

The background of the book cover is an abstract architectural model. It features a complex, interlocking pattern of white, organic, shell-like or cellular shapes. These white shapes are set against a dark, textured black background. The lighting creates strong shadows, emphasizing the three-dimensional, sculptural quality of the model. The overall composition is dense and rhythmic, suggesting a focus on form and space in architecture.

Milena Stavrić
Predrag Šidjanin
Bojan Tepavčević

Architectural Scale Models in the Digital Age design, representation and manufacturing



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Architectural Scale Models In The Digital Age Design Representation And Manufacturing

Amoruso, Giuseppe



Architectural Scale Models In The Digital Age Design Representation And Manufacturing:

Architectural Scale Models in the Digital Age Milena Stavric, Predrag Sidanin, Bojan Tepavcevic, 2013-03-01 No detailed description available for Architectural Scale Models in the Digital Age

Architectural Scale Models in the Digital Age Milena Stavrić, Predrag Sidanin, Bojan Tepavčević, 2013 This book covers new strategies technology and methods for creating advanced architectural scale models including the principles of digital NURBS modeling parametric modeling and model manufacturing Offers numerous tutorials examples and practical advice

Drawing from the Model Frank Melendez, 2019-04-16 Bridges traditional and contemporary methods of creating architectural design drawings and 3D models through digital tools and computational processes Drawing from the Model Fundamentals of Digital Drawing 3D Modeling and Visual Programming in Architectural Design presents architectural design students educators and professionals with a broad overview of traditional and contemporary architectural representation methods The book offers insights into developments in computing in relation to architectural drawing and modeling by addressing historical analog methods of architectural drawing based on descriptive geometry and projection and transitioning to contemporary digital methods based on computational processes and emerging technologies Drawing from the Model offers digital tools techniques and workflows for producing architectural design drawings plans sections elevations axonometrics and perspectives using contemporary 2D drawing and 3D modeling design software Visual programming is introduced to address topics of parametric modeling algorithmic design computational simulations physical computing and robotics The book focuses on digital design software used in higher education and industry including Robert McNeel Associates Rhinoceros Rhino 6 for Windows Grasshopper Adobe Illustrator CC and Arduino and features an appendix filled with 10 design drawing and 3D modeling exercises intended as educational and pedagogical examples for readers to practice and or teach workflows that are addresses in the book Bridges analog hand drawing and digital design drawing techniques Provides comprehensive coverage of architectural representation computing computer aided drafting and 3D modeling tools techniques and workflows for contemporary architectural design drawing aesthetics and graphics Introduces topics of parametric modeling algorithmic design computational simulation physical computing and robotics through visual programming environments and processes Features tutorial based instruction using the latest versions of Rhinoceros Rhino 6 for Windows Grasshopper Adobe Illustrator CC and Arduino

Towards Radical Regeneration Christoph Gengnagel, Olivier Baverel, Giovanni Betti, Mariana Popescu, Mette Ramsgaard Thomsen, Jan Wurm, 2022-09-17 This book reflects and expands on the current trends in the Architecture Engineering and Construction AEC industries to respond to the unfolding climate and biodiversity crisis Shifting away from the traditional focus narrowly centered on efficiency the book presents a variety of approaches to move the AEC community from an approach that presents new challenges in all areas of the industry from a linear extractive paradigm to circular and regenerative one The book presents contributions including research papers and case studies

providing a comprehensive overview of the field as well as perspectives from related disciplines such as computer science biology and material science The chapter authors were invited speakers at the 8th Design Modelling Symposium Towards Radical Regeneration which took place at the University of the Arts in Berlin in September 2022 Chapter Hybrid Immediacy Designing with Artificial Neural Networks Through Physical Concept Modelling is available open access under a Creative Commons Attribution 4.0 International License via link [springer.com](https://www.springer.com)

