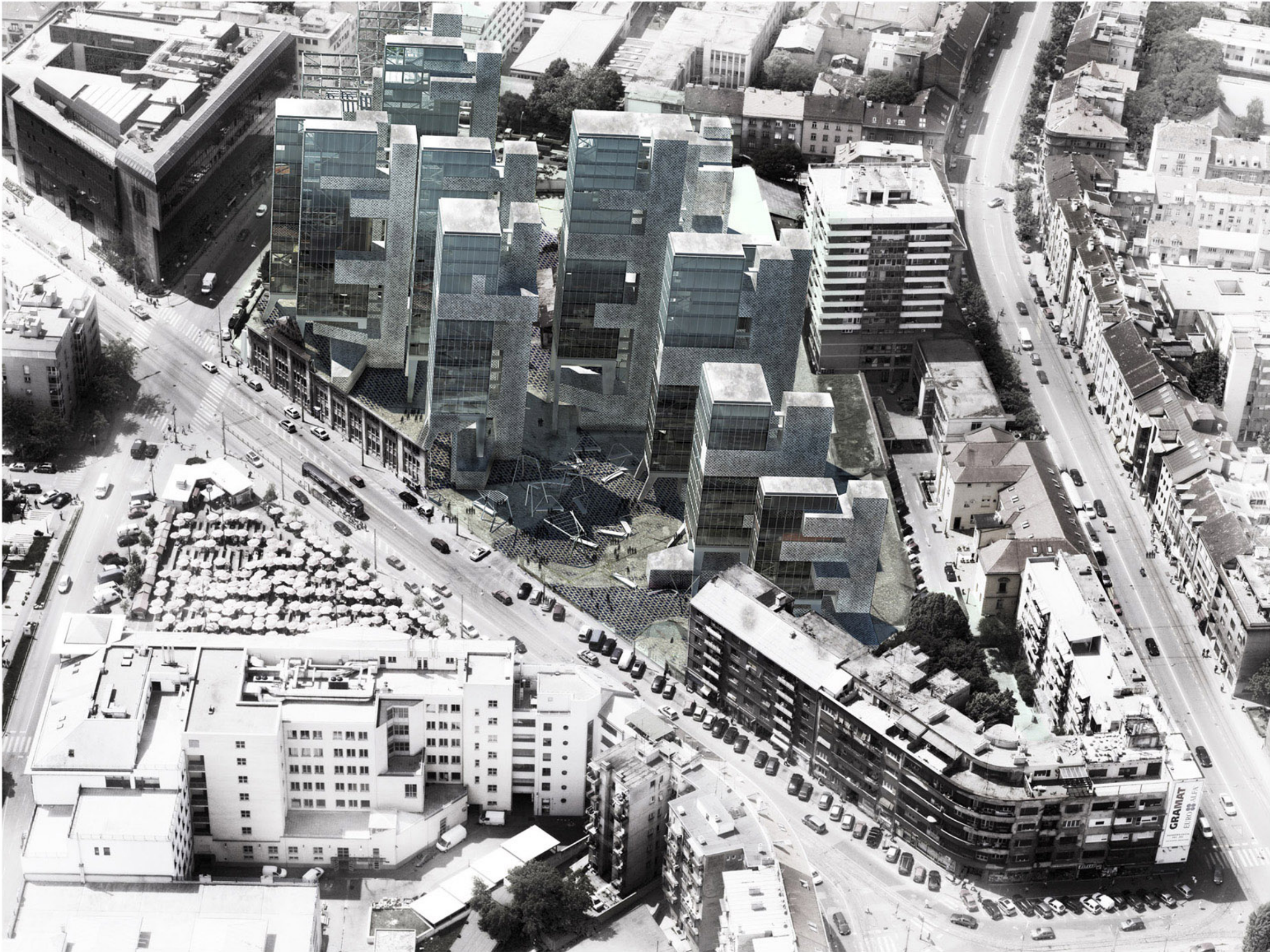
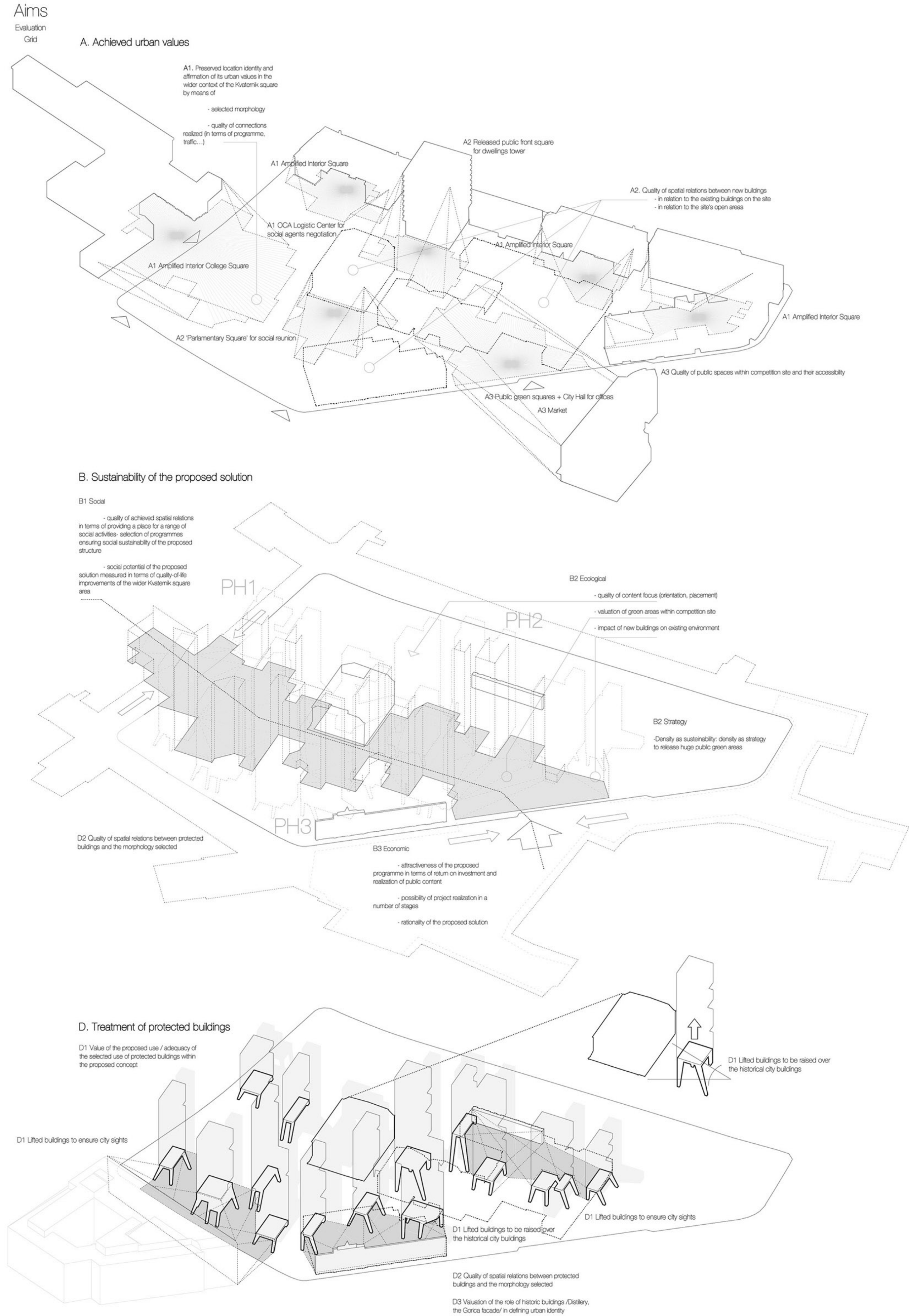


