

## Trash Photo Essay

Carnegie Mellon School of Architecture

48-300 Third-Year Studio, Fall 2010

Instructor: Christine Mondor, Nick Liadis

## Statement

I started by looking at we will call "trash" as an object because I was intrigued by the amount of it across the site. From there I started photographing it at different angles until I had come across the picturesque view of the "trash." Next I began to critique the pictorial qualities of these images. But to critique this I needed to define what trash is. I was inspired by the Corner quote, "to the degree that everyday inhabitants experience landscape, they do so in a general state of distraction, and more through habit and use than through vision alone. Their eidetic image of place is bound into a greater phenomenal range of significance than vision or contemplation affords. By contrast, the outsider- the tourist, the spectator, the state, the administrative authority, the designer and planner – views landscape as an object, a thing to behold, and not only scenically but instrumentally and ideologically. From there I describe this idea as one attitude set up by a definition of what trash is. I believe and define trash as a label. There is no such thing as trash. Nothing can be completely useless. There will always be a purpose for it sometime. It is like the law of energy. The attitude of trash works the same way. We came into the world with what we have and therefore can only have labels and attitudes toward what we have, create, or alter in our world. We assign the label of "trash" to things we don't care for. So at this moment in time and looking at the attitude of the people that inhabit the site I defined what is and is not trash based on my previous definition. These pictures show a story and memory of how the site was used and cared for. I propose and challenge that the abandoned chair, leftover bottle rockets, and cups are not trash. Instead they are reminders to the people of the memory of a great time, a place to meet up, and how they engaged the slagheap. To the attitude of these people I say that the neighborhood across the ravine is trash. They remind the residents of civilization and probably what they came to this site to escape from. They probably enjoyed looking at the previous state of the site across the ravine that let them feel like they were escaping the chaos of civilization and city life in an urban area. This project was then used to produce architectural knowledge for my Trash Camp.

Benjamin Howe



Site Installation / Reification

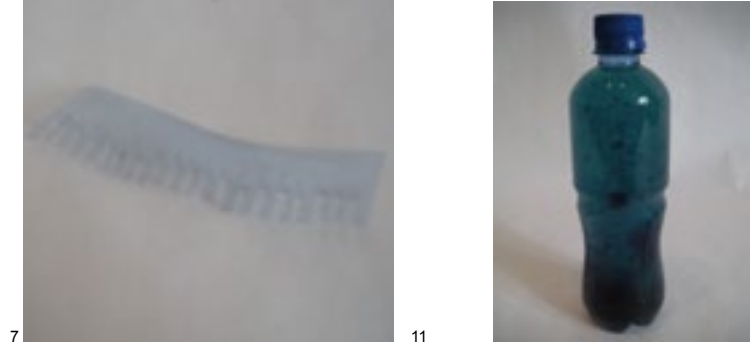
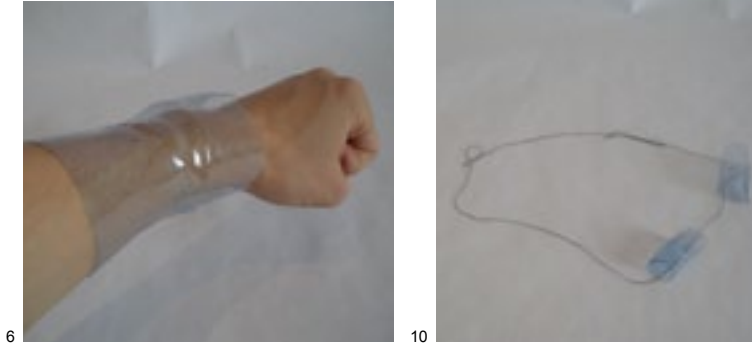
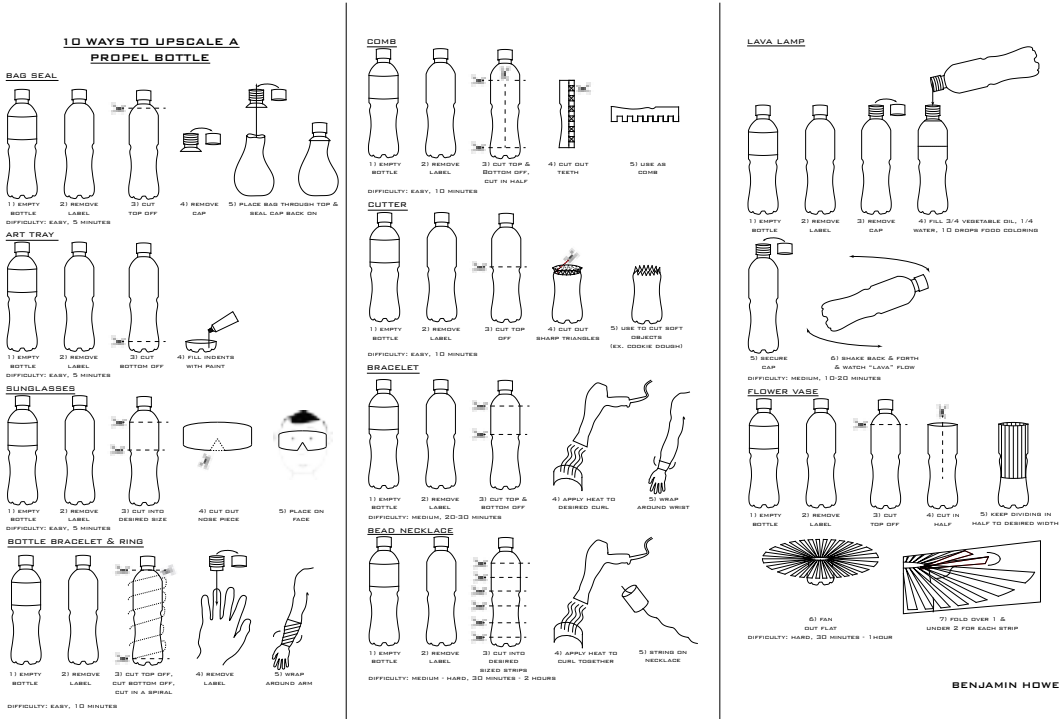
Carnegie Mellon School of Architecture  
48-305 Third-Year Studio, Spring 2010  
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Statement

