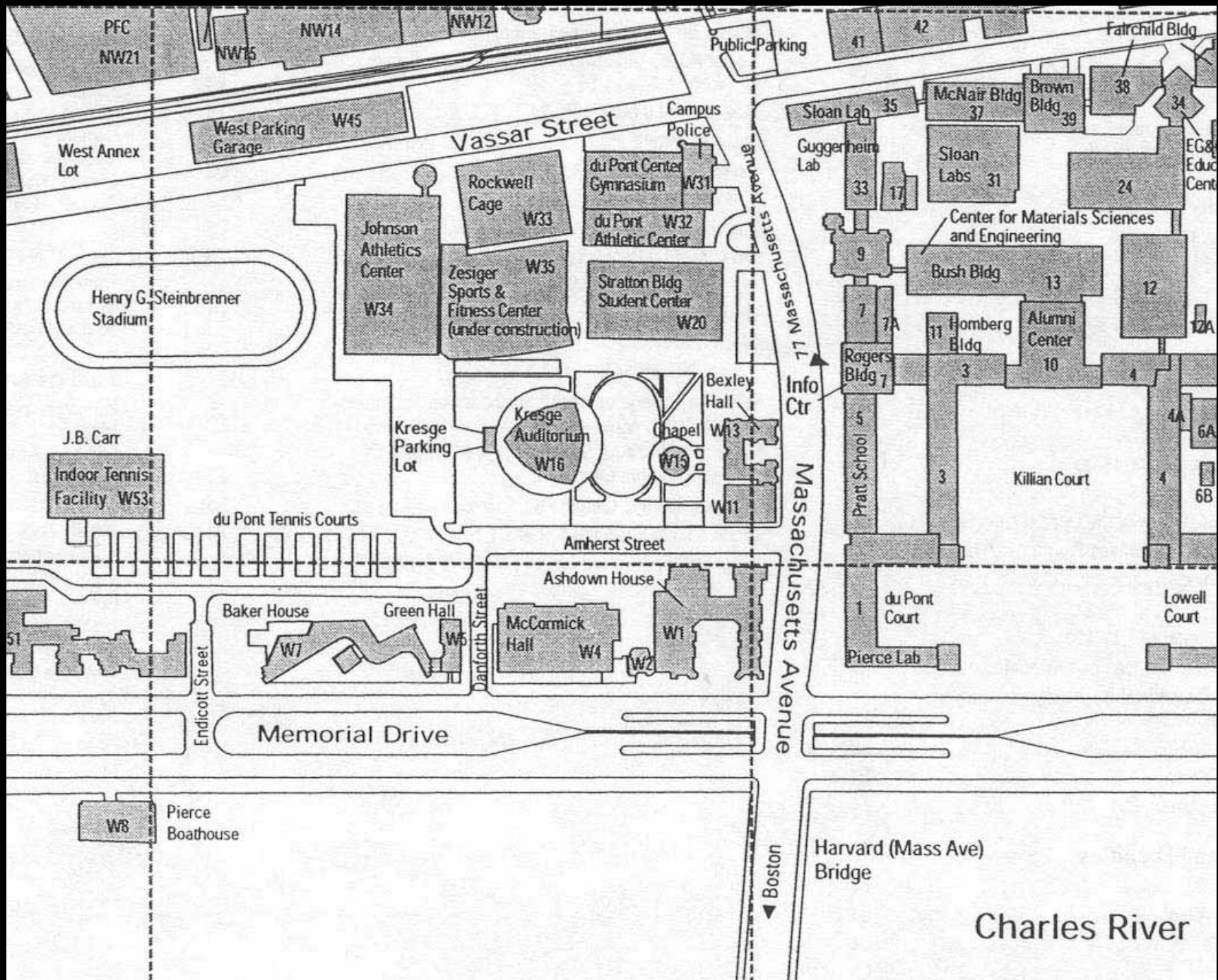
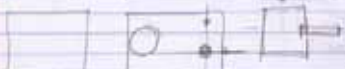
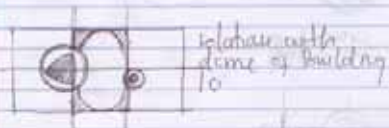
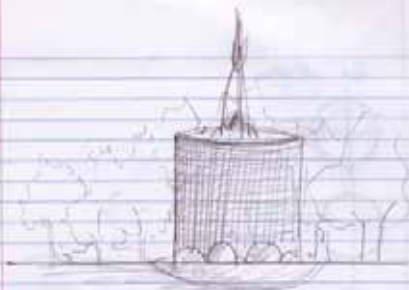


