NOTHING NEW WITHOUT BREAKING.

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DESTRUCTION IS A CREATIVE ACT.

DISTURB WHAT FEELS FINISHED.

REMAKE, DON'T RESTORE.

NOTHING STAYS THE SAME.

NOT IDEAS. NOT SYSTEMS. NOT THE RULES WE INHERIT.

WE BUILD STRUCTURES TO MAKE SENSE OF THE WORLD.

WE FOLLOW PATTERNS BECAUSE THEY FEEL FAMILIAR.

BUT STABILITY IS NOT THE SAME AS PROGRESS.

PRESSURE REVEALS THE CRACKS.

A letter bends. A line slips. The grid starts to shift. What once appeared permanent turns out to be movable.

Breaking is not the end. To break is to question what we took for granted. To pull things apart is to see what they are made of.

To make room is to make possibility.

DON'T RESTORE THE OLD FORM.

REARRANGE THE FRAGMENTS.

FORM IS TEMPORARY
CHANGE THE MESSAGE
BUILD SOMETHING NEW

01 BREAK WHAT IS FIXED.

02 DISTURB WHAT FEELS FINISHED.

03 PRESSURE CREATES FORM.

04 FRAGMENTS CAN BECOME LANGUAGE.



05 DESTRUCTION IS NOT THE END.

06 REMAKE, DON'T RESTORE.

MAKE SOMETHING 新 THAT DID NOT EXIST BEFORE.

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TYPE//BREAK is a design study about creative transformation. It begins with pressure, passes through fracture and ends in reformation. The goal is not to repair the old system, but to use its fragments to imagine a new one.

WRITE YOUR OWN STATEMENT

THIS SPACE BELONGS TO THE NEXT VERSION.

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