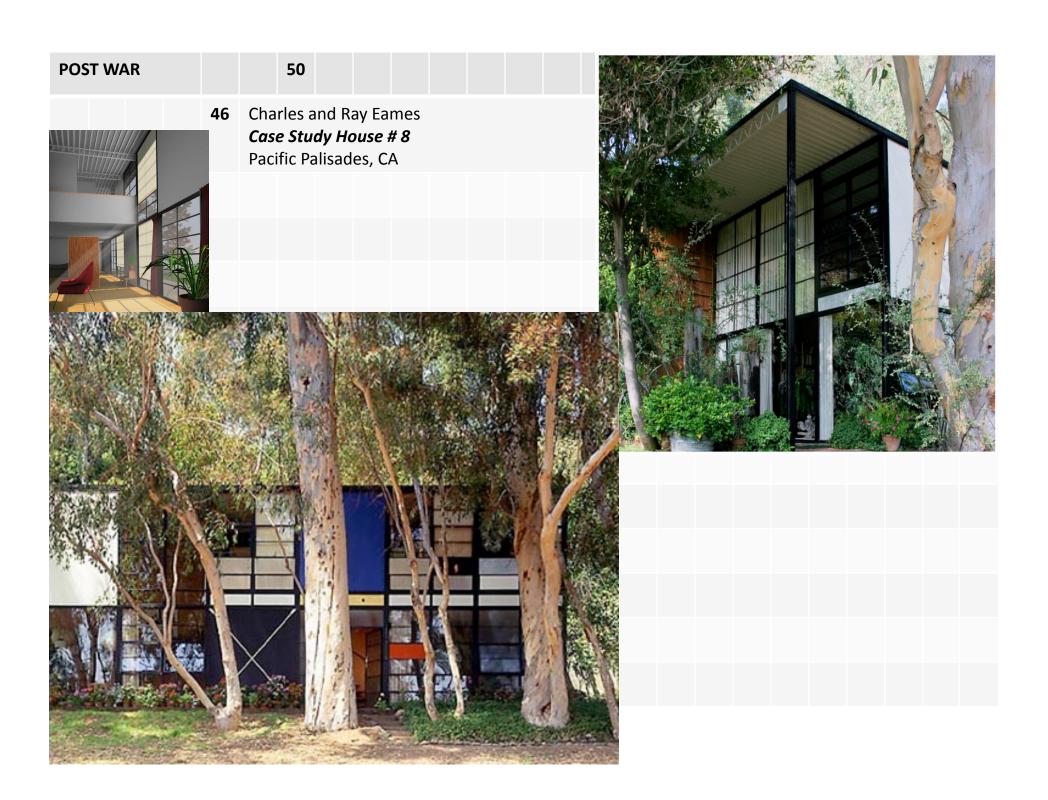
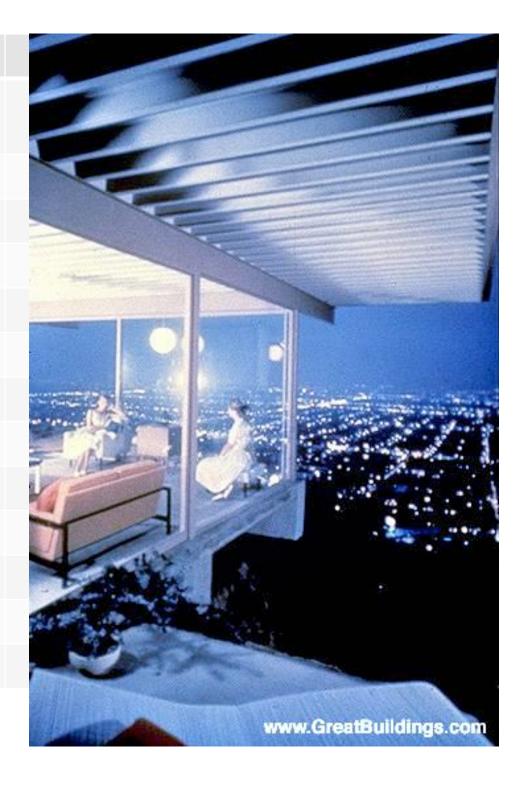
# 1900S Modernism

