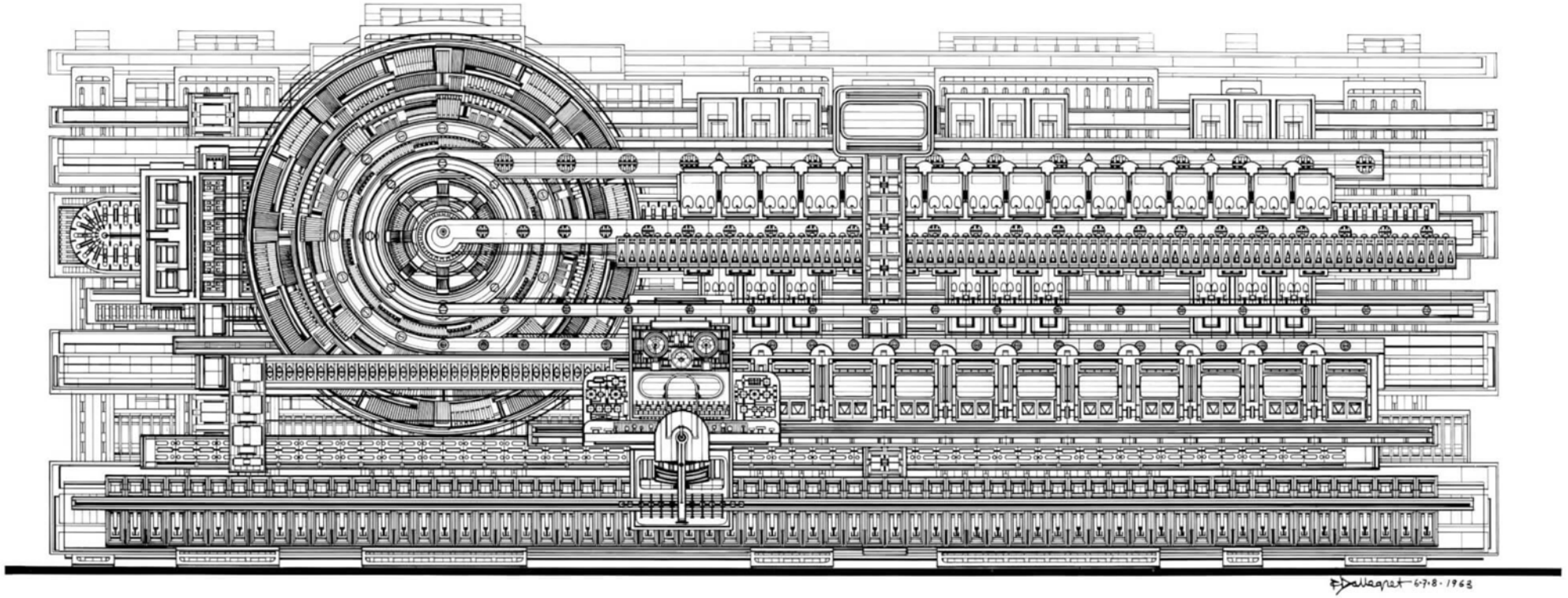
FORMS OF INTELLIGENCE

VIBECODED ARCHITECTURE



MEDIA X DESIGN LABORATORY FALL 2025

In the wake of rogue LLMs, autonomous agents, opaque algorithms, and AI slop, architectural tools are undergoing a profound reconfiguration. Generative design workflows and computational surrogates offer immense modeling power but also contribute to homogenization, "slopification," and erosion of critical authorship.

This studio investigates how AI might "design for itself," aiming to reclaim agency through the design of data and computational infrastructure. Rather than treating AI as a self-effacing technical container, we approach it as a social, civic, and ethical instrument, embedded in territorial, ecological, and architectural contexts.

We examine the **Urban Transformer** (UT) as a novel typology: a possible architecture for responsible and integrated AI infrastructure, and an inevitable one, whether we like it or not. These structures may take the form of transparent data farms, distributed urban brains, or sentient infrastructural nodes. They can appear as cohesive or decentralized systems, embedded within existing urban and suburban fabrics or as isolated techno-enclaves.

