

# *Architecture 101*

## *Part 2: From Place To Space*

44/101

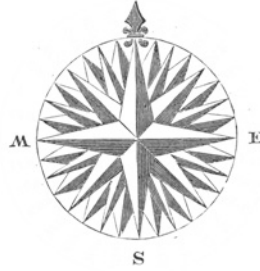
Week 3: Taking measurements

*Monday: #ThereIsNoNeed*



*There is no need to build a labyrinth  
when the entire universe is one.*

Jorge Luis Borges



Hello to everyone.

Ready to start our third week.

Little by little, we are entering  
the realm of space.

Can you feel it?

:-)

In this second part of Architecture 101,  
we've seen various kinds of places.

We went into caves,  
we explored prehistoric monuments,  
we got lost into a fabulous desert.

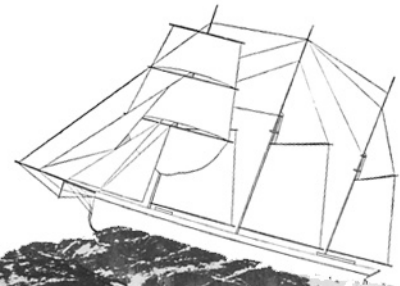
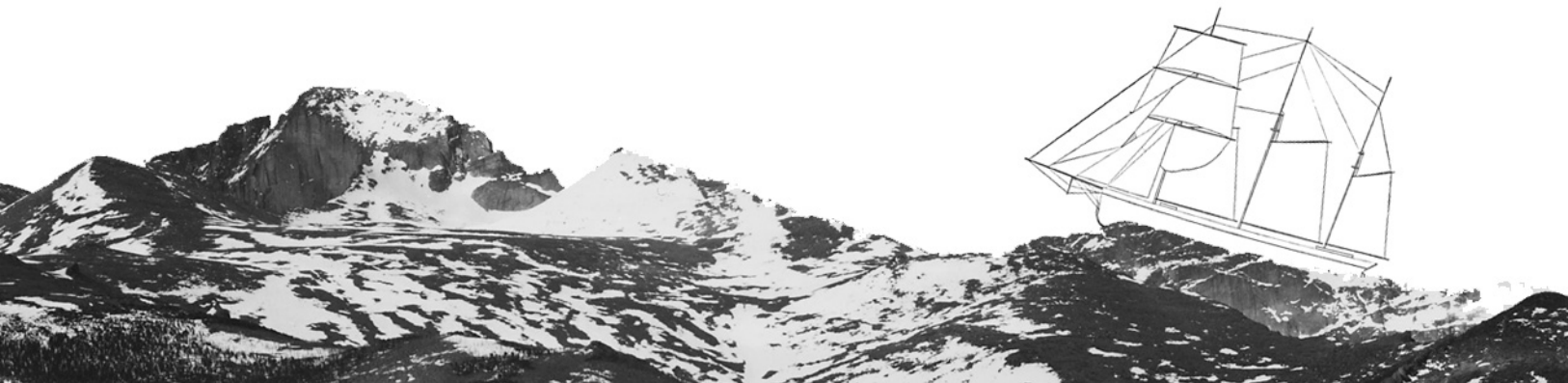
We used our body as a measurement  
and proportional tool...

