



Concerns and Trends in the Ecological House Design and Arrangement from Film to Reality

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Authors' contributions

This work was carried out in collaboration between both authors. Author BVC designed the study, performed the literature searches, and wrote the first draft of the manuscript. Author MC managed the entire study analyses. Both authors read and approved the final manuscript.

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ABSTRACT

Following the technical and social norms in force, a dwelling is defined as a construction intended to house one or more persons. It is considered a dwelling, the construction consisting of one or more living rooms, with the related outbuildings, the necessary endowments, and utilities that form a common body with the construction, the residential destination and that satisfies the living requirements of a person or family. To successfully design and decorate a house, we need a vision - an image in the mind's eye of the happiest place imaginable. By adding things that make our home as relaxing as possible and removing everything that causes stress, we can explore and develop our ideas. This is how, most of the time, and especially lately, the trend in terms of

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designing and arranging the house is left within reach of the online environment, especially at the disposal of cinema. The latter has in many cases come to provide new information on the design of housing, but mainly to guide and dictate the arrangement of living space. Through this paper we set out to highlight a small part of the examples of houses inspired by films or TV shows (16 in total), regardless of their nature, just to mark a particularly important step on the stage of modern architecture - that of the involvement of film art. Even if it is impossible, at this moment, to try to represent the actual number or percentage of houses made after movies or TV shows, the results of this study confirmed that cinema has a role in the living space architecture, progress itself is related to the vision of the most important directors of the modern world.

Keywords: Artistic inspiration; ecological house; impact of television; real estate trends.

1. INTRODUCTION

The dream house is no longer just a dream, it has recently become a reality. As such, both the design (as part of the dream) and its construction (as part of reality) have constantly adapted.

Practically, when we start to make our design and construction plan for the dream house, all kinds of ideas come to our minds (as shown in Fig. 1a), which are more and more interesting, depending on the budget, the pretensions and the conditions we need to live to our liking (see Fig. 1b) [1,2]. If, however, we are not very inspired, we start looking for or asking for ideas from other places. That's why we turn to architects who can guide us or decide to build replicas of certain houses or rooms, even from our favorite movies or TV shows [3].

On the other hand, teenagers have a growing concern for everything related to trends and fashion, and here we are not just talking about clothing. Even the choice and acceptance of the furniture in their room are subject to the same rule [4]. Thus, the problem of choosing furniture for a young person's room, becomes, in this context, a problem of communication and balance both between his desires and between the efforts that parents must make.

As a result, the right type of furniture for young people's rooms can vary quite a bit depending on gender - boys have different choices than girls. Besides, a general list of furniture suggestions would mean nothing more than overlooking everyone's preferences, tastes, and passions. Simplicity and straight lines might be ideal for one teenager, while for another a dream room would be a reinterpretation of the cinematic style [5-7].

We could say that there is only one element, generally valid, as a piece of planning advice: comfort. But even if the priority is the tastes of the teenager, it is impossible to overlook criteria

such as room size and available budget. A teenager has the best intuitions decorating his room with things he likes, meant to inspire him, with thematic elements of what he is passionate about in real life: painting, dance, music, or science (see Fig. 2) [7,8].

The teenage rooms shown in Fig. 2 are a double source of inspiration for parents - both in terms of the indulgence and support they need to give their children, and in terms of their room (or home) and keeping it in connection with what they are deeply passionate about, inspires and motivates them, such as sports, astronomy or even movies (see Fig. 3) [9-12].

Because many have chosen to decorate their room or convert their entire house according to the preferences of the young, or in honor of the movies or TV shows they prefer, we decided to address in this paper, how television, respectively films and TV shows, influences modern architectural models, presenting a series of examples that no longer need any exposure. In this context, the novelty of the paper is that it comes to fill a gap in the national literature, showing that there are many architectural projects, all over the world, inspired by the online environment (particularly television), that have taken shape in reality.

2. MATERIALS AND METHODS

The documentation for this paper consisted of going through some interesting materials regarding the arrangement of the room for teenagers [5-12], as well as some unique materials regarding the arrangement of the houses (both outside and inside) after some television products. The data collection, analysis/description, and dissemination were done based on the existing information on the consulted sites. Where applicable and where there was additional information, an inventory

was insisted on, with a minimum content regarding the source of inspiration (film or TV show), location, built area, completion date, and purchase/sale price.

