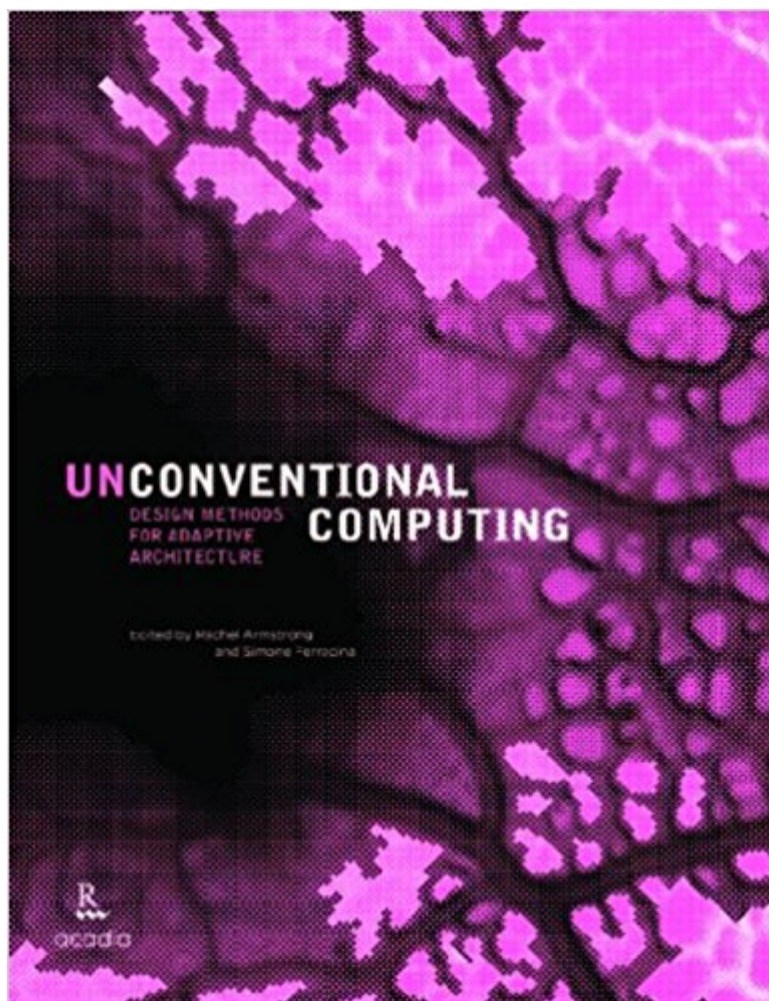The book was found

Unconventional Computing: Design Methods For Adaptive Architecture

Synopsis

Unconventional Computing: Design Methods for Adaptive Architecture is an exploration of the emerging terrain of negotiated acts of co-design between humans, nonhumans and matter, where spatial programs are regarded as acts of persuasion, cooperation and symbiosis. These acts of design and production are not at odds with nature but are seamlessly entwined with its processes. Unconventional computing offers a platform where information and matter are coupled. Rather than being an afterthought to geometry in the design process, materials can participate directly in design solutions. The book aims to expand tools and approaches for responsive and adaptable methods of architectural design and production. Contributors from the fields of science, design and computation suggest that unconventional computing can be a synergetic practice that integrates established methods including parametrics, digital prototyping, landscape design and cybernetics. The convergence of these methods produce potent possibilities for emerging material practices.

Book Information

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Customer Reviews

Rachel Armstrong is a Senior TED Fellow and Co-Director of AVATAR (Advanced Virtual and Technological Architectural Research) at University of Greenwich, London. Simone Ferracina is an architectural designer with an interest in cybernetics and immersive environments.

Very interesting book.https://www..ca/gp/product/1926724240?*Version*=1&*entries*=0

Unconventional Computing: Design Methods for Adaptive Architecture IntAR, Interventions Adaptive Reuse, Volume 03; Adaptive Reuse in Emerging Economies Programmed Inequality: How Britain Discarded Women Technologists and Lost Its Edge in Computing (History of Computing) Biomedical Statistics with Computing (Medical Computing Series) inside: Architecture and Design: A guide to the practice of architecture (what they don't teach you in architecture school) Graphic Design Success: Over 100 Tips for Beginners in Graphic Design: Graphic Design Basics for Beginners, Save Time and Jump Start Your Success (graphic ... graphic design beginner, design skills) Sentient City: Ubiquitous Computing, Architecture, and the Future of Urban Space (MIT Press) Numerical Solution of Partial Differential Equations: Finite Difference Methods (Oxford Applied Mathematics and Computing Science Series) Subject To Change: Creating Great Products & Services for an Uncertain World: Adaptive Path on Design Adaptive Code: Agile coding with design patterns and SOLID principles (2nd Edition) (Developer Best Practices) Rendering in SketchUp: From Modeling to Presentation for Architecture, Landscape Architecture, and Interior Design Design of Enterprise Systems: Theory, Architecture, and Methods Landscape architecture design theory and methods: Modern, Postmodern & Post-postmodern, including Landscape Ecological Urbanism & Geodesign Case Study Research: Design and Methods (Applied Social Research Methods) Photonic Interconnects for Computing Systems: Understanding and Pushing Design Challenges (River Publishers Series in Optics and Photonics) African Fractals: Modern Computing and Indigenous Design Design, When Everybody Designs: An Introduction to Design for Social Innovation (Design Thinking, Design Theory) Computer Organization and Design MIPS Edition, Fifth Edition: The Hardware/Software Interface (The Morgan Kaufmann Series in Computer Architecture and Design) Self-Checking and Fault-Tolerant Digital Design (The Morgan Kaufmann Series in Computer Architecture and Design) Skew-Tolerant Circuit Design (The Morgan Kaufmann Series in Computer Architecture and Design)