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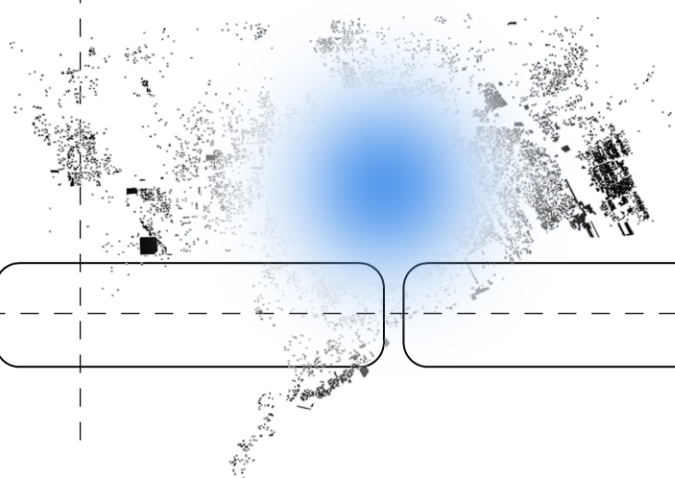
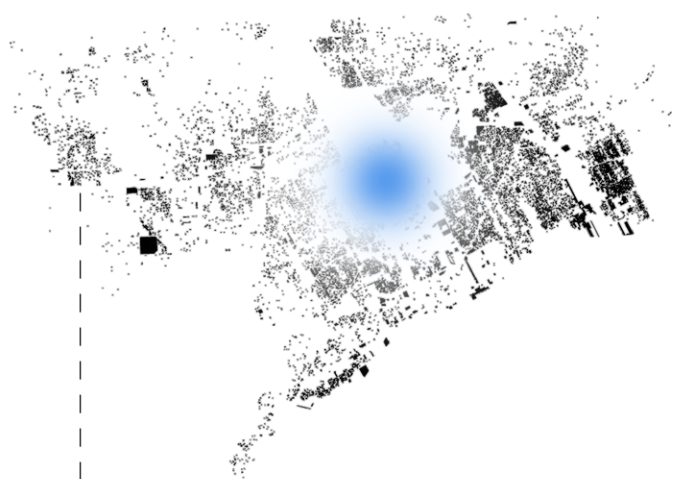


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Erasure_D

*Hevin Augustyn
University of Nebraska
Hyun Tae Jung
Graduation: May 2009*

Erasure

by Kevin Augustyn

*A terminal project presented to the faculty of the College
of Architecture at the University of Nebraska in partial
fulfillment of requirements for the degree of
Master of Architecture*

*Major: Architecture
Under the supervision of professor Hyun Tae Jung
Lincoln, Nebraska
May, 2009*

Contents

<i>Intent</i>	<i>1-2</i>
----------------------	-------------------

<i>Proposal</i>	<i>3-4</i>
------------------------	-------------------

<i>Analysis</i>	<i>5-58</i>
------------------------	--------------------

System Detron

Population
City
Housing
Education
Industry
People

Summary

<i>Erasure</i>	<i>59-118</i>
-----------------------	----------------------

Introduction Erasure Detron

Preparation
Arrival
Components
Regulations
Process
Erasure

<i>Conclusion</i>	<i>119-120</i>
--------------------------	-----------------------

<i>Bibliography</i>	<i>121-122</i>
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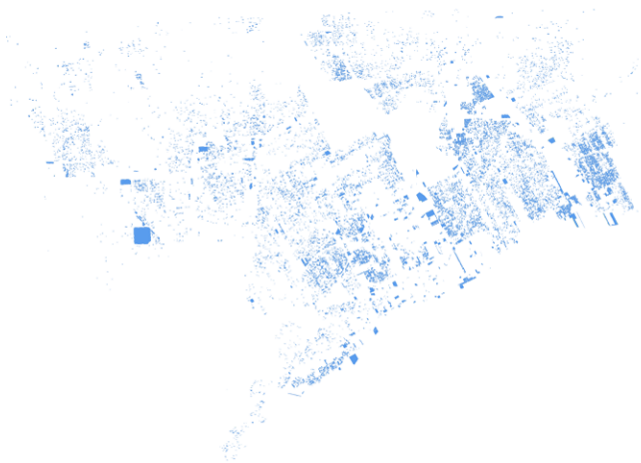
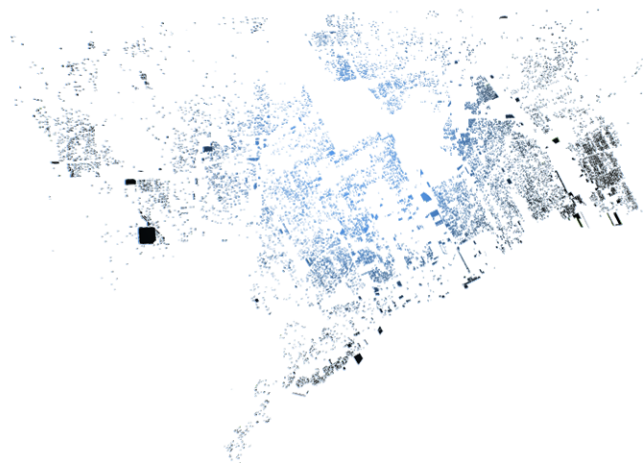
<i>Review Boards</i>	<i>123-128</i>
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<i>Acknowledgements</i>	<i>129-130</i>
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PROJECT

Intent

Restore



Intent for the project was generated by gaining an understanding of world societies and the volatile nature of the systems that help to structure them. The consumptive attitude of the world and its people has, up until now, been fed by the abundant resources of the planet, but current trends show a planet that is no longer capable of supporting these attitudes. Many different steps have been taken to alleviate the current issues, but most of them focus on developing ways in which people can continue to act as they have in the past while not causing environmental damage. People seem to be concerned about the state of the world, but it also seems that they are unwilling to give up certain luxuries that they have grown accustomed to.

Initial ideas surrounding the project involved the desire to create a system that forced people to rethink the way in which they go about living. A restructuring of culture in a sense. The consumptive attitude of people in certain societies helps in the expansion of economy and increased standards of living, but also helps to promote environmental degradation. In recent years, this knowledge has become overtly present in the media, but living trends have not been substantially changed as a result. These trends leave many wondering when or even if people will ever rethink their existence. Perhaps the people are too much a part of the broken system to escape, maybe something needs to happen that forces them out and shocks them into action.

The initial focus of the project revolves around the restructuring of the systems that govern societies. The proposal becomes an individual manifestation of this idea in a more specific context.

PROPOSAL

The society of today is often spoken of as a singular entity, a complex living organism composed of many individuals. The individual's importance is derived from their summation, a summation that creates the structure of society and helps to maintain its complex systems. These systems then serve the role of establishing stability for the individuals who play roles in that specific society. Though beneficial in terms of production and efficiency, and a strong stimulus to the growth of population, this high level of interconnectedness inhibits, essentially makes impossible, one's ability to separate or play an integral role in the formation of the whole. Conversely, the system that has been set up by the individual requires participation in order to maintain its functionality. The structure of society seems to operate independently, but it also requires individual participation in order to maintain its established identity, an identity derived from the specifications of the individuals embedded in it. The social evolution that has occurred in the world's populations has been based on the establishment of these systems of cooperation, systems that rely upon other systems in order to maintain functionality. Each individual plays a part in the formation of a specific system, but they also rely upon other systems that are governed by other individuals, and it is their continued collaboration that forms the overall structure of society.

Understanding this relationship, it can be seen that the problem inherent to the organization of the system, lies in the inability of individuals to become disconnected from the society that they structured and society's inability to function without the complete summation of those individuals.

This problem stems from a flaw in the overall organization and structure of the systems that govern society. As cities or countries expand, the need for new advanced infrastructures arises. Often times, civilizations build upon the infrastructures of the past, a way of maximizing efficiency and minimizing cost. Several issues arise from the implementation of this method, however. One of which being the constant increase in complexity of societal structures with little regards to their impact on future societal organizations that may need to implement different systems. The evolution and increase in complexity of established infrastructures works as long as the formation of society suits them, but when the organization of that society is transformed, there is no longer a need for these complex systems and a civilization composed merely of relics and artifacts is born.

Individuals have the ability to move, the ability to become part of new organizations, new cities, but the structure inflicted upon the system that the individuals disconnected themselves from stays in place. The inefficiency of the system lies in its inability to devolve, its inability to decrease its extents as the population of the individuals changes. Communities that were once thriving metropolises have the burden of dealing with a system that was developed in reaction to the influx of a certain number of individuals, individuals that served the functions of that system. Individuals who serve these functions eventually leave, but the structure that was created to support them, and the structure that was maintained by them remains in place. It becomes a shell of waste, a system that consumes vast amounts of resources to maintain its presence, but does not reciprocate in production because there is no need for it to. The system does not become obsolete because of the small amount of individuals

that remain after the exodus has taken place. In order to fulfill this role, it must function at capacity; it does not have the ability to reduce its overall scope of operation because its evolution and development was so interconnected.

The solution and primary basis of the proposal lies in the formation of a system that enables autonomy on both ends. The existence of multiple individuals in the system facilitated a need for the creation of an established level of order; the greater the amount of individuals, the higher the complexity that was required to be embedded within the design of the system. The same idea will be applied to the new system, but will be complimented with an idea of increasing and decreasing complexity based on necessity. Individuals will be provided with everything needed to sustain their existence, and it is the decision of the individual whether or not to collaborate with other individuals to formulate a system that has the potential for increasing complexity. Individuals will begin to assume a different role in society, a role that is dictated by their own innate desires. No longer will the individual be required to act on behalf of the society that he or she inhabits. Through the implementation of the proposed system, the choice to claim a new level of freedom is gained. Order in society will be determined by individuals and their own collaboration with others to construct a new world environment, an environment that will lack excess in all forms and whose participation in, by each individual, is completely voluntary. The goal of the proposal becomes the formulation of a system that allows for the assembly or disassembly of established infrastructures as necessity diminishes, a necessity that is governed by the will of each individual who occupies the system. The impact that is generated by each individual is removed as they are, creating

constantly changing systems that maximize resources and minimize waste.

Though it may be assumed that research will define possible outcomes of such an implementation, it may also be assumed that such an implementation will result in the creation of civilizations whose primary purpose is rooted around the individual. These civilizations will expand and contract in relation to the availability of resources in proximity to their newly established societies. The systems that were in place to help the individual flourish in the old society will no longer be in place for those that choose to accept this new, proposed, system. To become an individual is to exile one's self from all other systems of order.

Research for the proposal will begin with an analysis of current societal organizations. In order to extract a new method for existence, one must determine the overall scope of current societal order; language, class systems, environment systems, legal systems, all will be studied to gain an understanding of the current established infrastructures that govern society. Once the overall nature of order in society is established, the problems inherent to the systems implemented in that society may be extracted and analyzed. Justification for the proposal will be gained on the grounds that there are flaws embedded in the organization of society, flaws that would be alleviated by the implementation of the system that has been proposed.

The design of the system will be extracted primarily from a combination of current technological capacities and the natural systems that it will have to inhabit. The resultant will be a self sustaining organism that has the ability to exist individually and is capable of assimilating with others to form a more

complex organism or system.

The establishment of a specific site is not necessary for the implementation of such a proposal, but the city of Detroit does pose an interesting scenario that may provide insight as to how such a system may operate. In the current system, the infrastructure and complexity embedded in the city remains even though the overall population of the city has decreased exponentially since the 1950s. The aggressive expansion that the city underwent during this time period neglected future societal implications and has such become a representation, a relic of a once thriving metropolis. Though many of the buildings in the city are abandoned, they still require a high level of resources to maintain their current state, and they must be kept this way to serve the remaining population of the city. Shutting down its functions would lead to a systematic breakdown that would represent a complete failure by humanity to revise its way of life and imagine new scenarios for systems that are no longer applicable to current society. Instead of envisioning a system that builds and expands upon the current established infrastructures in society, one must formulate a method that would allow for the assembly or disassembly of that infrastructure as its necessity dictates.

Though the city of Detroit will be used as case study for the proposal, it will be assumed that the newly developed system may be applied to societies of increasing density as well. Countries such as China where the introduction of many individuals leads to an irresponsible expansion of the urban infrastructure will be of primary interest due to the lack of foresight that government has in terms of individual and environmental responsibly. The country's economic expansion seems to overshadow all else,

creating a future situation that does not bode well for the any individual, Chinese or other. Placing control back into the hands of the individuals may help to foster an attitude emphasizes individuality in place of economic expansion.

The student acknowledges the college's commitment to the NAAB criteria and intends to utilize the methods presented in these criteria to further the development of each phase of the project. The presence and commitment to these criteria is vital to the overall success of the project, from advent to conclusion, and their implementation throughout the course of the project will be a key factor in determining its legitimacy in the

System Analysis

POPULATION

The evolution and growth of the human race can be directly attributed to the transformative systems that man implements to enhance his state of existence in the world. History primarily sees man playing the role of hunter/ gatherer. This form of existence provides minimal opportunity for the human race to increase its extents. Population growth is kept to a minimum due to shorter life expectancies, lack of a continual food sources, prevalence of diseases, and the high occurrence of accidents. Though advantageous in terms of its minimal impact on the earth and the inherent population control, this form of existence eventually becomes harmful and inefficient. Food supplies are exhausted and population starts to rise creating the need for a new way of living.

Because of the increasing lack of reliable resources, humans begin to envision new systems of existence. The population that once utilized simple hunting and gathering techniques could no longer be sustained by this way of life. Humans had reached all of the inhabitable continents, learning to modify their environments; they exploited ecosystems reaching the limits of what certain areas could provide. Human ingenuity, along with this necessity for an increased amount of food, leads to the advent of agricultural practice, a form of production that produces ten to one hundred times the amount of food that hunting and gathering provided. This newly established age of agriculture then fosters rapid and exponential expansion of population.

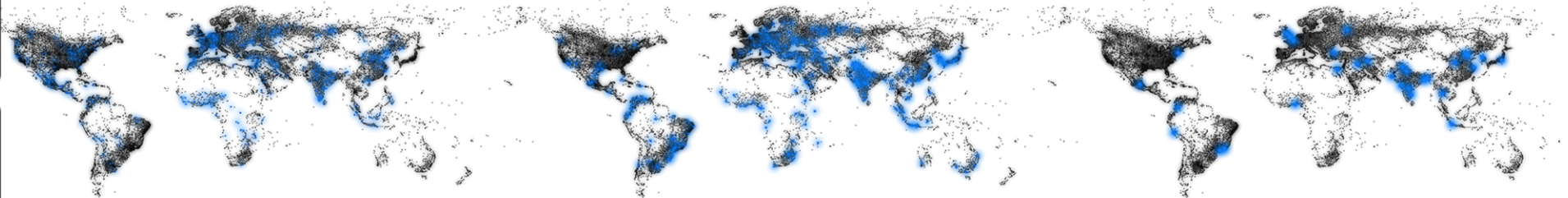
The newly established system of agriculture leads to the formation of many other systems of living as well. In order to define ownership and provide protection, the newly established societies build walls, and people begin to live in these walls; the emergence of the built environment. Food production enables individuals to partake in different activities as well. Some become soldiers to protect the food; others become administrators who collect taxes to pay the soldiers. This shift in perspective sees the emergence of artisans and inventors, individuals who push technology and help to expand the extents of the population even further. With the emergence of these new systems, there arises a need to establish a certain level of ownership to the work of individuals. To facilitate this process, a formal language is established that includes writing and monetary systems, systems that require education in order to be implemented in society. Establishment of these monetary systems creates the need for a level of enforcement beyond what is available. Societies develop legal systems and formulate groups that enforce the laws of these systems. With every shift or addition to society, there arises the need for an increase in complexity of that society.

Through the outline of this process, one can see that societal expansion creates the need for new systems, systems that serve to enforce other systems. The implementation of these systems helps to create for humanity a more organized and efficient way of living, a way of living that fosters new inventions, and a

greater understanding of how to manage and produce. As food supplies increase so does the population of humans which in turn creates the need for increased production. This expansion leads to greater productivity and prosperity, and again to more people.

Current world trends portray a society that is on the verge of a catastrophic shift in existence. The large populations that have been created as a result of the increasing complexity in man-made systems are tearing apart the natural fabric that governs the earth's natural systems. A dramatic shift in mentality will need to occur if humans are to maintain the prominence that they have come to claim in the world. If a new system is not adopted, the consumptive attitude that humans have used to further their own aims will begin producing an effect opposite of that which has occurred in the past, an effect that is the direct result of a changing world that is unable to produce for these established systems. A threshold will be reached, a point when the current base of resources is no longer suitable and cannot support the population. Societies, because of their lack of abundant resources, become weakened and eventually collapse due to some form of unrest. When this occurs, the population is disbanded and the culture generally disappears.

CITY POPULATION



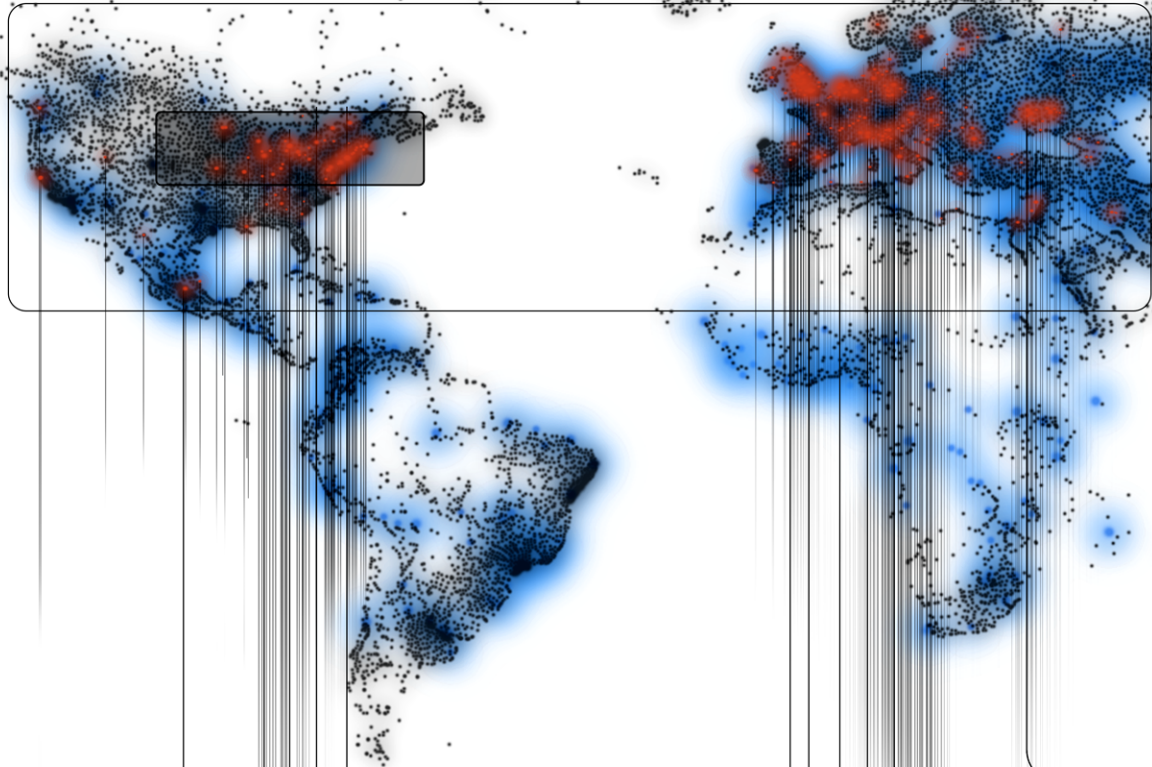
Population 500k to 1M

Population 1M to 5M

Population 5M +

SHIPPING CITIES

Decay



System Analysis

The evolving systems that humans implement to maximize efficiency have created, up until now, an abundance of that which is integral to the survival of the race. In areas where this abundance is prevalent, the population tends to engage in a continual level of growth. The natural systems of control that were once in place to keep human population in check now have a more difficult time of fulfilling their purpose. The streamlining of these life processes has led to the creation of societies that do not view survival as an integral part of existence; it facilitates the creation a society wrapped up in its own progression, a society rooted in the idea of prosperity.

The society that is created as a result of this progressive attitude is often spoken of as a singular entity, a complex living organism composed of many individuals. The individual's importance is derived from their summation, a summation that creates the structure of society and helps to maintain its complex systems. These systems then serve the role of establishing stability for the individuals who play roles in that specific society. Though beneficial in terms of production and efficiency, and a strong stimulus to the growth of population, this high level of interconnectedness inhibits, essentially makes impossible, one's ability separate or play an integral role in the formation of the whole. Conversely, the system that has been set up by the individual requires participation in order to maintain its functionality. The structure of society seems to operate independently, but it also requires individual participation in order to maintain its established identity, an identity derived from the specifications of the individuals embedded in it. The social evolution that has occurred in the world's populations has been based on the establishment of these systems of cooperation, systems that rely upon other systems in order to maintain functionality. Each individual plays a part in the formation of a specific system, but they also rely upon other systems that are governed by other individuals, and it is their continued collaboration that forms the overall structure of society.

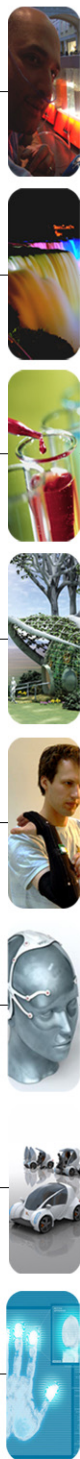
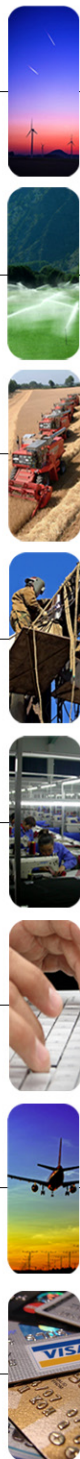
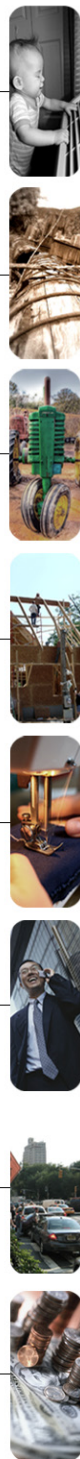
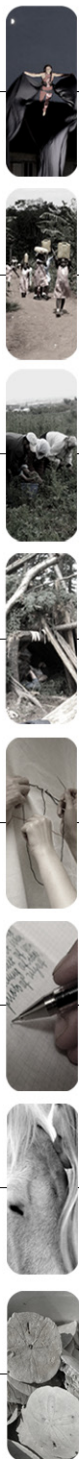
Understanding this relationship, it can be seen that the problem inherent to the organization of the system, lies in the inability of individuals to become disconnected from the society that they structured and society's inability to function without the complete summation of those individuals. Though the system in place functions in terms of current standards, the transformation of these

systems will create a need for a change in the way humans engage with their manufactured environments. As of now, humans are so ingrained in these systems of order that a shift in their ability to function would be, in varying degrees, detrimental to the standard of living that many humans apply to their own existence. The progressive attitude of society, creating opportunities and securities, has also created dependencies. For every element that enhances efficiency there exists a level of sacrifice, the loss of freedom to gain freedom.

This sacrifice of freedom would seem somewhat minimal in consequence when one considers the benefits that are gained through the extraction of these enhanced systems of living, but when these newly formulated systems can no longer be supported through available means, natural or human, they begin to break down. This breakdown invariably leads to a breakdown in the fabric of life for the individual. Societal emphasis being placed solely upon progression has helped to create these digressive scenarios, scenarios that are difficult to deal with when one attempts to apply a current standard of thinking towards the extraction of a solution. Humans, focused on moving forward, attempt to alleviate the issues by implementing the progressive attitude that had proved itself in the past. The idea of digression becomes flawed when looking at it with an attitude of progression, and areas that face these problems, instead of engaging in a proper form of digression, decay and slowly wither away. Epitomizing the idea of waste, they create a society of relics representing nothing but the decadence of the past.

