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Nota di contenuto	Scripting Cultures; Contents; 1 Scripting cultures; Motivation to contribute to the scripting Zeitgeist; References; 2 Contextual summary of computing, scripting and speculative design; A brief history of CAD; The style question; The problem with rules; Last word on the school; References; 3 Cultural defence; How I came to script; Some alternative views; Initiation to scripting; Software and scripting language choices; To script or to brief others to script; Challenge or breeze; Design productivity and design exploration; Essential scripting and its value; Scripting education The need for prior knowledgeScripting as part of an architectural education; Scripting critique; Inventiveness; Variety relative to opportunity; A role for mathematics; Likely future changes; Miracle scripting environments; Design agency; References; 4 Resources; Missing from scripting cultures: some pioneers and some alternative approaches; Moving on; To program, to code, to script, to borrow, to mash, to avoid?; References; 5 Dimensions; Design space between

geometry, mathematics and computation; Beyond 3D space; Life, growth and granite: sequences through serial division
Paramorph: scripting and parametric design softwareAegis
Hyposurface: surface perturbation algorithms; Digital landscapes and tectonics; Columns of the Passion Facade; Displacement as dimension; References; 6 Scripted productivity: Gaudi's rose windows; An architecture of real absence; Boolean operations at work; Scripting Gaudi; Appreciating the design role of the variable; References; 7 Composition and form; An architecture of polymorphism and morphogenesis; Triforium 'columnetes'; The nave roof; Liquid stone; References; 8 Simplifying complexity for fabrication; Shoal Fly By; Data capture
Interpreting the data as a 3D digital modelSeeking a methodology for interpreting the curves' geometry; Conveying information to the fabricator; A bigger picture; References; 9 Scripting narrative space: Our World and The Third Policeman; Building Our World; From genotype to phenotype; Enriching the collection with some hybrid vigour; Accommodating the collection in Euclidean space; Where might this work sit as critique?; The Third Policeman; Creating outside the box; 10 Performative scripting; Active rather than passive performance; Towards actively performative design scripting
Performative botany as model for performative architectureOn technology and computation; Nature as master?; Dermoid; Value judgement; References; 11 Cultural account: scripting and shifts in authorship; Cultural account; Paradoxes to be challenged; Shifts in authorship; Quo vadis?; References; Glossary; Scripting tools; Recommended reading; Index; Picture credits

Sommario/riassunto

With scripting, computer programming becomes integral to the digital design process. It provides unique opportunities for innovation, enabling the designer to customise the software around their own predilections and modes of working. It liberates the designer by automating many routine aspects and repetitive activities of the design process, freeing-up the designer to spend more time on design thinking. Software that is modified through scripting offers a range of speculations that are not possible using the software only as the manufacturers intended it to be used. There are also significant
