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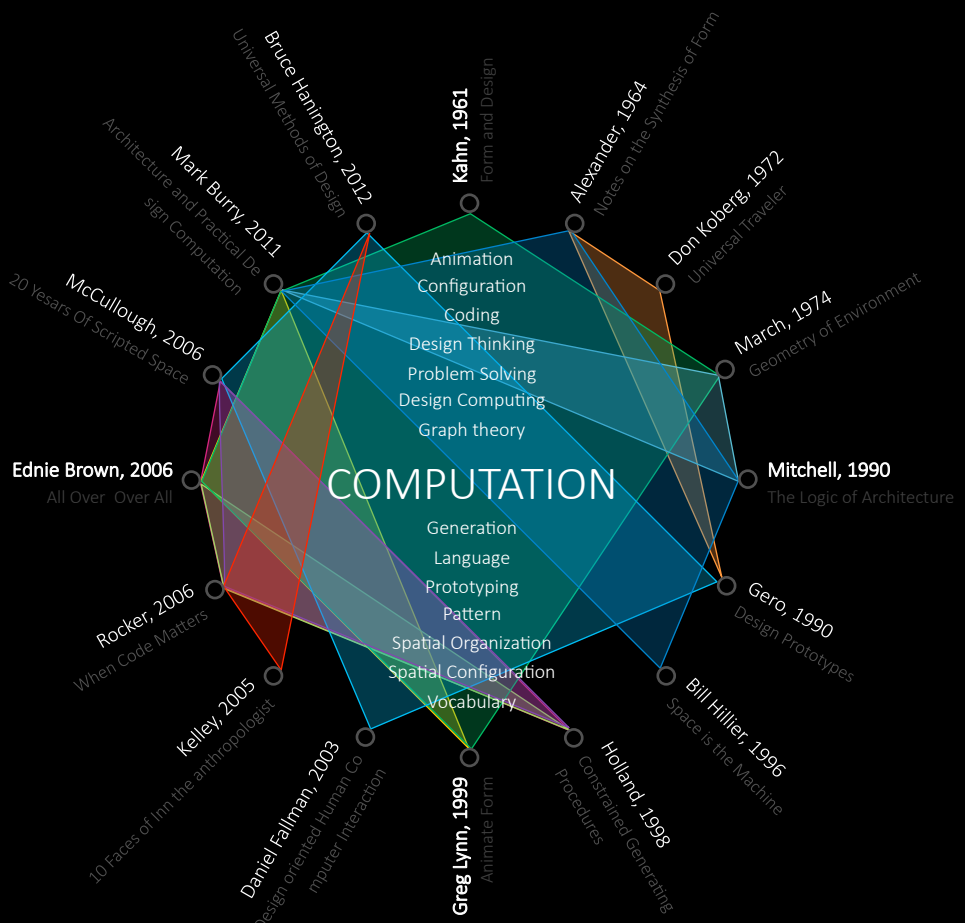

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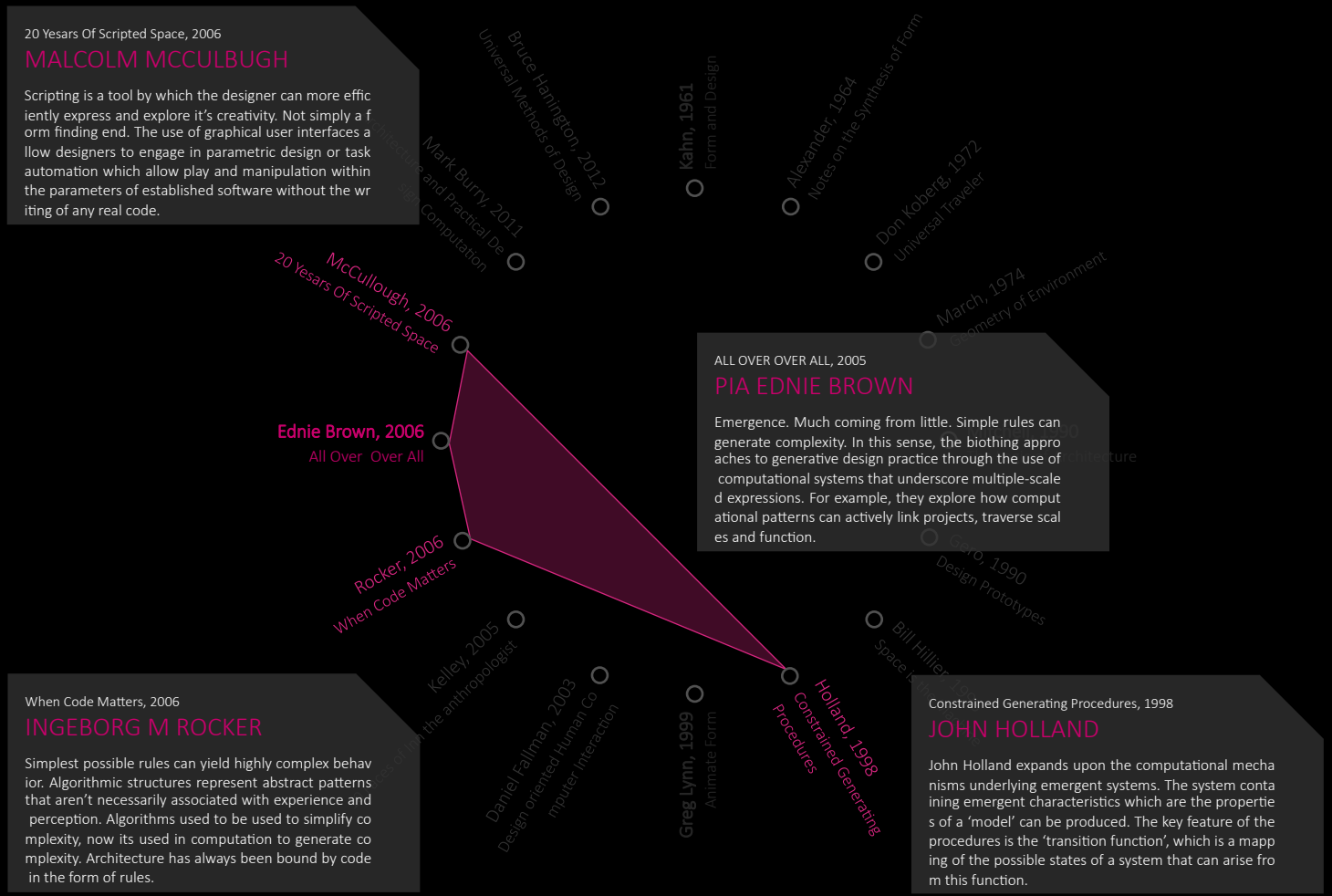

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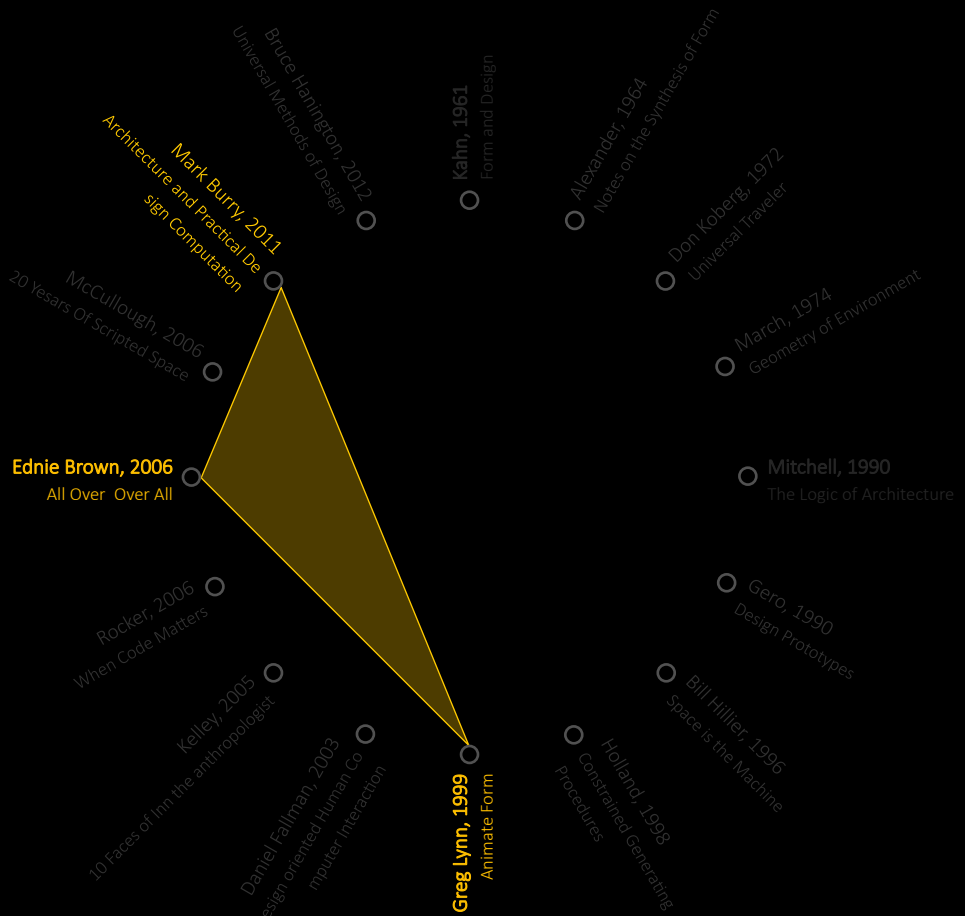

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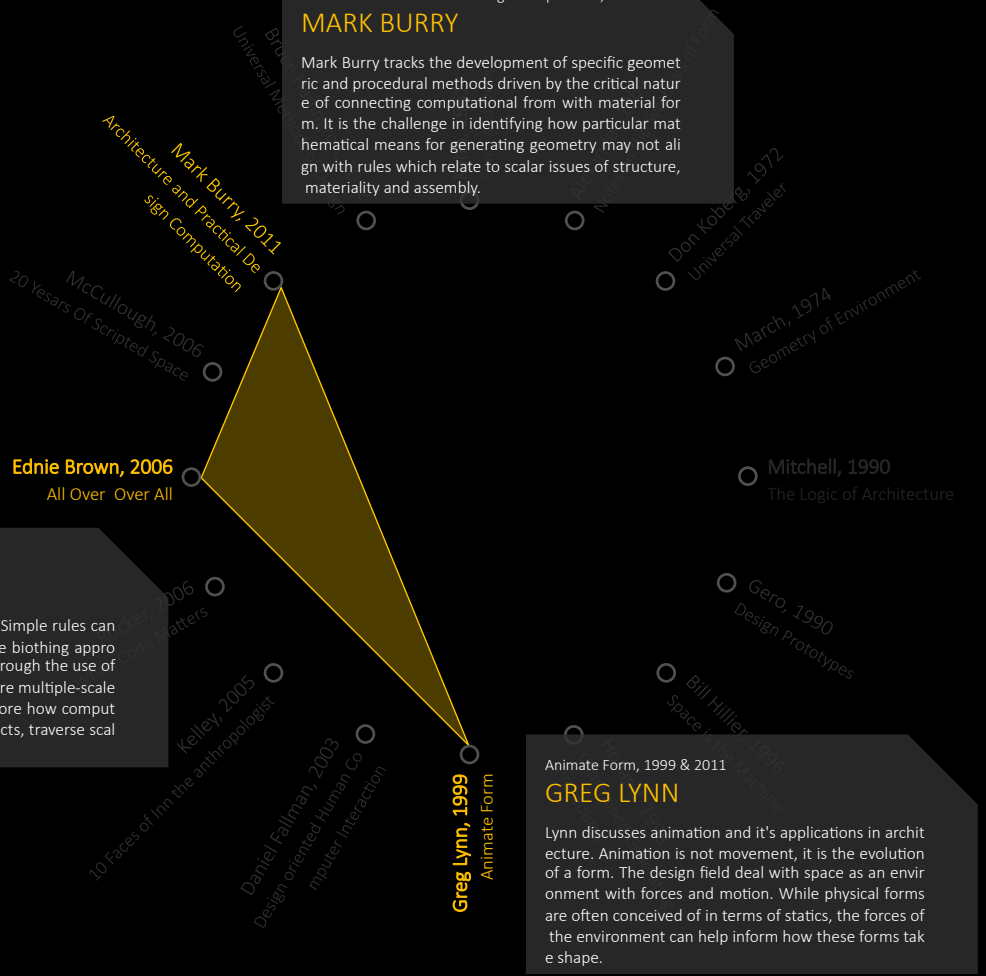

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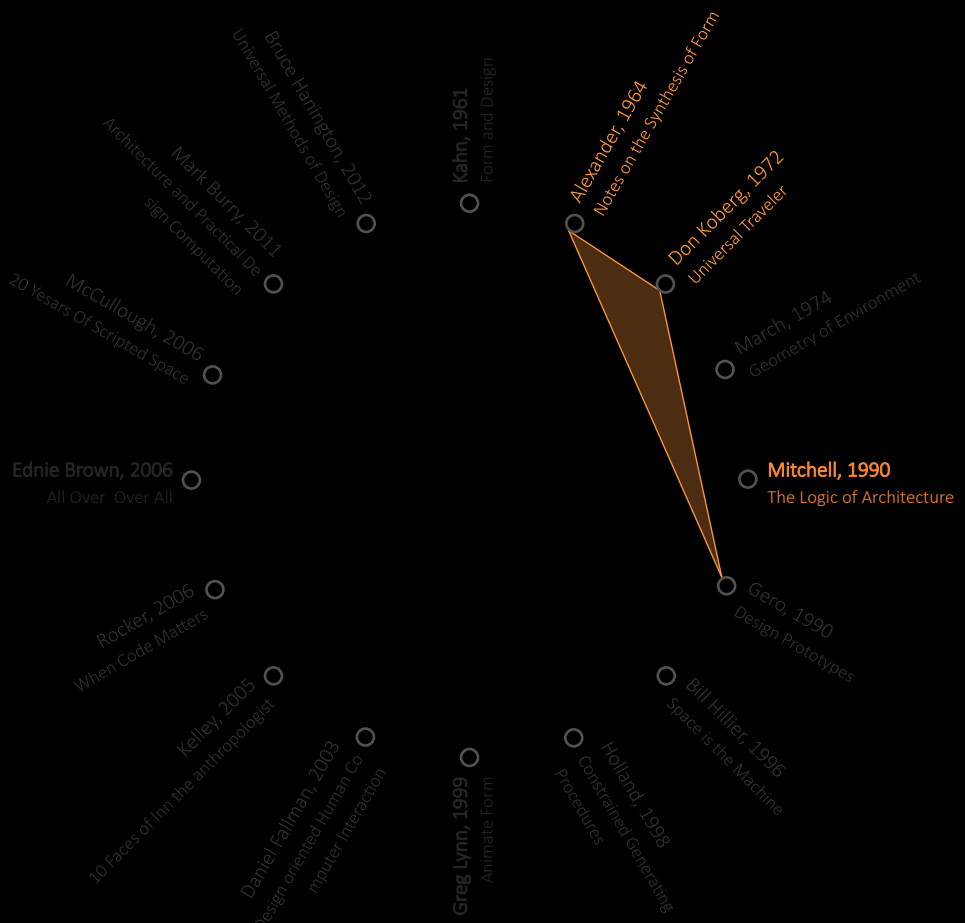

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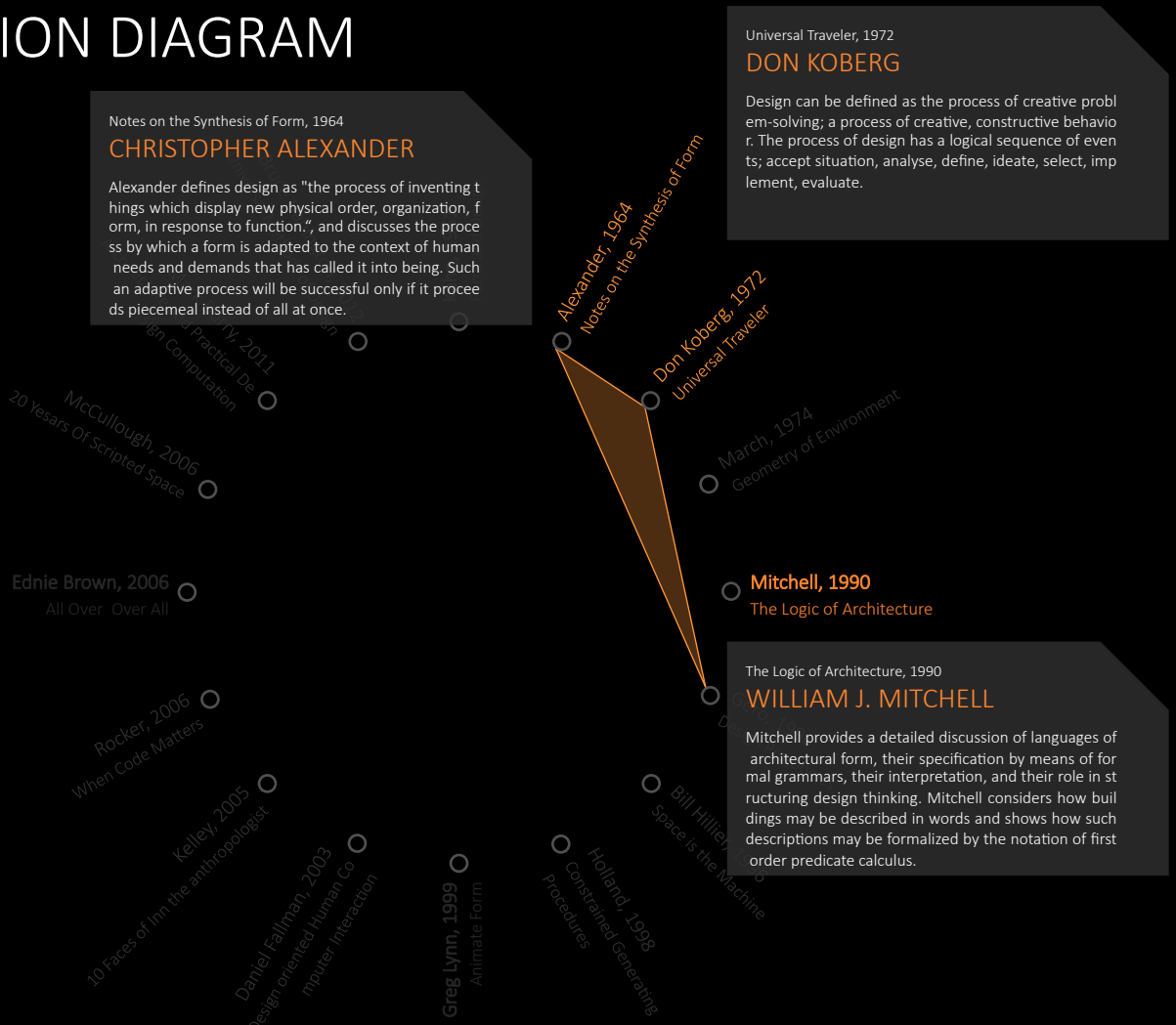

