

“Window: subject, window: object.”

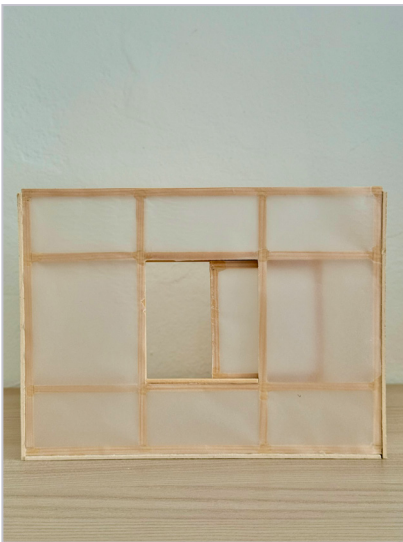
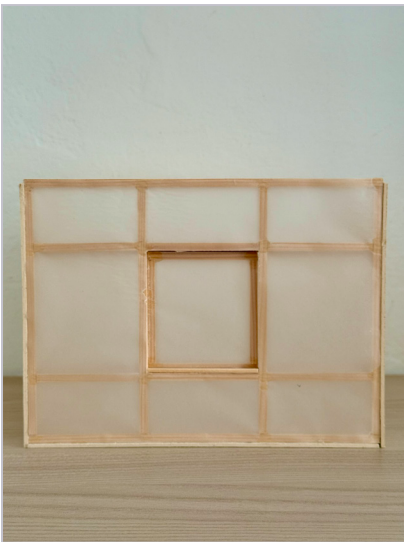
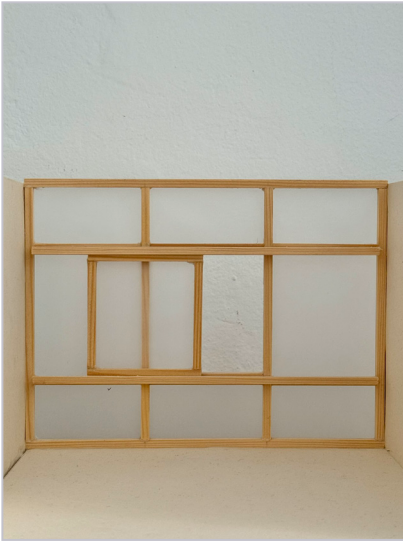
This project investigates the window as both subject and object.

As subject, the translucent wall turns the whole room into a window-condition: light, opacity, distance, and atmosphere shape the inhabitant before any conscious action occurs.

As object, the smaller operable panel becomes a thing encountered by the hand: touched, opened, adjusted, and used. The window therefore shifts from passive visual frame to inhabitable interface, connecting the theoretical question of the generic room to the bodily and symbolic act of dwelling and thus being.

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*Specific course references:*

1. Leveratto / inhabitable interface

Leveratto frames interior design as the search for habitability: creating conditions through which people can appropriate, use, or transform it. The operable window panel is an interface between fixed architecture and lived action.

2. Koepnick / window ambiguity

Windows let the senses and thoughts inhabit different worlds at once, where internal horizons can become external and distant things can feel closer than immediate surroundings. A cloudy wall intensifies this ambiguity by refusing clear view while still acting as a window.

3. De Fusco / interior as signified, envelope as signifier

De Fusco gives theoretical language for a “window subject / window object” duality. The room is a cavity, while the envelope communicates it. In the design, the wall/window becomes the signifying surface of the interior.

4. Argan / interior space as generator

Argan supposes that the window begins from the interior condition. The translucent wall generates the room’s atmosphere from within; the exterior view becomes secondary to the interior experience.

5. Van Eyck / in-between

Van Eyck supports the idea that the window is an in-between realm made architectural through construction. A translucent wall and operable panel make this in-between condition literal, and ultimately it is this that connects the visual essay, the anthology, and this model into one coherent piece.