

A Tectonic Cube

DEADLINE:
TUESDAY FEBRUARY 24, 2004 @ 11:30 AM

Introduction

Before one can discuss digital tectonics, one must gain a basic understanding of tectonics and assemblage in general. In this exercise you are asked to investigate a basic assembly of components to create a simple, but tectonically interesting **physical** cube. The cube has no program and no function.

Task

Using any material and construction method you wish, create a 10"X10"X10" cube that satisfies the following requirements:

1. The cube must clearly define the corners as joints, the edges as linear elements, the surfaces as cladding.
2. The cube should be capable of assembly and disassembly.
3. The cube should aspire to the purity and perfection of an ideal cube.
4. The cube should take into account craftsmanship and the requirements of mass-production.
5. The cube should allow the definition of inside, skin, and outside
6. The cube design should be adaptable such that it can be connected to other cubes in the future.