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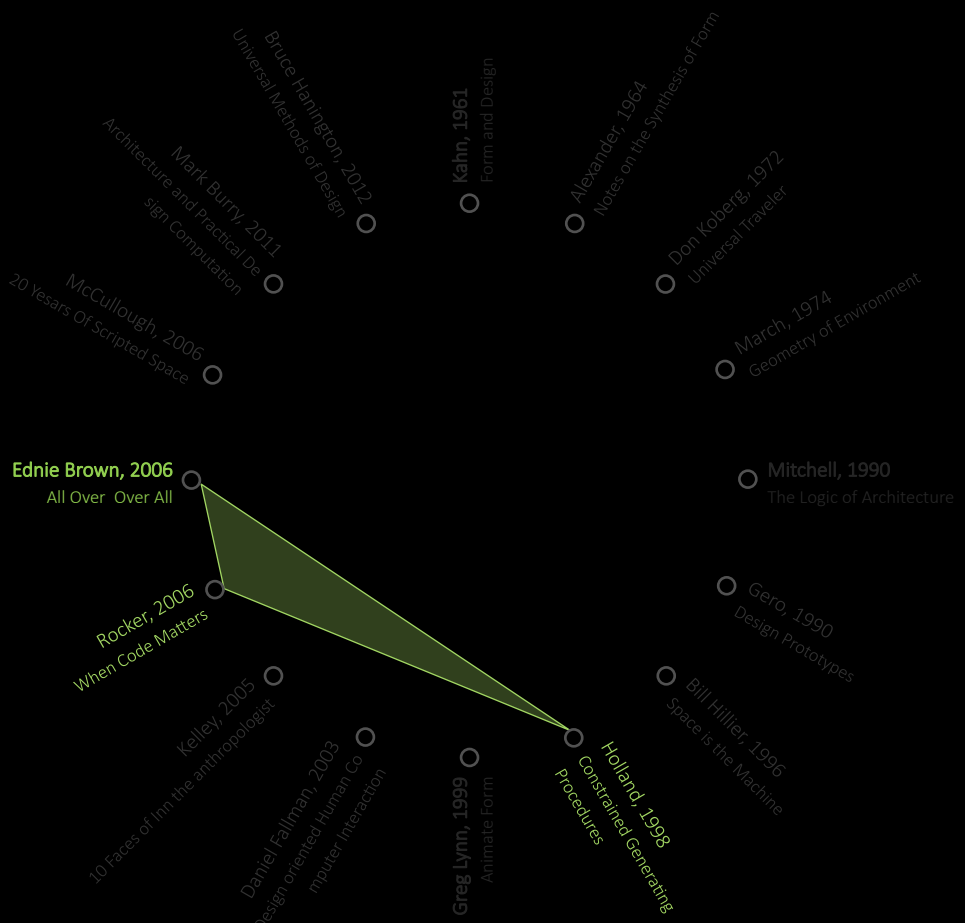

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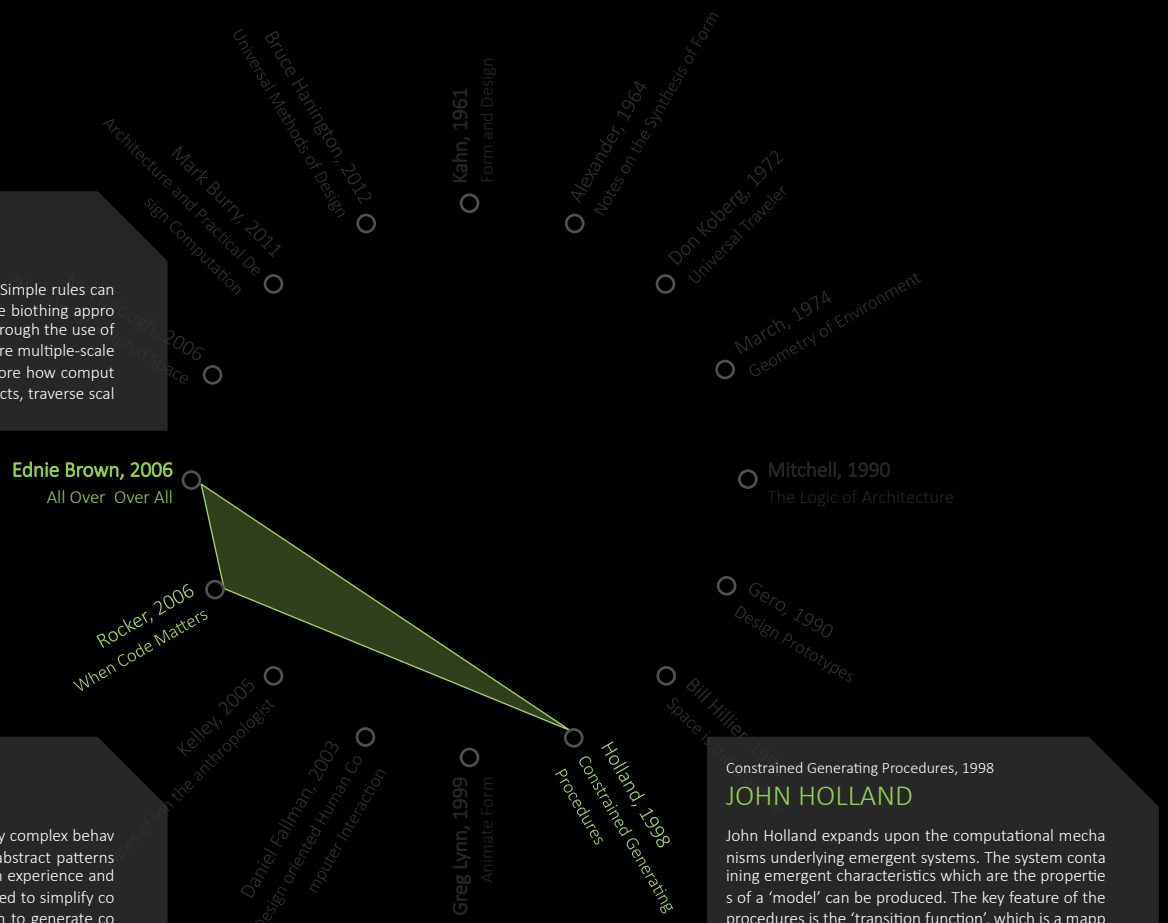

ALL OVER OVER ALL, 2005

PIA EDNIE BROWN

Emergence. Much coming from little. Simple rules can generate complexity. In this sense, the biothing appro aches to generative design practice through the use of computational systems that underscore multiple-scale d expressions. For example, they explore how comput ational patterns can actively link projects, traverse scal es and function.

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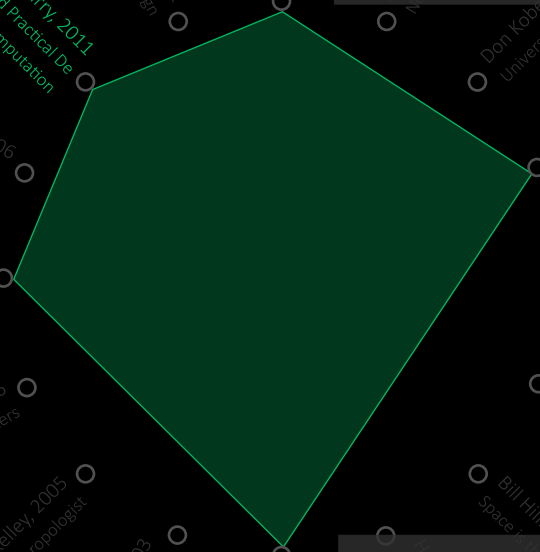

Form and Design, 1961

LOUIS KHAN

Kahn argues that particular buildings of the same type share an archetypal essence, or “form,” which is transc endent. “form” and “design” openly acknowledge the tension between the timeless aspects of architecture and the quotidian processes that frame the design an d construction of particular buildings.

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Geometry of Environment, 1974

LIONEL MARCH

It is an introduction to spatial organization in design. T his geometry consists of transformations that are relat ed with the idea of mapping. The first essential transfo rmation is one that does absolutely nothing, the identi ty transformation; object is left completely unaltered. When the prints of an object are taken, isometrics of t he original are produced.

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Animate Form, 1999 & 2011

GREG LYNN

Lynn discusses animation and it's applications in archit ecture. Animation is not movement, it is the evolution of a form. The design field deal with space as an envir onment with forces and motion. While physical forms are often conceived of in terms of statics, the forces of the environment can help inform how these forms tak e shape.

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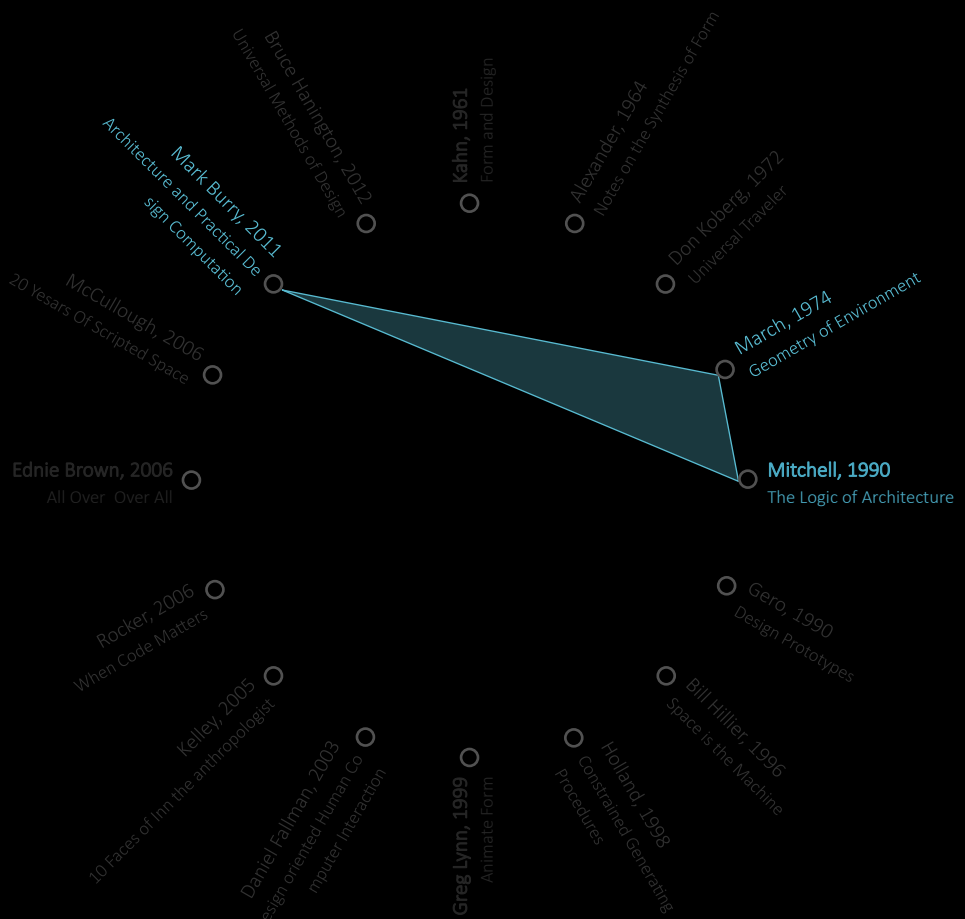

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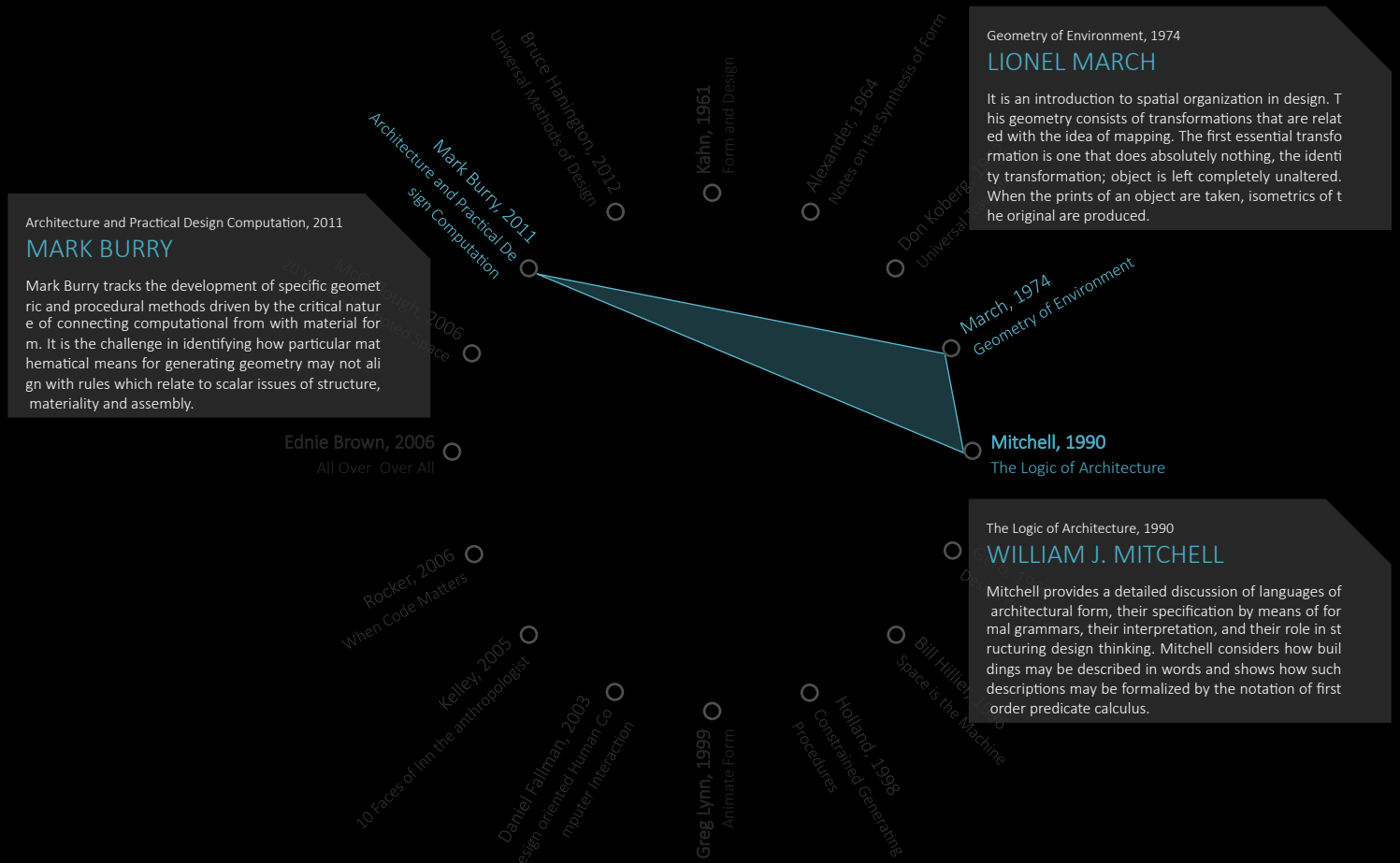

