

COMPUTATIONAL

NEIL LEACH, PHILIP F. YUAN

DESIGN

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This book is the latest in a series of publications co-edited by Philip Yuan and Neil Leach, and published by Tongji University Press on the theme of Digital Futures. The publications build upon a series of international computational design and digital fabrication workshops run by CAUP at Tongji University in which many of the contributors to this volume have taken part.

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National Library of China Cataloguing-in-Publication Data. A catalogue record for this book is available from the National Library of China ISBN 978-7-5608-7333-6

Tongji University Press books may be purchased at special quantity discounts for business or sales promotional use. For information, please email uksales@accpublishinggroup.com.

Printed and Bound in the People's Republic of China.

PREFACE

Computational Design offers an informed overview of the impact of computational techniques on architectural design today. It provides a snapshot of the latest developments in the field, drawing upon the leading experts in architectural practice and education from across the globe.

Computational Design is being published simultaneously with a companion volume, Digital Fabrication. Together they form part of the first list of English language texts to be published by Tongji University Press. The content of this volume is subtly, but significantly, different to that of Digital Fabrication. Whereas Digital Fabrication looks at the role of computation in the fabrication process, Computational Design looks at the role of computation in the design process. As such, the two volumes are deeply complementary. However, it is not a simple question of distinguishing between what has been designed and what has been fabricated. Indeed, most buildings today are both designed and fabricated with some form of computational support. Rather Computational Design addresses what has been designed primarily using computational techniques whereas Digital Fabrication addresses what has been fabricated primarily using computational techniques.

Computational Design is the latest publication in a long-standing collaboration between Neil Leach and Philip F. Yuan on the production of a series of books published by Tongji University Press under the DigitalFUTURES initiative. This initiative began in 2012 with the publication of Scripting the Future and Fabricating the Future.

Neil Leach Philip F. Yuan

CONTENTS

	PREFACE
011	INTRODUCTION
	MANIFESTOS
029	Parametricism: A New Global Style for Architecture and Urban Design Patrik Schumacher / Zaha Hadid Architects
043	Forget Parametricism Nick Pisca / Gehry Technologies
049	Computing the City of Tomorrow Tom Verebes / Turenscape Academy
057	Swarm Urbanism Neil Leach / Tongji University, FIU
069	Al Tect: Can Al Make Designs? Makoto Sei Watanabe / Makoto Sei Watanabe Architectural Office
079	Discrete Assembly and Digital Materials in Architecture Gilles Retsin / UCL
091	Architectural Diagramming: From Abstraction to Materiality Antoine Picon / Harvard GSD
104	Informational Cities Neil Leach / Tongji University, FIU
	METHODOLOGIES
117	Realising Architecture's Disruptive Potential Shajay Bhooshan / Zaha Hadid Architects

129	Funicular Shell Design Exploration
	Matthias Rippmann, Philippe Block / Block Research Group, ETH Zurich
143	Behavioral Matter
	Roland Snooks / Studio Roland Snooks & Kokkugia
155	Microlmage / Process Compendium C.E.B. Reas / UCLA
165	Code: From Design and Machines to Self-Assembly Skylar Tibbits / MIT
173	Scripting++
17 3	Immanuel Koh / EPF Lausanne
181	Michael Hansmeyer: Genuinely Procedural Shapes, Architectonic Articulations Vera Bühlmann / ETH Zurich
189	Dissemblance and Entropy in the Hylozoic Ground System Philip Beesley, Rob Gorbet / Philip Beesley Architect
197	Structure in Flux: Sound-Driven Transformation Using Particle
137	Systems as Cross-Modal Data Networks
	Vesna Petresin Robert, Laurent-Paul Robert / Rubedo
205	Collective Mobile Sensing for Urban Health
	Maider Llaguno-Munitxa / Princeton University, Biayna Bogosian / USC
221	Block'hood: Developing an Architectural Simulation Video Game Jose Sanchez / USC
	PROJECTS
231	Constructing Computational Architecture in China
	Cristiano Ceccato / Zaha Hadid Architects
239	Shanghai Tower: Form, Performance, and Façade Intelligence
	Christopher Chan / Gensler

*

247	Understanding the Real Values of New Materials and New Digital Techniques Ben van Berkel / UNStudio
255	Exploring Equilibrium: RhinoVAULT Philippe Block / Block Research Group, Shajay Bhoosham, Vishu Bhooshan, David Reeves / Zaha Hadid Computation & Design Group
261	The Austrian Pavilion at Shanghai Expo 2010 Matias del Campo, Sandra Manninger / SPAN
269	Pure Tension Pavilion Alvin Huang / Synthesis Design + Architecture
275	Data Moiré Wall Alvin Huang / Synthesis Design + Architecture
281	Negaresturing Pavilion Alisa Andrasek / Biothing
285	Scripted Paper Folding Wendong Wang / CAFA
291	Inference Design Machine & "Infinite" & "Recombinant" Series Immanuel Koh / EPF Lausanne
297	Virtual Depictions Refik Anadol / UCLA
301	Cellular Cavity Cardboard Pavilion Xiang Wang / Tongji University

