

ASSIGNMENT #02: The Exodus Character and Place

INDIVIDUAL/GROUP CREDIT

The Character

The credit (to develop INDIVIDUALLY) consists in the definition of the protagonist of the story and her/his environment.

The Character paragraph must contain a series of images related to the protagonist indicating his biographical profile, habits, activities, and the key point of her/his story.

The Place

The Place (to develop in GROUP) that emerges from the characteristics of the protagonist and her/his story must be formalized in an architectural object with aesthetic and experiential value. These objects may accommodate activities aimed at fulfilling current, past, or future functions, with characteristics directly connected to the theme of the seminar and the purposes declared in the Philosophical Statement.

Alternatively, it is possible to choose a Memorial Museum as the architectural object related to the character. In this case, the museum would serve as a narrative mechanism, as it would be possible to dedicate to the character, as an object of commemoration, a critical aspect of mining activities, a hyper-object, or more generally any "disaster" of the post-environmental age.

The research must be presented and discussed in class through slide-show in a time frame of no more than 3 minutes.

At the end of this phase, and based on individual proposals, students will be able to form working groups to choose a common project theme and a site for intervention from the lots available in the quarry model.

For the presentation of this exercise, the group must specify the area covered by their project by identifying the boundaries of the section of the quarry assigned by the instructor, which can be viewed at the [LINK](#)