

World Architecture Case study 1: Japanese Buddhist Temple

Joseph J. Wunderlich

2/3/2015

Full project download (ver. 1.7.5): <http://www.planetminecraft.com/project/-the-crimson-temple/>

My design is of a traditional Japanese Buddhist temple that would have likely existed within the last 100 years or so in Japan as a new temple inspired by the past, but using my own plan. This is a historical prototype. Modeled in Minecraft.



It consists of a two story temple gate that connects a small outer courtyard to the main temple grounds that are separated by a large square shaped wall that can be walked through. As soon as you walk through the temple you are stopped by a spherical flower bed that functions as a 4 way roundabout. To the left of the main flower circle is an intricate 3 story pagoda shrine. To the left is a side entrance to the temple garden that can also be accessed through a side walkway closer to the main temple. Straight ahead from the main gate and flower bed is a tall open pagoda with a pond underneath. To the left and right are paths that lead to two fountains and continue beyond to identical side exits to the temple through the outer wall. Halfway between the fountains and the side exits are branching paths to two of the side buildings that connect to the main temple. Straight ahead from the pagoda ahead of the flower bed are several shrines once you approach the front of the temple. The main temple itself is three stories with an open, walled view on the top floor. The two aforementioned side buildings that connect to the main temple are only 2 stories and can be accessed by walking along the ground level to them. This building, as well as the main gate have an outside walkway on each floor.

The entire complex would likely have been built for a very wealthy city as its public defining sacred space. I would imagine that it may have been commissioned by an emperor who was envious of a rival city's temple and was jealous. As this temple was more so intended to be a public, park-like space; I designed it with less of an intention to evoke some grand religious response, but to give a feeling of nationalistic pride to its people. I would imagine this would be a sacred capital to the city's religion and at the head of one of the main streets.

The outer wall of this building would be made of wooden beams painted red with rice paper walls, a metal tile roof, and wooden latticework. Ideally, the colors red and white would be the temple's most prominent colors. The main temple gate and side exit gates would be made of similar materials, but with exposed wooden beams underneath the second and third story roofline. The temple grounds would have smooth, bright stone walkways about as wide as two people laying down with gravel everywhere else on the grounds. The temple garden would be complete designed of wood (unpainted) with more traditional methods of construction and more detailed accents. The main temple itself would be unpainted with wooden log beams, rice paper walls with wooden baseboards, inside and out, and a stone tiled roof.

