

ANT: Actor Network Theory









we shape the buildings

- afterwards the buildings shape us

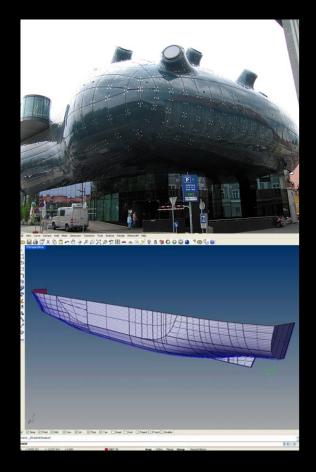


all human activity is *mediated*



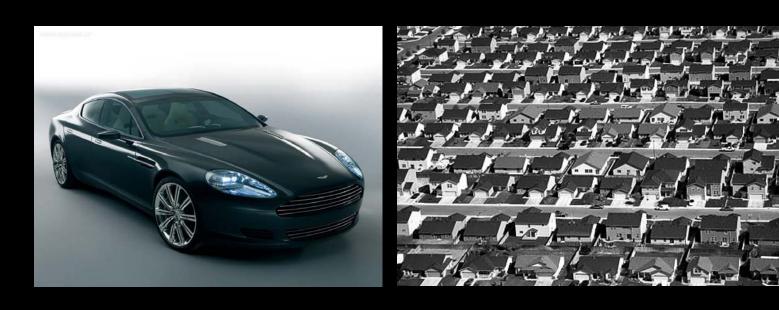
A *mediator* is an instance that changes the meaning or the state of an actor.

An *actor* is everything human or non-human that act or get activity from others.



Computers are *mediators* transforming the architect's decisions

Computers and architects are both actors



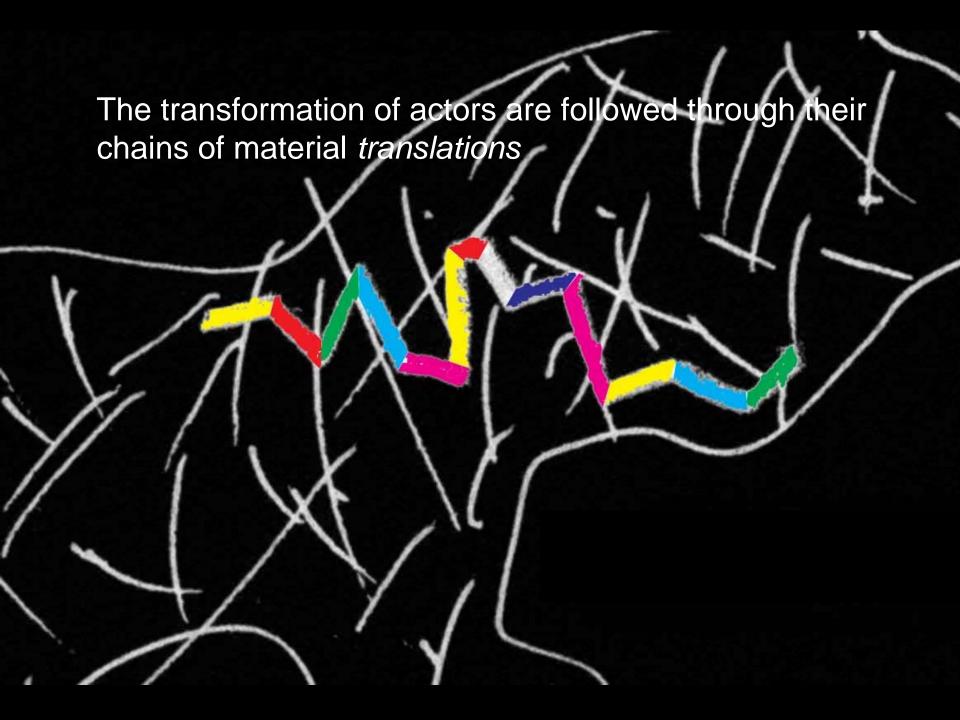
Cars were *mediators* slowly transforming urbanity



