



ANTHONY BURKE, BENJAMIN HEWETT (OFFSHORE STUDIO)

Open Tower, Bone House

2008 | Beijing Biennale

Offshore Studio was one of five practices selected to represent Australian architectural practices at the 2008 Beijing Biennale. Entitled (lm)material Processes: New Digital Techniques for Architecture, the exhibition was curated by Neil Leach and Xu Wei-Guo.

Open Tower and *Bone House* investigate contemporary computational techniques and their application to complex architectural typologies.

Open Tower is the result of design research exploring the super-tall tower typology and issues of sustainability and community within high-rise typologies. Large amounts of energy are invested in the construction and infrastructure of tall buildings. For their use to be limited to single programmatic cycles results in needless energy inefficiencies and consumption. The project examines issues of sustainability for tower typologies from an urban perspective, and interrogates the possibilities of energy generating structures, open envelope typologies, and non- standard programmatic organizations.

Bone House is a speculative design project that established a research platform for testing new parametric and network related organizational software and analytical tools within the architectural design process, and their formal and spatial possibilities within contemporary design.

As discussed by Rem Koolhaas in *Delirious New York* (1997) and Abalos and Herreros in *Tower and Office* (2003), multiple programs in tall buildings develop concepts that not only advance architectural form and space, but develop the high-rise as a sustainable typology for the contemporary city. The opportunity for the future of the typology is to conceive of tall buildings as valid urban strategies via infrastructural logics rather than limiting them to discrete objects servicing singular purposes.

The Beijing Biennale is recognised internationally as one of two significant architectural exhibitions held bi-annually promoting emerging and innovative design.

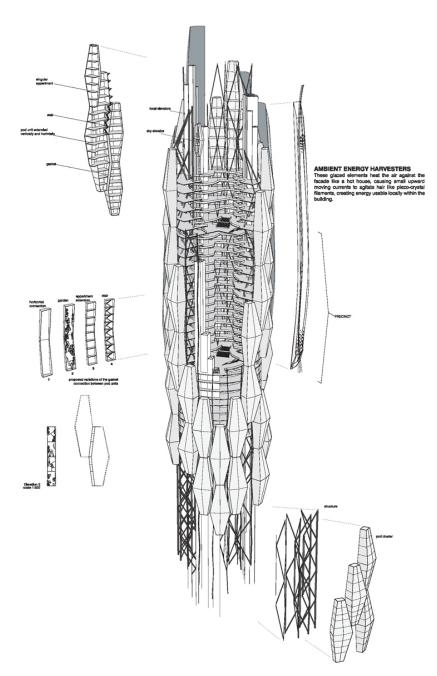
Open Tower
by Anthony Burke & Benjamin
Hewett



Open Tower











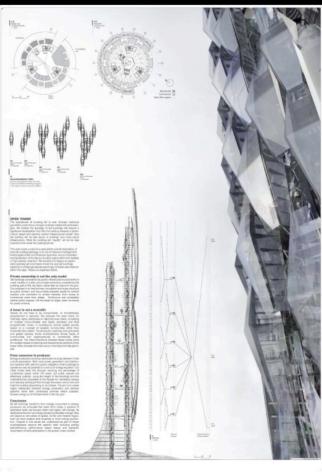
- 1. Open Tower diagram
- 2. Architecture Biennale, Beijing exhibition

2.

