guilford city
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guided city
Gilded City appropriates seven copper plate etchings produced by Alexander Brodsky and Ilya Utkin between 1982 and 1990 in the pursuit of their preservation through reinterpretation and recontextualisation.

Gilded City reacts to the political events in the United States of the past six months.

Gilded City explores the potential of architectural animation as a tool for both design and representation as well as a powerful tool for (anti) propaganda while making use of traditional cel animation, 2D Vector based animation, 3D computer animation as well as motion graphics.

In 1978, disenchanted with the bleak prospect of the faceless, unadorned, utilitarian architectural doctrine of the Brezhnev and Khrushchev years, Brodsky and Utkin began to produce fantastical landscapes and structures in exquisite and detailed drawings. Imaginative, light-hearted, subversive, their body of work freely referenced historical precedents ranging from Greek Mythology to 18th Century architects. Brodsky and Utkin utilized paper architecture to subvert the requirements of soviet ideology by inventing a form antithetical to existing power structures.

In a similar act of subversion, Gilded City reinterprets this paper architecture in the form of architectural animation, a form that often seems to lack a critical dimension seeking to actively comment on current state of affairs in the North American context.

It develops five distinct archetypes each constituting one chapter of the “Gilded City”: Tower, Golf Course, Wall, Casino, and Prison.

This thesis stakes a claim for the timely relevance of Utikin and Brodsky’s body of work to contemporary architectural and socio-political discourse while also arguing for the legitimacy of animation in architectural design. Furthermore, Gilded City also speculates that architectural animation will soon occupy a more significant role both in architectural practice as well as in architectural pedagogy.

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Gilded City

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"Gilded City" appropriates seven copper plate etchings produced by Alexander Brodsky and Ilya Utkin between 1982 and 1990 in the pursuit of their preservation through reinterpretation and recontextualisation.
01.01 "CRYSTAL PALACE" 1988/89, 37" x 23 3/4"
Aleksander Brodsky and Ilya Utkin
Central Glass Co. Competition, Japan Architect, Tokyo, Japan, 1982.

01.02 "A GLASS TOWER" 1984/89, 30"x 22 3/4"
Aleksander Brodsky and Ilya Utkin

01.03 "A GLASS TOWER" 1984/90, 30" x 22"
Aleksander Brodsky and Ilya Utkin

02.01 "ISLAND" 1984/90,
Aleksander Brodsky
Central Glass Co. Camij Tokyo, Inq

guilded city
OF STABILITY
30" x 22"

03.A "NAMELESS RIVER"

03.B "FORUM DE MILLE VERITATIS"

04.01 "DOLE'S HOUSE"
1982/80, 30" x 22"
Alexander Brodsky & Ruu Uitkin.

05.01 "INTELLIGENT MARKET,"
1987/90, 38 x 21"
Alexander Brodsky & Ruu Uitkin.

Course 2
Wall 03
Casino 04
Prison 05

as an act of preservation
avant-garde

stalinism

1917 RUSSIAN REVOLUTION

1918 NATIONALIZATION OF URBAN PROPERTY

1931 AVANT-GARDE CRITICIZED BY STALIN

1950 GOSSTROY

-12-
late modernism

paper architects

1954 RESOLUTION ON "ELIMINATION OF THE EXCESS IN DESIGN AND CONSTRUCTION"

1956 ACADEMY OF ARCHITECTURE ABOLISHED

1966 NER GROUP KINETIC CITY

1982 AD DOLL HOUSE

1984 3 DAY PAPER ARCH EXHIBITION IN MAYAKOVSKY MUSEUM LONDON EXHIBITION

60s 70s 80s 90s

War in Afghanistan

Kruschev 1954-64

Brezhnev 1964-82

Gorbachev 1985-91

as an act of preservation
guilded city
"Gilded City" reacts to the political events in the United States of the past six months.
-34.946057, -54.923259: Punta del Este, Uruguay
29.178620, -89.256227: Mississippi River, Louisiana
36.901869, -111.393094: Navajo Generating Station, Arizona
19.905003, -75.101118: Detention Camp, Guantanamo Bay
39.359941, -74.420481: Gilded Taj Mahal, Atlantic City
57.278339, 2.053534: Gilded International Golf Links, Scotland

guided city
as an (anti)propaganda
JAN 25, Executive Order: Border Security and Immigration Enforcement Improvements is signed: In accordance with existing law, including the Secure Fence Act and IIRIRA, take all appropriate steps to immediately plan, design, and construct a physical wall along the southern border, using appropriate materials and technology to most effectively achieve complete operational control of the southern border.

