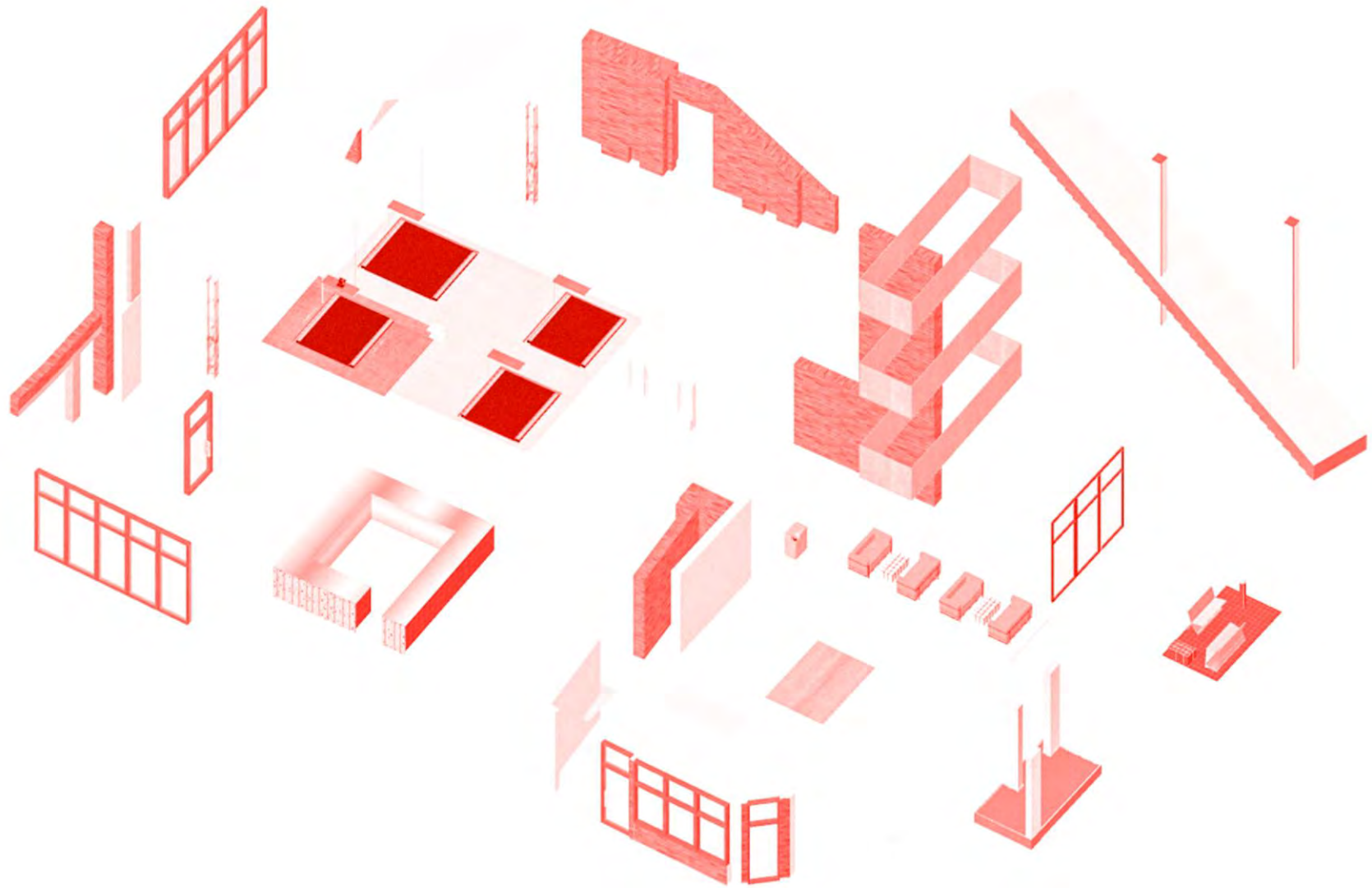


# [[M]] FUNCTION / [[I]] PERFECTION

TEAM WALK MAKES THE DREAM WORK :)



The glitch is the disruption, the error, the bug from which an unexpected benefit can emerge, the anomaly that generates an opportunity.



01



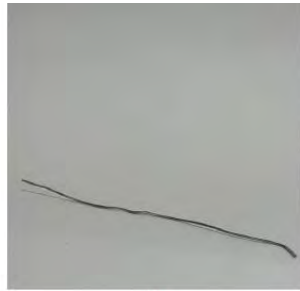
02



03



04



05



06



07



08



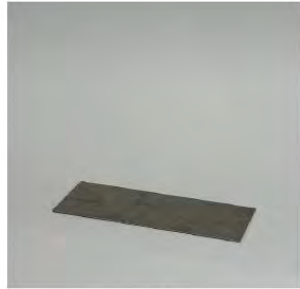
09



10



11



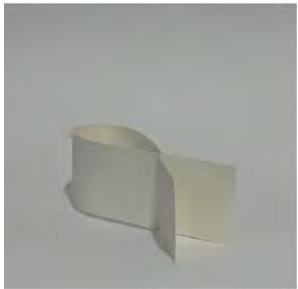
12



13



14



15



16



17



18



19



20



21



22



23



24



25



26



27



28

# MONSTROUS HYBRID

404 page not found





cute accidental glitch





**WHAT CAN I PUT  
TO (NOT) FIT IN?**

Site prompt maquette

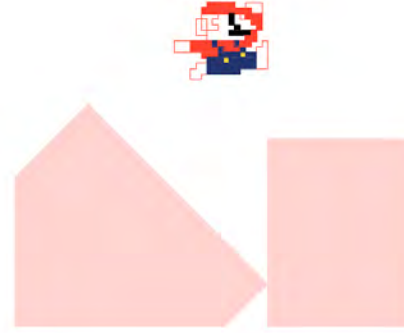




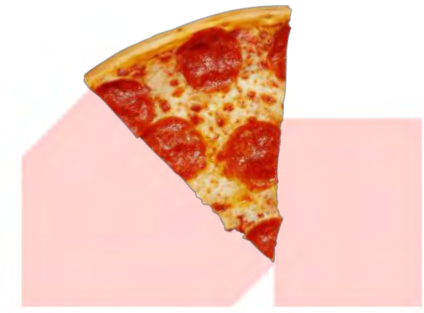
DECONSTRUCT &  
APPLY MIRROR  
SURFACE



FLOWER POT



SUPER MARIO JUMP!



PIZZA 🍕

**THE CAKE DIDN' T  
MAKE IT TILL  
THE END OF TERM  
1 PANEL.**



oops...



# GLITCH

noun as in error

## Synonyms

Bug defect flaw hitch malfunction mishap problem setback snafu snag

## Antonyms

Advantage perfection strength

[HAL] FUNCTION / [IH] PERFECTION



NEW YORK SUBWAY  
BANNED DOGS UNLESS  
THEY CAN FIT IN A  
BAG, SO OWNERS GOT  
CREATIVE."

CONTRAST

PERCEPTION

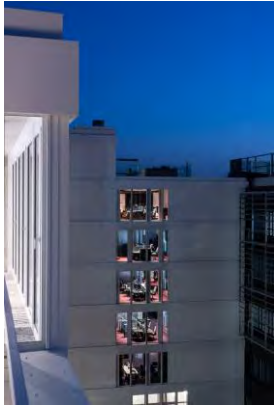
DISRUPTION

CREATIVITY

How can spatial glitches playfully  
trigger people's curiosity and  
disrupt the monotony of the  
conventional working environment...?



SONY MUSIC BERLIN / BY STUDIO KARBARD

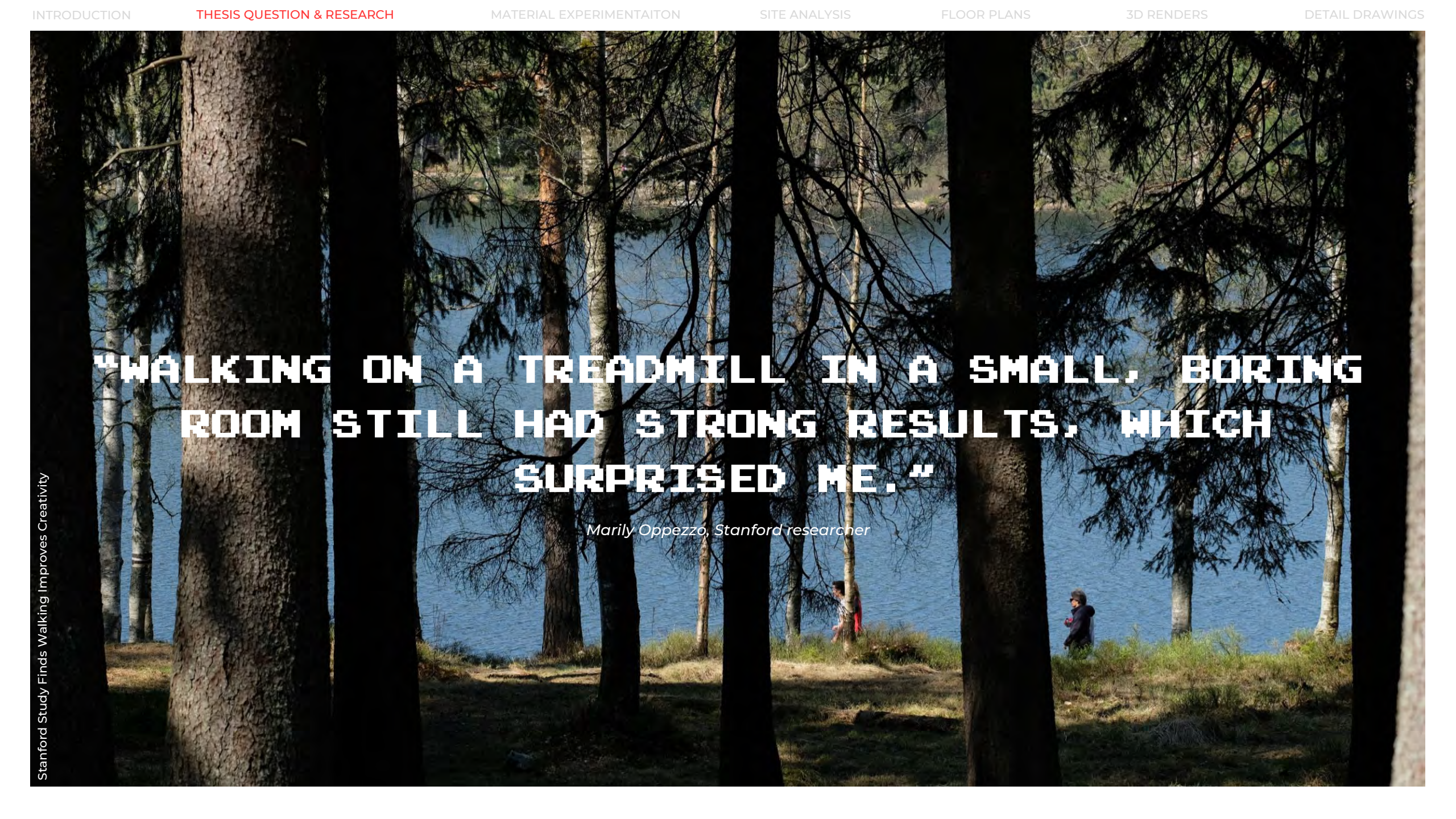
SONY MUSIC ENTERTAINMENT AMSTERDAM  
BY SPACE ENCOUNTERS

**Sony Entertainment, Inc.** is the umbrella entertainment division of Japanese multinational conglomerate Sony Group Corporation and managed by its American subsidiary, established in 2012 to oversee the corporation's ventures in film, TV, game and music.

HOW CAN I  
GET MY  
CREATIVITY  
JUICE...?



You know what...? Wumpa fruit is Crash's favourite.  
Collecting 100 of them can give Crash an extra life.



**"WALKING ON A TREADMILL IN A SMALL, BORING  
ROOM STILL HAD STRONG RESULTS, WHICH  
SURPRISED ME."**

*Marilyn Oppezzo, Stanford researcher*

**'De Bono never ceases to amaze'  
Sir Richard Branson**

# Edward de **BONO**

## Lateral Thinking

THE MULTIMILLION-COPY BESTSELLER



**Be more creative and productive**



**/BREAK PATTERNS  
/SWAP VERTICAL  
TO LATERAL  
/EMBRACE RANDOMNESS**



Hello, The word “glitch” is typically used to describe errors, but in spatial design, it can also be used to turn a malfunction into an opportunity. What kinds of materials, in terms of composition, can effectively interpret glitches in interior design?



**Transparent or Translucent Surfaces:** Materials like glass or acrylic can create a sense of distortion or fragmentation, mimicking the visual effects of a glitch. Frosted or textured glass can further enhance this effect by diffusing light in unexpected ways.