Structures in Architecture Education Prabhjot Singh Sugga, 2024-01-02 There has been a historical discord over curriculum and teaching practices for structures courses in architectural education as students are disinterested and not able to integrate learnings from such courses into their design solutions The research in the book Structures in Architecture Education Teaching and Integrating in Design involves the development of an assessment tool by a comparative analysis of past frameworks to understand integration that assesses three dimensions of integration of structures performance physical and visual against three building systems exterior interior and services Around 27-30 samples are selected for each year from first to fourth from three institutions Data for pedagogy and curriculum are also collected that is used to analyse the results from assessment of samples In the second part of this book structural equation modelling is used to analyse if the studio is the preferred mode of learning structures

Atmosphere in Urban Design Anette Stenslund, 2022-09-30 This book offers an ethnographic exploration of the role that atmosphere plays in work processes undertaken within an urban design studio It provides understandings of how architectural practices are fuelled with atmosphere in various configurations throughout different design phases of selected projects for construction From the outside architectural practices commonly appear well ordered and carefully considered established by proof and rationally justified This book though poaches on architects preserves in order to draw attention to features of unpredictability and uncertainty within the design phases By opening up into the machinery room of urban designers the goal is not to spoil the plaster saint cover of a starchitect business but to remind about the crucial value that pockets of doubt issuing questions rather than answers open mindedness instead of single mindedness play to the processes of design production and creativity The book identifies these pockets as atmospheres enveloping the architectural practice

Architecture in the Digital Age Branko Kolarevic, 2004-03-01 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

Innovative Developments in Virtual and Physical Prototyping Paulo Jorge da Silva Bartolo, 2011-09-16 Innovative Developments in Virtual and Physical Prototyping presents essential research in the area of Virtual and Rapid Prototyping The volume contains reviewed papers presented at the 5th International Conference on Advanced Research in

Virtual and Rapid Prototyping hosted by the Centre for Rapid and Sustainable Product Development of the Polytechnic Institute of Leiria Portugal from September 28 to October 1 2011 A wide range of topics is covered such as CAD and 3D Data Acquisition Technologies Additive and Nano Manufacturing Technologies Rapid Tooling Manufacturing Biomanufacturing Materials for Advanced Manufacturing Processes Virtual Environments and Simulation Applications of Virtual and Physical Prototyping Technologies Innovative Developments in Virtual and Physical Prototyping is intended for engineers designers and manufacturers who are active in the areas of mechanical industrial and biomedical engineering **Innovative Developments in Virtual and Physical Prototyping** Paulo Jorge Bartolo,2011-09-16 Innovative Developments in Virtual and Physical Prototyping presents essential research in the area of Virtual and Rapid Prototyping The volume contains reviewed papers presented at the 5th International Conference on Advanced Research in Virtual and Rapid Prototyping hosted by the Centre for Rapid and Sustainable Product Development of the Polyt Developing Your Design Process Albert C. Smith,Kendra Schank Smith,2014-09-04 Developing Your Design Process is your primary source for acquiring knowledge of how and why you design It will help you understand how architects think as well as learn why you should educate yourself about design culture You ll explore the spark of imagination that leads to a strong concept realize the importance of sketching and rough drafts focus your original concept to make your abstract idea visible and finally step away for a moment to critically question your concept by identifying its strengths and weaknesses You ll also be introduced to the language of design architectural terminology historic precedents and designers in addition to the why what and how of the design process The book is illustrated throughout with international examples of work by professionals and students in the discipline of architecture and other related design professions *Digital Wood Design* Fabio Bianconi,Marco Filippucci,2019-02-24 This book explores various digital representation strategies that could change the future of wooden architectures by blending tradition and innovation Composed of 61 chapters written by 153 authors hailing from 5 continents 24 countries and 69 research centers it addresses advanced digital modeling with a particular focus on solutions involving generative models and dynamic value inherent to the relation between knowing how to draw and how to build Thanks to the potential of computing areas like parametric design and digital manufacturing are opening exciting new avenues for the future of construction The book s chapters are divided into five sections that connect digital wood design to integrated approaches and generative design to model synthesis and morphological comprehension to lessons learned from nature and material explorations to constructive wisdom and implementation related challenges and to parametric transfigurations and morphological optimizations Handbook of Research on Visual Computing and Emerging Geometrical Design Tools Amoruso, Giuseppe,2016-04-11 Visual computing and descriptive geometry are multidisciplinary fields addressing the handling of images 3D models and other computer graphics These ideas are experiencing a revival due to emergent technologies and applications available to developers Based in traditional forms of design and architecture these fields are currently