For one week a group of students and myself were faced with the task to place an installation on our site. After much debate on various ideas we decided to take that approach with a simple gesture of a rope across a large valley on the site. The rope was to be an artistic expression and installtion as well as to tell us more about our site. By hanging the rope across the valley and using plastic bags at intervals of a set distance, we were able to see various wind patterns on different parts of the site and see a sense of scale. While this may seem simple in its nature, it was a complex task to cross the terrain, move the rope when it became snagged in the tree canopies, and took us about a week to acomplish this task.

After this project I was faced with the task of reifyng in order to gain architectutral knowledge. The term reify means to take something abstract and make more concrete or real. For this assignment I decided to continue with my theme of “there is no such thing as trash” and look at the process of upscaling. I chose to look at an object that I recycle or throw away every day without thinking about what more it could be. I took on the task of finding new uses for what I use to consider as “trash.” From this assignment I looked at upscaling a Propel bottle and proposed ten new uses for it. The pamphlet created was an exploration of a various activity and process that could take place at my new proposed Trash Camp for our studio project. This was also the beginning of digging into and understanding more about human behavior and attitudes toward what we consider and label as trash.

Benjamin Howe



1. Site Installation

2. Propel Reuse Pamphlet

3. Bag Seal

4. Art Tray

5. Sunglasses

6. Bottle Bracelet
7. Comb

8. Cutter

9. Bracelet

10. Necklace

11. Lava Lamp

12. Flower Vase



YEAR **3** Benjamin Howe



## Trash Camp

Carnegie Mellon School of Architecture

48-300 Third-Year Studio, Fall 2010

Instructor: Christine Mondor, Nick Liadis

## Statement

### TRASH CAMP MISSION STATEMENT:

The goal of Trash Camp and all our certified trained staff members is to help promote every adult and child to achieve developmental success through the use and teaching of trash art. Our camp is based in child developmental psychology and every staff member has been certified trained to be an expert in this field. We invite community members to bring in recyclable materials to our “Trash Wall” in hopes they understand they are promoting a better environment while helping educate the community in new and exciting ways. No recyclable material brought here will go to waste. We offer and cater programs to every age as well as offer one week stay programs for individual artists or groups.

### GOALS:

- To teach about reducing, reusing, and recycling of materials.
- To teach the power of how to upscale materials that are normally thrown away every day.
- To promote the six developmental domains:
  1. Self-Esteem & Independence
  2. Cooperation & Interaction
  3. Communication
  4. Discovery & Exploration
  5. Physical Capabilities / Health & Safety
  6. Artistic Expression & Appreciation
- To provide a caring and supportive staff and community.
- To provide programs for every age and duration of stay from a few hours to week long stays.
- To promote a creative environment that drives individuals to push themselves to make art and express themselves in new and unexpected ways.

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- 1. Propel Chair (Example of Trash Art)
- 2. Storage Study Model
- 3. Container Storage Study Render
- 4. Sleeping Hallway Render
- 5. Library Render
- 6. Courtyard View
- 7. Site Section
- 8. Trash Wall Top Render
- 9. Eating Render
- 10. Trash Wall Render

