ANIMATE is a course about environments, settlements, buildings, devices, vessels - it makes clear the time dimension of our world and focuses on systems of relationships, on agency, actions and transactions, on how things behave and change…

ANIMATE is concerned - in an indifferent/impersonal way - with how things work, rather than how they look…

ANIMATE proposes a fresh way of thinking about architectural/urban structures, designs and communications as processes of becoming that emerge, persist, decline and dissolve over arcs of time…

ANIMATE presents architects/constructors as animators of the physical world - whose key research/development tools include moving-image animations and successions of functional prototypes…

ANIMATE uses the moving-image explicitly to test the temporal, ephemeral, changeful nature of things - when the still-image can only implicitly suggest past, future and transient states…

ANIMATE focuses on digital story-telling and concentrates on procedural techniques - somewhat equivalent to working with vectors rather than bitmaps, music-boxes rather than hand-puppets…

ANIMATE takes the approach of building tools and systems that enact behaviours, performances and events - rather than static arrangements and fixed appearances, it explores the properties, workings, potentials and characters of things at play in the world…

ANIMATE introduces procedural animation through the software environment of HOUDINI by sideFX - which covers modeling, animation, simulation, FX and rendering…

ANIMATE takes cartoon strips, graphic novels, stop-motion and cel-based animation for its inspiration and works with narrative treatments, story-boards, set and prop designs to develop simple short-form animations, 30-120 seconds long - the equivalent of movie trailers, tv ads, comedy skits or flash fiction…

ANIMATE means to have the breath of life - to be inspired…

INSPIRATION for Architecture is our GOAL!