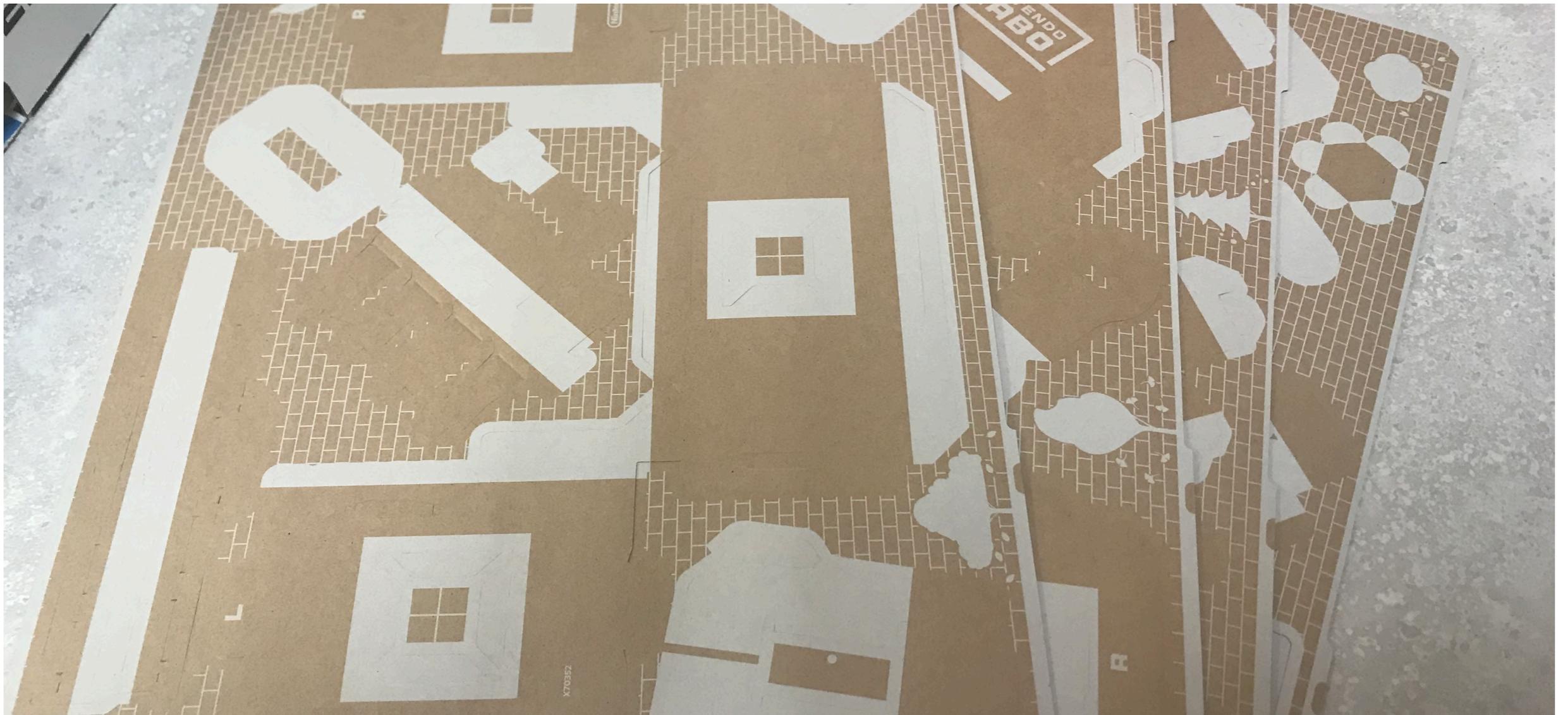


# Becoming a House

Cardboard & Nintendo Switch/LABO

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## Starting Point

At the beginning, the materials are dispersed, disjointed and, especially the cardboard, truly exist as a 'flat ontology'. Precut and stenciled cardboard in sheets as well as a console and tiny additional materials present themselves as the potential to 'become' a house to play with.



## Many of One

The flat ontology is destroyed to make space for categorisation and distribution of parts along different purposes.



## Breaking Points

The material behaves antagonistically. What was once one, does not necessarily lend itself to become less than one.



