

Architecture 101

Part 1: From Place To Space

36/101

Week 1: History of Place / History of Space

Wednesday: #NoCowOnTheIce



Det är ingen ko på isen.
(There is no cow on the ice.)
Swedish idiom

How are we doing?

As you just watched in the video,
there is no cow on the ice.

It's a Swedish saying, meaning that
there is no need to worry.

:-)

What will I do today?

A three dimensional model of Stonehenge.

On Monday, you took a screenshot
and added a little man (or woman).

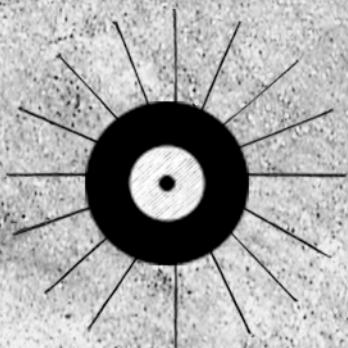
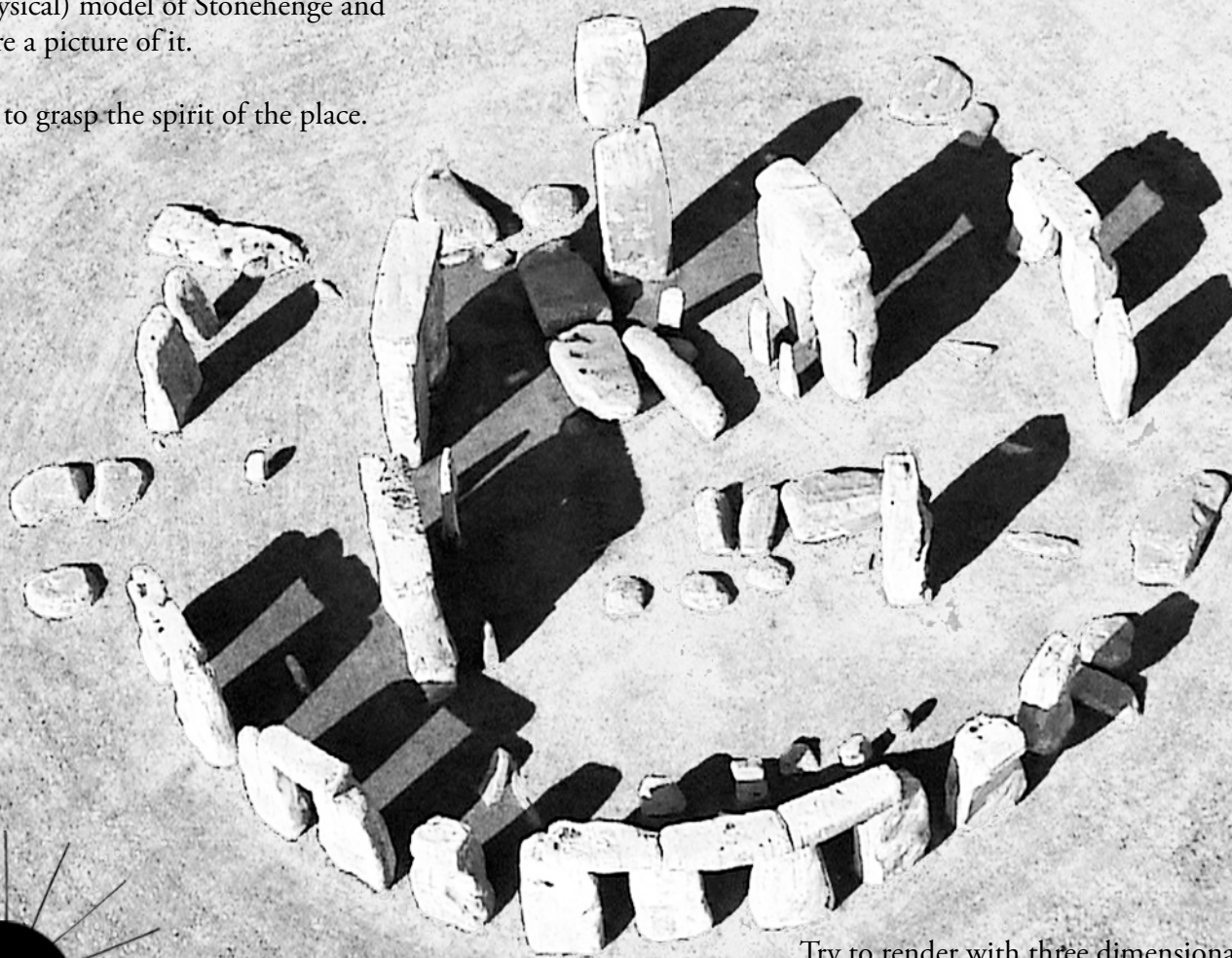
Yesterday, you added a diagram to an image.

Today, we are getting a little bit
more ambitious.

