

Dhiru A. Thadani

Drawn to travel

Dibujado para viajar

Desenhado para viajar

Abstract | Resumen | **Resumo**

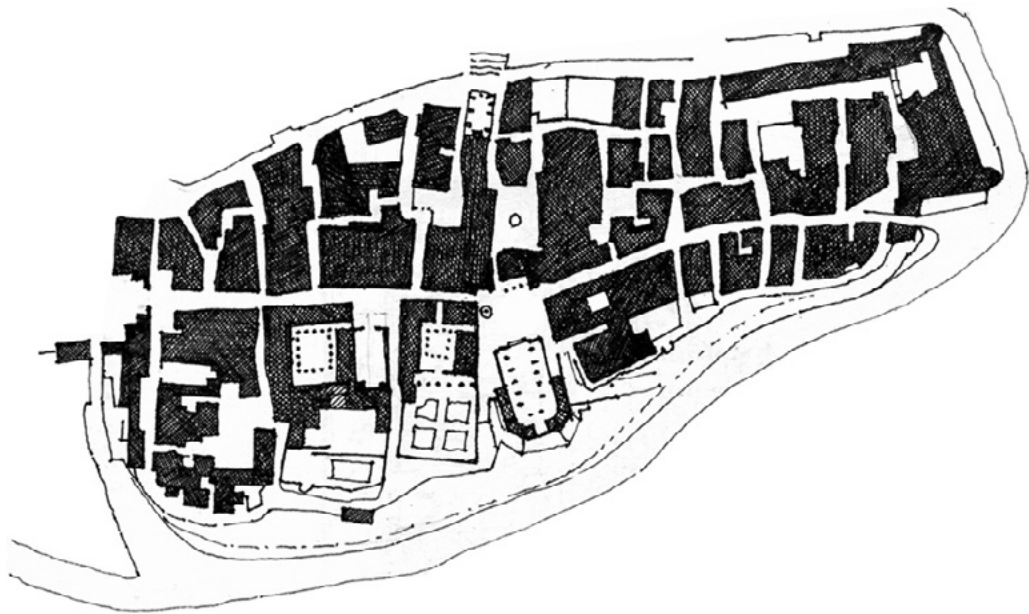
Drawing is integral to the profession of architecture, urbanism, and building. Being a design professional requires a commitment to lifelong learning and the constant pursuit of knowledge. Drawing and writing help catalog knowledge gained. The collection of experiences and memories serve as a design resource to draw upon. Taking photographs or reading magazine articles is a poor substitute for the well of ideas one collects while making an in situ drawing. It is not only a visual exercise, but a sensory immersion in sound, smell, feeling, and light. Drawing is experience. Drawing is research. Sketchbooks are stored experiences. Drawn ideas are remembered ideas, and travel is a design generator — especially if we draw.

El dibujo es parte integral de la profesión de la arquitectura, el urbanismo y la construcción. Ser un profesional del diseño requiere un compromiso con el aprendizaje permanente y la búsqueda constante del conocimiento. El dibujo y la escritura ayudan a ordenar el conocimiento adquirido. La colección de experiencias y recuerdos sirve como recurso de diseño en el que inspirarse. Hacer fotografías o leer artículos de revistas es un pobre sustituto para la cantidad de ideas que uno acumula mientras hace un dibujo in situ. No es sólo un ejercicio visual, sino una inmersión sensorial en el sonido, el olor, el sentimiento y la luz. Dibujar es experimentar. Dibujar es investigar. Los cuadernos de dibujo son experiencias almacenadas. Las ideas dibujadas son ideas recordadas y los viajes son generadores de diseños, especialmente si dibujamos.

