

# AUTOLYPH

A speculative civic architecture for living images.

*'Life categorised, inventoried, produced.'*

04 March 2026

WHAT IS

# AUTOGLYPH?

**Autoglyph** is a speculative architectural system that imagines buildings as civic environments animated by communal image production. Instead of images being confined to private screens, **Autoglyph** proposes a physical infrastructure where digital imagery becomes spatial, collective, and interactive within the built environment.

The project explores how architecture might host living image systems that evolve through public interaction, transforming built space into a dynamic cultural commons.



# The CHAMBER

The first prototype is a communal room organised around a central sculptural monument.

A rotating **obelisk** composed of modular screens displaying continuously evolving visual content. These screens host generative image systems and communal visual contributions, allowing the architecture itself to function as a **living image ecosystem**.

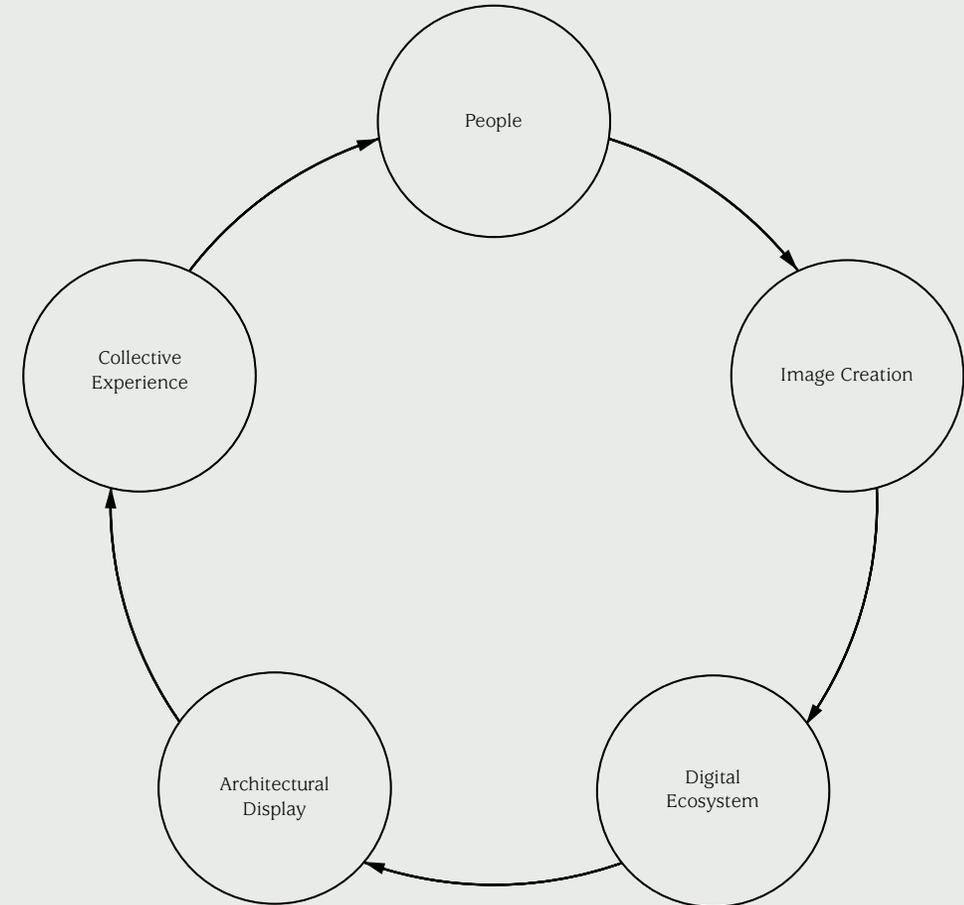
Visitors move through the space while digital imagery responds, rearranges, and evolves in relation to the physical environment.

Rather than consuming images passively on individual devices, participants encounter a shared visual environment that encourages **exploration, play, and collective authorship**.



# RESEARCH QUESTIONS

- What happens when digital imagery becomes architectural rather than screen-based?
- How might architecture host communal image systems rather than private feeds?
- Can built space become a democratic medium for visual culture?
- How might generative image ecosystems transform the social life of architecture?





# *Future* **DEVELOPMENT**

**Autoglyph** is a speculative architectural research project exploring how digital image systems might inhabit civic space.

Future stages of the project aim to develop larger architectural prototypes and public installations where communal image making can be experienced collectively.

Institutions that support experimental architectural thinking play an important role in enabling such speculative work to evolve beyond conceptual proposals.

I would be interested in exploring potential collaborations that could support the development of Autoglyph through research, prototyping, exhibition, or public programming.

The project builds on research into “**Autoglyphic**” systems: modular architectures designed to support continuous collective reconfiguration.



*Alfred Cassels – Artist and Architectural Researcher,  
Generative Image Systems & Civic Media Architecture*

**VIEW**  
**Film: [Link]**



[@persica](#)



[autoglyphic.com](#)

**Contact:**

[alfredcassels@gmail.com](mailto:alfredcassels@gmail.com)