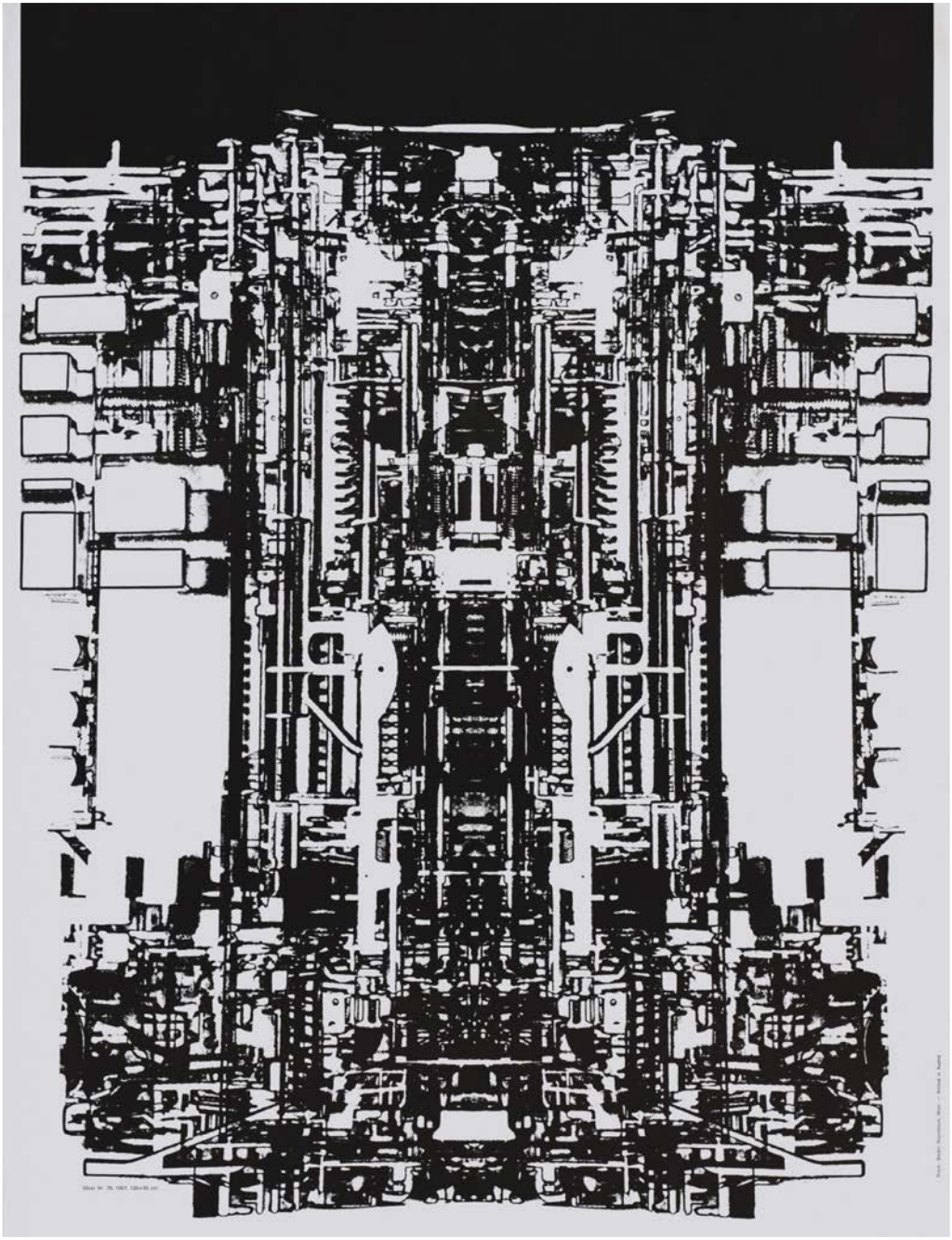
The goals of the studio are threefold: (1) to critically explore the use of generative AI in architectural design, tracing its risks and potentials beyond aesthetic automation; (2) to invent an Urban Transformer prototypology that counters the tendency toward isolated, opaque, extractive techno-capitalist systems; (3) to articulate a new architectural process and language for intelligence where form is shaped as much by energy demands, cooling logic, and physical storage as by the need for commons, symbolic resonance, public trust, and data transparency.

As AI's societal role remains contested, this studio positions architectural design as a crucial arena for negotiating how flows of intelligence become spatial, and how such architectures can mediate between technology and humanity.

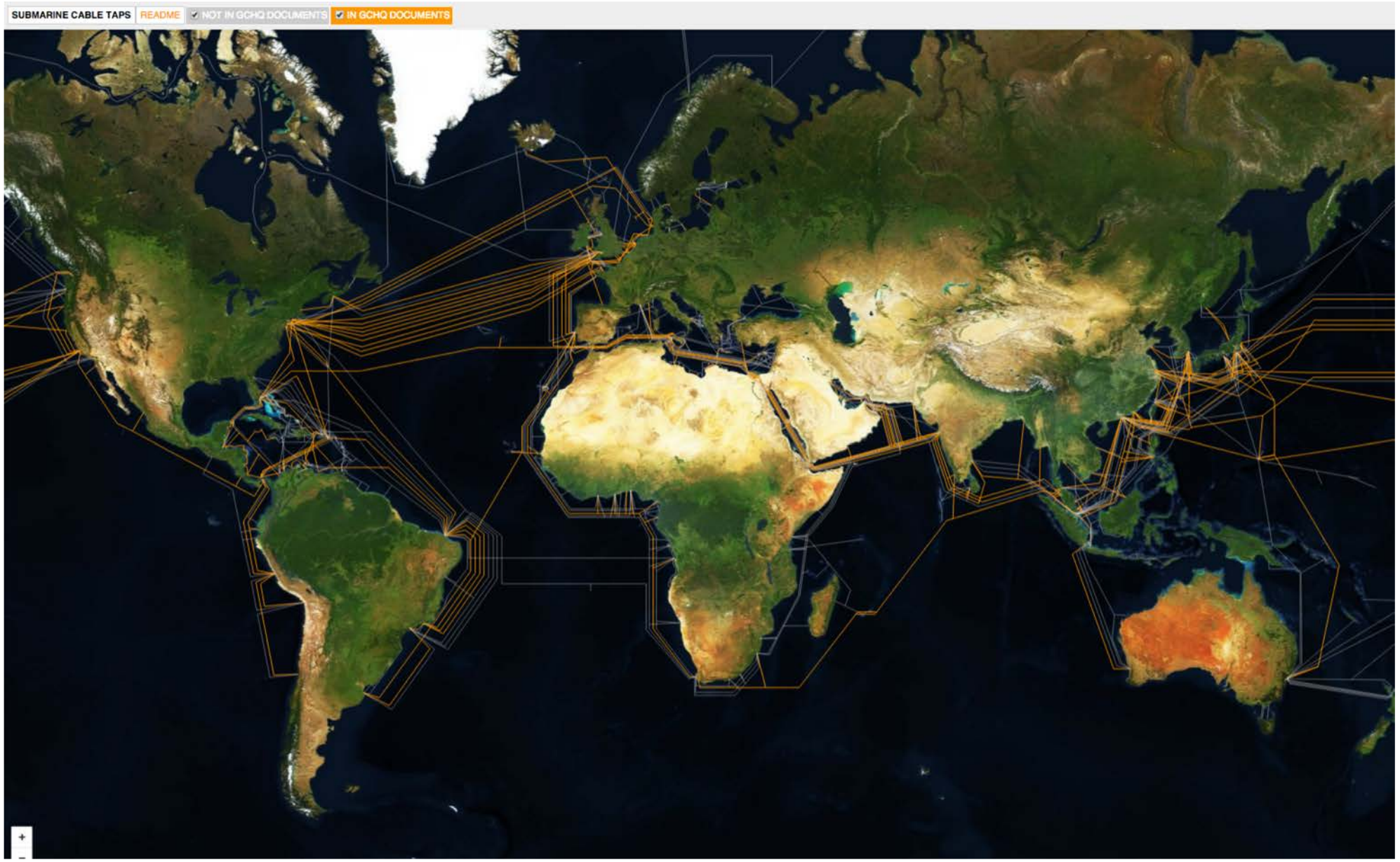
This intensive studio will employ advanced digital tools and generative AI for "vibecoding" architecture. Experimental and remote LLMs and MCP agents will be introduced as exploratory digital modeling tools. A range of software, scripts, and plugins for mapping and open geodata analysis (e.g., Rhino & Grasshopper, QGIS), along with GenAI tools for representation (such as Stable Diffusion, Midjourney, and DALL-E), may act as co-design agents throughout the studio's successive phases.