O desenho é essencial para a profissão da arquitetura, urbanismo e construção. Ser um profissional de desenho requer um compromisso com a aprendizagem ao longo da vida e a busca constante do conhecimento. O desenho e a escrita ajudam a catalogar os conhecimentos adquiridos. A coleção de experiências e memórias serve como um recurso de desenho a que se pode recorrer. Tirar fotografias ou ler artigos de revistas é um mau substituto para o fonte de ideias que se recolhem enquanto se faz um desenho no terreno. É não só um exercício visual, mas uma imersão sensorial no som, cheiro, sensações e luz. O desenho é experiência. O desenho é investigação. Os cadernos de esboços são experiências armazenadas. As ideias desenhadas são ideias recordadas, e viajar é um gerador de desenho - especialmente se desenharmos.

I have always loved to travel. I welcome every opportunity to visit new places and explore, analyze, document, and decode the *genius loci* of where I am. Making maps, interpreting street networks, pacing off dimensions, drawing street sections, formulating comparative scale drawings, and documenting public places imbeds my travel experiences into memory. Doing this permits me to understand those things that make places beautiful and enrich the soul.

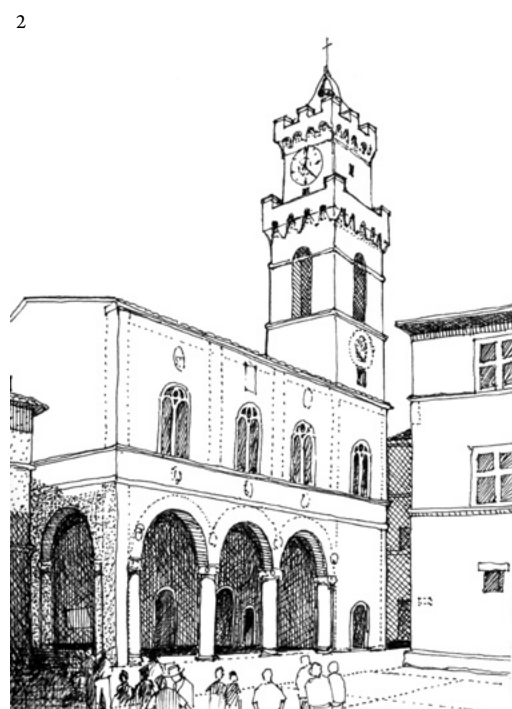
For me, the making of architecture is a process that draws upon and assimilates visual ideas that have been stored in memory. The goal is to construct human habitats that are safe, sturdy, comfortable, functional, interesting, and provide sustainable shelter from the natural elements. I strive to make beautiful places that uplift the human spirit, as well as complement and contribute to the context — both in physical form and cultural spirit.



