designers &…

"When you build a thing you cannot merely build that thing in isolation, but must also repair the world around it, and within it, so that the larger world at that one place becomes more coherent, more whole."
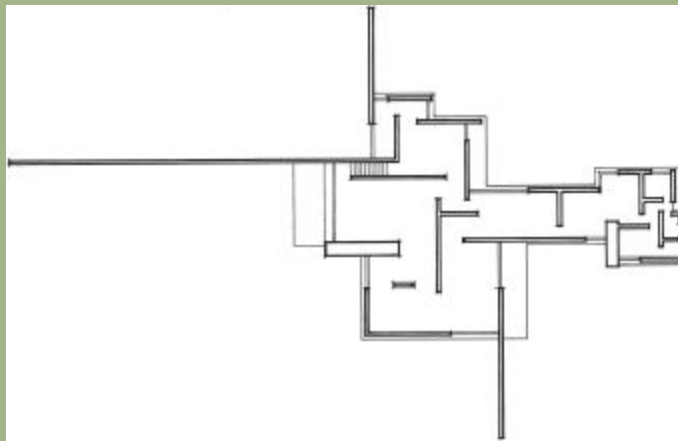—Christopher Alexander

Christopher Alexander

- Pattern Language
  - Highly ambitious attempt to organize buildings, communities, cities and the construction process
- Theories often used in software development/technology
- Important for the eventual concepts of TOD and walkable communities

Christopher Alexander

Mies van der Rohe

- (Perhaps) the most influential 20th Century architect
- Modernism (late 1920s-early 1970s)
- Architecture should express structure honestly and clearly
- Minimal (or no) decoration – structure is all that is necessary
- Use of glass opens buildings – merges interior and exterior

Mies van der Rohe

Farnsworth House

Barcelona Pavilion

Mies van der Rohe

860/880

900/910

Mies van der Rohe

- "International Style" based on his modernist skyscrapers
- "Curtain wall" is his primary contribution – allowed for all-glass facades on buildings because walls did not have to support the weight of the structure
- Also famous for furniture designs – again minimalist in nature

## Mies van der Rohe
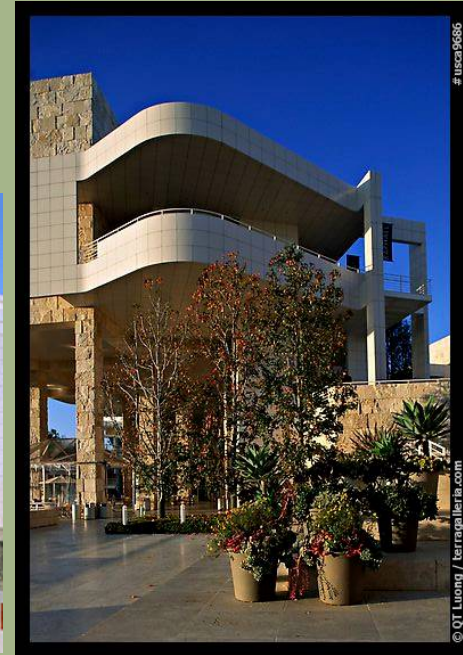
Richard Meier

Richard Meier

Richard Meier

- Celebrated (or criticized) for his easily identifiable "signature"
  - White, porcelain tiles
  - "Piano" curve
  - Rotunda
  - Threshold
- Getty Center is largest project, but opened the same year as the Guggenheim Bilbao (by Frank Gehry), and consequently didn't initially receive international attention

Richard Meier

- One of the "New York Five" (along with Michael Graves)
- Threshold use captures landscape and makes it part of the architecture – successful at using open space to highlight architecture

Richard Meier
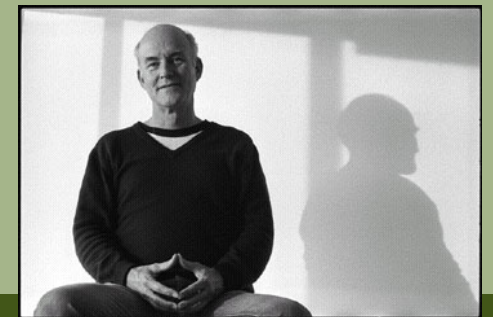
Robert Irwin

- Uses the "installation art" technique (like Cristo)
- An artist, although he's done some landscape architecture and garden design
- His landscapes are actually "living artworks" – a fascinating way for park people to think of park design
- Encourages people to see his projects from multiple views by moving them through spaces with walkways, vistas and water

