





PRIMARY CONCEPTS

Elusive in a traditional dimensional definition, the architectural detail can be defined as the union of construction, the result of the *logos of techne*, with construing, the result of the *techne of logos*.

While I was studying, I developed a particular way of thinking through making. Instead of always starting with a drawing or a discussion, I used the making of test pieces in the workshop to find ideas....

I remained open and receptive to the possibilities that the materials in my hands were offering, ready to convert them into something useful. Making them, I was wondering how each one might translate to the scale of a building or a piece of furniture....

The use of the term *critical making*.... signals a desire to theoretically and pragmatically connect two modes of engagements with the world that are often held separate - critical thinking, typically understood as conceptually and linguistically based, and physical “making,” goal-based material work.



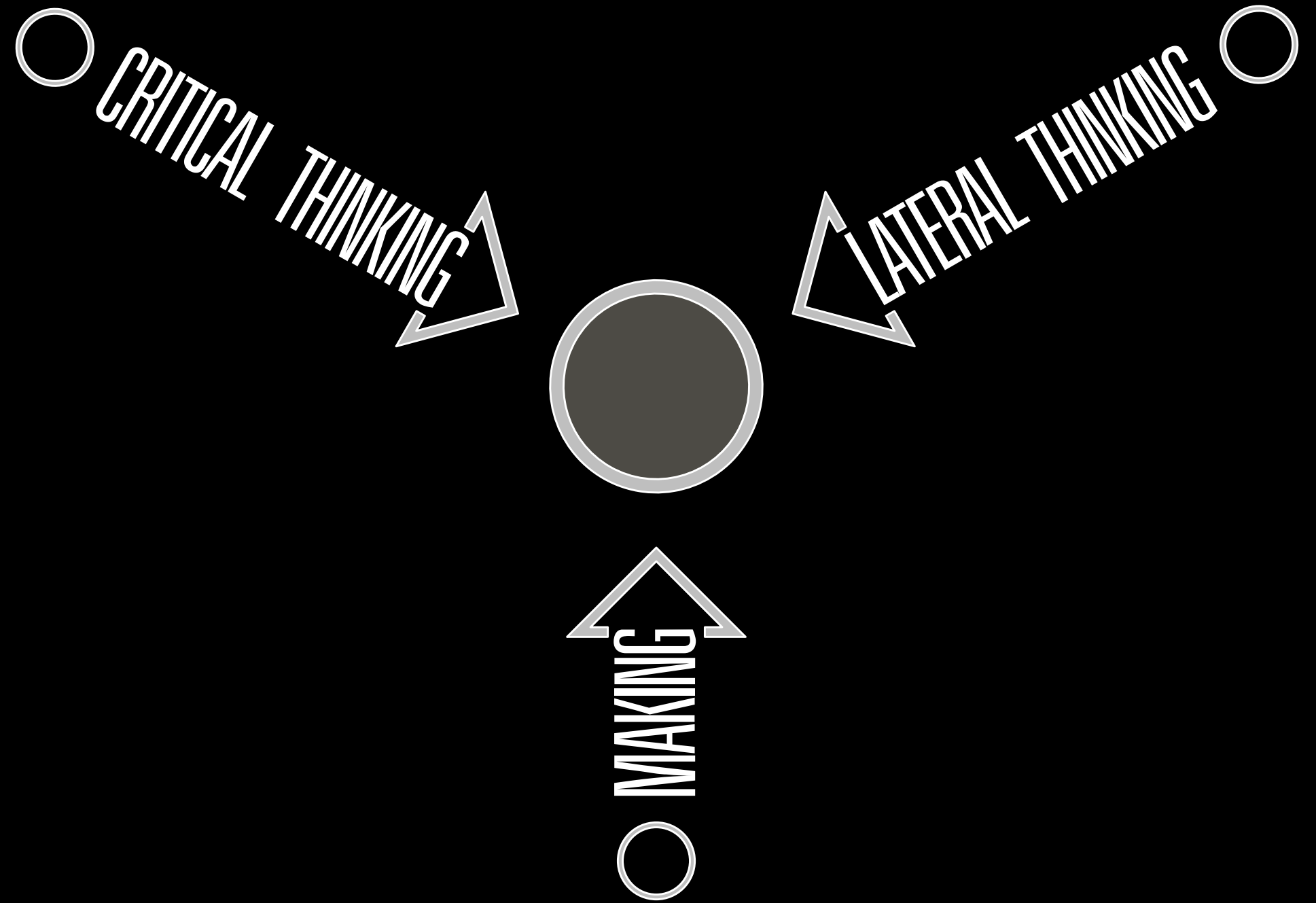
Above is drawn a diagram of a typical seed with two cotyledons. The cotyledons are specialized rudimentary leaves containing a supply of nourishment sufficient for the initial stage of the development of the germ.

The Germ is the real thing; the seat of identity. Within its delicate mechanism lies the will to power: the function which is to seek and eventually to find its full expression in form.

The seat of power and the will to live constitute the simple working idea upon which all that follows is based - as to efflorescence.



critical making is  
developed through the  
use of three practices:





## **critical thinking is an act of reasoning**

When an individual critically thinks, he or she actively links thoughts together in a way that allows [him or her] to believe one thought provides support for another thought.

Critical thinking is a logical, step-by-step process; it is constantly attempting to move forward.

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## **lateral thinking is a process of exploration**

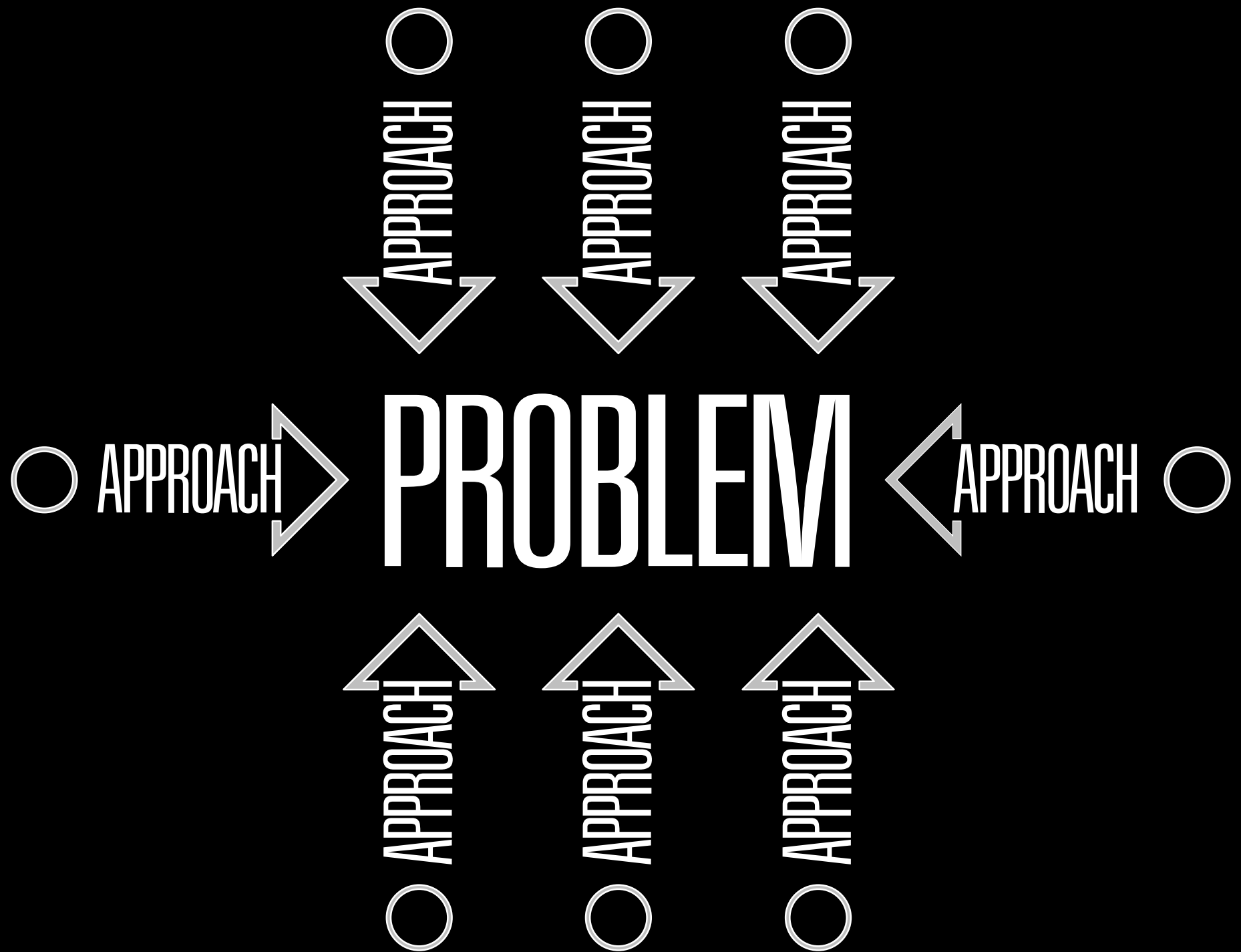
Lateral thinking is a process by which the thinker poses different approaches, concepts, or points of entry into a given problem.

