

Blobitecture Waveform Architecture And Digital Design

Architecture in the Digital Age
Developing Digital Architecture
Digital Architecture and Construction
Cyberspace
Digital Design and Manufacturing: CAD/CAM Applications in Architecture and Design
What Is a Minor Architecture?, digital original edition
Defining Digital Architecture
Digital Architecture Beyond Computers
The Financial Architect (or, A Brief Economic History of Architecture), digital original edition
Designing Digital Space
Agile Business Architecture for Digital Transformation - Version 2
Digital & Parametric Architecture
Digital Business Analysis
Lean Digital Thinking
Architectural Intelligence
When is the Digital in Architecture?
Architecting the Digital Transformation
The Digital Architect
The Architectural Imagination at the Digital Turn
Atlas of Digital Architecture
Branko Kolarevic
Yu-Tung Liu
A. Ali Daniel Schodek
Jill Stoner
Yudong Liu
Roberto Bottazzi
Eric J. Cesal
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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

the far eastern international digital design award feidad was conferred for the first time in 2000 its aim being to encourage and honour innovative design created with the aid of digital media in 2002 the jury which comprised greg lynn william mitchell mit gerhard schmitt swiss federal institute of technology nobuyuki yoshida a u birger sevaldson oceannorth and other distinguished architects awarded the prize for the third time this book presents the 67 best projects which architects students and designers coming from 26 different countries had entered in the competition each project is fully documented in text with numerous colour illustrations the new features of this year are several awarded animation projects which explore future space in the digital era these are products of the collaboration among different groups of artists graphic designers product designers computer scientists video game designers film designers and sci fi novelists this documentation of these projects offers an excellent overview of the very latest developments in digital design through provoking and imaginative it provides valuable insight for all who make use of new media in their work back cover

digital architecture is a particularly dynamic field that is developing through the work of architecture schools architects software developers researchers technology users and society alike featuring papers from the first international conference on digital architecture this book will be of interest to professional and academic architects involved in the creation of new architectural forms as well as those colleagues working in the development of new computer codes of engineers including those working in structural environmental aerodynamic fields and others actively supporting advances in digital architecture expert contributions encompass topic areas such as database management systems for design and construction design methods processes and creativity digital design representation and visualization form and fabric computer integrated construction and manufacturing human machine interaction connecting the physical and the virtual worlds knowledge based design and generative systems linking training research and practice design analysis the digital studio urban simulation virtual architecture and virtual reality collaborative design social aspects

the term cyberspace was first penned in 1984 by william gibson in his science fiction novel neuromancer however the architectural possibilities of this area of design were being investigated well before the term was popularised and with good reason

a reliable concise guide to computer aided design and manufacturing positioned to be the leading book of its kind in the field digital design and manufacturing explains the ins and outs of cad cam technologies and how these tools can be used to model and manufacture building components and industrial design products it offers a comprehensive overview of the field and expertly addresses a broad range of recent initiatives and other issues related to the design of parts and assemblies for automated manufacturing and assembly digital design and manufacturing presents the latest technical coverage of how to implement cad cam technologies into the design process including the broad range of software computer numerical control cnc machines manufacturing processes and prototyping necessary insightful case studies are integrated throughout from the works of frank gehry bernard franken raphael vinoly and many other leading architects product design case studies are also presented students and professional architects will find techniques for going from representation to production while avoiding the pitfalls of traditional manufacturing and allowing for the design and production of complex free form components that have been too expensive to use practically until now companion site wiley com go schodek

jill stoner s architect s eye tracks differently from most drawn not to the lauded and iconic but to what she calls the landscape of our constructed mistakes metropolitan hinterlands rife with failed and foreclosed developments undersubscribed office parks chain hotels and abandoned malls in this bit stoner introduces the idea of minor architectures that emerge from the bottoms of power structures and within the language of those structures

the far eastern international digital design award feidad was conferred for the first time in 2000 its aim being to encourage and honour innovative design created with the aid of digital media in january 2001 the jury which comprised peter eisenman william mitchell mit gerhard schmitt swiss federal institute of technology greg lynn and other distinguished architects awarded the prize for the second time this book presents the 100 best projects which architects students and designers coming from 23 different countries had entered in the competition each project is fully documented in text with numerous colour illustrations both thought provoking and imaginative they challenge traditional architectural concepts and processes simultaneously attaining a high

