

Materiality

Library Scavenger Hunt

PAS MACD

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Re-identify

Hiroshi Sugimoto

Photography Works

Materiality

Seascapes, "Materiality" but physical substances and air but also about light and time. Through 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

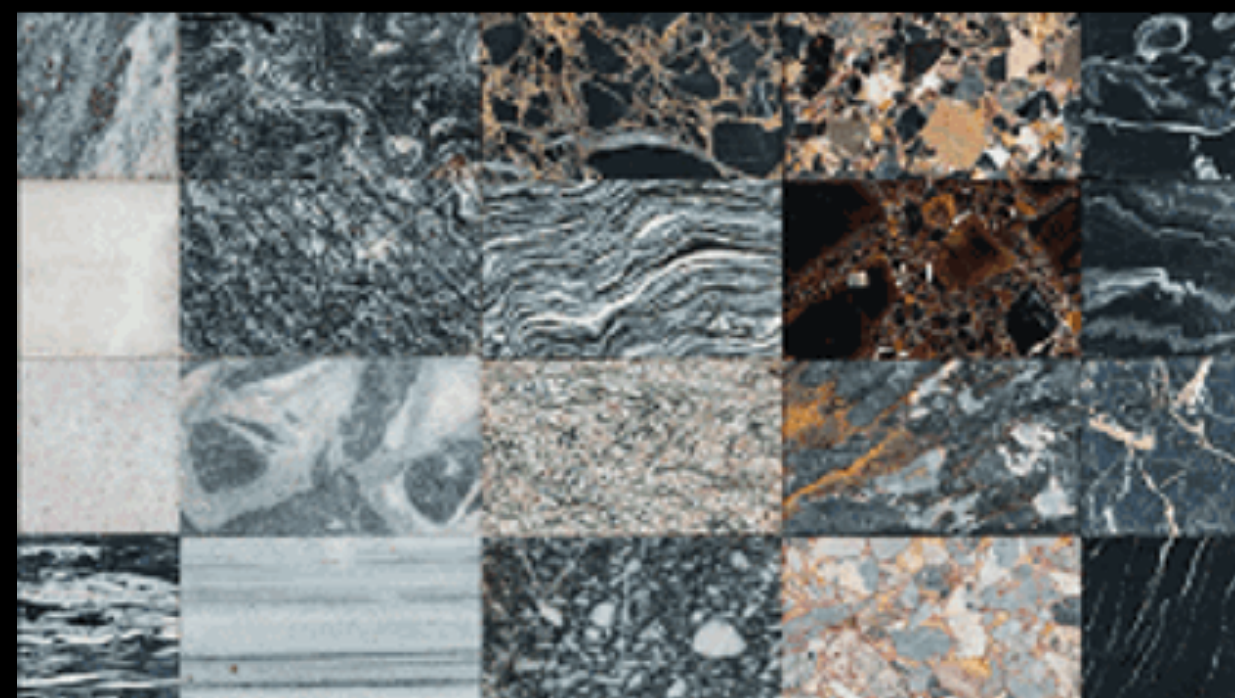
Wealth
And
Power

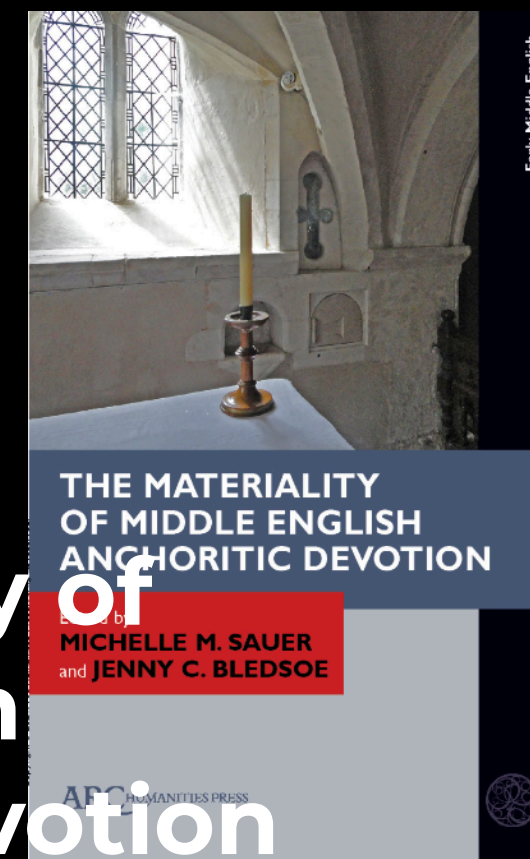
ROMAN
Architecture

Prosperity

**In Ancient Greece
(Around the fifth century B.C.)**
White marble — A symbol of 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.



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The Materiality Middle English Anchoritic Dev

Michelle M. Sauer and Jenny C. Bledsoe

“Materialist Moment”

“Objects”,
seemingly “static” materiality

“Sapient Materiality”

The materiality of sound

Vowed religious responded to the materiality of the Incarnation

Religious experience involved

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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