In Search of Synthetic Immortality
With the rise of interest surrounding emergent systems as the new organizational model for a planet undergoing continuous change, the opportunities to develop a more robust bio-mimetic approach in architecture are becoming increasingly more attractive. The once exotic and ineffable metamorphosis of the chameleon octopus, the otherworldly bioluminescence of the sea cucumber and the strange gelatinous and reconfigurable anatomy of a comb jelly creature are not longer unobtainable effects underlying nature for the futurist at the turn of the century. The dazzling life of invertebrates is just one example of a complex system of behavior innate to a family of living organisms that is currently being reassessed on a computational level in order to extract out the base code inherent to these uniquely divine creatures.

Reconceptualizing the bridge between organic and inorganic systems as a transfer of essential genetic information is not an entirely new proposition in the history of the world if one considers the exhaustive legacy of ancient and contemporary alchemists in a variety of fields throughout time that sought through the transmutation of matter the creation of a parallel animistic universe. Conceived as an extension of our timeless desire to bring inanimate material to life, this continuous chase for synthetic immortality has preoccupied our imagination for centuries.

Given our predisposition for even greater control today over an ever-increasingly complex universe, the next generation of animate assemblies within the discipline of architecture will inevitably be comprised of a more complex amalgamation of scripted equations capable of reenacting the most spectacular effects. Harnessing the unlimited power of programming as a vast hereditary engine for emergent design we will see an unimaginable increase in surface and behavioral variation on a level of intricacy and control unparalleled in the history of digital design.

In the dream of recombinant technology and biologically mimetic surfaces, ‘autogenic structures’ represents an alternative model of production seamlessly obedient to the process of modern strategy. Situated somewhere between an indeterminable topology and an oneiric vehicle of desire, this seemingly like-like fleet of new building components represent an entirely new synthetic ecology. Conceptualized as a new era of wired flesh, the architecture of the future will serve to highlight the endless algorithms of difference found in the indeterminacy of everyday life.