Image: Stage 3



Image: Stage 2

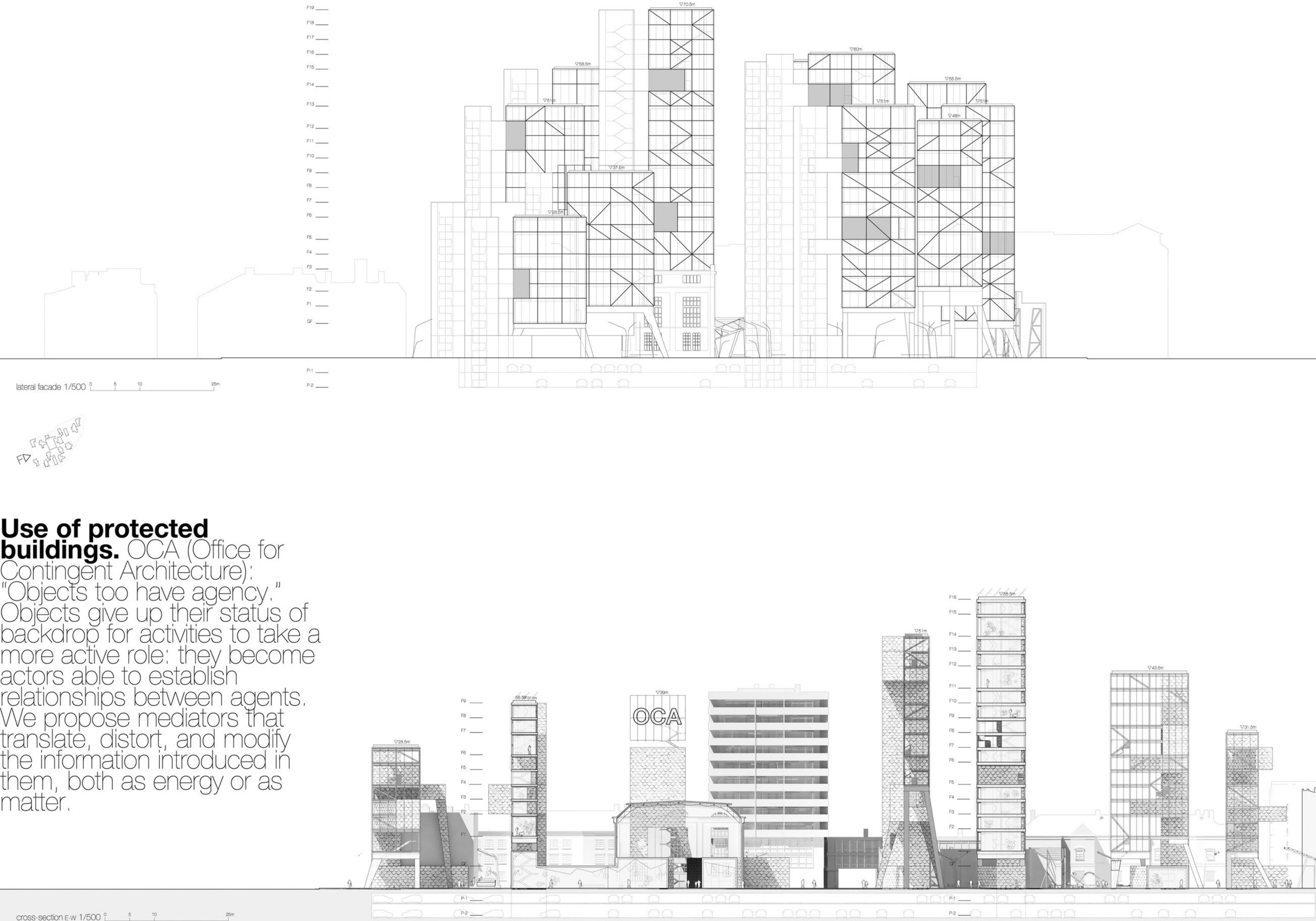
Social sustainability. This is the task we assume: creating links and letting new realities emerge through the establishment of these connections. Through it we promote a continuous movement of re-association and reassembling. The new connections alter not only the systems bringing forth new conditions but it alters the objects themselves forcing them to work in certain directions. These new conditions will leave, so inescapable, remaining on the stages to come.