Robert Irwin

Michael Graves

Michael Graves

- One of the founders of "postmodernism in architecture"
  - Plays with easily understood classical elements such as pediments, columns, rotundas, arcades
  - Architecture that speaks to the public, and not other architects and academics
  - Portland Building considered first postmodern building
- Designs small household appliances
- One of "New York Five" (along with Richard Meier)

Michael Graves

- Often criticized for not respecting architecture history
- Postmodernism (late 1970s-mid 1990s) is typically not viewed favorably in architecture
- Designed several buildings for Disney:
  - Dolphin and Swan hotels
  - Post office in Celebration
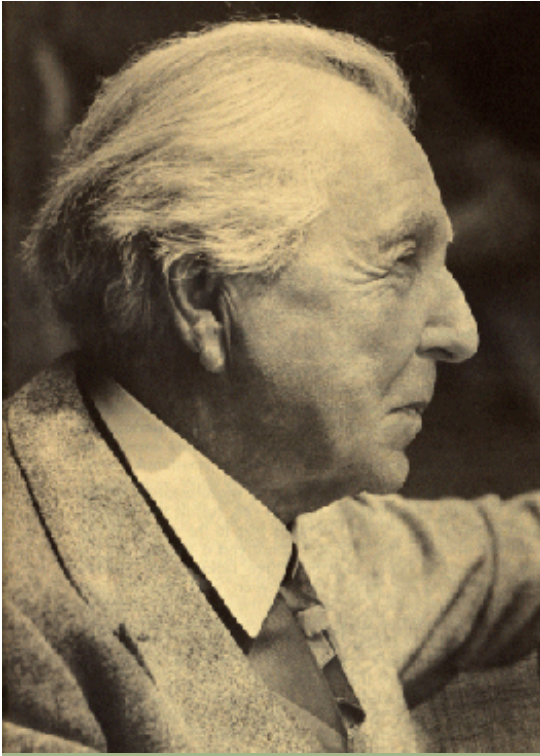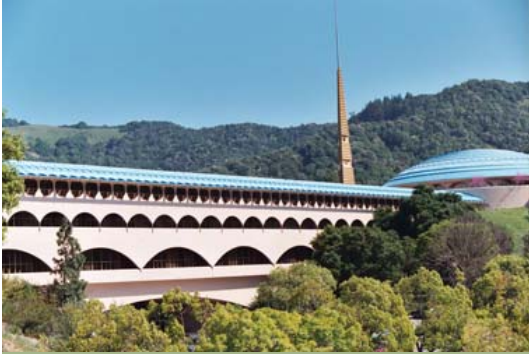 - Casting Center
  - Team building