The principle of generalized symmetry:

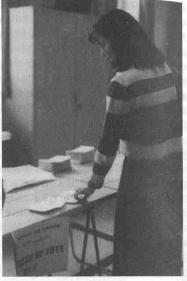
human an non human actors are rendered equally









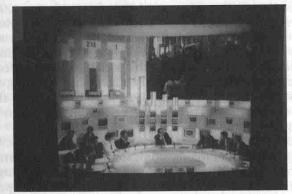








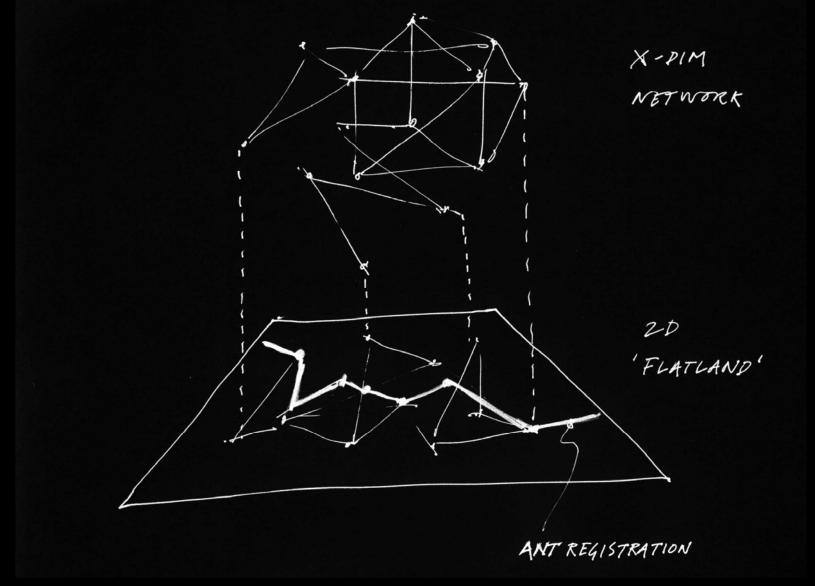




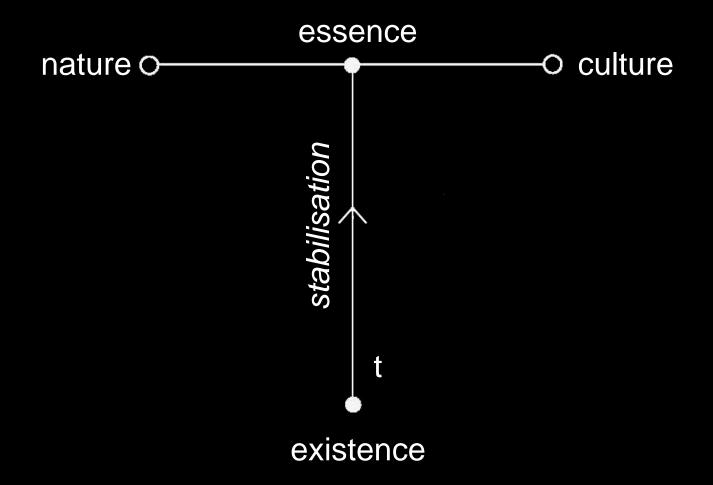


```
Specify base point or [Displacement] <Displacement>: Specify second point or
(use first point as displacement):
Specify second point or [Exit/Undo] <Exit>: *Cancel*
Command: Specify opposite corner:
Command: co
Select objects: Specify opposite corner: 9 found
Select objects:
Specify base point or [Displacement] <Displacement>: Specify second point or
(use first point as displacement)
Specify second point or [Exit/Undo] <Exit>: *Cancel*
STRETCH
Select objects to stretch by crossing-window or crossing-polygon...
Belect objects: Specify opposite corner: 2 found
Specify base point or [Displacement] < Displacement >:
Specify second point or (use first point as displacement):
Command: *Cancel*
Command: di
DIST Specify first point: Specify second point:
Distance = 2775.0, Angle in XY Plane = 90.00, Angle from XY Plane = 0.00
Delta X = 0.0, Delta Y = 2775.0, Delta Z = 0.0
Command: 1
LINE Specify first point:
Specify next point or [Undo]
Specify next point or [Undo]
Automatic save to C:\CAD\autosave\B1nB2n_type_1_1_3263.sv$ ...
Command
Command: *Cancel*
Command: mi
Select objects: Specify opposite corner; 2 found
Belect objects: Specify opposite corner: 1 found, 3 total
Specify first point of mirror line: Specify second point of mirror line
```