No prior programming or software knowledge is required, but curiosity and strong motivation to learn are essential.

Cover Image
Littératuromatic. François Dallegret, 1963



Hans Glauber
***Z miasta mechanicznego* - 1968**

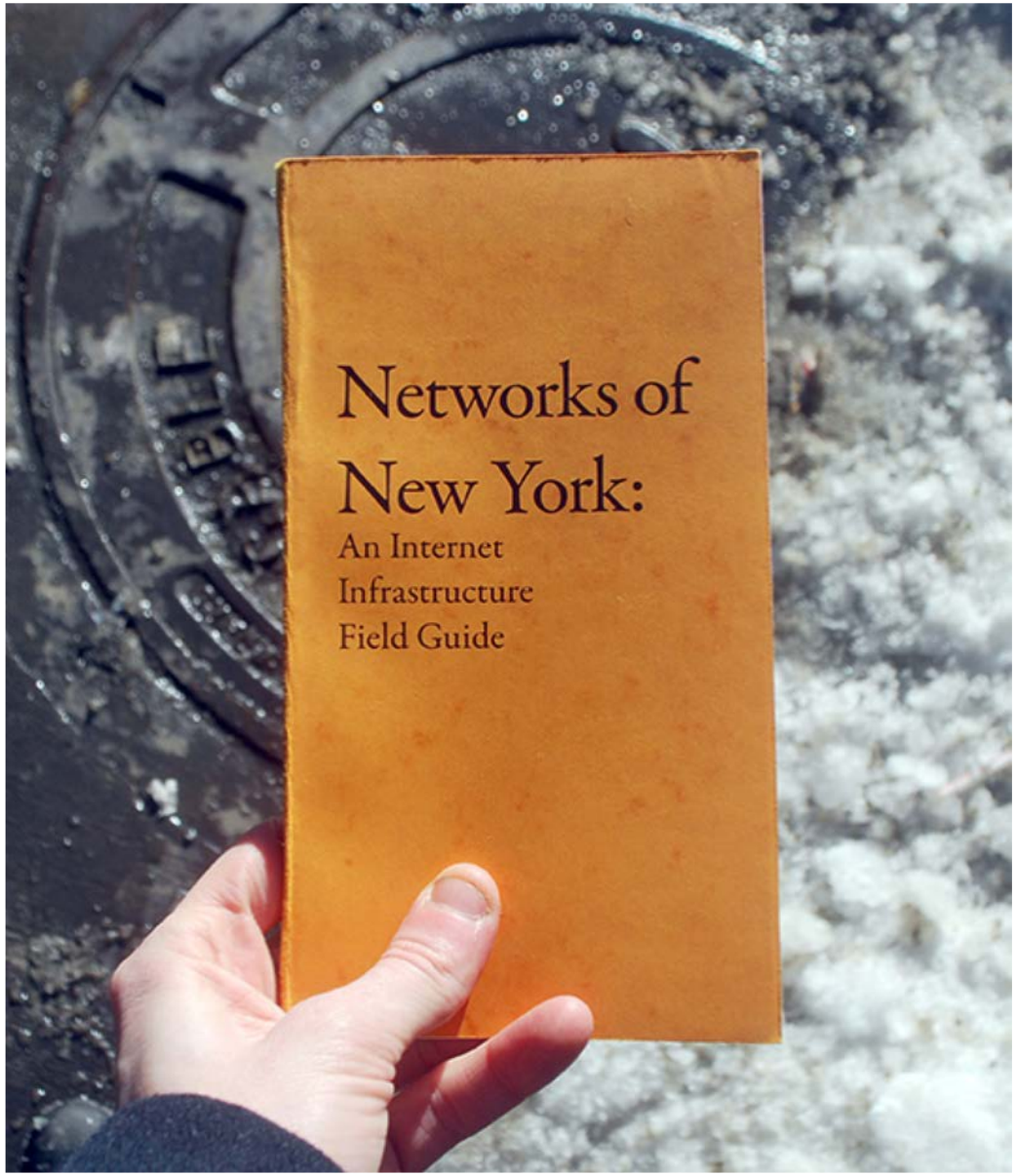


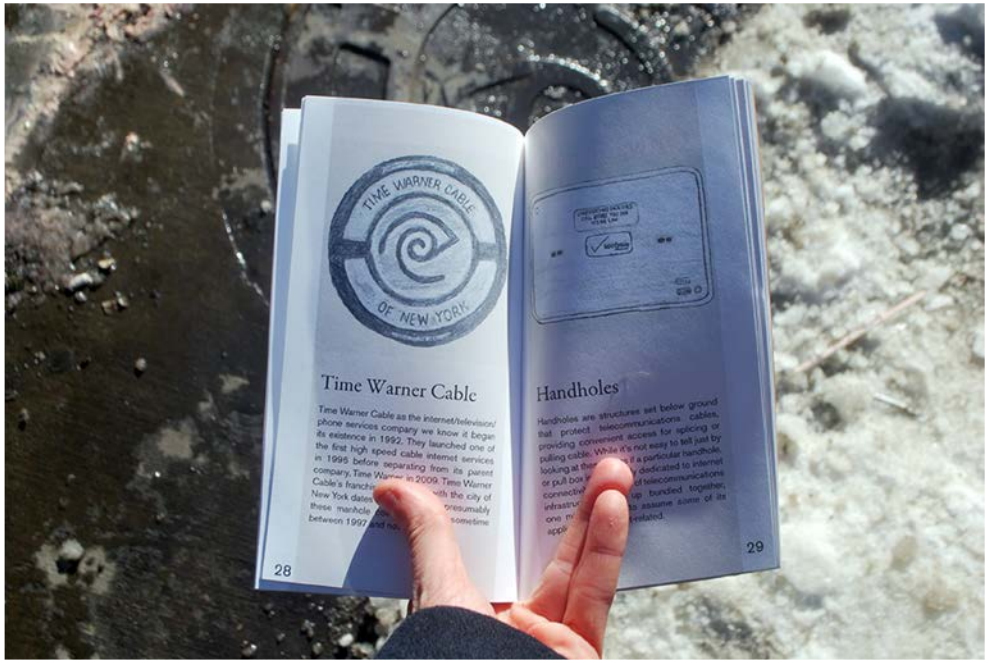
