

Elements Parametric Design Robert Woodbury

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Elements of Parametric Design by Robert Woodbury

Elements of parametric design – Woodbury. Daniel Davis – 11 September 2010. Robert Woodbury was studying parametric design before it even had a name – in 1990 Woodbury called it variational geometry and it was only later that 'parametric design' stuck. Many of the early pioneers of parametric design have gone on to do other things – or nothing at all – but Woodbury has defined his career by studying parametric design and in particular, how designers use parametric software.

Elements of parametric design – Woodbury – Daniel Davis

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Elements of Parametric Design | MIT Architecture

This book does a great job of explaining parametric modeling and its potential and current uses. The author speaks honestly about how current and future designers can/will/may use programming, geometry and math to create and solve problems. He does a great job of breaking this down.

Elements of Parametric Design: Woodbury, Robert ...

This website provides design patterns to help you develop your personal craft of parametric design. It is companion to the book Elements of Parametric Design by Robert Woodbury. I gratefully acknowledge the support of the Canadian Natural Science and Engineering Research Council; Bentley Systems, Incorporated; MITACS Accelerate; the Networks of ...

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Driven by new computer and digital fabrication tools, the architectural designs that are built are pushing boundaries of form, customization and construction. Pushed by practices wanting (and needing) to produce novelty, computer-aided design systems are increasingly parametric, that is, they represent designs that change with their input data.

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Parametric design is an approach to the computational design process that is based on algorithmic thinking (Woodbury 2010). Parametric design uses the capabilities of parametric modelling that...

"This book helps designers realize the potential of the parameter in their work. It combines the basic ideas of parametric systems with equally basic ideas from both geometry and computer programming. It uses design patterns as its main tool. A pattern is a generic solution to a shared problem. Using patterns to think and work will help designers master the new complexity imposed on them by parametric modeling. This book explains how to think, model and conceive complex parametric designs. Through design patterns and many examples, it shows designers how to lift their knowledge and skill out of the CAD toolbox into higher levels of design thinking and action."--Back cover.

Architects use CAD to help them visualize their ideas. Parametric design is a fast-growing development of CAD that lets architects and designers specify the key parameters of their model and make changes interactively. Whenever changes are made the rest of the model updates automatically. Through a detailed description of various parametric, generative and algorithmic techniques, this book provides a practical guide to generating geometric and topological solutions for various situations, including explicit step-by-step tutorials. While the techniques and algorithms can be generalized to suit to any parametric environment, the book illustrates its concepts using the scripting languages of one of the most powerful 3D visualization and animation design software systems (Autodesk 3ds Max MAXScript), one of the most popular open-source Java-based scripting environments (Processing), and a brand new language specifically tailored for parametric and generative design (Autodesk DesignScript). This clear, accessible book will have a wide appeal to students and practitioners who would like to experiment with parametric techniques.

Looks at the design and mathematical principles for over ninety pasta shapes through a classification tree based on physical characteristics and profiles that include descriptions, photographs, formulas, and cooking times for each pasta shape.

Smartgeometry (SG) is a key influence on the architectural community who explore creative computational methods for the design of buildings. An informal international network of practitioners and researchers, the group meets annually to experiment with new technologies and collaborate to develop digital design techniques. When SG was founded in 2001 by London-based architects and friends Hugh Whitehead (Foster + Partners), J Parrish (AECOM) and Lars Hesselgren (PLP), there was little in the way of parametric tools for architecture. SG was

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founded to encourage the development, discussion and experimentation of digital design techniques driven by design intent rather than on construction specifications. SG calls for a re-consideration of the design process, where the creation of computational mechanisms become an integral part of designing – not a task done prior to or separate from the process. In the early years of the workshops this need for new ways of design thinking led to the development of Bentley's Generative Components software. In recent years, the ecology of these design environments has diversified to include multiple software platforms, as well as innovative fabrication techniques and interactive environments. SG has grown accordingly from a handful of experts to an international network of designers who are defining the future of design. Founded by digital pioneers, it creates the algorithmic designers of the future. Inside Smartgeometry can be seen as a retroactive manifesto for SG, examining and contextualising the work of the SG community: the digital spaces, prototypes and buildings designed using bespoke tools created in response to architectural ideas. From interactive crowd-sourcing tools to responsive agent-based systems to complex digitally fabricated structures, it explores more than a decade of advances that have been influential for architecture. Through 23 original texts including reflections by the founders, and key contributors such as Robert Aish, Martin Bechthold, Mark Burry, Chris Williams and Robert Woodbury, the book offers a critical state of the art of computational design for architecture. Many international design and engineering firms have participated in SG and the book includes chapters by practitioners from offices such as CASE, Design2Production, Foster + Partners, Grimshaw, Populous and SOM.

