



World Building with Architecture





Designing for an Authentic Experience





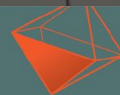
Immersive
Engaging
Designing for an Authentic Experience
Unique
Unforgettable





“[Architecture] cannot satisfy your wildest fantasies, but it may exceed the limits set by them”

Bernard Tschumi





Architecture can be used to affect:

Behavior
Context
and Perception of Events





Virtual Architecture can be used to affect:

Behavior > Influence Strategy
Context > Historical/ Cultural Shorthand
and Perception of Events > Narrate and Drive Plot





Theory

Application

Case
Study

Case
Study

Case
Study

Add.
Learning





Sarah Bonser
@scriptkittie

Digital Artist &
Architect - Licensed in WA

BS Arch, MArch from The Ohio
State University

Project Architect + PM @ Hybrid
Architects Seattle, WA





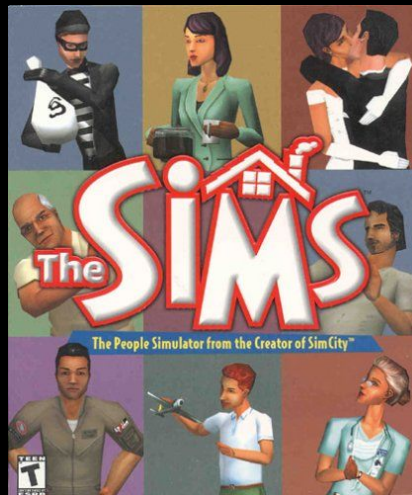
If you have an **accredited bachelor's or master's degree in architecture** from a university recognized by the National Architectural Accrediting Board (NAAB):

1. Work directly with the [National Council of Architectural Registration Boards \(NCARB\)](http://ncarb.org) (ncarb.org) to complete your:
 - Architect Experience Program (AXP) training (formerly IDP).
 - and
 - Architect Registration Examination (ARE).
2. Take and **pass all divisions** of the ARE.
 - If you don't pass a division of the exam the first time, you may continue to take it until you pass. However, after you pass your first division, you must pass all divisions of the exam within 5 years.
3. After successfully completing the AXP and ARE, have NCARB transmit your record to our office.
4. Complete, sign and date an [Architect Law Review Exam](#). You must **score 100%** to pass the exam, which covers:
 - [RCW 18.08](#) ([leg.wa.gov](#))
 - [RCW 18.235](#) ([leg.wa.gov](#))
 - [WAC 308-12](#) ([leg.wa.gov](#))
5. Submit your license application, either online or by mail:

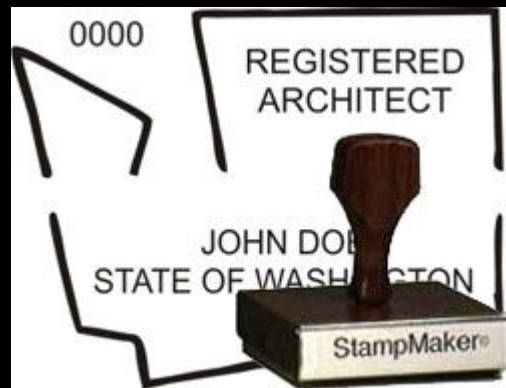
Online

- a. Prepare completed Architect Law Review Exam from step 4 above for upload. See [Uploading Document Instructions](#) for help.
- b. [Login](#) and follow the on-screen instructions to submit and pay your application and 2-year license [fees](#).
 - During this process, you will upload your completed Architect Law Review Exam (step 4 above).

+1000 Hours





=

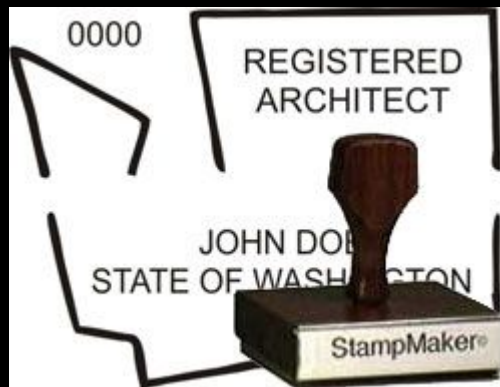




If you have an **accredited bachelor's or master's degree in architecture** from a university recognized by the National Architectural Accrediting Board (NAAB):

1. Work directly with the [National Council of Architectural Registration Boards \(NCARB\)](http://ncarb.org) (ncarb.org) to complete your:
 - Architect Experience Program (AXP) training (formerly IDP).
 - and**
 - Architect Registration Examination (ARE).
2. Take and **pass all divisions** of the ARE.
 - If you don't pass a division of the exam the first time, you may continue to take it until you pass. However, after you pass your first division, you must pass all divisions of the exam within 5 years.
3. After successfully completing the AXP and ARE, have NCARB transmit your record to our office.
4. Complete, sign and date an  [Architect Law Review Exam](#). You must **score 100%** to pass the exam, which covers:
 - [RCW 18.08](#) (leg.wa.gov)
 - [RCW 18.235](#) (leg.wa.gov)
 - [WAC 308-12](#) (leg.wa.gov)
5. Submit your license application, either online or by mail:
 - Online**
 - a. Prepare completed Architect Law Review Exam from step 4 above for upload. See  [Uploading Document Instructions](#) for help.
 - b. [Login](#) and follow the on-screen instructions to submit and pay your application and 2-year license [fees](#).
 - During this process, you will upload your completed Architect Law Review Exam (step 4 above).

=





Because “it’s Good Design”





Kunsthau Graz (Friendly Alien) - Peter Cook+Colin Fournier



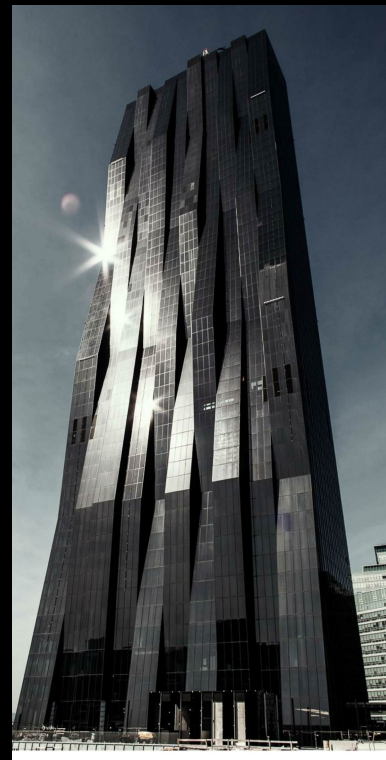




Riverside Museum, Zaha Hadid

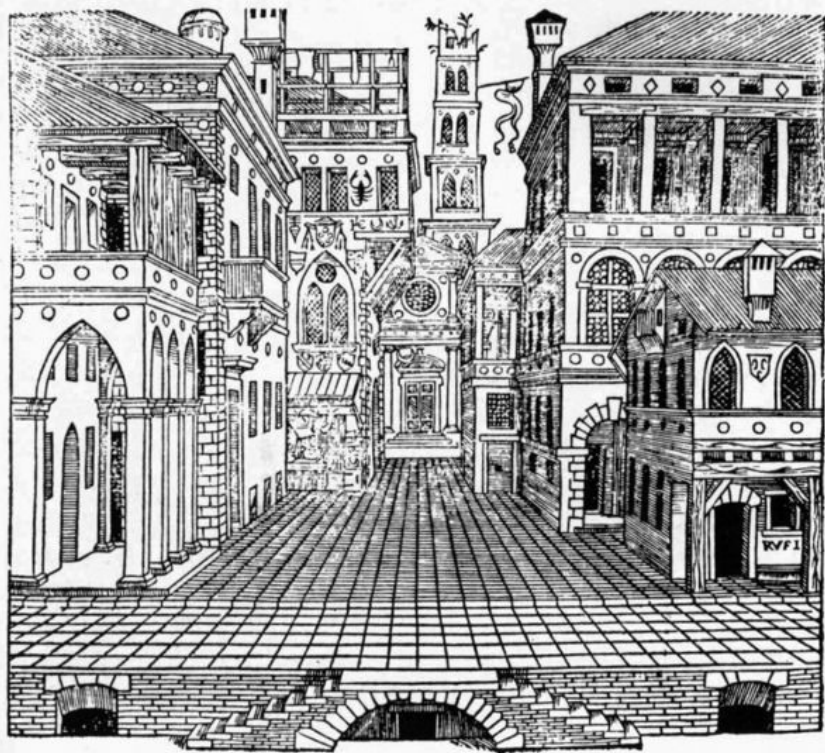


CN Tower, HWMK



DC Towers, Dominique Perrault





Serlio - Comedic and Tragic Scenes

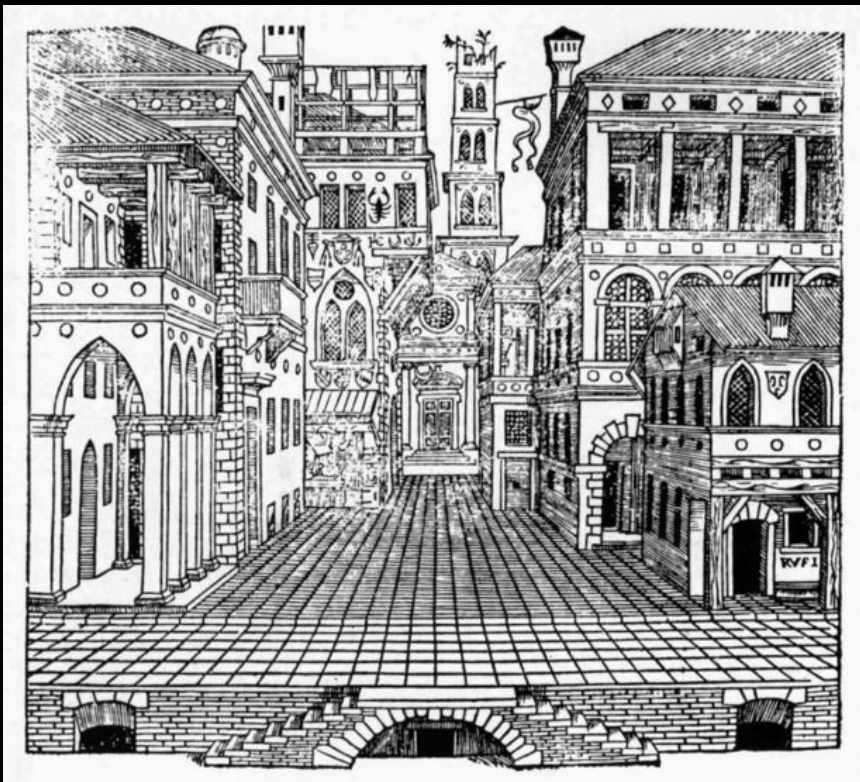




Tragic Scene

- Center goes back “infinitely”
- Central datum reinforced by architecture
- Cornices are overbearing in the foreground
- Permanent decorations adorn buildings

