ARchiTecture
ARCHITECTURE AND ART: the influence of art in the design process

[Mike Davis]

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[acknowledgments]:
architectural design studio professor
thesis advisor
thesis advisor

[andrea swartz]
[rod underwood]
[jeff culp]
ARchiTecture

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[the report]
the exploration of the influence of art in the
architectural design process has been a struggle
and very frustrating at times. however, it has also
been a rewarding and intellectually stimulating
investigation of thoughts on the relationship
between architecture and art. my thesis is the
process [journey] from the beginning of the school
year to the compilation of the final thesis report.
this report is documentation of +/-30 weeks of
process and discovery. artistic expressions were
used throughout to capture an idea, a moment
of inspiration or imagination, and to energize the
creativity of the design process.
This was my journey.
[architecture and art]
design and the process of making works of art surround us in our everyday lives. design has become more a part of the mainstream culture as quality design ideas reach the masses. from television shows about design to Target stores that utilize quality designers to design their products, people are realizing the benefits of good design in their everyday lives. as architects there is a responsibility to respond to this trend through future design decisions.

below are a list of questions raised by the idea of architecture and art. not all were addressed in the thesis process but all are interwoven into any study of architecture and art. how does art influence the process of design in architecture? architects are artists that communicate through space and form. ideas are built in three dimensions that can be inhabited by others. does the built work become a piece of art for future inspiration of architects and artists? how are architects inspired by art and how are artists inspired by architecture? what is the common element between architecture and art? can architects and artists work together to develop ideas? how does art in the process of design inform the architectural project? can art inform the design process and be an influence throughout the architectural project? architects use technology to create works of art; however, does art contribute to the making of technology?

objectives of this thesis include: creating and defining space through artistic endeavors that shape the architecture; make the impossibility within art possible through architectonical means; to reveal the opportunities and languages of art that have an influence on architectural design; creation unrestrained by the logical thought of the architect and at the same grounded by what sets it free; freedom from the functional and programmatic constraints that are placed on space and form.

what is the common language between architecture and art that bind them in a close relationship? a reciprocal relationship between the architectural design and the artistic work is the basis of the thesis. the intention is to discover artistic moments that breathe life into the architectural design process and add to the design.

artistic expression • ARchiTecture • analytical problem solving
[Monday, August 23]

University classes begin and the introduction of the studio emphasis/projects. The studio selection process is completed with a meeting with studio professors to follow. Andrea Swartz is chosen because she outlined a plan for a year-long study of thesis ideas.

[Assignment]

Write down up to three ideas of interest to explore and develop during thesis year, short communication of each interest to be discussed in studio.

[Architecture ↔ Art]

One of the interests was the influence of art in the architectural design process. Daniel Libeskind is an architect that fascinates me as a student. His ideas, thoughts, and exploration that are reflected in his architecture signify what the practice of architecture should be.

[Defining Process]

Quick thoughts sketched on a page in a journal are the beginnings of what will become an avenue of study that forms a thesis topic.
[Wednesday, August 25]

Assignment one: IDEA, WRITING, OBJECT.
Reflection and thought on ideas to explore during thesis year. "Ideas that truly engage the student at some point in education or experience; interest that made time disappear, anticipation ignite and curiosity peak." [Andrea Swartz]

[Assignment]
The assignment that is given to the studio is to come up with three ideas or areas of interest for the thesis investigation. The three main ideas or areas of interest are: architecture and art [the relationship and connection between the two], sports architecture [the experience of the sport both as player and spectator], green architecture [building responsibly for the future]. The question then becomes, of the three which one has the most energy that will lead to an intellectually stimulating thesis topic. After some research, thought, and reflection on all three topics one is chosen and the journey begins.

"...art-the experience of something which leaves you never to be the same again." [Christopher Day]

[Architecture ⇋ Art]
The topic of architecture and art is chosen because of personal interest, precedent studies, and a personal background in art. The first working title is [art as process in architectural design: how does art influence the process of design in architecture].

"Designing is an act of the mind experienced through the senses and communicated through the eye, voice, and hand." [Daniel Libeskind]

[Defining Process]
The following questions arise from the struggle to define process. What is process? How do architects use process in design? How does the process work? Can process be more than the final product? How does process inform the project? The idea behind this line of questions is that the process is the important component in the thesis project. As architects we are artists. We design using the fundamentals of art and science. Decisions are influenced during the process of design by artistic principles and technology that informs the architecture.

"Please remember, that it's not the object, it's the experience." [Daniel Libeskind]

[Sketch]

End Product
[Monday, August 30]
“choosing the ‘idea area’ that intrigues you the most right now and the quotation (writing) that most articulately expresses the essence you are after, represent the idea in tangible form.” [Andrea Swartz]

[Assignment]
writing about the ideas for the thesis topic and how to go about exploration of these ideas.

[Architecture ↔ Art]
quotation that articulates idea: “The refusal to interpret everything immediately as spatial representation, is a condition for the full exploitation of the medium of the drawing as a medium of invention.” [Zaha Hadid]

Zaha Hadid would become, through research, a large part of the thesis investigation and exploration. The thoughts and ideas she has were not used as a direct representation in the journey, however they were the most influential. How does artistic expression inform architecture? Can artistic architectural design impact urban lifestyle? ART AS A CATALYST FOR/IN THE DESIGN PROCESS.

