

History of Architecture and Culture – 6

Lecture 8

Works of Paolo Soleri

Soleri was an Italian American architect and he established an arcossanti the arcossanti and educational cosanti Foundation. I will tell you what is arcossanti and cosanti are in due course of this lecture. So right now let us concentrate on the early life of soleri. Hewas a lecturer in the college of architecture in Arizona state university and he was a recipient of national design award. Died at home of natural causes on 2013 at the age of 93. He has done so much to architecture and urbanism. We will be able to see the extent of what he has done arcossanti project. he Adapted ceramics industry processes that he learnt at first time to use in his award winning designs and production of ceramic and wind Bells and silt cast architectural structures that He designed for arcossanti .for more than 40 years all the proceeds from the sales of wind Bells have provided funds for construction just to test theoretical work. He has done so much of theory and he makes so much of wind bells and ceramics at everything to sell them and to get the profit only use it for the construction of his theoretical work. Ceramic Bells and bronze Bells Are still being produced and sold at arcossanti and Cosanti in the foundation in Arizona. According to Paolo soleri in nature as an organism evolves it increases in complexity and it also becomes a more compact and miniaturized system. Similarly a city should function as a living system. Arcology, architecture and Ecology as one of the integral process is capable of demonstrating positive response to the many problems of urban civilization, population pollution energy and natural resource depletion, food scarcity and quality of life. Arcologyrecognizes the necessity of radical reorganization of sprawling urban landscape into dense integrated three-dimensional cities in order to support the complex activities that sustain human culture. The city is the necessary instrument for evolution of mankind. Arcossanti is an experimental term and a bell casting community Paolo soleri developed and again construction in 1970 in Arizona in the middle of a desert. He used the concept called Arcology which He designed himself he mixes architecture and Ecology together and he demonstrates how, urban conditions could be improved by minimizing the restricted impact on earth. He had taught at various schools. That means that he had generations of architects, urban designers and students who had worked with him, studied with him, there when he built the town. The final game of arcossanti is to explode the concept of

ecology and prove that by combining architecture and ecology he can make difference in human life. The town had the goals of combining social interaction and access ability of an urban environment with sound environmental principles such as animal resource use and access to the natural environment. The project is building an experimental town on 25 acres of 4060 acre land preserve. Many features are particular to the design and construction of arcossanti. For example tilt up concrete panels are cast in a bed of silt, acquired from the surrounding area giving the concrete a unique texture and color that helps it blend with the landscape. This was the concrete panel that they are talking about. Most buildings are oriented southward to capture the sun's light and heat thanks admit the maximum amount of sunlight in the winter and minimum amount of sunlight during the summer. The bronze casting apse is built in the form of the quarter sphere and semi dome. The layout of the building is intricate and organic rather than a City grid with goal of maximum accessibility to all elements and a combination of increased social interaction and bonds together with privacy for the residence. The apse is an architectural term for a quarter sphere. Built between 1971 and 1973 .this huge ceramic apse serves in the production of ceramic wind Bells and tiles at arcossanti. The East and West communities began in 1972 and completed 1974. East housing has been used as shared housing. The construction process was a combination of poured in place concrete and precast panels. The vaulted ceilings here, you can see them here vaulted ceilings a part of it decorated with large sunsilt cast designs and the bathroom floors are done with ceramic tile murals made on site. Living quarters are cluster in a honeycomb of sparse minimalist Apartments all virtually identical. The buildings and walkways are built in a more dynamic formation than conventional city grid. The building was not just to conserve natural resources but to also increase the increased social interaction between the residence and the people who are there in the City. They have to be meeting each other... the design is made in such a way that they have to bump into each other at some point of time and in one of the various open Atrium, gardens, green houses or just pastures. The open design the overall design is completely kept open and remarkably networking it creates a nice communication vibe between the people. The entire population is mostly Paulo soleri, phonetic, bell casting artisans. But even when the community is being thrown up on outside into people same kind of architecture should work because it had worked with these people. According to the design the city has never been officially finished. Intended population of the city is around 5000 whereas the current population is only 80. The overall design can be seen in this picture here.

These are Underground structures that holds entire City so the planets various level which he has drawn, and this is the structure various level plants 1, 2, 3, 4,5,6,7 the various level plans. And these are the sketches that soleri had made for arcossanti 5000. Take a look at his designs and the playful way in which he has tried to create the whole building process. Look at the play of colors and look at the natural Earth tone colors that he has for his buildings. So the Ceramics that they make at arcossanti, some of the models and sketches that he had made and a few of the buildings which got realized in the process of making it. This is the cosanti site plan, cosanti is another organization which Paolo soleri created. These are some of the pictures from co Santi. You can see the similarity in architecture, arcossanti and cosanti. This is the studio of architect for Paolo soleri. You can see how gracefully and beautifully he has designed the studio.

