

Architecture, Design and Materials Spring 06
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Project 0 Materials Exploration
Design Study

window

n : a framework of wood or metal that contains a glass windowpane and is built into a wall or roof to admit light or air

: a transparent panel inserted in an otherwise opaque material

At Combray, as every afternoon ended, long before the time when I should have to go up to bed, and to lie there, unsleeping, far from my mother and grandmother, my bedroom became the fixed point on which my melancholy and anxious thoughts were centred. Someone had indeed had the happy idea of giving me, to distract me on evenings when I seemed abnormally wretched, a magic lantern, which used to be set on top of my lamp while we waited for dinner-time to come; and, after the fashion of the master-builders and glass-painters of gothic days, it substituted for the opaqueness of my walls an impalpable iridescence, supernatural phenomena of many colours, in which legends were depicted as on a shifting and transitory window.

- Marcel Proust, *Swann's Way*, translated by G.K. Scott Montcrieff, c.1924.

Design a 'window'.

The window may be oriented vertically or horizontally.

The window should act as a perceptual threshold between two spaces.

The window's materials should mediate between these two spaces, considering the differences between the two sides.

The design should consider how the window might engage temporal shifting and transitory conditions, such as light, air, movement and images that may be transmitted through the window.

Sketches/sketch models of window

ideas of how materials would behave; representation of materials.

Full scale mock-up of window

physicality of how materials actually operate; actual materials.

Drawing

express the behavior of materials and how they effect the experience and perception of space, focus on the space created by the window rather than the window as an object.

Photos of mock-up

documentation of how materials actually behaved.