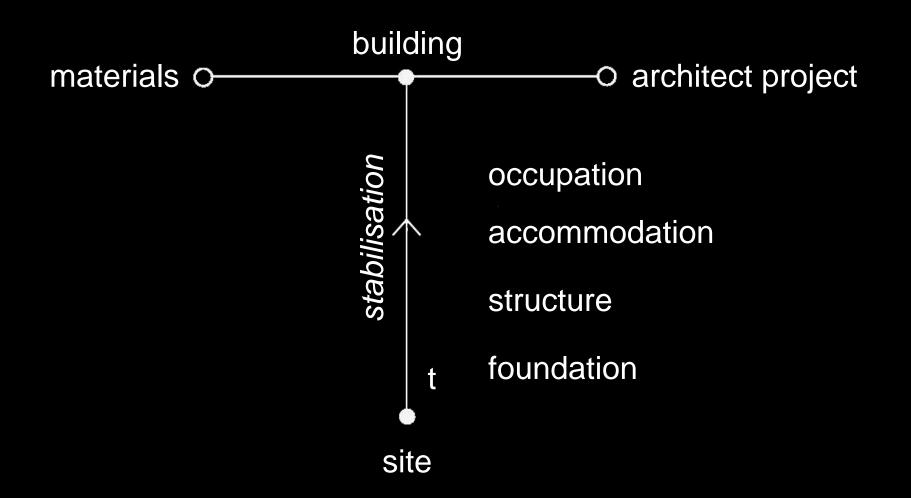
A *black box* is a network that works as unity in another network



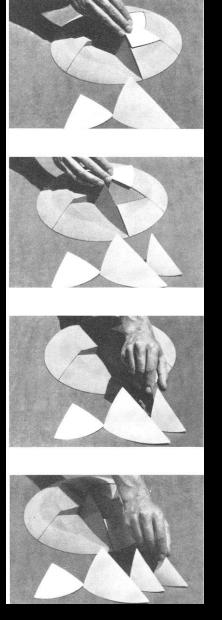
Registration should always be done in 'flatland'-mode



Ontology: Every new phenomena passes through a process of stabilisation – from existence to essence



A building stabilises as a socio-material hybrid

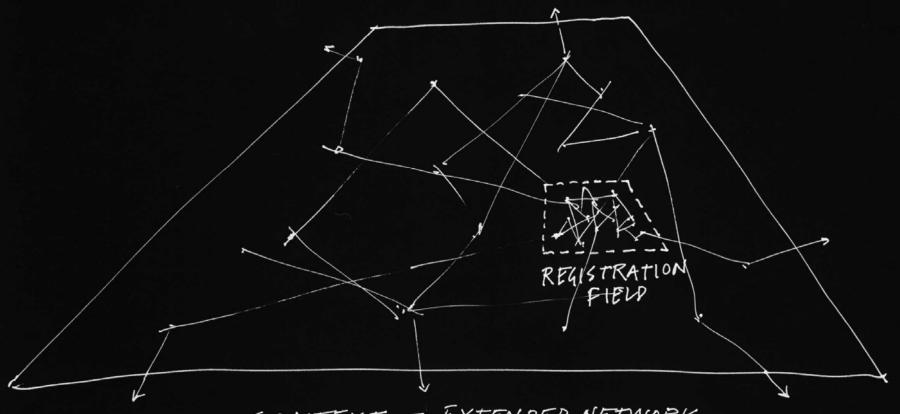


Cases:

Follow the motive!

