

Beyond Archigram The Structure Of Circulation

A revolutionary reimagining of the cities we live in, the air above us, and what goes on in the earth beneath our feet Today we live in a world that can no longer be read as a two-dimensional map, but must now be understood as a series of vertical strata that reach from the satellites that encircle our planet to the tunnels deep within the ground. In *Vertical*, Stephen Graham rewrites the city at every level: how the geography of inequality, politics, and identity is determined in terms of above and below. Starting at the edge of earth's atmosphere and, in a series of riveting studies, descending through each layer, Graham explores the world of drones, the city from the viewpoint of an aerial bomber, the design of sidewalks and the hidden depths of underground bunkers. He asks: why was Dubai built to be seen from Google Earth? How do the super-rich in São Paulo live in their penthouses far above the street? Why do London billionaires build vast subterranean basements? And how do the technology of elevators and subversive urban explorers shape life on the surface and subsurface of the earth? *Vertical* will make you look at the world around you anew: this is a revolution in understanding your place in the world.

The title *Archigram* came from the notion of a more simple and urgent item than a Journal, like a telegram or aerogramme - hence, "archi(itecture)-gram."

Whatever happened to the last utopian dreams of the city? In the late 1960s the world was faced with impending disaster: the height of the Cold War, the end of oil and the decline of great cities throughout the world. Out of this crisis came a new generation that hoped to build a better future, influenced by visions of geodesic domes, walking cities and a meaningful connection with nature. In this brilliant work of cultural history, architect Douglas Murphy traces the lost archeology of the present day through the works of thinkers and designers such as Buckminster Fuller, the ecological pioneer Stewart Brand, the *Archigram* architects who envisioned the *Plug-In City* in the '60s, as well as co-operatives in Vienna, communes in the Californian desert and protesters on the streets of Paris. In this mind-bending account of the last avant-garde, we see not just the source of our current problems but also some powerful alternative futures.

Beyond Archigram The Structure of Circulation Routledge

Deployable structures can expand and contract due to their geometrical, material and mechanical properties – offering the potential to create truly transforming environments. This book looks at the cutting edge of the subject, examining the different types of deployable structures and numerous design approaches. Filled with photographs, models, drawings and diagrams, *Deployable Structures* is packed with inspirational ideas for architecture students and practitioners.

The typical town springs up around a natural resource such as a river, an ocean, an exceptionally deep harbour or in proximity to a larger, already thriving town. Not so with 'new towns,' which are created by decree rather than out of necessity and are often intended to break from the tendencies of past development. New towns aren't a new thing but these utopian developments saw a resurgence in the 20th century. Rosemary Wakeman gives us a sweeping view of the new town movement as a global phenomenon, from Tapiola in Finland to Islamabad in Pakistan, Cergy-Pontoise in France to Irvine in California.

Was ist Architekturwissenschaft? Der vorliegende Band versammelt erstmals unter

dem Titel Architekturwissenschaft eine Reihe unterschiedlicher Aspekte des Zusammenkommens von Wissenschaft und Architektur und zeigt auf, welche Rolle das eine für das andere spielt, gespielt hat, oder in Zukunft als institutionalisierte Architekturwissenschaft spielen wird. What is `Architekturwissenschaft`? This publication presents various aspects concerning the connection of `Wissenschaft` – including both science and humanities – and Architecture demonstrating the significance of the former to the latter and vice versa. In reflecting their interrelation, the perspectives of the different contributions are directed either to the past, to the present situation or to the future of an insitutionalised `Architecturewissenschaft`.

"An abridgement of the two-volume reference set *New makers of modern culture* (2006), which in turn was a re-compilation of two earlier volumes, *Makers of modern culture* (1981) and *Makers of nineteenth century culture* (1982)"--Intro.

The *Culture of Nature in the History of Design* confronts the dilemma caused by design's pertinent yet precarious position in environmental discourse through interdisciplinary conversations about the design of nature and the nature of design. Demonstrating that the deep entanglements of design and nature have a deeper and broader history than contemporary discourse on sustainable design and ecological design might imply, this book presents case studies ranging from the eighteenth to the twenty-first century and from Singapore to Mexico. It gathers scholarship on a broad range of fields/practices, from urban planning, landscape architecture, and architecture, to engineering design, industrial design, furniture design and graphic design. From adobe architecture to the atomic bomb, from the bonsai tree to Biosphere 2, from pesticides to photovoltaics, from rust to recycling – the culture of nature permeates the history of design. As an activity and a profession always operating in the borderlands between human and non-human environments, design has always been part of the environmental problem, whilst also being an indispensable part of the solution. The book ventures into domains as diverse as design theory, research, pedagogy, politics, activism, organizations, exhibitions, and fiction and trade literature to explore how design is constantly making and unmaking the environment and, conversely, how the environment is both making and unmaking design. This book will be of great interest to a range of scholarly fields, from design education and design history to environmental policy and environmental history.