[Defining Process]
the initial question was how to go about studying art in the architectural design process, analytical study vs. intuition and expression. The thought behind this was that architects are analytical in the process of design while artists are more expressive using intuition as the driving force in design. A possible title for this development was: [Intuition: Architecture, art, and design]. What would an intuitive architecture be? What would be the artistic influence in the design: style of art, artistic medium, quality of art, or movement with in art? A short exploration into the futurist movement generated thoughts and ideas on the expressive nature of painting but in the end lacked a definable connection to the thesis idea.

[Tuesday, August 31]
found issue of [Art + Architecture, vol. 73, no. 3, May-June 2003] while doing research in the library. The journal is directly related to the thesis idea of art in the architectural design process. Exploration of the journal will lead to a deep insight to the thesis topic of architecture and art.
[art as process in architectural design]
the idea or main area of interest for my thesis is the influence of art in the design process. how can artistic creation influence and inform the process of architectural design? as architects we are artists, we design using the fundamentals of art and science to design. architecture is both art and science while at the same time is neither. i'm interested in how the artistic expression informs architecture both in process and program. how can a two-dimensional drawing influence built work? with the technology of the computer infiltrating the profession the art in architectural design has become secondary to the digital world. art should become again the catalyst for design. art is, and has been, a part of the process of design. a starting point, discovery in the form of a sketch is often the foundation of design. a translation of thought from the mind to the hand. if the computer represents a three-dimensional virtual world, then what does it represent in print? can these prints then become 2-d media that informs architecture?
as a student of architecture with a background in art, it is interesting to cross over and explore the boundary between the two disciplines. the joy of creation that exists in both architecture and art allows for immersion of self in the process. exploring ideas without limits while gaining a deeper understanding through action and thought, influences the creation of both architecture and art.
the main thought is that of architecture and art. several architects use art in their practices to inform and contribute to their professional work. each architect uses a media that fits their unique style and represents their ideas most effectively. [see research] an understanding of both architecture and art is important in the process of developing ideas.
a series of investigations were done to help develop the ideas surrounding the relationship between architecture and art. these design exercises were used to test ideas and narrow the scope of thought on the topic.
physical representation of thesis ideas. paintings and model.

[assignment]
the development of a physical representation of the idea of the influence of art on the architectural processes to communicate thesis intentions to classmates was the next part of assignment one. how does one convey thoughts in a 2-D or 3-D media?

[architecture ⇔ art]
the first of these investigations was the process of taking a 2-D painting and using its characteristics to generate a 3-D form. the painting was done without thought of the architectural outcome and was random with regard to the forms. the qualities of art that influenced and formed the painting were layers, light, balance, contrast, and color.

[defining process]
the design process combined architecture and art, letting one inform the other to develop the end product. this led me to thoughts about an intuitive architecture and how architects design. do architects design using intuition the way that an artist does?
[Friday, September 3]
thesis topic statement due: given to all possible thesis advisors. [see appendix A]

[Assignment]
I am interested in learning how the artistic expression informs and influences architecture. There are several architects that I believe use art in their design process. For each architect, art informs and contributes to their work in a way that is unique to them. Each architect uses a media that represents their ideas most effectively. I believe that an understanding of art is as much a part of the process as any understanding of architecture.

[Architecture ↔ Art]
I investigated the process of taking a 2-d painting or drawing and using its characteristics to generate a 3-d form. I am interested in how the qualities of art [layers, light, balance, and contrast] inform the design process; a design process that combines art and architecture, letting one inform the other. On the (previous page) are three paintings that I did as an exploration of my idea: how can a 2-d expression influence the conception of form and space? This has lead me to the idea of intuitive architecture and how architects design. Do architects design using intuition the way that an artist does?

[Defining Process]
I intend to use the thoughts on the (previous pages) to explore the way art can influence the design process. I also intend to be very conscious of my inclusion of intuitive, artistic exploration during my design process and become more aware of how this will influence my design.

[Three possible projects]:
1. A sports complex (stadium, natatorium, training center).
   - The idea would be to use movement, motion, views, and light.
2. A retreat or design studio for an architect or artist.
   - A place of inspiration during the design process.
3. An art museum.
   - A museum designed around the physical artist as well as the digital. Art that is architecture that houses art.
[friday, september 3]
continued exploration and thoughts about
architecture and art.

[assignment]
a way of documenting the thesis ideas through
experimentation to gain an understanding of the
thesis topic and possible future exploration.
"you have an idea about architecture. you
are finding a way for exploring those ideas,
for researching them, experimenting with
them. you are recording the journey of this
experiment. the project is the search." [andrea
swartz]

[architecture ∝ art]
a thematic way of looking at the relationship
between art and architecture. research
into the way architects have used art in their
architectural design process. [le corbusier]
used painting to understand architectural
lighting and form. he also used art as a time
for reflection, a form of progress, and a catalyst
for his architectural practice. [zaha hadid] used
art as program analysis. hadid's work is "more
than preparatory studies or 2-d renderings
of her projects, they are works of art..." for
hadid paintings are architectural storyboards.
she uses painting to explore architecturally
complex projections, layerings of space and
light. [steven holl] uses art and architecture
in analogue. [will alsop] uses art as a way to
reflect on his practice, relax from the stress, and
understand ideas and thoughts that contribute
to his architecture.

