

Form follows fiction

GoT Window, MyInnoSpace

Popular culture is an all-consuming phenomenon. From books to tv shows, fiction and its characters in their multiple parallel universes and worlds, wielding their fantasy weapons and objects, often play a central role in shaping our thoughts and ideas about our own real world. Translating one such idea from the Game of Thrones universe to ours, a pivoted window designed by MyInnoSpace for their office space not only indicates the power and reach of fiction in dictating terms in our real lives, but also questions form, functionality and innovation of common objects in architecture.

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Innovation can be implemented within the simplest of elements which would otherwise be considered as a mundane part of our lives and often neglected. Such new ideas bring a refreshing experience in our spaces thus changing the way it's been designed and acknowledged. This is an attempt to rethink the conventional approach to the window design without comprising its functional aspects. As any ordinary window would function, this window also interfaces adequate ventilation, light and visual connection with the surroundings.

MyInnoSpace is a multidisciplinary innovation team that provides creative and construction solutions for spaces. People. Stories. Frugality. These are the penchants of the studio. Every project is the consequence of the collaboration of the people behind : the client, the designer, the project manager, the craftsman, etc. Thus every project is a story seeded from another story - the inspiration or the baseline. A project thus is a plethora of memories - stories. Multiplicity of spaces, in terms of purpose or visual is something we strive for, while designing anything. Every space should atleast one purpose more than the brief requirement. The space's destiny should end taking more than one role. Every project designed in the studio presents a new opportunity to create space, to be remembered, felt, appreciated along with multiple function.



† The Game of Thrones Window.

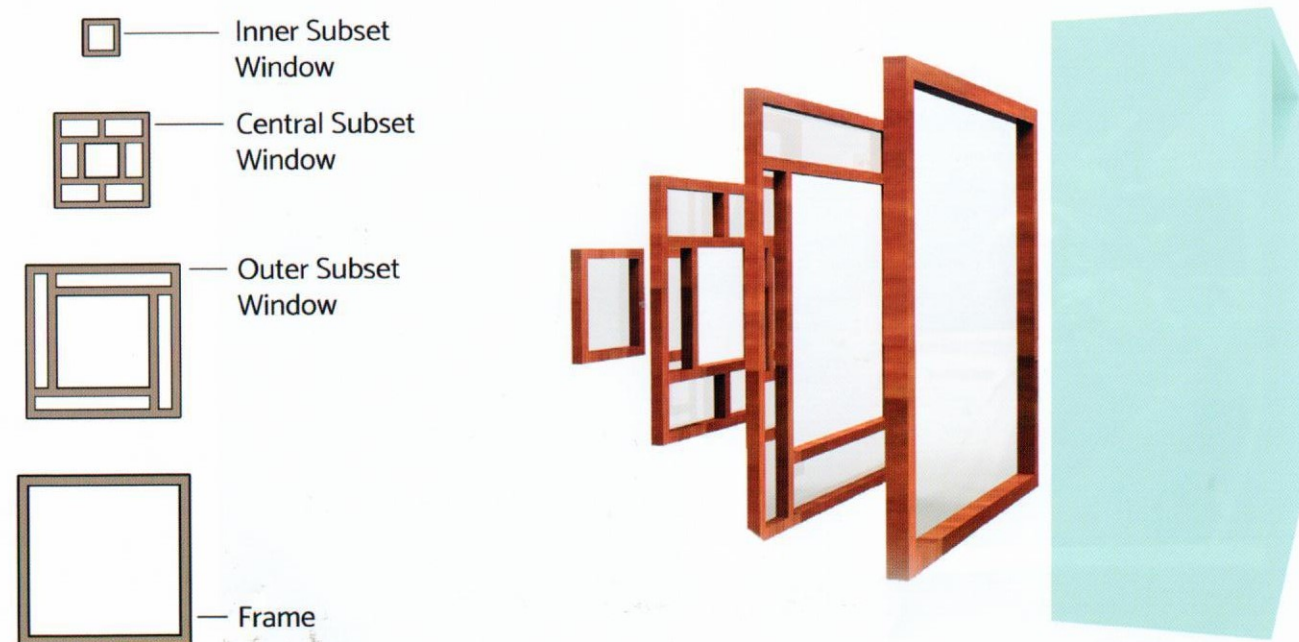
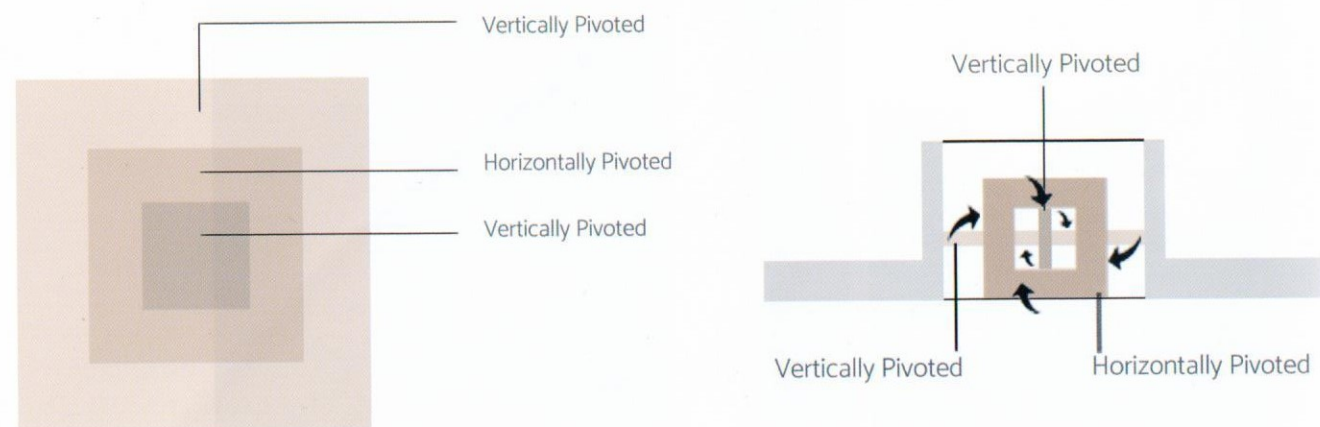
Inspiration is an intriguing phenomena. You can never tell when and where you might get struck by the next big idea. It could be something you heard, something you saw, something you felt. And the next thing you know, this one inspiring moment has triggered a butterfly effect, pushing the wheels of ideation and innovation in motion. An ideal example of this is perhaps the Game of Thrones' sun-gizmo-inspired window by MyInnoSpace. The astrolabe-esque gizmo is fleetingly seen in the show's opening credits. It is revealed as a lamp in the library of Oldtown's Citadel where the adorable Samwell Tarly goes to train to be a 'maester'. Here too, the lamp is one of the many objects of interest the in the library, but shown briefly. And yet this fictional image seems to have arrested the imagination of MyInnoSpace enough to drive the creation of the window in real life.

