

SYMMETRY PLUS ...

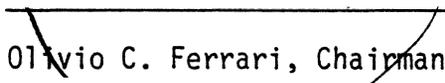
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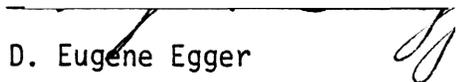
Thomas Harry Wetrich

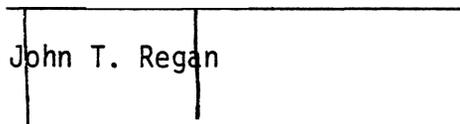
Thesis submitted to the Graduate Faculty of the
Virginia Polytechnic Institute and State University
in partial fulfillment of the requirements for the degree of

MASTER OF ARCHITECTURE

APPROVED:


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June, 1981

Blacksburg, Virginia

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INTRODUCTION

Architecture is the translation of an idea into a physical form. This idea could also be called the order, the structure, or the concept. It controls the project. Any decisions that arise in the design of a project must be reconciled to its controlling idea. For example, if the idea for a building is to make a house in the shape of a cube and in the course of design, one needs to violate the cube, in some manner, then, the violation must be reconciled with the idea. Either the idea must change or the idea should force the violation to conform to the cube.

Presented here are five projects and the ideas from which they originated.

FLUORESCENT LAMP

This lamp is an outgrowth of a piece of sculpture. The sculpture symbolizes three places:

The slope of a plaza in Siena, Italy

A directed view in an alley in Venice, Italy

The hanging roof of the Heidi Webber Pavilion

The three parts of the sculpture are a base, a circle, and a pole supporting the circle. The base reflects the slope. The circle directs the view and is hung from the pole.

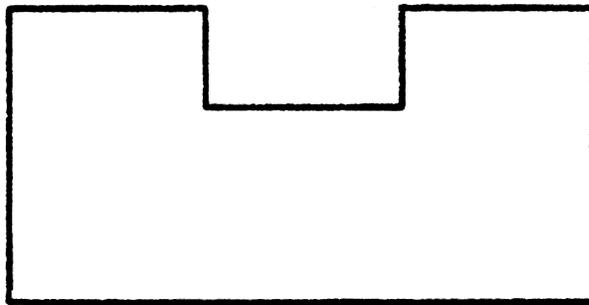
The lamp relates only to the sculpture not necessarily to the original places. The circle, in the lamp, is defined by a circular fluorescent light bulb. It is no longer hung but instead supported from the bottom. The shape now being defined by a light bulb dictated that the sculpture became a working lamp.

TUBULAR LAMP

The controlling idea for this lamp was to make a light in a tube which would reflect off the ceiling to produce very soft light. The solution was achieved using a formal geometry with a single violation, the cord.

REFLECTED FLOOD LAMP

The idea structuring this lamp was to reflect light bright enough to light a room off the ceiling, utilizing the shape sketched below:



THE HOUSE AS A THEATER

The concept of this project celebrates the theatrical nature of the occupant. The main hall transforms the occupant into a player "on stage." The bedrooms become a balcony, a place where the occupant, without participating, may watch the unfolding drama in the main hall. The rooms under the bedrooms offer the privacy of behind stage.

BEACH HOUSE

Many beaches are lined with small houses which follow the contours of the coastline. These houses are accessed by a street which also parallels the coastline. Often this street as well as the beach are desirable views. Capturing both of these views organized the design of this house. Again, a simple geometry with an addition facilitated the desired order.