A photograph of the MIT Chapel courtyard. The scene is dominated by a dense canopy of tall, mature trees with green and yellowing leaves. A paved path leads from the foreground towards a wooden double door set within a dark metal fence. To the left, a brick wall runs along the path, with a white spherical lamp post. To the right, a large brick building with arched windows is visible. The overall atmosphere is serene and academic.

MIT Chapel: *form*

John Alex Rita Saad Jennifer Seely Alexandra Sinisterra

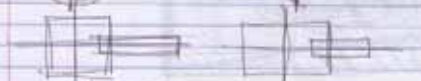
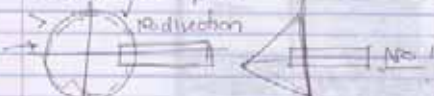




job = program  
 the spirit = or 'expression' of the program

the client  
 the site with its surroundings

a. auditorium  
 b. church (chapel)



look - surroundings  
 determines



Space lack of sharp definition











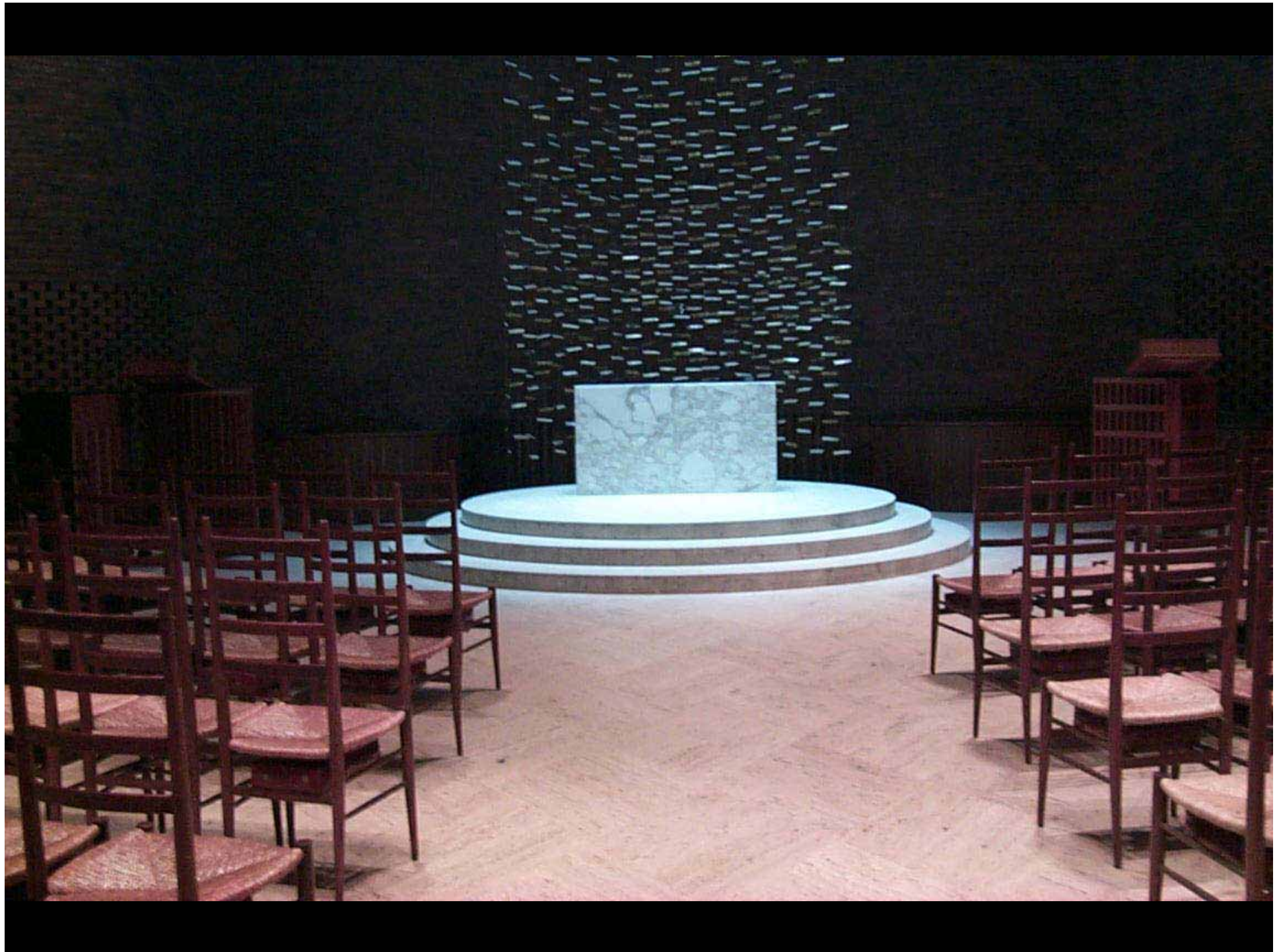


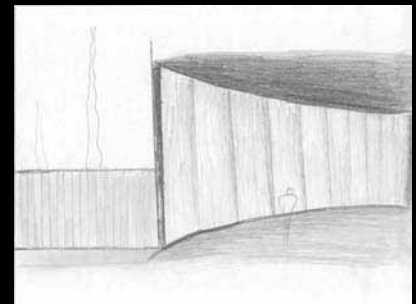
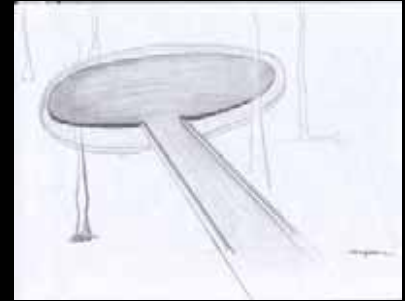
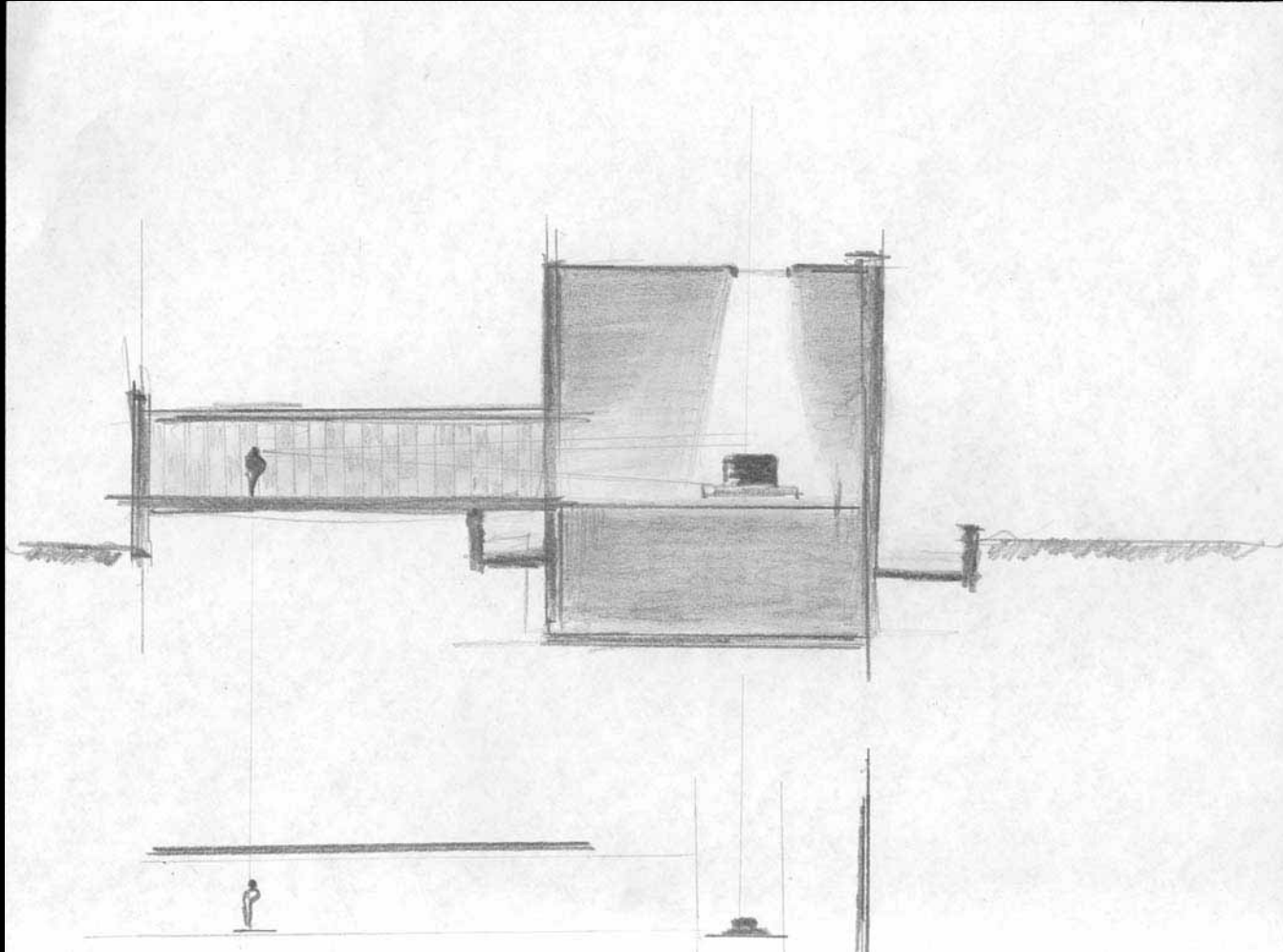