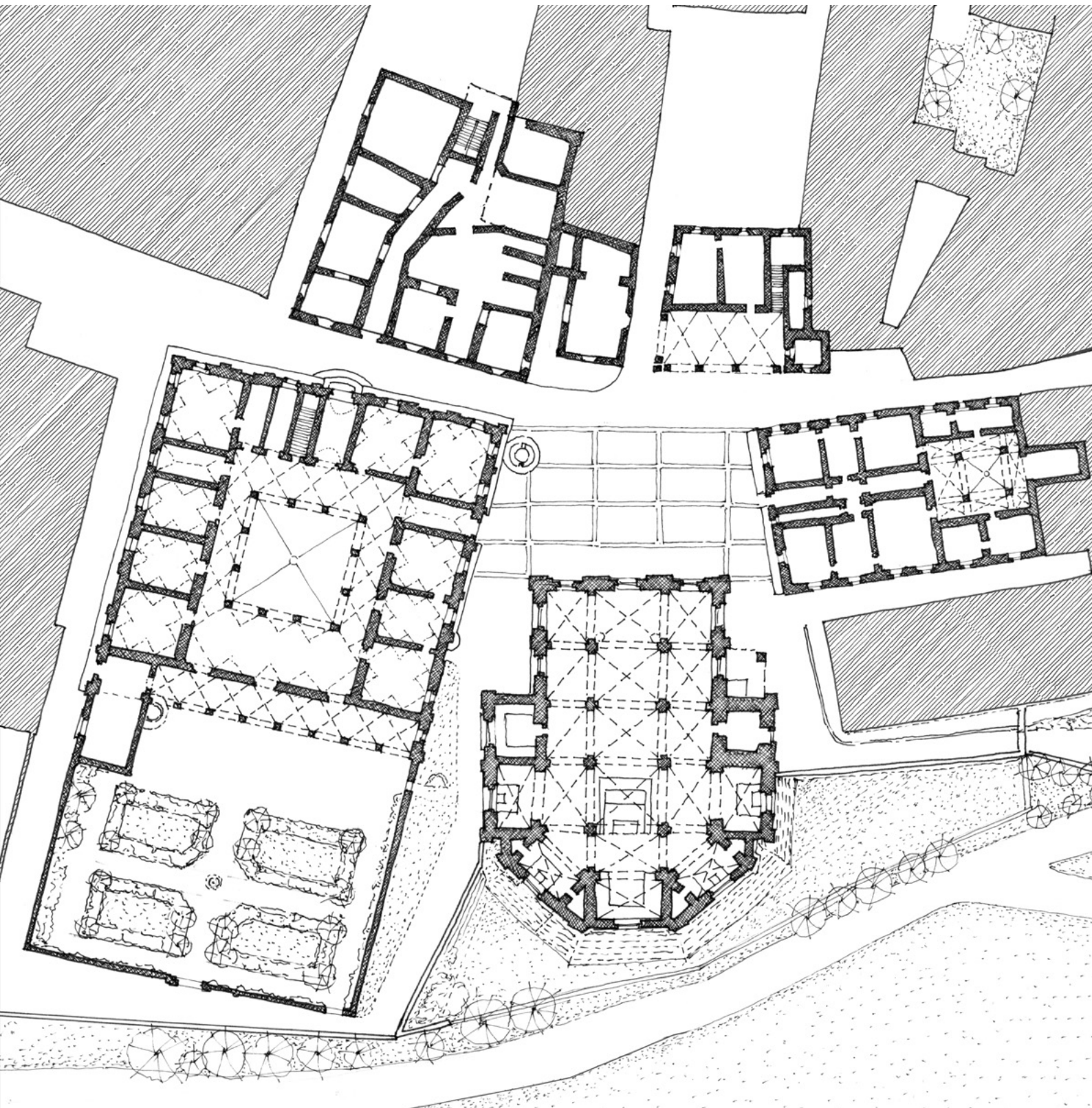
Pienza city plan



1: Pienza Cathedral side view



2: Pienza City Hall and piazza view



Plan of the Piazza Pio II in Pienza

As I see it, travelling and drawing are integral to this profession that requires a commitment to lifelong learning and the constant pursuit of knowledge. There is just too much information to remember. Drawing and writing help catalogue knowledge gained. The collection of experiences and memories serve as a design resource to draw upon, in problem solving and in making art.

The design process is a subconscious act of emulating, merging, and incorporating positive experiences in natural and man-made environments, and ensuring that negative experiences encountered in the built environment are not repeated. This stored catalogue of experiences emerges in random, non-linear patterns, which informs the process and eventually the product.

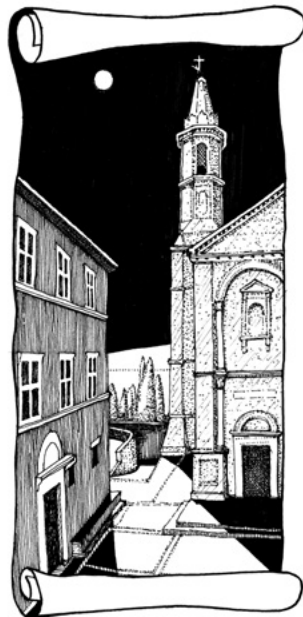
Taking photographs or reading magazine articles is a poor substitute for the well of ideas one collects while making an in situ drawing. It is not only a visual exercise, but a sensory immersion in sound, smell, feeling, and light.

