theory of architecture notes
The studio promotes **ARCHITECTURE** as the ability to organize, manipulate and articulate the constant and variable component parts of **size, shape, and treatment**.

The studio presents architecture as a language of sequential **path, place, and transition spaces** in relationship to **site, location, and orientation**.
Architecture
a manifest order
appropriately conceived
logically developed
conditioned and disciplined
coherent through consistency
animated with wit
enlivened with spirit.
An order, not the order.
One of an infinite number of orders that are available to the architect as he goes about the business of designing.
Communication is the purpose and touchstone of architecture. If you cannot communicate you cannot get a message across.
Architecture is a communication that must be delivered by an order.
Architecture must have sufficient cogency and resonance to speak for itself.
Where do you **begin design?**
Louis Kahn used to say that architecture went from the *immeasurable*, through the *measurable*, and back to the *immeasurable*.
There is no single assured way to start design.
Design comes out of something which is nebulous, untidy, and uncertain.
Architectural design cannot be charted.
It starts with the emotional, it starts with the intuitive.
But once it has a start, it can be taken through logical stages of progression. Progressively one moves from design concept to design strategy to design tactics to design techniques to design technology (not engineering technology).
An architectural concept is a generality that gets us off dead center.
There is a tendency is to take something simple
and turn it into something that is so complex that it becomes incoherent.
The essence of architecture is very modest.

**GOOD ARCHITECTURE** is the *essence of simplicity.*
Tactically, strategically what the architect wants to say, if it’s to be *lucid and literate* must be put into a cohesive package where each of the component parts is harmonizing and *mutually supportive* of the others so that the message will come across.

*Otherwise its chaos.*
architecture three components
(1) size and shape is self-evident, consisting of an infinite variety of different sizes of masses or volumes: such as squares, rectangles, circles, pyramids, ellipses, curves, cubes, etc.
(2) treatment

what do you do with the sizes and the shapes?
  • how many different ways can you treat it in a simple way?
  • how does that treatment alter or change?
  • in what ways can you define or manipulate the sizes and shapes?
  • what is your strategy for detailing and joinery (articulation)?

treatment is pattern, texture, color, figure, ground, light, illumination, contrast, opacity, transparency, translucency, reflectivity, visual density, thickness or thinness, etc.
(3) orientation

what is the relative position of something or someone?

• *location* - a particular place or position:
  - external - internal - interstitial
  - placement and displacement
  - edge (periphery) vs. center (core) or foreground, middle ground, background
  - relationship of a building to its neighbors
  - relationship of building to sky
  - relationship of building to ground

• *directionality, redirection or reversals*:
  - up vs. down
  - left vs. right
  - longitudinal vs. transverse
  - horizontal vs. vertical
  - orthogonal vs. diagonal
  - exposure: north - south - east - west
architecture three types of space
(1) place-spaces

major spaces that portray a sense of definite location or position.
(2) path-spaces

major transition spaces which are directional; corridor, connector, passageway.
(3) transition-spaces

minor spaces which process a change from one condition to another.

• joint spaces (or articulation spaces)
• can define a pause between spaces
• can juxtapose spaces of contrasting or continuous character
• can act as a separator space
• can act as fastener, joining or linking space

servant-spaces are transition spaces that act as functional support (storage spaces, built-in elements, bathrooms, mechanical voids, space occupied by structural elements, etc.)
constants and variables
CONSTANTS are a series of clues, cues, signals, datum, reference points, underlying structure, or framework.
VARIABLES are the potential options, choices, or thematic elaborations within a given framework.