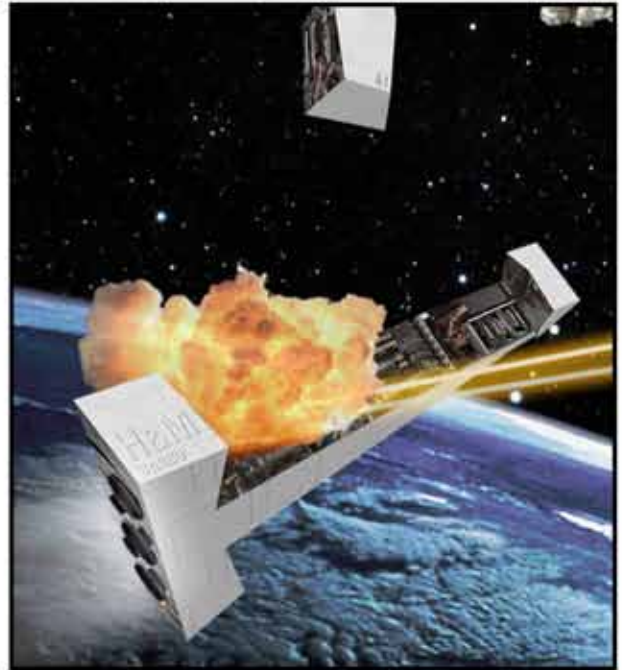


capa  
cover

SWARS – ARCHITECTURE STRIKES BACK

*IT IS A PERIOD OF GROWING TENSION. CONSTRUCTION MATERIALS ARE STARTING TO RUN SHORT. PURSUED BY SINISTER STARCHITECTS CORPORATION TEAMS, MATERIAL PRODUCERS CAN NO LONGER ASSURE THE NECESSARY AMOUNTS FOR CONSTRUCTION IN COURSE. STEEL AND CONCRETE MARKET COLAPSE AND ECONOMICAL INSTABILITY SPREADS OVER THE GALAXY!*





THE NEWS OF THE ATTACK RUN FAST OVER THE CITY. CORPORATIONS START TO LOOK FOR A SIDE TO PICK. SECURITY IS IMPROVED IN THE ICONIC SPOTS. NO ONE BELIEVES ANYMORE IN A DIPLOMATIC SOLUTION.



OMA CORP. OPTED FOR THE HARDWAY...



...EVERYONE WILL SUFFER, PREPARE YOURSELF TO WAR!