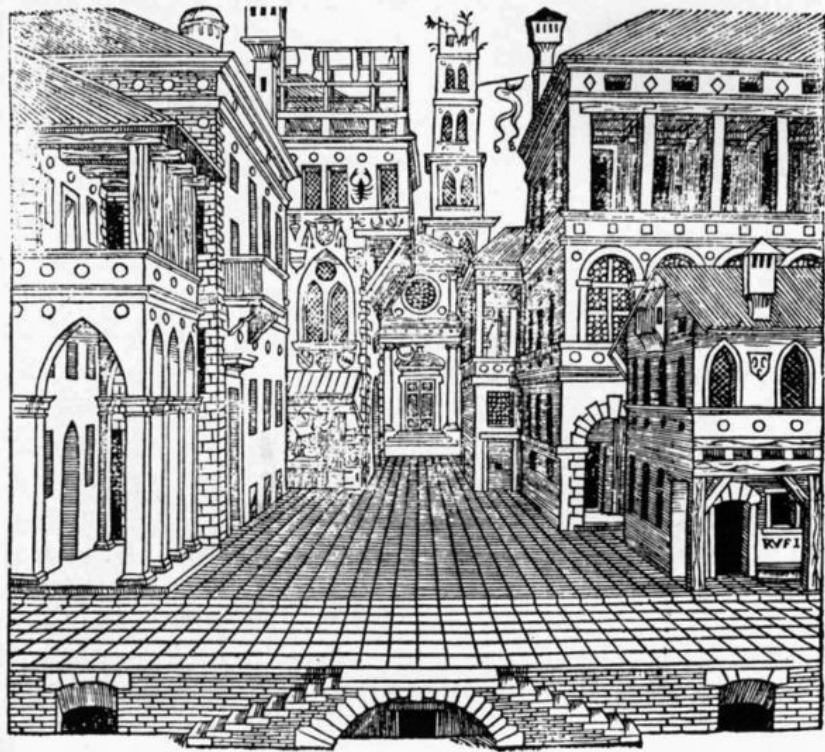




Comedic Scene

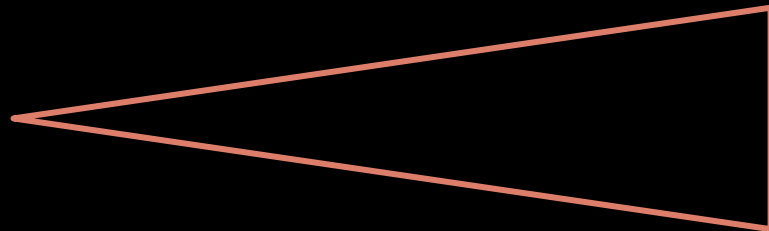
- Buildings are individually expressive
- Styles don't match from building to building
- Less Permanent adornments
- More Casual
- Space ends







Writing



More Literate

Demographic

Less Literate





Set Pieces

Writing

Level
Design

All
Players





Boundary



Duke Nukem (1996), 3D Realms





Spectacle



Final Fantasy X (2001), Square Enix





Architecture

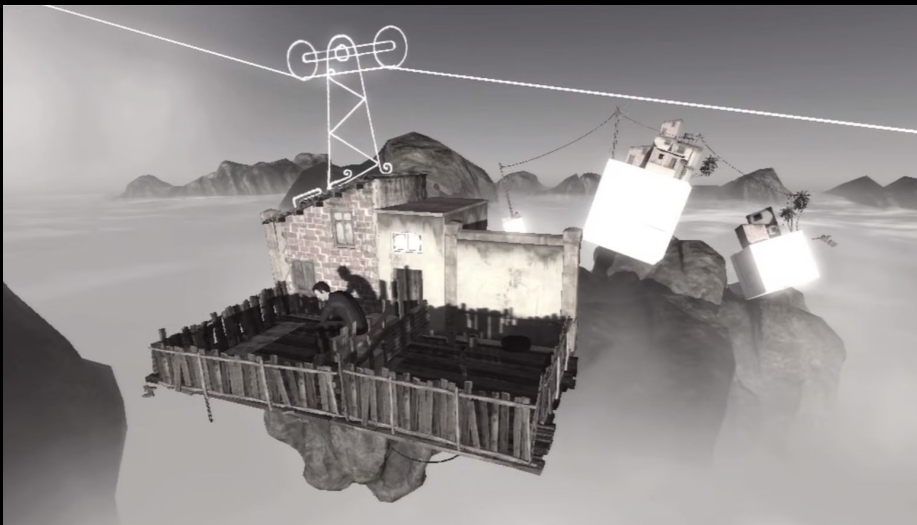


Half-Life 2 (2004), Valve





Storyteller



Papo and Yo (2012), Minority Media Inc.



What Remains of Edith Finch (2017), Giant Sparrow





RIBA Reading Room (1966), George Grey Wornum





Bridging the Gap Between Player and Character Experience





Overt - Player makes choices based on information gathered from environment
Above level of consciousness

Subversive - Player is manipulated by information given by the environment
Below level of consciousness





Overtly affective design

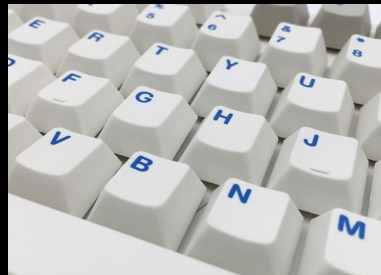


Haussmann's Renovation of Paris, 1853(-1927)



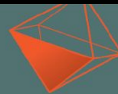
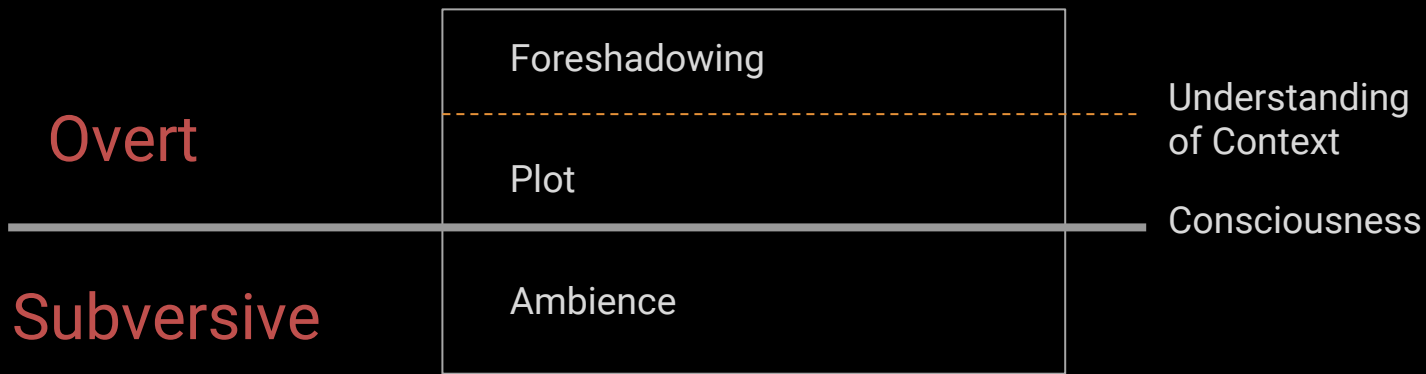


Subversively affective design



41 Cooper Square (2009), Morphosis

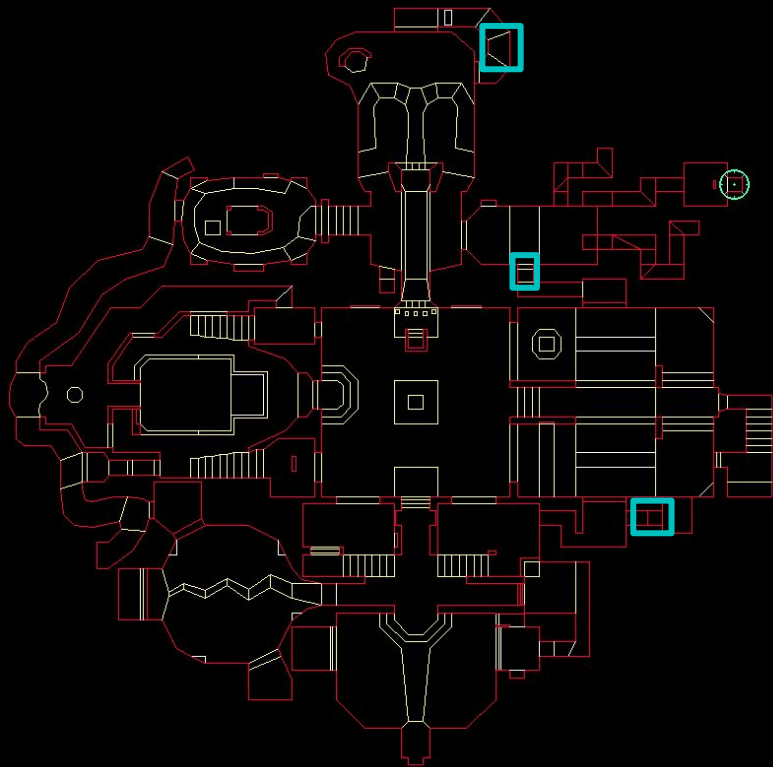


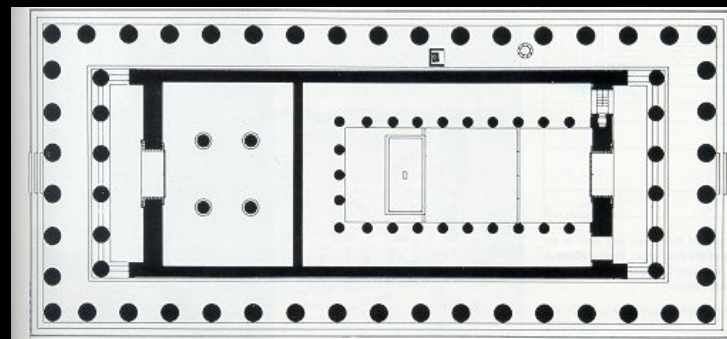
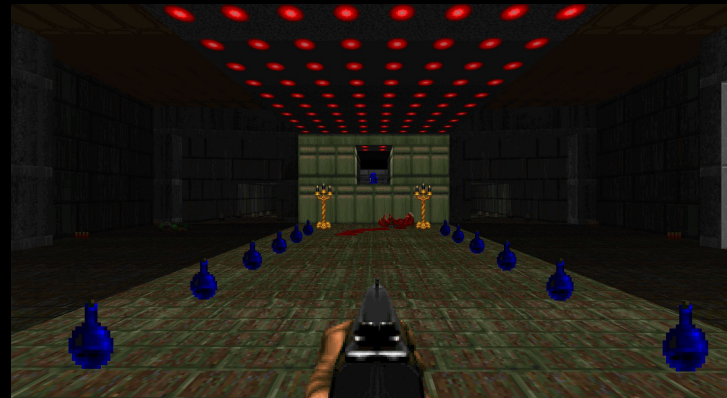




Doom II (1994), id Software







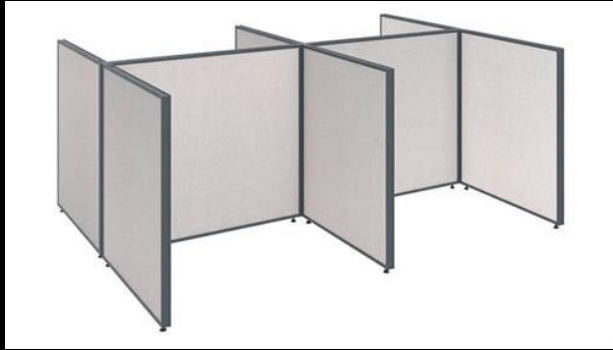
Parthenon (447 BC), Callicrates & Ictinus

