

# Blobitecture Waveform Architecture And Digital Design

Developing Digital Architecture Digital Architecture Beyond Computers Cyberspace Digital Design and Manufacturing: CAD/CAM Applications in Architecture and Design Digital Architecture and Construction Atlas of Digital Architecture Formalism Digital Workflows in Architecture Designing Digital Space Living in Information On Digital Architecture in Ten Books Architecting the Digital Transformation Architecture in Formation Digital Architecture Defining Digital Architecture Instabilities and Potentialities Digital & Parametric Architecture The Digital Turn in Architecture 1992 - 2012 Architectural Intelligence Digitalia Yu-Tung Liu Roberto Bottazzi Daniel Schodek A. Ali Ludger Hovestadt Yasha J. Grobman Scott Marble Daniela Bertol Jorge Arango Ludger Hovestadt Alfred Zimmermann Pablo Lorenzo-Eiroa Mark Burry Yudong Liu Chandler Ahrens Carlo Aiello Mario Carpo Molly Wright Steenson Susannah Hagan

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the far eastern international digital design award feidad was conferred for the first time in 2000 its aim being to encourage and honour innovative design created with the aid of digital media in 2002 the jury which comprised greg lynn william mitchell mit gerhard schmitt swiss federal institute of technology nobuyuki yoshida a u birger sevaldson oceannorth and other distinguished architects awarded the prize for the third time this book presents the 67 best projects which architects students and designers coming from 26 different countries had entered in the competition each project is fully documented in text with numerous colour illustrations the new features of this year are several awarded animation projects which explore future space in the digital era these are products of the collaboration among different groups of artists graphic designers product designers computer scientists video game designers film designers and sci fi novelists this documentation of these projects offers an excellent overview of the very latest developments in digital design through provoking and imaginative it provides valuable insight for all who make use of new media in their work back cover

digital architecture beyond computers explores the deep history of digital architecture tracing design concepts as far back as the renaissance and connecting them with the latest software used by designers today it develops a critical account of how the tools and techniques of digital design have emerged and allows designers to deepen their understanding of the digital tools they use every day what aesthetic spatial and philosophical concepts converge within the digital tools architects employ what is their history and what kinds of techniques

and designs have they given rise to this book explores the answers to these questions showing how digital architecture brings together complex ideas and trajectories which span across several domains and have evolved over many centuries it sets out to unpack these ideas trace their origin and permeation into architecture and re examine their use in contemporary software chapters are arranged around the histories of nine fragments each a fundamental concept embedded in popular cad applications database layers and fields parametrics pixel programme randomness scanning topology and voxel maxel with each theme examined through a series of historical and contemporary case studies the book thus connects the digital design process with architectural history and theory allowing designers and theorists alike to develop more analytical and critical tools with which to conceptualise digital design and its software

the term cyberspace was first penned in 1984 by william gibson in his science fiction novel neuromancer however the architectural possibilities of this area of design were being investigated well before the term was popularised and with good reason

a reliable concise guide to computer aided design and manufacturing positioned to be the leading book of its kind in the field digital design and manufacturing explains the ins and outs of cad cam technologies and how these tools can be used to model and manufacture building components and industrial design products it offers a comprehensive overview of the field and expertly addresses a broad range of recent initiatives and other issues related to the design of parts and assemblies for automated manufacturing and assembly digital design and manufacturing presents the latest technical coverage of how to implement cad cam technologies into the design process including the broad range of software computer numerical control cnc machines manufacturing processes and prototyping necessary insightful case studies are integrated throughout from the works of frank gehry bernard franken raphael vinoly and many other leading architects product design case studies are also presented students and professional architects will find techniques for going from representation to production while avoiding the pitfalls of traditional manufacturing and allowing for the design and production of complex free form components that have been too expensive to use practically until now companion site wiley com go schodek

digital architecture is a particularly dynamic field that is developing through the work of architecture schools architects software developers researchers technology users and society alike featuring papers from the first international conference on digital architecture this book will be of interest to professional and academic architects involved in the creation of new architectural forms as well as those colleagues working in the development of new computer codes of engineers including those working in structural environmental aerodynamic fields and others actively supporting advances in digital architecture expert contributions encompass topic areas such as database management systems for design and construction design methods processes and creativity digital design representation and visualization form and fabric computer integrated construction and manufacturing human machine interaction connecting the physical and the virtual worlds knowledge based design and generative systems linking training research and practice design analysis the digital studio urban simulation virtual architecture and virtual reality collaborative design social aspects

