

FAQs

1. State the underlying principles which govern architecture design.

In design evolution, Architecture cannot fulfill its function and generate its message unless it has some underlying principles of design

- AXIS
- SYMMETRY
- HIERARCHY
- RHYTHM
- DATUM
- TRANSFORMATION

2. How does constraint influence vernacular architecture?

- Indigenous builders use local climate, culture and materials to guide their processes instead of years of formal schooling.
- The constraint of locality may limit formal elements, materials, and size to vernacular builders, but making choices inside the presented constraints allows for innovation to take place outside of initial expectations.
- Before the industrial revolution, around 200 materials were used in the building trades worldwide. Most of those materials were the same nearly everywhere: wood, straw, brick, stone and earth. Even with such a limited array of materials, widely different uses and forms evolved in different locations

3. How was durability addressed in vernacular architecture?

- The long lifespan of buildings is part of what allows them to grow, adapt, and evolve. With that comes consideration of material and maintenance.
- Most of the materials used in vernacular building practices are by their very nature durable: stone and large timbers.

- Ephemeral materials (such as straw, thatch, or wooden shingles) are used in ways and in places that allow them to show their wear and provide for easy repair and replacement

4. Write a few lines about an ancient city with vernacular architecture?

MohenjoDaro

- houses were designed in close proximity to each other , built around a **central courtyard**
- **facades were solid** , windows opened to the courtyard and passages
- introverted design , planned around the main depression “the tank” , that acts as a **community space**
- mud bricks used for construction
- series of **enclosures for security reasons** with gates at strategic locations

5. Cite an describe an example of vernacular at a bigger level, in India.

- **Dhordo Village, Rann of Kutch**
- **Design: Street as a space for community.**
- Streets are narrow, with wide opening to the main court and spaces. It can be with or without variety
- The geometry can be curves or zig-zag to meet the multiple needs of the culture
- Radial pattern , in terms that the design generates from one central focal point welcome the court
- Street pattern – bannis clustered around the axial street, the lower caste kept away from the main settlement area. the main court is near the heads house