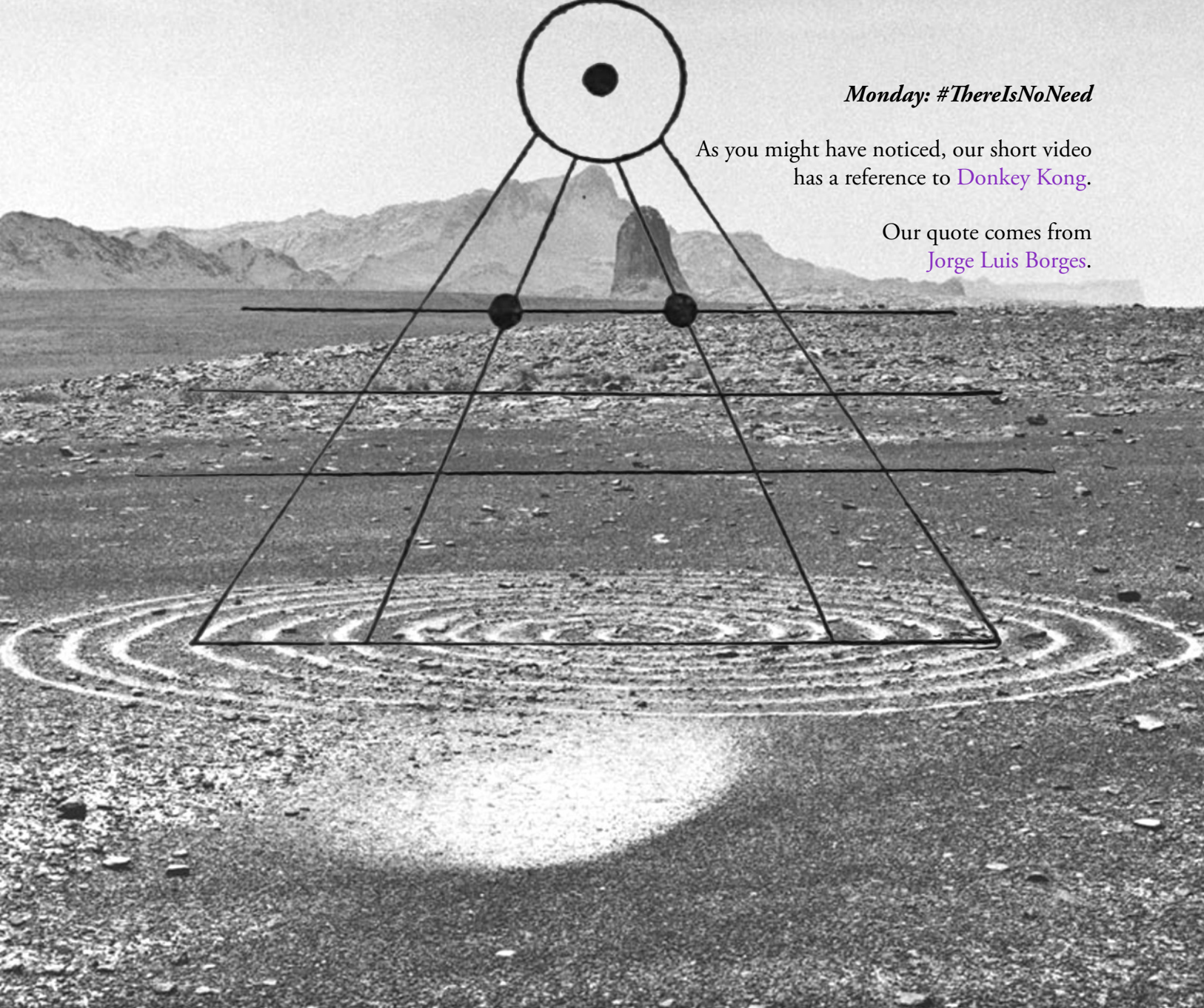
Now is time to move beyond.

We will spend the next two weeks  
approaching the idea of space.

One week (the one starting now) taking  
measurements into the world of **labyrinths**  
and then, another one (week 4)  
making conceptual models  
inside the universe of caves.

We've already spent a day in Lascaux, but  
we'll dive deeper into the theme next week.





*Monday: #ThereIsNoNeed*

As you might have noticed, our short video  
has a reference to [Donkey Kong](#).

Our quote comes from  
[Jorge Luis Borges](#).

If we talk about labyrinths, we cannot avoid this very relevant Argentinian writer.

Not easy to read, but quite exceptional.

Here, the link to [a nice pdf...](#)

From the highest peaks of contemporary literature to vintage arcade.

Why?

Because there are some spatial concepts that have accompanied us (the human kind) since the beginning of times.

The labyrinth is one of them.

There were people living in caves some 10.000 years ago.

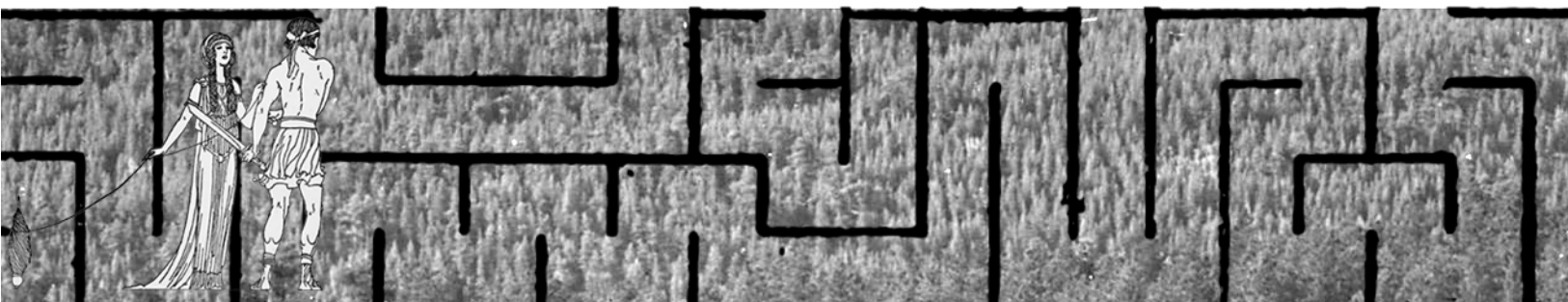
There were our Greeks and Roman ancestors (or Chinese or Maya).