The criteria for selecting the sample of houses and rooms considered for the present study it was not a specific one, it was tried to choose the houses and rooms according to the most recent or maybe the most popular films of the last period, in their great majority after the year 2000. In these conditions, the number of houses and rooms that were analyzed in total was about 40, their analysis and discussion being detailed for only two examples (Fig. 4, Fig. 5), purely visually (Fig. 6, Fig. 7 and Fig. 8) or as a mix, both visually and with a minimum of information, for for the last 16 houses considered (see Tables 1-3).

3. RESULTS AND DISCUSSION

Over time, the living space through the prism of the house, in all its forms so far, has experienced a fascinating development. The fascination itself is given both by how the design of the house itself evolved and by how the arrangement of the exterior and implicitly of the interior became known to the world [13,14]. The most spectacular is the arrangement of the interior, but the exterior is not inferior either. In this sense, the houses we have seen over time acquire new valences when they are outlined in the natural reality of today.

The concept of the houses inspired by TV is increasingly making its presence felt in today's society, most often, lately, as a source of cinematic inspiration. Even if we do not have exact data on their number, there are more and more followers who have chosen to arrange their rooms, sometimes whole houses, based on

movies and TV shows [13,14]. On a similar note, the hotels also offer themed rooms for people who want to have such an experience. Two of the well-known examples are the ones shown in Fig. 4 and Fig. 5 - through the prism of the Hobbit's and Flinstone's house - the only examples on which we insisted more [15,16].

At first, we are told that "it had a round door like a porthole, painted green, and right in the middle of it was a handle like a brass button, yellow and shiny. The door faced a tube-shaped corridor, like a tunnel; but a tunnel as comfortable as possible, without smoke, with walls lined with wood, with floor tiles and carpet, with polished chairs and many, many hangers for clothes and hats - because the hobbit was always happy with the guests." [15].

It is also mentioned that "the bedrooms, the bathrooms, the cellars, the pantries, the kitchens, the living rooms, were all on the same level and facing the same corridor. The best rooms were on the left (immediately after the entrance); they were the only ones that had windows, round windows, buried deep in the wall." [15].

Next, starting from this first two examples, we managed to identify (on a synthetic level, like a simple inventory) other houses inspired by movies or TV shows, such as the houses adapted after the Flinstone, Batman or Star Trek movies (see Fig. 6 and Fig. 7) [17,18].

Most of those who are going to build a house have formed a particular vision regarding the design of the house; however, there are many cases when they recreate the home of important people (actors, musicians, businessmen, etc.) or just a faithful replica of a house from a TV show or movie. In any case, the sources of real estate



Fig. 1. An example with reference to the dream house. Phases of living space design
a) imaginative design of the house; b) on paper design of the house



Fig. 2. Themes for designing and arranging a teenager's room
a) painting; b) dance; c) music; d) science



Fig. 3. Other themes for designing and arranging a teenager's room:
a) sports; b) astronomy; c)-d) movies

inspiration are taken far too seriously, with TV exposures passing the screen and becoming a daily reality, even in hotels all over the world (see an example in Fig. 8) [19].