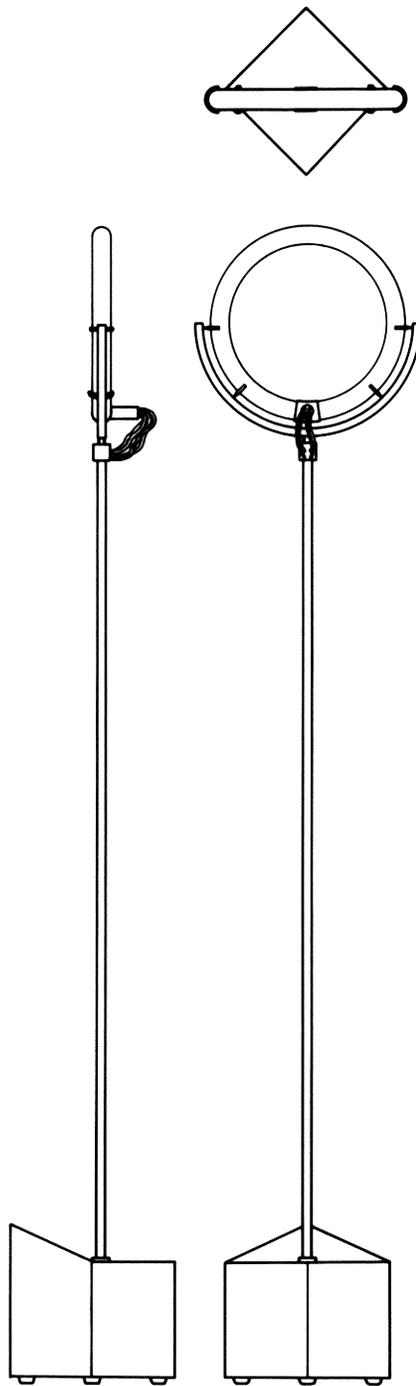


Figure 1 Fluorescent lamp drawing

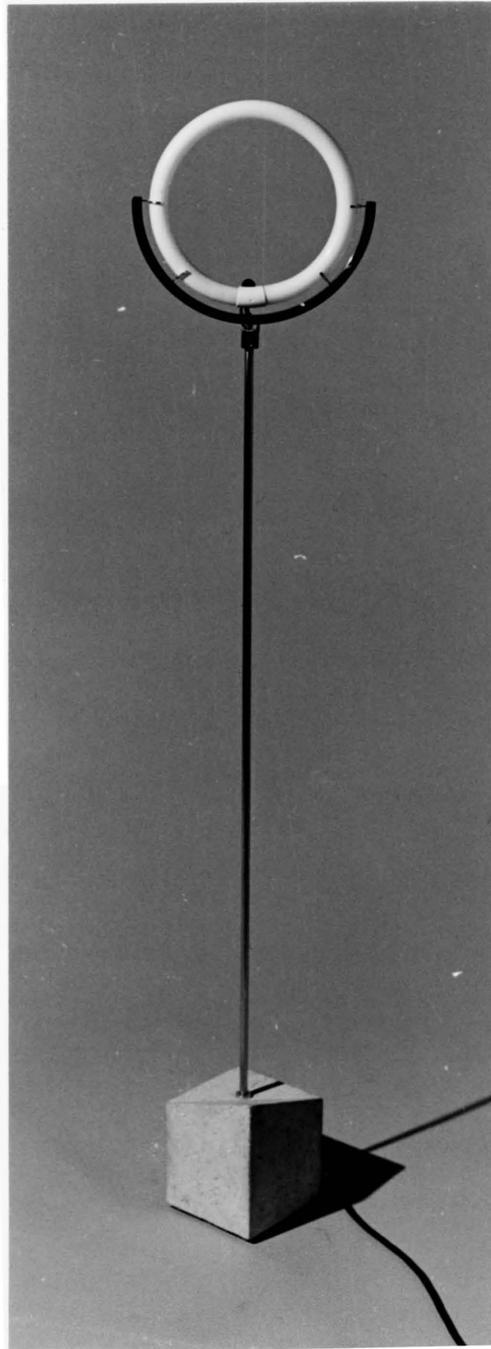


Figure 2 Fluorescent lamp photograph



Figure 3 Fluorescent lamp photograph

