

Robin Evans Translations From Drawing To Building

The Death of Drawing explores the causes and effects of the epochal shift from drawing to computation as the chief design and communication medium in architecture. Drawing both framed the thinking of architects and organized the design and construction process to place architects at its center. Its displacement by building information modeling (BIM) and computational design recasts both the terms in which architects think and their role in building production. Author David Ross Scheer explains that, whereas drawing allowed architects to represent ideas in form, BIM and computational design simulate experience, making building behavior or performance the primary object of design. The author explores many ways in which this displacement is affecting architecture: the dominance of performance criteria in the evaluation of design decisions; the blurring of the separation of design and construction; the undermining of architects' authority over their projects by automated information sharing; the elimination of the human body as the common foundation of design and experience; the transformation of the meaning of geometry when it is performed by computers; the changing nature of design when it requires computation or is done by a digitally-enabled collaboration. Throughout the book, Scheer examines both the theoretical bases and the practical consequences of these changes. The Death of Drawing is a clear-eyed account of the reasons for and consequences of the displacement of drawing by computational media in architecture. Its aim is to give architects the ability to assess the impact of digital media on their own work and to see both the challenges and opportunities of this historic moment in the history of their discipline.

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, matrixes, 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.

Photography and architecture have a uniquely powerful resonance - architectural form provides the camera with the subject for some of its most compelling imagery, while photography profoundly influences how architecture is represented, imagined and produced. *Camera Constructs* is the first book to reflect critically on the varied interactions of the different practices by which photographers, artists, architects, theorists and historians engage with the relationship of the camera to architecture, the city and the evolution of Modernism. The title thus on the one hand opposes the medium of photography and the materiality of construction - but on the other can be read as saying that the camera invariably constructs what it depicts: the photograph is not a simple representation of an external reality, but constructs its own meanings and reconstructs its subjects. Twenty-three essays by a wide range of historians and theorists are grouped under the themes of 'Modernism and the Published Photograph', 'Architecture and the City Re-imagined', 'Interpretative Constructs' and 'Photography in Design Practices.' They are preceded by an Introduction that comprehensively outlines the subject and elaborates on the diverse historical and theoretical contexts of the authors' approaches. *Camera Constructs* provides a rich and highly original analysis of the relationship of photography to built form from the early modern period to the present day.

Interior Provocations: History, Theory, and Practice of Autonomous Interiors addresses the broad cultural, historical, and theoretical implications of interiors beyond their conventionally defined architectural boundaries. With provocative contributions from leading and emerging historians, theorists, and design practitioners, the book is rooted in new scholarship that expands traditional relationships between architecture and interiors and that reflects the latest theoretical developments in the fields of interior design history and practice. This collection contains diverse case studies from the late eighteenth century to the twenty-first century including Alexander Pope's Memorial Garden, Design Indaba, and Robin Evans. It is an essential read for researchers, practitioners, and students of interior design at all levels.

The late Robin Evans was a historian whose writings covered a wide range of architectural concerns: society's involvement in building types; spatial relations; aspects of geometry; and modes of projection. This text brings together eight of Robin Evans's essays, including Mies van der Rohe's *Paradoxical Symmetries* and others that were first published in the AA Files series. Written over a period of 20 years from 1970 to 1990, the essays are representative of his diverse body of work. The essays are supported by an introduction by Mohsen Mostafavi, a survey of Evans's writings by Robin Middleton, and an annotated bibliography by Richard Difford.

Architecture and Modern Literature explores the representation and interpretation of architectural space in modern literature from the early nineteenth century to the present, with the aim of showing how literary production and architectural construction are related as cultural forms in the historical context of modernity. In addressing this subject, it also examines the larger questions of the relation between literature and architecture and the extent to which these two arts define one another in the social and philosophical contexts of modernity. *Architecture and Modern Literature* will serve as a foundational introduction to the emerging interdisciplinary study of architecture and literature. David Spurr addresses a broad range of material, including literary, critical, and philosophical works in English, French, and German, and proposes a new historical and theoretical overview of this area, in which modern forms of "meaning" in architecture and literature are related to the discourses of being, dwelling, and homelessness. The first book to look architectural narrative in the eye Since the early eighties, many architects have used the term "narrative" to describe their work. To architects the enduring attraction of narrative is that it offers a way of engaging with the way a city feels and works. Rather than reducing architecture to mere style or an overt emphasis on technology, it foregrounds the experiential dimension of architecture. *Narrative Architecture* explores the potential for narrative as a way of interpreting buildings from ancient history through to the present, deals with architectural background, analysis and practice as well as its future development. Authored by Nigel Coates, a foremost figure in the field of narrative architecture, the book is one of the first to address this subject

directly Features architects as diverse as William Kent, Antoni Gaudí, Eero Saarinen, Ettore Sottsass, Superstudio, Rem Koolhaas, and FAT to provide an overview of the work of NATO and Coates, as well as chapters on other contemporary designers Includes over 120 colour photographs Signposting narrative's significance as a design approach that can aid architecture to remain relevant in this complex, multi-disciplinary and multi-everything age, Narrative Architecture is a must-read for anyone with an interest in architectural history and theory.

These essays by one of America's foremost historians of art and architecture range over theory and criticism, the search for connections between art and science in the Renaissance, and specific works of Renaissance architecture. The largest group of essays, dealing with the character of Renaissance architecture, are models of art historical scholarship in their direct approach to identifying the essentials of a building and the social and intellectual context in which they should be viewed. Another group of essays explores encounters between the traditions of artistic practice and early optics and color theory. The three essays that begin this collection bring to light the intellectual and moral concerns that underlie all of Ackerman's art historical work.

Available again, a wholly original study of the complex relationship between architecture and language that has changed and enriched the way we think and talk about architecture. The words we use when we talk and write about architecture describe more than just bricks and mortar they direct the ways we think of and live with buildings. This groundbreaking book is the first thorough examination of the complex relationship between architecture and language as intricate social practices. Six rigorously argued chapters investigate the language of modernism, language and drawing, masculine and feminine architecture, language metaphors, science in architecture, and the social properties of architecture. There follows a vocabulary of key words such as Character, Form, History and Space, locating each words modern meaning within an historical and theoretical framework, and setting out clearly its development and relevance for architects, historians, philosophers, critics and the users of the buildings themselves. Architects should be made to read Words and Buildings Architecture Today Unusually clear and accessible Students of all kinds will love this book The Architectural Review A forceful, clear and sophisticated exposition of the role of conceptual thought in architectural discourse The Architects Journal

One Woman's Journey Back to Loving the Bible If the Bible isn't a science book or an instruction manual, then what is it? What do people mean when they say the Bible is inspired? When Rachel Held Evans found herself asking these questions, she began a quest to better understand what the Bible is and how it is meant to be read. What she discovered changed her—and it will change you too. Drawing on the best in recent scholarship and using her well-honed literary expertise, Evans examines some of our favorite Bible stories and possible interpretations, retelling them through memoir, original poetry, short stories, soliloquies, and even a short screenplay. Undaunted by the Bible's most difficult passages, Evans wrestles through the process of doubting, imagining, and debating Scripture's mysteries. The Bible, she discovers, is not a static work but is a living, breathing, captivating, and confounding book that is able to equip us to join God's loving and redemptive work in the world.

A collection of housing designs built over the last hundred years, illustrating innovative approaches. Fourth in the Key series, with newly drawn plans suitable for study in architecture schools, this volume will appeal to students of urban design and planning as well as architecture. Key developments covered include early apartment blocks, the projects of European modernism, high-rise and large-scale schemes, and postmodernism. Exterior and interior photographs show materials, massing, and context. 150 color photographs, 500 line drawings.

Conversant in contemporary theory and architectural history, Stan Allen argues that concepts in architecture are not imported from other disciplines, but emerge through the materials and procedures of architectural practice itself. Drawing on his own experience as a working architect, he examines the ways in which the tools available to the architect affect the design and production of buildings. This second edition includes revised essays together with previously unpublished work. Allen's seminal piece on Field Conditions is included in this reworked, revised and redesigned volume. A compelling read for student and practitioner alike.