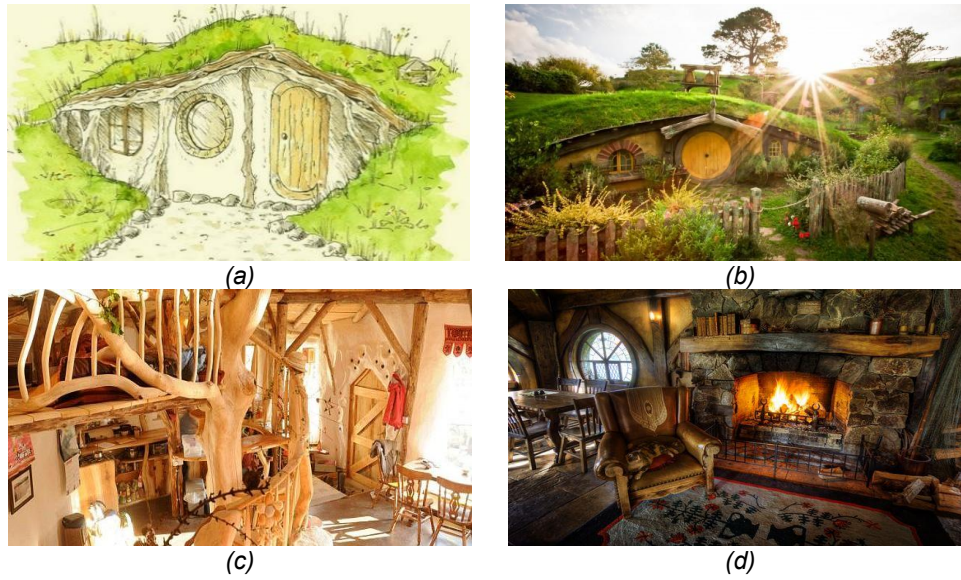


Fig. 4. The Hobbit house - associated with the ecological house concept
a) in the artistic vision; b)-e) in reality



Fig. 5. The Flinstones house - associated with the ecological house concept
a) in the artistic vision; b)-e) in reality.

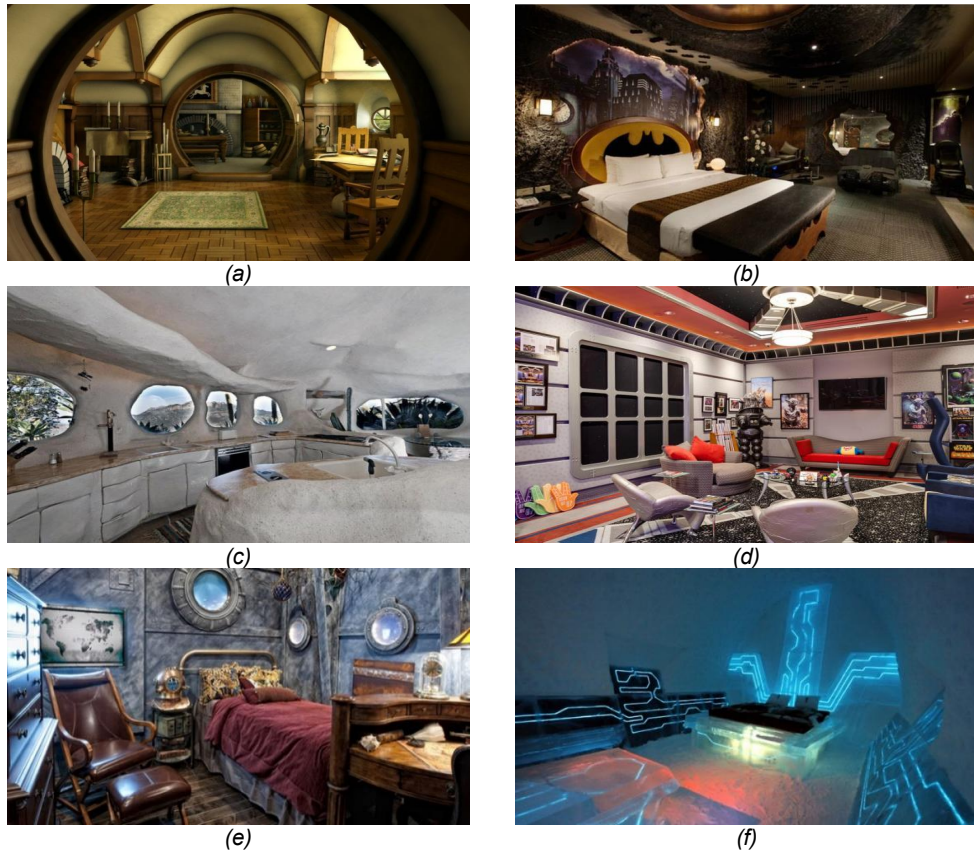


Fig. 6. Interior design and arrangement as a replica of movies
a) Hobbit; b) Batman; c) Flistone; d) Star Trek; e) 20,000 leagues under the Sea; f) Tron

