



OBJECTILE MOTEL  
NO VACANCY

MATERIAL CULTURE STUDIO

# THE OBJECTILE ADVOCACY OFFICE

CELIA CHAUSSABEL  
(BANHAM FELLOW)

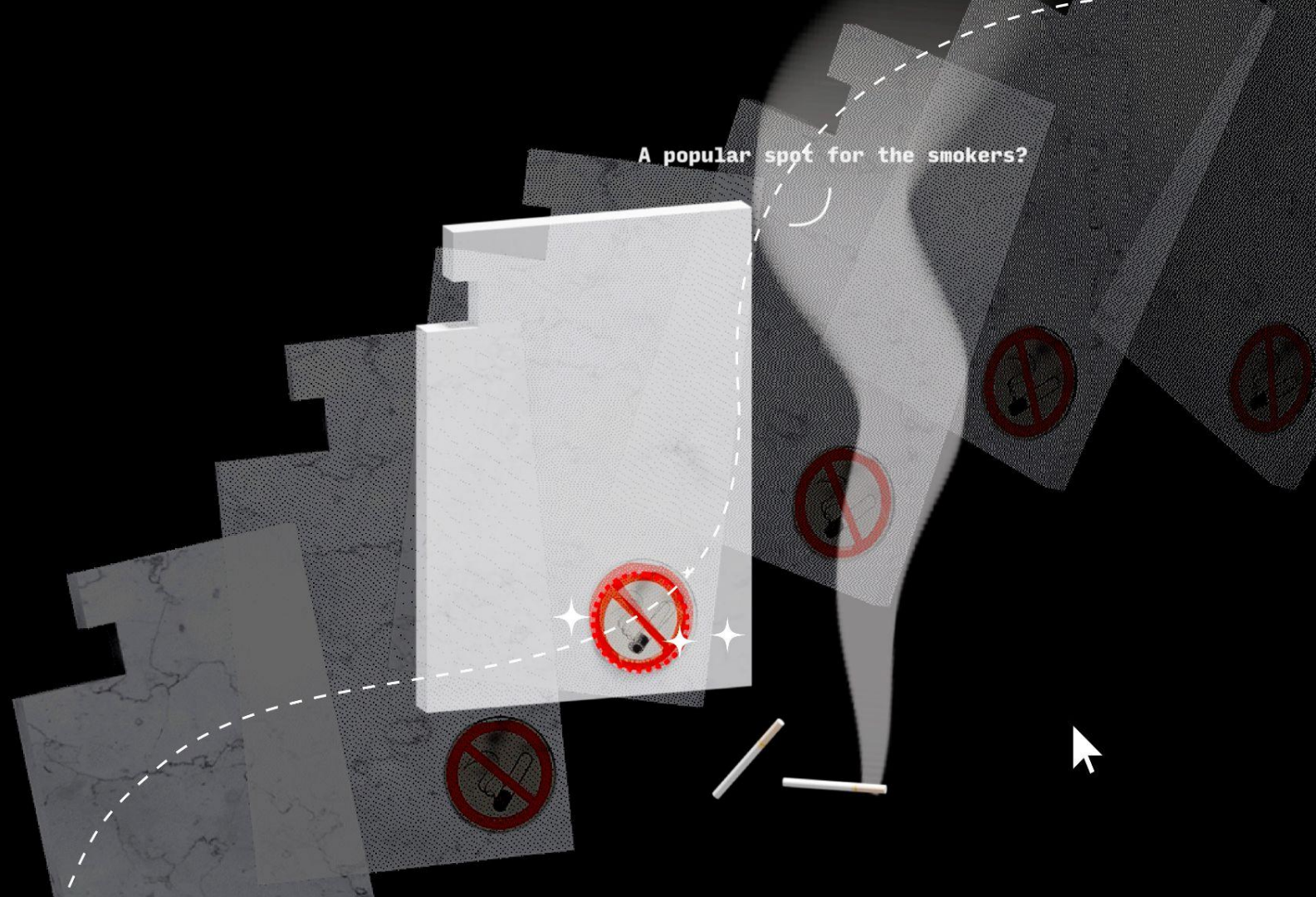
MATERIAL CULTURE STUDIO

# THE OBJECTILE ADVOCACY OFFICE

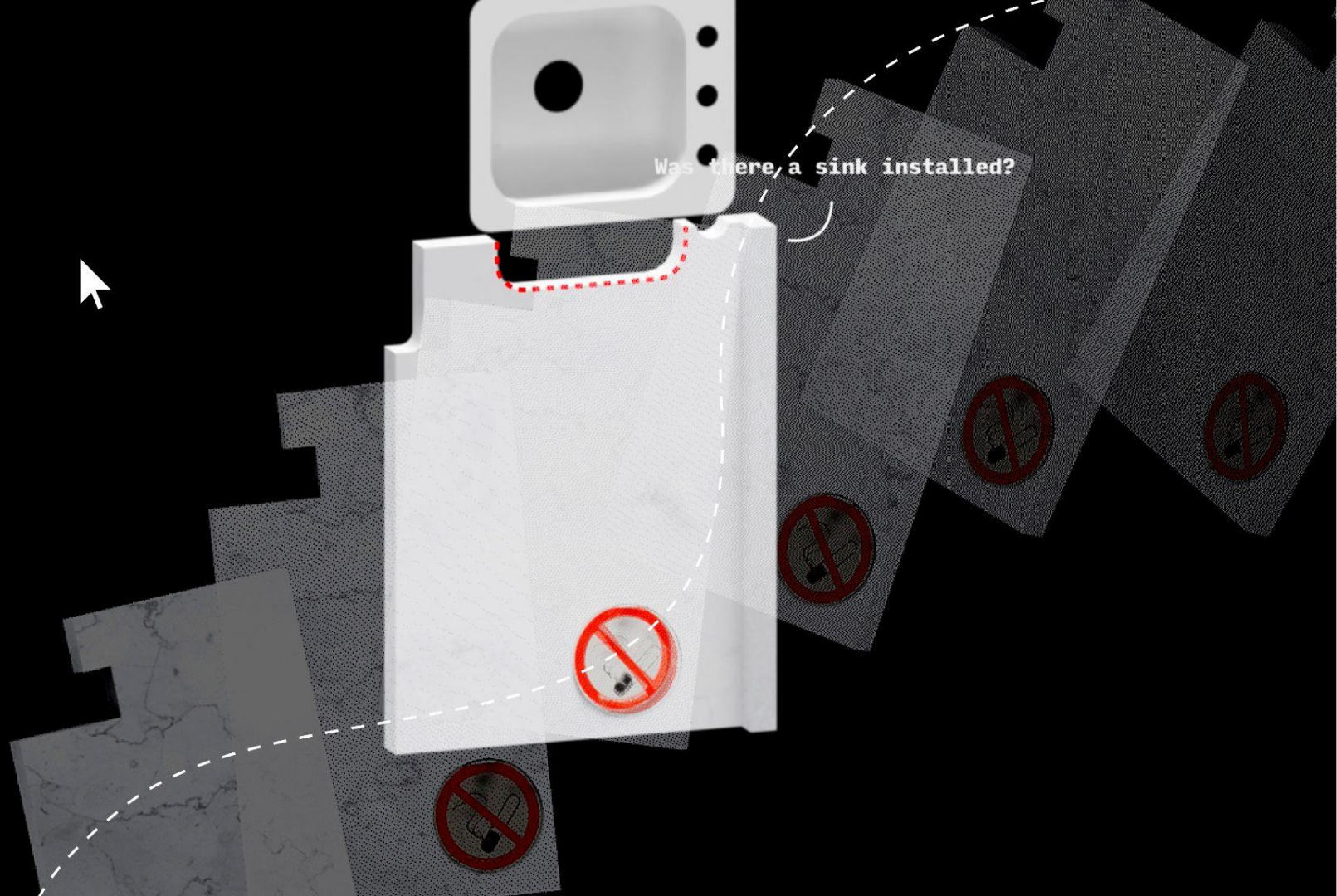
DESIGNING, BUILDING, AND TELLING STORIES WITH REUSED  
BUILDING MATERIALS.

NOT ONLY BECAUSE REUSE IS ENVIRONMENTALLY NECESSARY. BUT  
BECAUSE REUSED MATERIALS HAVE A STORY TO TELL US - ABOUT  
THE BUILDING THEY USED TO BE IN, THEIR PAST USE, THE  
PEOPLE THEY ENCOUNTERED, THE EVENTS THEY HAVE WITNESSED.