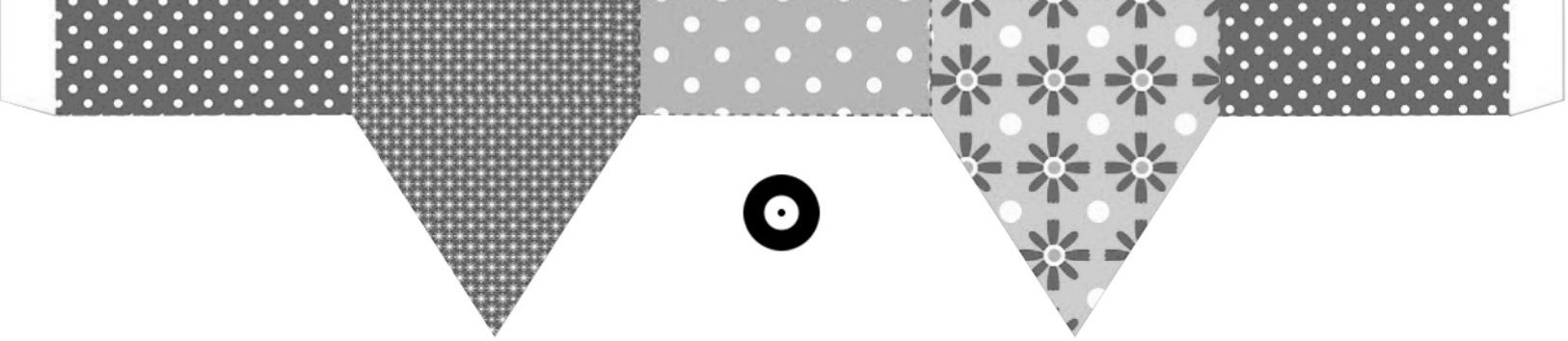


We would like you to make a conceptual
(physical) model of Stonehenge and
share a picture of it.

Try to grasp the spirit of the place.



Try to render with three dimensional
objects on your table
(or wherever you prefer).



Read carefully the [Stonehenge entry](#) on Wikipedia. Eventually, you could go for a tour thanks to one of the [several apps](#) dedicated to this prehistorical site.

Try to understand what makes this place a place.
Make a conceptual model from it.

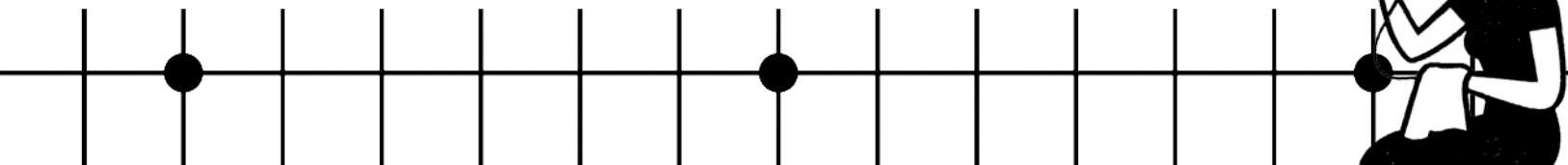
You can use toothpicks,
little stones, candies...

Work on your table.

Conceptualize the place
with everyday objects.
Be simple, be lean, be clear.

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

#NoCowOnTheIce
#Architecture101



What will I learn?

To conceptualize a “place” into a three-dimensional way.

To work with three dimensional models: very useful tools for the space-oriented mind.

Why do we do this?

To increase your quantity of tools for conceptualizing ideas.

In the first part of the course, we used many applications to make all sorts of bidimensional activities. Now, we take our first steps into a new realm.

Further inspiration

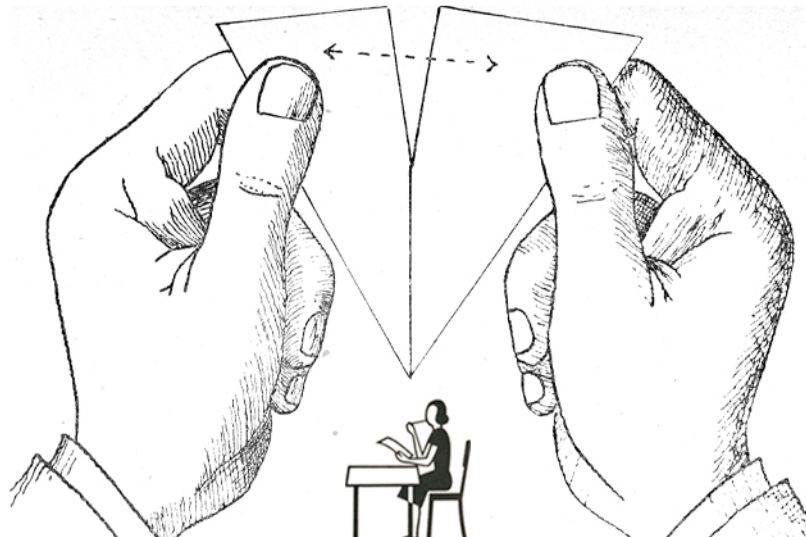
Unfortunately (or actually, fortunately) there is no specific reference for “place” / “space” related conceptual models.

Let's start from [Google Images](#). From there on, it is up to you.

Suggestion: stay simple. Use very simple materials (paper, cardboard, readymade things).

A conceptual model is not a figurative model.

You do not have to reproduce this place called “Stonehenge”.



You need to reproduce its inner logic and how it is linked to the surrounding world.

On another level,
we already mentioned this on Monday,
but we mention it again today.

Christian Norberg-Schulz.

The phenomenon of place.

How are we doing with this reading?

Does it make sense to you?

:~)



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