digital technology and architecture have become inseparable with new approaches and methodologies not just affecting the workflows and practice of architects but shaping the very character of architecture this compendious work offers a wide ranging orientation to the new landscape with its opportunities its challenges and its vast potential contributing editors ludger hovestadt urs hirschberg oliver fritz contributors diana alvarez marin jakob beetz

andr   borrmann petra von both harald gatermann marco hemmerling ursula kirschner reinhard k  nig dominik lengyel bob martens frank petzold sven pfeiffer miro roman kay r  mer hans sachs philipp schaerer sven schneider odilo schoch milena stavric peter zeile nikolaus zieske writer sebastian michael atlasofdigitalarchitecture com

this book critically examines the implications and influences of computer based design on form as performance in the context of the architectural discourse the book posits that today about fifteen years into the age of digital architecture we can define architectural form and performance as an ism the book is supported by a wealth of case studies from some of the top firms across the globe and contributed to by some of the top names in this field with a unique and insightful emphasis on professional practice this is essential reading for all architects aspiring and practicing

the logics of digital processes in architecture have begun to structure the way that architects design the way that builders build and the way that industry is reorganizing the process of architectural design has become a complex workflow at the core of the shift toward more expansive forms of digital production within the design and construction industry is the integration of communication through digital networks the goal is to develop a continuous easily accessible and parametrically adaptable body of information that coordinates the process from design through a building s lifecycle organized around the key fields of designing design designing assembly and designing industry this book is a reference work on digital technologies as key factors in architectural design fabrication and workflow organization it presents essays and case studies from some of the leading voices on the topic

how will virtual reality change both how we design and what we design and what is the new role of the architect in a virtually designed world bertol speculates about how technology is transforming architecture

websites and apps are places where critical parts of our lives happen we shop bank learn gossip and select our leaders there but many of these places weren t intended to support these activities instead they re designed to capture your attention and sell it to the highest bidder living in information draws upon architecture as a way to design information environments that serve our humanity

treatise on digital architecture hovestadt s treatise strictly follows the model of the famous treatises by vitruvius de architectura and alberti de re aedificatoria based on the supposition that we find ourselves in a comparable situation today vitruvius and alberti expressed the meaning of architecture in their eras roman antiquity and the renaissance hovestadt has done the same for the present day incorporating considerations of physics mathematics technology literature and philosophy books i to iii deal with the role of the architect and the objectivity of architecture books iv to vi address the modalities of speaking about and encoding architecture the secret the public and the private books vii to x are dedicated to actual digital mechanisms artificial intelligence natural communication gnomonics and cultural heritage an architectural treatise for our age in 10 books inspired by the works of vitruvius and alberti published in three volumes in the applied virtuality book series ludger hovestadt professor of architecture and caad eth zurich

this research oriented book presents key contributions on architecting the digital transformation it includes the following main sections covering 20 chapters digital transformation digital business digital architecture decision support digital applications focusing on digital architectures for smart digital products and services it is a valuable

resource for researchers doctoral students postgraduates graduates undergraduates academics and practitioners interested in digital transformation

architecture in formation is the first digital architecture manual that bridges multiple relationships between theory and practice proposing a vital resource to structure the upcoming second digital revolution sixteen essays from practitioners historians and theorists look at how information processing informs and is informed by architecture twenty nine experimental projects propose radical means to inform the new upcoming digital architecture featuring essays by pablo lorenzo eiroa aaron sprecher georges teyssot mario carpo patrik schumacher bernard cache mark linder david theodore evan douglis ingeborg rocker and christian lange antoine picon michael wen sen su chris perry alexis meier achim menges and martin bressani interviews with george legendre alessandra ponte karl chu cironajle and greg lynn projects by diller scofidio and renfro mark burry yehuda kalay omar khan jason kelly johnson future cities lab alejandro zaera polo and maider llaguno munitxa anna dyson bess krietemeyer peter stark center for architecture science and ecology case philippe rahm lydia kallipoliti and alexandros tsamis neeraj bhatia infranet lab jenny sabin lab studio luc courschen society for arts and technology sat eisenman architects preston scott cohen eiroa architects michael hansmeyer open source architecture andrew saunders nader tehrani office da satoru sugihara atl v and thom mayne morphosis reiser and umemoto roland snooks kokkugia philip beesley matias del campo and sandra manninger span michael young eric goldemberg monad studio francois roche ruy klein chandler ahrens and john carpenter

