Space Releasing from Place, along Passing Habitat History

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ABSTRACT

Primary man in trying to find food went everywhere. But by forming ranching arranged a chain of places and became emigrant. By happening industrial revolution, human life was centralized on one place. Places that base on its advantages make different biologic and behavioral types. Forming cities in seaboard, river shore, boundary of mountains and Champaign cause to make different cultures that shows habitat and continent effects on their inhabitants. This definition of human means native man was removing in industrial revolution because modern life advantages aren't depended on habitat. Loom factories develop in every longitude and latitude and cause to form cities that have sit on beds without native values. In fact dependency on a special place in agriculture ages lost its special value and come off in everywhere. In the other hand, in information and media revolution of globalization life Advantages Sea themselves in communication and virtual space that is quite placeless. In fact if we define habitat as an interacting situation between human and a place, we can survey this concept evolution and change procedure from past to now and study its results and effects on human life space quality. In this study we survey efficacy on and getting effect of habitat by studying cultural and anthropologic evolution and genesis of habitat concept and restudy its relation with human real and virtual residential space.

KEYWORDS: place, space, agricultural revolution, industrial revolution, globalization revolution

1. INTRODUCTION

Except oxygen, what human can't leave off it, is space. If we recognize habitation as consuming space, architecture is a procedure that produces space from material. it makes a room with stones and makes an arc with bricks just as weaves an arbor by tying branches. This produce-consumes between human and space is shaped in field of and affected by a place and its properties. A place creates different life styles by its subsistent qualities. Just as these properties specify materials and structure methods. With this view, architecture is a secession-want approach that always moves from a real thing toward a desirable thing until by organizing a space, increase life advantages of environment. If a technical human applies architecture to transform material to space, and therefore brings his wills and desires to his house mould, a house because of spatial rules and diagrams that are result of its organizing system, forms human life too. This dynamic circle by making changes in each of its composer elements, changes other components. So, understanding what will happen to us, architectural methods and our life space just is possible by a comparative study. The study that always displays component ratio and their interactions.

METHODOLOGY

The main question of this research is based on the exploration of relationship between place and space. Accordingly it is supposed that the human development in a historical progression gave more freedom to space by decreasing the dependence on place. Our independent variable in this research is dependence on place and our dependent variable is space freedom. Hence by an accordance reading between facing systems of human and place which is based on natural features of place and technical ability of human, we consider processes which cause the development and freedom of space. If the hypothesis of question is true, one can predict the architectural statue as an artificial environmental optimizer of future.

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10396
**Hunter man**

What made difference between a caveman and a grizzly bear are pictures that stayed on walls of caves. This difference level shows that habitation beyond supplying security and controlling continental situations that are the same between human and bears, needs a higher level. Cavemen drawings, little idols in thresholds of arboreos and colorful presages on trees that made hunter fruit picking men's temporary houses, all and all are signs a virtual thing that tries to superpose an extra layer of meaning on a place[1]. With this view a house is a meaningful place [2]. A meaning has taken its drawings objects from its subsistence style namely hunting, because this kind of human doesn't have ability to produce food and to control nature, for finding food whether by hunting or finding edible fruits, need to move on an area and doesn't any necessity for dependency to one special point or more[3]. Therefore, habitation place and its tools depend to region productivity and its food advantages and is a temporary thing. In other words, for servivance, human needs to set of places are located in a plan model as set of points. This situation specific is that meaning and virtual thing that made a place human's home, as primary pictures and shapes, fix individual's identity boundary.

<table>
<thead>
<tr>
<th>Kind</th>
<th>Meaning-giving Method</th>
<th>Dwelling kind</th>
<th>Locative relation</th>
<th>Locative model</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hunter man</td>
<td>Pictures and hunting symbols</td>
<td>Temporary places and structures</td>
<td>Everywhere</td>
<td>Set of points</td>
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**Migrant man**