SYSTEM EVOLUTION

8



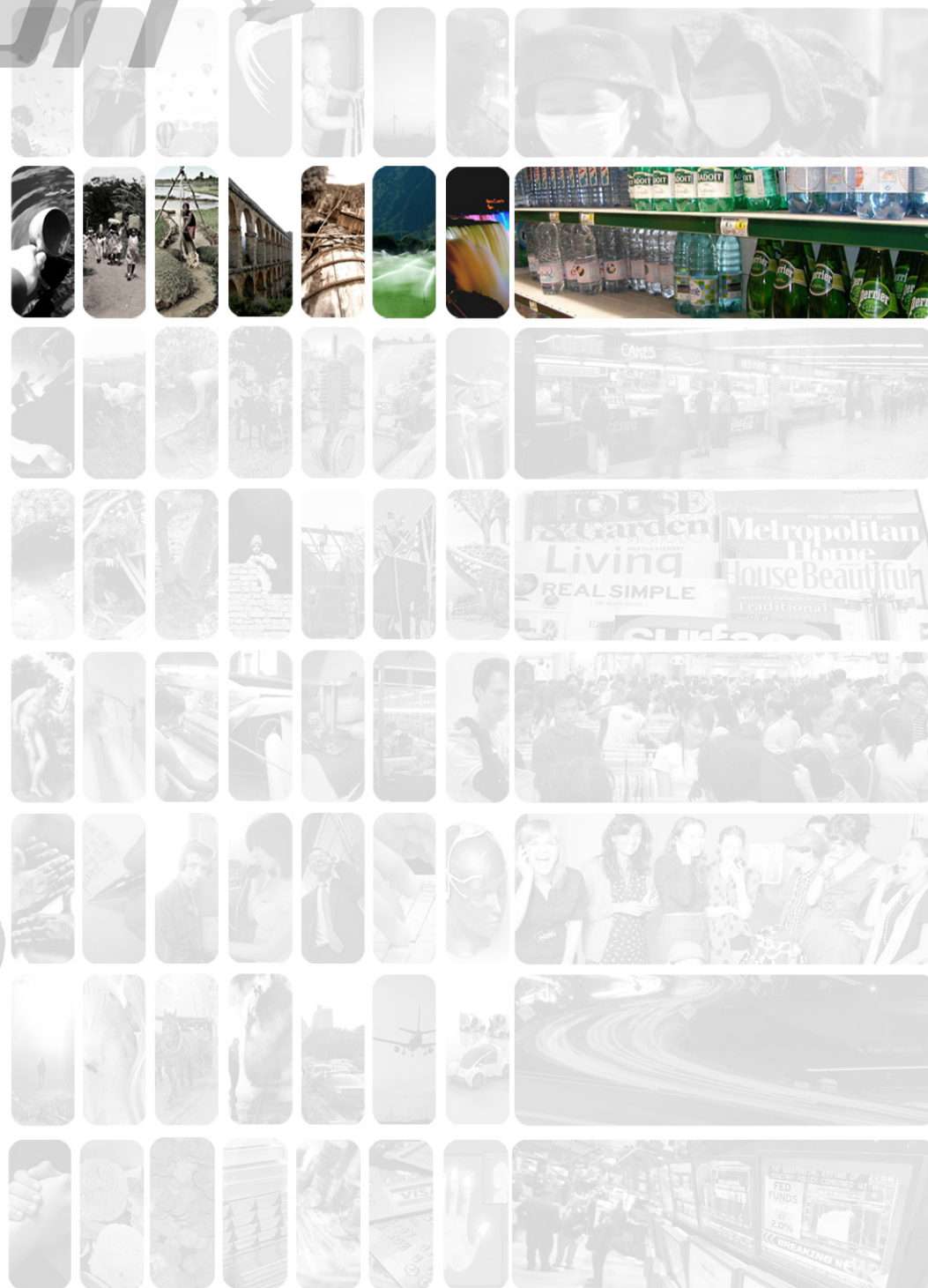
EVOLUTION



EVOLVING SYSTEM_ *WATER*



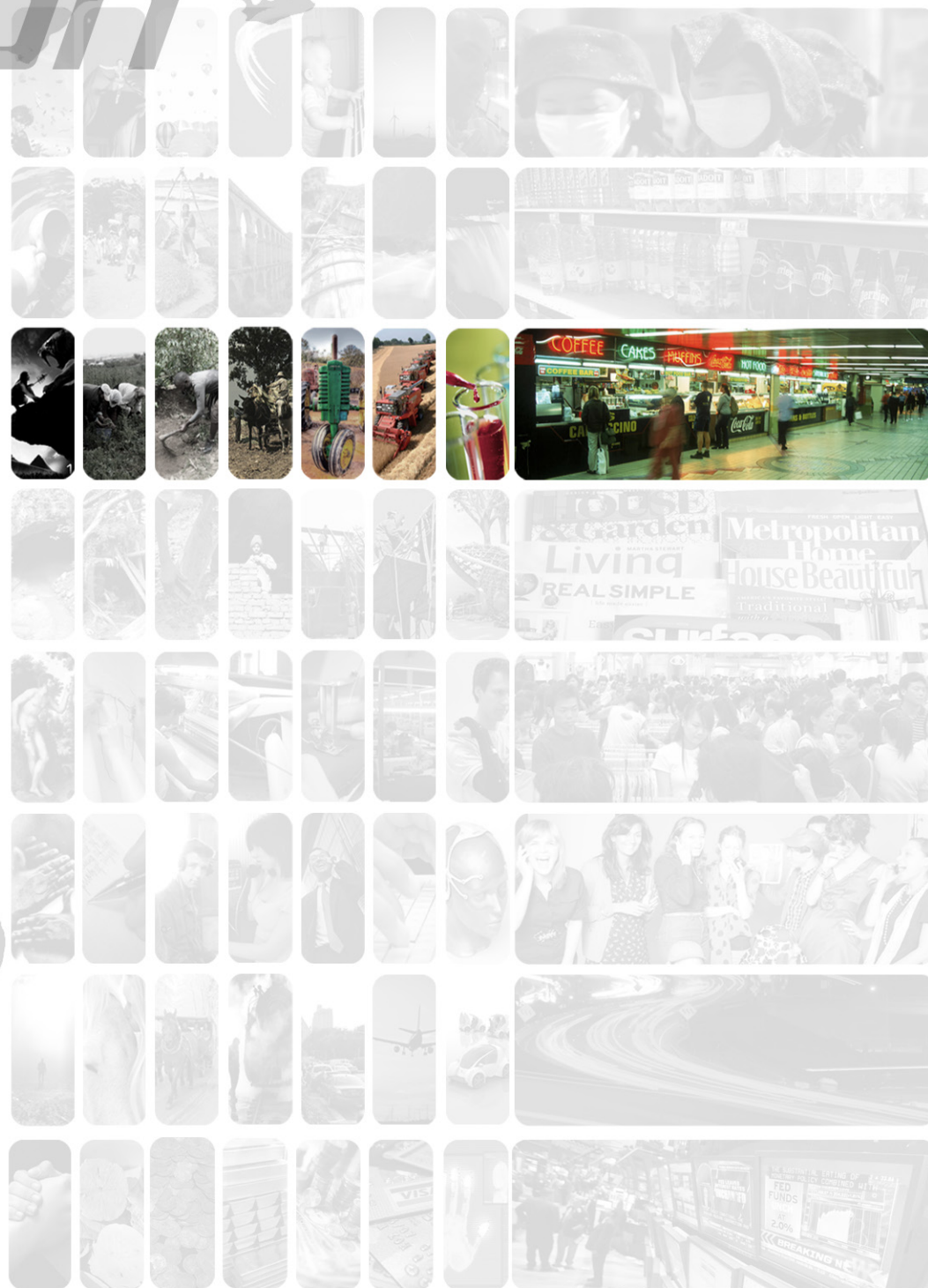
EVOLUTION



EVOLVING SYSTEM_ WATER



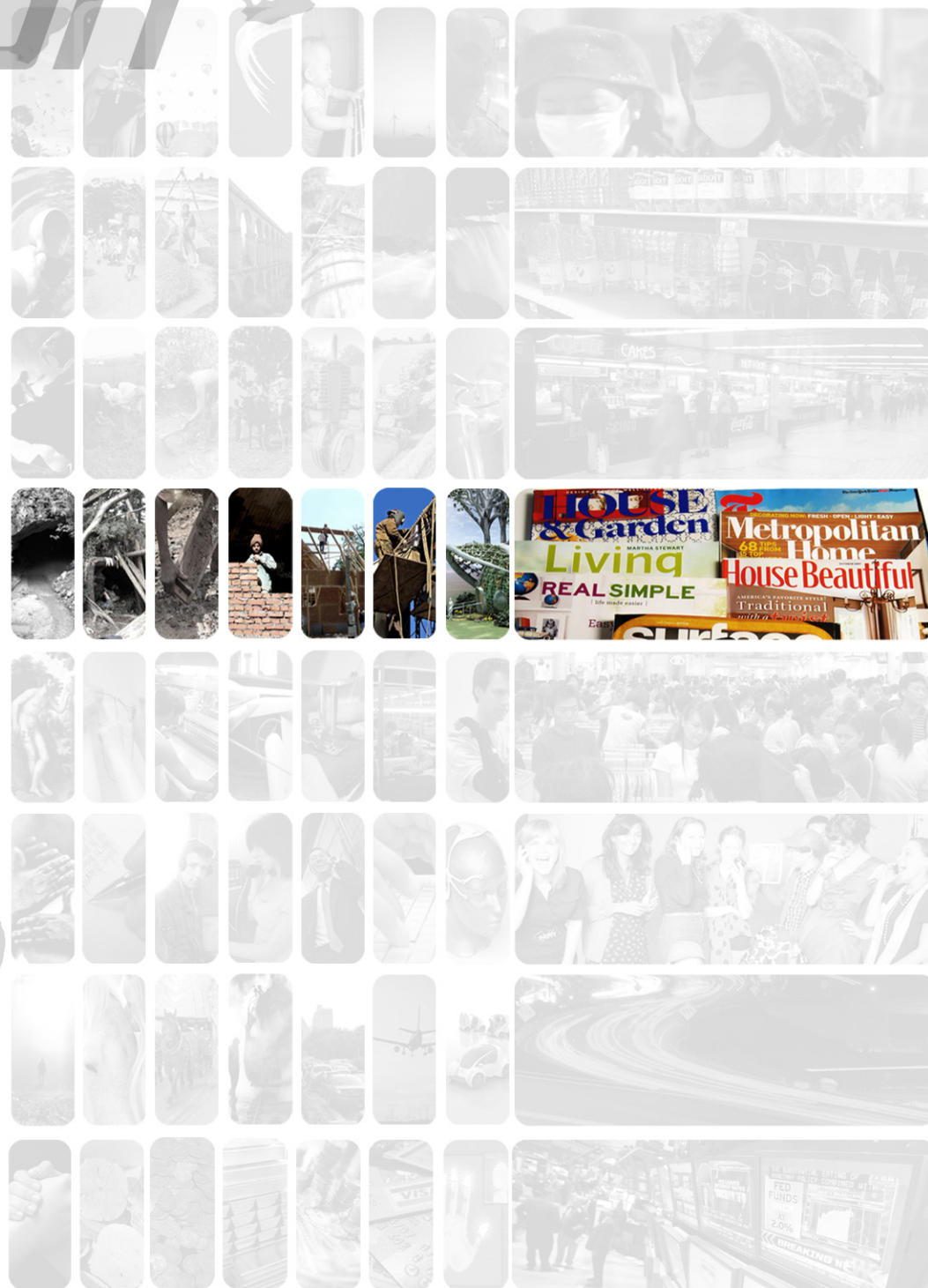
EVOLUTION



EVOLVING SYSTEM_ **FOOD**



EVOLUTION



EVOLVING SYSTEM_ SHELTER



EVOLUTION



EVOLVING SYSTEM_ CLOTHING



EVOLUTION



EVOLVING SYSTEM_ *COMMUNICATION*



System Analysis

EVOLUTION



***EVOLVING SYSTEM_**TRANSPORTATION*



EVOLUTION

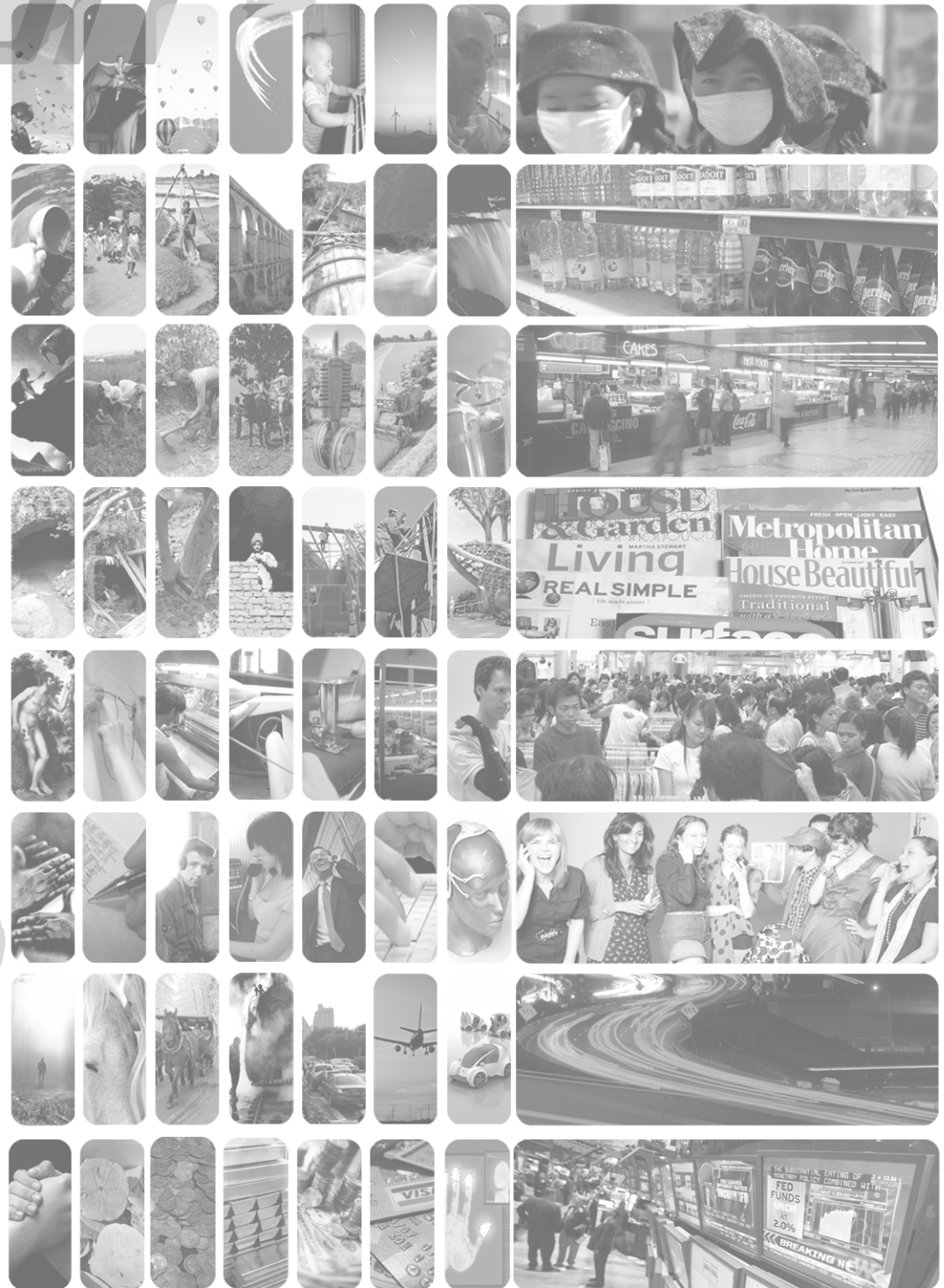


EVOLVING SYSTEM_ *CURRENCY*



System Analysis

The systems that have been outlined, as long as they function properly, do a good job of bettering the life of the individuals embedded within society, but when these systems break down, the decay that they experience is synonymous with the decay that occurs within the lives of the individual. When this occurs, the chaos that ensues can be easily witnessed and understood, both within the system and within the individual.





DETROIT ANALYSIS



DETROIT

DETROIT ANALYSIS

Detroit became the established site because of its relationship to this phenomenon of shrinkage. Having lost more than half of its population in the last fifty years, the city is in danger of becoming obsolete. The industrialized systems that helped to define the city in the past have broken down and moved, taking the life blood of the city with them. The current status of the city remains unchanged in a completely blighted state despite the many attempts at revitalization. The city can not hope to rebuild itself using these past methods if the framework that existed to support these is no longer present. In order to survive, Detroit and its people need to redefine themselves. The city must engage in a level of transformation that may involve a form of digression in relation to the city's infrastructure, an attitude opposite of what has been adopted in the past to address the city's issues of decay.

History of Detroit during the 20th century shows a city with a continually changing infrastructure and a chaotic history of migration that occurred as a result. The metropolitan area grew from 500 thousand people to over 4.8 million people in 100 years. Highways, which allowed the outer suburbs of Detroit to grow were built during the 1960s to promote the expansion of the cities automotive industry. Focus was placed on the car, causing public transportation to lose funding, a move that led to the dismantling of the system and the initial shift in population. All the problems associated with runaway highway-building have also resulted, including congestion, air and water pollution, and destruction of farm land. The motor city was brought to life with the automobile and its existence is very much dependant upon the function, or lack of function embedded in that industry.

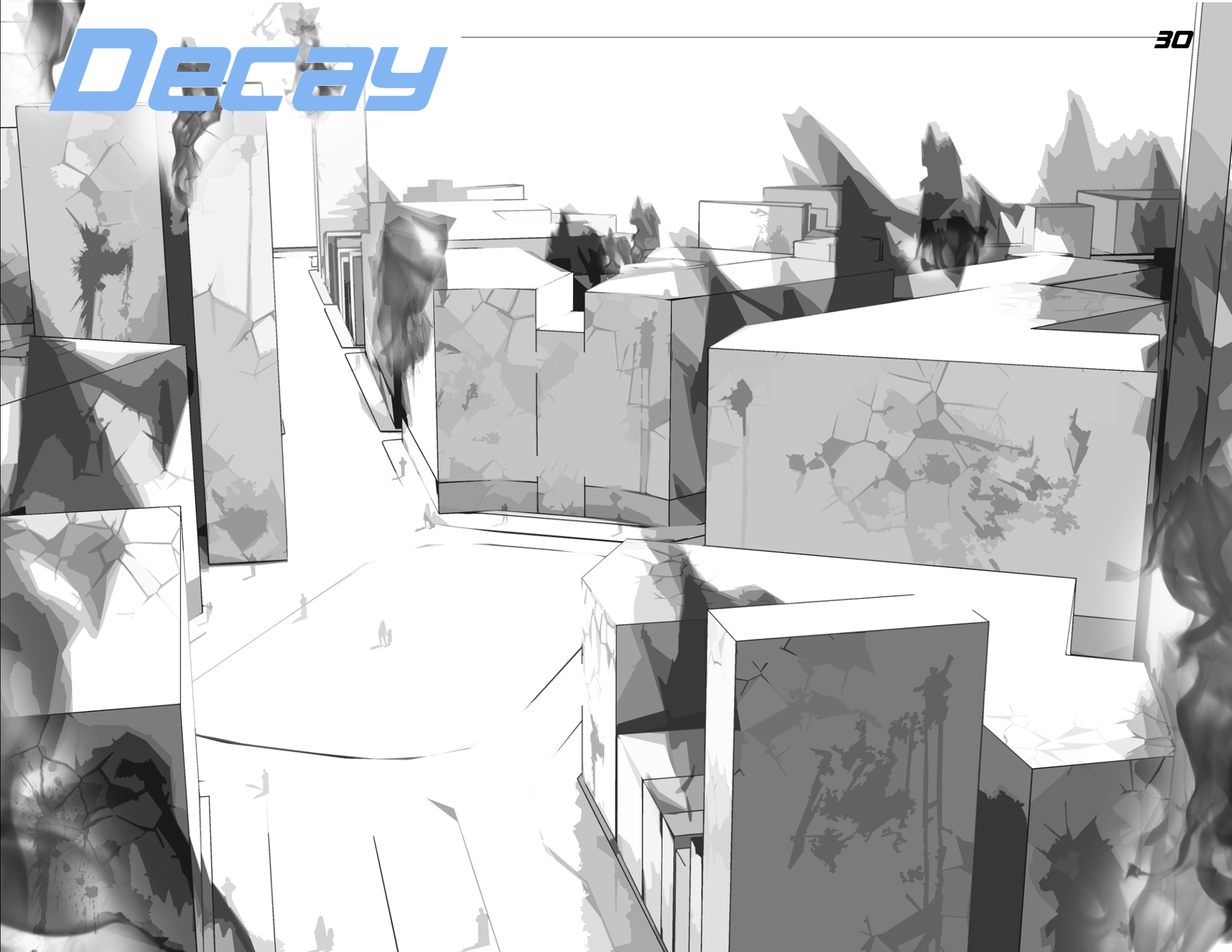
POPULATION
CITY
HOUSING
EDUCATION
INDUSTRY
PEOPLE

DETROIT

RESEARCH

Decay

30



DETROIT ANALYSIS

Decay

Population loss has become one of the defining features of Detroit. Though the decay of the city may be attributed to more complex social factors, the loss in population that has occurred as a result becomes one of the most visual representations of Detroit's decay. The peak in population that occurred in the 1950s stemmed from the city's need to become a key player in the production of machinery for WWII, but the desire for the country to become decentralized as a result of the nuclear technology that was developed during the war helped to begin the mass exodus from the city.

By extracting the nature of Detroit's growth, one can understand that the city, as it was growing and expanding, was essentially helping to manufacture its own demise. The convenience and speed of the automobile, the element that made Detroit what it was, became the main contributing factor in the decay of the city. By making the car accessible to all individuals, and designing a system of roads that would allow for rapid movement between locations, Detroit was helping to make the city obsolete. People could now choose to live in a variety of locations because the distance that once played a large role in the determination of residency was no longer a factor. The relocation of people that occurred as a result helped to create a butterfly effect that brought Detroit to where it is today.

POPULATION

CITY

HOUSING

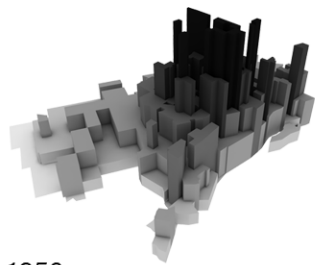
EDUCATION

INDUSTRY

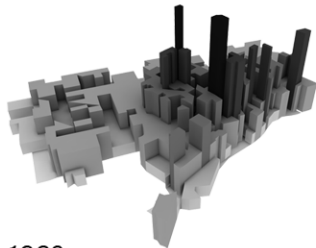
PEOPLE

DETROIT

RESEARCH



1950

1.850.000

1960

1.670.000

1970

1.510.000

1980

1.200.000

1990

1.000.000

2000

950.000

Detroit Analysis

The status of the city is very much a product of the population loss that has occurred over the last fifty years. The infrastructure within the city developed rapidly in response to the influx of people. Ninety-five percent of the city's high rises were constructed between 1925 and 1929 in response to this population expansion. The rapid expansion of infrastructure became a representation of the city and its growth, and the decay of that infrastructure becomes a representation of the city in its current state. Detroit now stands in ruins, serving as a representation of the past and the glory that the city once claimed.

When analyzing the current state of the city and the structures that help to define it, one may gain the impression that Detroit does not exist in the present, but the past. The abandoned buildings are better understood as ruins and the left over materials within, artifacts. The city however, is not treated with the respect that normal ruins command because it still serves a purpose for those within it. Detroit is not a relic because the people create a necessity for its existence, however pathetic that existence may be. The presence of people within the city creates the need for Detroit's preservation, and it is the nature of the preservation that requires choice.

POPULATION
CITY

HOUSING

EDUCATION

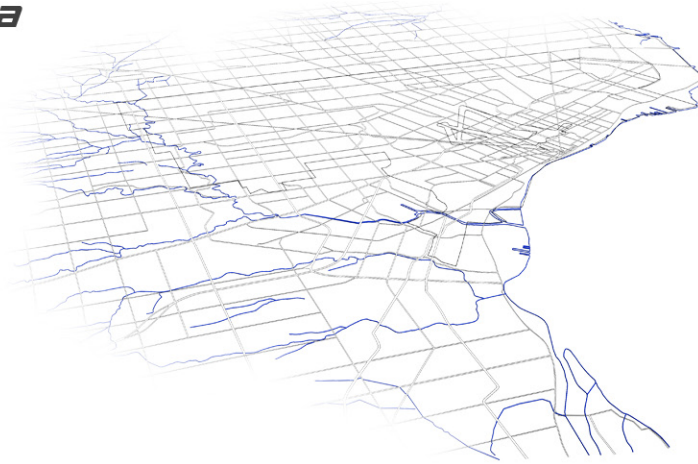
INDUSTRY

PEOPLE

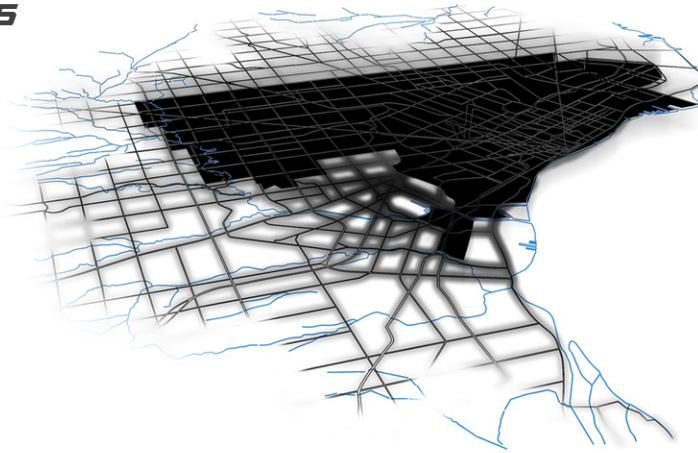
DETROIT

RESEARCH

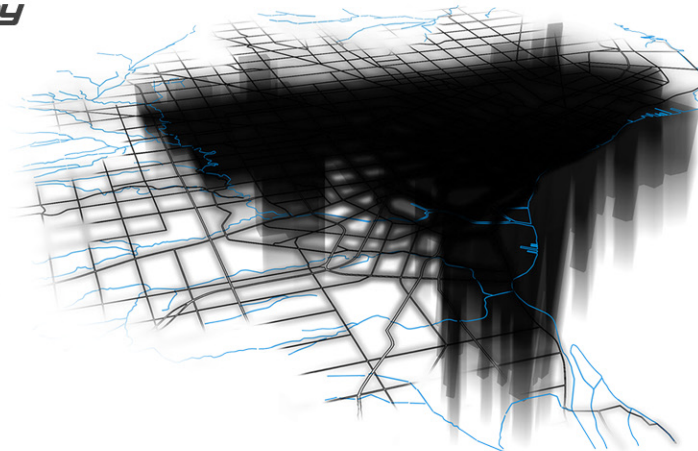
METROPOLITAN AREA



CITY EXTENTS



CITY DECAY



DETROIT

Detroit Analysis

Detroit Urban Analysis

Source: US Census Bureau 2000

-From 1978 to 1998, over 108,000 buildings have been demolished within the city, a trend that doesn't seem to be shifting.

-According the US Census of 2008, there are currently over 85,000 abandoned buildings that remain within the city.

-In the 90s the city lost one percent of its structures every year to arson, a resultant of the Devil's Night ritual.

-In 2007, the federal government allotted \$47 million to the city of Detroit in response to the city's foreclosure crisis. Nearly half of those funds will be allocated towards the demolition of blighted structures, though the funds only cover the demolition of 2,350 structures within the city.

-The abandoned structures within the city represent a plague that has swept the city for over fifty years. The city's goal is to cut these areas out, an attempt to create a blank slate upon which the future of Detroit may be built, but it would seem that the implementation of future strategies would only deal with the issue in a minor way, leaving the city in its current condition of decay.

POPULATION
CITY

HOUSING

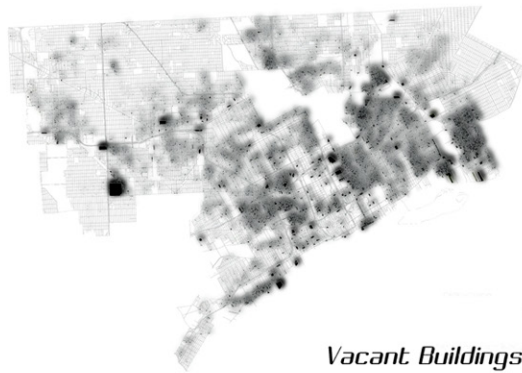
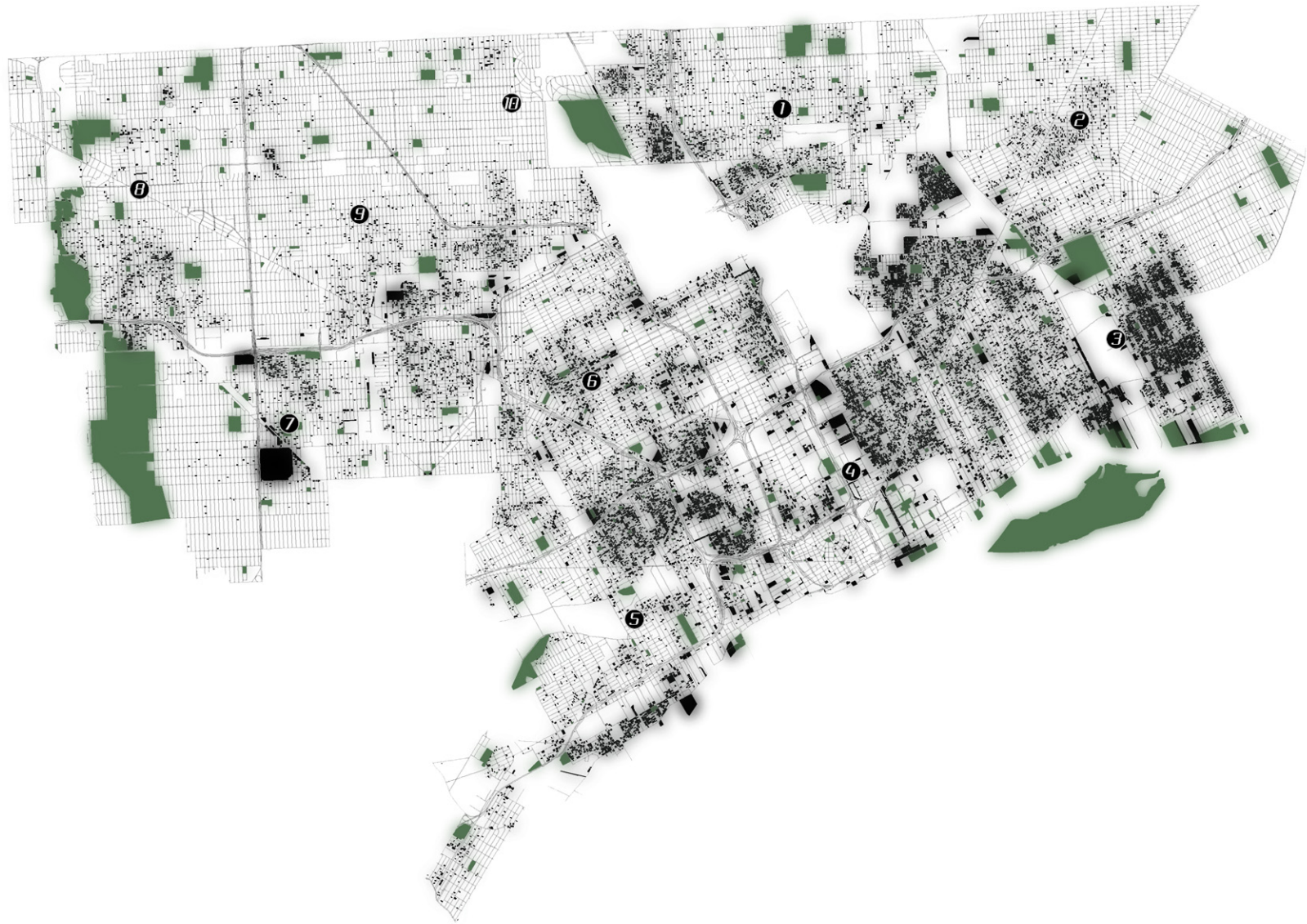
EDUCATION

INDUSTRY

PEOPLE

DETROIT

RESEARCH



Vacant Buildings



Parks

Detroit Analysis

Decay

There are over 85,000 abandoned buildings in the city of Detroit, and the resources that are needed to begin to deal with the issue do not exist. In the last thirty years, nearly 108,000 structures within the city have been demolished, a slow process that serves as a painful reminder of the city's status.