1900		14	18						40	45		
Progres	Progressive Era WWI		/1	Roaring Twenties		New Dea	al Era	wwii		Postwar		
	-			23	Le Corbu Villa Sav Poissy, Fr	oye	rds an Arc	hitecture				
				24	Rietveld Utrecht,	<i>Schröder</i> NL	House					
				28	Mies var Barcelon		Barcelone	a Pavilion				
				25		<i>Bauhaus</i> Germany						
				36	Frank Llo Pennsylv		t Falling W	'ater				
		T 4/3			remisylv	ailia, US						





60 Pierre Koenig Stahl House
Case Study House no 22
California



## 1966 Complexity and Contradiction

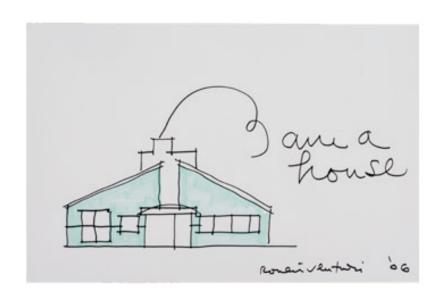
Robert Venturi



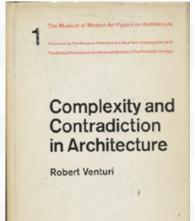
61 Venturi Vanna Venturi House



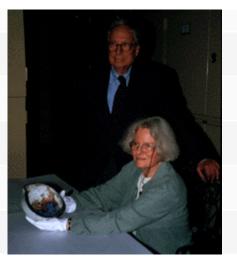
Venturi *Guild House* 



#### POST MODERNISM



66 Venturi, *Complexity and Contradiction* 



## Modernism > Postmodernism

- Simplicity
- Logic

- Complexity
- Contradiction
- Eclectic/Mannerism/Baroque
- Image oriented/ Panache/Fun

International Style

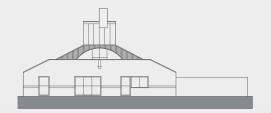
• Play
with Classical forms and rules

Vanna Venturi House 1962-64, Robert Venturi (1928,-)

















## Modernism > Postmodernism

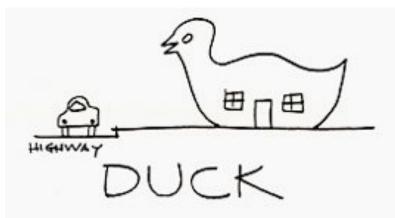
Mies' dictum Venturi's

"Less is more" "Less is a bore"

1950	60	70	80	90 2000
		71	Venturi, Brown, Izenour  Learning from Las Vegas	
		LEARNING FROM		
		LASVEGAS		

## 1971 Learning from Las Vegas

Robert Venturi
Denise Scott Brown
Izenour
(VSBA)





flewigh signs and semb www.metropolismag.co



74. Road scene from God's Own Junkyard



"The duck is that special building that is a symbol;

the decorated shed is the conventional shelter that applies the symbol." Learning from Las Vegas, p. 87.

## Modernism > Postmodernism

Function determines Form

Not Form but Sign

## 1977 Post-Functionalism

Peter Eisenman

"Modern architecture never happened!"

## dialectic oppositions

#### between Function & Form

#### 1500s

Humanism – Renaissance used Ideal Forms

#### 1900s

Complex program no considerations of Form

#### 2000

Still to happen ... Modernism ...

FORM can be seen as a series of fragments

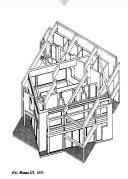
#### **POSTMODERNISM**

#### 66 Robert Venturi *Complexity and Contradiction*



77 Peter Eisenman *Post-Functionalism* 

82 Michael Graves A Case for Figurative Architecture





1976 A Case for

Figurative Architecture

Michael Graves

### FIGURATIVE architecture

```
is grounded in nature
recognizes gravity
and
is read in a totemic or anthropomorphic
manner
and
recognizes architectural elements, e.g., the
reciprocity of plan and wall
```

#### LANGUAGE

#### **Standard Form**

Technical and Utilitarian

Determined by pragmatic, constructional, and technical requirements

**Abstract** 

#### >< Poetic Form

**Cultural and Symbolic** 

Operates at the *limits* of convention

3D-expression of the myths, symbols, and rituals of society

Purposeful *ambiguity*Myths and Rituals
within the building narrative.



