



ZU

Eröffnung
Kunsthau
Bregenz

eter
umthor

11.
Dezember
2010
14.00 bis
18.00 Uhr

M

14.00 Uhr
Begrüßung
15.00 Uhr
Ansprachen

T H O

R

15.30 Uhr
Besichtigung
17.00 Uhr
Ausklang

Kunsthau
Bregenz
Karl Tizian
Platz
A-6900
Bregenz

“... when I design a building, I frequently find myself skinning into old, half-forgotten memories, and then I try to recollect what it had meant to me at the time, and I try to think how it could help me now to revive that vibrant atmosphere pervaded by the simple presence of things, in which everything had its own specific place and form”
Peter Zumthor “Thinking Architecture”

thinking architecture
images

poetic quality

precise and sensuous way of materials
meaningful of materials in specific context

discontinuity

generate a meaningful between sense and form

today architecture is opposite of melody?

architecture and her own realm *promise and reality*

Does architecture based on disharmony and fragmentation, on broken rhythms, clustering and structural disruptions may be able to convey a message?

If we understand architectural object statement our curiosity does not die?

Does the picture give us the information without explanation? How to read the picture?

Does the graphical portrayal often serve the absence of the object?

construction- art of making a meaningful out of many parts

How to making things?

Are the effort and skill we put into things really inherent parts of making things we make?

What we really believe on?

“Portrayals of as yet unrealized architecture works represent an attempt to give a voice to something, which has not yet found its place in the concrete world for which it is meant.”

mood

The **quality** of the sough for object

How can we learn to understand something which has not come into begin yet but which just started to emerge?

Everything merges to everything else, and mass communication creates an artificial world os signes. **Freedom**

“Main Street is almost all right” **Venturi**

When an architecture design draws soley from **tradition** and only repeats the dictstes of its site, I sense a lack of genuine concern with the world and the emenations of contemporary life. If a work of archi- tecture speaks only of contemporary trends and sophisticated visions without iriggering vibrations in its place, this work is not anchored in its site, and I miss the specific gravity of the ground it stands on.

Illustration of an idea or part of work creation?

Design drawing taht refer to reality which still lies in the future

Life contradictions :traitions crumble, cultural identities

Whole idea- developing a whole out of innumerable details, functions and forms

Detail is not decoration **detail** establish the rhythm, separation, tension

Buildings are artificial constructions consist of single elements which must be joint together

Every new work of architecture intervenes in a specific historical situation

"I am new or rather I am part of the new whole.."

imagination

Emotion/ inspiration

How to design something what has real atmosphere?

meditation

Does architecture set out from and returns to real things?

Can we create a beauty?

details geometry

How to find the reality?

If beauty has a form?

materiality

nice buildings or nice furniture...?

authenticity

Mystical depth

Does the **multiplicity** of depth exist?

Individual solutions

The world is full of signs and information, which stand for things that no one fully understands because they turn out to be merge signs for other things

Designing- inventing

Works and objects which move us are multifaceted, they have layers of meaning that overlap and interweave and that change as we change our angle of observation.

soul



Dialogue with existing situation

Dialogue with creation process

Good architecture should receive the human visitor, should enable him to experience it and live in it, but it should not constantly talk with him

Everything is **related** with everything

reality

Space-tiny part of the infinity that surrounds the earth

Design process based on a constant interplay of feeling and reason

Architectural language- is not the idea of design style

Designing- inventing something new or copies the thing which was invented

open images

Good building must be capable of absorbing the trace of human life

The body as refuge in a world which would appear to be flooded by artificial signs

Designing- understanding and establishing systems of order

Creating architecture- asking the question and approach to answers

Not to wish to stir up emotions with buildings, but to allow emotions to emerge to be