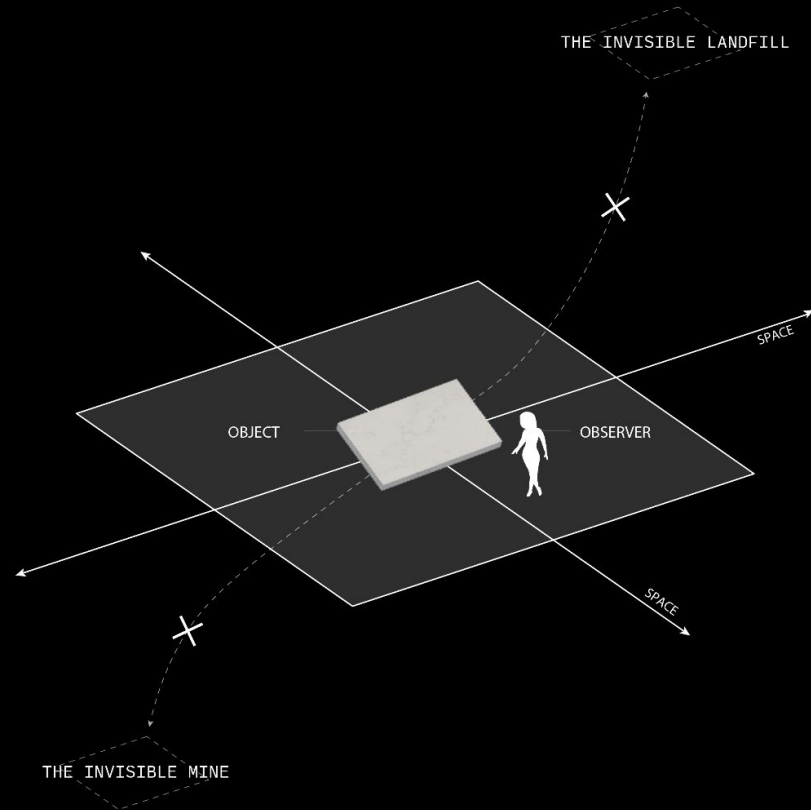
A popular spot for the smokers?