The scars of the past detract from Detroit's potential to become a viable city once again. The rebirth of Detroit can not take place without the participation of its citizens, and in order to achieve this participation, there needs to be a resolution to the abandoned building epidemic within the city. The scars of the past are destroying the motivation of Detroit's citizens, and it is that motivation that is needed to spark change.

POPULATION
CITY

HOUSING

EDUCATION

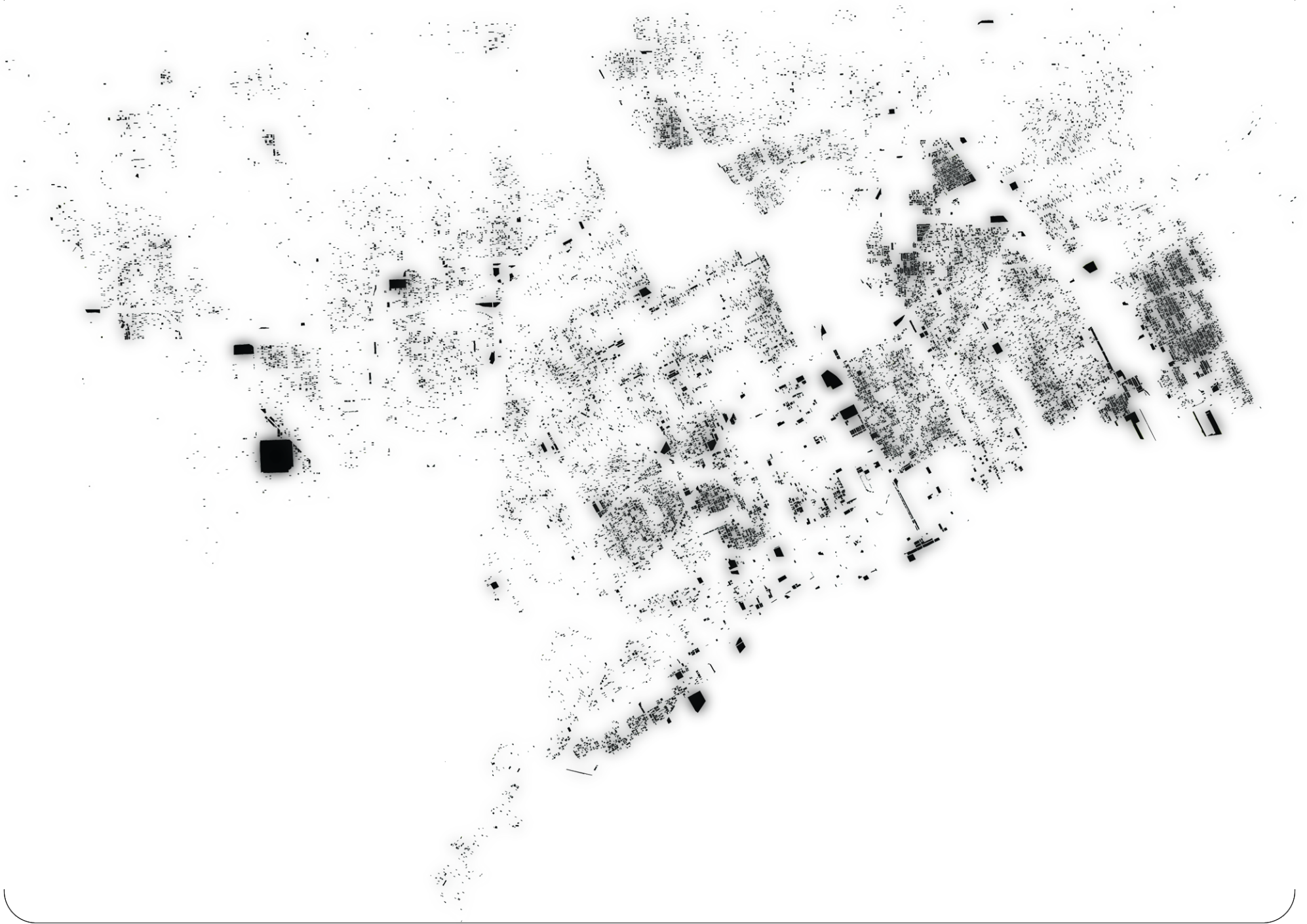
INDUSTRY

PEOPLE

DETROIT

RESEARCH

abandoned Structures



DETROIT ANALYSIS

DECAY



DETROIT

POPULATION

CITY

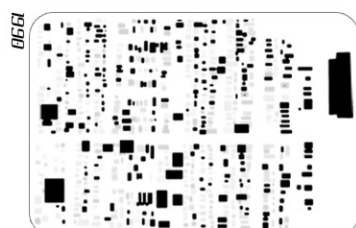
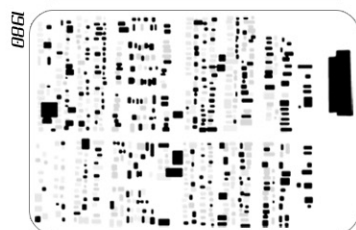
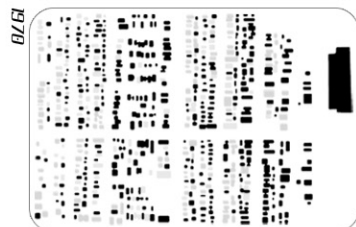
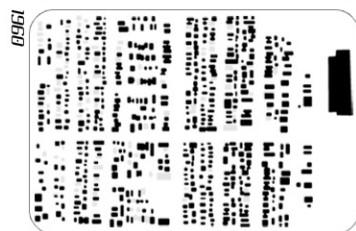
HOUSING

EDUCATION

INDUSTRY

PEOPLE

RESEARCH



Detroit Analysis

Decay



DETROIT

POPULATION

CITY

HOUSING

EDUCATION

INDUSTRY

PEOPLE

RESEARCH

CITY CHARACTERISTICS

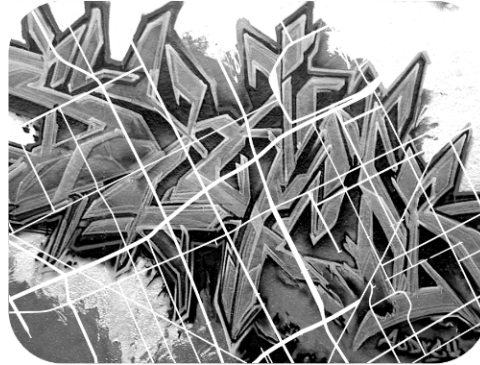
The crime rate in Detroit is a direct result of the city's issues with unemployment. After the 20 percent loss of jobs in the 1970s, the city's homicide rate rose to record levels. The city was no longer recognized for its contributions to the automobile industry, its defining feature became crime and murder. In 2006, there were 10,000 crimes for every 100,000 citizens. The abandoned buildings located throughout the city only serve to enhance the efficiency of criminals and drug dealers by creating areas difficult to govern or patrol. Though crime has dropped in recent years, Detroit is still ranked as the sixth most dangerous city in the US.

Crime



The decay of Detroit has resulted in a lowering of people's perception of their city. The pride that was once embedded in the minds of the individual has been replaced with a desire to fight back against the circumstances that have been created as a result of this degradation. Though many of the areas that have been assaulted due to these feelings are in a state of blight, it does not aid the situation to transform those environments into exhibitions of hatred. The pride that once existed amongst the people needs to be restored in order for this activity to cease, and this may occur if the people are given back the rights to the city.

Vandalism



The lack of definition that is applied to the ownership of these degraded sites in Detroit makes them repositories for the waste of society. The lack of personal identity that individuals have with these spaces creates a level of disrespect that translates into specific levels of abuse. Though these spaces are not active in relation to humans, their presence is not neutral. The lack of definition prescribed to these blighted areas creates a polluted interpretation of their existence. These areas, being interpreted as waste, are treated as such. A renewed sense of meaning needs to be applied to these areas for this perception to change.

Pollution



The culture of Detroit has had a strong reaction to the city's decaying state. The community's citizens act out in reaction to the situation, gaining pleasure in witnessing the destruction of the once great city. Forms of destruction vary, but there have been many cases of arson, cases that culminate in the yearly ritual known as Devil's Night, an occasion where citizens of the community go out and burn down abandoned buildings. Other individuals have a more resourceful role in this destruction. Many of the city's homeless population have become what is referred to as "scrappers," individuals that feed on the decay of the city for survival.

Destruction



Detroit Analysis

Decay



DETROIT

POPULATION

CITY

HOUSING

EDUCATION

INDUSTRY

PEOPLE

RESEARCH



Detroit Analysis

Decay

The abandoned buildings throughout the city mark untapped potential that may be used to help Detroit redefine itself. The vacant properties within the city act as landfills in their current condition, but if restrictions are lifted that enable individuals to lay claim to these properties than this potential may begin to be realized. As this map shows, the abandoned properties within the city that have yet to be removed have ecological potential that may become a valuable resource for Detroit in this age of necessity. The urban farming that has begun in the city may become something that defines the city. Imagine a Detroit that is defined by renewable resources and not by the automobile, a future that is marked by growth not decay, this is what the city could become.



DETROIT

POPULATION

CITY

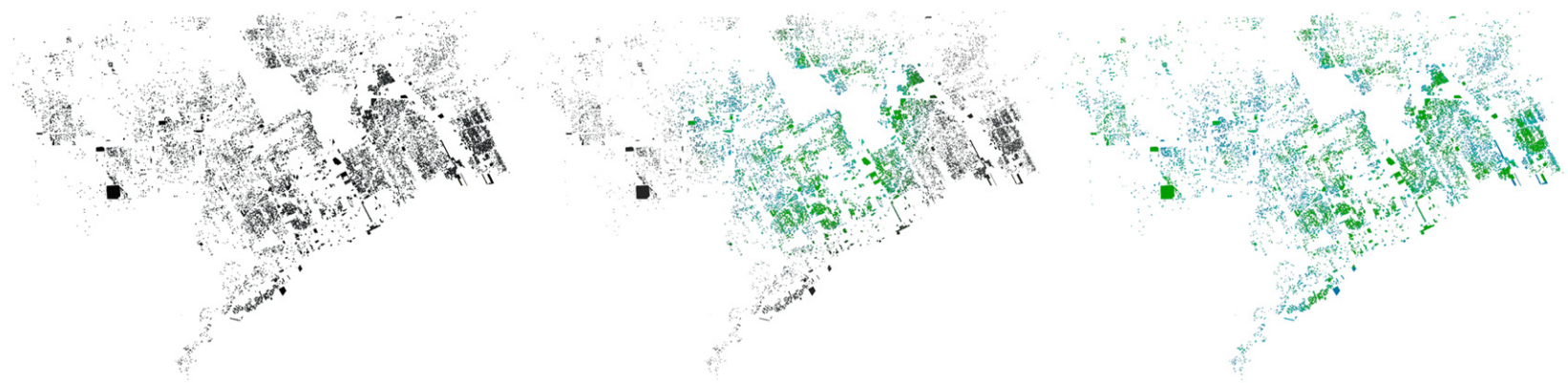
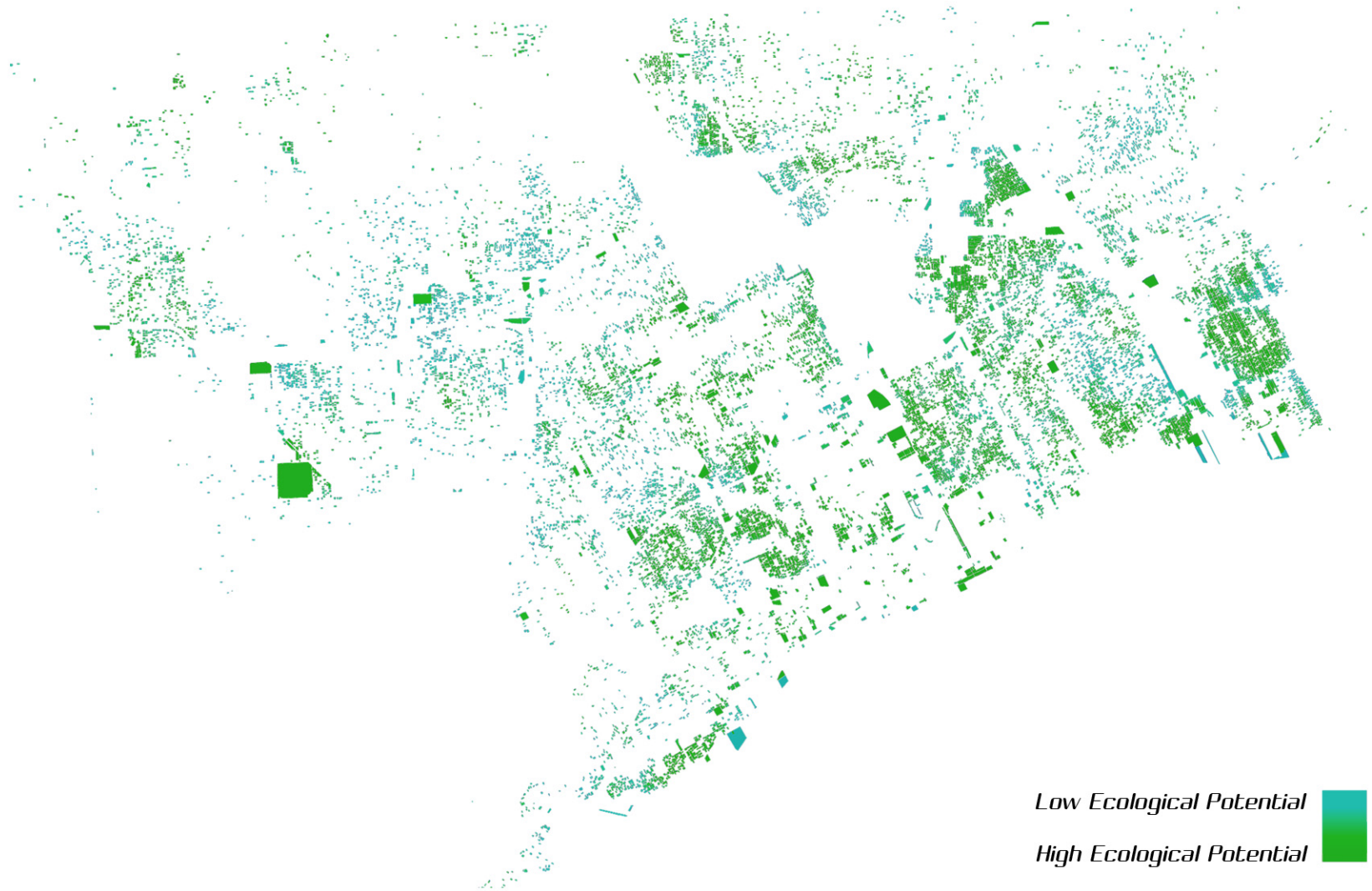
HOUSING

EDUCATION

INDUSTRY

PEOPLE

RESEARCH



DETROIT ANALYSIS

DECAY

The decrease in population has created a culture of abandonment in terms of housing. The only demand that has been generated in terms of Detroit's housing market is demolition. The burden that is presented by these structures may be understood by the value that they claim in the market. The average cost of house within the city is under \$30,000, and most sell for less than that. In some instances, banks will offer a property a no cost just to transfer ownership and liability. Most of the abandoned buildings within the city are seen as lost causes. People don't want to deal with them because they see no benefit. The residential scope of the city has to be minimized if one is to attempt to preserve the city, but most of the time the funds and motivation required to carry out this task do not exist.

In some instances, ordinary citizens take it upon themselves to clear away those structures that have become a problem. Many rituals have been developed within the city that address the presence of these blighted structures. The people of Detroit, feeling that their city has abandoned them, take it upon themselves to remedy their own situation. Though the acts that they take may be seen as a positive intervention upon the city, the impression that they make in doing so only helps to further the perception that Detroit's existence revolves around anarchy and chaos.

DETROIT

POPULATION
CITY

HOUSING

EDUCATION

INDUSTRY

PEOPLE

RESEARCH

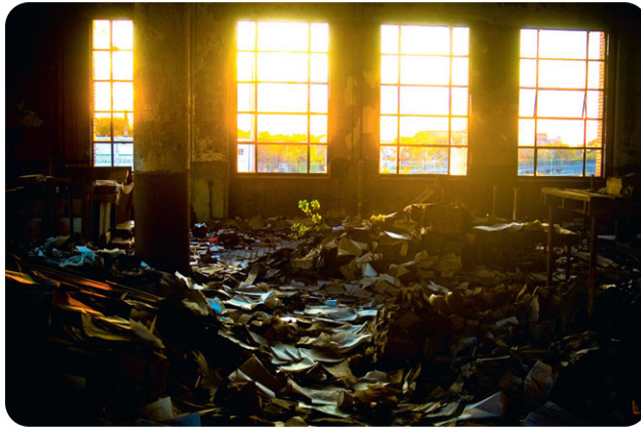


With an aging infrastructure built for twice the existing population, the school district has to shut down and vacate school buildings every year. In 2007, the school board awarded a contract for securing, cleaning and removing supplies from closed schools to a Philadelphia-based company with ties to school board members. However, the work at many closed schools was simply never done. As with any buildings left unsecured in Detroit, thieves looking for metal immediately broke in to steal copper pipes and other valuables. Schools throughout the city have been stripped of metal but left with libraries full of books, computer labs are upturned, but art classrooms are full of supplies.

It goes without saying that the city's schools are in a bad way. Only recently, a principal at one Detroit public school asked parents to send toilet paper and light bulbs to school with their children because the district could no longer provide those necessities. Most students are not allowed to bring textbooks home, if their school has textbooks at all. The Detroit Public Schools are allotted more tax dollars per pupil than any other district in the state, and yet none of the money actually reaches those students or their teachers. It disappears in a morass of bureaucratic waste and corruption.

People tend to have a visceral reaction to the sight of books piled ten feet high and left to rot in a windowless warehouse or strewn about a classroom floor. They seem to have more sympathy for books than for the children who'll never have the chance to use them. Half of Detroiters cannot even read. Unemployment is above 20 percent, the streets are filled with hopeless people, and the state of education in the city makes it much more difficult for this to change.

POPULATION
CITY
HOUSING
EDUCATION
INDUSTRY
PEOPLE



Detroit Analysis

Decay

Detroit is defined by the automobile and the state of the American automotive industry. Ford, Chrysler, and GM keep the city afloat, but current trends have called into question the future of these companies. The perception towards the American car industry has caused a substantial drop in the demand for the products that these three companies produce. With the city's unemployment at 21%, many are wondering whether or not Detroit can pull itself out of the position that it's in, especially when it is expected that things will get worse. The abandoned factories that remain throughout the city serve, once again as a reminder of the past glory that the city once claimed. People came to Detroit to find jobs that paid well and allowed them to live happy lives. Now the only people that remain in the city are those who don't have the means to escape.

DETROIT

POPULATION

CITY

HOUSING

EDUCATION

INDUSTRY

PEOPLE

RESEARCH



Detroit Analysis

Decay

The people of Detroit become the main signifier as to the state of the city. Detroit has begun to wither away as a result of population loss, and the people that have been left within the city become its ghostly inhabitants. Their existence is synonymous with the city in its current state. The people left inside of Detroit help to define the once great city. It is their actions that help to structure its nature. Realizing this, it may be easily understood that the blight of Detroit is derived from the blight of its people, the crime a representation of their anger, and the decay a signifier of their despair. Resolution within the city does not begin with physical revitalization, it begins with emotional restoration of the people.

POPULATION

CITY

HOUSING

EDUCATION

INDUSTRY

PEOPLE

DETROIT

RESEARCH



DETROIT ANALYSIS

DECAY



DETROIT

POPULATION

CITY

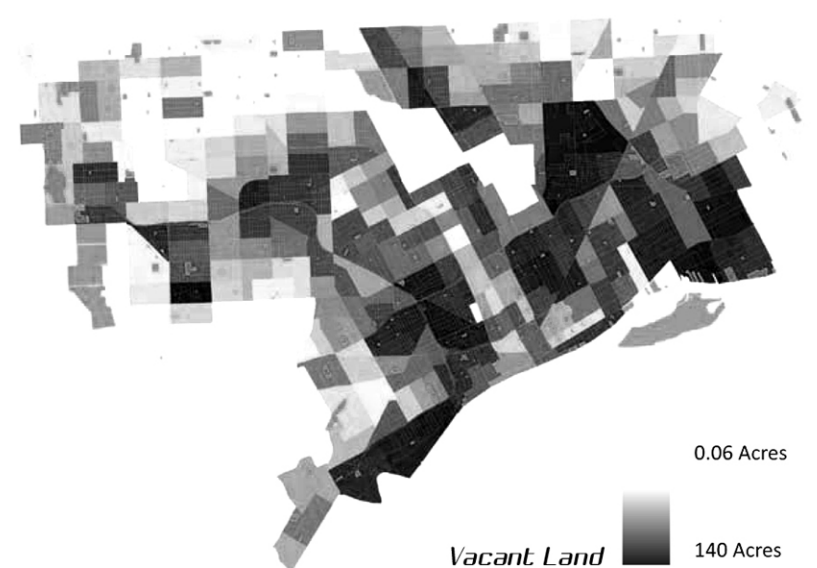
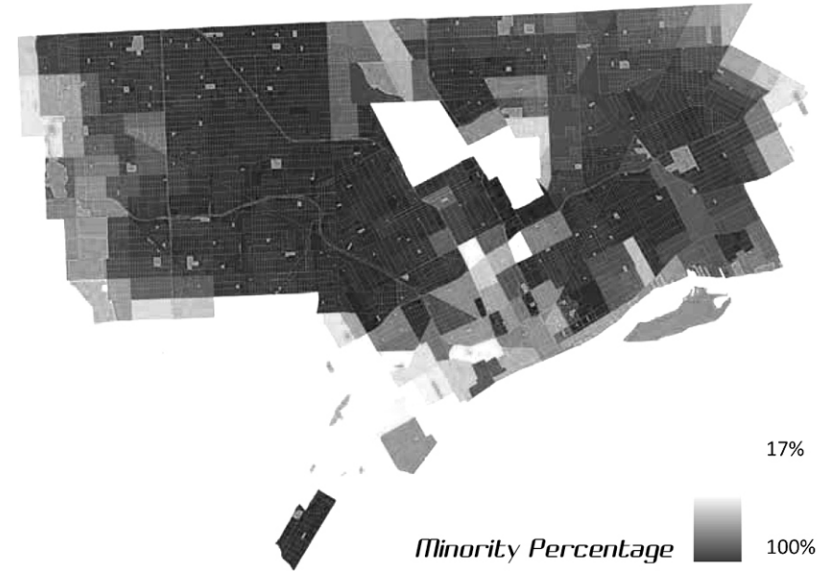
HOUSING

EDUCATION

INDUSTRY

PEOPLE

RESEARCH



Research Analysis

Detron

Research for the project began with an idea that there were problems in the way that humans have structured their civilizations. Humanity has been building upon these systems of dependency since the dawn of time, never calling into question their validity. Energy is spent developing more efficient ways of living with little concern of the consequences that may occur as a result of their implementation. Society is completely infatuated with its own existence, and only now does it realize that its very presence and the impact that it has upon the planet may call into question its future in the world.

The thesis proposal changed dramatically as research into these systems occurred. Detroit, becoming a good example of a city that had been defined by a broken system, became the focus. The city's character presented a situation that fit fairly well with the idea behind the original proposal. It presented itself as a system that had been built upon a weak foundation, and was in a state of degradation as a result. More specific in its context, Detroit became the site upon which experimentation could occur.

The research and understanding of human systems was carried out before any research was done on Detroit. This made it easier to extract the flaws in Detroit's makeup, and also helped with the development of possible solutions. The stimulus for project development came from an understanding of the people that inhabited the city. Realizing that these societies are composed of individuals and it is these individuals that form the foundation of these societies, it can be assumed that an intervention upon the people would become an intervention upon that society.

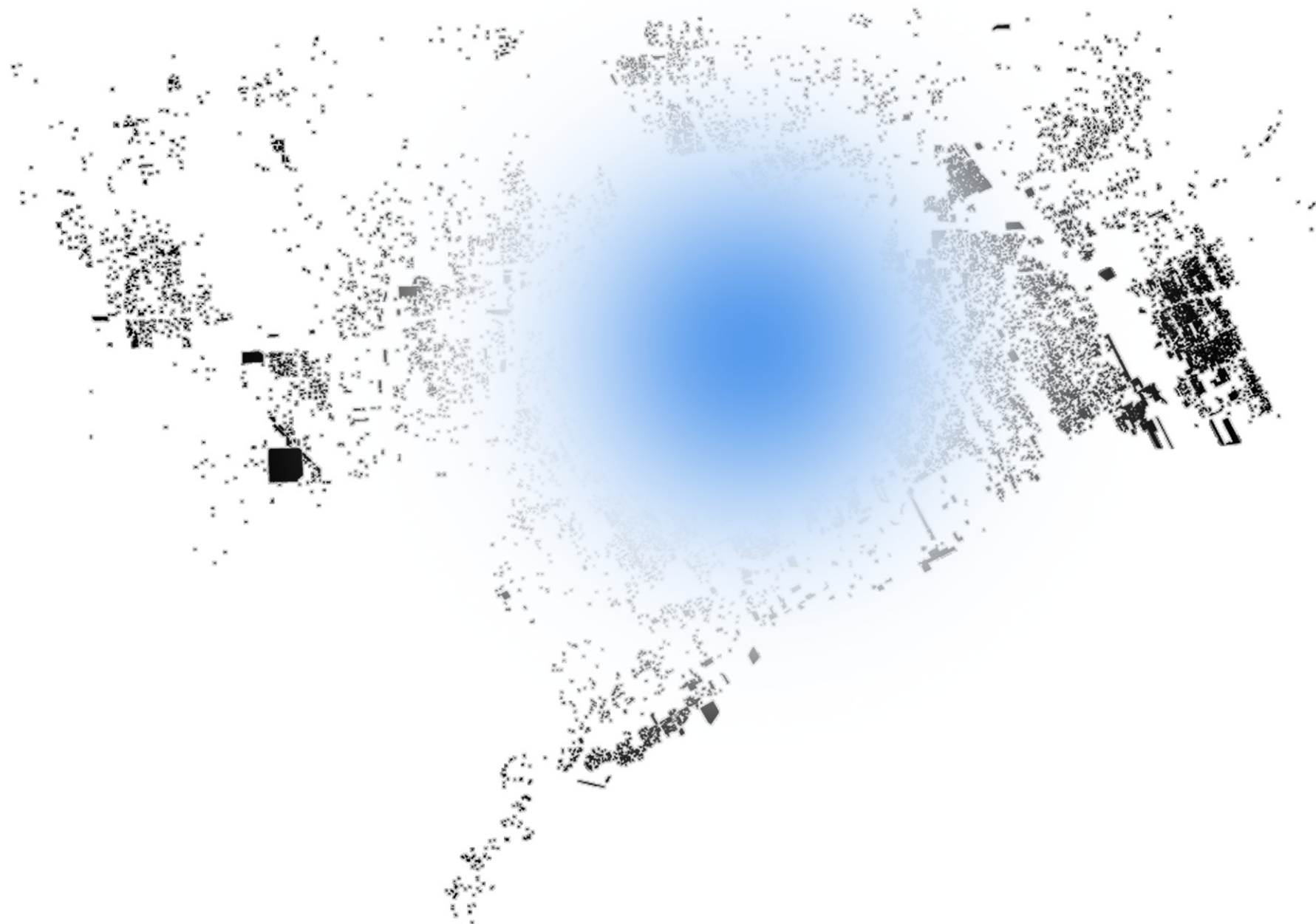
Research into the social nature of Detroit's people helped in the development of a system that would be physically engaging and help in the restructuring of the city. After a thorough investigation of previous proposals and projects throughout the city,

it was determined that a positivist intervention was not necessarily the right choice. The attitude of people in today's society is rooted in the idea of progression, but resolution to Detroit's problems is not. Progressive solutions that have been injected into the city are absorbed and forgotten. Detroit acts as a black hole, sucking up anything that is thrown upon it, creating a situation in which traditional definitions or applications of architecture do not apply.

