Plane of consistency
I started trying to dissect the plane of consistency.
Trying to gain an understanding of the concept by describing it's parts.

Looking at the plane of consistency as the unformed, unorganized, destratified matter and all its flows and intensities.
Opposite to strata as the thickening, slowing down of the plane of consistency giving form to matter

I tried to image it as a non-geometric virtual plane
a self-organizing process which always differs from itself - as the differential.
An ever changing probabilistic structure, a pure field of potential of connectivity

However I reached the conclusion that it was not about trying to isolate the concept but instead try to make connections between the various concepts of Deleuze.
That be the plane of consistency, the abstract machine, stratification and destratification, re- and deterritorialization, etc.
Looking at the concepts as a way to relate strata of different kind not by comparison on one level but by a common third on another level.

What is architecture
Last time I tried to elaborate on the question - What is architecture – and I will try to elaborate further on this today adding to the story I told last time.

1
We as humans construct the world as an image of our mind, so the world exists dependent of our minds - and we act according to our image.
But as each one of us have a different image of the world, the world also exists independent of our minds - in the minds of others.
So we are living on the same earth, but as a population we conceive the world differently from person to person.

2
So instead of the architect construction one possible world, depending on the mind of the architect, we as architects should create a population of possible worlds, that the user can navigate within.
That be an adaptive probabilistic systems that can react to the individuals perception of the world. Be it in relation to temperature, light, shading, level of enclosure etc

3
So matter should not be conceived as just inert, it is morphogeneticly charged - and we should enter into a partnership with it in the genesis of possible froms.

4
Not looking at a homogeneous material system to be optimised as Frei Otto, Isler and others did it.
But seeing architecture as more than the materials it's made of. An assemblage of information and in turn a heterogeneous performing system, with no global optimum.
So somehow an fitness landscape you navigate within, opening the possibilities to evolve rather than optimising in one direction.

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So to reach the full potential we should navigate (with the help of the Abstract Machine) on the space of potentials (Plane of Consistency – a topological space with intensities, de- and reterritorialized flows)

6
Leaving the normal architectural tracing of human behaviour into a static design with the architect as author.
But instead architecture should form a map with the user creating behaviour

7
This map I see as an infinite nested probabilistic system (a rhizome), that will learn on the fly, and organise itself constantly, depending on the connections established, without an architect forcing a form upon matter - rather constructing the unconscious.

8
A system that behave rather than merely functioning.
A system, where we are not trying to control the dynamics, but rather the dynamics control the states that continuously emerge.
Style is not a task of the architect, it comes from the information (material, context, function etc…). So It's the competition of possible qualities that will define the qualities of the outcome

9
And as a reterritorialization of all these possibilities/potentials of connectivity within a population you have architecture as inhabitation of space.
Inhabiting do not pre-exist but come into being when space are interpreted/perceived by the user, as an intense experience of being in time and space creating place.
And thereby creating a territory, reterritorialising matter.