[defining process]
development of photo analysis to continue to
explore idea of architecture and art as they
relate to the thesis topic. an exploration of ideas
through art [photo manipulation], space from
2-d images, architecture from art. art is a part
of the process, a starting point to gain general
information or discovery of form. is there a
connection between this photo analysis study
and the artistic expressions of other architects?
[friday, september 10]
continue the exploration of the ideas of thesis topic.

[assignment]
using photo analysis to explore the thesis thoughts and ideas.

[architecture ⇨ art]
hadid explores ideas desired in her projects and program through drawings and paintings, using art to inform the progress of architecture in the process of design.

[defining process]
questions that arise form the research and photo analysis. do all the ideas influence the program? do all the ideas influence the process? how does each contribute to the program and process?

[friday, september 17]
presentation and discussion of thesis ideas to classmates. the presentation is the documentation of the process of the exercise and how it has informed the thesis topic.
[see appendix B]

[assignment]
using photo analysis to explore the thesis thoughts and ideas.

[architecture ⇨ art]
architecture derived from a 2-d image of detail that surrounds us everyday. the image was then transformed to create a perception of space different from the 2-d image. layers were then applied to give a sense of scale and gravity to the perceived space. art became a generator of architectural design. art as a generator in the design process through photo analysis. art as thematic process. the thesis ideas are not bound by the program or by the artistic expression. what informs the process of designing is what works for the architect. does the chosen artistic endeavor need to reflect the architect’s style?

[defining process]
the thesis is not about the end product rather it is about the documentation of the process. a painting as documentation of process as it changes/evolves throughout the project.
an important clarification was needed after the first two exercises. what is art? the previous thoughts were based on the absence of this question. this was helpful in defining the palette to be used in the study of ideas relating to architecture and art. the third exercise was to develop a design utilizing the issues to be engaged in the thesis study. a small structure was designed, a bus stop, on the ball state campus. a thematic process of design in the weaving of artistic and architectural exploration began to form in this study.

**thematic** *adj.*

1. of, relating to, or being a theme: a scene of thematic importance.
2. *linguistics.* Of, constituting, or relating to the theme of a word: a thematic vowel.

a thematic formation of ideas in a two-dimensional image began the study of a point on campus. the point, outside the library across from the journalism building, is a concentration of people and intersecting paths. people converge on this point and disperse around it. space, tempo, and movement characterize the area surrounding the point. the site embodied forms that intersect, push and pull, and define space without architectonic thought. using layers of trace over the image these ideas begin to emerge. at this point a painting was started to explore ideas forming in the project. a quick sketch on canvas with only thoughts of shadow, light, and form emerging from the pedestrian traffic was the basis of the painting. however, the overall process was slowed by the amount of time taken up by the production of the painting. this was a valuable lesson and the frustration led to insight about art in the process. **the art had to extend the process and energize it and not be an end product.** it needs to be something quick or something that changes and evolves with the project. it is also important to reflect on ideas in the art, by thinking or writing before processing them into another form. after reflecting on the painting a quick model was made incorporating the forms and layers in the painting and from the previous study.
[Monday, September 20]

Idea for next assignment is for a bus stop on the Ball State campus. This will be a chance to test ideas in an effective way.

[Assignment]

Assignment three: Design experiment. A 100 sq. ft. open-air structure for the public. Quick design incorporating ideas reflecting often on what issues that are important to the project.

[Architecture ↔ Art]

Try to expand on artistic ideas and themes in the project: space, tempo, and movement. These ideas begin to mesh with and flow through the site to influence the design of the bus stop. Ideas important on site are: traffic (public and vehicle), transition for public, point for bus, and protection from elements.

[Defining Process]

The process begins with the development of site ideas by drawing over images of the site. The resulting diagrams are informed by site analysis as well as artistic themes described above.
continued exploration of design for a bus stop on the BSU campus. after the site analysis was complete other artistic medium was thought about that would give energy to the project.

assignment
assignment three: design experiment.

architecture ⇔ art
the first question that arose was how to break being stuck. what was needed to continue the process or inject energy into the process? there were also thoughts about where the thesis was heading and the direction it would take based on this exercise. with a broad range and many directions that could be undertaken how does the architect narrow it down to a clear and concise process? what am I trying to do? what is the connection between architecture and art that is being explored in this exercise?

defining process
a sketch [01 below]
a painting
an idea
a direction
[friday, september 25]
the painting for assignment three is slow and at this point not influencing the project. it is giving me energy and a chance to express the forms and thoughts in an artistic manner. while the painting is underway focus turns to a design attempt use sketch on trace over photos of the site.

[assignment]
assignment three: design experiment.

[architecture ⇨ art]
architecture developed from the intersection of paths from the site analysis begins to form the basis of the bus stop. how can light and shadow from the shelter as well as the surrounding buildings begin to influence the architecture? can materials be used to 'paint' the architecture? using a metal roof, wood structure, and a concrete bench that is a continuation of the site the architecture takes shape.