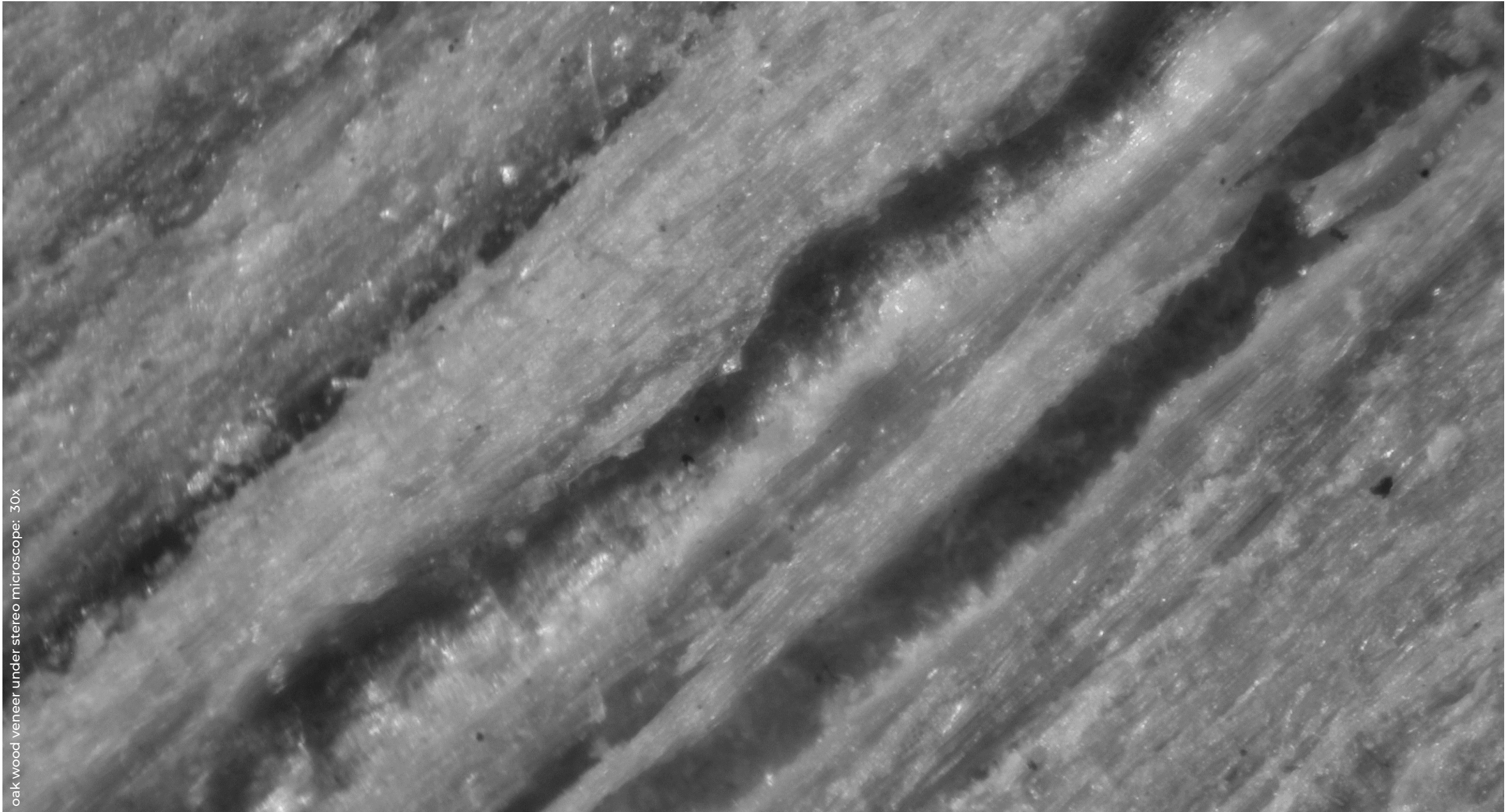
**Mirrored Surfaces:** Mirrors can reflect and distort the surrounding environment, creating fragmented or duplicated images reminiscent of digital glitches.

**Mixed Media and Collage:** Combining disparate materials and textures in unexpected ways can create a sense of fragmentation and juxtaposition, echoing the chaotic nature of glitches.

**Experimental Materials:** Exploring unconventional materials like thermochromic pigments, electrochromic glass, or materials that react to environmental conditions can introduce an element of unpredictability and transformation into a space.

**Geometric Shapes and Forms:** Incorporating geometric shapes and asymmetrical forms can disrupt traditional spatial arrangements and create a sense of visual tension, echoing the unpredictable nature of glitches.

When incorporating glitch aesthetics into interior design, it’s important to strike a balance between chaos and coherence, embracing imperfections while maintaining functionality and comfort within the space. **Experimentation with materials, textures, and technologies** can help achieve a visually compelling and conceptually rich design that celebrates the unexpected beauty of glitches.

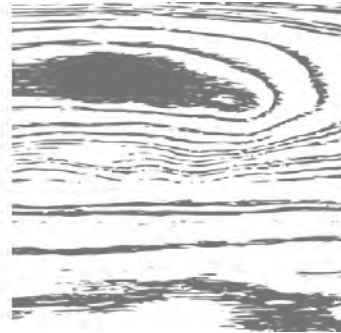


oak wood veneer under stereo microscope: 30x

ENGRAVING



1<sup>st</sup>  
POWER 52 / SPEED 80



2<sup>nd</sup>  
POWER 60 / SPEED 70

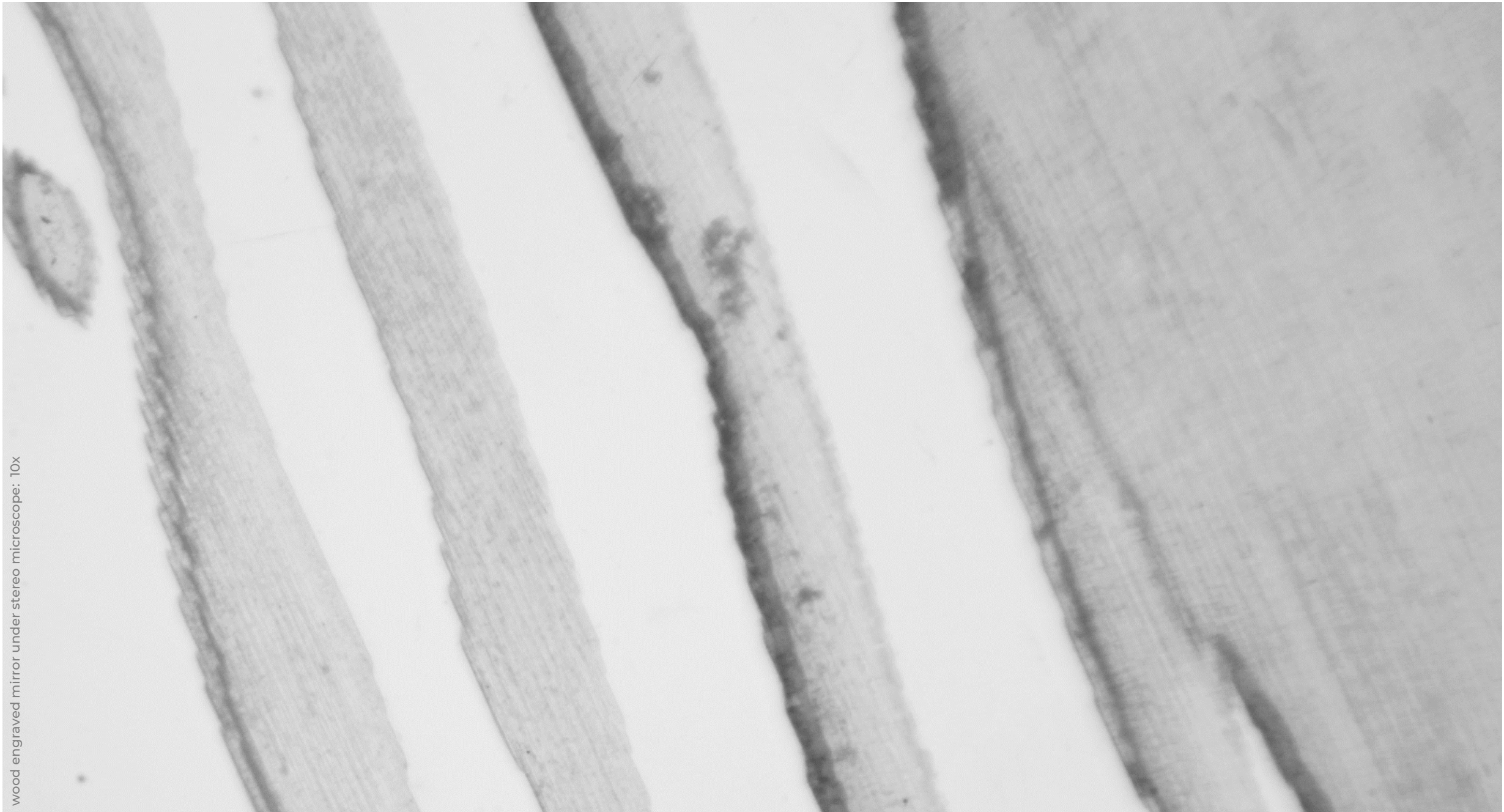


3<sup>rd</sup>  
POWER 70 / SPEED 55

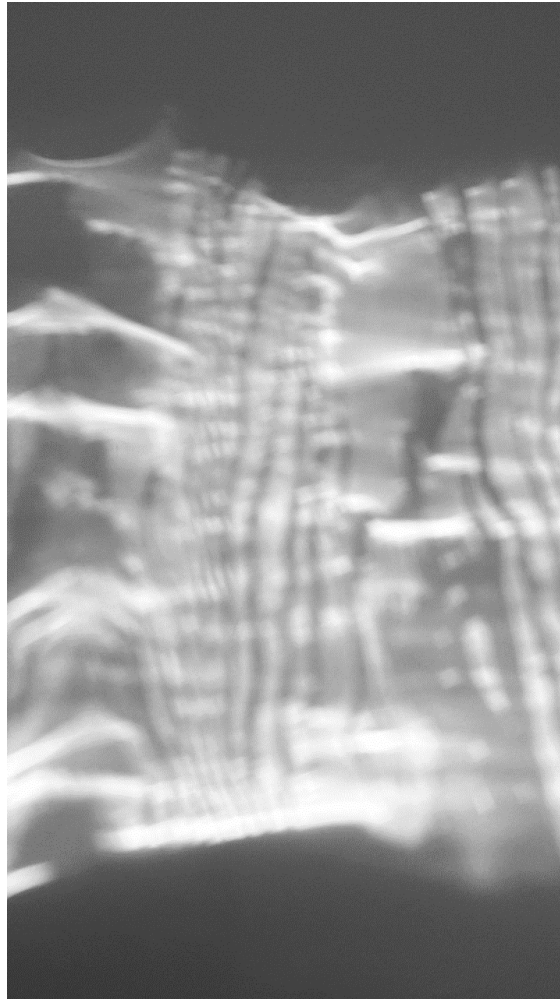
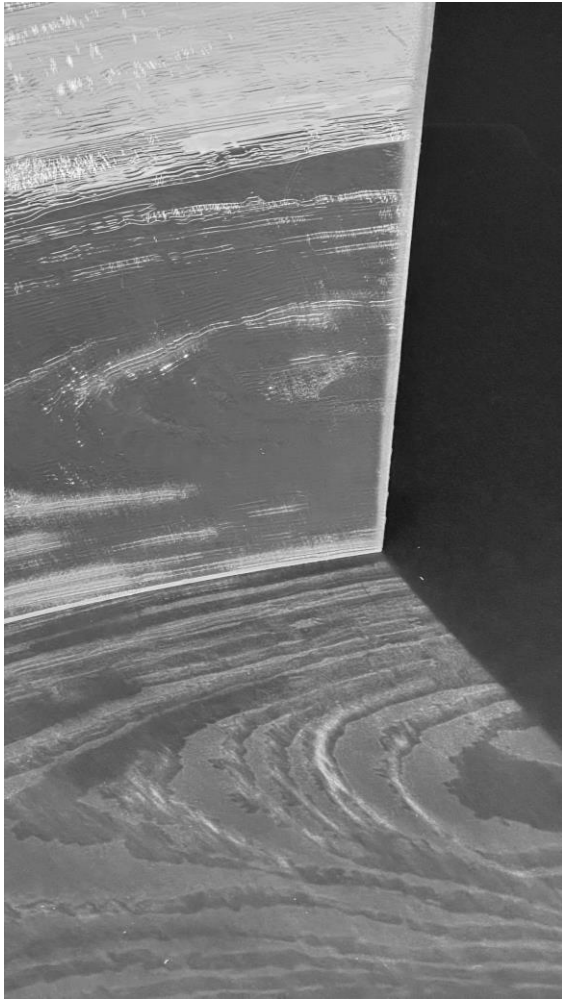
MIRROR ACRYLIC







wood engraved mirror under stereo microscope: 10x



THE ARCHITECTURE OF ALVARO SIZA

by  
Peter A. Testa

SHIT...I SPILLED MY COFFEE...

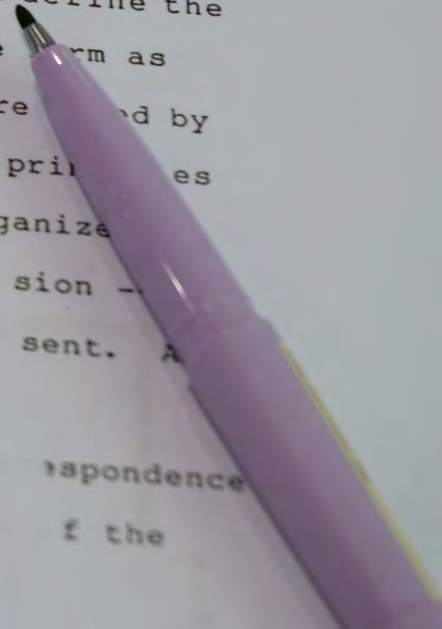
Submitted to the Department of Architecture on August 10,  
1984 in partial fulfillment of the requirements of the  
Degree of Master of Science in Architecture Studies.

