



RELIGIOUS ARCHITECTURE

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PHILOSOPHY



Architecture transforms lives and improves the places where we live, learn, work, worship, and play. If the environment that surrounds us affects us in subtle and direct, immediate and lasting ways, then the architecture of our Church facilities is of profound importance.

Churches should provide intimate worship and learning environments and should be economic to build, universally accessible, reflective of their communities, and innovative in design.

Church Architecture has a great responsibility. It has to cloak all the functional aspects of a thriving congregation and enhance the experience of Worship. Believe it or not, the majority of visitors of a religious facility not only want but expect to have a Spiritual experience. The Architecture must address this desire and enhance the experience from the moment they approach the church site.



SACRED SPACE

Sacred Space is where the soul is touched and where peace fills the heart. Sacred Space can be a place of enlightenment. Architecture can have a profound impact in transforming a loose association of functions and spaces into hallowed ground. Sacred Space is not limited to the Sanctuary or the Alter. It's any special place where someone realizes how much they are loved. Sacred space is not only the prayer room, but also the fellowship hall or anywhere where someone enjoys the love of Christ through fellowship. Sacred Space can be the classroom where the preschooler learns about Christ, or the recreation area where that teenager finally turns their life over to Christ. Architecture led by the Holy Spirit can create opportunities for Sacred Experiences to happen. These are opportunities for interaction, reflection, participation and education. Sacred Space is anywhere we encounter God.





FELLOWSHIP SPACE

Fellowship Space includes large gathering spaces and small visiting spaces. It needs to be multi layered in function and experience.

There needs to be many places and spaces within a facility for the act of fellowship that are flexible multipurpose areas that can adapt to various Church events and activities.



RITUAL SPACE

The Architecture must correspond with the activity. It must enhance the rituals and liturgies. The space not only needs to communicate the importance of the activity, but also facilitate the activity.



LEARNING SPACE

The Church should provide a meaningful context for the learning experience. The architecture should reinforce the curriculum.

The environment can be designed, engineered, and supplied to serve as an additional learning tool. Every object, color, texture, and spatial configuration, as well as their selection and placement, has educational significance. Learning opportunities can be woven into the structure of a church so that the built environment becomes an active, three-dimensional textbook or teaching tool, rather than a passive space housing a nursery or Sunday school. Church education space needs to be a place of discovery, wonder and creativity. Gone is the passive egg crate, closed classroom format developed centuries ago. Church environments have untapped potential as active contributors to the learning and growing process. Architecture applied in creative ways can address major issues in church education.



WORSHIP SPACE

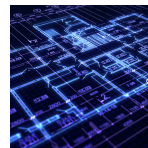
The architecture must delineate the importance of worship. The facility needs to incorporate both non-sacred and

sacred spaces into the experience and create a hierarchical relationship between spaces and experiences to heighten the act or worship.



ADMINISTRATION AND FUNCTIONAL SPACE

A Church facility requires a tremendous amount of effort to operate. If you have had the opportunity to look behind the curtains and actually see the inner workings of an average Church you would be surprised. A Church facility must provide for these activities behind the scenes and not interfere with the worship experience. Things like administrative offices and conference rooms, kitchens, parking lots, mechanical rooms, audio and visual spaces, janitor rooms, rest rooms and storage closets are important components of any Church facility. It is the responsibility of the Architects to insure that these activities are supported properly but have little impact on the worship process.



ORGANIZED SPACE

The architecture should communicate organization. The architectural organization and patterns should be easily understood.

Patterns promotes feelings of comfort, safety, and understanding. Architecture supports the congregational experience of community and helps maintain focus on the act of worship. This organization should be very comprehensible not only for the life long member, but also the guest visiting for the first time. Surveys have shown that the main reason guests do not visit a Church again is that they get confused and disoriented and have the uncomfortable feeling that they are lost and do not belong.



