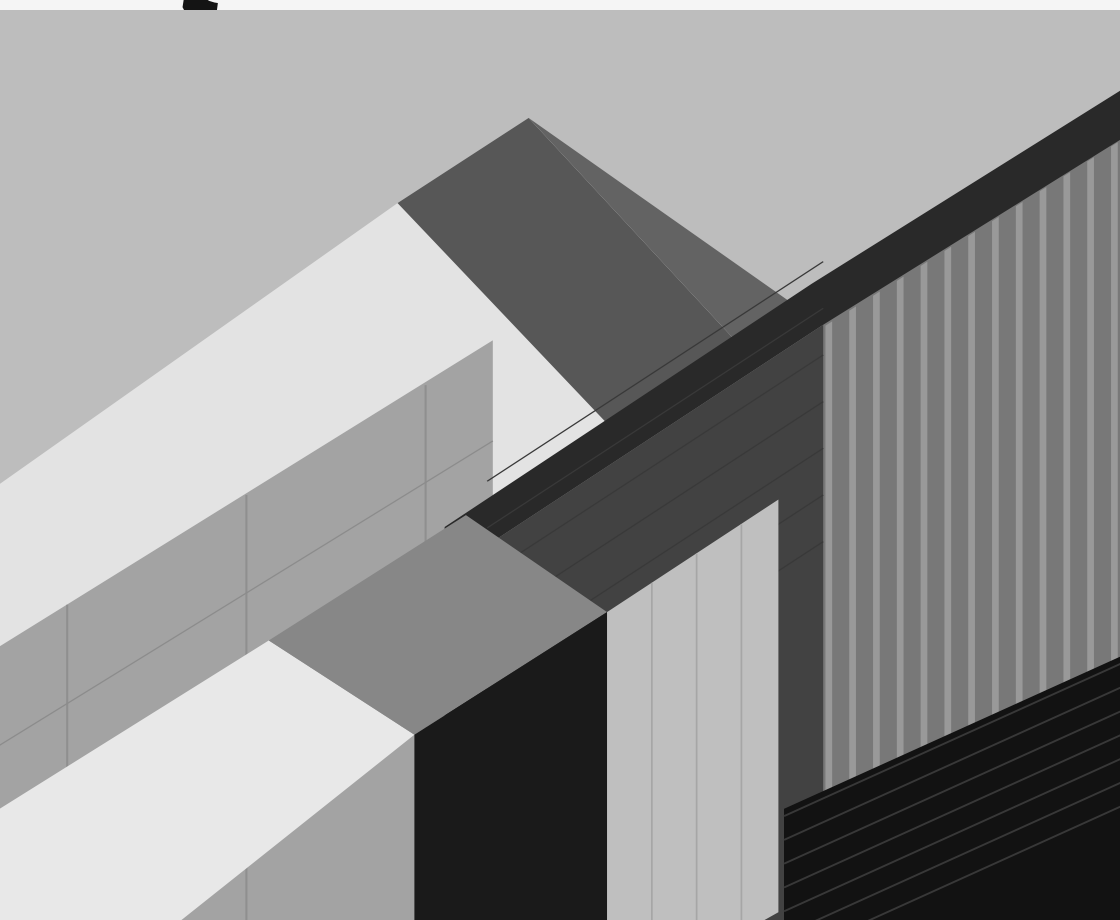
Negative *Space*

ARCHITECTURAL STUDIES



Start with *the gap.*

At the end of the arcade, two walls stop a step short of meeting. Through that opening a thin patch of sky keeps its shape even as the walls change color.

These drawings follow that patch. Each study keeps the building still and moves the eye, from the foot of a column to the underside of a roof.