Introduction by Mohsen Mostafavi The late Robin Evans (1944-1993) was a highly original historian of architecture whose writings covered a wide range of concerns: society's role in the evolution and development of building types, aspects of geometry, modes of projection, military architecture, representation of all kinds. No matter what the topic, however, he always drew on firsthand experience, arriving at his insights from direct observation. This book brings together eight of Evans's most significant essays. Written over a period of twenty years, from 1970, when he graduated from the Architectural Association, to 1990, they represent the diverse interests of an agile and skeptical mind. The book includes an introduction by Mohsen Mostafavi, a chronological account of the development of Evans's writing by Robin Middleton, and a bibliography by Richard Difford. CONTENTS Towards Anarchitecture The Rights of Retreat and Rites of Exclusion: Notes Towards the Definition of Wall Figures, Doors and Passages Rookeries and Model Dwellings: English Housing Reform and the Moralities of Private Space Not to Be Used for Wrapping Purposes Translations from Drawing to Building The Developed Surface: An Enquiry into the Brief Life of an Eighteenth-Century Drawing Technique Mies van der Rohes Paradoxical Symmetries

In Translations from Drawing to Building, Historian Robin Evans draws attention to the "blind spot between the drawing and its object" as a productive site in architecture. Instead of a "uniform space through which meaning may glide without modulation", the "substratum" of this "gap" is uneven and unpredictable, a space of "entropy" and a "locale of subterfuges and evasions." Through their passage, "things can get bent, broken or lost on the way." Evans sees architects exploring "deviations" and "potentialities" here by "maintaining sufficient control in transit so that more remote destinations may be reached." Today we manipulate drawings and 3D models in software programs and visualize them at human-computer interface moments like the display, the plotter and the 3D printer. Meanwhile, at internal machine-to-machine interfaces, algorithms regularly carry out translations, their "labor behind or below the threshold of perception" (John May, "Field Notes from the Instruments Project" in JAE). Theorist Paul Virilio describes virtual drawings and models here as "signals in the electronic currents of a closed-system, readable by machines but neither visible nor legible to humans" (The Vision Machine). My thesis gives form to these unseen computer translations between different representations of our drawings and objects. The three sections: Plotting, Meshing and Rendering, materialize the underlying infrastructure of the computer representation technology we interact with daily as designers, exploiting a form of "time-lapse" image to freeze moments that happen within an instant inside the computer. The thesis asks architects to question our relationship with our tools and invites us to explore Evans' "blind spot" and claim this fertile territory for the designer, leveraging our visual-spatial and interdisciplinary knowledge culture for new experimental ends.

A re-edition of Robin Evans' classic essay anthology Translations from Drawing to Building and Other Essays, originally published by the Architectural Association (AA) in 1997. Featuring a new introduction, the book is the first in a new series of essay

anthologies entitled AA Documents. 'What makes this book so captivating is not just the individual insights, but also the intensity of Evans's vision and the coherence of his approach.' --Joseph Rykwert, Harvard Design Magazine This book brings together eight of the most interesting and significant essays by the unequalled historian Robin Evans, author of *The Projective Cast*. Written over a period of 20 years from 1970, shortly after his graduation from the Architectural Association (AA), to 1990, the essays cover a wide range of architectural concerns: domestic space, society's involvement with building types, aspects of geometry, modes of projection and drawing as a process for generating ideas. The book includes 'Mies van der Rohe's Paradoxical Symmetries' and other essays first published in AA Files. Evans's writings are supported by a new introduction and an annotated bibliography by Richard Difford. This AA Documents publication is a re-edition of the 1997 essay collection originally published by AA Publications. Back in print--the standard work on Heino Engel's structure systems. The hundreds of drawings and photographs reproduced in this hardback volume offer almost endless variations on the many structural systems that can keep buildings together: within a few pages of one another, tents, domes and cubes are shown supported by poles, cables, ribs, rafters and beams. Engel's presentation and explanation of this highly complex material differs fundamentally from others' work on the subject in that he focuses entirely upon the functions and design effects of these mechanisms, without regard for technical details: More than an engineering text, this is a catalogue of ideas and forms for architects and dreamers, a David Macaulay book for adults. *Structure Systems* skips over more commonly treated special designs and completed buildings for typical, representative and surprising shapes. As a reference work or daydream material, it is an indispensable repertoire of forms.

In this lavishly illustrated study, *Belting* deals with the double history of perspective, as a visual theory based on geometrical abstraction (in the Middle East) and as pictorial theory (in Europe). *Florence and Baghdad* addresses a provocative question that reaches beyond the realm of aesthetics and mathematics: What happens when Muslims and Christians look upon each other and find their way of viewing the world transformed as a result?

