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# Synesthesia and Sight, or: The Limitations Imposed on Architects

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## Abstract

We perceive our environment through multisensory channels – it is an interplay of the eyes, ears, nose, as well as of our sensing of balance, temperature, pressure, taste, and others. Only in their superimposition do they form the object of perception. When designing three-dimensional objects and scenes, however, a clear primacy of the visual applies. At this stage of architectural design, other senses are usually not debated because the complexity would in many cases overwhelm all those involved - including the architects.

However, an architect striving for an holistic approach to architecture, in which acoustical and olfactory factors play an essential role in the sensory-aesthetic expression, must have command over a pronounced ability to anticipate mental-spatial dimensions beyond those visible. Moreover, implementations thereof require a significantly higher amount of planning, communication and, ultimately, additional expenses. Multisensory design therefore usually remains an unattainable ideal.