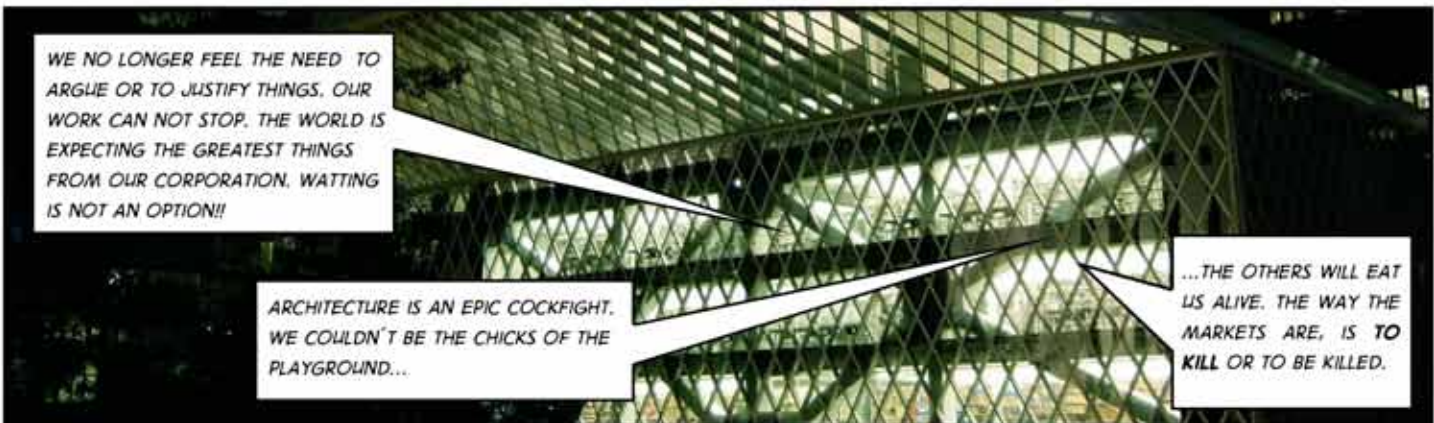


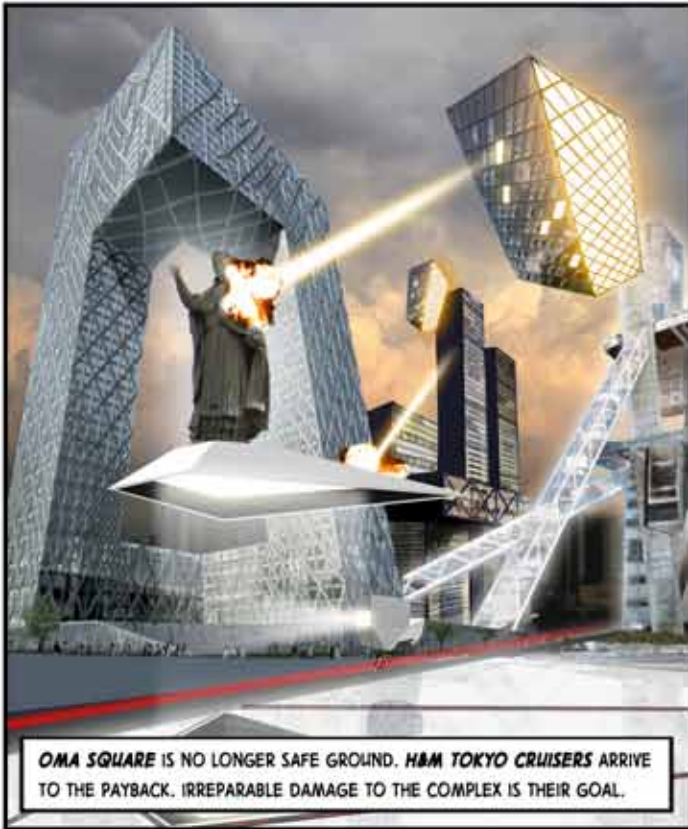
OMA SQUARE IS QUIET FOR NOW, BUT THERE IS THE FEELING OF UNCERTAINTY IN THE AIR...

WE NO LONGER FEEL THE NEED TO ARGUE OR TO JUSTIFY THINGS. OUR WORK CAN NOT STOP. THE WORLD IS EXPECTING THE GREATEST THINGS FROM OUR CORPORATION. WAITING IS NOT AN OPTION!!

ARCHITECTURE IS AN EPIC COCKFIGHT. WE COULDN'T BE THE CHICKS OF THE PLAYGROUND...

...THE OTHERS WILL EAT US ALIVE. THE WAY THE MARKETS ARE, IS TO KILL OR TO BE KILLED.