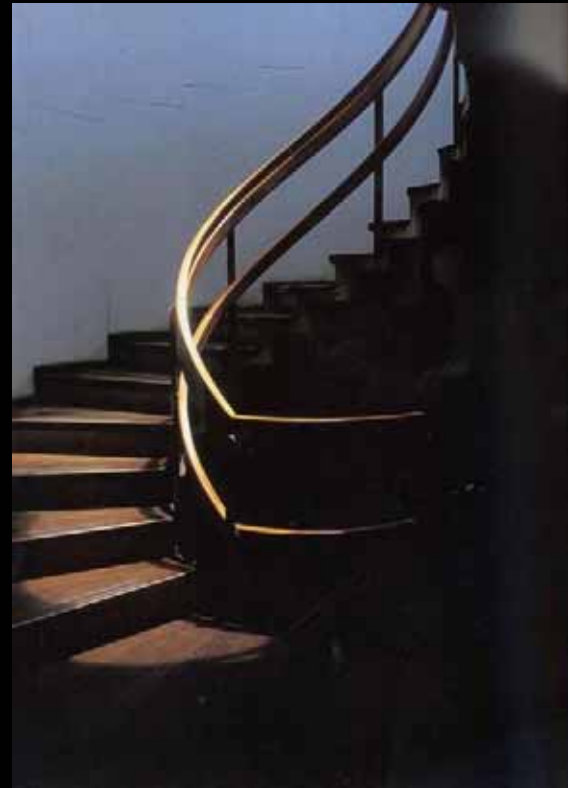




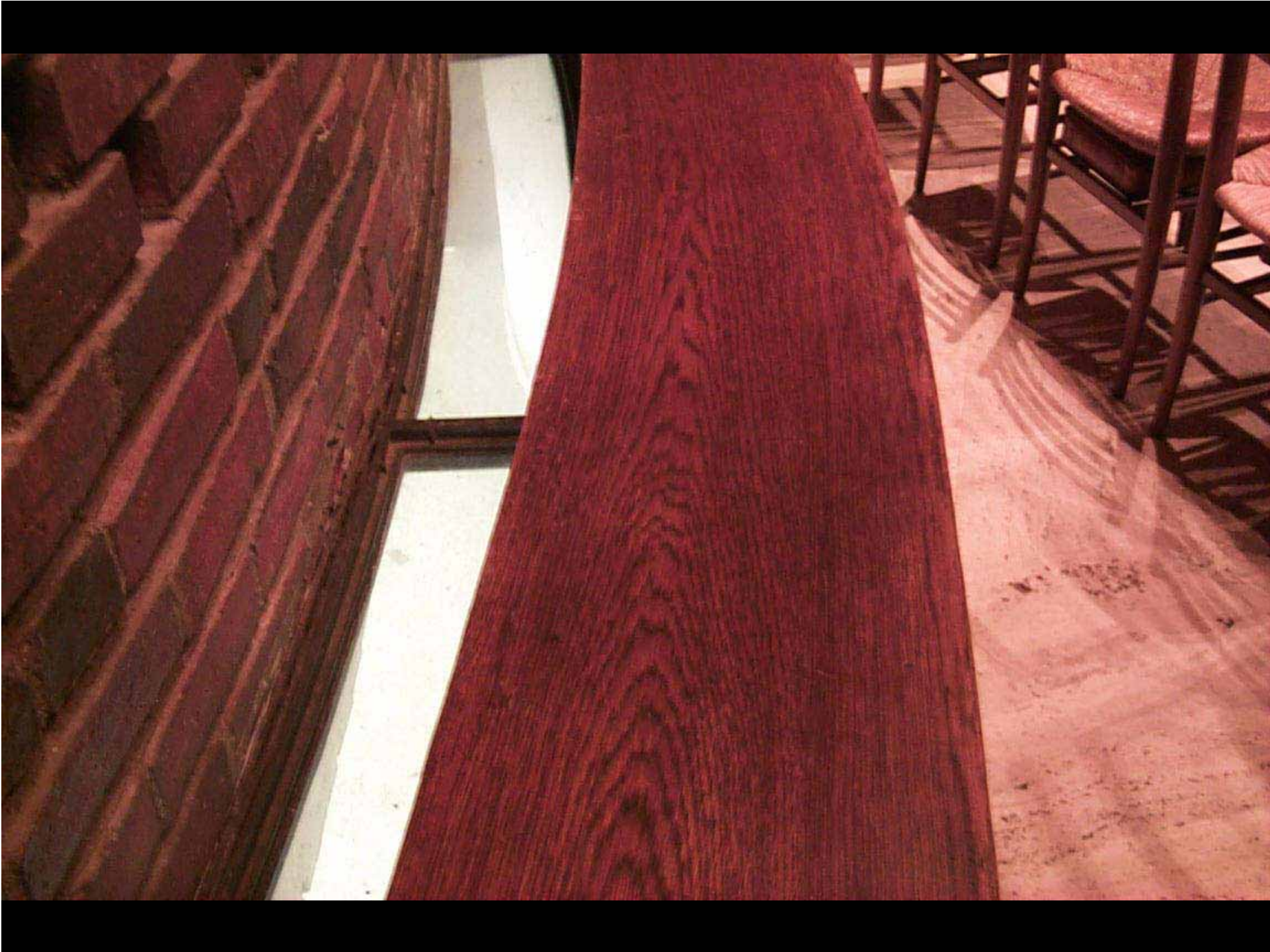










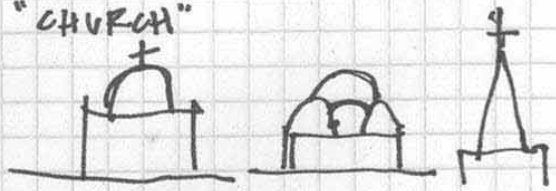






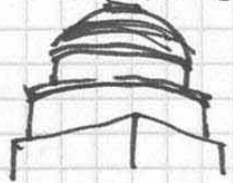
24 SEP 02

"CHURCH"

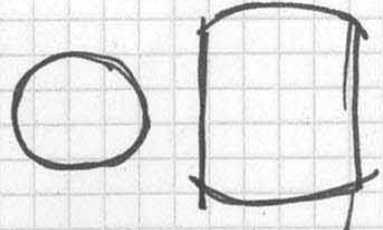


Many focus upward  
Many use circular shapes  
to draw focus to one sppt.