ABSTRACT

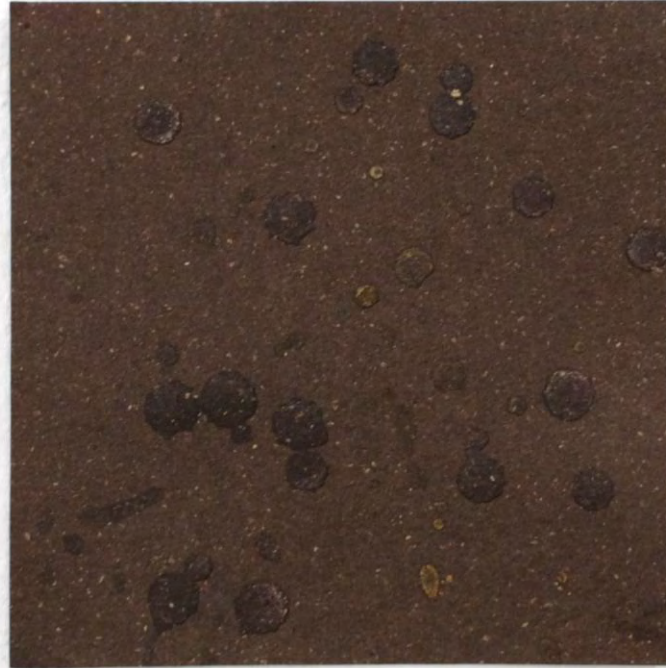
The work of the Portuguese architect Alvaro Siza (1933) as it developed during the 1970's is an intriguing and dense expression of several contemporary concerns. The thesis focuses on three of Siza's works, the Antonio Carlos Siza house (1976-78), the projects for Kreuzberg commissioned by the International Building Exhibition of Berlin (1979), and the plan for the Malagueira district at Evora (1977-present). The analysis of these projects and Siza's few writings and statements is undertaken in an effort to tentatively articulate the principles which lie behind the forms of his architecture.

From the analysis of specific works, two themes, thought to be central to Siza's enterprise, are identified and applied to a wider range of works. This inquiry does not provide a comprehensive account of Siza's ongoing

U-shape around  
conceived  
alignment of  
and define the  
he term as  
are led by  
principles  
ganize  
sion -  
sent. A  
spondence  
f the



coffee(oat latte) stain on dark brown craft paper, dried on heated pan



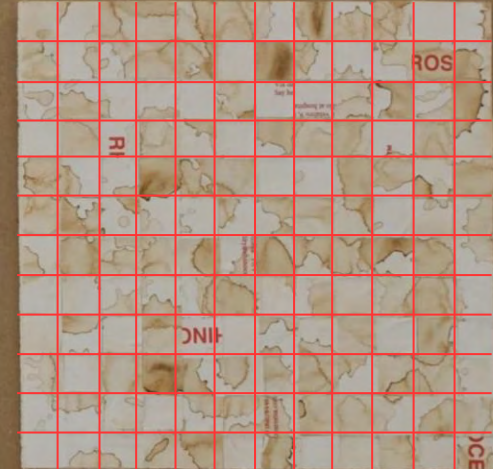
Coffee (americano) stain on white notepad paper, dried on heated pan





OFF WHITE → BROWN GRADIENT

Coffee (americano) stain on white notepad paper, dried on heated pan





29  
WINTER WHITE



06  
NATURAL ALMOND



16  
ORGANIC EARTH



22  
GREY DUSK

ORIGINAL  
TILE



TYPE OF CLAYS: STONEWARE

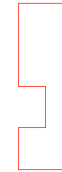
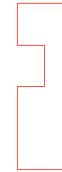
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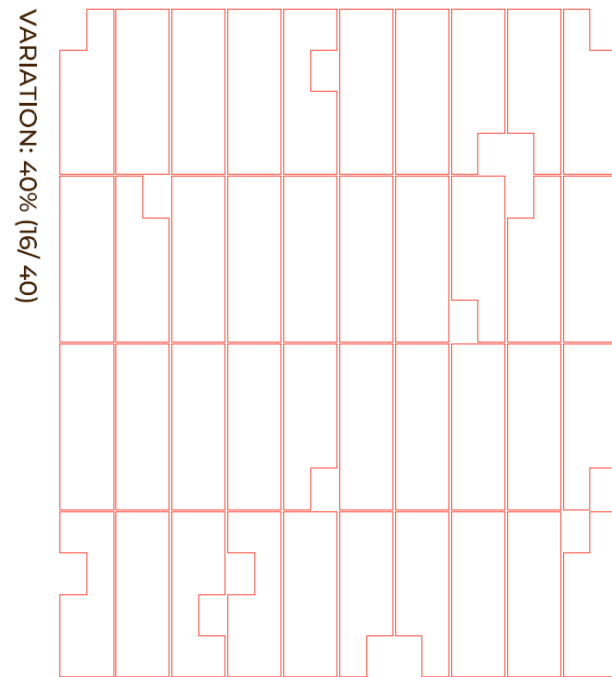
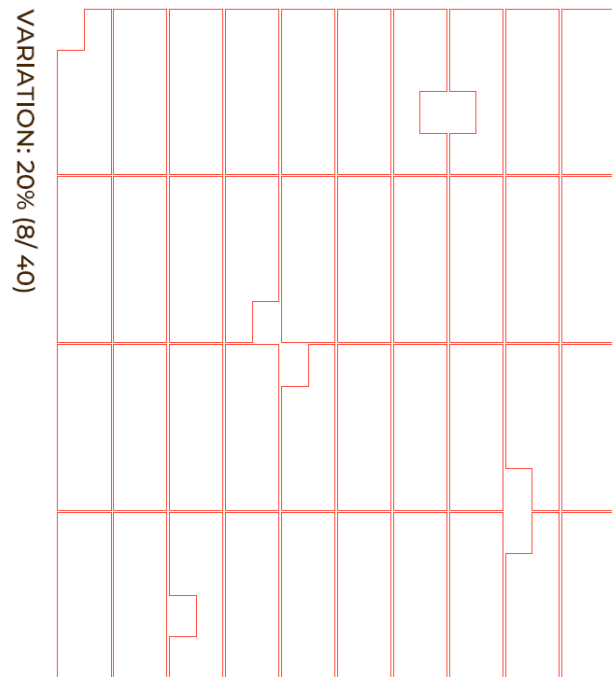
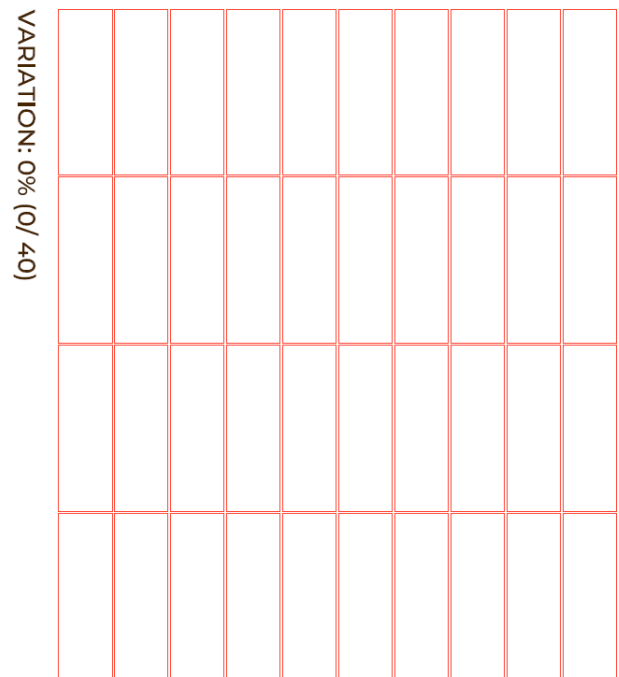
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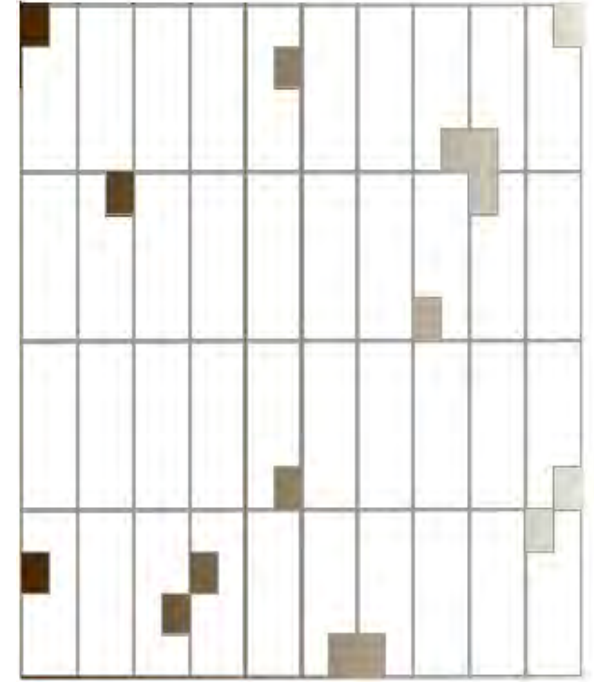
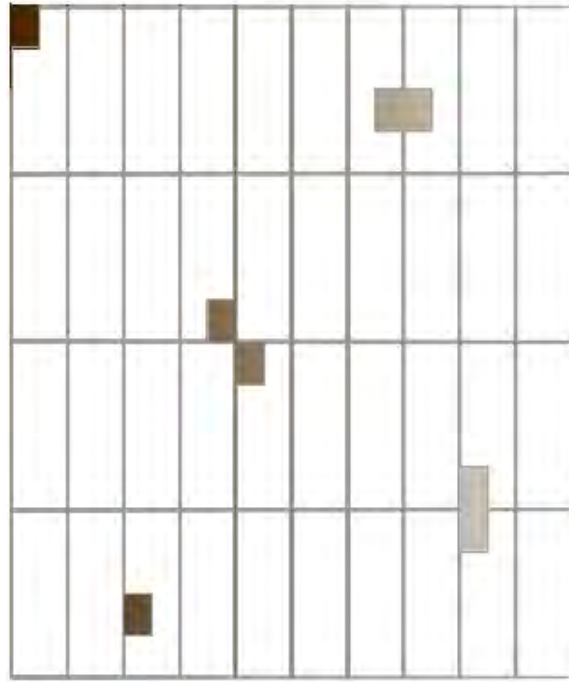
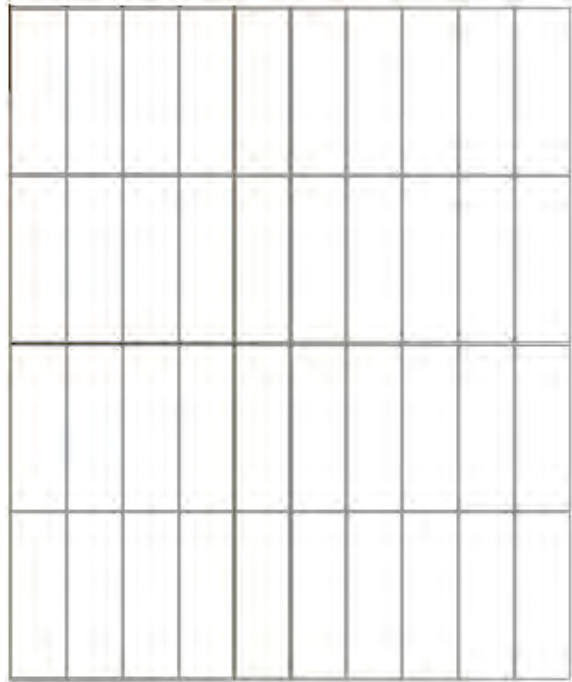
ORIGINAL  
TILE

