

Interview with Winy Maas

(해당 자막을 그대로 교체하시면 됩니다. 나머지는 그대로 두고)

Our immediate thought was... what is the front line in Korea?

I think the FAR Game is

Most architects have to play the game to get a commission

But while we were developing this idea

Sometimes we were not really sure whether the subject was relevant in architecture general

We discussed already, the question

why do you like density

It's so hermetic

Everything is financed... demand, control light and view

FAR are connected each other

You mean FAR or the FAR Game?

Yeah FAR and the FAR Game therefore

Because it is the word that is known by developers

And so, how to turn that into a manifesto

That would be how to communicate

You mean by words or by visuals?

Words. Visuals probably also

To say, why do you want this game?

What am I opening up? Why is this war? Why is this crisis?

If you type FAR in Korean, yong-jeong-nyul, on Korean search engines,
endless streams of comments, regulations... and everything comes up

This is the word every Korean either knows what it is or has heard about it.

To Koreans, FAR is one of the most common words that they hear every day

That can be very beautiful, somehow

If you have interviews with, say, dentists or fishmongers, so

Then you see all architects and urbanists..