THE FABRIC OF ARCHITECTURE

JUNE 25, 2015

02:00 pm   **Introduction**: Nathalie Bredella and Carolin Höfler
                      Welcome: Norbert Palz, Vice Dean,
                      The College of Architecture, Media and Design,
                      Berlin University of the Arts

SESSION I   **CHAIR: MICHAEL DÜRFELD**

02:30 pm   T'ai Smith, University of British Columbia, Vancouver
                      Synthetics: Frock Coats as Diagrams

03:15 pm   Mette Ramsgaard Thomsen, The Royal Danish Academy
                      of Fine Arts, Copenhagen
                      **The Tent and the Tapestry: Textiles as a Model and
                      Material for Architectural Poetics**

04:00 pm   Coffee Break

04:30 pm   Robert Aish, The Bartlett School of Architecture,
                      University College London
                      **The Influence of Computational Representation on
                      Architecture**

05:15 pm   Marie-Ange Brayer, Centre Pompidou, Paris
                      Curating Computational Architecture and Design

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JUNE 26, 2015

SESSION II   **CHAIR: KASSANDRA NAKAS**

10:00 am   Susanne Hauser, Berlin University of the Arts
                      The Process of Designing and Its Ends

10:45 am   Sean Keller, Illinois Institute of Technology, Chicago
                      **Automatisms of the Automatic:
                      Architecture Through Computation**

11:30 am   Coffee Break

12:00 am   Georg Trogemann, lab3, Academy of Media Arts, Cologne
                      Poiesis - The Fabric of Making

01:00 pm   Lunch

SESSION III   **CHAIR: MARGARETE PRATSCHKE**

02:00 pm   Daniel Gethmann, Graz University of Technology
                      **Integrated Planning and Design of Urban
                      Agglomeration: Bernhard Hafner's Simulation of
                      Alternative Urban Prototypes**

02:45 pm   Reinhold Martin, Columbia University, New York
                      Drawn in Sand: Numbers and Things

03:30 pm   Wolfgang Schäffner, Humboldt-Universität zu Berlin
                      **Active Matter: 3D-Code in Weaving, Folding,
                      and Building**

04:15 pm   Closing Remarks

ABSTRACT

Every architectural design emerges from a process. The different tools and media constitutive of these processes in turn foster approaches to architecture, as well as the creation of new categories of knowledge. With the progressive development of computer-based design techniques, the contemplation of the procedural aspects of architecture becomes increasingly significant for the production and reception of architecture. It is from this perspective that the workshop sets out to examine the specific roles that processes and practices play in computer-based design by seeking to illuminate those techno-cultural contexts and historical and intellectual bonds that unite them. Which traditions and strategies, and what historical correlations among architecture, culture, and technology, have motivated and shaped the development of computer-based design processes?

The image of a fabric serves as an application and expression of the singular and inextricable entanglement of architecture, culture and technology in computer-based design. The interweaving of a textile creates a transitory co-planarity between information and material.

ABSTRACT

It emphasizes the active process of shaping as "structured form," (Gebildetes) by which elements become enmeshed or knotted with each other. Considering architecture then as an analog to a fabric highlights how those numerous interactions with media and tools leave behind traces in material form. Likewise, processes of the imagination and inspiration effectively unfold in the design. Hence, the increasing automation of operations through digital media also brings to the fore the nature of the interaction between standardized and intuitive design processes. How might the relationship between a rule-governed design process and the transgression of a predefined operational framework – a relationship aiming to produce new artifacts and knowledge – be determined? Furthermore, in what way does the interconnection of media, tools and design shape built architecture and its ensuing structures, control-processes and procedures?

With an eye toward these issues, the workshop discusses forms of knowledge production in architecture, including its technological, political, and economic requirements as well as the possibilities for an investigation into digital design cultures in architecture that transcend disciplinary boundaries.

THE FABRIC OF ARCHITECTURE

Digital Structures,
Operations,
and Institutions

LOCATION
Universität der Künste
Berlin
Hardenbergstr. 33,
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