Realizing that everything that has been done to try and save the city has failed, one may begin to understand that constructive architecture may not be the right decision. This understanding was taken and applied to the idea of the original proposal, which created the desire for an investigation of a new type of architecture altogether. The resultant was a proposal that focused on the creation of a system that emphasized demolition over creation.

INTRODUCTION

ETASURE



Research of the Shrinking city phenomenon and its relation to the city of Detroit created the desire to create a system that would deal with the progressive and digressive nature of cities throughout the world. Societies have an infatuation with progression, and more often than not, tend to grow with little consideration for the future. Detroit became a perfect example of this attitude. The city grew exponentially because of its relation to the automobile in the early nineteenth century, but when its relation to that industry became weak, the city began to break down. Detroit was built upon a foundation grounded in an industry that was incredibly volatile, and when there was a shift in that industry after WWII, the foundation began to crumble. At this time, Detroit no longer stood at the center of the automotive industry, and thus, no longer had the support that it needed to maintain itself.

The automotive change that occurred in Detroit in the 1950s caused a shift in the population. The people that migrated into the city for jobs during WWII began to leave along with the jobs that brought them. The problem with this de-industrialization was that the city of Detroit, as its population shrank, remained the same. The massive infrastructure that was injected into the city to accommodate the 1.8 million people living within its borders could no longer function because the population that existed to support it did not exist, and the city has been decaying for the last fifty years as a result.

The thesis proposal was generated from the understanding that there are many shrinking cities in the world with this very issue, and in order to deal with it, there must be a different attitude applied than that of progression. The title of the project, erasure, begins to define a new approach that societies may be able to use when faced with decaying infrastructure. The process that is outlined in the rest of the book becomes a representation as to

how this system may begin to be defined. Though the proposal is not meant to be practical in any way, the question that is asked through its presentation is one that should be universally considered when one is faced with architecture that no longer fulfils the function that it was created for.

When one considers architecture, thoughts of building and construction always seem to command the highest presence. But when one considers cities like Detroit, it may be seen that demolition within the city has become its most prominent form of architecture, and unfortunately, in today's society, the architecture of demolition is hardly ever considered, even though its presence is only predicted to increase.

Preparation

ERASURE

The first phase of erasure involves the creation of separate sections of operation within the city. The purpose of this process is to help provide a level of focus for Detroit and her citizens. The nine sections were chosen based on their proximity to one another and the amount of decay within the surrounding area. The people within these sections may act in accordance to the rules of erasure, but only within their own respective section.

Site selection, as mentioned above, was determined through proximity and decay, but the specific areas of implementation were chosen based on their ability to rapidly inject the event into the city of Detroit. The nine sections have their centers placed upon major arterial intersections within the city. The injection of components into these areas helps to create maximum exposure for the event and a rapid transmission throughout the city.

Preparation

Arrival

Components

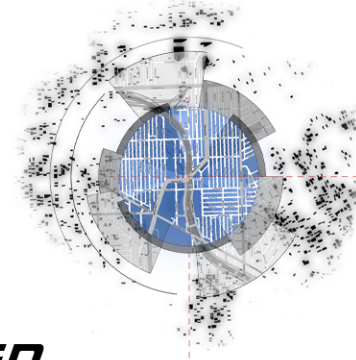
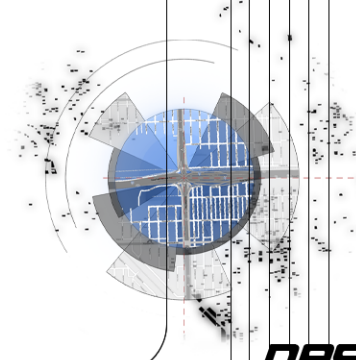
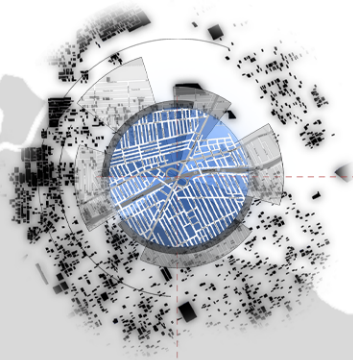
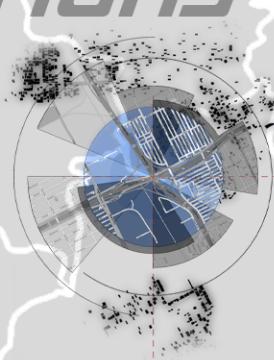
Regulations

Process

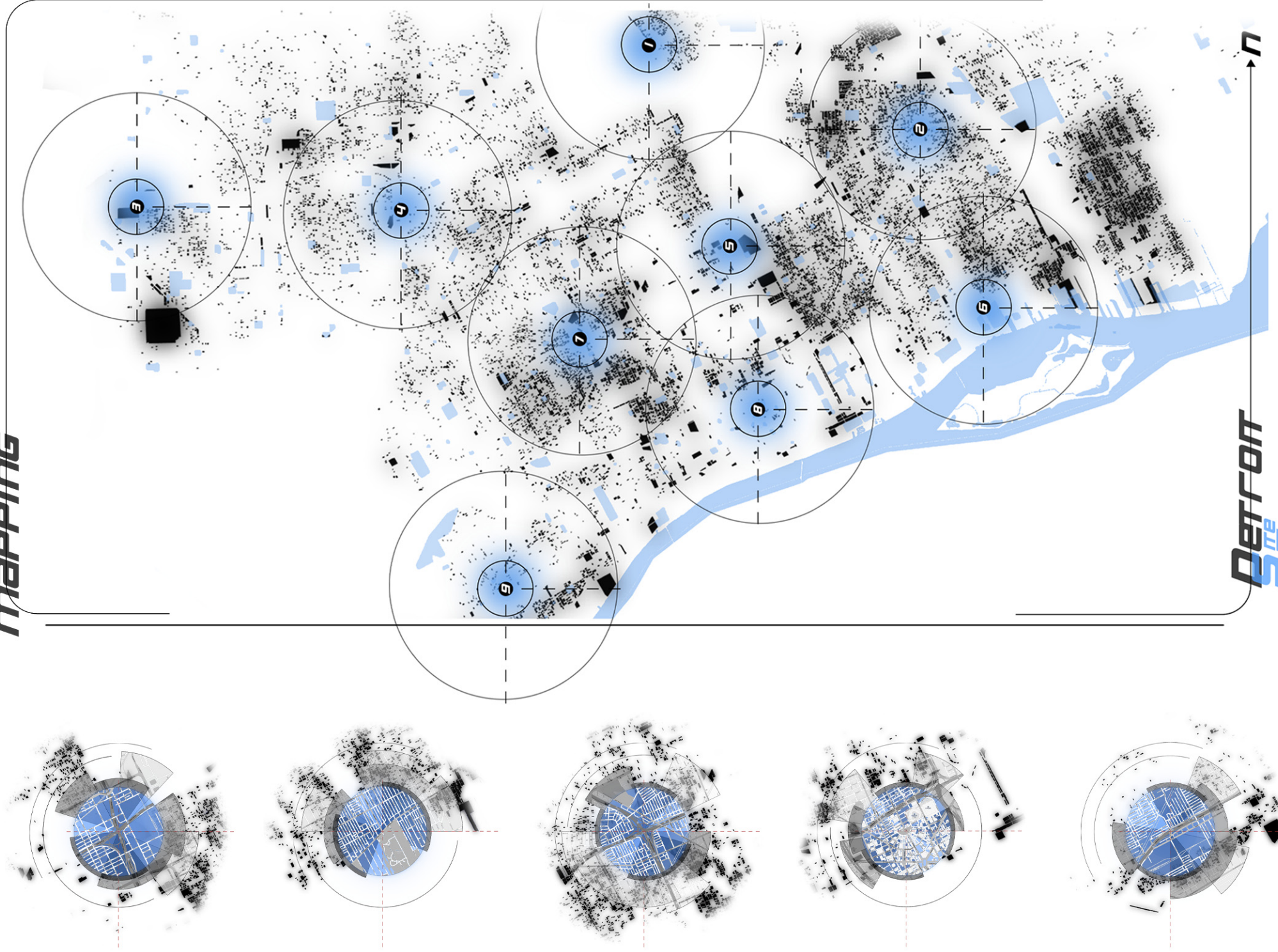
Erasure

CITY SECTIONS

DETROIT



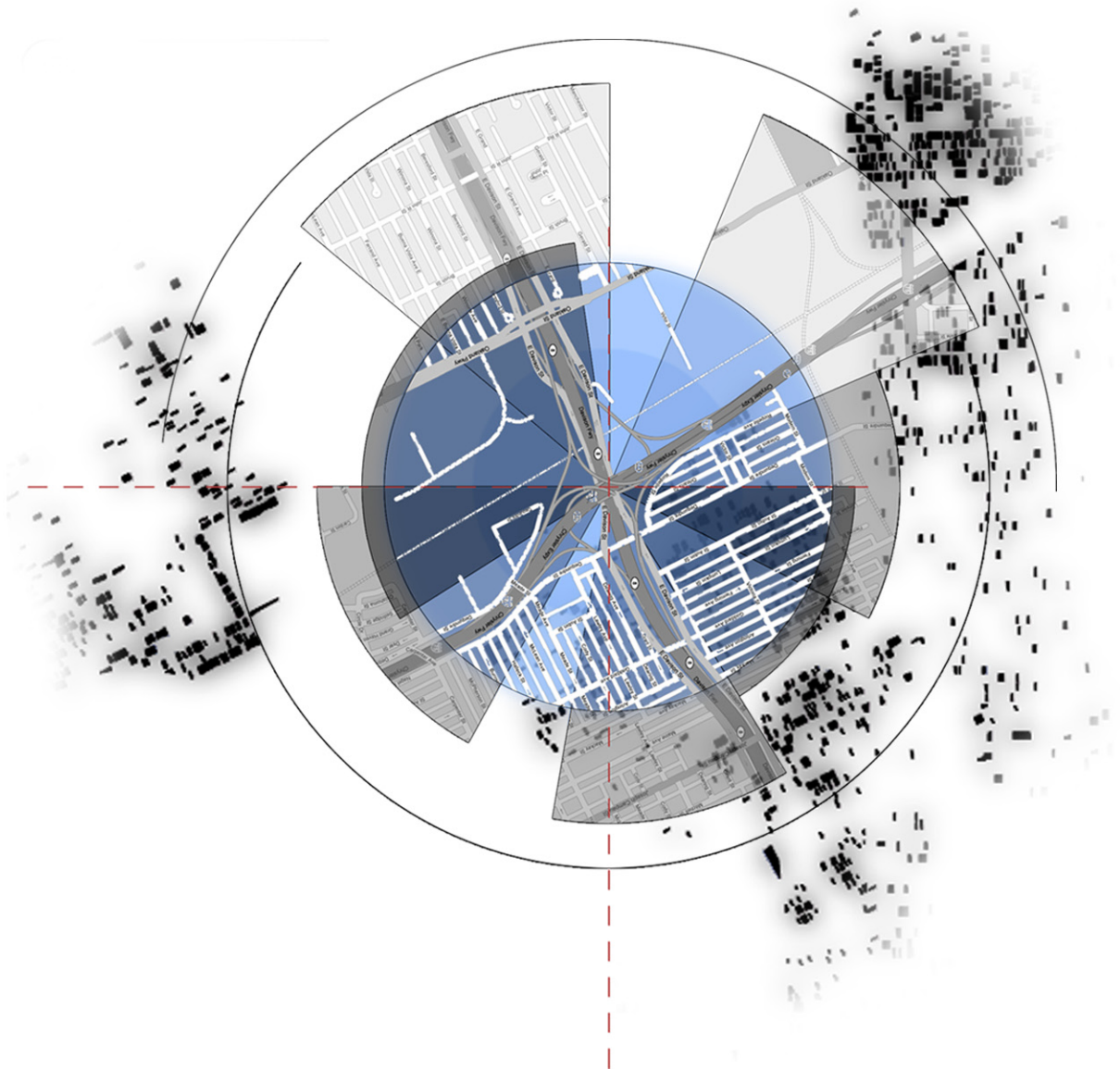
DESIGN



Preparation

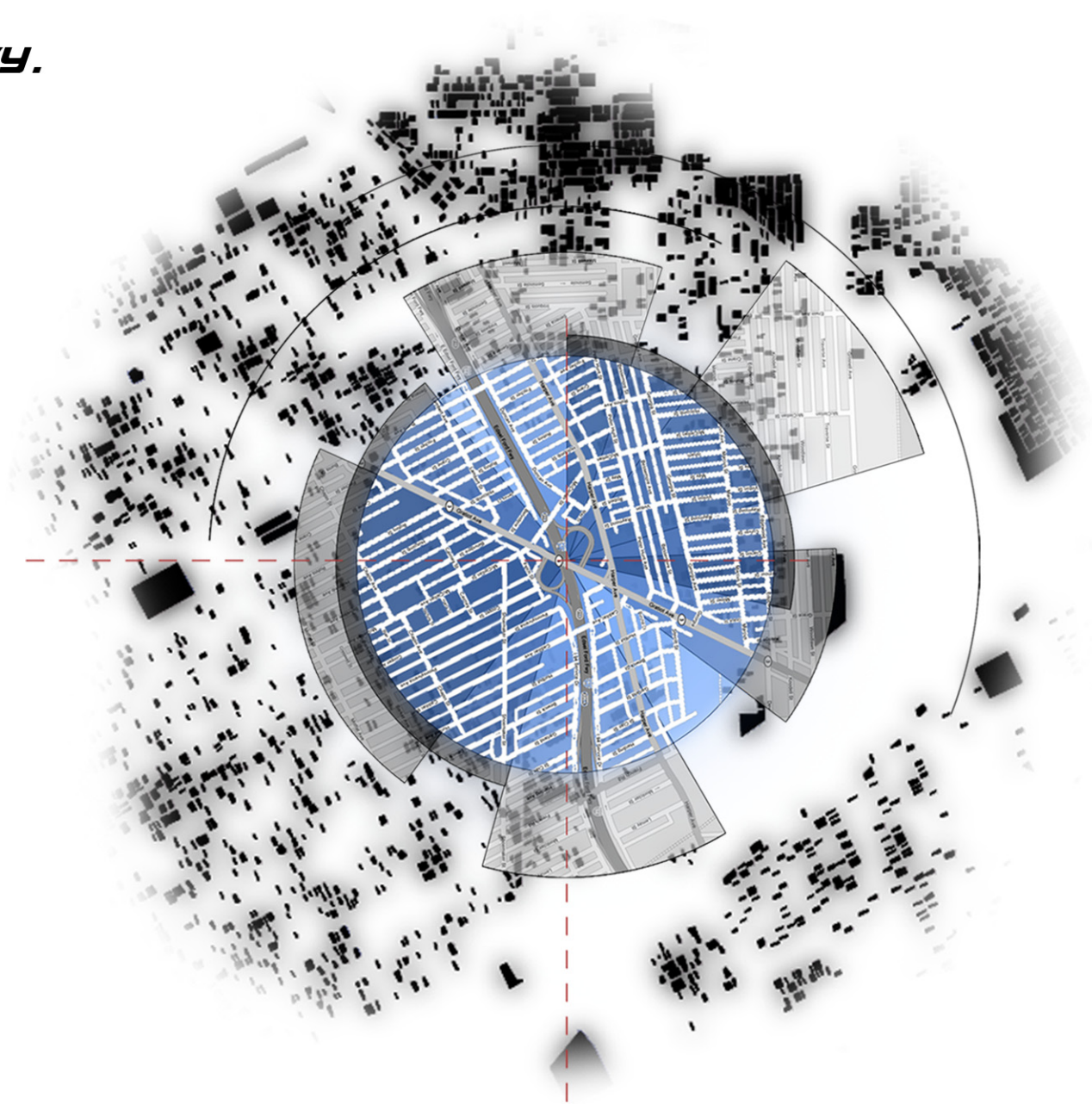
ETASURE

DAVISON FWY.



SECTOR ONE

FORD FWY.

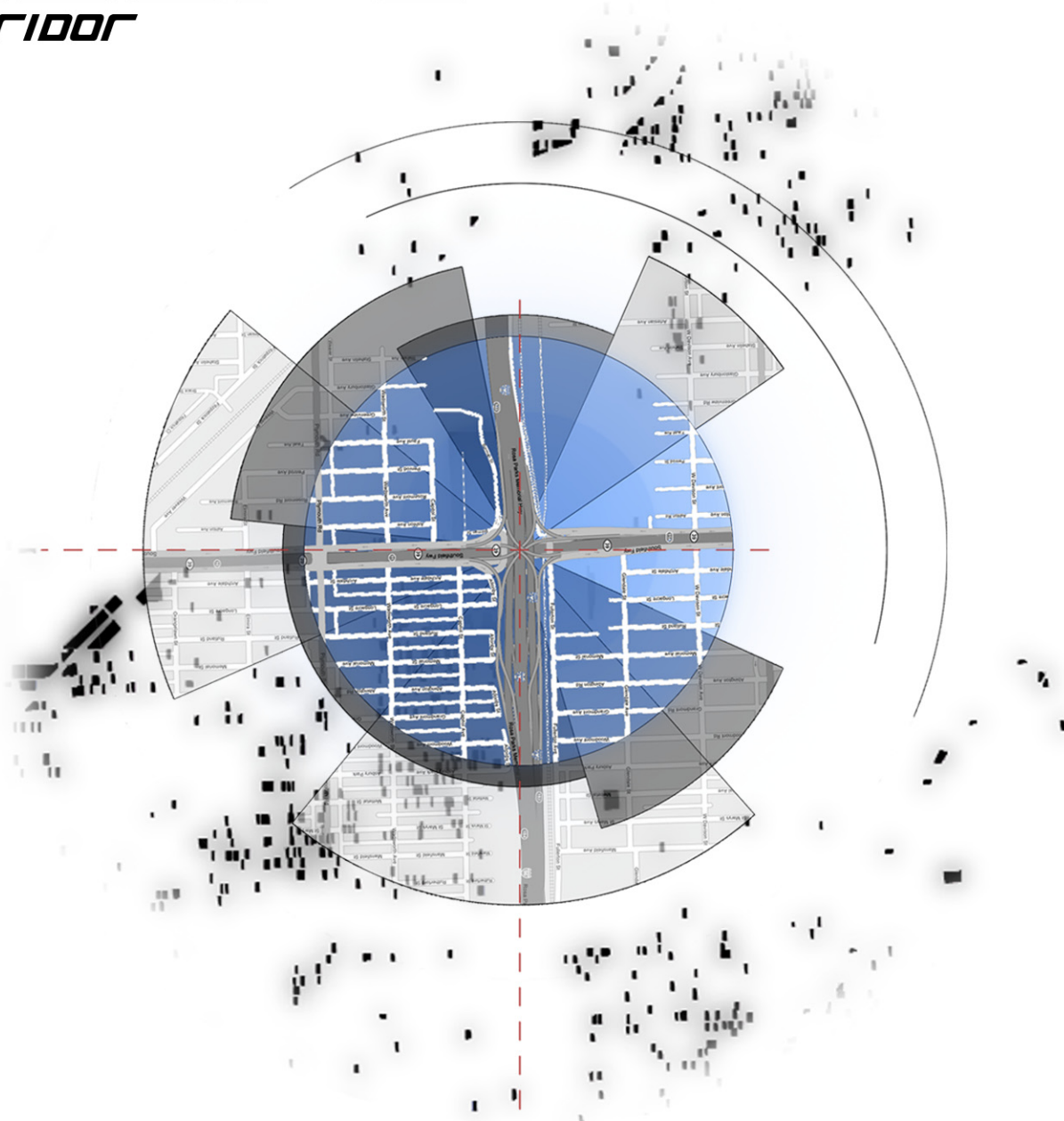


SECTOR TWO

Preparation

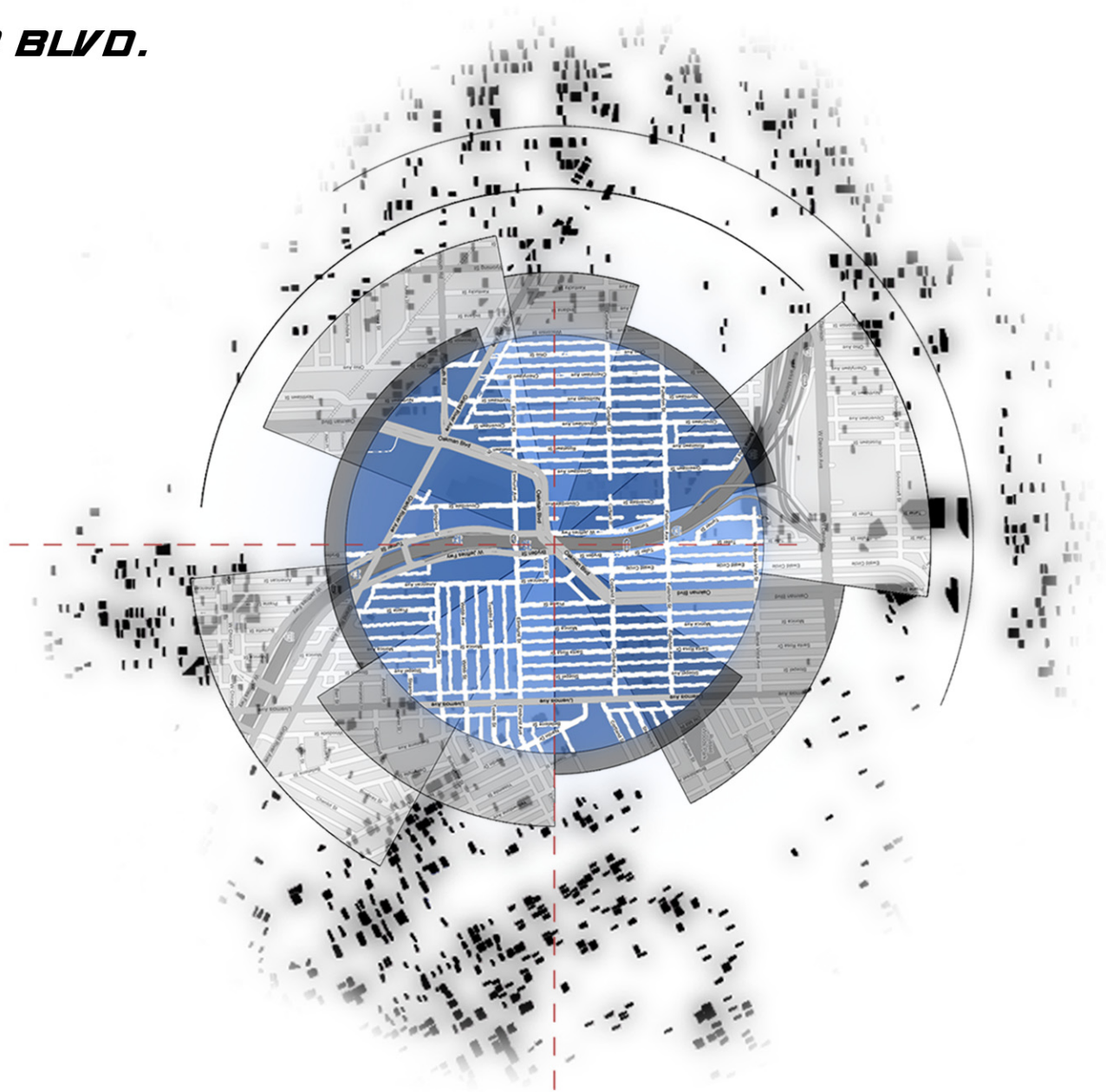
ETASURE

I-96 CORRIDOR



SECTOR THREE

DAKMAN BLVD.

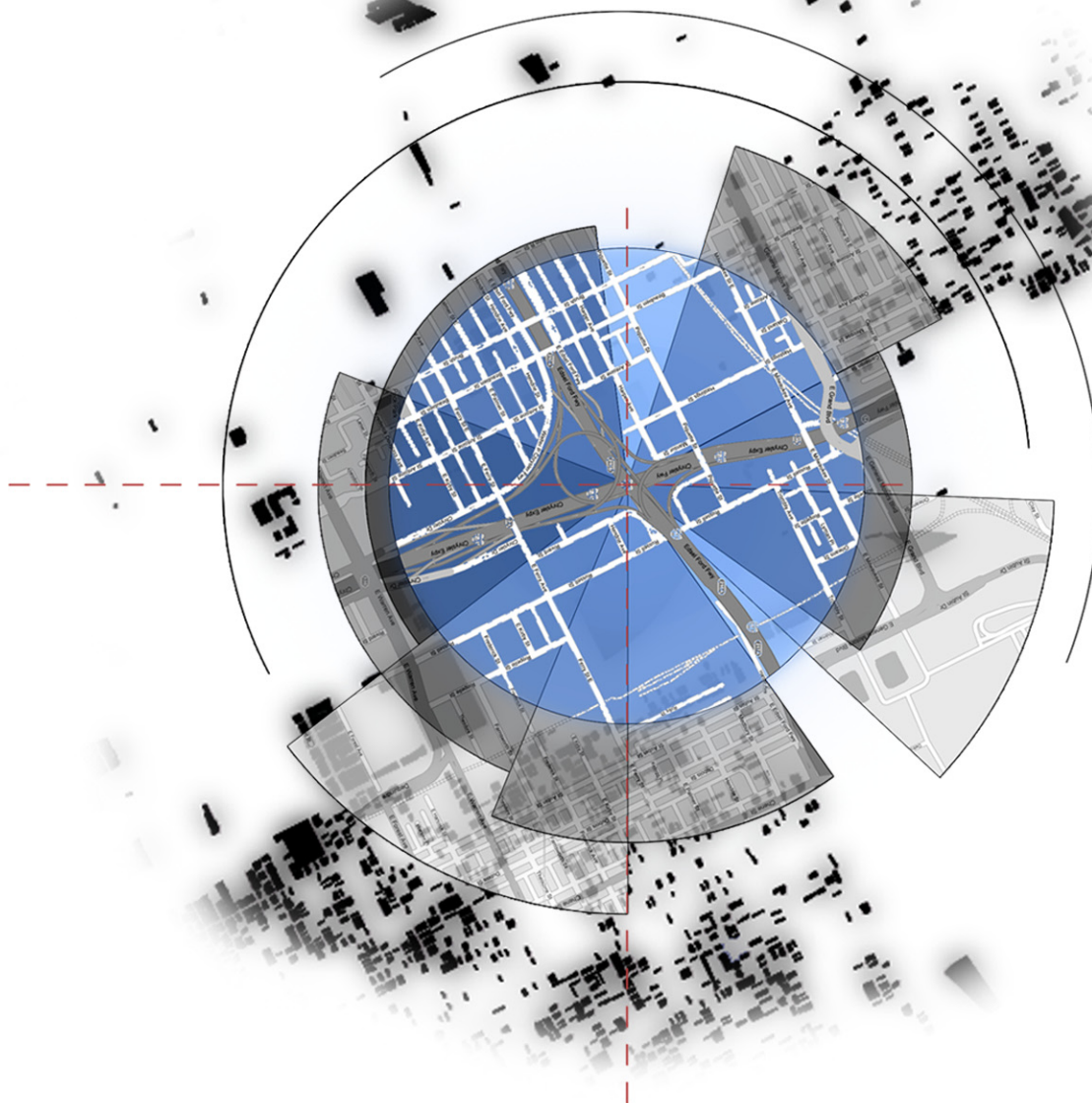


SECTOR FOUR

Preparation

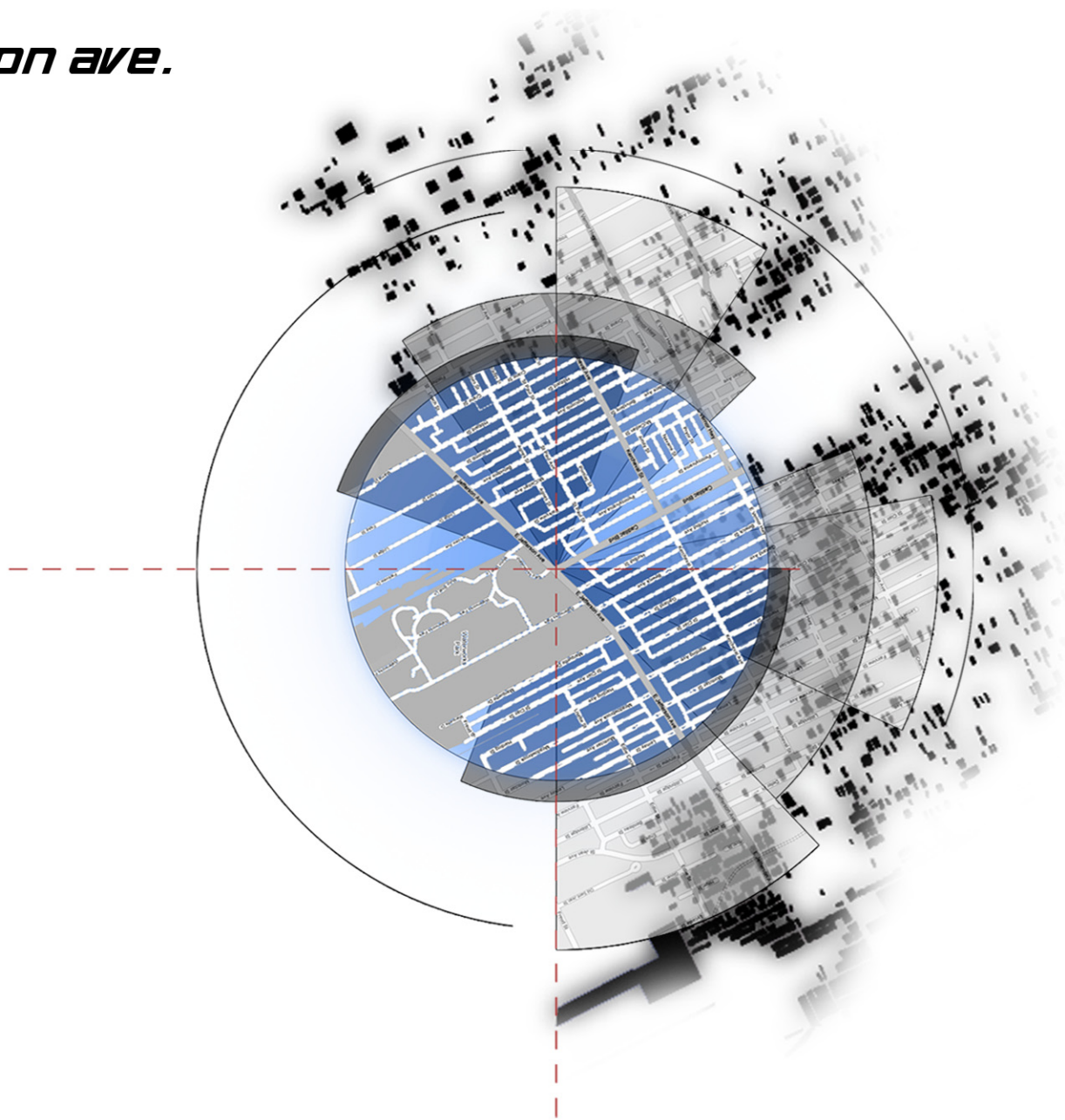
ERASURE

CHRYSLER EXPY.