Lateral thinking steps sideways with the goal of revealing a series of ways to engage the problem from widely divergent perspectives.

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**making is a “systematic  
encounter with the  
material world”**

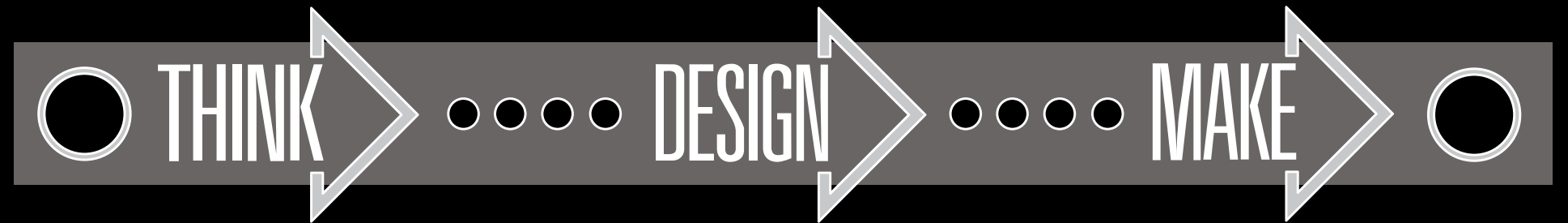
Acts of making are centered on the  
need for experiential knowledge or  
“knowing how” instead of simply  
applying the universal knowledge  
of “knowing that.”

Processes of making explore  
avenues for manipulating the  
material at hand and determine  
the best ways to achieve desired  
results.

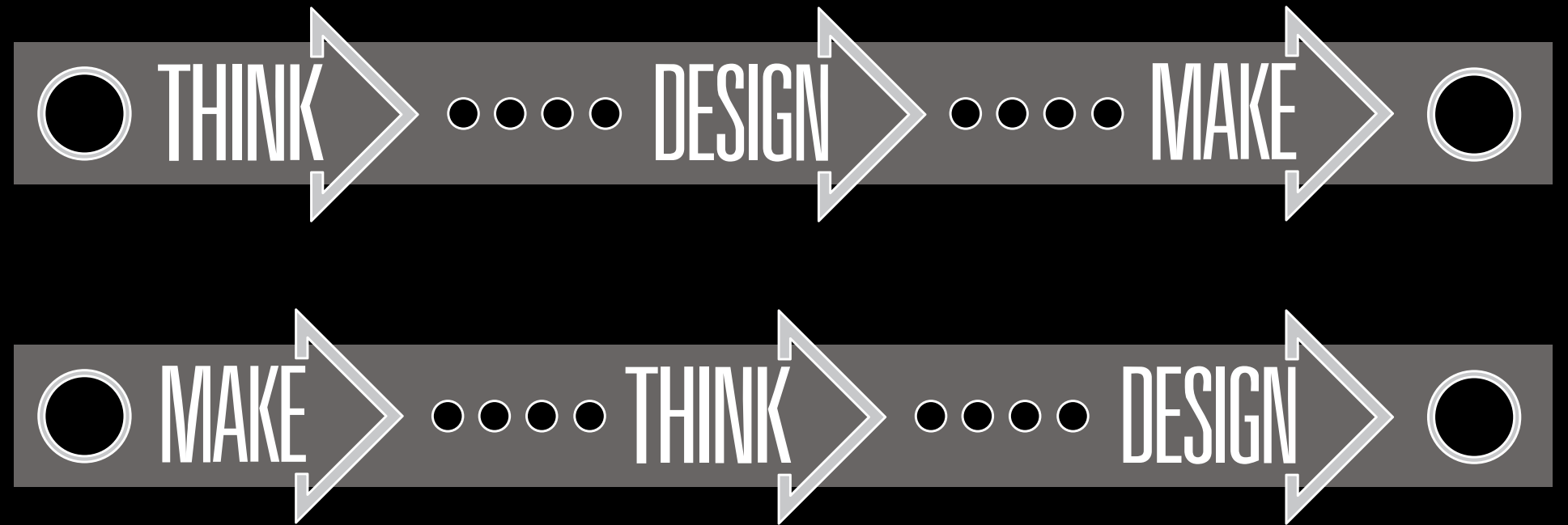
## **what do architects or architecture students make?**

...architects do not make  
anything concrete. They do not  
create the spaces we dwell in;  
they create drawings and models  
that are at the same time  
representations of the building  
yet to be built and abstractions  
of the conceived design  
strategy.

what is the process?



what is the process?





## ...a dialogue

Critical making can use an iterative cycle of these three elements as a generative tool. It is a dialogue between thinking and making potentially resulting in a series of built elements, but also a series of ideas about space and connection.



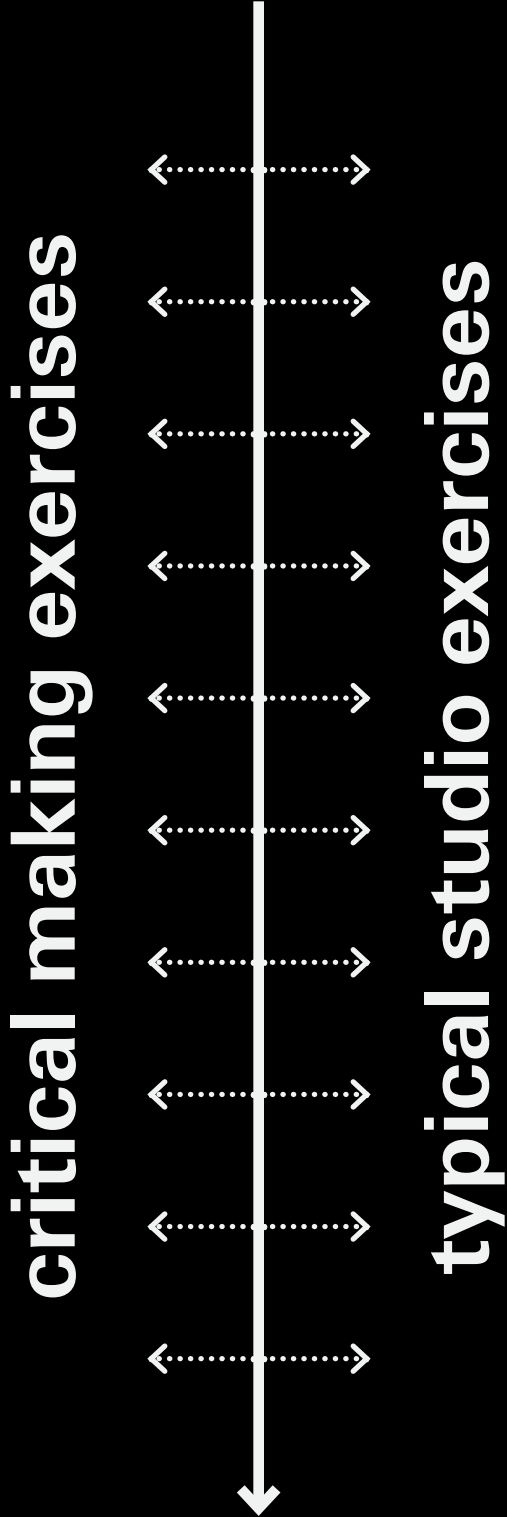
## inspiration

David Morrow Guthrie sought to reinvigorate architectural education through the introduction of the tangible consequences of scale and materiality as primary components of assigned exercises.

**inspiration + application**

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This studio introduced similar projects through a parallel track structure.