By domesticating animals, the relationship between human and environment was adjusted based on animals feed needs because, animal products were the most feed resource and an axis of forming first communications with family as an axis. For keeping cattle's good situation, they needed to continual leas and pastures. Seasonal displacement and migration between warm and cold areas caused to members of the society always were in the way and depended not to a special place but to a fixed path [4]. This path as a lineal diagram holds everybody's memoirs. In fact, just as a locative experience make a house meaningful in a person's unconscious, in this sample also a path become meaningful for its passengers. A path that organizes a person's feed marriage, death and other events of a person's life. In this model, a path as a common group experience, organizes people on a same path that have common earning and feed as a tribe. Some of Australian natives in migration time carry a holly wooden pole, imagine it world center. So, in migration course, the always are in their homeland and house [5]. Livestock revolution defines residence diagrams in linear paths based on it until a tribe is extra meaning of a place. To achieve this, they need temporary and transmissible structures.

![Fig. 1: Arabic Tent and Mongolian Houseroom](image)

Based on it, a migrant man's locative model is seen as a line between a warm and a cool point. A line that in its mathematical definition embraces a set of same-direction points that are a tribe's temporary places in migration path.

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<tbody>
<tr>
<td>Migrant man tribe</td>
<td>tribe</td>
<td>Light transmissable structures</td>
<td>Two places</td>
<td>warm, cold</td>
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**Dwelled man**

Agricultural revolution by denizenning human changes livestock linear model to point and mono-place model and changes human from a biologic life to a civilization-making factor. If we know the main quiddity of this event human using of continent we can recognize differences and variety of civilizations due to that procedure like that differences and variety of nature's continents. In fact, every possibility and limitation that a continent gives to human, creates a unique behavior in that man. These having and no are that make a myth, literature, aesthetics and architecture according to a continent and continental human [7].

Based on it, equipments of this place determine human's technical level and architectural ability, the level that determines how materials change to space. The resulting space also defines its era human by rules that executes on him and his society.
Surveying primary democracies on Mediterranean coast shows that facile and various life equipments, decrease need to a centralized and powerful government to a city - governments with limit population. But in a hard continent like Egypt, a king that is owner of Nile, namely just vital spinal cord of the land, has God role. Egypt's heavy architecture that based on transferring load from up to dawn whether in structural elements or aesthetics, shows people time have lived in death circuit. Lands like Iran are studied in a situation between them [8]. Iranian architecture not like Egyptian architecture is heavy and single and not like Greek architecture has varied and opens urban spaces. An architecture howbeit introvert but fluid and howbeit with big empty spaces but with heavy and impermeable bodies. An architecture that forms according to limitations of its land structural and continental facilities, and yet tells society economic level and its relationships.

A set of behaviors that a place gives to its people called Tradition. An identity- seeking and divergent concept that by persisting on familiar and unfamiliar coherence to public we. What gives legitimacy to Tradition is its efficiency. It means that Tradition is a set of tested and successful solutions that are responsible in locative bed and they must be. Therefore society cultural directs also try to protect this just survival way [7]. In such locative bed what underlines on familiar traditions and regulations is desirable and what predicates on other methods is venture and doubtful. In fact, a duty of Tradition is to equalize people wants based on their continental advantages and what make this equalizing powerful and continuity is acceptable.

Necessarily these locative advantages are that adjust communicative quality and quantity between cavitation’s areas. Silk is obtained someplace and iron is obtained another place and these financial exchanges and cultures in follow, are grown in a bed of complement advantages. Exactly, every land searches its survival in obtain more advantages or the same more differences. Education is a chest to chest procedure and limit to be familiar that all are divergental and idealistic. This is a biologic demeanor that knows Tradition as a way to survival and integrity. And any isotropy with unfamiliar people is known treachery to Qian and own family and perdition. This principle sign is apparent in civilizations' architectural ambitions. Memorial buildings of every civilization that made by high cost and without any functional justification are a shortcut for divergence and giving virtue of else, which can protect its natural advantages on its people's mind by upholding Tradition. Thus identity is a holly keyword and resuscitative element of location- oriented and so divergent civilizations [9].

Whatever human domination on nature is increased, a process of obtaining biologic advantages in him more secede from nature and root out of his wants until a worshiper man and user change to a boaster and vain. Humanism is both result and root of the renaissance that in its study of world doesn't know human a continental existence. But now it is nature that defines itself in human's organs. Forming several readings and different courses on a same locative bed is a sign of local downfall and human's domination.

