

ARCH 207  
ALEXANDER  
DAVIS  
KING

## REPORT ON THE SECOND SESSION: ON VISIONS

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- A vision is difficult to differentiate from an utopia, the difference perhaps being that a vision is a first step to an utopia.
  - A sharp vision is something very precise, functionally and (almost) spatially to be drawn from your imagination (the garden city vision of Ebenezer Howard might be a good example)
  - A sharp vision (or concrete utopia) should be relevant for direct implementation.
  - A sharp vision should be original (creative) and not associative.
  - A sharp vision should come from the inner self, the above self, the superior, the universal self or from the mind of no mind.
  - A sharp vision can only occur in relation to a concrete problem, of the real world.
  - A sharp vision should almost have the ability to abolish the classical contradiction of subject and object.
  - A sharp vision should have an inbuilt power, which is clear and obvious to everybody. A vision should be communicable.
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### QUESTION:

How can I see the connection of 'having a vision' and 'what to do next in a stage'? Is it that a vision comes first and then I know what to do next, or is it the question, how do I know what to do next and how can I incorporate a vision? Or do we have or can pursue the questions separately?

Why was it clear for the Chinese to build the Pao mausoleum on the long axis of traditional Peking?

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- A sharp vision must have a sharp meaning

In architecture the final question for a sharp vision is:  
WOULD YOU REALLY BUILD IT.