



Architecture as Adjective

Course Lecturer - David Ross

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Tuesday 13 -14:30 (except two classes which end at 15:15, dates tbd)

Room C-406

Architecture as Adjective is an experiment in looking over, under and around what is typically called “architecture” to investigate, instead, what might be meant by the term *architectural*.

In linguistic terms, an adjective modifies or describes a noun. (ie. A *red* apple). The adjective’s semantic role is to shift or enhance meaning. Adjectives that modify the word “architecture” are plentiful (medical, residential, civic, corporate, etc). However, when architecture itself is used as an adjective interesting transformations take place. Ordinary objects, simple structures, and even activities, once they are identified as *architectural* become ambiguous, evocative, useful, and potentially even seductive.

Most forms of building, construction, and space-making can easily be defined simply as architecture (like the building you are currently in). However, many other built forms – we can call them first cousins of architecture – have only a tangential relationship to Architecture and can thus be considered *architectural*. For context and inspiration, we will be looking at many of these relatives: temporary shelters, animal constructions, models, mock-ups, training facilities, testing sites, film sets, and follies to name a few.

The work of numerous individuals, institutions, and builders — both human and non-human — whose works embrace the “adjectivization” of architecture will be examined in light of your own projects and interests.

The main modes of operation for the class are:

- + Group discussions and projects
- + Lectures and presentations
- + On the ground, “in the field” research
- + Two Projects (see below)

The main tools for researching and representing what you find and produce are up to you. They can include, but are not limited to:

- + Library/web/social medias
- + Mapping
- + List making and cataloging
- + All forms of representation (models, drawings, collages, photography, writing)
- + Zines, books, catalogs, magazines, journals, maps, interviews, travel etc.

Course Structure

Through several modes of investigation we will be looking at, looking for, and producing examples of the architectural. The class is comprised of two overlapping projects:

Project One:

Architecture as Adjective Archive (A3)

collaborative project with the your class colleagues – continues throughout the entire 7 weeks of the course.

The objective of this project is to create an Architecture as Adjective Archive. The A3 project should have its own classification system and be presented in a way that is easily navigated and understood.

The A3 project embraces the following strategies: defining, identifying, collecting, mapping, categorizing and accumulating examples of architecture's "first cousins" that you find in your surroundings. All class members are expected to contribute to the A3 project's form, function and content. Presentation format(s) to be determined by you as a group.

Project Two:

User Manual – Analysis of an Architectural Type

(individual project) to be presented on the last day of class.

The second aspect of the course requires you to take one architectural example/type from our collectively sourced archive and to investigate it deeply. You can think of this assignment as an opportunity to create a kind of User Manual for your chosen Architectural Type. The Architectural Type you choose to investigate can be either one from the real world, or one of your invention.

Your *User Manual* should answer some, or all of the following questions: What are the origins, relatives, variations, uses (both intentional and unintentional) of your Architectural Type? How would you classify your Architectural Type? How did it come into existence? What are its chances of survival? Who or what makes it? How is it made or used? How does it work? Where is it found? Is it reproduced or reproducible? What are its possible alternative uses or derivations?

Your chosen Architectural Type can be represented in any way to choose; you can use any media or material, but it should be presented at minimum with:

1. Drawings, rendering, photos that make its uses, meanings and functions clear.
2. A physical model (scale of your choice)
3. A brief text (max 350 words) that describes your architectural example, its origins, its uses, and its possible futures.

COURSE SCHEDULE (draft)

1. **06.09.22** 13 - 14:30
 - i. Tour de table, course overview, Introductions
 - ii. Examples of *Architecture as Adjective*
 - iii. Collecting of first examples for A3 project

2. **13.09.22** 13 - 14:30
 - i. Lecture: Artists and Architecture as Adjective
 - ii. Discussion + Presentation of A3 delivery method (class project)

3. **20.09.22.** 13 - 14:30
 - i. Lecture: The Empty Envelope of Cinematic Architecture
 - ii. A3 project status updates

4. **27.09.22**
 - i. Lecture: Mockups Past and Present
 - ii. A3 + *User Manual* project status updates (individual meetings)

5. **04.10.22** 13 - 15:30 *note longer class time
A3 Project Presentations

6. **11.10.22**
Individual meetings for User Manual project

7. **18.10.22** 13 - 15:30 *note longer class time
User Manual project presentations

General Modes of Inquiry + Evaluation for Class

This course is designed to be open to all modes of inquiry and investigation. You can think of it as a launching pad or an armature (both forms of the architectural, incidentally), from which to start your own research, production and thinking. You can use it to inform your studio projects, or perhaps your studio projects will inform this course.

Evaluation

20% Class participation

40% Project One - User Manual

40% Project Two - Architecture as Adjective Archive

Project One: Architecture as Adjective Archive will be presented on **October 04**.

Project Two: User Manual will be presented on the final day of class, **October 18**.

What I hope you get out of this course:

1. That you learn to see the potential in spaces, objects and situations beyond their usual or assumed functions.
2. How to organize and present in meaningful, clear ways complex and complicated information.
3. How to present projects using various architectural languages in compelling ways