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This is a design experiment that seeks to explore notions of reality and non-human oriented discourses. By looking to our 'waste' and pollutants as material builders, this project yearns for a new type of sustainability that fosters growth from waste products. This growth is what becomes a design mechanism or remediation of the land and offering a new type of terrain n which the evicted ecosystem may re-inhabit. A type of urban 'reef' that bridges nature and the synthetically alive.
The protocell will act as my co-designer in this experiment. They are "not merely materials or instruments that obey They are "not merely materials or instruments that obey uman-led architectural programs" (Dr. Rachel Armstrong for the production of architecture.
he protocell is a new type of material and method that will aid the design process in terms of architectural programs that go beyond the conceptual and practical constraints of modern design practices.

REality: a 'sick' environment [site: Detroit's Zug Island]
REmediation: remediate the stressed ecology and produce a new topography to allow the soil below to recover [phyto- \& bio-remediation]

REgrowth: utilization of waste CO 2 and heat in a chemical reaction with protocells to produce hardened matter [a new landscape to be inhabited]
Can protocells create a new landscape of matter from our waste that becomes a place for future generations to inhabit? THE NOMAD nomadic architecture... A 'city 'reconstituted from its own waste?

What is the result of a population of protocells programmed for a metabolic response to pollutant|waste-based CO2? How can I channel the production and formation of matter? How can this become architectural matter?