The long arcade 03

An opening in section 04

Light on the return 05

A plan for walking 06

Three edges 07

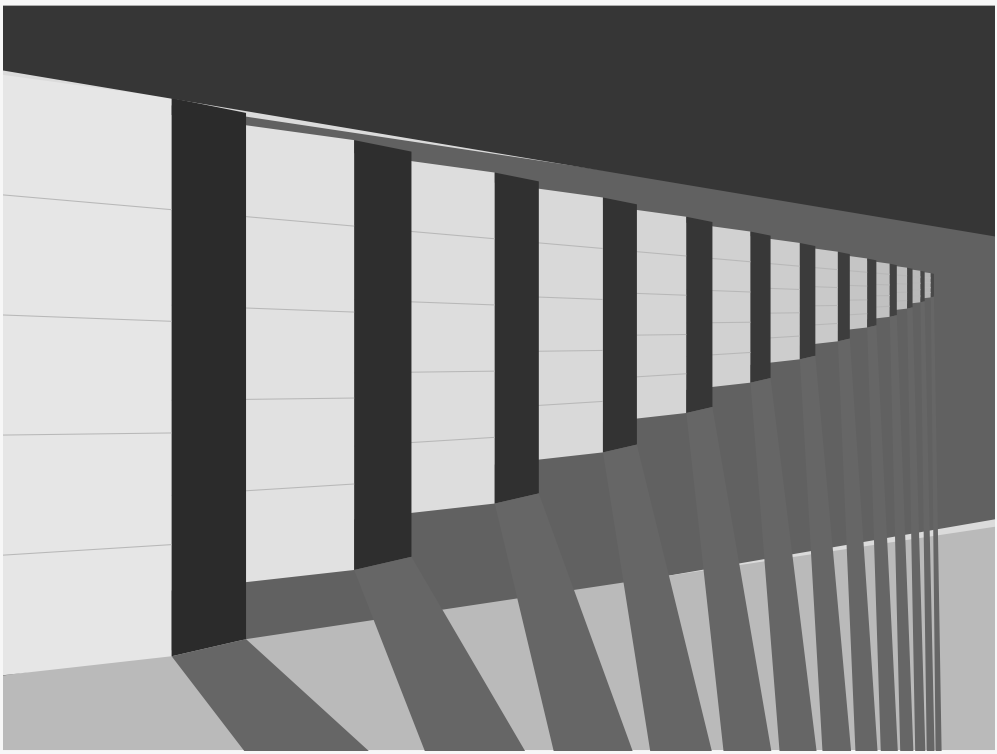


PLATE 01 / ARCADE

The long arcade

From the first bay, the columns seem to touch. Walk toward the far wall and the gaps widen one at a time. The darker face of each pier is the clearest measure of the distance between them.

An opening *in section*

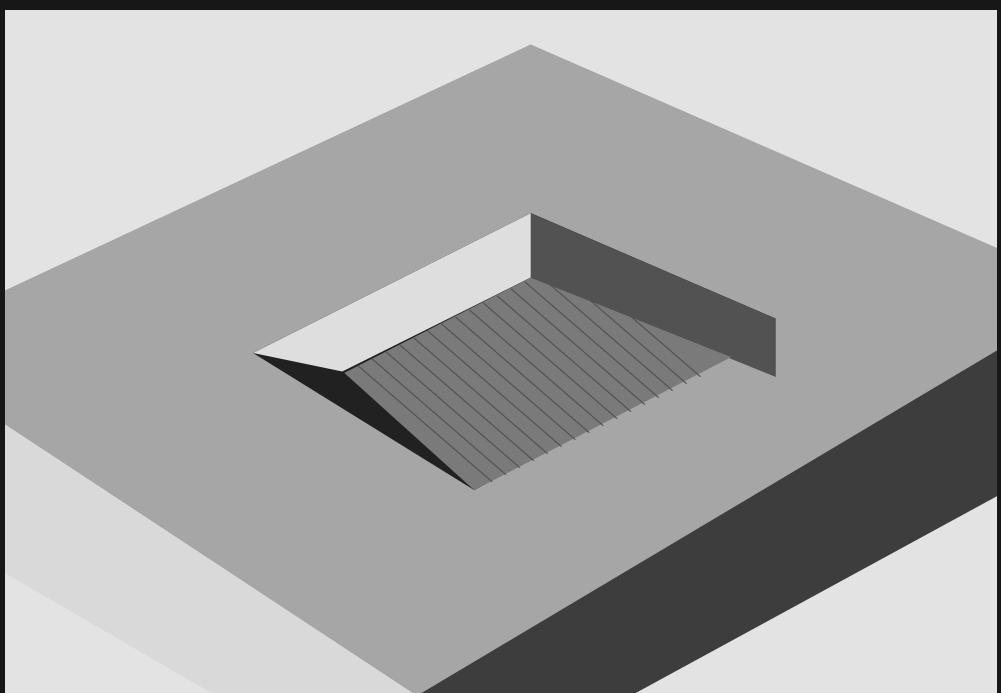


PLATE 02 / CUT THROUGH THE ROOF

The roof is thick enough to hold a shadow of its own. Inside the cut, the narrow bright face records the depth of the slab. Below it, each tread catches a different strip of daylight.

