

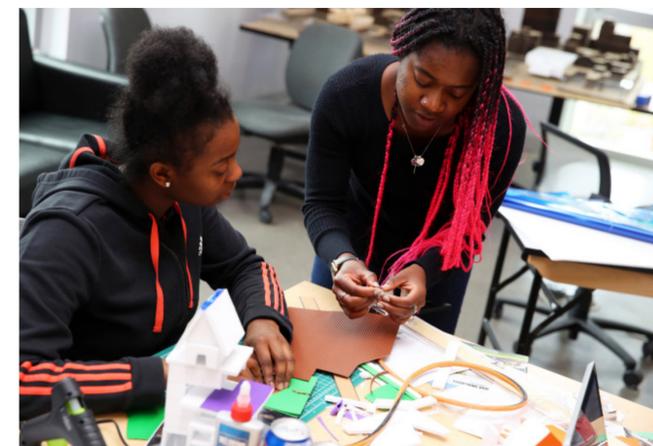
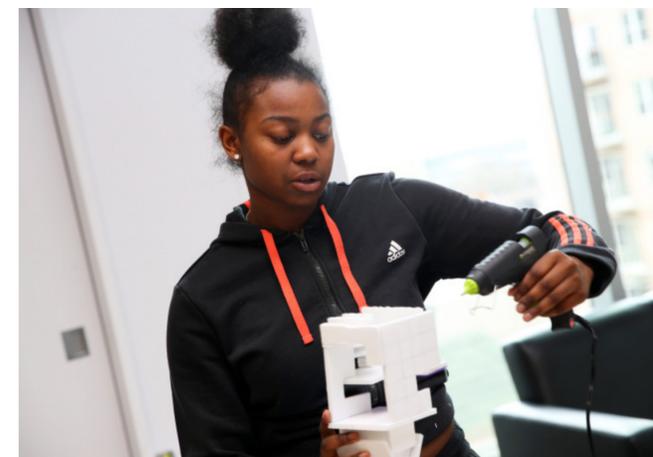
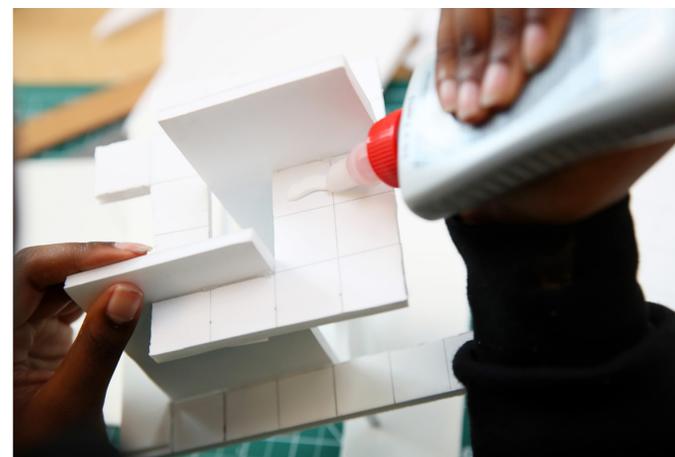
# EXPERIENCES

# IN

# ARCHITECTURE

Experiences in Architecture 2019 introduced six youth from the Halifax Regional Municipality (HRM) to a day in the life of a Dalhousie University Architecture Student. The student participants made and documented designs of their own creation through a set of three spatial exercises: using simple materials and their cameras to manipulate light and imagine new kinds of spaces. The models on display combine white card, wood, metal mesh, colored transparencies and other materials to evoke moods and capture the visions of their authors.

The program's goal is to introduce African Nova Scotian youth to the discipline of architecture as a viable career opportunity and a mode for expressing their culture. This initiative has been made possible by the partnership between the Business is Jammin', the youth Initiative of the Black Business Initiative and the Faculty of Architecture and Planning with the generous sponsorship of Architects Association of New Brunswick. We would also like to recognize support of the program from DeSerres Halifax and the Nova Scotia Association of Architects.



# SPACE, EXPRESSION & CAPTURE

## Activity A: Space

Architects work at scale. This means we build miniature representations, or 'models,' of full size rooms, buildings, and city blocks to help us understand important relationships within the spaces we inhabit. These relationships include, 'but are not limited to, how rooms go together, how a room relates to a street, how a room relates to the human body, views between rooms and outside of rooms, and how light enters and filters through a room. In this activity we are exploring ways to make a 'space.' This is a generic term architects use to describe an area or volume bounded by ceilings, floors, walls, streets, hedges, trees, etc. A 'space' can be as small as a chair or as large as a city park, or even larger in some cases. The technique we will be using is cutting out different shapes of flat 'card' and playing with how they go together. Inevitably they will define a 'negative space: an empty volume of air we can imagine inhabiting. A 'space' does not need to be enclosed on all sides. It can be 'leaky,' i.e. have many open sides, incomplete edges, etc.

## Activity B: Expression

Using any of the materials provided, you have the opportunity to add to Activity A's object or to create a new one. You can do an thing with these materials including: cutting, tearing, folding, etc. You might experiment with how they fit together without glue. The altered or new model can express a feeling or quality, such as contemplation, lightness, heaviness, warmth, fear or discomfort. As architects, we sometimes call this design intent.

## Activity C: Capture

In this exercise, you will be using a camera and/or sketchbook to capture your model from specific viewpoints. How you position the camera or drawing can help to express different ideas. This involves not only considering the position of the camera or sketch, but also considering the edges of the frame and what is captured inside it. For example, a close-up view can focus on materials and light, a distant view can capture the whole shape or form. There are scale people (scale figures) to place within your model. The people are different sizes to allow for experimentation with scale (different scales of people allow for changes from detail scale, to building scale, to city scale). Experiment with different orientations of your model. Experiment with how your model feels with different sized figures.

Experiment with different mediums, the sketchbook versus the camera.