aesthetic level this documentation of these projects offers an excellent overview of the very latest developments in digital design providing valuable insight for all who make use of new media in their work

digital architecture beyond computers explores the deep history of digital architecture tracing design concepts as far back as the renaissance and connecting them with the latest software used by designers today it develops a critical account of how the tools and techniques of digital design have emerged and allows designers to deepen their understanding of the digital tools they use every day what aesthetic spatial and philosophical concepts converge within the digital tools architects employ what is their history and what kinds of techniques and designs have they given rise to this book explores the answers to these questions showing how digital architecture brings together complex ideas and trajectories which span across several domains and have evolved over many centuries it sets out to unpack these ideas trace their origin and permeation into architecture and re examine their use in contemporary software chapters are arranged around the histories of nine fragments each a fundamental concept embedded in popular cad applications database layers and fields parametrics pixel programme randomness scanning topology and voxel maxel with each theme examined through a series of historical and contemporary case studies the book thus connects the digital design process with architectural history and theory allowing designers and theorists alike to develop more analytical and critical tools with which to conceptualise digital design and its software

the new generation of architects faces a cold reality of economic and ecological crises architects may assure each other of their own importance but society has come to view architecture as a luxury it can do without for eric cesal this recognition becomes an occasion to rethink architecture and its value from the very core in this bit cesal considers the economics of architecture and why an architect needs to know about finance as well as about buildings

the complete guide to virtual reality in architecture and design the first in depth book on virtual reality vr aimed specifically at architecture and design professionals designing digital spacesteers you skillfully through the learning curve of this exciting new technology beginning with a historical overview of the evolution of architectural representations this unique resource explains what vr is how it is being applied today and how it promises to revolutionize not only the design process but the form and function of the built environment itself vividly illustrating how vr fits alongside traditional methods of architectural representation this

comprehensive guide prepares you to make optimum practical use of this powerful interactive tool and embrace the new role of the architect in a virtually designed world. Offers in-depth coverage of the virtual universe data representation and information management, static and dynamic worlds tracking and visual display systems control devices and more. Examines a wide range of current VR architectural applications from walkthroughs, simulations and evaluations to reconstructions and networked environments. Includes insightful essays by leading VR developers covering some of today's most innovative projects. Integrates VR into the historical framework of architectural development with detailed sections on the past, present and future features. A dazzling array of virtual world images and sequential displays explores the potential impact of digital architecture on the built environment of the future.

Book description for 2025 edition: This updated edition presents a structured and experience-based guide for business architects who work at the intersection of strategy, technology, and transformation. Built on decades of architectural leadership, it offers refined tools, expanded perspectives, and practical insights tailored to the evolving demands of digital business. In 2026, when the first edition was published in 2019, the goal was to offer a practical method for applying business architecture principles in real-world transformation initiatives. Since then, the landscape has shifted significantly. Market disruptions, global uncertainties, emerging technologies, and changing stakeholder expectations have introduced new complexities into how organizations operate and adapt. This revised edition responds to those changes with a sharper focus on agility, capability modeling, operating model design, and architectural reuse. It expands the original framework to support a wider audience, including architects leading large-scale programs, executives shaping innovation portfolios, and entrepreneurs building digital-first business models. What sets this book apart is its pragmatic focus on delivering measurable business value through agile architectural thinking. Unlike conventional resources that emphasize static frameworks or academic theory, this book presents a practical approach grounded in lived experience across complex, high-stakes transformation programs. It highlights the strategic role of business architects in enabling profitability, resilience, and adaptability, guiding real outcomes not just diagrams with an emphasis on agility, collaboration, capability reuse, and continual modernization. This book equips professionals to create architectures that evolve with the business and lead confidently in uncertain times. The content is grounded in real project experiences in business organizations striving for excellence. It reflects lessons from enterprise modernization, cross-functional alignment, governance, integration, and capability-led planning. Every chapter has been carefully rewritten to address today's constraints, opportunities, and strategic priorities. Who is this book for? This book has

been designed for professionals navigating digital transformation and business architecture from various roles it will be particularly valuable to business architects leading transformation efforts across industries enterprise and technology architects aligning legacy systems with modern strategies program and portfolio leaders who are responsible for delivery and change digital executives and innovation leaders managing strategic investments entrepreneurs and consultants designing adaptive business solutions graduate students and professionals seeking applied knowledge in business architecture written in clear and direct language this book remains accessible while preserving the depth and precision required by experienced practitioners it highlights the architect s role not as a passive analyst but as a visible leader who helps organizations evolve with purpose and resilience by aligning strategy with execution capability with opportunity and technology with intent this book helps readers move beyond static models to lead dynamic change with confidence and clarity