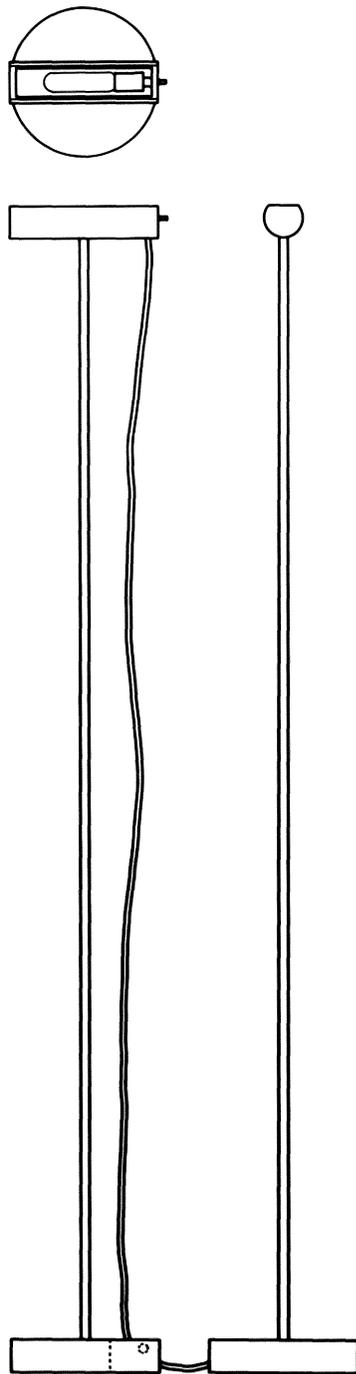


Figure 4 Tubular lamp drawing

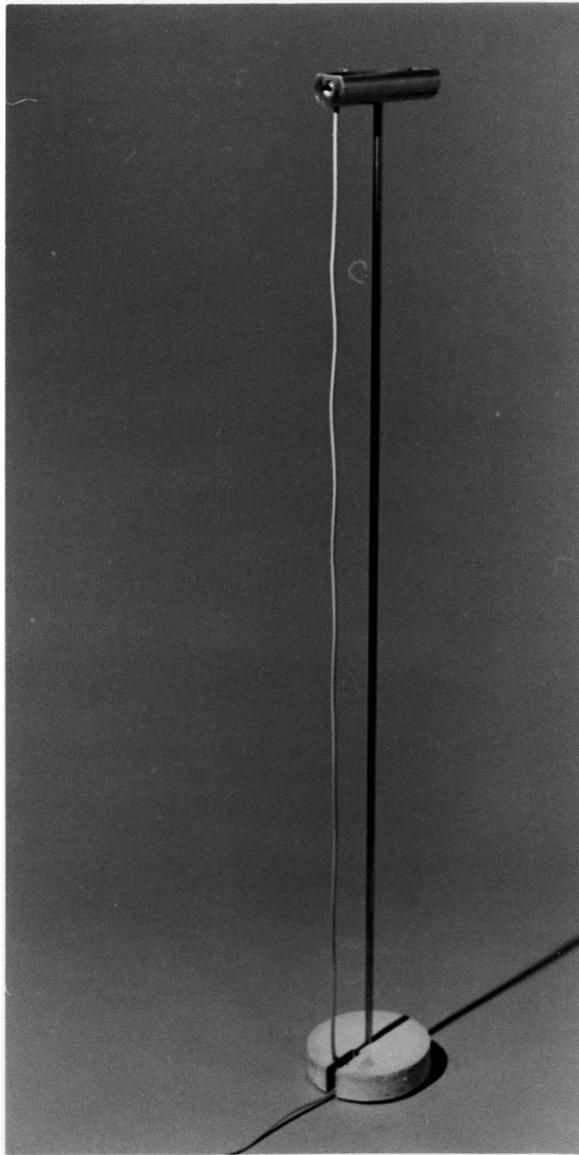


Figure 5 Tubular lamp photograph

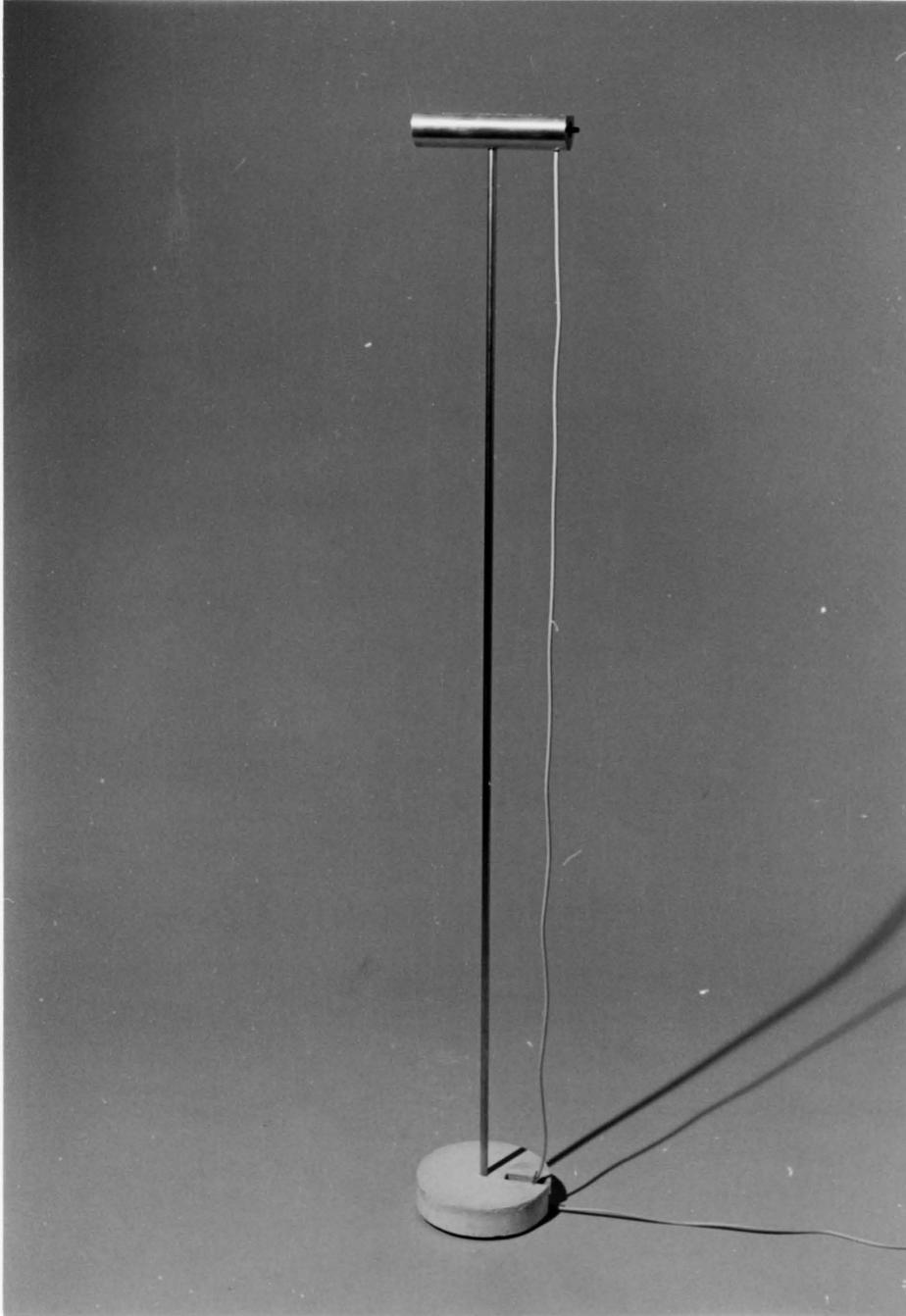


Figure 6 Tubular lamp photograph