1: Pienza Piazza in the moonlight

2: View of a street in Pienza

3: Side Street in Pienza

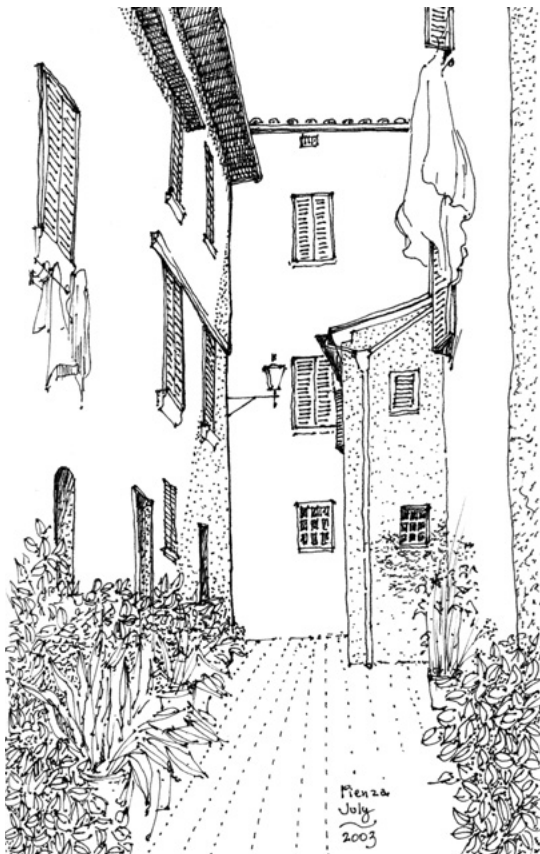
4: West Gate of Pienza



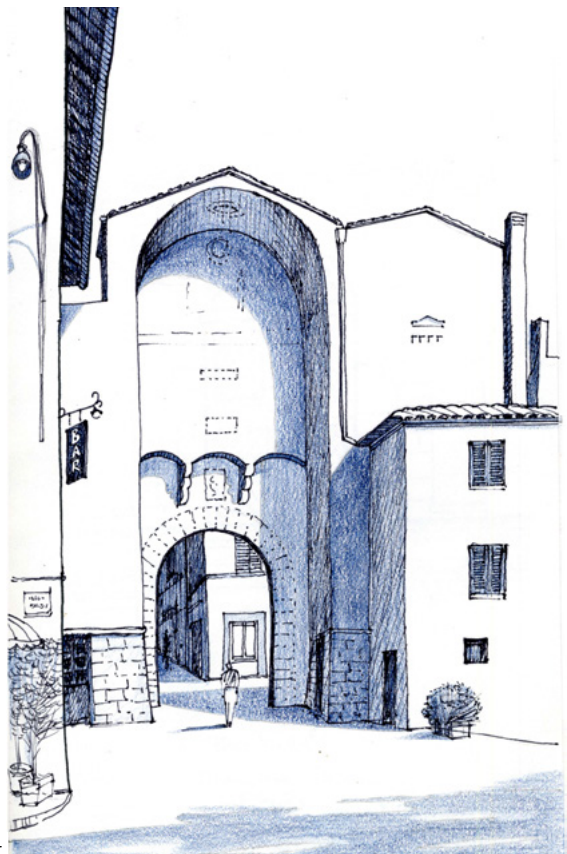
1



2



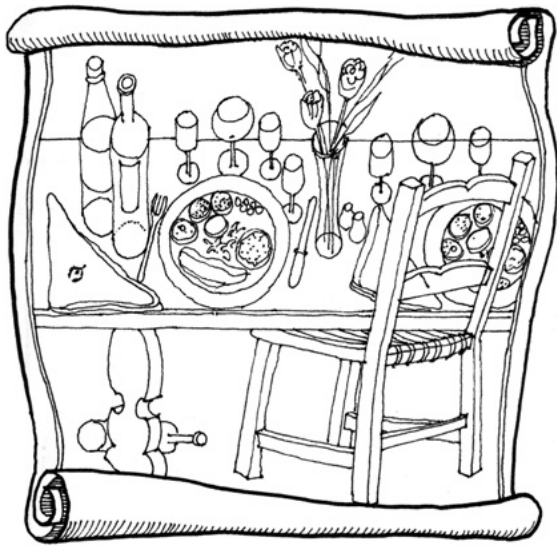
3



4

A professor of mine once alleged that the practice of architecture was a profession for the elderly. The brash, suspicious, cynical youth in me surmised that the older generation of architects were only trying to keep us at bay. In hindsight there is truth in the claim. With age, the cumulative knowledge I gained through travel and drawing is vast, culminating in an infinite catalogue of ideas that enriches my design process and the built outcome.