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<th>Locative relation</th>
<th>Locative model</th>
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</thead>
<tbody>
<tr>
<td>Dwelled man</td>
<td>Native Traditions</td>
<td>Native styles</td>
<td>One place</td>
<td>Point</td>
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</table>

**Industrial revolution**

What cause to mass production possible is to define contractual standards that cause to similarize production cycle by equalizing products? Generative isotropy weakens location oriented until industry free of local provisions can equalize itself in non-standard societies [10]. Industrial society to keep its advantages needs to keep consumption cycle with a little growth like production cycle. Finding new markets is to find artless societies can give their consumption cycle to industrial societies' production cycle [11]. Howbeit, this profit- wanting behavior cause to mix symbols between host and guest in cultural layer but by changing economic and governmental mechanisms and then cultural, transform host society in production process. Modernism is natural product of these industry epidemics. Economic growth cause to population growth and necessity of developing cities' body. Cities that as a model of industrial growth in second revolution have faced to needs and work that haven't any history in pre-industrialization architecture. Deploying colonial architecture style in developing societies that usually were a mixture of real architecture situation of an area and industrial results, whether of visual phase or structural phase, cause to developing their cities; body. As also in industrial societies to inter structural capacities in one hand and to change public livelihood and economics and totally society life culture in the other hand caused to pre-industrialization architecture by continuous changes in form and scale take new forms. Industrial society by changing social relations formed well- off categories that for fixing their situations and obtaining virtue try to part of society public cycles and finding different architecture by spending more cost. Elite- friendly architecture that likes to find difference of convergent flow of mass- production returns to pre- industrialization difference time. Namely just where those identity elements were causes of obtaining life advantages.
In societies going toward modernism, forming neo-classic and mix architecture from elites and well-off categories of society that manly were main employers of serious architecture projects were always parallel to industrial cheap and efficient that tries to be responsible to its consumer’s quantity growth. However, this architecture because of its extra costs experienced and experiences to support its employers' wasteful wants, is a minimal flow that try to separate its identity boundaries from time conquer flows by emphasis on national and even religious elements. A conquer flow that by forming cities' new body or new cities' body in several generations, have visual language and public style that define new concepts in world's social areas and politic systems as a conquer culture.

Because modernism is epidemic and commonplace causes to several and variable tails formed of this phenomenon in neighborhood to native culture can become global super-tales that defines itself out of land boundary. For example socialism as a phenomenon that has a convergent nature introduce itself as a global and epidemic ideal. Of course, in front of this potentially threat, governments and elite groups that want to keep a distance between themselves and society body emphasize on nationalism and any other principles can give them a divergent identity apart from global society.

Identity- oriented groups mainly introduce two main sources in two different levels. One approach is nationalism by emphasizing on familiar culture and societies pre-industrial advantages. Tradition has the most frequency in their theories and policies. Emphasis on national architecture, music, literature and cinema is an effort to stay like an island in a convergent ocean that always is threatened from it. This behavior especially is seen in societies that have more advantages in the world of agricultural revolution. Civilizations like Japan, China, India and Iran in Asia and European civilizations like Germans, Latina and Anglo-Saxons always try to note memories of cultural differences in a memorial culture. Forming national orchestras and penetrating classic texts in public education programs and emphasizing on denote national language or national religion in constitution books are efforts to save that advantages that industrial techniques pass them. Basically any retroactive identity- oriented behavior tries to introduce neoclassism as a stronghold in front of industrialization and emphasizes on a kind of native modernism [12]. However every cultural behavior is formed twin with a biologic and economic manner. A life that, by experiencing machinism, has a different perception about time and place from what neoclassism emphasizes on it. Velocity and urban compressed texture change relation between addressee and architecture body and character and today's life update human spatial perception to upper levels.

