Credibility of feeling versus image of a place

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A place is a type of item.
Objects and places define the space,
giving it a geometric personality.

Yi-Fu Tuan [1]

A contemporary architectural object is a multidisciplinary mechanism, which consists of interdisciplinary technical, technological, sociological, cultural solutions and philosophical tendencies. The context of studying the sphere of inhabiting, requires a broader look at architecture, its deeper analysis and interpretation.

Introduction

The place of home can be in various types of space that build its brand and determine its assessment and interpretation. Classified by W. Bonenberg types of space which build its brand (*Brand Space*) define a space that causes fear, anger, disgust or fear, depression, a sense of pleasure, joy, delight (excitement), space that evokes hope (optimism), space, which calms down, causes boredom and a space that stimulates curiosity [2]. The space of an architectural object is the result of the architect's actions, however, separated and intended for living, begins to be adapted and individualized by the residents. Constructing space of the architectural object and the separation of space is determined by the types and methods of activities, that determine the condition of the living. The way of designing the living space depends on the adopted philosophical ideas, brainchild and skills. Depending on the adopted model and adopted criteria, it will be perceived as a specific set of signs, a place for events, the consequence is a different way of using it [3, p. 121]. *Place is safety, space is freedom: we are attached to the former and we miss the latter* [1, p. 13]. Space and place are essential elements of the world. On the other hand, space is an abstract term. People coming from different cultures, they differ from each other and thus share the world in the values they attribute to its parts and the way in which they measure them [1, p. 51]. The way we perceive the world and define the place and the space that surrounds us results from the fact that man is the measure of all things. Man organizes space in such a way as to suit his needs, while living in space can be defined by the quality of activities that determine the condition of living. The analysis of the *credibility of feeling* in the context of the image of the place was carried out on the original authors concepts of multi-family buildings located in Opole and Warsaw.

Research process

The research process was carried out on the basis of original authors concept projects of multi-family residential buildings in Opole and Warsaw. The work uses original drawings, plans and visualizations. Architectural factors were determined using the spatial qualification criterion related to the *credibility of feeling*. The result is a graphic record of the shape of the space representing a veristic or virtual space. Veristic space is a space faithfully constructed by divisions existing in material reality [3, p. 145]. Virtual space is a space constructed by intangible divisions in the material space, shaping the virtual relationships of users [3, p. 145].

Methodology (research methods)

The adopted research method is the method of logical argumentation [4]. The method is based on analysis and synthesis using the basic principles of logic: comparison, abstraction and generalization. The analysis consists in breaking down the problem into its component parts, the synthesis consists in putting the problem into a new whole. In order to check the *credibility of feeling* criterion, selected original authors concepts of multi-family buildings in Opole and Warsaw. Author's projects documentation was used as the material enabling the research. The adopted research method allowed for a conscious and consistent procedure in order to achieve the assumed goal of determining the veristic and virtual space. The research techniques were the author's explanations, logical interpretation. The tools used for the research were based on original architectural documentation, floor plans, visualizations and computer programs: autoCAD, photoshop and 3dsmax. The programs were used to implement repeatable floor plans and visualizations. The expected effect is the presentation of a logical conclusion.
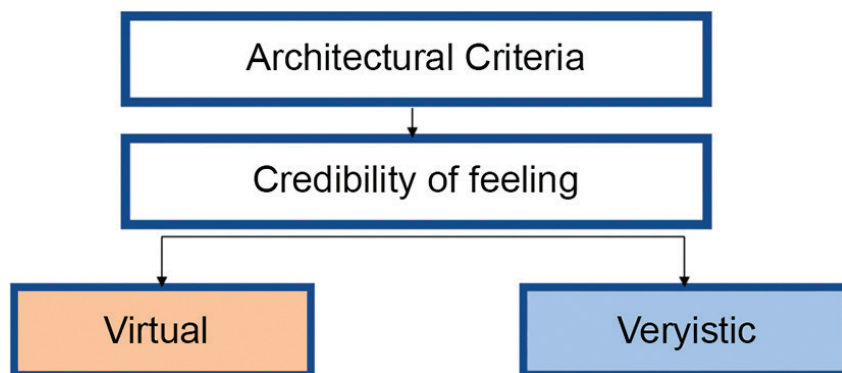