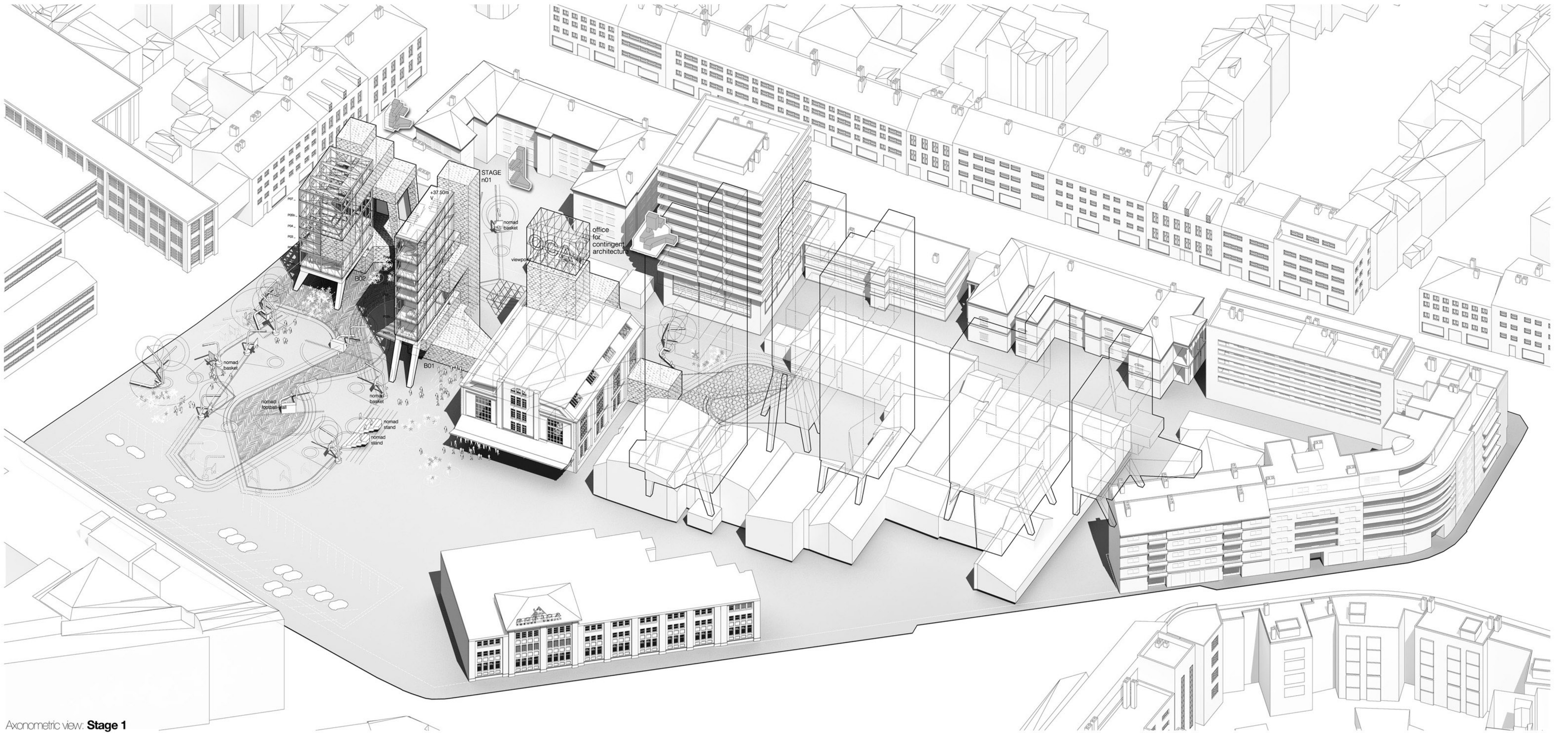
Quality-of-life improvements. "Our projects start emerging as fields of probabilities." We leave behind the belief that architecture must conform, spaces capable of destroying (or at least able to stop in time-out) the randomness of life out there.

Ecological quality. The quasi-object is responsible for the construction of ductile and temporary communities that keep their environment in a constant state of imbalance. They keep it in a state of continuous succession of different orders. And despite that volatile condition, the precise order that is generated through the quasi-object at every moment is a final order; and it is an order only referred to itself (neither referenced to a previous order nor to a higher order).

