

**MICC-Experten / innen – Workshop 9.12.2010,
“The Patterns of Patterns - Pattern Language and beyond”**

Thesen: PATTERN LANGUAGE AND BEYOND

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A Pattern Language is a structured method of describing good design practices within a field of expertise. Patterns are the individual elements that are the basis of the Language (System). Patterns and Pattern Languages are now applied in most of academic disciplines as well as in professional practice. The field of Architecture and Urban Design for which patterns and pattern languages were originally developed, experiences a new interest in these systems because of their potential to contribute to solving contemporary architectural and urban problems and to contribute to the process of participation.

In earlier projects, patterns were used and applied in the original format and formulation of APL (i.e. Oregon Campus, Peru Housing, Multicenter New York, etc). A additional set of new patterns was created for each project. Because of the need for a more direct participatory process combined with lack of time and money, in many cases patterns and pattern languages took on a simpler format (i.e. Eishin Campus Japan). Also advances in theoretical understanding have modified the pattern approach itself.

Here, a key notion is that of adaptation in the design and building process for architecture and the built environment. The idea of adaptation originated in biology, especially in relation to evolution. However, the adaptation in buildings is very different from the adaptation in biology.

A small part of the process of building adaptation, like evolutionary adaptation in biology works by modifying the genotype (pattern). This kind of adaptation is in some ways similar to biological adaptation, but it is not coded through the genes. It is purely functional, and it is driven only by functional pressure. But it is also driven by geometrical considerations of coherence.

It is this geometrical-adaptive process that drives much creation and the making of a living environment. This process is also called the centering process. This centering process contains about fifteen geometrical properties that are helpful in this process. The geometric properties include properties such as centers, boundaries, sub-symmetries, levels of scale, deep interlock, etc.

Speculation: The creative process might be similar in music that you have some basic patterns as framework, but you still need some other additional kind of language to actually do the creative process in a real piece of music (project).