

Experimental Embodiment

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Extending the idea of formulating systematic design activity among the newcomers in architectural field, Clement Cheam in this proposal, provokes a question on how architecture is directly experienced. In answering the question, the coded meaning of 'phenomena of emergence' inspired by the contemporary computer programming artist, Anthony Mattox, was recontextualised through semiotical translation of animated projection of rectangular planes embedded with radial asymmetric patterns of circular skeletons.



■ Clement Cheam Heng Kit



Clement Cheam later argued that the proposition of embodying perceptual empiricism of human experience in architecture by addressing the movement of bodies in space through programmatic materialised structures together with the actions and events that would take place within the proposed folly. The abstractive communication between form and texture that would emerge from the simple process of repetitive elements would stimulate direct human senses while experiencing the architecture of the folly. The protrusive geometric planes, in providing cantilevered shelter, encourages unstructured playground activities within the designed spaces while it texturises the folly with bold reflection of multilayered shadow patterns.

Overall, the folly shows Clement's maturity in criticising the 'phenomenology of emergence'. While questioning form-function relationships, his design paves the way for more open-ended arguments on the idea of experiential embodiment in demolishing artificial divisions between human, architecture and natural environment.