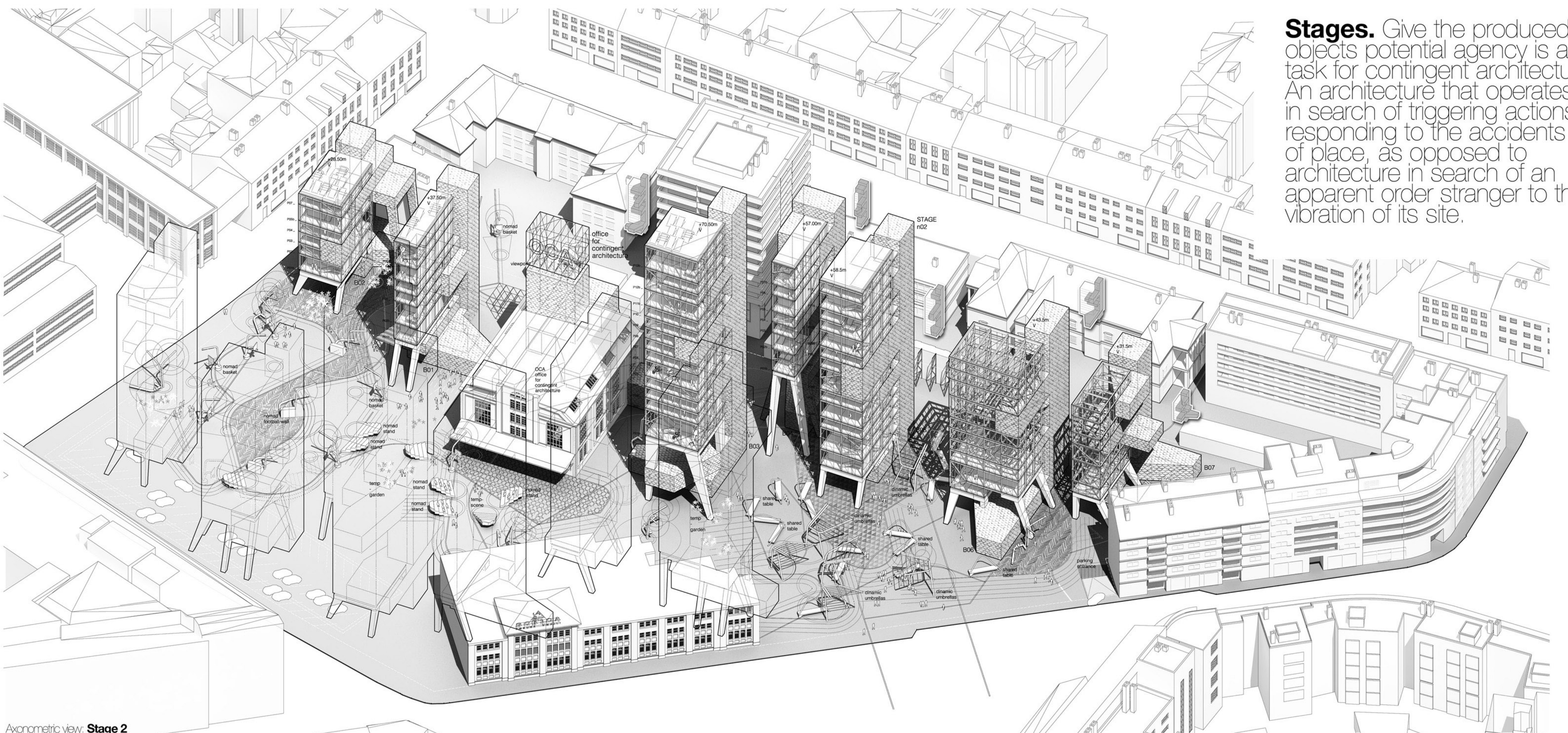
Green areas. We must allow the blanks to be filled by links between objects instead of filling them with the objects themselves. We will establish then temporary and vibrant layouts instead of static and permanent compositions. Some of these vacant spaces have been detected already in place upon arrival while others will be generated by the objects (both inside and outside of it) through insertion. We propose a field in a continuous process of change and adaptation.

Use of protected buildings. OCA (Office for Contingent Architecture): "Objects too have agency." Objects give up their status of backdrop for activities to take a more active role: they become actors able to establish relationships between agents. We propose mediators that translate, distort, and modify the information introduced in them, both as energy or as matter.



