

## ASTERISKOS



**Keegan D. Quick** is Co-Founder of Asteriskos. Being the son of a general contractor/developer shaped Keegan's affinity for architecture, construction, development, and fabrication. A graduate of Arizona State University with a Bachelor's of Science in Design: Architectural Studies and a minor in Urban Planning and Development and a M Arch from SCI-Arc.

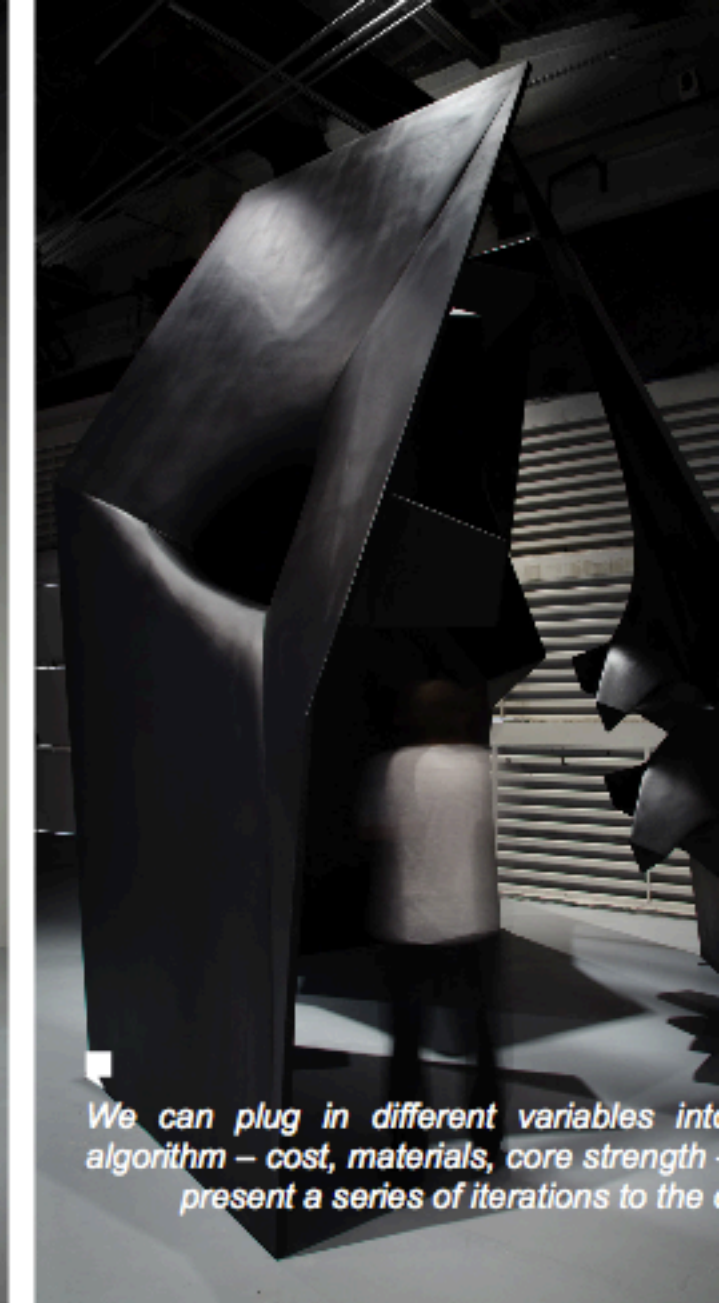


**Mikhail M. Gladchenko** is Co-Founder of Asteriskos. Born in Russia to academic parents, he immigrated with his family to the U.S. when he was 14. Mikhail found an outlet for his language barrier by experimenting in the emerging 3D modeling and visual software industries. He is a graduate of the University of Buffalo with a Bachelor's of Science and SCI-Arc with a M Arch.

*After an initial period of introductions between all parties, Mikhail Gladchenko and Keegan Quick, Co-Founders of Asteriskos, provided answers to the following questions asked by Jeff Pastva of YAF Connection.*

**JP:** For starters, what was your role in the MOCA exhibit for Tom Wiscombe? How were you able to connect? And how much design influence were you able to exert?

**KQ:** Tom was a former professor of ours (at SCI-ARC) and we've had a lot of extended contact with him over the years. We first helped him as students with a piece called Cantilever, a large sculptural piece on permanent display at SCI-ARC. After that, we invited him to sit in as a jury member for a University of Arizona final review for a studio we were teaching. Around that time he approached us about fabricating his installation for the MOCA exhibit and the journey started there. Since Tom was very involved in the design, the large task was making it structurally feasible and bringing it in on budget. As designed, we thought that it was possible to build, but not with the money Tom had. It became our duty to figure out



*We can plug in different variables into algorithm – cost, materials, core strength – present a series of iterations to the client.*

**JP:** Since the Tom Wiscombe project was a one-off scenario, can you talk about a typical project? What is your design process, how involved is the client and what does your role tend to be?

**KQ:** We have a very collaborative process and everything is based on prototyping to define the boundaries we want to push. The Yeasayer project was much more indicative of a typical project for us. We use what we call an Informed Design process to make decisions and that allows changes to

**MG:** One thing that sets our process apart is that we aren't limited to software per application. A traditional architecture may work through a project in CAD throughout an entire project, but we jump from software to software, picking the best aspects of each. If we find that something doesn't work well enough for our liking, we'll write a script so it can be

**KQ:** Despite our efforts to script and customize our tools, we occasionally have to export back to a format that integrates