### THE ARCHITECT AS STORYTELLER

## collaborative media projects at Harvard

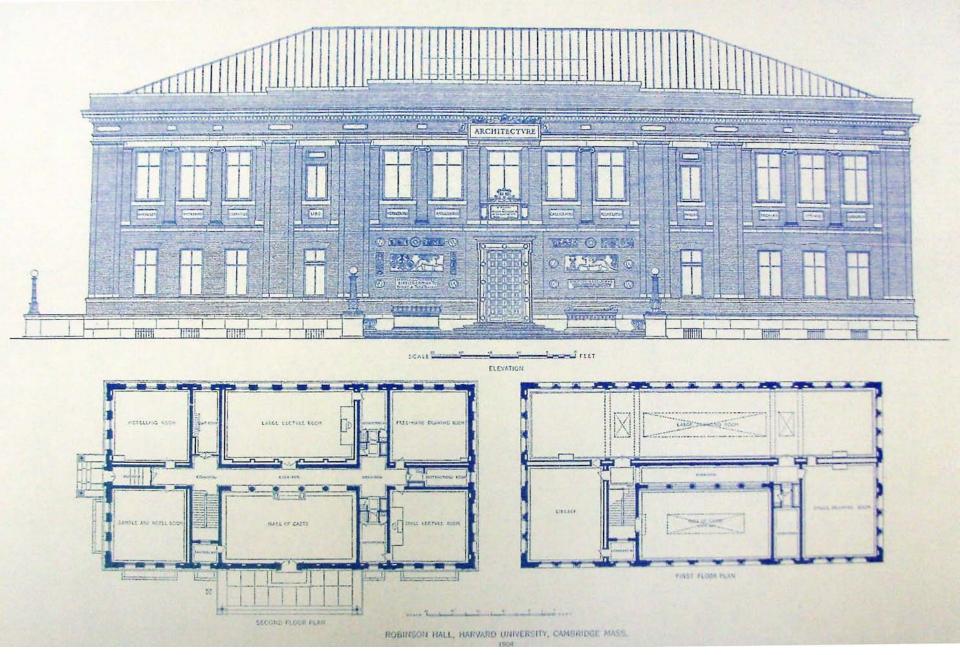
International Design Symposium Kyoto University Design School 15 March 2013

Mark Mulligan
Director, Master in Architecture Degree Program
Harvard Graduate School of Design



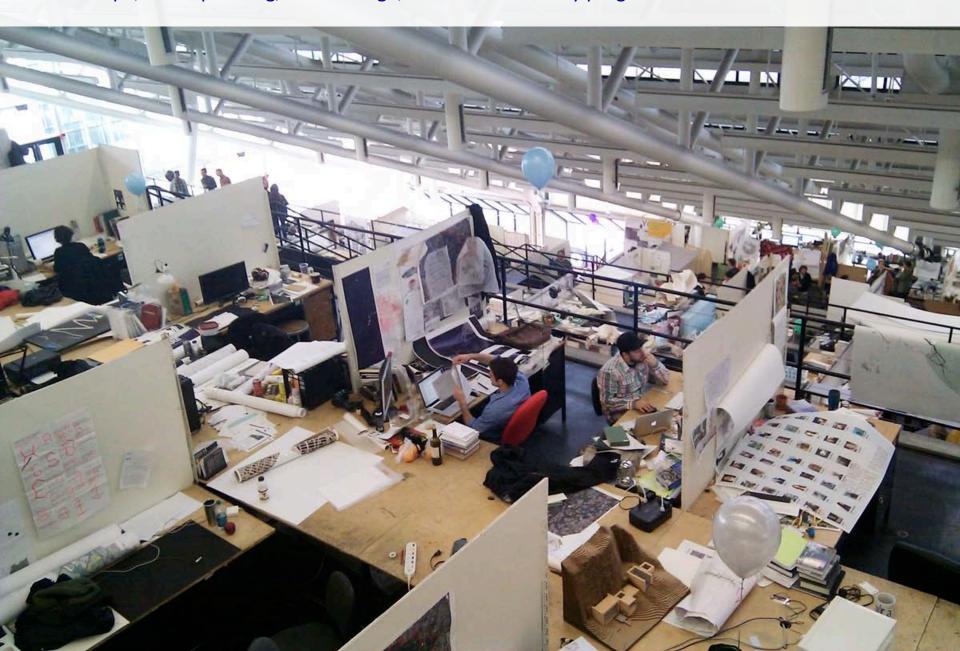
#### PART ONE: INTRODUCTION TO THE GSD

**Harvard University's Graduate School of Design:** the only major architecture school in the US whose name does not include the word "architecture"; an implicit understanding that design knowledge and expertise require interdisciplinarity.