Drawing Imagining Building focuses on the history of hand-drawing practices to capture some of the most crucial and overlooked parts of the process. Using 80 black and white images to illustrate the examples, it examines architectural drawing practices to elucidate the ways drawing advances the architect's imagination. Emmons considers drawing practices in the Renaissance and up to the first half of the twentieth century. Combining systematic analysis across time with historical explication presents the development of hand-drawing, while also grounding early modern practices in their historical milieu. Each of the illustrated chapters considers formative aspects of architectural drawing practice, such as upright elevations, flowing lines and occult lines, and drawing scales to identify their roots in an embodied approach to show how hand-drawing contributes to the architect's productive imagination. By documenting some of the ways of thinking through practices of architectural hand-drawing, it describes how practices can enrich the ethical imagination of the architect. This book would be beneficial for academics, practitioners, and students of architecture, particularly those who are interested in the history and significance of hand-drawing and technical drawing.

Basic theoretical texts for landscape architects.

Examines the social uses of architectural drawing: how it acts to direct architecture; how it helps define what is important about a design; and how it embodies claims about the architect's status and authority. Case study narratives are included with drawings from projects at all stages.

The Architecture of Full-Scale Mock-Ups looks at the theory and contemporary practice of creating full-scale architectural mock-ups. This book serves as an introduction to the various forms of full-scale mock-ups which occur today. To broaden the definition of mock-ups, Nick Gelpi dives deep into the use of mock-ups in seven high-profile and global contemporary case studies. Instead of the presentation drawings and final building photos, the documentation of case studies relies on process photos, interviews, and moments of tension in the execution of each building. With never-before-published content, case studies include buildings from all over the world, including the Quincho Tia Coral and Teleton Building, Copper House II, the Pérez Art Museum Miami, the Cité de l'Océan et du Surf Museum, and more. Investigating unique case studies to answer how and when full-scale mock-ups occur today, this book is ideal for professionals and students of architecture studying materials and representation, design-build, and professional practice.

This is the first textbook for architectural drawing with the computer that is based on understanding how digital drawing fundamentally differs from drawing with lead pencils on drafting boards. *Cinematics: Architectural Drawing Today* demonstrates a cinematically-inspired, cybernetically imaged, architectural drawing system for thinking about architecture as embedded in relationships within the world at large. It opens up the possibility of inventing new ways of building as framing flowing matter in order to live a philosophy of 'newness'. The authors, who have for fifteen years collaborated in teaching architectural students, link the architectural drawing text with research in the expanded field of architecture, which includes neurology, biology, ecology, physics, sustainability and philosophy. The book is written in an accessible and direct tone. Providing both an understanding of the visual perception behind drawing and practical exercises, it is set to become the key text book on the subject at both undergraduate and graduate level. It is highly illustrated with black and white diagrams and drawings. Praise for *Cinematics* Sulan Kolatan, Max Fisher Visiting Professor at University of Michigan and Partner in KOL/MAC LLC, and William Mac Donald, Professor and Chair of Graduate Architecture and Urban Design at School of Architecture, Pratt Institute, and Partner in KOL/MAC LLC: 'By progressively positioning their architectural research on "digital drawing" as contemporary cultural practice, Brian Mc Grath and Jean Gardner demonstrate not only a unique lateral intelligence but ? to paraphrase George Lang's declaration that tradition is a conspiracy often used to keep the future from happening-? ensure that the future is happening.now. This daringly analytical book precisely and effectively delineates heretofore hidden systems of emergent relations between ideology, methodology, representation, and production.? Joan Ockman, Director of the Temple Hoyne Buell Center for the Study of American Architecture, Graduate School of Architecture, Planning and Preservation, Columbia University: '?With this engaging, mind-expanding, and original guide to contemporary modalities of visualizing and representing architecture, the authors usher the not-yet-initiated into the digital design age.? Mark Robbins, Dean and Professor, Syracuse University School of Architecture '?Cinematics extends the parameters of representation by drawing on aspects of media, film and video. This book is an addition to the lineage of expanding the pictorial field - the Nude Descending a Staircase meeting the battleship Potempkin. The digital drawing methodology produces an explosive shattering of architectural space and reflects the understanding of multiple vantage points and the simultaneity of events in the manner of postmodern literature and filmmakers such as Godard. These drawings have the power to communicate as seductively as the moving image how architecture, space, inhabitation, perception and experience unfold over time. The book offers new ways to analyze space and more importantly new ways of generating it.? Professor Neil Spiller, Professor of Architecture and Digital Theory, Vice Dean, Bartlett School of Architecture, University College London: '?In a world of change, fluctuating points of view, duration and virtuality, it is vital for designers to reassess the representation of their work in new and non-orthogonal ways, This book addresses this most fundamental of design questions and explains various representational protocols for the designer at the cusp of the twenty-first century. A must have book.? Susan S Szenasy, Editor in Chief, Metropolis Magazine: '?A new generation of architects and designers has turned from the drafting table to computer drafting and design, seemingly seamlessly and without much turmoil. But, in reality, a whole new way of thinking about architecture has developed--the computer is changing way designers see the physical world. *Cinematics: Architectural Drawing Today* discusses the theory and practice of design in the digital age. Kim Tanzer, Association of Collegiate Schools of

