

terrain

noun:

a stretch of land, especially with regard to its physical features.

mūtābilis

adjective:

changeable, mutable, inconstant.

Terrain Mutabilis is a term which describes the inherent potential that post industrial, vacant, parks, streetscape and the in-between landscapes offer us as occupants of the metropolis. Terrain Mutabilis is a way of design thinking that has been influenced by the ideas of terrain vague and the third landscape. The way Terrain Mutabilis differs from the previous ideologies is that it actively invites design interaction that could result in highly changeable landscapes through time that have been choreographed by the designer using external forces to help generate form. Terrain Mutabilis aims to generate new types of public space which are responsive and active.

This design studio invites students to investigate and interpret open space opportunities in the urban fabric of North Melbourne as moments of potential. This will be explored through perceptive analysis mappings which will investigate the external forces present, be it environmental, social, historical or otherwise which border and converge with these sites giving them characteristics of opportunity for dynamic designs. The studio also asks students to query their own concern / interests within landscape and weave this interest into the notion of 'instability' defined in this case as the pressures put on landscape due to population rise. The question becomes;

As Landscape Architects how do we use instability to develop a design tool kit to aid in the stability of our future landscape and to create new responsive landscape typologies

Terrain Mutabilis is a possible shift in the way we understand potential landscapes for this purpose.

TERRAIN MUTABILIS

