

The Society For the Preservation of Lost Things and Missing Time
& The Bureau of Determination

DRAFT OF A LANDSCAPE:
**IRVING
PARK
VERTICAL**

A Catalog of Marketing Strategies for the Various LEVELS
And Textual Companion for Understanding its Basic Properties.



IRVING PARK VERTICAL

LEVEL 23

LEVEL 9

LEVEL 8

LEVEL 12

LEVEL 7

LEVEL 17

LEVEL 4

LEVEL 21

LEVEL 1

The ESCALATORS

SUBTERRANEAN NECROPOLIS

LEVEL 23 THE LIBRARY

In a nod to Portland's eclectic inclinations during the early 21st Century, Level 23 boasts a refurbished 19th century theatre repurposed as a Library.

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This retro post-modernist pastiche works to appease a broad spectrum of sensibilities, as well as reinforce the notion that progress is for the collective good; The 23rd Level is a benevolent monster that discriminates equally, and furthers the notion that locally conceived and executed projects are a consistent force for sound economics and civic pride; An epic project for a city that tends to favor urban planning contracts as always being best when awarded locally, just by virtue of being local in origin and execution.



LEVEL 23

The Library

appeasing a broad spectrum of sensibilities

IRVING.PARK.VERTICAL

LEVEL 9

CHROMOSATURATION

Ghosts, and other perceptible residual memories stored within Irving Park's Invisible Landscape, are invited to commune on the 9th Level. Awash in photons, Dimensionally Parallel Beings living in the interstitial Quantum Spaces within the Light of the Pacific Northwest are permitted entry here.

Once separated into Spectral Components by a System of Prisms contained in IRVING PARK VERTICAL's conical smokestack-like top most appendage, even on the greyest of days, this Deceptively Rich Light travels downward and disperses into So Much Ephemera.

LEVEL 9

GHOSTS:

AWASH
IN PHOTONS:

INTERSTITIAL QUANTUM SPACES:

Dimensionally Parallel Beings

IRVING PARK VERTICAL

Chromosaturation by a system of prisms

LEVEL 8

LABYRINTHINE RIGHT ANGLES

This Level is intended to serve as a procession; an infinite continuum whose perimeter is everywhere and center is nowhere.

The Eighth level offers a decentralized universe of living.

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The Corridors are like a series of memories that we walk through, each superimposed atop one another.

The Eighth level is for coincidences and causalities; vectors drawn to a center that is never seen. We are permitted at best an assumption, and forced into reconciliation when the lines don't match or intersect.

The Eighth level brings out the Minotaur within us all, chasing or being chased: A Regression of mirrors.



**WE
ARE
ALL
MINOTAURS**

CHASING OR BEING CHASED

IRVING PARK VERTICAL.

LEVEL 8

LEVEL 12

DOMESTIC SIMULATIONS TRAINING FACILITY

All Occupants of IRVING PARK VERTICAL undergo Initial and Recurrent Domestic Simulations Training Sessions. Our Training Standards take into account the Latest Research as we execute our patented multistep Advanced Qualification Program.

These include: Step 1 “Loss of Loved One Preparedness”; Step 2 “Relational Space Invasion Prevention Techniques”; Step 3 “ Simple and Easy Resource Mgmt. for the Elderly”; Step 4 “ Humility Risk Awareness and Prevention”; Step 5 “Resolution Based Family Strife Acceptance and Denial Strategies”, and Step 6 “Libidinous Urges Risk Versus Reward Seminars for Commuting Spouses”.

In the future we will incorporate: Fact-Based Algorithms to facilitate Eternal Bliss Coupling, despite PolySterile Memory-Stalled Contracts in the Average Domestic Partners. And, Standard Arrival and Departure Procedures for the Children of Narcissistic Parents. We also offer Chemical Dependence Training for the Chronically Sober, as well as Love Addiction based Social Networking Techniques as replacement for Real-World Interactions. Our state of the art simulators present Humanistic and Sensitive Scenarios tailored to your changing needs.

LEVEL 12 Simulations Technicians and Instructors will keep future inhabitants of IRVING PARK VERTICAL on the forefront of Domestic Simulation Technology and Humanistic Living Preparedness, effectively and efficiently, for eons to come.

IRVING PARK VERTICAL LEVEL 12

ESSENTIAL LIFE/TELE MANAGEMENT
& Relational Space Distribution Training

BETTER LIVING THROUGH DOMESTIC SIMULATIONS



LEVEL 7 THE META LEVEL

In the future every building will have a level dedicated to understanding its properties, its method and its utility.