In the other hand, identity as a conceptual system has an identifying factor to determine a person's situation and relation between world and him and his society. Therefore, identity- oriented as a desirable public thing is also presented. This is the second approach that happens in society public level. Mass production discredit pre-industrial producer human's identity factor that determined even the name and symbol of his family and tribe related to his product and livelihood method. Today human's identity factor is his consumption method [13]. This is the consumption method can give a person, a group or a society an independent identity by distinguishing from others. Fashion as a factor can give consumer an identity by making differences from others and then in a consumption cycle by increasing statistical society makes him similar to others, is an endless circuit that give liberal economic wheels power [14]. Architecture that is a result of industrial advantage seeking for survival in this cycle has to always equip itself with undetected forms until it can response to societies' same needs to dissonance. This situation never restricts itself in the land boundaries defined in pre-industrial economics. Buildings according their facing can't distinguish employers city, country nor his mainland are symbols of unlocative and humanism becomes epidemic in all places.

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<tr>
<th>Kind</th>
<th>Giving meaning kind</th>
<th>Dwelling kind</th>
<th>Locative relation</th>
<th>Locative model</th>
</tr>
</thead>
<tbody>
<tr>
<td>Industrial human</td>
<td>Neoclassism (minimal)</td>
<td>Industrial kind</td>
<td>everywhere</td>
<td>Indeterminate</td>
</tr>
<tr>
<td></td>
<td>Fashion ( maximal)</td>
<td>International kind</td>
<td></td>
<td>point</td>
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Globalization; individuality in absence of population

Before and after industrial revolution, individual situation is the function of the society in where has an economic, politic and cultural life. But by forming transnational economics where members' common profit determined out of geographic limitations and by forming global markets, nation economics fade little by little. In a politic image also, trending to form unions like European Union that have same politic and legal views has decrease conventional concept of fatherland. But what is more effective than two factors listed above to remove nationality on person and world interaction is media revolution that constricts an expanding world to a global village until every room imagines itself center of the world. Forming little media that has dropped of the boom supper-tales of huge medias has changed awareness scale. In the other hand, expanding human-axis technologies that bring out producing information possibility from governments and powerful economics
monopoly cause to polar media space and two or more core categories changed to a rhizome world that not as representing the outside world but itself as an self-perpetuation element sticks on today human mind [15]. In fact, a boundary defined two fold human and space is going to fade. Today media human is nothing more than his media representation such that the space is an arena for these representations [16]. In fact, virtual space represents a person's virtual reality that is the space regent. If yesterday space in its physical body, whether of a brick or of concrete was an arena for public discourse presence whether divergent (pre-industrial) or convergent (after industrialization), today space based on silicon represents haughty individuality. If in the middle of Cold War and during to pass in modern world there was this fear that governments control citizens thought, today by decreasing government nature to a legal factor we see public space as a unlimited exhibition of individuality and thoughts. Twitter and Facebook have formed countries can outshine Indian and Chinese population and introduce itself as the most vast country during human history. A homeland doesn't need to place but defines by removing places. Today human’s any behavior that limited to locative coordinates brought a kind of retardation cogency.

Table 5: Virtual Habitat

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</tr>
</thead>
<tbody>
<tr>
<td>Global human</td>
<td>Virtual individuality</td>
<td>Silicone - virtual</td>
<td>None place</td>
<td>Not have</td>
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In a globalized world by spreading online translators and virtual encyclopedias, human communication happens free of the joint language. In fact, not be passed language barrier but the problem is removed completely. Because language as part of individuality and in some ideas a basis of individuality is unretreatable and alterative. So without need to earlier policies about a unique world language a Philippian and a Norwian talk about architecture without using a language like English as a basis of communication. Maps are available and transferable on nature bed of Google Earth.

Parametric 3D models loose to need to personal and locative interference. So that studios of architecture lose their nature as a unique office and whit a complete legal support and in a global economics bed can be organized from peoples whom have never gather in a locative coordinates but all of them experience attending in a joint place while the work. Approaching free and the same to information and data and similar impressing of happenings and news, transform internet as a extra space to a huge studio that all architects impress of and effect on it. Innumerous diagrams that organize this space never could not be defined in a bed of longitude and latitude but have effected on students’ studios all over the world as works of all studios are similar like that two similar works aren't seen in any studios [17]. In fact differences have been limited on individuality boundary and similarities have been maximized in a world without level and difference.

