

RESONANCE PLAY

FRAGMENTS MEASURES		ELEMENTS		PROGRESS REVIEW IN SITU	
JOURNÉE D'ACCUEIL 14-00 ENAC (K. BEYER) 14-15 SAR (S. DELHAY) 14-45 DIVERSITY OFFICE 15-00 ALICE Y1 (D. DIETZ) 15-30 ALICE Y1: STUDIO DIRECTORS 16-45 AGEPOLY 16-00 ASAR 16-15 COACHING 16-30 ALICE Y1 @ ATELIERS		08-15 @ATELIERS PIN UP 10-15 @CE14 ARCHIZOOM BLOG / IMAGE CONSTRUCTION (AG) DRAWING (AT) 12-15 STUDIO DELEGUE E-X-S MEETING 13-15 @ATELIERS PROJECT WORK / PROJECT FEEDBACK JEUNE FEDERAL		08-15 UNLEARNING CENTER 13-00 @CE14 TEKHNE: WOOD (NC) BLOG REVIEW 14-00 @ATELIERS PROJECT WORK / PROJECT FEEDBACK 08-15 @ATELIERS STUDIO DAY 12-15 STUDIO DELEGUE E-X-S MEETING 08-15 @RIPONNE / ATELIERS REVIEWS	
0	08.09.2025	2	22.09.2025	4	13.10.2025
05.09.2025	09.09.2025	16.09.2025	23.09.2025	30.09.2025	14.10.2025
08-15 SITE VISIT		08-15 @ATELIERS PROJECT WORK / PROJECT FEEDBACK 08-15 ETAT DES LIEUX FRAGMENTS MEASURES		08-15 @ATELIERS COLLECTIVE DRAWING AND SITE RESEARCH 08-15 @ATELIERS PROJECT WORK / PROJECT FEEDBACK 08-15 @ATELIERS REVIEWS OF SHARED RESEARCH AND COLLECTIVE WORK	
given group of 2 paper 545 x 818 mm, 1 sheet per person drawing scale 1:33 collective drawing 1:132 model scale 1:33 cardboard / plaster max 200 ml element scale 1:1		plan and section 1:33 data that support the studio max 100 words cast 1:33 max 200 ml		given groups of 4 drawings continued collective drawing continued model scale 1:10 timber sections 30 x 60 mm element scale 1:1 other materials	
fragments measures choose an artefact in its condition and situation, measure in reference to closest coordinate point (center of sheet), vector, and reference plane (datum). Draw the artefact in 2 plans and 2 sections in monge projections (descriptive geometry). For the same drawings, observe the living and notate its appearances, establish how the environment supports the living or not. reveal what is there draw the mass cast a fragment of max 200 ml volume inside of a 12 x 12 m area around your centre coordinate		output, group drawing per student collective drawing text cast model fragment blog per student		fragments elements in groups of 4, in reference to your drawn situation and findings, define and draw a hybrid element: part architectural and part environmental built the element or a fragment and install it on site	
output, studio build a group base 1:1 1:33 assemble cast according to the studio outputs develop notations following the proto-legend map surfaces and data according to your studio foci codes, follow the legends developed in the studio Contribution to the collective drawing based on the studio foci and your findings display system per atelier or 2 ateliers		output, individual blog, journal, weekly progress		output, studio define and discuss a common narrative prepare a performative presentation of the element in situ	
output, individual blog, journal, weekly progress		output, individual blog, journal, weekly progress		output, individual blog, journal, weekly progress	