In this major new assesment of Hannah Arendt's writings on International Relations Patricia Owens provides a compelling case for Arendt's continued relevance to debates about suicide bombing; genocide; the ethics of war; civilian casualties; and the dangers of lies and hypocrisy in wartime.

An innovative look at the contribution of montage to twentieth-century architecture *Graphic Assembly* unearths the role played by montage and collage in the development of architectural culture over the past century, revealing their unexamined yet crucial significance. Craig Buckley brings together experimental architectural practices based in London, Paris, Vienna, and Florence, showing how breakthroughs in optical media and printing technologies enabled avant-garde architects to reimagine their field. *Graphic Assembly* considers a range of architects and movements from the 1950s through the early '70s, including Theo Crosby, Hans Hollein, and John McHale; the magazine *Clip-Kit*; and the groups Archigram, Superstudio, and Utopie. It gives a thorough account of how montage concepts informed the design of buildings, prototypes, models, exhibitions, and multimedia environments, accompanied by Buckley's insightful interpretations of the iconic images, exhibitions, and buildings of the 1960s that mark how the decade is remembered. Richly illustrated with never-before-published material from more than a dozen archives and private collections, *Graphic Assembly* offers a comparative overview of the network of experimental architectural practice in Europe. It provides a deep historical account of the cut-and-paste techniques now prevalent

with architecture's digital turn, demonstrating the great importance of montage to architecture past, present, and future.

Megastructure proposals by the Japanese Metabolism group are commonly identified with the concept of utopia. Beyond this partial understanding, Agnes Nyilas suggests that rather than being merely utopian, the Megastructure of Metabolism represents a uniquely amalgam genre: the myth camouflaged as utopia. Although its Megastructure seemingly describes a desirable future condition as utopia does, it also comprises certain cultural images rooted in the collective (un)conscious of Japanese people, in accordance with the general interpretation of myth. The primary narrative of *Beyond Utopia* thus follows the gradual unfolding of the myth-like characteristics of its Megastructure. Myth is dealt here as an interdisciplinary subject in line with contemporary myth theories. After expounding the mechanism underlying the growing demand for a new myth in architecture (the origin of the myth), Part I discovers the formal characteristics of the Megastructure of Metabolism to give a hint of the real intention behind it. Based on this, Part II is a reexamination of their design methods, which aims to clarify the function of the myth and to suggest the meaning behind it. Finally, Part III deals with the subject matter of the myth by disclosing the meaning unfolding in the story, and suggests a new reading of Metabolism urban theory: as an attempt to reconsider the traditional Japanese space concept.

Anthony Fontenot's staggeringly ambitious book uncovers the surprisingly libertarian heart of the most influential British and American architectural and urbanist discourses of the postwar period, expressed as a critique of central design and a support of spontaneous order. *Non-Design* illuminates the unexpected philosophical common ground between enemies of state support, most prominently the economist Friedrich Hayek, and numerous notable postwar architects and urbanists like Robert Venturi, Denise Scott Brown, Reyner Banham, and Jane Jacobs. These thinkers espoused a distinctive concept of "non-design," characterized by a rejection of conscious design and an embrace of various phenomenon that emerge without intention or deliberate human guidance. This diffuse and complex body of theories discarded many of the cultural presuppositions of the time, shunning the traditions of modern design in favor of the wisdom, freedom, and self-organizing capacity of the market. Fontenot reveals the little-known commonalities between the aesthetic deregulation sought by ostensibly liberal thinkers and Hayek's more controversial conception of state power, detailing what this unexplored affinity means for our conceptions of political liberalism. *Non-Design* thoroughly recasts conventional views of postwar architecture and urbanism, as well as liberal and libertarian philosophies.