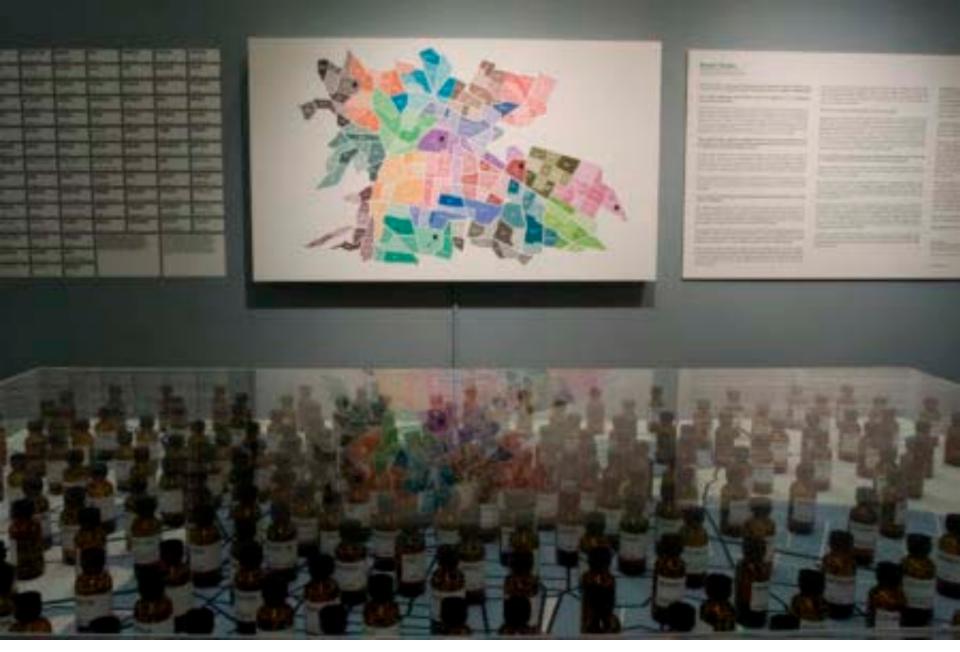


**Robinson Hall:** the first home (1936-1972) of Harvard's Graduate School of Design, formed by joining the previously independent Departments of Architecture and Landscape Architecture.

**The GSD today:** nearly 800 students enrolled in ten separate degree programs in architecture, landscape, urban planning, urban design, and advanced study programs.







**GSD programs:** centered on design of the built environment, with occasional forays into furniture, product, web and graphic design... lectures on clothing, food, and scent design.



**Studio pedagogy:** high faculty-student ratio, hands-on instruction at the desk. Project-based research historically viewed as "too subjective" by other parts of the university, such as science faculty. The need to communicate better the value of what we do as designers to a broader public.



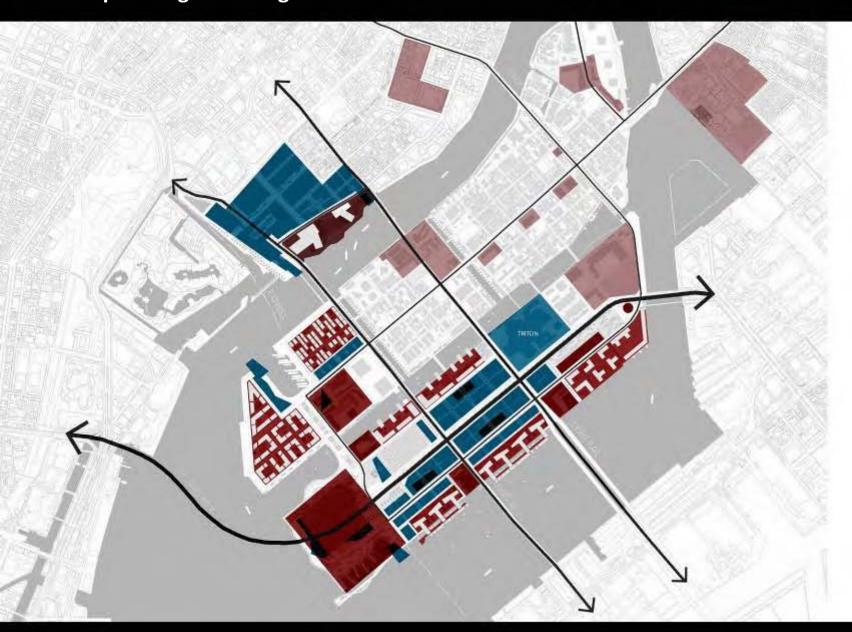
**Juried reviews, public presentations:** the architect as storyteller, arguing for creative synthesis of values.