## semantics

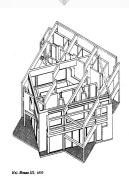
#### **POSTMODERNISM**

#### 66 Robert Venturi *Complexity and Contradiction*



77 Peter Eisenman *Post-Functionalism* 

**82** Michael Graves *A Case for Figurative Architecture* 





89 D. Porphyrios *The Relevance of Classical Architecture* 

# 1989 Relevance of Classical Architecture

Demetri Prophyrios

### "Modernism has produced buildings but, as yet, no architecture."

• The Modernist approach was a radically rationalist tabula rasa, a clean slate: zoning, the city in the park, the free-standing building, the disappearance of the street, and the square, the destruction of the urban block. In short, it meant the destruction of the urban fabric of the city.

or... the mathematical abstraction of the city

and...the extinction of **Symbolic** meaning

### "Post-Modernism."

#### The Post-Modernist approach

—Post-Modern High-Tech, Post-Modern Classical, Post-Modern Deconstruction differ in their stylistic preferences, symbolic content and social constituencies, but they share a similar scenographic view of architecture... and their fascination with parody.

Scenographic (theatrical scenery) can be summarized in Robert Venturi's principle of the "Decorated Shed":

construction (firmness), shelter (commodity), and symbolism (delight) as distinct and unrelated concerns.

## "Classicism is not a style."

Classical arch is a dialogue between the craft of building and the art of architecture.

Classical arch is a dialogue between one building and another.

"The world of Alberti was different,...,but the great humanist theme of commodity\_firmness\_delight was still alive and will stay alive." "Classicism is not a style.

The Classical is that which

endures ..."

# 2. SEMIOTICS and STRUCTURALISM the question of Signification

pp. 110- 122

# 1977 A Plain Man's Guide to the Theory of Signs in Architecture

Geoffrey Broadbent architectural theorist/critic

#### Buildings are symbols and carry meanings

Buildings, such as Le Corbusier's Villa Savoye, are magnificent symbols of the 1920s

#### Pevsner:

"every building creates associations in the mind of the beholder, whether the architect wanted it or not"

Signs in Architecture

**Pragmatics\_ Use** 

Syntax\_ Form

**Semantics\_ Meaning** 

## pragmatics

 Architectural pragmatics consist of looking at all the ways in which architecture, as a sign system, actually affects those who use buildings.

Architecture "means" something to each of the senses.

 Studies in the physiological, psychological and social reactions to the built environment