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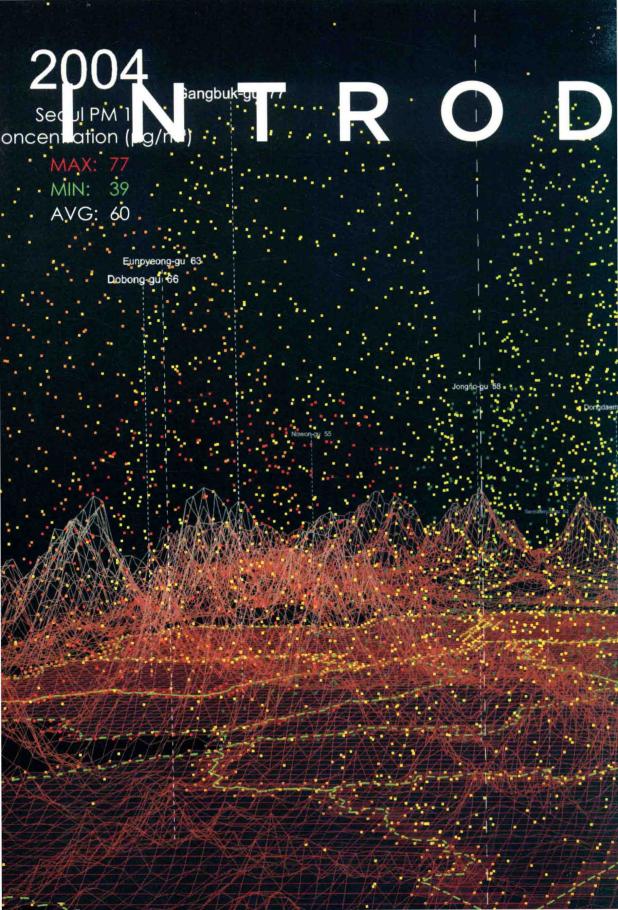
CONTENTS

	PREFACE
011	INTRODUCTION
	MANIFESTOS
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	METHODOLOGIES
117	Realising Architecture's Disruptive Potential Shajay Bhooshan / Zaha Hadid Architects

129	Funicular Shell Design Exploration
	Matthias Rippmann, Philippe Block / Block Research Group, ETH Zurich
143	Behavioral Matter
	Roland Snooks / Studio Roland Snooks & Kokkugia
155	Microlmage / Process Compendium C.E.B. Reas / UCLA
165	Code: From Design and Machines to Self-Assembly Skylar Tibbits / MIT
173	Scripting++
17 3	Immanuel Koh / EPF Lausanne
181	Michael Hansmeyer: Genuinely Procedural Shapes, Architectonic Articulations Vera Bühlmann / ETH Zurich
189	Dissemblance and Entropy in the Hylozoic Ground System Philip Beesley, Rob Gorbet / Philip Beesley Architect
197	Structure in Flux: Sound-Driven Transformation Using Particle
137	Systems as Cross-Modal Data Networks
	Vesna Petresin Robert, Laurent-Paul Robert / Rubedo
205	Collective Mobile Sensing for Urban Health
	Maider Llaguno-Munitxa / Princeton University, Biayna Bogosian / USC
221	Block'hood: Developing an Architectural Simulation Video Game Jose Sanchez / USC
	PROJECTS
231	Constructing Computational Architecture in China
	Cristiano Ceccato / Zaha Hadid Architects
239	Shanghai Tower: Form, Performance, and Façade Intelligence
	Christopher Chan / Gensler

*

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261	The Austrian Pavilion at Shanghai Expo 2010 Matias del Campo, Sandra Manninger / SPAN
269	Pure Tension Pavilion Alvin Huang / Synthesis Design + Architecture
275	Data Moiré Wall Alvin Huang / Synthesis Design + Architecture
281	Negaresturing Pavilion Alisa Andrasek / Biothing
285	Scripted Paper Folding Wendong Wang / CAFA
291	Inference Design Machine & "Infinite" & "Recombinant" Series Immanuel Koh / EPF Lausanne
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301	Cellular Cavity Cardboard Pavilion Xiang Wang / Tongji University



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