



Yale School of Architecture

The Seven Crutches of Modern Architecture

Author(s): Philip Johnson

Source: *Perspecta*, Vol. 3 (1955), pp. 40-45

Published by: [The MIT Press](#) on behalf of *Perspecta*.

Stable URL: <http://www.jstor.org/stable/1566834>

Accessed: 01/02/2011 10:13

Your use of the JSTOR archive indicates your acceptance of JSTOR's Terms and Conditions of Use, available at <http://www.jstor.org/page/info/about/policies/terms.jsp>. JSTOR's Terms and Conditions of Use provides, in part, that unless you have obtained prior permission, you may not download an entire issue of a journal or multiple copies of articles, and you may use content in the JSTOR archive only for your personal, non-commercial use.

Please contact the publisher regarding any further use of this work. Publisher contact information may be obtained at <http://www.jstor.org/action/showPublisher?publisherCode=mitpress>.

Each copy of any part of a JSTOR transmission must contain the same copyright notice that appears on the screen or printed page of such transmission.

JSTOR is a not-for-profit service that helps scholars, researchers, and students discover, use, and build upon a wide range of content in a trusted digital archive. We use information technology and tools to increase productivity and facilitate new forms of scholarship. For more information about JSTOR, please contact support@jstor.org.



Yale School of Architecture and *The MIT Press* are collaborating with JSTOR to digitize, preserve and extend access to *Perspecta*.

<http://www.jstor.org>



Photograph by Norman Ives.

The Seven Crutches of Modern Architecture

by Philip Johnson

*Philip Johnson, active in the 'thirties
as an architectural critic and
Director of the Department of Architecture
of the Museum of Modern Art, has become
a practicing architect since World War II.*

Remarks from an informal talk to students of Architectural Design at Harvard, December 1954

Art has nothing to do with intellectual pursuit—it shouldn't be in a university at all. Art should be practised in gutters—pardon me, in attics.

You can't learn architecture any more than you can learn a sense of music or of painting. You shouldn't talk about art, you should do it.

If I seem to go into words it's because there's no other way to communicate. We have to descend to the world around us if we are to battle it. We have to use words to put the "word" people back where they belong.

*So I'm going to attack the seven crutches of architecture. Some of us rejoice in the crutches and pretend that we're walking and that poor other people with two feet are slightly handicapped. But we all use them at times, and especially in the schools where you have to use language. It's only natural to use language when you're teaching, because how are teachers to mark you? "Bad entrance" or "Bathrooms not backed up" or "Stairway too narrow" or "Where's head room?", "Chimney won't draw", "Kitchen too far from dining room". It is so much easier for the faculty to set up a set of rules that you can be marked against. They can't say "That's ugly". For you can answer that for you it is good-looking, and *de gustibus non est disputandum*. Schools therefore are especially prone to using these crutches. I would certainly use them if I were teaching, because I couldn't criticize extra-aesthetic props any better than any other teacher.*

The most important crutch in recent times is not valid now: the Crutch of History. In the old days you could always rely on books. You could say, "What do you mean you don't like my tower? There it is in Wren." Or, "They did that on the Subtreasury Building—why can't I do it?" History doesn't bother us very much now.

But the next one is still with us today although, here again, the Crutch of Pretty Drawing is pretty well gone. There are those of us—I am one—who have made sort of a cult of the pretty plan. It's a wonderful crutch because you can give yourself the illusion that you are creating architecture while you're making pretty drawings. Fundamentally, architecture is something you build and put together, and people walk in and they like it. But that's too hard. Pretty pictures are easier.

The next one, the third one, is the Crutch of Utility, of Usefulness. This is where I was brought up, and I've used it myself; it was an old Harvard habit.

They say a building is good architecture if it works. Of course, this is poppycock. All buildings work. This building (referring to Hunt Hall) works perfectly—if I talk loud enough. The Parthenon probably worked perfectly well for the ceremonies that they used it for. In other words, merely that a building works is not sufficient. You expect that it works. You expect a kitchen hot water faucet to run hot water these days. You expect any architect, a graduate of Harvard or not, to be able to put the kitchen in the right place. But when it's used as a crutch it impedes. It lulls you into thinking that that is architecture. The rules that we've all been brought up on "The coat closet should be near the front door in a house", "Cross-ventilation is a necessity",—these rules are not very important for architecture. That we should have a front door to come in and a back door to carry the garbage out—pretty good, but in my house I noticed to my horror the other day that I carried the garbage out the front door. If the business of getting the house to run well takes precedence over your artistic invention the result won't be architecture at all; merely an assemblage of useful parts. You will recognize it next time you're doing a building: you'll be so satisfied when you get the banks of elevators to come out at the right floor you'll think your skyscraper is finished. I know. I'm just working on one.

That's not as bad, though, as the next one: the Crutch of Comfort. That's a habit that we come by, the same as utility. We are all descended from John Stuart Mill in our thinking. After all, what is architecture for but the comforts of the people that live there? But when that is made into a crutch for doing architecture, environmental control starts to replace architecture. Pretty soon you'll be doing controlled environmental houses which aren't hard to do except that you may have a window on the west and you can't control the sun. There isn't an overhang in the world, there isn't a sun chart in Harvard University that will help. Because, of course, the sun is absolutely everywhere. You know what they mean by controlled environment—it is the study of "microclimatology", which is the science that tells you how to recreate a climate so that you will be comfortable. But are you? The fireplace, for example, is out of place in the controlled environment of a house. It heats up and throws off thermostats. But I like the beauty of a fireplace so I keep my thermostat way down to 60, and then I light a big roaring fire so I can move back and forth. Now that's not controlled environment. I control the environment. It's a lot more fun.

