

THESIS

Architecture, as determined by its original designer, has its own individual character and purpose that is free from the bonds of any human interaction. Furthermore, a place is wholly dependent on how the mind analyzes, interprets, and memorizes a site.

With this thesis, one can draw parallels to how Robert Beaugrand defines the transition from place to site and, more specifically, with how Simon Unwin concludes that architecture is an identification of place. In order to create a site, architects use a flexible style of top-down thinking. Analysis is gathered, certain interactions are predicted, and conclusions are drawn. Then, using Unwin's basic elements of architecture, ideas of form and proportion begin to shape a site. These are not mathematical calculations, rather, a shaping of space that is innately understood by the mind. With this knowledge, mathematical calculations formulate a site and ground it in reality. Place, on the other hand, is how the mind interprets architecture and transcends the reality of a site. As Unwin would say, "place is where the mind touches the world." Despite what ever its original designer intended, the place becomes what people make of it.

Wescoe Beach, like all other architecture, can take on the definition of a site. Its massive pavilion, ceremonial steps, and seating elements were arranged according to analytical and predictable information. This part of campus is subject to heavy traffic and these elements were purposefully positioned in reality to fuel the interaction with its people. Wescoe Beach became a place because of each individual who has ever come into contact with its site and who have then created a memory. Each sense comes together to form an idea of what the site is to them. Wescoe Beach is a memory bank with a storage container limited only by its number of interactions.

From this, one can see a loop from site to place. The idea of site is created in the mind, formulated into a reality, and memorized by the mind. In the end, what binds this loop together is interaction. It is a portal between reality and that which transcends it.

LEGEND

- The Idea Created in the Mind
- Formulation Into a Reality
- Memorization by the Mind
- Interaction

SCALE = $\frac{3}{32}'' : 1'-0''$