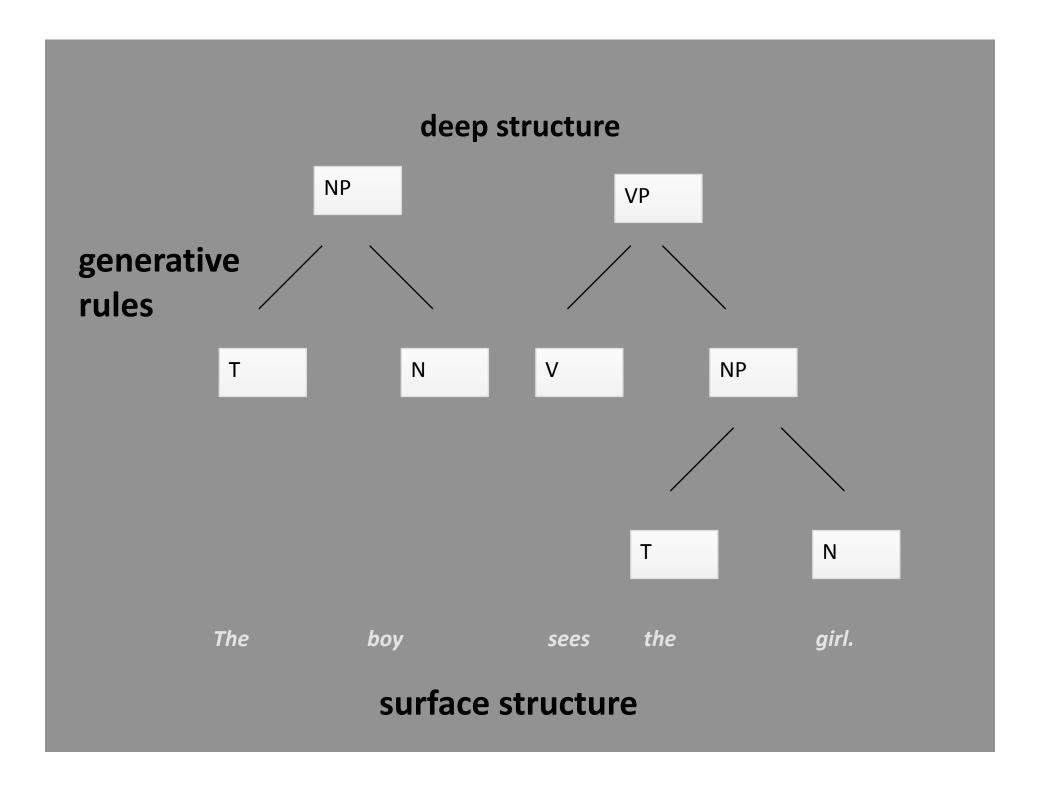
## syntax

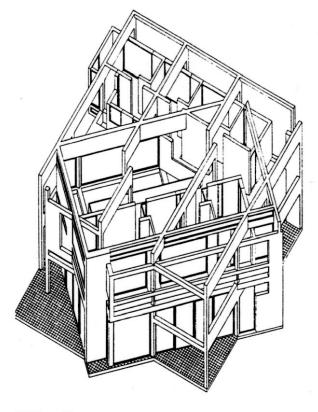
Syntax is concerned with the ordering structure of sign-systems.

Noam Chomsky's

Syntactic Structures distinguishes

- Deep structure
- generative and transformational rules
- Surface structure





1(c). House III, 1970

#### **Structuralism in Architecture**

Eisenman's House III study-developed by dividing a basic 3 x 3 cube according to a set of syntactic rules.

## semantics



#### Saussure:

# The sign stands for/ represents the thing denoted, formally united by social contract.

#### Signifier (representation)

- Word
- Diagram
- Picture
- Drawing
- Building

#### Signified (thing denoted)

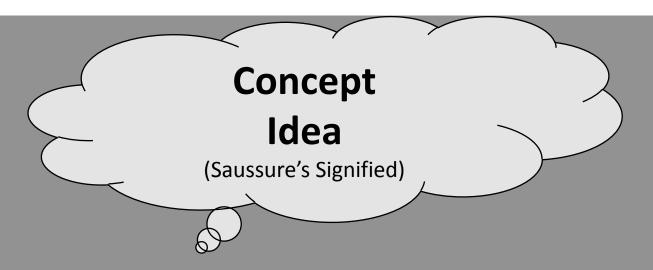
- Concept
- Meaning
- Association in the Mind

**SYMBOL** 

-- SYNTAX

**MEANING** 

-- SEMANTICS



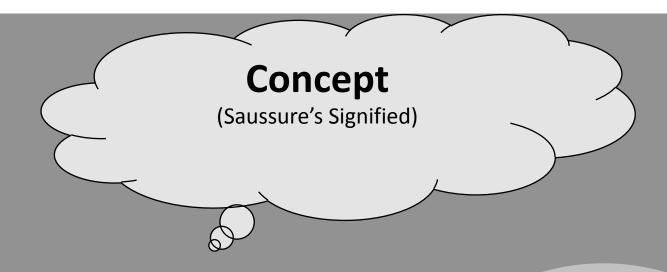
# **Symbol**

(Saussure's Signifier)

Representations



Ceci n'est pas une pipe.



## **Symbol**

(Saussure's Signifier)

Representations

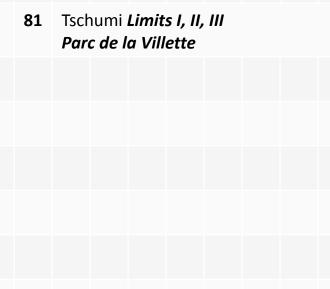
### Referent

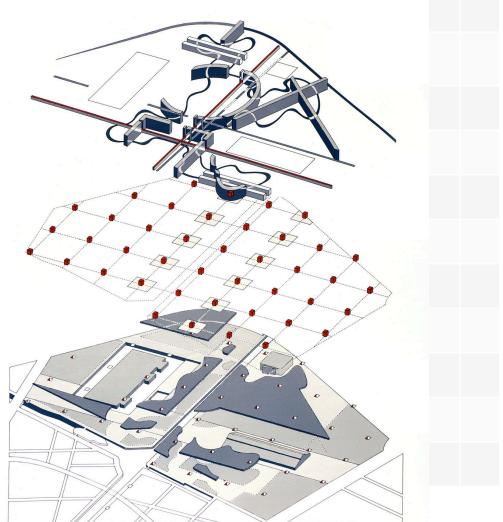
(actual object, person, or event to which one is referring)