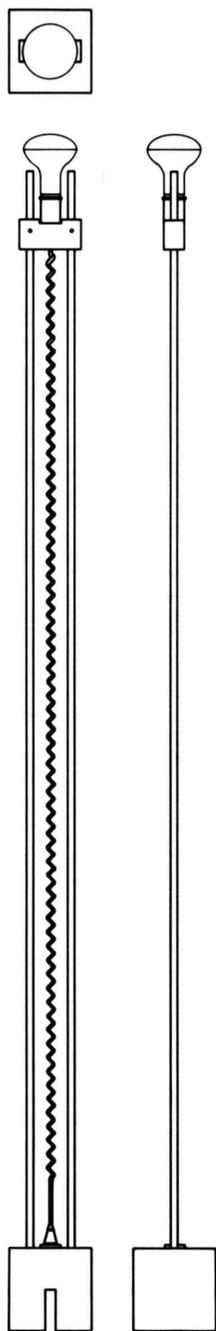


Figure 7 Reflected flood lamp drawing

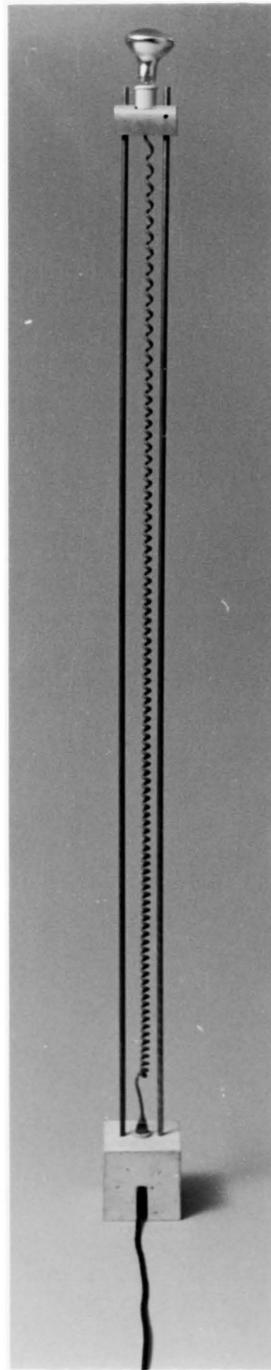


Figure 8 Reflected flood photograph

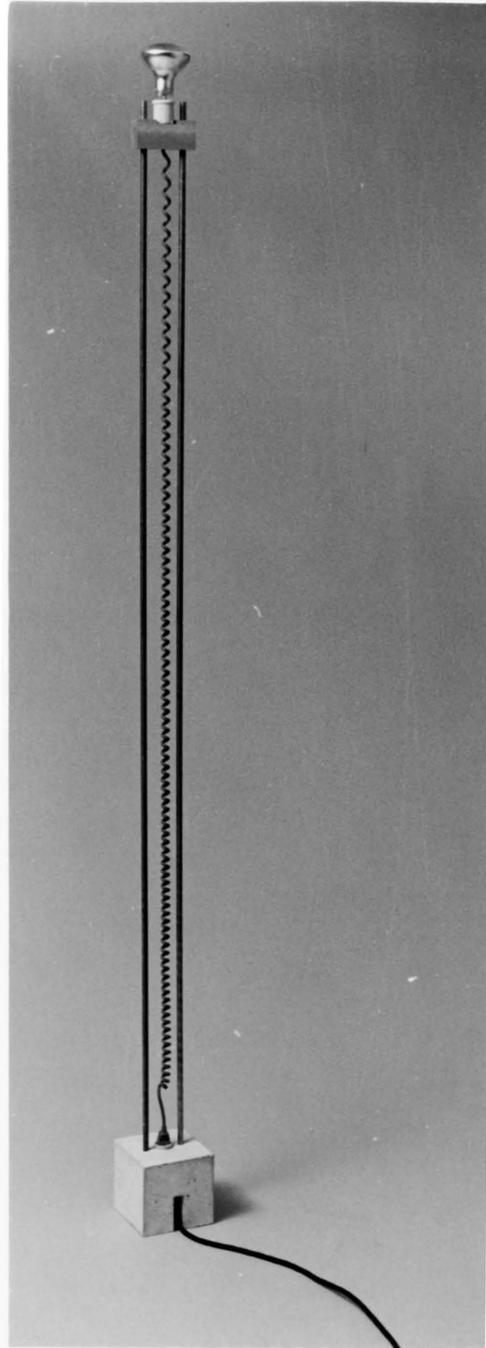


Figure 9 Reflected flood photograph

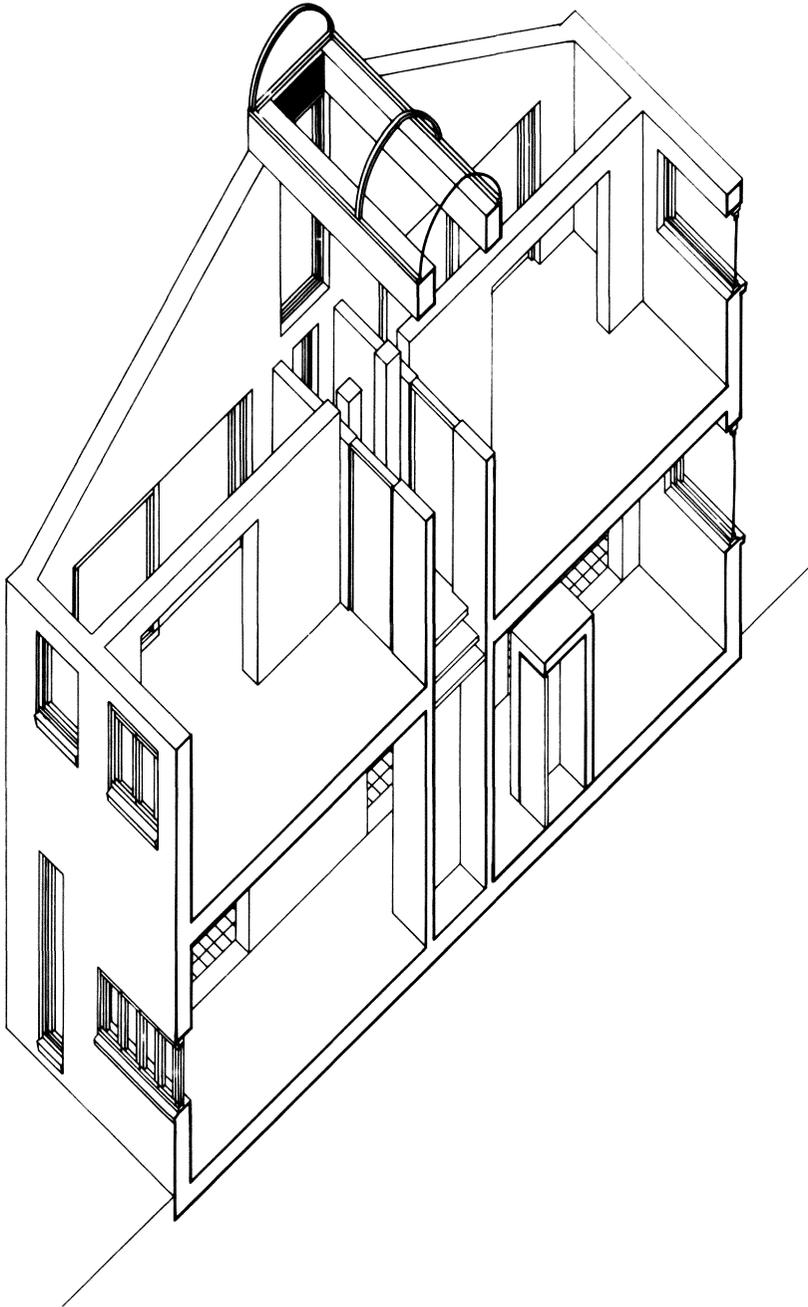


Figure 10 The house as a theater axonometric

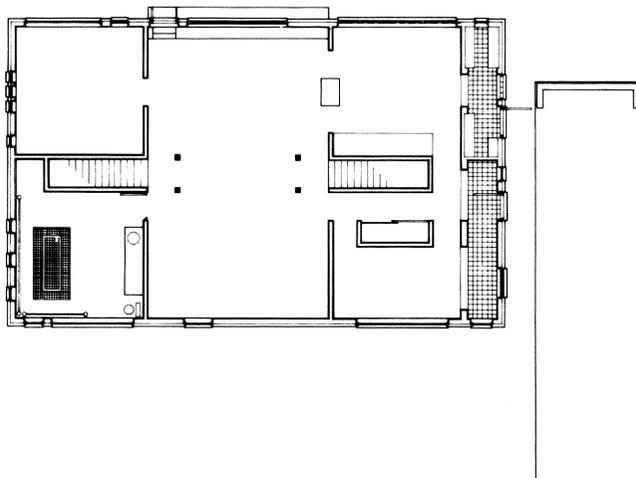
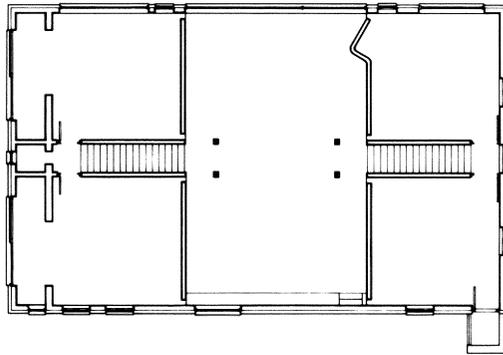


