WELCOME TO ARCH 1121-HISTORY OF ARCHITECTURAL TECHNOLOGY TODAY'S CLASS:

- 1.REVIEW SYLLABUS
- 2.WHAT IS ARCHITECTURE? WHAT IS TECHNOLOGY? WHAT IS ECOLOGY?
- 3.NOMADIC CULTURES-SHELTER MAKING
- 4.HOW DO WE DESCRIBE ARCHITECTURE? RHYTHM, SCALE, LIGHT, TEXTURE, COLOR, ORNAMENT, SITE, SPACE, WEIGHT AND MASS.
- 5.WHAT IS A TIMELINE? HISTORICAL TIMELINES
- 6.PRE-HISTORIC PERIODS: PALEOLITHIC, MESOLITHIC, & NEOLITHIC
- 7.PALEOLITHIC: CAVE PAINTINGS OF LASCAUX, CA. 13,000 BC OR BCE
- 8.MESOLITHIC: CA.7000BC, EUROPE'S CLIMATE MUCH AS IT IS TODAY
- MESOLITHIC/NEOLITHIC:BEGINNINGS OF AGRICULTURE
- 10.MESOLITHIC:JERICHO, CA. 8000-7000BC
- 11.NEOLITHIC: CATAL HUYUK, ANATOLIA, CA. 6000BC
- 12.NEOLITHIC EUROPE-MEGALITHS, CA.4000BC
- 13.DOLMEN=GRAVE
- 14.MENHIRS=RELIGIOUS MONUMENT
- 15.CROMLECH=MENHIRS ARRANGED IN A CIRCLE
- 16.STONEHENGE, ENGLAND, CA.2000BC
- 17.AVEBURY, ENGLAND

WELCOME TO ARCH 1121-HISTORY OF ARCHITECTURAL TECHNOLOGY

- 1.PLEASE TURN OFF CELL PHONES FOR ENTIRE DURATION OF CLASS
- 2.PLEASE TURN OFF ALL IPODS, WALKMANS, ETC.
- 3.PLEASE NO EATING OR DRINKIING DURING CLASS
- 4.PLEASE BE CONSIDERATE OF OTHERS-RESPECT IS KEY TO YOUR PROFESSIONAL CAREERS & DAILY LIVES.

HOMEWORK POLICY:

ANY ASSIGNMENT THAT IS TURNED IN LATE WILL BE DOWN-GRADED 1/3 OF A GRADE FOR EACH CLASS THAT IT IS LATE.

EX: IF AN ASSIGNMENT IS HANDED IN TWO CLASSES LATE AND IT DESERVES AN **A-**, THE STUDENT WILL RECEIVE A **B** FOR THEIR ASSIGNMENT.

BONUS WORK:

AN EXHIBITION OF ONE TIME PERIOD COVERED BY THIS COURSE, 1/3 OF A GRADE WILL BE ADDED TO ANY ONE ASSIGNMENT. THE EXHIBITION MAY BE FROM ANY OF THE FOLLOWING MUSEUMS:THE METROPOLITAN MUSEUM OF ART, BROOKLYN MUSEUM, OR MUSEUM OF MODERN ART.

Prehistoric Architecture-Fragile tent-like structures of poles covered with hides or thatched reeds.

Hunters and gatherers / Nomads / Migratory Predator

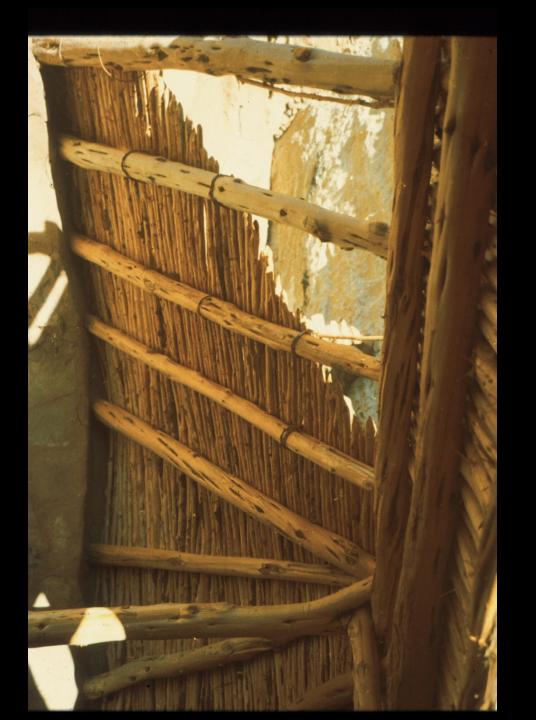
Nomadic housing - permanent structures were impractical, looking for sources of food