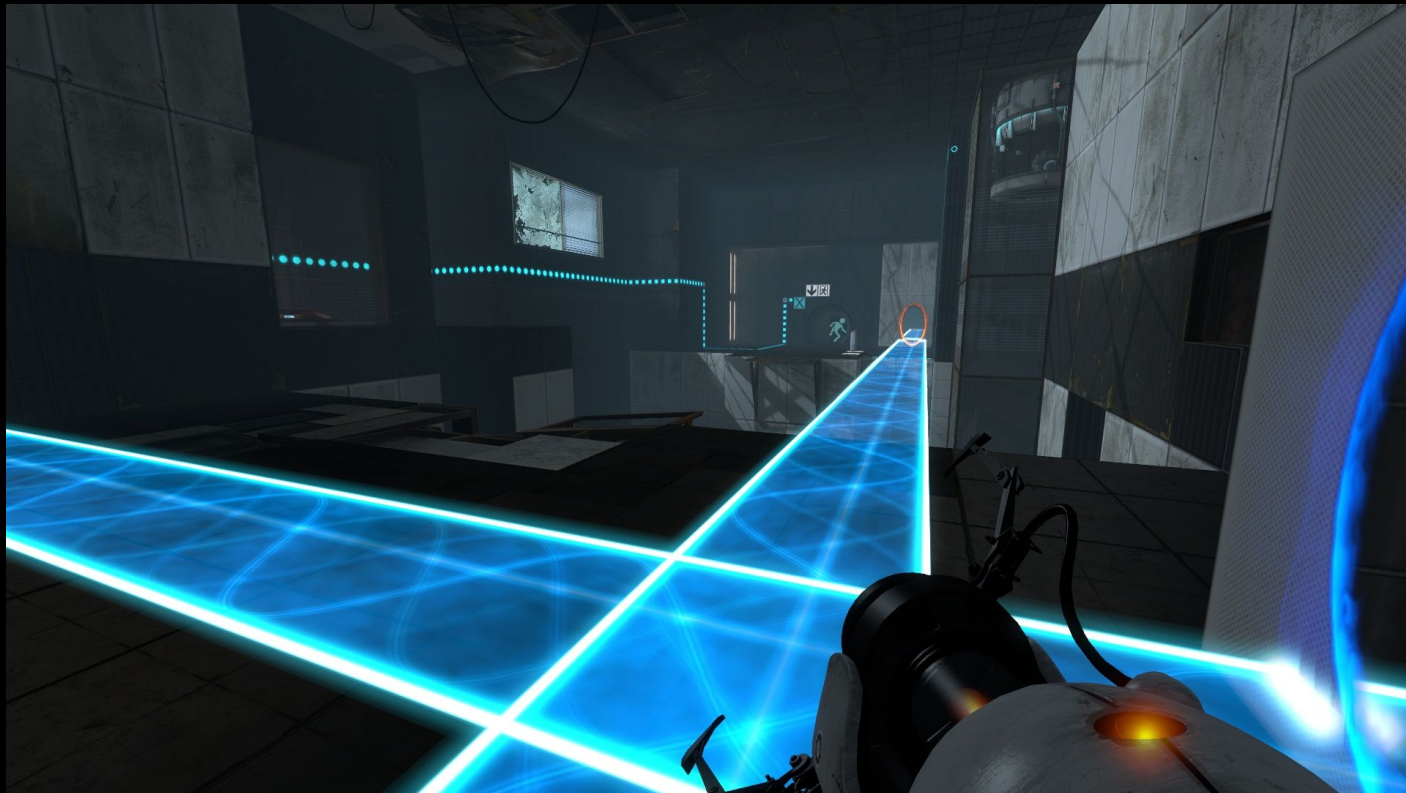




Portal 2 (2011), Valve









Vostok

FELWINTER PEAK, EARTH



- Quick play
- Competitive



Destiny 2 (2017), Bungie/ Activision









Building Expectations





Cincinnati Contemporary Arts Center (2003), Zaha Hadid

What's it doing?

How does it do it?

Figure
Materiality
Adjacency
Light
Scale



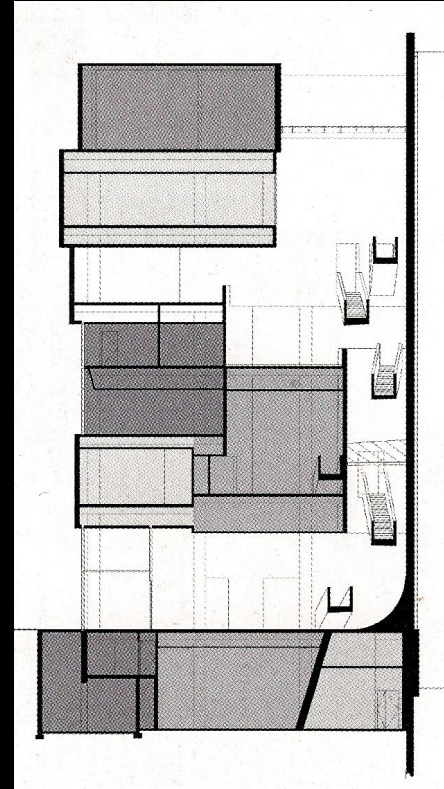
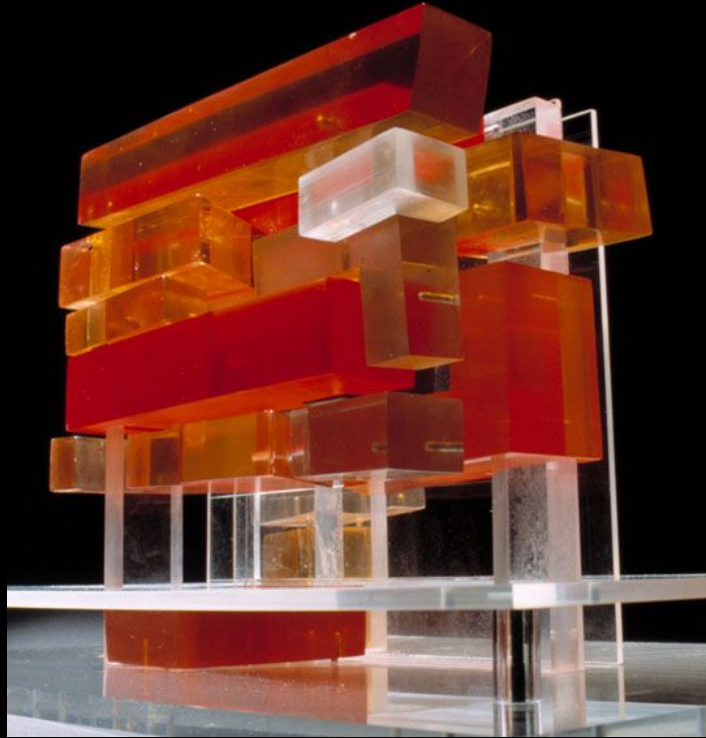


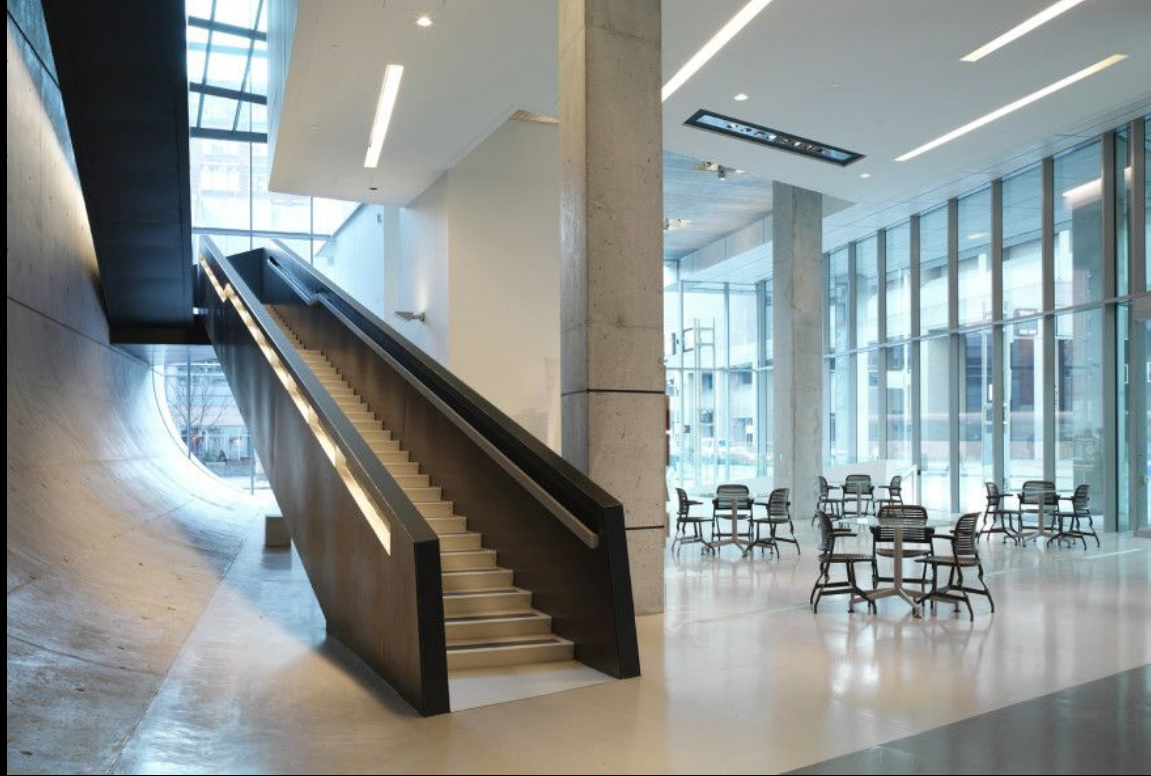
Contemporary Art Center

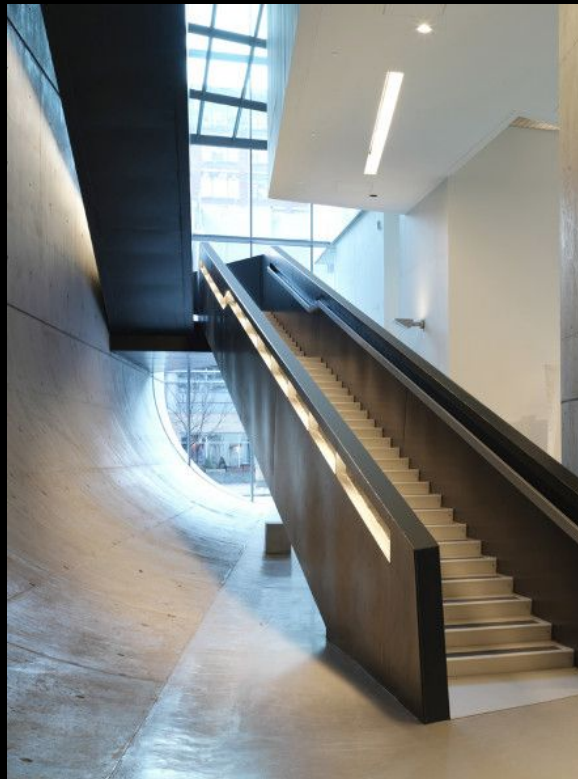
Uses Architecture to:

Make Art Accessible
Orient Occupants Subversively





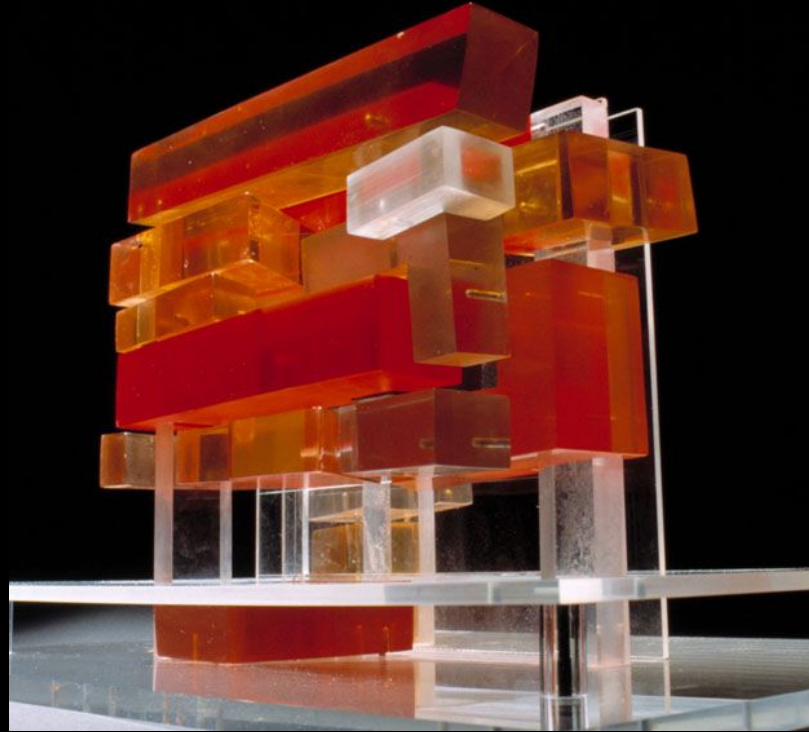


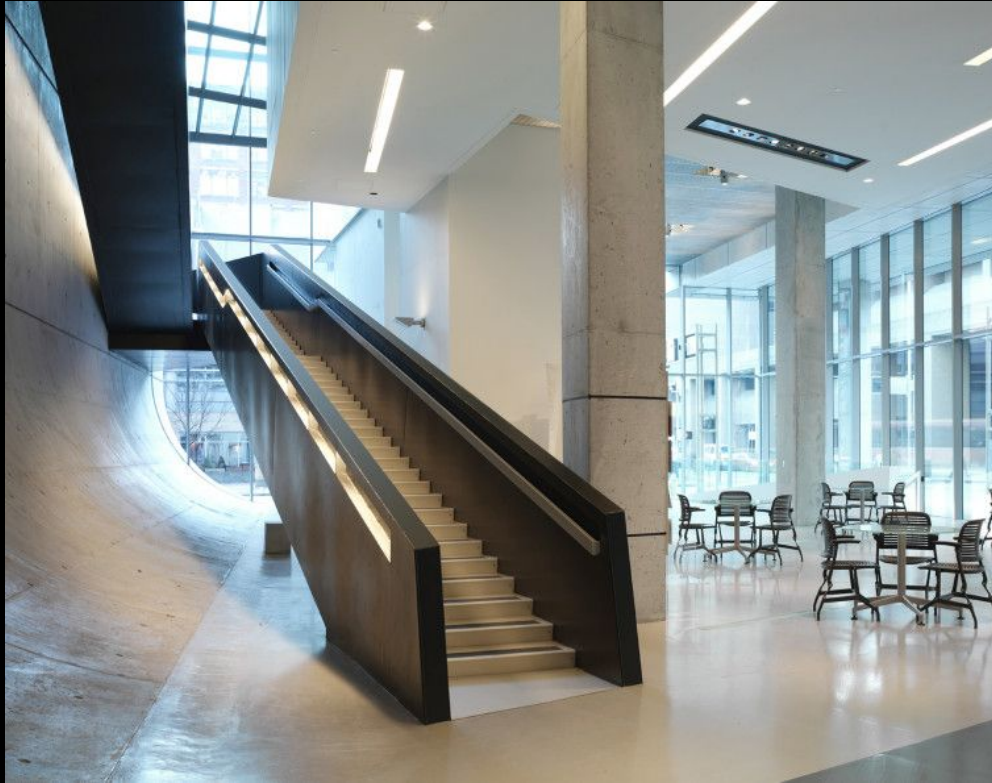


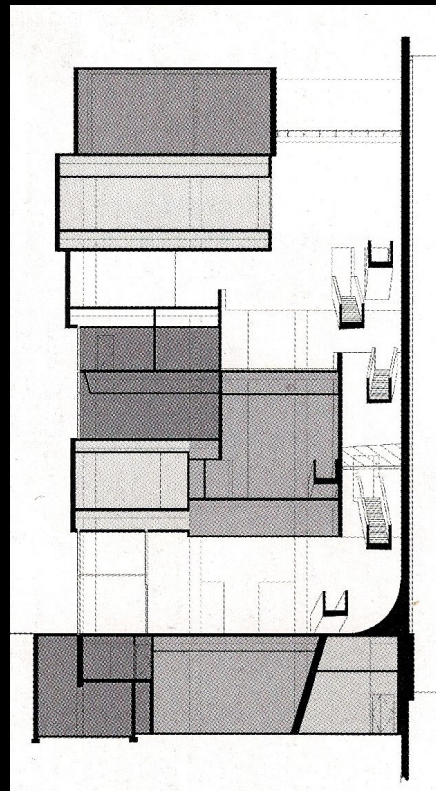
OUTSIDE LOBBY

INSIDE











It can Make Art Accessible

Materiality - Concrete is an urban material distinguishing functionality with texture and finish.

Adjacency - Circulation is open and clings to concrete wall

Figure - Facade displays location of galleries

Light - Exaggerated to visually indicate public spaces

Scale - Public spaces use height to appear welcoming





Case Studies





Case Studies



Breath of the Wild



Fallout 3



Inside





Breath of the Wild

Uses Architecture to:

Provide Context
Introduce a Culture

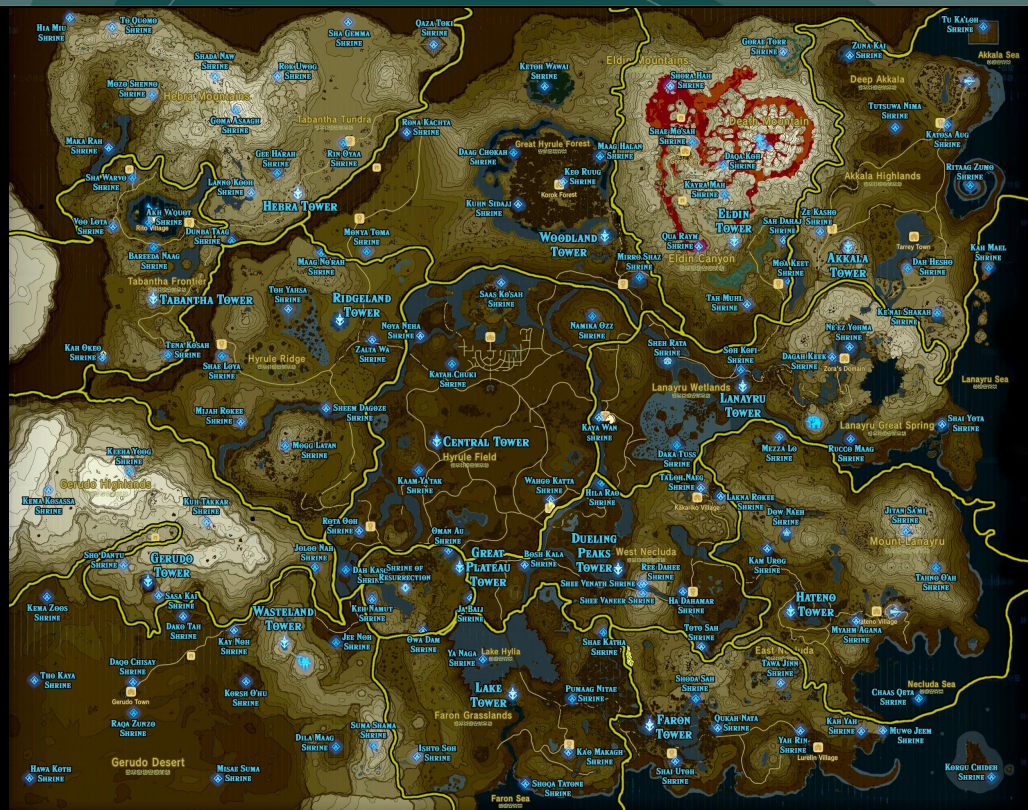




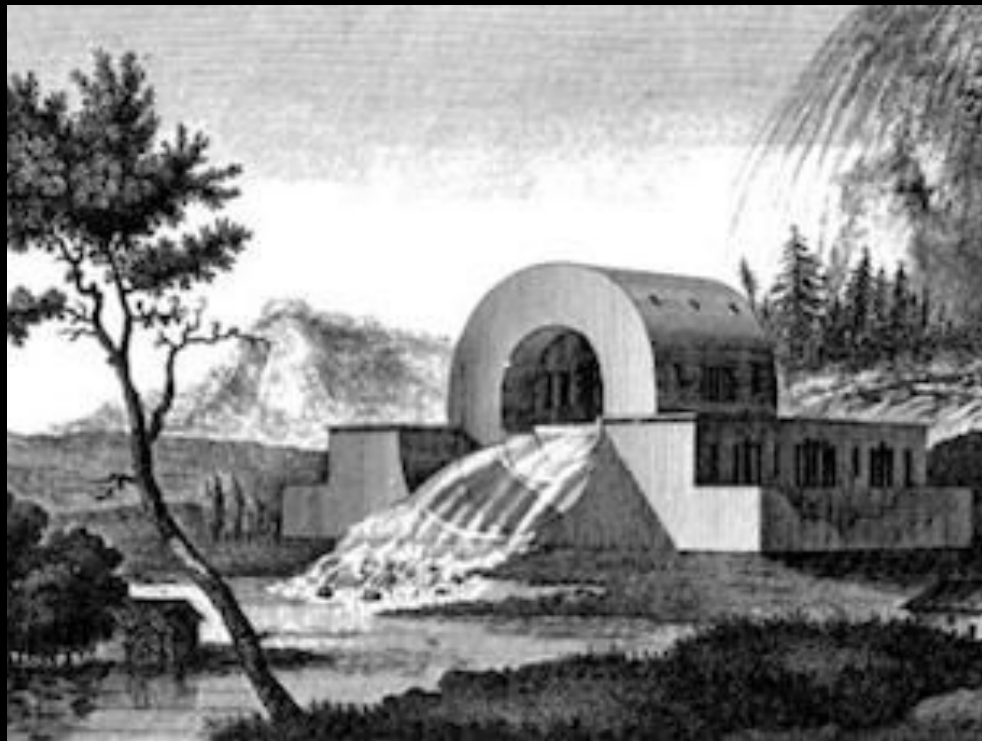
Breath of the Wild (2017), Nintendo









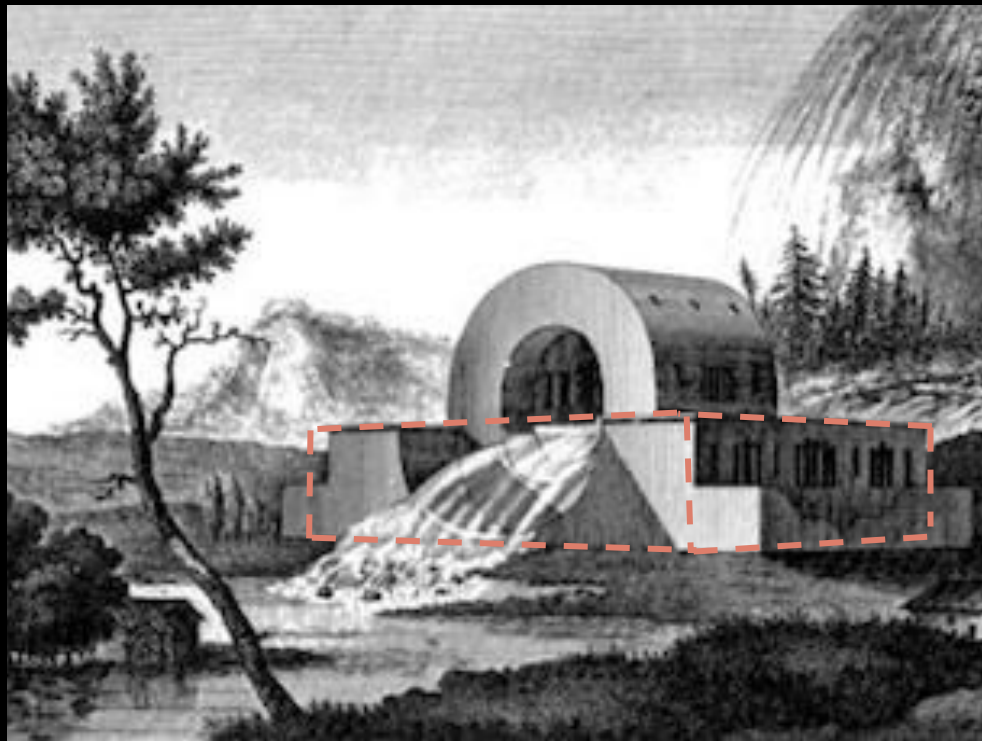


Waterworks (1804), Ledoux



The Big Duck (1931), Smith and Yeager



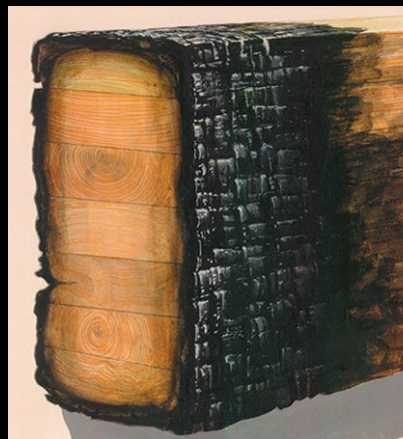
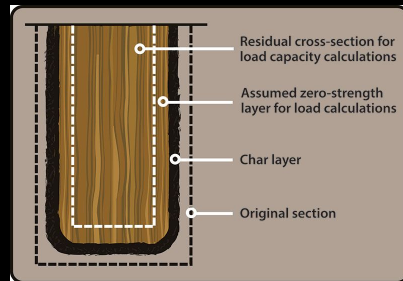










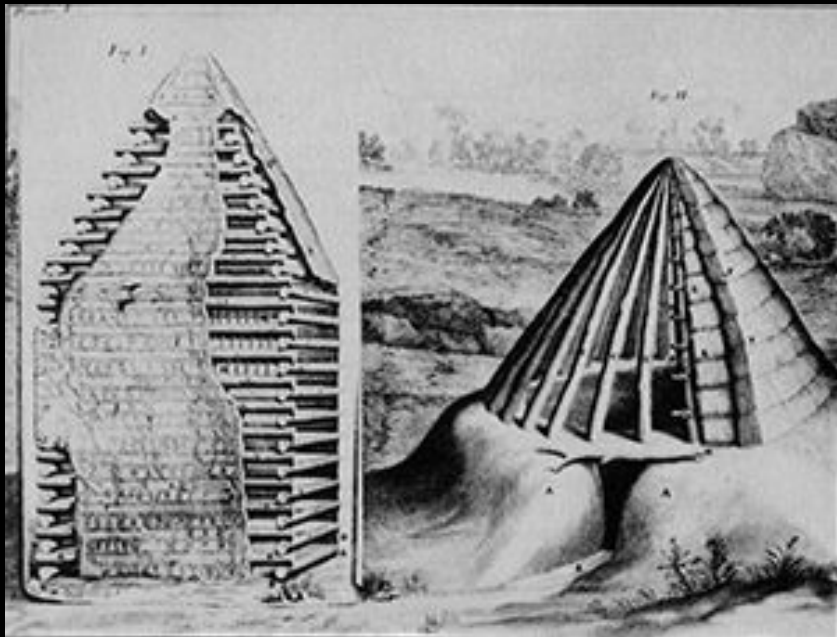








Dialectic



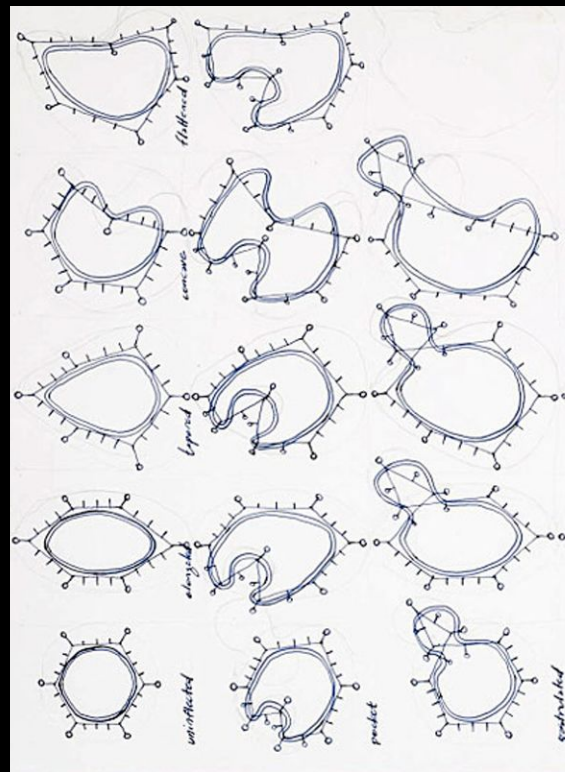
Primitive Hut (1652), Perrault



Primitive Hut (1753), Laugier







Embryological House (1998), Greg Lynn









Goal: Introduce a Culture

Materiality - Wood structures clad in fabric- just like a plane

Adjacency - Built under a perch and spirals up like a thermal

Figure - Reminiscent of bird cages and Sheikah Shrines

Light - Huts are open, do not need alternative light sources

Scale - Small and humble, Could vary more between huts





Fallout 3

Uses Architecture to:

Pose solutions to unfamiliar problems
Provide Story through Non-linear gameplay





Fallout 3 (2008), Bethesda



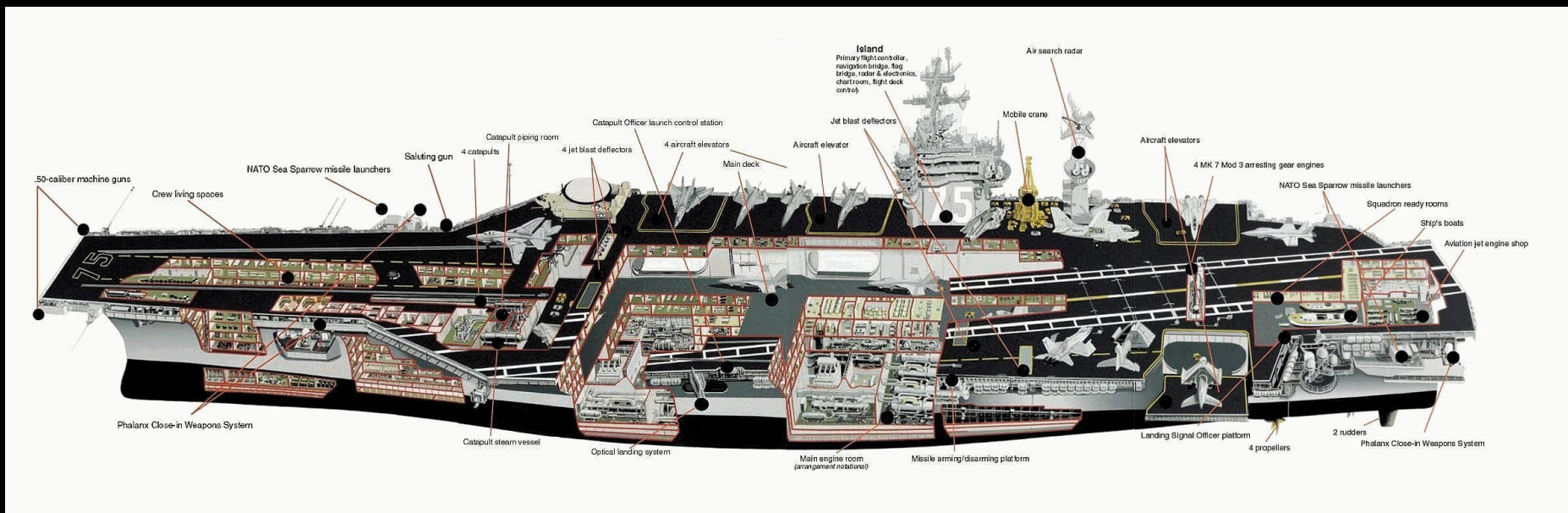


Fujian Tulou (17th-18th Centuries), Vernacular Hakka Architecture









USS Theodore Roosevelt (1980), Newport News Shipbuilding Co.









United States Capitol (1800) Benjamin Latrobe, National Mall (1791-Current), L'Enfant











Willard InterContinental Washington (1901), Henry Janeway Hardenbergh





Chrysler Building (1928), William Van Alen



Monodanock Building (1892), Daniel Burnham



Empire State Building (1930), Lamb, Matsui, Harmon, Johnson



A sepia-toned portrait of a man with a mustache, wearing a suit and tie. The text is overlaid on the image.

