

Talking Points: Hundertwasser the Architect

How can the way we design buildings better suit our natural environment?

Hundertwasser was a 20th Century Austrian [architect](#) and artist who believed that straight lines were unnatural and instead preferred to design and construct buildings that were colourful and irregular in shape, making his designs unique.

Use the below resources and questions as a starting point to further explore Hundertwasser's work.

Please Note:

This page includes links and videos from external sites, verified at publication but subject to change.

Teachers should review all content for classroom suitability.

[Report any issues](#), and check school firewall settings if videos don't play.

AGES 5-8

AGES 9-11

AGES 11-14

FREE TO ACCESS

Hundertwasser the Architect

Use the following images and videos to introduce children to the work of Austrian artist **Friedrich Stowasser**, better known by his pseudonym **Friedensreich Regentag Dunkelbunt Hundertwasser (1928 – 2000)**.

Hundertwasser was a visual artist and architect and he also worked in the field of environmental protection.

“Hundertwasser stood out as an opponent of “a straight line” and any standardization, expressing this concept in the field of building design. ”

[Wiki](#)

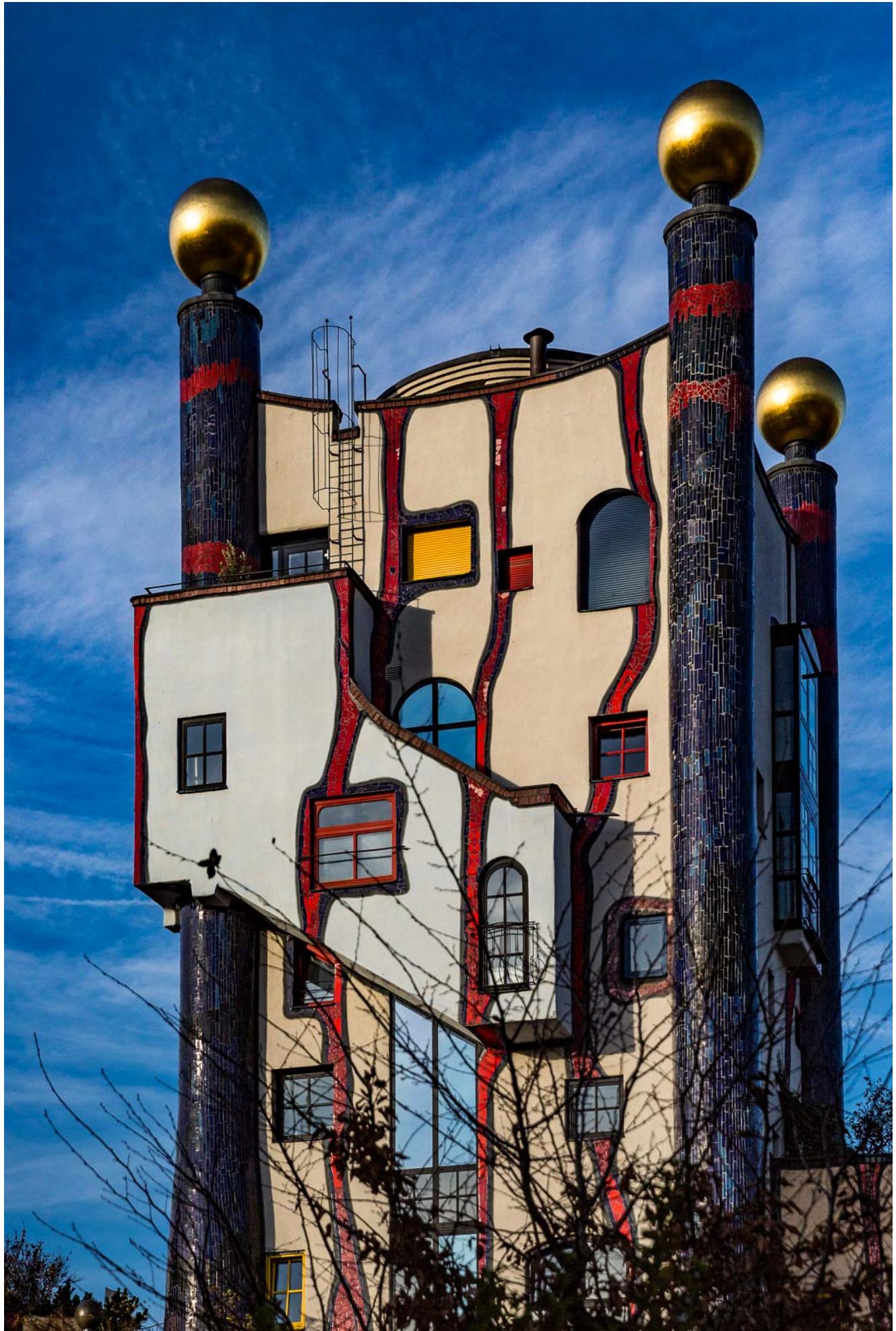
[Explore The Inventive Architecture of Friedensreich Hundertwasser – Google Arts & Culture](#)