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now that information technologies are fully embedded into the design studio instabilities and potentialities explores our post digital culture to better understand its impact on theoretical discourse and design processes in architecture the role of digital technologies and its ever increasing infusion of information into the design process entails three main shifts in the way we approach architecture its movement from an abstracted mode of codification to the formation of its image the emergence of the informed object as a statistical model rather than a fixed entity and the increasing porosity of the architectural discipline to other fields of knowledge instabilities and potentialities aims to bridge theoretical and practical approaches in digital architecture

this issue of evolo explores the development of the latest digital tools used in the designing and making of architecture including advance modeling software and computer aided design

architektur im digitalen zeitalter eine zwei jahrzehnte alte und wechselvolle geschichte dieses buch aus der reihe architectural design ad beschreibt sämtliche stufen und phasen von folding zu cyberspace nichtlinearität und hypersurface architektur von versionierung zu skripting emergenz informationsmodellen und parametricism es erfasst und interpretiert den geist der jeweiligen zeit mit dokumentarischer präzision fördert und antizipiert oftmals

bedeutende entwicklungen in architektur und architekturtheorie diese anthologie der bedeutendsten artikel aus architectural design ist chronologisch und thematisch geordnet bietet einen vollständigen historischen zeitstrahl zu computergestütztem design und digitalen produktionsformen von den anfängen bis zur heutigen vorrangstellung dieser technologien mario capo gibt in seiner ausführlichen einleitung und im vorwort zu jedem originaltext einen scharfsinnigen Überblick über die jüngste geschichte des digitalen designs diese synopse fehlte bislang sowohl als pädagogisches instrument für studenten als auch forschungsinstrument für wissenschaftler sie spannt den bogen zwischen dem status quo digitaler architektur und der geschichte und theorie jüngster entwicklungen und trends stellt wichtige fragen zu den heutigen methoden und techniken im professionellen design eine umfassende anthologie digitaler architektur von mario carpo einem der herausragendsten wissenschaftler in diesem fachgebiet enthält bahnbrechende essays von bernard cache peter eisenman john frazer charles jencks greg lynn achim menges und patrik schumacher stellt die wichtigsten werke von foa frank gehry zaha hadid ali rahim lars spuybroek nox kas oosterhuis und shop vor

architects who engaged with cybernetics artificial intelligence and other technologies poured the foundation for digital interactivity in architectural intelligence molly wright steenson explores the work of four architects in the 1960s and 1970s who incorporated elements of interactivity into their work christopher alexander richard saul wurman cedric price and nicholas negroponte and the mit architecture machine group all incorporated technologies including cybernetics and artificial intelligence into their work and influenced digital design practices from the late 1980s to the present day alexander long before his famous 1977 book a pattern language used computation and structure to visualize design problems wurman popularized the notion of information architecture price designed some of the first intelligent buildings and negroponte experimented with the ways people experience artificial intelligence even at architectural scale steenson investigates how these architects pushed the boundaries of architecture and how their technological experiments pushed the boundaries of technology what did computational cybernetic and artificial intelligence researchers have to gain by engaging with architects and architectural problems and what was this new space that emerged within these collaborations at times steenson writes the architects in this book characterized themselves as anti architects and their work as anti architecture the projects steenson examines mostly did not result in constructed buildings but rather in design processes and tools computer programs interfaces digital environments alexander wurman price and negroponte laid the foundation for many of our contemporary interactive practices from information architecture to interaction design from machine learning to smart cities

susannah hagan boldly discusses the fraught relationship between key dominating areas of architectural discourse digital design environmental design and avant garde design digitalia firstly demonstrates that drawing such firm lines between architectural spheres is damaging and foolish particularly as both environmental and avant garde practices are experimenting with the digital and secondly remonstrates with an avant garde that has repudiated the social ethical agenda of the modernist avant garde because it failed the first time round it is environmental architecture that has picked up the social ethical ball and is running with it using the digital to very different and more far reaching ends as the debates rage this book is a key read for all who are involved or intrigued

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