

Architecture starts when you carefully put two bricks together. There it begins."
Ludwig Mies van der Rohe

statement:

An architectural idea must become real in order to fully experience it and share that experience as a human. Enduring architecture comes from a process that explores design at varying scales simultaneously. This process must go beyond generating a form then figuring out how to build it. This studio will go beyond the conceptualization of architecture to the reality of architecture. The necessities of architecture should not detract from the ideal concept, but contribute to its overall significance.

This studio will begin to apply this premise to the first project, a **temporary library**. Our studio will also participate in a studio wide competition for this first project (sponsored by the *National Concrete Masonry Association*) along with at least one other studio to design our structure out of primarily concrete masonry units (CMU's).

Students will be encouraged and expected to exploit the possibilities of expression through intuitive (inherent), rational (practical) and innovative (reinterpreted) integrations of this material. Moreover, the possible combinations of placing 'concrete block' adjacent to another material will make for an interesting challenge to find a meaningful and poetic solution.

As projects proceed, students will be asked to consider how can materials influence form, affect space, challenge perception and elicit experience. Our aim is to understand how materials support and contribute to an architectural idea.

process:

We will seek to **understand** the problem we are solving and discern how the elements of its context may impact the solutions.

We will continually **test** multiple ideas through a combination of creation and discovery. A broad search within the given constraints will reveal the essential aspects of the problem and guide the editing out of the extraneous.

We will gain a **respect** for how the material (or tangible) aspects of construction can inform our conceptual ideas. Students will be expected to explore the size and scale of materials along with joints and assemblies, tactile and visual characteristics and how these qualities impact the space. Lastly, the process will encourage the graphic (and virtual) assembly and disassembly of our designs to expand our understanding for the relationship between structure and skin, surface and form.



We start with what is particular to a problem. ... Now it's true that all manufactured materials have some hand involved, but it's not always so visible. The challenge was to establish a direct relationship between what you see and how it was made, so you make a connection between the hand and the finished object. -Billie Tsien

... There is a notion these days that architecture is increasingly becoming lighter. But I don't believe it one bit. It's just an illusion of lightness. Buildings are heavy. I haven't met a building I could lift. -Tod Williams

