

JAKUB BLADOWSKI

SPAWN TOWER

Skyscraper is an antidemocratic form – its' goal is to dominate over landscape. Every human need has to compromise in order to fit into this formal structure.

This project shows a structure with an open nature. It consists of many identical units, which are able to 'decide' for themselves. They consist of two elements: truncated octahedron, which is the outer construction, and spherical filling, which is the housing unit. Mechanism proposed assumes possibility of every-unit–movement. They can 'roll' over each other – what is important: the spherical structure always remains in the same vertical orientation, what enables its' users to use their unit as a normal house.

The user is able to decide what kind of conditions he wants to be in at a certain moment of time, or information about it can be controlled automatically. Every unit behaves as it's best for it at a given time – the outcome is a constant movement of the whole structure.

Spawn Tower is a cellular automaton – democratic structure, which reminds of a flock of birds or a shoal of fish. Every unit's freedom is only limited by other's freedom. Every action is accompanied by a reaction.

Invisible barrier is known to every unit – that guarantees the whole structure will operate in a certain volume.

The Spawn Tower's reaction to given conditions like rain, strong wind, cold/hot weather etc. is unknown. It is always a surprise. Form is not a fact anymore – its resultant.

Design process is happening 'live' – right here, right now.

Just as it is in nature, external conditions force every creature to adapt. Spawn Tower is able to adapt.

Architect doesn't have to address every user's needs – the tower will do it. Designer creates a canvass and lets life to do the rest.