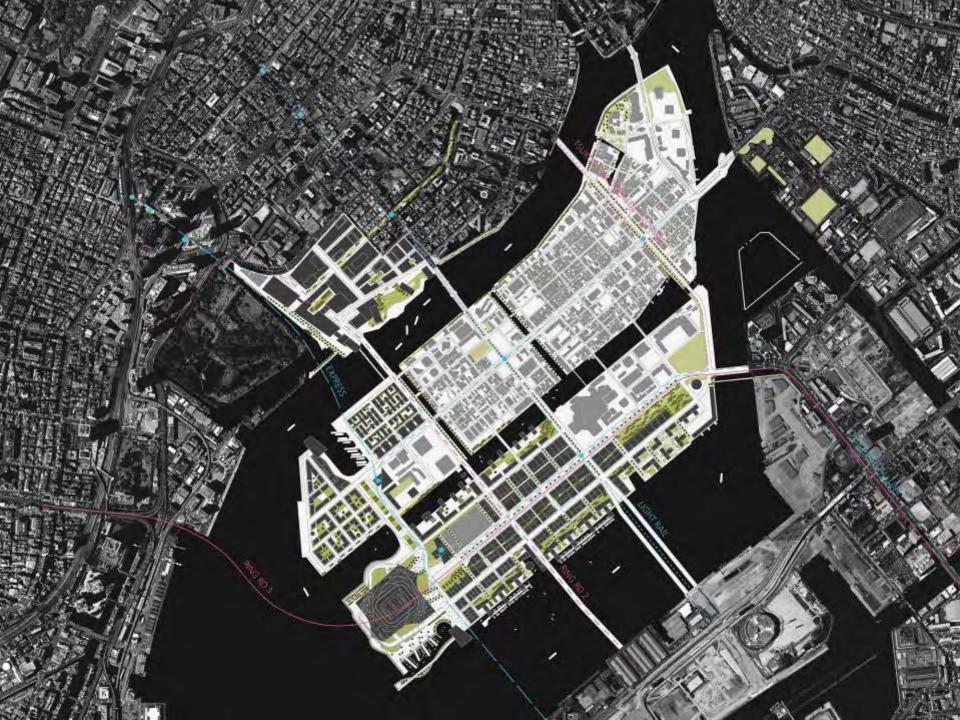


**Examples of student design research in architecture...** 



...urban planning and design...





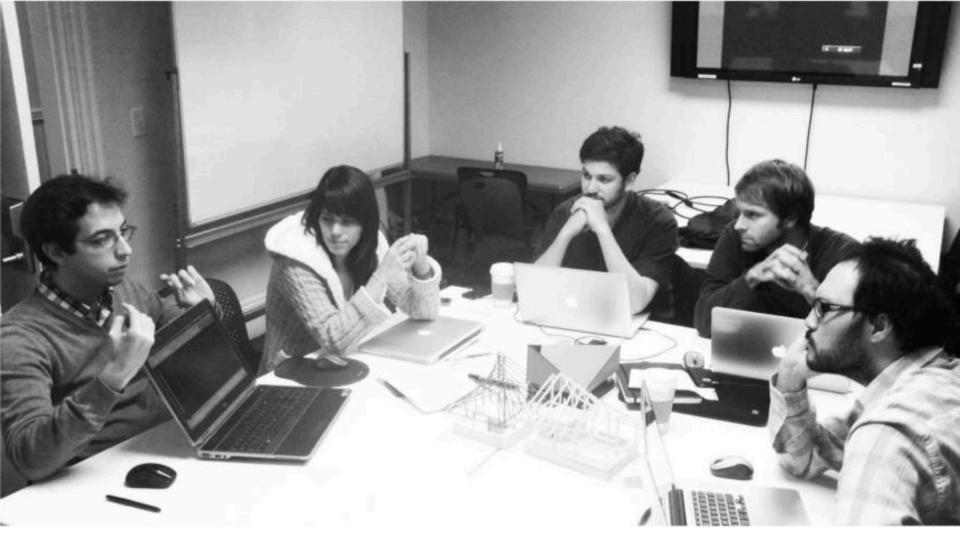


**The GSD today:** striving for greater integration within the University's intellectual life, shifting the School's mission from professional training to establishing a stronger research focus.