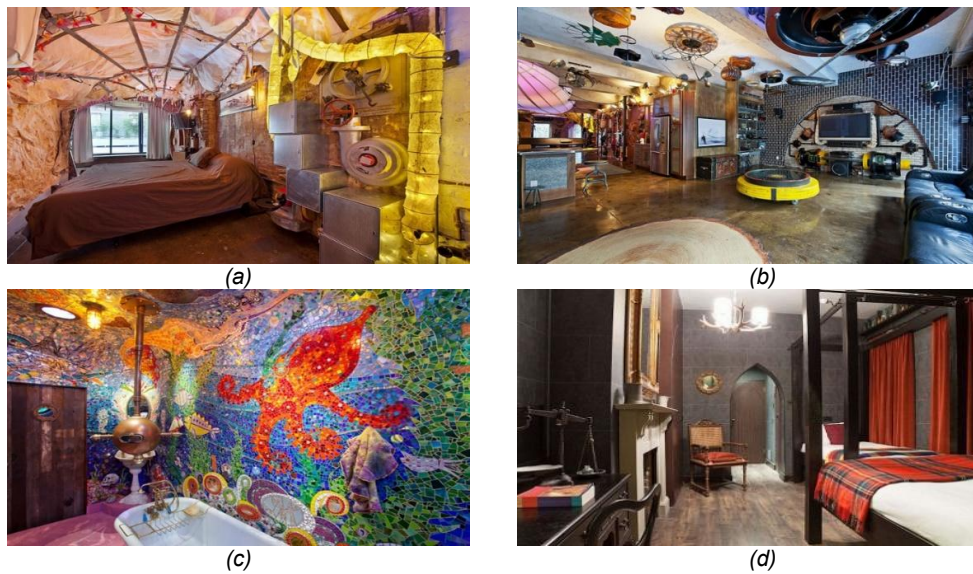


Fig. 7. Other interior design and arrangement as a replica of movies
a)-b) Golden compass; c) Yellow submarine; d) Harry Potter