Building

# 3. POSTSTRUCTURALISM AND DECONSTRUCTION

p. 141-197





# 1986 Architecture where Desire can Live

Jacques Derida philosopher literary critic

# Philosophers use architectural metaphors

- Descartes' Discourse on Method employs architectural images such as foundations, towns, building, etc.
- Aristotle's architecton.
  - Architectonics is defined as an art of (ordering) systems, as an art therefore suitable for the rational organization of complete branches of knowledge.

### as to Architecture

- Architecture is thought (concept) not representation (drawings).
- Architecture is on the way (think path); it is not a method.
- Relation between sign and meaning is restrictive

## **Derida's Metaphors**

Tower of Babel >< Labyrinth

Universal Language

**Diversity of Languages** 

Incomprehensibility of language

Unintelligible spatial condition

### Derida on Architecture

Architecture will always remain **labyrinthine**. The issue is not to give up one point of view for the sake of another, which would be the only one and absolute, but to see a **diversity** of **possible points of view**.

## Derida's Archetypes

## Pyramid

 Represents the theoretical, linguistic aspects of architecture

### Labyrinth

 Represents the experiential, sensory aspects of architecture

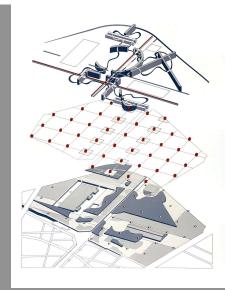
### Derida on Architecture

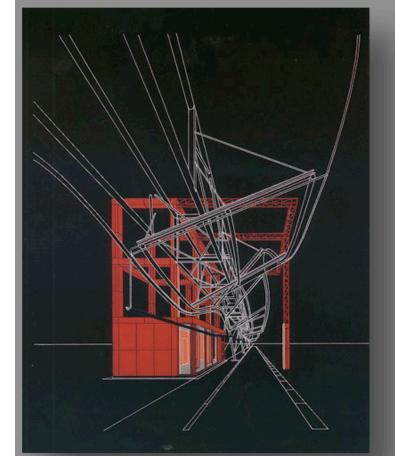
Perhaps there is no architectural thinking.
But should there be such thinking,
then it could only be conveyed by
the dimension of the High, the Supreme, the Sublime.

Viewed as such, architecture is **not a matter of space**but an **experience of the Supreme** which is not higher but in a sense more ancient than space and therefore is a spatialisation of **time**.

# 1980-81

Architecture and Limits I\_II\_III





Bernard Tschumi

## Tschumi advocates resisting

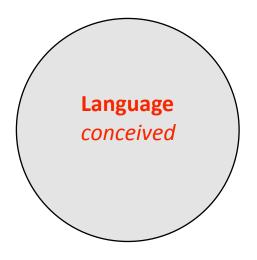
"the narrowing of architecture as a form of knowledge into architecture as mere knowledge of form" Formalism

"to reduce and limit architectural theory and criticism to *ideologies* such as formalism, functionalism and rationalism"

Venustas attractive appearance

Utilitas appropriate spatial accommodation

Firmitas structural stability



Body
perceived
event



```
"the materiality of architecture ...is in its solids and voids, its spatial sequences, its articulations, its collisions"
```

Bodies construct space through movement Choreographic aspect of the body's experience

Cinematic \_to stress movement and its temporal dimension

### Gaudet:

"An architectural program is a list of required utilities; it indicates their relations, but suggest neither their combination nor their proportion."