MIT - DOME



CHAPEL

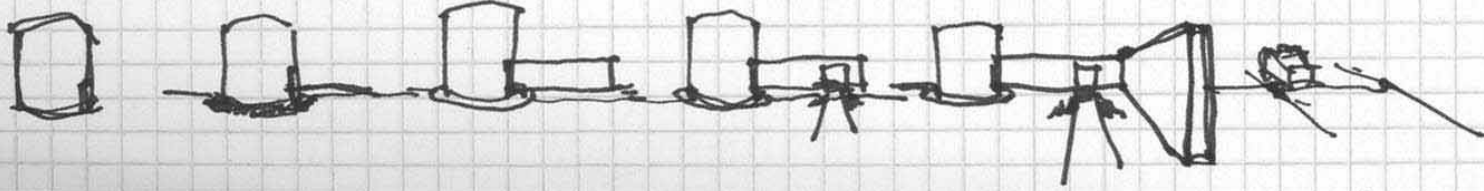
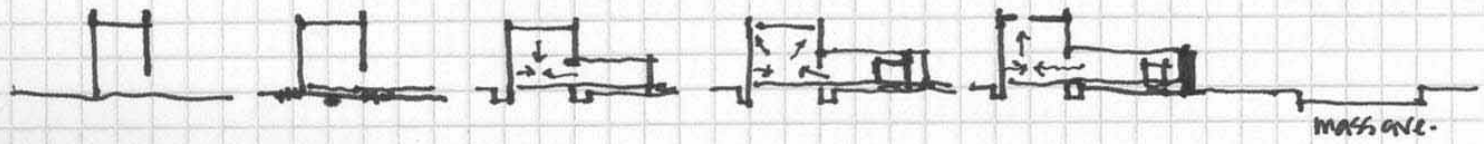
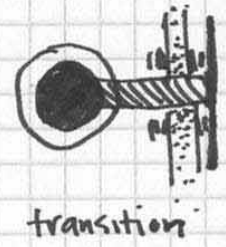
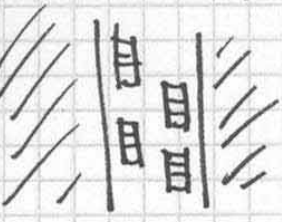
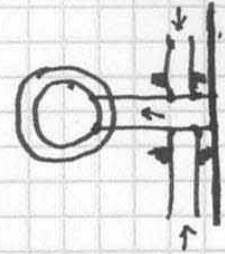
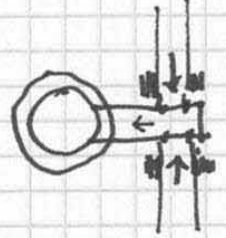
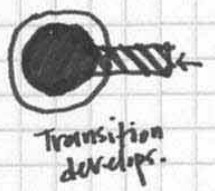
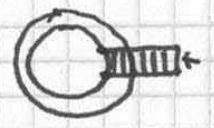


- not too hierarchy.
- focused inward
- resembles similar bldgs - shape conceptually creates sim. feeling.

(also, designed at same time as Kresge Avd. - both solid, independent shapes)



Infinite corrid.



wall aids in privacy & sound & approach.



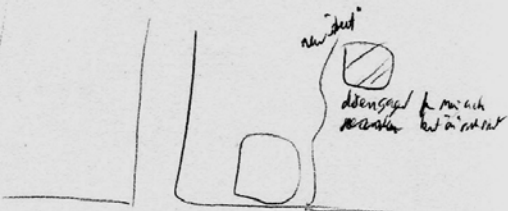
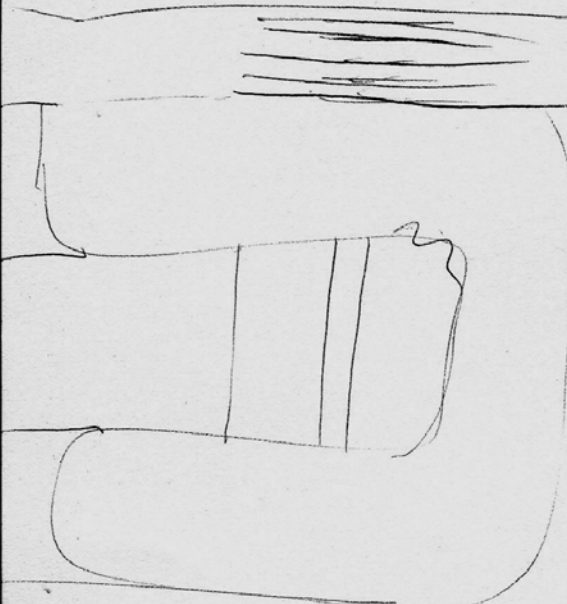
Get back from study