Figure 11 Second floor plan over first floor plan

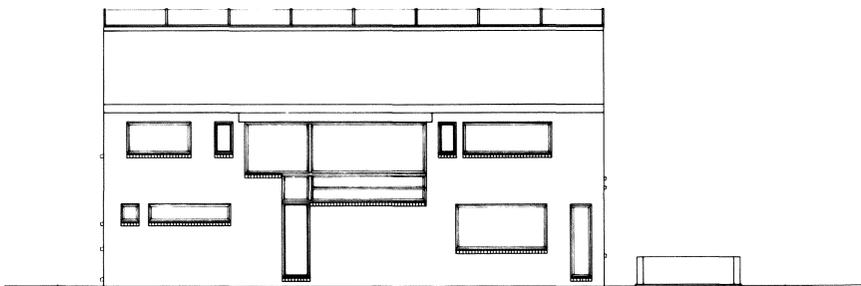


Figure 12 South elevation



Figure 13 East elevation - main entrance

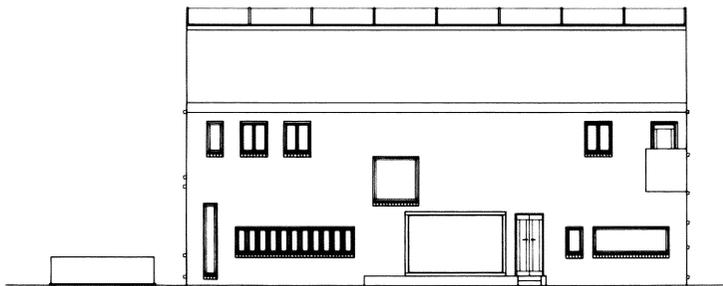


Figure 14 North elevation

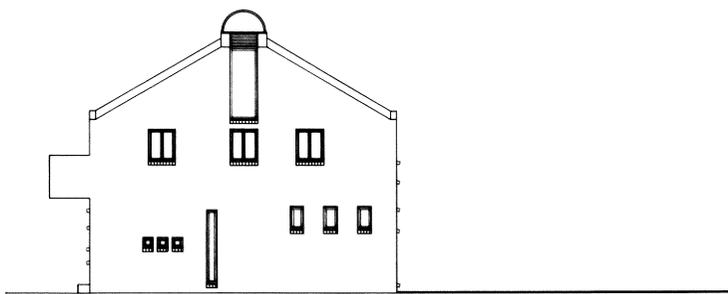


Figure 15 West elevation

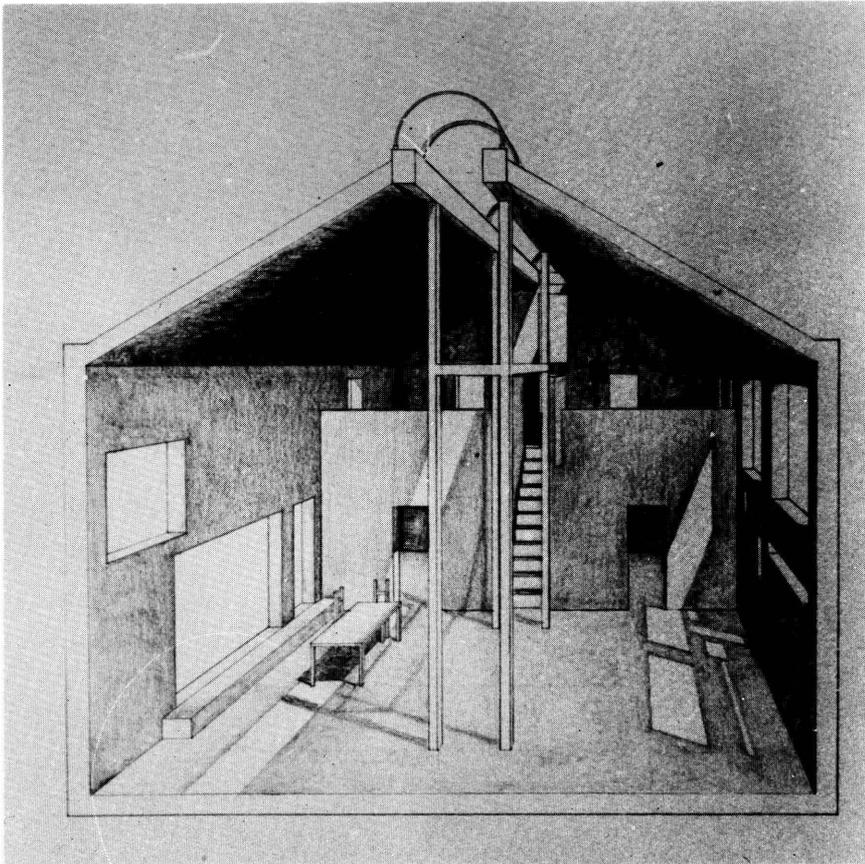


Figure 16 Shaded section perspective

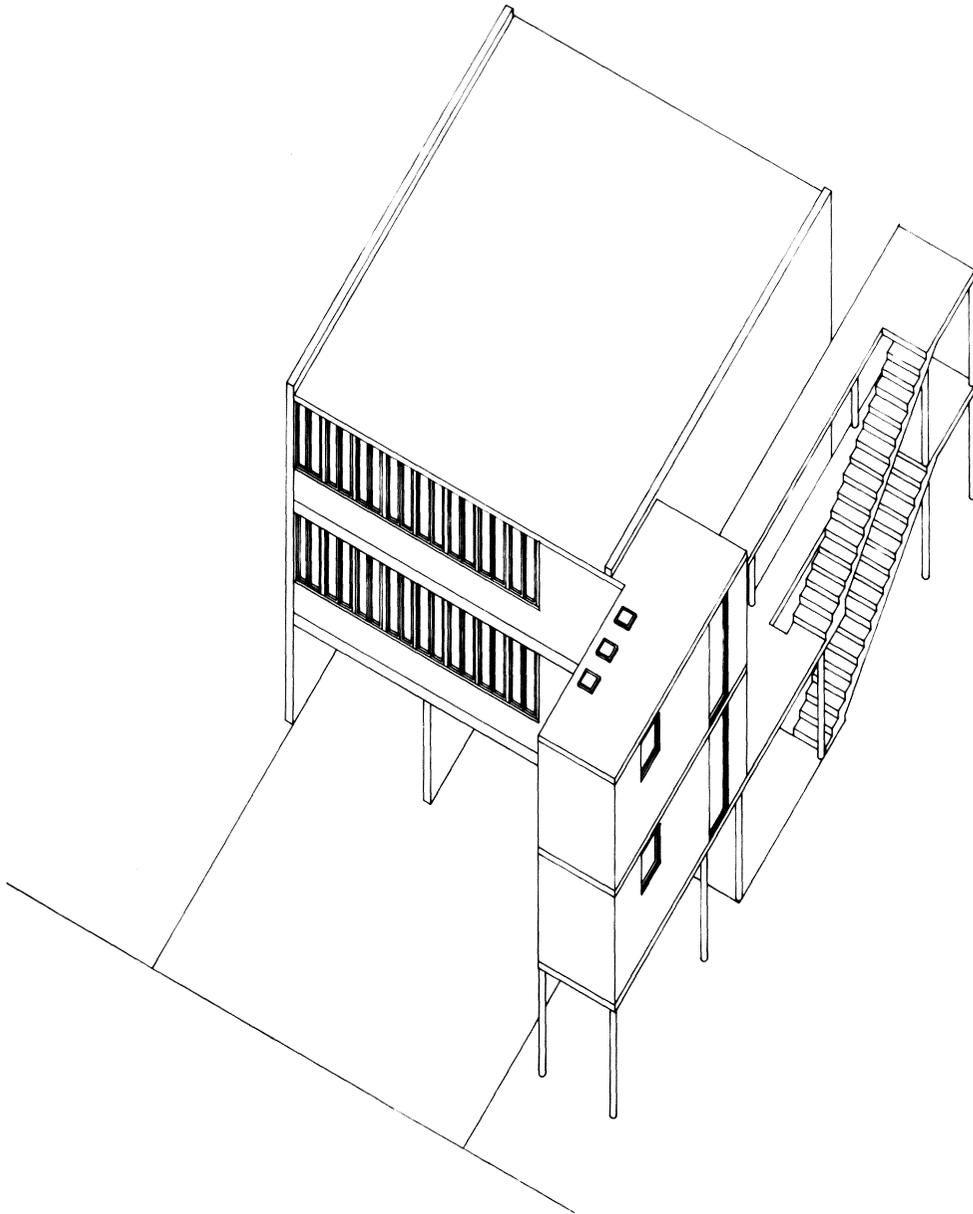


