

# DESIGN LIFE NOW

NATIONAL DESIGN TRIENNIAL 2006

## Podcast Transcript: Michael Meredith

I'm Michael Meredith. I'm an architect

The carpets are made of silicone rubber. They're black. The black comes from graphite that's mixed in with the rubber for durability; also for color. The carpets themselves are made out of triangular pieces, fragments almost, that grow into the room and up onto the wall. The carpets themselves, the triangles, consist of two types of triangles, so that the system of carpet is constantly mirroring itself as it's growing; almost like cellular division.

The coat hooks are based off of a growth system of ivy. The way that we grow it on the wall is through a computer program, which gives it a very simple set of rules and probabilities. And it's done in a way where it avoids self-collision of the pieces. So, in the end you produce this system which kind of grows all over the wall or the architecture; the space. And its function is such that you can hang all sorts of things on it. I think of it as almost contemporary deer antlers.

The shed – the problem that was given by the client for the shed was that it needed to be ventilated. To achieve this we used aluminum material that was a modular system and then on top of that sort of grew or created a computer program to produce perforations within the shed that is based on branching to allow air to move through it. The branching system results in almost a camouflage of it within its context, so it sort of disappears. Aluminum creates reflections sort of within itself so it constantly changes color. Sometimes it's green and sometimes it's white. And then the perforations produces strange and interesting visual transparency, so it blends in with the context of the trees and forest around it.

Design is definitely about solving problems, but it's always more than that as well. The most important sort of problems that you have to deal with are the ones that you bring to the project yourself as a designer.