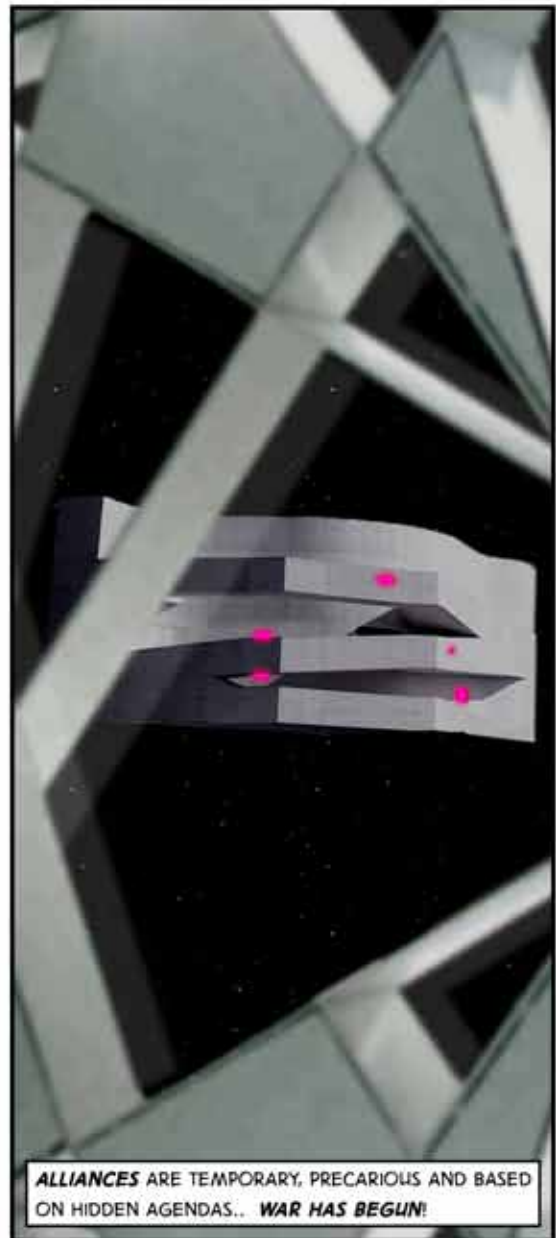
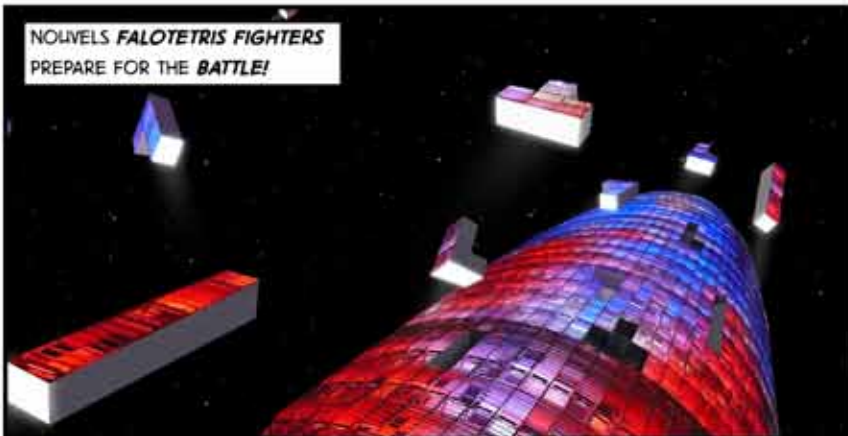
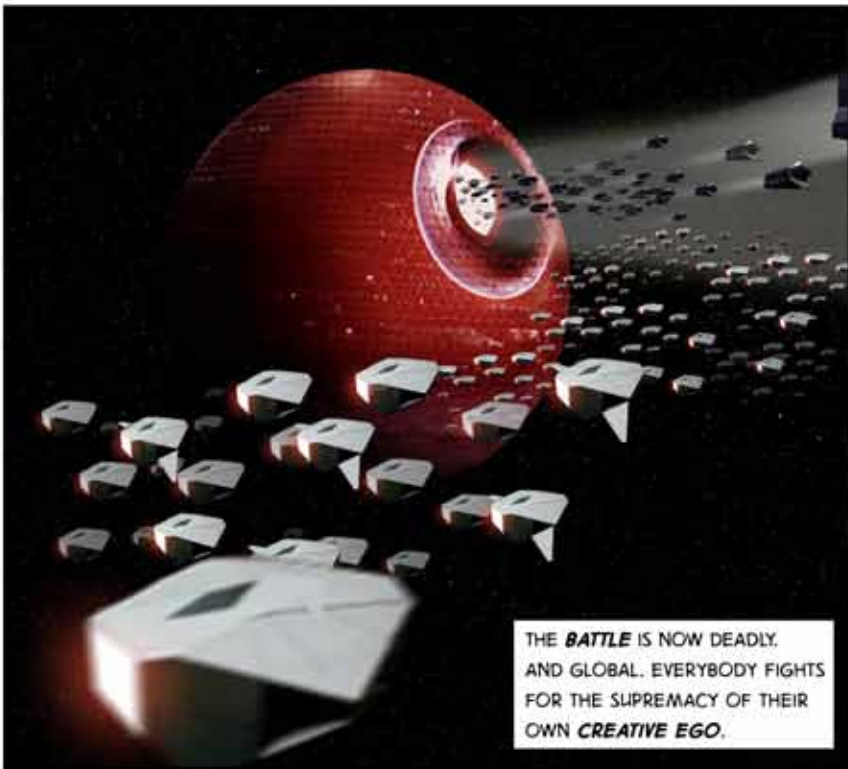
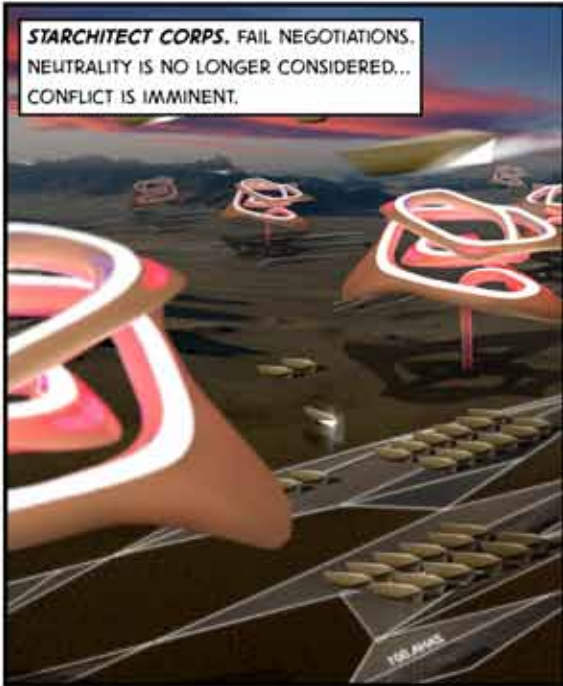