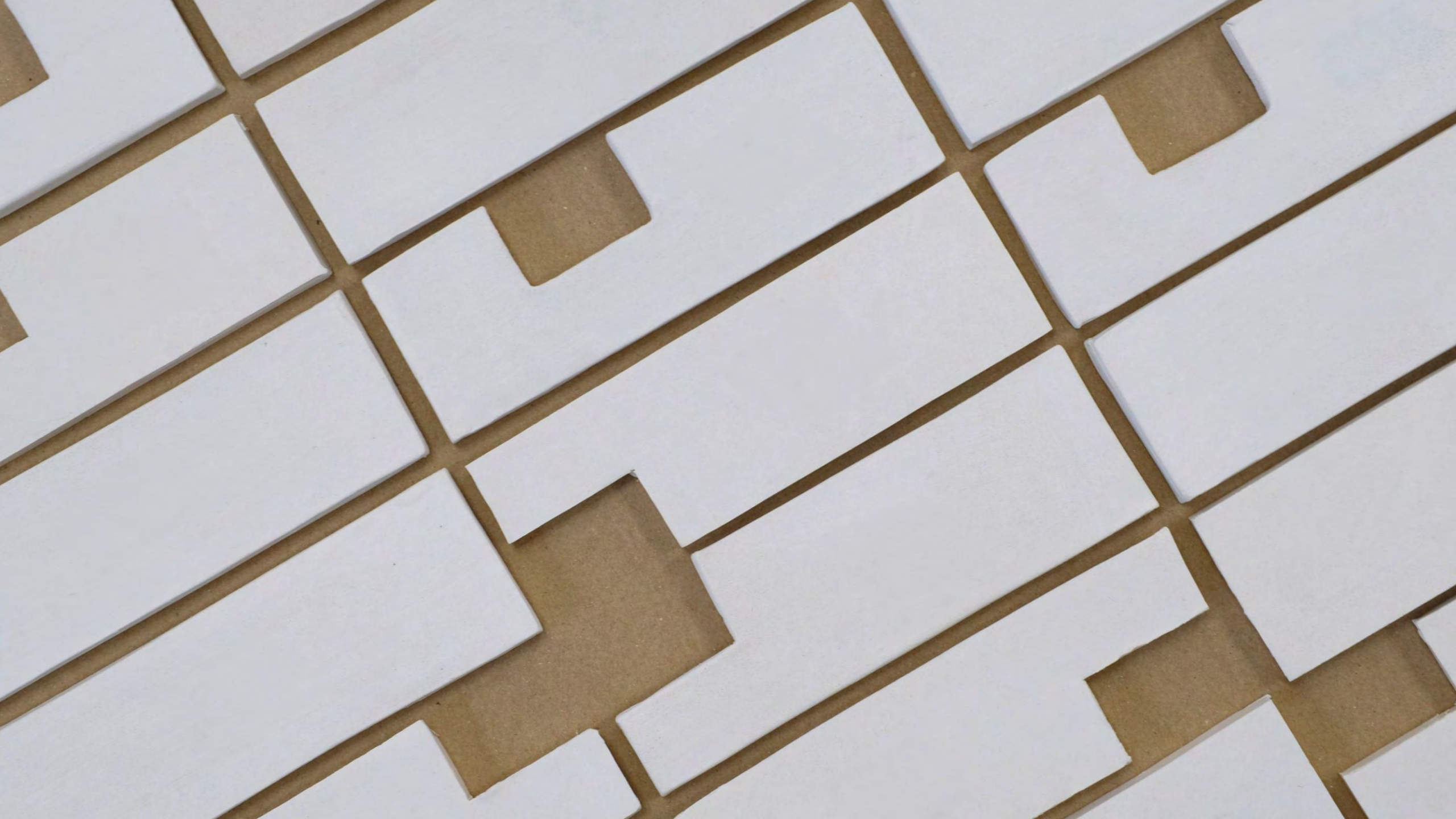


VARIATION



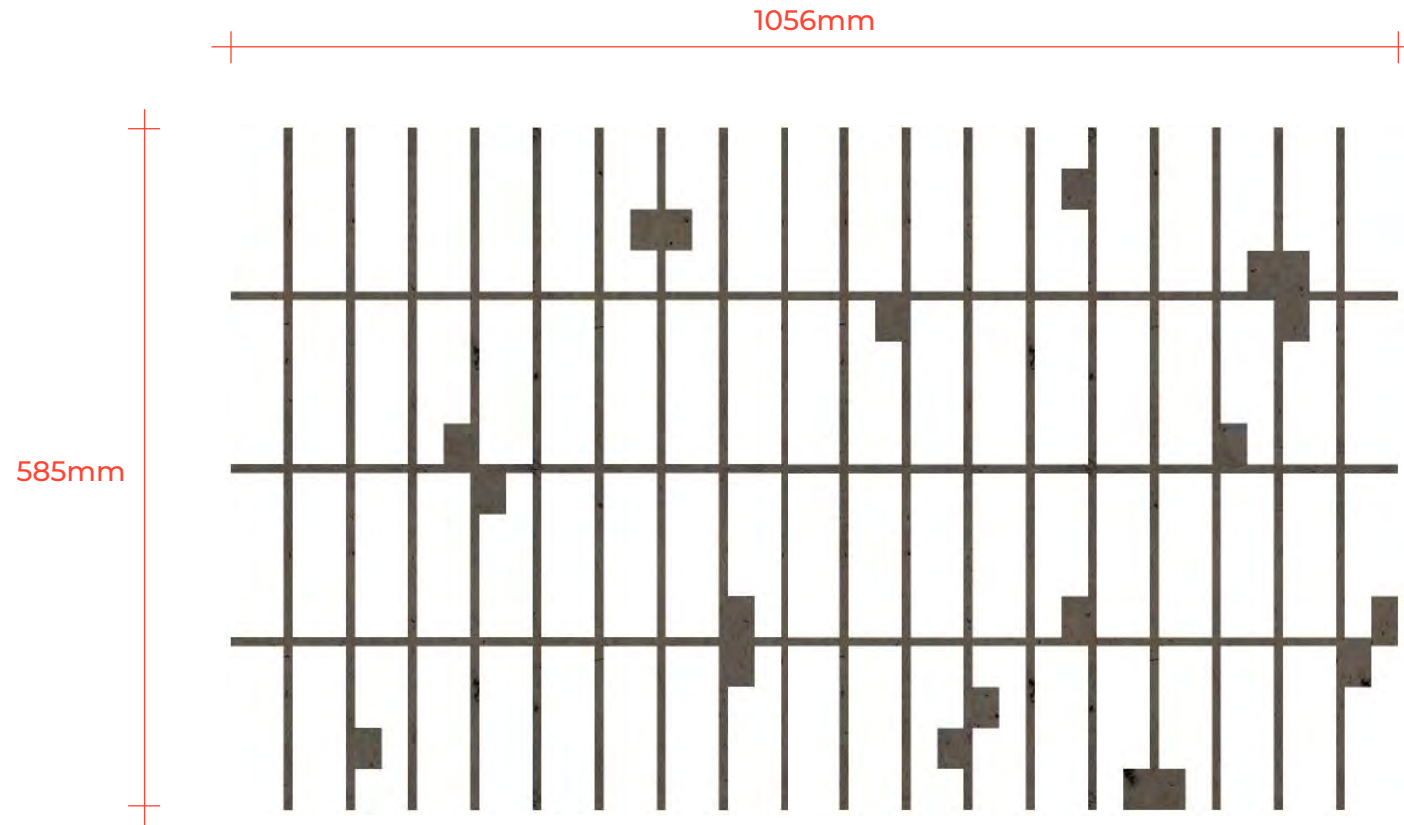




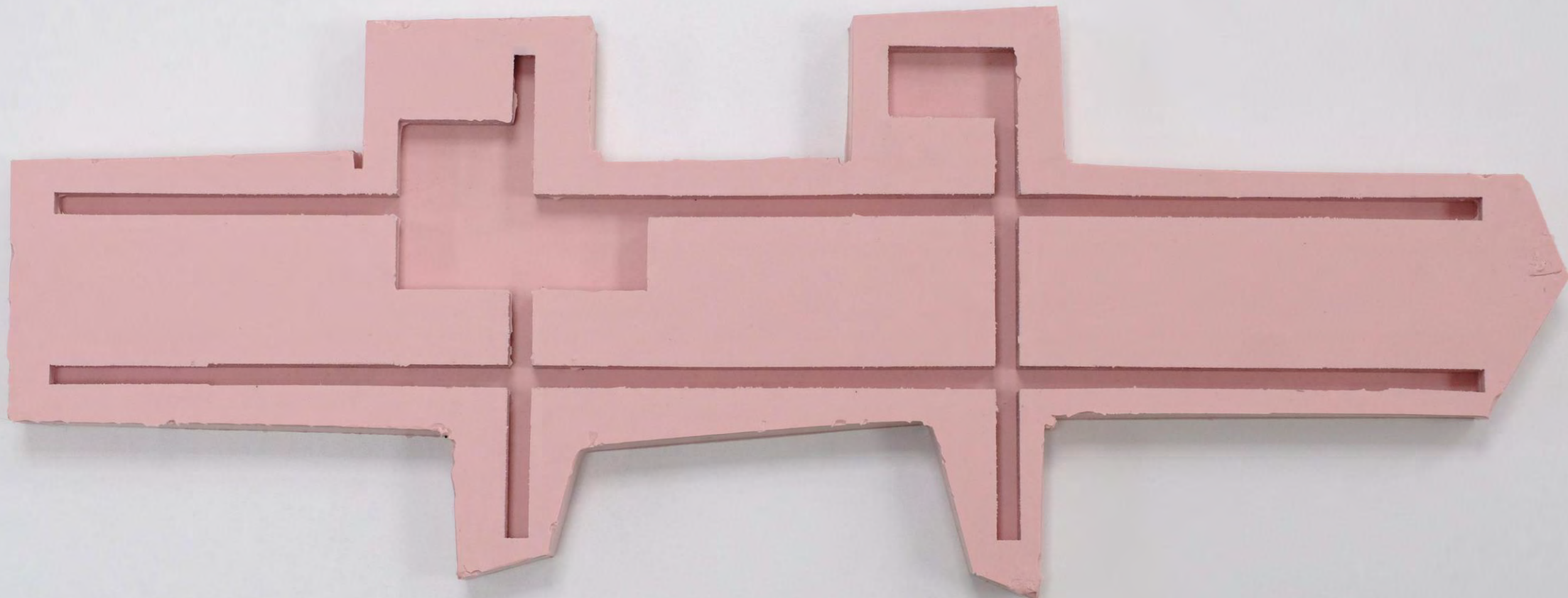


VARIATION II:  
MISSING TILES



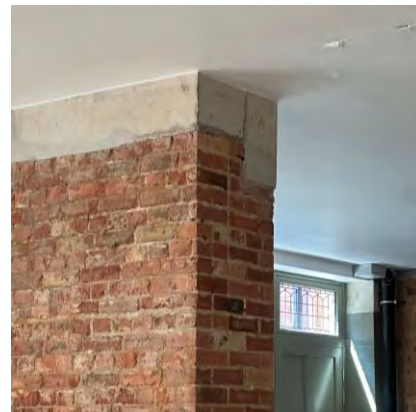
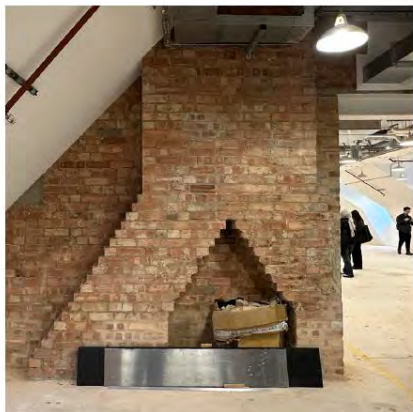