# Tschumi's Architecture and Limits 3 new definitions of the arch. program

**Program** was a determinant of **Form** 

19th Complexity of Program (see Eisenman)

20s-50s Social Reform of the Modernists

30s-50s Technological Innovations

NOW- There is No Causal relation between Program and Form

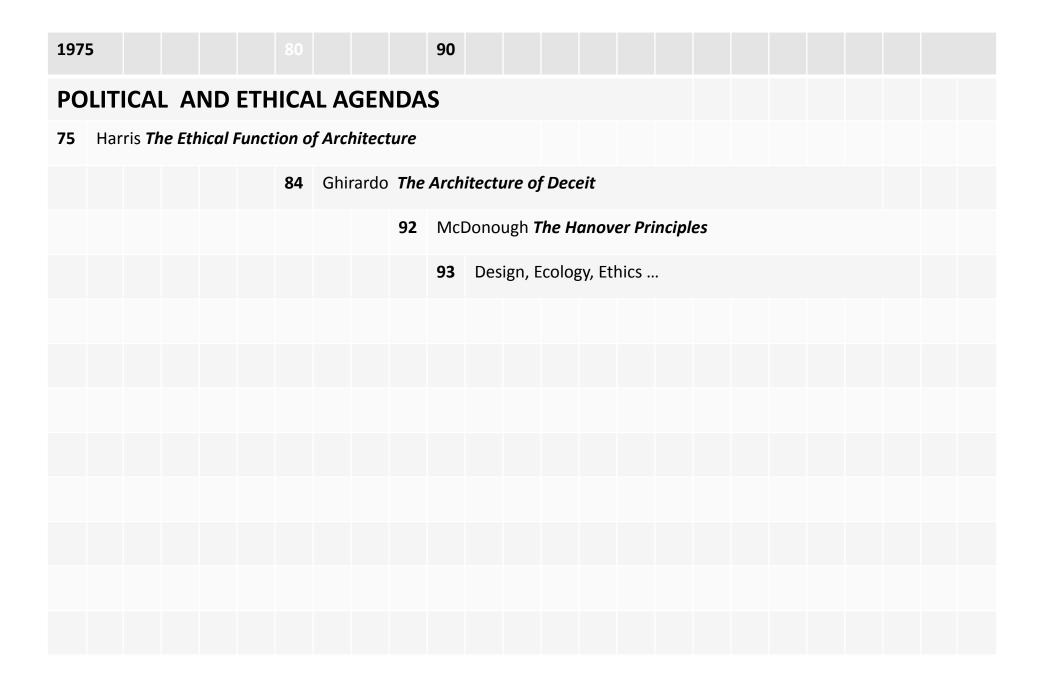
**Program** is replaced by **Performance** or **Event** 

An event happens when setting up an habitable place.

The taking of place in space is in fact the primary question of architecture (see Derida).

# 8. POLITICAL AND ETHICAL AGENDAS

pp. 370-410



# 1975 The Ethical Function of Architecture.

Karsten Harries

#### 1975 The Ethical Function of Architecture by Karsten Harries

Loss of place and community

Phenomenological critique:

Architecture has become part of a technological culture that demands (Corbusian) "machines for living" instead of (Heideggerian) "dwellings".

Architecture's ethical function is to articulate and establish the ethos, to permit humankind to dwell. Involve the body and human scale in architecture, allow for 'heterogeneity and boundaries', and create a distinctive place. Architecture is to express the 'character' of a place, neighborhood, and region, and should establish 'unity'.

# 1984 The Architecture of Deceit

Diane Ghirardo

### 1984 The Architecture of Deceit by Diane Ghirardo

- "Is architecture an art or a service?"
- "Why does architecture not confront the real issues in the discipline and in the world?"
- "Why does it try to remain "pure"? What is being concealed?"
- Architects should get involved with the socio-political issues.

# 1992 The Hanover Principles

William McDonough Architects

# Hanover Principles

- Broad ethical guidelines--ideals-- for sustainable design.
- First presented at the 92-EARTH summit in Rio De Janeiro
- Standards for the millennial 94-World's Fair in Hanover, Germany under the theme—Humanity, Nature, and Technology.
- Life, nature, ...
- Energy and Waste ...
- Recycling, reuse, reassemble, ...
- Increasing knowledge, interdisciplinary problem-solving

# Hanover Principles

- 1. Insist on rights of humanity and nature to co-exist in a healthy, supportive, diverse, and sustainable condition.
- 2. Recognize interdependence.
- 3. Respect relationships between spirit and matter.
- 4. Accept responsibility for the consequences of design decisions.
- 5. Create safe objects of long-term value.
- 6. Eliminate the concept of waste.
- 7. Rely on natural energy flows.
- 8. Understand the limitations of design.
- 9. Seek constant improvement by the sharing of knowledge.