Light on *the return*

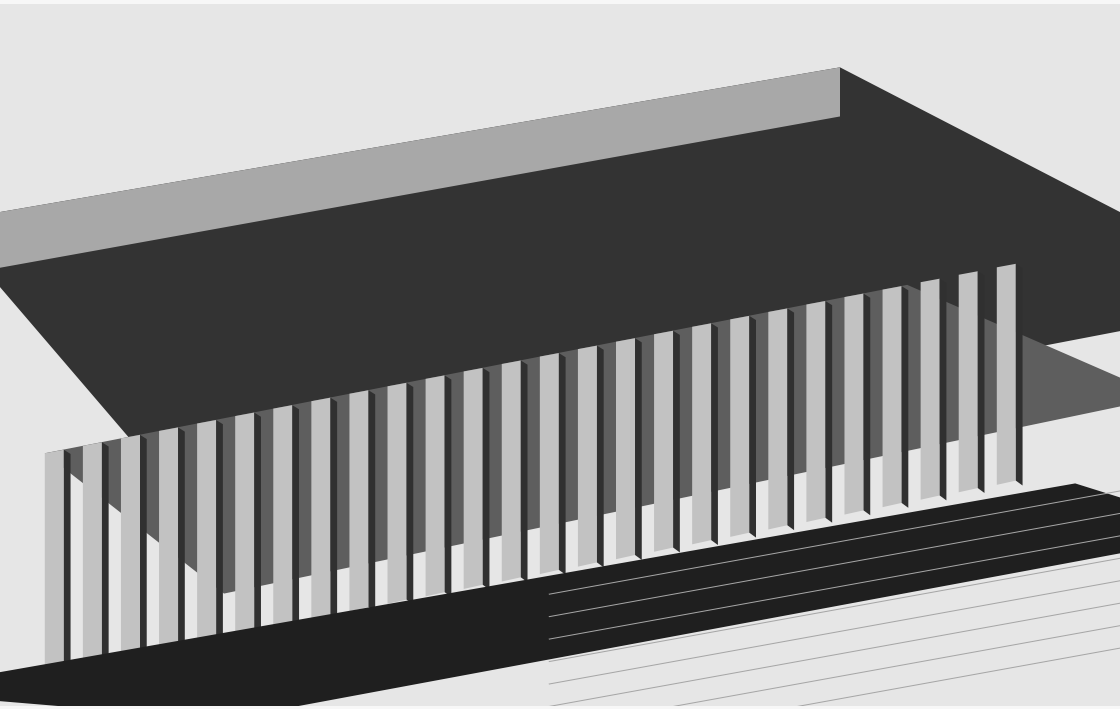


PLATE 03 / SCREEN

A line of thin fins hangs below the overhang. Their outer faces read as a single pale band until the view shifts sideways. Then the dark return of each fin comes into sight.

