



The Architecture Machine

G Thomas



The Architecture Machine:

The architecture machine Nicholas Negroponte, 1970 *The Architecture Machine* Teresa Fankhänel, Andres Lepik, 2020-07-20 Today it is hard to imagine the everyday work in an architectural practice without computers Bits and bytes play an important role in the design and presentation of architecture The book which is published in the context of an exhibition of the same name of the Architekturmuseum der TUM at the Pinakothek der Moderne in Munich October 14 2020 to January 10 2021 for the first time considers in depth the development of the digital in architecture In four chapters it recounts this intriguing history from its beginnings in the 1950s through to today and presents the computer as a drawing machine as a design tool as a medium for telling stories and as an interactive communication platform The basic underlying question is simple Has the computer changed architecture And if so by how much Soft Architecture Machines Nicholas Negroponte, 1975 A utopian view of the future relationship between architects and machines **The Architecture Machine** Steven Raike, 1999 **Architecture/machine** Moritz Gleich, Laurent Stalder, 2017 What is the nature of the interaction between architecture and machines as key objects in human design and how does this interplay work The contributors to this book explore this multifaceted interchange in its broad thematic manifestations and historical depth focusing above all on three aspects machines that assist in the design and construction of buildings those that perform their tasks inside the walls and structures of buildings and in particular machines that act as models and images of architectural thought What emerges is that the subject of machines within the architectural framework has been rooted not simply in concrete technical questions but rather to a far greater extent in general programs processes and performances and thus in fundamental categories of built space As the first issue of gta papers Architecture Machine forms the basis of a new publication format of gta Verlag The gta papers will at regular intervals encompass and present current and selected research findings from ETH Zurich's Institute for the History and Theory of Architecture **The Smartness Mandate** Orit Halpern, Robert Mitchell, 2023-01-10 Over the last half century smartness the drive for ubiquitous computing has become a mandate a new mode of managing and governing politics economics and the environment Smart phones Smart cars Smart homes Smart cities The imperative to make our world ever smarter in the face of increasingly complex challenges raises several questions What is this smartness mandate How has it emerged and what does it say about our evolving way of understanding and managing reality How have we come to see the planet and its denizens first and foremost as data collecting instruments In The Smartness Mandate Orit Halpern and Robert Mitchell radically suggest that smartness is not primarily a technology but rather an epistemology Through this lens they offer a critical exploration of the practices technologies and subjects that such an understanding relies upon above all artificial intelligence and machine learning The authors approach these not simply as techniques for solving problems of calculations but rather as modes of managing life human and other in terms of neo Darwinian evolution distributed intelligences and resilience all of which have serious

implications for society politics and the environment The smartness mandate constitutes a new form of planetary governance and Halpern and Mitchell aim to map the logic of this seemingly inexorable and now naturalized demand to compute to illuminate the genealogy of how we arrived here and to point to alternative imaginaries of the possibilities and potentials of smart technologies and infrastructures

Savage Mind to Savage Machine Ginger Nolan,2021-06-29 An examination of how concepts of the savage facilitated technological approaches to modernist design Attempting to derive aesthetic systems from natural structures of human cognition designers looked toward the savage mind a way of thinking they associated with a racialized subaltern In *Savage Mind to Savage Machine* Ginger Nolan uncovers an enduring relationship between the savage and the development of technology and its wide ranging impact on society including in the fields of architecture and urbanism the industrial arts and digital design Nolan focuses on the relationship between the applied arts and the structuralist social sciences proposing that the late nineteenth century rise of Freudian psychology ethnology and structuralist linguistics offered innovations and new opportunities in studying human cognition She looks at institutions ranging from the Public Industrial Arts School of Philadelphia and the Weimar Bauhaus to the MIT Media Lab and the Centre Mondial Informatique revealing a persistent theme of twentieth century design to supplant language with more subliminal aesthetic modes of communication thereby inculcating a deep intimacy between human habit and new technologies of production communication and consumption This book s ultimate critique is of the development of the ergonomics of the spirit the design of the human cognitive apparatus in relation to new aesthetic technologies Nolan sees these ergonomics as a means of depoliticizing societies through aesthetic technologies intended to seamlessly integrate humans into the programs of capitalist modernity Revising key modernist design narratives *Savage Mind to Savage Machine* provides a deep historical foundation for understanding our contemporary world

Pamphlet Architecture 30 InfraNet Lab / Lateral Office,2013-07-02 Participants in the *Pamphlet Architecture 30* competition were asked to respond to the theme Investigations in Infrastructure and propose new directions for architecture transportation energy cities and agriculture at a continental scale The winning entry Coupling imagined six daring projects a high speed rail system across the Bering Strait that also collects freshwater from the seasonal iceshelf a decommissioned airport transformed into a geothermal data farm and agriculture site thickening on off ramps around big box stores into circular parking lots a call to include landfills in the list of preserved open spaces and a saline terminal lake turned into a water farm recreational retreat and habitat haven Coupling argues that infrastructures behave as artificially maintained natural systems Rather than a New Deal approach of massive engineering or iconic infrastructure Coupling employs adaptable responsive small scale interventions whose impacts are global in scale