Michael Graves

Richard Haag

- Founder of landscape architecture program at UW
- Very interested in recycling land (brownfield development)
- Keeps elements of old site as part of landscape to give the place a sense of history – a reminder to what was (and how we've improved and returned things to nature)
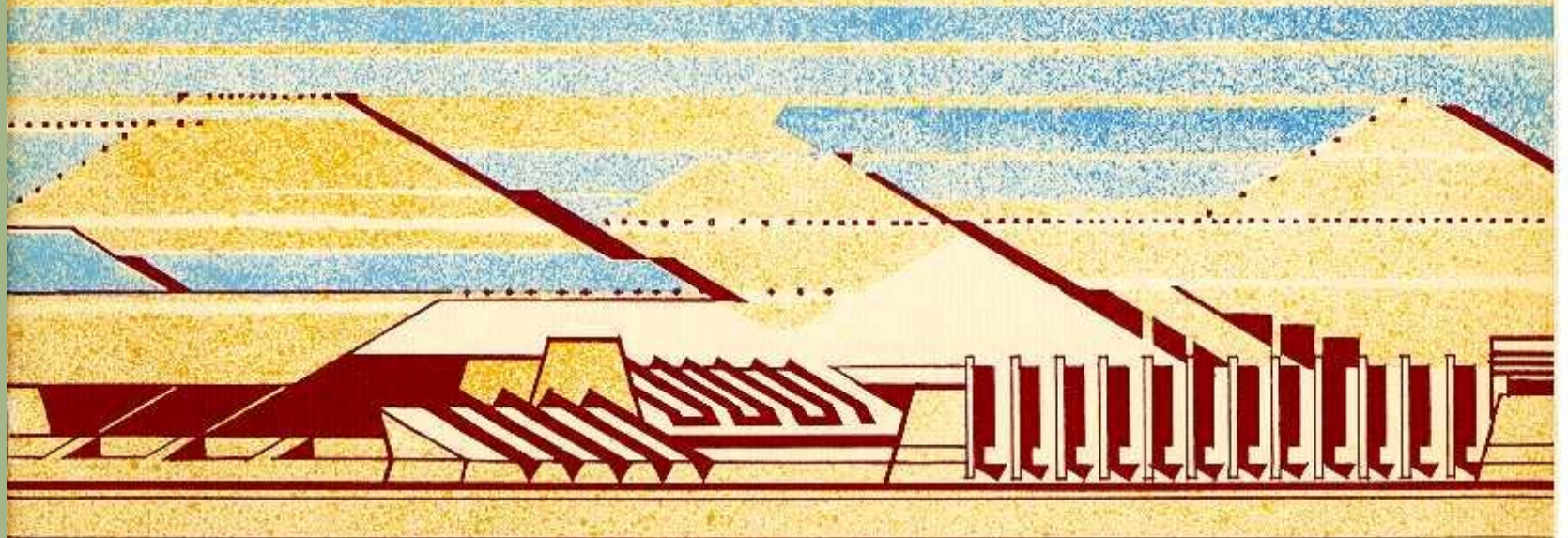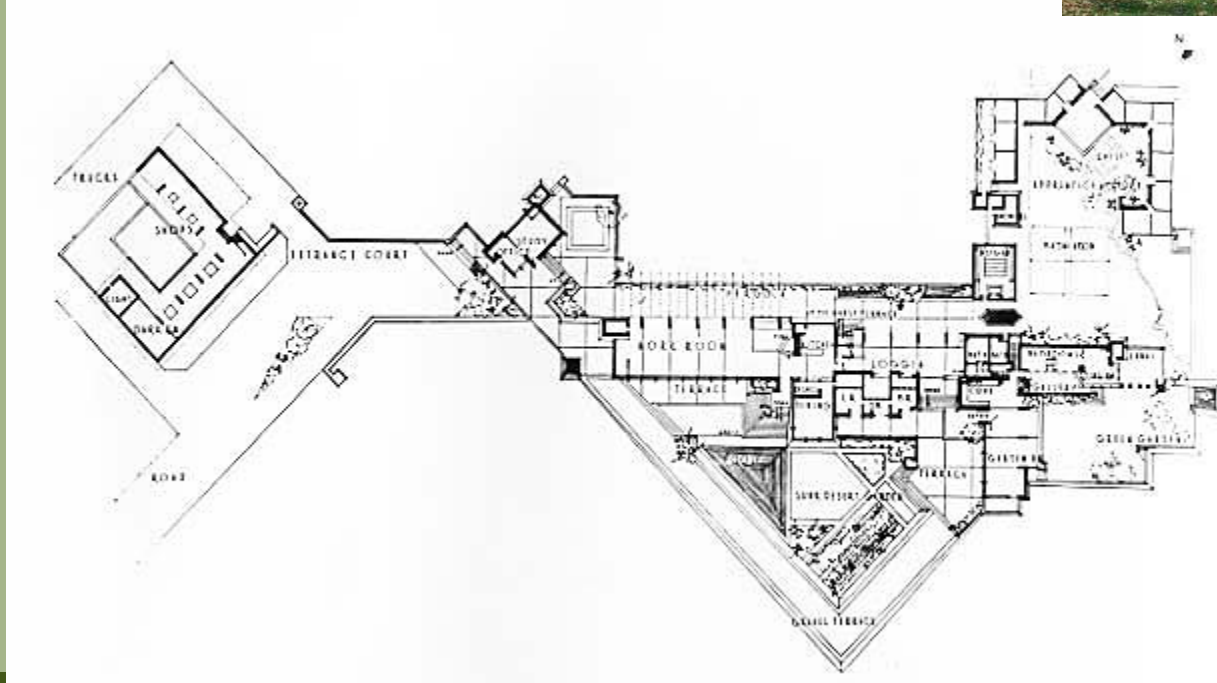
Richard Haag

