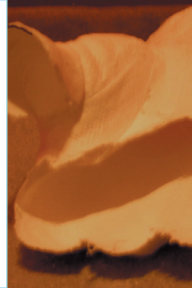


MEMBRANE.....38



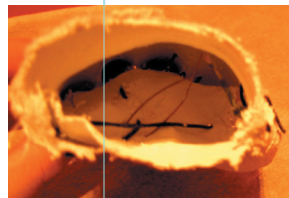
CENTER.....36



EARTHWORK.....34

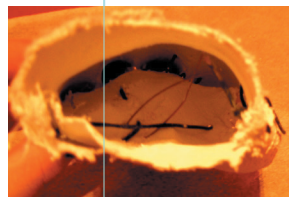
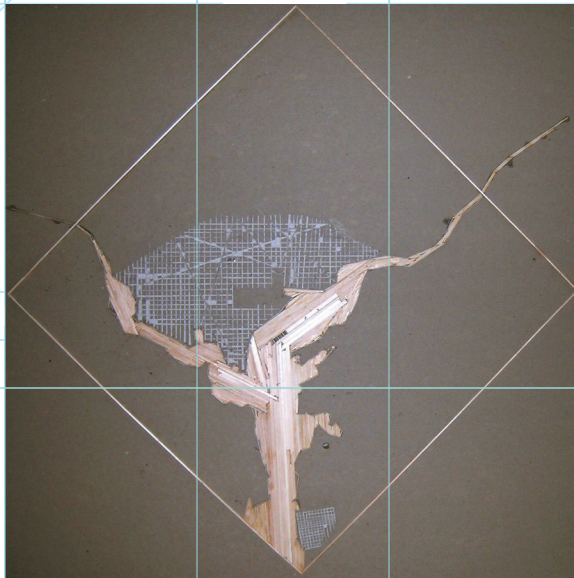


FRAMEWORK.....32

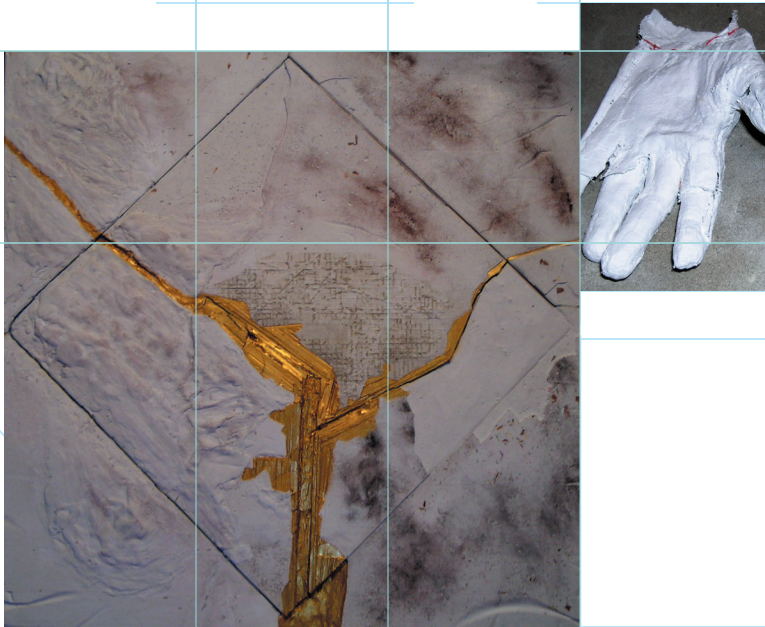




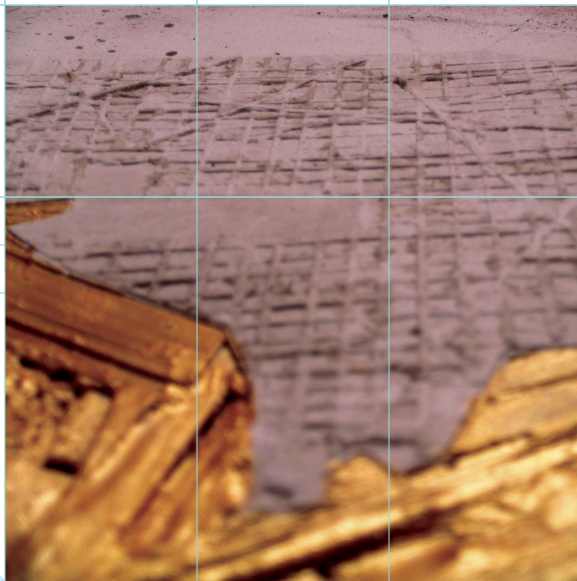
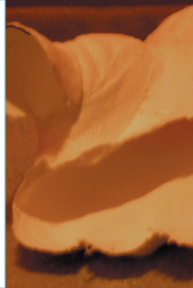
Epistemology is based on the principal of similitude, where a building is organized in a linear sequence. It is based on the foundation of previous knowledge, not presupposition, from which the others follow. Because of the lateral organization of the understanding of the building's origin, the old is not superior to the new.