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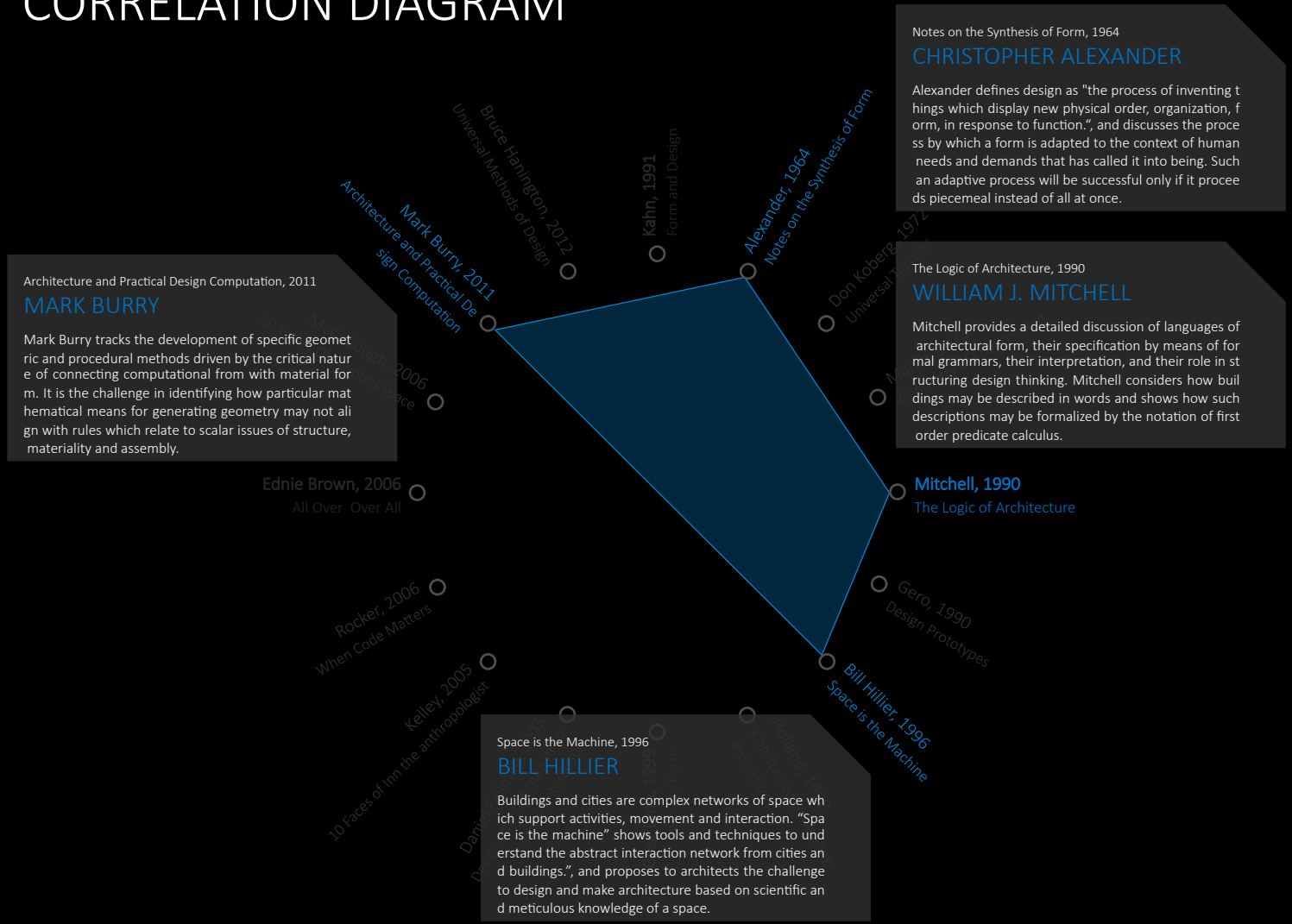

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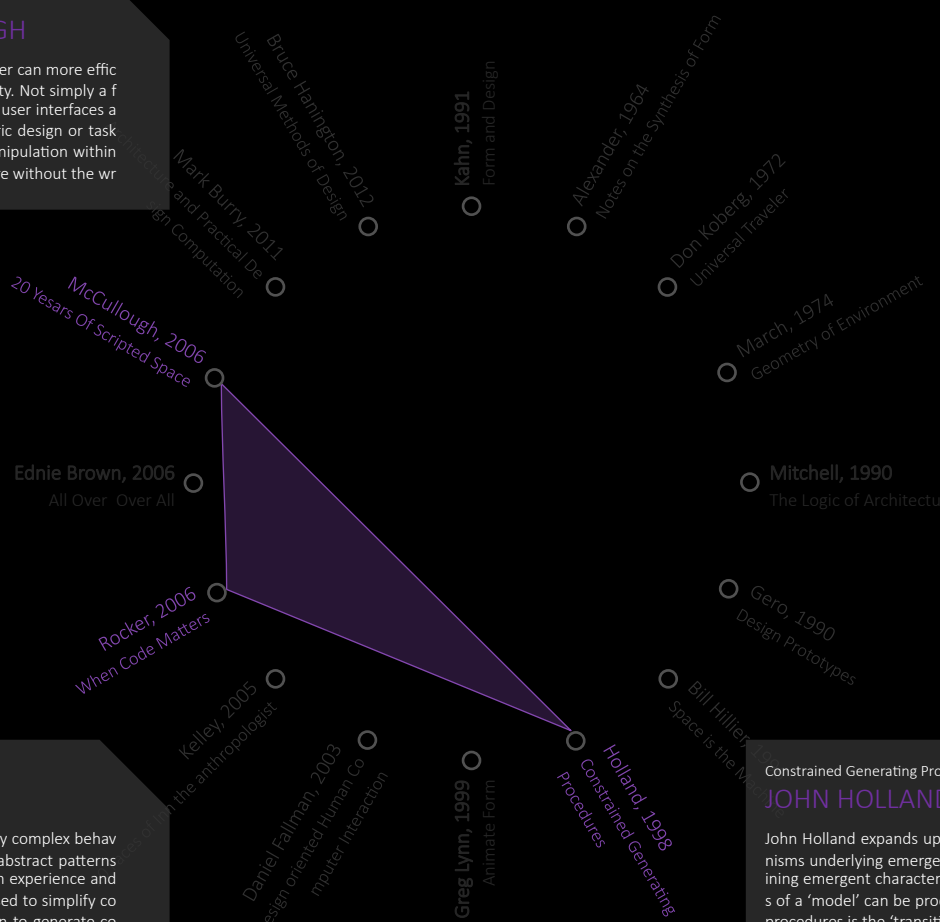

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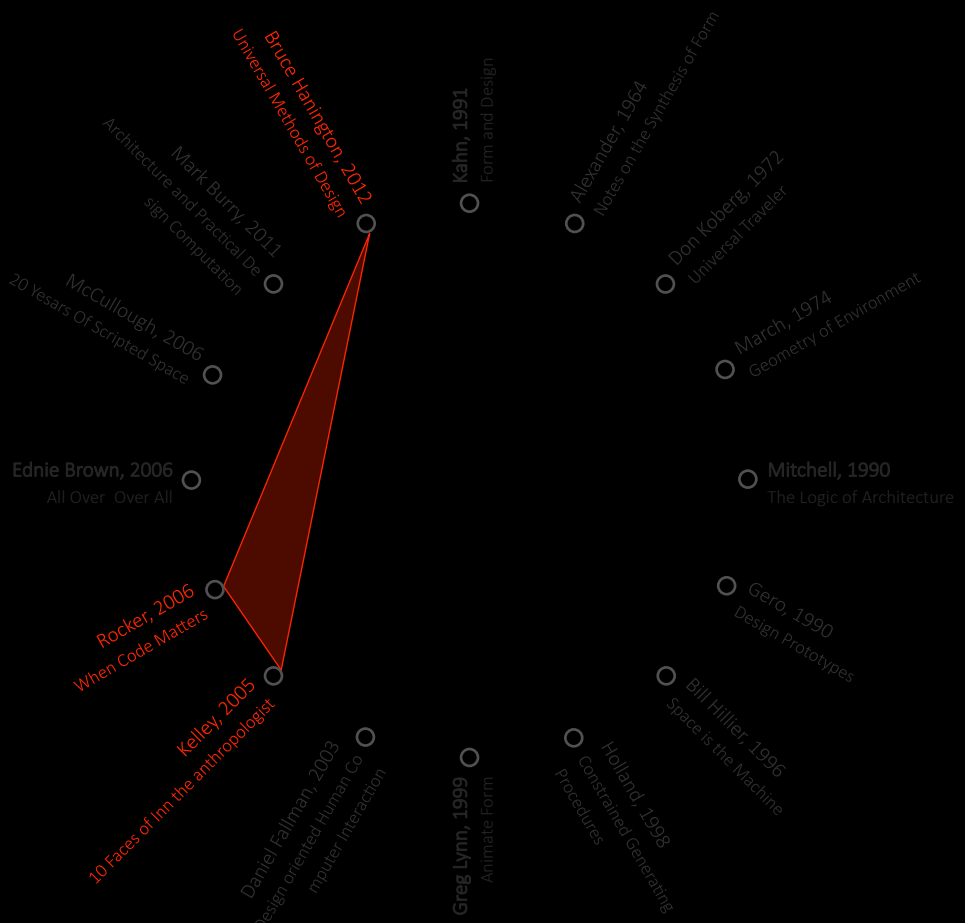

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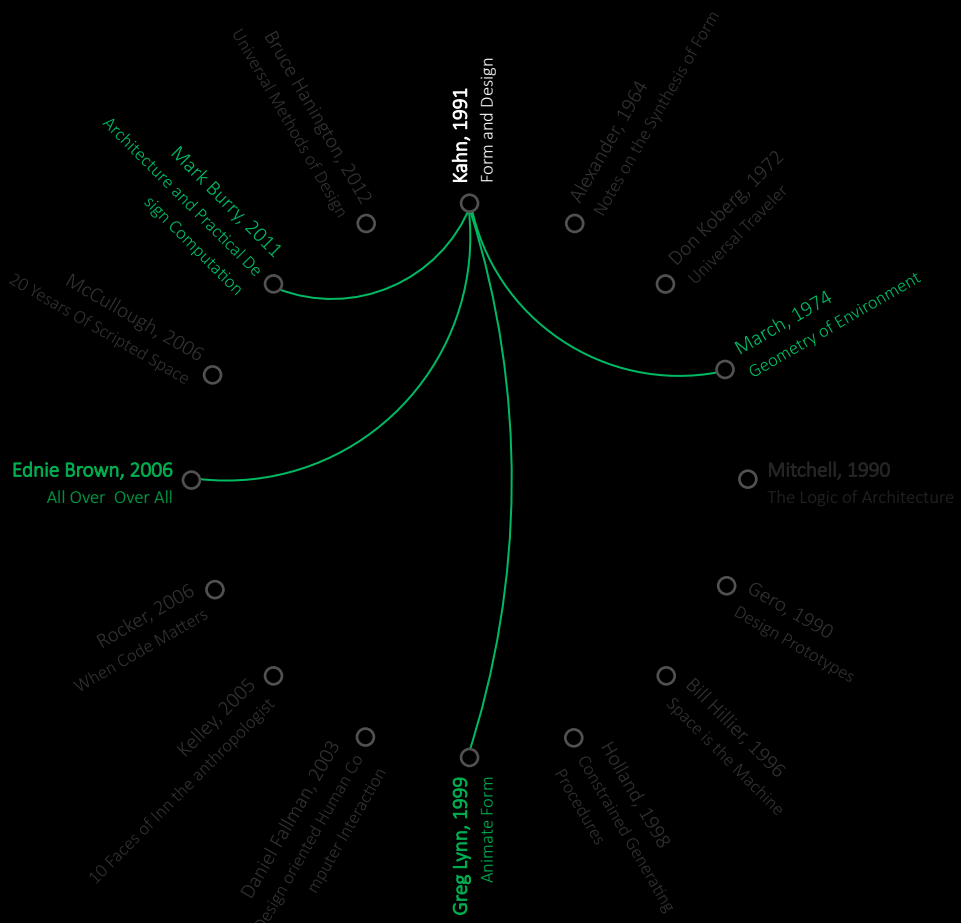

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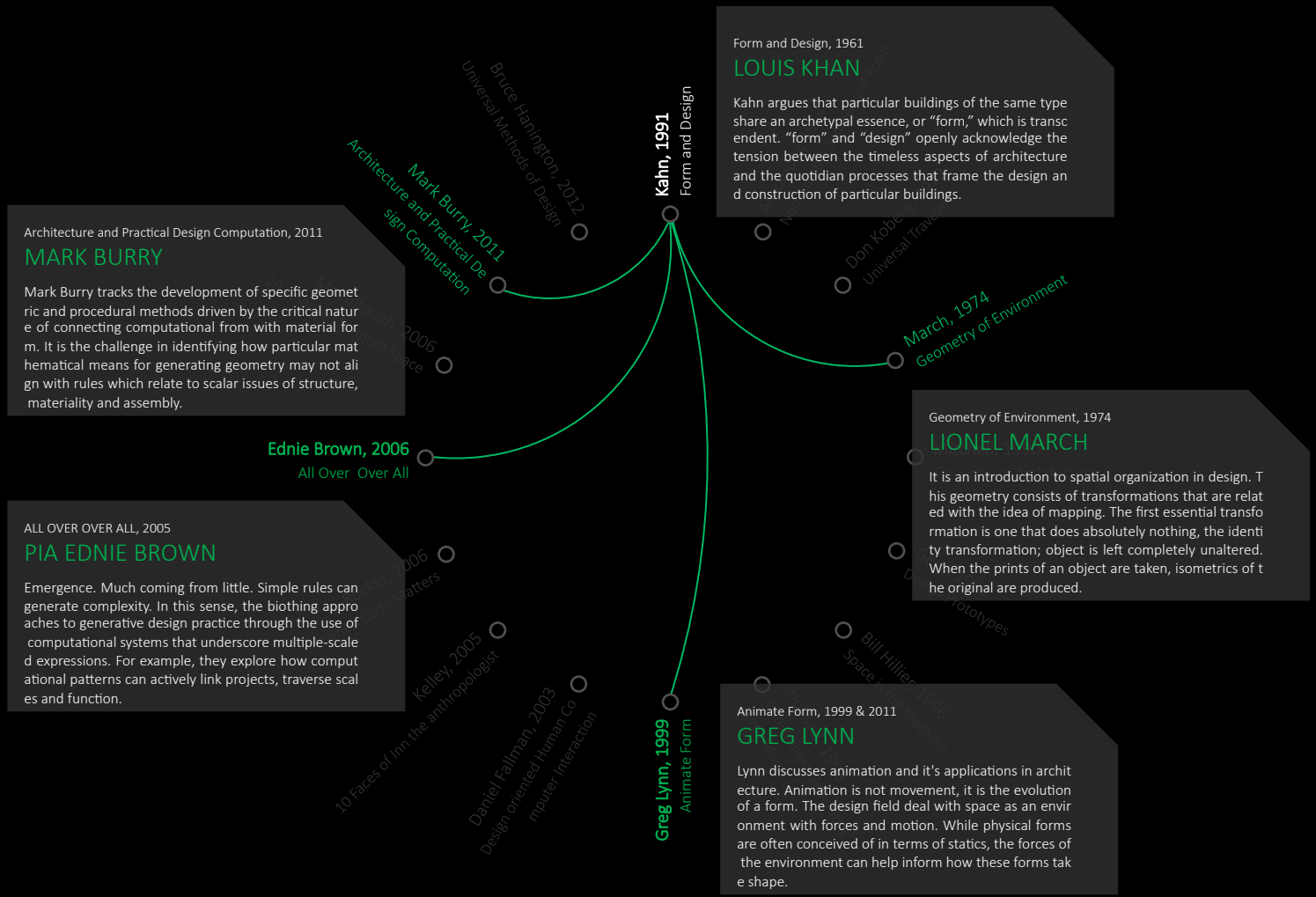

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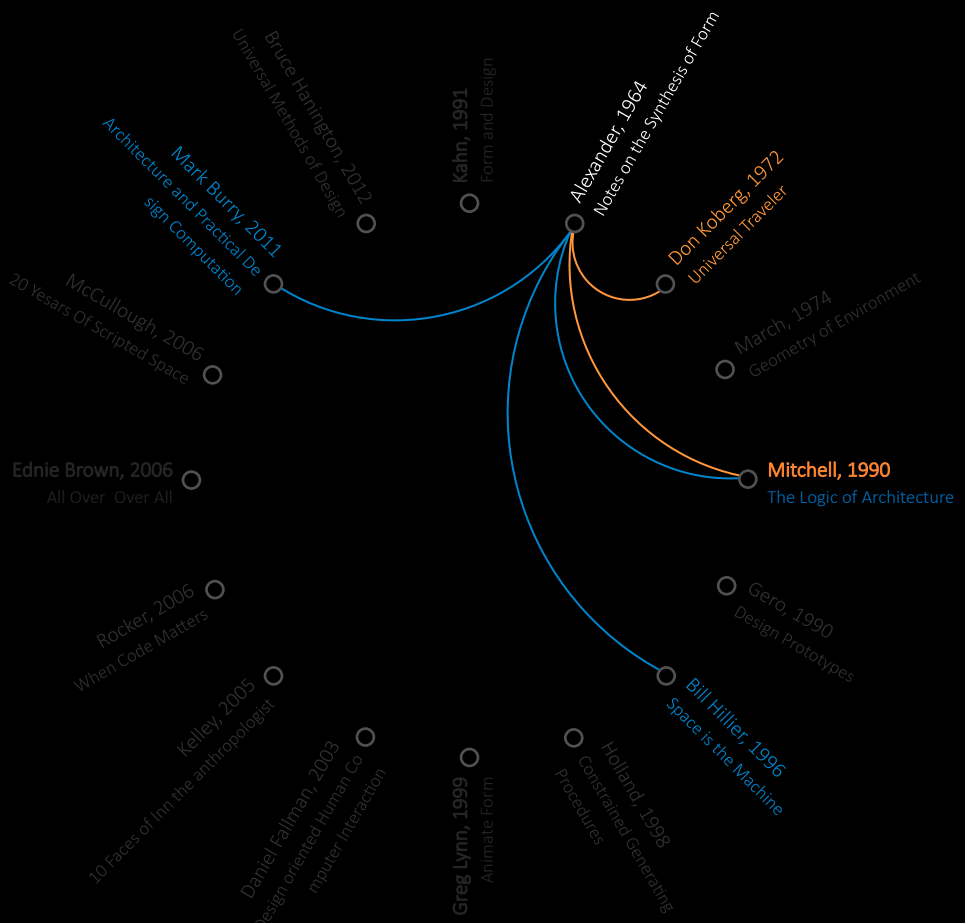

