Super-Realism allow their characters' consciousnesses to enter into the game. The characters pause, reflect, wonder, and even obsess. In these writers' hands, revelations emerge from daily happenings, and daily happenings become revelations."[21]
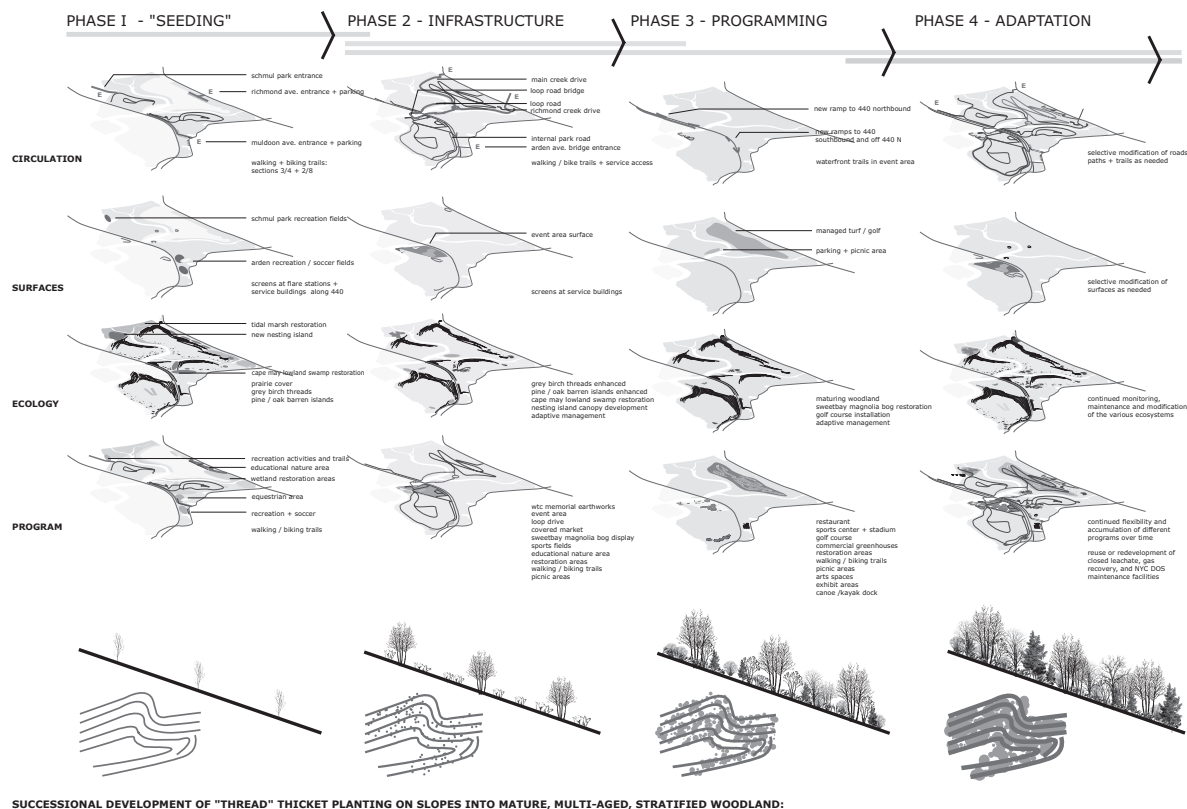
It is not a far leap to make to imagery that reassembles a mediated but explicitly "realistic" narrative structure, one that frames its characters in everyday, transient moments. Through the lens of Photoshop, Illustrator, Rhino, and Flash, and not without parallels to reality television, the banality of trees growing, squirrels nesting, and families picnicking gains programmatic status in the conveyance of design proposals from leading firms and schools. Super-realist compositional methods proffer candid-driven content and densely juxtaposed activity in place of design details, creating an expectation of similarly intensified levels of actual performance and experience, condensed into a single frame or moment. This method places extraordinary demands on conventional typologies that operate within real time and real space— the civic scape, the private scape, the education scape, the pleasure scape—and challenges our capacity to participate in an exponentially programmed lifestyle in the exponentially-programmed city.

Big Nature
It's clear that the germination of entrepreneurial environmentalism occurred in the lacunae of infrastructural/mat/landscape urbanism. Using data-driven information technologies such as GIS alongside desire-driven platforms like social networking, entrepreneurial environments are real-time systems that promote ecological production and social seduction as twinned efforts. Related to, but more provocative than, technologies like smart skins that respond to temperature, light, wind, etc., entre-

preneurial environments create demand for change rather than simply responding. They are social devices as much as technological constructs, much like the advent of the Toyota Prius was a mechanism to solve an environmental problem, but one that stimulated a shift in consumer patterns—from the SUV to the hybrid lifestyle. For the metropolis, the emergence of entrepreneurial environments signals a shift from technology as a proxy for nature that shuns social status (such as HVAC or irrigation), toward an integration of information and environment as a technology/nature hybrid that seeks social activism (GROSS.MAX.'s nuclear powered iceberg).

Although critical theory has moved far beyond sustainability as a provocation, practical practice in many ways is just embarking on it. Realizing that dematerialization, decarbonization, and life-cycle design are now economically feasible and culturally rewarded strategies, entrepreneurial environments recast the activities of resource capture, distribution, and post-user consolidation as inter-dependent modes in which the output (waste) of one process is harnessed as the input (nutrient) for others. In this shift toward entrepreneurial environments, one aspect is clear: matter matters. Increasingly it will be the locus of culture, to a degree that nature is not docile and controlled, but rather governed by a potent interaction of natural and human forces. Typological silhouettes are blurring, shifting from objectified spatial terrain to subjective states substantiated by the capacity to produce localized benefits and experiential atmospheres through active management of ecological media. But as a collection of translational disciplines concerned with the health and functionality of the metropolis, do entrepreneurial environments offer sufficient vitality to overcome the deep anathema toward the tree-hugging, 1970s-style compensatory environmentalism?

PHASE I - "SEEDING"   PHASE 2 - INFRASTRUCTURE   PHASE 3 - PROGRAMMING   PHASE 4 - ADAPTATION

Lifescape diagram from the Field Operations winning proposal for the Fresh Kills park competition.

SUCCESSIONAL DEVELOPMENT OF "THREAD" THICKET PLANTING ON SLOPES INTO MATURE, MULTI-AGED, STRATIFIED WOODLAND: