

THEORIES OF THE
DIGITAL
IN ARCHITECTURE

RIVKA OXMAN
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Theories Of The Digital In Architecture

Chris Brisbin, Myra Thiessen



Theories Of The Digital In Architecture:

Theories of the Digital in Architecture Rivka Oxman, Robert Oxman, 2014 Holistic Mobile Game Development with Unity An All In One Guide to Implementing Mechanics Art Design and Programming for iOS and Android Games Master mobile game design and development in this all in one guide to creating iOS and Android games in the cutting edge game engine Unity By using Penny de Byl's holistic method you will learn about the principles of art design and code and gain multidisciplinary skills needed to succeed in the independent mobile games industry In addition hands on exercises will help you throughout the process from design to publication in the Apple App Store and Google Play Store Over 70 practical step by step exercises recreating the game mechanics of contemporary mobile games including Angry Birds Temple Run Year Walk Minecraft Curiosity Cube Fruit Ninja and more Design principles art and programming in unison the one stop shop for indie developers requiring interdisciplinary skills in their small teams An introduction to essential two and three dimensional mathematics geometry and physics concepts A portfolio of royalty free reusable game mechanics and assets Accompanying website www.holistic3d.com features project source code instructional videos art assets author blog and teaching resources Challenge questions and lesson plans are available online for an enhanced learning experience

Craft Theory and Contemporary Architecture Grant Alford, 2025-05-28 This book offers a comprehensive exploration of craft theory in relation to contemporary architecture Craft is an old and familiar idea but the line between craft and art or craft and mere manufacturing for example is notoriously hard to describe In architecture a similarly blurred line between the design process on the one hand and the physical making of buildings on the other lies at the center of various debates about what it means to do architecture The growth and development of craft theory in recent years suggest new insights into these architectural debates but situating the meaning of craft within architecture within today's technological landscape is a complex problem Alford responds to this challenge by collecting various narratives from craft theory and other fields and discerning among them new lenses through which to view contemporary architectural practice Episodes from this expanded view of craft in architecture go beyond predictable accounts of Ruskin and Morris to envision new models of practice new ways of engaging other building professionals and new ways for architects to understand their own labor and the nature of how and what kinds of things they themselves craft Architecture is changing and within the ongoing story of craft explored in this book are new and surprising ways to understand design and construct the built environment Written for students and scholars this book challenges and extends the legacy of craft thinking in architecture

Theories in Digital Composite Photographs Yihui Huang, 2018-10-26 Theories in Digital Composite Photographs 12 Artists and Their Work presents a theoretical investigation of digital composite photographs through philosophical exploration of artists' concepts of reality With an international cohort of contemporary digital composite artists this book presents twelve case studies on artists' motivation production process and the relation of their worldview to theoretical interpretation Author Yihui Huang situates each artist's work in the context

of photographic theory and western aesthetics including realism expressionism formalism and postmodernism As creation of digital composites grows in popularity and influence this is the first to integrate a philosophical and theoretical understanding of this unique art form Featuring a wide range of international artists this volume is both insightful and inspirational for student and seasoned professional alike Humanizing Digital Reality Klaas De Rycke, Christoph Gengnagel, Olivier Baverel, Jane Burry, Caitlin Mueller, Minh Man Nguyen, Philippe Rahm, Mette Ramsgaard Thomsen, 2017-09-15 This book aims at finding some answers to the questions What is the influence of humans in controlling CAD and how much is human in control of its surroundings How far does our reach as humans really go Do the complex algorithms that we use for city planning nowadays live up to their expectations and do they offer enough quality How much data do we have and can we control Are today's inventions reversing the humanly controlled algorithms into a space where humans are controlled by the algorithms Are processing power robots for the digital environment and construction in particular not only there to rediscover what we already knew and know or do they really bring us further into the fields of constructing and architecture The chapter authors were invited speakers at the 6th Symposium Design Modelling Symposium Humanizing Digital Reality which took place in Ensa Versailles France from 16-20 September 2017