## process

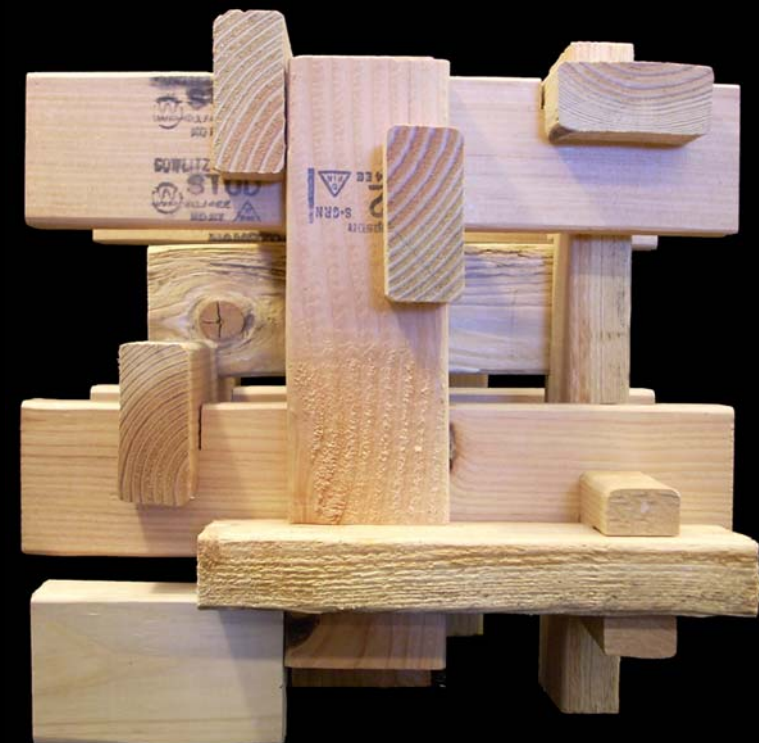
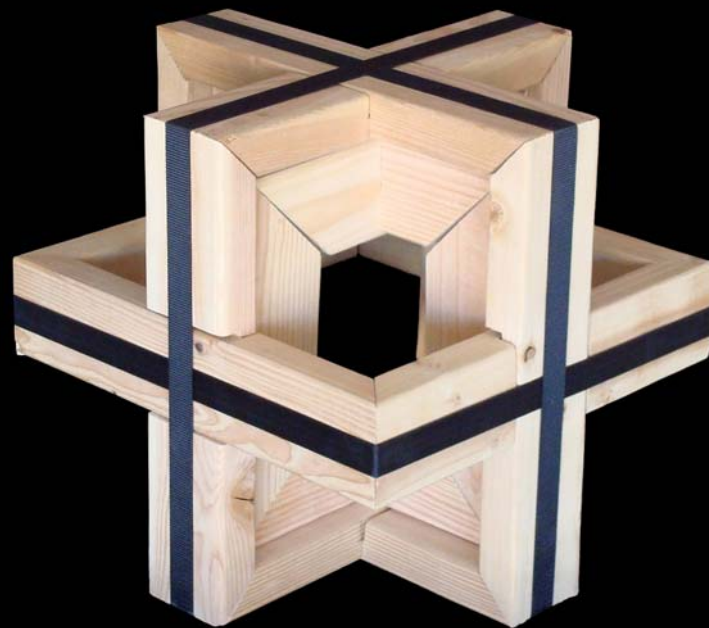
The students were required to develop 16"x16"x16" full scale cube constructs out of the given materials. There were 4 cycles of cubes: 2x4, 1/2" plywood, concrete, and fabric.

Each cycle involved the building of two material cubes through an iterative process.

## cycle 1 | task 1

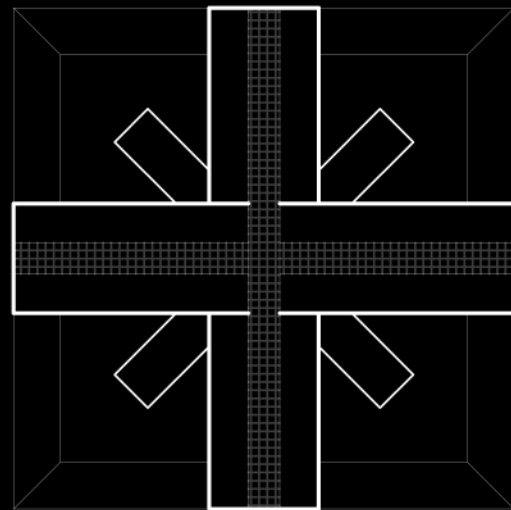
Build the first cube out of 2x4s  
using only the methods of building  
and sketching.

construct: line

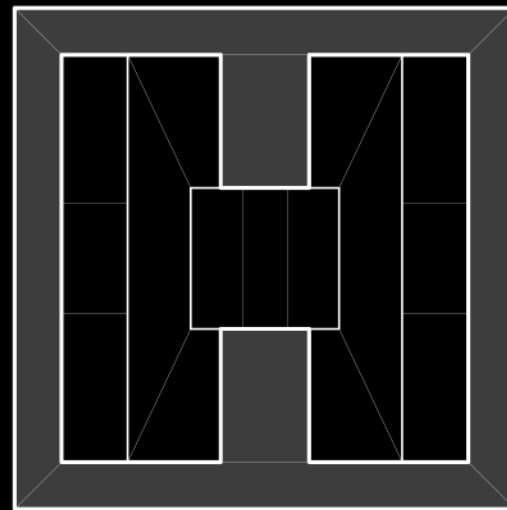


## cycle 1 | task 2

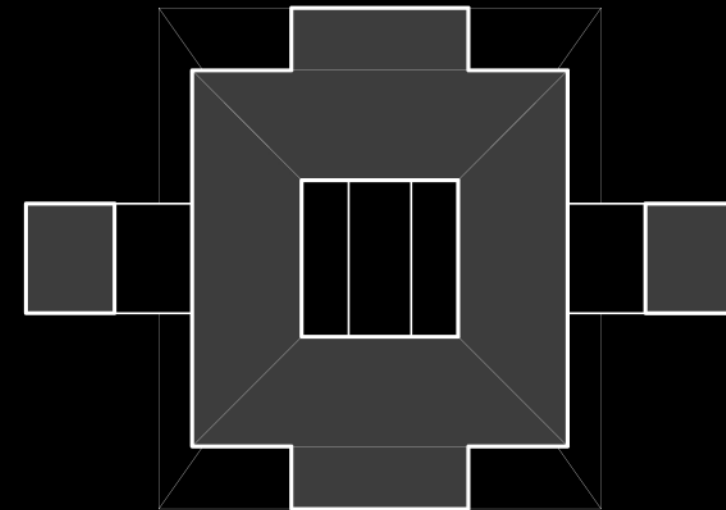
Document the built cubes.



Plan



Section

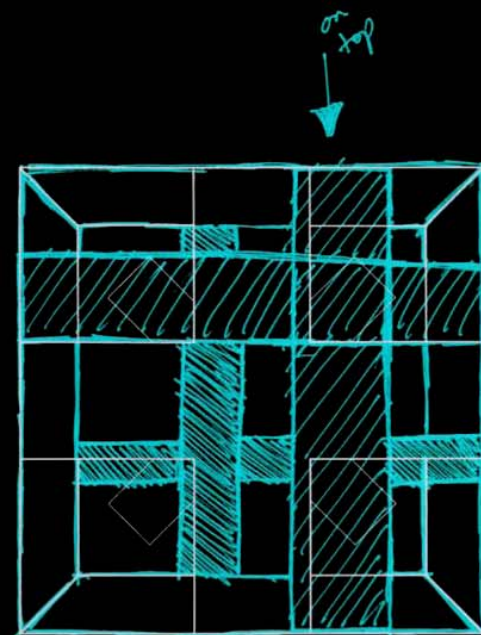


Cross Section

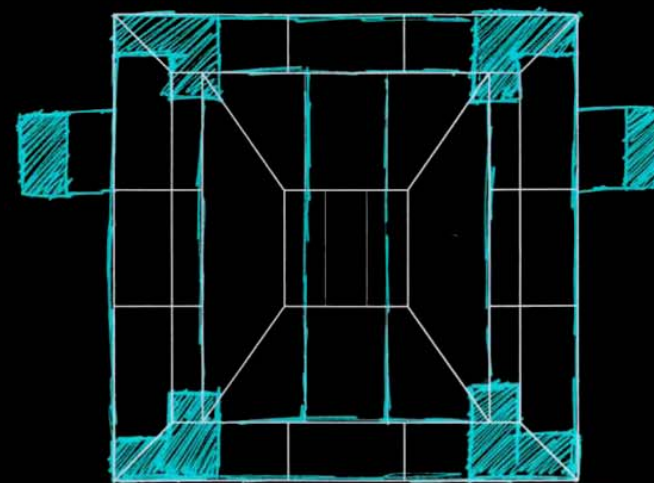
## cycle 1 | task 3

Critique the cubes as a class and  
redline the drawings.

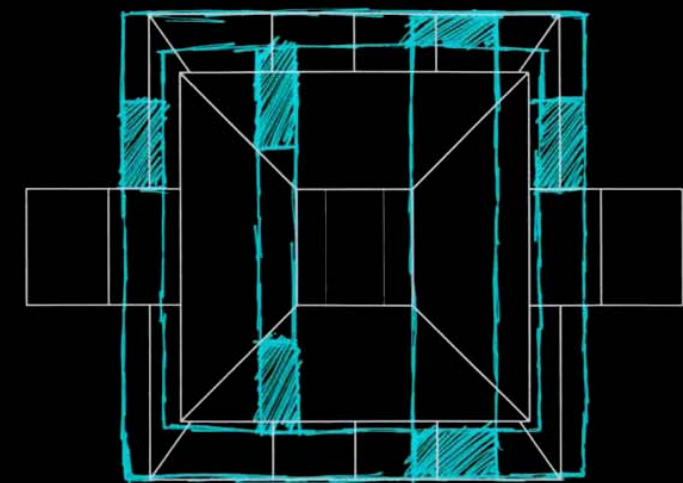
1. Break the Symmetry  
#
  2. Enclosure/wrapping  
concept
  3. No tie down for inner  
cube
- ↳ Inner Cube 1' X 1'



Plan



Section

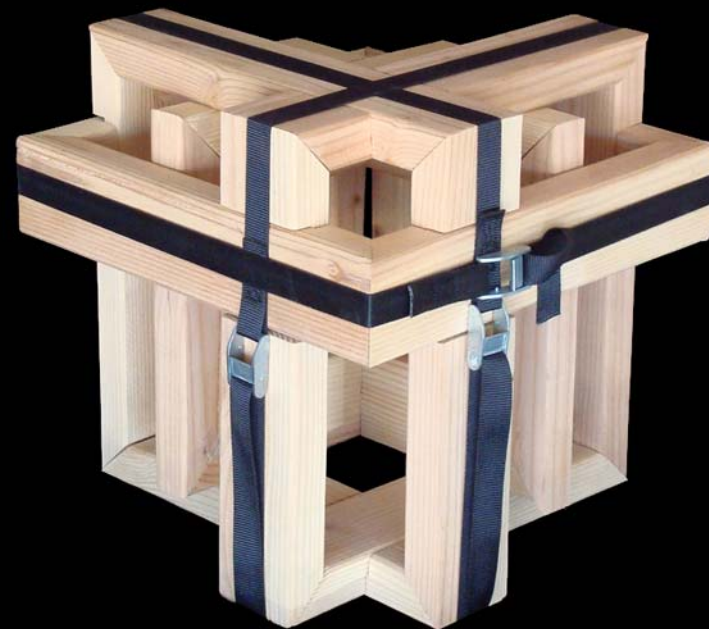


Cross Section



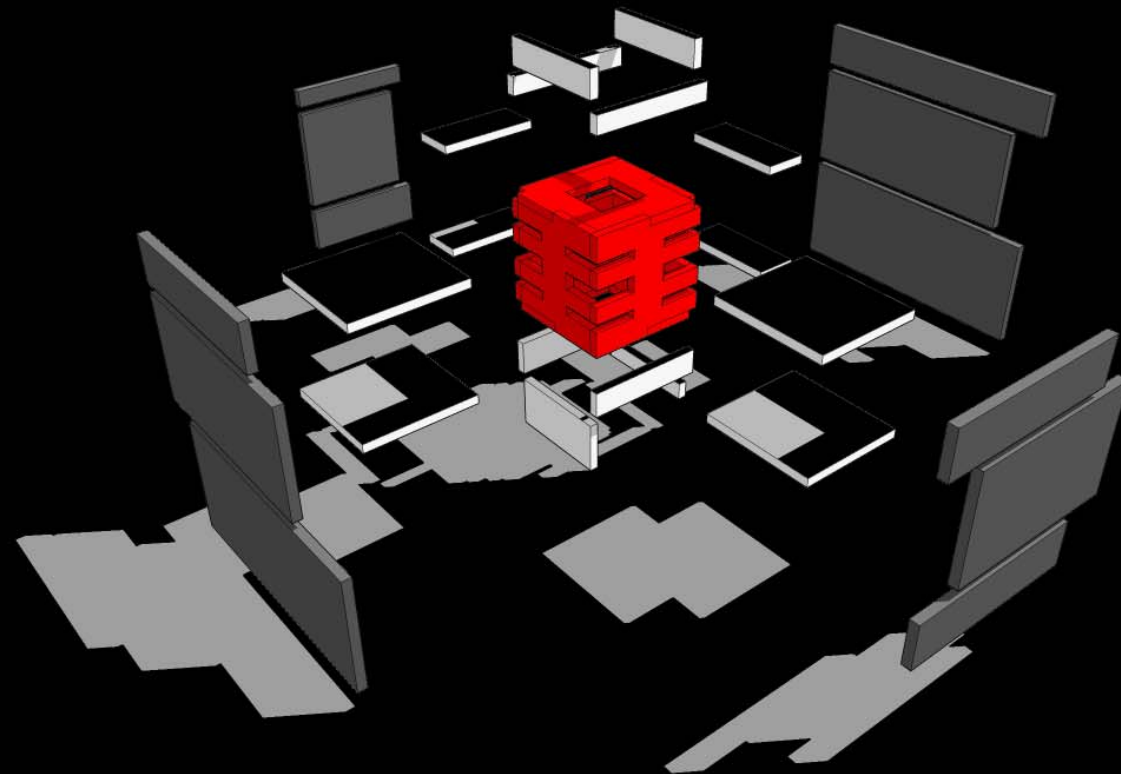
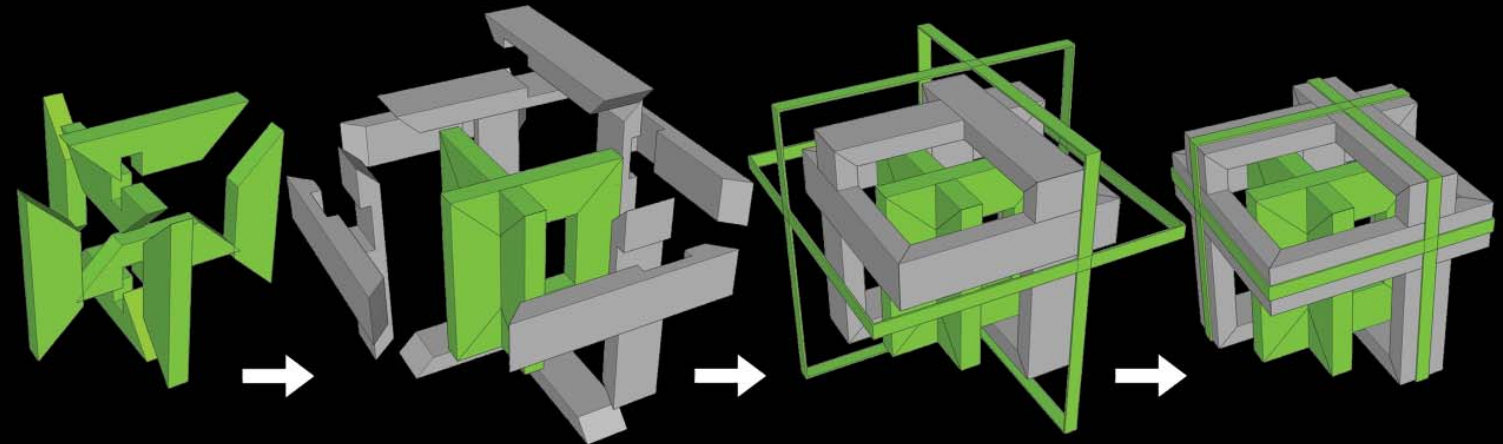
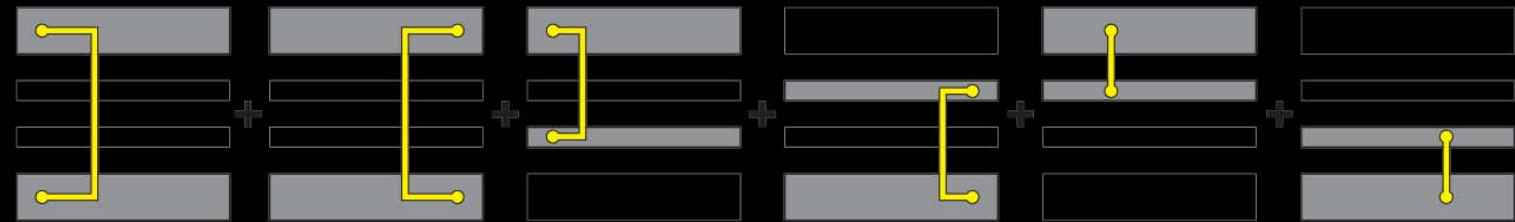
## cycle 1 | task 4

Building on the critique, construct a second version of the cube.



## cycle 1 | tasks 5 + 6

Document the second cube and provide a diagrammatic analysis of its core ideas/concepts.

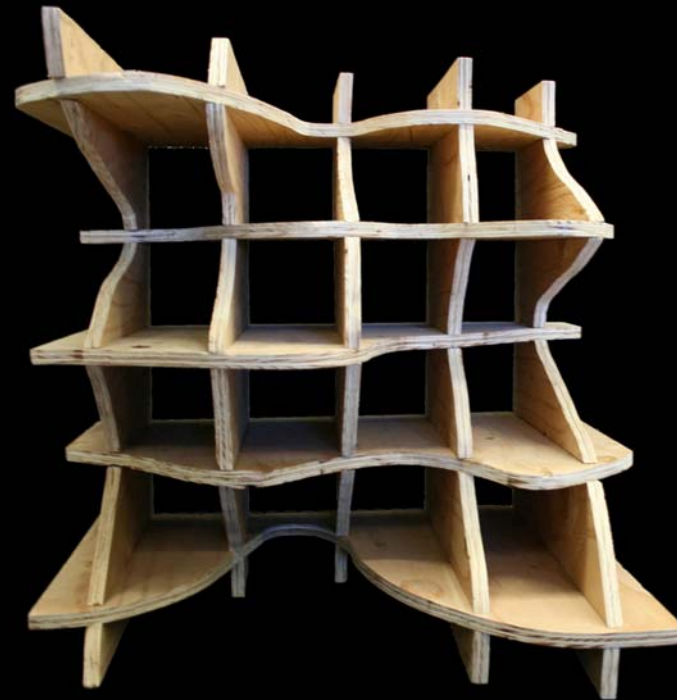


## excavation

At the end of the cycle, the students were asked to pull the core ideas out of the constructions and transfer the ideas into the next building cycle.

