

“I went a-preaching Stepney way* and I can tell you: it is a great drawback that I can't talk to them roughly and unaffectedly, you see this great class gulf lies between us all”

* East End of London



“they are good fellows enough and have only to be got to listen to reason”



lovely

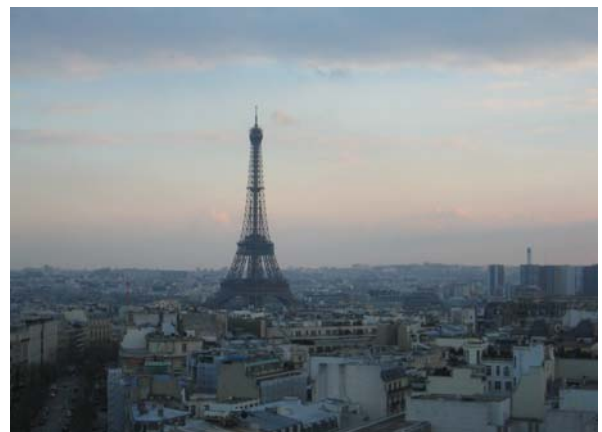


Morris married a working class woman whose appearance delighted him and who was willing to be dress the way he liked



“Let's break out of the horrible shell of wisdom and throw ourselves like pride-ripened fruit into the wide, contorted mouth of the wind! Let's give ourselves utterly to the Unknown, not in desperation but only to replenish the deep wells of the Absurd!”

Manifesto of Futurism



Gothic Vault



Violet Le Duc



Calatrava bridge in Valencia, Spain



The industrial revolution is about materials and resources

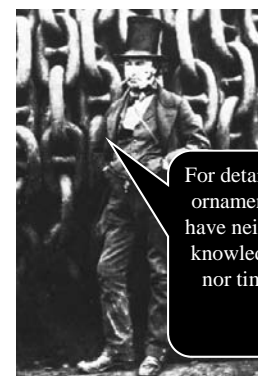
R Buckminster Fuller 1969

Vitruvius categorised architecture under three sub-headings

- Firmness
- Commodity
- **Delight**



Back to the nineteenth century and the division of labour as well as the problem of delight



For detail or ornament I have neither knowledge nor time

The capitalist model is that anarchic individuals assault the market place and the market place sorts out success and failure – the invisible hand – and the world sorts out the market place

The socialist model is that individuals interact with social needs and interests that sorts out successful and unsuccessful behaviour – the visible hand – and the cultural outcome is the objective manifestation of all of these that can be measured as good or bad for us



Individual success or failure may be based either on profit or on the fruitful organization of the cultural condition, 'the human economy', these are not choices the individual can make alone but they create the culture in which the individual has to live on a daily basis



[Eileen Grey quoted in Women's Places, Martin B Sparke P eds, p.103, Lynne Walker, Architecture and Reputation]



The process is always subordinate to the plan not the plan to the process, it is about dwellings for people,



Or is it about Cash Eileen?

Architects do not build they organize, but they organize for quality of life rather than for building

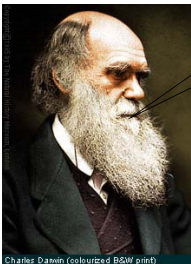
Architects do not produce the built environment they design the built environment

Design is not making but is to do with the speed of perception plan and action, slowing it down, allowing for alternatives and the time for these to become acceptable to client and contractor and sometimes excluding the client and contractor by way of getting a community to build for themselves alongside designers



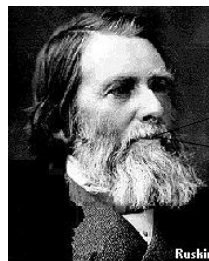
Sam Mockbee

And have we established that architecture is complex yet?



Charles Darwin (colourized B&W print)

The ten books – 30-20.B.C (Marcus Vitruvius Pollio) have two dominant themes the first is that architecture covers the entire built and mechanical environment and is an art of great complexity, the second is that its proper practice depends upon the synthetic mastery of a vast range of theoretical and practical knowledge



Gothic delights me because it can combine natural ornament with a frank display of structure and materials but I don't like machines much, unlike Semper, because the division of labour is a division of society

Well I quite like machines and we should reason that ornament should be correlated to the use so that it is not arbitrary, and we need more time to learn how to design for mass production