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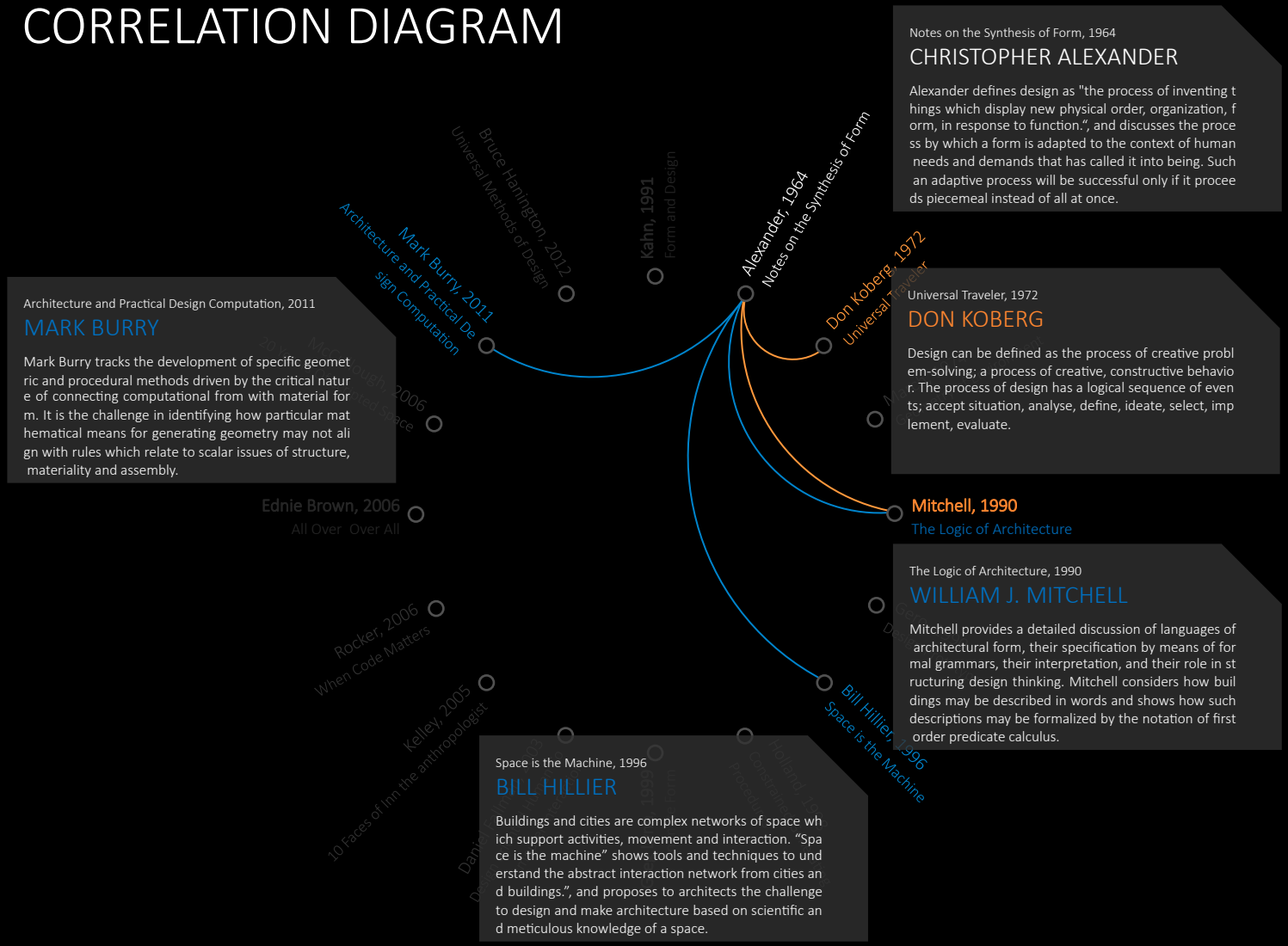

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Universal Traveler, 1972

DON KOBERG

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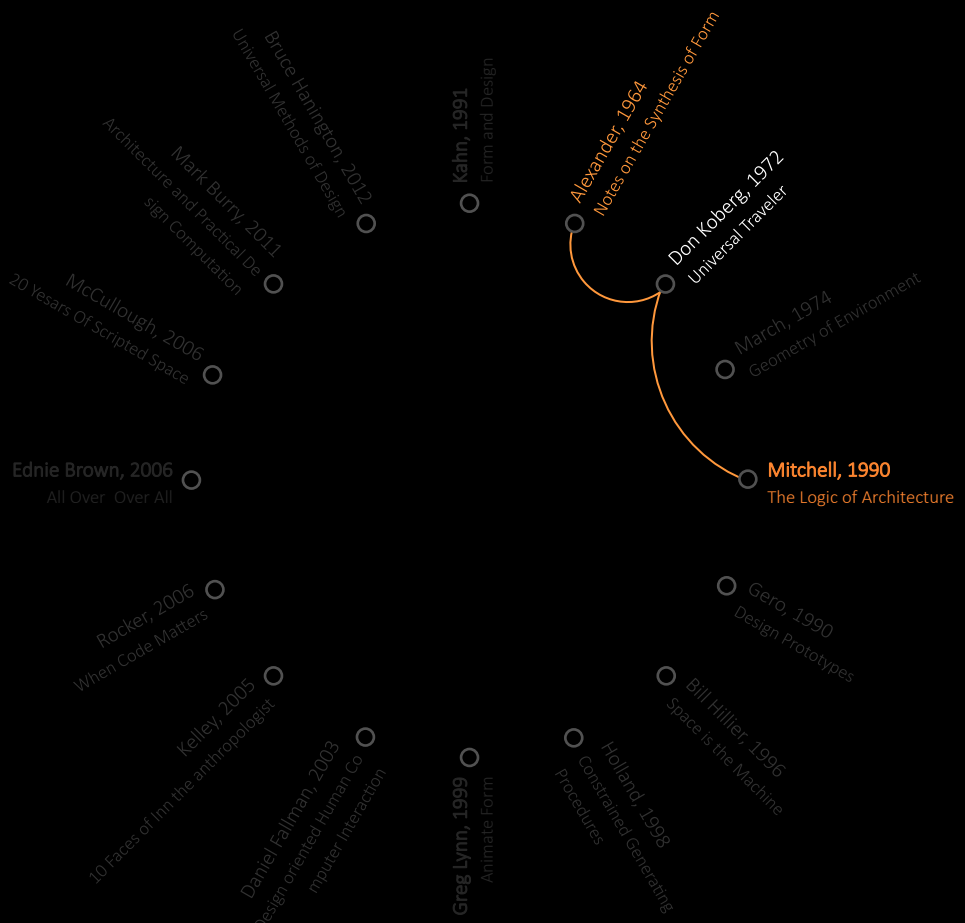

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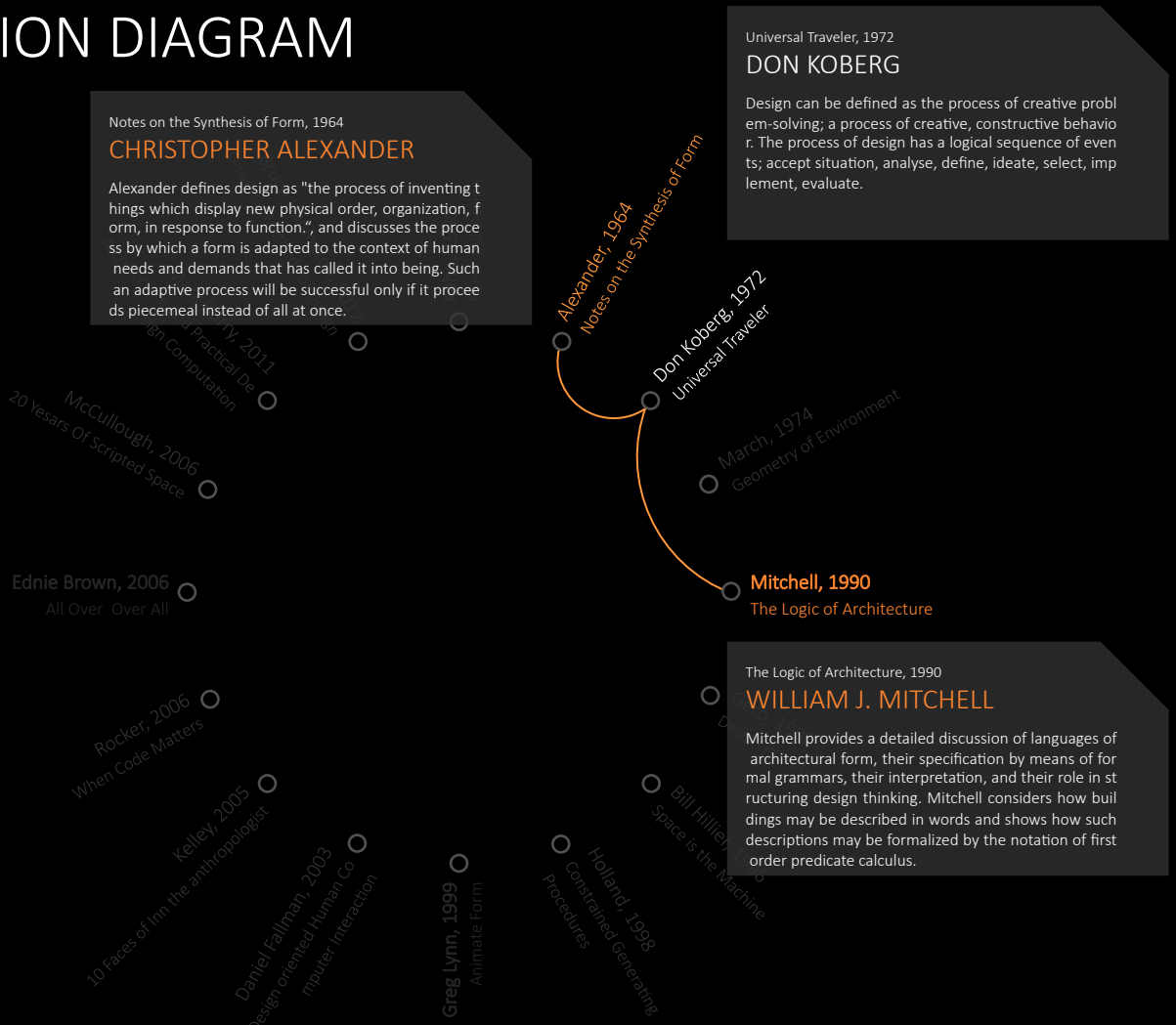

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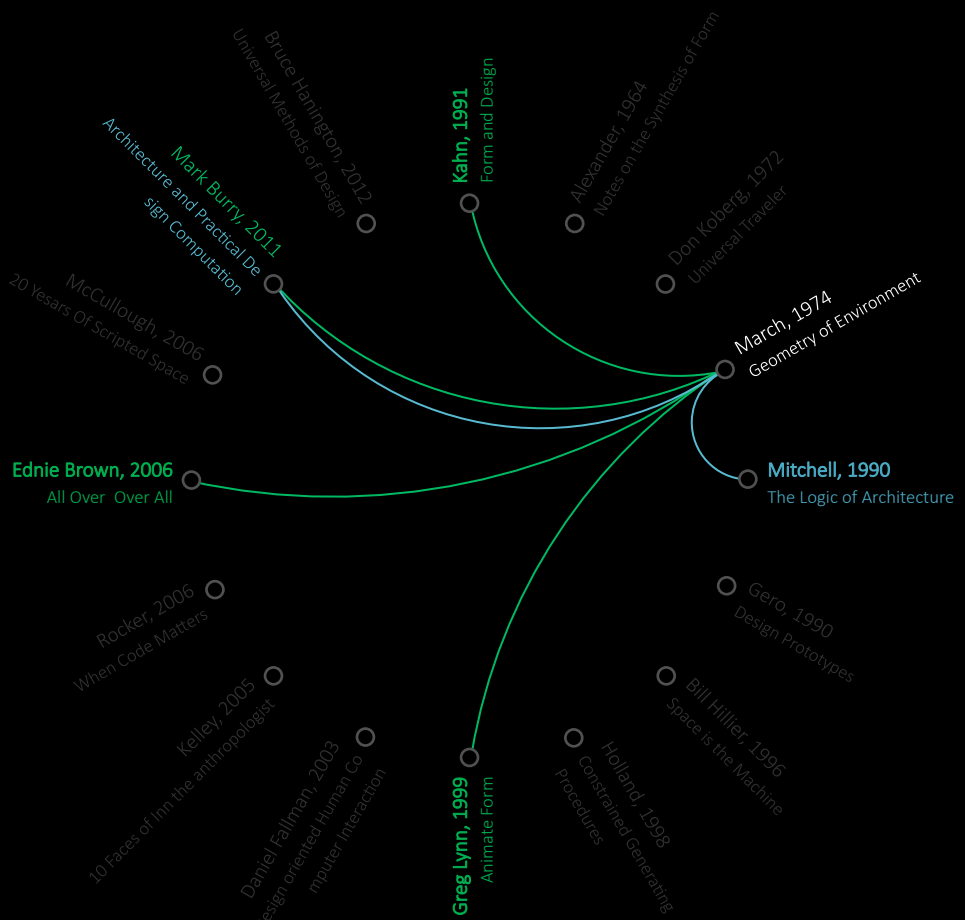

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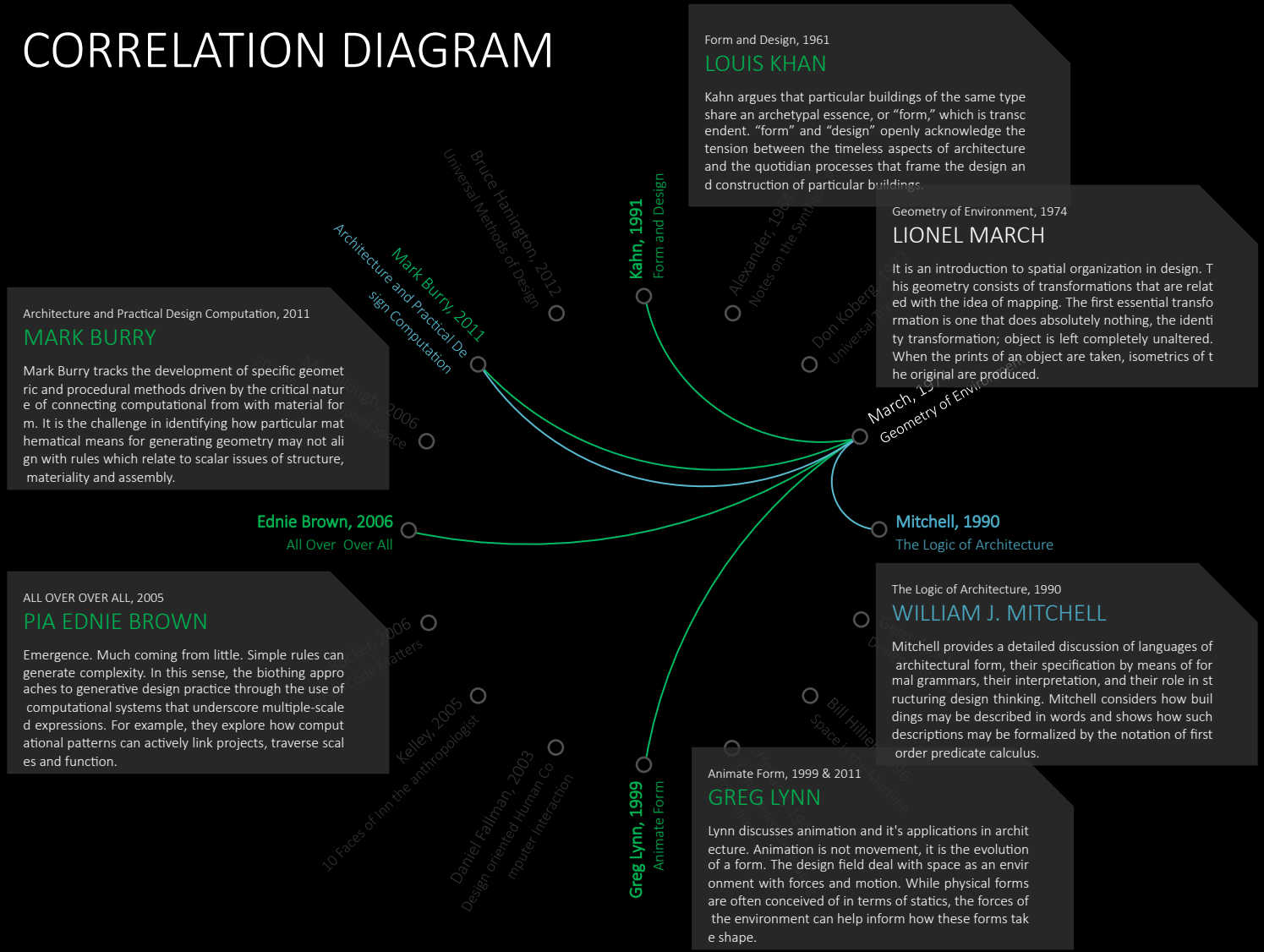

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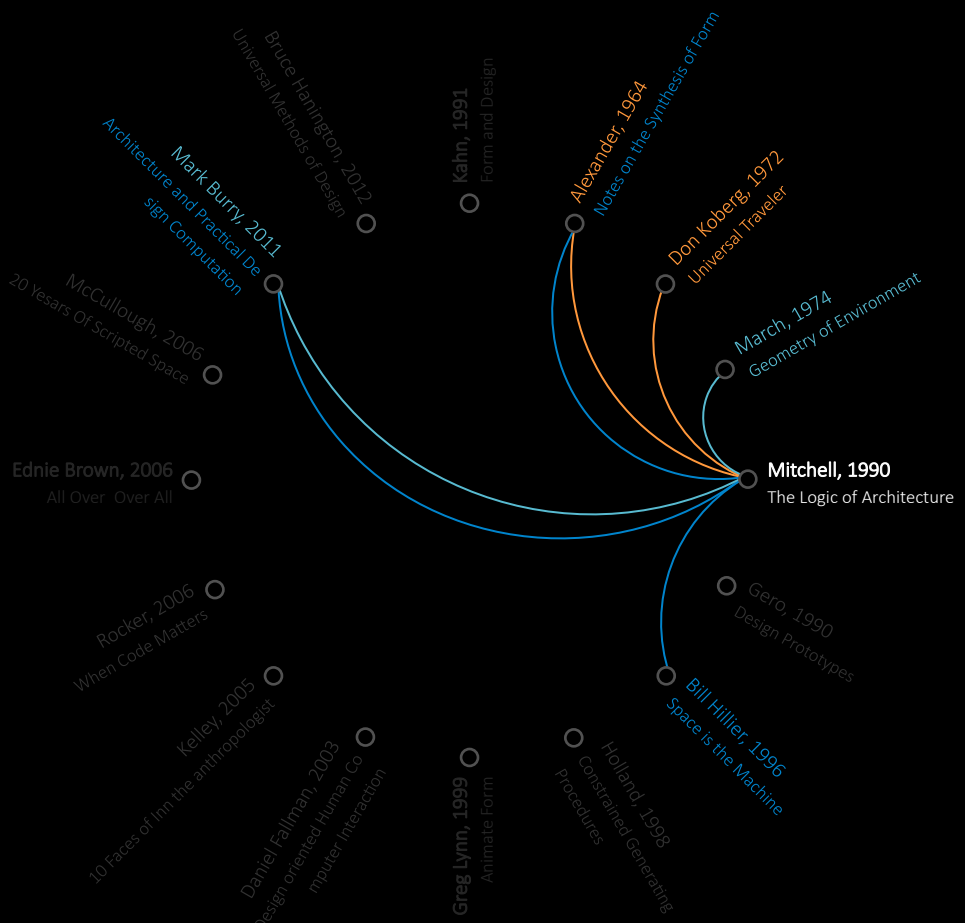

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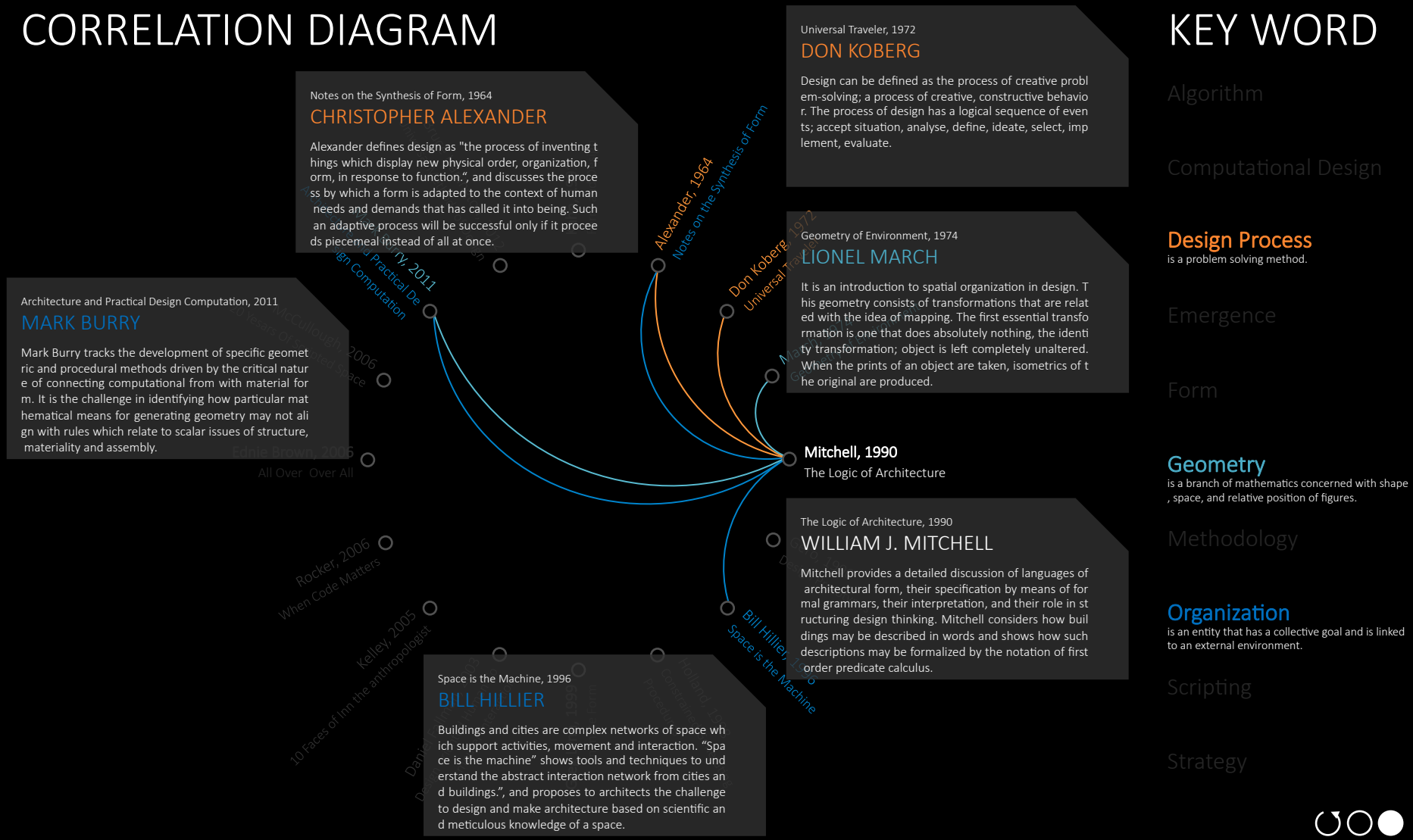

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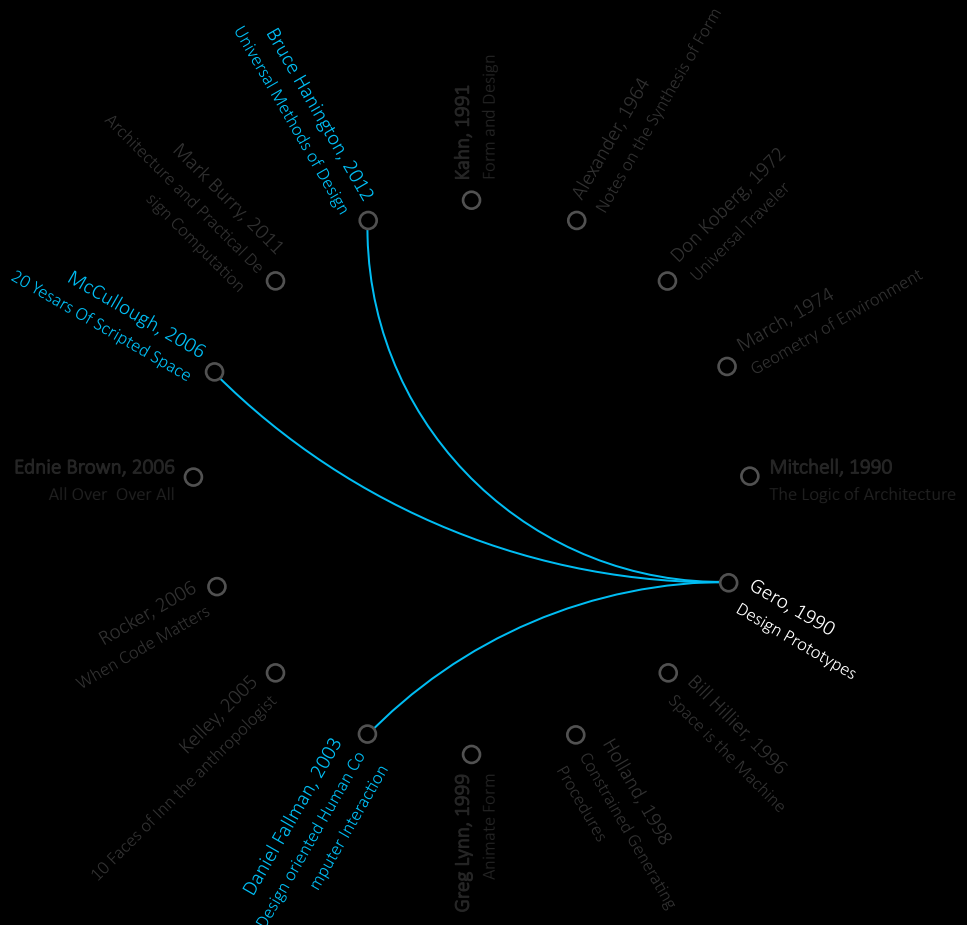

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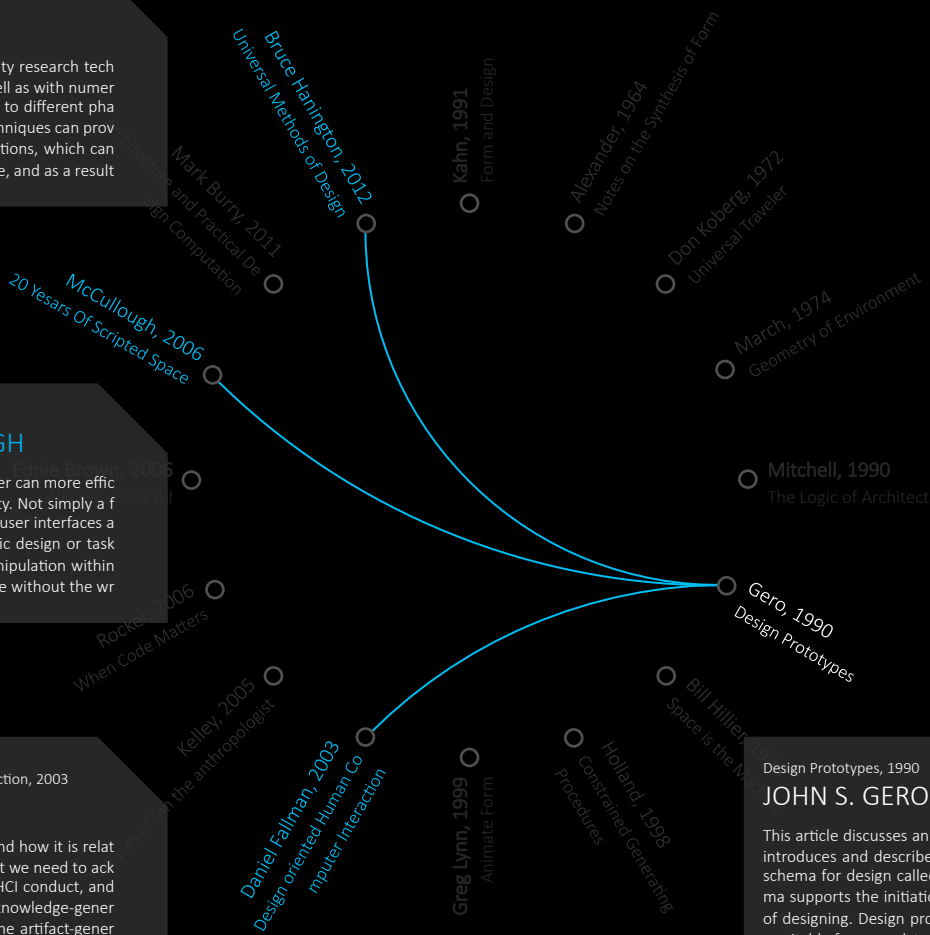

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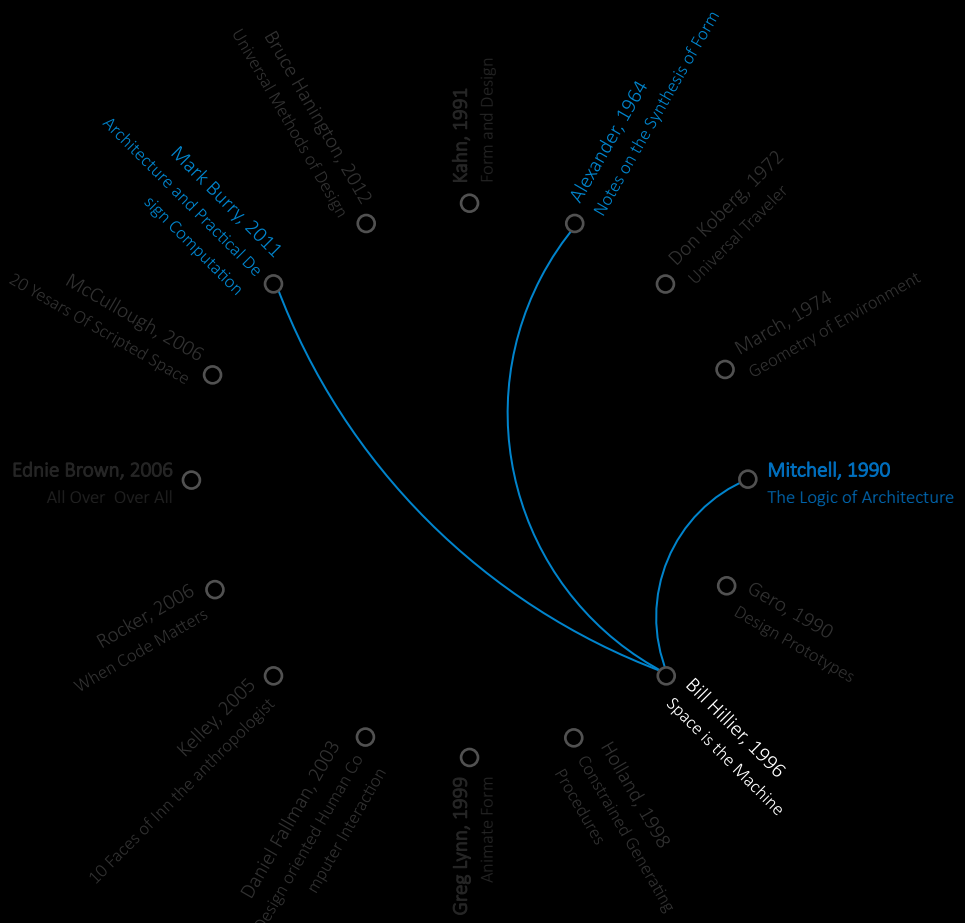

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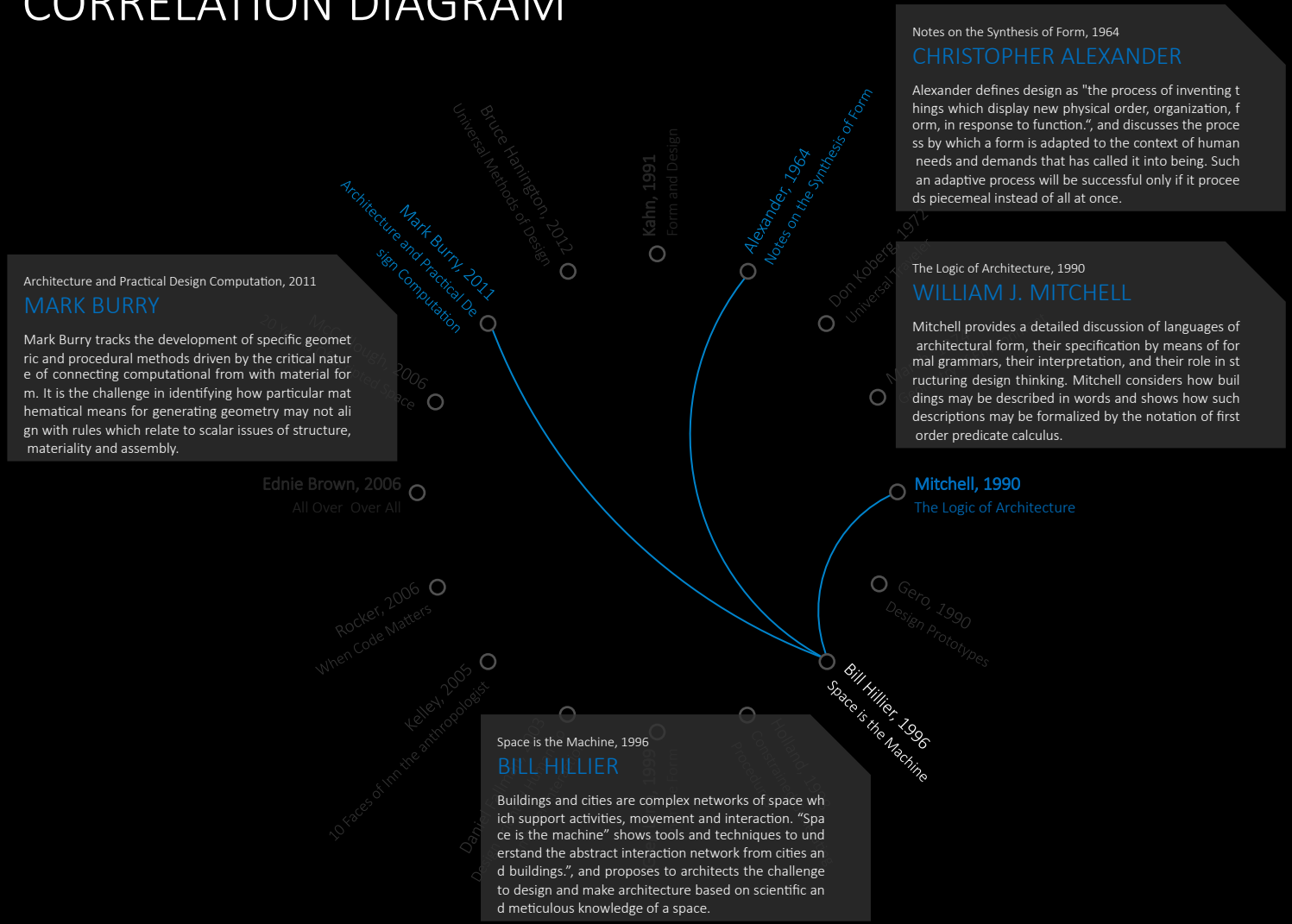

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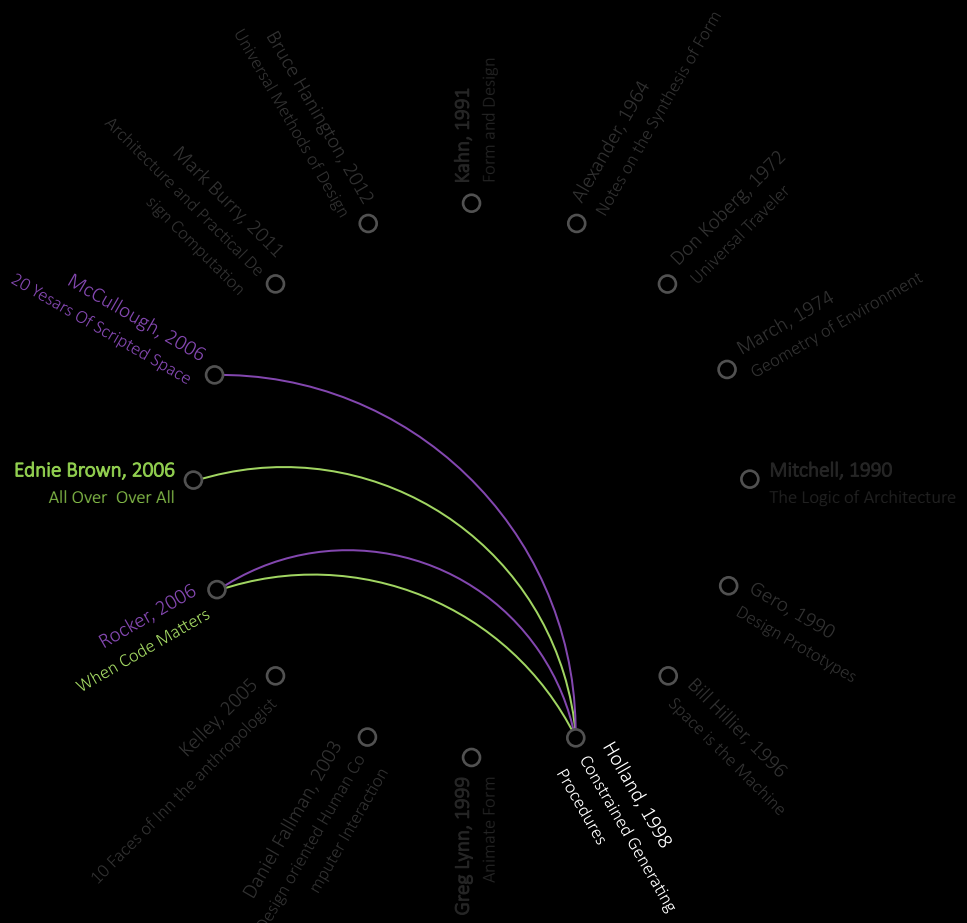

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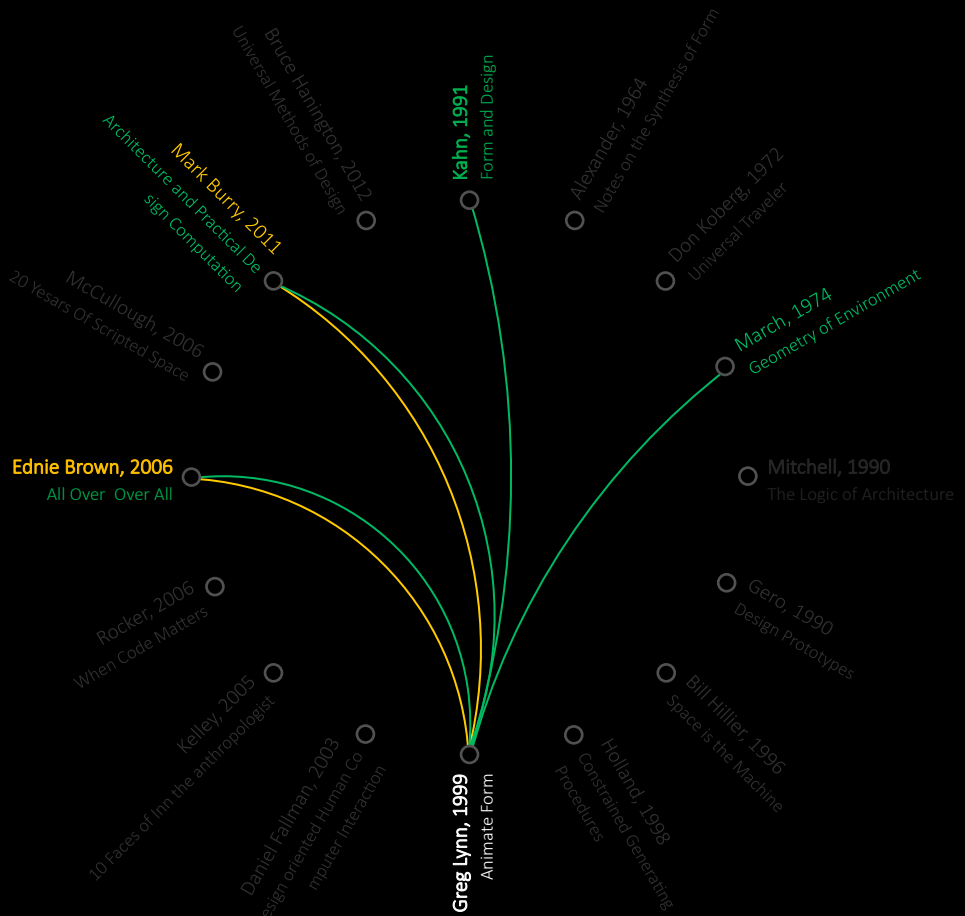

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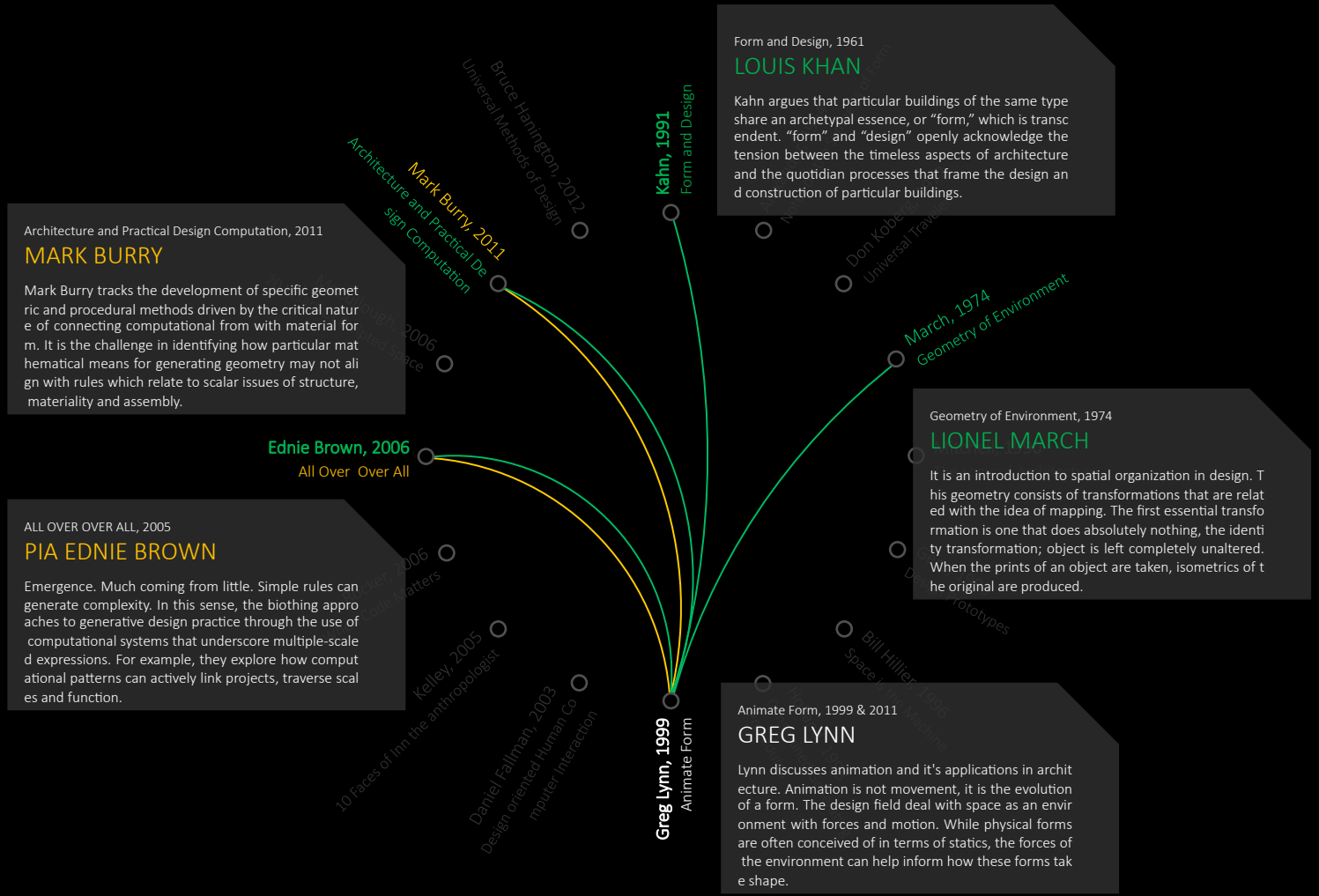

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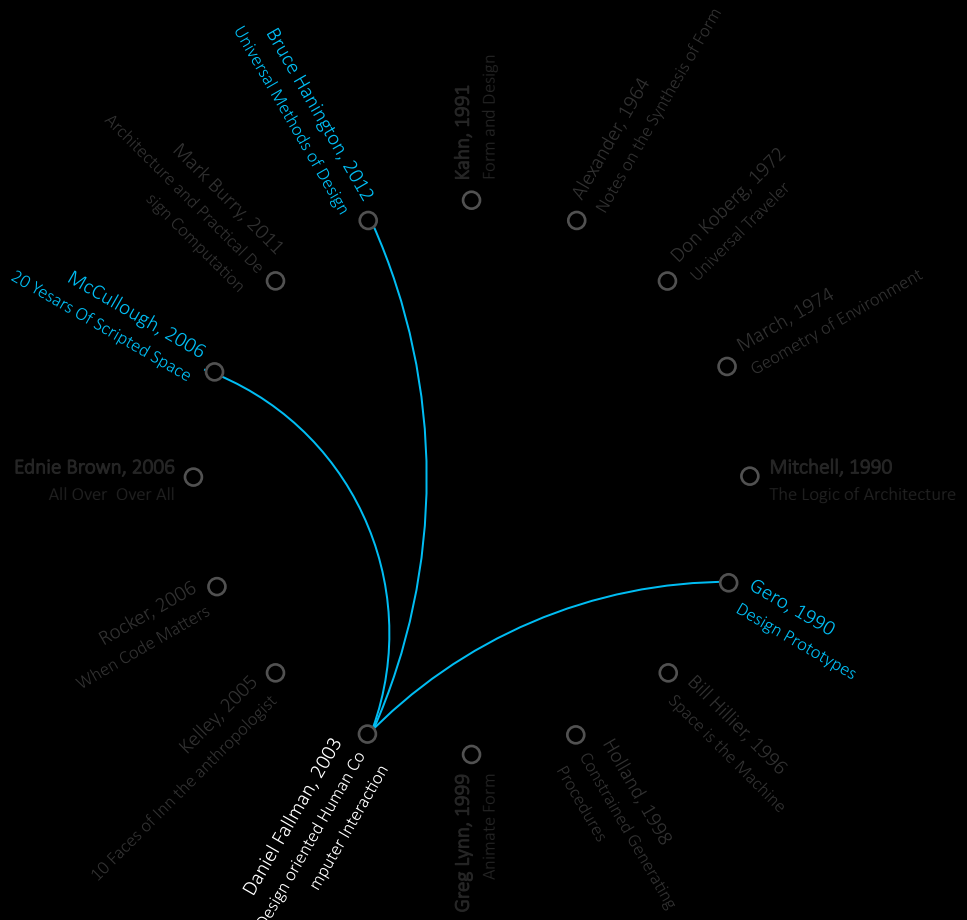

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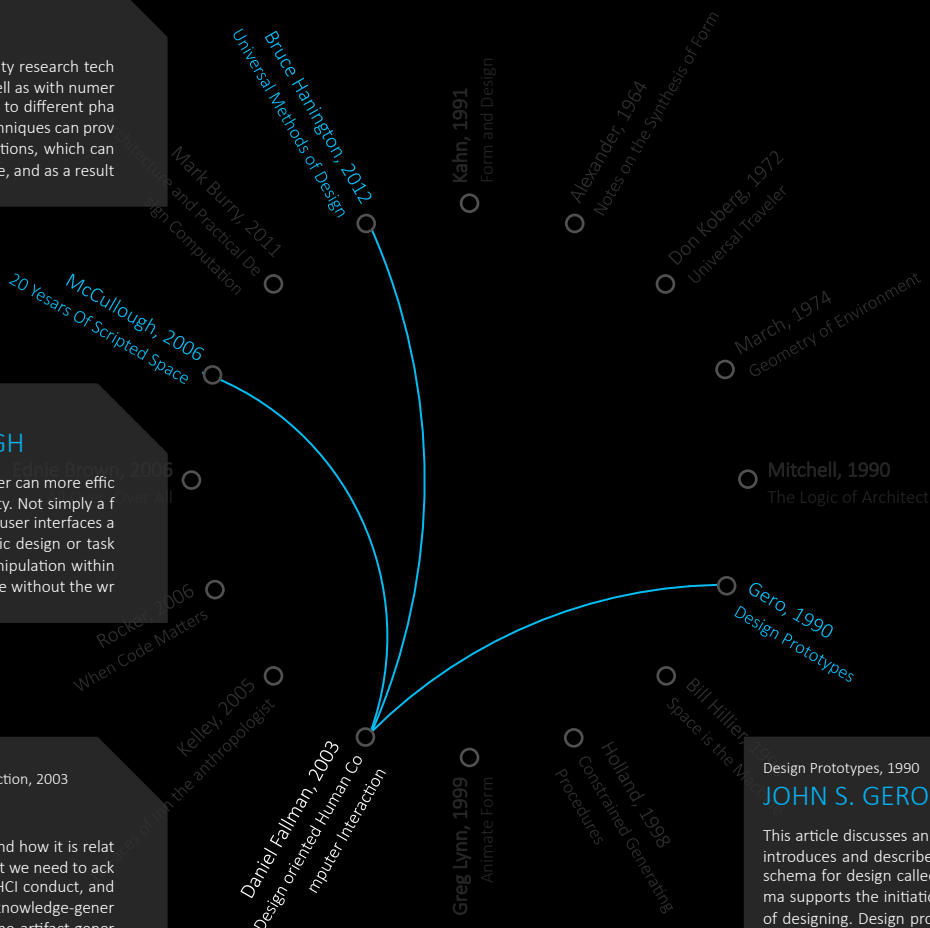