FEB 10, A lobbying firm working for Saudi Arabia made the first known payment on behalf of a foreign government to the Gilded International Hotel on Pennsylvania Avenue.

FEB 23, The U.S. Justice Department under Attorney General Jeff Sessions overturns the ban on using private prisons.
MARCH 28, executive order is signed by the US president that instructs regulators to rewrite key rules curbing U.S. carbon emissions and other environmental regulations.

MAY 2, President calls CNN "fake news" on the grounds that CNN declined to air pro-Gilden propaganda commercial calling CNN fake news.
gilded city
“Gilded City” explores the potential of architectural animation as a tool for both design and representation as well as a powerful tool for (anti) propaganda while making use of traditional cel animation, 2D Vector based animation, 3D computer animation as well as motion graphics.
Use of 3D warehouse models inserting them into the "Glass Tower" inspired 3D model

Separating the Stereoscopic channels

3D Character Animation Track matte particular

Truck camera movement

Using drawing as rendering material

Tower

-22-

guided city
I visited.

M-Si

RedShift camera rigging from the Prisoner's point of view. Handheld shooting.

Pedestal Camera movement.

Drawing as a diffuse bitmap for a RedShift texture.

Ominosnake Plugin.

Four minute uninterrupted Dolly-out camera movement sequence of 5000 frames.

Decomposition of "Dolls House" drawing inspired by "Dolores".

Course
2

Wall
03

Casino
04

Prison
05

as an architectural animation
LATE HALF OF 3RD MILLENNIUM B.C. SEQUENCE OF IMAGES THAT MINIMALY DIFFER FROM EACH OTHER FROM THE SITE OF THE BURNT CITY IN IRAN.

1677 ILLUSTRATION OF AN EARLY SOUTHERN GERMAN LANTERN FROM STURM'S COLLEGIUM EXPERIMENTALE SIVE CURIOSUM.

1872 EADWEARD MUYBRIDGE STARTED HIS PHOTOGRAPHIC GATHERING OF ANIMALS IN MOTION.

1831 PHENAKISTOSCOPE DR. JOSEPH ANTOINE PLATEAU & DR. SIMON RITTER.

1908 PHANTASMAGORIE EMILE COHL.

1910 EN ROUTE EMILE COHL FIRST PAPER CUTOUT ANIMATION.

1900 PHANTASMAGORIE.

-24- guilded city
architectural animation

1964: Ken Knowlton, Bell Laboratories, computer techniques for producing animated movies.
1968: "Pas de Deux" by Norman McLaren.
1968: "Cityscape" by Peter Kametzer (UCLA).
1974: Cornell Campus by Donald Greenberg.
1982: "Tron" at USC.
1993: "Invisible Revolution" by Autodesk 3D Studio V3 LightWave 3D V5.
2015: "Redshift" by Autodesk's AMD Radeon Render Engine.

1917: "El Apostol" by Jirino Cristiani, the first feature-length animated film.
1995: "Toy Story" by Pixar Animation Studios.
2000: "Toy Story 2."
guilded city
Crystal Tower stands on the edge of the city. It is a beautiful but unrealizable dream. An exuberant dream filled with the hopefulness for the future. An American dream. A dream to fulfill one’s potential. A dream composed of large glass plates held together by a thread…

…until it shattered into 2000 pieces.
01.01 crystal tower
-30-
guilded city
-31-

01.01 crystal tower
01.01 crystal tower
-34-
guilded city
-36-
guilded city
01.01 crystal tower
Nobody seems to remember [pause] when, why and by whom this tower was built; nobody seems to know when and why it fell down into TWO thousands of glass fragments, and since that time it lies like a transparent mountain range [pause] overlooked. The people living around it build new cities and new towers.