[defining_process]
how does art influence this project or the connections that are being made? this question begins to follow every step that is taken in the development of the thesis idea. forms are developed without architectonic thought and are a continuation of the artistic process. these forms intersect, push and pull, and begin to develop from the ideas of site. is this the direction to take that will explain the ideas behind the thesis topic or is something being lost in the implementation of the ideas?

[monday, september 27]
the painting is now complete and a new direction for the bus stop is taken based on the architectural qualities in the art work.

[assignment]
assignment three: design experiment.

[architecture ⇨ art]
this new bus stop design shows the ideas more clearly because there is visually a direct connection between the work of art and the architecture.

[defining_process]
an architectural form a bus stop

[01 right]
[wednesday, september 29]
the painting into architectural form was a
successful translation where [architecture +
art] were used in combination and the creativity
was not forced by jumping ahead in the process
or thinking the project develops in a concise
pattern which would limit the free flow of ideas.
the question becomes how to keep focus
throughout the process and not think about the
product too soon.

[assignment]
assignment three: design experiment.

[architecture ⇔ art]
the art allows for freedom in the design process
without constraint. does form still apply to the
design of a bus stop? form follows function.
how does it become specific to project? does
site and context influence the project or is it
even necessary?

[defining process]
thinking too architectonically too soon
breaks the process, thoughts and ideas
become lost or a jumble of incoherent
architectural language. the designer must
stay in the thematic process so that thought and
ideas remain clear. the process is circular and a
combination of different mediums that are used
to explore architecture.
[friday, october 1]
presentation and discussion about thesis
ideas with classmates. below are comments
and thoughts about the thesis ideas that were
presented to the studio.

[assignment]
assignment three: design experiment.

[architecture ⇔ art]
the painting that was done for the bus stop
was slow within the design development
process, it should be part of the process
and not simply the destination or end result.
perhaps the media should be something that
is quick or different from the traditional artistic
forms of expression. what is art? [description
of art to the architect] my art, my process. if
doing a painting then work quickly and let the
process take over. show work or thought in
media; frustration, ideas, mistakes, layers, etc.
space from art ⇔ art of space.

[defining process]
the diagram and sketches of the colored paths
on the busu campus are positive to inform
the idea of project, site relationships, and
foundations of form. recognize where you are
in the process and what you have completed.
write down ideas to document thought about
the process is important in the formulation of the
thesis. a one day process to take design as far
as possible envolving the following elements.
paint
draw
sketch
model [01-02 right]
write
the final exercise led to the development of a method in the process and the implementation of this idea in the concept of a formula for how to design. This leads to questions of how to utilize this method in the design process: does the formula follow the intent process? Is the formula linear? Is a formula or method needed? These were the questions going into the final exercise. Through the process of the design it became clear that there should not be a formula to the process. The artistic expression should flow in and out of thoughts and ideas unconstrained by a rational process. The 'art' of the process should not be confined to 'pretty' pictures at the presentation stage.

-Sketch, Drawing, Painting, Photo, Model, and Reflection (thought)

The building of layers in a process that remains fluid in action and thought leads to a product reflective of the process. Recognition of where one's mind and hand are in the project is important to avoid pauses and thoughtlessness. Does there need to be a rigid outline for the process? The process should be constrained to the limits of a formula. Art stimulates the process if it is open to opportunities that present themselves. The exercise began similar to the third exercise to continue to test the ideas and develop new ones. Layers were built up over an image of the site to begin to define the project. A quick painting with little architectonic thought was done to explore avenues of art while continuing the flow of the process. The main focus was to continue to produce and reflect without long moments of pause. If a moment of pause presented itself a switch in media would inject life back into the process. A continual cycling through of the artistic development is important to the design process. Another painting was done to gain more of an understanding of form, space, and relationships of objects and paths. Ideas of contextual issues and manipulation of site began to influence the design. A model done in the computer crosses the line of art and architecture to allow for reflection on issues specific to architecture. This leads to thoughts about how to incorporate an artistic language in to the design. Can an architect design using similar concepts as an artist? Can a design form through the building up of layers in the design process the way an artist layers paint on a canvas. Incorporating proportion, depth, lighting, and color to see the effect on the design. The last thought is incorporating more of the site to show ideas of the design, using site and materials to paint with in and around the project.
reflection and thought about the presentation of the design experiment and the comments given as the next assignment is started.

**assignment**

assignment four: design. the programmatic objectives and site are defined by the student to engage the thesis ideas. "robust and productive, selection of methods is pertinent to your conceptual objectives" [andrea swartz]

**architecture ⊗ art**

there needs to be more to the site development than just a graphic representation of the ideas about the site. 2-d surface exploration [art as 2-d drawing, painting, and photo] leads the architect to a 3-d representation. the art that is made or created needs to that of the architect, of their style. it should be a quick process with many layers. expediency is the key to success.