Architecture (ACSA) President 2007-08; Professor of Architect, University of Florida ?Five hundred years from now architects may look at Cinematics the way today?s architects look at Alberti?s On Painting--as a critical point of disciplinary redirection. In fact, if architecture is still being built 500 years from now it may well be a result of the cognitive shift McGrath and Gardner propose, asking us to ?lose perspective and find duration.? In the process of laying out a concrete set of design strategies, this book makes original connections between theory and ecology, science and art, technology and touch.? Karen Van Lengen Dean and Edward E Elson Professor of School of Architecture, University of Virginia: ?This is a serious and timely book that proposes new methods of representation for designers working in the digital age. The ?moving drawing system? celebrates the designer as a multidimensional thinker, a networked thinker, a flux conductor in search of new relationships and possibilities for cultural and environmental design. This book, with its stunning and sophisticated visual documentation, is destined to be an essential resource for the next generation of designers.? Michael Weinstock, Academic Head and Master of Technical Studies, Architectural Association School of Architecture: 'The presentation of a drawing system based on a cinematic understanding of the dynamics of architectural space is admirably clear, and the system has the potential to generate new spaces.?

A collection of articles from the publication *Medievalia et Humanistica* which devotes itself specifically to medieval and Renaissance culture. Topics considered include *The Knight's Tale*, the Florentine Renaissance and the nobility of later medieval England.

Architects Draw offers a practical and invaluable way to help students and would-be sketchers translate what they see onto the page, not as an imitation of reality, but as a comprehensive union of voids and solids, light and shadows, lines and shapes. For nearly forty years revered Cooper Union professor and artist Sue Gussow has taught aspiring architects of varying abilities how to fully observe and perceive the spaces that make up our physical environment. Gussow skillfully applies architectural language to twenty-one drawing exercises that tackle a variety of forms--from peas in a pod to monkeys, skeletons, dinosaur bones, and the art of Giacometti and Mondrian. She shows, for example, how cut fruit and paper bags reveal that the physical world is made up of planes, dimensions, and enclosed space.

For more than 20 years, the Swiss architect Peter Markli has been constructing smaller buildings - mainly houses - in concrete. In his work this humble material is rendered sensuous through traces of the formboards and the seams and slight variations in colour. A companion volume to Peter Zumthor: *Thermal Bath at Vals*, this publication will relate Markli's approach to design.

The *Routledge Companion to Criticality in Art, Architecture, and Design* presents an in-depth exploration of criticism and criticality in theory and practice across the disciplines of art, architecture, and design. Professional criticism is a vital part of understanding the cultural significance of designed objects and environments that we engage with on a daily basis, yet there is evidence to show that this practice is changing. This edited volume investigates how practitioners, researchers, educators, and professionals engage with, think about, and value the practice of critique. With contributions from a multi-disciplinary authorship from nine countries - the UK, USA, Australia, India, Netherlands, Switzerland, South Africa, Belgium, and Denmark - this companion provides a wide range of leading perspectives evaluating the landscape of criticality and how it is being shaped by technological and social advances. Illustrated with over 60 black and white images and structured into five sections, *The Routledge Companion to Criticality in Art, Architecture, and Design* is a comprehensive volume for researchers, educators, and students exploring the changing role of criticism through interdisciplinary perspectives.

