

Architecture 101

Part 2: From Place To Space

45/101

Week 3: Taking measurements

Tuesday: #AdversityIs



Adversity is the first path to truth.
Lord Byron

As you saw in today's video, we can
organizing space using natural elements.

Trees, bushes and the like.

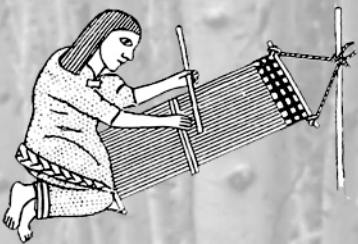
Lord Byron reminds us that:
adversity is the first path to truth.

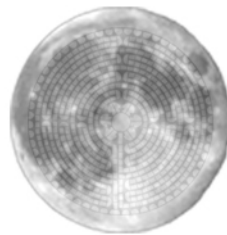
He also said:

Ye stars!

Which are the poetry of heaven!

Here we are, on we go!





What will I do today?

You will go to some kind of
maze / labyrinth generator on-line.

There are several.
Find the one of your choice.
Here below a very simple one.

<http://www.mazegenerator.net/>

Generate your own maze.
Then, overlap your maze (very simple and
basic) to a picture of a given place.

The picture of the given place it's important
to give us the specific features / mood of
your spatial device (maze).

If you want to tell us that your maze is built
out of wood, then the picture
should represent wood.

If it is about a fluid or liquid...
Let's see what kind of qualities
you'll be conveying to all of us.

Add your measuring tool to the whole
and there we are!

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

#AdversityIs
#Architecture101



What will I learn?

Today we bridge the space concept to the place concept (the image of the place of your choice).

Adding some measurement information.

So simple, so tricky...

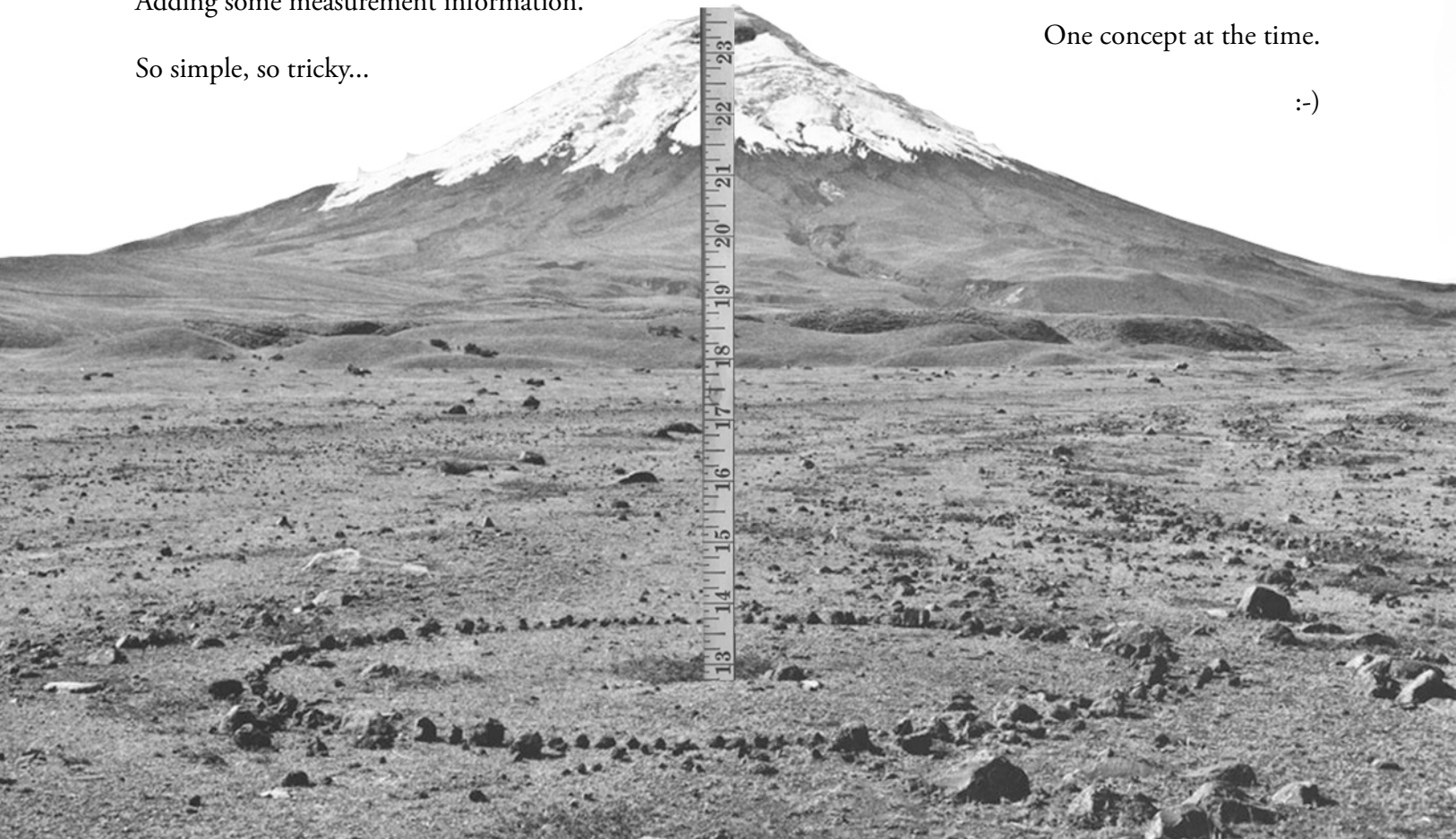
Why do we do this?

It's like working with a loom.

We weave different threads, making our images more sophisticated and interesting.

One concept at the time.

: -)



Further inspiration

Richard Long: we have already met him,
but he is the kind of mind we like and need
to observe over and over again.

Robert Smithson, same as above...



Today, we have a new entry:

Haruki Murakami.

Read this:

My peak? Would I even have one? I hardly had had anything you could call a life. A few ripples. some rises and falls. But that's it. Almost nothing. Nothing born of nothing. I'd loved and been loved, but I had nothing to show. It was a singularly plain, featureless landscape. I felt like I was in a video game. A surrogate Pacman, crunching blindly through a labyrinth of dotted lines. The only certainty was my death.

Eh?



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