Submarine Cable Taps
Ingrid Burrington, 2014

EQUINIX AM4, Amsterdam
Benthem Crouwel Architects, 2022

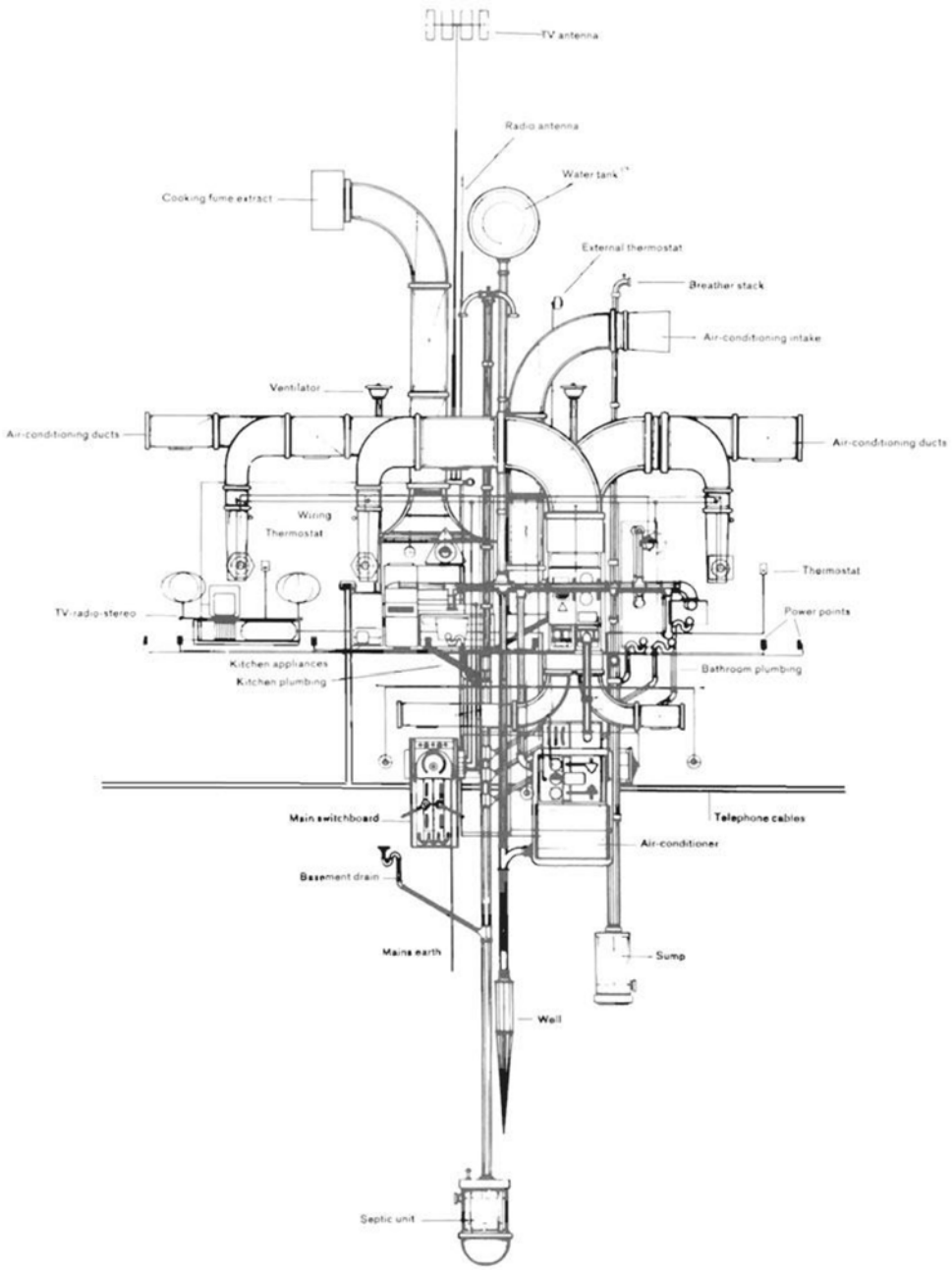
SILVERLINE, A New Model for Data Centers in the Age of AI: Verticalities at the Edge of the Cloud
Ben Parker, Christopher Oh), Ziyang Dong), Jasmine Ibrahim, 2024

