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CHAPTER ONE

INTRODUCTION



Chapter one

1.0 Introduction

1.1 Theme

Creation is a process, let it be. Painting, dancing or writing martial art or architecture, all the art forms share a common aesthetic basis. Artists are ultra sensitive who live in a stream of thoughts. Stimuli would spark, all of a sudden and a process may start.

Martial arts always engage in an intuitive response towards opponent. This intuitive is well trained and disciplined. It is this strict discipline of the artists which governs his intuitive violent response leading a combat to the level of an art. It is a response from one's inner soul; which is well trained and disciplined.

In the context of this dissertation, an interesting avenue has been observed to further understand the intangible aspects of architectural creation through martial art. It is observed that, no matter however different the end product is, martial art and architecture has very curious interesting similarities in their approach. Therefore this effort is to form a theoretical basis for better understanding of architecture through the discipline of martial art. Also it is further understand that understanding one form of art through cross reference of a some other form of a art is very effective and efficient.



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1.2 Justification

Art is universal. It shares common origins. Among all arts, architecture and martial art seems to be expressing parallelism in the approach, rhythm, handling and play of the art rather than dancing or music, which are also very close to us.

Martial arts, is to be used as a metaphor to understand architecture. Martial art has shared wider principles than the other arts like dance, music, poetry or Painting. Since it doesn't only have the rhythm, as well as influence, imitations, balance etc. It is a technique used in understanding, clarifying the parallel art forms. This is considered a simple approach to understand one art form through another, rather than trying to understand it through itself. It helps to see architecture in a new angle. Therefore martial art, considering similarities to architecture in its handling and approach architectural space making, rhythm, and progression might be understood in a clearer manner.

1.3 Method of study

The way of achieving harmony is unique to the two forms of art. Architectural harmony and harmony in martial art are apparently different, but harmonizing process is created through many principals which are unique to each other. The discipline of handling a principal could be lead to understand better through understanding it through some other art form. In this dissertation it is studied how Martial art is used to understand architecture.

The study is focused on four main parts.

Stage one - Introduction, an overview of martial art and architecture, closeness of martial arts and architecture, its base, which is going to looked at.

Stage two-general overview of arts, history of martial arts, philosophy of martial art and architecture

Stage three- runs through common base shared by martial art and architecture associated to generators of architecture and martial arts. The study emphasis on the design potentials of different martial arts in contributing to each aspects and constant problems faced by architects in the design process. Further the study will extend to different styles of martial arts for their use as a metaphor to explain architecture. Hence it will be done so by analyzing such projects though a “martial arts” interpretation.



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Stage four- Illustrations through case study.

- Ella Adventure Park and its context and user handling overview through martial art.
- Lighthouse Hotel Gall, its purpose and function handling overview through martial art.

1.4 Hypothesis

In architecture and martial art creative process is unique. Martial arts can be adopted as a metaphor in understanding and explaining the design process in architecture with reference to the designer's bias.

1.5 Scope and limitations

Architecture being a spatial art and martial art being a practical art, experiencing of them is subjective and difficult to find a direct parallelism between them. So the illustration is going to be based on case studies.

Not like architecture, in martial art the user and the designer are same. To take them into a common base, the study sticks to the designer's bias.

Martial arts and architecture spreads into a vast area, though having common roots, these art forms have slight differences due to the cultural and climatic aspects. In this it considers Japanese and Chinese styles are being adopted in the study due to their popularity and accessibility. But take examples from the others wherever necessary. So in this case, study the relevant principles and there applications are taken into consideration to prow the parallelism with architecture.



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