Figure 17 Atlantic beach house axonometric

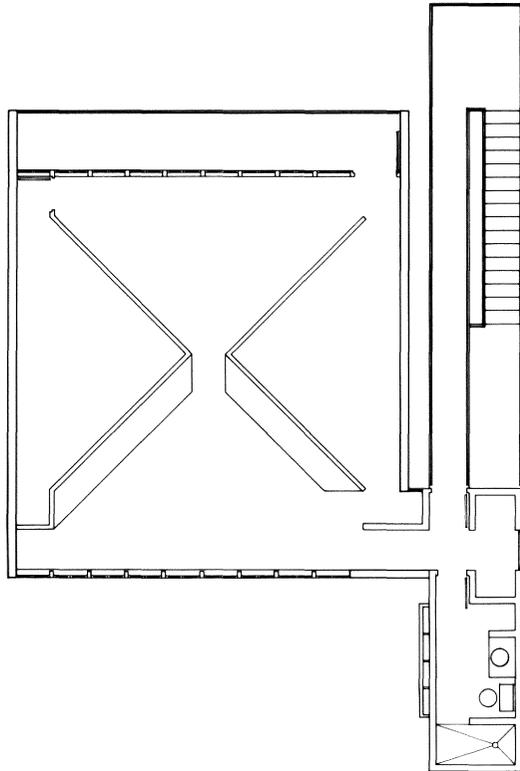


Figure 18 Top apartment floor plan

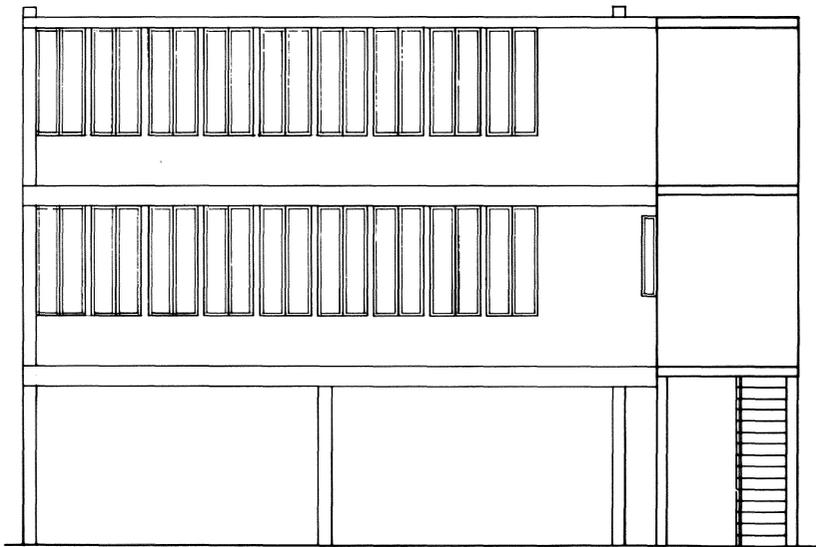


Figure 19 West entrance street elevation

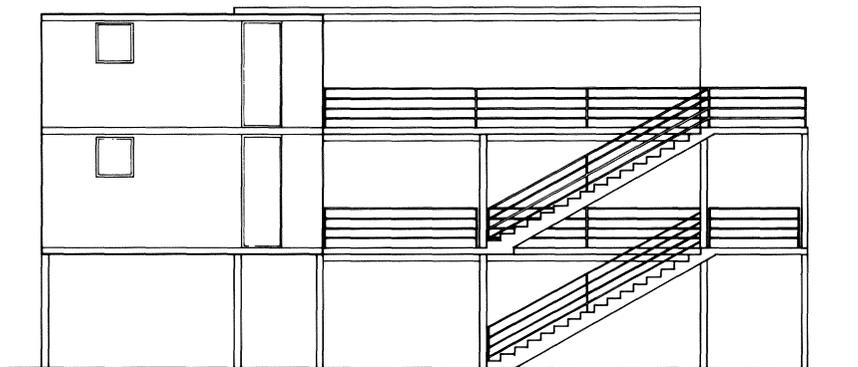


Figure 20 South elevation

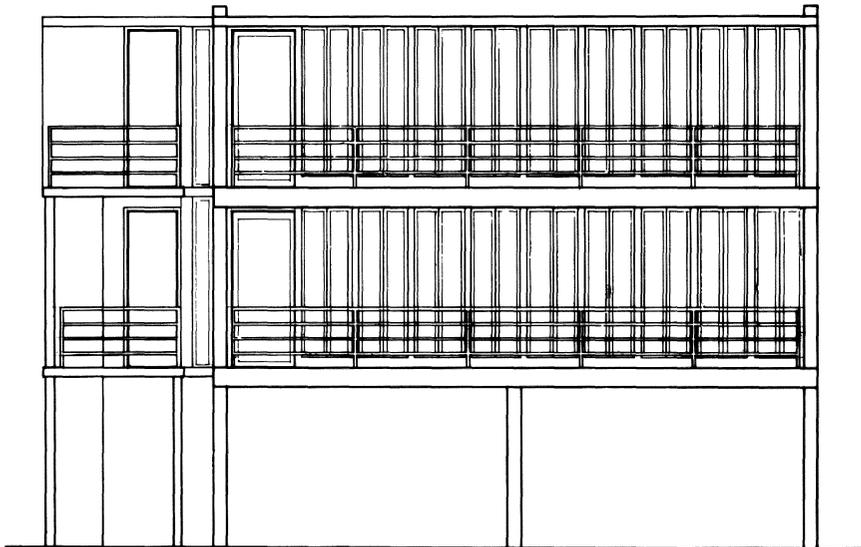


Figure 21 East balcony beach elevation

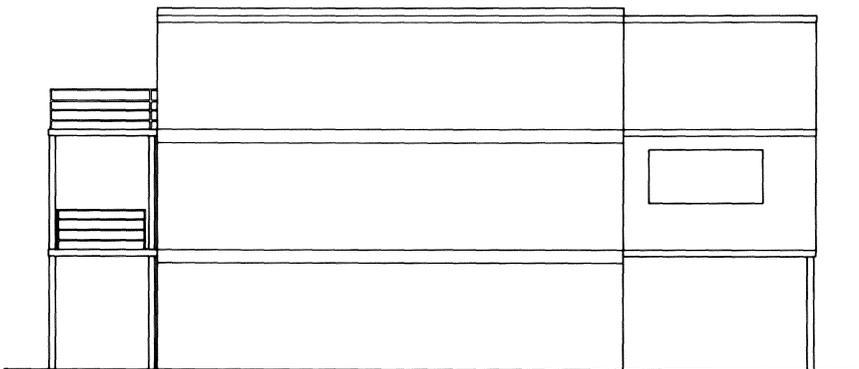