Some people say that chairs are good-looking that are comfortable. Are they? I think that comfort is a function of whether you think the chair is good-looking or not. Just test it yourself. (Except I know you won't be honest with me.) I have had Mies van der Rohe chairs now for twenty-five years in my home wherever I go. They're not very comfortable chairs, but, if people like the looks of them they say "Aren't these beautiful chairs," which indeed they are. Then they'll sit in them and say, "My, aren't they comfortable." If, however, they're the kind of people who think curving steel legs are an ugly way to hold up a chair they'll say "My, what uncomfortable chairs."

The Crutch of Cheapness. That is one that you haven't run into as students because no one's told you to cut \$10,000 off the budget because you haven't built anything. But that'll be your first lesson. The cheapness boys will say "Anybody can build an expensive house. Ah, but see, my house only cost \$25,000." Anybody that can build a \$25,000 house has indeed reason to be proud, but is he talking about architecture or his economic ability? Is it the crutch you're talking about, or is it architecture? That economic motive, for instance, goes in New York so far that the real estate minded people consider it un-American to build a Lever House with no rentals on the ground floor. They find that it's an architectural sin not to fill the envelope.

Then there's another very bad crutch that you will get much later in your career. Please, please watch out for this one: the Crutch of Serving the Client. You can escape all criticism if you can say, "Well, the client wanted it that way." Mr. Hood, one of our really great architects, talked exactly that way. He would put a Gothic door on a skyscraper and say "Why shouldn't I? The client wanted a Gothic door on the modern skyscraper, and I put it on. Because what is my business? Am I not here to please my client?" As one of the boys asked me during the dinner before the lecture, where do you draw the line? When do the client's demands permit you to shoot him, and when do you give in gracefully? It's got to be clear, back in your own mind, that serving the client is one thing and the art of architecture another.

Perhaps the most trouble of all is the Crutch of Structure. That gets awfully near home because, of course, I use it all the time myself. I'm going to go on using it. You have to use something. Like Bucky Fuller, who's going around from school to school—it's like a hurricane, you can't miss it if it's coming: he talks, you know, for five or six hours, and he ends up that all architecture is nonsense, and you have to build something like discontinuous domes. The arguments are beautiful. I have nothing against discontinuous domes, but for goodness sakes, let's not call it architecture. Have you ever seen Bucky trying to put a door into one of his domed buildings? He's never succeeded, and wisely, when he does them, he doesn't put any covering on them, so they are magnificent pieces of pure sculpture. Sculpture alone cannot result in architecture because architecture has problems that Bucky Fuller has not faced, like how do you get in and out. Structure is a very dangerous thing to cling to. You can be lead to believe that clear structure clearly expressed will end up being architecture by itself. You say "I don't have to design any more. All I have to do is make a clean structural order." I have believed this off and on myself. It's a very nice crutch, you see, because, after all, you can't mess up a building too badly if the bays are all equal and all the windows the same size.

Now why should we at this stage be that crutch conscious? Why should we not step right up to it and face it? The act of creation. The act of creation, like birth and death, you have to face by yourself. There aren't any rules; there is no one to tell you whether your one choice out of, say, six billion for the

proportion of a window is going to be right. No one can go with you into that room where you make the final decision. You can't escape it anyhow; why fight it? Why not realize that architecture is the sum of inescapable artistic decisions that you have to make. If you're strong you can make them.

I like the thought that what we are to do on this earth is to embellish it for its greater beauty, so that oncoming generations can look back to the shapes we leave here and get the same thrill that I get in looking back at theirs—at the Parthenon, at Chartes Cathedral. That is the duty—I doubt if I get around to it in my generation—the difficulties are too many, but you can. You can if you're strong enough not to bother with the crutches, and face the fact that to create something is a direct experience.

I like Corbusier's definition of architecture. He expressed it the way I wish I could have: "L'architecture, c'est le jeux, savant, correct et magnifique, des formes sous la lumière"—"Architecture is the play of forms under the light, the play of forms correct, wise, magnificent." The play of forms under the light. And, my friends, that's all it is. You can embellish architecture by putting toilets in. But there was great architecture long before the toilet was invented. I like Nietzsche's definition—that much-misunderstood European—he said, "In architectural works, man's pride, man's triumph over gravitation, man's will to power assume visible form. Architecture is a veritable oratory of power made by form."

Now my position in all this is obviously not as solipsistic, not as directly intuitional as all that sounds. To get back to earth, what do we do next? If we don't hang on to any of these crutches. I'm a traditionalist. I believe in history. I mean by tradition the carrying out, in freedom, the development of a certain basic approach to architecture which we find upon beginning our work here. I do not believe in perpetual revolution in architecture. I do not strive for originality. As Mies once told me, "Philip, it is much better to be good than to be original." I believe that. We have very fortunately the work of our spiritual fathers to build on. We hate them, of course, as all spiritual sons hate all spiritual fathers, but we can't ignore them, nor can we deny their greatness. The men, of course, that I refer to: Walter Gropius, Le Corbusier and Mies van der Rohe. Frank Lloyd Wright I should include—the greatest architect of the nineteenth century. Isn't it wonderful to have behind us the tradition, the work that those men have done? Can you imagine being alive at a more wonderful time? Never in history was the tradition so clearly demarked, never were the great men so great, never could we learn so much from them and go our own way, without feeling constricted by any style, and knowing that what we do is going to be the architecture of the future, and not be afraid that we wander into some little bypath, like today's romanticists where nothing can possibly evolve. In that sense I am a traditionalist.