**defining process**

a large scale building is first considered to explore ideas and continue with the process that was forming in the previous exercises. a more detailed possibility for the program is that of an art museum or gallery in which the site was dynamic. can there be a site without a program? can the site be chosen before the program is known? can that influence the design process? maybe the program is sports related, incorporating motion and space. maybe the program is for the artist or architect as a form of retreat to explore ideas. how does the absence of site begin to influence the process developing the thesis. what does the site have to be or how does the site influence design decisions? what is the influence of the site in order to study or analyze this process? site is important in the process, art, and the architecture.

community vs. isolation
density vs. space
active vs. relaxed (slow pace)
urban vs. rural
01. Photos compiled of the downtown Muncie site
02. Photo study of the pedestrian and vehicular paths
[Wednesday, October 6]
a strategy begins to develop for the design process. the thesis is about the process and how to get the most out of it in an effective amount of time. the site chosen was downtown muncie. the site was interesting because it was a very public area and at the same to utilized by the public in the most effective way. the initial idea is for an art museum that will invite the public to move in and around the architecture while circulating through out the downtown area.

[Assignment]
assignment four: design.

[Architecture ⇆ Art]
how do I continue the process or keep a flow through the designing of the project? a study in one media leads to thought and ideas that can then be transplanted into another media, a continuous cycle. the development of an architecture that forms in layers like paint on a canvas, these layers become the space and materiality of the architecture. dynamic lines of the site become dynamic lines in paint and become dynamic lines in the architecture.

"There is beauty of form only where there is beauty of idea." [Lebbeus Wood]

"Architecture that arises from and sinks back into fluidity, into the turbulence of a continually changing ceaseless flux..." [Lebbeus Wood]

[Defining Process]
idea is for an art museum, display space, or gallery space. a non-descriptive space used for any display [art, architecture, advertising, sculpture, performance] that integrates the existing public spaces and surrounding buildings.
[friday, october 8]
continuing to think about the idea of the process
and how it influences the design of architecture.
how art is used in the process is important.
does the choice of media or style determine
the outcome of the project? if this is the case
does it become the most important decision
in the process? can the use of different media
or styles lead to similar outcomes with the site
having a larger impact?

[assignment]
assignment four: design.

[architecture ↔ art]
when does art become architecture and when
does architecture become art? art in the
process begins to inform the architecture
at certain points in the design. is it always
present or does the art morph into the
architecture as a continuation of the process?

[defining process]
the question still remains: how to keep the
process going? does the process fail if one
part of it fails to achieve results? does the
architect have to avoid getting 'stuck'? maybe
the ideas of what an art museum is or wants
to be influences the formula for how to design
with art? does a formula follow a process? if so
then is the formula linear? if there is a 'formula'
can a piece be missing or uninformative and the
'formula' still produce results? an outline of the
process is needed, shown through words and
shown through diagrams.
[monday, october 11]
as exploration of the project continues a sketch
model is needed to develop ideas and thoughts
about site and relationships with existing
buildings and public space.

[assignment]
assignment four: design.

[architecture ↔ art]
using art in the design process has lead to a
sketch model which begins to inform space
and architecture. can the sketch model be
more artistic and use more intuition in creating
it? an even flow from one media to another
media is important to continue the energy of
designing. the question is: how long to stay
with one media before moving on? if the sketch
model is generating ideas is it good to continue
producing sketch models? does this continue
with the idea of art in the design process of
architecture? there needs to be a balance in the
media used to develop ideas.

[defining process]
the sketch model engages the public at the
front or on the sidewalk as well as in the
rear and side of the building. [01 right] layers
for the gallery are becoming long and narrow
spaces. the idea is for the structure to be open
and visible, influenced by the structure in the
adjoining building that the architecture is next
to. the alley on the side of the project is a
connection to other public spaces, a pathway
along the site, and a gathering space for the
public. in the design process the program has
not been influential as much as the ideas of art
in the process. where are the issues of size and
space requirement in this design process? are
these issues important early on in the process?
how is program influenced by designing with
art?
[Wednesday, October 13]
switching between media and still sustaining the
energy level has become hard to accomplish
easily. the sketch model was successful but the
transition to a painting seems to lose the ideas
gained in the model.

[Assignment]
assignment four: design.

[Architecture ⇨ Art]
a painting of the site done very quickly in
an attempt to continue the energy of the
process, however, the painting in a sketch
form seems to lose something. the artistic
quality of the painting still generates ideas
and thoughts about the site and project after
reflecting on it for a moment. maybe a detailed
painting is needed in pieces or stages that
follow the design evolution more closely. is it
important to have clean lines, more definition,
more depth, more information, or color? a
richness of space and architecture is shown
more in layers. could go back to sketch model
or a new painting to gain new thoughts and
ideas. start the process over again carrying
over the thoughts and ideas from previous
elements in the process.

[Defining Process]
sketch phase: quick lines, color, diagram, art
detail phase: scale, size, more time, forms,
space, ideas, art/architecture
final phase: complete thoughts, description,
architecture
each part or stage of the process has the same
amount of time allotted for designing. each
piece or part receives the same amount of
attention (time) within the whole process.
[Friday, October 15]
with the assignment coming to an end I begin to think about how to present it in a manner that will be clear and show the process of thought that lead to the final outcome. More important than the order of the maps, sketches, or images is the layout of the presentation itself. There is also a question of how the style of art can influence the process.

[Assignment]
Assignment four: design.

[Architecture ⇔ Art]
"The nice thing about the elaborate drawing is that, because they take such a long time to construct, they give you the time to add many layers." [Zaha Hadid]
how to start a painting is the question? is it quick with layers or slow over time with layers that represent different ideas as the process evolves? the work of art needs to begin with elements of site and programmatic ideas. Elements of sketches, drawings, models, and process are layered over these initial ideas about site and program. the process is continued until the architecture expresses itself without the art.

