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.

Joel Lamere
Assistant Professor

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.

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.

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—either 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 explores the potential afforded by bifurcating 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 easily introducing composite components into architectural design and building construction.