With the increasing sophistication of CAD and other design software, there is now a wide array of means for both designing and fabricating architecture and its components. The proliferation of advanced modelling software and hardware has enabled architects and students to conceive and create designs that would be very difficult to do using more traditional methods. The use of CAD technologies in the production of physical models, prototypes and individual elements is increasingly widespread through processes such as CAD/CAM, CNC milling and rapid prototyping. This translation of computer-generated data to physical artefact can also be reversed with devices such as a digitiser, which traces the contours of physical objects directly into the computer. This book focuses on the inspiring possibilities for architecture that can be explored with all the different technologies and techniques available for making complete designs or their components.

This essential reference for all students of architecture, design and the built environment provides a convenient single source for all the key texts in the recent literature on architecture and technology. The book contains over fifty carefully selected essays, manifestoes, reflections and theories by architects and architectural writers from 1900 to 2004. This mapping out of a century of architectural technology reveals the discipline's long and close attention to the

experience and effects of new technologies, and provides a broad picture of the shift from the 'age of tools' to the 'age of systems'. Chronological arrangement and cross-referencing of the articles enable both a thematic and historically contextual understanding of the topic and highlight important thematic connections across time. With the ever increasing pace of technological change, this Reader presents a clear understanding of the context in which it has and does affect architecture.

Focusing on the creative and inventive significance of drawing for architecture, this book is an established classic. Readers are provided with perceptive insights at every turn. The book features some of the greatest and most intriguing drawings by architects, ranging from Frank Lloyd Wright, Heath-Robinson, Le Corbusier, and Otto Wagner to Frank Gehry, Zaha Hadid, Coop Himmelb(l)au, Arata Isozaki, Eric Owen Moss, Bernard Tschumi, and Lebbeus Woods as well as key works by Cook and other members of the original Archigram group. This new edition provides a substantial new chapter that charts the speed at which the trajectory of drawing is moving. It reflects the increasing sophistication of available software and also the ways in which hand drawing and the digital are being eclipsed by new hybrids, injecting a new momentum to drawing. These crossovers provide a whole new territory as attempts are made to release drawing from the boundaries of a solitary moment, a single-viewing position, or a single referential language. Featuring Toyo Ito, Perry Culper, Izaskun Chinchilla, Kenny Tsui, Ali Rahim, John Berglund, and Lorene Faure, it leads to fascinating insights into the effect that medium has upon intention and definition of an idea or a place.

How the different narratives of four historians of architectural modernism—Emil Kaufmann, Colin Rowe, Reyner Banham, and Manfredo Tafuri—advanced specific versions of modernism. Architecture, at least since the beginning of the twentieth century, has suspended historical references in favor of universalized abstraction. In the decades after the Second World War, when architectural historians began to assess the legacy of the avant-gardes in order to construct a coherent narrative of modernism's development, they were inevitably influenced by contemporary concerns. In *Histories of the Immediate Present*, Anthony Vidler examines the work of four historians of architectural modernism and the ways in which their histories were constructed as more or less overt programs for the theory and practice of design in a contemporary context. Vidler looks at the historical approaches of Emil Kaufmann, Colin Rowe, Reyner Banham, and Manfredo Tafuri, and the specific versions of modernism advanced by their historical narratives. Vidler shows that the modernism conceived by Kaufmann was, like the late Enlightenment projects he revered, one of pure, geometrical forms and elemental composition; that of Rowe saw mannerist ambiguity and complexity in contemporary design; Banham's modernism took its cue from the aspirations of the futurists; and the "Renaissance modernism" of Tafuri found its source in the division between the technical experimentation of Brunelleschi and the cultural nostalgia of Alberti. Vidler's investigation demonstrates the inevitable collusion between history and design that pervades all modern architectural discourse—and has given rise to some of the most interesting architectural experiments of the postwar period.

In the challenging context of accelerating climate dynamics, the core discipline of architectural design is evolving and embracing new forms of action. New York-based nonprofit Terreform ONE has established a distinctive design tactic that investigates projects through the regenerative use of natural materials, science, and the emergent field of socio-ecological design.

In the decades following World War Two, and in part in response to the Cold War,

Webb, became a focal point for the architectural avant-garde, because they redefined the purpose of architecture. Countering the habitual building practice of setting walls and spaces in place, Archigram architects wanted to provide the equipment for amplified living, and they welcomed any cultural rearrangements that would ensue. Archigram: Architecture without Architecture—the first full-length critical and historical account of the Archigram phenomenon—traces Archigram from its rediscovery of early modernist verve through its courting of students, to its ascent to international notoriety for advocating the "disappearance of architecture."

