**REPRESENTING BODIES: FROM IDEAL TO REAL**

Representing Bodies is the first part of a two-part project that explores the relationship between architecture and the body. One of its main aims is to highlight the historical and moral impotence of traditional forms of representations that have valued and developed different bodies, and how that has informed design practice. Representing Bodies traces a typology and speculative genealogy of the body in its relationship to the designed world. It juxtaposes the iconic bodies of architecture with predicates that are socially produced through "ideological" change. Through techniques that reinterpret and translate the graphic language of measurement applied to bodies, this project intends a dialogue with the history of architectural design and introduces transformative forms of embodiment in order to contest normative ideas about the functional and aesthetic fit between architecture and bodies. Working with these bodies compels a reexamination of the affective, material, and symbolic aspects of architecture. Representing Bodies uses the project as a foundation for a second project phase called Critical Non-Conformity, which will generate architectural scenarios based on the semantic, functional, and structural possibilities given these radically具体 bodies. Disability and embodiment thus become a resource to generate new design and architectural development, and social innovation, and cultural experience.

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**Le Modulor**
Le Corbusier’s Modulor reflects his belief that the measure and harmony of architecture can be derived from the human body. He believed that the proportions of the human body should be the basis for all aspects of industrial production. Architectural bodies have long been a subject of study among architects and have been used to convey ideas about the ideal form and function of buildings. However, the Modulor also represents an interest in the relationship between architecture and the human body, and the idea of the "ideal" body. In this regard, the Modulor is a tool for architects and designers to explore the relationship between the human body and architecture, and for designers to use as inspiration in their work. It can be used to understand the human body in relation to architecture and to create buildings that are in harmony with the human body.

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**Americans with Disabilities Act Standard Figure**
This image shows the standard figure for the Americans with Disabilities Act (ADAA). The figure represents a person with a disability, and it is used to standardize the design of accessible buildings and spaces. The figure is a simplified representation of a person with a disability, and it is used to ensure that buildings and spaces are accessible to people with disabilities. It is important to note that the figure is a representation, and it does not show all the different types of disabilities or the different ways that people experience disability. The figure is designed to be simple and easy to understand, and it is used to help people understand the needs of people with disabilities.

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**Mixed Ability Dancers**
Mixed Ability Dancers is a project that explores the potential of dance to create a different kind of architectural experience. The project involves working with dancers who have different abilities, and it aims to create a new kind of architectural space that is accessible to everyone. The project is an exploration of how dance can be used to create a different kind of architectural experience, and it is an attempt to challenge the traditional definitions of architecture and dance.

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**Conjoined Twins**
Conjoined twins are a fascinating case of human development. They are individuals who share a common body, and they are the result of a single fertilized egg that splits into two. The Conjoined Twins project explores the potential of architecture to create a new kind of architectural space that is accessible to everyone. The project is an exploration of how architecture can be used to create a new kind of architectural experience, and it is an attempt to challenge the traditional definitions of architecture and dance.

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**Vitruvian Man**
The Vitruvian Man by Leonardo da Vinci is a famous example of an idealized male body. The drawing is based on the proportions of the human body as described by the Roman architect Vitruvius. The drawing is a representation of an idealized male body, and it is used to convey ideas about the ideal form and function of buildings. The drawing is a simplified representation of an idealized male body, and it is used to help people understand the needs of people with disabilities. The drawing is designed to be simple and easy to understand, and it is used to help people understand the needs of people with disabilities.

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**Architectural Graphic Standards**
Architectural Graphic Standards (AGS) are a set of guidelines that are used to represent architectural and design ideas in a clear and consistent way. The AGS are based on the work of the American Institute of Architects (AIA) and are used by architects and designers to communicate ideas and concepts. The AGS are designed to be simple and easy to understand, and they are used to help people understand the needs of people with disabilities. The AGS are designed to be simple and easy to understand, and they are used to help people understand the needs of people with disabilities.

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**Blind Black Man**
Blind Black Man is based on an article by Carl Smith about race, blindness, and accessibility. The article explores the ways in which race and blindness intersect and how these intersections are often invisible. The article is a reflection on how race and blindness are often invisible and how this invisibility can lead to discrimination and prejudice. The article is an attempt to challenge the traditional definitions of race and blindness and to create a new kind of architectural experience that is accessible to everyone.

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**Dementia/Forgetting**
How is the brain to move through space without memory? Dementia is characterized by the gradual loss of cognitive function, which can include problems with memory, language, and other cognitive skills. The project is an exploration of how architecture can be used to create a new kind of architectural experience that is accessible to everyone. The project is an attempt to challenge the traditional definitions of architecture and dance and to create a new kind of architectural experience that is accessible to everyone.