



The Cannibal Lot

Lebbeus Woods

Architect & Artist

New York, 1940 - 2012

Demolition Art

Summary

Lebbeus Woods, 1940 - 2012, a cult experimental American architect renowned for his imaginative creations. Woods worked for Eero Saarinen in the 1960s, he gained recognition for his conceptual work, which explore a form of architecture that offers spatial experiences with dynamic compositions of splintered surfaces and twisted forms, resembling a parallel universe. Woods' dystopian visions often portrayed disaster-stricken cities like Sarajevo, Zagreb, Havana, and New York. Adopting a medical metaphor, "scabs" healing the "wounds" inflicted by war and natural catastrophe. "Architecture should be judged not only by the problems it solves," said Woods, "but by the problems it creates."

Woods briefly contributed his talents to Hollywood, serving as the conceptual architect for Vincent Ward's Alien III project (now David Fincher's Alien 3).

Lessons

- Instead of 'destroying' cities, Woods seeks to 'reconstruct' cities by emphasizing rupture and its beauty
- Woods champions a form of architecture that is heterarchical – adaptive to the physical environment and changing ideologies of its inhabitants
- Buildings like scar tissues - space for healing and growth