“I can’t even”

Daniel Burham (Probably)



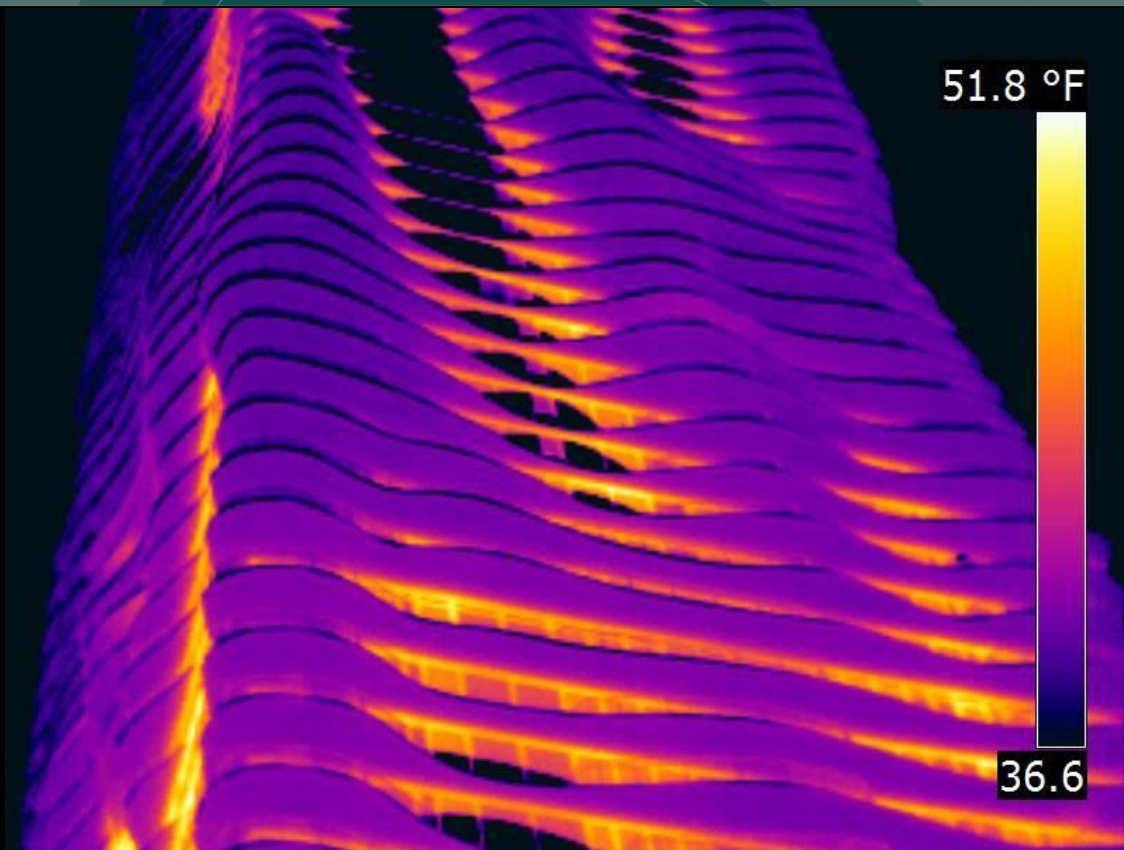


Lever House (1952), SOM



Aqua (2009), Studio Gang

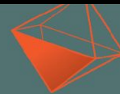


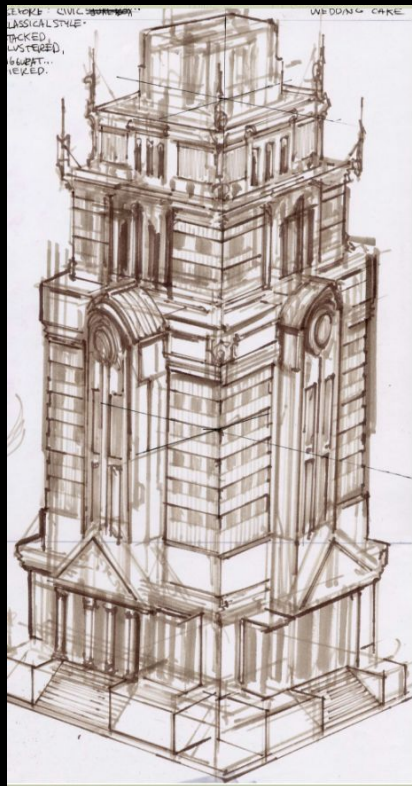




Woodhaven-Historic







Alt Tenpenny Tower

- Vertical- Use opportunity allotted by height to emphasize its unique shape.
- Strong Corners - Display of power and one of the most substantial pieces of remaining architecture
- Multi-faced podium - Open world
- Wedding Cake Tower - single decision at the top of the tower.





Goal: Provide Story through non-linear Gameplay

Materiality - Stone and metal indicate wealth and longevity.

Adjacency - Building sits alone in landscape indicating longevity

Figure - Tall and creates a feature point

Light - Light and views could be leveraged as wayfinding

Scale - Massively disproportionate height indicates wealth.





Inside

Uses Architecture to:

Control Player's Perception of Events
Organically Reveal Context





Inside (2016), Playdead







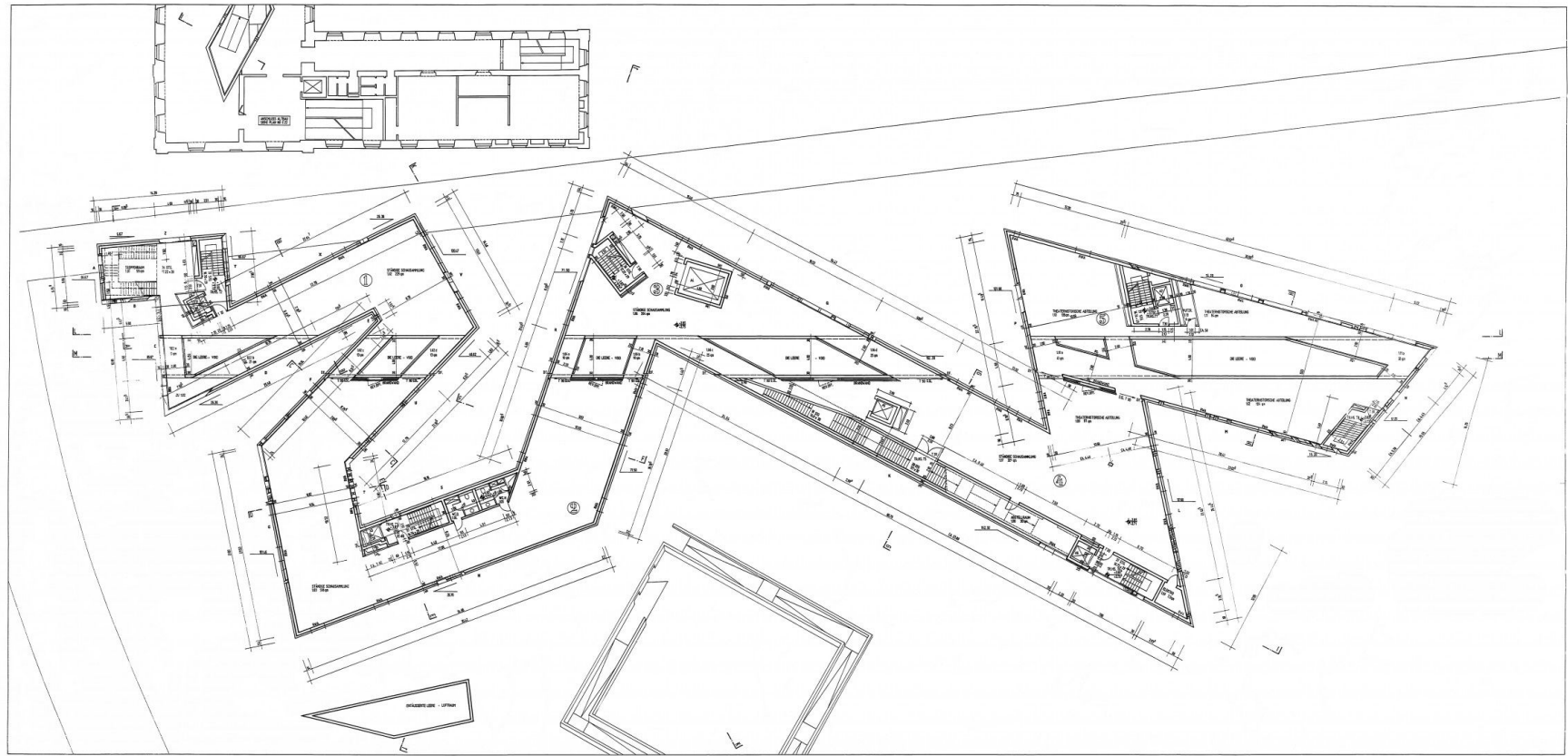
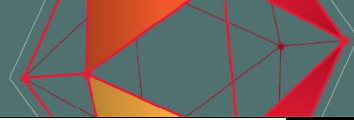


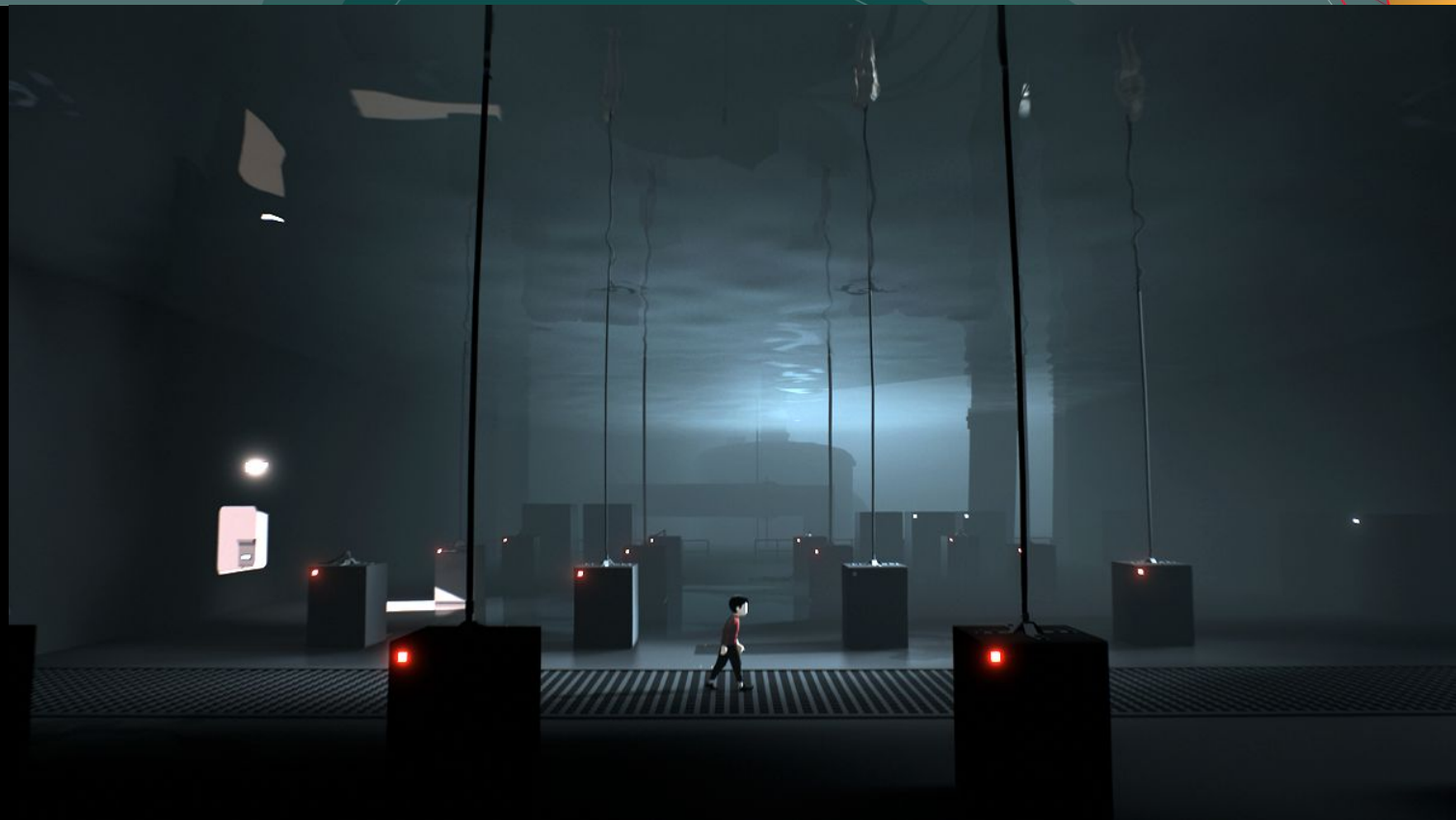
Jewish Museum in Berlin (2001), Daniel Libeskind