[Defining Process]
"Withdraw into the two-dimensional surface..." [Zaha Hadid]
the art is a two-dimensional drawing that influences the built work. If the computer represents the three-dimensional world or view, then in print can it inform the built object as a 2-D media?
site forces landscape peeling up wrapping enclosure encapsulate structure layers planes pathways connections forms materiality
[Wednesday, October 20]
rod underwood he is identified as thesis advisor and committed to the task of giving his guidance. rod comes from a rational background of problem solving in architectural design. I felt his input and knowledge would be helpful in keeping thoughts and ideas grounded and rational with respect to architectural design. the thesis is about the process of designing and creating architecture not artistic expression. I am an architect who uses art not an artist trying to be an architect.

[Friday, October 22]
the main topics for discussion when presenting the project for a museum are highlighted below.

[Assignment]
assignment four: design.

[architecture ⇔art]
 a thematic process
 form follows function
 the 2-d media that influences design
 a build up of layers
 formula for a linear process [an even flow from media to media]
 reflection important [understanding what is there and where to go]
 stalling in the process is frustrating

[Defining Process]
a gallery space for downtown muncie, in connections, pathways, and public space site, landscape, pealing up of surfaces to form space
final building and spaces, in this project, not as important as the process being able to develop a formula that gets results and energizes the design

01. painting of site with architectonic ideas
[Monday, October 25]
discussion of the topics and issues relevant to thesis.

[Assignment]
assignment four: design.

[Architecture ⇔ Art]
the study of layering in painting like an artist and using that in the design process.
[proportion, lighting, color, foreground, background, scale, depth] how to integrate these ideas or principles in to architecture in different places of the project.

[Defining Process]
need to make elements of site that extend the context more strongly includes a possible manipulation of site context. materiality with in the site influences the use of materials to 'paint' with in the project. what is important? define the reasons behind doing (choices), influence of process. manmade landscape formations as source of analogical transference [artificial landscape vs. natural landscape] exploiting analogies with organic systems. 'engines of invention' or innovation. organizational data, diagrams. formal languages. tectonic systems. color shape material

[Tuesday, October 26]
with the past exercises complete the focus turns to the thesis proposal which will compile the ideas about the thesis and a description of the final project. this will be the based for the final thesis project.

[Assignment]
a fifth year architectural design thesis proposal. it will consist of six interrelated components:
title page and abstract
thesis topic: issues and positions
thesis project: description/program outline
design objectives: methodologies and schedule context: physical and cultural
research: overview and bibliography

[Architecture ⇔ Art]
the first challenge was how to incorporate the process of the previous assignments into the proposal. it would be important to convey the struggles and successes of the past assignments in written documentation that was clear and concise.

[Defining Process]
the telling of a story.

01.-04. renderings of the gallery in downtown muncie
[friday, october 29]
the title for my thesis is:
[architecture & art: art in the design process]
the first step in development of the thesis proposal is to establish a layout that will best express the ideas behind the thesis topic.

[assignment]
the completion of the thesis proposal.

[architecture art]
how does an architect go about studying the relationship between architecture and art in terms of the exploration of the thesis process?

[defining process]
the thesis proposal is an overview of the four exercises and there effectiveness or ineffectiveness of using art in the design process. the proposal will try and give details of what works and what doesn’t in the design process.

[monday, november 1]
the thesis proposal is a telling of the journey of the fall semester of work and a look at the final project to be completed in twelve weeks during the spring semester.

[assignment]
the completion of the thesis proposal.

[architecture art]
the proposal itself is the weaving of the ideas about architecture and art in the design process. it describes the circular relationship between the two and how art can inject energy into the design process. art has a history in the architectural design process so the connection between is already established. the thesis proposal relates more to how artistic expression will contribute to my final project.

[defining process]
is ‘story’ describes the artistic background of architecture, the joy of creation, and the loss of self in the artistic design process.
[Friday, November 5]
thesis proposal is due. there are only small
changes in the wording of some ideas and
few points that need clarification. this will be
done quickly so that focus can turn to the final
project.

[Friday, November 12]
signed copies of the thesis proposal are due.
the final project will receive my full attention
using the proposal as a guide during the twelve
weeks ahead.