experiencing a bounty of new research based on old principles The Handbook of Research on Visual Computing and Emerging Geometrical Design Tools seeks to add to this knowledge base by considering these technologies from a designer's perspective rather than reiterating the principles of computer science It combines aspects of geometry and representation with emerging tools for CAD generation and visualization while addressing the digital heritage of such fields This book is an invaluable resource for developers students of both graphic and computer generated design researchers and designers

Robotic Systems: Concepts, Methodologies, Tools, and Applications Management Association, Information Resources, 2020-01-03 Through expanded intelligence the use of robotics has fundamentally transformed a variety of fields including manufacturing aerospace medicine social services and agriculture Continued research on robotic design is critical to solving various dynamic obstacles individuals enterprises and humanity at large face on a daily basis Robotic Systems Concepts Methodologies Tools and Applications is a vital reference source that delves into the current issues methodologies and trends relating to advanced robotic technology in the modern world Highlighting a range of topics such as mechatronics cybernetics and human computer interaction this multi volume book is ideally designed for robotics engineers mechanical engineers robotics technicians operators software engineers designers programmers industry professionals researchers students academicians and computer practitioners seeking current research on developing innovative ideas for intelligent and autonomous robotics systems Fabricate 2020 Jane Burry, Jenny E. Sabin, Bob Sheil, Marilena Skavara, 2020-04-06 Fabricate 2020 is the fourth title in the FABRICATE series on the theme of digital fabrication and published in conjunction with a triennial conference London April 2020 The book features cutting edge built projects and work in progress from both academia and practice It brings together pioneers in design and making from across the fields of architecture construction engineering manufacturing materials technology and computation Fabricate 2020 includes 32 illustrated articles punctuated by four conversations between world leading experts from design to engineering discussing themes such as drawing to production behavioural composites robotic assembly and digital craft **Architecture in the Age of Mediatizing**

Technologies Sang Lee, 2024-10-31 This book offers a novel perspective on contemporary architecture exploring its position in mediatization attained through technological apparatuses It introduces the novel concepts of apparatus centrality and mediatization of architecture which have significant disciplinary and cultural ramifications Highlighting key technological and theoretical developments the book's narrative traces the transformation of architecture from the modernist era to the present digital age En route it reflects on how architecture becomes a crucial element of shifting dispositives through its confluence with technologies of aestheticization and virtualization and by emblemizing ecological ideals It also illuminates the reconfiguring of architectural practice through examining surprising interactions and analogies between architecture and music whose developments in notation and codification continually change the relationship between composer and performer The book explores how architecture is reshaped by broader theory and practice in media and ultimately serves as

a cognitive agent It underscores that architecture profoundly influences our phantasmagoric image driven affective world through its increasingly apparatus centric approach to conception design production and mediatization Architecture in the Age of Mediatizing Technologies brings into focus the behavior of architecture in mediatization for researchers and advanced students in architectural design theory and history As an investigation into the interdisciplinary impact of architecture in a mediatized culture at large it also provides a valuable resource for cultural and media studies