Archigram

This was Paolo soleri the architect who designed a city for 5000 people and he designs, high density city communities where, people talk to each other, people behave like relative and friends in the community. And it uses many minimal footprint of land. So this is what Paolo soleri things of his futuristic city. But thinking of futuristic cities, there was group but rather very interesting group of people they were called archigram together and let us see what they have to say in terms of City Building for future. Archigram the logo designed by the proponent, archigram it pretty much dominated the entire architectural Avant garde in 1960 and 70 with its beautifully playful pop inspired vision of technocratic future after it was formed by a group of London Architects in 1961. This was the cover of the magazine archigram. You can see how interesting they have made the cover of the archigram magazine. These were the 6 people that were responsible in starting the archigram, Warren chalk, Peter cook, Dennis Crompton, David Greene, Ron Herron and Michael Webb. Let us now look into how the archigram term came into existence. The name archigram came from the word architecture and telegram they fused these two words together it's a port man of two word architecture and telegram. It was started as a homemade magazine it was sent as free magazine. it was designed to explore all new projects and new ideas of the kind that were coming to place in the beginning of 1960 and even in 1970 for that matter. They were overturning the strict idealistic modernistic principles of 1950. So they were changing themselves into what they called as archigram. So there were a few things which were inspiring the archigram people. One was the space race and the other one was the advent of

Technology, then there where there is lot of medicines that were developed and cure for lot of illness advancement in medicine, the Dawn of digital revolution, consumer boom that was led by the United States. These were some of the aspects which puzzled these people and they started creating spaces in cities imagining what if these 5, concept grow rapidly in human civilization. So they gave imaginative solutions to city that had a lot of technology ,lot of space race, digital revolution, consumerism, cars, hi speed, moving cars, space vehicle and destruction, once there is war and destruction what would people do for living and they thought of all those things in their archigram. Some of the famous projects that they had, designed in terms of cities future are walking City, Plugin City, and instant City. In all these walking City, plugin City, and instant City they used lot of pods, capsules lifelike mega structures, temporary structures, inflatable structures and they always have high speed cars, futuristic furnitures, futuristic Gadgets and clothing. The fundamental aim was to completely replace what we were doing currently. The conventional way of doing designing buildings and things. They wanted to replace with pods, capsules that they were designing. Inventive use of new technologies made them to rethink the structural society system of the present day. Archigram are amongst the most seminal iconoclastic an influential architectural groups of modern age. They created some of the twentieth century's most iconic images and projects, re thought the relationship of Technology, society and architecture, predicted and envisioned the information revolution decades before it came to pass and re-invented a whole mode of architectural education and therefore produced a seam of architectural thought with truly Global Impact. The first of the project that we will be looking at yes the walking City. It was proposed as an idea by British architect RonHerron in 1964. Walking city is a huge City, it has multiple levels, it has accommodations, it has industries, schools, functions, and it has everything inside this huge city that looks like a submarine. Imagine a very huge and very big submarine and the submarine is not inside the sea it has legs and wheels which can move around. That is what archigram designed. That is what Ron Herron assigned as a walking City. This is that use City that I was talking about .you have the accommodation units .you have all the things that people need, you have helipads, space vehicle pad, everything, futuristic design with use legs and wheels which can move the whole thing around .his idea was when there was destruction people can just get into the walking City and start walking to another place and the City can be established in any of the places. So the city is no longer and anchored to a particular geographical location. The city is now on a move. In an