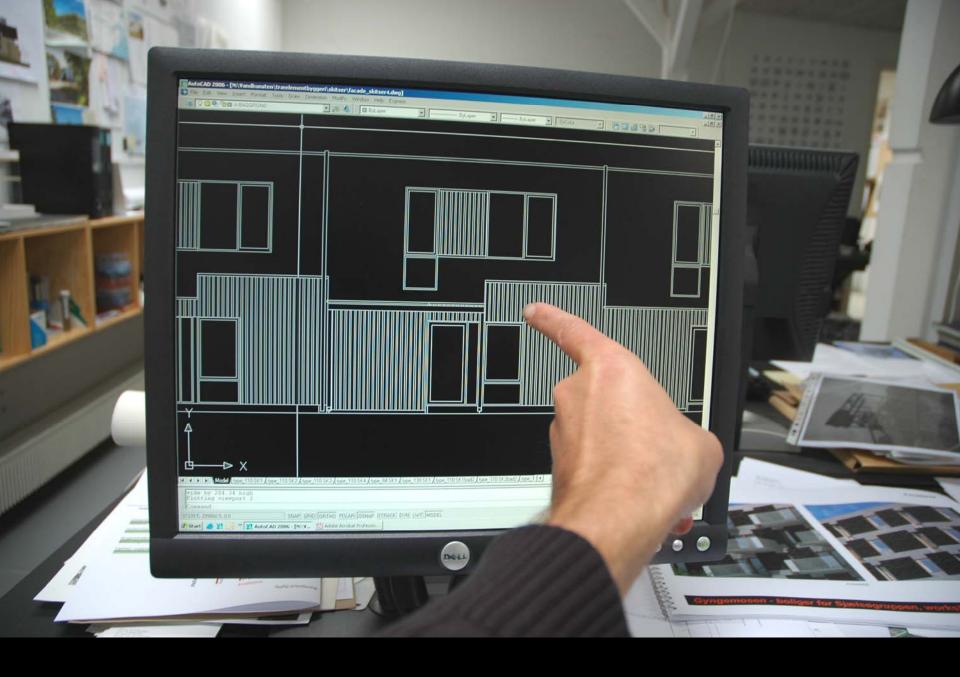
ANT-methodology:

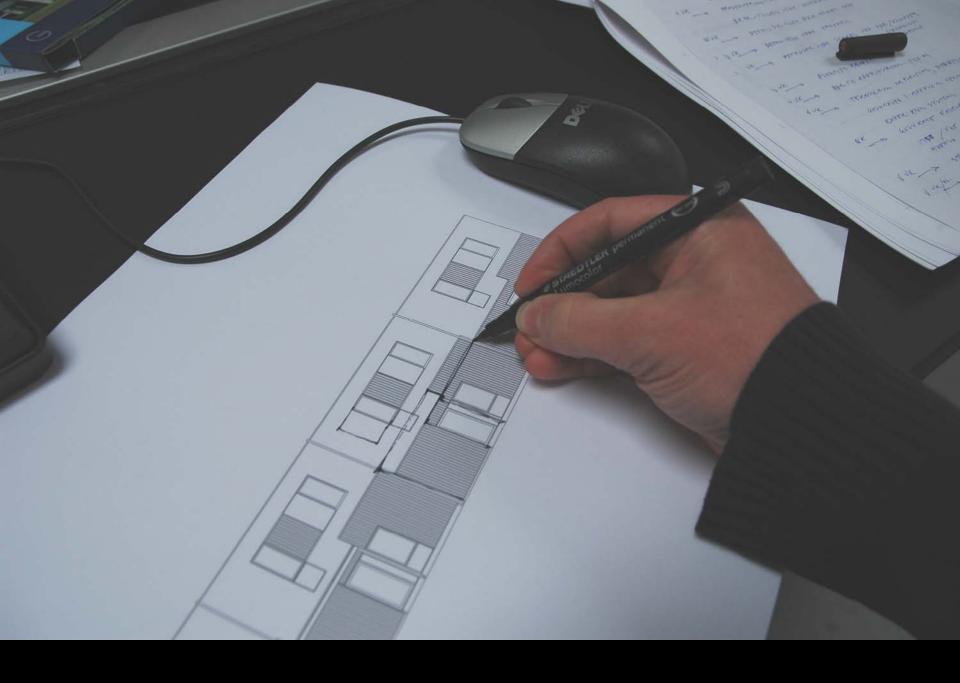
- 1. Unprioritized focus everything is equally important
- 2. Registering humans and non-humans equally
- 3. Register your registration
- 4. Evaluate your registration

