

ASSIGNMENTS FOR THE REMAINDER OF THE QUARTER ARCH 201

There are two general assignments for the next few weeks:

1. Studies of ornament, in which we ask you to produce things which have the structure described in the three recent lectures on geometry.
2. A drawing of a city, which embodies the large scale patterns described in a pattern language.

W We shall hand out more detailed material on both these assignments ~~on~~ on Thursday. In the meantime, we would like you to read ~~xxx~~ through the patterns in the first section (Towns) in A Pattern Language, in preparation for the second of these two assignments. And, for Thursday, we would like you to make a series of about a dozen drawings, which embody, as nearly as you can, the quality described in the last three lectures.

Make some of these drawings in black and white, others in color. As far as possible, use the centering process as described in the most recent lecture. Concentrate on this process, and let the drawing grow, under the impact of this process, until you are satisfied with it. You can make the drawings on any old scraps of paper... if you have trouble getting started, just make a dot, let it grow, under the ~~the~~ impact of the centering process, and stop when you like what you have done.

In this project we want you, very simply, to make a drawing, or drawings, which have the deep, mystical, touching quality, of some of the works which have been shown in the lectures on geometry.

To put this in the sharpest way: ~~At the final crit~~
~~which~~ During the next three weeks we want you to undertake a series of projects, drawings, sketches, etc, in which you are using the centering process that has been described, and which embody the geometric properties that have been defined.

We are concerned that you produce something which is not merely a "nice" ornament, which has lots of stuff going on ~~it~~ in it, or which is powerful graphically, or bold, or beautiful, or original... what we want, is that in at least one or two cases, you succeed in making something in which ~~the~~ " .. the universe melts...".

This is incredibly hard to do. You may not succeed. Dont worry if you cant do it. However, at the final crit, which will be on Tuesday afternoon, November 28, at 2 pm in room 108, we will ask you to show three drawings you have made, which come as close as possible to this quality. They may be colored or black and white. We will hold discussions and working crits on the next ^{two} ~~three~~ Tuesdays (November 14, 21) to help you reach this state, and to discuss your work in progress. Please come to these meetings with work to show and discuss.

Since it is an accident when it finally happens that you achieve this quality, in a work, do not expect that you will prepare a final work, for the final crit, in the few days before that... It is not something you can plan, and the works you do "for the crit" are the least likely to succeed. What we are asking, is that you work continuously on this problem, for yourself, during the next three weeks, and that you then show the three things you did, that came out best. They might be three things you do tomorrow...

ARCHITECTURE 201 CITY PROJECT

In this project we want you to create a town which embodies all the patterns in the first section of A Pattern Language (Patterns 1-94). We would like you to work in pairs on this project. There are no constraints, except that we want the town or city to be large enough so that it contains at least some relatively high density sections, and some of lower density.

There are two main problems. First, you will find that these 94 patterns do not fit together perfectly, and that you will have to spend some time, actually working out the inconsistencies or partial contradictions which exist: in short, it is a difficult task, to make a city which has a unified, whole structure, and embodies all these patterns.

Second, there is a very difficult task of presentation. How will you show the city which you have done. We leave this entirely to your ingenuity, and ask you to make it as interesting, and inspiring as you can.

The ~~fix~~ final crit for this project will be on the night of Tuesday, December 5th, at 7 pm, in room 108 (if we can get it). We will give you studio crits on the progress of this work on the next three Thursdays (November 16,23,30)

Two notes:

1. A few of the patterns which come later in the language may be helpful - especially 95-103 and maybe 104-126. We do expect the city to be physically real as far as buildings are concerned - not merely a diagram.
2. Of course we expect the city to be "generated", not "designed". The process of generating it, however informal it is, is something for you to discuss with your partner. But avoid a city which is "ruled" like a Hilbersheimer diagram, or like Soleri's sketches.