1.	Record Nr.	UNINA9910958966903321
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	Titolo	Designing kinetics for architectural facades : state change / / Jules Moloney
	Pubbl/distr/stampa	Abingdon, Oxon [England] ; ; New York, N.Y. : , : Routledge, , 2011
	ISBN	1-136-70903-7
		1-283-16302-0
		1-136-70904-5
		9786613163028
		0-203-81470-3
	Edizione	[1st ed.]
	Descrizione fisica	1 online resource (xiii, 178 p.) : ill
	Disciplina	729/.1
	Soggetti	Facades
		Motion in architecture
		Architectural design
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Description based upon print version of record.
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Part I -- 1. Movement at the periphery; A morphology of pattern for kinetic facades; The potential of kinetics -- 2. Kinetic precedent; Contemporary practice; Contemporary discourse; Kinetic theory; The challenge of kinetics -- 3. Systems, fields and reflexivity; A wider perspective; Compositional systems; Field thinking; Cybernetics; Some implications for kinetics -- 4. Kinetic art; The temporal arts; Popper: kinetic procedures; Lye: figures of motion; Rickey: the ship at sea; Dorin: taxonomy of process -- Part II -- 5. Decision planes; Rewind < 1; Animated variables; Towards a framework -- 6. Experiments with kinetic pattern; Index and intuition; Variables; Visualizing pattern; Stages -- 7. All at sea: a provisional taxonomy; Taxonomy as heuristic device; Overview of animations; From ship to sea; A first cut -- 8. State change; Non-ascribable; Taking stock; Towards state change; From theory to practice -- Notes -- Bibliography -- Index.
	Sommario/riassunto	Architectural facades now have the potential to be literally kinetic, through automated sunscreens and a range of animated surfaces. This book explores the aesthetic potential of these new types of moving

facades. Critique of theory and practice in architecture is combined here with ideas from kinetic art of the 1960's. From this background the basic principles of kinetics are defined and are used to generate experimental computer animations. By classifying the animations, a theory of kinetic form called 'state change' is developed. This design research provides a unique and timely resource for those interested in the capacity of kinetics to enliven the public face of architecture.