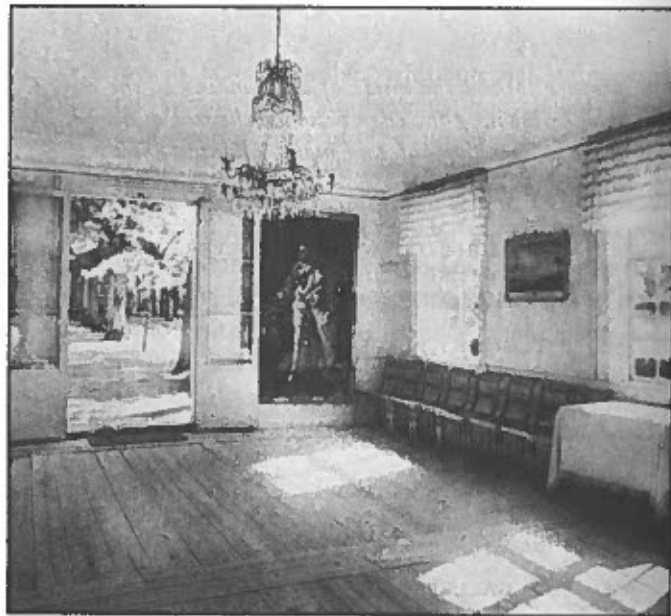


159 LIGHT ON TWO SIDES OF EVERY ROOM**



... once the building's major rooms are in position, we have to fix its actual shape: and this we do essentially with the position of the edge. The edge has got its rough position already from the overall form of the building—WINGS OF LIGHT (107), POSITIVE OUTDOOR SPACE (106), LONG THIN HOUSE (109), CASCADE OF ROOFS (116). This pattern now completes the work of WINGS OF LIGHT (107), by placing each individual room exactly where it needs to be to get the light. It forms the exact line of the building edge, according to the position of these individual rooms. The next pattern starts to shape the edge.



When they have a choice, people will always gravitate to those rooms which have light on two sides, and leave the rooms which are lit from one side unused and empty.

This pattern, perhaps more than any other single pattern, determines the success or failure of a room. The arrangement of daylight in a room, and the presence of windows on two sides, is fundamental. If you build a room with light on one side only, you can be almost certain that you are wasting your money. People will stay out of that room if they can possibly avoid it. Of course, if all the rooms are lit from one side only, people will have to use them. But we can be fairly sure that they are subtly uncomfortable there, always wishing they weren't there, wanting to leave—just because we are so sure of what people do when they do have the choice.

Our experiments on this matter have been rather informal and drawn out over several years. We have been aware of the idea for some time—as have many builders. (We have even heard that “light on two sides” was a tenet of the old Beaux Arts design tradition.) In any case, our experiments were simple: over and over again, in one building after another, wherever we happened to find ourselves, we would check to see if the pattern held. Were people in fact avoiding rooms lit only on one side, preferring the two-sided rooms—what did they think about it?