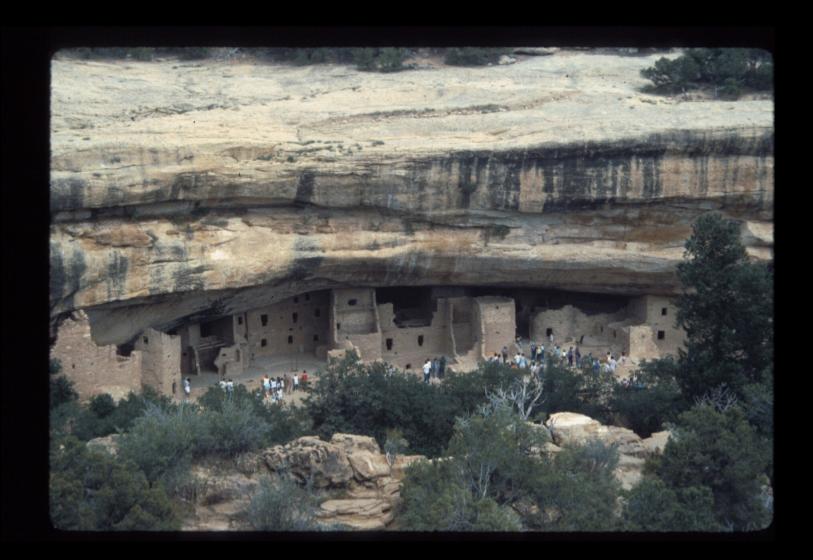
The Strong Man's house

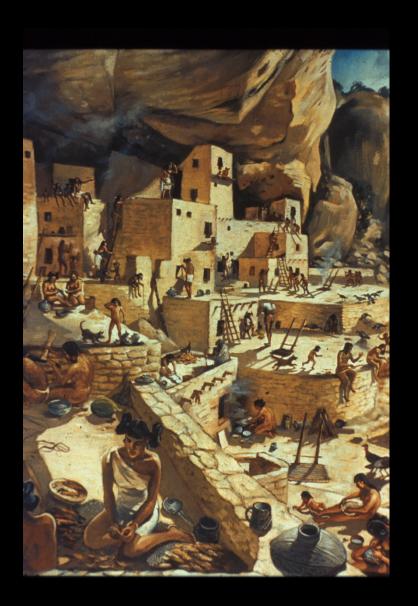














Early Cave Settlers, Seljuk, Turkey



Dates: circa 30,000 BCE

Source: Istanbul Archeology Museum.

Primitive Farming Culture, Seljuk,

Turkey

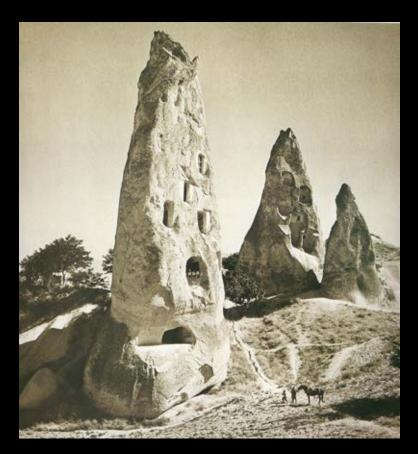


Dates: circa 8,000 BCE

Source: Istanbul Archeology Museum

Anchorites Tufa Pinnacle, Cappadoccia,

Turkey



Dates: 600 BC to present

Blackfoot Indian Teepee, Montana



Dates: 1900.

Galician Celts Palloza, Galicia, Spain



Dates: 200 BC

Inuit Igloo, New Foundland, Canada



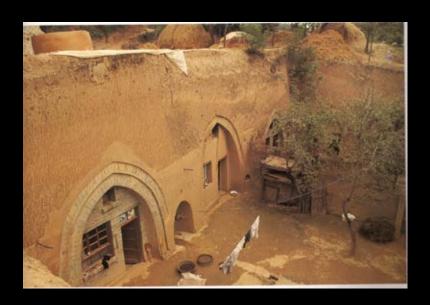
Dates: 3000 BC to present.

Kyrgyz Yurt, Xingiang, China



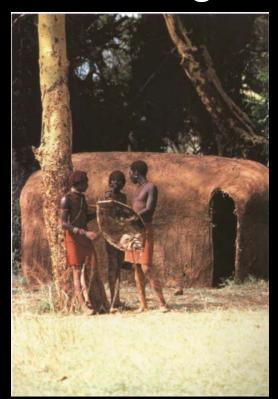
Dates: Unknown to Present.

Loess Han Cave House, Shanxi, China



Dates: 500 AD to Present.

Maasai Enkang Hut, Kenya



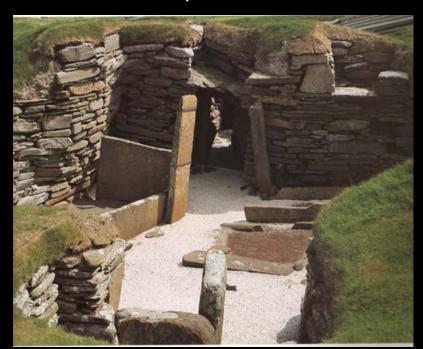
Dates: Unknown Duration.

