



# Joel Lamere

## Assistant Professor

Joel Lamere's research addresses the future of building practice through innovation in emerging means and methods. More specifically, he explores the building forms facilitated by an expanding palette of materials available to architecture, proliferating digital fabrication techniques, and evolving simulative design environments. He directs *Future Objects* at the School of Architecture, a laboratory dedicated to experimentation and innovation in the field of construction technology.



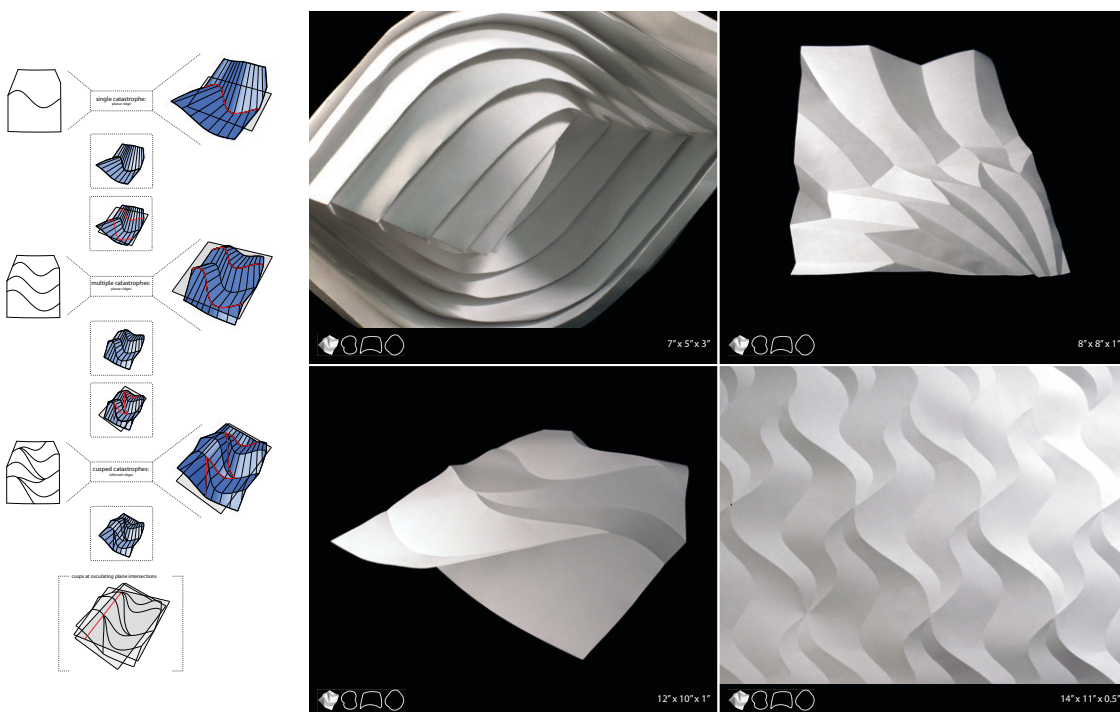
**Chamber.** An untethered anechoic chamber, designed for single occupancy to disorient the visitor and reorient inward. Displayed at the University of Maryland School of Architecture.



**Overliner.** A site-specific installation inserted within an existing free-standing stair. Created as part of MIT's 150th anniversary celebration.



**Lost House.** A structure that creates new public space out of a vacant lot in a vibrant residential neighborhood. Conventional wood framing members are joined with custom CNC-milled nodes to create branching structures and a global form that is like a house, and yet not a house. Self-structured sub-assemblies are joined together in the customized Kagome truss.



**Figured Catastrophes.** Research into curved folding in sheet materials, with the aim of expanding the set of possibilities available to designers.



**Taste Wine Bar and Cafe.** Interior fit-out of a wine bar that ties together zones of varied use with a single transformative counter.



**Common Vines Wine.** Interior fit-out of a wine store that rethinks the question of bottle display and storage to maximize both inventory and visual impact.



**Grove.** A temporary installation that invites viewers to interact with one another, to engage with the object through play, and to become a part of the spectacle themselves. Twelve intersecting conic shells create a global form that resists legibility from afar. Heads—but not bodies—enter the object's surprising, communal enclosure through nine viewing holes, and visitors experience the dislocation of being in two spaces at once. The boolean intersections between pods create a cathedral-like space.



**Instant Environments.** A family of portable objects that directly mediate between one and one's surroundings. Lightweight and easy to assemble, each artifact is designed to instantly transform one's environment—to gain shelter, control, or protection—through the simple mechanism of a zipper, and the mediating capacity of a single surface.



**Tough Puff.** Research project that recognizes the potential afforded by hybridizing the two disparate fields of inflatables and composites. Using inflatable vinyl bladders as molds for composite production, the expense and inflexibility of the process is radically reduced, with the promise of viably introducing composites to architectural design and building construction.