**OMA SQUARE** IS NO LONGER SAFE GROUND. **H&M TOKYO CRUISERS** ARRIVE TO THE PAYBACK. IRREPARABLE DAMAGE TO THE COMPLEX IS THEIR GOAL.



**H&M DESTROYER SPACE CRUISERS** ADVANCED IN THE BATTLE FIELDS AND HAD NO MERCY. NO STANDING STRUCTURE WAS LEFT BEHIND. THEY DESTROYED AND ERASED THE MOST ICONIC SITES OF THEIR RIVAL CORP.



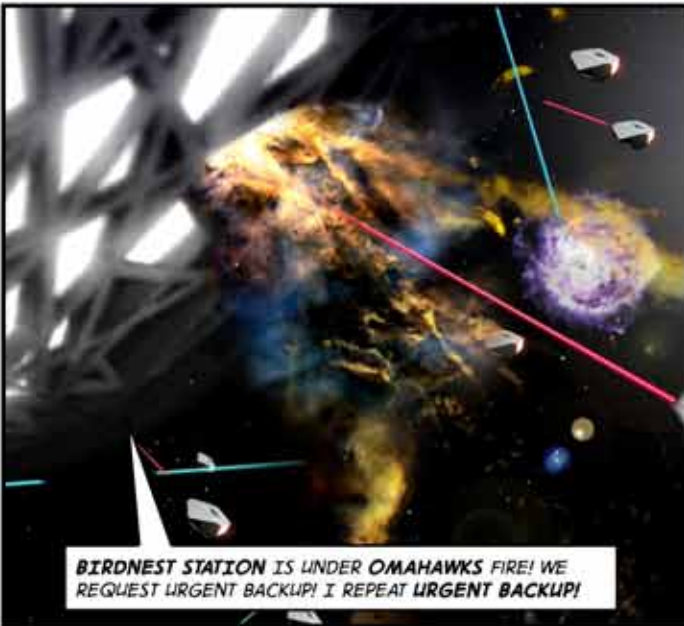
IN THE MEANWHILE ZAHAGOZA SHIP  
APPROACHES SILENTLY BIRNVEST STATION!



