

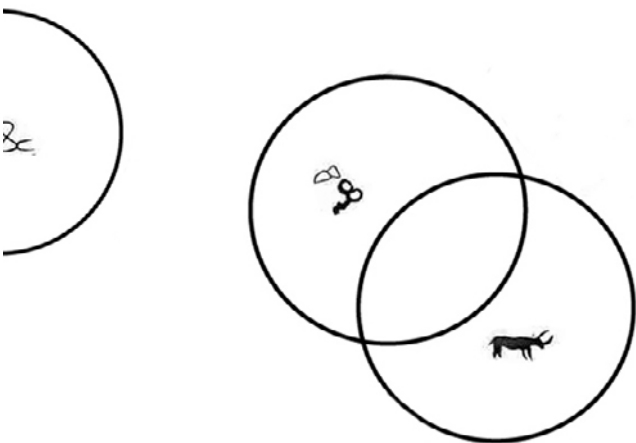
Architecture 101

Part 1: From Nothingness To Place

21/101

Week 4: Observing the weather

Friday: #VoyageDansLaLune



*Three things cannot be long hidden:
the sun, the moon, and the truth.*

Buddha

Did you see?

On today's video, the little man was chasing
his moving dinner!

:-)

What will I do today?

Today, you will render the Moon.

You will generate the Moon using a digital
application (the one you like the most).

Do not take a picture of it!

Start from scratch.

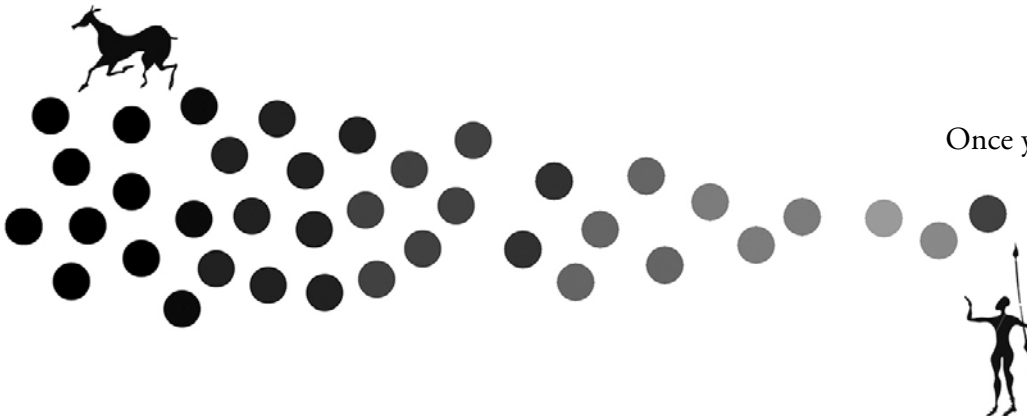
By the way, we know that we repeat
ourselves (and we like doing so) but let's
share the applications we use!

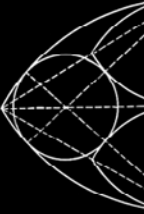
If we all do (and collect them) by the end
of our course, we could imagine to open
something like the great "Architecture 101
museum of apps"!

:o

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

#VoyageDansLaLune
#Architecture101





What will I learn?

To render the moon.

Once again, to choose the most appropriate tool for a given and specific brief.



Trip to the Moon
(Georges Méliès)

Why do we do this?

To become aware of the fundamental distinction between day and night.

Because moonlight is still sunlight.

And also because moonlight is as important as sunlight.

Some places appear at night.
Others only during daytime.

Most of them get transformed in-between.

Further inspiration

The **Ginkaku-ji** Zen garden in Kyoto.

Gin means silver, but the temple is built in wood.

The magic happens when, under the moonlight, the sand garden transforms itself, shining like silver.

George Melies' *A trip to the moon* (1902), the first science-fiction film in History (and one of the most influential).

Finally, the first Space Art object:
the **Moon Museum**.

:o



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