The similarity of a particular constructive frame and that of the immateriality of the sky and substance of the earth, at a specific site, should be very apparent at every architectural/cultural situation. The structure of particular architectural elements should dissolve and fuse with the earth and sky. An architectural framework defines a family of architecture (building) systems that satisfies a given set of constraints. This allows an architect to apply specialized knowledge to the particular site and create a specific cosmic set of the framework is established to provide a structure for a specific, organized, building, to define the spaces, to characterize the activities within those spaces, and to provide a plan with a specific direction. This all depends on the use of different materials and its organization. In my project, I used the framework element at the South Corner-Stone site.

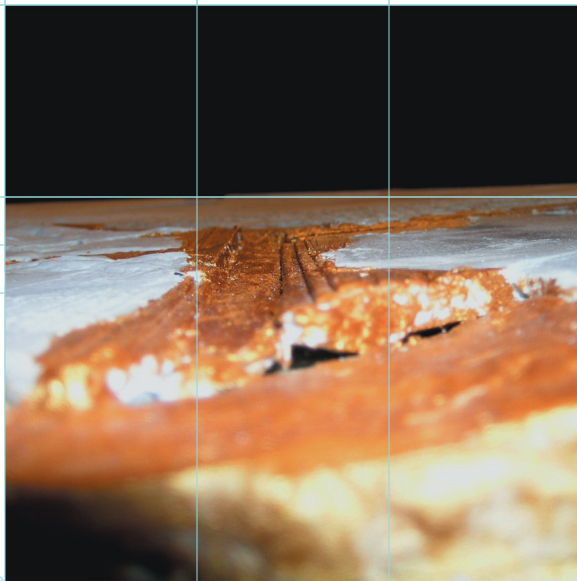


Earthwork is the second of four basic elements that Semper identified as parts of primordial dwelling. "On the basis of this taxonomy Semper would classify the building crafts into two fundamental procedures: the tectonics of the frame, in which lightweight, linear components are assembled so as to encompass a spatial matrix, and the stereotomics of the earthwork, wherein mass and volume are conjointly formed through the repetitious piling up of heavyweight elements."¹⁹ The earthwork depends on load-bearing masonry, usually that of brick, heavy stone or reinforced concrete. Word 'stereotomics' comes from Greek stereos - solid, and tomia - to cut. The earthwork elements are usually seen as the heavyweight battlements of the medieval cities. In my project, I used these elements (heavy masonry and reinforced concrete walls) to define the 'mound' at the West Corner-Stone site.



The first human settlements started around the hearth - fire. The hearth was the element that held the fire as well as the small community together. Huts were arranged to make this as the central element of its basic form. This was the place of communal gathering as well as the place of worship. Semper identifies hearth as first of four main elements of architecture. This is the moral element - the one that holds everything together. The other three elements are grouped around it. "The first sign of human settlement and rest after the hunt, the battle and wandering in the desert is today, as when the first men lost paradise, the setting up of the fireplace and the lighting of the reviving, warming, and food - preparing flame. Around the heart the first groups assembled; around it the first alliances formed; around it the first rude religious concepts were put into the customs of a cult. Throughout all phases of society the hearth formed that sacred focus around which the whole took order and shape."²⁰

In this project, I tried to express the element of hearth at the North Corner-Stone site.



The mambrane is yet another vital part of the building system. Semper views this element as a lightweight enclosure. It is an enclosure that separates the outside world from the interior of the building, as well as the interior components inside the building in order to define the activities within spaces. The membrane represents the skin, which is the composite character of the construction, and sometimes has a substantial difference of the fundamental structure of the building. It has its own entity, sometimes viewed as an ornamental cladding.

I tried to express this element by creating a gate at the East Corner-Stone site.