

Welcome to the Shanghai e-SCAPE **POROSITY** Collabor8 STUDIO
Donghua University, Shanghai, China
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<http://porosity.c8.omnium.net.au/>

What is Shanghai e-SCAPE?

For two weeks in September 2009 more than sixty art, design, and architecture students, practitioners and academics will work on a live design brief in an intensive two-week studio at Donghua University, Shanghai. e-SCAPE is a partnership between Professor Richard Goodwin's Porosity Studio, and The Collabor8 Project (C8), in collaboration with Donghua University (Shanghai) and COFA (Sydney).

什么是上海数码城市工作室?

2009年9月, 来自各地的60多个艺术系、设计系和建筑系的学生, 专家和学者将在上海东华大学进行为期两个星期的强化型工作室项目。参与者在现场接受项目简介。数码城市项目由理查·古德文教授的**都市空隙工作室**和**设计吧 (C8)**合作, 东华大学(上海)和新南威尔士大学美术学院(悉尼)共同举办。

What is Porosity Studio?

The Porosity Studio was established by Professor Richard Goodwin in 1996 and has operated successfully since this time. It provides a potential component of a student's major study in final years from a range of disciplines: Fine Art, Design, Media Studies, Architecture, Urban Design and Engineering. Multi-disciplinary practice is explored and students are able to test their individual practices at the scale of architecture and the city. The studio builds on the practice and research of Goodwin who is both artist and architect. The relationship between the city and public space remain key concerns for the studio – hence the name Porosity which speaks to the need for architecture to be Porous in relation to public space.

The studios have been held in Beijing at The Central Academy of Fine Art and Tsinghua University, Rotterdam at The Willem De Kooning Institute, Den Haag at Koninklijke Academie van Beeldende Kunsten, and Milan at the Milan Politecnico. In 2007, the British Council selected the Porosity studio as exemplary in its field and is now sponsoring students from around the world to participate in a series of 3 Porosity studios within the United Kingdom. To date these have included Edinburgh at the Edinburgh University, and Cardiff at Cardiff University and Glamorgan University.

In 2010 the final of this trilogy will be held in London in conjunction with The Bartlett School of Architecture, The Slade art school and Westminster University. These studios offer fully paid placements to the best students within a competitive framework.

什么是都市孔隙工作室?

古德文教授在1996年成立都市孔隙工作室，成功运作至今。它为美术、设计、媒体研究、建筑、城市设计和工程学生在毕业阶段提供了一个潜在的研究课题。都市孔隙工作室研究开展跨学科的实践。学生可以在建筑和城市结构的平台上测试个人的专业技能。古德文教授既是艺术家又是建筑师。艺术与建筑的有机结合是该工作室的实践基石。工作室主要关注城市建筑和公共空间的关系——取名都市孔隙工作室，意为建筑和公共空间需要多重空间渗透连通关系。

都市孔隙工作室已分别在北京的中央美术学院、清华大学、鹿特丹的威廉德库宁学院、海牙的荷兰皇家艺术学院和米兰的米兰理工学院多次成功开展合作。2007年，英国文化委员会选定“都市孔隙工作室”为该领域的典范，资助三次在英国举行的都市孔隙工作室项目，为世界各地的学生在英国从事该项目的学习提供奖学金。迄今为止，该项目在英国的合作大学已包括爱丁堡大学，卡迪夫大学和格拉摩根大学。

在2010年，由英国文化委员会资助的第三届都市空间渗透工作室项目将在伦敦的三个学校举行：巴特利特建筑学院、罗尼斯莱德艺术学院和威斯敏斯特大学。工作室挑选最优秀的学生，并为他们提供全额资助。

What is Collabor8?

Collabor8 (C8) is an online initiative formed by Ian McArthur to establish a basis for online collaboration between art and design students and practitioners at universities in Australia and China. Through research the scope of C8 has expanded to encompass multidisciplinary collaborative online practice with particular focus in the area of cross-cultural (east/west) communications. In 2009 students can work



together in collaborations that span urban, cultural, 'real' and digital territories.