## cycle 2

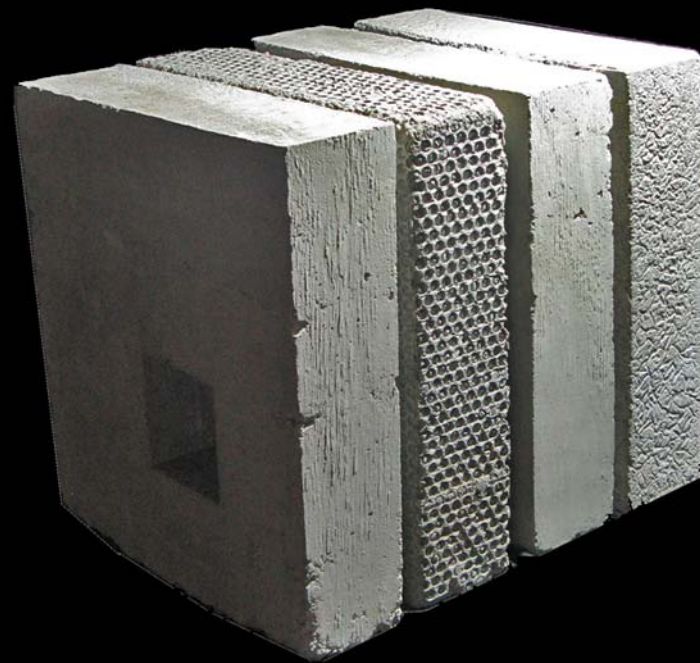
material: 1/2" plywood  
construct: plane





## cycle 3

material: concrete  
construct: mass

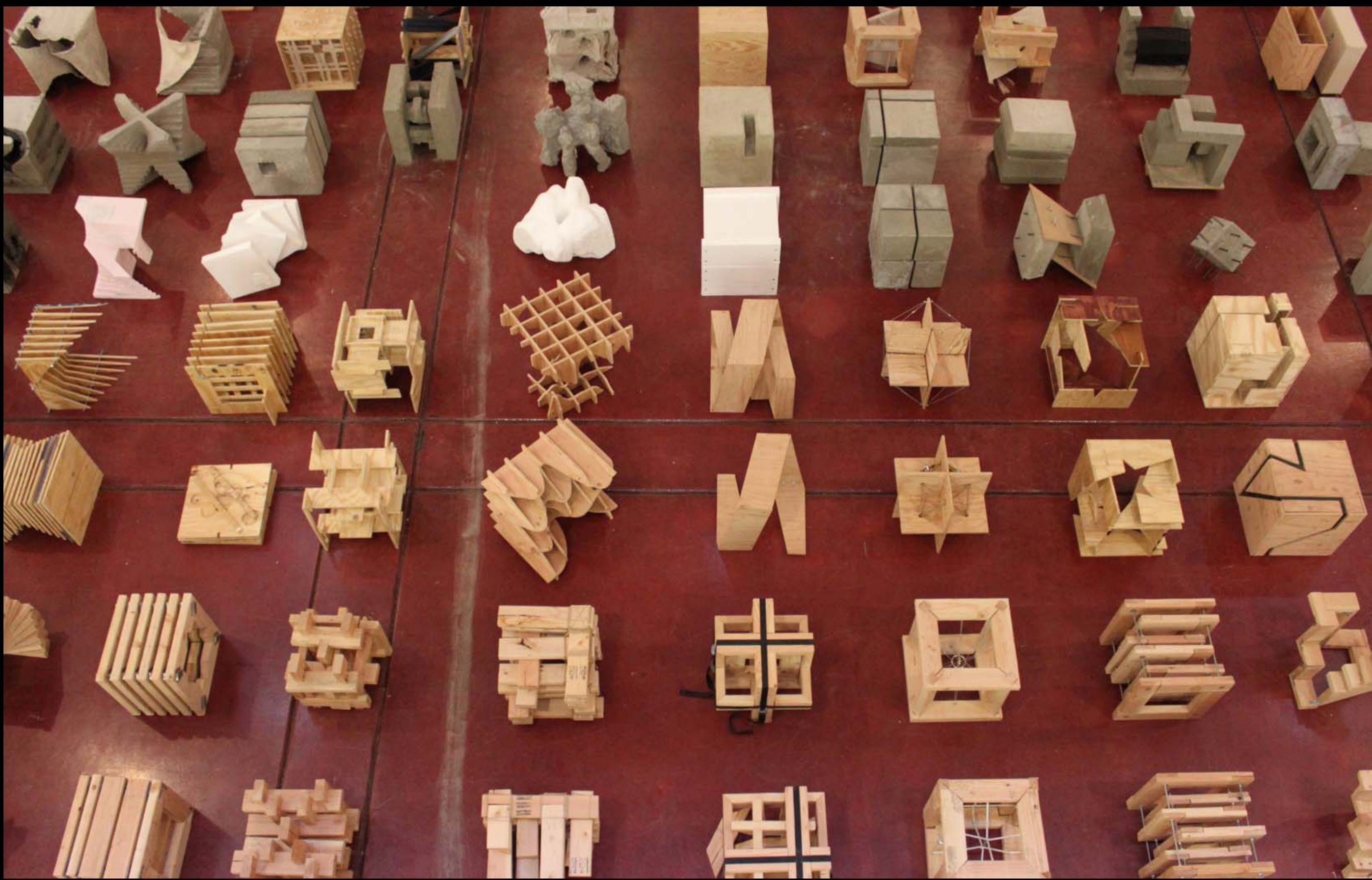


## cycle 4

material: fabric +  
construct: flexible plane







■ GENERATION I: CUBE



## final excavation

The ideas were then pulled out of the cubes and transferred into the architectural construct of a community arts center.