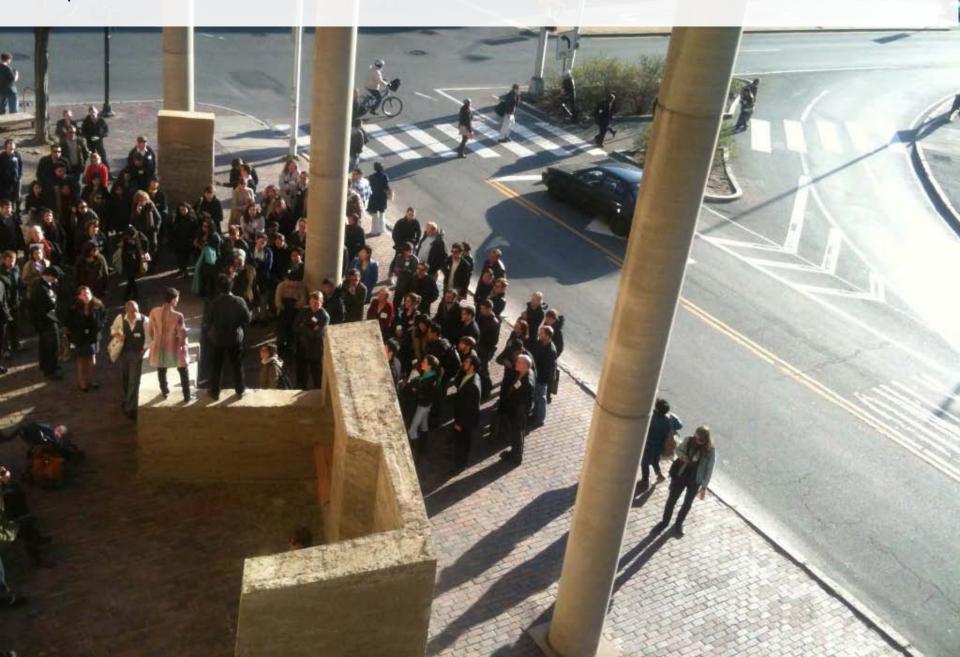




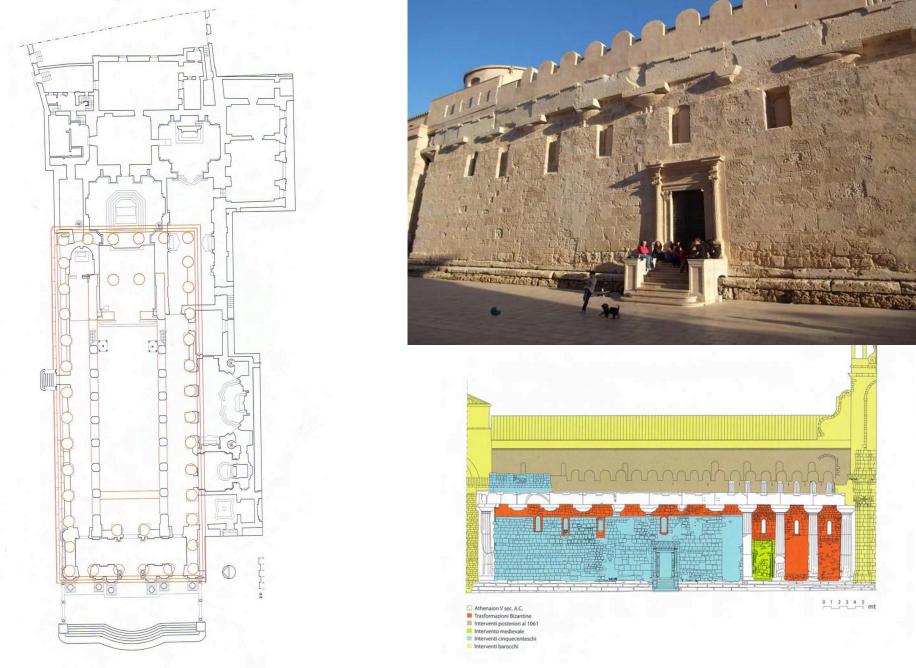
**Faculty and students** reminded of their responsibility to communicate the value of what we do to the world outside, relying on expertise in visualization, research, and writing...



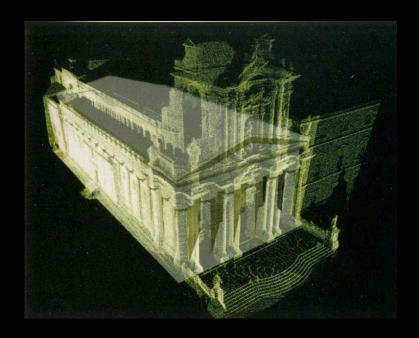
**Collaborative, hands-on projects** involving students from different disciplines and of interest to a public audience.