C8 typically consists of online lectures informing a brief, discussion forums and galleries allowing design students to conceptualise individually and in groups, discuss and compare their ideas and display design concepts and solutions. The students collaborate in cross-cultural teams with the objective of finding new ways of working together online. Through its consideration and respect of cultural dimensions the challenges of working in different geographic locations to create solutions to the brief, C8 emulates in an intensive mode contemporary real-world practices across the global creative industries.

This project is supported by The Omnium Research Group and uses Omnium Software as it's primary online interface.

什么是设计吧?

设计吧（C8）项目是在伊恩·麦克阿瑟倡议下成立的一个网络教育项目：协助澳大利亚和中国的艺术设计学生和专家在网上的合作。C8项目自开展以来，研究内容不断深入、扩大，现已包括跨学科的合作，重点关注网络对跨文化（东方/西方）交流的影响。2009年的C8项目研究的重点是跨城市、跨文化、跨“真实”和虚拟城市版图的课题。

C8项目通常包括一段网络版项目介绍。学生通过论坛和网络展厅，参加集体讨论，比较设计方法，展示设计理念和解决方案。学生通过加入跨文化的团队讨论，体会不同的网络合作方式。

C8模拟现实世界中全球创意产业密集型的工作模式，学生面临的挑战是：在不同文化层面上，与不同地域城市的伙伴共同设计出解决方案。

上海2009年都市孔隙工作室项目得到Omnium研究组帮助，所有网上界面都由开发的Omnium软件支持。



POROSITY C8 STUDIO AIMS:

1. To combine fine arts students (primarily sculpture students) and students of architecture, design, industrial design, planning and landscape architecture, in a collective workshop interrogating the city.
2. To use specific sites within the host city as a starting point or model for the ideas generated.
3. To stimulate strategies promoting collaborative practice between cultural spaces both 'real' and digital.
4. To produce design presentations and/or artworks for exhibition (including drawings, models, digital media, film etc.) at the conclusion of the two week program.
5. To attend lectures and seminars during the program evenings (streamed online) given by key lecturers to issues surrounding the city.
6. To develop processes reflecting trends in praxis occupying territories defined by mixed and multiple realities through inclusive interaction with remote collaborators.
7. To integrate synchronous and asynchronous online technologies as armatures for conceptualisation, communication and collaborative interaction. These may be used for documentation of ideation, design propositions and production processes, and sites for display and archiving of deliverables.
8. To combine the thinking of artists, designers, planners and architects in problems associated with cities.
9. To explore the boundaries of public space and the possibilities of its usage.
10. To use objects, the body, community, virtual space and architecture as sites for transformations that take into account issues of social construction, politics and sustainability.

上海数码城市工作室目标

1. 把美术（主要是雕塑）、建筑设计、工业设计、景观设计和规划的学生组成团队，共同研究城市空间的设计问题。
2. 以研究主办城市的真实现状问题为出发点，推动新的解决办法的产生。
3. 促进在不同空间里的合作实践：“真实空间”和“虚拟空间”。



4. 创作的设计方案和艺术作品参加两周活动末的作品展览（包括图纸，模型，数字媒体，电影等）。
5. 与会者参加每晚围绕城市问题的专业讲座和讨论会（同时有网络在线观看版）
6. 通过与其他参与者的远程合作，探索在真实与虚拟并存的多样化现实里创作的实践方法。
7. 将同步和不同步的在线型技术作为产生概念、交流和互动合作的支柱。它可用于记录创作过程和设计理念的形成，也可用于作品展示和存档。
8. 综合运用艺术家、设计师、规划师和建筑师的各种不同的思考方式，处理与城市有关的问题。
9. 探讨公共空间边界的各种不同可能性以及它们的使用。
10. 把物品、人体、社区、虚拟空间和建筑用地作为转变对象，同时考虑到不同的社会结构、政治需要和可持续性发展等问题。

SHANGHAI e-SCAPE STUDIO CONCEPT

Shanghai e-Scape provokes new approaches to a range of problems and scales in the city. The title alludes to environmental landscapes and the notion of a “scape” or perspective on an issue and the possibility of escape. This escape may be a response to the problem or the predicament we now find ourselves in with the approaching GFC or it may be a solution in the form of an “e-scape” or new landscape. There is the potential for aspects of this “scape” to be permeated by the data-driven, ambient and ubiquitous ‘digital’ networks spanning the city in an increasingly complex invisible matrix. Interpretations might include development of strategies for mapping the virtual, invisible and online dimensions of the “digital city” considering the potential of these emergent spaces, how they might be used and how they intersect with the ‘real’ urban landscape.