And yet, this window does complete justice to the universe it belongs to. As a lamp in the Game of Thrones universe, it arrests the viewer, as we speculate about its larger role simply owing to its inclusion in the opening credits; it must have a greater purpose, yet to be revealed to us. Conversely, in our universe, the window is as functional as a window is required to be, woven around the elements of curiosity, creativity, and fun. The window contains three parts that are centrally pivoted to a form a square. The outer one is vertically pivoted, which is connected to the horizontally pivoted subset window, which in turn is connected to the inner vertically pivoted subset window. The frame size reduces from the outer to inner subset window while the glass size increases. So, essentially, it is a window, within a window, within a window – if the movie 'Inception' was based on windows, this window would play lead!

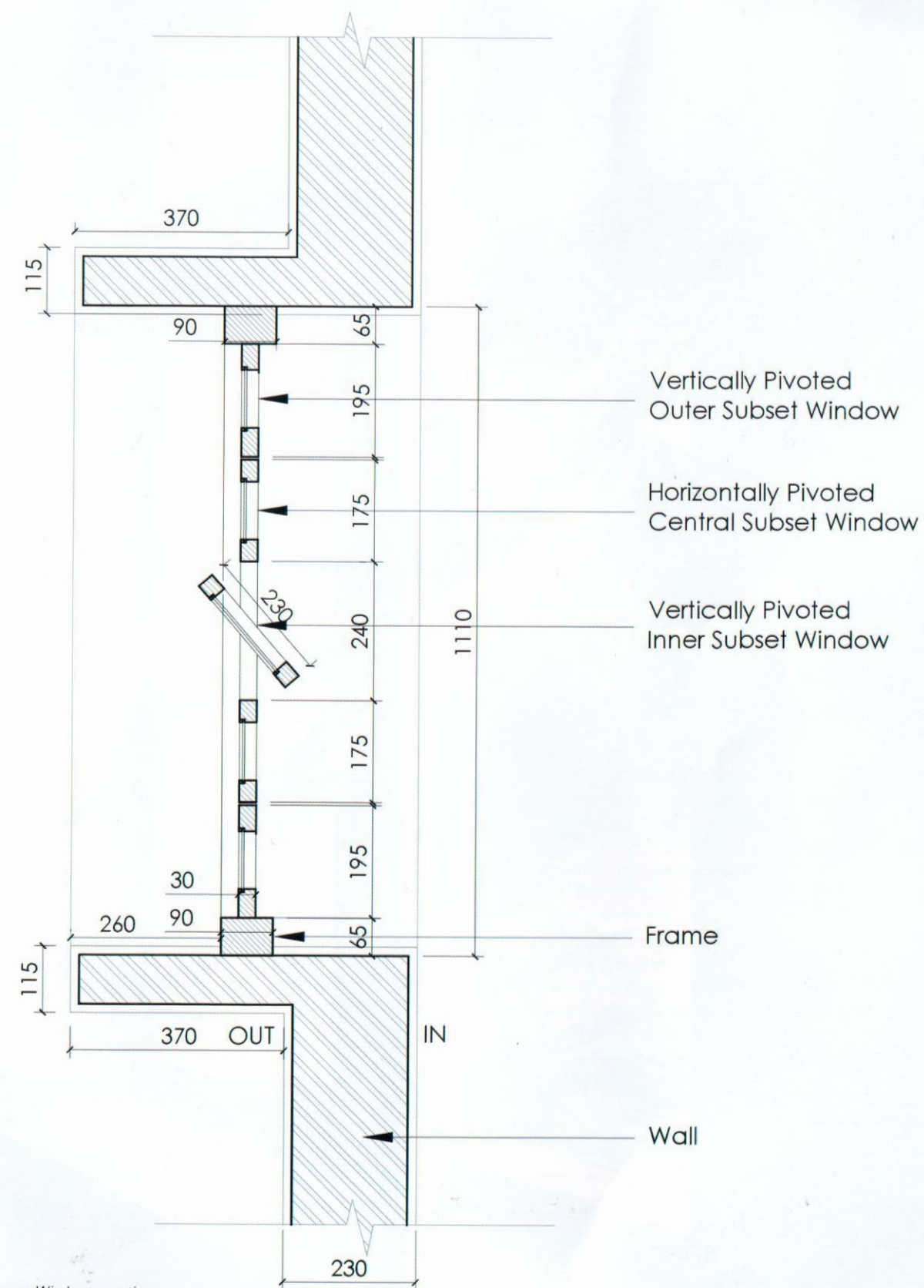


[†] The Game of Thrones Window in its office space becomes the object of curiosity. It symbolizes that the workplace does not need to be serious at all times; that fun is an important aspect of work.

CONCEPT



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[↑] *The Game of Thrones Window – section.*



↑ A window, within a window, within a window.



It seems like a fairly simple contraption, but the hero of this success is the concept, the idea behind the design. Besides providing adequate ventilation, light and visual connection with the surroundings, what more does a window have to offer? In the office space where it is situated, it becomes the object of curiosity. It symbolizes that the work place does not need to be serious all the time; that fun is an important aspect of work. As a fairly new design firm, the inclusion of this window in the office space invokes creative thinking; setting the stage for people to ideate in a creative environment, and an enjoyable workspace. It also indicates that the studio encourages experimentation and out-of-the-box thinking, and