

ART 1600, The Aesthetics of Architecture, Interiors, and Design
Fall Semester 2012
Grover Center W115 M,W,F: 12:55 - 1:50

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Office hours: MTWTH: 11:00 - 12:00, MW: 2:00 - 4:00

Guide for Exam 2: Monday, September 24: 12:55 - 1:50pm

Study for this exam. It will be like Exam 1, but maybe a bit more difficult because there is more content to remember. Be sure to go over the lecture/slide sets at least one full time. This is not an especially 'difficult' class, but you will need to study to do well on the exams.

Exam 2 will cover everything that has been presented in class on the power point slide image sets, and everything that I have stated in lecture and discussion.

This includes:

1. A Vocabulary of Design 1

slides 2 - 21: understand what a 'concept', a 'parti' and a 'motif' are.

slides 22 - 24: understand what 'descriptive' and 'ideation' drawings are

slides 25 - 31: understand that studying 'architecture' as Form, Material, Function, and Technology is one way to organize, and relate the varied characteristics of a work of design.

slides 32 - 34: know who Le Corbusier was; know that he was a very influential 20th century architect

slides 36 - 39: know that this furniture, designed by Le Corbusier, was designed in 1929 but that it still looks contemporary to us today

slides 40 - 45: know that this church, known as Ronchamp, was designed by Le Corbusier, is made of cast concrete, and was a very, very unusual and visually dynamic building for its time, 1950

slides 46 - 50: know that these buildings, designed by Le Corbusier, were all very strong expressions of form, of material, of function, and of construction technology.

slides 52 - 55: know that the pyramids are in Egypt, and date from 2,500BC

slides 54 - 59: know that the ancient Greek temples were made of stone, had 3 distinct different column designs; doric, ionic, and corinthian

slides 60 - 75: know that the Gothic cathedrals used flying buttresses as structural components, know that all European Gothic cathedrals have their entry doors facing West and that the plan of the cathedrals are almost always cruciform in shape

slides 67 - 70: know that the interior ceilings of the gothic cathedrals are held in place by using vaults made of stone pieces.

slide 75: know that Lincoln cathedral, in England, is one of the largest and grandest of the English Gothic cathedrals.

slides 76 - 81: know that the French palaces were often set in landscapes that were carefully constructed with plants shaped and trimmed to specific geometric forms, and that this type of landscape is called 'par terre'.

slide 83: know that the Crystal Palace was designed by Joseph Paxton, and built in 1851

slides 92 - 98: know that the Eiffel Tower was designed by Gustav Eiffel, an engineer, that it was built in 1889, and that it is 986 feet tall.

slides 99, 100: know that these two structures are good examples of Industrial Revolution engineering and construction.

slides 104 - 108: know that cast iron facades were made possible by the technological advance of being able to cast iron into molds.

slides 109 - 112: know that the Guaranty Building is located in Buffalo, NY, and that it was designed by Louis Sullivan, in 1896.

slide 122: know that the John Hancock tower, in Chicago, is famous for its expressed X shaped structure

2. A Vocabulary of Design 2

slides 3 - 7: know that the ancient Egyptians did not have many possessions, including furniture, and most of what remains today has been taken from the tombs of the royalty, such as King Tutankhamen (known to us casually as 'King Tut')

slides 8 - 9: know that the Klismos chair originated in ancient Greece, and that replicas are made today simply because people find it an appealing chair.

slide 16 -17: know that medieval furniture (900 - 1500 AD) was generally rough, heavy, and when metal fittings were used, they were also rough and fairly crudely made.

slides 18 - 27: know that as the European Renaissance evolved, the techniques and tools for used in making furniture became increasingly refined, which resulted in more delicate and intricate furniture design.

slides 28 - 39: know that as the Industrial Revolution developed the objects and machines that were created began to influence both the production of materials and products and the Aesthetic sensibility of the time; machines came to be seen as 'beautiful' because they represented a combination of function, efficiency, and form.

slides 37 - 43: know that the Industrial Revolution was a time of great technical advances, but also a time of great social discontent, especially because of the very poor working conditions in the factories and machine dominated workshops that employed women and children.

slide 40: know that Charles Babbage invented one of the first computers, of a sort, and that it is called the Babbage Engine. The actual, physical machine was not built until 2002.

slide 44 - 51: know that the Arts and Crafts movement led to Gustav Stickley's creation of his furniture company, which produced what are now seen as classic examples of Arts and Crafts furniture. The Stickley furniture company is still making furniture in New York state today.

slide 52: know that Le Corbusier created the expression "A house is a machine for living." know that this was meant to describe the house as an efficient, ordered, and well functioning place, just as a machine is.

slides 53 - 58: know that the Modern architects' approach to architecture and design was to strip away unnecessary ornament, to expose the actual construction materials used, and to use simpler geometric shapes in creating the forms of their buildings.

slides 57 - 60: know that this house is the Farnsworth House, designed by Mies van der Rohe, in 1949, and that it is an excellent example of Modern, and International Style, architecture.

slides 61 - 105: understand that looking at buildings, interior spaces, and specific works of small scale design, such as furniture, can be done analytically, by using 'tools' such as point, line, plane, and volume. looking at the world around us in a discerning, and analytical way, can open up, reveal, relationships, connections, and a sense of 'meaning' in the design of these spaces/places.

slide 96: know that there are basically three (3) kinds of visual images: Natural forms, Non-Objective forms, and Geometric forms.