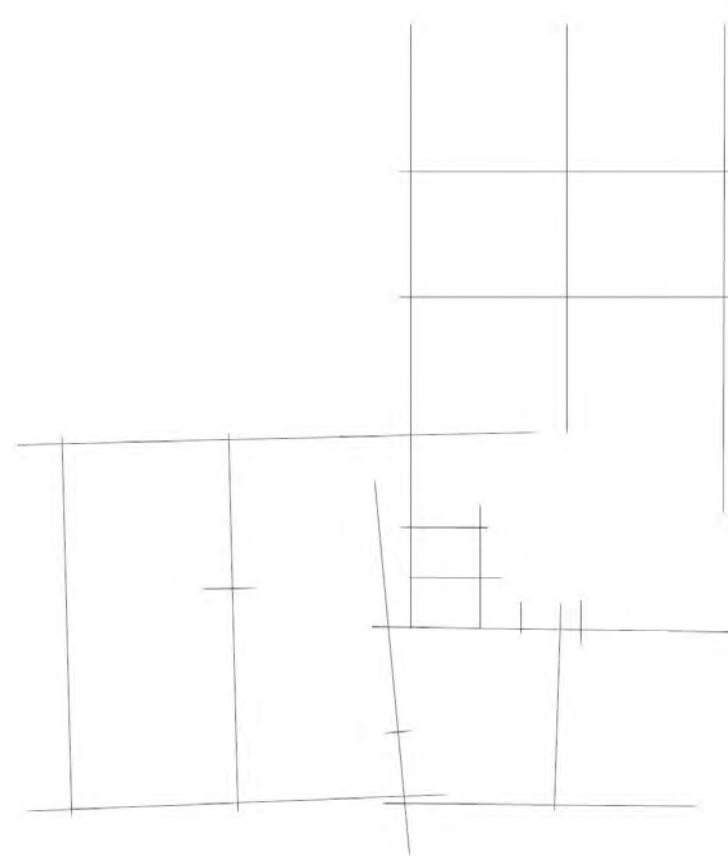
CASTING TILE'S GAP

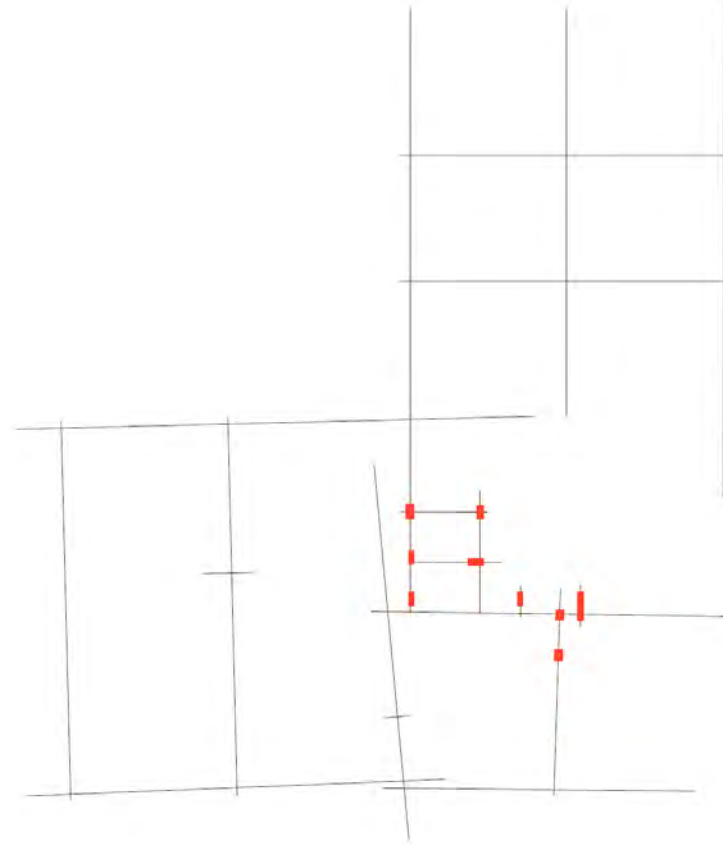


MOCK UP TEST





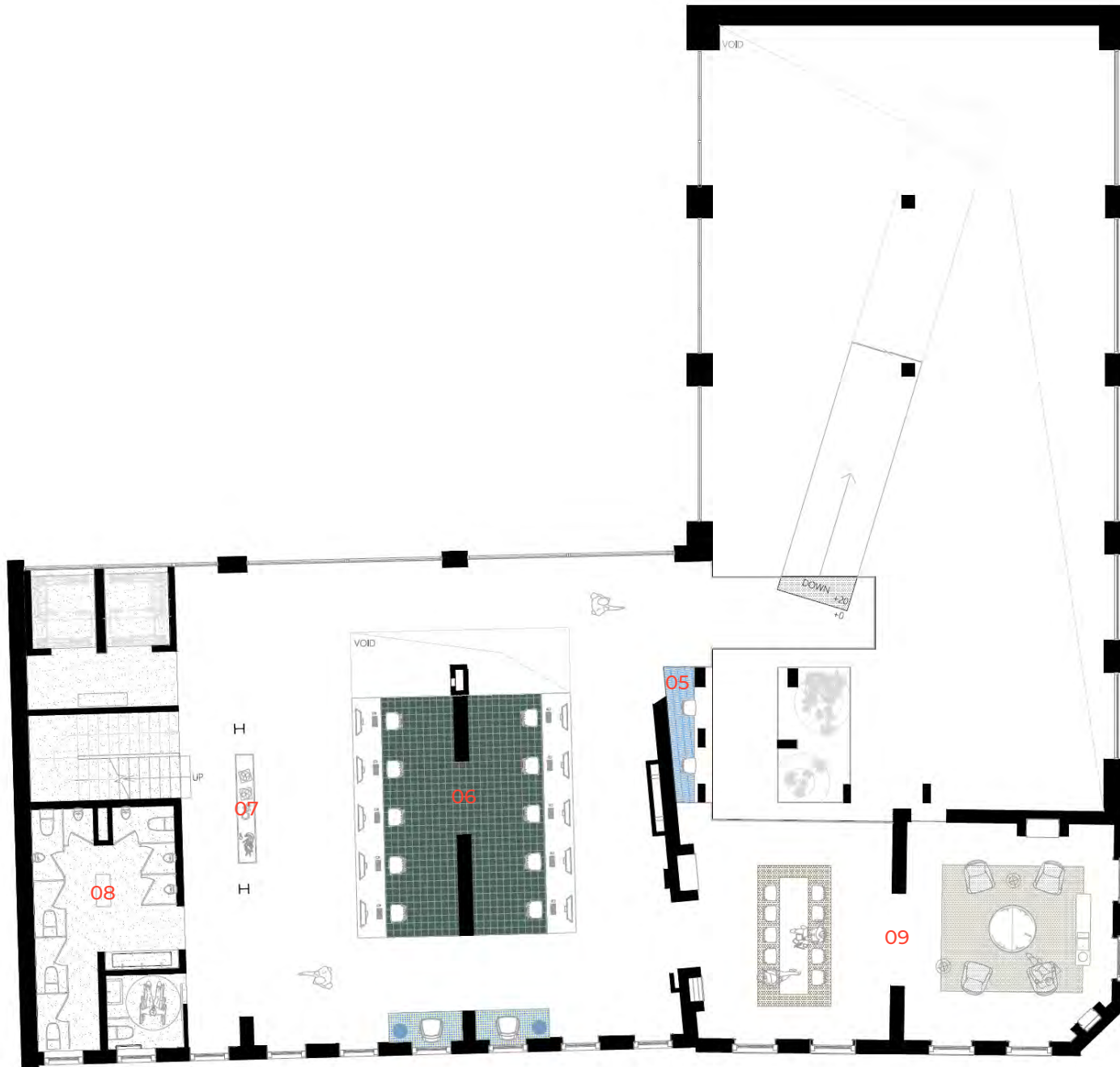




THE OLD, THE NEW AND THE IN BETWEEN



- 01 RECEPTION
- 02 LOBBY
- 03 CAFÉ
- 04 RESTROOM



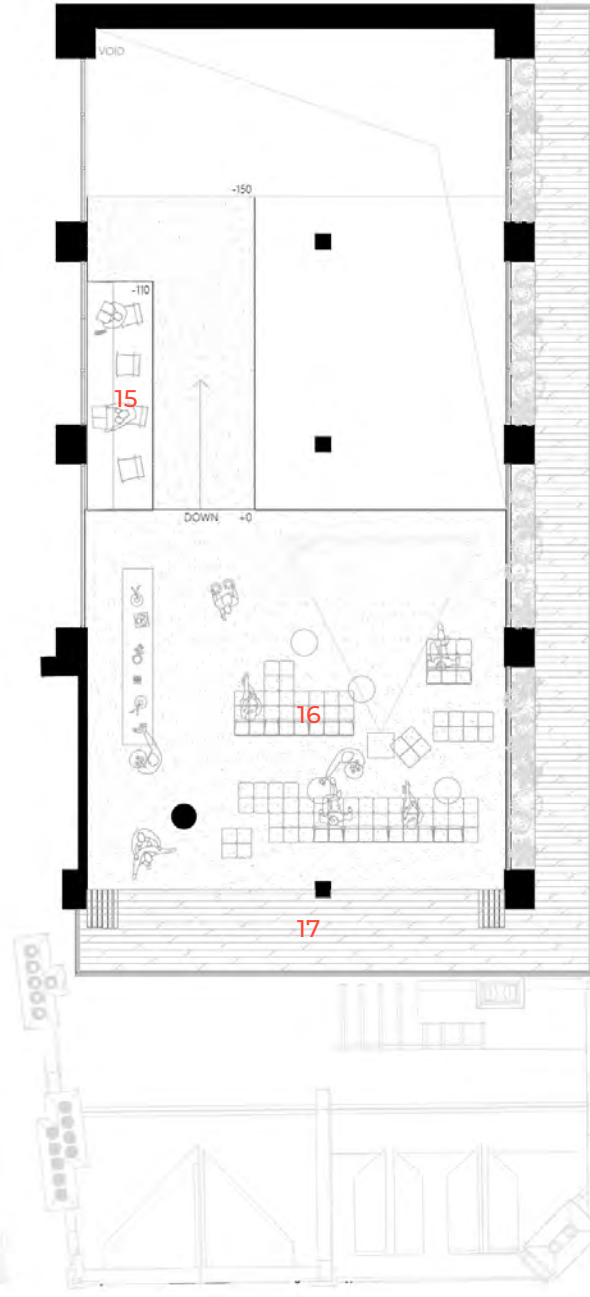
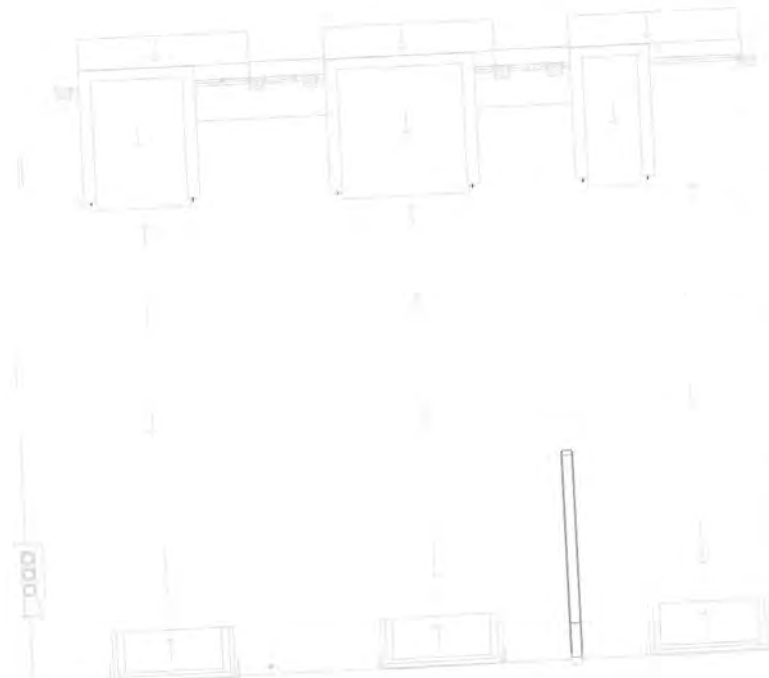
- 05 INDIVIDUAL TRAINING ROOM
- 06 5 V 5 ARENA
- 07 SNACK BAR
- 08 RESTROOM
- 09 LOUNGE AREA