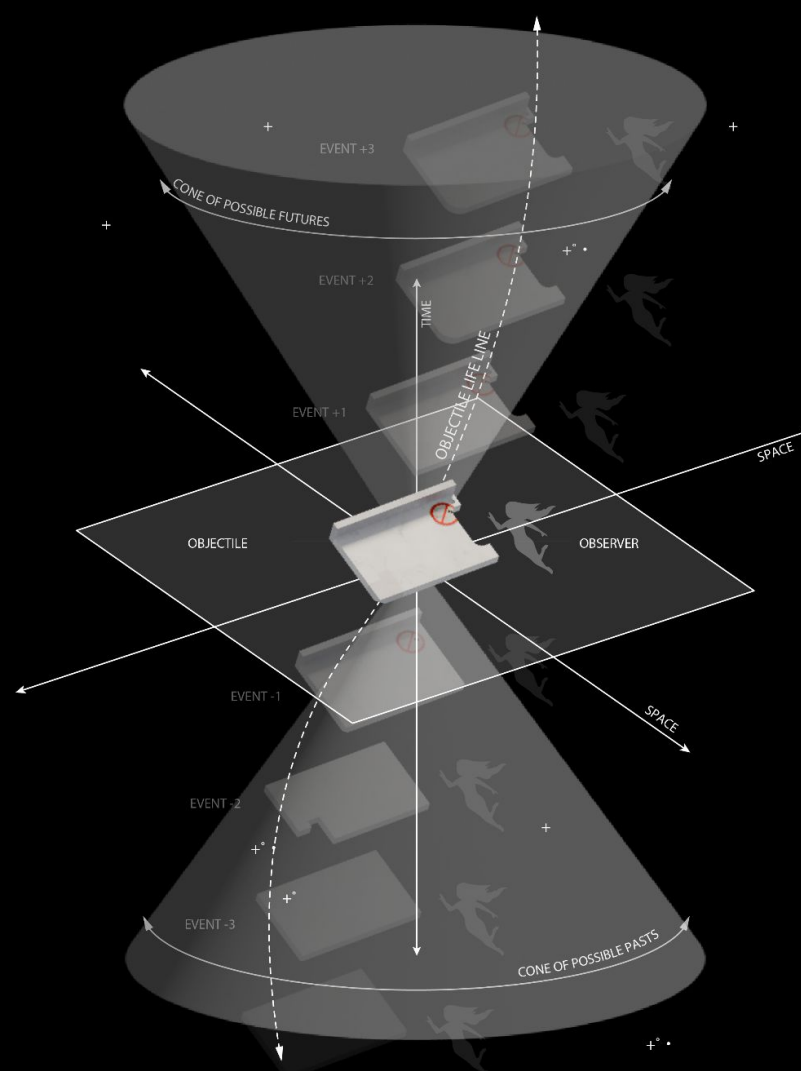




# OBJECT



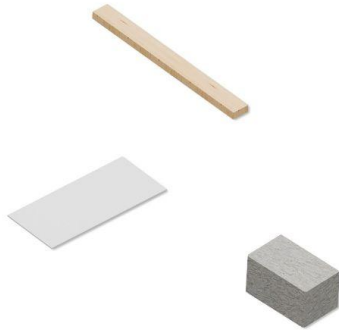
# OBJECTILE (OBJECT-PROJECTILE)



# THE OBJECTILE ADVOCACY OFFICE







NEW

**Predictable  
Standard sizes**



REUSED

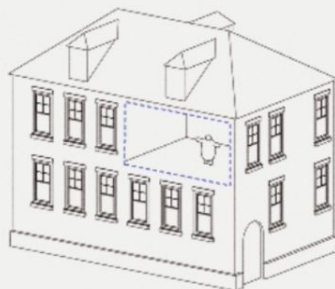
**Unpredictable  
Weird shapes  
Never what you were expecting**

# OBJECTILES



ITION  
ITION WALL  
R OF A  
A LIVING  
ING SPACE  
ARE HOLLOW,  
THAT ARE SOFT  
S

## R.F.O. REQUEST FOR OBJECTILES



ID 001229  
SCALE MEDIUM  
TYPOLOGY MULTI-FAMILY RENOVATION  
DESIGN PROBLEM FACADE RENOVATION FOR ONE STORY  
OF A MULTI-FAMILY BUILDING

R.F.O.

RFO: THE ONES THAT ARE LARGE  
AND FLAT-ISH, THAT HAVE  
OPENINGS TO ALLOW LIGHT IN  
AND FRAME SIGHTS OUT

## R.F.O. REQUEST FOR OBJECTILES



ID 070160  
SCALE EXTRA  
TYPOLOGY RESIDENTIAL  
DESIGN PROBLEM THERE  
OF AN  
BE FIXED

R.F.O.

THE SM  
SMOOTH  
LEAST

# EXAMPLE OF AN R.F.O.

~~“BENCH LEGS”~~

OBJECTILES THAT ARE AT LEAST 16  
INCHES TALL AND CAN TAKE COMPRESSION





~~"BENCH LEGS"~~

OBJECTILES THAT ARE AT LEAST 16  
INCHES TALL AND CAN TAKE COMPRESSION





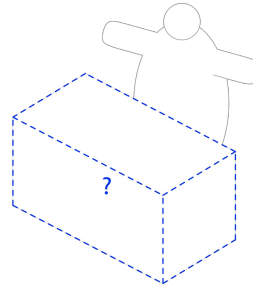






PROJECT 1

# SMALL FURNITURE-SCALE R.F.O.



~~"TABLE"~~

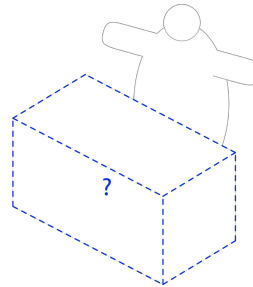
OBJECTILES THAT ALLOW FOR A  
FLAT TOP AND A LEVEL SURFACE  
FOR ACTIVITIES

PROJECT 1

# SMALL FURNITURE-SCALE R.F.O.



IS IT ME?



COULD IT BE ME?

