

# Materiality

Library Scavenger Hunt

PAS MACD

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# Hiroshi Sugimoto

## Re-identify

Photography Works

## Materiality

Seascapes, "Materiality" about physical substances and air but also about light and time. Through his forms, he reveals the qualities of materials, showing us that materiality is not merely about surface texture or function but also its sensory and psychological presentation.

Through Sugimoto's works, we learn how to turn distraction into a trigger for deeper thinking and how to use "Materiality" to go beyond surface textures to create meaningful design expressions.

draw by yuzhu zhang

# Materiality Of Architecture

Creates and sustains the fluid processes of social life.

These historic colored marbles  
Their size, composition and historical significance are unique.

A Highly Sought-After  
Status Symbol

Authority  
Of  
The Ruler

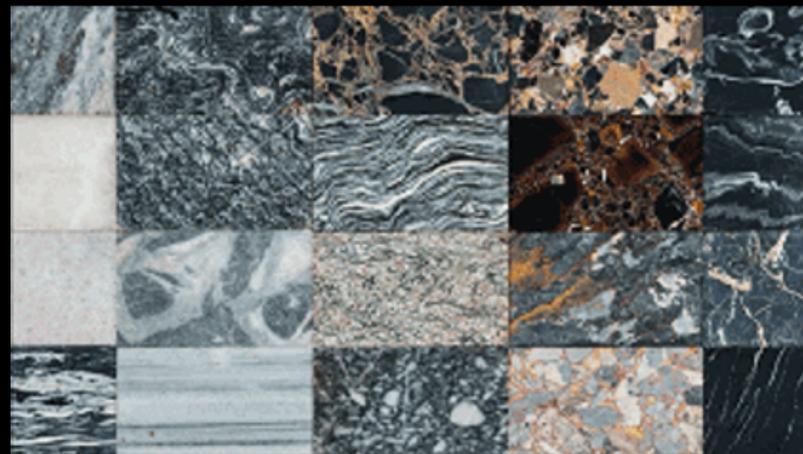
Wealth  
And  
Power

**ROMAN**  
*Architecture*

Prosperity

**In Ancient Greece**  
(Around the fifth century B.C.)  
White marble — A symbol of of the community.  
Mainly used for the construction of stately buildings and temples.

**In Ancient Roman**  
(The third century B.C.)  
Colored marbles — A symbol of architecture  
Colored marble began to be used throughout interior design, like In private homes and luxury villas of the Roman high society.





# Reflection

**How does disruption help you break through your usual design process?**

- Abandon fixed mindsets when stuck.
- Extract main keywords for exploration.
- Conduct broad, multidimensional searches to expand ideas.

**What did you learn about how unexpected resources influence your creativity?**

- Keyword expansion helps break linear thinking.
- Enables exploration of irregular, fluid forms.
- Encourages stepping out of the design comfort zone.

**How will you incorporate this search method into your future research and design practices?**

- Use interdisciplinary research from diverse fields.
- Collaborate with professionals from various disciplines.
- Experiment with unrelated art forms for unconventional insights.



- When working on the theme of "Materiality," distraction can help **redefine the role of materials**. Sugimoto's photography turns intangible elements like light and time into the core of "materiality." This suggests we can shift our focus from traditional materials to **intangible elements**, such as light, shadows, or virtual textures.
- Therefore, in the word "Materiality", distraction taught me to trace back history. In architecture, materials are not only a kind of decoration, but **also reflect the background and cultural phenomena of the society at that time**, which requires us to relate and think more comprehensively.

# Thanks For Listening

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