SECTOR FIVE

JEFFERSON AVE.

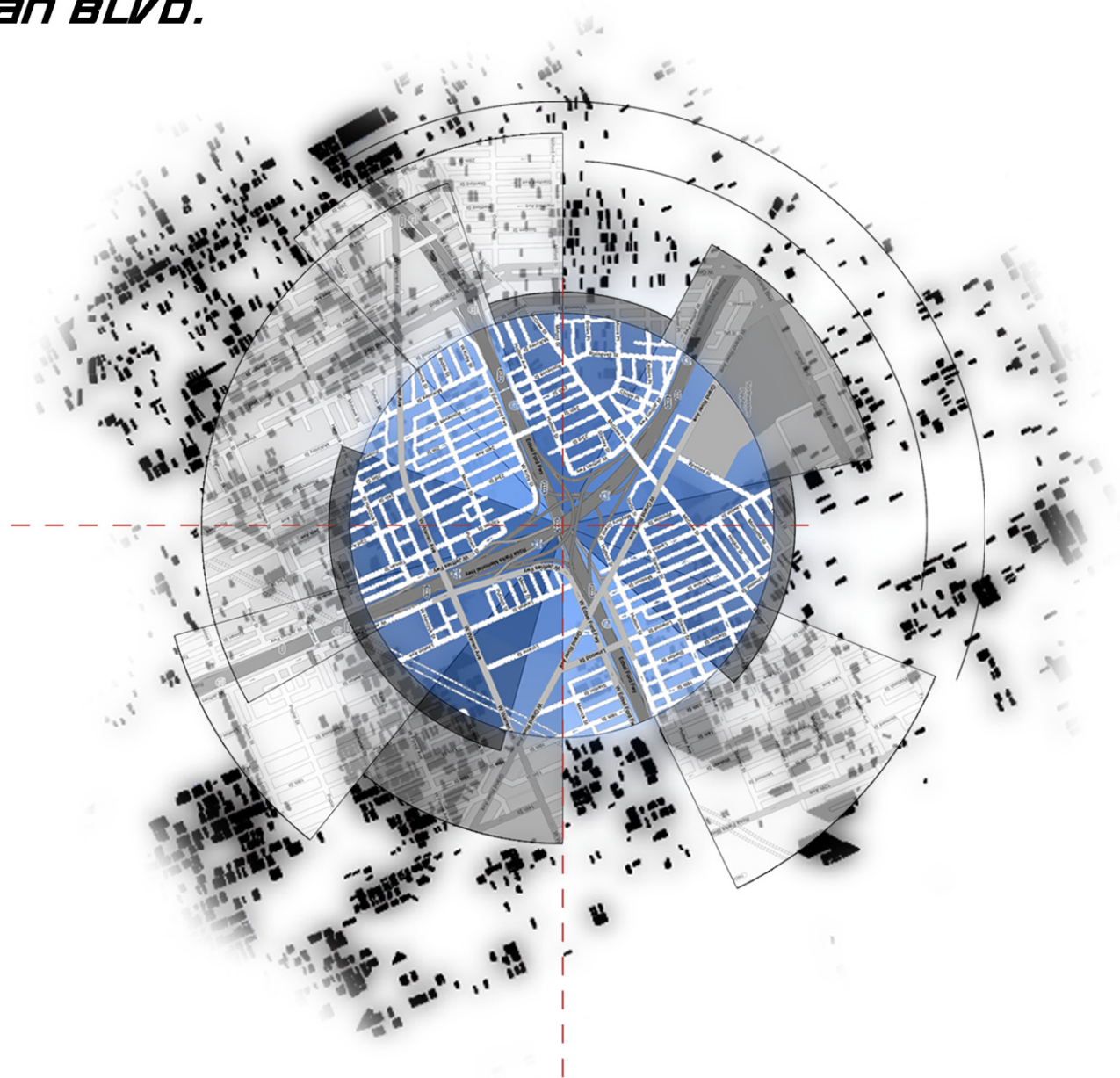


SECTOR SIX

Preparation

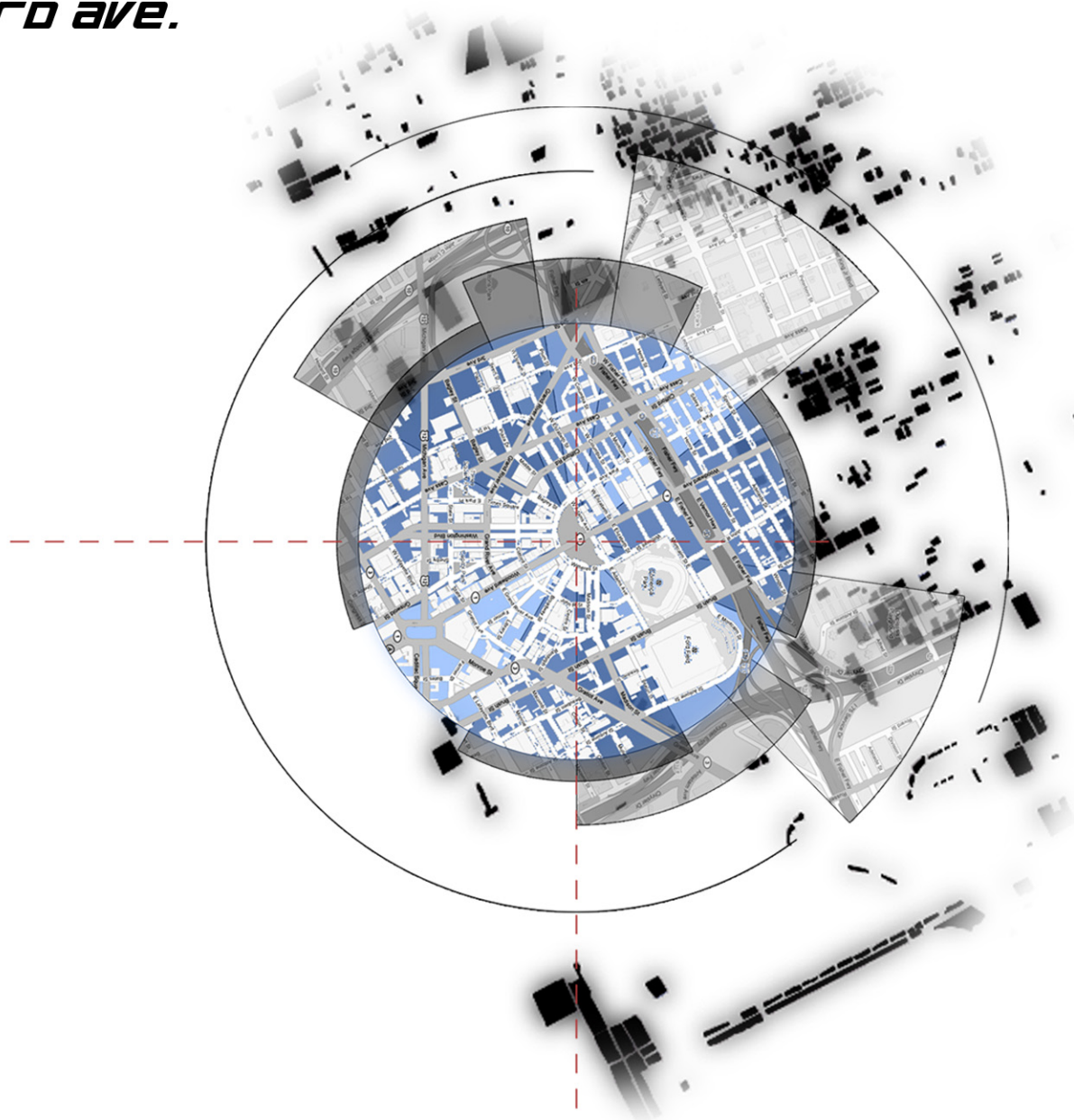
ERASURE

OAKMAN BLVD.



SECTOR SEVEN

WOODWARD AVE.



SECTOR EIGHT

Preparation

ERASURE

The city of Detroit is in need of an intervention, an activation that transforms its citizens and creates an attitude that helps to initiate change. In order for this transformation to occur, the city must be awoken from the haunted sleep that it has been plagued by for the last fifty years. The project must begin by infiltrating the network of communication that saturates the city in order to generate the interest necessary to accommodate the erasure. By creating an obscure, but visually commanding form of marketing that is generated through the use of mass media outlets, the project is helping to embed itself within the minds of Detroit's citizens, creating an interest that will help contribute to the success of the project.

The marketing of the erasure serves to create a context for the project through the initiation of user interest. The feelings that are generated as a result of this marketing help to set the stage for the event that is about to occur, an event where the people of the city become the main contributors. The erasure of Detroit begins with the activation of its citizens; it gains its energy from the participation of the people. The people of the city may choose to ignore the presence that has been injected upon them, but in doing so, they would be condemning themselves and their city to a life no different than that which has come before.

Preparation

arrival

components

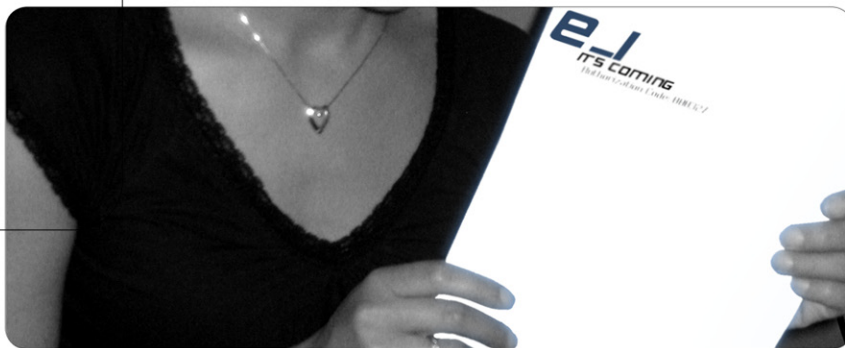
regulations

process

erasure

DESIGN

NOTIFY



ADVERTISE



Preparation

In order to facilitate the process of erasure, the entire city must be brought into play. Detroit acts as the board on which this event occurs, its citizens becoming the participants who engage in the action. Each citizen of the city is given a specific code based on the region of the city they inhabit. Each code serves as a form of authorization that enables Detroit's citizens to participate in the erasure. In addition to site allocation and authorization, these codes serve as activation for the tools that have been provided to facilitate the process of erasure.

With the establishment of Detroit as the board, and its citizens as the players, all that remains to complete the process and begin erasure is the delivery of the pieces necessary to carry out the task of removal. The people of Detroit have been given the opportunity to participate in the erasure and it is they who determine its extent within the city. The pieces provided to facilitate this process are merely tools programmed to engage in this process based on the demands of those who have been given activation codes. These pieces will remain as long as there is a demand for their presence, but once the process is brought to a level of supposed completion and the people grow tired of this presence, the pieces will be removed and the stage that was created to facilitate the erasure will disappear.

CITY SECTIONS

DETROIT

Preparation

arrival

components

regulations

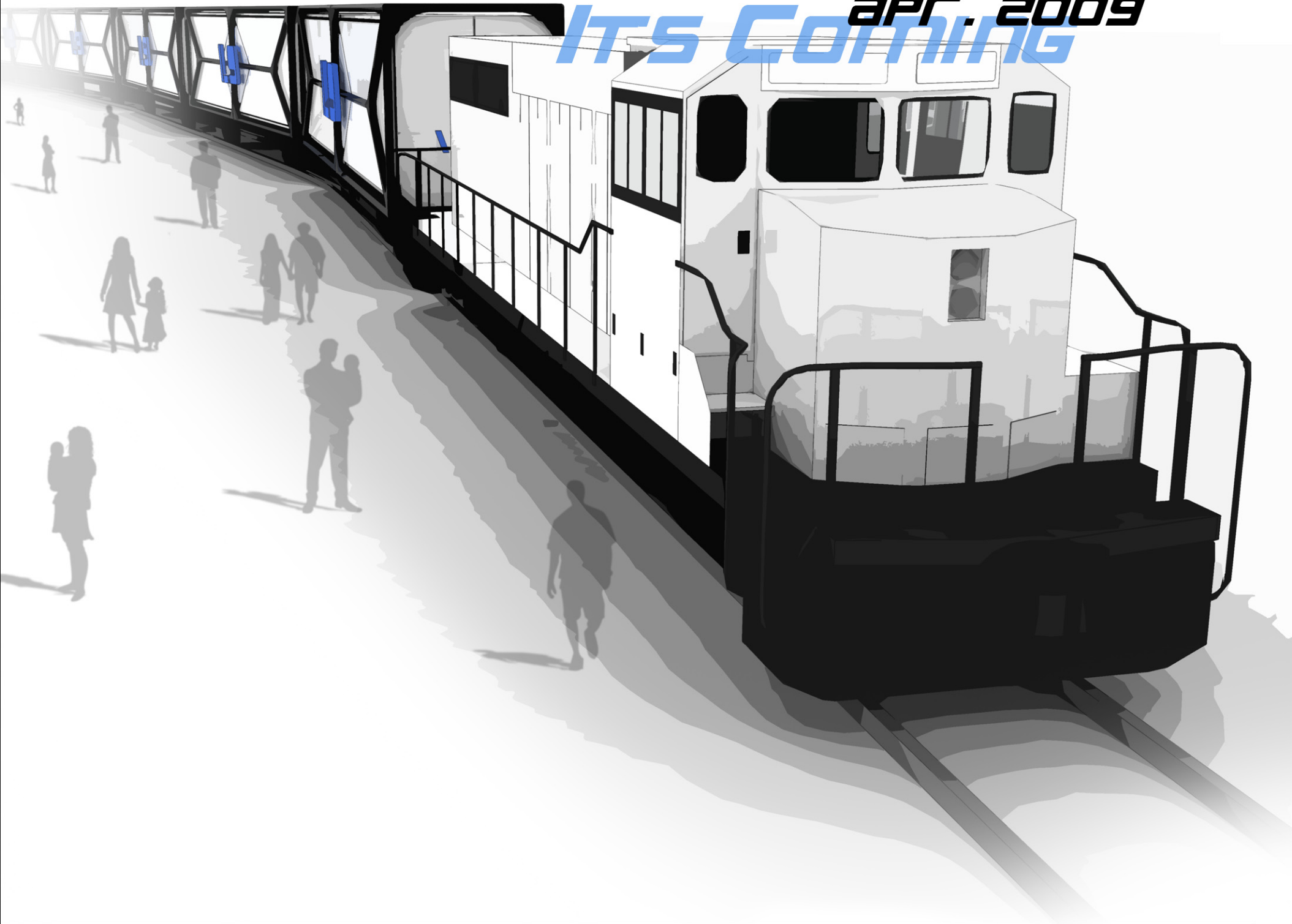
process

erasure



DESIGN

APR. 2009
ITS COMING



Preparation

ERASURE

The purpose of the preparatory stage is to ready the citizens of Detroit, and once awakened, the people are ready to take part in the erasure. By creating a campaign that helps notify the people, the event is helping to develop a system that encourages user participation. The level of interest that is generated in this initial phase is integral because the existence of the erasure and its scale within the city is completely determined by the individuals that inhabit Detroit.

The creation of sectors within the city helps to establish structure for the event. The city of Detroit becomes a board upon which the the people of Detroit play, and it is their actions that govern the outcome.

Preparation

arrival

components

regulations

process

erasure

DESIGN

THE BOARD IS SET

TIME TO PLAY



arrival

ETASURE

The preparatory phase of erasure is concluded with the arrival of the components needed for the event. By this time, the people in the city will have been made aware of the event and they will have the activation codes that they need to participate. The components arrive at the center of their respective section and it is this moment when the people may begin to engage in the act of erasure.

The character of the event is dependant upon the will of the people. Individuals are encouraged to participate because the future of their city is in the balance; it is the mutual actions of the people that determines the event's success or failure.

PREPARATION

arrival

COMPONENTS

REGULATIONS

PROCESS

ERASURE

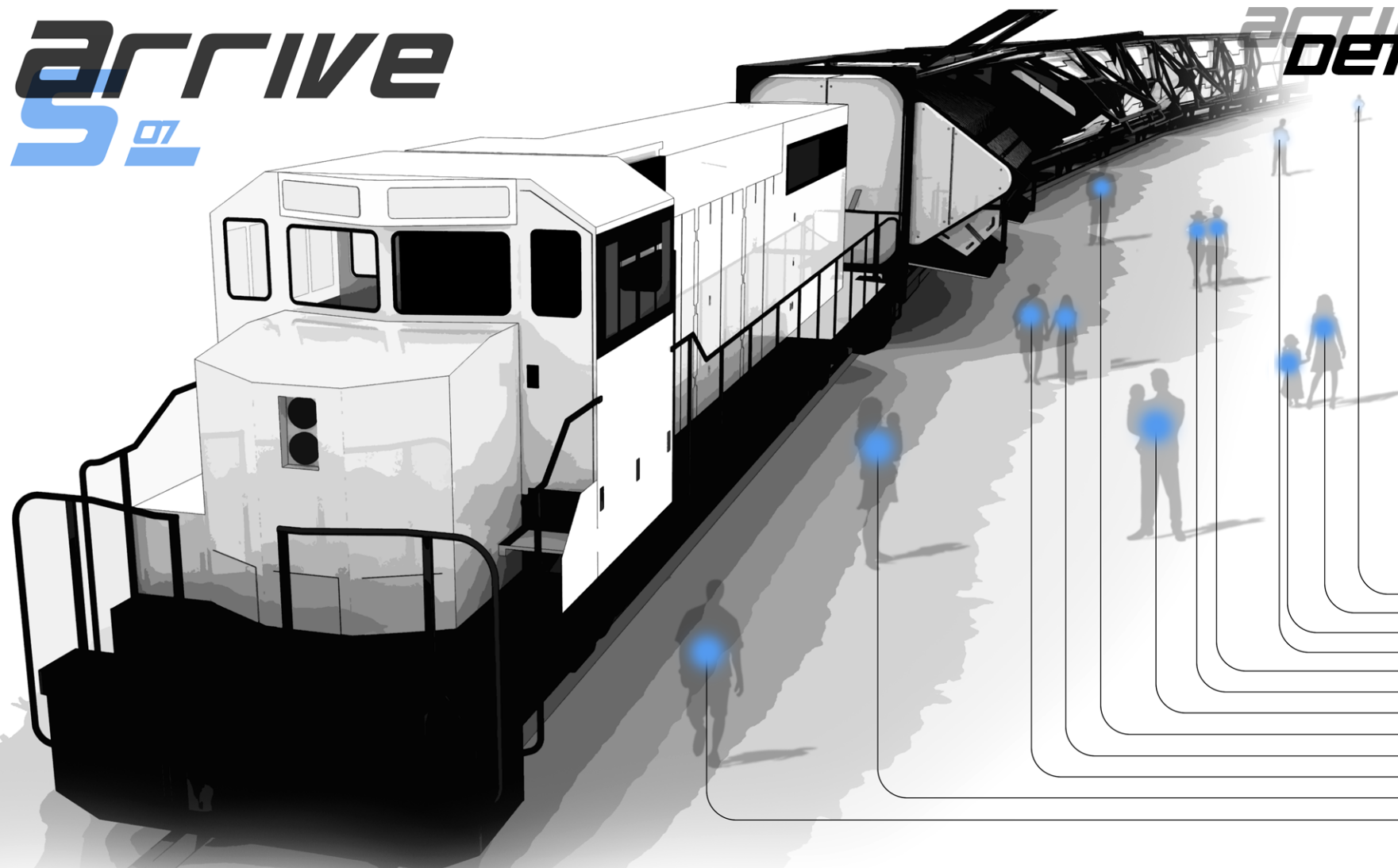
DESIGN

arrive

S₀₇

ACTIVATOR

DETROIT



sector 07
activation codes

- 568927
- 627326
- 654789
- 593536
- 573546
- 667895
- 882312
- 590453
- 590454
- 627568
- 627569
- 638765

arrival

ET ASURE

For the purposes of this project, the city of Detroit is divided up into nine sections to help formally structure the action of the people. It is assumed that the individuals who inhabit a particular sector have somewhat of a connection with its physical extents and are in a good position to judge what should or should not occur within its boundaries. The citizens of each sector are given registration codes that may be utilized to make a difference within the sector where these specific codes are assigned, and it is only in that sector where they may begin to physically engage in the process. This allocation is not done to segregate the people of the city; its purpose is to provide a level of focus that encourages individuals to make a difference in the areas of the city that they have more of a connection with.

PREPARATION

arrival

COMPONENTS

REGULATIONS

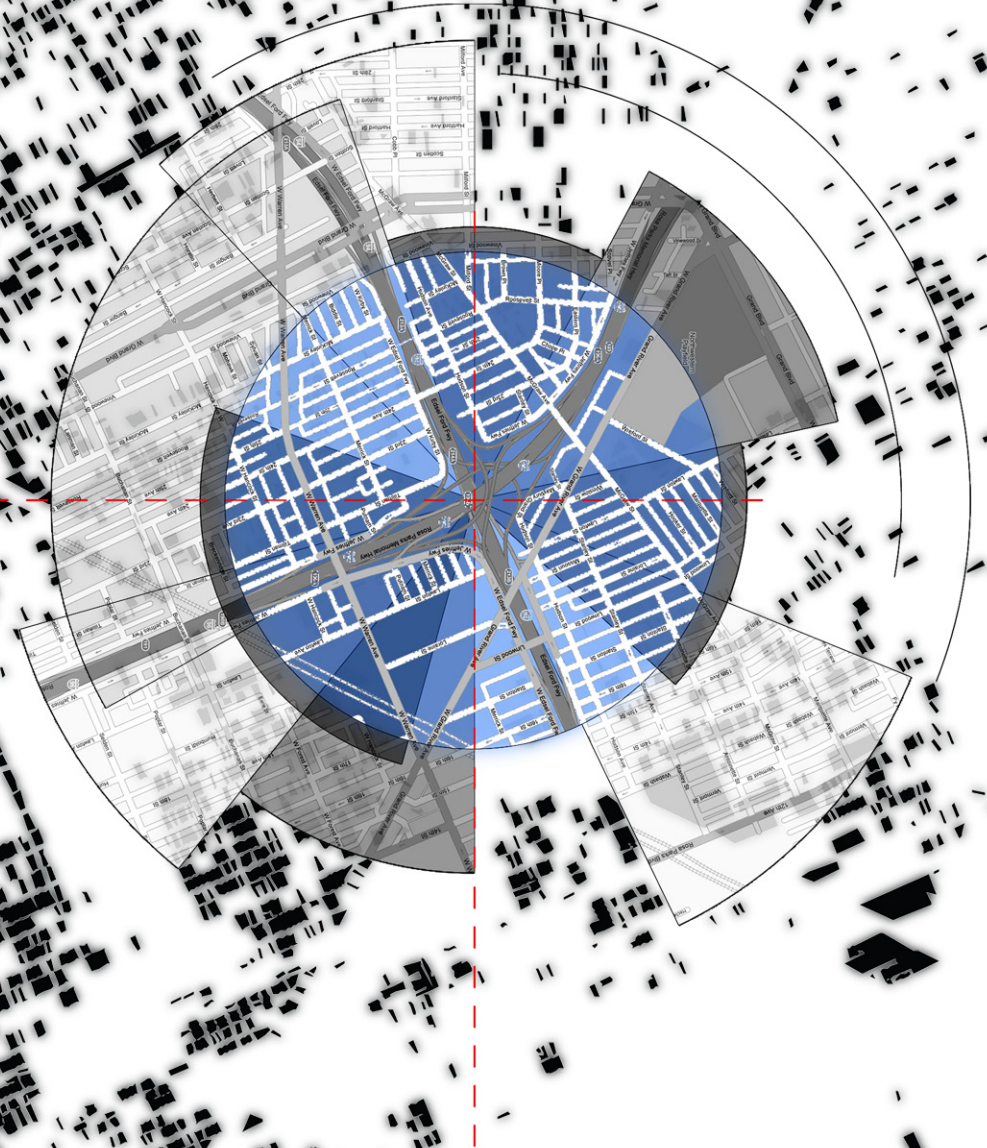
PROCESS

ERASURE

DESIGN

arrive

S07



arrival

ETASURE

In order to classify user interaction for such an event, there must be several categories laid out that examine the possible roles that people may take in reaction to the event of erasure. Initially, people will be grouped into sections of active and passive users. As is the case with any event, there are individuals who will take full advantage of the opportunities presented, and there are those who will completely ignore anything and everything that is going on around them. For the purposes of this project, the passive users and their counterproductive mentality, will be ignored. The active users represent the individuals that have the capacity to enact change by reacting in some form to the activity that will be going on around them as a result of the erasure.

There are no specific roles delegated to the active users, there are only predictions as to what roles the individual may assume during this event. One of the primary goals of this project lies in the creation of conflict, the extraction of emotion and opinion that in turn generates interest and helps to provide a renewed sense of meaning for the city.

PREPARATION

arrival

COMPONENTS

REGULATIONS

PROCESS

ERASURE

DESIGN

PLAYERS



Spectator



Recruiter



Defender



Eraser



Vandal



Scraper

arrival

ET ASURE

Those who help define the city are the ones that may participate in the erasure. It is the character of these people that determines the outcome of the event. If Detroit's citizens see a future for the city, than the event may become a positive intervention upon the city. But if the people examine their existence within Detroit and see no positive outcome, than the event may become another act of restoration consumed by the black-hole of despair within the city.

The preparatory stage of the event readies the people for what is about to occur, and causes them to examine the city's meaning. The understanding of the city's significance to each individual leads them into the event by creating anticipation for what is about to happen.