Beyond Archigram is the first study of the prehistory of digital representation to focus on the magazine Archigram, the magazine published in London irregularly between 1961 and 1970 and the name of the group that created it. Archigram is among the most significant phenomena to emerge in post-war architectural culture. The wired environments first advertised on its pages formulated an architectural vocabulary of metamorphosis and obsolescence that cross-pollinated industrial and digital technology at the same time as complex systems were becoming commercially available. Through archival, theoretical and visual analysis, Hadas Steiner explores the process through which this model was envisaged and disseminated within an international network of practitioners and shows how the assimilation of Archigram imagery set the course for the visual output of what are now commonplace tools in architectural practice. This book will provide a foundation for further inquiry into the integration of digital technology at every level of design.

Featuring 165 expertly reproduced visionary architectural drawings from The Museum of Modern Art's Howard Gilman Archive, this collection brings together a selection of idealized, fantastic and utopian architectural drawings.

Architecture and Adaptation discusses architectural projects that use computational technology to adapt to changing conditions and human needs. Topics include kinetic and transformable structures, digitally driven building parts, interactive installations, intelligent environments, early precedents and their historical context, socio-cultural aspects of adaptive architecture, the history and theory of artificial life, the theory of human-computer interaction, tangible computing, and the social studies of technology. Author Socrates Yiannoudes proposes tools and frameworks for researchers to evaluate examples and tendencies in adaptive architecture. Illustrated with more than 50 black and white images.

This book analyses the spatial politics of a range of British novelists writing on London since the 1950s, emphasizing spatial representation as an embodied practice at the point where the architectural landscape and the body enter into relation with each other. Colombino visits the city in connection with its boundaries, abstract spaces and natural microcosms, as they stand in for all the conflicting realms of identity; its interstices and ruins are seen as inhabited by bodies that reproduce internally the external conditions of political and social struggle. The study brings into focus the fiction in which London provides not a residual interest but a strong psychic-phenomenological grounding, and where the awareness of the physical reality of buildings and landscape conditions shape the concept of the subject traversing this space. Authors such as J. G. Ballard, Geoff Dyer, Michael Moorcock, Peter Ackroyd, Iain Sinclair, Geoff Ryman, Tom McCarthy, Michael Bracewell and Zadie Smith are considered in order to map the relationship of body, architecture and spatial politics in contemporary creative prose on

??
????????????????????????????

Design, History and Time reflects on the nature of time in relation to design, in both past and contemporary contexts. In contrast to a traditional design historical approach which emphasises schools and movements, this volume addresses time as a continuum and considers the importance of temporality for design practice and history. Contributors address how designers, design historians and design thinkers might respond to the global challenges of time, the rhythms of work, and the increasing speed of life and communication between different communities. They consider how the past informs the present and the future in terms of design; the importance of time-based design practices such as rapid prototyping and slow design, time in relation to memory and forgetting, and artefacts such as the archive for which time is key, and ponder the design of time itself. Showcasing the work of fifteen design scholars from a range of international contexts, the book provides an essential text for thinking about changing attitudes to the temporal.

Learning a new discipline is similar to learning a new language; in order to master the foundation of architecture, you must first master the basic building blocks of its language – the definitions, function, and usage. Language of Architecture provides students and professional architects with the basic elements of architectural design, divided into twenty-six easy-to-comprehend chapters. This visual reference includes an introductory, historical view of the elements, as well as an overview of how these elements can and have been used across multiple design disciplines.

Whether you're new to the field or have been an architect for years, you'll want to flip through the pages of this book throughout your career and use it as the go-to reference for inspiration, ideas, and reminders of how a strong knowledge of the basics allows for meaningful, memorable, and beautiful fashions that extend beyond trends. This comprehensive learning tool is the one book you'll want as a staple in your library.

Geographers have always had an interest in mobility, but as yet they have not viewed this in the same 'mobility turn' as in other disciplines where it has been used to critique the standard approaches to the subjects. This text brings together leading academics to provide a revitalised 'geography of mobilities' informed by this wider 'mobility turn'. It makes connections between the seemingly disparate sub-disciplinary worlds of migration, transport and tourism, suggesting that each has much to learn from each other through the ontological and epistemological concern for mobility.