A History of Architectural Modelmaking in Britain David Lund, 2022-12-16 Architectural modelmakers have long carried out their work hidden behind the scenes of architectural design and in presenting a history of architectural modelmaking in Britain for the first time this book casts a new light on their remarkable skills and achievements By telling the story of the modelmakers who make architectural models rather than architects who commission and use them this book seeks to celebrate their often overlooked contribution to the success and endurance of the architectural model in Britain over the past one hundred and forty years Drawing from extensive archival research and interviews with practicing and retired modelmakers this book traces the complete history of architectural modelmaking in Britain from its initial emergence as a specialist occupation at the end of the nineteenth century through to the present day It reveals the legacy of John Thorp the first professional architectural modelmaker in Britain who opened his business in London in 1883 and charts the lives and careers of the innovative and creative modelmakers who followed him It examines the continually evolving materials tools and processes of architectural modelmaking and outlines the profound ideological economic and technological influences that have shaped the profession's development Illustrated with over one hundred photographs of architectural models from previously undocumented archives this book will be of great interest to architectural modelmakers academics and historians as well as anyone with an interest in architectural history and modelmaking

The Architecture of Transgression, 2014-01-13 Transgression suggests operating beyond accepted norms and radically reinterpreting practice by pushing at the boundaries of both what architecture is and what it could or even should be The current economic crisis and accompanying political social unrest has exacerbated the difficulty into which architecture has long been sliding challenged by other professions and a culture of conservatism architecture is in danger of losing its prized status as one of the pre eminent visual arts Transgression opens up new possibilities for practice It highlights the positive impact that working on the architectural periphery can make on the mainstream as transgressive practices have the potential to reinvent and reposition the architectural profession whether they are subverting notions of progress questioning roles and mechanisms of production aligning with political activism pioneering urban interventions advocating informal or incomplete development actively destabilising environments or breaking barriers of taste In this new dispersed and expanded field of operation the balance of architectural endeavour is shifted from object to process from service to speculation and from formal to informal in a way that provides both critical and political impetus to proactively affect change Contributors Can Altay Edward Denison and Guangyu Ren Kim Dovey Chris Jenks David Littlefield

Silvia Loeffler Alistair Parvin Louis Rice Patrik Schumacher and Robin Wilson Featured architects atelier d architecture autogre Lina Bo Bardi Construire La Machine EXYZT Didier Faustino Bureau des M sarchitectures Lacaton Vassal N55 Catie Newell Alibi Studio Wang Shu Superflex and Bernard Tschumi

Material Strategies in Digital Fabrication Christopher Beorkrem, 2013-05-02 Author Christopher Beorkrem shows how material performance drives the digital fabrication process and determines technique He has recreated and dissected thirty six of the most progressive works of architecture of the last few years with perspectives from the designers so that you can learn from the successes and failures of each project Including step by step diagrams and using consistent language and the simplest construction techniques he identifies the important characteristics of each material including connection types relative costs deformation color texture finish dimensional properties durability and weathering and waterproofing to link the design outcomes to form The book is divided into five parts by material wood metal concrete hybrids and recycled to help you reference construction techniques for the fabrication machines you have on hand

Architecture for the Commons Jose Sanchez, 2020-08-04 Architecture for the Commons dives into an analysis of how the tectonics of a building is fundamentally linked to the economic organizations that allow them to exist By tracing the origins and promises of current technological practices in design the book provides an alternative path one that reconsiders the means of achieving complexity through combinatorial strategies This move requires reconsidering serial production with crowdsourcing and user content in mind The ideas presented will be explored through the design research developed within Plethora Project a design practice that explores the use of video game interfaces as a mechanism for participation and user design The research work presented throughout the book seeks to align with a larger project that is currently taking place in many different fields The Construction of the Commons By developing both the ideological and physical infrastructure the project of the Commons has become an antidote to current economic practices that perpetuate inequality The mechanisms of the production and governance of the Commons are discussed inviting the reader to get involved and participate in the discussion The current political and economic landscape calls for a reformulation of our current economic practices and alternative value systems that challenge the current market monopolies This book will be of great interest not only to architects and designers studying the impact of digital technologies in the field of design but also to researchers studying novel techniques for social participation and cooperating of communities through digital networks The book connects principles of architecture economics and social sciences to provide alternatives to the current production trends

Popular Science, 2004-09 Popular Science gives our readers the information and tools to improve their technology and their world The core belief that Popular Science and our readers share The future is going to be better and science and technology are the driving forces that will help make it better

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