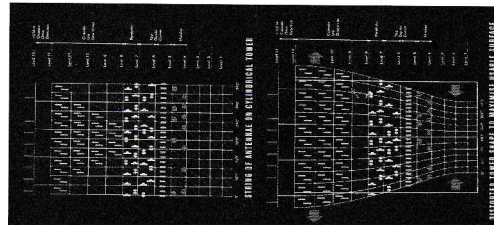


▲ ★ grids

→ 'flows', 'uselages', 'geometry', 'infrastructures', 'interweavings and interplots', 'loops', 'matrix', 'Metropolis', 'no-form', 'order', 'places', 'plats', 'sequences', 'skeleton', 'topological'

The environment, the territory and some architecture can be defined as a superimposed and intertwined set of nets or webs which give sense and meaning to certain spaces and/or locations. These spaces are generated by grids, thereby rendering them artificial. These webs are alive and variable. They are shapeless and can receive the shape of what is contained by them, in the same way a liquid adopts the shape of its container. We are interested in grids/nets that are synthetic, simultaneous and synchronous with the architectonic item and vice-versa: architecture and environment, when inseparable from the idea of net or are the net itself, materialise in such way that tensions and relationships are drawn by the net, constructing and breaking links.

[MG]



Grids are configurations that are resolved in orbit of a possible hybridisation between architecture and infrastructure replace, in effect, the idea of outline with that network and that of reticule with that of mesh.

This level of internal organisation points to a meshed organisation, aimed at favouring an elastic topology – a greater capacity for linkage and deformability – in the system. Grids create an effect of operative interconnectivity favoured by the interlinked logic of episodes and events themselves. What is interesting in such configurations is their flexible and infrastructural, rather than pure and rigidly structural nature. These are not, in fact, monolithic megastructures – totalitarian frameworks – but rather adaptable and deformable systems, open to manifold variables and singularities (according to context and use).

This points to the definition of an "operative matrix" – a more or less visible, evolutionary and flexible arrangement or link – capable of fostering a meshed relationship among different events, but also a firm disposition for distortion and alteration capable of articulating (and of accommodating), based upon this capacity for elastic adaptation, unexpectedness springing from both the system itself and schemes alien to it.

The modern reticule thus yields to the contemporary mesh in which occupations and spacings, concentrations and dilatations, plaits and nodes tend to move – or slip – with respect to each other, and even to imbricate and overlap each other.