aspires to create a body of work which is diverse and unique. It sets the mood, renovates the senses and reaffirms observations. The kinetics of the window shutters causes constantly changing shadows within the office space. The office space is never the same. The shadow movements evoke childlike play from the occupants, as well. It is also a reminder to the creative brains with in the office that an everyday thing can be rethought to a playful piece, keeping intact its functional purpose and ease of use.

But besides the 'object from one of the greatest TV series ever coming to life' aspect, and the 'life imitates art' philosophy, the window touches upon certain architectural themes that we don't really notice otherwise – the function of an object, and innovation while not affecting functionality. When was the last time the window was the

subject of innovation? Why does a window need innovation in the first place? What aspects should we innovate, and what aspects should we leave be – in a classic 'If it's not broke, don't fix it' way? The window's design is an attempt to rethink the conventional approach and perception to designing windows that leads heavily towards the functional aspects. But why can't a window be more? Why can't it intrigue its onlookers, create a sense of mystery, or fun, or simply be a visually arresting aspect that is the highlight of the room? Why can't a window be a work of art? And because we don't ask these questions, because we do not dare to think differently, we stifle innovation. The simplest elements are the ones that can in fact be innovated to refresh our experience of space. In this case, the often neglected and mundane 'window' becomes an innovative, creative element that encourages quirky, creative thinking. ■

FACT FILE:

Project	:	GoT WINDOW
Location	:	Kochi, Kerala.
Architect	:	Ar. Manoj Madhu, MyInnoSpace
Design Team	:	Minnu Korah, Sree Lakshmi
Site Area	:	NA
Built Area	:	NA
Project category	:	Product Design
Initiation of project	:	January 2017
Completion of project	:	February 2017