3. A Design Vocabulary: 3

slides 2 - 7: know what the concept of an 'expert' is and why it is important to us

slides 9 - 25: understand what Texture is in the visual world, that texture is a tiny form of pattern, that when the pattern is too small to be clearly distinguished, it is texture; that texture can be visual or tactile.

slides 26 - 30: know that architectural and interior lighting is done in three (3) distinct ways;

Ambient lighting, of the overall space, for the purpose of using the space

Task lighting: for specific, focused, tasks, such as reading, sewing, et cetera

Accent lighting: for visual interest

slide 31: know that these principles are the ways that designers create patterns and relationships in space; proportion, scale, balance, harmony, unity and variety, rhythm, and emphasis.

slide 33: know the definition of proportion, at least be able to pick this definition out from a list of other definitions.

slides 38 - 39: know that the Golden Section, and the Fibonacci series are mathematical foundations for creating shapes, used by various architects and designers throughout the history of western architecture, from the ancient Greeks, to Le Corbusier.

slide 41: know that Le Corbusier created a system of proportional relationships that he used in giving size to parts within his design work, and that his system is called the Modular.

slide 43: know that this drawing, The Vitruvian Man, by Leonardo da Vinci is an attempt to relate proportion and size of the world around us to the proportion and size of an idealized human being.

slide 45 - 52: understand that Scale is about the relationship of the physical world to the standard reference point of the human being. large things are large compared to a human, and small things are small compared to a human.

slide 58 - 63: understand what Balance means when applied to design.

slides 64 - 71: understand what Harmony and Variety mean when applied to design.

slides 72 - 79: understand what Rhythm means when applied to design

slides 80 - 86: understand what Emphasis means when applied to design.

slides 87 - 98: know that this beautifully designed library is in Norway, and that it is a good example of using proportion, scale, balance, harmony, unity and variety, rhythm, and emphasis to make a good work of design

4. Historical Overview Part I (only as far as I get on Friday)

slides 3 - 14: know who the Shakers were, know that they had a clear, and rigid, aesthetic, based on practicality and order.

slides 4 - 7: be able to recognize these buildings as 'Shaker' buildings.

slides 11 - 14: be able to recognize these interiors and furnishings as 'Shaker'. know that they hung up their chairs, on pegs, as an aid to cleaning, and as a way of being orderly.

slides 15 - 22: know that the Industrial Revolution impacted social conditions, such as creating work places for women and children, as well as creating new manufacturing processes and machines.

slides 30 - 34: know that the Cleveland Arcade was built in 1890 and was influenced by the ideas that gave rise to the Crystal Palace in England.

slides 37 - 43: know that the Victorian era revolved around the time of Queen Victoria, of England, that the design sensibility of the time was one of densely filled interiors with as many pieces of furniture, fabrics, knick knacks, and visual ornament as possible.

slide 44: know that the Arts and Crafts movement began in England, in the 1860's, was a movement against machines and industrial processes, wanted to return to hand craft, simple forms, and even medieval styles of decoration.

slide 47: know that William Morris was the leader of the Arts and Crafts movement, that he designed many patterned wall coverings, and furniture pieces.

slides 54 - 62: know that traditional Japanese architecture and design was very influential on American and European architecture and design in the late 1800's and early 1900's.

slides 56 - 60: know that the sliding, grid design, wall panels are called Shoji screens.

slides 63 - 70: know that this very unusual, contemporary Japanese 'house' represents a highly creative, non-practical, even humorous, piece of design work that has very powerful material, space, and form character.

slides 78 - 80: know that the Red House was designed by William Morris as his own residence, in 1859, and that it is a classic example of Arts and Crafts architecture

slides 81 - 104: know that the Gamble House, designed by Charles and Henry Greene, in 1908, is perhaps the best known American example of Arts and Crafts architecture, in the U.S.

know that in the Gamble House the expression of the Arts and Crafts sensibility is most clearly demonstrated in the beautiful wood work, with expressed, emphasized, visible wood joinery and metal connectors.

5. Vocabulary List pdf document

6. The contents of the assigned reading, "A vocabulary of Design" pages 120 - 144

This is pretty straightforward contents, much of which I went over in class lectures.

Exam 2 will be multiple choice, approximately 40 questions. Each student will have a paper copy of the exam and a scantron answer sheet.

Bring a pencil for the exam.

Be sure to fill out your name and your PID number on the scantron sheet.

