

Space craft: developments in architectural computing

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Abstrak

The handsomely illustrated "Space Craft" is a snapshot of the rapidly developing subject of architectural 3-D computer modelling. Increasingly important in contemporary architecture, many of today's iconic free-form structures simply couldn't be made without the advanced digital techniques described here. Packed with cutting-edge case studies by acknowledged leaders in the field, the book explores the contemporary state of the art and hints at its monumental potential, a potential that is within reach of very small practices - even sole practitioners. Readable, accessible and informative, the book contains sections on 'Architecture and Structure', 'Evolution and Emergence', 'Animation, Design Interrogation, Drawing', 'Technology and Fabrication', 'Modelling the Unseen', and 'Collaboration'.