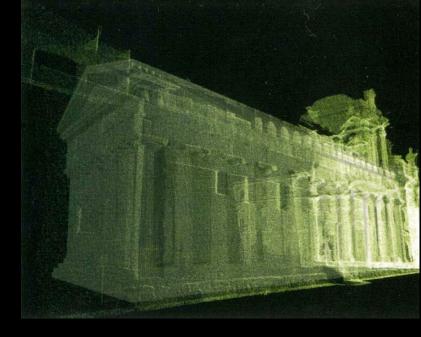




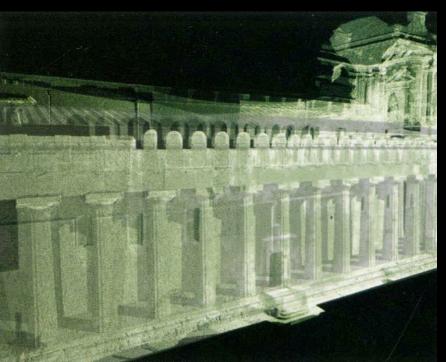


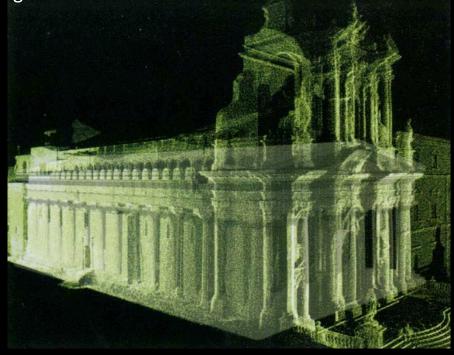
Siracusa Cathedral: multiple ages of architecture collaged in one historical structure.





**Digital visualization tools** provide new understandings of conservation issues.





## DIGITAL ARCHAEOLOGY unearthing Frank Lloyd Wright's Imperial Hotel

Spring 2010

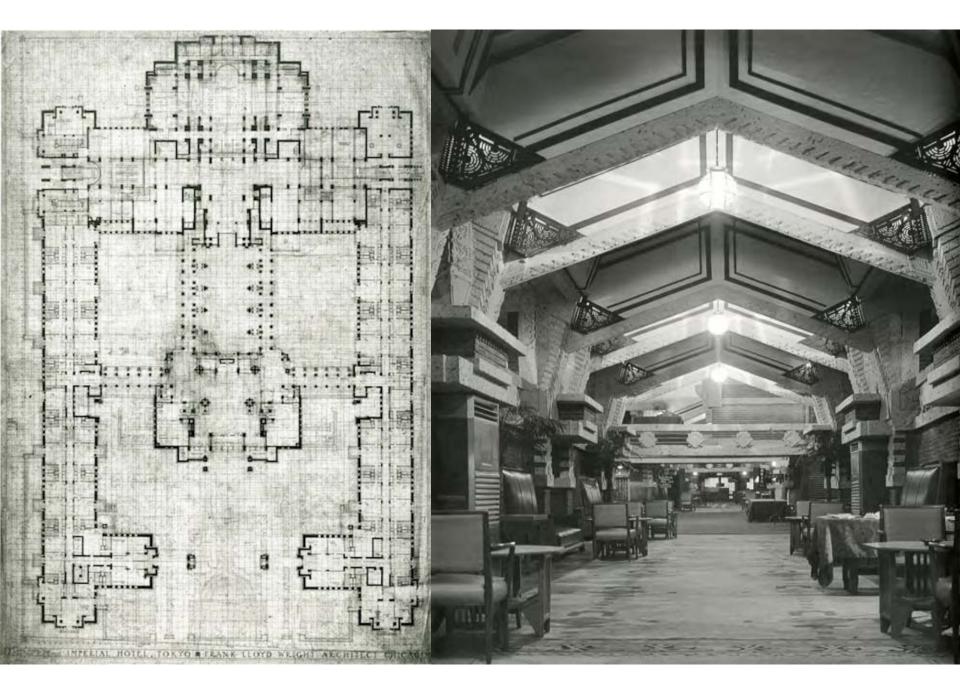


**Frank Lloyd Wright's legendary Imperial Hotel in Tokyo:** demolished in 1968, now reconstructed in digital format; animation media recreates experiential dimension.