[Monday, November 15]
documentation is important in the process. a
thesis journal is kept to compile thoughts of the
process up to this date as well as to continue
documentation as the final project is started.
[see examples appendix C]
The process is about artistic design that leads to the opportunities that exist in the project. Using ideas in art; color, light, depth, scale, and proportion to influence the process of designing based on the investigations of the four exercises done previously. The process begins with a site analysis and an understanding of elements present in the surrounding environment that influence the context. This would be the landscape, manmade and natural, that impact the site and surrounding context. It would also include circulation of people and vehicles through and around the site, patterns within surrounding buildings and structures, and the program for the building. A site analysis would be done by visiting the site, photographing and sketching the site, aerial photos, and massing models. These pieces would become the foundation on which layers of study would be built using photo manipulation and layering, paintings, drawings, sketching on trace, and models. The process is to remain quick and constant to avoid any pauses in creating. The goal is a continual cycling of the process only slowing for moments of reflection on what is created and the documentation of thoughts and ideas. The artistic creativity injects energy into the design and allows the process to continue to flow despite pauses in thought. Layers will be built using the computer, paint, and any media or material that has potential to fuel the design process. As the design progresses the layers will begin to inform the project through addition or subtraction. Form follows function in this process of design. Architectural elements; structure, systems, and materials will be designed as layers that are a continuation of the form.
the design project used to explore this thesis question of the influence of art in the architectural design process is a neuromuscular performance research lab for a university located in an urban environment. Students and faculty members in the neuromuscular performance research lab study human physical activity, which is broadly defined and includes locomotion, sports, and physical labor. In their course work and research, students integrate concepts from biochemistry, biomechanics, health sciences, human ecology, nutrition, physiology, and behavior to investigate both acute responses to and adaptive consequences of physical activity at all biological levels. The program will need to incorporate the observation and testing of triathletes in training. Triathletes are to be tested during exercise in the laboratory, exercise training in the field, and during competitive triathlons. Testing will be conducted through the program to compare the cardiorespiratory and blood lactate responses during these different test conditions, to determine the optimal training and racing paces for these athletes based on exercise testing results in the laboratory, to characterize the nutritional practices of these athletes, and to determine the best measures (physiological, nutritional, and psychological) to evaluate overtraining. The project will include the design of a swimming pool, indoor and outdoor track, and training area for bike riding. These are the major elements that will be interwoven in the building in relationship to the transition of the triathlete in a race.

The program will be specific to the research laboratory as the main focus of the design. However, it will include the needs of the students at the university on a limited scale when compared with a student fitness center. Graduate students in exercise science will be the main group taking classes and performing research at the laboratory. The secondary elements will include labs for testing and research, classrooms, offices for faculty and students, locker rooms, training rooms, a weight room, and environmental chamber. The overall project will be approximately 15,000 to 20,000 sq. ft. and be interwoven into the surrounding environment of the university and city. The influences of the people, the built forms, and materials of the city will shape the project. The physical context will be a university campus with a program in exercise science and a research laboratory.

The process is the project, the opportunities that exist in the unrealized design of a new fitness facility and research lab. The site and context for the project is a university campus environment located in an urban environment. This allows for the study of a site with layers of information to draw from. The physical context, circulation within the context, paths, forms, and the surrounding landscape will influence the project.

Ideas incorporating the landscape of the urban environment in relationship to the natural tectonics form the building blocks of the design process, an artificial landscape vs. the natural landscape. Organizational data, formal languages, and tectonic systems become the 'Engines of Invention' for the design. Exploring avenues of artistic investigation will begin to; inject life into the project, give a vocabulary to the project that is interwoven between architecture and art, inform the project as a descriptive element in the process, and form an architectural language in which to base design decisions on.

[thesis proposal, november 12]
art was influential in the design process as a starting point, a way to gather general information, as a form of discovery, and in helping articulate an of architectural language. my thesis project explores these ideas through the use of collage. layers of media begin to introduce design elements as well as programmatic ideas into the scope of the design. [collaged functional relationships, collaged skin detailing, etc.] the project evolves from a formal language singularly into a more programmatic formal language of patterns that are driven by site and the artistic media. the collage as the artistic media begins to influence spatial languages and form layers of space. the artistic medium of collage was a thematic process of ideas in the design process that shaped the architectural form.
the project design is of a neuromuscular performance research lab on the campus of IUPUI. The lab will study human physical activities specific to triathletes in training. The project will include three main elements (a pool, a running track, a bike track) and the weaving of these elements through the project and the transition between them specific to the triathlete is an important factor in the design. Connection between the 3 elements and the testing labs will form the core of the building with support functions surrounding them.

[the final project]
The week was used for defining a program in which to study the thesis ideas. A fitness center is decided on with the type or exact functions still to be determined. An exploration of fitness and training leads to the discovery of a performance research laboratory in which athletes are tested and trained as a possible project idea for my thesis. I decided to expand on this thought and incorporated something from my personal life into the program. Over the course of the summer, I became interested in training to be a triathlete. It is something that is new and challenging to me and became part of my daily life. The idea for the project is to have a performance research lab that is specific to a triathlete in training. After some research of different sites close to the Muncie area, it is found that IUPUI is going to expand its athletic facilities to incorporate a neuromuscular performance research laboratory. IUPUI is located in Indianapolis, in which is close to the campus of Ball State University so it will make an ideal site that would be easy to visit and research. The final decision is to develop a neuromuscular performance research laboratory for the testing and training of triathletes on the campus of IUPUI in Indianapolis. In, to develop the program as far as possible and in a much detail several university websites are explored that have a performance research laboratory.

Ball State University
UC Davis
Duke University
Oregon State University

All the websites were utilized equally in the forming of a comprehensive program for the project. The defining of a program quickly as possible is helpful in clarifying a direction for the project. The exact program, unknown while doing research, begins to influence decisions. The triathlon is a race that is run in a specific way (swim, bike, run) and there are transition points between each stage. Can the process of the race itself become a metaphor in defining a site and the designing of the project?

[Assignment]
Final thesis project: defining a program.