article in Avant grade architectural journal archigram, he proposed massive robotic mobile structure and these structures are not only massive in their robotic but they also have their own intelligence. They could roam freely wherever they wanted where were the resources had and wherever they had manufacturing requirement. This building can be connected to other buildings like you can see here. They can be connected to other walking cities or other cities, they can be plugged add people can be moved from one place to another, one City to another in such an easy manner. Here are a few cities that are walking together or close to each other and you can see that there are tubes attached from one city and it goes to another City and so one. Walking City imagines a future in which borders and boundaries are appended in favor of a formalistic lifestyle about groups of people worldwide. One day in the near future a city like a walking City maybe realized as Technology improves and advances. This means that technology that we have his influencing the architecture in broader sense whole world at a vast amount. And part of the technology maybe culture Technology using new kinds of mediums and modalities especially digital. The instant city is an urban intervention in a rural town. a Zeppelin flows into town, hooks into the centre and bombards the town with art, events, temporary structures media infrastructure such as billboards, projectors and screens, is it and other simulations then eventually drifts off after installing a wide range of Communications infrastructure that hooks that down into new urban network. The intention being intensive and deliberate cultural urbanization. This is the floating City concept where there is a normal City, normal village with boring thing happening. And the floating City appears on top, it flows into the town and hit hooks in to the centre of the city and it bombards them with events, arts, temporary structures, projectors, stimulations everything. And when it is done stimulating all these things, when it is done putting everything, it drift off, while the urban boring environment has become a very new and very interesting a very lively urban network that has all cultural events happening, that has all art events happening, that has all people talking about, drama culture technology and everything. That was the idea of a floating City. Before IC: A sleeping town so this is how the local IC, HQ is acquires there a boring city with a regular boring activities and suddenly they see this and people are interested to look at this, hey look at this. Suddenly it pops up to become an instant City and they hook up with the local IC headquarters, they hook up with all the technology they take the equipment's , they move people, there is curtains that comes around the entire City the event is happening already the sky becomes and open cinema. Sky net and fall the

square becomes a theatre this entire thing becomes a movie projection and this place becomes a theatre now. Finally there is a highest intensity of activities happening. Here is an outdoor theatre, there is an advertisement Billboard, there is a disco happening and there are a lot of activities and seminars happening all on the outdoor City. Finally after everything had come down on the City, there is Counter action the town has become interesting and there is learning station there is an info centre and there are lot of sudden things happening inside the city. And this Floating city has left the city. Finally the network completely takes over, it is linked through air or landline. The Complete Metro polis is link to another Metro polis, the towns become together. There is National Network of cities that connects all events across the cities that is what futuristic city that archigram people thought of. The next project that we will be looking at is the Plugin City. The plugin city is set up by applying a large scale network structure containing access ways and essential services to any terrain. In to this network are placed units which cater for all the needs. These units are planned for obsolescence. The units are served and maneuvered by means of cranes operating from a railway at the apex of the structure. Let's take a look at the picture here. These are huge framework of structure you can simply take up one thing and put these things anywhere. There are residential units, there are escalation tubes, there are shops, supply tubes , compound units, singular Units there are crane ways, heavy duty Railway on top these screens operate at various level and they keep adjusting from one place to another when someone wants to get closer to another person. They can simply adjust through the cranes and take it and place it over there. The network of the city is guaranteed everybody the same kind of service and opportunities. So one has the opportunity or one has the right to move from one place to another. So this option of having a movable house or a movable pod or movable environment is what Plugin City came to think of. Imagine huge cities that are plugged into each other. You can move from one place to another place through tubes and this thing technology. And imagine how they have designed each and every City that having to connect each of these people in a much easy manner. Finally there is a floating City, there is a plugin City and there are walking cities and one particular thing and this is how they imagine the future to be. This archigram people they were so futuristic. They were taught huge number of years into the future and they envisaged what could have happened to the future. What would happen to the future? If the medical advancement of this age goes on in this exponential age, if the technology of Electronics and electrical engineering go on at this age and if the digital scenario keeps expanding, they

expected and it, information technology evolution that would completely take the world by its grabs and they predicted it at @1961. Here we are in the middle of an economic and IT revolution piffled by how it is taking us and those people were able to envisage it 55 years in advance. That was a visionary Archigram people. They have an understanding of how does it works, we had a thought process that was so influenced by pop graphics. Some schools of thought may disregard them as mere Dreamers. But look at what they have dreamed. They have dreamt of entire cities, dreams of the future that is about to happen. Most of the things that are archigram had dreamt of and published had become reality 20 to 30 years down the line and who knows whatever they imagine might even come true 50 years down the line. This people look at the time and they see 100 years in the future. Look at what all they have created. This illustration here in this screen they called it the electronic tomato they have found out the ways and means the human body can be hooked on to a vegetable so that you can communicate with any two things in the world. These guy's designed an in individual pod in case of a nuclear explosion you can get into the pod and be safe. And they talk about Enviro pill by means of taking a pill, a medicine you can get yourself hook up to all these kinds of Technology and you could be updated on all these things. The digital technology. Already they have thought about the digital technology. As early as 1969. This is a simple looking thing which expand into a pod like this and people can be safe here even in case of explosion. This is a single person space vehicle come suit which they had design. A person can step inside simply comfortably and they can stay there for, in case of a huge explosion, in case of a destruction they can stay in forever. This is the kind of city that they were talking about, a lot of cars and bridges, the future.