Fig. 1. Credibility of feeling, an architectural criterion for the quality of performing activities determining the condition of living; source: author

Fig. 2. Concept of a multi-family housing estate in Opole, 2020 r.; source: author

Fig. 3. Concept of a multi-family housing estate in Opole, 2020 r.; source: author

LEGEND:
ARCHITECTURAL CRITERIA
CREDIBILITY OF FEELING

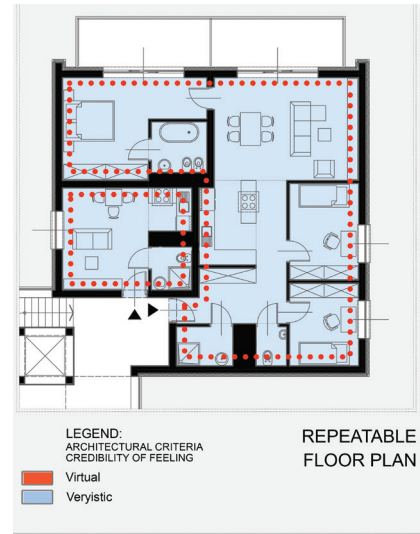■ Virtual
■ Veryistic

REPEATABLE
FLOOR PLAN

Fig. 4. Analysis of the criterion of the credibility of feeling, Opole: repeatable floor plan. Veristic space with elements of virtual space. Apartments designed by the author, equipped with telematics devices; source: author

Results
(spatial structure analysis)

The research was based on the architectural documentation of the author's concepts of multi-family buildings in Opole and Warsaw. The results shows that the *quality of the activities determining the condition of living* in the context of the *credibility of feeling* determines the veristic nature of the spatial arrangement. On the other hand, the virtual space is constructed by the existing intangible divisions occurring in the material space and the phenomenon of telematics, shaping the virtual relationships of users and observers. It can significantly change the living space, allowing it to be extended beyond the materially separated space in the building.

Discussion

1. The search – veristic space versus image of the place

Human existence is associated with unpredictability, each of us is different, everyone has different interests, experiences and history. Such inner beauty proves that there is no uniformity, and man is a peculiar creation of nature. Architects, as creators of living space, play with the products of their imaginations, as painters evoke emotions with paintings, and as sculptors reflect individual beauty with sculptures. Each field of art is characterized by its own essence of impressions and representatives of these fields create. Presented examples of author's concepts of multi-family residential buildings show the *redefinition and denaturization of beauty in space*. Projects cause deep rethinking of how the human being thinks, enhances the essence of pure simulation and the influence of globalization raised by Baudrillard and the McLuhan medium is a message [3,5,6]. The answer of today's architecture, perceived beauty and the essence of their philosophy, is the creation of contemporary space as a result of denaturization, eco-fascism among two hundred pairs of Louboutin shoes and Valentino suits, artificial creation of renaissance gardens and baroque facades, forgetting about the care of the natural environment and people themselves. The answer to today's philosophy of architecture is Koolhasian junk space, an image of the contemporary idea of a city, free, dynamic cities that go beyond ethical, aesthetic, social and cultural norms. Non-modern space, resulting from the modernization of architecture in a disordered way

[7]. People lose themselves in the pursuit of prosperity, forgetting the beauty of this world and the philosophical element of existence, "being".

Research shows that an architectural object is a specific place in a separate space. Formal formation and structure emanate various tasks. *Object – a place* in space is constructed in many ways. It can only provide a separate frame for events, omit the definition, type and manner of execution, symbolized variability. It can also define the type and manner of activities, alternatively being a philosophical metaphor of object – *a building* [8]. The building symbolizes immutability and stabilization, it is expressed by the content of permanent formal shape. Any existing and functioning areas of residence have their own structure and identity, even if they are weak [9]. In both cases, the veristic space does not lose its reference to the previous experiences of future users, which have constructed their views, beliefs and associations related to the perception of existing living spaces. The existing virtual space is constructed by the existing non-material divisions appearing in the material space, for example: color, light intensity, temperature, sound, and holograms as partition walls as well as virtual relationships between users and observers. It can significantly change the space to live, moving it from the materially separated space in the building to virtual spaces. The anticipation of such spaces was shown in the film by the Wachowski brothers, Matrix. Such spaces become a specific place in a separate space. When the activity of living in a virtual or real space occurs, the mansion is a calligrapher, the content of which is perceived by the imagination of the resident. For

