Architecture 101 Part 1: From Nothingness To Place

11/101

Week 2: Learning to sketch *Friday: #PlayItByTrust*



Chess set for playing as long as you can remember where all your pieces are.

Yoko Ono



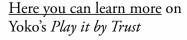
When I created Play It By Trust I wasn't thinking about Duchamp at all. Many artists have worked with chess, but they usually worked with the decorative aspect of the chess pieces.

I wanted to create a new chess game, making a fundamental rather than decorative change. The white chess set is a sort of life situation.

Life is not all black and white, you don't know what is yours and what is theirs. You have to convince people what is yours.

In the chess situation it is simple if you are black then black is yours. But this is like a life situation, where you have to play it by convincing each other.

Yoko Ono



What will I do today?

You will sketch your hand. But you will do so wearing a blindfold.

> Cover your eyes. Now, look at your hand. See without using your eyes.

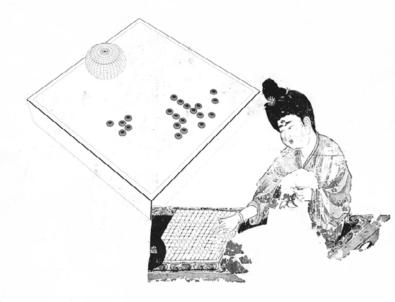
...but this is like a life situation, where you have to play it by convincing each other.



What will I learn?

To see (with your mind) the invisible to the eye.

Once again, you will learn to reach a higher state of mind enabling you to see, perceive and understand things most of people don't.



Why do we do this?

To become magicians.

By the way, this is our last day into pure nothingness... We hope you liked it!

Now, get ready for next week...



Further inspiration

Yoko Ono and John Lennon playing chess (1972)

Since we've been talking about nothingness and void for two weeks, it is time for you to learn about the <u>Go game</u>. We could talk about it for hours, but let's start with a basic how-to....



Architecture 101 is run by the <u>Design 101 cell community</u>.

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