

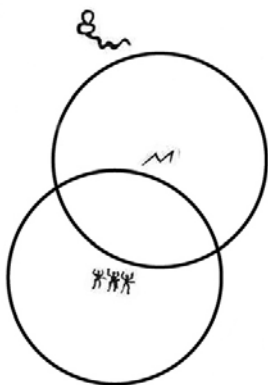
Architecture 101

Part 1: From Nothingness To Place

19/101

Week 4: Observing the weather

Wednesday: #SomePeopleWalk



*Some people walk in the rain,
others just get wet.*

(Roger Miller)

Or in Bob Marley's words:
Some people feel the rain others just get wet.



What will I do today?

Today, you will render the rain.

You will do so by using a weather effect app.

Two apps we like:

Color Lake (free) for iOS and
Rain on screen for Android.

But if you find another app you like,
please use it and share it with us!

We are curious to see what other apps
are out there!

Once you have your image,
post it to Instagram using the hashtags:

#SomePeopleWalk
#Architecture101





What will I learn?

To render the rain.

Rendering the rain to learn to work with
patterns and recursive shapes.

*That sunshine is delicious, rain is
refreshing, wind braces us up, snow is
exhilarating;*

*there is really no such thing as bad weather,
only different kinds of good weather.*

(John Ruskin)





Why do we do this?

Because we need to increase our visual skills.

Because, to render the sun, you work with
“one” main element.

To render the rain, you have to work with
“many” (many pieces of one same element).

Further inspiration

Joris Ivens' movie: [Rain](#).

*The bad weather the crew experienced in
shooting Breakers inspired Ivens next film,
Rain.*

*Or perhaps Rain reveals how much Ivens was
fascinated by natural phenomena – almost
forty years later he would set out to film the
wind.*

:o

Keep reading [here](#).



Then, we have of course, Ray Bradbury's
The Long Rain

Utagawa Hiroshige's
Sudden Shower over Shin-Ōhashi Bridge and Atakew

and David Wicks'
Drawing Water application:

*a constructed landscape shaped by the
relationship between where water falls and
where it is consumed within the United States.*



Architecture 101 is run by the [Design 101 cell community](#).
Architecture 101 on: [Instagram](#), [Twitter](#), [Facebook page](#), [Facebook group](#), [Google+](#)