1993 Design, Ecology, Ethics, and the Making of Things.

William McDonough

#### 1994 Design, Ecology, Ethics, and the Making of Things

- Mass (walls of Jericho) provides thermal inertia.
- The membrane (Bedouin tent) does 5 things at once: shade, ventilation, diffuse light, water resistant, transportable
- Today, more about building than about people.
- Poor indoor air quality due to thousands of chemicals.
- Design should
  - "work with living machines, not machines for living in"
- Focus on people's needs, clean water, safe materials, and durability, and solar energy.
- And...

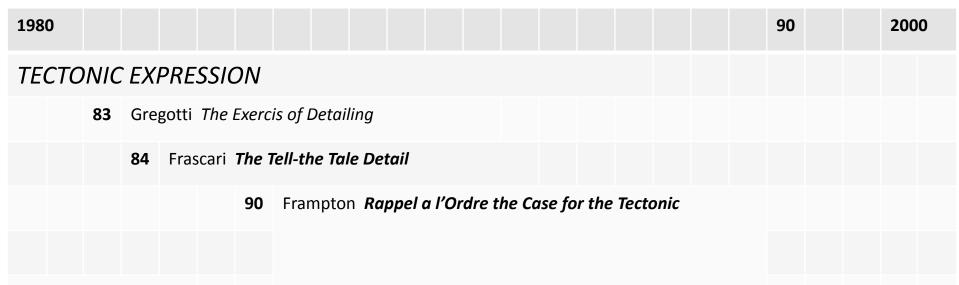
## 12. TECTONIC EXPRESSION

pp. 494-528

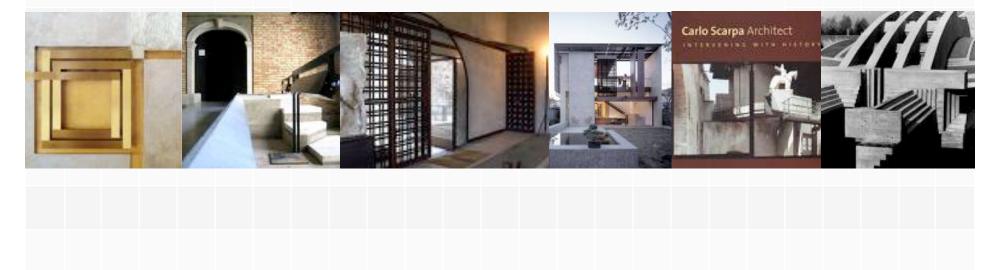
Vittorio Gregotti

Marco Frascari

Kenneth Frampton



#### Carlo Scarpa



# 1983 The Exercise of Detailing

Vittorio Gregotti

#### 1983 The Exercise of Detailing by Vittorio Gregotti

- Interest in Making:
  - Tadao Ando, Juhani Palasmaa, Morphosis, Frank Israel, Stephen Hall, Mario Botta.
- Construction as a narrative of a material becoming.
- "Architecture (not building) resides in the details.
   Detailing demonstrates the attributes of materials through application of the laws of construction; it renders design decisions articulate."
- Details can provide meaningful ornament wrongly sought now in *pastiche*.
- Detailing should be resituated as an essential architectural problem.
- The tectonic expression of architecture is capable of enhancing the sensual and intellectual experience of building.

# 1984 The Tell-the-Tale Detail

Mario Frascari

#### 1984 The Tell-the-Tale Detail by Mario Frascari

- Meaning in Construction
- The JOINT--the original detail--the generator of construction, and thus of meaning.
- The joint is the place of innovation and invention.
- The joint can impose its order on the whole.
- The joint is the minimum unit of signification within the architectural production of meaning.
- Carlo Scarpa's adoration of the joint-"each detail tells us a story of its making, of its placing, of its dimensioning."
- Semiotics (study of signs and symbols and their meanings): Constructing (details and meaning) & Construing meaning.

# 1990 Rappel à l'ordre, the Case for the Tectonic.

Kenneth Frampton

#### 1990 Rappel a l'ordre, the Case of the Tectonic by K.Frampton

- More than mere spatial invention, building is first an act of construction, a tectonic not a scenographic activity.
- Ontological Nature of Being
- Scenographic Representation
- Tectonic Act of making and revealing
- "The structural unit is the irreducible essence of architectural form"

opposites

Earth versus Sky

Solidity versus Dematerialization

Ref. Semper and Laugier