

ADE – Entwurf DIRTY REALISM WS26/27

Entwurf

Architektonische Darstellung und Entwerfen

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In the «Moulatoire» design project, we focus on exploring the Studio as a space for contemporary art production. Our goal is to create spaces that function both as imaginary retreats and as vibrant expressions of engagement with urban society. The studio is understood as a threshold space where different roles and demands converge, thus unfolding its own spatial logic. How can artistic production sites be conceived today? Not as idealized retreats of the Bohemian lifestyle, but as places of creative exchange and cultural participation. The design explores the potential of unconventional spatial situations and investigates possibilities to engage with precarious spatial conditions in innovative ways.

In an exemplary urban context—Saint-Denis, north of Paris—we aim to test resource-efficient and experimental material applications that meet the requirements of contemporary art production. Building on our highly positive experiences with new design tools, we aim to deepen our engagement with physical space through digital media. Real-time and VR representations enable us to create spatial experiences that are difficult to achieve with traditional tools. The project combines in-person and digital critique sessions. Participation requires a computer or Mac with a dedicated graphics card. A two-day excursion to Paris is planned for November as an introduction.

Beginn: **28.10.2026, 10:00 Uhr**
Ort: **Digital und Gebäude 1, Raum 1-136**

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