Fig. 5. Concept of a multi-family housing estate in Warsaw, 2020 r.; source: author

Fig. 6. Concept of a multi-family housing estate in Warsaw, 2020 r.; source: author

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REPEATABLE
FLOOR PLAN

■ Virtual
■ Veryistic

Fig. 7. Analysis of the criterion of the credibility of feeling, Warsaw: repeatable floor plan. Veristic space with elements of virtual space. Apartments designed by the author, equipped with telematics devices; source: author
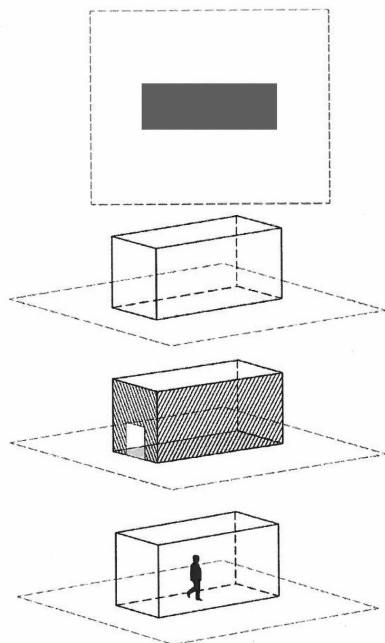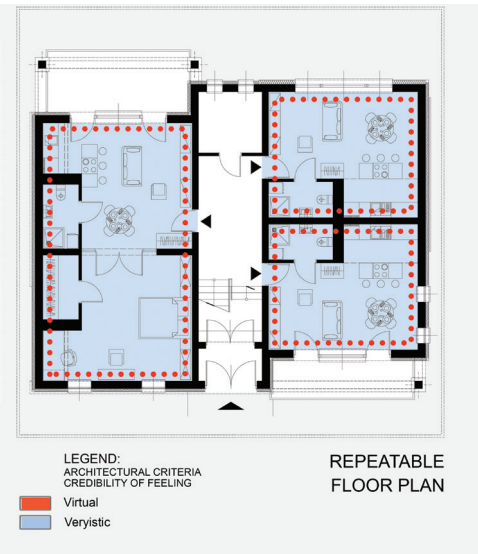
Fig.8. A scheme for interpreting a place as a philosophical metaphor of a building. Place – the architecture of the building; source: study by G. Nawrot [8]

real and virtual space, the mansions, which are virtual, temporarily variable points identifying the space for the inhabitant, may be each of the four stages of the simulacra, or a mask concealing the complete absence of content [3]. A house constructed in this way becomes a non-place and loses its metaphysical metaphor. The house dissipating in reality loses its unambiguity, which are metaphorized by successive buildings. First, the house, the building of the family house, then the building of one's own apartment in a multi-family residential building.

2. The search – the existence of veristic and virtual space, examples

Looking for unambiguousness, it is worth quoting the Salute building in Stuttgart-Fasanenhof, designed by Hans Scharoun and Wilhelm Frank, which shows classification of regional patterns of shaping residential architecture [3, p. 146]. It is a building with a veristic space and a non-transformed spatial arrangement. The second example *Trzonolinowiec,* designed by Jacek Burzyński in Wrocław, shows the transformability of the layout of the space inside the apartments,

which has not lost any reference to the experiences of users [3, p. 146]. Both examples were an inspiration for the creation of the presented original concepts, allowing to create a veristic space with elements of virtual space. In addition, the analysis of the author's concepts of multi-family residential buildings shows that the manner and quality of activities determining the condition of living have an impact on the evolution of the paradigms of the *functional and spatial shape of the apartment and the image of the house idea* [3, p. 176]. The house has its sides, according to which the space is arranged to its tool character.

