

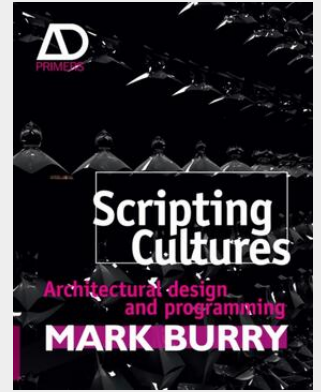
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Scripting Cultures

Architectural Design and Programming

While many designers are now aware of scripting's potential, it is still seen as a difficult arena to enter. Scripting Cultures treats scripting not only as a technical challenge that requires clear description, guidance, and training, but also, and more crucially, it answers why the designer would script in the first place and what the cultural and theoretical implications are. The book also refers readers to a website where they are able to download all the code, explanations, and tutorials to assist with the worked examples.

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 economic benefits to automating routines and coupling them with emerging digital fabrication technologies, as time is saved at the front-end and new file-to-factory protocols can be taken advantage of. Most significantly perhaps, scripting as a computing program overlay enables the tool user (designer) to become the new tool maker (software engineer). Though scripting is not new to design, it is only recently that it has started to be regarded as integral to the designer's skill set rather than a technical speciality. Many designers are now aware of its potential, but remain hesitant. This book treats scripting not only as a technical challenge, requiring clear description, guidance and training, but also, and more crucially, answers the question as to why designers should script in the first place, and what the cultural and theoretical implications are. This book: * Investigates the application of scripting for productivity, experimentation and design speculation. * Offers detailed exploration of the scripting of Gaudí's final realised design for the Sagrada Família, leading to file-to-factory digital fabrication. * Features projects and commentary from over 30 contemporary scripting leaders, including Evan Douglass, Marc Fornes, Sawako Kajijima, Achim Menges, Neri Oxman, Casey Reas and Hugh Whitehead of Foster + Partners.



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