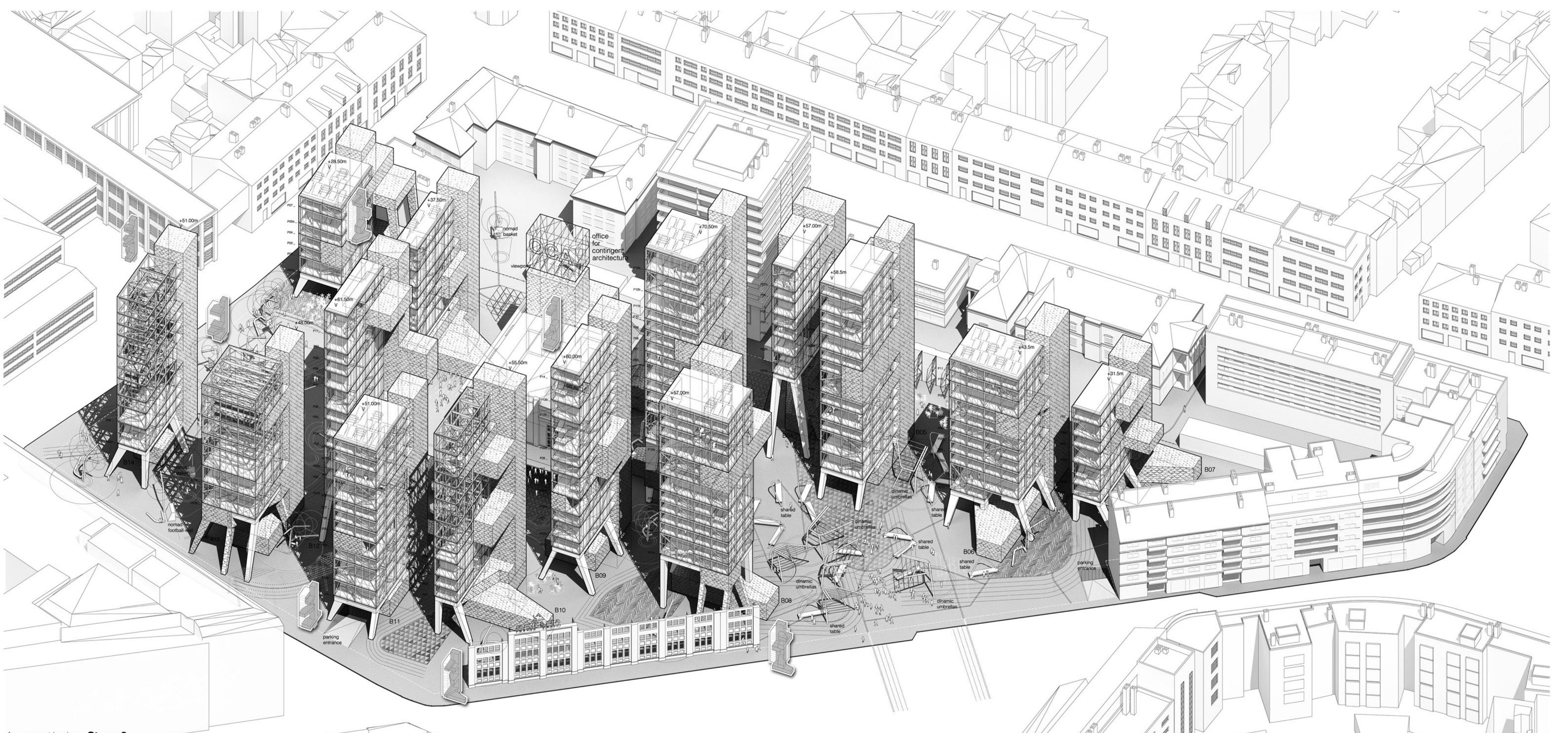


Axonometric view: Stage 1

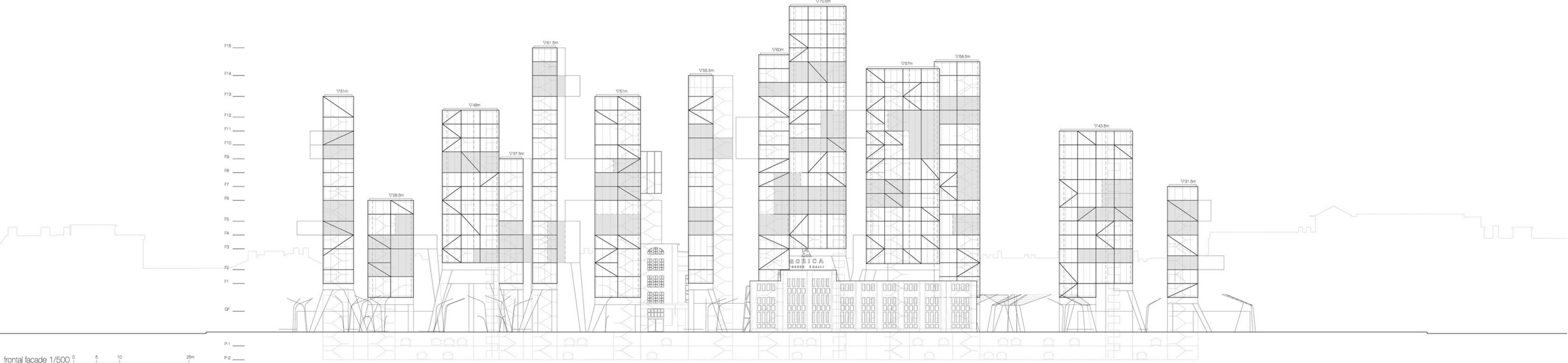


Axonometric view: Stage 2

Stages. Give the produced objects potential agency is a task for contingent architecture. An architecture that operates in search of triggering actions responding to the accidents of place, as opposed to architecture in search of an apparent order stranger to the vibration of its site.



