# Architecture 101 Part 2: From Place To Space

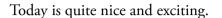
38/101

Week 1: History of Place / History of Space Friday: #ThereIsNothing





Now, eventually you do plan to have dinosaurs on your, on your dinosaur tour, right? Ian Malcolm



## We wrote just a bit of text because you have lots to do!

### What will I do today?

Go back to the "place" you discovered yesterday and define it as "your place" using little or big (if you are ambitious) stones.

You found a place in nature.

Now, enhance its "placeness" using stones.

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

#ThereIsNothing #Architecture101

#### What will I learn?

Yesterday, we introduced you to John Berger.

He said: "What makes photography a strange invention is that its primary raw materials are light and time".

This is important.

In fact, today you will work on the relationship between a natural environment, your personal idea of slace, a minimal intervention from your side, light and photography.

#### Why do we do this?

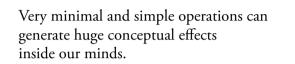
To understand how complex and sophisticated a minimal operation as "putting little stones in a natural environment and taking a picture of the thing" is.

How to invent space? How to make space?

You can build a wall.

Put a chair in an empty spot. Stack some stones.





Today, we work with little stones.

To understand that a place starts foremost from your mind.

Because your mind understands it as a place, it becomes a place.

The next step (more challenging) is to express it to others.

Using photography and (if you think it's necessary) a diagram.



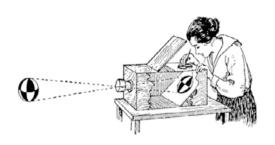


A lot of possible references here.

We start from this curious concept of Rock Balancing.

Theo Jansen and his Strandbeest is another fantastic reference / link.

Finally, for the upcoming weekend, two movies: Duncan Jones' Moon (2009) and Andrei Tarkovskij's Solaris.



Architecture 101 is run by the Design 101 cell community.

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