33 Thomas Street, AT&T "Long Lines Building", New York City
John Carl Warnecke, 1974

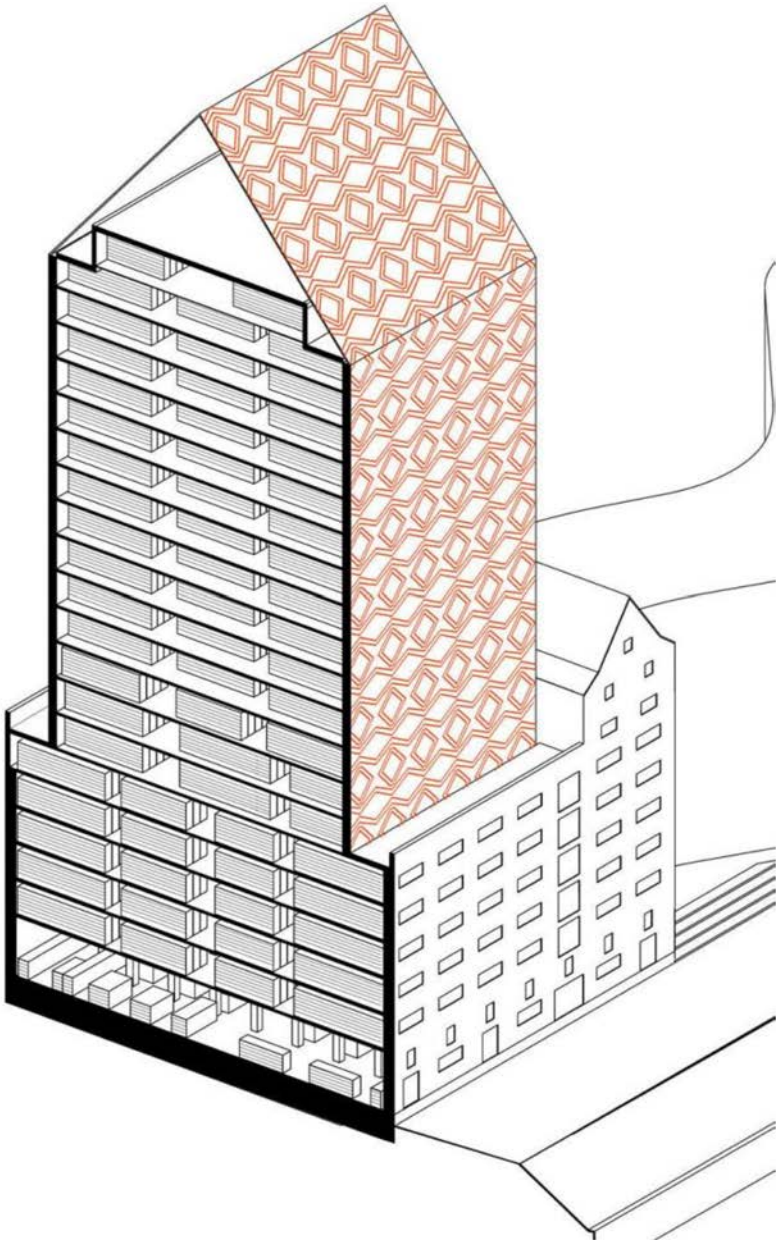




Networks of New York : An Internet Infrastructure Field Guide
Ingrid Burrington, 2016