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What is it when the Map becomes the Landscape? We leap from the proposal to the thing itself. When a text or an idea, or in this case a proposal, joins the common mind and its hive of culture and language, it moves beyond enclosure and control.

The Landscape is revealed via its proposal. This is the essence of modernity: that we are encouraged to see the places in our world by how they are of use to us. Yet in order to see a Landscape as a thing in and of itself, or as part of a system outside of its use, it must be removed from its functionality. Thus, the modernist moment is never reached. The effects of memory on place are too wide and far-reaching. The Landscape is a memory, and the Map becomes the thing itself. The Landscape is no longer a Landscape at all, but instead, to quote Nabokov, “a self immolating postcard world of failed immortality and oppressive grandeur”.



LEVEL 17

THE ENTERTAINMENT

The motivating condition of our desperate need for entertainment lies in being trapped within ourselves, unable to escape the horror of selfhood.

How do we assimilate the formal analogs of a highly fragmentized information saturated post postmodernist world?

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Level 17 offers detachment and compartmentalization. We offer packaged anesthetic and prescription medication. Here, you'll feel right at home as you give in whole-heartedly to the forgetfulness of play. Here we offer distraction to turn your worried minds away from the problems of the ages. Here you may forget without guilt, or daydream, or regret.

Level 17 also boasts IRVING PARK VERTICAL's sole movie theater. It has a rotating selection of films spanning popular genres. But at least once per day, its silver screen offers James O Incancenza's *The Entertainment*, a film said to be so compelling that anyone who watches it loses all will to do anything but view it in endless repetition....

T H E
E N T E R
T A I N
M E N T

LEVEL 17

IRVING PARK VERTICAL

*assimilating the formal analogs of a highly fragmented world
for more efficient detachment and longer lasting compartmentalization*

LEVEL 4

TRIAL-SIZE PENAL COLONY, EXISTENTIAL LIFESTYLE MGMT. & KEYNESIAN INDOCTRINATION

Level Four offers Existential lifestyle Management and Keynesian Indoctrination. Properly coached, a sense of self is shaped by supply and demand at Irving Park Vertical's one stop shopping convenience. If the 20th century illustrated anything, it is that the accident of evolution that gave us consciousness also begs us into believing the illusion that we have a self at all. Our inhabitants are shells, highly trained to believe that they have a self, when in fact they are all nobodies in need of identification with rebellion and freedom and creativity through commercial products and social networks, all available purchase and consumption on Level 4.

A Miniature Penal Colony occupies areas of Level 4 off limits to the rest of the population. A self-regulated refuge for ethically indulgent, verbally violent, and the occasionally malicious among our population, this is where the betrayers among us are relegated. Level 4 prohibited area houses The Ingrates, The Thieves, Murderers, Tax evaders, and Hardcore Drug Addicts. A jointly funded gamble between the Federal government and private industry, we employ them as productive members of society, with the product of their labors used to fund their incarceration, rehabilitation, and re-introduction to brand identity's illusory sense of self.

IRVING PARK VERTICAL

TRIAL-SIZE PENAL COLONY, EXISTENTIAL LIFESTYLE MGMT. & KEYNESIAN INDOCTRINATION



LEVEL 21

SLEEP-BASED EMPLOYMENT CENTER

On Level 21, IRVING PARK VERTICAL offers the cutting edge in Sleep-based Employment Technology. Inhabitants can work and toil at Information and Computer Systems Management related jobs while asleep and dreaming, thus doubling Personal Productivity and minimizing the need to ever leave The Building.



Sleep-based Employment Center

- the cutting edge in sleep-based work systems
- information and computer systems management
- no need to ever leave the building
- double your personal productivity

**LEVEL
21**

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LEVEL 1 ***THE ENTRANCE***

The Entrance consists of Active Planes Imbued with Transparency revealing IRVING PARK VERTICAL as an Analog to the Architecture of The Mind. Simple Elements of Design make it a Vanguard for Probable Solutions to the Challenge of Urban Growth in the city's coming Vertical Evolution.

