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## Metamorphosis – Architecture and Fiction

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### Abstract

Metamorphosis is a key concept in artistic and technological creation, where architecture emerges as a privileged space for exploring its conceptions. The changes in form, structure, and habits that refer to the concept of metamorphosis assume particular relevance between the development of a creative idea and its realization or transformation.

We tend to separate the conceptions of creation and fiction from the real domains, underestimating their contamination effects and even the relevance of each one in constructing the other. With the developments of cyberculture and the digital universe or the metaverse, reality, and simulation come closer together with relevant changes in the perception and design of fictional architectures.

Between the narratives of a liquid modernity with less rigid borders and an exceptional and exclusive technological capacity, we intend to explore the growing proximity between more recent architectural creations and some works of fiction, highlighting their interactions with space, time, and movement. In this context, we confront examples of projects by Norman Foster, Zaha Hadid, Rem Koolhaas, and others with references to cinematographic productions such as Elysium, Tomorrowland, or Blade Runner 2049, among other examples.

**Keywords:** Metamorphosis, Fiction, Cyberculture, Simulation, Metaverse