www.kunsthauswien.com/en/

hundertwasser.com/en

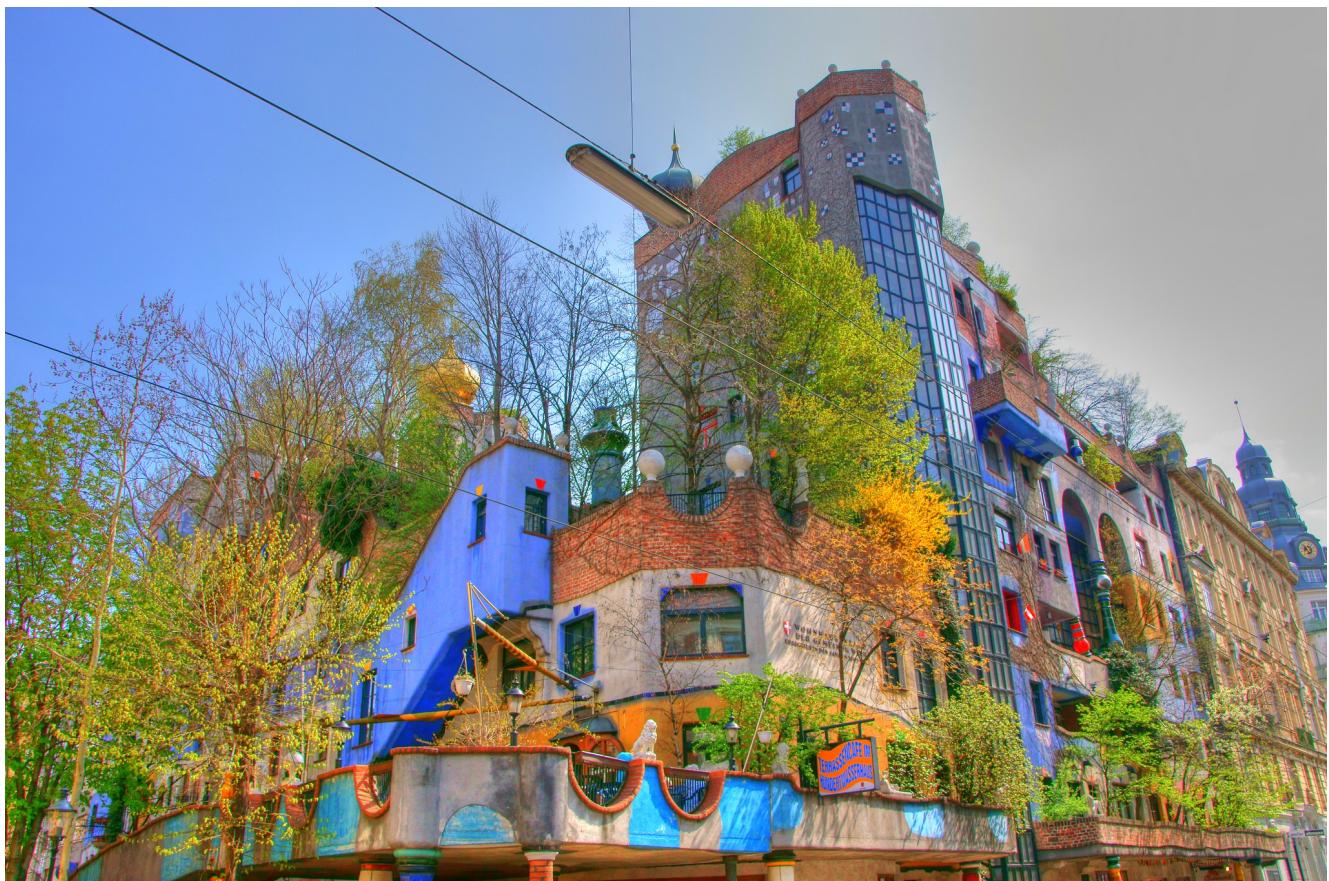


Hundertwasser House
by Studio Sarah Lou



Hundertwasser's Beer Tower by [AlexDROP](#)

Hundertwasser Tower in Abensberg



Hundertwasser by [twicepix](#)



Usine d'incinération décorée par F. Hundertwasser (Vienne) by [dalbera](#)

Hundertwasser in Altenrhein. This video is not in English – you may wish to watch it silently and use the opportunity to talk as teacher.

Questions to Ask Children

What words would you use to describe Hundertwasser's architecture to those who can't see it?

How does it make you feel?

What would it be like to be inside the buildings?

What kinds of materials does he use?

How does he use colour in his buildings?

How important is the relationship of detail to big structures?

Can you see any straight lines?

This Talking Points Is Used In...

Pathway: Be an architect

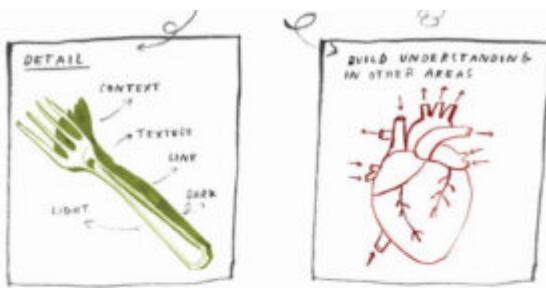


This is featured in the 'Be an Architect' pathway

using sketchbooks to make visual notes



Show me what you see



SHOW ME WHAT YOU SEE METHOD:

- 1) **EVIVE FEELING**
"SHOW ME..."
- 2) **RULES**
EMAIL: **BIG**
- 3) **CHALLENGE EXPECTATIONS**
- 4) **COUNT DOWN**