"Computational Design Thinking," AD Reader Edited by Achim Menges and Sean Ahlquist The current transition from Computer Aided Design (CAD) to Computational Design in architecture represents a profound shift in design thinking and methods. Representation is being replaced by simulation, and the crafting of objects is moving towards the generation of integrated systems through designer-authored computational processes. While there is a particular history of such an approach in architecture, its relative newness requires the continued progression of novel modes of design thinking for the architect of the 21st century. This AD Reader establishes a foundation for such thinking. It includes multifaceted reflections and speculations on the profound influence of computational paradigms on architecture. It presents relevant principles from the domains of mathematics and computer science, developmental and evolutionary biology, system science and philosophy, establishing a discourse for computational design thinking in architecture. Rather than a merely technical approach, the book will discuss essential intellectual concepts that are fundamental not only for a discourse on computational design but also for its practice. This anthology provides a unique collection of seminal texts by authors, who have either provided a significant starting point through which a computational approach to design has been pursued or have played a considerable role in shaping the field. An important aspect of this book is the manner in which adjacent fields and historical texts are connected. Both the source of original inspiration and scientific thought are presented alongside contemporary writings on the continually evolving computational design discourse. Emerging from the field of science, principally the subjects of morphogenesis, evolution and mathematics, selected texts provide a historical basis for a reconfigured mindset of processes that generate, arrange and describe form. Juxtaposed against more contemporary statements regarding the influence of computation on design thinking, the book offers advancements of fundamental texts to the particular purpose of establishing novel thought processes for architecture, theoretically and practically. The first reader to provide an effective framework for computational thinking in design. Includes classic texts by Johan W. von Goethe, D'Arcy Thompson, Ernst Mayr, Ludwig von Bertalanffy, Gordan Pask, Christopher Alexander, John H. Holland, Nicholas Negroponte, William Mitchell, Peter J. Bentley & David W. Corne, Sanford Kwinter, John Frazer, Kostis

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Terzidis, Michael Weinstock and Achim Menges Features new writing by: Mark Burry, Jane Burry, Manuel DeLanda and Peter Trummer.

Geometric Computation: Foundations for Design describes the mathematical and computational concepts that are central to the practical application of design computation in a manner tailored to the visual designer. Uniquely pairing key topics in code and geometry, this book develops the two key faculties required by designers that seek to integrate computation into their creative practice: an understanding of the structure of code in object-oriented programming, and a proficiency in the fundamental geometric constructs that underlie much of the computational media in visual design.

A comprehensive introduction to machine learning that uses probabilistic models and inference as a unifying approach. Today's Web-enabled deluge of electronic data calls for automated methods of data analysis. Machine learning provides these, developing methods that can automatically detect patterns in data and then use the uncovered patterns to predict future data. This textbook offers a comprehensive and self-contained introduction to the field of machine learning, based on a unified, probabilistic approach. The coverage combines breadth and depth, offering necessary background material on such topics as probability, optimization, and linear algebra as well as discussion of recent developments in the field, including conditional random fields, L1 regularization, and deep learning. The book is written in an informal, accessible style, complete with pseudo-code for the most important algorithms. All topics are copiously illustrated with color images and worked examples drawn from such application domains as biology, text processing, computer vision, and robotics. Rather than providing a cookbook of different heuristic methods, the book stresses a principled model-based approach, often using the language of graphical models to specify models in a concise and intuitive way. Almost all the models described have been implemented in a MATLAB software package—PMTK (probabilistic modeling toolkit)—that is freely available online. The book is suitable for upper-level undergraduates with an introductory-level college math background and beginning graduate students.

Discover BIM: A better way to build better buildings Building Information Modeling (BIM) offers a novel approach to design, construction, and facility management in which a digital representation of the building product and process is used to facilitate the exchange and interoperability of information in digital format. BIM is beginning to change the way buildings look, the way they function, and the ways in which they are designed and built. The BIM Handbook, Third Edition provides an in-depth understanding of BIM technologies, the business and organizational issues associated with its implementation, and the profound advantages that effective use of BIM can provide to all members of a project team. Updates to this edition include: Information on the ways in which professionals should use BIM to gain maximum value New topics such as collaborative working, national and major construction clients, BIM standards and guides A discussion on how various professional roles have expanded through the widespread use and the new avenues of BIM practices and services A wealth of new case studies that clearly illustrate exactly how BIM is applied in a wide variety of conditions Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Third Edition guides readers to successful implementations, helping them to avoid needless frustration and costs and take full advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less time, labor, and capital resources.

The Advances in Architectural Geometry (AAG) symposia serve as a unique forum where developments in the design, analysis and fabrication of building geometry are presented. With participation of both academics and professionals, each symposium aims to gather and present practical work and theoretical research that responds to contemporary design challenges and expands the opportunities for architectural form. The fifth edition of the AAG symposia was hosted by the National Centre for Competence in Research Digital Fabrication at ETH Zurich, Switzerland, in September 2016. This book contains the proceedings from the AAG2016 conference and offers detailed insight into current and novel geometrical developments in architecture. The 22 diverse, peer-reviewed papers present cutting-edge innovations in the fields of mathematics, computer graphics, software design, structural engineering, and the design and construction of architecture.

Over the last decade, 'parametricism' has been heralded as a new avant-garde in the industries of architecture, urban design, and industrial design, regarded by many as the next grand style in the history of architecture, heir to postmodernism and deconstruction. From buildings to cities, the built environment is increasingly addressed, designed and constructed using digital software based on parametric scripting platforms which claim to be able to process complex physical and social modelling alike. As more and more digital tools are developed into an apparently infinite repertoire of socio-technical functions, critical questions concerning these cultural and technological shifts are often eclipsed by the seductive aesthetic and the alluring futuristic imaginary that parametric design tools and their architectural products and discourses represent. The Politics of Parametricism addresses these issues, offering a collection of new essays written by leading international thinkers in the fields of digital design, architecture, theory and technology. Exploring the social, political, ethical and philosophical issues at stake in the history, practice and processes of parametric architecture and urbanism, each chapter provides different vantage points to interrogate the challenges and opportunities presented by this latest mode of technological production.

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