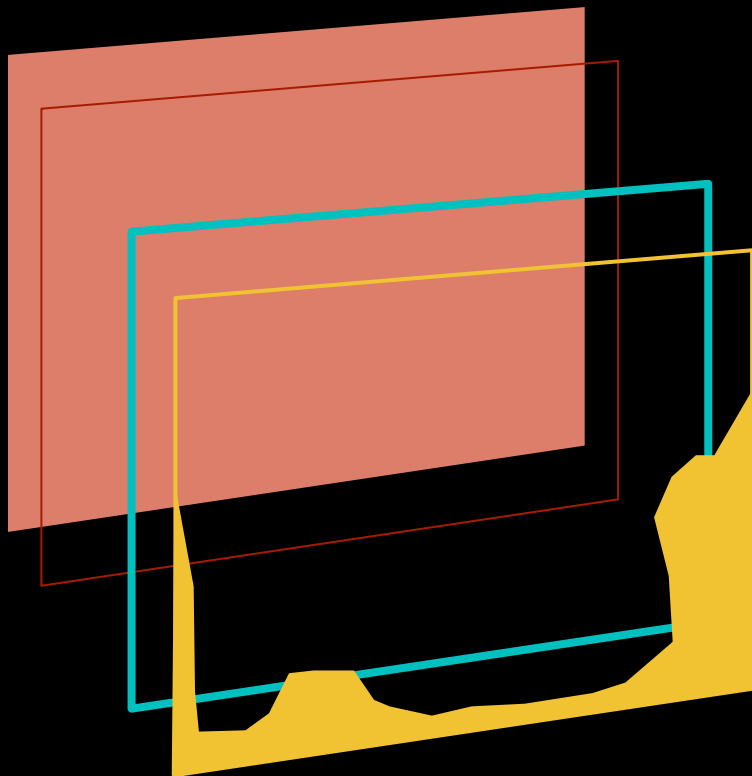












Foreshadowing
+
Reaction

Plot/ Action
+
Context (occasionally)













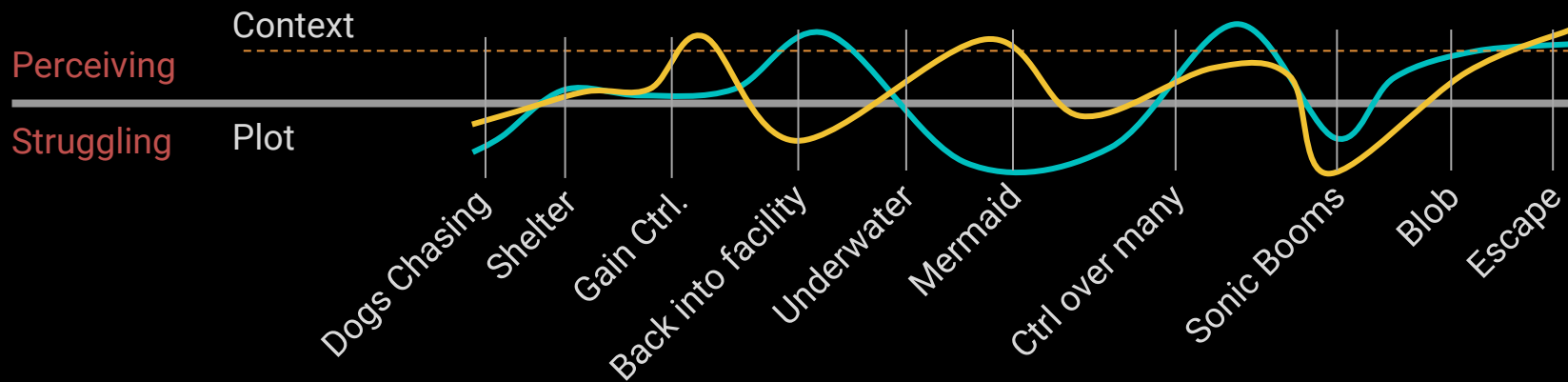
Phenomenology

Functioning just under consciousness





Experience
— Player A
— Player B









Goal: Organically Revealed Context

Materiality - Wood > Concrete > Glass and Steel

Adjacency - Planar focus is related to player's mindset

Figure - Crisp lines throughout, depth only affects contrast

Light - Used to direct attention and encapsulate operable area

Scale - Power/Area of effect varies, levels scale accordingly





Designing an Authentic Experience





Perceived designer

Provide enough information and lore for player to presume designer could be part of the world.





Bradbury Building (1971), George Wynman, Sumner Hunt



The Wolf



The Artist



500 Days of Summer



Bladerunner





Ennis House (1924), My Man FLW



Blade Runner (1982), Ridley Scott





Additional Reading

101 Things I learned in Architecture School - Matthew Frederick

The Dynamics of Architectural Form - Arnheim

Collage City - Colin Rowe

Theories and Manifestoes of Contemporary Architecture - Charles Jencks





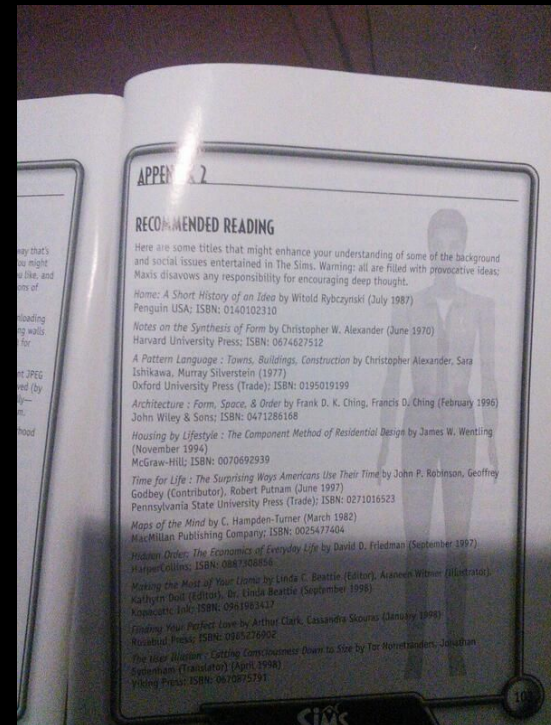
From The Sims Suggested Reading:

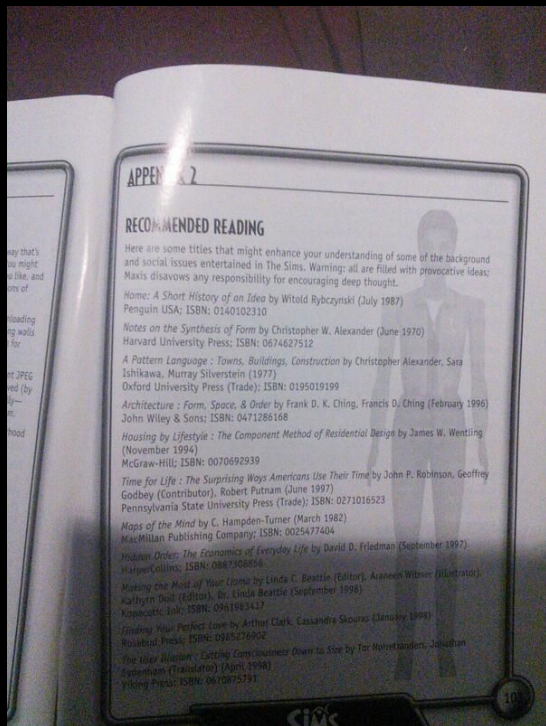
Home: A Short History of an Idea by Witold Rybczynski

Notes on the Synthesis of Form by Christopher W. Alexander

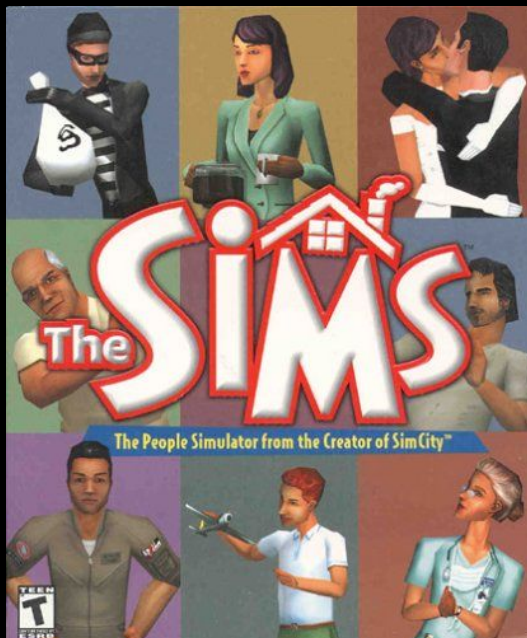
A Pattern Language: Towns, Buildings, Construction by Christopher Alexander; Sara Ishikawa, Murray Silverstein

Architecture: Form, Space, & Order by Frank D. K. Ching

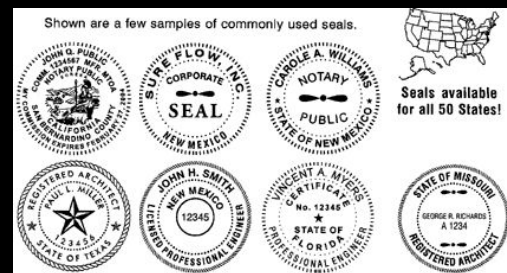
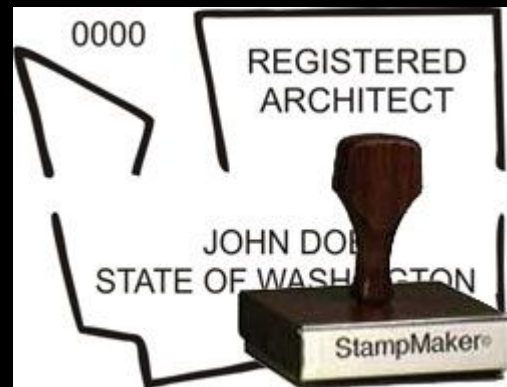




+10,000 Hours



=





Thank You!

