Abstract

The Blur-Pavilion designed by the architects Diller and Scofidio for the Suisse Exhibition 2002 represents a cloud, which refers to a distinct space of fugacity and physical density. The pavilion has been constructed out of a tensegrity-structure with steel pipes and 20,000 fog ducts in total. The architects combined an outer visual space with an inner space of atmospheric experience with water being the basic material in a computer controlled weather system. By comparing the pavilion’s appearance and its technique both of these hold an ontological resemblance: the cloud as well as the construction are in a state of unstable balance. The art of connecting both forms – the aerially aggregation state of a physical body with the dynamic statics – is realised by avoiding to identify with the possibilities of the changing appearance of the cloud with the technical standards. Instead the aim is not to functionalise existence with material but to negotiate the boundary between nature and technology, expressed particularly in the Blur-Pavilion.

Keywords

Analytical cultural studies, Philosophy of nature, Theory of architecture.