When will the time come [pause] when these fragments will be noticed once again?
Will they rise once again casting shadow, a shadow more powerful erasing its neighbors?
Will these forgotten shards be great again?
broken
crystal
tower

guilded city
01.02 broken crystal tower
-44-
guilded city
01.02 broken crystal tower
-48-
guilded city
gilded city
-52-
guilded city
Why does a Man build a Tower? To fight off enemies? To transmit TV programs? To house more inhabitants and to economize high costly earth? No no and no. That's a lie and masking of the real [and] the only true function of a Tower [-] to shout as loud as possible: “Here I am!” Look how strong and mighty I am!”
01.03 one man's tower
An oasis in a desert.
A garden in the city.
Kentucky blue grass.
Ready for tee time.
The fairway.
The water hazard.
The sand trap.
An open air boardroom.
Behind closed doors.
Members only.
A gentleman’s game.
The Winter White House.
Clear skies.
Fake smiles.
Handwringing.
Banter.
Business casual.
An Arnold Palmer.
Feigned amicability.
Hushed tones.
A working lunch.
An apple.
An egg.
A golf ball.
A stone.

A stone to be forever pushed. More handwringing.
A handshake. Back to the city. A city without a tree.

Golf Course

guilded city
guilded city
guilded city
-65-

02 golf course
-66-

guilded city
02 golf course
-68- 

guilded city
02 golf course
-72-
guilded city
Which wall?

Words spill forth like water in a surging river. Ideas attempt to cross this current, bridge both banks but are swiftly swept away by words at once connections and barriers, no less formidable for their fluidity; no less liberating for their truth. Truth can reveal, truth can obscure. Columns composed of a thousand truths rise and thicken over time to become a wall. The nameless rivers acquire names. The Colorado, Columbia, Ohio: impasses delineating deaf territories. The Susquehanna, Missouri, Mississippi, Chattahoochee: cleaving north from south, Left from Right. The Red, Green, Snake, the Rio Grande: thickened lines separating you from me. A vast empire, sliced into a thousand tiny islands. Our words pile up and fill the river until it is no longer possible to shout across the divide. Parents are unable to understand their Children, neighbors deaf to each others views, divided by the rivers of Thousand truths.
-78-
guilded city
-80-
guided city
-84-
guided city
In the casino, time ceases to exist. While the sun shines brightly outside, the stars and moon cast their glimmer on a new artificial landscape. Once inside, there is no outside, space seeming to drag on in all directions without entry or exist; timeless and boundless. Fragments of worlds about each other, each distinct chapters in a fiction so inescapable it approaches reality, while perpetually maintaining its artifice. In the rooms of the casino, all manners of spectacle can be found. The wonders of the world and the desires of man compiled, curated, at your disposal. The casino’s residents overstimulated to the point of numbness, rituals repeated to the point of routine. A stage opens onto a stage. A shrine to money follows a temple of desire. The casino is composed of fragments but lacks the empty space that makes up most of our world and by counterposition gives meaning to exception. The parts only legible as an aggregated whole, but a whole that is a complete fiction.
Casino

guilded city
-88-

guilded city
-94-
guilded city
guilded city
The prison of visual cues, the prison of limits of our senses, the prison of money. The prison of frames. My frames. The View is framed by others. We, the prisoners, cannot observe the whole.

We spend years and years wandering in a maze of feverish searching of knowledge and finally understand that we have learned nothing. Nothing that we really needed. The information that can be bought for money is not worth paying. We can't embrace it at one glimpse. We can't be sated with it. It always contains an admixture of lies because it comes from people, even being perceived by means of computers. But no computers would ever tell us the very essence of the matter. The real information cannot be bought. It is accessible to those who can watch, listen, think. Not to the prisoners.

It is accessible to those who can watch, listen, think. It is dispersed everywhere – in each spot, crack, stone, pool.

The wall is composed of endless columns. Each build out of thousand truths.

Maybe a visitor of the Forum will find at last his own truth – one from thousand. Maybe the truth is vanishing on the river.

We begin our way with firm decision to learn and to understand everything.

The endless corridors with endless niches each of which we must observe in the dark of the walls.

Next turn gives us a new perspective with new niches.

And at the end of the way – the last glance at all what we have gone through.

The prison of visual cues, the prison of limits of our senses, the prison of money. The prison of frames. My frames. The View is framed by others. We, the prisoners, cannot observe the whole.
gilded city
707 American inmates per 100,000 citizens
-106-
guilded city
05 prison
guilded city
guilded city
OS prison
guilded city
-120-

guilded city
ACKNOWLEDGMENTS
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thesis presentation