**Digital reconstruction** based on original design and asbuilt drawings, photos, texts...







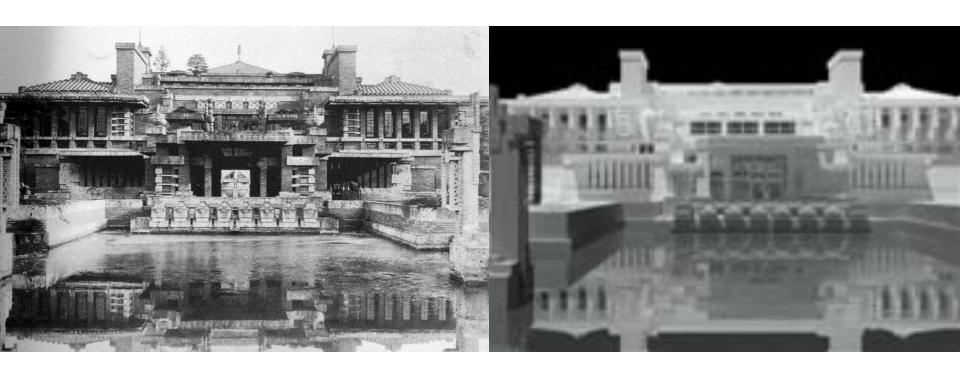




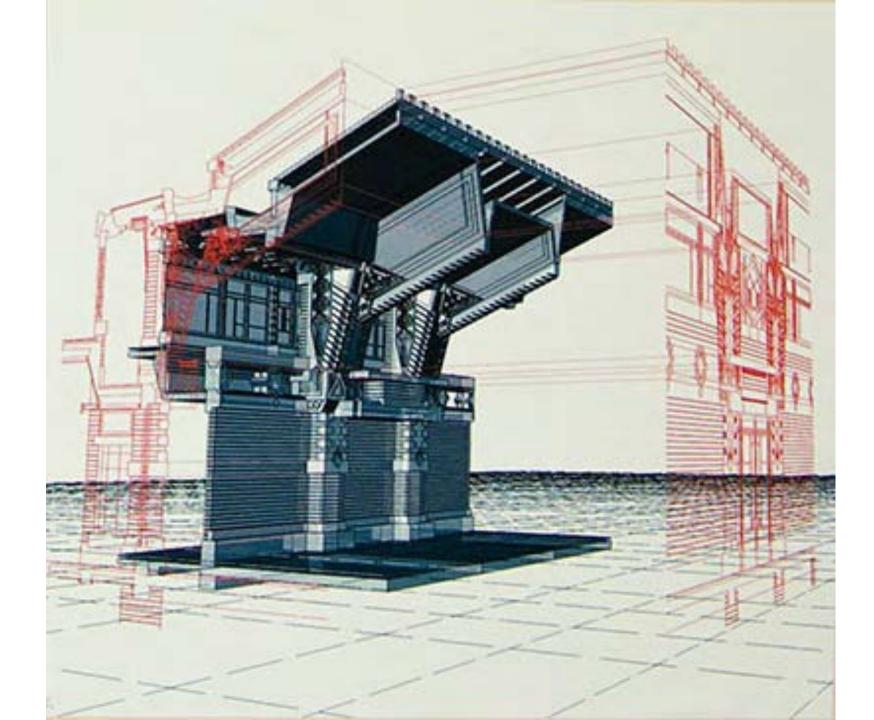




#### Completing the work of reconstruction in digital model:



Excerpts from the animated video project: https://www.youtube.com/watch?v=UqXpjYc0eAY https://www.youtube.com/watch?v=F9yOesXsSIE