Shortlisted for the 2021 Booker Prize Longlisted for the 2021 National Book Award for Fiction A heartrending new novel from the Pulitzer Prize-winning and #1 New York Times best-selling author of *The Overstory*. Named one of the Most Anticipated Books of 2021 by Newsweek, Los Angeles Times, New York Magazine, Chicago Tribune, BuzzFeed, BookPage, Goodreads, Literary Hub, The Millions, New Statesman, and Times of London The astrobiologist Theo Byrne searches for life throughout the cosmos while single-handedly raising his unusual nine-year-old, Robin, following the death of his wife. Robin is a warm, kind boy who spends hours painting elaborate pictures of endangered animals. He's also about to be expelled from third grade for smashing his friend in the face. As his son grows more troubled, Theo hopes to keep him off psychoactive drugs. He learns of an experimental neurofeedback treatment to bolster Robin's emotional control, one that involves training the boy on the recorded patterns of his mother's brain... With its soaring descriptions of the natural world, its tantalizing vision of life beyond, and its account of a father and son's ferocious love, *Bewilderment* marks Richard Powers's most intimate and moving novel. At its heart lies the question: How can we tell our children the truth about this beautiful, imperiled planet?

Drawing Futures brings together international designers and artists for speculations in contemporary drawing for art and architecture. Despite numerous developments in technological manufacture and computational design that provide new grounds for designers, the act of drawing still plays a central role as a vehicle for speculation. There is a rich and long history of drawing tied to innovations in technology as well as to revolutions in our philosophical understanding of the world. In reflection of a society now underpinned by computational networks and interfaces allowing hitherto unprecedented views of the world, the changing status of the drawing and its representation as a political act demands a platform for reflection and innovation. *Drawing Futures* will present a compendium of projects, writings and interviews that critically reassess the act of drawing and where its future may lie. *Drawing Futures* focuses on the discussion of how the field of drawing may expand synchronously alongside technological and computational developments. The book coincides with an international conference of the same name, taking place at The Bartlett School of Architecture, UCL, in November 2016. Bringing together practitioners from many creative fields, the book discusses how drawing is changing in relation to new technologies for the production and dissemination of ideas.

Robin Evans recasts the idea of the relationship between geometry and architecture, drawing on mathematics, engineering, art history, and aesthetics to uncover processes in the imagining and realizing of architectural form. Anyone reviewing the history of architectural theory, Robin Evans observes, would have to conclude that architects do not produce geometry, but rather consume it. In this long-awaited book, completed shortly before its author's death, Evans recasts the idea of the relationship between geometry and architecture, drawing on mathematics, engineering, art history, and aesthetics to uncover processes in the imagining and realizing of architectural form. He shows that geometry does not always play a stolid and dormant role but, in fact, may be an active agent in the links between thinking and

imagination, imagination and drawing, drawing and building. He suggests a theory of architecture that is based on the many transactions between architecture and geometry as evidenced in individual buildings, largely in Europe, from the fifteenth to the twentieth century. From the Henry VII chapel at Westminster Abbey to Le Corbusier's Ronchamp, from Raphael's S. Eligio and the work of Piero della Francesca and Philibert Delorme to Guarino Guarini and the painters of cubism, Evans explores the geometries involved, asking whether they are in fact the stable underpinnings of the creative, intuitive, or rhetorical aspects of architecture. In particular he concentrates on the history of architectural projection, the geometry of vision that has become an internalized and pervasive pictorial method of construction and that, until now, has played only a small part in the development of architectural theory. Evans describes the ambivalent role that pictures play in architecture and urges resistance to the idea that pictures provide all that architects need, suggesting that there is much more within the scope of the architect's vision of a project than what can be drawn. He defines the different fields of projective transmission that concern architecture, and investigates the ambiguities of projection and the interaction of imagination with projection and its metaphors.