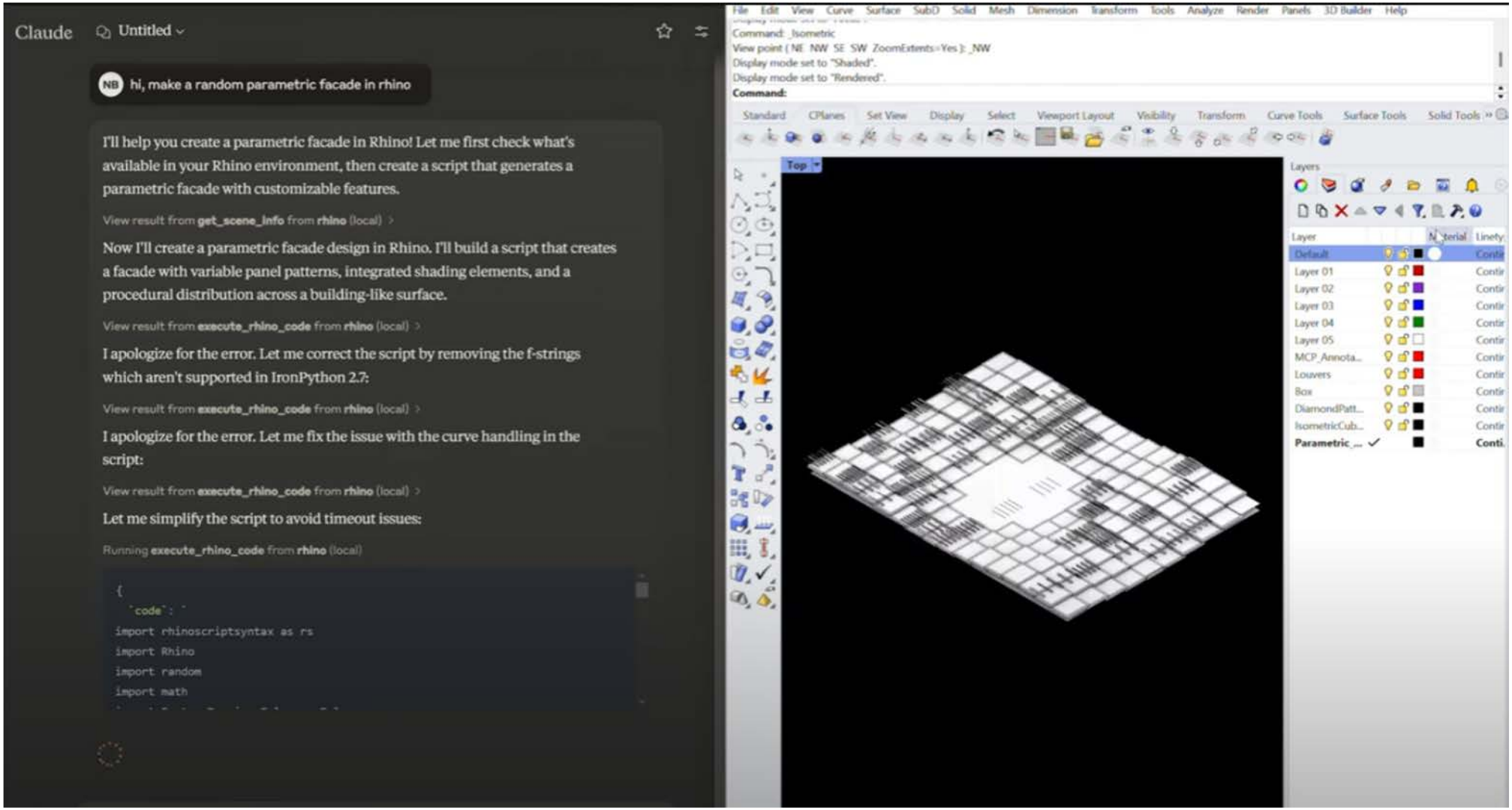
François Dallegret
***Anatomy of a Dwelling* - 1965**