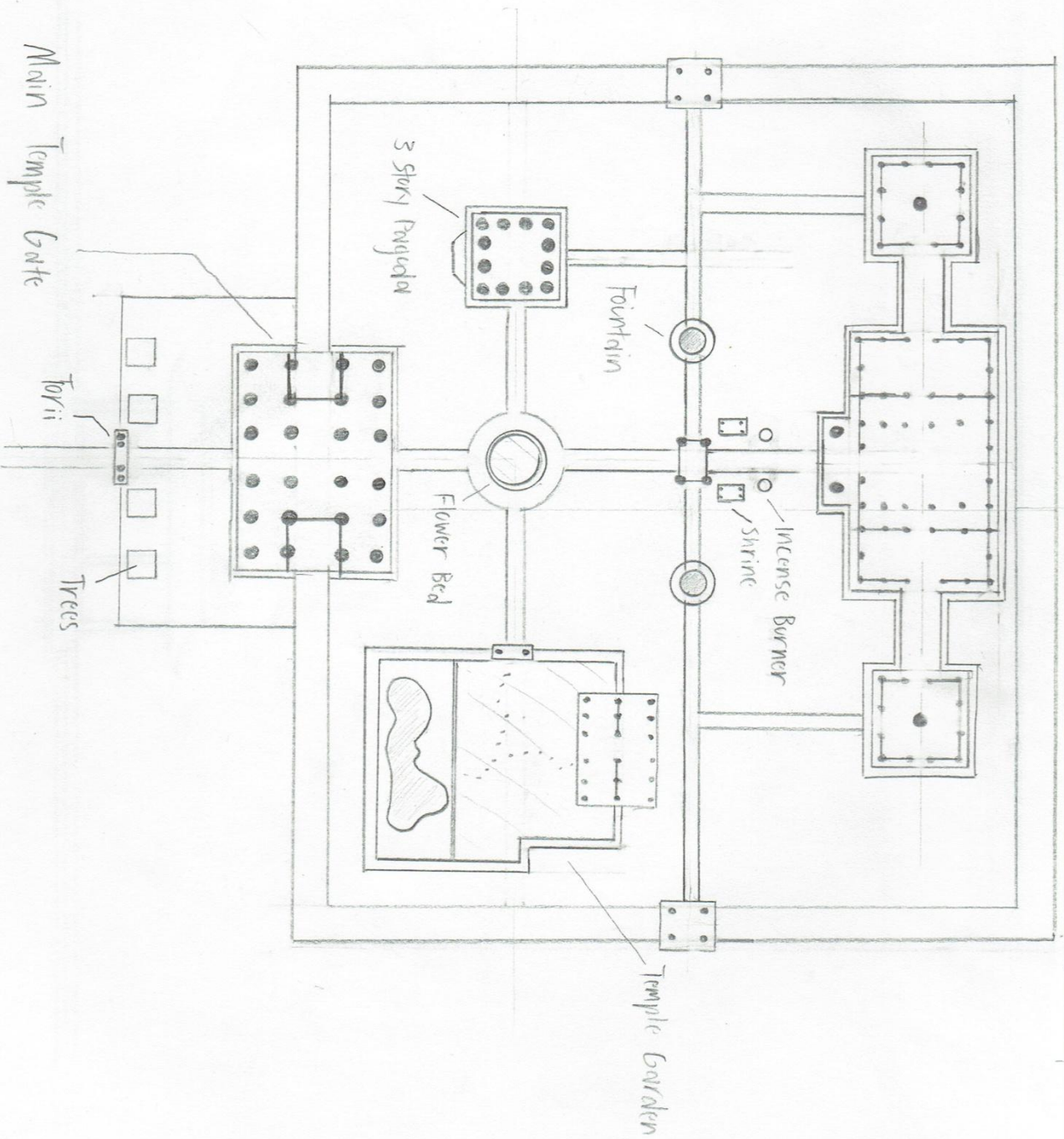
Notable features: There would be modern wiring and incandescent lighting, as well as gas lanterns outside.



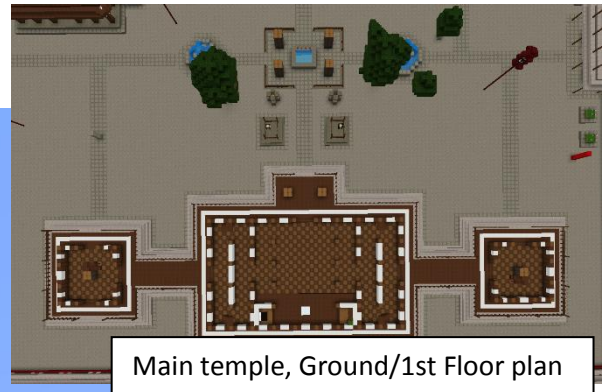
Minecraft map item screenshot of finished temple plan

1st Floor / Ground Level Plan

Joseph Wunderlich



Main temple, west elevation



Main gate, east elevation



Main temple



Main temple (cutaway)



3 story pagoda shrine



I gathered inspiration from both the Heian Shrine in Kyoto (pictured bottom left) and the Narita-san Shinshō-ji Temple in Narita Japan (pictured bottom right) from my 2013 visit.



Bibliography

- Book ~ The Art of Japanese Architecture ISBN 9784805313022
- Book ~ Buildings Across Time ISBN 978-0073379296
- Book ~ Japanese Gardens ISBN 978-3822876336
- All pictures taken by me

Joseph J. Wunderlich ©2014-15

Minecraft content and materials are trademarks and copyrights of Microsoft and its licensors. All rights reserved. Mojang © 2009-2015