OPEN TOWER

Offshore Studio



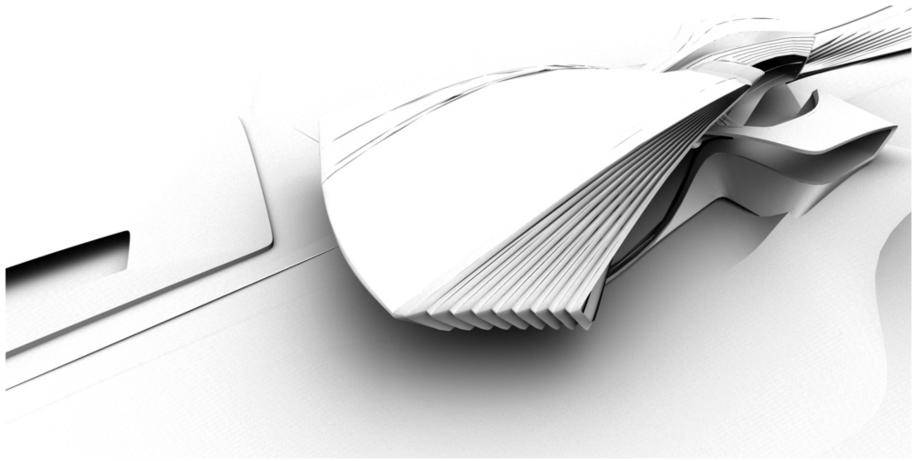




ANTHONY BURKE, BENJAMIN HEWETT Open Tower

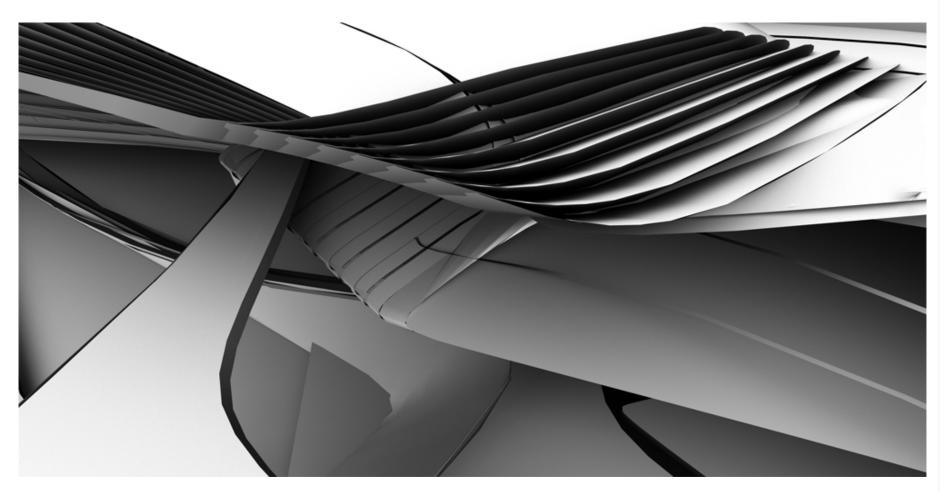
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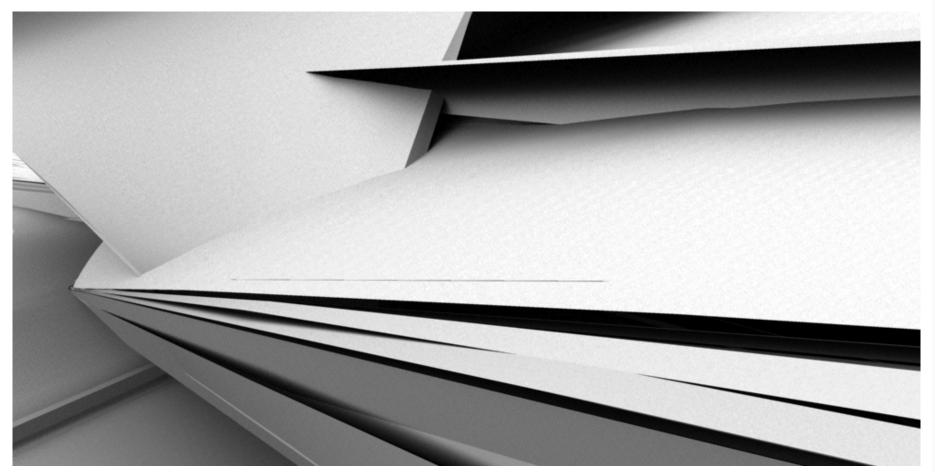
Bone House 3D model





Bone House 3D model detail

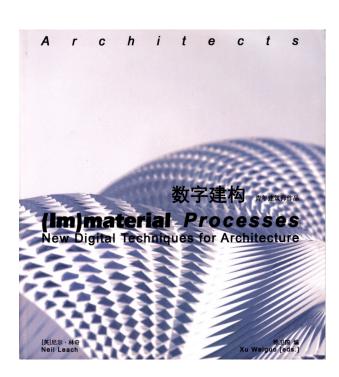




Bone House 3D model detail



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Architecture Biennale, Beijing catalogue