

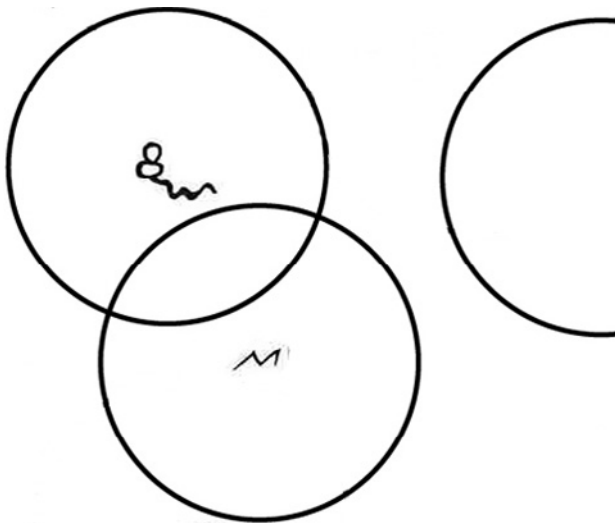
Architecture 101

Part 1: From Nothingness To Place

29/101

Week 6: Making maps

Wednesday: #HumanBehaviourFlows



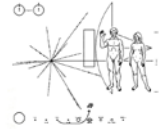
Plato said:

Human behaviour flows from three main sources: desire, emotion and knowledge.

The quote above was once true,
and it remains true today.

Today, our video covered some 7000 years
of human civilization. From the prehistoric
period to the **Pioneer Plaque**.

So faraway. But still, so close...



What will I do today?

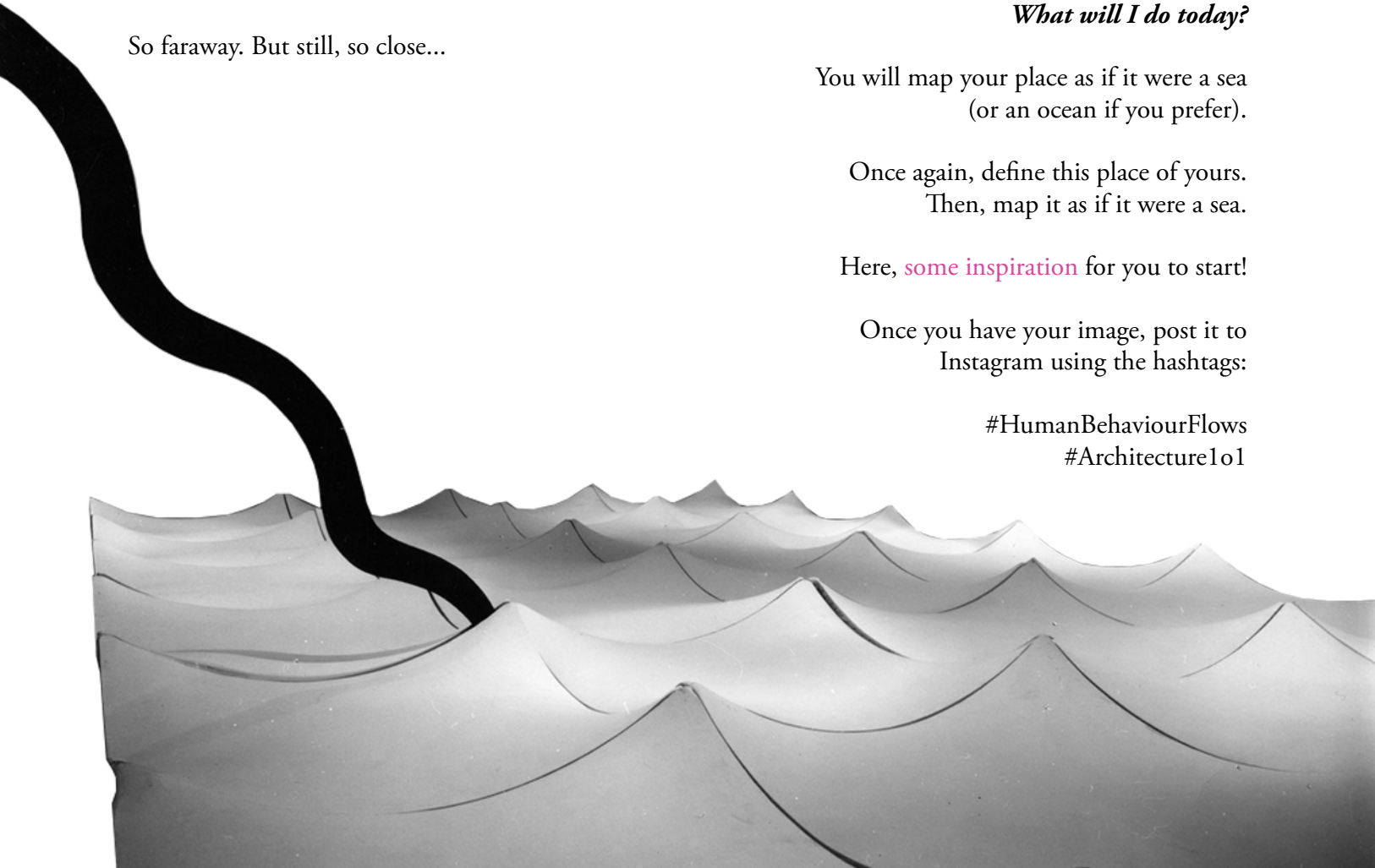
You will map your place as if it were a sea
(or an ocean if you prefer).

Once again, define this place of yours.
Then, map it as if it were a sea.

Here, **some inspiration** for you to start!

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

#HumanBehaviourFlows
#Architecture101



What will I learn?

To explore the concept of metaphor.

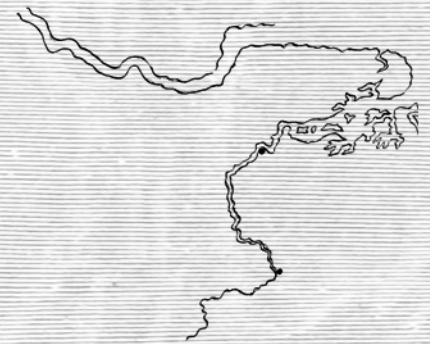
You now have your place.

On Monday, you mapped its main features
by working with a line.

On Tuesday you represented your place
through a geometrical system.

Today you need to make a new map.

You will work with the language normally
used to represent the sea.



Why do we do this?

To get used to different languages,
that were used in different periods,
to represent different places.

From ancient maps to conceptual ones.
A whole universe to explore.

A lot to see, a lot to do.

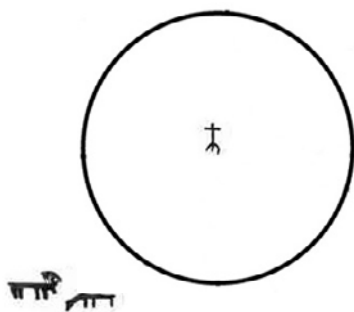
Further inspiration

We start with Pino Pascali's *sea*.

Another nice work of his is: *32 mq di mare*
(32 square meters of sea).

This is the sea, but what about the place
under it?

Here, some beautiful images from Jules
Verne's *Twenty thousand leagues under the sea*
(illustrated by Alphonse de Neuville).



Architecture 101 is run by the *Design 101 cell community*.

Architecture 101 on: *Instagram*, *Twitter*, *Facebook page*, *Facebook group*, *Google+*