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YUNIBESITHI YA PRETORIA

[Embodying Space]
CAPTURE IMAGE GALLERY

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The city of Pretoria has a diverse mix of people moving in and around it. This dynamic, ever-changing movement, combined with the city's cultural diversity, renders it ideal for an investigation into the relationship (or lack thereof) that exists between the moving body and architectural space.

The city and its architectural spaces are viewed as static. The human body and its movement is dynamic. These static spaces can not always accommodate the dynamic movement taking place within and around them. This leads to a lack of dialogue or interaction between the two, causing a tension which is further aggravated by the fact that they are situated within a constantly changing environment. The aim of this thesis is not only to examine the relationship between the city and the human body moving through its architectural spaces, but also to provide the platform for an investigation into the establishment of an active dialogue between the two.

CAPTURE is envisaged as an experimental laboratory in the city of Pretoria. It aims to rejuvenate the city's CBD, as well as to develop and promote arts and culture through the creation of a public exhibition space. It is a design intervention intended to create a space which captures and navigates its users through it, by exposing them to the different functions facilitated within it, as well as to the space and to each other. The introduction of this spatial intervention, informed by the existing pedestrian movement through an identified public thoroughfare, will encourage an active dialogue between the user and the space. Public art, in the form of the photographic image, has been identified as a possible means of communicating the user's surroundings to him/her. This, in turn, may encourage interaction with, and interpretation of the space.

Die stad, Pretoria, het 'n diverse samevoeging van mense wat in en om dit beweeg. Hierdie dinamiese, altyd-veranderende beweging, gekombineer met die stad se kulturele diversiteit, het tot gevolg dat dit ideaal is vir 'n ondersoek in die verhouding (of gebrek daaraan) wat ontstaan tussen die bewegende liggaam en argitektoniese ruimtes.

Die stad en die argitektoniese ruimtes word gesien as staties. Die menslike liggaam en sy beweging is dinamies. Hierdie statiese ruimtes kan nie altyd die dinamiese beweging wat in aan om dit plaasvind, akkomodeer nie. Dit het tot gevolg dat daar 'n afwesigheid van dialoog of interaksie tussen die twee ontstaan, wat wrywing veroorsaak. Hierdie wrywing word verder vererger deur die feit dat hulle hulself in 'n konstant veranderende omgewing bevind. Die doel van hierdie skripsie is nie net om die verhouding tussen die stad en die menslike liggaam, wat deur sy argitektoniese ruimtes beweeg, te ondersoek nie; maar ook om 'n platform te skep vir 'n ondersoek na die totstandkoming van 'n dinamiese dialoog tussen die twee.

CAPTURE word gesien as 'n eksperimentele toetsgrond in die stad, Pretoria. Die doelwit is om die stad se Sentrale Besigheids Kern te re-aktiveer, asook om kuns en kultuur te ontwikkel en te bevorder deur die skepping van 'n publieke uitstal ruimte. Dit is 'n ontwerp ingryping met die doel om 'n ruimte te skep wat die gebruikers daarvan vasvang en daardeur lei, deur hulle bloot te stel aan die verskillende funksies binne die ruimte asook aan die ruimte en aan mekaar. Die ruimtelike ingryping wat hier geskep word, is beïnvloed deur die bestaande voetganger-beweging deur 'n geïdentifiseerde publieke deurgang; en sal 'n dinamiese dialoog tussen die gebruiker en die ruimte aanmoedig. Publieke kuns, in die vorm van die fotografiese medium, is geïdentifiseer as 'n moontlike manier om aan die gebruiker sy direkte omgewing te kommunikeer. Op sy beurt mag hierdie dalk interaksie met, en interpretasie van die ruimte aanmoedig.

[ABSTRACT]

[SAMEVATTING]

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INTRODUCTION

[Background and context]

The city and its architectural spaces are viewed as static. The human body and its movement is dynamic. These static spaces can not always accommodate the dynamic movement taking place within and around them. This leads to a lack of dialogue or interaction between the two, causing a tension which is further aggravated by the fact that they are situated within a constantly changing environment. The South African city is an example of such an environment. It is in a constant state of flux due to the continuously changing and developing state of the country. Pretoria, as a South African city, has a diverse mix of people moving in and around it. This dynamic, ever-changing movement, combined with the city's cultural diversity, renders it ideal for an investigation into the relationship (or lack thereof) that exists between the moving body and architectural space.

The aim is not only to examine the relationship between the city and the human body moving through its architectural spaces, but also provides the platform for an investigation into the foundations for an active dialogue between the two.

[Research Goal]

The design of a space that interacts with the user and which subsequently encourages interaction and participation of the user with the space, leading to interpretation and a renewed understanding(perceptions); a space that creates time to pause in a society that is constantly moving; a space that considers its context and makes use of all available resources.

[Problem Statement]

Architecture is perceived as a static object in space, whilst movement is dynamic. The static object cannot always facilitate the dynamic movement occurring in and around it. One such example of a dynamic entity is the user of the space; this user is inextricably linked to the space - one cannot function without the other (they are not mutually exclusive). Now more than ever, our environment is in a constant state of flux due to the continuously changing and developing state of our country. The effect this has on both the static and dynamic entities within a space needs to be acknowledged. The interaction between the space and the user within this changing environment is therefore of the utmost importance, and it has become pertinent that we investigate how spaces can better accommodate the needs of the user within this ever changing environment.

[Research Questions]

How can one create a space which interacts with, responds to and supports the user? Can space be used as an instigator for human interaction and participation, either with the space or with fellow users?

How can space influence and evoke the movement of a user?

What effects can space have on a user, both physically and psychologically?

[Aims and Objectives]

The use of movement as a catalyst and guideline in the creation of dynamic space which is both responsive and supportive.

The creation of an 'active' dialogue between the user and the space.

The creation of a space which influences the movement of the user thereby altering not only the physical experience, but also the psychological experience of the user.

[Definitions]

Environment - "the physical surroundings, conditions, circumstances in which a person lives" (Thompson, 1996: 452).
- "A physical milieu, but one which actively and significantly surrounds, so that the environed thing is in some way aware of, or affected by, its 'environment'. A surrounding thing which implies an experiencing subject at its centre" (Hillier, 1996: 380).

Move – "change one's position or posture; put or keep in motion" (Thompson, 1996: 890).

Movement – "the act or an instance of moving or being moved" (Thompson, 1996: 890).

Photograph – "a picture formed by means of the chemical action of light or other radiation on sensitive film" (Thompson, 1996: 1028).