this issue of evolo explores the development of the lastest digital tools used in the designing and making of architecture including advance modeling software and computer aided design

this book frames business analysis in the context of digital technologies it introduces modern business analysis techniques including a selection of those in the business analysis body of knowledge babok by the international institute of business analysis iiba and exemplifies them by means of digital technologies applied to solve problems or exploit new business opportunities it also includes in depth case studies in which business problems and opportunities drawn from real world scenarios are mapped to digital solutions the work is summarized in seven guiding principles that should be followed by every business analyst this book is intended mainly for students in business informatics and related areas and for professionals who want to acquire a solid background for their daily work it is suitable both for courses and for self study additional teaching materials such as lecture videos slides question bank exams and seminar materials are accessible on the companion web page

the effective digitalization of business can make you a business leader however if not executed accurately it can destroy your business too around 70 per cent of digital transformation projects have been failing even successful digitalization projects have become white elephants or expensive during the operations phase lean digital thinking introduces the 12 12 5 model 12 lean digital thinking principles 12 digital business building blocks and 5 lean digitalization phases a brilliant guide that will enable business

executives to become digital business champions leading digital expert author vsr as he is popularly known introduces the world s first lean digital thinking philosophy with 12 principles to acquire a new digital mindset and throws in critical questions why digitalize where to digitalize what to digitalize and how at all to digitalize he provides lean digital methods templates and frameworks for digitalizing 12 business building blocks at an optimal cost further new business models products services processes digital workplaces and operating models driven by digital technologies have been discussed with insights on how to leverage digitalization to get ready for the new normal that has emerged with the covid 19 pandemic an effective practitioner s guide this is a must read for business and technology executives and anyone wishing to master the art of digital business

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

but it s not just about articulating a variety of responses asking a question like when is the digital in architecture can produce millions of stories in response and millions of digressions and redirections that narrow in focus and change geographies producing a tristram shandy of the digital as the cca continues to build its digital archive and make it increasingly accessible to researchers if

this novel of digressions is distributed across future research projects and extended with studies of new archival material so much the better for the reader in our opinion

this research oriented book presents key contributions on architecting the digital transformation it includes the following main sections covering 20 chapters digital transformation digital business digital architecture decision support digital applications focusing on digital architectures for smart digital products and services it is a valuable resource for researchers doctoral students postgraduates graduates undergraduates academics and practitioners interested in digital transformation

describing computer aided design software word processing databases multi media presentations animation virtual reality on line services and the internet this guide aims to provide architects with sufficient understanding to successfully incorporat

the architectural imagination at the digital turn asks what it means to speak of a digital turn in architecture it examines how architects at the time engaged with the digital and imagined future modes of practice and looks at the technological conceptual and economic phenomena behind this engagement it argues that the adoption of digital technology in architecture was far from linear but depended on complex factors from the operative logic of the technology itself to the context in which it was used and the people who interacted with it creating a mosaic like account the book presents debates projects and publications that changed how architecture was visualized fabricated and experienced using digital technology spanning the university cultural institutes ecologies architectural bodies fabrication and the city it re evaluates familiar narratives that emphasized formal explorations instead the book aims to complicate the myth of the digital by presenting a nuanced analysis of the material and social context behind each case study during the 1990s architects repurposed software and technological concepts from other disciplines and tested them in a design environment some architects were fascinated by its effects others were more critical through its discussion on case studies places and themes that fundamentally influenced discourse formation in the era this book offers scholars researchers and students fresh insights into how architecture can engage with the digital realm today

digital technology and architecture have become inseparable with new approaches and methodologies not just affecting the workflows and practice of architects but shaping the very character of architecture this compendious work offers a wide ranging

orientation to the new landscape with its opportunities its challenges and its vast potential contributing editors ludger hovestadt urs hirschberg oliver fritz contributors diana alvarez marin jakob beetz andré borrmann petra von both harald gatermann marco hemmerling ursula kirschner reinhard könig dominik lengyel bob martens frank petzold sven pfeiffer miro roman kay römer hans sachs philipp schaerer sven schneider odilo schoch milena stavric peter zeile nikolaus zieske writer sebastian michael atlasofdigitalarchitecture com

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