The Routledge Companion to Artificial Intelligence in Architecture Imdat As,Prithwish Basu,2021-05-05 Providing the most comprehensive source available this book surveys the state of the art in artificial intelligence AI as it relates to architecture This book is organized in four parts theoretical foundations tools and techniques

AI in research and AI in architectural practice It provides a framework for the issues surrounding AI and offers a variety of perspectives It contains 24 consistently illustrated contributions examining seminal work on AI from around the world including the United States Europe and Asia It articulates current theoretical and practical methods offers critical views on tools and techniques and suggests future directions for meaningful uses of AI technology Architects and educators who are concerned with the advent of AI and its ramifications for the design industry will find this book an essential reference

The Architect as Magician Albert C. Smith, Kendra Schank Smith, 2020-05-07 The Architect as Magician explores the connection between magic and architecture There is a belief that a greater understanding of the meaning of magic provides insights about architecture and architects design processes Architects influence the effects of nature through the making of their buildings In an analogous condition magicians perform rituals in an attempt to influence the forces of nature This book argues that architects could gain much by incorporating ideas from magic into their design process The book demonstrates through historical and current examples the important influence magic has had on the practice of architecture The authors explain how magic helps us to understand the way we infuse architecture with meaning and how magic affects and inspires architectural creation Aimed at architects students scholars and researchers The Architect as Magician helps readers discover the ambiguous and spiritual elements in their design process

Empowering Users through Design David Bihanic, 2015-01-12 At the crossroads of various disciplines this collective work examines the possibility of a new end user engagement in ongoing digital technological products and services development It provides an overview of recent research specifically focused on the user's democratic participation and empowerment It also enables readers to better identify the main opportunities of participatory design a concept which encourages the blurring of the role between user and designer This allows people to escape their status as end user and to elevate themselves to the level of creator This book explores new avenues for rethinking the processes and practices of corporate innovation in order to cope with current socio economic and technological changes In so doing it aims to help companies renew industrial models that allow them to design and produce new ranges of technological products and services by giving the user an active role in the development process far beyond the basic role of consumer Intended for designers design researchers and scientists interested in innovation and technology management this book also provides a valuable resource for professionals involved in technology based innovation processes

Teletechnologies, Place, and Community Rowan Wilken, 2014-02-07 Teletechnologies or technologies of distance cannot be ignored Indeed the present electronic age is said to have wrought profound changes to how we think about and experience who we are where we are and how we relate with one another Place and community have traditionally formed key concepts for thinking about these issues but what relevance do these concepts now hold for us In this wide ranging study Wilken re evaluates how ideas of place and community intersect with and help us make sense of a world transformed by information and communication technologies This interdisciplinary investigation ranges across diverse textual and contextual

terrain exploring approaches from media and communications architectural history and theory philosophy sociology geography literature and urban design The rich analysis of these myriad texts reveals the complex and at times contradictory ways in which notions of place and community circulate in relation to these technologies of distance Wilken's examination underscores both the enduring importance of ideas of place and community in the present age and the urgent need to continue to engage with think about and reconfigure these twin ideas

Code Andrea Gleiniger, Georg Vrachliotis, 2012-12-13 The process of coding is a systematic experimentation with signs symbols and the construction of larger cultural meanings The fourth volume in the series Kontext Architektur examines the architectural historical and theoretical relevance of the concept of code from various perspectives The authors and editors start from the premise that this concept makes for new ways of translating architecture into language Thus the dominance of computer simulation makes it clear that the building is no longer merely a vehicle for signs but literally also their product The code has penetrated as it were from the exterior of the building into its interior into its structure We are dealing with both a socio cultural as well as with a mathematical and formal notion of code The goal of this book is thus to arrive at a critical grasp of the contours of this vibrant conceptual tension between the cultural and the formal the outside and the inside while also formulating questions for further exploration that are relevant for architecture

Architectural Intelligence Molly Wright Steenson, 2022-11-01 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

IAAC Bits 10 - Learning Cities Areti Markopoulou, 2023-06-20 The digital intelligence that is inevitably starting