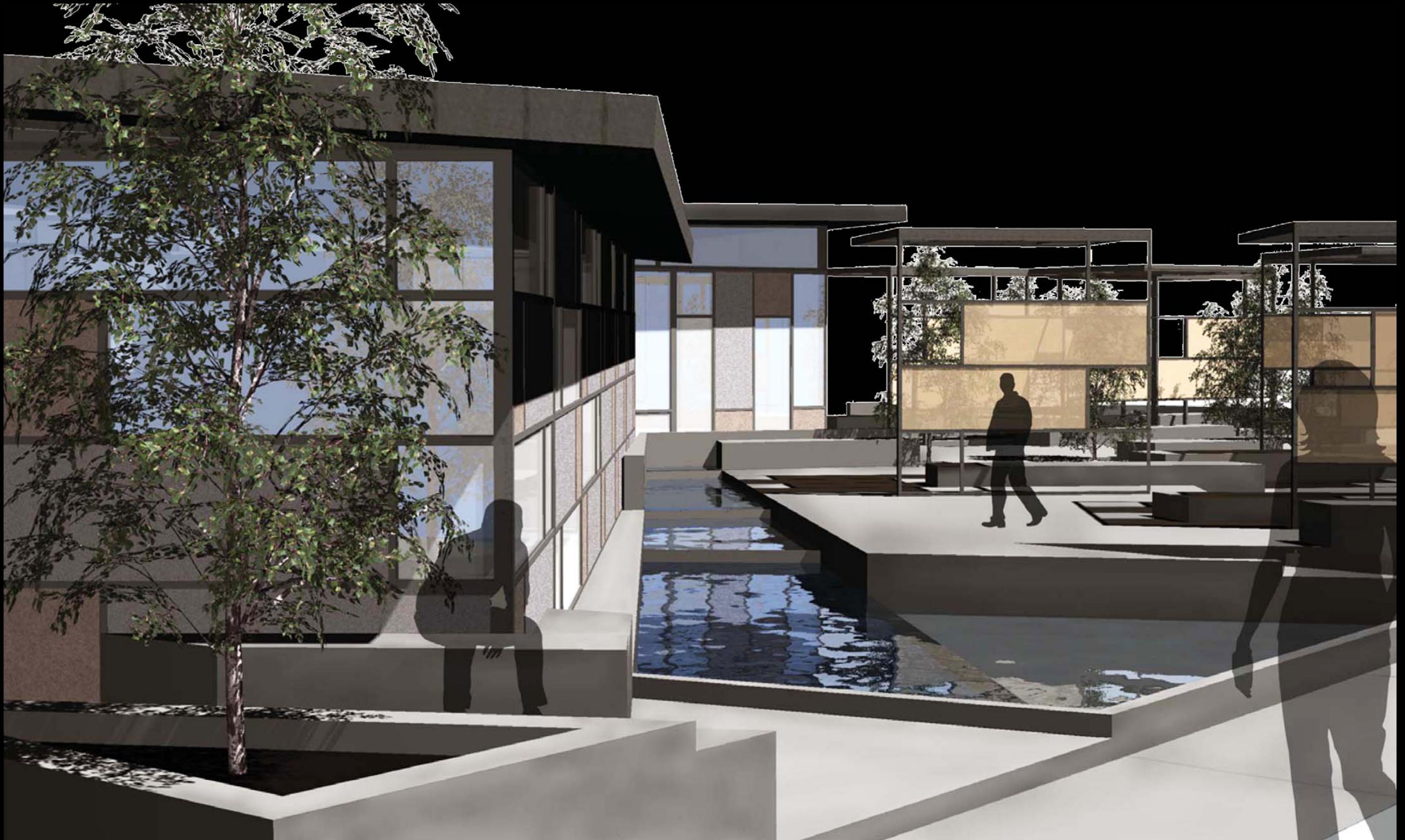




DRAWINGS: M. BARTSCHI

GENERATION I: CUBE





DRAWINGS: B. LUCKE

GENERATION I: CUBE

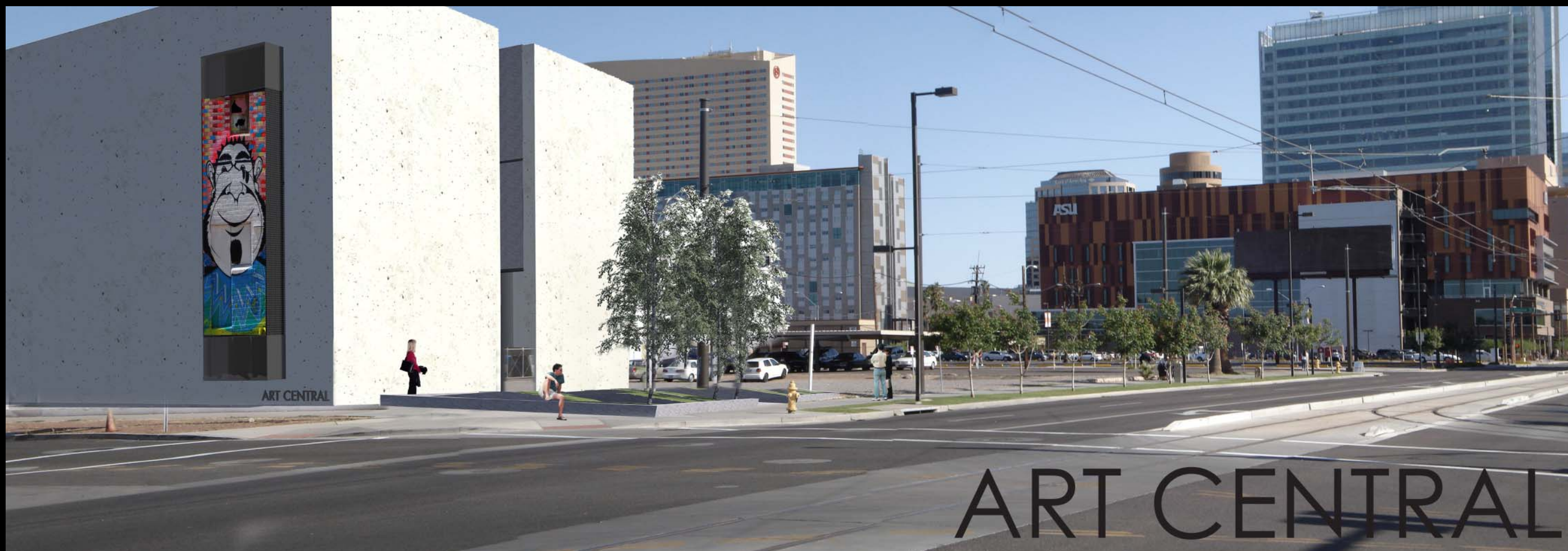
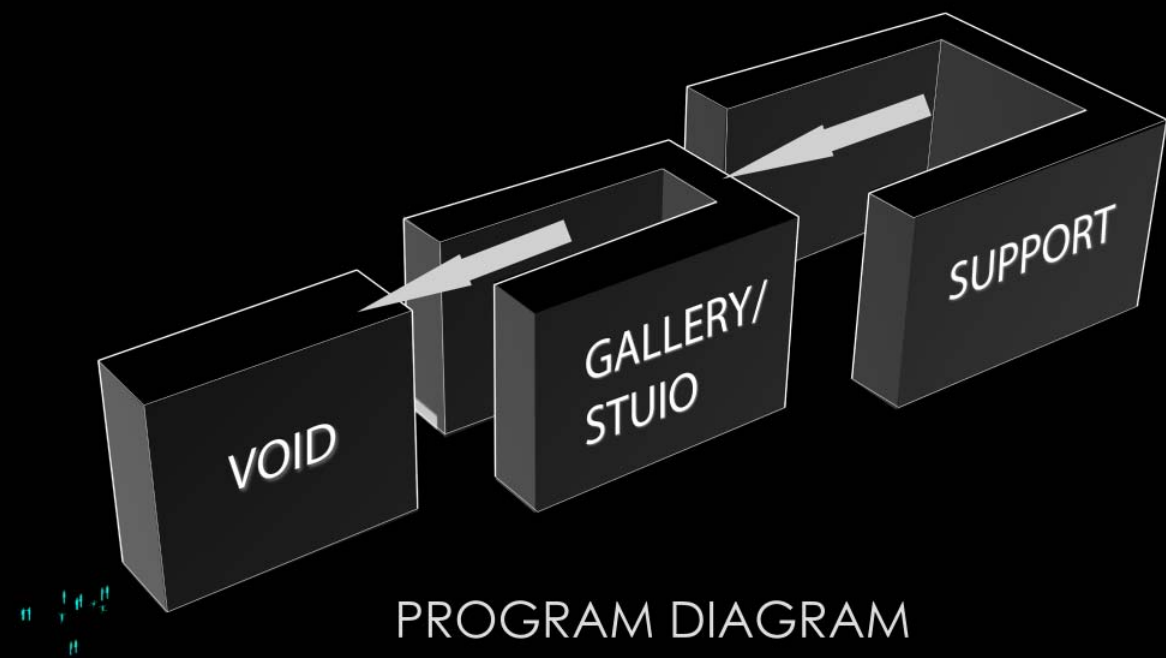




DRAWINGS: B. LUCKE

GENERATION I: CUBE





## generation I objectives

1: generate ideas through acts of making

2: broaden student perspectives regarding design processes

3: creation of intimacy with building materials

“The way we come to know a hammer is not by staring at it, but by grabbing hold of it and using it.”

## generation I reflections

objectives were met fairly well  
based on observation and  
interviews with students

however there was a lack of  
consistency with translation from  
cubes to buildings



## generation II process

In this course, the students went through the same series of steps:

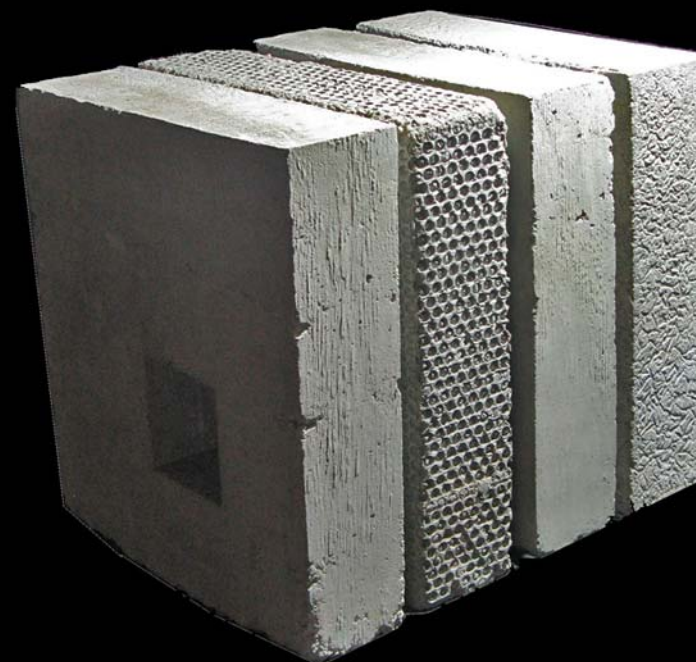
- building pairs of constructions
- iterative process that alternates methods
- similar requirements for the built constructions
- the excavation of ideas



## generation II process

However, there were some critical differences in generation II:

- construct of a 32"x16"x4" panel instead of a cube

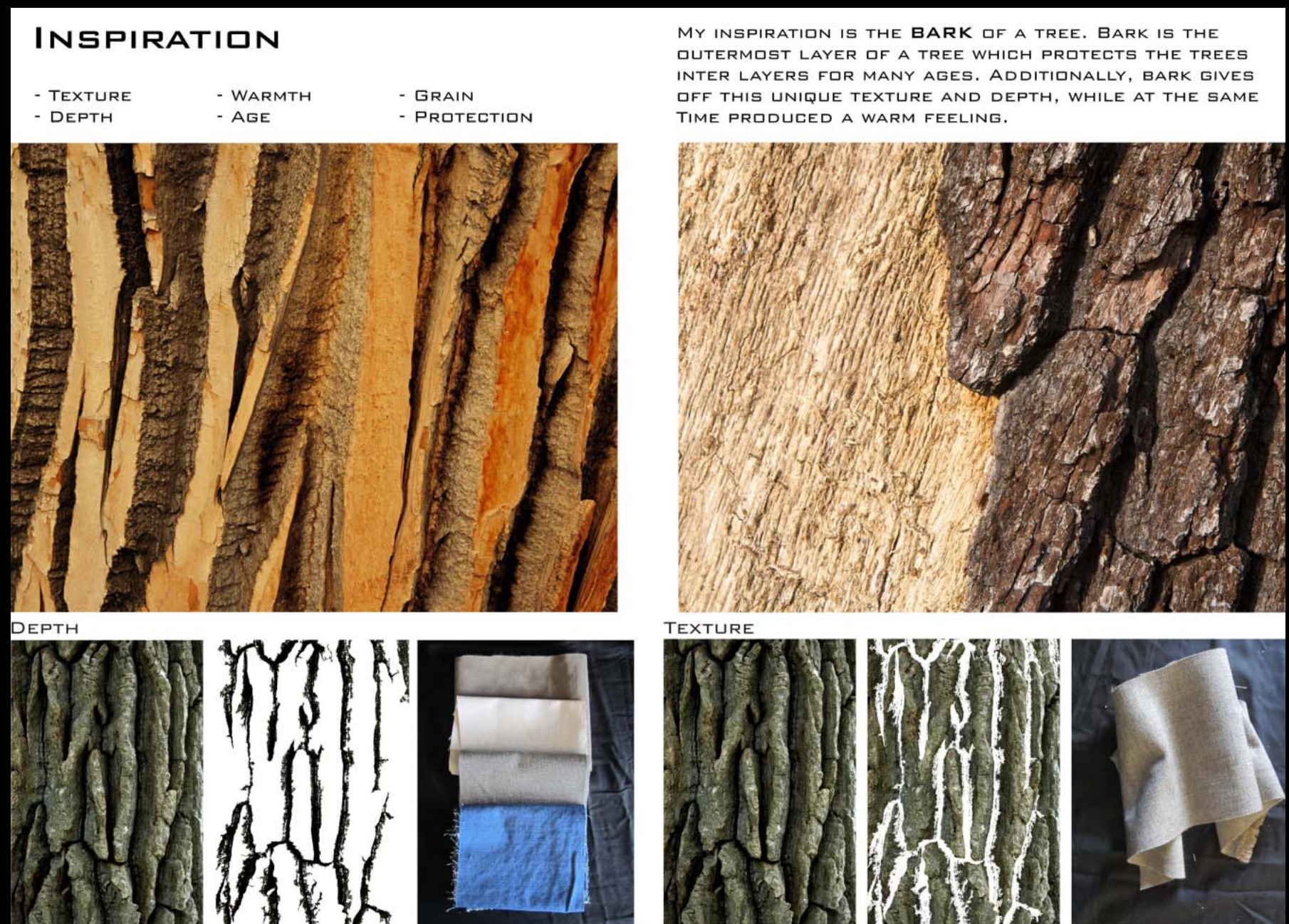




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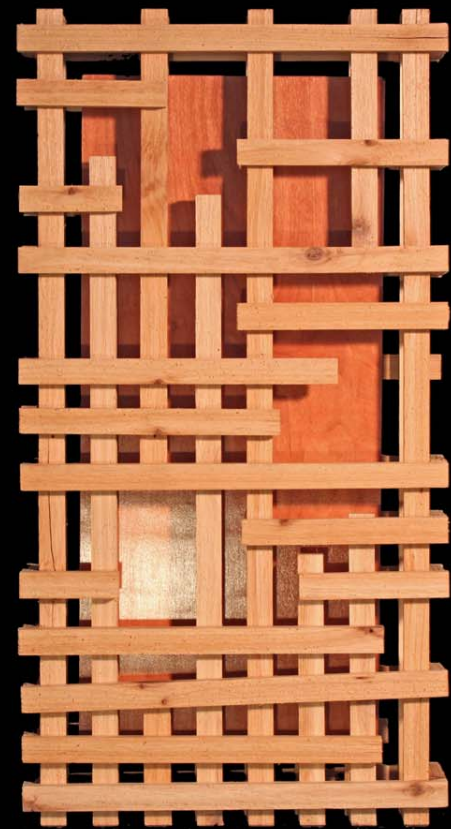
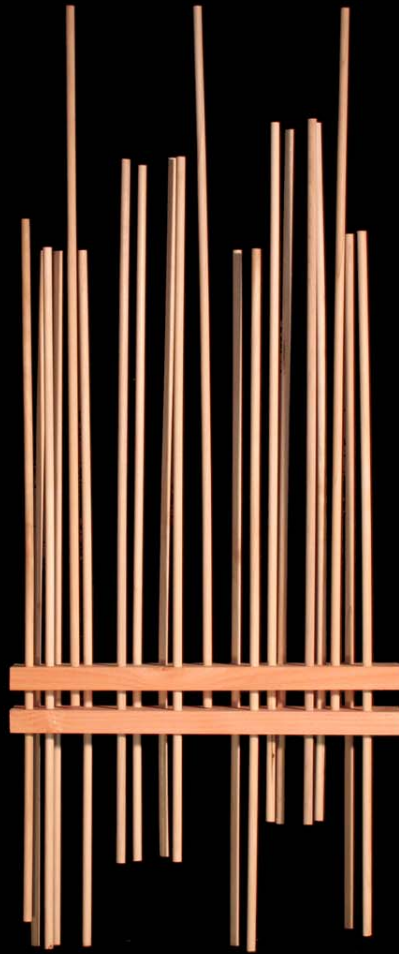
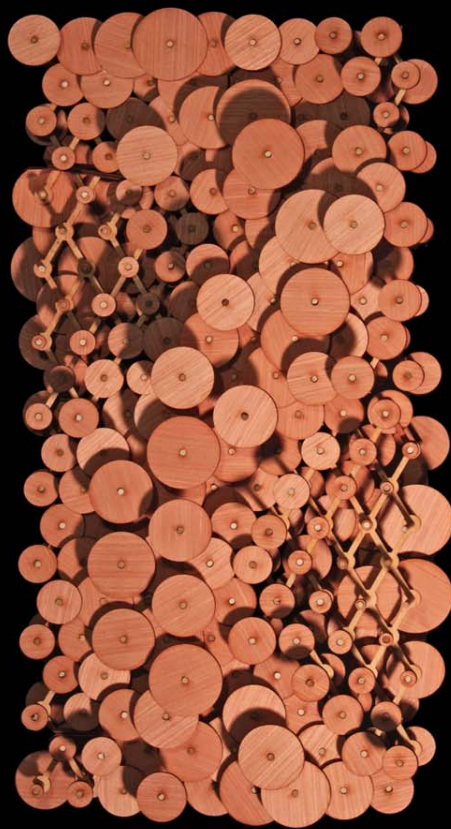
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## cycle 1