PREPARATION

arrival

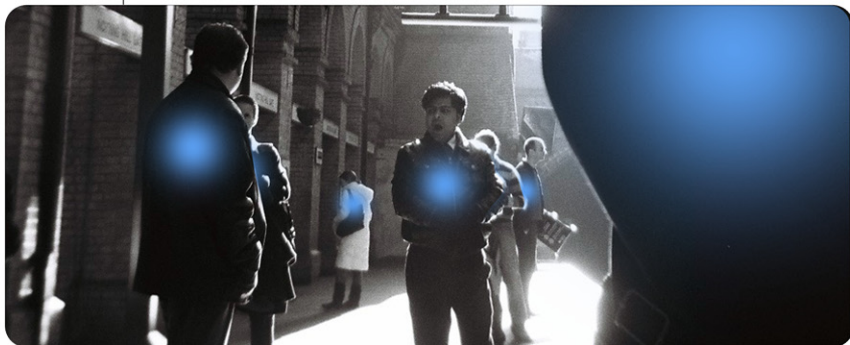
COMPONENTS

REGULATIONS

PROCESS

ERASURE

DESIGN



COMPONENTS

ERASURE

The destroyer acts as the primary symbol for the event of erasure. As a device, the destroyer is a tool of demolition. It is sent to Detroit to facilitate in the removal of the blighted structures within the city. As a symbol, the destroyer becomes a form of expression for Detroit and its citizens. It acts solely on behalf of the people and their desires for what should be kept and what should be removed. It's process of activation and deactivation becomes a game between the people of the city that creates conflict, which in turn, creates interest. Individuals will choose sides, and establish opinions based upon their own perception of what is right and what is wrong. People will act against the city and release the anger that has been building inside of them for so long, but people will also choose to take the feelings that they have for Detroit and make a positive difference.

The democratic structure of the event becomes the sole determinant of its outcome. This erasure helps to produce change by initiating an event that gives the people responsibility for the future. The destroyer, acting as the main component of erasure, becomes an expression of emotion and a symbol of choice. There is no direct solution, no correct answer, there is only the will that governs the action of the people.

PREPARATION
ARRIVAL

COMPONENTS

REGULATIONS

PROCESS

ERASURE

DETROIT

DESIGN

Destroyer

86

FUNCTION

- *The primary device of demolition*
- *Performs the duty of those who activated it*
 - May only engage in the destruction of*
- *structures that have been stated as needing demolition*



COMPONENTS

The destroyers may be activated directly upon arrival within the city, but in order to activate a single unit, there needs to be a level of collaboration between the people. The destroyers act as the agents of destruction for the event, but in order for them to carry out this task, there needs to be a group of individuals that activate them. By themselves, the destroyers are not capable of completing any task; they are merely tools that assist in the completion of a specified task. The activation of the destroyers signifies user engagement in the event, and enables the function of demolition that is embedded within each unit.

PREPARATION
ARRIVAL
COMPONENTS
REGULATIONS
PROCESS
ERASURE

DETROIT

DESIGN

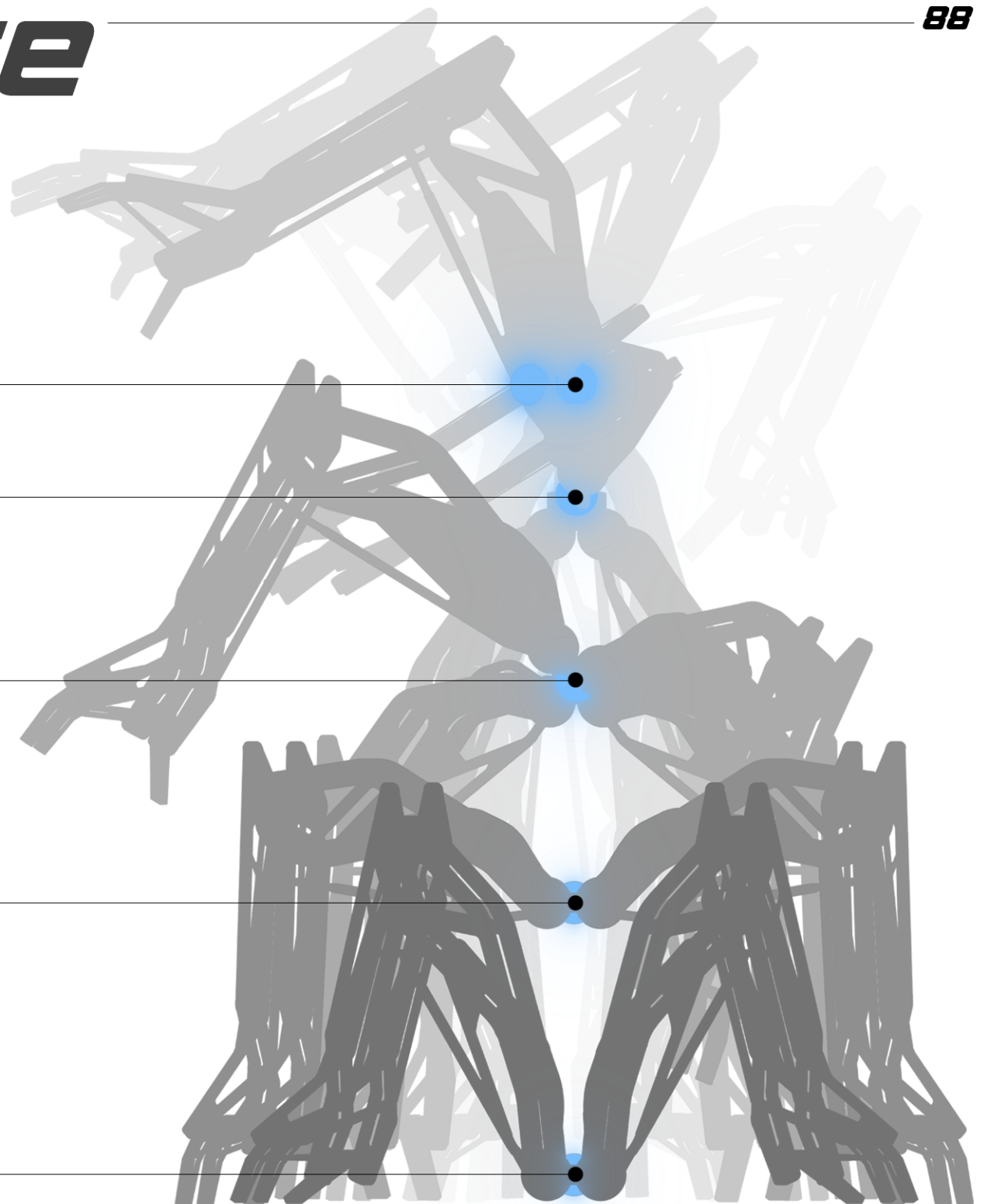
PHASE FIVE

PHASE FOUR

PHASE THREE

PHASE TWO

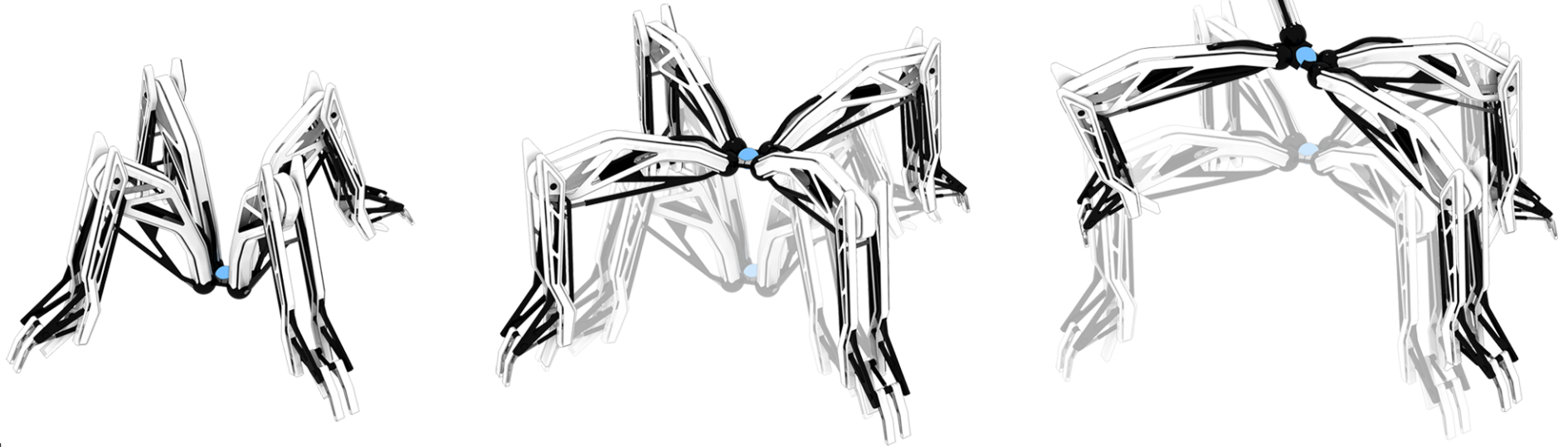
PHASE ONE

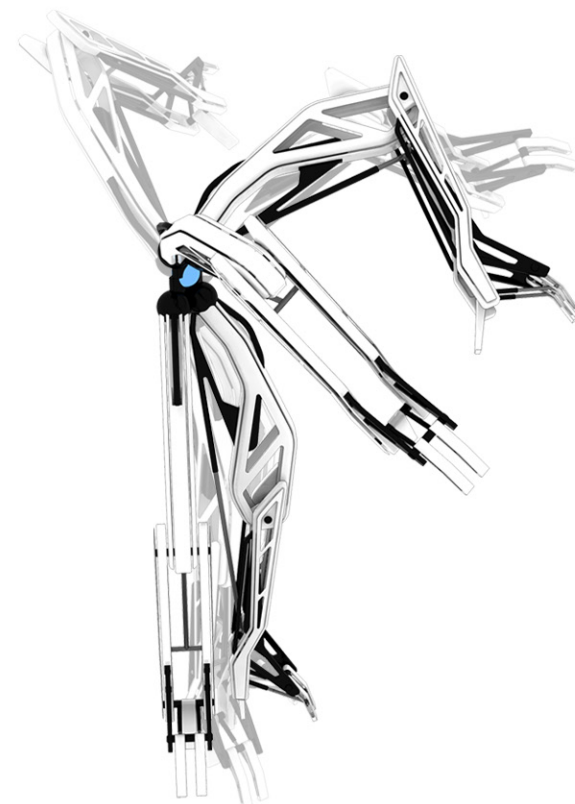
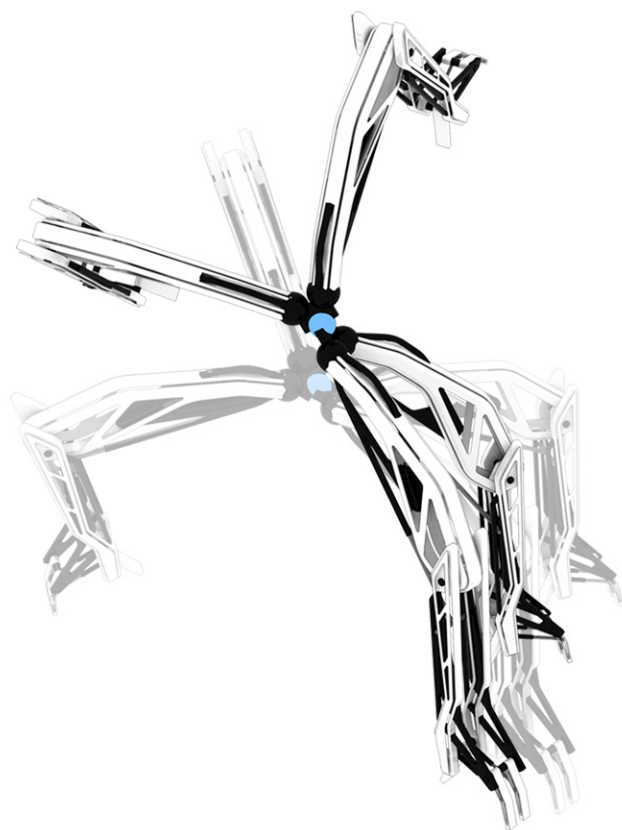


COMPONENTS

ERASURE

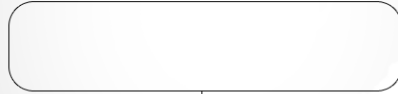
ADAPTATION





COMPONENTS

ERASURE



DETROIT

PREPARATION

ARRIVAL

COMPONENTS

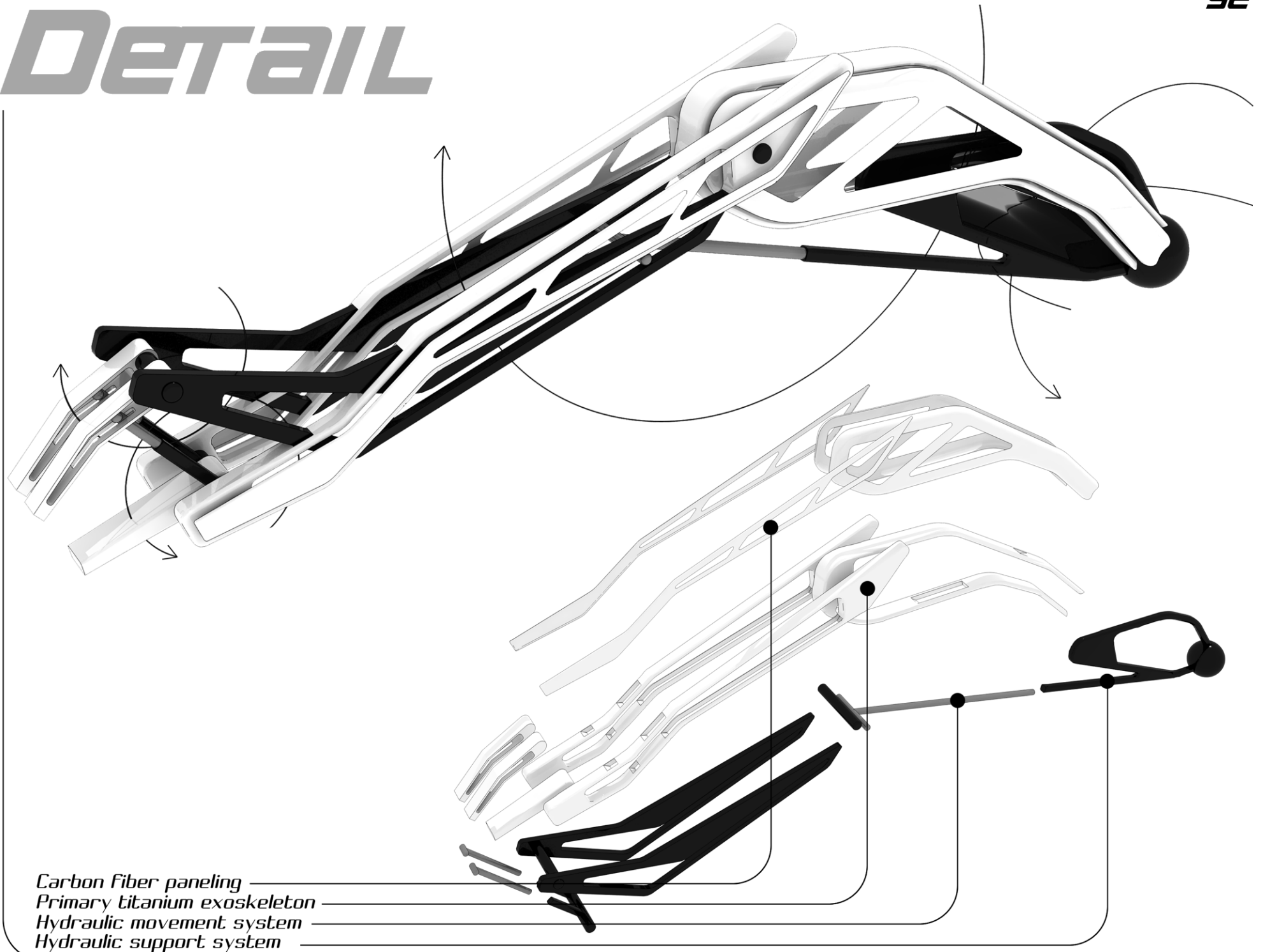
REGULATIONS

PROCESS

ERASURE

DESIGN

Detail



COMPONENTS

The destroyer, acting as an agent of destruction, assumes somewhat of a mechanic role. The images on this page display common elements of destruction that are employed throughout the world. The difference between these machines and the destroyer has to do with representation. The destroyer, through activation is representing a group of people within the city. Its physical structure carries little meaning in comparison to the representation that it commands when it has been activated. Ordinary citizens within the city have the capability of causing great change, but in most instances, they are not given the representation that is needed for that change to take hold. The destroyer serves as that representation; it provides validity for their actions and support for their cause.

PREPARATION
ARRIVAL
COMPONENTS
REGULATIONS
PROCESS
ERASURE

DETROIT

DESIGN



COMPONENTS

Many of the components needed for the event of erasure are transported by rail. As is with many other events, the erasure is meant to be temporary. It arrives in a city that is in need of an intervention, and when its job is complete, it goes away. One of the main components of erasure, the nest, is transported by rail. When these pieces arrive, the destroyers unload a set of four fins and deliver them to the central area of each section.

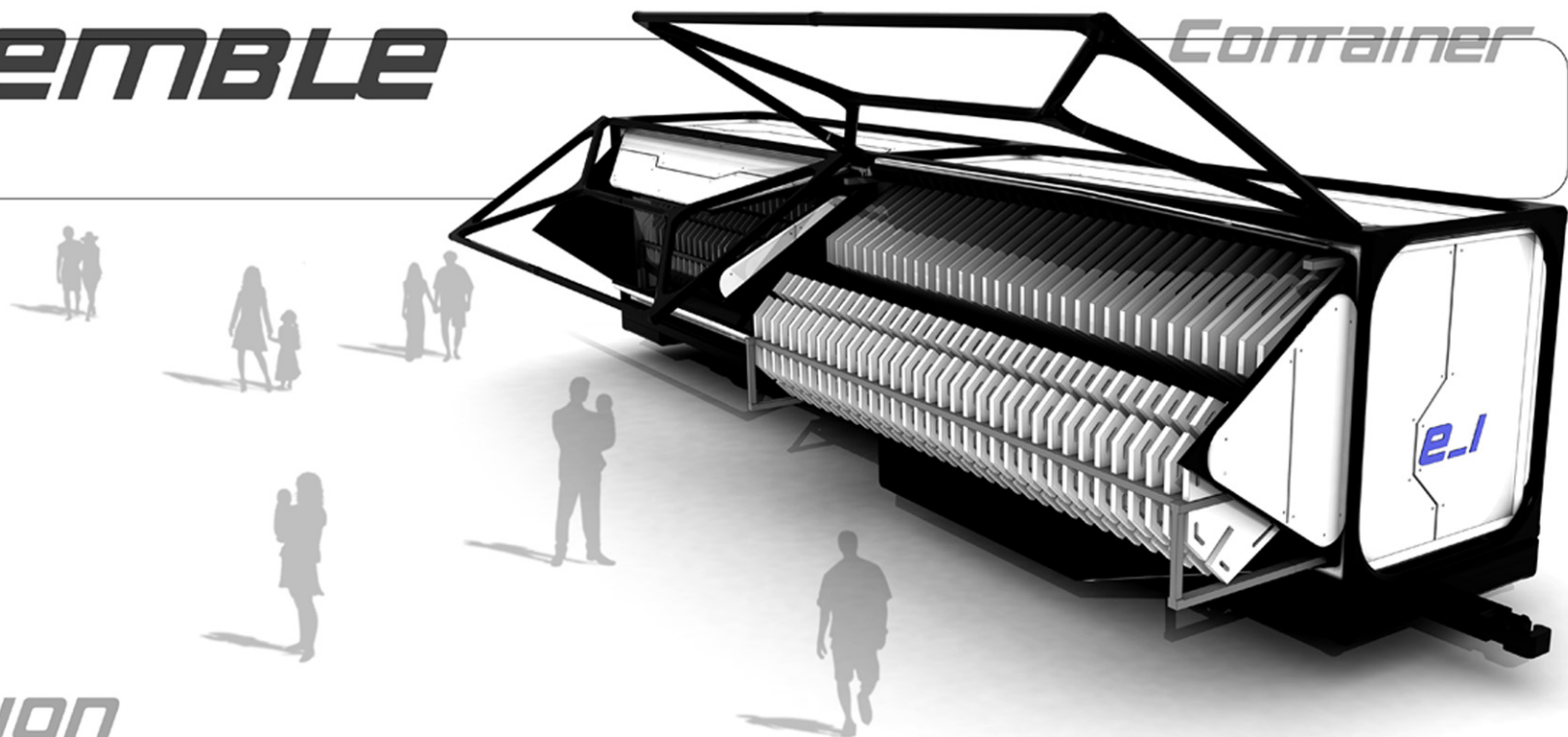
PREPARATION
ARRIVAL
COMPONENTS
REGULATIONS
PROCESS
ERASURE

DETROIT

DESIGN

ASSEMBLE

Container



FUNCTION

- Charging stations for destroyers
 - Indicator of community participation
 - Assists in the demolition of larger structures
- Acts as an arena that enables the people engaged in this performance to witness, on a first hand basis, the event of destruction*

COMPONENTS

ERASURE

The people of Detroit act as the participants in the event of erasure, but in order for them to engage productively in this process there needs to be provided to them certain tools that will facilitate in the rapid removal of the blighted structures within the city. The arrival of these tools represents the beginning of erasure and the initiation of user activity within the city.

The establishment of the nest, which acts as one of these sets of tools, becomes a signifier that the destroyers are ready to begin operation within the city. When a destroyer is activated, it removes one complete module and brings it to the center of its sector of operation. The central nest within each sector serves as an indicator of scale and user participation; its size being completely dependant upon how many people engage in this process. At its peak, the nest may be rather large in scale, but as necessity for the process decreases, so does the nest. It is referred to as a nest because it serves as the point of departure for each destroyer. The people of Detroit, if they wish to engage in erasure, go to the nest to activate the destroyers that are located within it. When completed with a certain task, the destroyers deactivate and return to the nest to draw energy and await for the next group of individuals to come and activate them.

DETROIT

PREPARATION
ARRIVAL

COMPONENTS

REGULATIONS

PROCESS

ERASURE


DESIGN

nest assemble 152u



COMPONENTS

ERASURE



DETROIT

PREPARATION

ARRIVAL

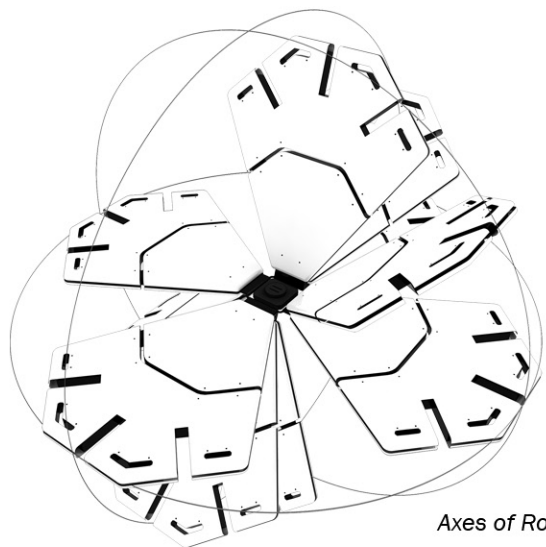
COMPONENTS

REGULATIONS

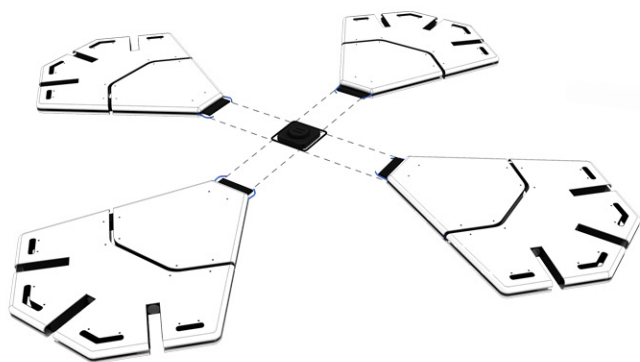
PROCESS

ERASURE

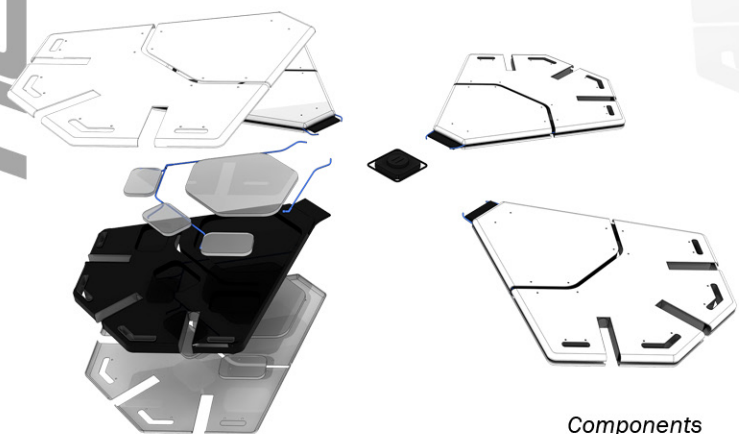
DESIGN



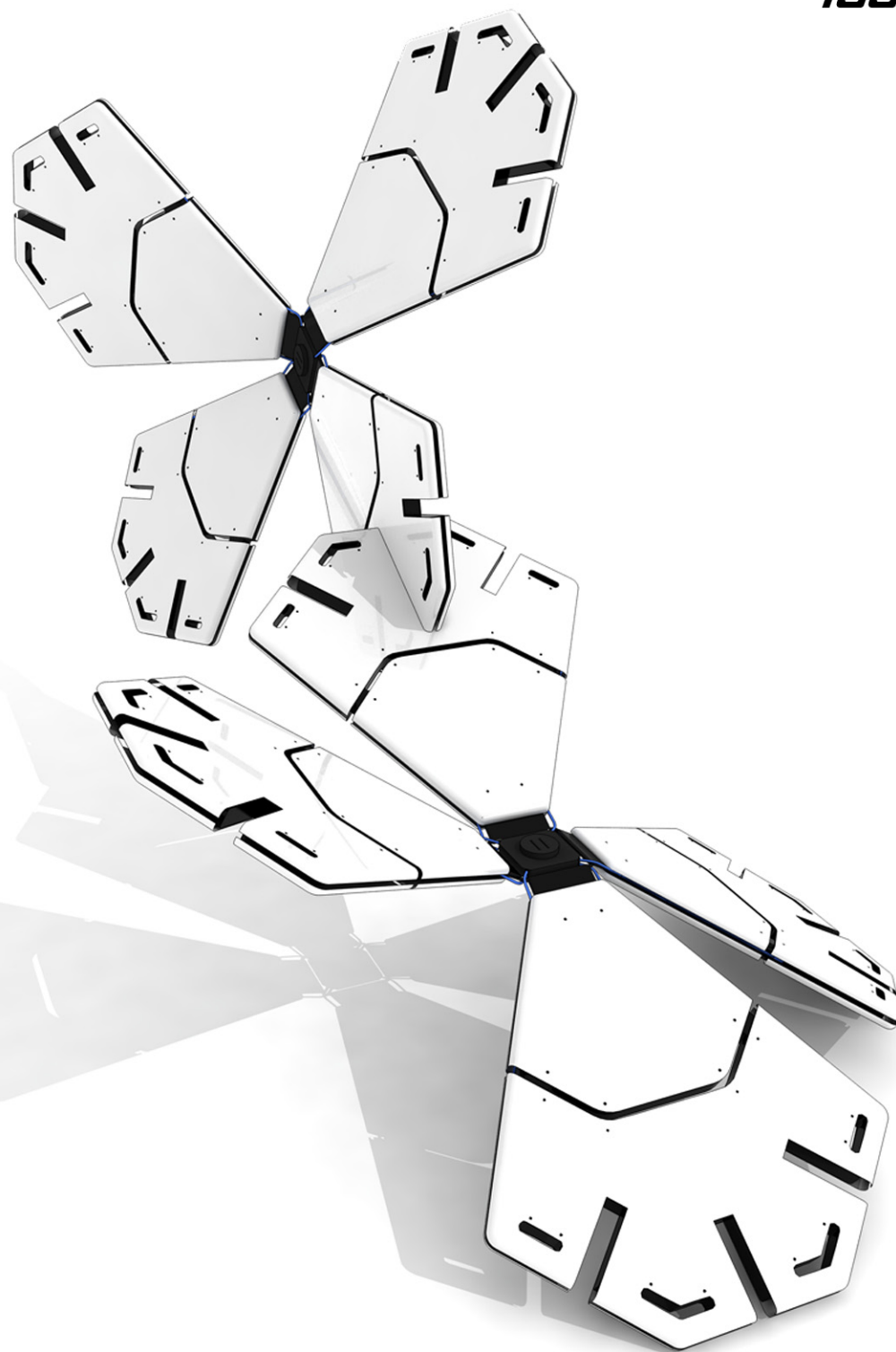
Axes of Rotation



Assembly



Components



REGULATIONS

ERASURE

The destroyers are programmed to act in accordance to the rules of the erasure. Each destroyer is assigned to a specific section in the city, and they may operate only within that section. In order to engage in destruction, the destroyer must be activated by a group of individuals. If there is no demand for their presence, their nests are removed from the city and the event moves on.

