MATRIX is a mass of interpenetrating space frames, rectangular volumes delineated by their edges of thin steel reinforcing mesh - the invisible skeleton of concrete architecture. This is, perhaps, the most abstract possible means of rendering the built environment, and the most minimal.

MATRIX as an object is a kind of ghostly diagram - another drawing in space, this time resolutely rectilinear. The rectangular void at its core represents a 'unit of habitation': the average dimensions of a European bedroom constructed today. Frames of increasing volume surround and encompass the void, describing it by touching its edges. Together, in their repetition and extension of a simple form, the frames read as an indeterminate, amorphous aggregation; their individual space and transparency become condensed, almost impenetrable visually. On the long axis of the gallery, suspended as if weightless, just above head height, rising and expanding from its flattish base like a thundercloud, MATRIX again confounds the eye: what is foreground, what mid-ground, what furthest distant? If building is, in essence, about confinement, imposing limits on space, MATRIX uses architecture's means and materials to make manifest a measureless, indefinable, shifting form, imaginatively without dimensions, like the infinite extension of the mind.