Miles Gertler

Superlith & Seven

The Superlith Series and the Seven Series are works of speculative fiction. In charting an alternate architectural history, they project an otherworldly trajectory and resonate with cultural, social, and political connotation.

The Superlith Series introduces monolithic structures into scenes sampled and expanded from postcards of the past century. Like a travel log across territories, the work documents a range of architectural types—among them Generator, Mothership, Archive—that charge their sites, tapping in to their latent potential. They are alien, but context-integrated: the Superlith, built with the same arches as the bazaar below; Leisure, perched overlooking the bank of the Nile; and the Generator, in a field of electrical posts. Fragmentary texts enrich the narrative aura of each piece with the construction of context, custom, and crisis.

The Seven Series is a visual narrative that re-imagines the ancient Seven Wonders in typological terms. Their reconfiguration contests and inverts the historical record with radical tectonic experiments. Each one is an exercise in the materialization of an architectural program. What shapes might a Mausoleum, Temple, and Hanging Gardens, take? How best to deliver on the promise—the function, the performance, the image—implied in their names?

Both Superlith and Seven comprise an architecturally revisionist, pseudo-historical fantasy: a capriccio.