The ACADIA exhibition explores ideas of leveraging material and materiality as a ‘wild card’ in the design process. Contrary to many recent digital design processes where emergent complexity is internalized in a controlled model, here materials and material properties act as wild cards: objects of ‘low probability, but high impact’. Modes of control and precision are questioned through the unpredictability of materiality, recombined with digital techniques and precision. Approaches to craft and fabrication, previously focused on precision and control, are reconceived as techniques open to play, fluctuation, and erratic behavior. An intentionally vulnerable position, these projects relinquish design agency in order to embrace risk and material propensity. How does a design process evolve within this synthetic framework? What emerges from these material unknowns? What new processes can be invented when wildcards are thrown into the mix?

This conceptual framework emerges as a guiding theme in the juried projects presented. From robotic formwork to woven, textile-based circuitry, the work included puts material at the forefront of the conversation. Ecologies of materials and design processes are woven together to produce synthetic, complex and highly unpredictable outcomes. The curated work was solicited to expose this repositioning of materiality and the highly synthetic constructs that emerge from these design processes. The curated projects represent innovative young California design firms that are questioning issues of material feedback and indeterminate design thinking. Ultimately the material pushes back, resists and provides an unpredictable parameter for evolution and iteration in the design process. In other words each project presented here embraces the creative and technical potential of a material ‘wild card’.

Nataly Gattegno + Brian Price
Exhibition Co-Chairs

Special Thanks: Noah Bartlett, Sam Howell, Blake Hudelson, Shawn Komlos, Judy Krasnick, Jessica Lisager, Réna Montero, Hanna Nam, Tisina Parker, Chris Parsell, Minetta Rogers, Jen Sikora, Jason Vereschak, Lia Wilson, Alex Woodhouse.
WILD CARDS
CURATED + PEER REVIEWED EXHIBITORS

CASTS
Rael San Fratello: Unnatural Materials
MATSYS: P-Ball [Seed], SCIN Cube
Digital Plaster: Stella Dourisme, Claudia Ernst, Manuel Jimenez Garcia, Roberto Garcia

AFFECTS
Price Studio: Maribor Art Star
Ball–Nogues Studio: Feathered Edge, Waterline, Cradle, Elastic Plastic Sponge
Neri Oxman: Imaginary Beings: Mythologies of the Not Yet
Atelier Manferdini: Arlecchino, Fresco, Tempera

MATERIALS
Terri-Form: Ahmed Abouelkheir, Behdad Shahi, Ji-Ah Lee, Peter Wong
Gleaned: Christine Yogiaman, Ken Tracy, Forrest Fulton

GEOMETRIES
Green Neglige: Dana Cupková, Kevin Pratt
Faulders Studio: entrium
Ogrydziak Prillinger Architects: Dune, OURCADA
Fletcher Studio: South Park Master Plan

STRUCTURES
Spring Challenge: Andrei Gheorghe, Bence Pap, Trevor Patt, Irina Bogdan, Clemens Preisinger, Moritz Heimrath
Cabrinha / Shook / Kudless: Gridshell SG 2012
Learning from Candela: Alicia Nahmad, Shajay Bhosshan, Joshua Zabel, Knut Brunier, Mustafa El Sayed
Dynamic Support Steel: Reese Campbell, Demetrios Comodromos, David Stasiuk

AGGREGATES
IwamotoScott: HexCell Steel, HexCell Fabric
Dragonskin: Kristof Crolla, Sebastien Delagrange, Emmi Keskisarja, Pekka Tynkkynen

MACHINES
Flowing Matter: Stefano Andreani, Jose Luis Garcia del Castillo, Aurgho Jyoti, Nathan King, Professor Martin Bechthold
Kruysman | Proto: Hot Networks, Registrations & Speculations
Future Cities Lab: Datagrove
Cutwork: Glenn Wilcox, Anca Trandafirescu

RESPONSES
DOSU Studio: Bloom
Achim Menges: HygroScope
Manta: Seth Edwards, Zackery Belanger, Guillermo Bernal, Eric Ameres
VeeV: The EEL
IM Blanky: Carol Moukheiber, Rodolphe el-Khoury, Christos Marcopoulos

 PATTERNS
FreelandBuck: Slipstream
Oyler Wu Collaborative: Screenplay
Sartorial Tectonics: Andrew Saunders, Ted Ngai