Frank Lloyd Wright
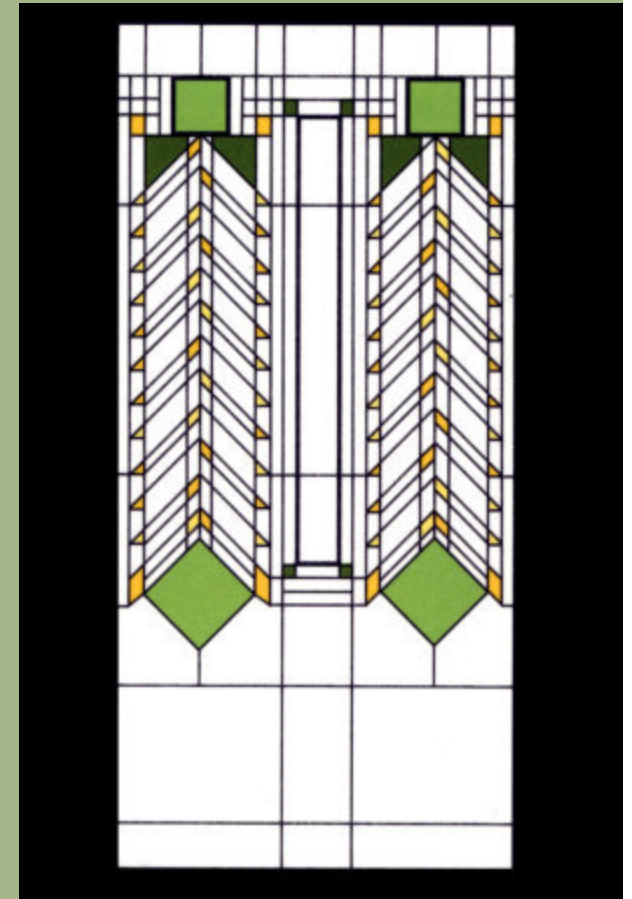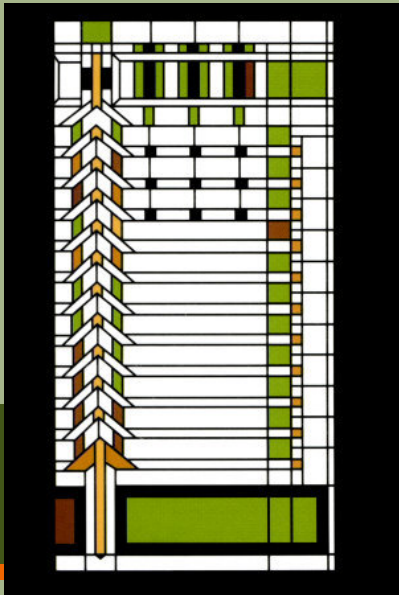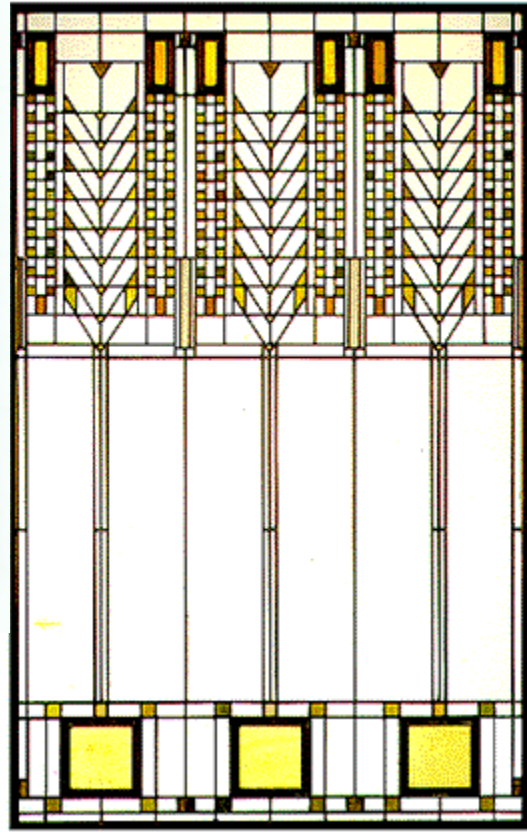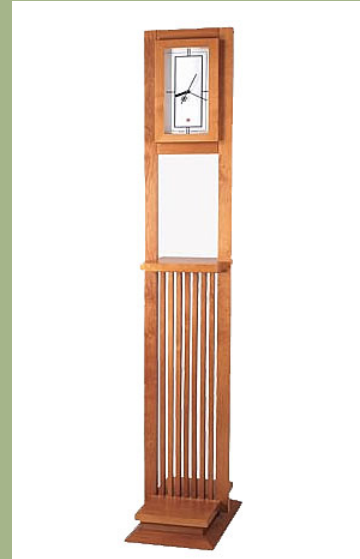
Frank Lloyd Wright