ROOMS						AFFORDANCES	
08-15 @ATELIERS 10-15 @CE14 GUEST LECTURE: DESIGN THINKING (TIPHAINE AGENIA) TECHNIE: DRAWING (AT) / BLOG REVIEW (AC)	08-15 @ATELIERS @CE14 INTRO ROOMS (LC) 08-15 @ATELIERS TECHNIE: TECTONICS (AT/NG) DRAWING (AC/ AT) IMAGE CONSTRUCTION (AC)		08-15 @ATELIERS 10-15 @CE14 TECHNIE: MODEL / DRAWING / BLOG REVIEW (AC/AT/NG)		08-15 @ATELIERS STUDIO DAY 12-15 STUDIO DELEGUEE'S MEETING		
27.10.2025 7 28.10.2025	03.11.2025 8 04.11.2025	10.11.2025 9 11.11.2025	17.11.2025 10 18.11.2025	24.11.2025 11 25.11.2025	01.12.2025 12 02.12.2025	08./11.12.25 13	15./12. 14
08-15 @ATELIERS PROJECT WORK / PROJECT FEEDBACK	08-15 @ATELIERS PROJECT WORK / PROJECT FEEDBACK			08-15 @ATELIERS PROJECT WORK / PROJECT FEEDBACK	08-15 @ATELIERS PROJECT WORK / PROJECT FEEDBACK		
given						given	
individual work paper 60 x 90 cm, max 2 sheet per person timber sections per model scale other materials drawing scale 1:33 1:1 model scale 1:33 fragment of protostructure / studio						individual rooms studio narrative individual drawings and models studio output documents and artifacts potentialities	
rooms						scaffold and affordances	
design a room in the given context engage architecture and the environment receive the living generate public space draw the room and build the room as a model						propose ideas of meaningful collective intervention retain promising concepts develop ideas for a 1/1 project on campus, in Lausanne, in CH or in Europe edit define studio program receive the living	
output, individual							
1 plan 1:33 1 section 1:33 1 elevation 1:33 1 element/fragment 1:1 model 1:33 1 studio output negotiate and relate the room with at least one other room							
output, studio							
configure the rooms according to your studio narrative evolve and discuss the common narrative prepare a performative presentation of the rooms define studio exhibition format curate the studio focus output						output	
						plans 1:33 sections 1:33/1:5 collective drawing 1:132 situation plan 1:333	
output, y1						output, studio	
co-draw the collective drawing						studio focus output	
output, individual blog, journal, weekly progress						output, individual blog, journal, weekly progress	

[illegible]

PLAY !

Ateliers@
Co-struct

**ZOOM@
Camille
Fréchou
?**

**Ouverture
Préfa**

**TEKHNÉ: CHANTIER
prefabrication (AT/NC)**

08.15 @ ATELIERS
10.15 @ SG1
INTRO: PLAY !
(DD, LG, AC)

**08.15 STUDIO DAY /
PROJECT
PREFAB**

10.15 @ SG1
TEKHNÉ: SAFETY RULES
CHANTIER (RM / AT)

**08.15 PROJECT
PREFAB**

**12.15 STUDIO
DELEGUE-E-X-S
MEETING**

**08.15 PROJECT
ASSEMBLAGE**

13.04.2026
22

14.04.2026
21.04.2026

27.04.2026
24

04.05.2026
25

11.05.2026
26

12.05.2026

08.15 @ATELIERS
PROJECT
WORK /
PROJECT
FEEDBACK

08.15 @ATELIERS
PROJECT
WORK /
PROJECT
FEEDBACK

08.15 @ATELIERS
PROJECT
WORK /
PROJECT
FEEDBACK

08.15 @ATELIERS
PROJECT
WORK /
PROJECT
FEEDBACK

08.15 @ATELIERS
PROJECT
WORK /
PROJECT
FEEDBACK

**EPFL@
Camille
Fréchou
?**

given

- studio projects
- interstudio project
- class project

play !

as studio groups,
finalise construction
documents

- start
- prefabrication
- adapt project and
details where
necessary
- prefab and
assemble a public
project

output, studio

- plans and
sections
1:333 /
1:66 / 1:33
- proto-details 1:3
- models
- mock ups
- material catalogue
- material testing
- situation model

output, y1
PLAY !

- public projects
co-designed with
250+ actors,
authors, students,
experts, residents,
associations, the
living
- update elements
on display
systems
- co-draw the
collective
drawing

BLOG:

at least 2 artefacts (drawing,
model, etc) posted per week
with a short, 2 sentences
description to show your

HOLIDAY:
25.05.26
EXHIBITION:
26.05.26
**FINAL
REVIEWS:**
27/28.05.26
CLEAN UP :
01.06

26/28.05.26
28

STUDIO FOCUS

- topography / w
- hydrology / w
- living / human
- materials / po
- maintenance
- ecology / bio

ATELIER

output:
PLAY !

as y1

public projects co-designed by 250+ actors, authors, the city, students, experts, residents, and associations.

as atelier

- fragments 1:1
- mobile projects 1:1

output, exhibition and final reviews:
PLAY !

as individual

- studio outputs
- individual contributions to co-authored projects
- project individual contribution documentation
- blog, journal, weekly progress

as studio

coordinate studio focus outputs

- plans
- maps
- sections
- models
- mock ups
- material catalogue
- material testing
- situation model

as y1

exhibition design, formats, and act us

HOLIDAY:
25.05.26
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FINAL
REVIEWS:
27/28.05.26
CLEAN UP:
01.06