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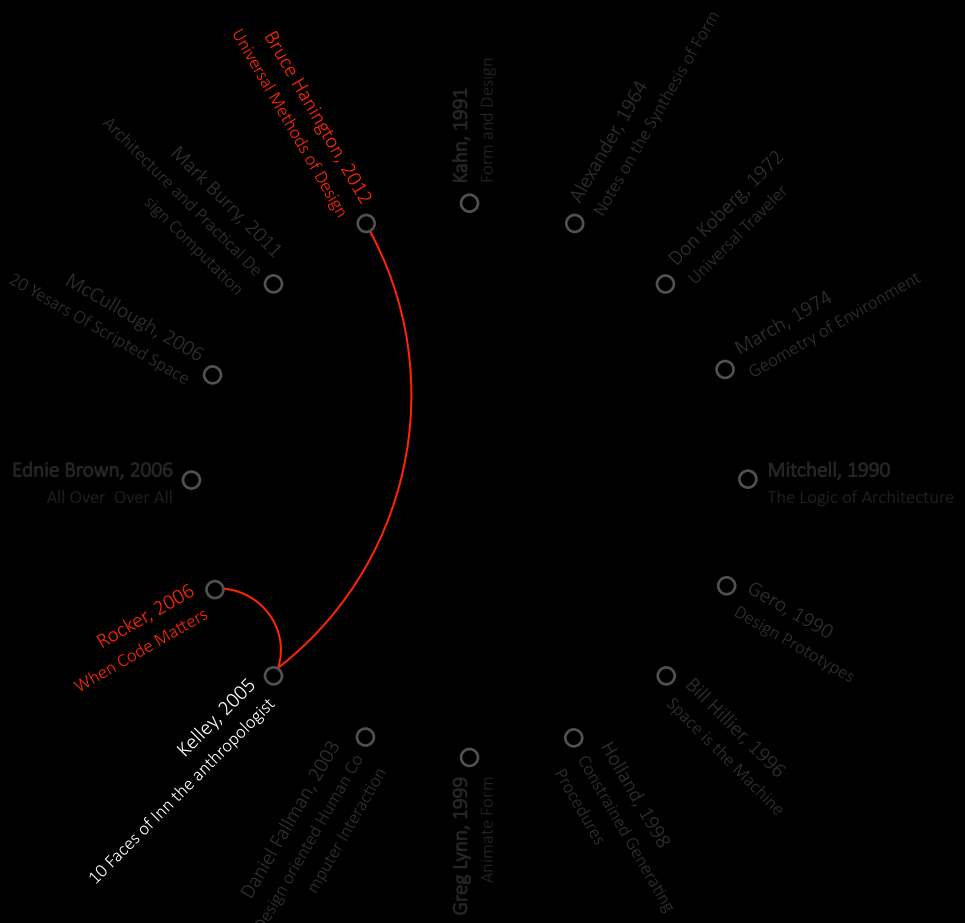

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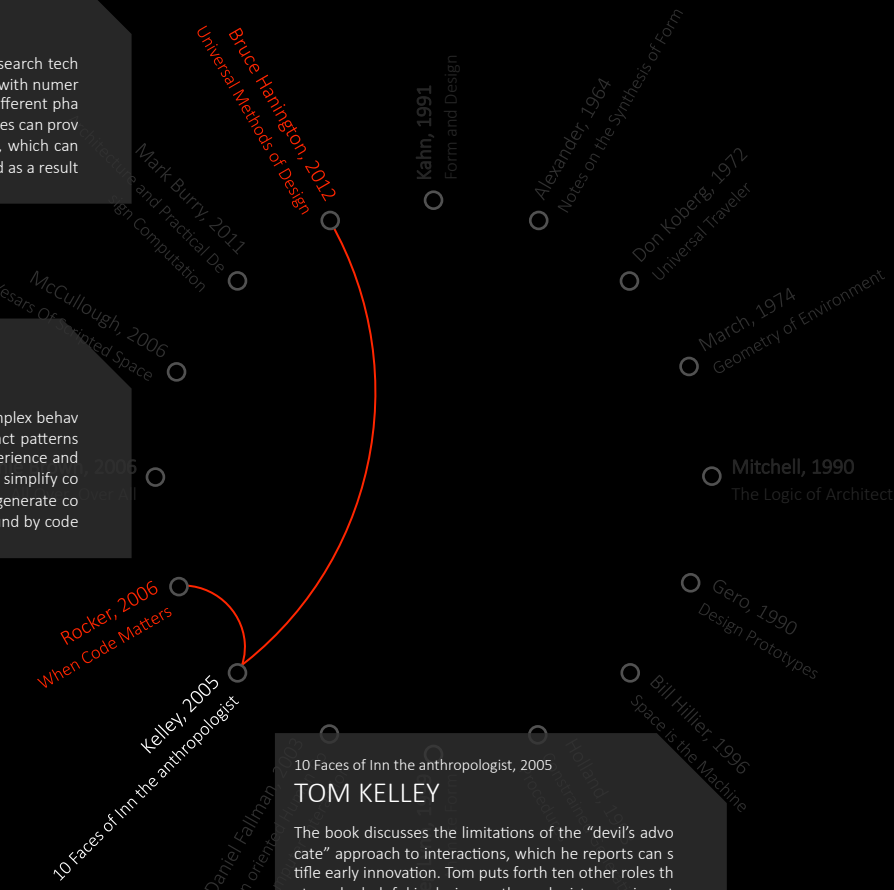

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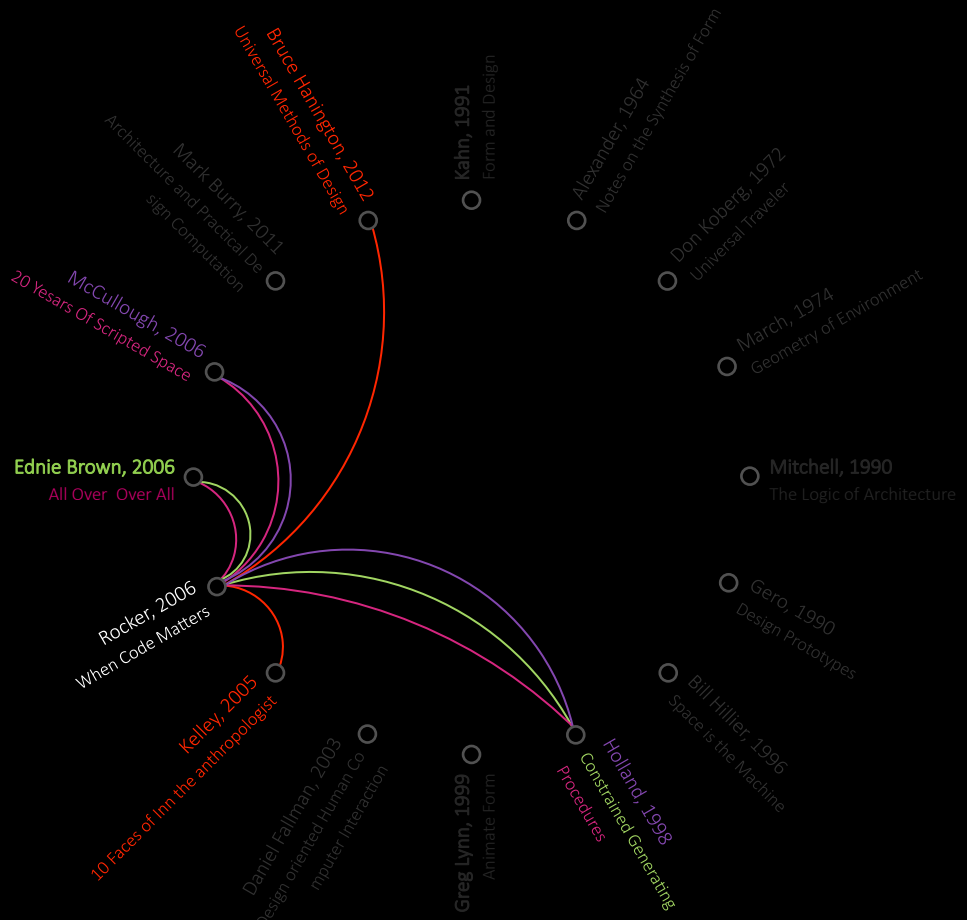

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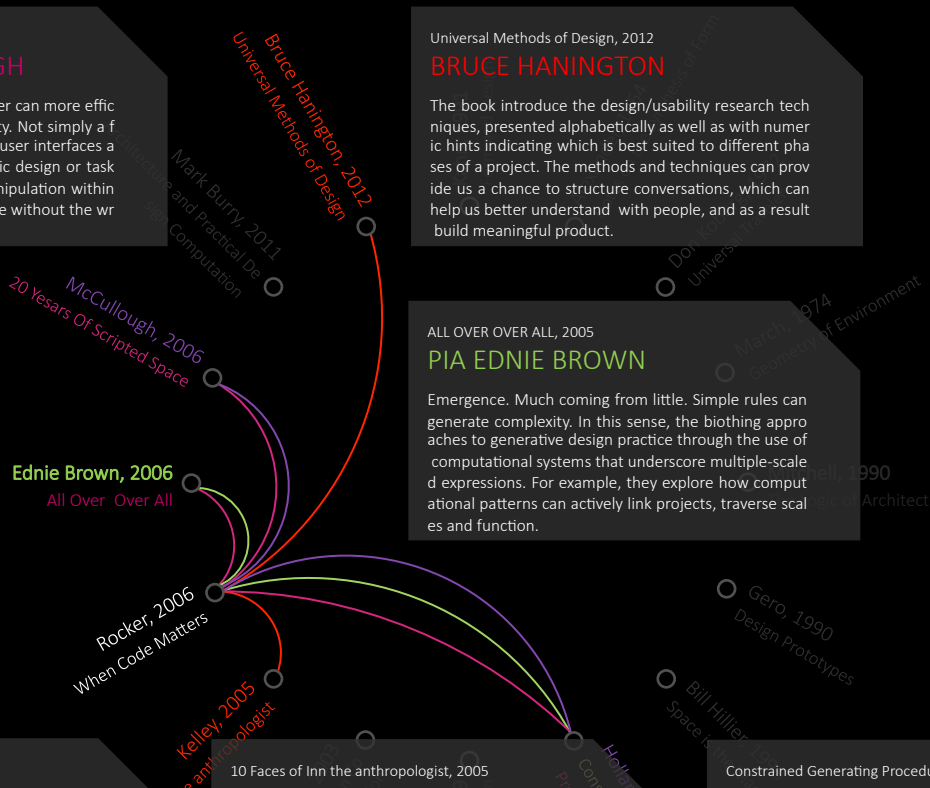

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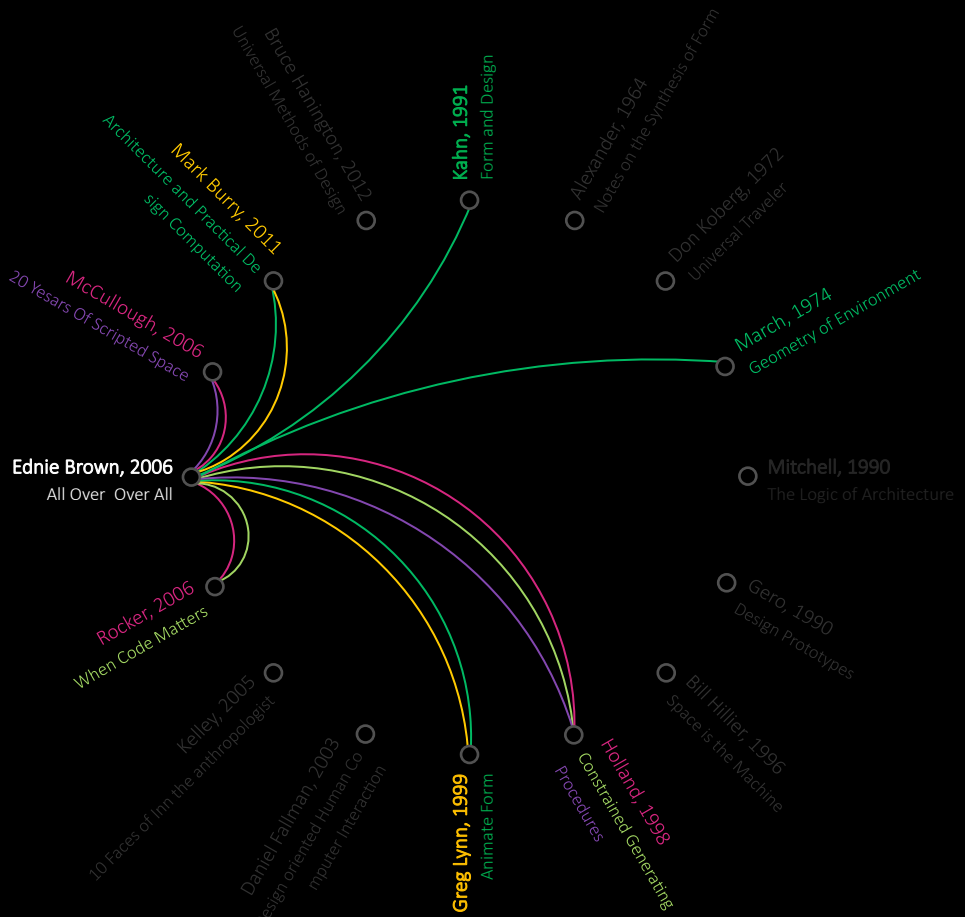

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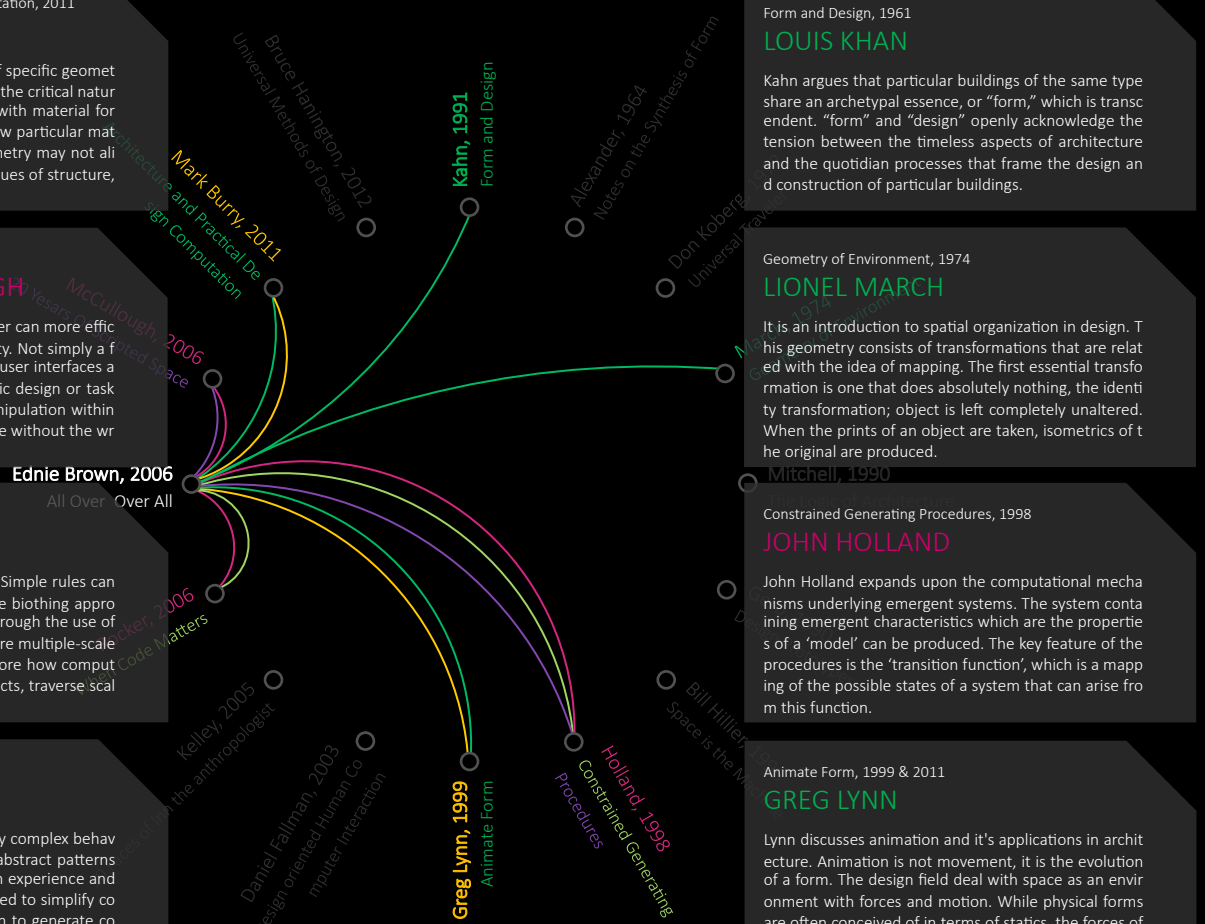