Item presents a complete , annotated catalogue of the designs of the Utopie architects and reflects the social events and student protests of 1968.

A long-sought reprint of this classic of architectural history and criticism, surveying a movement that would inspire architects, fantasists, and filmmakers alike. It is an architectural concept as alluring as it is elusive, as futuristic as it is primordial.

Megastructure is what it sounds like: a vastly scaled edifice that can contain potentially countless uses, contexts, and adaptations. Theorized and briefly experimented with in built form in the 1960s, megastructures almost as quickly went out of fashion in the profession. But Reyner Banham's 1976 book compiled the origin stories and ongoing mythos of this visionary movement, seeking to chart its lively rise, rapid fall, and ongoing meaning. Now back in print after decades and with original editions fetching

well over \$100 on the secondary market, *Megastructure: Urban Futures of the Recent Past* is part of the recent surge in attention to this quixotic form, of which some examples were built but to this day remains--decades after its codification--more of a poetic idea than a real architectural type. Banham, among the most gifted and incisive architectural critics and historians of his time, sought connections between theoretical origins in Le Corbusier's more starry-eyed drawings to the flurry of theories by the Japanese Metabolist architects, to less intentional examples in military architecture, industry, infrastructure, and the emerging instances in pop culture and art. Had he written the book a few years later he would find an abundance of examples in speculative art and science fiction cinema, mediums where it continues to provoke wonder to this day. A long-sought study by an author who combined imagination, wit, and pioneering scholarship, the republication of *Megastructure* is an opportunity for scholars and laypeople alike to return to the origins of this fantastic urban idea.

Metabolism, the Japanese architectural avant-garde movement of the 1960s, profoundly influenced contemporary architecture and urbanism. This book investigates the Metabolists' utopian projects of the city, which often envisioned the sea and the sky as human habitats of the future and proposed three-dimensional urban forms on an unprecedented scale – often known as megastructure. This comprehensive account focuses on the movement's urbanism and utopianism, situating it in the context of Japan's mass urban reconstruction, economic miracle, and socio-political reorientation.

Key Modern Architects provides an accessible and thought-provoking introduction to the work of the most significant architects of the modern era. Fifty short chapters introduce fifty key architects, from Le Corbusier to Aldo Van Eyck to Zaha Hadid, exploring their most influential buildings and developing a critique of each architect's work within a broader cultural and historical context. The selection represents the most influential architects working from 1890 to the present, those most likely to be taught on survey courses in modern architectural history, along with some lesser-known names with an equal claim to influence. Emphasis is placed on a critical and interpretative approach, allowing the student to position each architect in a cultural and intellectual context quickly and easily. Artistic, technical, social, and intellectual developments are brought to the fore – built and unbuilt projects, writings and influences. This approach brings to light the ideology behind architectural work, offering insights into each architect's working practice. - Helps students to develop a critical approach to understanding modern architectural history. - One chapter per architect – meaning chapters may be read individually as a concise resource for the study of an architect, or together as a coherent book-length history of the whole period of modern architecture. - Chapters are supported by boxed lists of each architect's most significant projects, along with suggestions for further reading as a springboard to further study and research. Combining the clarity and accessibility of a textbook with in-depth reading and a critical approach, *Key Modern Architects* provides an invaluable resource for both the classroom and for independent study in architectural and art history.

In the light of globalization's failure provide the universal panacea expected by some of its more enthusiastic proponents, and the current status of neo-liberalism in Europe, a search has begun for alternative visions of the future; alternatives to the free market and to rampant capitalism. Indeed, although these alternatives may not be conceived of in terms of being a 'perfect order', there does appear to be a trend towards 'utopian thinking', as people - including scholars and intellectuals - search for inspiration and visions of better futures. If, as this search continues, it transpires that politics has little to offer, then what might social theory have to contribute to the imagination of these futures? Does social theory matter at all? What resources can it offer this project of rethinking the future? Without being tied to any single political platform, *Utopia: Social Theory and the Future* explores some of these questions,

offering a timely and sustained attempt to make social theory relevant through explorations of its resources and possibilities for utopian imaginations. It is often claimed that utopian thought has no legitimate place whatsoever in sociological thinking, yet utopianism has remained part and parcel of social theory for centuries. As such, in addition to considering the role of social theory in the imagination of alternative futures, this volume reflects on how social theory may assist us in understanding and appreciating utopia or utopianism as a special topic of interest, a special subject matter, a special analytical focus or a special normative dimension of sociological thinking. Bringing together the latest work from a leading team of social theorists, this volume will be of interest to sociologists, social and political theorists, anthropologists and philosophers.