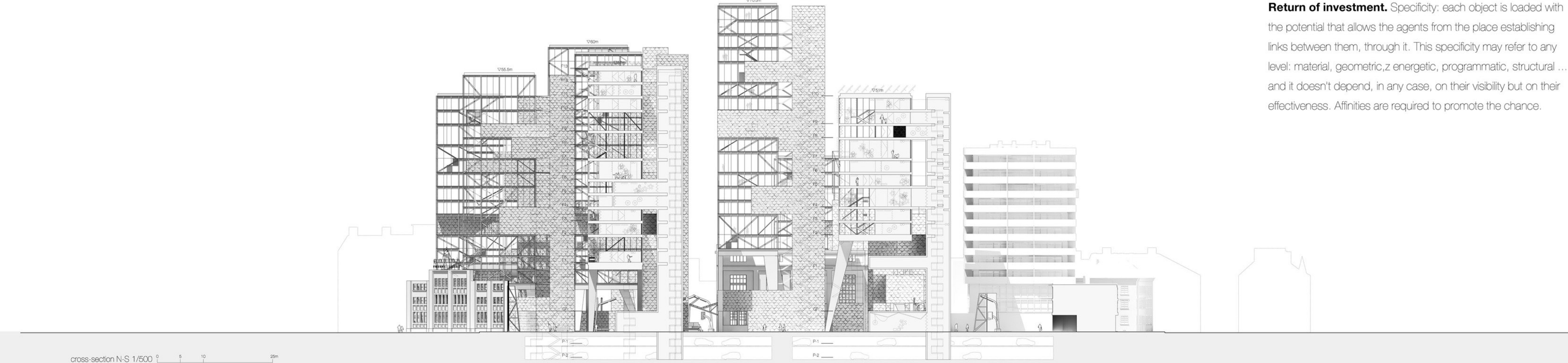
Axonometric view: Stage 3



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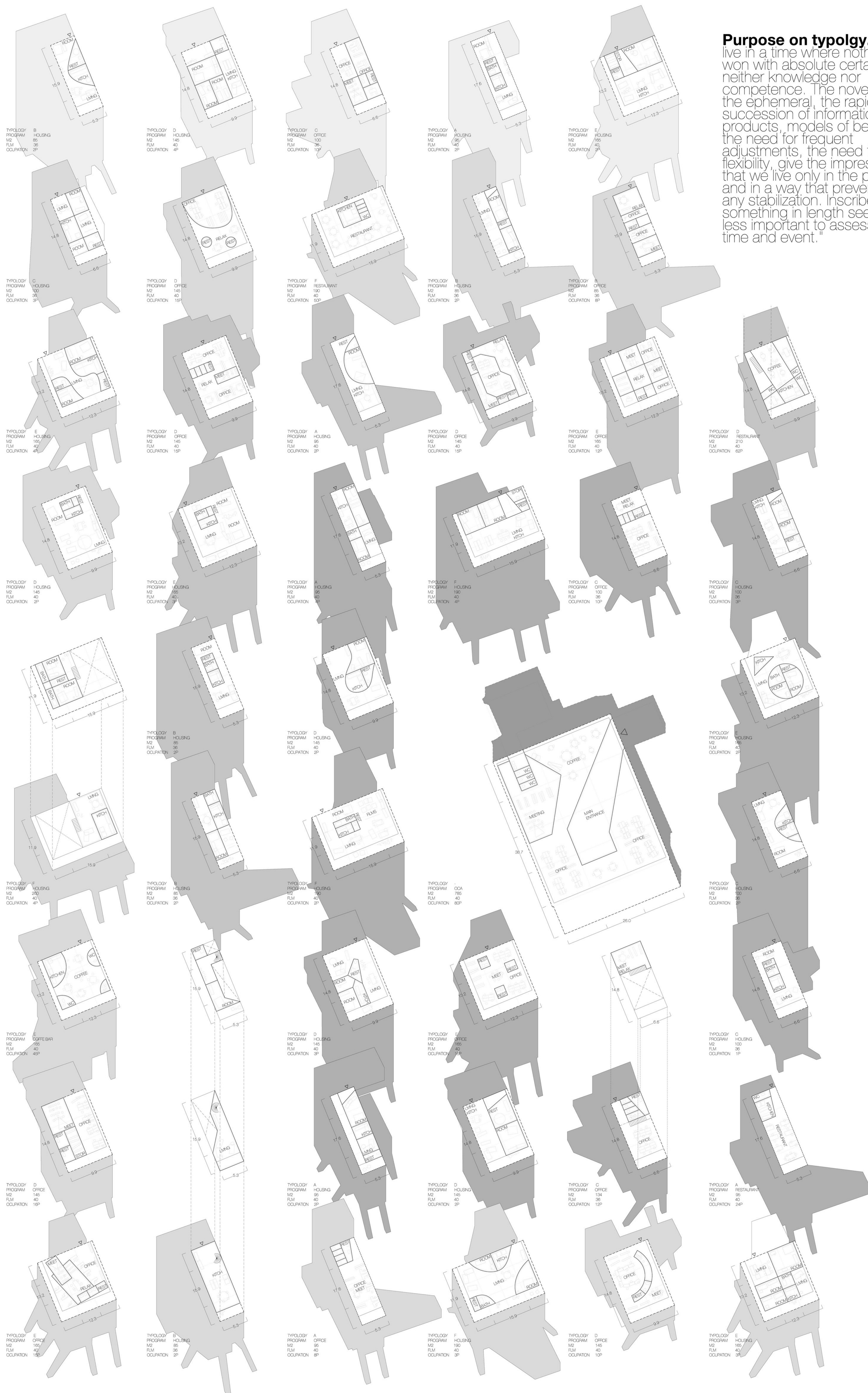
Impact of new buildings. We are facing unique items, full of information, unexpected, thrown into the maelstrom of randomness. Those objects possess two essential qualities on which their abilities depend: specificity and phenomenal transparency.

