PIVOT AND SLIDE Sarah Oppenheimer

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Buildings are time-based. Windows reflect daylight, doorways mediate procession, vents direct airflow. These forces modify the built environment in turn. Devlight potentiates manual surfaces, coprinding and contracting construction joinery. Inving bodies generate live loads, shifting structural sub and non-structural partition wells. A buildings material boundings contraits are used balance with the operation wells. This temporal boundings contraits are used balance with the operation wells. For example, its forward motion of a body is timed with the operation such as a pro-gradia envelope adapts and changes in response to inhabitation, while the body appartuse can be drongorgathy is central to the maying on of architectural space. The architectural instrument creates a chain reaction pixeling a door a loads wall; tracking a column shifts norm's permeeux Meetanical Inleage between building and instrument combines interear and roary motion such that the oration of a pixel of the built environment, the pixel and side are periodic with a very 360 degree roution accentuates the perceptual disconance between instrument and envelope. A routing gisse in any single oscillation. Provide motion and envelope. A routing gisse in gisse in a side shaft accenters to collide with a neighboring and envelope with a neighboring and pixel with a neighboring wall, will elide this collision—just barety—as the wall moves out of its way.

Sarah Oppenheimer creates precise instruments for manipulating our builtenviron-ment—altering our frame of spatial reference, displacing our experience of inside and out, and inverting our sense of what is near and far, here and there.

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