FLÓRA KŐSZEGHY

HEAD OF DOCTORAL SCHOOL:
HEDVIG HARMATI DLA HABIL.

SUPERVISOR:
PHD. JÓZSEF TILLMANN
TAMÁS GETTÓ DLA

MOHOLY-NAGY UNIVERSITY OF ARTS
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THESES

THE UNSCALABLE SPACE

THE RELATIVISATION OF SCALE THROUGH THE INTERACTION OF REAL AND VIRTUAL SPACE

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ABSTRACT

Digitalisation has increased the importance of virtual space for architecture. The tools used in design reveal a particular slice of reality, including future possibilities in relation to the physical world. Architecture is located in the field between the events taking place in virtual space, forming a bridge to physical reality. Exploring the connections between the different aspects of reality in this way is an important matter, both in terms of everyday experience and in terms of theoretical issues. The essay therefore explores the relationship between technology and architecture, where the problem of virtual and real space is interpreted within the theoretical framework of architecture, while at the same time examining the relevant context of the intellectual history. As the subject is a relatively new field of architectural theory, the thesis also seeks to present in depth the literature of related disciplines.

The essay and the masterwork explore the context of the subject. In addition to the abstract images of theroretical architectural concepts represented by the masterwork, the dissertation examines the events that are taking place in the background. Thus, the research complements the masterwork while contextualising issues that are relevant to the subject. The thesis starts from the changes taking place in virtual space and moves to the processes affecting humans, where the focus is on questioning the dominant role of the individual. The dissertation examines the new relations of the human being, in which the position of man, evolving symbiotically with technology, is central.
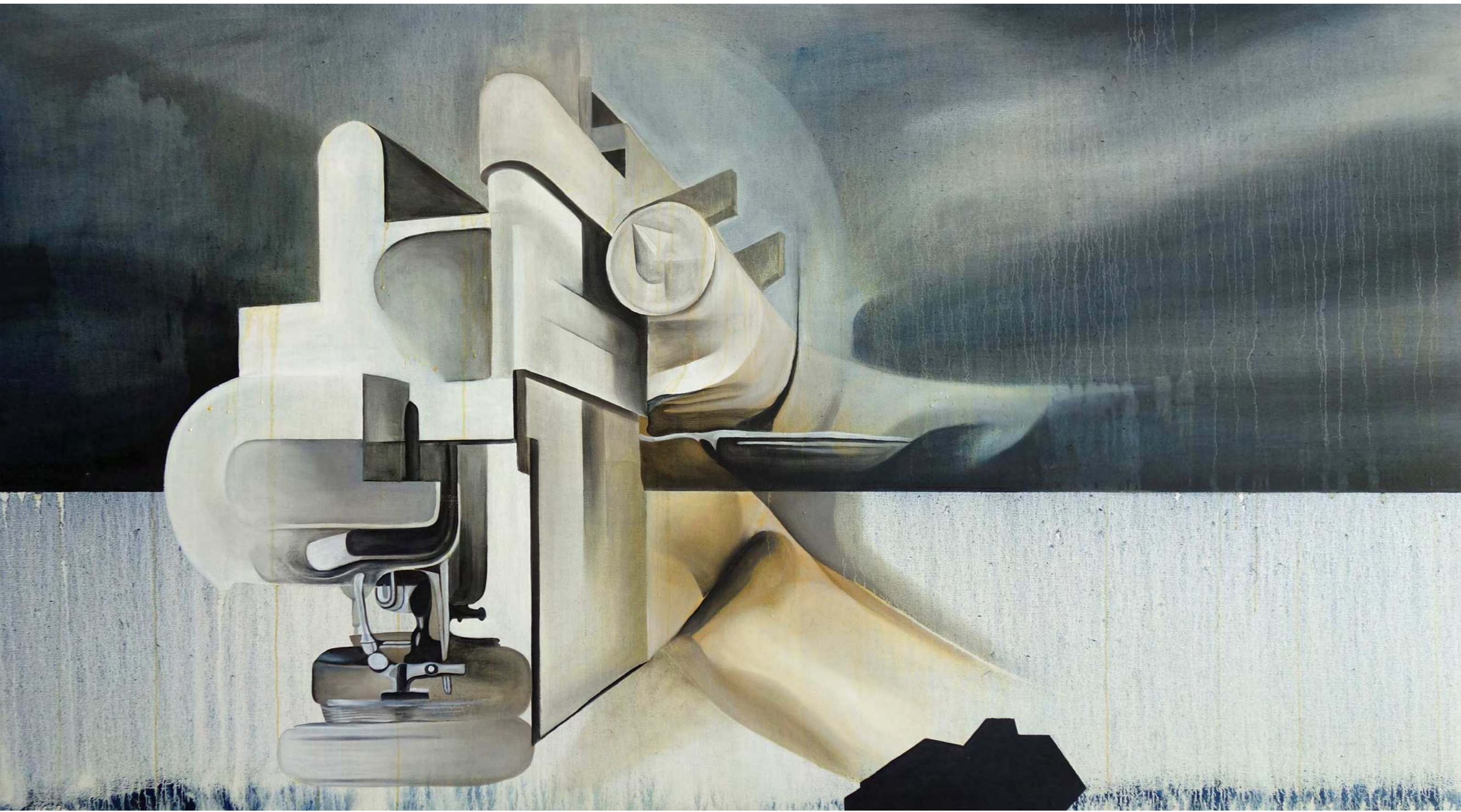
THESES

I.

In the digital age, the meaning of "virtual" returns to its original sense. As it originally described potency, today it again refers to something that prevails through its effects, existing within the dimensions of alternative realities, but with digitalization causing parallel worlds to exert greater influence on the physical reality than any imaginary plane before. At this inflection point between the virtual and the physical realities, the role of the physical plane may recede, while the virtual field dominates the framework of presence as a space with infinite variables.

II.

The mental cyborg emerges from humans living in symbiosis with digital tools, amplifying certain capabilities and discovering infinite perspectives by switching its existential realm to the virtual.

III.

At the boundary between virtual and real spaces, human perspectives and spatial events realized through perception interact, shaping the human being itself.

IV.

Human scale dissolves with the scalelessness of digital experiences, becoming a fluid, constantly changing system centered around human relations that activate relative to the assigned spatial experience.

V.

Contemporary architecture is moving towards scalelessness, where digital design plays a significant role. The desire for homogenized massive volumes, the elimination of windows, and the demand for immateriality all follow this process. This is underpinned by the loss of human scale.