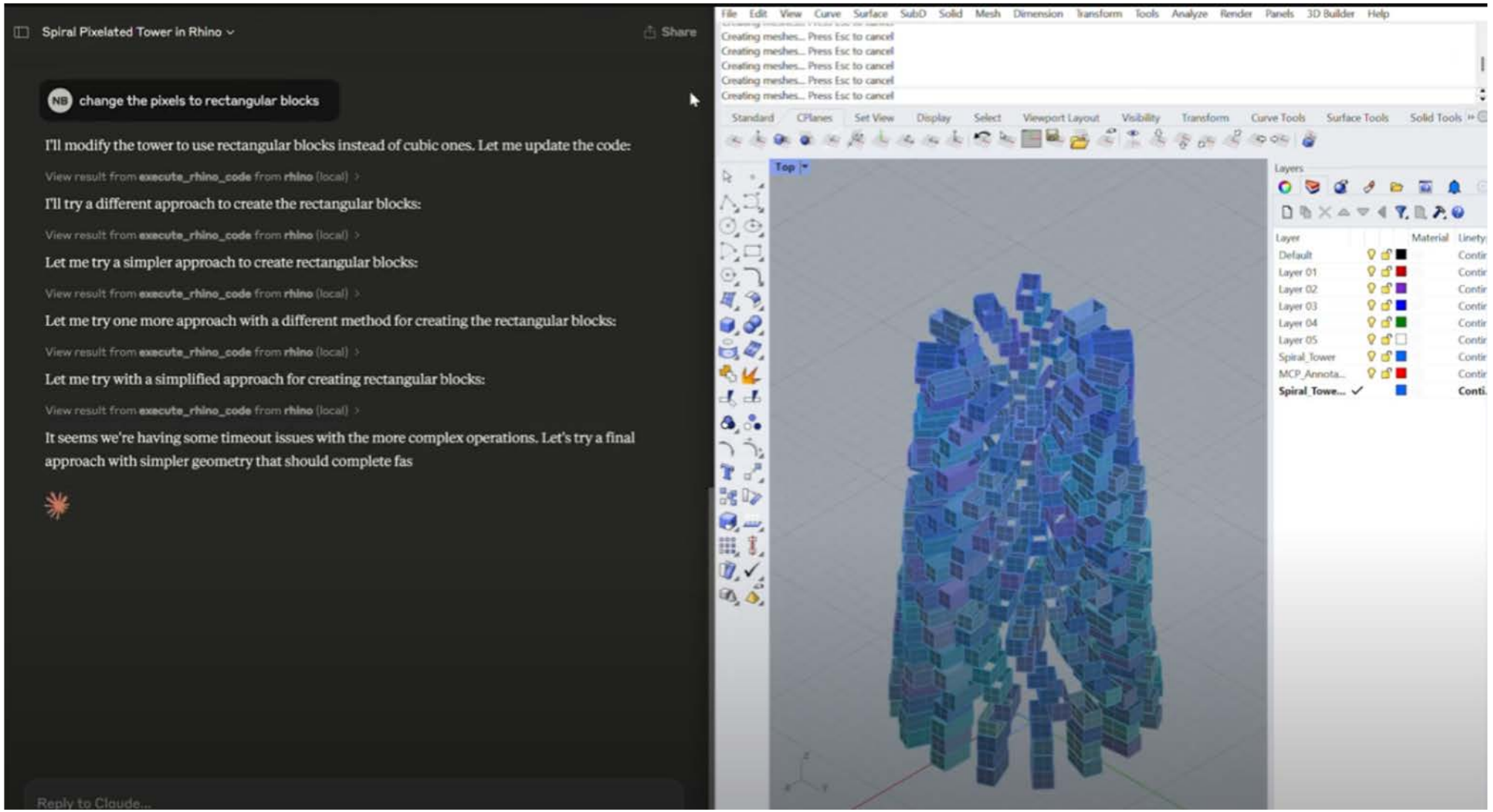
Landesarchiv NRW, Duisburg
Ortner & Ortner Baukunst, 2010-14