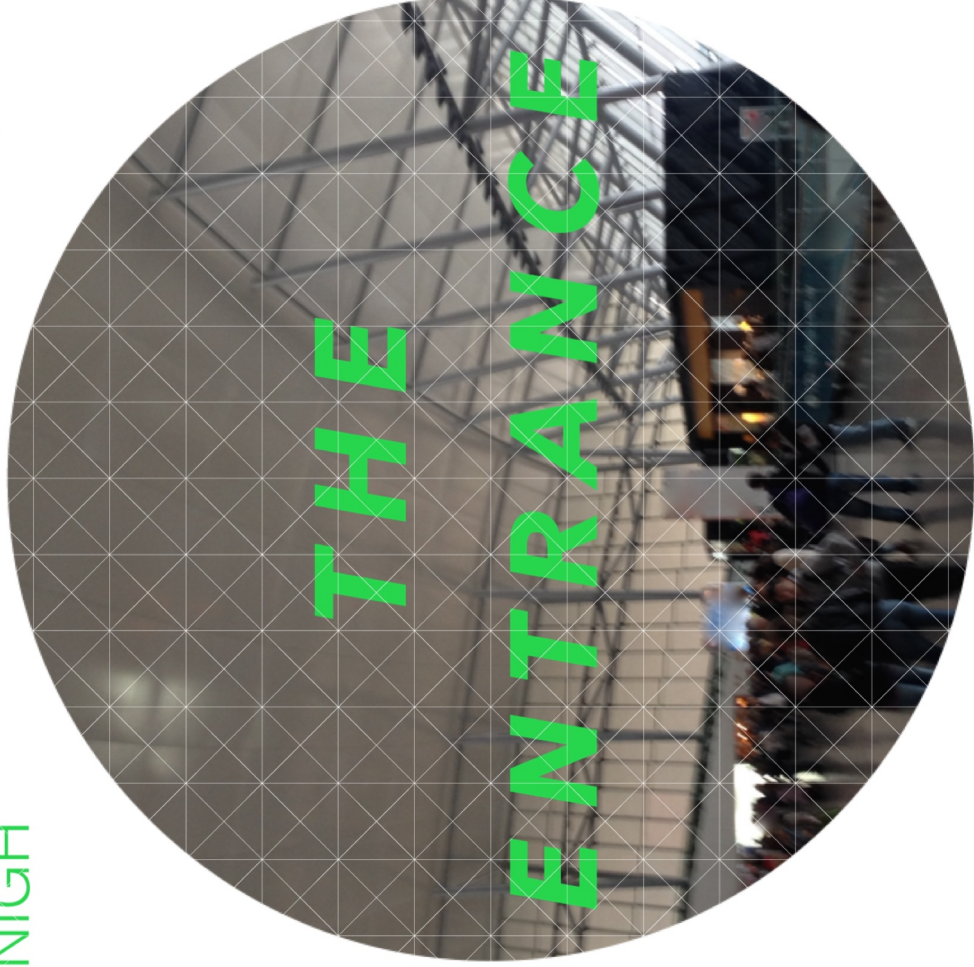
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The Entrance delivers Inhabitants and Visitors alike to the Psychogeography of IRVING PARK VERTICAL. The Future is Nigh, and here One is Permitted Entry to its Vast Timeline, a Feed Back Loop where The Present and Past Endlessly Unfold.

The Entrance is a Portal reminding the Inhabitants of IRVING PARK VERTICAL that, in the Future, they are always Between Worlds.

THE
FUTURE
IS
NIGH

IRVING
PARK
VERTICAL



AN ANALYSIS OF ITS STRUCTURES
REVEALS AN ANALOG
TO THE ARCHITECTURE OF THE MIND

The ESCALATORS

Suppose that Portland is not a Human Habitation, but a Psychic Entity. An Entity in which nothing that has come into existence will have passed away, and all the previous phases of development, all of its neighborhoods and parks and business districts, all of its Previous Iterations, continue to exist parallel to the latest and most current one.

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An inhabitant of IRVING PARK VERTICAL would have to sway their gaze in order to view upon one age or the other. Seeing them side-by-side, the things that are formed in our minds – the photos of Old Portland, the landscape paintings of Irving Park in the ages before The Building was constructed, coupled with our individual memories of walking down this particular street at that particular time, or having lived in one such apartment or another over the years- the psychic corpus of them within us never perishes. And not only can they be brought to light in the right circumstances, they coexist with us in a manner not unlike how memories influence dreams...



**the city is not
a human habitation,
but a psychic
entity.**

IRVING PARK VERTICAL

THE PAST NEVER PERISHES



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TARDE VENIENTIBUS OSSA

DIVISION OF LETTERS AND PAPERS
& BUREAU OF DETERMINATION