Fundamentals of Digital Manufacturing Science Zude Zhou, Shane (Shengquan) Xie, Dejun Chen, 2011-10-22 The manufacturing industry will reap significant benefits from encouraging the development of digital manufacturing science and technology Digital Manufacturing Science uses theorems illustrations and tables to introduce the definition theory architecture main content and key technologies of digital manufacturing science Readers will be able to develop an in depth understanding of the emergence and the development the theoretical background and the techniques and methods of digital manufacturing science Furthermore they will also be able to use the basic theories and key technologies described in Digital Manufacturing Science to solve practical engineering problems in modern manufacturing processes Digital Manufacturing Science is aimed at advanced undergraduate and postgraduate students academic researchers and researchers in the manufacturing industry It allows readers to integrate the theories and technologies described with their own research works and to propose new ideas and new methods to improve the theory and application of digital manufacturing science **The Digital Turn in Architecture 1992 - 2012** Mario Carpo, 2013-06-27 Architektur im digitalen Zeitalter eine zwei Jahrzehnte alte und wechselvolle Geschichte Dieses Buch aus der Reihe Architectural Design AD beschreibt s mtliche Stufen und Phasen von Folding zu Cyberspace Nichtlinearit t und Hypersurface Architektur von Versionierung zu Skripting Emergenz Informationsmodellen und Parametricism Es erfasst und interpretiert den Geist der jeweiligen Zeit mit dokumentarischer Pr zision f rdert und antizipiert oftmals bedeutende Entwicklungen in Architektur und Architekturtheorie Diese Anthologie der bedeutendsten Artikel aus Architectural Design ist chronologisch und thematisch geordnet bietet einen vollst ndigen historischen Zeitstrahl zu computergest tzttem Design und digitalen Produktionsformen von den Anf ngen bis zur heutigen

Vorrangstellung dieser Technologien Mario Capogrossi 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 Capogrossi 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

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 [The SAGE Handbook of Architectural Theory](#) C. Greig Crysler, Stephen Cairns, Hilde Heynen, 2012-01-10 The SAGE Handbook of Architectural Theory documents and builds upon some of the most innovative developments in architectural theory over the last two decades Bringing into dialogue a range of geographically institutionally and historically competing positions the book examines and explores parallel debates in related fields The book is divided into eight sections Power Difference Embodiment Aesthetics Pleasure Excess Nation Spectacle Modernity History Memory Tradition Design Practice Production Technology Science Virtuality Nature Landscape Sustainability City Metropolis Territory Creating openings for future lines of inquiry and establishing the basis for new directions for education research and practice the book organizes itself around specific case studies to provide a critical interpretive and speculative enquiry into the relevant debates in architectural theory A methodical authoritative and comprehensive addition to the literature the Handbook is suitable for academics researchers and practitioners in architecture urban geography cultural studies sociology and geography **Digital Poetics** Marjan Colletti, 2017-03-02 Digital Poetics celebrates the architectural design exuberance made possible by new digital modelling techniques and fabrication technologies By presenting an unconventional and original humanistic theory of CAD computer aided design the author suggests that beyond the generation of innovative engineering forms digital design has the

potential to affect the wider complex cultural landscape of today in profound ways The book is organised around a synthetic and hybrid research methodology a contemporary propositional and theoretical discursive investigation and a design led empirical research Both methods inform a critical construct that deals with the nature forms and laws of digitality within a contemporary architectural discourse that affects practice and academia The chapters spiral at from towards around outside inwards and back inside out digitality its cognitive phenomena spatial properties and intrinsic capabilities to achieve or at least approach Digital Poetics The book presents speculative and small scale constructed projects that pioneer techniques and experiments with common 3D and 4D software packages whereby the focus lies not on the drawing processes and mechanics but on the agency and impact the image its reading experience interpretation achieves on the reader and observer The book also features a preface by Fr d ric Migayrou a philosopher and curator and one of the most influential cultural engineers of the contemporary international architectural scene The book is linked to a website which contains a larger selection of images of some featured projects

Industrial Engineering and Production Management Mr. Sanjeev Pandey, 2024-08-16 Explores the principles of industrial engineering production planning quality control and process optimization aiming to enhance efficiency and competitiveness in manufacturing and service industries

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