A plan for walking

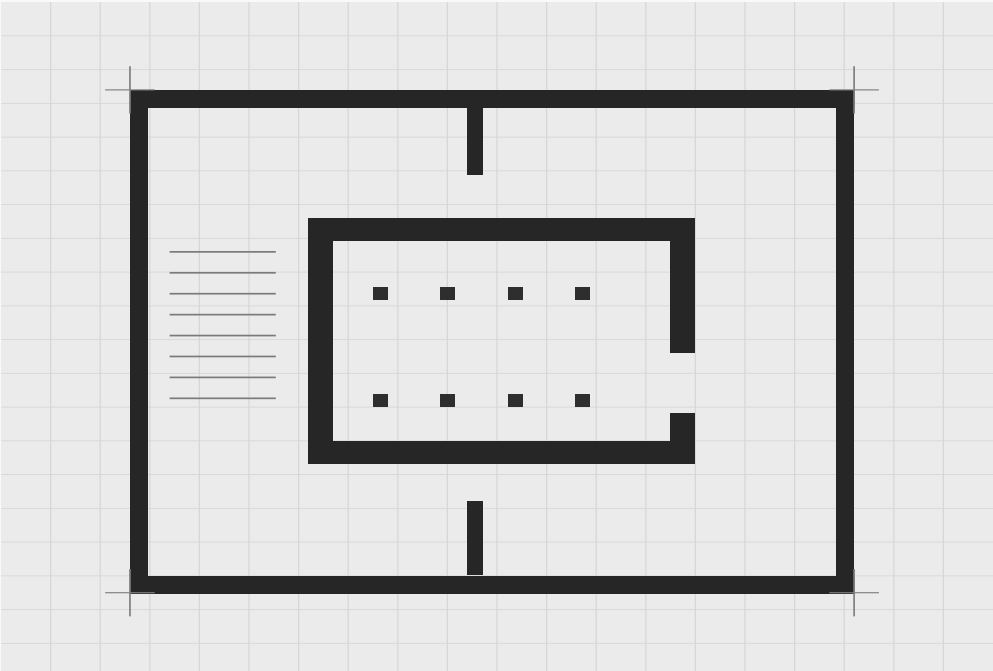


PLATE 04 / COURTYARD AND PASSAGE

Follow the passage along the outside wall. At the opening, turn left and step through the second line of masonry. Four pairs of columns set the pace across the courtyard.

Three edges



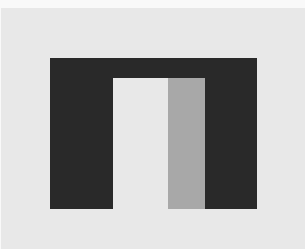
The slot

Bring two solid blocks close together. Let a single slim opening carry the view.



The lip

Project the upper plane past the lower one. Trace the line where its shadow ends.

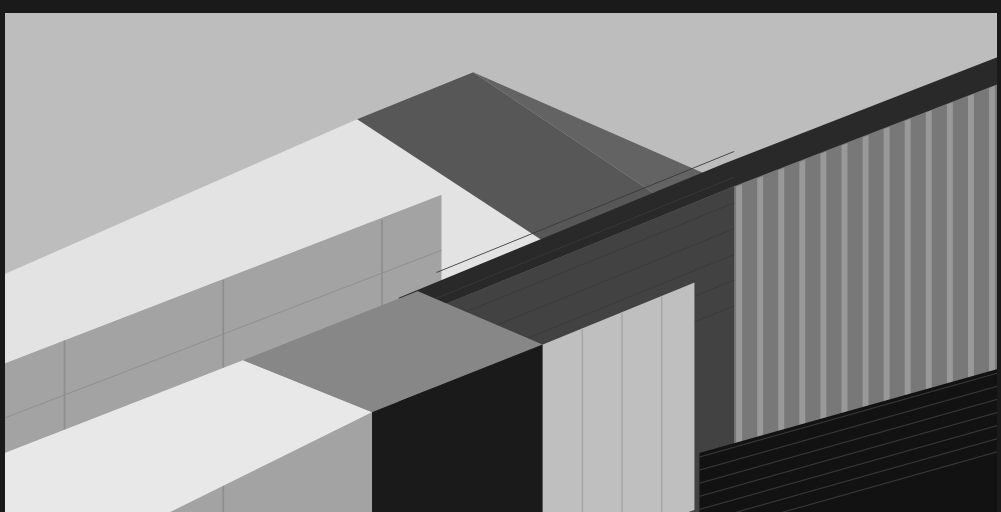


The reveal

Cut into a wall and leave its thickness visible. Give the inner face a quieter tone.

After the turn

Fold the drawings shut and look at the nearest doorway. Stand just far enough to one side to see the thickness of the jamb. The first study begins there.



NEGATIVE SPACE / ISSUE 01

Original drawings and text by Mono Studio.