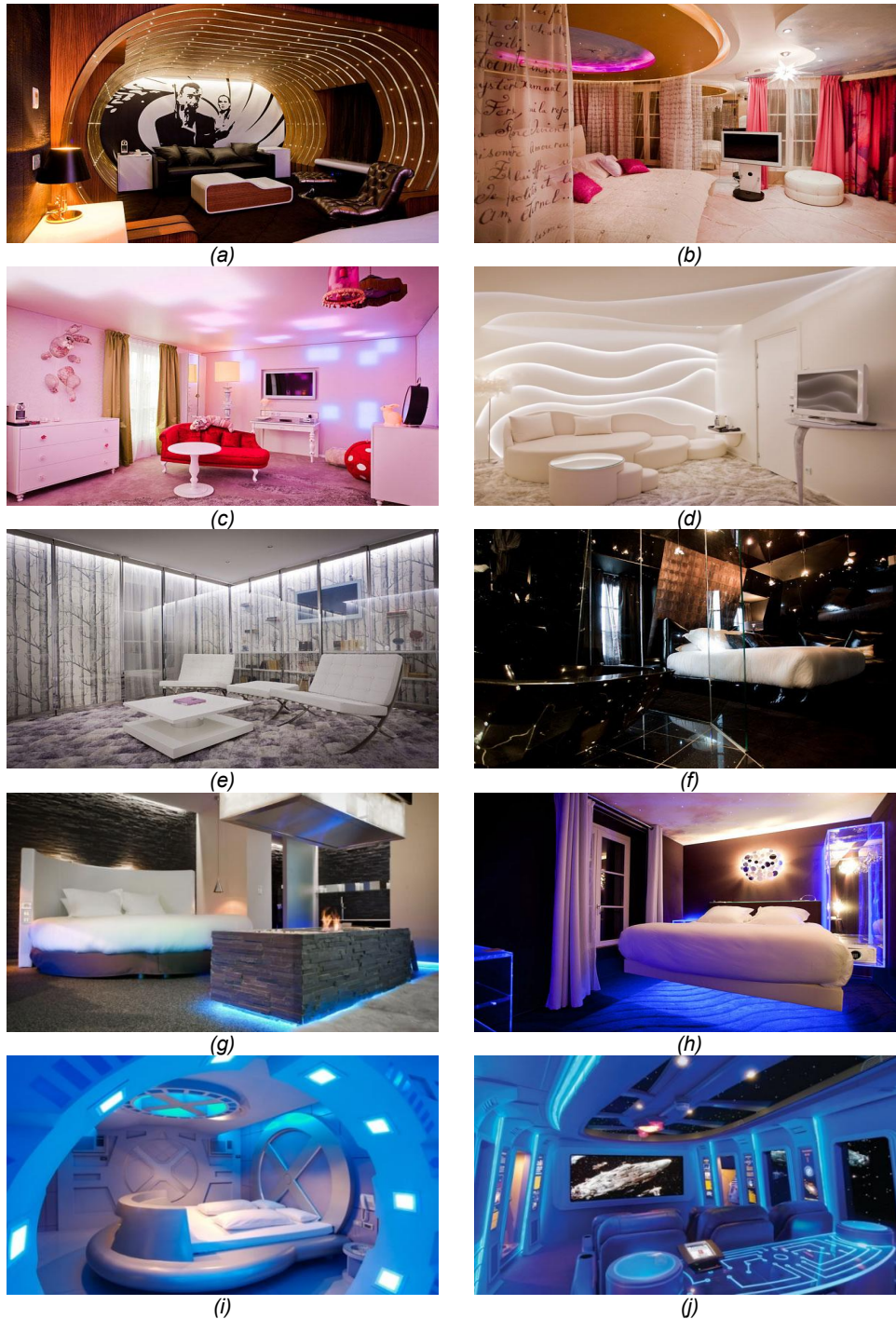


Fig. 8. Interior design and arrangement as a replica of movies
a) 007; b) Marie Antoinette; c) Alice; d) Sublime; e) On/Of; f) The black diamond;
g) Lovez-vous; h) Levitation; i) X-Men; j) The Millennium Falcon

In the following, as a supplement to the examples shown in Fig. 4 to Fig. 8, a mini-inventory of other houses inspired by movies was

made (15), providing for each one a series of minimal information (Tables 1 to 3) [20-23].

Table 1. List of houses inspired by movies (I)

	Overview	Characteristics
1		<p>Source of inspiration: Halloween, 2007</p> <p>Location: Carolina (USA) Built area: 1,900 ft² Year of completion: 2009 Selling price: \$ 500,000</p>
2		<p>Source of inspiration: UP, 2009</p> <p>Location: Utah, USA Built area: 2,800 ft² Year of completion: 2011 Selling price: \$ 475,000</p>
3		<p>Source of inspiration: White House, USA</p> <p>Location: Virginia, USA Built area: 12,020 ft² Year of completion: 2012 Selling price: \$ 4.65 million</p>
4		<p>Source of inspiration: SIMPSONS, 1995</p> <p>Location: Nevada, USA Built area: 2,182 ft² Year of completion: 1997 Selling price: \$ 120,000</p>
5		<p>Source of inspiration: Protocol Residence of the Governor of Virginia</p> <p>Location: Tennessee, USA Built area: 7,999 ft² Year of completion: 1999 Selling price: \$ 800,000</p>

Table 2. List of houses inspired by movies (II)