Figure 22 North elevation

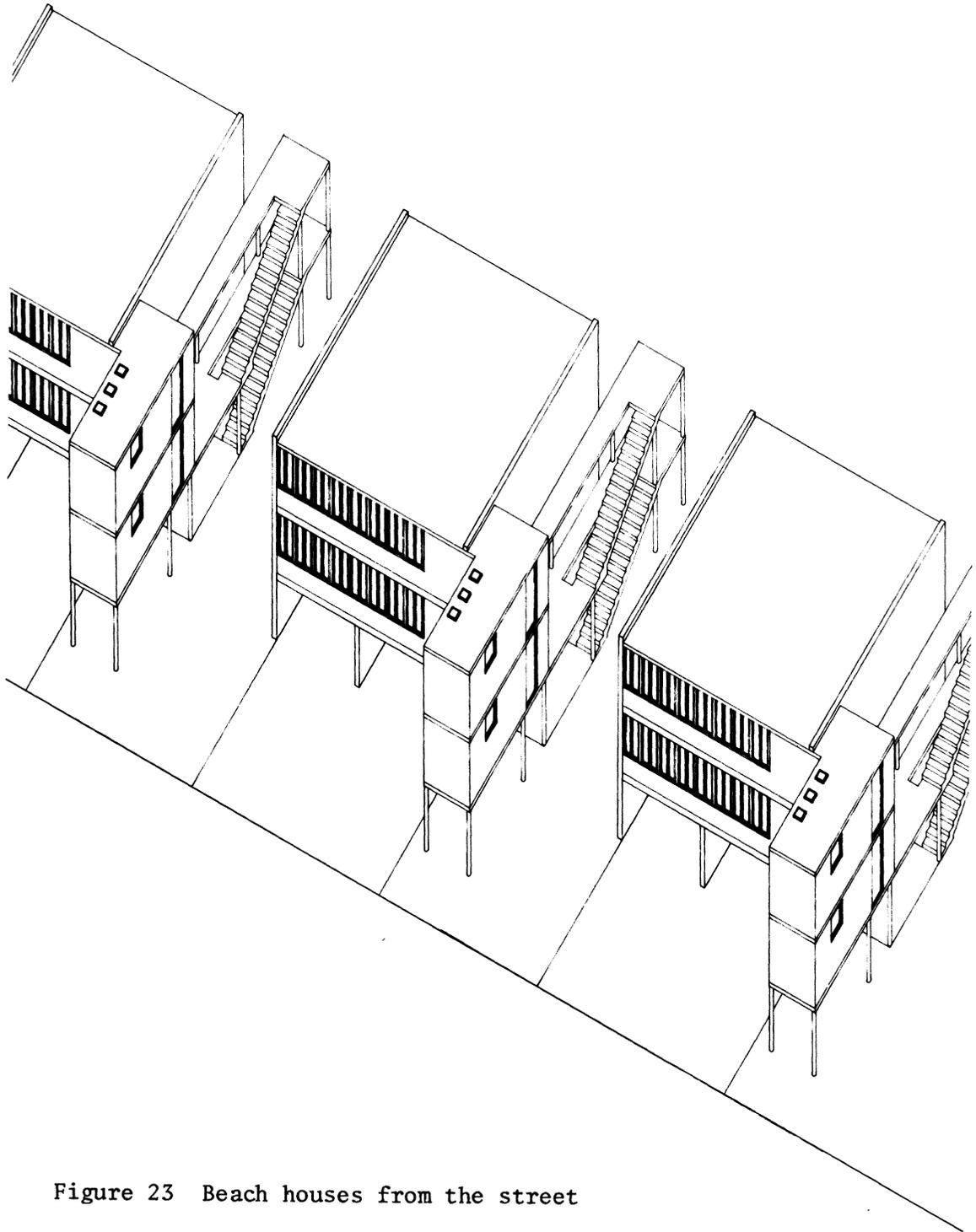


Figure 23 Beach houses from the street

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by

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(ABSTRACT)

Architecture is a translation of an idea.

An ordering idea is vital to make architecture.

A building that is symmetrical about two axis, with some necessary exceptions, is an example of such an idea.