

# DIG/BUG CITY

FLY RANCH 2020

Dig/Dug City is conceived of as a vast eco-city formed by casting thin shells into sculpted holes in the ground. The construction process will start by digging a field of mirrored concave holes, ranging from 4-10 feet deep. These holes will then be cast with either concrete or paper. Next, the casts will be removed from their respective holes and flipped over to form duplicate, bulbous shells. Finally, the shells will be moved on top of their matching formwork, letting the inverted form of one hole become a paraboloid cap to the other that encloses the structure.

Together, the holes, matched with their respective shells, create a series of semi-subterranean structures in which the negative and positive expressions of a series of excavated forms take on a reciprocal relationship to create multiple habitable spaces. The result of this process is a formal and phenomenal experience derived from the earth itself.

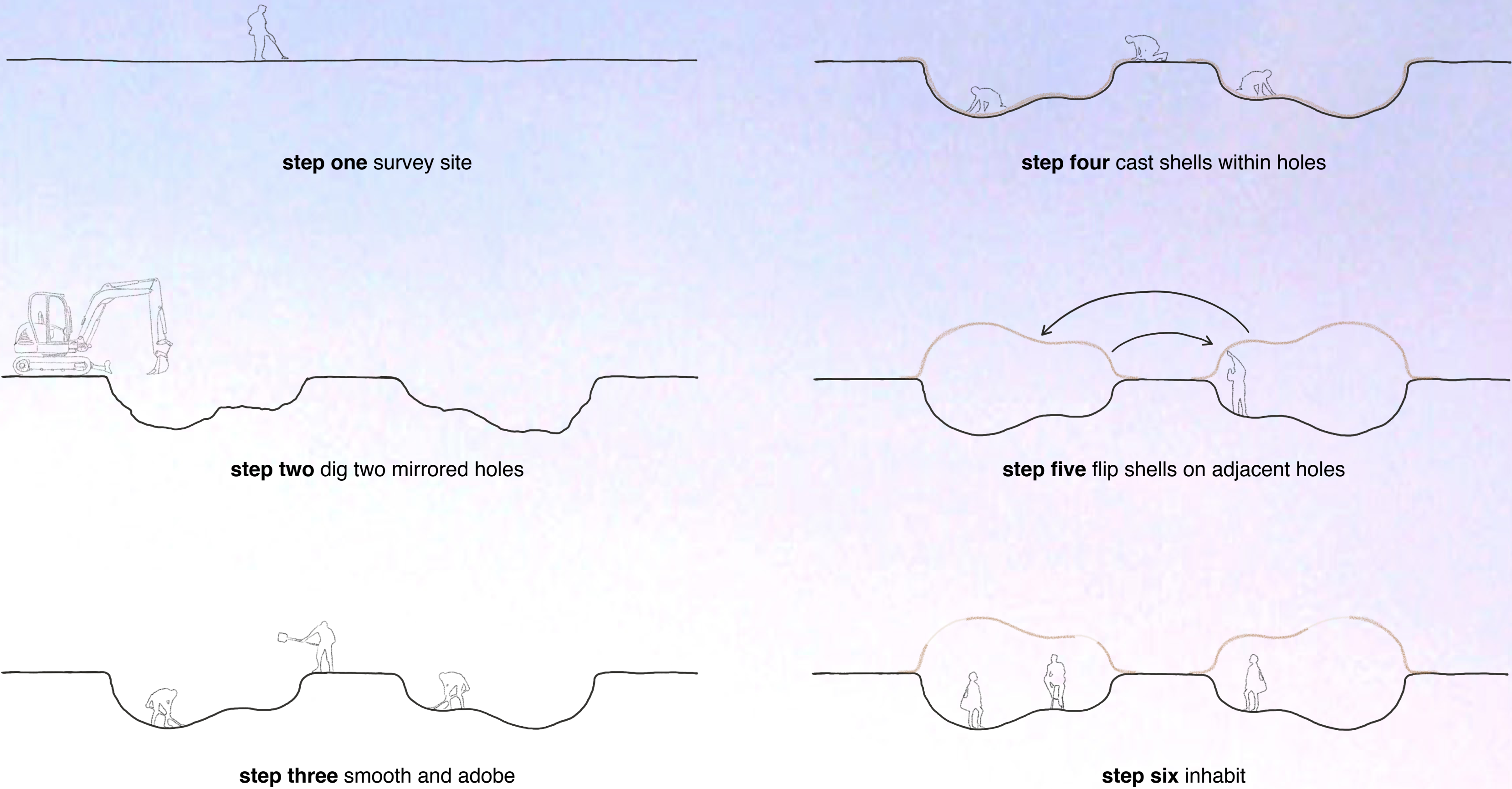


FIG 1 concept diagram

