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The rise and fall of identical copies: digital technologies and form-making from mass customization to mass collaboration. Digital technologies have changed architecture—the way it is taught, practiced, managed, and regulated. But if the digital has created a “paradigm shift” for architecture, which paradigm is shifting? In *The Alphabet and the Algorithm*, Mario Carpo points to one key practice of modernity: the making of identical copies. Carpo highlights two examples of identity crucial to the shaping of architectural modernity: in the fifteenth century, Leon Battista Alberti’s invention of architectural design, according to which a building is an identical copy of the architect’s design; and, in the nineteenth and twentieth centuries, the mass production of identical copies from mechanical master models, matrices, imprints, or molds. The modern power of the identical, Carpo argues, came to an end with the rise of digital technologies. Everything digital is variable. In architecture, this means the end of notational limitations, of mechanical standardization, and of the Albertian, authorial way of building by design. Charting the rise and fall of the paradigm of identity, Carpo compares new forms of postindustrial digital craftsmanship to hand-making and the cultures and technologies of variations that existed before the coming of machine-made, identical copies. Carpo reviews the unfolding of digitally based design and construction from the early 1990s to the present, and suggests a new agenda for architecture in an age of variable objects and of generic and participatory authorship.

Paradigms in Computing: Making, Machines, and Models for Design Agency in Architecture brings together critical, theoretical, and practical research and design that illustrates the plurality of computing approaches within the broad spectrum of design and mediated practices. It is an interrogation of our primary field of architecture through the lens of computing, and yet one that realizes a productive expanding of our métier’s definition and boundaries. It is a compilation that purposefully promotes architecture’s disciplinary reach and incorporations beyond the design and construction of buildings and cities. The book offers a glimpse into the wide range of positions and experiences that are shaping practice and discourse today. The work included in *Paradigms in Computing* is evidence that models for enquiry are many and proliferating. As digitalization and computation continue to infuse our processes with new tools and new design environments, some of the trends collected in this book will continue to be central to the production and speculation of architecture, and others will, in retrospect, be recognized as the seeds of new, or perhaps multiple, paradigms. Included are essays and projects, from: Alisa Andrasek, Rachel Armstrong, Philip Beesley, Tom Bessai, Shajay Bhooshan, Brad Cantrel, Matias Del Campo, Pablo Eirao, Marc Fomes, David Jason Gerber, Maria Paz Gutierrez, Alvin Huang, Jason Kelly Johnson, Simon Kim, Neil Leach, Greg Lynn, Elena and Anna Maria Manfredini, Alex McDowell, Philippe Morel, Nick Puckett, Casey Reas, Alex Robinson, Jenny Sabin, Jose Sanchez, Patrik Schumacher, Kyle Steinfeld, Satoru Sugihara, Orkan Telhan, Kathy Velikov and Geoffrey Thun, Tom Verrees, Leire Asenso Villoria and David Mah, Jenny Wu, Eric Howeler and Meejin Yoon, and Zaha Hadid Architects.

Introduces a radically new way of thinking about and materializing architecture. It is the first anthology on architectural design with robots and provides a selection of projects that have originated over almost a decade of research at ETH Zurich.

What if you could someday put the manufacturing power of an automobile plant on your desktop? According to Neil Gershenfeld, the renowned MIT scientist and inventor, the next big thing is personal fabrication—the ability to design and produce your own products, in your own home, with a machine that combines consumer electronics and industrial tools. Personal fabricators are about to revolutionize the world just as personal computers did a generation ago, and Fab shows us how.

Material Synthesis: Fusing the Physical and the Computational Guest-edited by Achim Menges A new understanding of the material in architecture is fast emerging. Designers are no longer conceiving of the digital realm as separate from the physical world. Instead computation is being regarded as the key interface for material exploration and vice versa. This represents a significant perceptual shift in which the materiality of architecture is no longer seen to be a fixed property and passive receptor of form, but is transformed into an active generator of design and an adaptive agent of architectural performance. In stark contrast to previous linear and mechanistic modes of fabrication and construction, materialisation is now beginning to coexist with design as explorative robotic processes. This represents a radical departure from both the trie modernist emphasis on ‘truth to materials’ and the dismissal of materials by the previous generation of digital architects. The issue features designers, researchers and thinkers that are at the forefront of exploring new modes of material enquiry and its deep interrelationship with technology, biology and culture. Through their work, which unfolds from multifaceted alliances between the fields of design, engineering and natural sciences, it seeks to trace the emergence of a novel material culture in architecture. Architectural and engineering contributors include: Sean Ahlquist, Martin Bechtold, Philippe Block, Karoli Dierichs, Jan Knippers, Achim Menges, Neri Oxman, Steffen Reichert and Tobias Schwinn. Scientific and philosophical perspectives provided by: Mario Carpo, Manuel De Landa, Neil Gershenfeld and Thomas Speck. Features the design research of: Harvard’s Material Processes and Systems Group, MIT’s Mediated Matter Group and Stuttgart University’s Institute for Computational Design.

Recent advances in robot technology from around the world *Climbing and Walking Robots: From Biology to Industrial Applications* is a collection of papers presented at the 2001 CLAWAR conference. Featuring current work from leading robotics labs around the globe, this book presents the latest in robotics across industries and suggests directions for future research. Topics include design methodology, bipedal locomotion, fluid actuators, sensor systems, control architecture and simulation, and more. Relevant to mechanical engineers and robotics specialists in both industry and academia, these papers showcase the field’s latest technological advances.

More than twenty years have passed since Walter Auffenberg’s monumental *The Behavioral Ecology of the Komodo Monitor*. In the intervening years the populations of Komodo dragons—native only to a handful of islands in southeast Indonesia—have dwindled, sparking intensive conservation efforts. During the last two decades new information about these formidable predators has emerged, and the most important findings are clearly presented here. A memoir from Walter Auffenberg and his son Kurt is followed by the latest information on Komodo dragon biology, ecology, population distribution, and behavior. The second part of the book is dedicated to step-by-step management and conservation techniques, both for wild and captive dragons. This successful model is a useful template for the conservation of other endangered species as well, for, as Kurt and Walter Auffenberg note, “The species may well indeed survive in the wild for generations to come while countless other organisms are lost.”

This book is the fifth official archival publication devoted to RoboCup. It documents the achievements presented at the 5th Robo World Cup Soccer Games and Conferences held in Seattle, Washington, USA, in August 2001.The book contains the following parts: introduction, champion teams, challenge award finalists, technical papers, poster presentations, and team descriptions (arranged according to various leagues).This book is mandatory reading for the rapidly growing RoboCup community as well as a valuable source of references and inspiration for R&D professionals interested in multi-agent systems, distributed artificial intelligence, and intelligent robotics.

Provides information on responsive solutions to Web site design, covering such topics as wireframes, text, breakpoints, screenshots, browsers, and design manuals.

19,000 Words

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