Issuing styles like Brutalism in England after war and Constructivism in country of councils prove public nature of the space can be effective on forming an architecture style [12]. Of this view if tsunami, SARS and September 11th and any other human effective wave can't interfered in an architectural designing process as a behavior- making factor?

A new public space has become all of us home in placeless and has prioritized its concerns than ours is a mixture all things, all things we represent from us. Without need to prove locatives. This effective space conquers such that a simple cell phone just because has potential possibility for connection and with its light weight, can attract a part of a passenger's unconscious walking in a traditional texture. Existing a little digital camera by possibility for creating a virtual image occupies another part of a passenger's unconscious. In fact, gadgets and virtual plugs those are in everybody's hands during normalization process turn to an obvious thing that by occupying a part of person's conscious can effect on his local sense. Virtual world as a supper text always is read in person's conscious decreases the necessity of a place legibility.[5] Looking at published or virtual journals archives in some earlier years shows a mass of white buildings that present whiteness not as s texture but in role of removing texture. Removing text and texture of cities’ visual text is an act that gives an opportunity to citizens’ mind to call their virtual shifted mind [18]. The same role that painting on the wall if the cave played. In fact, paintings in caves were a possibility to call virtual in a world overpowering by place. But today in overpowering virtual, place can just be a frame for writing and appearing individualities. So that cities' faces far from any supper tale and or forced ideology to not decrease person to his public nature.

By spreading Web2 and its effect on architecture if we can speak about Architecture2 [19]? If we know organizing the space architecture’s most sight we accept that designing is architecture’s most basic behavior. Today, whether in architectural colleges or in professional offices, expect of an architecture as a technical person and aware of structural and executive rules has been replaced by ability of using software and virtual communications. In fact by removing locative necessity of organizing the space, the specialist nature of architecture is changed.
In one hand by generalization of specialties in virtual space and growth of employers' individuality, an architect role as an undoubted govern in designing arena has been faded and by spreading virtual designing instruments there is an approach this proficiency turn to a public skill and despite of surviving as a human character cause to extinguish a legal person as an architect.

In the other hand, a placeless space that works with it, needs to organize. Nevertheless despite of many developments, virtual reality is defined in a 2D frame of a monitor and architects don’t have any role in organizing it. Differences that are seen between famous architects’ websites and grandees’ website of IT arena are a sign of a big lack that the limited system of using and display of the virtual arena proves it.

A question that employs mind is an image that follow placeless world present of itself or its better to say not present of itself. Big changes in concept of human and space that happens in cybernetic, genetic and Nano by large jumps draws how residence? Spreading architecture as a public skill and extending its effect range into virtual space is an unavoidable reality. By growing individuality as the most basically effective component in organizing spaces whether real or virtual, obviously concept of society and any structure- giving element is involved in a challenge. A new communicative system surely deducts legal and ethical basis according to its existence. Isn't a human that organizes Web2 by Architecture2, Human2 [19]? A represented human that concept of his life or death is defined by working in the virtual world or not. Is this human defined as a virtual plug on 48 chromosomal human or as an antithesis changes human nature [20]? So Post-human maybe more exact definition. The postmodern world also as an Antitheses replace to a world according to a succession formula must be a new synthesis, so it has a new name. Dose World+ or World2 take its name from an event net seen yet? This Article because of time linear force can't answer this question but perceives it is necessary that architecture by changing in the level and nature of act area, should organize the space that by decreasing a place to a chair in front of a monitor attracts the most part of human's active being.

Conclusion

During a history travelling, architecture for supplying space has decreased material consuming continually. From stone architecture to brick, And from thick coolie walls to crystal glass shits. And in this decreasing material dependence, place dependence has been decreased too. From a set of places to a special place and then free of place.

![Locative Model](image)

Fig. 2: Space-Place Diagram

In this placeless dwelling space, citizens wear, read, watch and display what they want. They educate, hold party, fail, get old and look at their past and can experience several death and birth. Therefore everybody creates his own native space. Native spaces free of native places have created a kind of world native residence can change its properties every second or transfer it. These high potential of individualities have turned residence to a cultural thing more than any other time.
REFERENCES