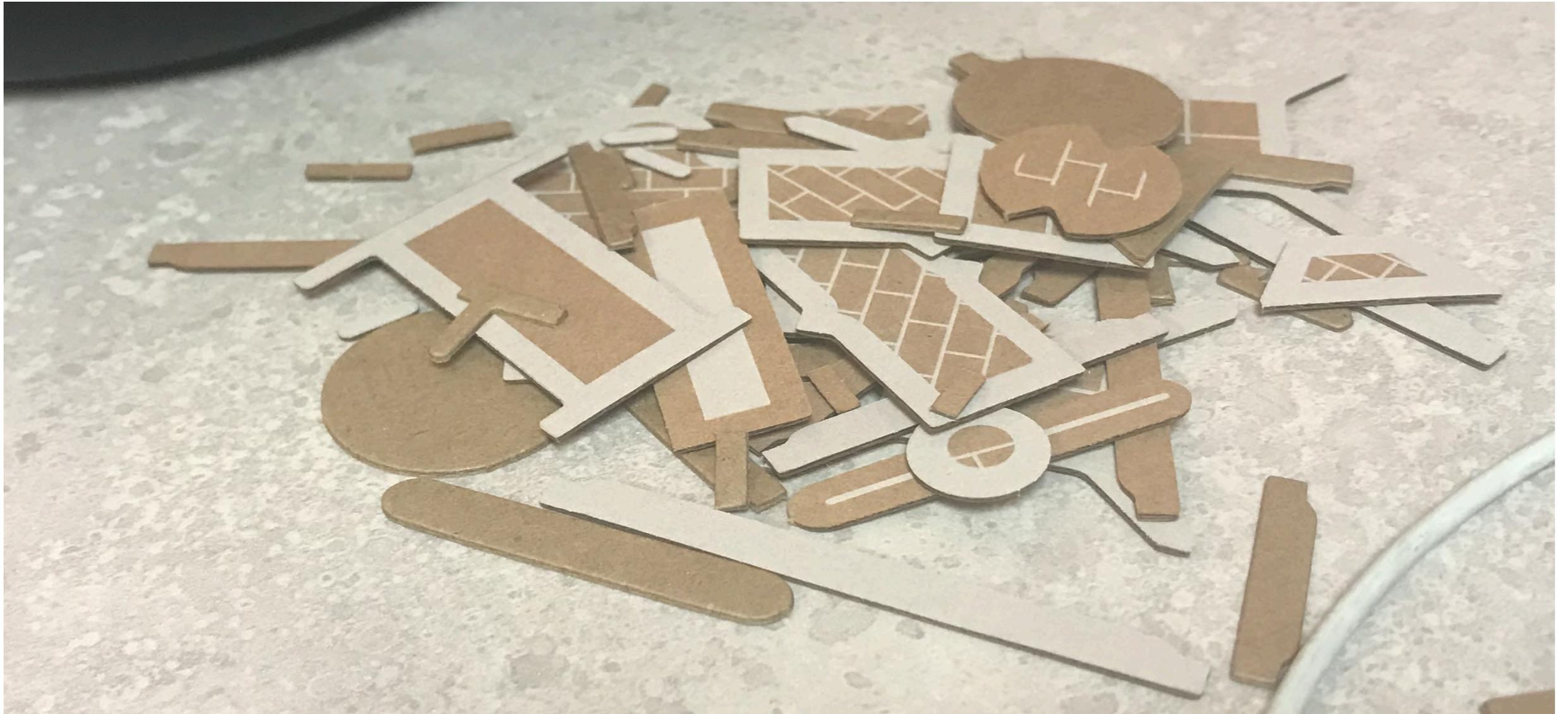
## Forced changes

The material with designated purposes is forcibly changed. The objects endure pressure and the alteration of state.



*becoming together*

The pre-cut cardboard becomes one again from the individual pieces. They come together as they fit, being already attuned to one another after being removed from the flat cardboard. Still, sometimes the material rejects connection with others leading to individual irregularities.



*Left out*

In the end, several pieces, once part of the same flat cardboard ontology have been first, forcibly removed and then left out of the construction process. They serve no purpose to the house and their state is in flux with potential for different meaning as well as encounters with differently discarded objects in an assemblage of those (what is commonly called a trash can).