Conclusions

Analyzing the subjectively selected examples of authors concepts of multi-family residential buildings, we come to the conclusion that the main elements influencing the shaping of the space is the quality of activities determining the condition of living. The perceived *credibility of feeling* criterion adopted for the research has an impact on the quality of activities determining the condition of living. On the other hand, the manner and quality of performing these activities have an impact on the perception of space and the processes that take place in this space, relating to the entire structure of buildings, internal and external appearance. Research shows that the credibility of feeling is clearly related to the structure of the building and shapes a veristic space. The veristic space was constructed by the divisions existing in the material space and used materials. The designed space is both a veristic and a virtual, with possibility of transforming the space in any way. Since architecture is

Fig. 9. Multi-family residential building Salute in Stuttgart-Fasanenhof, designed by Hans Scharoun and Wilhelm Frank; source: [10]

Fig.10. Multi-family residential building in Wrocław, designed by Jacek Burzyński; source: [11]

a compilation of material and non-material elements, and man exists in a behavioral space, we come to the conclusion that we live in real and virtual space, and a space is a synergy of real and virtual space. Moreover, the object – a place in space is constructed in many directions. It can provide a framework for events, and it can define the types and modalities of actions and their sequence. R. Sennett believed that rituals should become a binder of the city [12]. Thus, a place can be defined in a multidirectional way, as an place element of a house in a city, or abstractly separated in space. Technological development allowed for the creation of places in the inhabited space, not only veristic but also virtual, finding new places and communication within the space. Space defined as a place of living, separated and defined by parameters, synergizes with modern design solutions, technical, technological and material innovations. Going beyond the schemes, modern

technologies give rise to creating an unconventional living space, intelligent home, smart home. Arise a space of the future, suited to modern possibilities, enabling the management of internal and external space. So created space meets the conditions of shaping veristic and virtual space. Moreover, *space discovered in the overview being-in-the-world as the spatiality of the tool whole, always belongs, as its place, to being itself* [13].

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Abstract: The perception of architecture is realized as a result of the metaphorical travel of the observer through the designed space, it is a specific reading of space at different levels of feeling. Designing is a scenario, user manual for those who are in this space. The aim was to examine the living space of two original authors concepts of multi-family residential buildings, based on the adopted architectural criteria, in terms of the credibility of feeling of the architecture of the living space. Moreover adopted criteria determines the quality of activities determining the condition of living. The method of logical argumentation was adopted for the research, interpreting selected original examples in order to conduct a critical analysis of the existing solutions. The result is a graphic record of repeatable floor plans of multi-family residential buildings, showing a veristic or virtual space as a factor of credibility of living. The conclusions present the method of shaping the architecture space in post-designed multi-family residential buildings based on the criterion of the credibility of feeling in the context of the image of a place in space.
Keywords: credibility of feeling, virtual space, veristic space, place

Streszczenie: WIARYGODNOŚĆ ODCZU-WANIA A OBRAZ MIEJSCA. Percepcja architektury jest realizowana w wyniku meta-forycznego podróżowania obserwatora po zaprojektowanej przestrzeni, stanowi swoiste czytanie przestrzeni na różnych poziomach odczuwania. Projektowanie stanowi scenariusz, instrukcję obsługi użytkowania przestrzeni dla tych, którzy w tej przestrzeni się znajdują. Cel stanowiło zbadanie przestrzeni zamieszkiwania dwóch autorskich koncepcji wielorodzinnych budynków mieszkalnych w oparciu o przyjęte kryteria architektoniczne, pod względem wiarygodności odczuwania architektury przestrzeni do mieszkania decydującej o jakości wykonywania czynności określających stan mieszkania. Do badań przyjęto metodę logicznej argumentacji, przeprowadzając interpretację wybranych autorskich przykładów w celu przeprowadzenia krytycznej analizy istniejących rozwiązań. Rezultat stanowi zapis graficzny ukształtowania rzutów zabudowy mieszkalnej wielorodzinnej na dwóch przyjętych przykładach, ukazujący przestrzeń werystyczną lub wirtualną jako czynnik wiarygodności odczuwania przestrzeni do mieszkania. Wnioski przedstawiają sposób kształtowania architektury przestrzeni nowo projektowanych wielorodzinnych obiektów mieszkalnych w oparciu o kryterium wiarygodności odczuwania w kontekście obrazu miejsca w przestrzeni.
Słowa kluczowe: wiarygodność odczuwania, przestrzeń wirtualna, przestrzeń werystyczna, miejsce