Embedded within each destroyer is a map of the abandoned and blighted structures within the city. The destroyers, if activated, may engage in the removal of these structures only. Viable architecture within the city will remain even if there are those who wish to have it removed.

PREPARATION

ARRIVAL

COMPONENTS

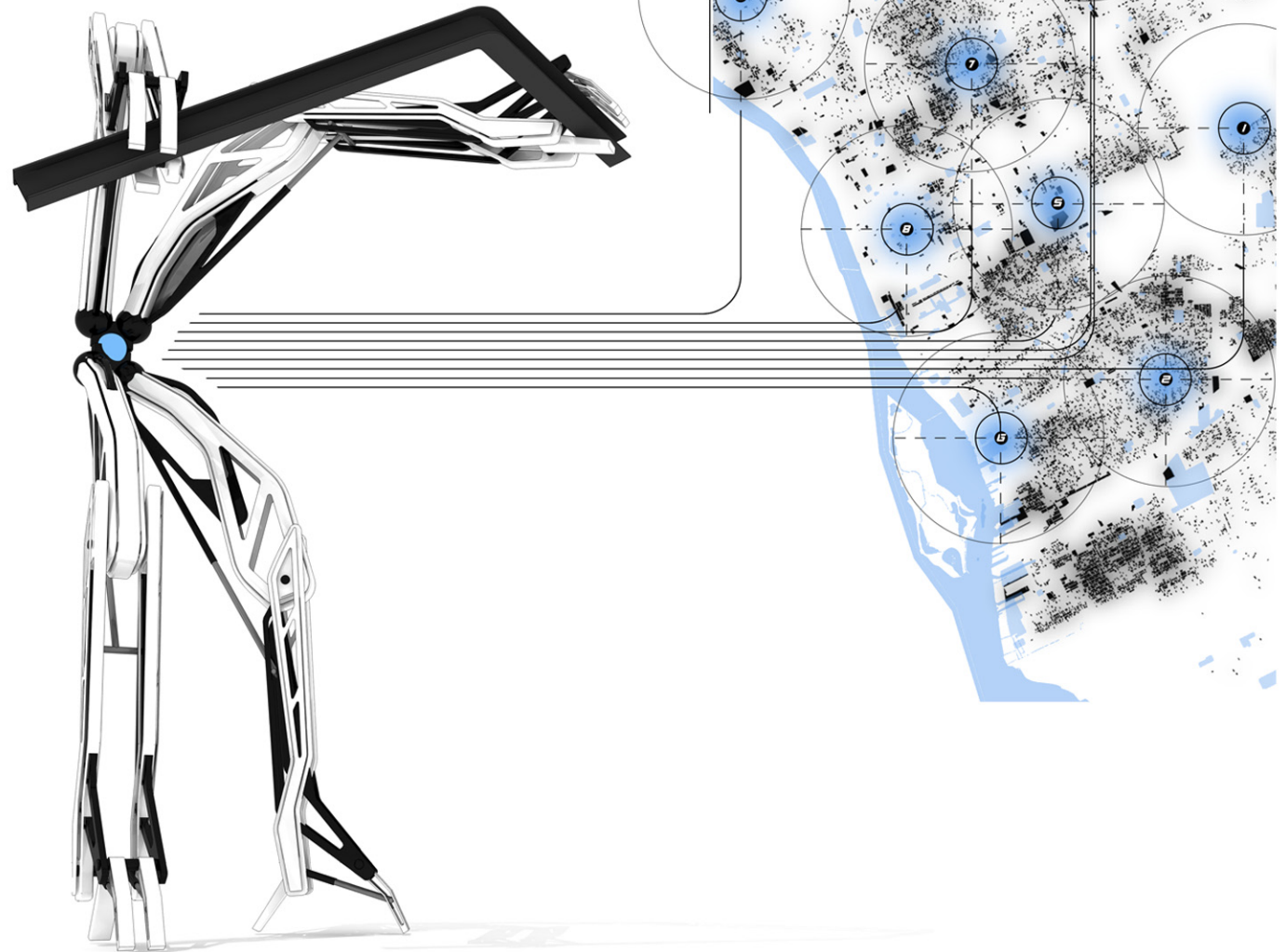
REGULATIONS

PROCESS

ERASURE

DETROIT

DESIGN



REGULATIONS

ERASURE

The decisions that the people make in reaction to the erasure are completely their own, and are, under no circumstances, meant to be controlled. The actions of the tools for this event are under strict supervision, however. The pieces that have been provided to facilitate this erasure have been designed for this process alone, and the programming that controls their actions is designed around this process. Control of these pieces is given to the people, but they may only be used for the purpose they were intended to fulfill.

In order to activate the pieces of erasure, there needs to be a level of collaboration amongst Detroit's people. If one wishes to engage in this act of destruction, than he or she needs to recruit nine other individuals to activate a single destroyer. Once this is accomplished, the destroyer will fulfill whatever task of demolition that it is called to do. In addition to activation, there is also deactivation. A person may choose to prevent demolition of a certain structure that has been marked for destruction by a group of ten individuals, but in order to do this, he or she must recruit four other individuals to aid in their cause. The game that is created as a result of this event serves to create a level of conflict between the city and its people helping to extract renewed meaning for the city.

PREPARATION
ARRIVAL
COMPONENTS
REGULATIONS
PROCESS
ERASURE

DETROIT

DESIGN

To activate
10 =



To Deactivate
5 =



REGULATIONS

ERASURE

City preparation, component arrival and activation are the first steps in the process of erasure, but once these functions have been completed, the components of the system may begin to act. The assembly of the nest is the first task that is assigned to the destroyers. Without the nest, the destroyers do not exist. The nest serves as a respite for these machines, providing to them the energy needed to complete a days work. The temporary quality of the nest helps to create a presence for the event, a presence that manifests itself in more of an installation-like form. The nest becomes a veil upon which certain areas of the city are covered and helps to create a temporary identity of change for the city.

PREPARATION
ARRIVAL
COMPONENTS
REGULATIONS
PROCESS
ERASURE

DETROIT

DESIGN



REGULATIONS

ERASURE

The assembly of the nest enables the people of Detroit to interact with the components of the erasure on a first hand basis. The aggregated nature of the nest provides a surface that gives individuals within the city an opportunity to interact with their city in a different way. The structure of the nest caters to the movements of the destroyer, but does not inhibit interaction on a user basis. If a person wishes to scale the nest, he or she may also call upon a destroyer for assistance. The performative function of the nest is exceeded by its ability to transform the way in which the people of Detroit view their city.

DETROIT

PREPARATION

ARRIVAL

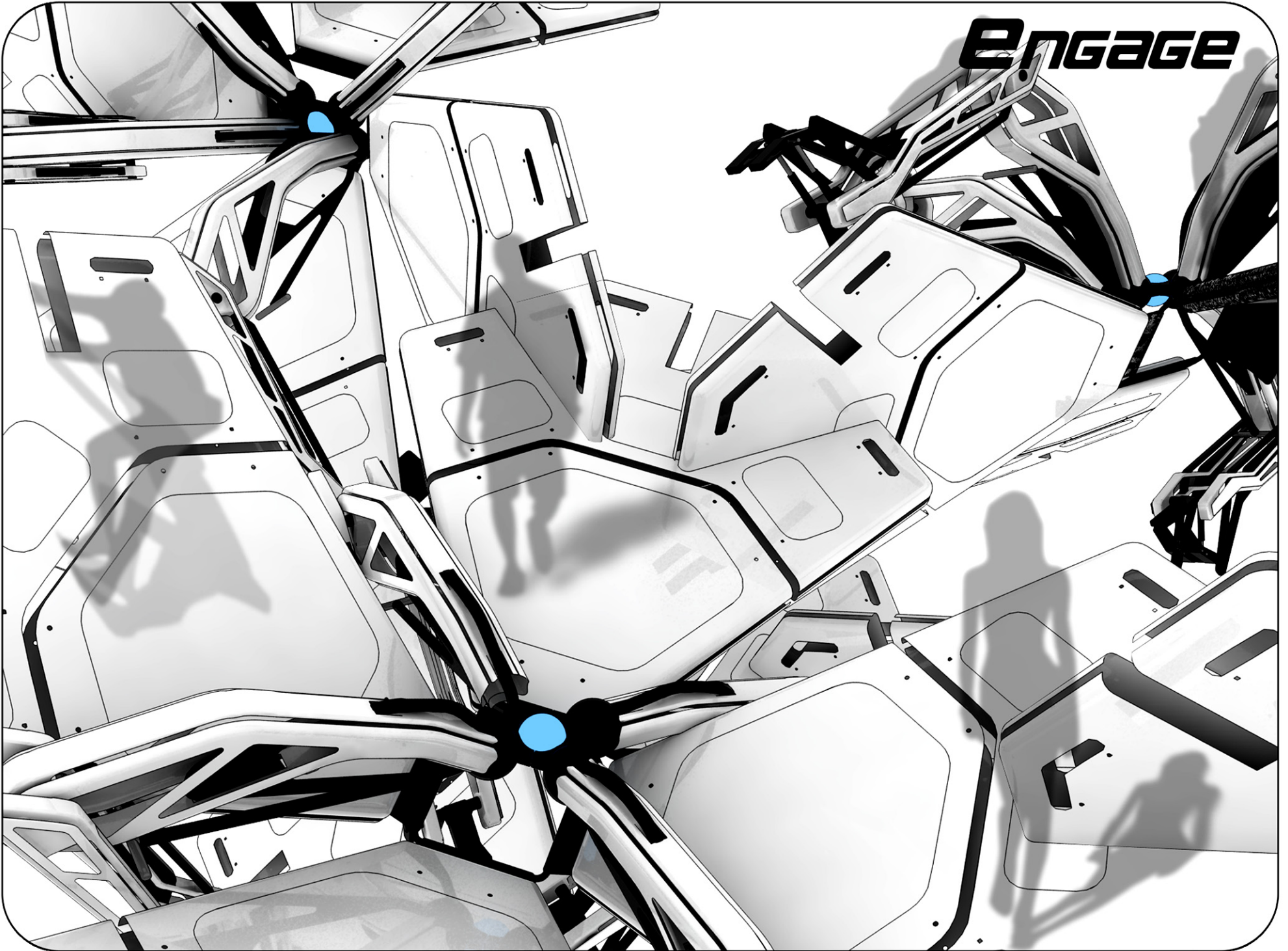
COMPONENTS

REGULATIONS

PROCESS

ERASURE

DESIGN

Engage

REGULATIONS

ERASURE

In addition to the change in state that is provided, the nest serves as an indicator of the event and its scale within the city. When areas of the nest are glowing blue, it is a signifier that the destroyers in that area have been activated and they are somewhere in the city carrying out an assigned task. At its peak, the entire nest may be glowing blue, indicating a large degree of user participation and interaction.

PREPARATION

ARRIVAL

COMPONENTS

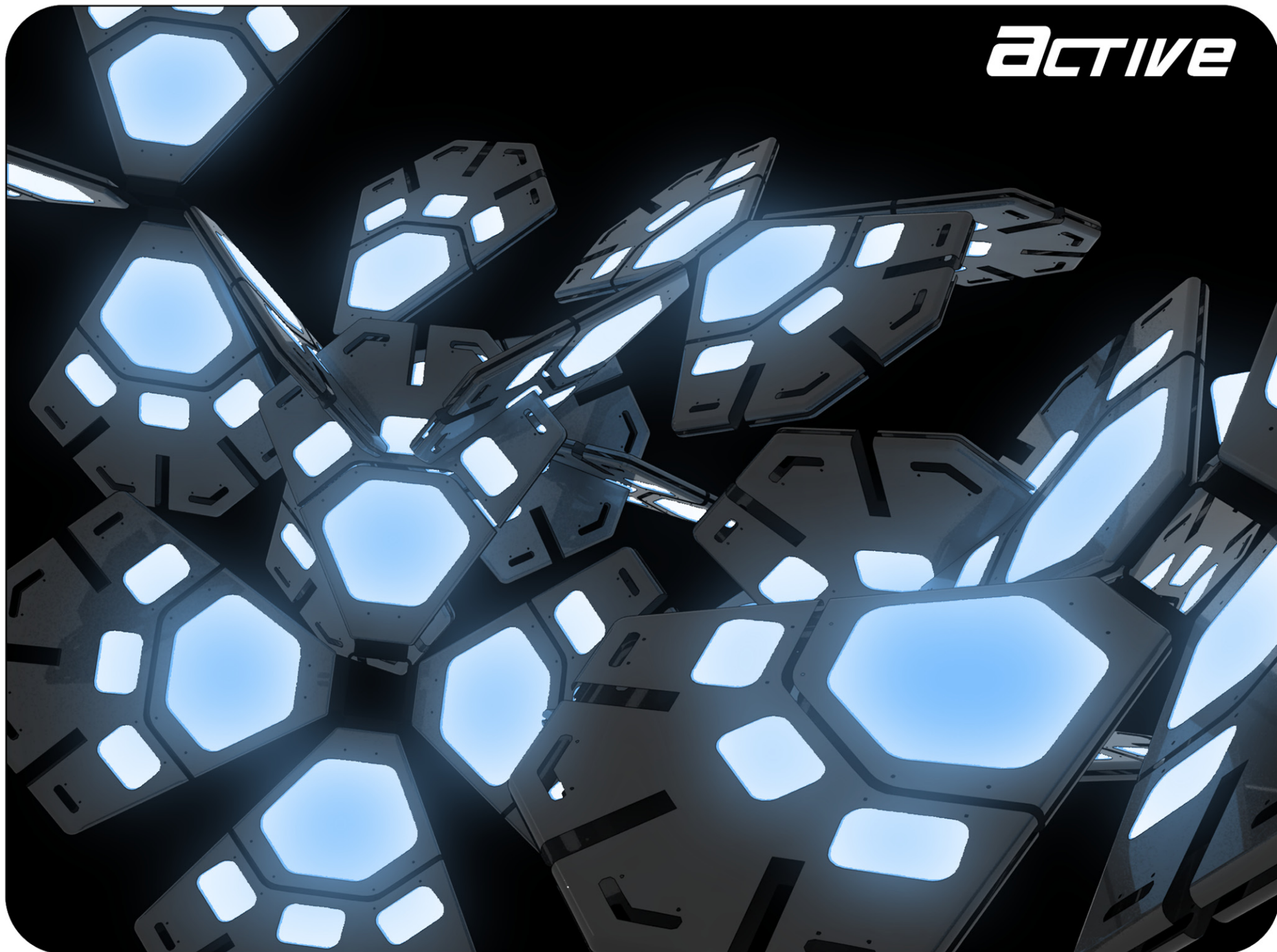
REGULATIONS

PROCESS

ERASURE

DETROIT

DESIGN

active

REGULATIONS

ERASURE

One of the final functions of the nest lies in its transference of energy to the destroyers. Each destroyer is assigned to one set of fins, and it is here where they draw the energy that they need to complete the tasks of each day. The nest glows white when the destroyers are drawing energy. At this point, they have been deactivated and are not under the control of any individual. Because of this, the nest is also the area where people go if they wish to activate a destroyer. The white glow of the nest means that destroyers are available, a signal that acts as advertisement towards their activation and implementation.

PREPARATION

ARRIVAL

COMPONENTS

REGULATIONS

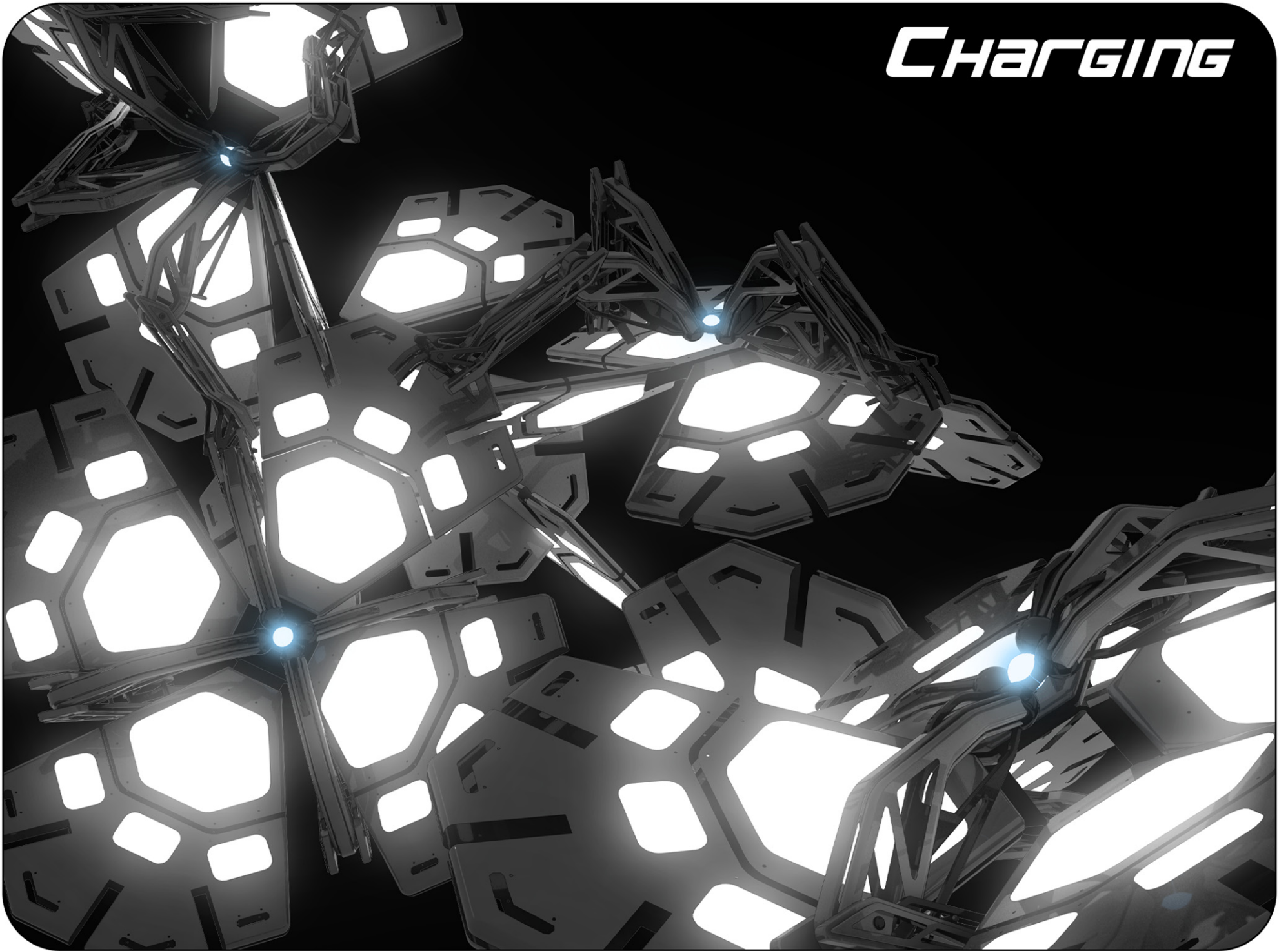
PROCESS

ERASURE

DETROIT

DESIGN

CHARGING



REGULATIONS

ERASURE



DETROIT

PREPARATION

ARRIVAL

COMPONENTS

REGULATIONS

PROCESS

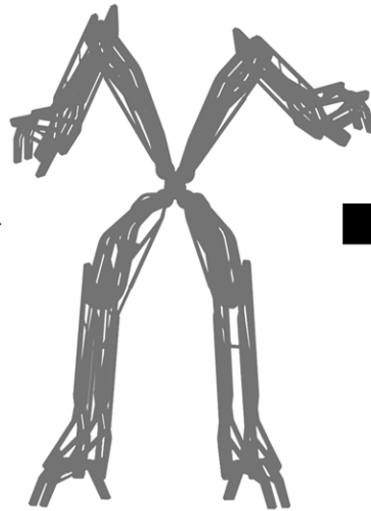
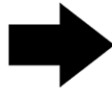
ERASURE