- 10 RESTROOM
- 11 WALKING OFFICE

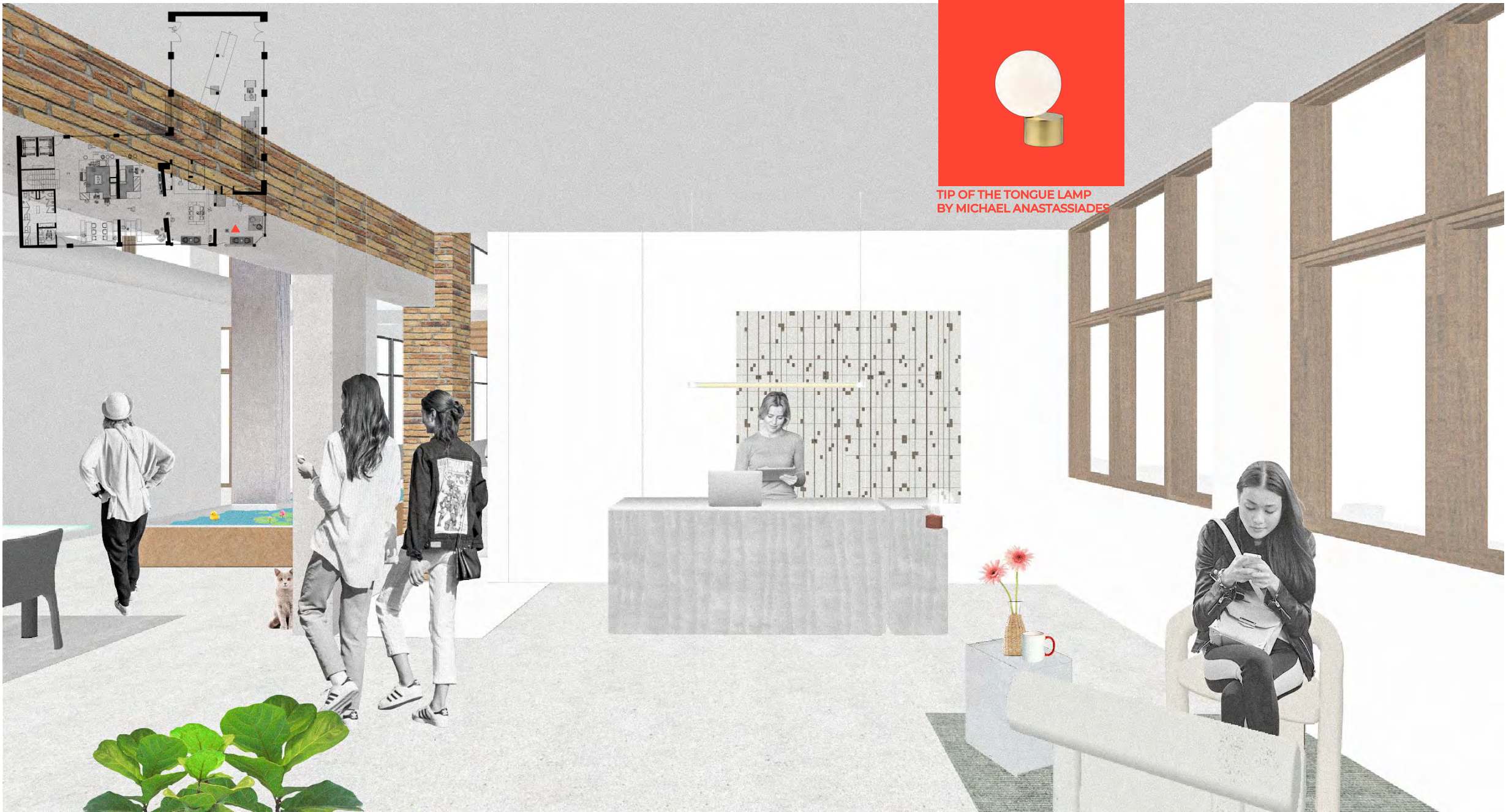


- 12 WALKING MEETING ROOMS
- 13 RESTROOM
- 14 LOUNGE AREA
- 15 FIXED SEATING SPACE



- 15 FIXED SEATING SPACE
- 16 MULTI-PURPOSE SPACE
- 17 OUTDOOR TERRACE

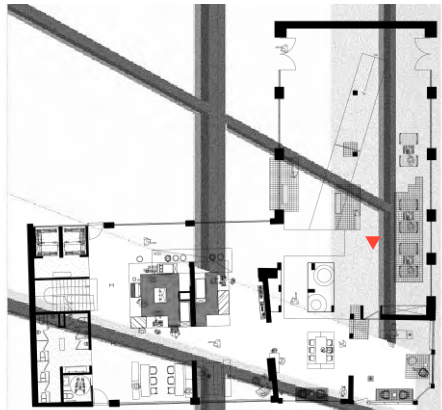




TIP OF THE TONGUE LAMP  
BY MICHAEL ANASTASSIADES

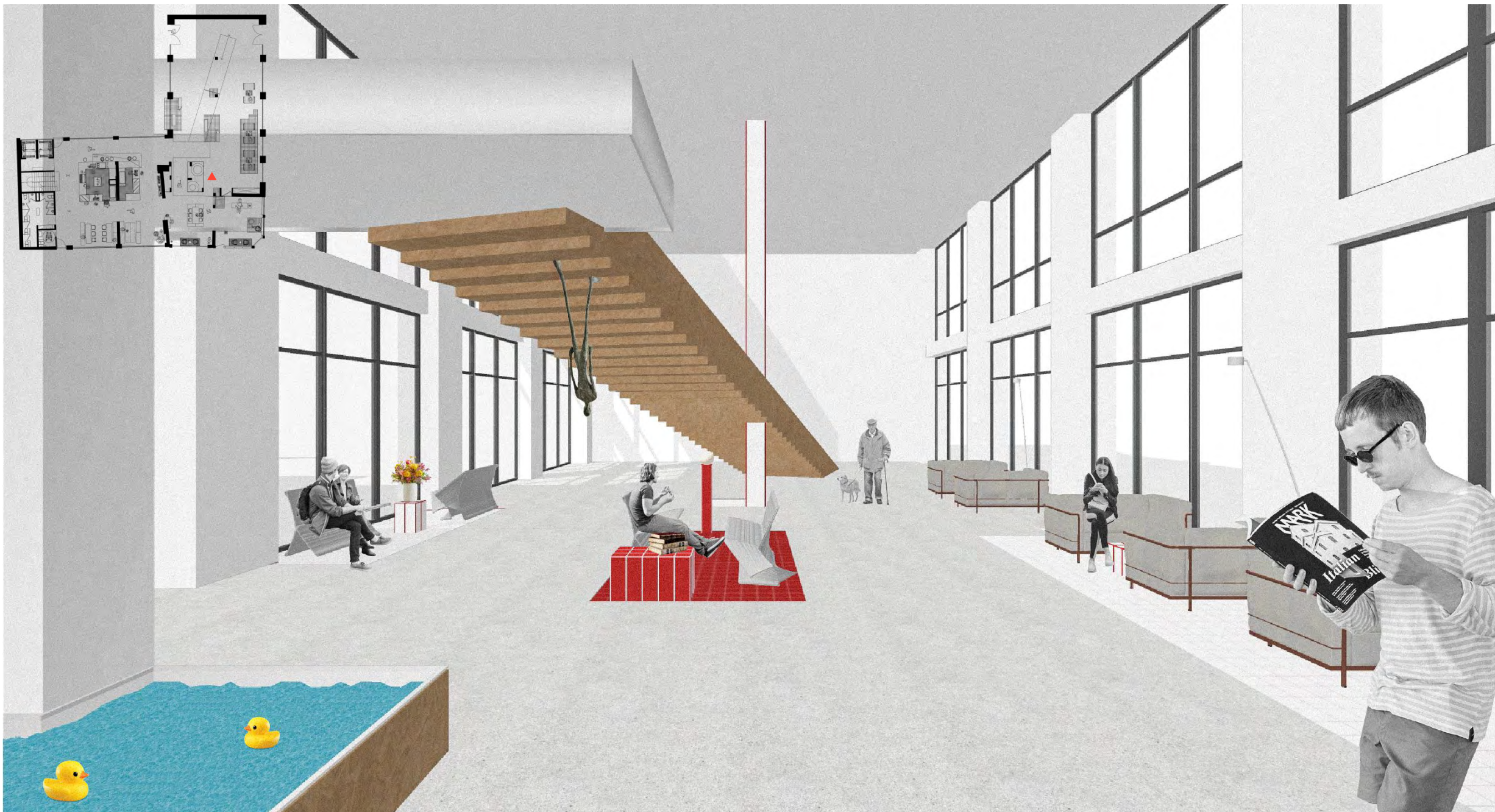


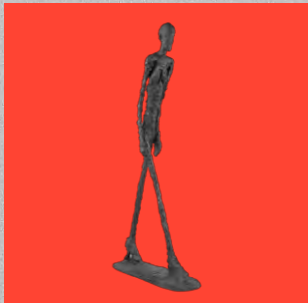
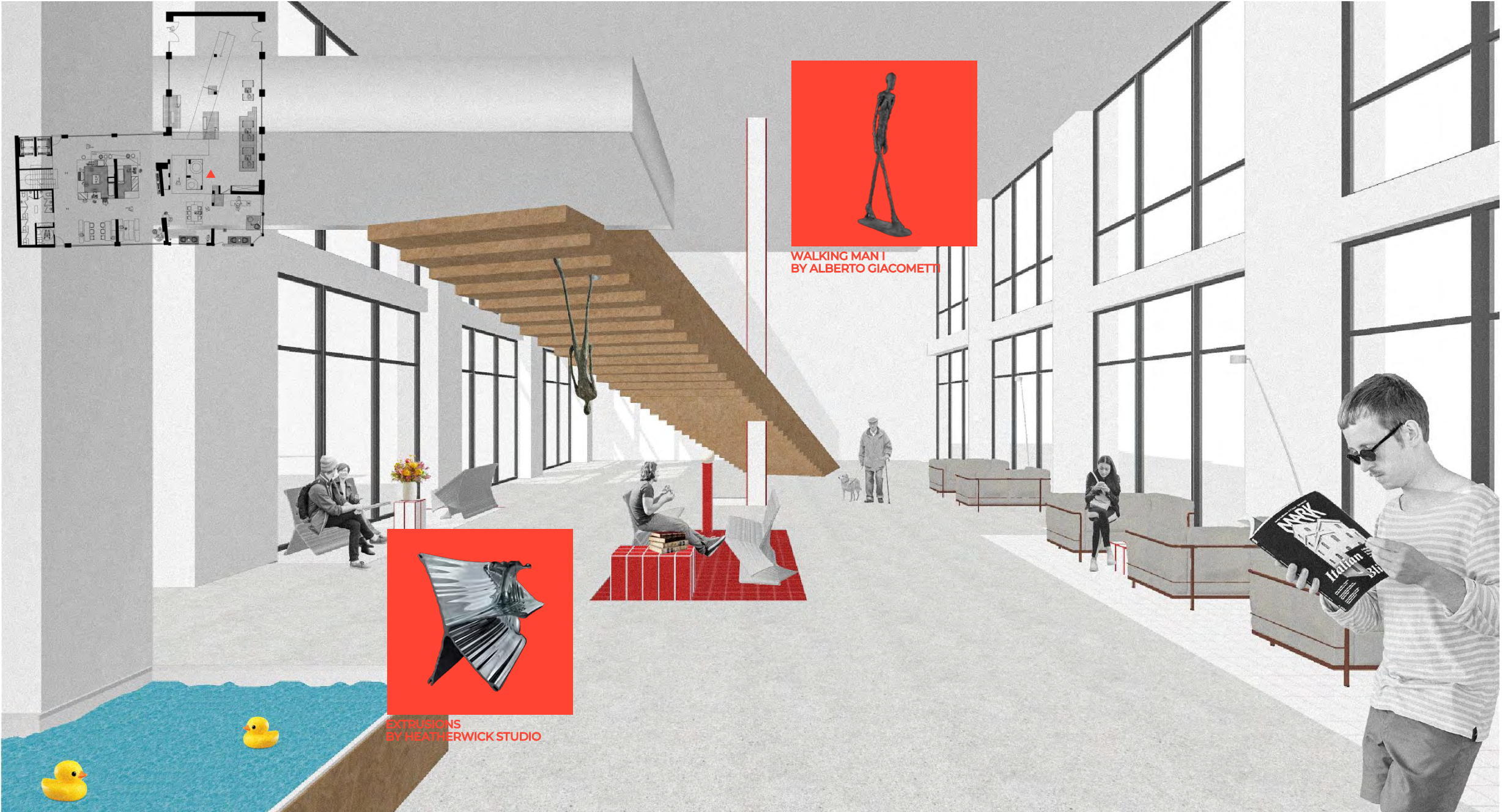




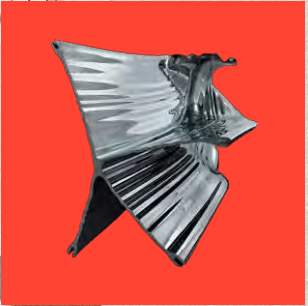
LE CORBUSIER CHAIR (LC2)  
BY STEFAN ZWICKY



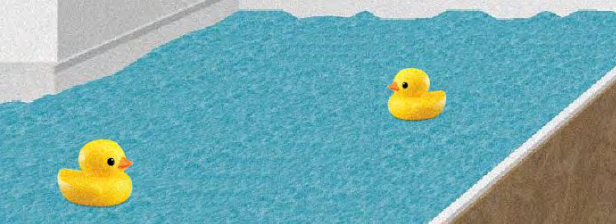
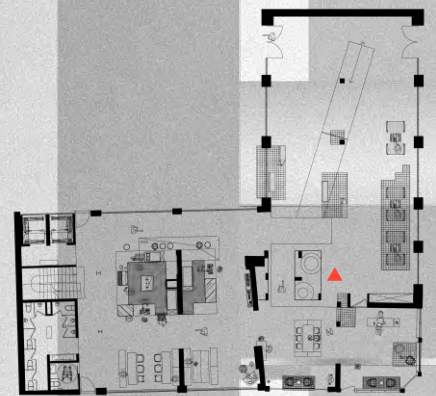




WALKING MAN I  
BY ALBERTO GIACOMETTI

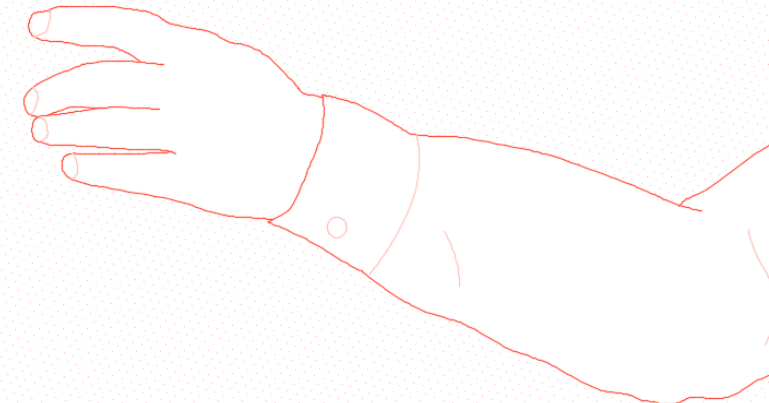
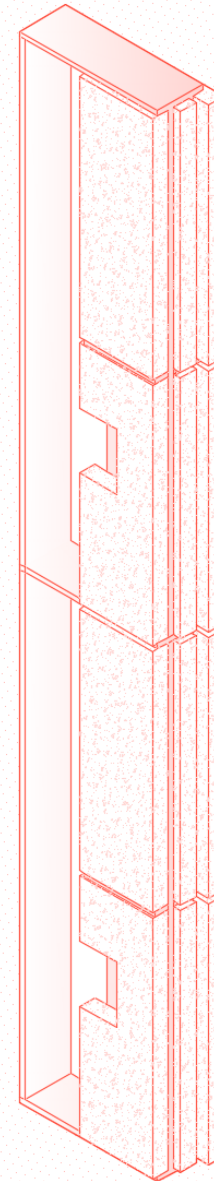
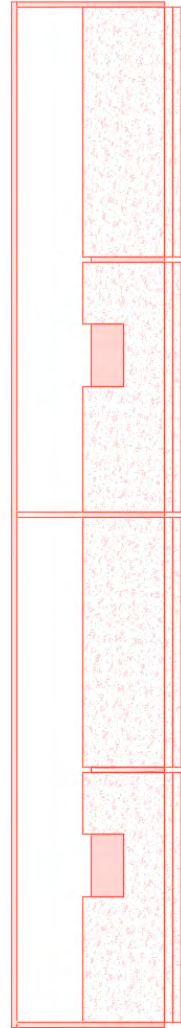