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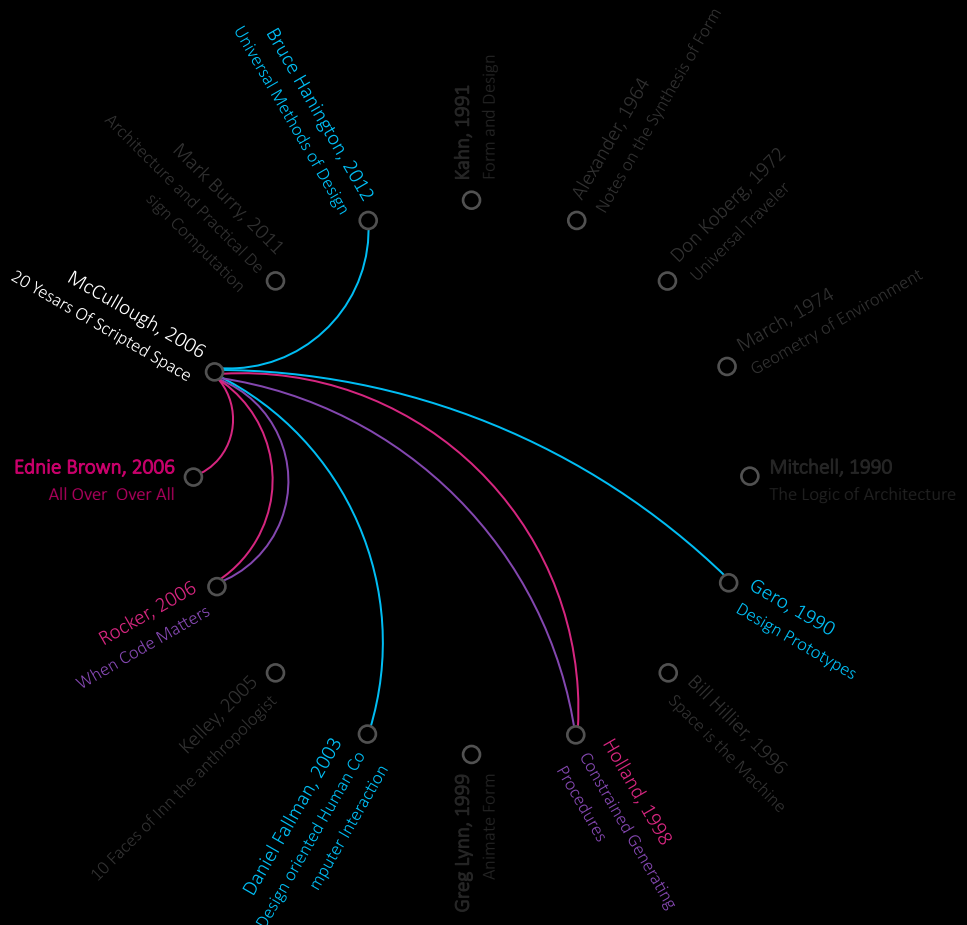

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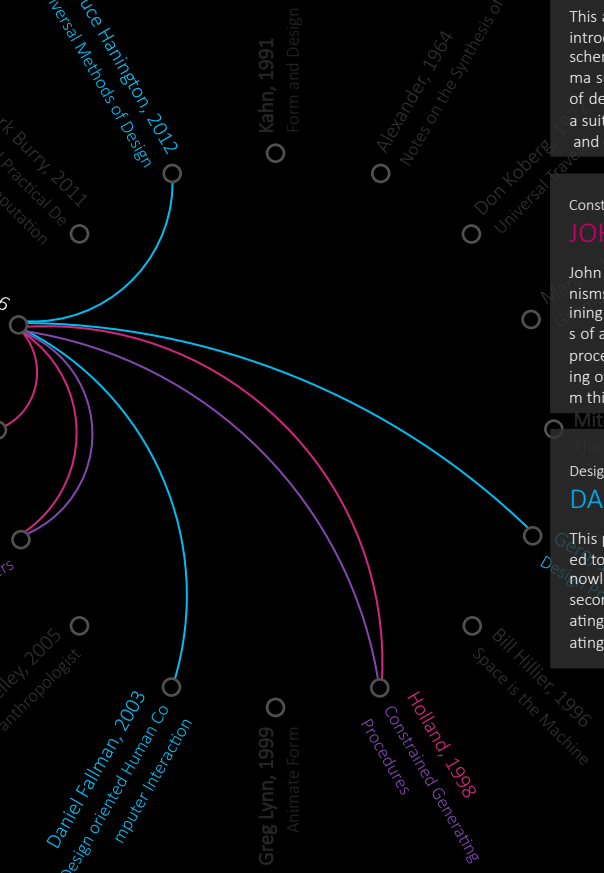

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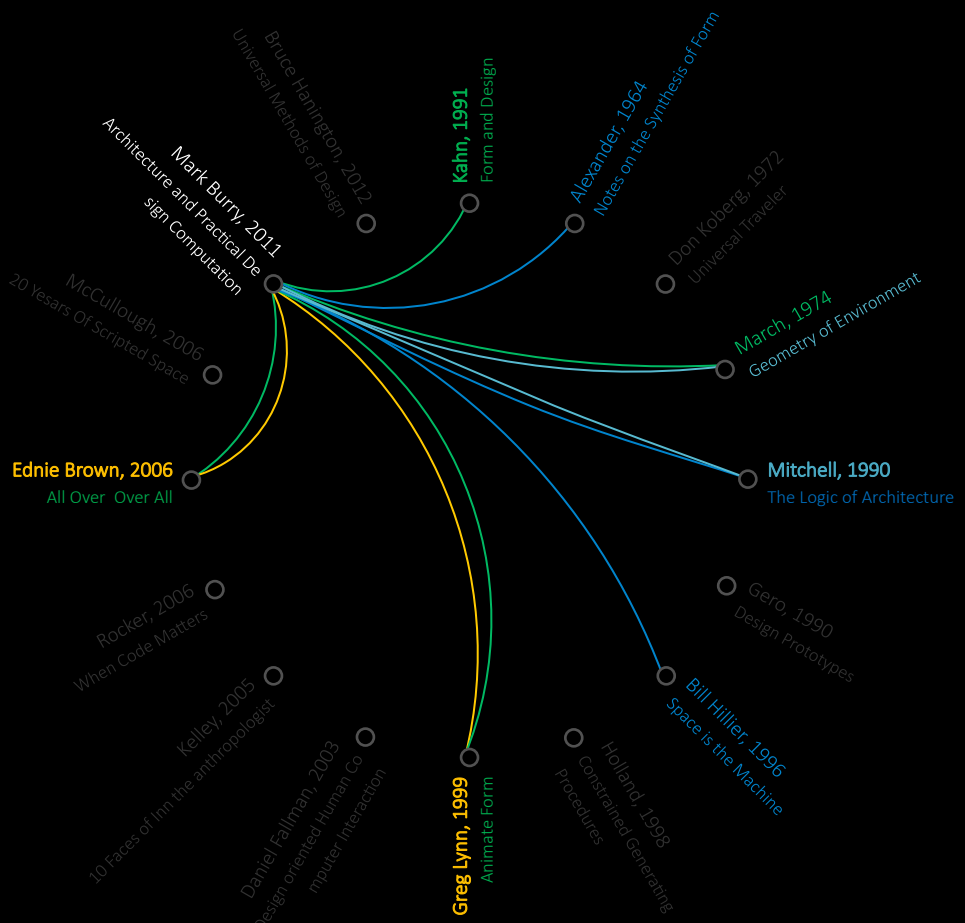

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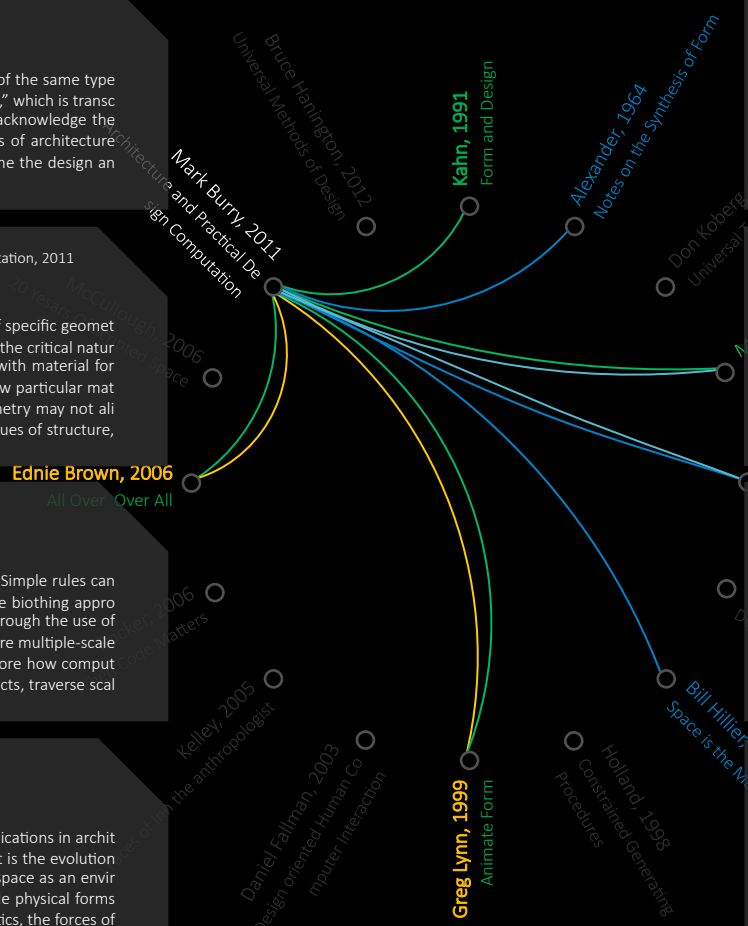

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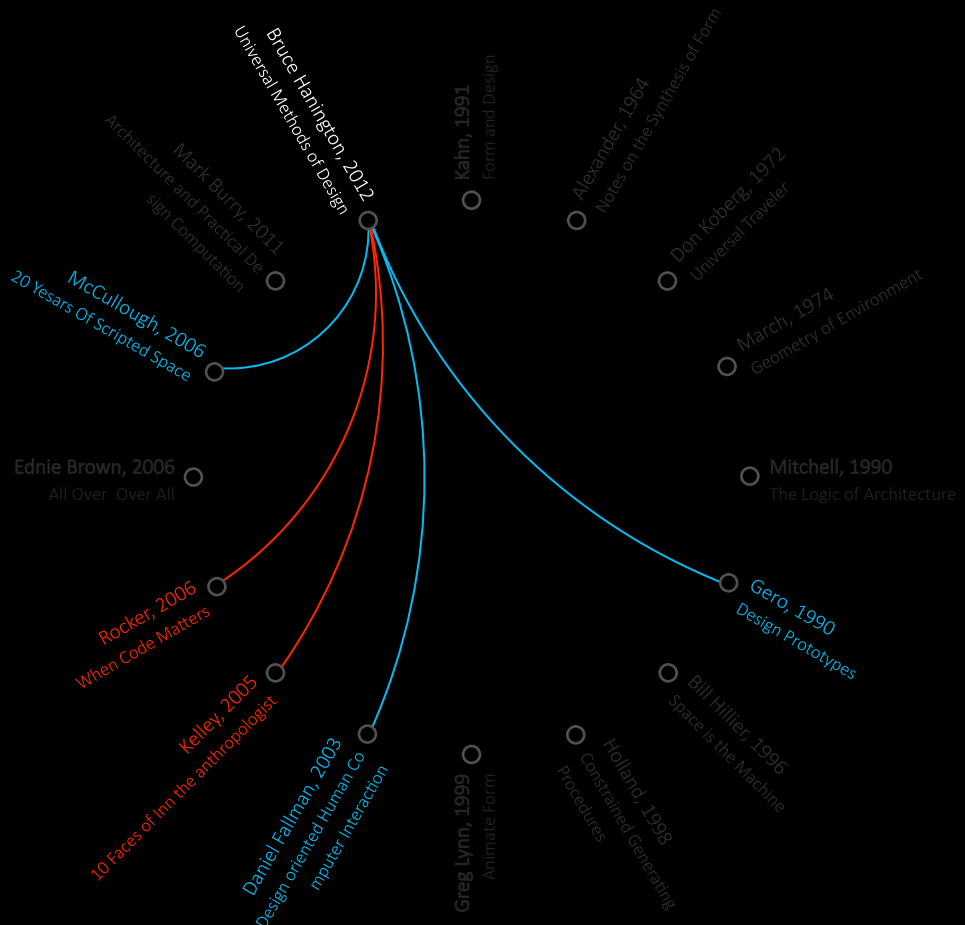

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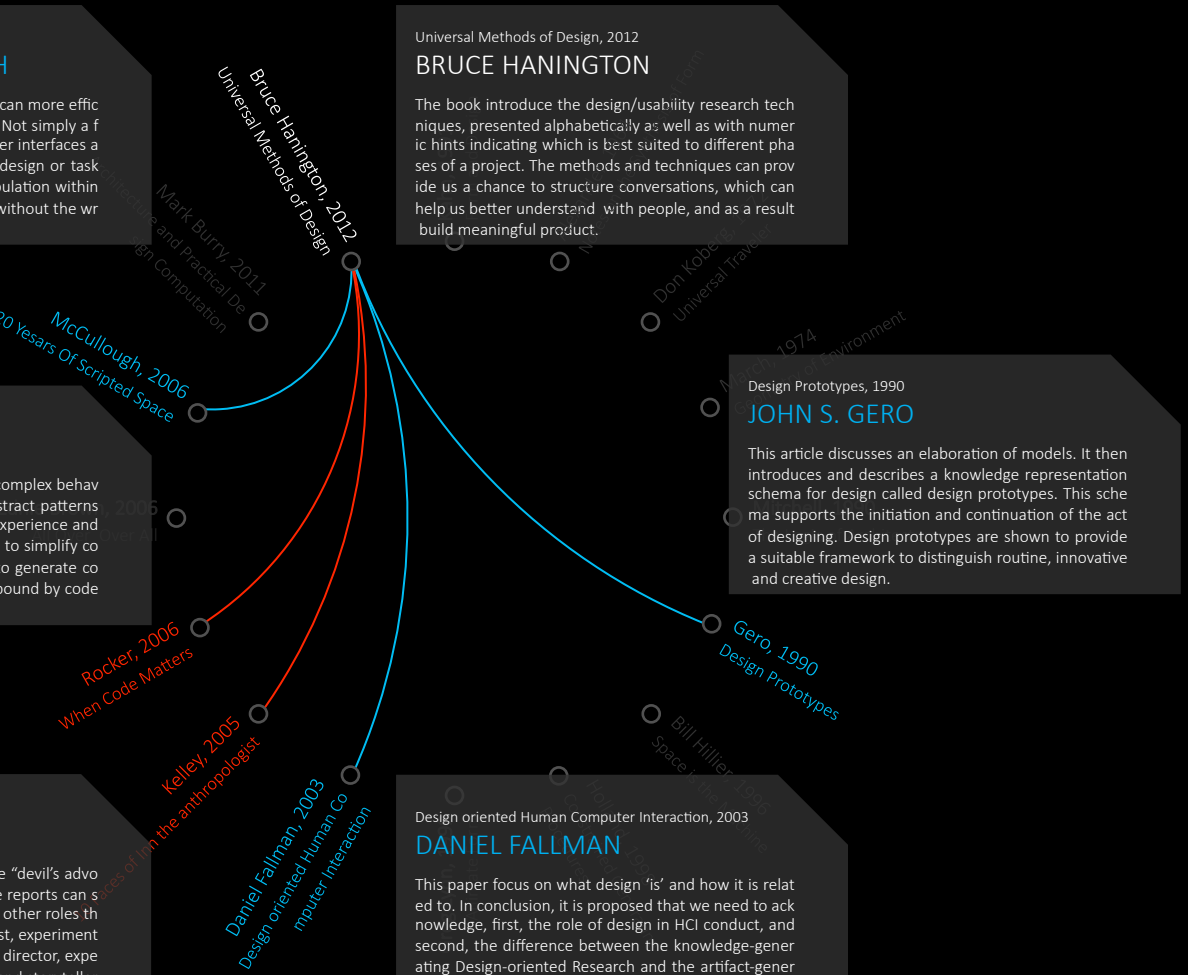

20 Yesars Of Scripted Space, 2006

MALCOLM MCCULBUGH

Scripting is a tool by which the designer can more effic iently express and explore it's creativity. Not simply a f orm finding end. The use of graphical user interfaces a llow designers to engage in parametric design or task automation which allow play and manipulation within the parameters of established software without the wr iting of any real code.

When Code Matters, 2006

INGEBORG M ROCKER

Simplest possible rules can yield highly complex behav ior. Algorithmic structures represent abstract patterns that aren't necessarily associated with experience and perception. Algorithms used to be used to simplify co mplexity, now its used in computation to generate co mplexity. Architecture has always been bound by code in the form of rules.

10 Faces of Inn the anthropologist, 2005

TOM KELLEY

The book discusses the limitations of the "devil's advo cate" approach to interactions, which he reports can s tifle early innovation. Tom puts forth ten other roles th at can be helpful in design: anthropologist, experiment er, cross-pollinator, hurdler, collaborator, director, expe rience architect, set designer, caregiver, and storyteller .

Universal Methods of Design, 2012

BRUCE HANINGTON

The book introduce the design/usability research tech niques, presented alphabetically as well as with numer ic hints indicating which is best suited to different pha ses of a project. The methods and techniques can prov ide us a chance to structure conversations, which can help us better understand with people, and as a result build meaningful product.

Design Prototypes, 1990

JOHN S. GERO

This article discusses an elaboration of models. It then introduces and describes a knowledge representation schema for design called design prototypes. This sche ma supports the initiation and continuation of the act of designing. Design prototypes are shown to provide a suitable framework to distinguish routine, innovative and creative design.

Design oriented Human Computer Interaction, 2003

DANIEL FALLMAN

This paper focus on what design 'is' and how it is relat ed to. In conclusion, it is proposed that we need to ack nowledge, first, the role of design in HCI conduct, and second, the difference between the knowledge-gener ating Design-oriented Research and the artifact-gener ating conduct of Research-oriented Design.

KEY WORD

Algorithm

Computational Design

Design Process

Emergence

Form

Geometry

Methodology
is the systematic, theoretical analysis of the meth ods applied to a field of study.

Organization

Scripting

Strategy
is a high level plan to achieve one or more goals u nder conditions of uncertainty.