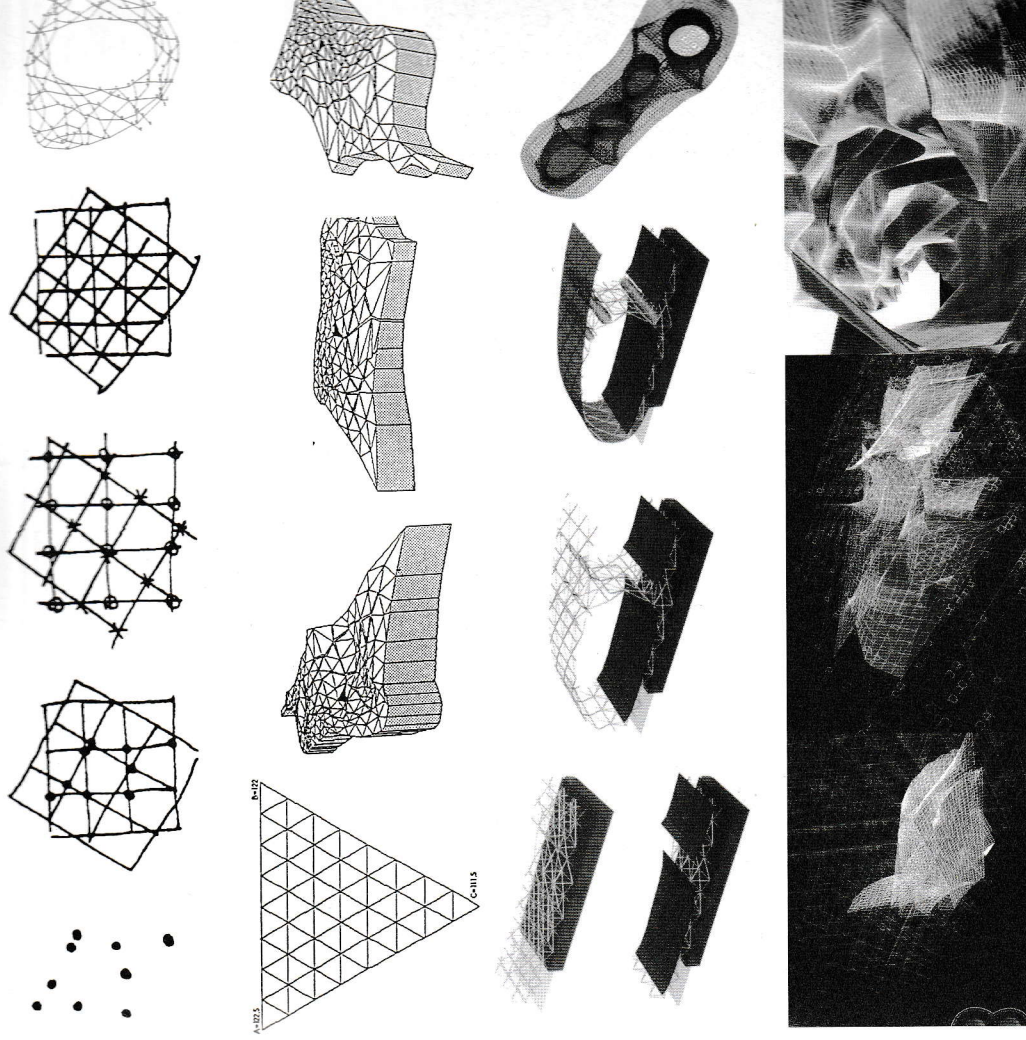
We speak, then, of meshes in their quasi-geodesic sense, as networks, cords (or arteries), defined through webs (matrixes) and nodes or braids (ties or links) associable, in a possible scalar jump, to the normed and threaded configuration of the large infrastructures of connection and articulation that, in turn, mesh the territory.

[co]

A grid is a location map of densities. When the locations are orthogonal to each other, and the densities involved are identical, like a system of points, then we have a Cartesian grid – the template of traditional building design. But in space-time, where mass densities induce gravitation, which, in turn, is a function of location, 'grid' becomes a mathematical set of probabilities. Written in tensor notation, the arrangement of such a grid becomes the array of a matrix placed in vertical and horizontal arrays. (The entities of a matrix are interdependent and no one point has preference or autonomy. The matrix is a picture of a grid as a simultaneous event.) CECIL BALMOND

1. Cecil BALMOND, *Diagrams of structural concept for Chemnitz Stadium 002*, Chemnitz (Germany), 1997, *Assemblage 33*.

2. NJIRIC-NJIRIC, *think Pad, New library for the School of Architecture*, UPC, Barcelona, 2000.



1. Cecil BALMOND, Peter KULKA, Ulrich KÖNIGS, *Roof geometric scheme for Chemnitz Stadium 2002*, Chemnitz (Germany), 1997. 2. Carlos FERRATER, Josep Lluís CANOSA, Beth FIGUERES, *Botanic garden*, Barcelona, 1999. 3. Ben VAN DER KEEL, Caroline BOS (UN Studio), *Competition for the National Swiss Exhibition 2001*, Yverdon-les-Bains, 1998. 4. Karl S. (X-Kawa), *X-Phylum*, 1999.

★ ground

[co]

See 'zero (0)'.

Ground is a site of confrontation; utter demolition as in "ground up" (past tense of grind). AMANDA SCHACHTER / ALEXANDER LEVI

★ growing up

[co]

Imagine a house for a horticulturist. Without permanent maintenance, without regular cut of the trees, and a management of their growth, the house will lapse, strangled by trees. Nature is an attractive danger, very far from the talk of dream of primitive forest. FRANÇOIS ROCHE

→ 'tree'