This 2009 Session 2 studio will be held at Donghua University in Shanghai in the second half of September.

The project presents a series of sites close to the University campus that summarise a range of city scales within which the artist/designer/architect might work.



The Porosity Studio always asks that you the student bring to this forum your own particular spacial intelligence and a type of practice or range of disciplines that inform your work to date.

The challenge then is to test these faculties at a different scale – the scale of the city. You are also challenged to work in a collaborative way and across disciplines as you choose. There is significant opportunity to explore notions of contemporary practice in mixed reality contexts to collaborate digitally. Collaboration is very much encouraged but not demanded. It remains your choice.

Via a series of early presentations both in the studio and online, including an initial “Pecha Kucha” styled event, you will witness each other’s backgrounds and concepts and be able to strike up relationships which seem most appropriate to your project. The location of Donghua University is situated within some of the most elevated freeway junctions and dense high-rise architecture of Shanghai. Remnants of low-rise housing exist which are either dilapidated or in transition adjacent to early high-rise housing and new commercial high-rise. Ancient Longtang (laneway) areas are also within walking distance. Five prospective sites have been chosen for consideration in terms of transformation or other interactions.

The studio is not looking for Utopian visions for Shanghai. It seeks your engagement within the laboratory of interdisciplinary design and Shanghai as a city. This engagement involves the selection of a site or scale at which to work and for you to write your own brief for an imagined project. This project should seek to find immediate solutions or ways forward for an existing problem or “scape”.

上海数码城市工作室概念

此工作室为一系列不同规模的城市现实问题寻找新的解决办法。该项目英文名称为：“e-Scape”。项目名称让人联想到“城市风景”、“城市版图”和“逃离”（当“escape”做动词使用时）。其实“逃离”正是人们对现阶段全球经济危机的回应，跳出现存城市景观模式，创造新的城市景观或许是解决方法的一种。这种新的“城市版图”有可能由数字网络形成的无形矩阵相结合，这种数字网络由数据驱动，无处不在，并日趋复杂。如何用不同的方式去展现这些虚拟、无形的网络“数字城市”新空间，如何使它们同“真实”城市景观相辅相成，是工作室需要学生考虑的问题。



上海数码城市工作室将在2009年9月下旬在上海东华大学举办。

东华大学校园附近一系列不同规模的上海城市结构现状，是本次项目艺术家/设计师/建筑师的实践对象。都市孔隙工作室一贯要求学生运用自己的空间创造力和实践方法来解决项目问题。

用不同规模的城市项目来检验个人的专业知识和实践方法，以及如何同其他专业的同学合作；这些对参与项目的学生来说，都是面临的新的挑战。这也是一个如何在虚拟与真实互现的、多样化的现实里，探索网络合作的重要机会。工作室非常鼓励学生合作创作，不过是否 / 如何合作仍是学生的自由选择。

同学们通过一开始在网络上和工作室里简短的个人展示，和“Pecha Kucha”型的自我介绍，互相了解其他同学的专业背景和创作观念，以便挑选适合自己的合作对象。东华大学周围的高架型高速公路交叉口和许多密集的高层建筑；同时周围还有一些陈旧矮房，或是破旧待修，或是正在转变成新式的高层建筑或商业大厦；东华大学步行范围内还有一些旧时的弄堂社区。这些都可纳入工作室实践的范围。另外还有五处地点也正在考虑作为工作室的实践对象。

上海数码城市工作室不是要为上海寻找乌托邦式最理想化的发展前景，而是鼓励你和这个跨专业的实验室的互动，和上海这个城市的交流。这种互动包括你对实践对象的选择，以及自己构思的项目的介绍。你的项目是针对一个亟待解决的城市现实问题拿出你独具个性的解决方案。