Swissmill Kornsilo
Zürich

Qianhai Data Center
Mecanoo - 2018



Nikhil Bang
Rhino3D x Claude - Model Context Protocol



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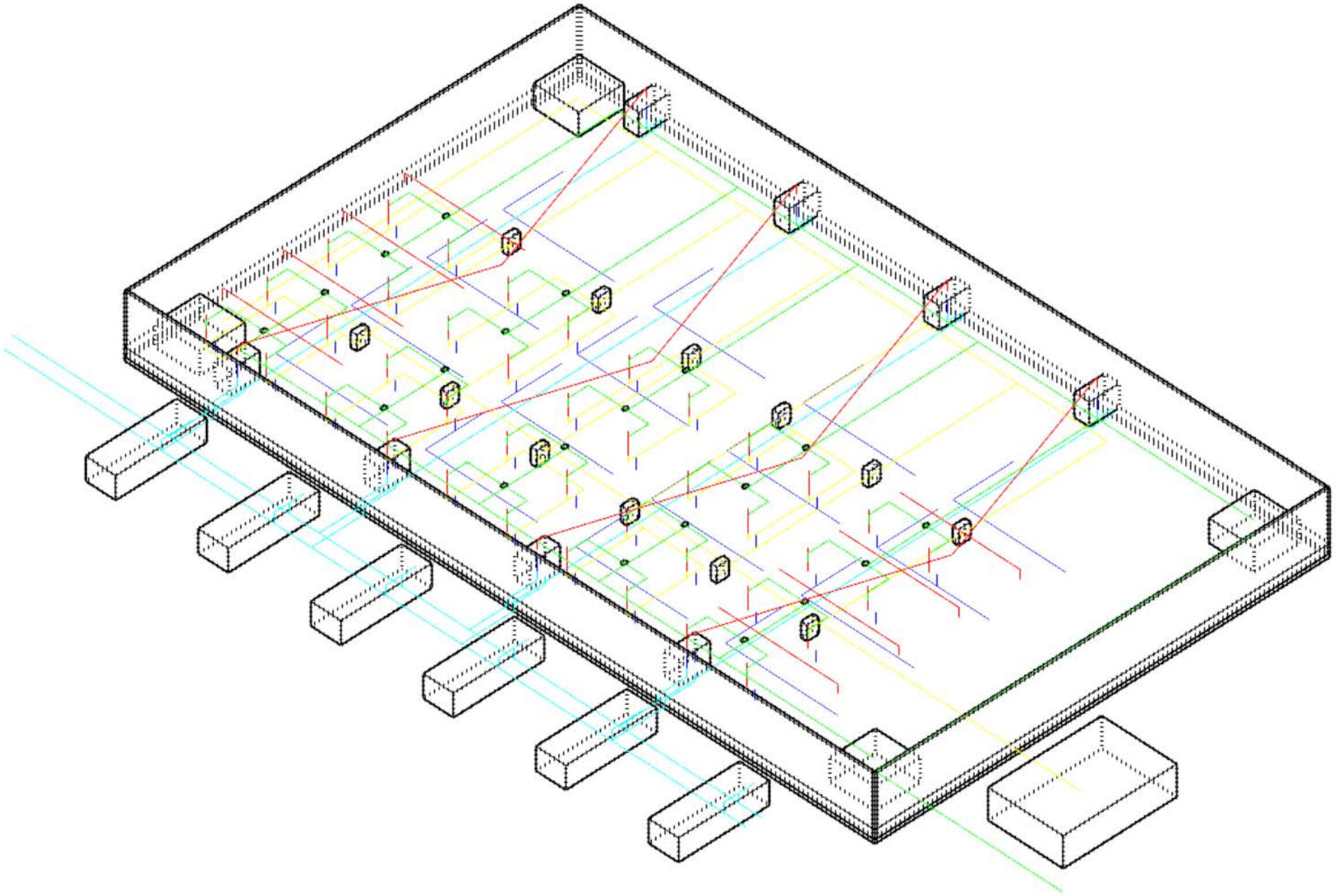
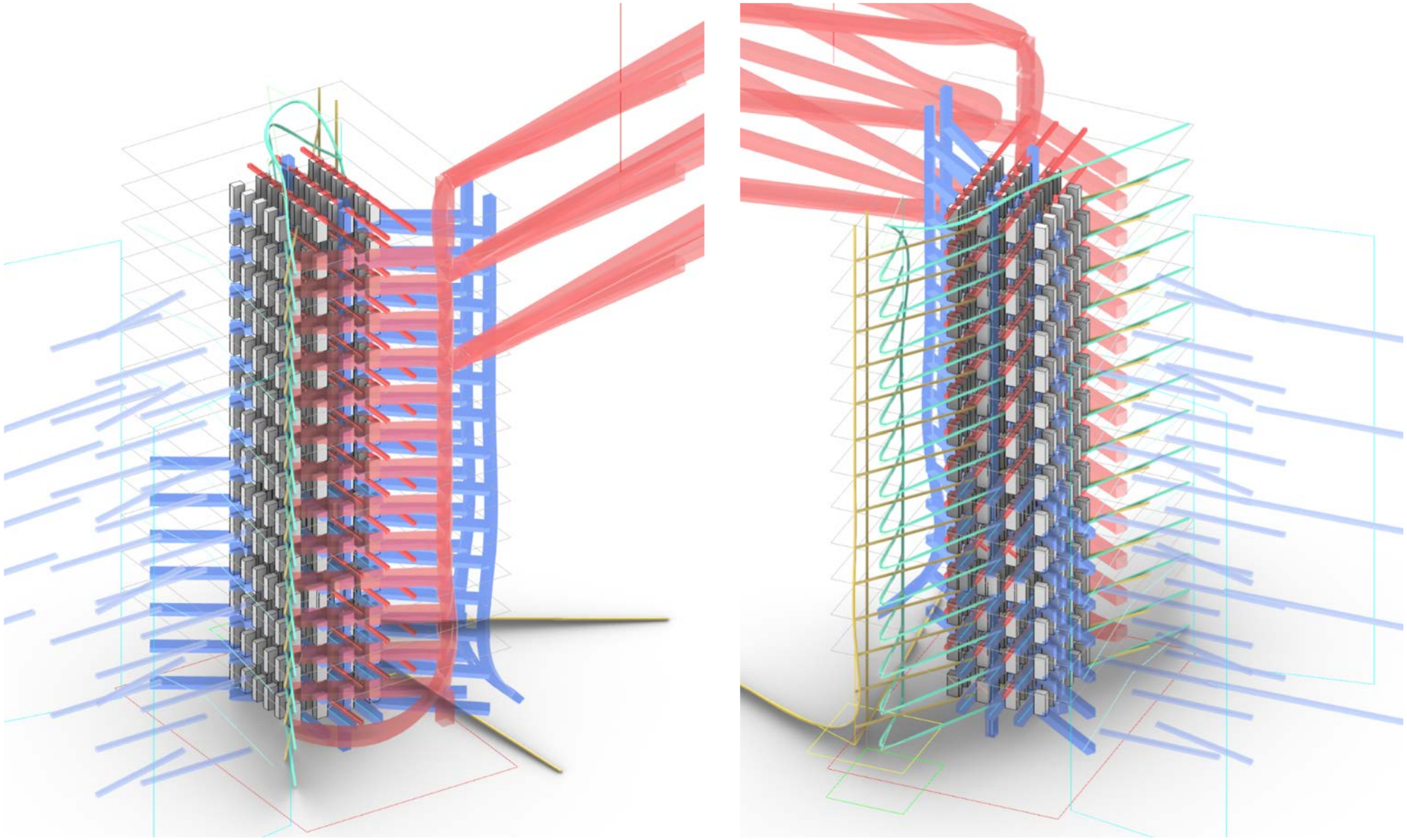


LLM-Generated 3D Network Model of Data Center + Infrastructure
Media x Design Laboratory - 2025

LLM-Generated 3D Network Model of Data Center - Server Racks for 25 MW
Media x Design Laboratory - 2025



LLM-Generated 3D Network Model - 25 MW Vertical Wind-Cooled Data Center - Flow Model
Media x Design Laboratory - 2025

Important Dates
Fall 2025

Phase I: TextForms (4 weeks)
Sep 08 - Sep 29

Phase II: DataFlows (4 weeks)
Sep 30 - Oct 28

Fall Break
Oct 20 - Oct 26

Mid Review
Nov 03

Phase III: Forms of Intelligence (3 weeks)
Nov 04 - Nov 24

AI Symposium @ Venice Biennale
Nov 14-16

Phase IV: Representation (3 weeks)
Nov 25 - Dec 09

Final Review
Dec 16

All dates are tentative, and subject to change.

Team
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