

### BUILDING ANALYSIS NOTES:

**PARTI:** The dominant idea of a building which embodies the salient characteristics of that building. It encapsulates the essential minimum of the design, without which the scheme would not exist, but from which the architecture can be generated.

**1. STRUCTURE:** @ a basic level structure is synonymous to support.

a). May be seen as columnar, planar or a combination of these, and it is these elements which are used to reinforce or realize ideas.

b). In this context, one can think of columns, walls, beams in terms of concepts of,

- Frequency
- Regularity
- Complexity
- Pattern
- Randomness

c). Structure can be used to; define space; create units; articulate circulation; suggest movement; develop composition and modulations.

**2. NATURAL LIGHT:** Focus is on the manner in which, and locations where daylight enters a building.

a) Light is seen as a vehicle for rendering form and space. The quantity, quality, and color of the light affects the perception of mass and volume.

b). Light may be considered in terms of differences which result from;

- Filtering
- Screening
- Reflecting

c). Light as a design idea considers the following concepts:

- Size
- Location
- Shape
- Frequency of opening
- Surface material
- Texture
- Color

- Modification before, during or after entering the building envelope.

**3. MASSING:** Constitutes the perceptually dominant or most commonly encountered three-dimensional configuration of a building. The image of the building as a totality.

a) As a design idea massing may be considered relative to concepts of:

- Context - Collections and Patterns of Units
- Single and Multiple Masses
- Primary and Secondary Elements

b) Massing has the potential to:

- Define and Articulate Exterior Spaces
- Identify Entrance
- Emphasize Importance
- Accommodate Site
- Express Circulation

**4. PLAN to SECTION or ELEVATION:** The manner in which various building views relate to each other.

a) The relationship of the plan configuration to vertical information may result from decisions made about other issues:

- The plan can be a device to organize activities;
- Viewed as a generator of form; and,
- Inform about issues such as the distinction between passage and rest.

b) The plan may relate to the section or elevation at a number of scales:

- A Room
- A Part
- The whole building

**5. CIRCULATION to USE-SPACE:** Use-space is the focus of decision making relative to function. Circulation and use-space represent the significant dynamic and static components of all buildings.

a) Circulation determines how a person experiences a building, it can be a vehicle for understanding issues such as:

- Structure
- Balance
- Natural Light
- Hierarchy
- Repetitive and Unique Elements

b) Circulation may be defined within a space that can be separate from, through, or terminate within a use-space.

c) Circulation may establish; Locations of Entry; Center; Terminus; Importance.

d) The pattern created by the relationship between the major use-spaces might suggest organizations which may be:

- Centralized
- Linear
- Clustered

e) Also, conditions of privacy and connection are emphasized with circulation

**6. UNIT to WHOLE:** Examines architecture as units which can be related to create buildings.

- a) Units may be spatial or formal entities which correspond to:  
- Use-Spaces   - Structural Components   - Massing and Volume
- b) The nature, identity, expression, and relationship of units to other units and to the whole are considerations of design strategy; in this context, units are considered as:  
- Adjoining   - Separate   - Overlapping   - Less Than Whole

**7. REPETITIVE to UNIQUE:** Unique refers to differences within a class or kind, in this context, components are determined to be repetitive or unique through the absence or presence of attributes.

- a) Concepts useful in making the distinction between repetitive and unique constitute:  
- Size                      - Color                      - Location  
- Shape                     - Configuration           - Material  
- Texture                  - Orientation
- b) While repetitive and unique elements occur in numerous ways and at several scales within buildings, the focus is on dominant relationships.

**8. SYMMETRY and BALANCE:** Balance is the state of perceptual or conceptual equilibrium, symmetry is a specialized form of balance.

- a) Equivalency is determined by the perception of identifiable attributes within the parts.
- b) Conceptual balance can occur when a component is given additional value or meaning by an individual or group.
- c) Whereas balance is developed through differences in attributes, symmetry exists when the same units occurs on both sides of a balance line in three precise ways:  
- Reflected,  
- Rotated about a Point,  
- Translated or Moved along a Line

**9.ADDITIVE and SUBTRACTIVE:** Process of adding or subtracting built form to create architecture.

- a). Additive when used to generate built form, renders the parts of the building as dominant. Subtractive when utilized in designing, results in a building in which the whole is dominant.
- b). A person viewing a subtractive scheme understands the building as a recognizable whole from which pieces have been subtracted.
- c). Both ideas may be employed simultaneously, for example, it is possible to add units together to form a whole from which pieces are subtracted.

**10.HIERARCHY:** Physical manifestation of the rank ordering of an attribute or attributes.

- a) Hierarchy implies a rank ordered change from one condition to another, where ranges are utilized such as:

- Major / Minor	- Open / Closed	- Served / Servant
- Simple / Complex	- Public / Private	- Individual / Group

- b) Hierarchy is explored relative to dominance and importance within the built form through examination of; Pattern; Scale, Configuration, Articulation.

- c) The most often encountered indications of importance include:

- Quality	- Detail	- Ornament	- Special Material
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