Walking get in they legs wide

↑ Max spread  
Max Arc

Walking to street  
Wall - don't make feet go ↑



new "stud"

downward to much  
reason to it

Max Arc



skitno

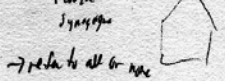
Get back  
why

and  
on the floor - how  
but over-busy

Can't not path be with use  
???

Max Arc

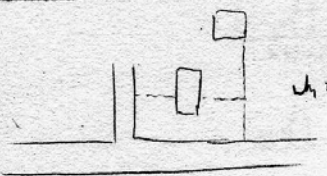
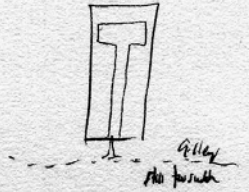
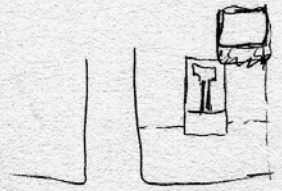
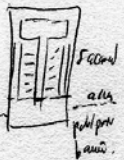
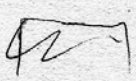
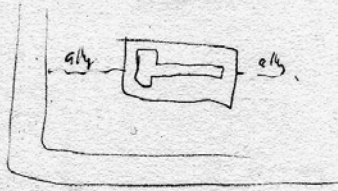
"chapel" - hypothesis? - cathedral



→ relate to all or none



allow for direct paths, simple box



why figure?



fringed to cap



fun as for caps

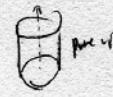
who can do caps? both use the caps

for give as kind of direction in motion (sculpture?)

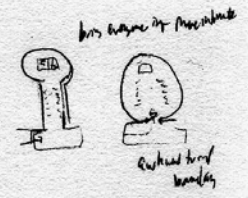


eye hit the stump and

which do? What about forming up?

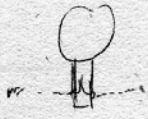
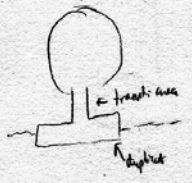


put up

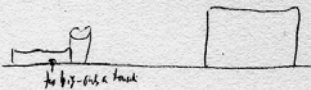
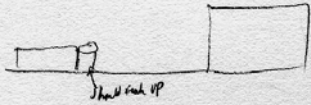
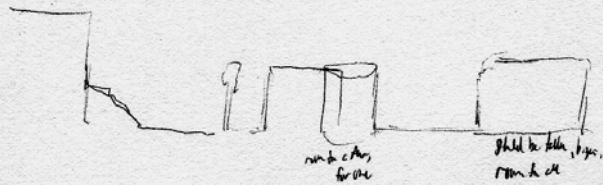
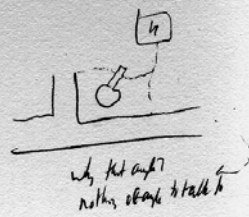
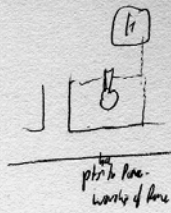
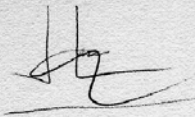
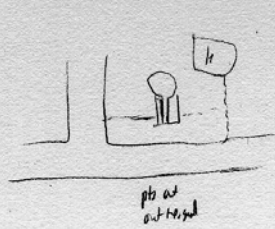


how to give it movement

what kind of boundary



with the whole? what? where?



cheat sheet? post to and  
review