EXTRUSIONS  
BY HEATHERWICK STUDIO

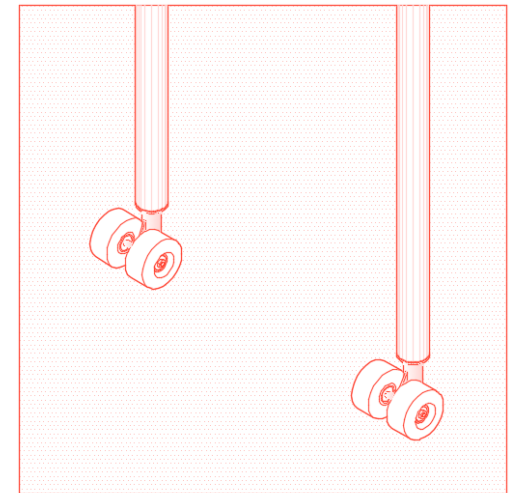
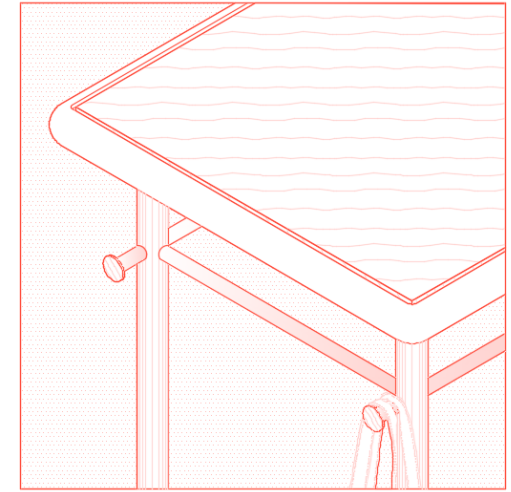
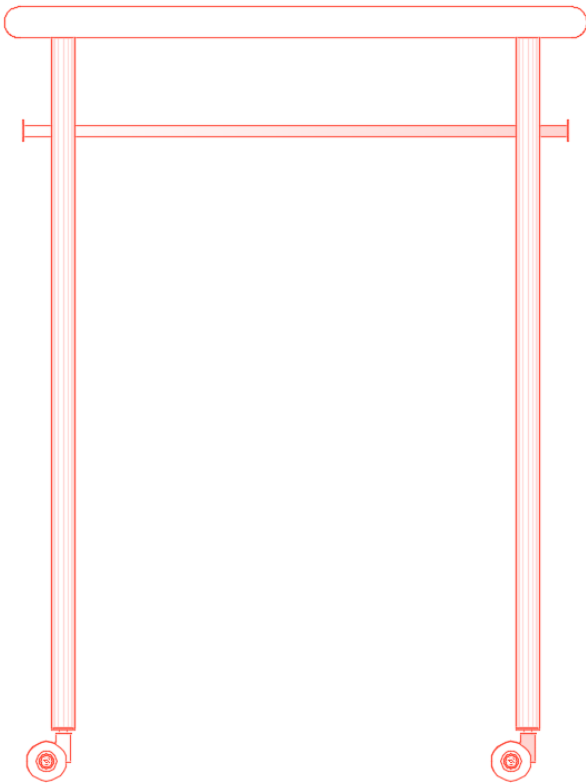




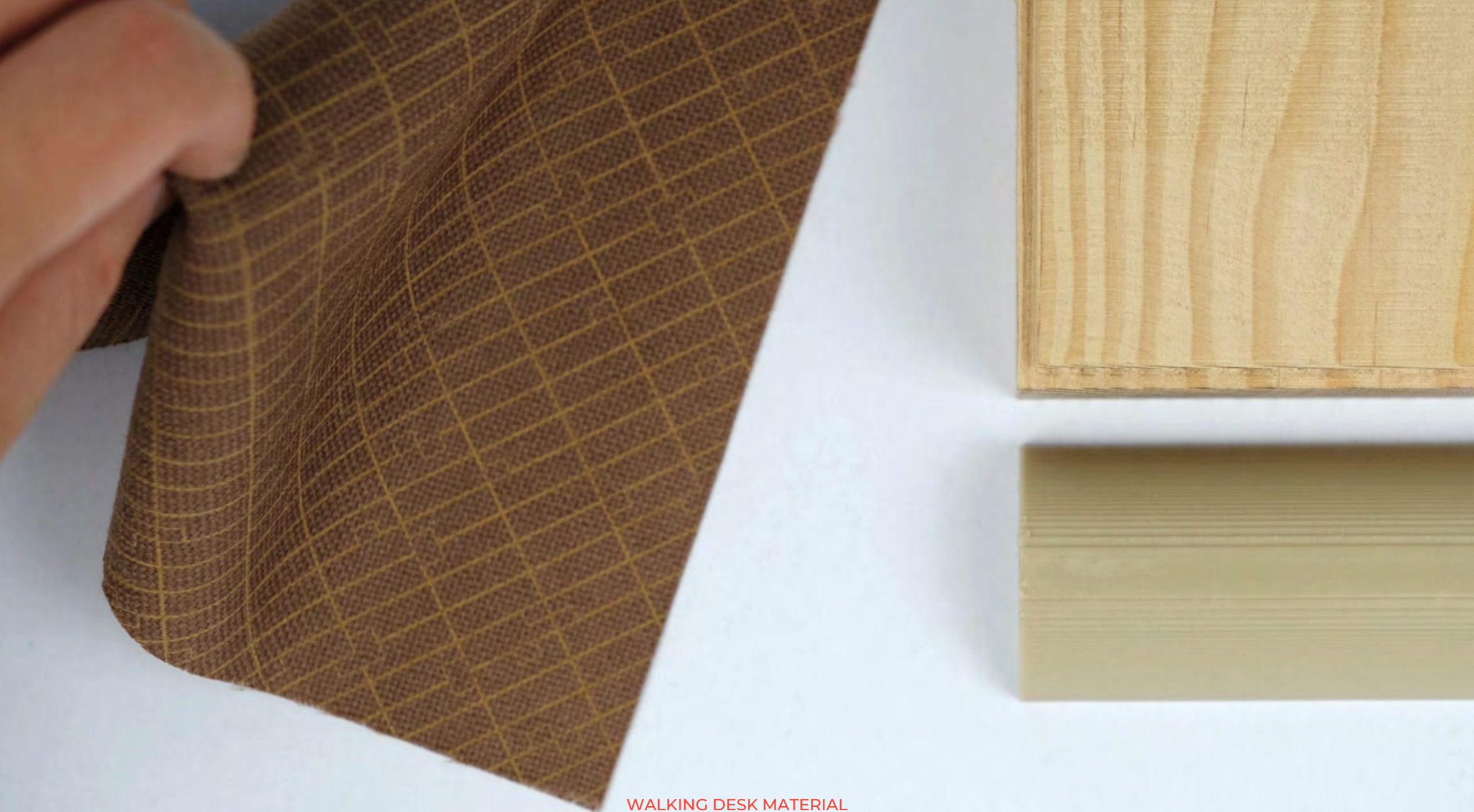




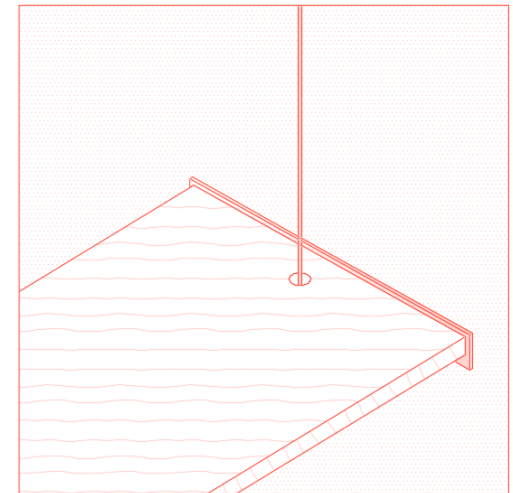
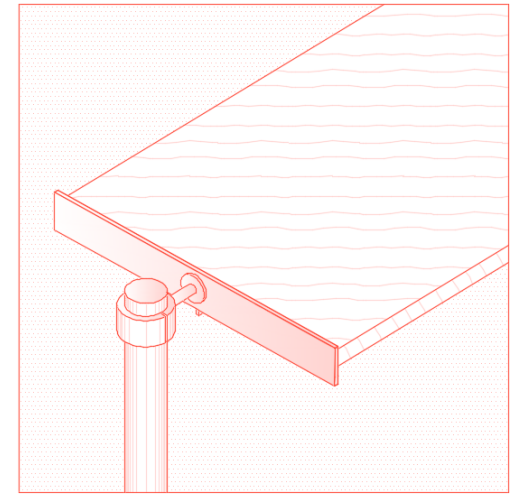
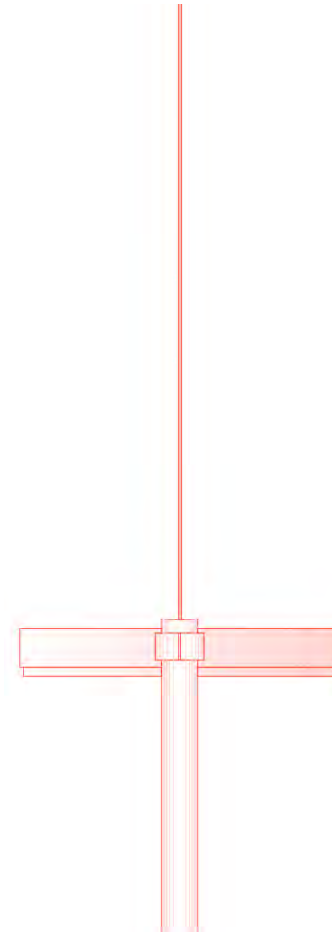
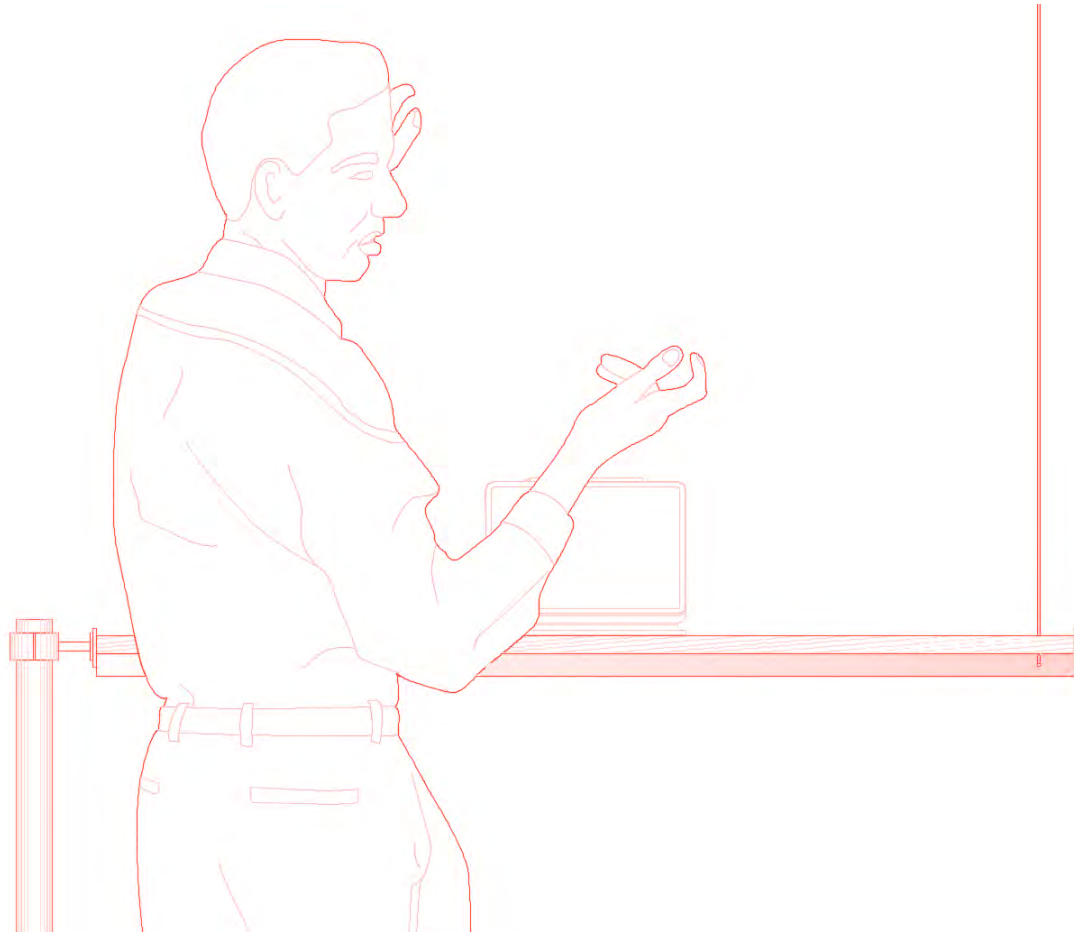
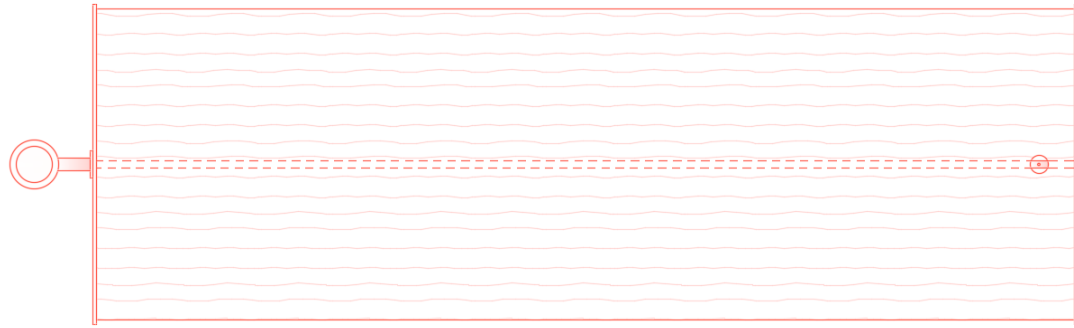
**GL-TILE  
DOOR HANDLE**



