



Architectural Field Guide to Schulmania

First Edition

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PREFACE

The architectural history of Schulmania is complex and multifaceted. The evolution and diffusion of styles can be documented to the earliest days of settlement in the Schulmanicus Island homeland. Distinct architectural styles developed as a result of climate conditions, available materials, and the development and interpretation of regional canons. The original dwellings of Schulmanicus were simple wooden dwellings. These shelters and the farms they served nurtured the beginnings of civilization. As towns developed, wooden housing developed a greater complexity. Stone was used both in paving roads and in building civic structures. Development of civic structures demonstrated both societal development and social awareness. Initial civic structures, other than road infrastructure, began as walls and castles and as religious structures. These beginnings led to the development of orders of architecture and regional variants on these styles. In this guide, we will examine the architectural development of Schulmania, from ancient design to modern cities.

PART I: Ancient Design

Ancient structures on Schulmanicus were shelter and support structures for early farming Schulminions. As can be expected, farming was the first occupation developed. The fertile and productive fields provided the resources necessary both for survival and for construction. Archaeological evidence has pointed toward tiny villages set up similar to the example shown below.



Small cabins built of wood are constructed on the perimeter of cultivated fields. The frames and walls are constructed of wooden beams and boards. The gabled roofs are built of wooden shingles. Homes are constructed around a large common field. This indicates collective ownership of the field and its crops. A high degree of cooperation at this stage of development indicates a healthy foundation for a progressive society.

Due to the small population at the beginning of Schulminion society and the extensive development of land in Schulmanicus for agriculture and urbanization over the centuries, little remains of these most ancient structures. A more modern, larger and more complex style of construction arose to take its place as the development of villages and towns began in earnest.



This simple structure has been preserved at Schulmanicus National Historic Park as an example of Ancient Design.



Schulmanicus National Historic Park is the only place in the nation where authentic structures of this style and era can be found.

PART II: Cottage Style

In a development from simple wooden homes, archaeologists identified a shift in building development to what has been dubbed the Cottage Style. Cottage Style structures are framed in wood but do not rely on solid wooden walls. Timber framing is used as both a structural and as an aesthetic focal point. The walls are completed by a plaster on thatch stucco and the roof is thatched. These structures demonstrate an advancement in Schulminion use of local resources and proved to be far more durable than the original all-wood structures.



The greater flexibility builders had with this new building style allowed for more complex structures in greater proximity. This led to the development of the first villages. The first four settlements developed on Schulmanicus include Stell, Buss, Wirt, and Wanda. Each had a similar configuration. The four villages were connected by roads, which were stone lined trails. Greater population density and the beginnings of infrastructure helped foster trade and development in all villages. The general shape of structures remained the same as before: simple rectilinear buildings with gabled roofs. The scale of buildings did change, however, to reflect varying uses of buildings. Two story buildings were developed during this time as well.



This well-preserved example in Stell shows the Cottage Style in context.



This authentic cottage has been used as a tourist destination and guest house for years, but has retained its original rustic charm thanks to strict development and preservation ordinances.

PART III: Stick Style

The Stick Style is a natural outgrowth of Cottage Style developments. The drawback to Cottage structures is their small size. The materials and structure simply were not well suited to larger or multi-story structures. The Stick Style allows for greater vertical development and greater design flexibility. Hallmarks of this style include visible framing members, hewn of rough or finished timber, which serve both as decorative elements as well as load bearing support for the walls and roof. Greater flexibility in materials selection are available, with a variety of wall materials (including wood, plaster, stucco, brick and stone) and roof materials (wooden or slate shingles). This variety of materials allowed for greater variation in architectural design as well. Many small homes retained the simple rectangular shape with gabled roofs, but other forms developed. Many structures, as they became larger, gained more steeply pitched roofs. This greater pitch allowed for better use of the space above the main floors. Architects began to pierce the roof with dormer windows, allowing in light and making the upper floors fully functional.



As shown above, the image demonstrates the more complex structures developed during this era. The Stick Style features more complex rooflines and roof structures. Above, the house on the corner has a trapezoidal roof with a gabled entrance. To the left is a house with a clipped gable roof. At the top of the image is a larger structure with covered entrance and a pair of dormer windows. Each structure shown is multistory.



Above, complex patterns are evident not just in the roof construction but also in the timber framing. Exposed timbers allow for decorative placement, usually in a grid or crossing pattern.



Many well preserved structures of original Stick Style remain on Schulmanicus. Periodic shifts in fashion have led to “revivals” of antique styles in architecture. Towns such as Wirt, above, inspired developers as they colonized lands across Schulmania.