

# URBAN MONSTERS

## NAVIGATING THE DIGITAL FABRIC

0 5 10 15 20 25 35 45 55m

5415 9048 7492 1032

Mark Scout  
April 17, 1995  
1629 rue St-Denis, Montreal

9087 1254 8746 3343

Dylan George  
March 29, 2000  
481 rue Lahaie, Laval

RUE ST-DENIS

8900 4765 2576 0099

Helly Eagan  
June 20, 1984  
3665 rue Clark, Montreal

RUE ÉMERY

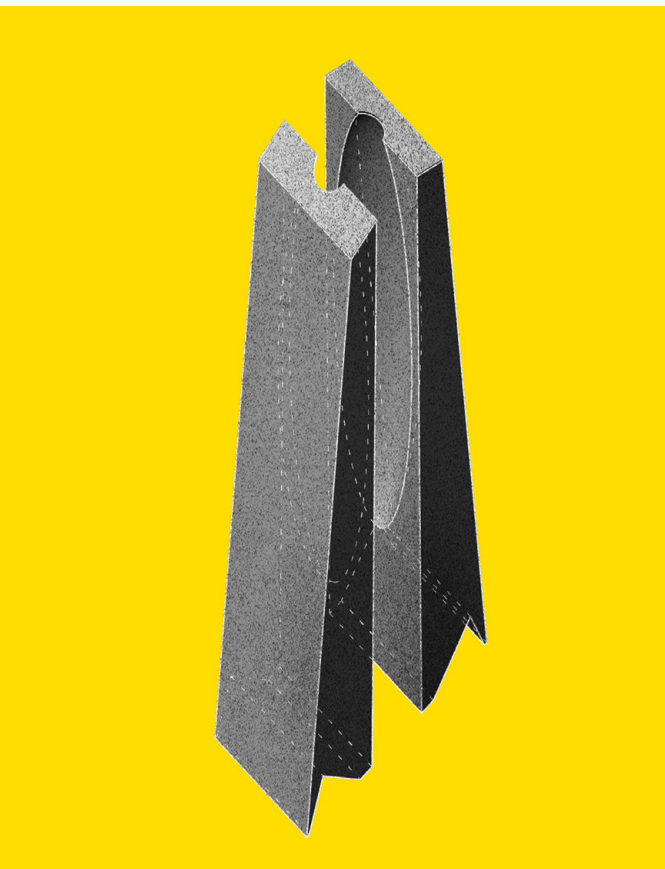
8900 4765 2576 0099

Irving Bailiff  
September 7, 1956  
57 rue Albion, Hampstead

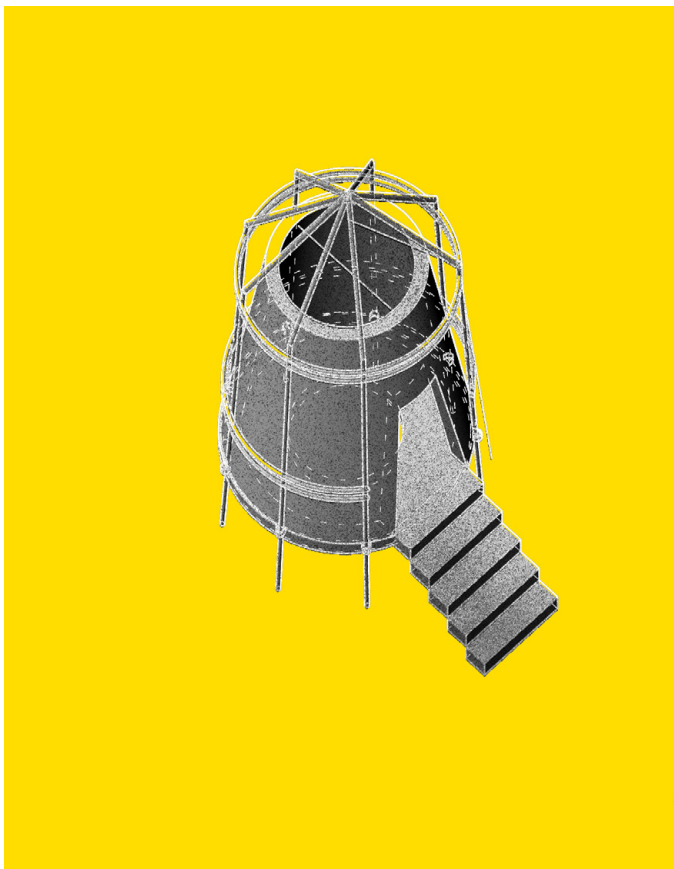
BOUL. DE MAISONNEUVE



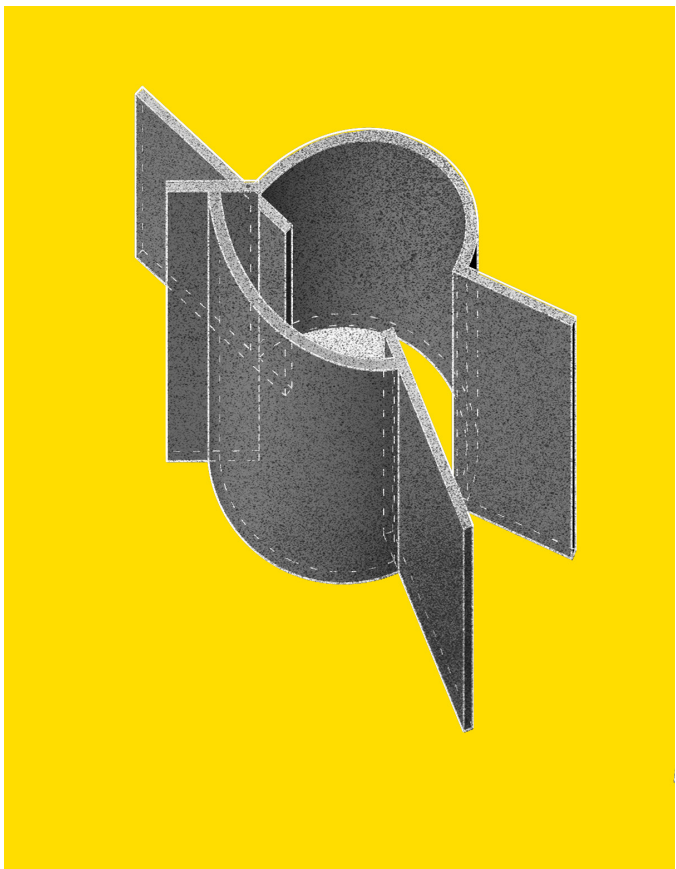
DIGITAL MONSTER SHELTERS  
Type 1A - solitary