Drawing is experience. Drawing is research. Sketchbooks are stored experiences. Drawn ideas are remembered ideas, and travel is a design generator — if we draw.

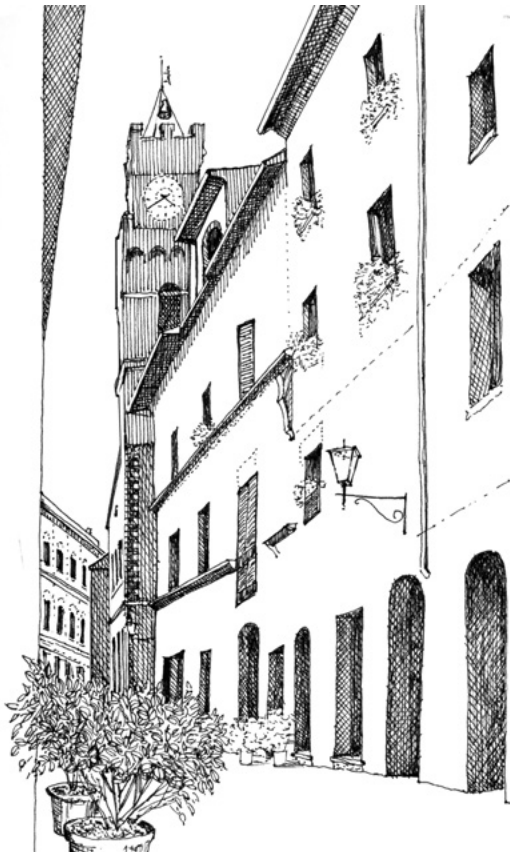


1

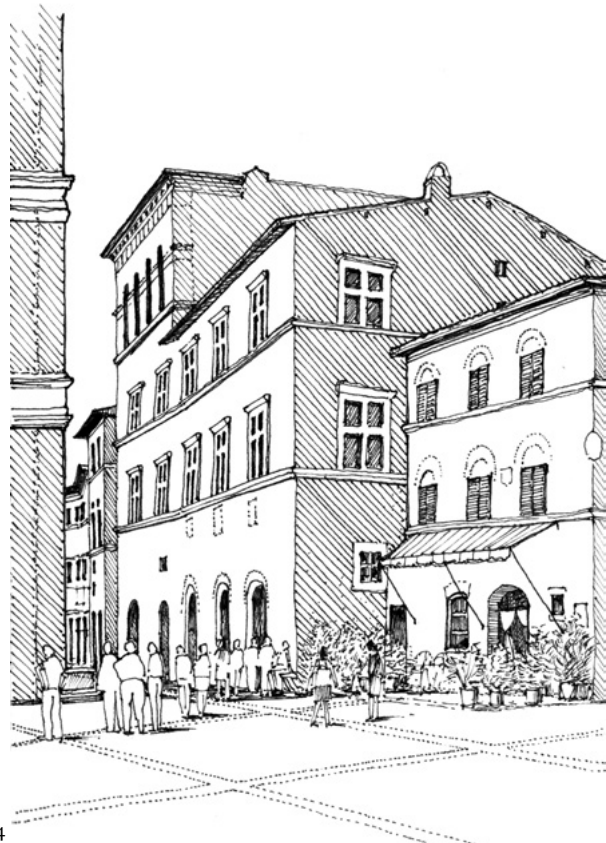


2

- 1: Last dinner in Pienza
- 2: European Travels Map
- 3: Pienza City Hall Tower
- 4: Artist House in the Piazza of Pienza



