

Blobitecture Waveform Architecture And Digital Design

Architecture in the Digital Age Digital Architecture and Construction Digital Architecture Beyond Computers Developing Digital Architecture Cyberspace Agile Business Architecture for Digital Transformation Digital Design and Manufacturing: CAD/CAM Applications in Architecture and Design Designing Digital Space The Digital Architect Enterprise Architecture for Digital Business Digital Culture in Architecture Landscape Architecture and Digital Technologies What Is a Minor Architecture?, digital original edition Architectural Intelligence Digital Participation and Collaboration in Architectural Design The Financial Architect (or, A Brief Economic History of Architecture), digital original edition Defining Digital Architecture Performatism Digital Hadid Digital & Parametric Architecture Branko Kolarevic A. Ali Roberto Bottazzi Yu-Tung Liu Dr Mehmet Yildiz Daniel Schodek Daniela Bertol Ken Sanders Tushar K. Hazra Antoine Picon Jillian Walliss Jill Stoner Molly Wright Steenson Richard Laing Eric J. Cesar Yudong Liu Yasha Grobman Patrik Schumacher Carlo Aiello

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architecture in the digital age addresses contemporary architectural practice in which digital technologies are radically changing how buildings are conceived designed and produced it discusses the digitally driven changes their origins and their effects by grounding them in actual practices already taking place while

simultaneously speculating about their wider implications for the future the book offers a diverse set of ideas as to what is relevant today and what will be relevant tomorrow for emerging architectural practices of the digital age

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 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 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

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

we are in a frenetic and a convoluted digital age every organisation strives to transform its business to stay competitive in this exponentially growing digital world digital transformation became pervasive and ubiquitous in all business ventures this new norm of constant transformation requires architecting our business and underlying technology stacks rapidly establishing agile business architecture frameworks are fundamental requirements to achieve successful digital transformation outcomes in this book i attempt to share my knowledge and experience using a rigorous yet agile architectural method my aim is to add accelerated value to the broader business architecture and digital transformation communities by focusing on the practical aspect with minimal emphasis on the theoretical aspect the content in this book is based on my architectural thought leadership experience gained in multiple large business and enterprise architecture initiatives focusing on business capabilities digital transformation initiatives and enterprise modernisation engagements reflecting hard lessons learned in these applied settings in this book i attempt to redefine the role of business architects as primary leaders for digital transformation programs the content reflects my experience and observations from the field as a caveat this book is not based on theories in the traditional business architecture textbooks which may conflict with my experience my beta readers found this as a unique guide reflecting reality from the field hope it adds new insights for your role in

the business digital transformation initiatives

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

the complete guide to virtual reality in architecture and design the first in depth book on virtual reality vr aimed specifically at architecture and design professionals designing digital space steers you skillfully through the learning curve of this exciting new technology beginning with a historical overview of the evolution of architectural representations this unique resource explains what vr is how it is being applied today and how it promises to revolutionize not only the design process but the form and function of the built environment itself vividly illustrating how vr fits alongside traditional methods of architectural representation this comprehensive guide prepares you to make optimum practical use of this powerful interactive tool and embrace the new role of the architect in a virtually designed world offers in depth coverage of the virtual universe data representation and information management static and dynamic worlds tracking and visual display systems control devices and more examines a wide range of current vr architectural applications from walkthroughs simulations and evaluations to reconstructions and networked environments includes insightful essays by leading vr developers covering some of today's most innovative projects integrates vr into the historical framework of architectural development with detailed sections on the past present and future features a dazzling array of virtual world images and sequential displays explores the potential impact of digital architecture on the built environment of the future

describing computer aided design software word processing databases multi media presentations animation virtual reality on line services and the internet this guide aims to provide architects with sufficient understanding to successfully incorporat

enterprise architecture ea is an essential part of the fabric of a business however ea also transcends and transforms technology and moves it into the business space therefore ea needs to be discussed in an integrated holistic and comprehensive manner only such an integrated approach to ea can provide the foundation for a transformation that readies the business for the myriad enterprise wide challenges it will face highly disruptive technologies such as big data machine learning and mobile and cloud computing require a fine balance between their business and technical aspects as an organization moves forward with its digital transformation this book focuses on preparing all organizations large and small and those wishing to move into them for the impact of leveraging these emerging disruptive and innovative technologies within the ea framework