Acoustic signals, voice, sound, articulation, music and spatial networking are dispositifs of radiophonic transmission which have brought forth a great number of artistic practices. Up to and into the digital present radio has been and is employed and explored as an apparatus-based structure as well as an expanded model for performance and perception. This volume investigates a broad range of aesthetic experiments with the broadcasting technology of radio, and the use of radio as a means of disseminating artistic concepts. With exemplary case studies, its contributions link conceptual, recipient-response-related, and sociocultural issues to matters of relevance to radio art's mediation.

How to use design as a tool to create not only things but ideas, to speculate about possible futures. Today designers often focus on making technology easy to use, sexy, and consumable. In *Speculative Everything*, Anthony Dunne and Fiona Raby propose a kind of design that is used as a tool to create not only things but ideas. For them, design is a means of speculating about how things could be—to imagine possible futures. This is not the usual sort of predicting or forecasting, spotting trends and extrapolating; these kinds of predictions have been proven wrong, again and again. Instead, Dunne and Raby pose “what if” questions that are intended to open debate and discussion about the kind of future people want (and do not want). *Speculative Everything* offers a tour through an emerging cultural landscape of design ideas, ideals, and approaches. Dunne and Raby cite examples from their own design and teaching and from other projects from fine art, design, architecture, cinema, and photography. They also draw on futurology, political theory, the philosophy of technology, and literary fiction. They show us, for example, ideas for a solar kitchen restaurant; a flypaper robotic clock; a menstruation machine; a cloud-seeding truck; a phantom-limb sensation recorder; and devices for food foraging that use the tools of synthetic biology. Dunne and Raby contend that if we speculate more—about everything—reality will become more malleable. The ideas freed by speculative design increase the odds of achieving desirable futures.

In *McLuhan's Techno-Sensorium City: Coming to Our Senses in a Programmed Environment*, Jaqueline McLeod Rogers argues that Marshall McLuhan was both an activist and a speculative urbanist who drew from cross-disciplinary and ahistorical sources to explore constitutive exchanges between humanity and technologies to alter human perception and imagine a sustainable future based on collective participation in a responsive urban environment. This environment—a techno-sensorium—would endeavor to design and program technology to be favorable to life and capable of engaging with multiple senses. McLeod Rogers examines McLuhan's active engagement with the vibrant art and urban design culture of his day to further understand the ways in which the links he drew between media, technology, space, architecture, art, and cities continue to inform current urban and art criticism and practices. Scholars of media studies, urbanism, philosophy, architecture, and sociology will find this book particularly useful.

A novel interpretation of architecture, ugliness, and the social consequences of aesthetic judgment. When buildings are deemed ugly, what are the consequences? In *Ugliness and Judgment*, Timothy Hyde considers the role of aesthetic judgment—and its concern for

ugliness—in architectural debates and their resulting social effects across three centuries of British architectural history. From eighteenth-century ideas about Stonehenge to Prince Charles's opinions about the National Gallery, Hyde uncovers a new story of aesthetic judgment, where arguments about architectural ugliness do not pertain solely to buildings or assessments of style, but intrude into other spheres of civil society. Hyde explores how accidental and willful conditions of ugliness—including the gothic revival Houses of Parliament, the brutalist concrete of the South Bank, and the historicist novelty of Number One Poultry—have been debated in parliamentary committees, courtrooms, and public inquiries. He recounts how architects such as Christopher Wren, John Soane, James Stirling, and Ludwig Mies van der Rohe have been summoned by tribunals of aesthetic judgment. With his novel scrutiny of lawsuits for libel, changing paradigms of nuisance law, and conventions of monarchical privilege, he shows how aesthetic judgments have become entangled in wider assessments of art, science, religion, political economy, and the state. Moving beyond superficialities of taste in order to see how architectural improprieties enable architecture to participate in social transformations, *Ugliness and Judgment* sheds new light on the role of aesthetic measurement in our world.

[Copyright: 75b8b12bc0668b046734b20e839cf94a](#)