[Architecture ↔ Art]
Form follows function. The process and the thesis ideas will be the defining elements in the designing of the project. How will the exploration of the thesis topic begin to influence the design as the project begins to take shape? At what point does the programmatic elements become more dominant in the design decision making? Are both the program and thesis topic influential at all times throughout the design process?

[Defining Process]
A site visit is needed to begin the exploration of the site and the relationship the future architecture will address. Were on the campus should the new architecture be placed? This is the initial question to be answered with the first site visit.
[program]
a neuromuscular performance research lab for triathletes

three main elements of the design:
[swimming pool]
[velodrome or biking track]
[running track]

additional needs of the lab:
[labs] +5
[offices] +4
[reception area] +1
[overnight labs] +3
[locker rooms] +3
[restrooms] +3
[weight room] +1
[equipment room] +4
[mechanical room] +2
[dining area] +1
[building service]

total: =27,000 sq. ft.

proposal of future needs:
[pedestrian bridge over white river]
[pedestrian bridge over new york st.]
[week 2]
The week was used for a visit to the iu campus and gathering information about the site. the site is to be on the campus of iu in indianapolis, in. through research it was discovered that the university is looking to develop a performance research laboratory. the day chosen to visit is on a week day in which classes are in session. this will give an accurate idea of what the campus is like on a daily basis. the campus is near downtown indy and is a large campus with a metropolitan feel to it. the campus is divided into to distinct elements. the northern part of the campus is mainly academic and the southern part of the campus is the location of the athletic facilities with new york street as the dividing line between the two elements. the athletic area is the initial choice because the project is athletic in nature and would expand the existing connection of all the facilities. there are several places that would be ideal for the placement of the new laboratory and would contribute to the enhancement the athletic area. after walking around the site there is a feeling that the separation of academic and athletic is not a necessity of the project. the very idea of a research laboratory is academic in nature and the performance [athletic] should not be the only defining element of the project.

the project should be a link between the two parts of the iu campus, a connection that crosses the dividing line of new york street. it is not intended to be a direct physical connection but a gesture that begins to blend the two parts of the campus. a large parking area between the two areas of campus becomes the ideal placement for the new project. the area chosen is on the north side of new york street and takes over an existing parking lot that is not used. the placement of the project here symbolizes an extinction of the athletic and a gesture of involvement to the academic.

[assignment]
final thesis project: defining a site.

[architecture ⇨ art]
an aerial map of the site is used to diagram the initial thoughts about the site. [pages 41-42]. it is artistic in nature and begins to suggest a building of layers that will later influence the design of the project. is there a hierarchy of layers that relate to the project site? how can the layers of the campus, city, and surrounding environment influence the project? how can the site and the ideas of site be documented through artistic expression? how does art influence the design process with regards to site analysis?

[defining process]
there is a need for more documentation of the site. there is also a need to document what the first reactions of the site and the program are. how do i go about exploration of the site through artistic means?

research n.
study or investigation of facts, esp. scientific, not readily available.

performance n.
the act of performing, execution.
[the iupui campus in indianapolis, in]
01. the site
02. the academic area of the campus
03. the athletic area of the campus
04. the white river
05. the white river park running trail
06. the streets that connect the campus the indianapolis area
07. large parking area between academic and athletic areas
the week was used for laying out the thoughts about
the site and the integration of the program as the first
ideas about the project begin to take shape. the project
is about the research and training of the triathlete. the
training and the final race is about a process the athlete
goes through. the training is about the building of
endurance by the athlete so that they can perform in the
race as well as finish within a certain amount of time. the
race is about the test of ones training and the transition
between the three main elements [swim, bike, run]. the
elements are separated and integrated at the same time.
every athlete trains for the same three stages of the race
but every athlete does not training in the same way. how
does the design of the architecture begin to respond to
these ideas? can aspects of the race or the training be
incorporated into the design of the project? can real
experiences of the race influence design; wind, waves,
claustrophobia, outdoor conditions, etc?

final thesis project: expanding site and program ideas.

the weaving of relationships and ideas becomes the
focus for the project. the transition of the triathlete is
the basis for the design concept. how can the three
different functions [swim, bike, run] weave between each
other throughout the project? does the project become
three different buildings that weave in and out of each
other? how is the idea of transition incorporated into the
design?

the transition is between the elements of the triathlon
and the supporting programmatic elements that weave
in, out, and around the three main functions of the
laboratory. is the transition between the elements
in a vertical linear progression or a horizontal linear
progression? does the transition have to be a direct
relationship to the triathlon [swim, bike, run]? where are
the critical locations or transition points in the building?
how do I depict these ideas through artistic exploration?
this question sums up a stumbling point in the process.
not having a solution readily available was a problem.
the energy level of the design exploration is lost for the
moment due to thinking about what to do next and not
exploring ideas without thought. I forgot the lessons
learned in prior exercises: too much thinking can hinder
the artistic expression.

there is a need at this point to start something [artistic
expression] and let the artistic expression inform the
process. [creative leap] the media or creation can then
speak to what will be found in the architecture or what
the architecture will become. how do I tie the ideas
about the program [above] to the thesis of art in the
architectural design process?
03. Sketch on trace over site picture to develop ideas of layers