Mad'han "Madrif", Tigres-Euphrates Delta



Dates: 1000 BCE to present.

Neolithic Orkney Islanders, Skara Brae", Scotland



Dates: 2000 BCE on.

Provencale Farmers, "Dry Stone Borie", France



Dates: 1st Century BCE.

Sami "Goatte", Finland



Dates: Traditional Housing.

Shetland Islands "Moussa Broche", Scotland



Dates: 600 BCE to Middle Ages.

Syrian Farmers, "Idlib" Houses



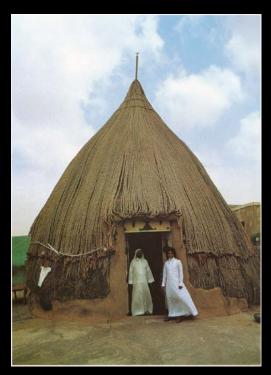
Dates: 6000 BCE to present.

Thule "Qamaq" Houses, E. Canadian Artic



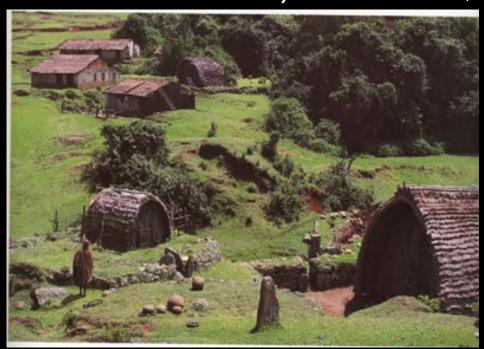
Dates: 1st documentation circa 16th century.

Tihama Farmers, "Usha Huts", Saudi Arabia/Yemen



Dates: 1500 BCE to present.

Toda "Mund Huts", Tamil Nadu, India



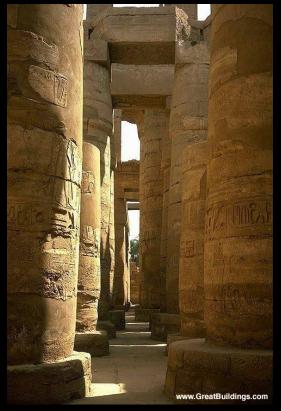
Dates: Early 17th century to present.

In order to gauge architectural aesthetics we are required

to consider the following:



Rhythm: Elements repeated (solids, voids, projections . .)



Scale: Relationship between building size and human scale and surroundings.



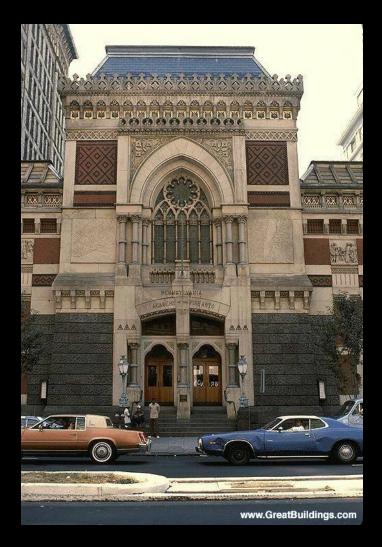
Light: Natural or artificial



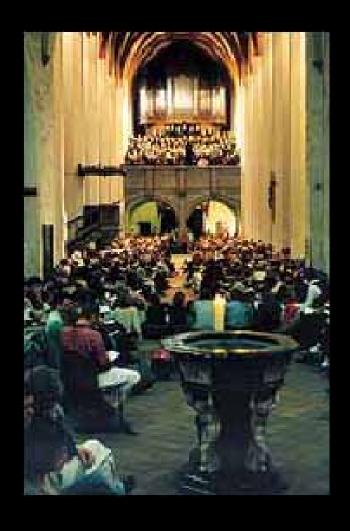
Texture: Create an effect of solid and stability



Color: to differentiate parts of a building



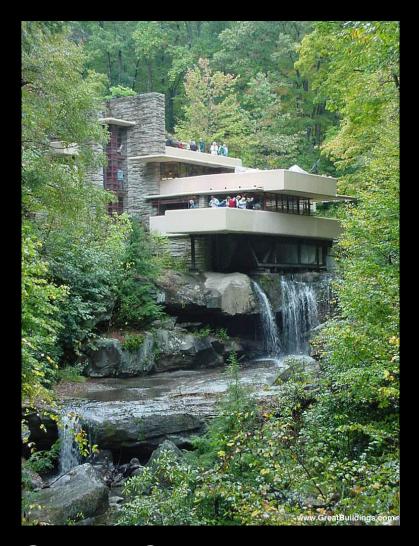
Ornament: Visual detail



Acoustics: sound within buildings by choice of materials



Site: Contrast or blend in with settings



Space: Static or dynamic positive or negative, spatial flow



Weight and Mass: different periods have placed different values on weight and mass.