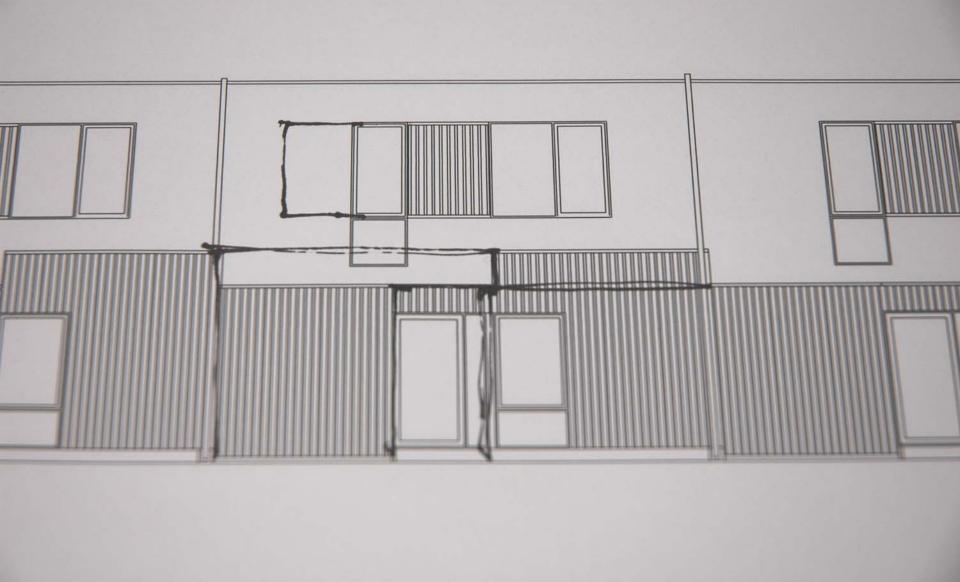


CONTEXT = EXTENDED NETWORK

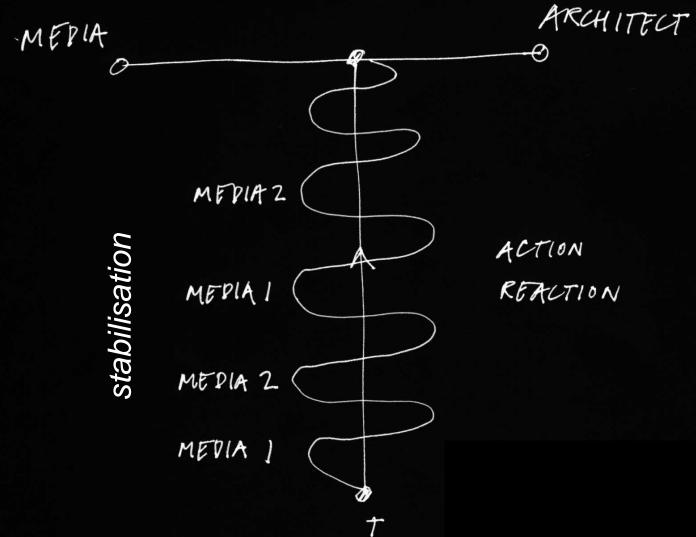




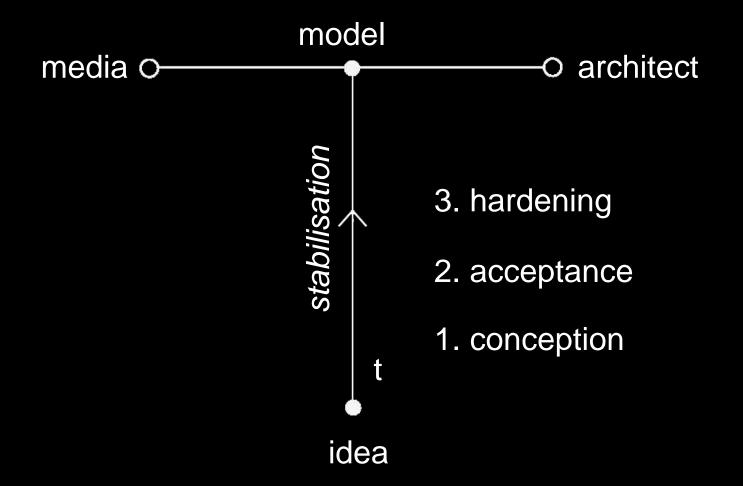




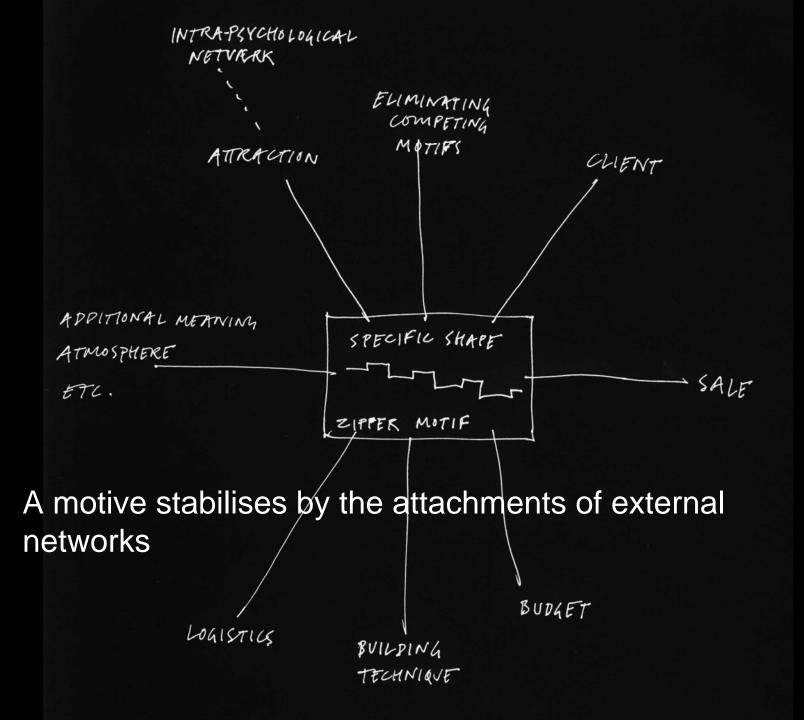




Stabilisation of an architectural motive



Three levels of stabilisation of a motive



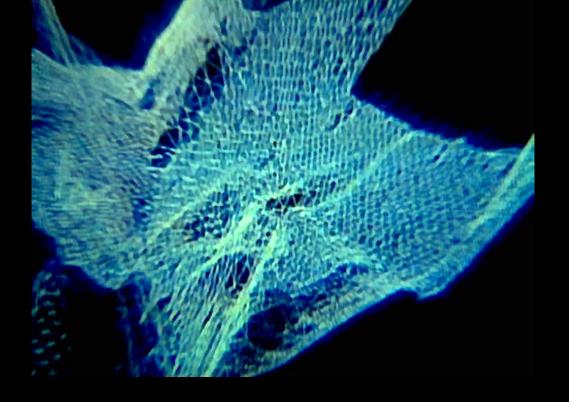




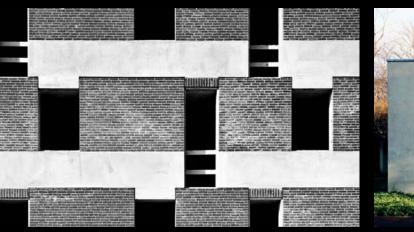








1. Virtuosity in the use of the media





2. Mobilisation of references



3. Establishing associations to external networks

