

Cyborg Landscapes is interested in the conditions of dynamic and less precisely defined physical territories that behave in response to existing but invisible energy fields, manifested in weather patterns, toxic threat, new geography, and evolving political borders. These elusive territories have mobile and independent conditions, foreign to the urban system, mentally exterior in the physical interior of the conurbation, its negative image, as much a critique as a possible alternative. Such conditions operate outside of the formal infrastructure of the built environment, allowing new transient geographies to emerge that transcend environmental and political boundaries, providing opportunity for architectural speculation. Rather than assuming stability and explaining change, this means learning to assume change and explain permanence through the link of risk and knowledge.

Instead of looking for architectural forms, this proposal is interested in looking for the forces, the flows, the energies, the rhythms that exist in this territory. It aims at providing methods for sensing, monitoring, testing, and revealing the everyday inputs of society's superfluous consumption, of perceived infinite natural resources. Variable and elusive data sets that are inherent in understanding context today will be addressed, providing a framework for making space and for understanding and inhabiting these variable fields. Such atlases are inherently speculative and partial, a type of propositional geography that isn't necessarily 'the' definitive authority on such dynamic assemblies of parameters. Rather, the mapping opens up sightlines for more focused or detailed ontographies within them.

Situated in the territory of the Danube Basin, a place of transition, the proposal will be tested where the fluctuating and ephemeral conditions of its substance, its water, are manifested. The River Danube has been and still is an infrastructure that promises the space of possibility, of expectation. Instead of thinking of the River Danube as a depot of our superfluous energy, this proposal will give a perspective on a possible Cyborg Landscape, an organism that has restored meaning and enhanced abilities due to the integration of artificial components and technology that rely on feedback. A network of devices that are responsive, adaptable, scalable, non-linear, and multivalent will be integrated above/on/into the water, assimilated in a landscape pattern gradient constructed on symmetric probability distribution. The landscape is performance, a tactical archipelago of living mechanisms.