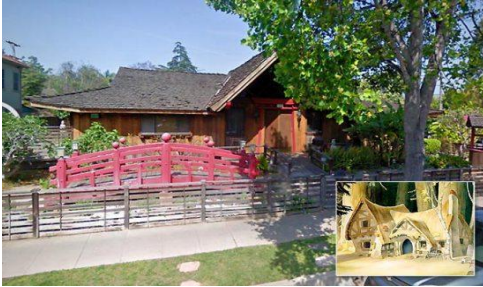



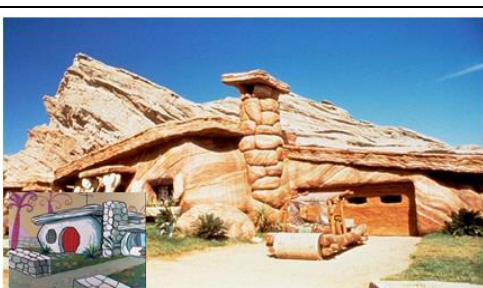


Overview	Characteristics
<p>6</p> 	<p>Source of inspiration: Snow White's Cottage</p> <p>Location: California, USA Built area: 1,896 ft² Year of completion: 1976 Selling price: \$ 1.17 million</p>
<p>7</p> 	<p>Source of inspiration: Thomas Jefferson's Monticello</p> <p>Location: Georgia Built area: 13,043 ft² Year of completion: 2002 Selling price: \$ 9.2 million</p>
<p>8</p> 	<p>Source of inspiration: Home Alone, 1990</p> <p>Location: Virginia, USA Built area: 4,000 ft² Year of completion: 1997 Selling price: \$ 1.5 million</p>
<p>9</p> 	<p>Source of inspiration: The Lord of the Rings (2001-2003) and the Hobbit (2012-2014)</p> <p>Location: Ireland Built area: 3,250 ft² Year of completion: 2012 Selling price: \$ 5,000</p>
<p>10</p> 	<p>Source of inspiration: Flinstone, 1960 -...</p> <p>Location: California, USA Built area: no data available Year of completion: 2010 Selling price: \$ 3.5 million</p>

Table 3. List of houses inspired by movies (III)

Overview	Characteristics
<p data-bbox="256 478 285 506">11</p> 	<p data-bbox="932 390 1195 447">Source of inspiration: IRON MAN, 2008-2013</p> <p data-bbox="932 478 1224 590">Location: California, USA Built area: 25,000 ft² Year of completion: 2014 Selling price: \$ 117 million</p>
<p data-bbox="256 777 285 804">12</p> 	<p data-bbox="932 674 1224 751">Source of inspiration: Pirates of the Caribbean 2003-2011</p> <p data-bbox="932 789 1211 898">Location: Georgia Built area: 6,460 ft² Year of completion: 2005 Selling price: \$ 700,000</p>
<p data-bbox="256 1075 285 1102">13</p> 	<p data-bbox="932 987 1170 1043">Source of inspiration: Twilight, 2008-2012</p> <p data-bbox="932 1075 1243 1186">Location: Virginia, USA Built area: no data available Year of completion: 2013 Selling price: \$ 3 million</p>
<p data-bbox="256 1373 285 1400">14</p> 	<p data-bbox="932 1285 1187 1341">Source of inspiration: Addams Family, 1991</p> <p data-bbox="932 1373 1243 1484">Location: California, USA Built area: no data available Year of completion: 2006 Selling price: \$ 3 million</p>
<p data-bbox="256 1671 285 1698">15</p> 	<p data-bbox="932 1583 1208 1640">Source of inspiration: The Wizard of Oz, 2013</p> <p data-bbox="932 1671 1219 1782">Location: California, USA Built area: 5,185 ft² Year of completion: 2015 Selling price: \$ 4.7 million</p>

4. CONCLUSION

Although it may seem a little out of place, the concept of house inspired by TV products is increasingly making its presence felt in today's society, most often as a source of cinematic inspiration. Thus, even if we don't know the exact number, there are more and more followers who have chosen to arrange their rooms, sometimes whole houses, based on movies and TV shows. Most of those who are going to build a house has formed a particular vision regarding the design of the house; however, there are many cases when they recreate the home of important people (actors, musicians, businessmen, etc.) or just a faithful replica of a house from a TV show or movie.

In any case, the sources of real estate inspiration are taken far too seriously, with TV exposures passing the screen and becoming a daily reality. Through this paper, we highlight how the architectural models from films or other television productions managed to penetrate and impose themselves on the current real estate market. Moreover, what until recently we considered to be unrealistic and unrealizable, has taken shape, although the background is far from substantial. Also, based on the consulted sites, we concluded that the beginning of such an architectural movement is a promising one. Even in our country (Romania), such projects have begun to take shape, although there is still a long way to go until their completion. The idea of having a house like in movies seems to have more and more followers overnight, but few can afford to translate the idea into reality.

DISCLAIMER

The products used for this research are commonly and predominantly use products in our area of research and country. There is absolutely no conflict of interest between the authors and producers of the products because we do not intend to use these products as an avenue for any litigation but for the advancement of knowledge. Also, the research was not funded by the producing company rather it was funded by personal efforts of the authors.

COMPETING INTERESTS

Authors have declared that no competing interests exist.

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