YOUTH SPACES

Youth spaces have the main purpose of Bible Study and Worship but must be flexible. You must be able to meet in large groups and break out into small discussion groups. These spaces must be able to support other youth activities that tangent the main focus. It must also have flexible interiors for different theme changes. The youth space must have the ability to house different activities without those activities interfering with one another. Youth spaces must also be flexible in order to support different teaching and ministry styles. This space must



be easily supervised and must be durable. While this space is primarily for the youth, the Youth Space must be designed also to encourage participation from parents and the congregation. It must be designed for the Church Family.



EVANGELISM

How well does your church facility mirror your Evangelism Ministry? A Church facility must be easily understood from the exterior.

This promotes comfort and understanding. Someone is more likely to visit a church that is welcoming and understandable. Church Architecture must relate to the congregation and visitors on many levels. It must relate in scale, proportion, organization, function, activity and purpose. How well does the architecture meet the needs of the congregation and the “unchurched”? The Architecture needs to communicate this ministry to the community. Church Architecture must engage the community and help reinforce the Great Commission.

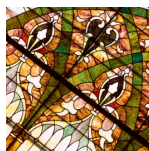


RECREATION

Recreation can give a Church the ability to minister to the whole person and family. It provides for opportunities for fellowship

among its members but also fellowship for the Church among the community. Recreational activities allow the Church to minister to the spirit and the body.

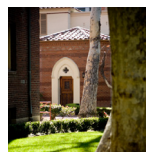
It also encourages congregational involvement in the life of the Church and the Evangelism Ministry of the Church in the Community.



INTERIOR DESIGN

A church facility is a place for spiritual experiences. Whether that be Sunday morning worship, a youth bible study, or

simply a place to experience the love of Christ, each space must be carefully designed to promote and heighten these experiences. The interior finishes help communicate the message of the Architecture. It helps communicate Sacred Space.



LANDSCAPE DESIGN

The first impression a church facility communicates is through the Architecture and how it relates to the environment

through the Landscape Design. An average first time visitor will make up their mind about returning to your church within the first ten minutes of their arrival. Landscape Design can effectively create beauty and foster a welcoming atmosphere. It can provide a canvas for the inner experiences and ministries to flow into the landscape and the community. The Landscape can support the Architecture by providing spatial opportunities outside its walls. The Landscape can also heighten the processional experience. It has a responsibility, along with the Architecture to prepare hearts for worship. This processional experience begins well before the visitor walks through the doors of the sanctuary. Its goal is to begin this experience as soon as possible. The Landscape uses textures, colors, spaces, solids and voids to affect the path to and from the Church facility.



TECHNOLOGY

Church Architecture must take advantage of the latest technology to help support the ministries of the Church. These technologies

need to be universal in operation and understanding. The incorporated technologies must be flexible and have the ability to grow with the congregation. The technology needs to make the facility a tool to maximize the potential of all ministries.

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CHRIST UNITED METHODIST CHURCH ENTRY

LOCATION: Jackson, MS **CLIENT:** Christ United Methodist Church **COST:** N/A



PROJECT DESCRIPTION:

Ferguson & Associates is currently working on this 150 acre master plan depicting the future growth of the church maximizing the highest and best use for the property. The plan includes a family life center; new chapel, separate youth facility, retirement facilities and other church related facilities. The plan also includes commercial and residential development.

CHRIST UNITED METHODIST CHURCH MASTERPLAN

LOCATION: Jackson, MS **CLIENT:** Christ United Methodist Church **COST:** N/A



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ST. LUKE'S EPISCOPAL CHURCH MASTERPLAN

LOCATION: Jackson, MS **CLIENT:** St. Luke's Episcopal Church **COST:** N/A



PROJECT DESCRIPTION:

This master plan provides the church to grow by providing an office wing, new toddler nursery, 300 seat sanctuary, columbarium, choir area and additional classroom area.

REGALIA CHAPEL

LOCATION: Oxford, MS **CLIENT:** The University of Mississippi **COST:** \$8,500,000



PROJECT DESCRIPTION:

Regalia is a New Urbanism inspired development that encourages the walkable neighborhood with a mix of amenities that make it a true live – work – play – worship community.