DESIGN

Process



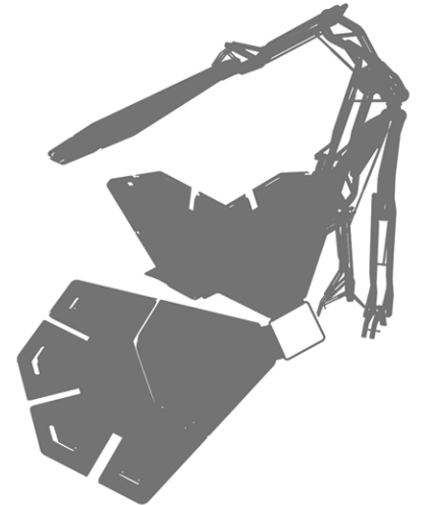
Deactive



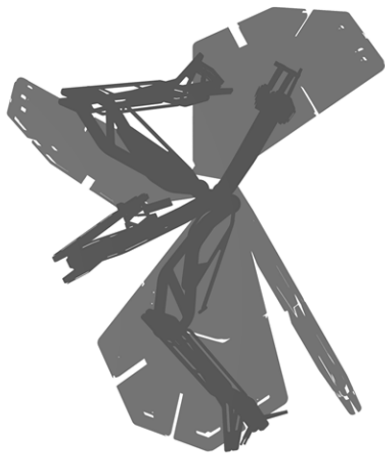
Active



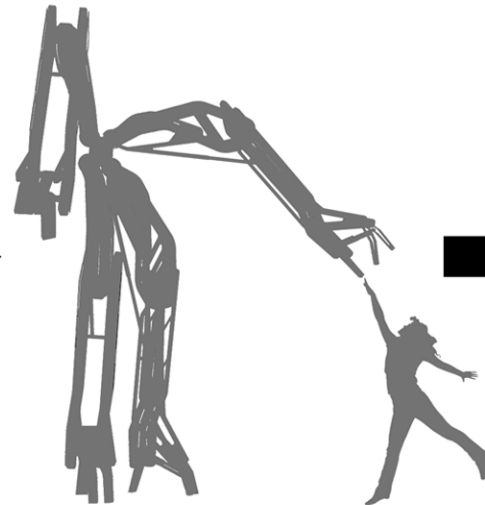
Gather



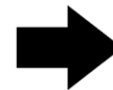
Build



Charge



Engage

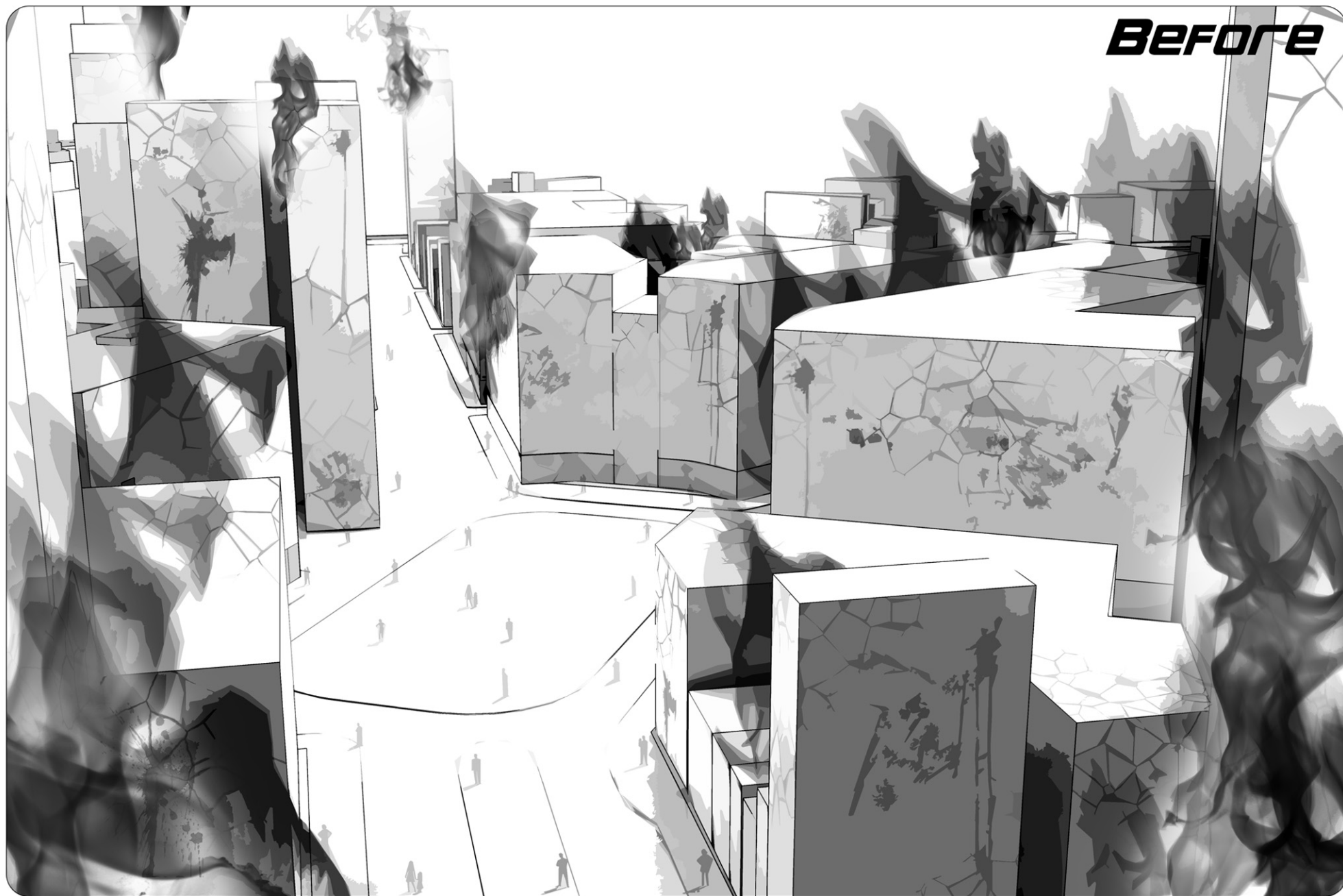


Demolish

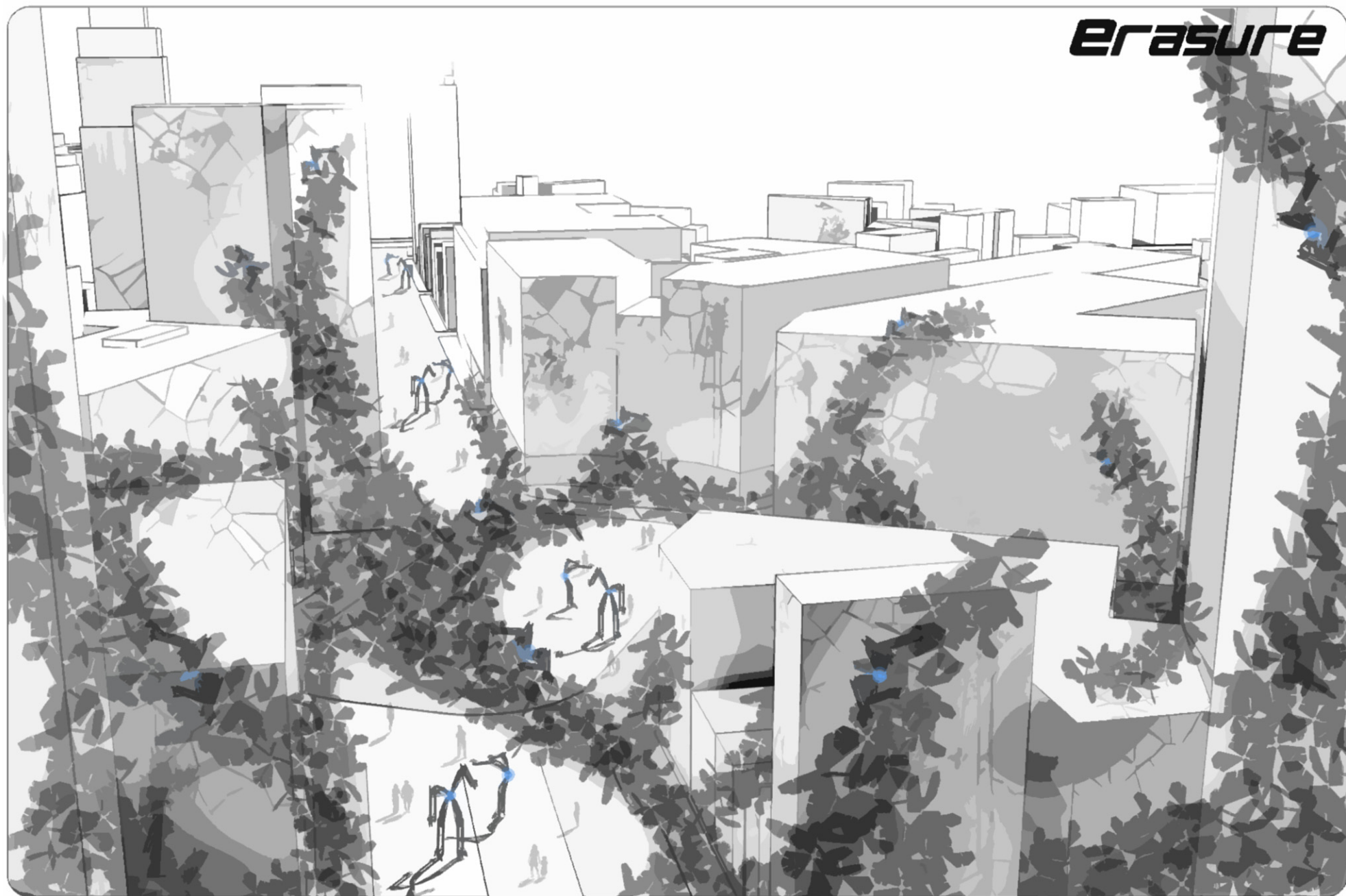


Dactive

ABSTRACT
CURRENT STATE

Before

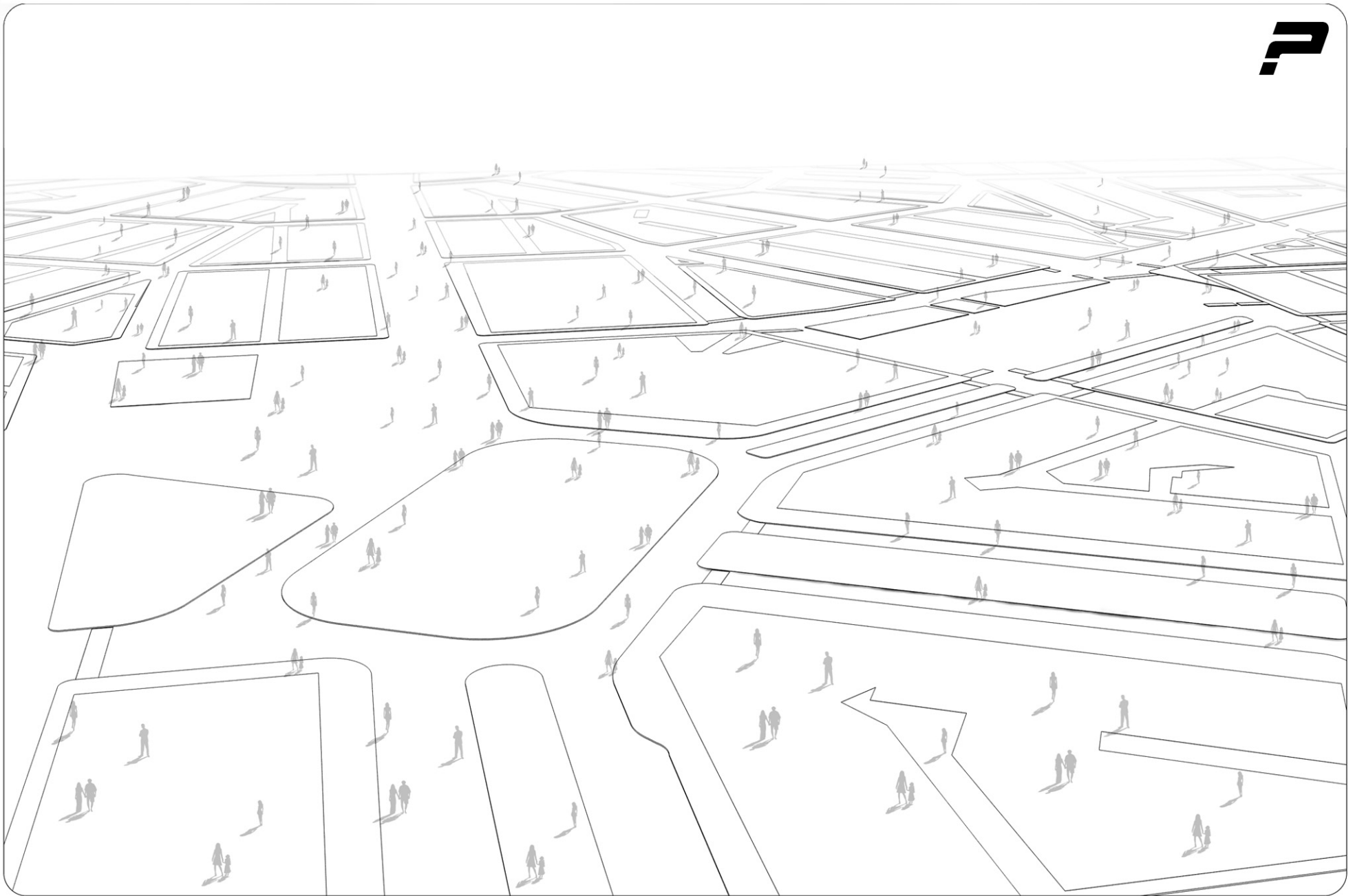
abstract
erasure

Erasure

CONCLUSION

The project concludes with a question, what will the people of Detroit do? The erasure has been presented as an opportunity, not a solution. It is the people of the city that are in control of their own destiny, and that is the way that it has always been. Change in Detroit begins with a change in its citizens, but that change can not occur without some sort of external stimulus, and the solution that has been presented here helps to fulfill that role.

The problems that face the city are not problems that will be resolved with the introduction of a new system of order. Reorganization and revitalization of the city mean nothing if the people aren't brought into the equation. A system needs to be presented that enables the people to call into question their own perception of Detroit and the individual meaning that it holds for them. The event of erasure is presented as a process that gives the citizens of Detroit choice in regards to the future of their city. It is not meant as a solution, but more as a social experiment for the people of Detroit. Its presence does not define space as much as it defines the attitude and emotion of the people. The erasure becomes an event whose temporary purpose is to empower the people of Detroit into making a decision as to the future of their city, a future whose fate exists in their hands.



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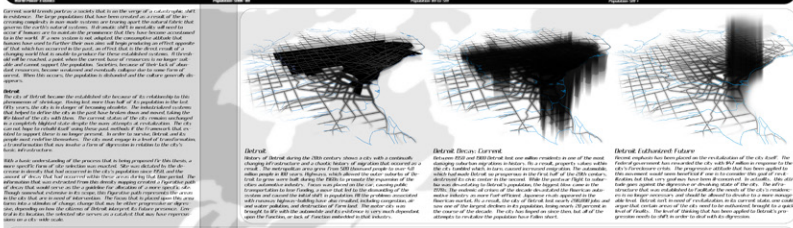
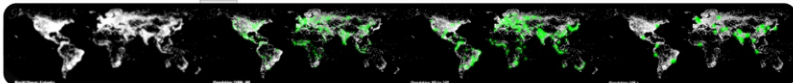
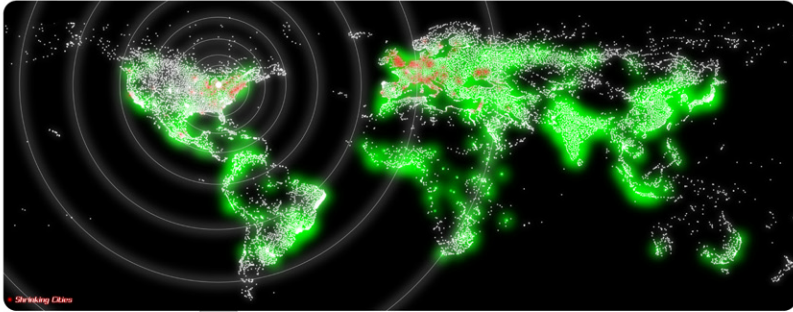
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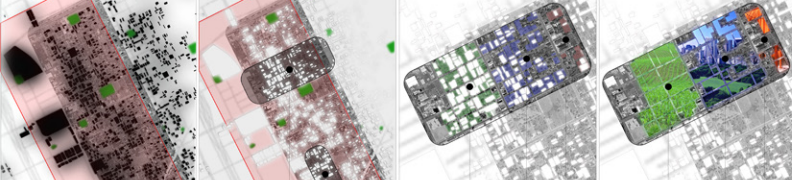
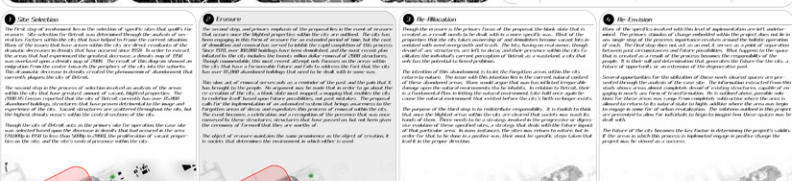
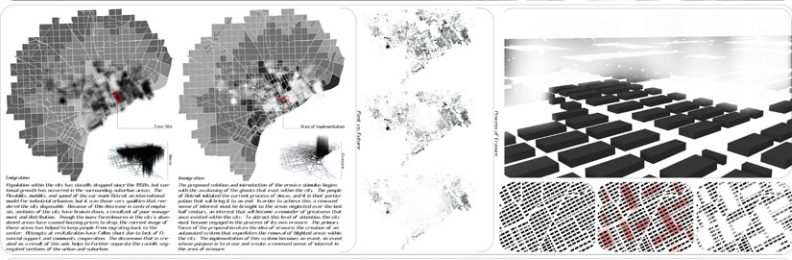
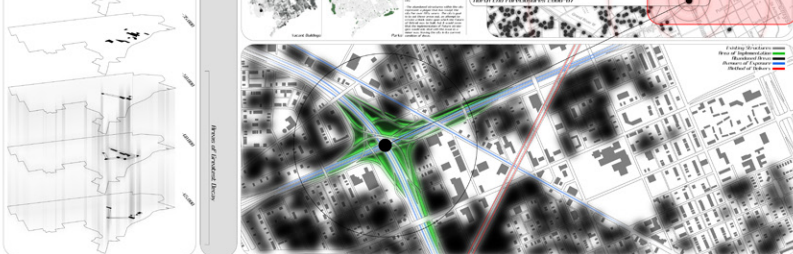
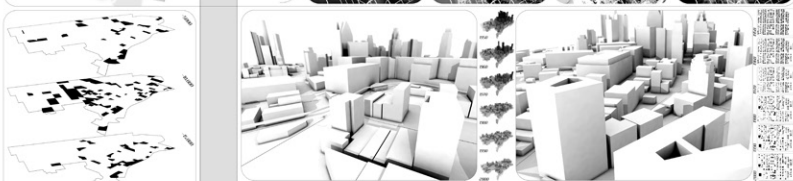
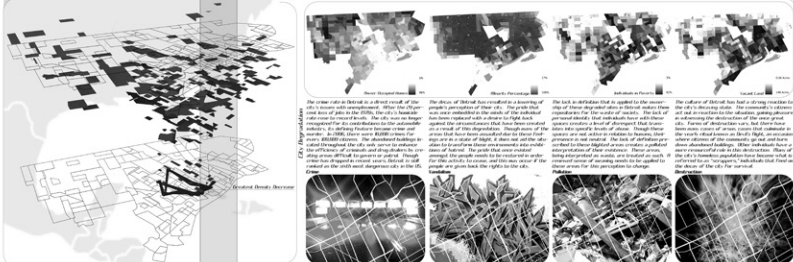
BOARDS





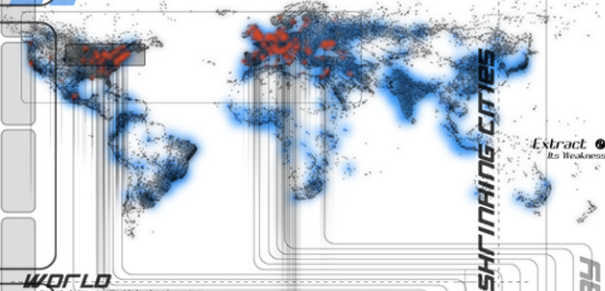
Detroit, Population Loss 1950-2000

Year	Population
1950	1,045,568
1960	1,670,144
1970	1,546,063
1980	1,203,368
1990	1,027,974
2000	951,270



Semester Two BOARDS

Understand System



WORLD

By 2050, the global population is expected to reach 9 billion. The world's population is growing at an unprecedented rate, and the world's cities are growing at an unprecedented rate. The world's cities are growing at an unprecedented rate, and the world's cities are growing at an unprecedented rate.

APR. 2009 LOOK INTO THE LIGHT

EXTRACT

POPULATION



CITY

The city of Detroit is a city of contrasts. It is a city of contrasts, and it is a city of contrasts. It is a city of contrasts, and it is a city of contrasts. It is a city of contrasts, and it is a city of contrasts.

1900 205,000
1950 1,000,000
2000 900,000
2050 700,000

URBAN BLIGHT

COMMUNITY ABSOLUTION

ERASURE

Understand The System

Extract Its Weakness

Prepare City

APR. 2009

Its Coming



Awaken

The city of Detroit is a city of contrasts. It is a city of contrasts, and it is a city of contrasts. It is a city of contrasts, and it is a city of contrasts. It is a city of contrasts, and it is a city of contrasts.

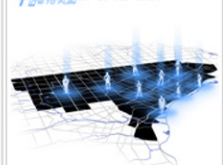


Market

Detroit

In order to facilitate the process of erasure, the city of Detroit must be brought into a state of chaos. The city of Detroit must be brought into a state of chaos, and the city of Detroit must be brought into a state of chaos.

THE BOARD IS SET



D. Activation Codes

- 1. 000000 000000
- 2. 000000 000000
- 3. 000000 000000
- 4. 000000 000000
- 5. 000000 000000
- 6. 000000 000000
- 7. 000000 000000
- 8. 000000 000000
- 9. 000000 000000
- 10. 000000 000000

Arrive

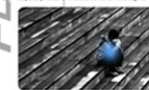


ACTIVATE

APR. 2009

U-900,000

The city of Detroit is a city of contrasts. It is a city of contrasts, and it is a city of contrasts. It is a city of contrasts, and it is a city of contrasts. It is a city of contrasts, and it is a city of contrasts.



ACTIVATION DETROIT

APR. 2009

U-900,000

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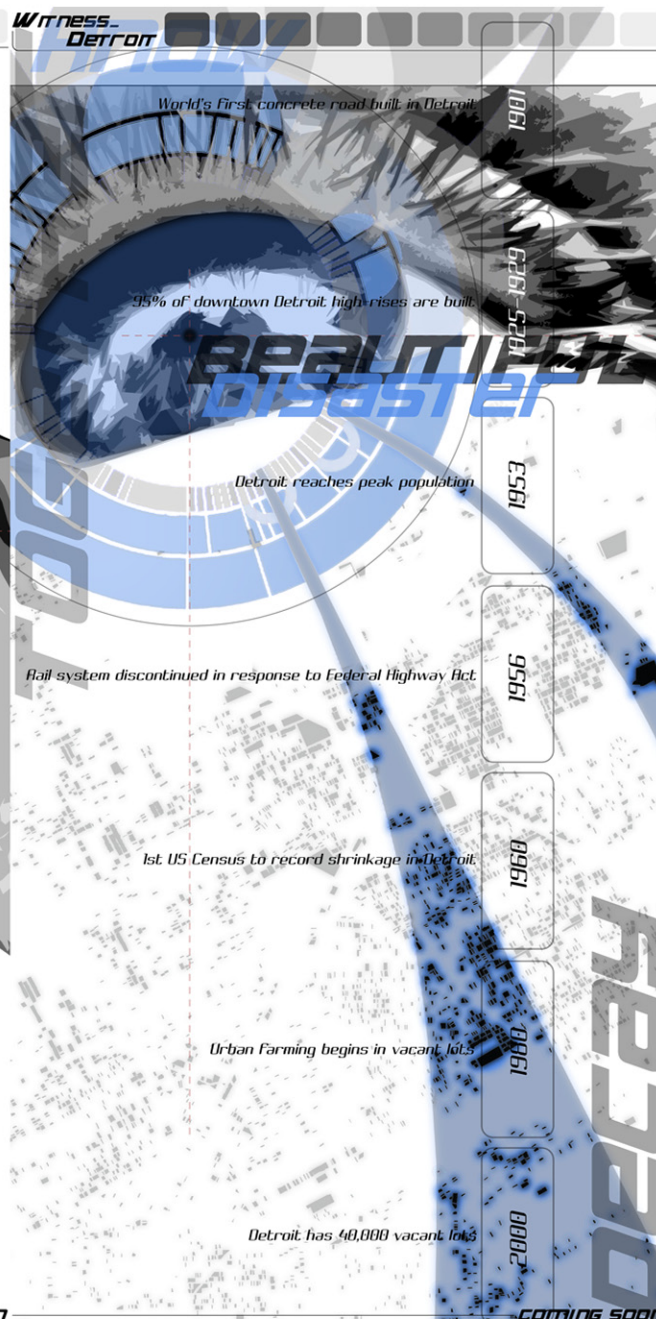
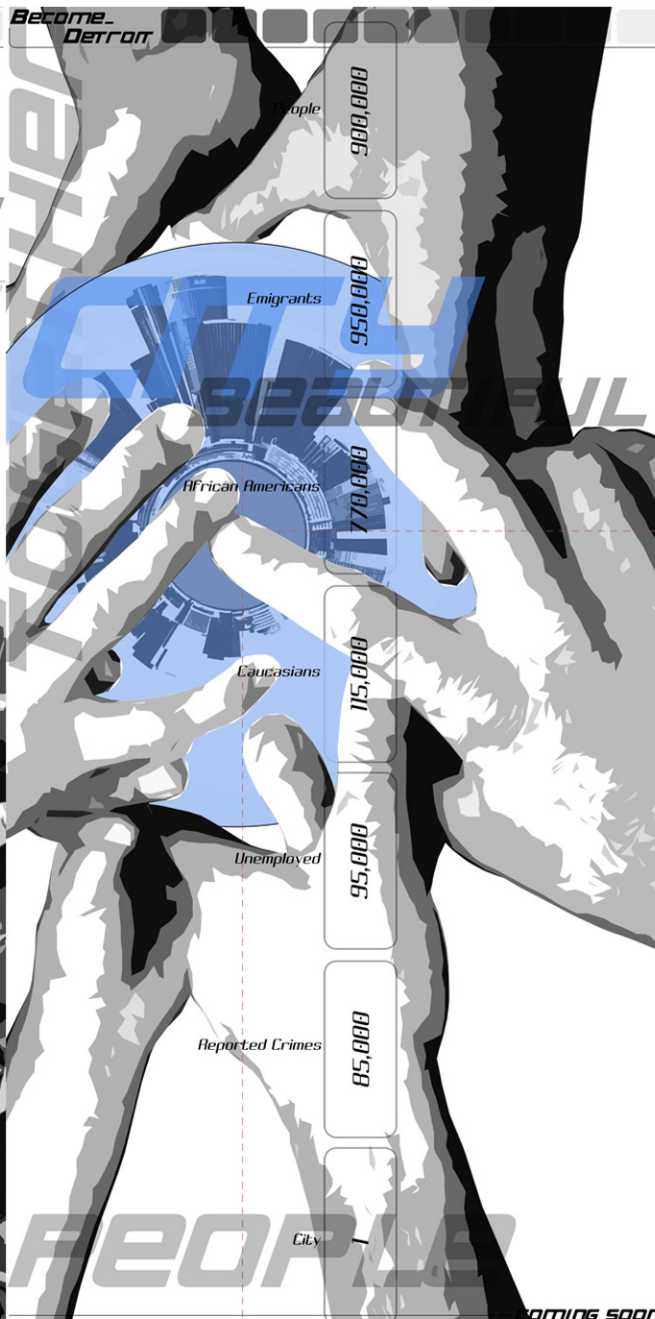
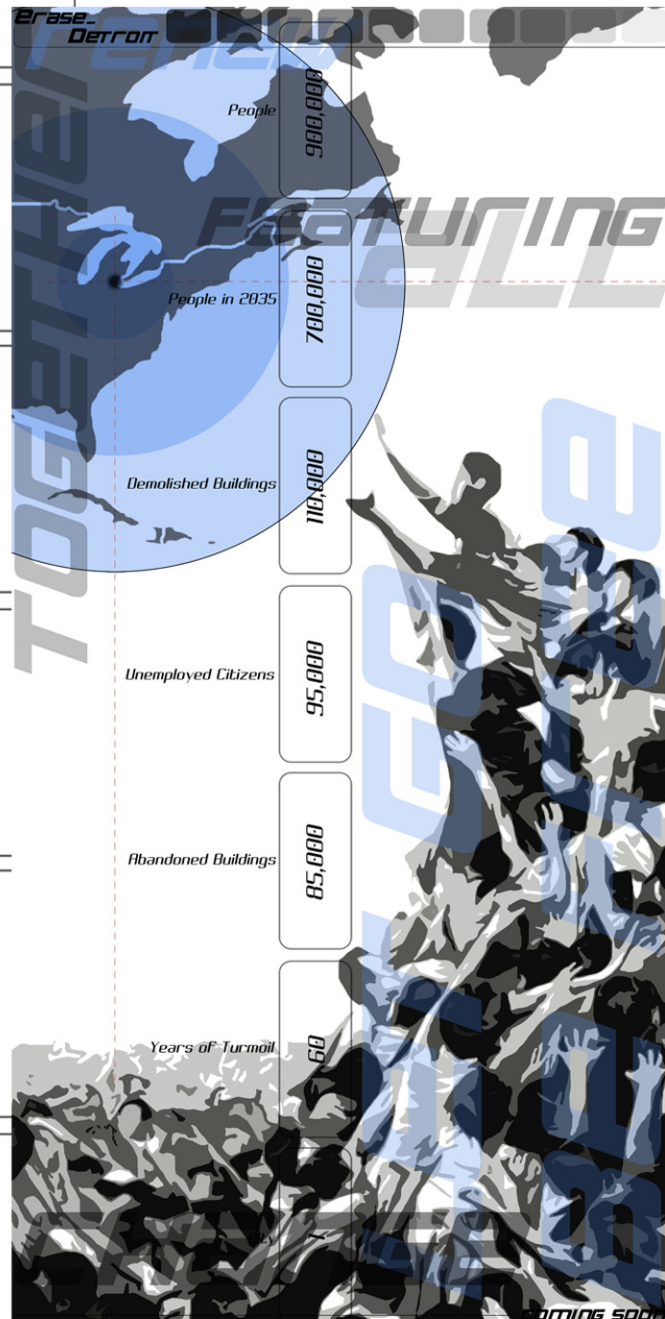
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Campaigns

ET ASURE



Erase Detroit

DEFEND

People 900,000

Vacant Buildings 85,000

Units of Destruction 1,000

Days to make a change 100

People needed to initiate destruction 10

People needed to halt destruction 5

Chance to make a difference 1

COMING SOON

WHAT WILL YOU DO?

Erase Detroit

DESTROY

People 900,000

Vacant Buildings 85,000

Units of Destruction 1,000

Days to make a change 100

People needed to initiate destruction 10

People needed to halt destruction 5

Chance to make a difference 1

COMING SO

WHAT WILL YOU DO?

Save Detroit

GOOD SELF

People 900,000

Vacant Buildings 85,000

Units of Destruction 1,000

Days to make a change 100

People needed to initiate destruction 10

People needed to halt destruction 5

Chance to make a difference 1

COMING SO

WHAT WILL YOU DO?

~~erasure~~

ACKNOWLEDGEMENTS

Design Thesis Mentor

Hyun Tae Jung

Design Thesis Critics

Jeff Day

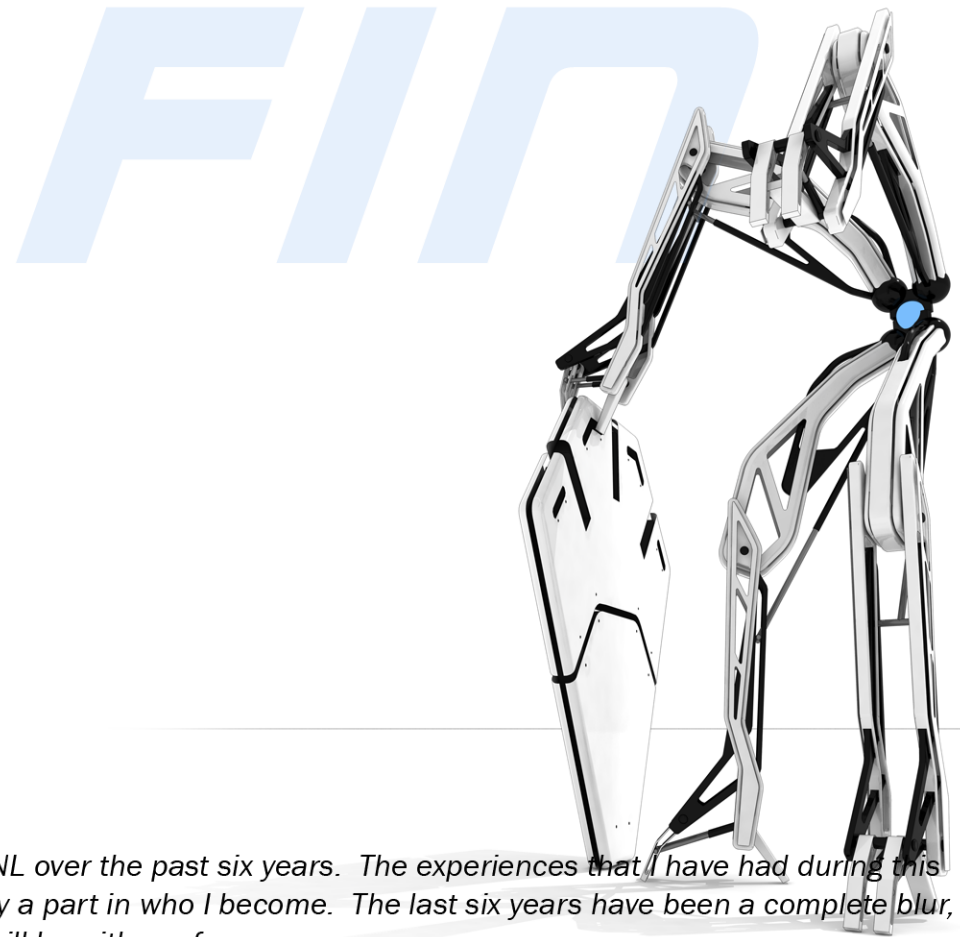
Tim Hemsath

Steve Hardy

Guest Critics

Brian Rex

Dan Cubric



I would like to thank everyone who played a part in my education at UNL over the past six years. The experiences that I have had during this time have helped to define who I am in the world and will certainly play a part in who I become. The last six years have been a complete blur, full of ups and downs, and the memories that I have of my time here will be with me forever.

I would like to specifically thank my family for everything that they have put up with over the last six years. I would not be where I'm at right now without you and your support.

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