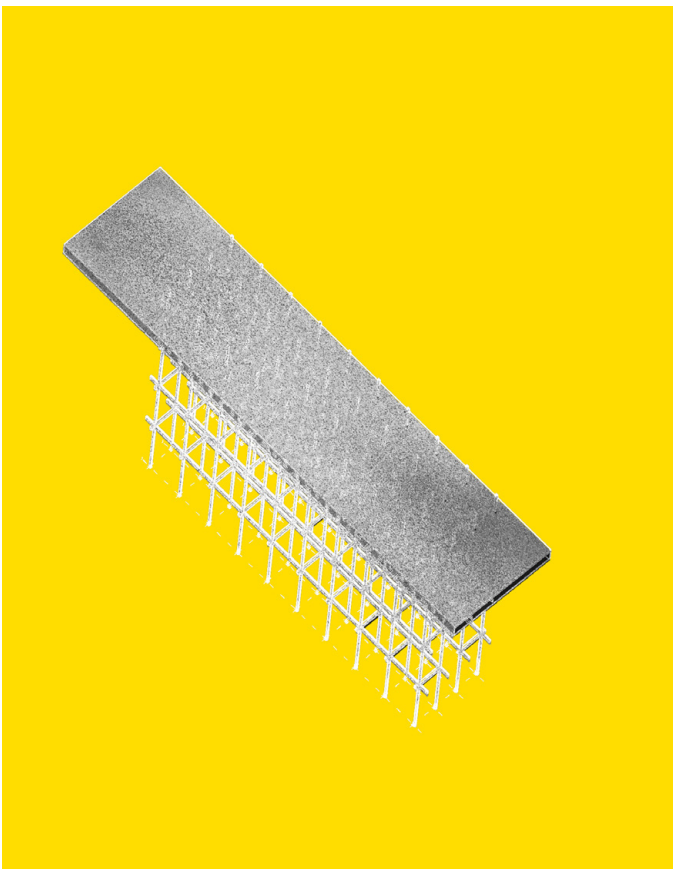
Type 1B - intimate



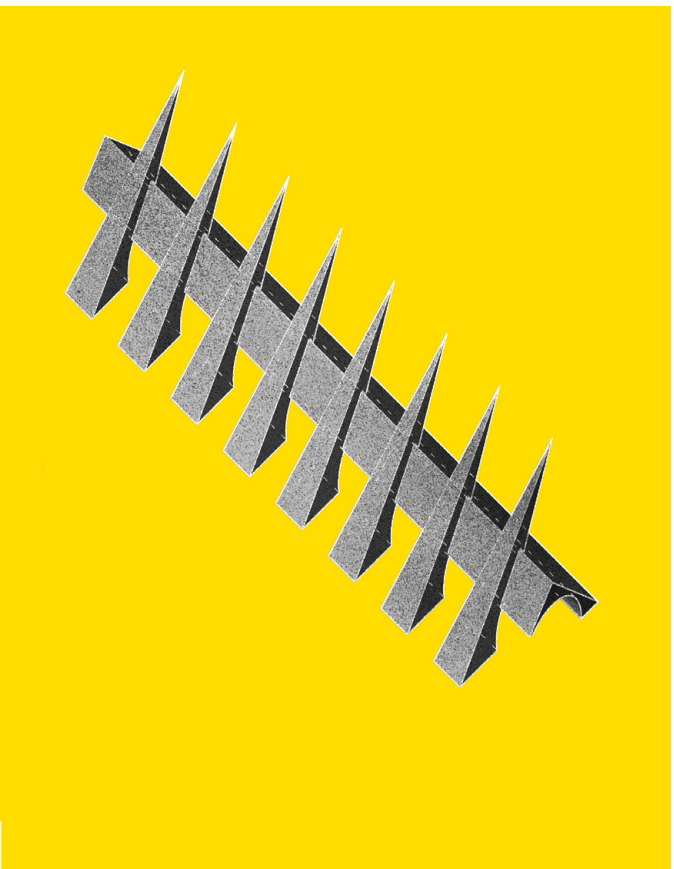
Type 1B - gathering



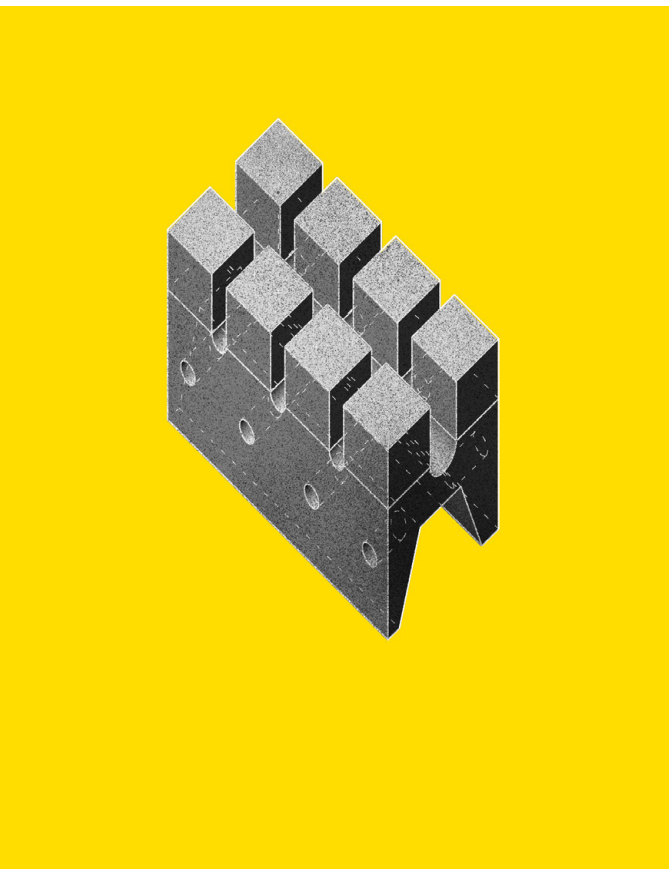
Type 2A - open



Type 2B - semi-enclosed



Type 2C - enclosed



DIGITAL MONSTER SHELTERS  
Type 1B + 2A

There are monsters hidden in the city, lurking around every corner, constantly watching. A digital twin of every person is reproduced through the fingerprints we leave in our everyday commutes: images of citizens in security cameras, mobile phones tracked by cell towers, and credit cards recorded at every step. Our cartographic approach aims to reveal this hazardous landscape on rue St-Denis by mapping out surveillance cameras and other digital “monsters”. Our intervention consists of digital monster “shelters”, presenting a set of modules to protect the privacy of passengers in the urban fabric. Type 1 “frolic zone” shelters allow for safe travel from the monsters, while Type 2 “passage” shelters provide gathering spaces, disconnecting visitors from the digital. The structures are designed as exteriorly hostile to deflect the monsters, with concrete and steel materiality to shield against visibility and radio signals.