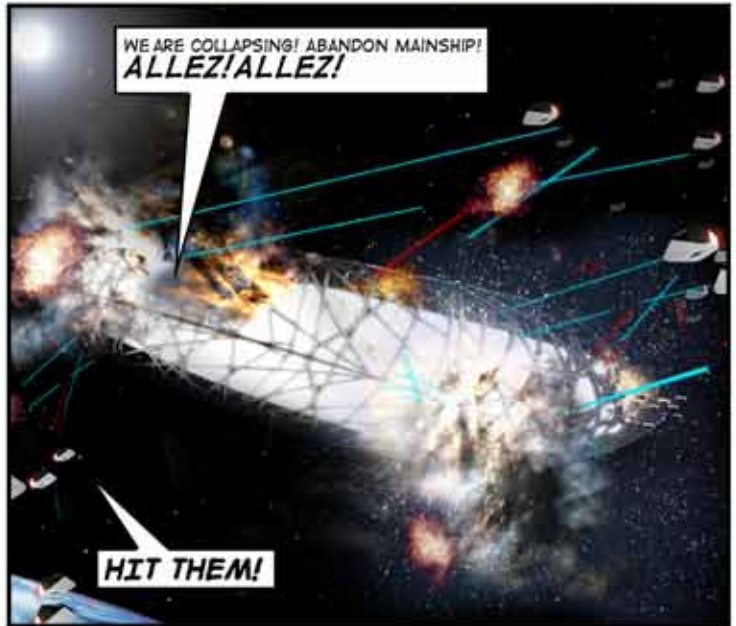
OPEN BIRNVEST PROTECTION SHIELD!  
AUTHORIZED SHIP APPROACHING!



SHIELD IS OPEN!!  
OMAHAWK SHIPS READY  
FOR ATTACK... NOW!!



BIRNVEST STATION IS UNDER OMAHAWKS FIRE! WE  
REQUEST URGENT BACKUP! I REPEAT URGENT BACKUP!



WE ARE COLLAPSING! ABANDON MAINSHIP!  
ALLEZ! ALLEZ!

HIT THEM!

THE WAR IS NOW GLOBAL. THE CONFLICT  
REACHES THE TURNING POINT. THERE IS NO WAY BACK NOW.



TO BE CONTINUED...

## SWARS – ARCHITECTURE STRIKES BACK

Num universo dada vez mais mediatizado, o Arquitecto é, fundamentalmente, uma assinatura. Um actor que se apresenta como autor de fórmulas mágicas. Essa assinatura é a ferramenta da sua afirmação e um ás de trunfo na conquista palmo a palmo das batalhas da galáxia. Nesta nova ordem não é a arquitectura que vale, mas sim o que pode vender e emular pelo sistema mediático.

No lastro da globalização anunciava-se a democratização de oportunidades mas, em vez disso, veio a vaga de massificação dos Impérios. A batalha é violenta – o Império está instável. Serão os novos arquitectos-resistentes capazes de escrever uma história mais justa ou aguardarão passivamente apenas o capitular do trono?

SWARS – ARCHITECTURE STRIKES BACK é uma reflexão em formato BD sobre os mecanismos de produção e promoção da arquitectura contemporânea através da realização de uma sátira espacial em tom épico, onde os edifícios paradigmáticos do Império são re-interpretados em naves e estações espaciais que se degladiam pela supremacia na galáxia.

In an increasingly mediatized world, the Architect is essentially a signature. An actor presenting himself as the author of magic formulas. His signature is the tool for his success and an ace up the sleeve towards the inch by inch conquest of the galaxy battles. In this new Order it is not the Architecture that matters, but what is able to sell and emulate through the mass media.

In the wake of globalization, the opportunities democratization was announced and promised, but instead, it came the massification of the Empire. The ego battle is violent – the Empire is unstable. Will the newly born Architects be able to write a fairer story or will they passively wait for the capitulate of the throne?

SWARS – ARCHITECTURE STRIKES BACK is reflection about contemporary architecture's production and promotion through an epic space satire, where the paradigmatic buildings of the Empire have been converted into spaceships and stations that digladiate among themselves for galactic supremacy.

projecto originalmente criado em 2009 por:  
project originally created in 2009 by:

MOOV  
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