Return of investment. Specificity: each object is loaded with the potential that allows the agents from the place establishing links between them, through it. This specificity may refer to any level: material, geometric, energetic, programmatic, structural ... and it doesn't depend, in any case, on their visibility but on their effectiveness. Affinities are required to promote the chance.

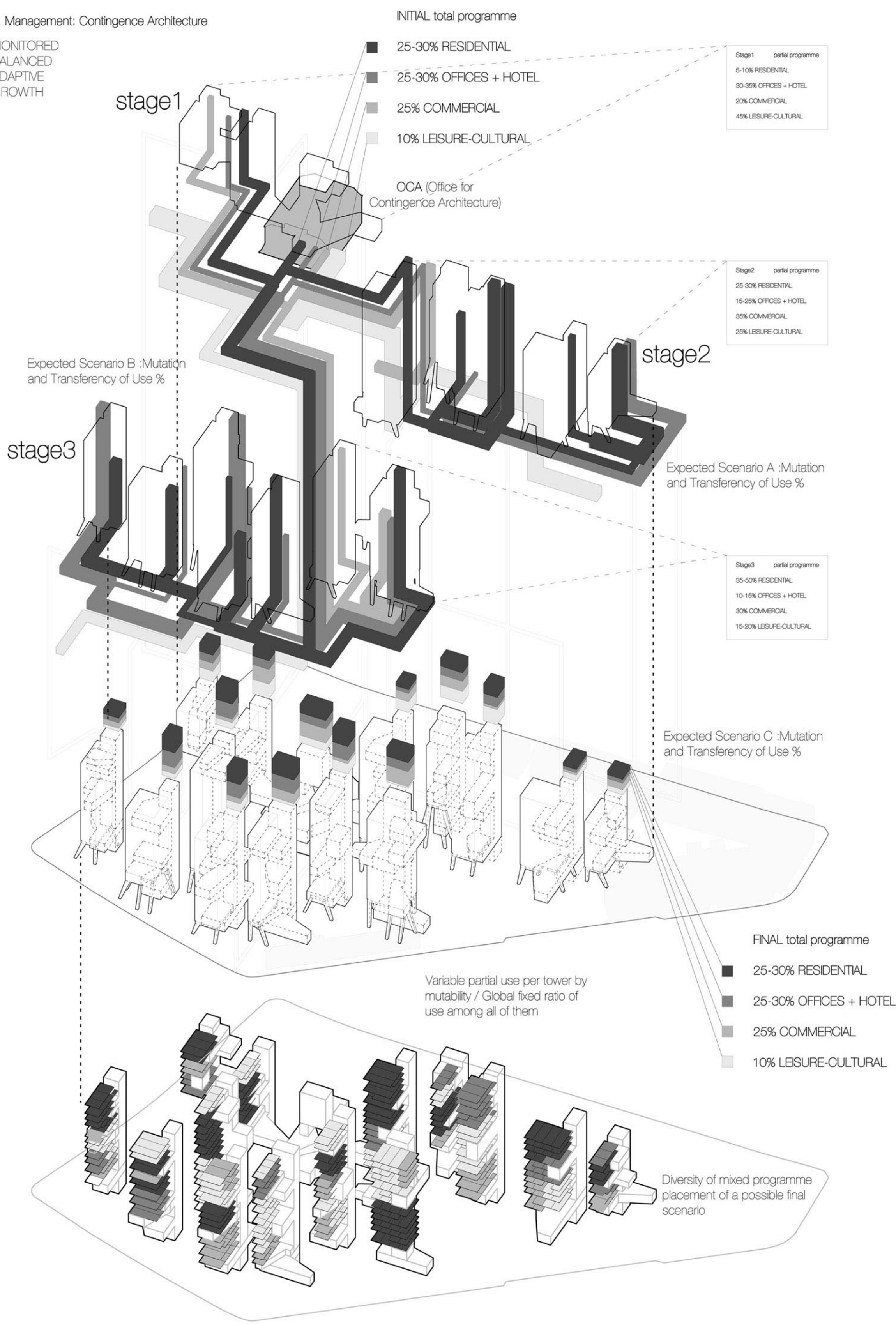


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Purpose on typology. "We live in a time where nothing is won with absolute certainty, neither knowledge nor competence. The novelty, the ephemeral, the rapid succession of information, products, models of behavior, the need for frequent adjustments, the need for flexibility, give the impression that we live only in the present and in a way that prevents any stabilization. Inscribe something in length seems less important to assess the time and event."



F. Management: Contingence Architecture
MONITORED
BALANCED
ADAPTIVE
GROWTH



Rationality. Uncertain environments in which architecture needs require contingent responses. They require answers provided by architectural quasi-objects able to react when faced to changing conditions of their sites.

Urban spatial composition. Program is defined as "a plan or Schedule of activities, procedures, etc., to be followed." Structure is therefore the system capable of sustaining the proposal at any level. In a mixture of strategy, tactics and stratagem in which the strategy is a logic, tactic is a standard, stratagem is a trick. Strategy relates to the overall logic, an abstract system capable of directing the operations; tactic is the set of rules and relationships, the operating device necessary to facilitate local development; stratagem is a contingent application.

Relation to the surrounding. We propose objects capable of interacting only with certain strata of their environment, just relating to those strata that have been deemed relevant in the site definition. They are objects endowed with capacity to establish uncertain, fragile and controversial links.

