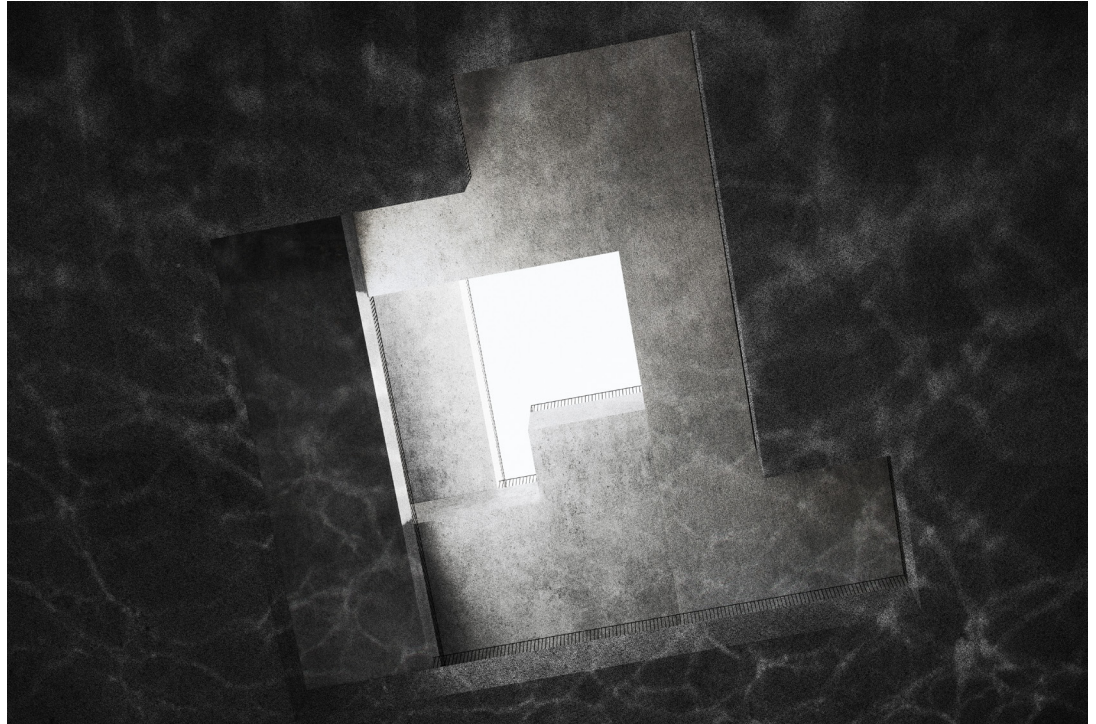ELIAS LINDH

PICTURING ARCHITECTURE

MATTER SPACE STRUCTURE

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Images are powerful. Since most people understand images architects use them to communicate ideas with society, leading to a vital relationship between architects, artists and photographers. This thesis studies this relationship in order to develop concepts of producing images of architectural ideas at the initial and final stage of the design process.

After spending a year in the field as an architect intern, I've realised images can be problematic. Process images tend to be too specific too early in the process, leading to issues in communication between architect and client.

Images of design proposals are outsourced to architectural visualisation firms on the clock, leading to artists visualising projects they know little about. As a result, images come out looking generic and stereotypical, filled with objects placed by the artist without the intention lof the architect.

To bridge the gap between architect and artist, approaches and methods used by artists and photographers related to level of realism in images and capturing specific atmospheres are discussed.

The discourse relates images of inital ideas to surrealism and contemporary 3D artists with surrealistic influences. Images of design proposals are connected to impressionism, contemporary photographers and visual artists.

One of the most important features of architects is the ability to picture designs in our minds. The idea of this thesis is to combine this extraordinary feature of architects with skills from artists and photographers to conceive two concepts of visualising architectural ideas.

The idea of the first concept is to capture an idea still in the mind, at it's most abstract state. The second concept encourages the architect to be conscious when visualising design proposals, capturing situations the architecture was designed for.

The concepts are applied to four developing architectural ideas, leading to a design proposal consisting of a series of images visualising the ideas at the initial and final stage of the design process.

Keywords: Picturing, visualising, ideas