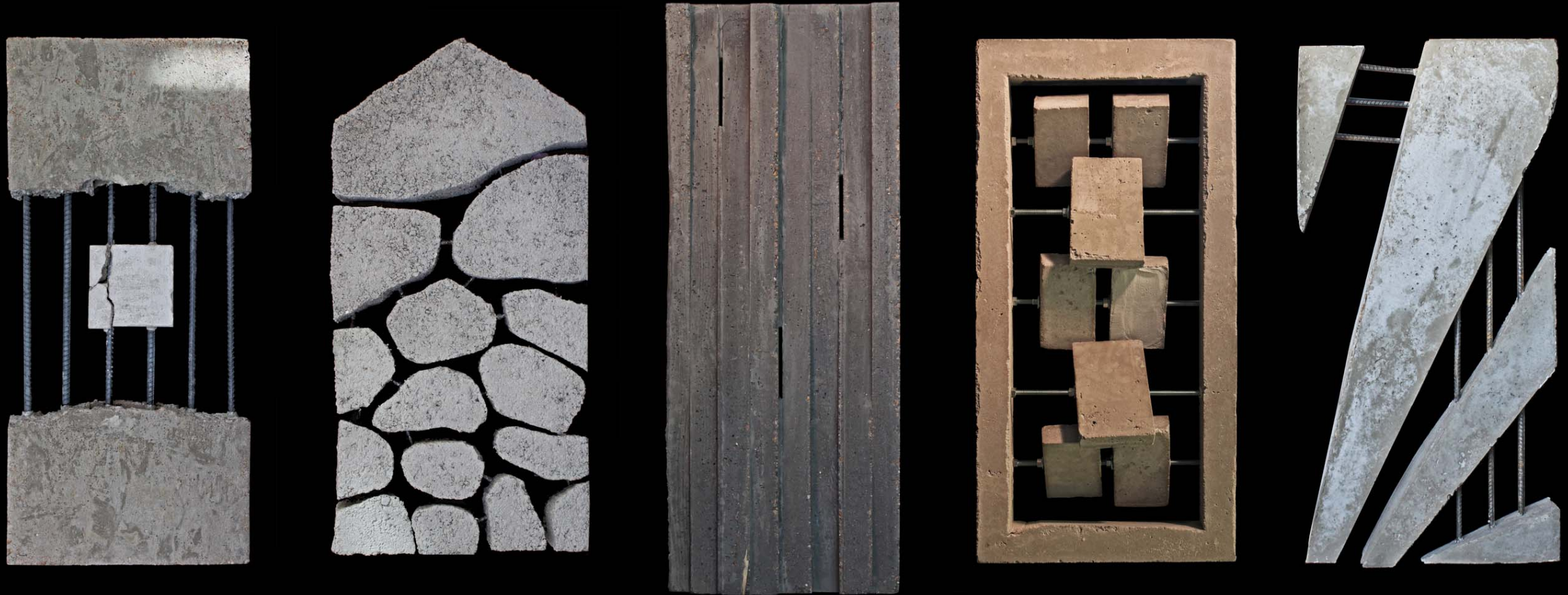
material: wood





cycle 2

material: concrete

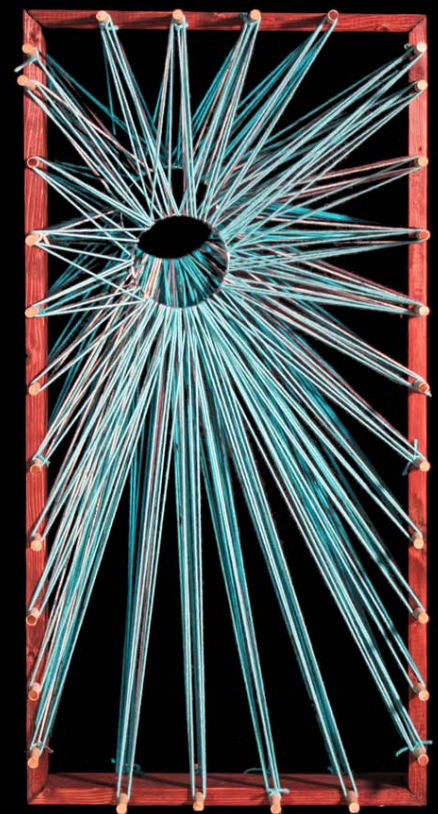
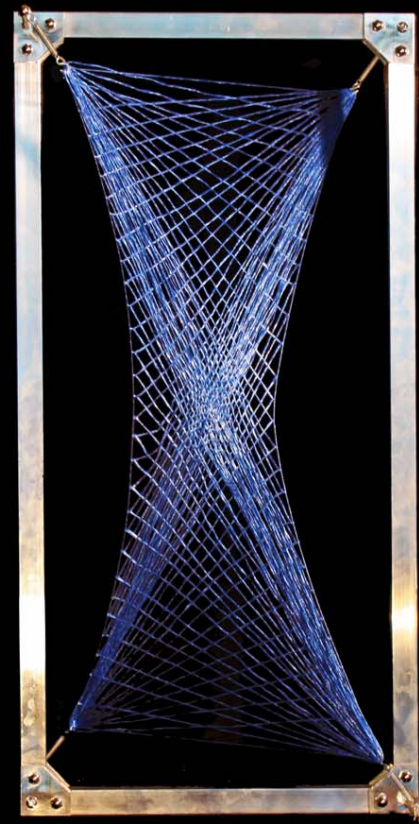
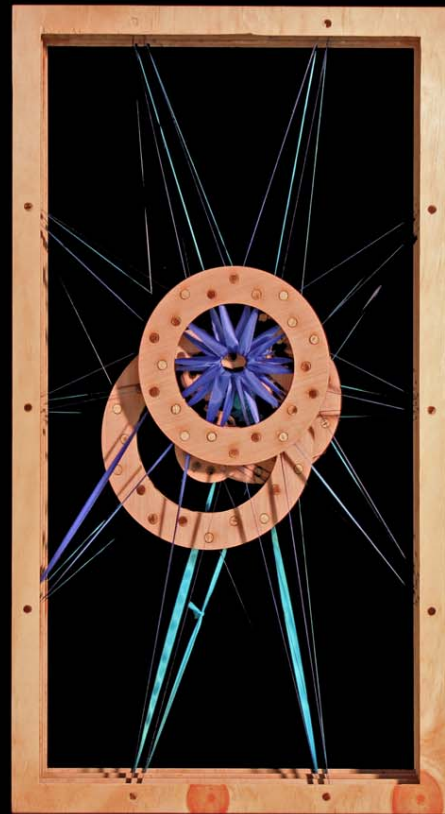


CONSTRUCTIONS: S. DALE, D. THOMASON, R. MUSIAL, B. MOUNT, + R. NORTHCUTT

GENERATION II: PANELS

## cycle 3

material: fabric





## final excavation

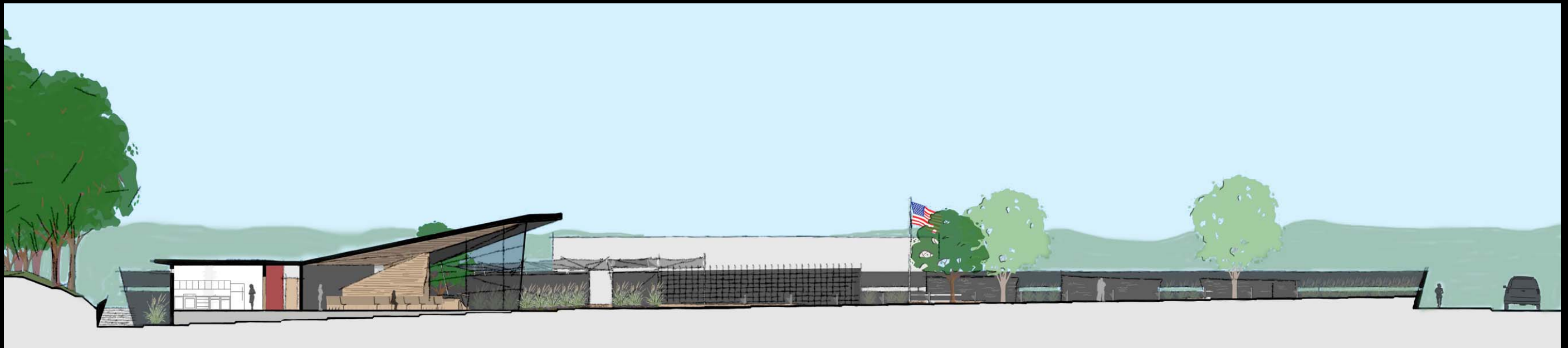
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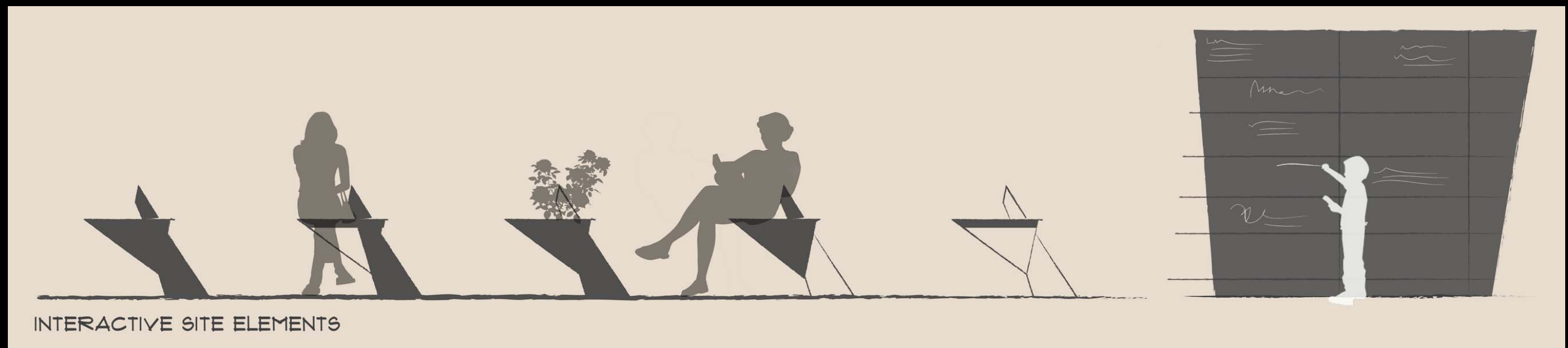


DRAWINGS: R. NORTHCUTT

GENERATION II: PANELS

## final excavation

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It is symptomatic of the priority given to sight that we find it necessary to remind ourselves that the tactile is an important dimension in the perception of built form. One has in mind a whole range of complementary sensory perceptions which are registered by the labile body: the intensity of light, darkness, heat and cold; the feeling of humidity; the aroma of material; the almost palpable presence of masonry as the body senses its own confinement; the momentum of an induced gait and the relative inertia of the body as it traverses the floor; the echoing resonance of our own footfall.

## goals for the future

- 1: introduction of a strong literature review
- 2: use of recycled materials
- 3: new strategies for better transfer of ideas between constructs

The next generations of architecture will not be about style, but instead will focus on substance and the methods and processes of making.

CONCLUSIONS



