THE DISAPPEARED PRESENCE: Tales of the lost buildings

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"To read fiction means to play a game by which we give sense to the immensity of things that happened, are happening, or will happen in the actual world. By reading the narrative, we escape the anxiety that arises up when we try to say something true about the world. This is the consoling function of narrative — the reason people tell stories, and have told stories from the beginning of time."

This thesis is an attempt to better understand the relationship between the architectural space and its narrative that is relevant to its physical and psychological context. The proposal intends to scrutinize various ways of communicating narrative through architectural elements and how those elements can promote a language of a sort that can be a carrier of ideas and thoughts through buildings and spaces. The study of architectural language will be based on the text of Juhani Pallasmaa and Marco Frascari and analogies will be drawn based on their ideas of architectural communication.

This proposal will further examine situations where previously researched architectural language may be used to form a narrative of a space through a careful research of precedent studies. This will be further executed by analyzing a potential situation from which the important pieces of architecture are allowed to emerge. This proposal aims to recuperate the idea of storytelling in architecture — to create buildings that respond to local narratives and acknowledge their power as an architectural manifesto for future development. The goal of this proposal is to reimagine architecture out of cautiously chosen moments that are the fragments of a vibrant past.

1. Umberto Eco, Six Walks in the Fictional World.