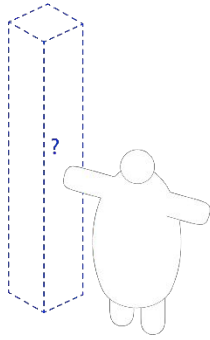
~~"TABLE"~~

OBJECTILES THAT ALLOW FOR A  
FLAT TOP AND A LEVEL SURFACE  
FOR ACTIVITIES



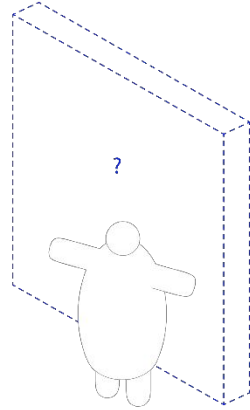
PROJECT 2

# LARGER ARCHITECTURAL-SCALE R.F.O.s



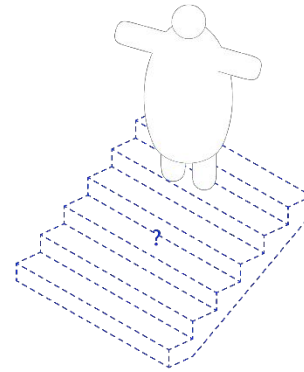
~~"COLUMN"~~

MANY OBJECTILES  
THAT ARE CHUNKY,  
STRONG AND  
COMPRESSIBLE



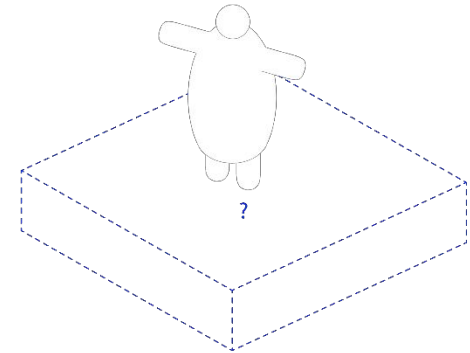
~~"WALL"~~

MANY OBJECTILES,  
THE BLOCKY  
STACKABLE ONES



~~"STAIR"~~

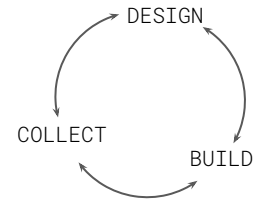
MANY OBJECTILES  
THAT ARE FLAT-ISH  
LOAD-BEARING



~~"FLOOR"~~

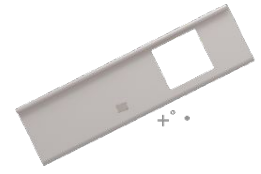
MANY OBJECTILES  
THAT ARE FLAT-ISH  
AND SMOOTH-ISH



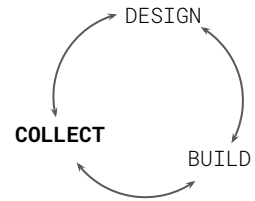




+ ° °

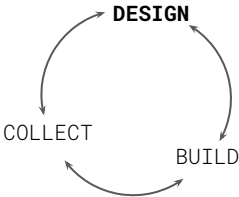


+ ° °

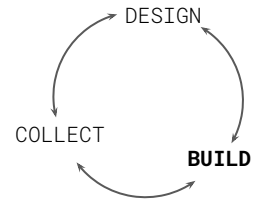
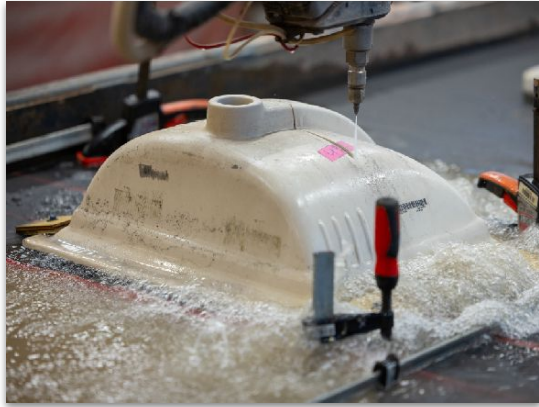


+ ° °









The background is a dark, textured blue-grey color. In the center, there is a faint, glowing blue cube. The cube is slightly tilted and has a bright white highlight on its top-left edge, giving it a three-dimensional appearance. The overall aesthetic is modern and digital.

PROJECT 3

# MULTI-DIMENSIONAL DOCUMENTATION





SEMINAR

# FROM TRASH TO TIME TRAVELERS



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