TALIESIN

Frank Lloyd Wright

Frank Lloyd Wright

Frank Lloyd Wright

Frank Lloyd Wright

- Most famous America architect
- Apprentice to Louis "form follows function" Sullivan (the inventor of the skyscraper and the first recognized American architect)
- Eventually eclipsed Sullivan in fame

Frank Lloyd Wright

- Prairie Style
- Usonian House
- Style emphasized the horizontal
- Used materials (wood, stone, brick) from actual site
- Buildings should blend with nature

Frank Lloyd Wright

- Buildings often used thin windows at room corners or at the top of walls below ceiling
- Allowed for light to break up space from the inside
- Influenced greatly by Japanese architecture (first American architect to design in Japan)
- Mies van der Rohe agreed to design in the US because of Wright's superior work

Frank Lloyd Wright

- Designed lights, chairs, tables, windows for his buildings
- Used designed based on plant life, insects, Native Americans that were from the location of the building
- Very regional in design (in contrast to Mies van der Rohe's International Style)

Frank Lloyd Wright
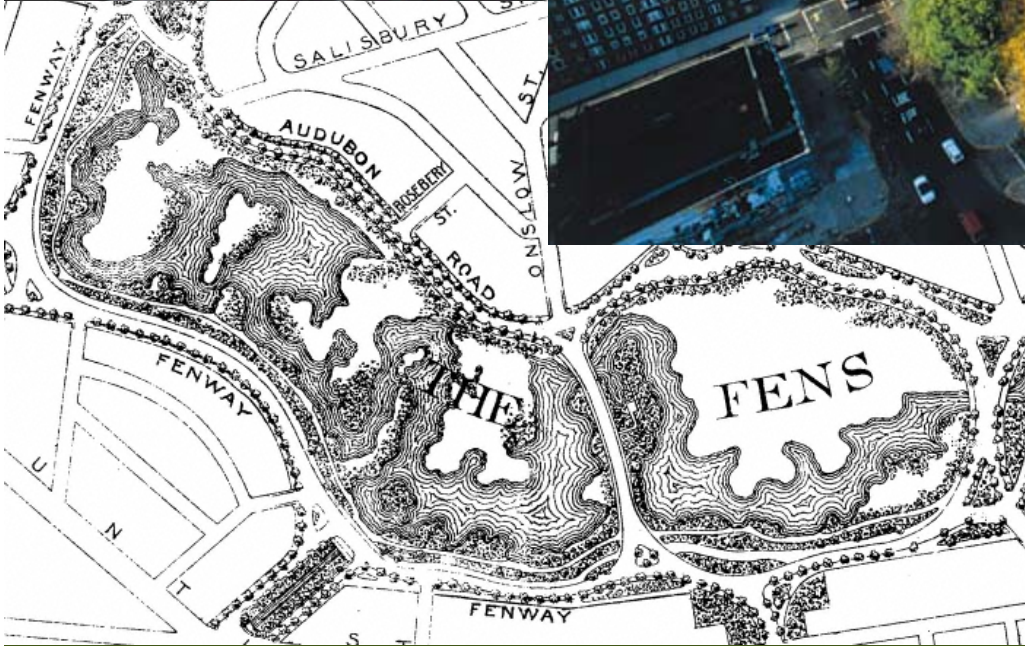
Frederick Law Olmstead

- Father of American landscape architecture
- Responsible for the creation of city park districts and state parks in the US
- Between his sons and himself, responsible for large parks in most major cities and several university campuses
- Worked with Daniel Burnham on several projects – created a balance between built space and open space

Frederick Law Olmstead

Burnham/McKim Mead and White

- Developers of the "City Beautiful" movement (rival plan to "Garden City" movement discussed in RLS 180)
- Created monumental urban centers for cities that included Beaux Arts buildings and grand parks (often designed by Frederick Law Olmstead)

Burnham/McKim Mead and White

- Louis Sullivan (Frank Lloyd Wright's mentor) was arch rival of Burnham/McKim, Mead and White)
- Sullivan was given only one building in the Columbian Exposition
- Sullivan had the last laugh – the only building recognized by Europe was Sullivan's (Europeans and European architects were bored by the classical style of the other buildings)
- Sullivan's Transportation Building won European design awards – the first US building to do so

Burnham/McKim Mead and White