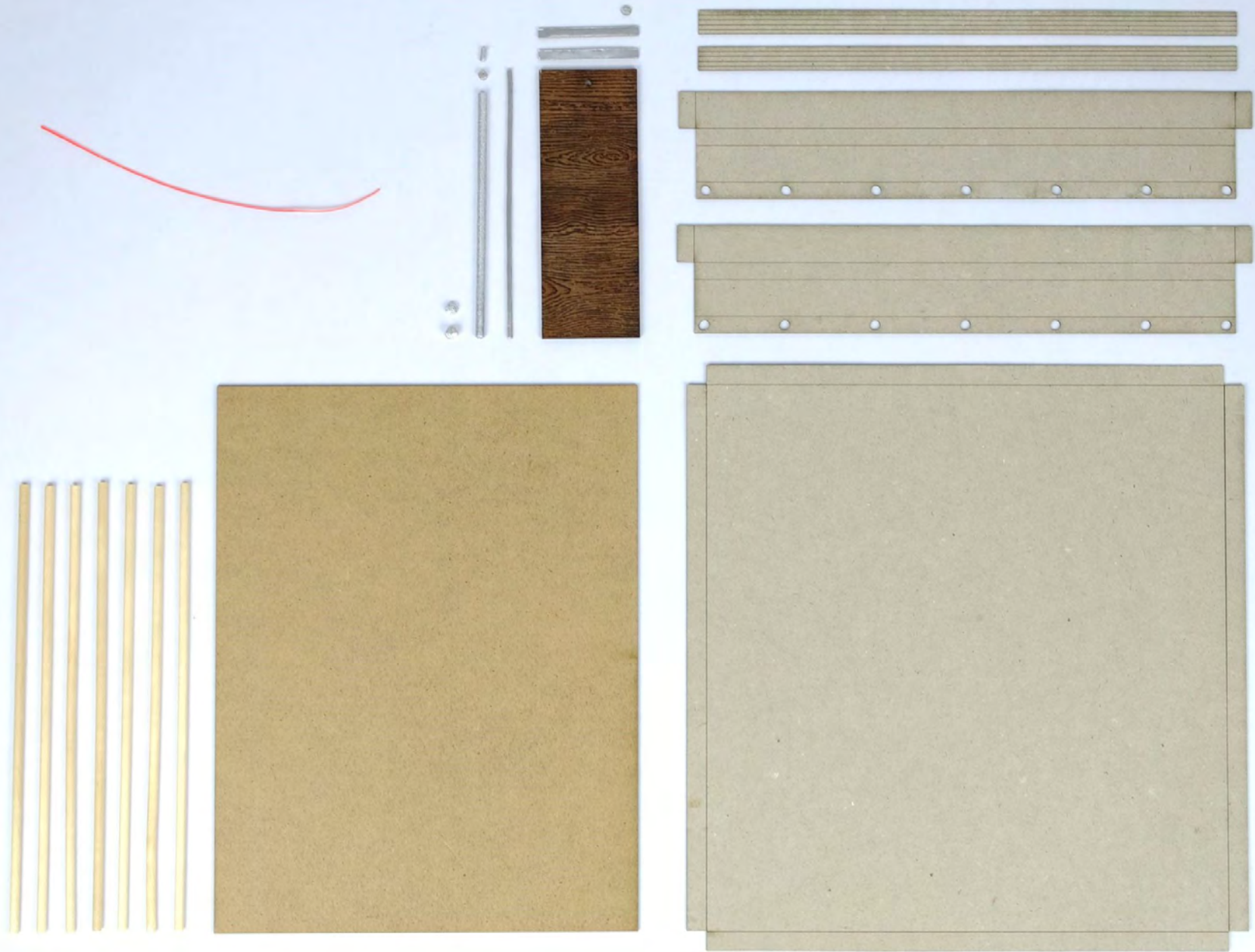
**WALKING  
DESK**



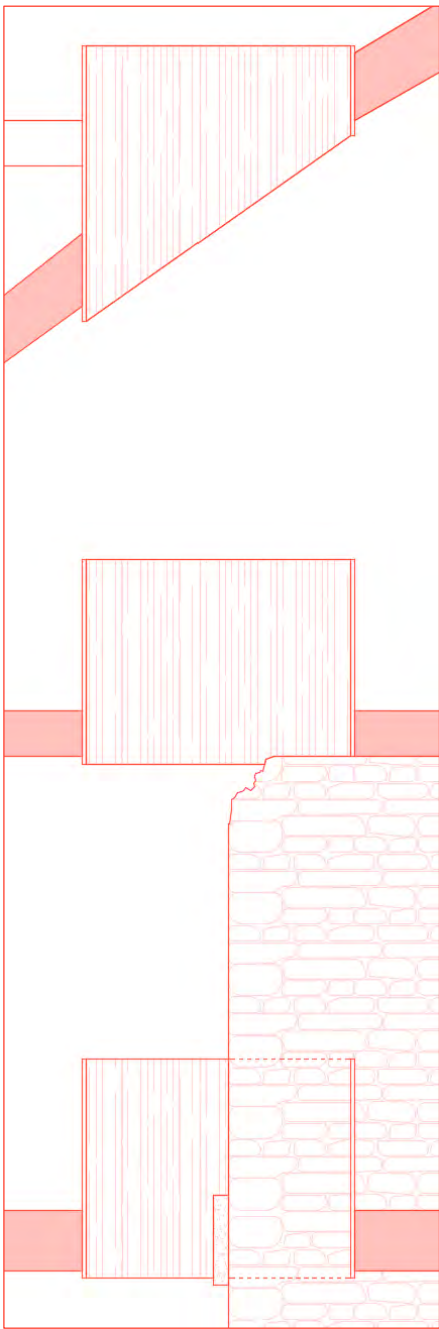
WALKING DESK MATERIAL



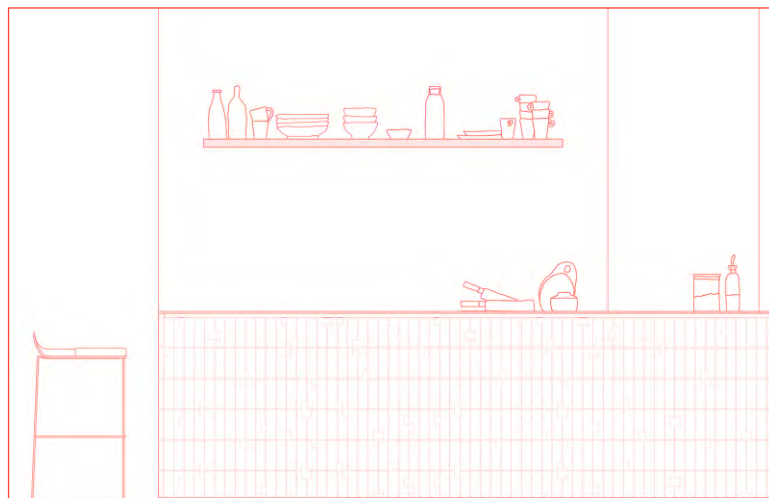
**TREADMILL  
DESK**



1:10 TREADMILL & DESK UNASSEMBLED MODEL



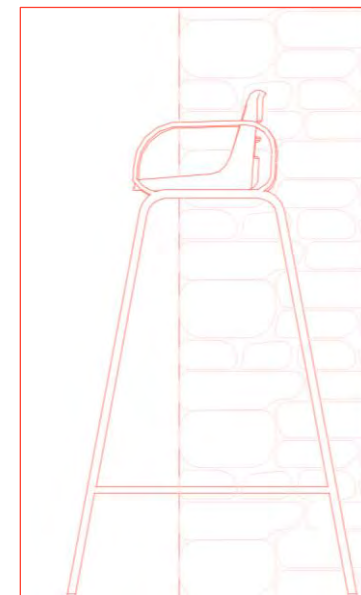
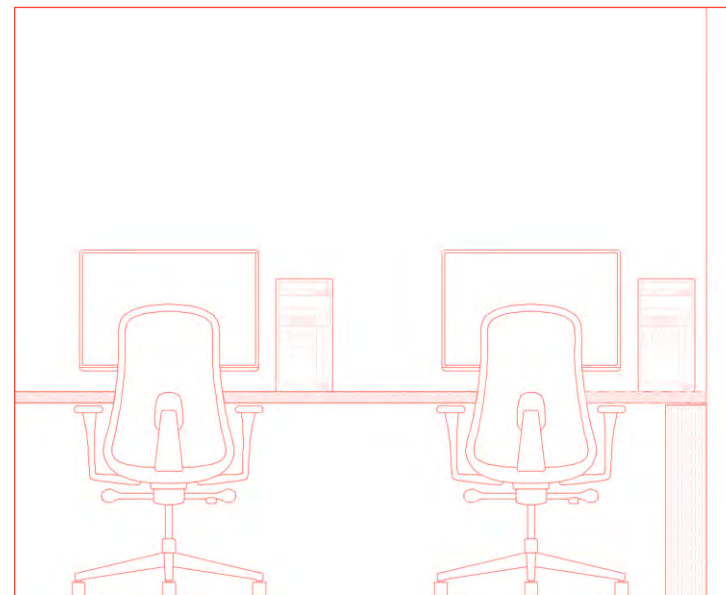
THE VOID & EXISTING PROTRUDING WALL

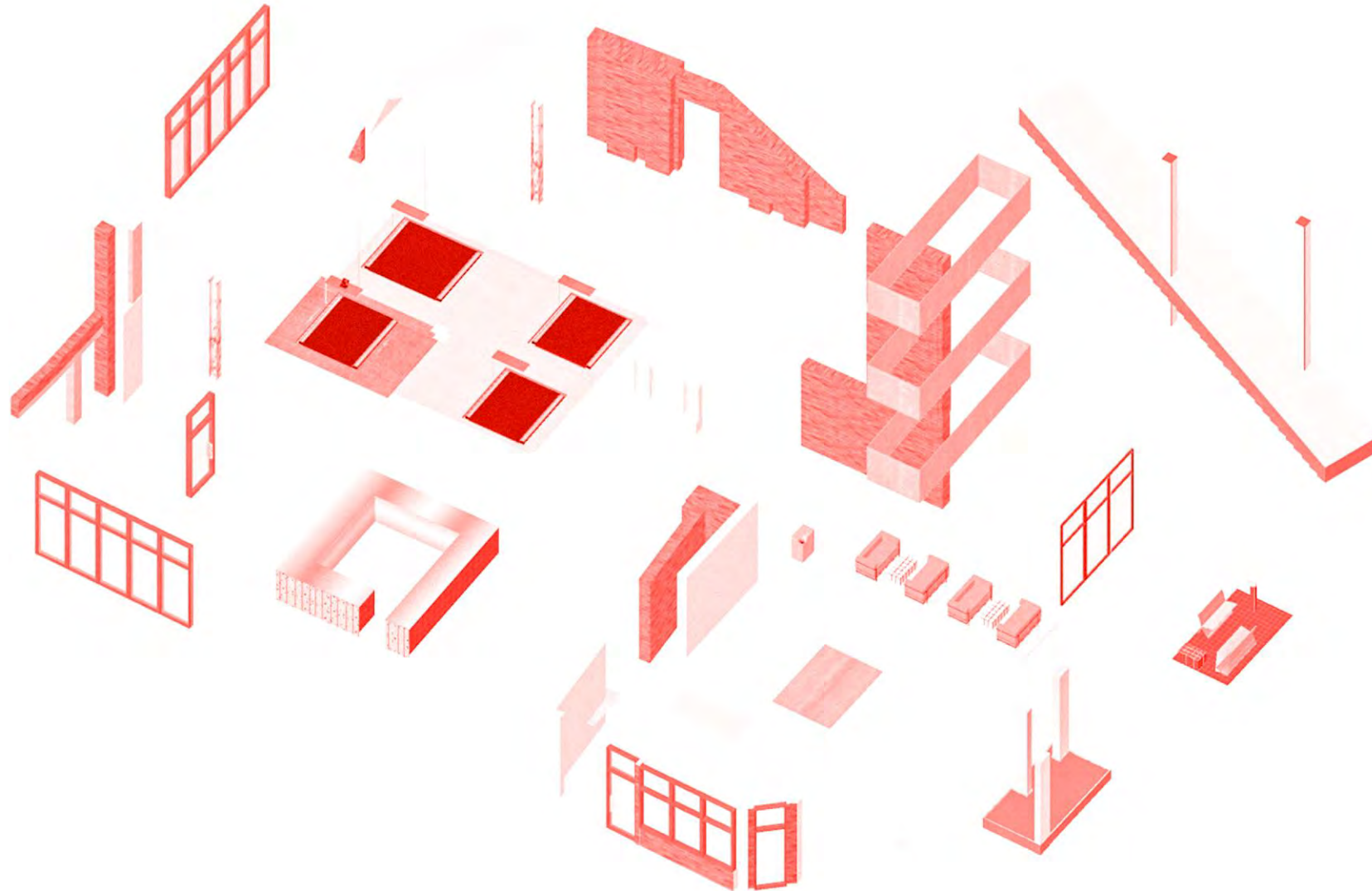


GROUND FLOOR  
CAFÉ COUNTER & SEATING SPACE



FIRST FLOOR  
ESPORTS 5 VS 5 ARENA & COACH'S SEAT





01 GL-tile door handle  
 02 Interesting existing walls  
 03 Floor covering plans  
 04 Wood engraved mirror columns  
 05 GL-tile art piece  
 06 marble I beam

07 voids with protruding walls  
 08 meeting treadmills  
 09 one-more-step ramp  
 10 concrete le Corbusier chair  
 11 extrusions by Heatherwick studio  
 12 tip of the tongue lamp by Michael Anastassiades

**LET'S GO  
 GLITCH HUNTING!**