@scriptkittie

www.sarahbonser.com





BONUS SLIDES!





7 Crutches of Architecture

History

Pretty Drawings

Usefulness

Comfort

Budget

Catering to Client





Eero Saarinen





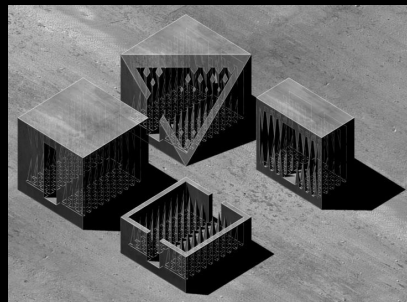
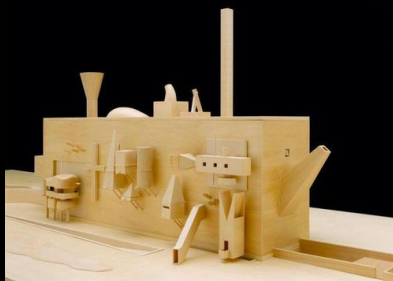
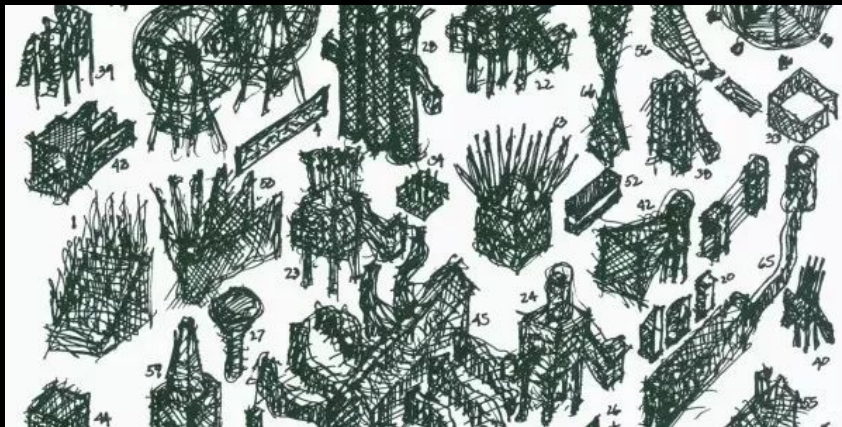
Eric Owen Moss





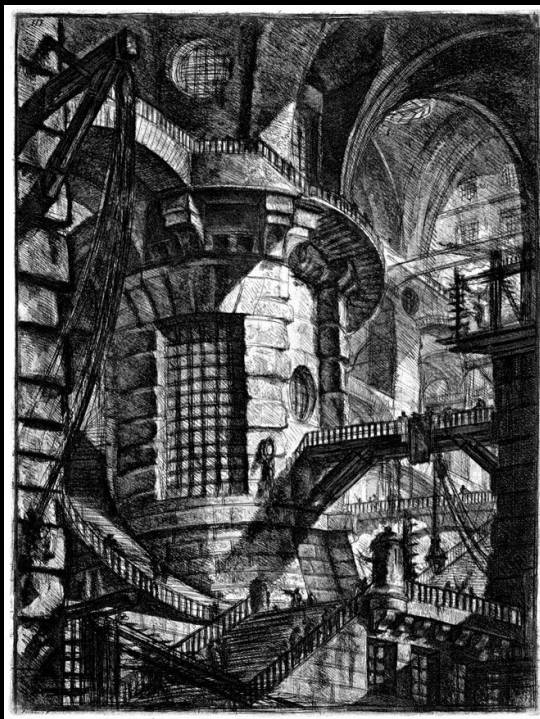
Lebbeus Woods





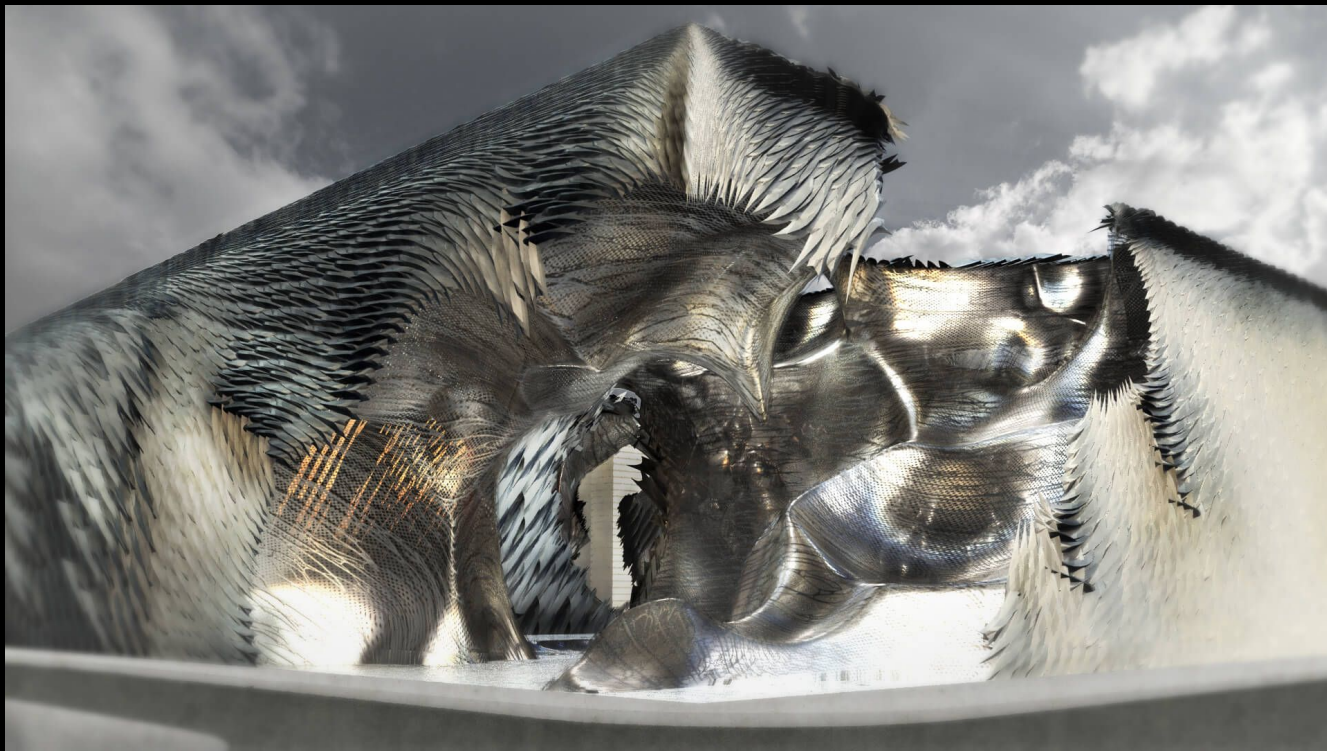
John Hejduk





Piranesi's Prison Sketches





Hernan Diaz Alonso





Archigram





Zaha Hadid





Alvar Aalto





Shigeru Ban





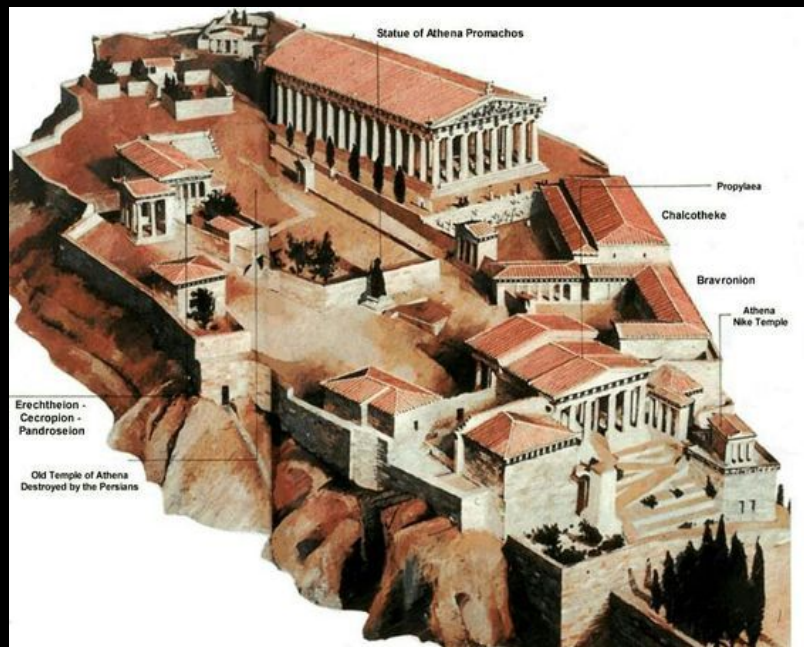
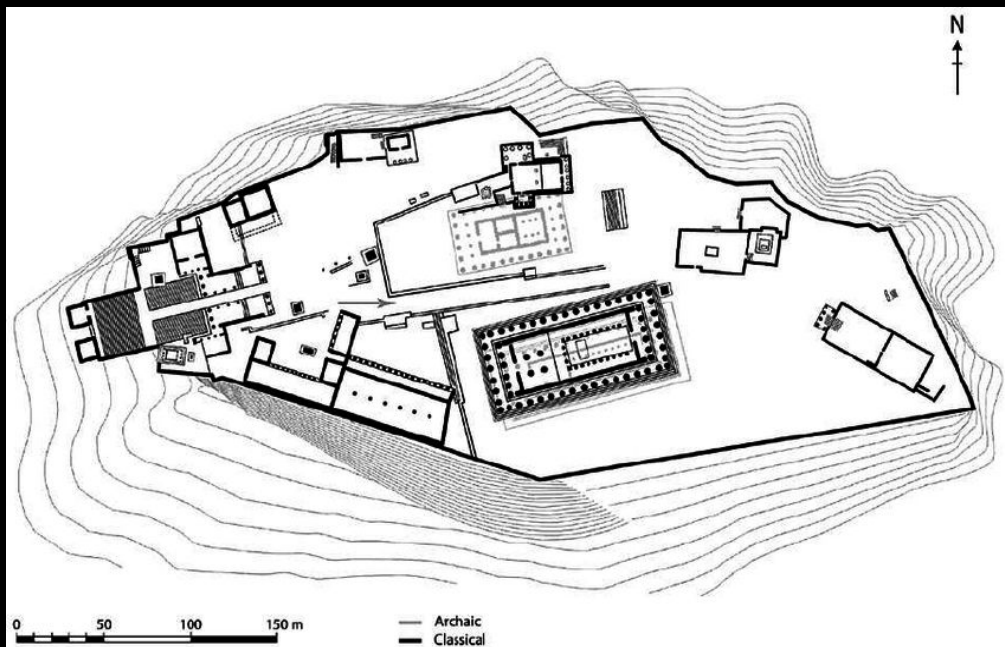
Gaudi





Sanaa





Acropolis (500 BC - 165 AD)