3

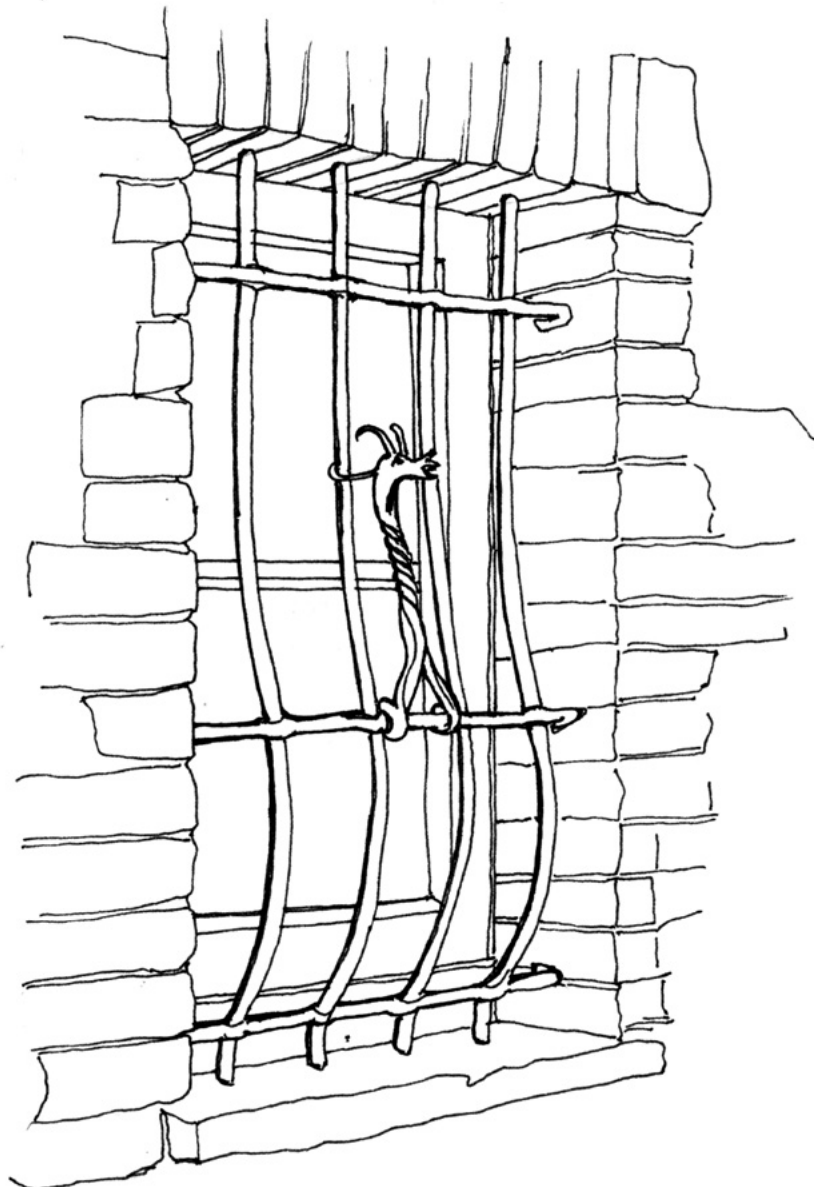


4

Biography | Biografía | Biografia

Dhiru Thadani

He is an architect, author, educator and urbanist who has been in practice since 1980. Dhiru was born in Bombay, in India, and moved to Washington, D.C. in 1972 to study architecture at the Catholic University of America. During his forty-eight years in Washington, D.C. he has taught, practiced, and strived to place architecture and traditional urbanism in the public eye. Since its formation in 1993, he has been a charter member of the Congress for the New Urbanism (CNU). He has been the principal designer of new towns and cities, urban regeneration, neighborhood revitalization, academic campuses, and infill densification projects.



View of a window in Pienza