Landmark. "What stand out are all the mediators whose proliferation generates, among many other entities, what might be called quasi-objects."

Relation to protected buildings. "Being or relating, that is the whole question." The quasi-object is defined as one being that only makes sense embedded in the network of connections that constitute its environment; there it establishes links with the actors around him. The quasi-object, therefore, relates. Through that property, it becomes a catalyst for the multiple potentialities of the place. Its position is between, triggering transitive (transfer) relations.

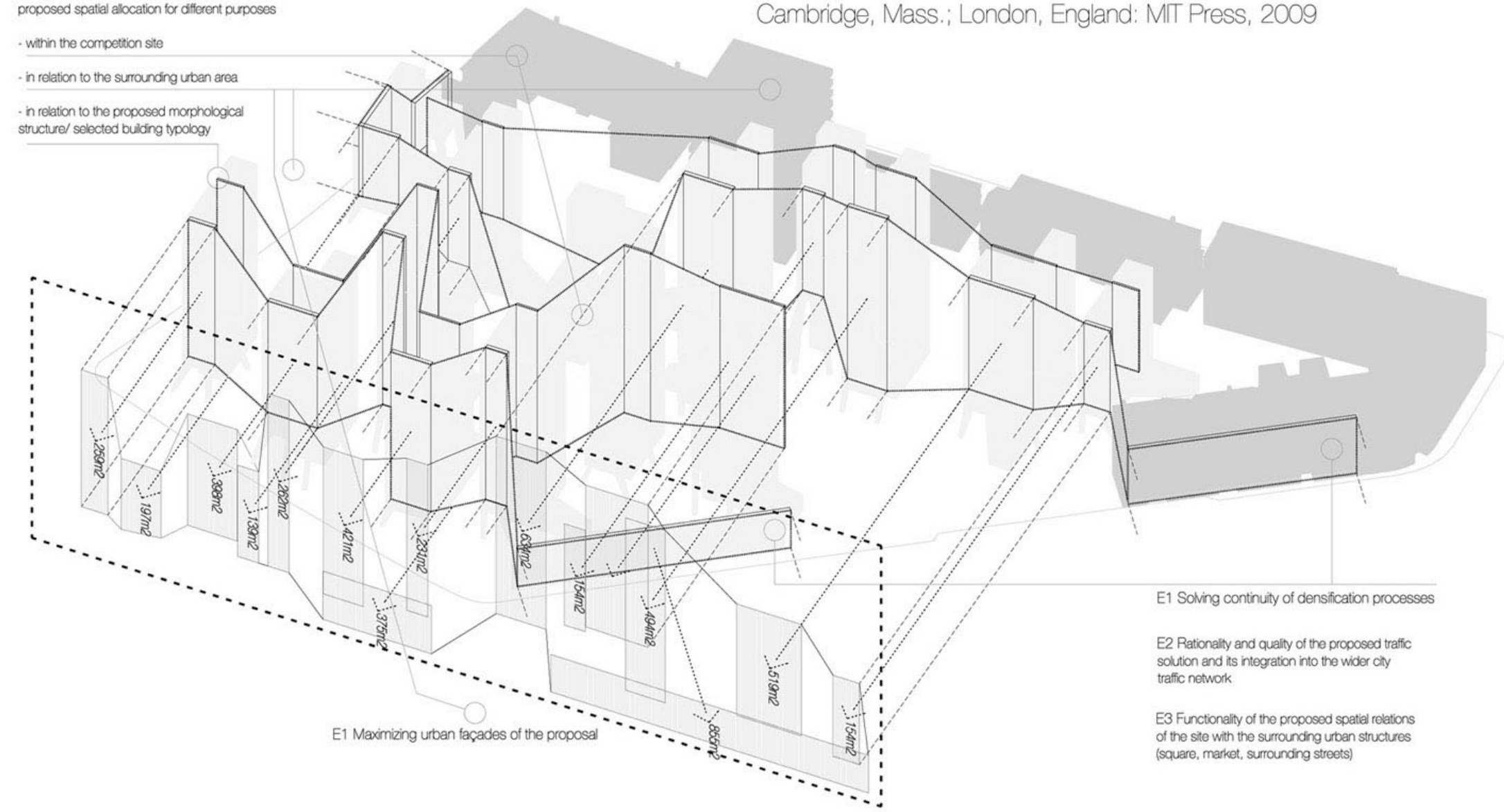
E. Functional and spatial allocation

E1 Functionality and harmonization of the proposed spatial allocation for different purposes

- within the competition site

- in relation to the surrounding urban area

- in relation to the proposed morphological structural selected building typology



Purpose on site. Instability is the main feature of the environment that can accommodate contingency, and it should be used as latent potential of architecture.

Purpose on urbana area. An intervention that blurs its boundaries, reversing the figure-ground relationship: Figure happens to be the infrastructure that allows the potential orders of the elements through space instead of the order of those elements itself; the background becomes set by the superposition of all potential orders of the system elements instead of the space which univocal read justifies the chosen composition.

Integration into wider city. Objects are inserted into environments that may change at any time, so it becomes an unavoidable requirement for them to offer the maximum fluctuation capacity to go find their fit. They're objects injected with the potential that makes them able to respond to environmental changes.

Functionality. "Within a society that has transformed the idea of consumption by utilization, a society that interacts while choosing."

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