today s explosive developments in digital technology have also affected architecture and the urban landscape the new possibilities opened up by digital simulation have led to an increasingly strategic approach to planning an approach based on generating scenarios which thus represents a radical departure from traditional planning from the preliminary sketch all the way to the production of individual building components digital tools offer new possibilities that were still inconceivable just a few years ago this volume provides a profound introduction to the important role of digital technologies in design and execution in four chapters the author systematically examines the influence of digital culture on architecture but also on the urban landscape as well as product design the relationship of digital architecture to the city is also an important focus

landscape architecture and digital technologies explores how digital technologies are reshaping design and making in landscape architecture while the potentials of digital technologies are well documented within landscape planning and visualisation their application within design practice is far less understood this book highlights the role of the digital model in encouraging a new design logic that moves from the privileging of the visual to a focus on processes of formation bridging the interface of the conceptual and material the virtual and the physical drawing on interviews and projects from a range of international designers including snøhetta arup gustafson porter aspect studios grant associates catherine mosbach philippe rahm parkkim laac and peg office of landscape

architecture among others the authors explore the influence of parametric modelling scripting real time data simulation prototyping fabrication and building information modelling on the design and construction of contemporary landscapes this engagement with practice is expanded through critical reflection from academics involved in landscape architecture programs around the world that are reshaping their research and pedagogy to reflect an expanded digital realm crossing critical theory technology and contemporary design the book constructs a picture of an emerging twenty first century practice of landscape architecture practice premised on complexity and performance it also highlights the disciplinary demands and challenges in engaging with a rapidly evolving digital context within practice and education the book is of immense value to professionals and researchers and is a key publication for digital landscape courses at all levels

jill stoner's architect's eye tracks differently from most drawn not to the lauded and iconic but to what she calls the landscape of our constructed mistakes metropolitan hinterlands rife with failed and foreclosed developments undersubscribed office parks chain hotels and abandoned malls in this bit stoner introduces the idea of minor architectures that emerge from the bottoms of power structures and within the language of those structures

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

the emergence of new digital and visualisation technologies in recent years has led to rapid changes in the field of architecture current drives to incorporate building information modelling as a part of architectural design are giving way to the increased use of it and visualisation in architectural design user participation and group collaboration as digital methods become more mainstream digital participation and collaboration in architectural design provides an accessible and engaging introduction to this emerging subject supported by selected examples from research and practice the book offers an overview of theories techniques and approaches which readers can apply in their own work in doing so it shows how these techniques can influence communication debate and understanding and encourages readers to see familiar buildings from original and unusual perspectives an ideal starting point for anyone interested in the application of digital techniques the book will help students and professionals in architectural design and digital architecture to understand and embrace new technologies

the new generation of architects faces a cold reality of economic and ecological crises architects may assure each other of their own importance but society has come to view architecture as a luxury it can do without for eric cesal this recognition becomes an occasion to rethink architecture and its value from the very core in this bit cesal considers the economics of architecture and why an architect needs to know about finance as well as about buildings

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 january 2001 the jury which comprised peter eisenman william mitchell mit gerhard schmitt swiss federal institute of technology greg lynn and other distinguished architects awarded the prize for the second time this book presents the 100 best projects which architects students and designers coming from 23 different countries had entered in the competition each project is fully documented in text with numerous colour illustrations both thought provoking and imaginative they challenge traditional architectural concepts and processes simultaneously attaining a high aesthetic level this documentation of these projects offers an excellent overview of the very latest developments in digital design providing valuable insight for all who

make use of new media in their work

today with the advent of digital media technologies and the ability to conceptualize express and produce complex forms using digital means the question of the status of the architectural form is once again under consideration indeed the computer liberated architecture from the tyranny of the right angle and enabled the design and production of non standard buildings based on irregular geometry yet the questions concerning the method of form expression in contemporary architecture and its meaning remain very much open performalism takes up this discussion defines it and presents changes in form conception in architecture followed by their repercussions 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

even in her very early work zaha hadid made innovative use of graphic techniques such as penetration distortion curvature strongly reduced perspectives to portray her architectural designs from a refreshing new angle in this way her unmistakeable concepts of architectural space originated and it is no surprise that the london architect makes full use of the full range of possibilities afforded by today s electronic design tools to create her inimitable forms this present publication documents the most important of her recent projects revealing how zaha hadid has risen to the digital challenge patrik schumacher teaches at the architectural association in london

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

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