to penetrate every aspect of our previously analogue systems of living working or social interacting calls for new models of designing our city and opens new territories of experimentation in the processes related to urban design While the idea of intelligent machines that simulate cognitive functions such as learning or problem solving is not new its extensive use in recent years in the urban design discipline opens up a series of new possibilities as well as plenty of cultural ethical or even aesthetic hesitations and risks How do our cities learn Can machines design and what Is crowd intelligence appropriately harvested in our evolutionary and generative design processes And has our current big data analysis approach reached the limit of human and computational intelligence Learning Cities explores the intelligence applied in the processes and outcomes of designing our urban environments From a variety of applications of artificial intelligence and machine learning for urban planning to co creation processes that merge crowd intelligence with digital technologies Learning Cities highlights that intelligence in the built environment should be understood beyond human object or machinic intelligence alone Through a variety of contributions from experts in different fields the current IAAC Bits Journal Issue explores novel collective intelligence design processes in which designers users the built environment and digital codes all play a fundamental role in a unique resonance that takes place among them With Contributions of Areti Markopoulou Manuel Gausa Jordi Vivaldi Benjamin Bratton John Frazer Molly Wright Steenson Stanislas Chaillou Sarah Williams Theodora Vardouli Neil Leach Angelos Chronis Jos S nchez Mathilde Marengo Aldo Sollazzo Aleksandra Sojka Matias del Campo Chiara Farinea Rodrigo Delso Sandra Maninger Javier Argota Cobus Bothma and others Frankenstein's Legacy: Four Conversations about Artificial Intelligence, Machine Learning, and the Modern World Brad King, 2017-10-31 Mary Shelley s novel Frankenstein or The Modern Prometheus was first published two hundred years ago on March 11 1818 Shelley s novel warns of the possible sacrifices for knowledge and hints toward the costs to man and society how new knowledge can redefine human existence and experience These themes of Frankenstein have been reinterpreted and applied to debates regarding atomic weapons nuclear energy cloning bioengineering robotics and artificial intelligence AI This collection brings together CMU scholars in the Arts Humanities and Sciences to consider the relevance of Shelley s novel today particularly how it helps frame the responsibility of investigators to consider the consequences of artificial intelligence and a technologically augmented human society **Builders of the Vision** Daniel Cardoso Llach, 2015-06-05 Builders of the Vision traces the intellectual history and contemporary practices of Computer Aided Design CAD and Numerical Control since the years following World War II until today Drawing from primary archival and ethnographic sources it identifies and documents the crucial ideas shaping digital design technologies since the first numerical control and CAD systems were developed under US Air Force research contracts at MIT between 1949 and 1970 the cybernetic theorization of design as a human machine endeavor the vision of computers as perfect slaves taking care of the drudgery of physical labor the techno social utopias of computers as vehicles of democracy and social change the entrepreneurial urge towards design and construction integration

and the managerial ideologies enabling today's transnational geographies of practice Examining the contrasting and often conflicting sensibilities that converge into CAD and BIM discourses globalism utopianism entrepreneurialism and architects' desires for aesthetic liberation Builders of the Vision shows that software systems and numerically controlled machines are not merely instruments or tools but rather versatile metaphors reconfiguring conceptions of design materiality work and what it means to be creative Crucially by revealing software systems as socio-technical infrastructures that mediate the production of our built environments author Daniel Cardoso Llach builds a strong case for the fields of architecture media and science and technology studies to critically engage with both the politics and the poetics of technology in design Builders of the Vision will be essential reading for scholars and practitioners across disciplines interested in the increasingly complex socio-technical systems that go into imagining and building of our artifacts buildings and cities

Computational Models in Architecture Nikola Marinčić, 2019-04-18 This scientific work focuses on computer-aided computational models in architecture The author initially investigates established computational models and then expands these with newer approaches to modeling In his research the author integrates approaches to analytical philosophy probability theory formal logic quantum physics abstract algebra computer-aided design computer graphics glossematics machine learning architecture and others For researchers in the fields of information technology and architecture

The New Media Reader Noah Wardrip-Fruin, Nick Montfort, 2003-02-14 A sourcebook of historical written texts video documentation and working programs that form the foundation of new media This reader collects the texts videos and computer programs many of them now almost impossible to find that chronicle the history and form the foundation of the still emerging field of new media General introductions by Janet Murray and Lev Manovich along with short introductions to each of the texts place the works in their historical context and explain their significance The texts were originally published between World War II when digital computing cybernetic feedback and early notions of hypertext and the Internet first appeared and the emergence of the World Wide Web when they entered the mainstream of public life The texts are by computer scientists artists architects literary writers interface designers cultural critics and individuals working across disciplines The contributors include chronologically Jorge Luis Borges Vannevar Bush Alan Turing Ivan Sutherland William S Burroughs Ted Nelson Italo Calvino Marshall McLuhan Jean Baudrillard Nicholas Negroponte Alan Kay Bill Viola Sherry Turkle Richard Stallman Brenda Laurel Langdon Winner Robert Coover and Tim Berners-Lee The CD accompanying the book contains examples of early games digital art independent literary efforts software created at universities and home computer commercial software Also on the CD is digitized video documenting new media programs and artwork for which no operational version exists One example is a video record of Douglas Engelbart's first presentation of the mouse word processor hyperlink computer-supported cooperative work video conferencing and the dividing up of the screen we now call non-overlapping windows another is documentation of Lynn Herschman's Lorna the first interactive video art installation

Handbook of Signal Processing

Systems Shuvra S. Bhattacharyya, Ed F. Deprettere, Rainer Leupers, Jarmo Takala, 2013-06-20 Handbook of Signal Processing Systems is organized in three parts The first part motivates representative applications that drive and apply state of the art methods for design and implementation of signal processing systems the second part discusses architectures for implementing these applications the third part focuses on compilers and simulation tools describes models of computation and their associated design tools and methodologies This handbook is an essential tool for professionals in many fields and researchers of all levels

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