Moving Images - Static Spaces: Architectures, Art, Media, Film, Digital Art and Design

- Paper / Proposal Title: The Black Hole City
- Author(s) Name: Toby Reed
- University or Company Affiliation: RMIT University
- Presentation Method. I would like to:
  i. present via pre-recorded film (with a written paper)

- Abstract (300 words):

Buildings and objects have traditionally helped us understand and define reality. Architects build reality. But slowly since 1895 reality has been infected by the cinematic. This is an investigation of how we now experience reality through a post-cinematic filter. Buildings are now like black holes within the urban fabric of the post-cinematic city, channelling us through to alternate built realities, helping to create a universe consisting of multiple viewpoints or ‘worlds.’ These worlds or realities are to a degree created by each individual’s subjective perception and objective understanding of, and interaction with, the physical environment. These multiple scattered objects, spread randomly like reality-vortices in the modern city, are manifestations of reality. These objects and spaces form nodal points which can reveal reality in different ways. Each building becomes a mini reality-monad in this heterogeneous universe of multiple shifting points of view, like a screen-vortex in the urban fabric. This the situation of the post-cinematic city, is the site in which our design actions are inserted into, much like
space junk landing in the urban sprawl. The environments we design and build can allow people to heighten their experience and awareness of the real and their relation to it. These black hole objects that make up the modern city work as a post-cinematic system. How do we, in architectural or urban terms, understand our relation to the real in the modern city? How do we experience and understand the city of scattered reality nodes and architectural space and surface that, like a screen-vortex in the urban fabric, mediates the internal with the wider field of reality of the modern city? How do we design in these situations?

• Author(s) Biography (200 words each):

Toby Reed is a director of Nervegna Reed Architecture, a Melbourne based multi-disciplinary architecture practices working on projects spanning all types of architecture, design and urban design. Recent projects range from large scale urban design for the city of Dazhou in Sichuan, China, a masterplan for the Mei Long Lake in Nanjing, to houses in Melbourne and Greece. Toby Reed’s designs have won a number of awards and his projects have been widely published in books, magazines and webzines around the world. The Arrow Studio has been included in Phaidon’s ‘Nanotecture’ and the ‘Phaidon Atlas of Contemporary World Architecture’ (web edition). The PEP Dandenong (Precinct Energy Project) lead the way in Australian architecture and urbanism for green power solutions, being the first precinct in Australia to be powered by co-generation. Reed also extends his architectural dialogue with writings and the making of architectural design documentaries and video installations for exhibitions. His documentary ‘The Architecture of Edmond and Corrigan’ won the AIA Bates Smart Media award in 2014 and was exhibited at RMIT Gallery as part of the ‘Peter Corrigan – Cities of Hope’ exhibition. In 2016 Reed collaborated with Callum Morton and MAP on the ‘Future Happiness’ installation for the ‘Occupied’ exhibition at RMIT Design Hub, which explored the near future of urbanism in Melbourne in cinematic terms.