# The Primitive Hut Revisited

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## INTRODUCTION

This body of work that takes Abbe Laugier's seminal Primitive Hut as the starting point for a computational design research that weaves seamlessly between structured and pedagogical research done within the design studio environment and work done in a cross-disciplinary practice. The question posed to students in the design studio, centers around the relevance of Primitive Hut when viewed through the lens of contemporary computational design methodologies and digital fabrication techniques.

## METHODOLOGY

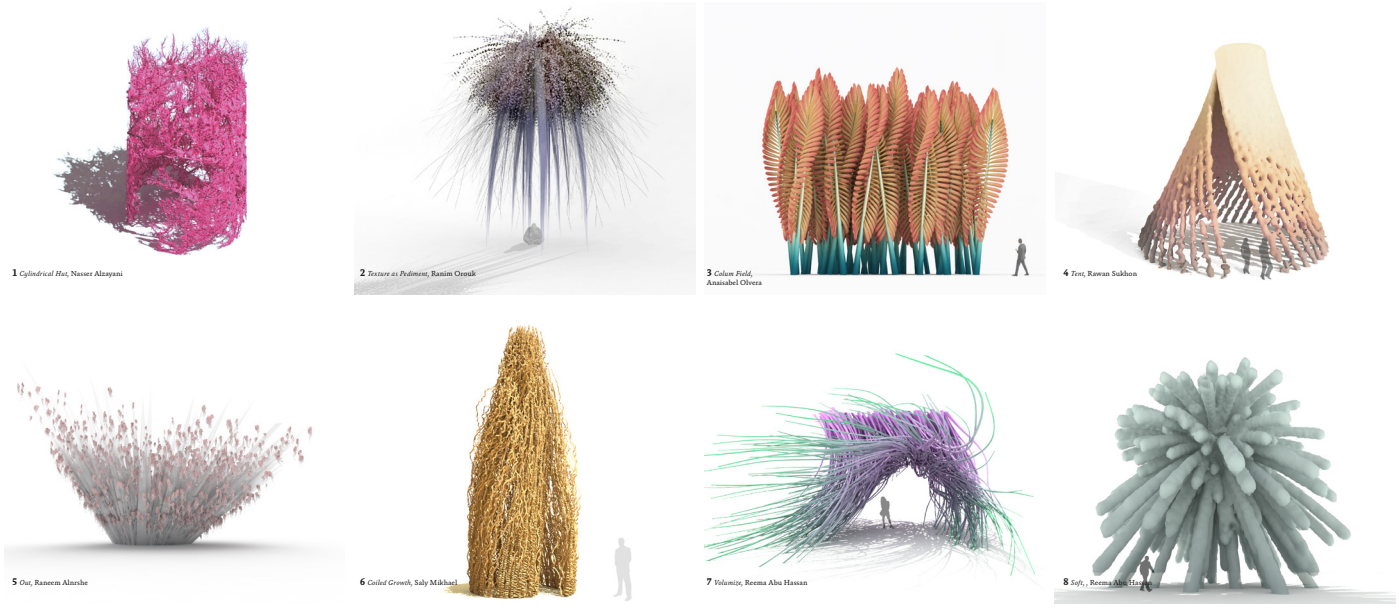
Laugier's Essay on Architecture, where the Primitive Hut features as a frontispiece, attempts to reintroduce architectural rules of operation through his analysis of Greek architectural elements. In many ways, this parallels the attitudes that computational design methodologies approach the design of the built environment with. In both attitudes objective rules reign supreme, and the production of architecture is the nuanced and delicate exploration of these rules.

At the beginning of the exploration, students are asked to design a primitive hut using custom made computational design tools. Pedagogically, as they build their tool set, they are asked to focus on two core aspects of the Primitive Hut. First, the tool set must question the three material elements that make up Laugier's focus of study: The columns, the entablature and the pediment. Here, questions such as the relationship of architecture to the ground, its relationship to space as it travels vertically, and its relationship to the sky as it materially terminates must be critically addressed. Second, Laugier's timely call of a return to nature is heeded. Pedagogically, this is explored materially through the use of organic material to create primitive huts, as well as digitally through the development of primitive huts that are computationally driven by codes that mimic the growth of natural material. Towards the end of the project, students will be asked to deploy the lessons learned at a larger scale.

The work presented here includes Senna, a primitive hut conceived and constructed in collaboration with Mobius Design Studio, and student design primitive huts.

**SENNA**

Images of construction process and final construct.




**STUDENT WORK**

Variations on the Primitive Hut produced through computational methodologies.