There has always been this idea of a special “place” in which the “spatial” features would transfer a feeling of being lost.

There we are.

By the way, what happened with the builder of the Classic labyrinth?

Here, a short film about Daedalus & Icarus on [YouTube](#).







### *What will I do today?*

Get on your phone or tablet.  
Choose a labyrinth / maze game.  
There are several of them. Android, iPhone,  
free games or games you have to pay for it.

Of course we liked a lot  
“Monument Valley”, but also  
“Alice in the Labyrinth” was kind of cool.

Anyways, explore some games and  
find your own labyrinth / maze.  
Play and get lost.

Once you become slightly knowledgeable  
of this labyrinth of yours,  
take a picture (screenshot) of it.

Then, using some collage app,  
add a “measuring” element to it (you can  
choose a ruler or anything else you want),  
to give us some dimensional information.

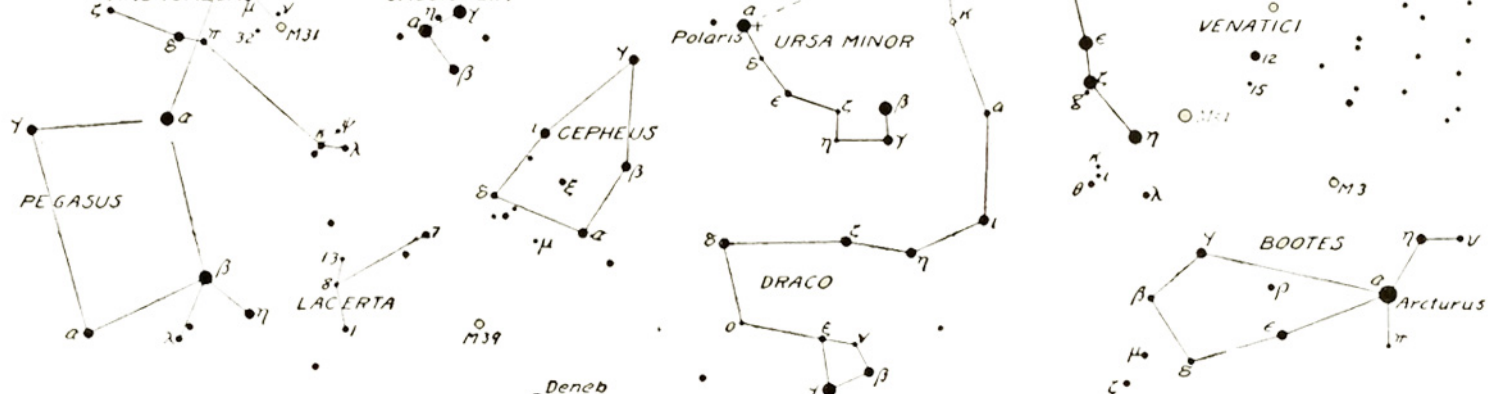
Add it in a cool way...

:)

Basically, you use the added element to  
provide us information related to measures.

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

#TherIsNoNeed  
#Architecture101



### *What will I do today?*

Galileo Galilei would have said:  
“measure what is measurable,  
and make measurable what is not so.”

We are not so fancy, but we want you  
to understand the various elements  
that define a place and a space.

As we have already seen proportions, this  
week we focus on measures.

### *What will I learn?*

To perceive and understand  
the world around us, we need to measure.  
We start with our body, but then we under-  
stand the value in using other specific tools.

Another important element  
is related to the connection between  
our mind and the space/place around us.

As we said, the spatial features of  
a specific place called “labyrinth” can  
generate various feelings in our mind.

We feel lost, etc.etc.etc.

Here's a (precious) link where you can find a  
large amount of various relationships  
between spaces, places and our mind:  
[Platial & Spatial Anxieties & Mania.](#)



## *Further inspiration*

This week, we will spend a lot of time into labyrinths.

Here is a nice [website](#) to get started and find some inspiration.

Today, we flooded you with lots of references and things to read, see and watch.

Let's say that for now, it is enough.



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