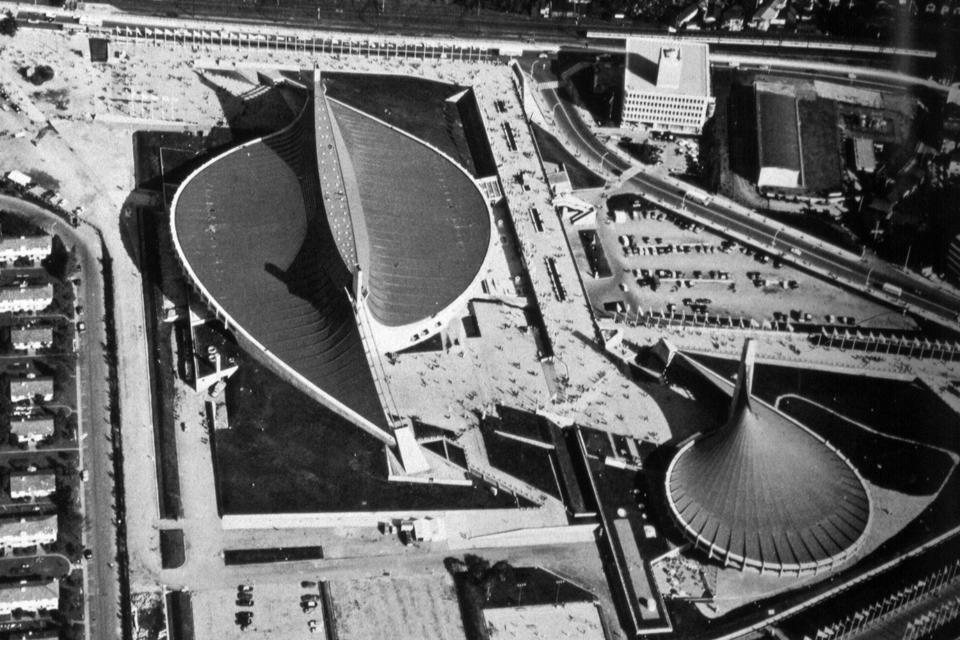


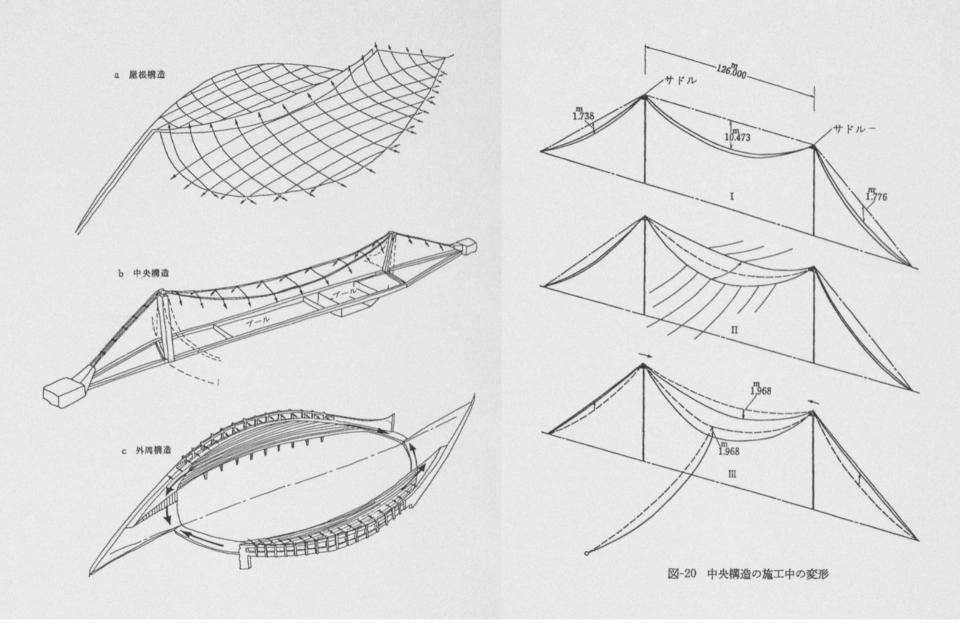
# KENZO TANGE'S YOYOGI OLYMPIC ARENA

Spring 2012

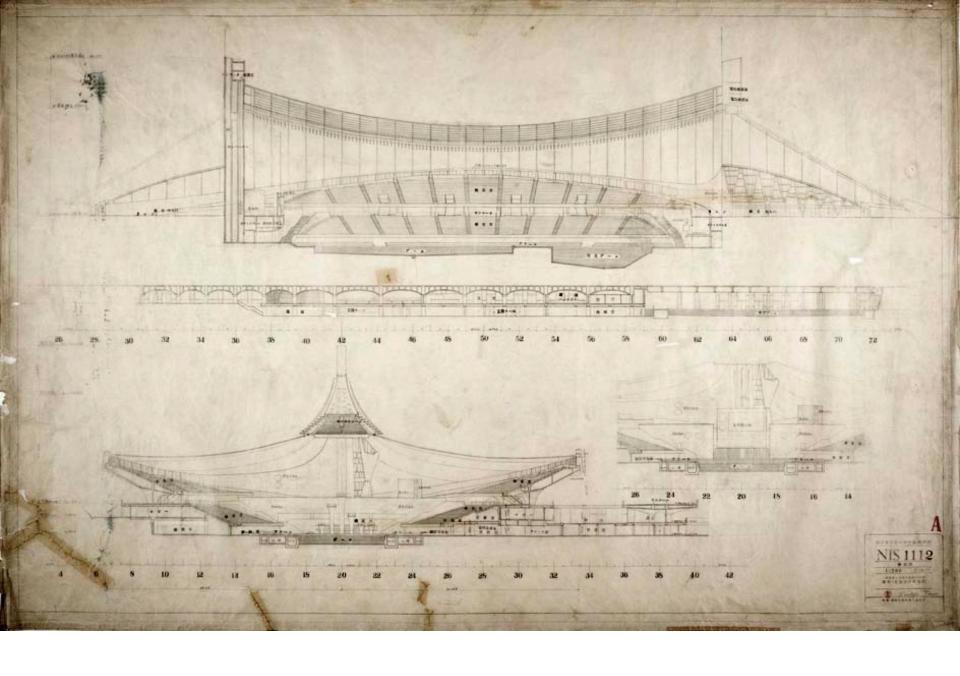


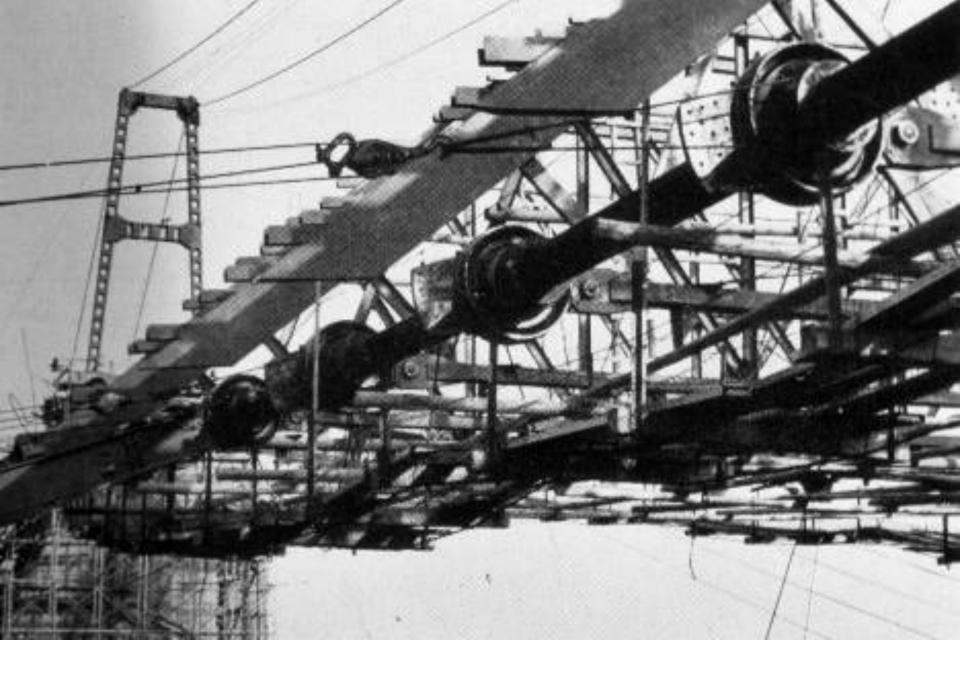
(1913) and anticipating the 50<sup>th</sup> anniversary of the 1964 Tokyo Olympics.

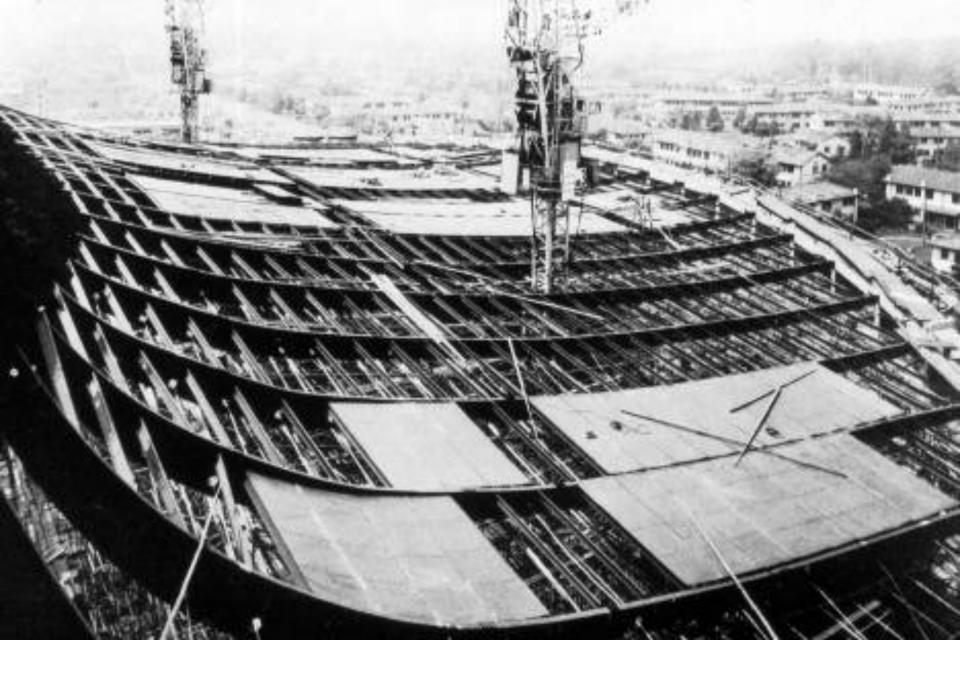




Using animation tools to analyze structural behavior and construction technique, previously illustrated only in diagrams...









Excerpt from the animated video project "Kenzo Tange's Yoyogi Olympic Arena": https://www.youtube.com/watch?v=hbeo2nvaNjA