Translations from Drawing to Building MIT Press (MA)

Taking a radical position counter to many previous histories and theories of the interior, domesticity and the home, *The Emergence of the Interior* considers how the concept and experience of the domestic interior have been formed from the beginning of the nineteenth century. It considers the interior's emergence in relation to the thinking of Walter Benjamin and Sigmund Freud, and, through case studies, in architecture's trajectories toward modernism. The book argues that the interior emerged with a sense of 'doubleness', being understood and experienced as both a spatial and an image-based condition. Incorporating perspectives from architecture, critical history and theory, and psychoanalysis, *The Emergence of the Interior* will be of interest to academics and students of the history and theory of architecture and design, social history, and cultural studies.

Architecture is immersed in an immense cultural experiment called imaging. Yet the technical status and nature of that imaging must be reevaluated. What happens to the architectural mind when it stops pretending that electronic images of drawings made by computers are drawings? When it finally admits that imaging is not drawing, but is instead something that has already obliterated drawing? These are questions that, in general, architecture has scarcely begun to pose, imagining that somehow its ideas and practices can resist the culture of imaging in which the rest of life now either swims or drowns. To patiently describe the world to oneself is to prepare the ground for an as yet unavailable politics. New descriptions can, under the right circumstances, be made to serve as the raw substrate for political impulses that cannot yet be expressed or lived, because their preconditions have not been arranged and articulated. *Signal. Image. Architecture.* aims to clarify the status of computational images in contemporary architectural thought and practice by showing what happens if the technical basis of architecture is examined very closely, if its technical terms and concepts are taken very seriously, at times even literally. It is not a theory of architectural images, but rather a brief philosophical description of architecture after imaging.

Examples of world-renowned masters of architecture are used in this enlightening book that explores the "why" of architectural drawing, rather than the "how." By emphasizing the value of drawing over technique, the authors demonstrate how the drawing itself influences the designer's processes of thought, and exerts its own pull on the evolution of the concept.

A book on historian and architectural critic Siegfried Giedion.

Digital Fabrications, the second volume in our new *Architecture Briefs* series, celebrates the design ingenuity made possible by digital fabrication techniques. Author Lisa Iwamoto explores the methods architects use to calibrate digital designs with physical forms. The book is organized according to five types of digital fabrication techniques: tessellating, sectioning, folding, contouring, and forming. Projects are shown both in their finished forms and in working drawings, templates, and prototypes, allowing the reader to watch the process of each fantastic construction unfold. *Digital Fabrications* presents projects designed and built by emerging practices that pioneer techniques and experiment with fabrication processes on a small scale with a do-it-yourself attitude. Featured architects include AEDS/Ammar Eloueini, Atelier Manferdini, Brennan Buck, MOS, Office dA, Florencia Pita/MOD, Mafoomy, URBAN A+O, SYSTEMarchitects, Andrew Kudless/Matsys, IwamotoScott, Atelier Hitoshi Abe, Chris Bosse, Tom Wiscombe/EMERGENT, Thom Faulders Architecture, Jeremy Ficca, SPAN, GNUFORM, Heather Roberge, PATTERNS, Ruy Klein, and servo.

Space planning involves much more than sketching a preliminary floor plan. A designer must take a client's programming needs into account and must also consider how other factors such as building codes and environmental factors affect a spatial composition. *Space Planning Basics*, now in its Third Edition, offers a highly visual, step-by-step approach to developing preliminary floor plans for commercial spaces. The book provides tools for visualizing space and walks the designer through other considerations such as building code requirements and environmental control needs. Specific programming techniques covered include matrices, bubble diagrams, CAD templates, block plans, and more. New to this edition are coverage of the basics of stair design, an essential aspect for planning spaces.

A source-based, numeracy-centred volume looking at the history of Wales and other countries during the tough decade of the 1930s. Each chapter and section are linked to a key question and include a large variety of tasks for individuals, pairs or groups. It is hard to overstate the importance of drawing for architectural practice. Ever since antiquity, architects have relied on drawings to conceptualize ideas, provide instructions for workers and construct their ideas into architecture. This involvement with drawing has always been mediated through different technologies; drawing is technology. The specific practices of drawing have changed over time, however, adapting to changing technologies. In doing so they have altered the production of architecture. This issue of *OASE* looks at architectural drawings as dynamic processes that shape architectural thinking. To give insight into the relation between the tools and techniques for drawing, and the resulting architectural production and construction, *OASE 105* draws from case studies that range from early sections in antiquity, the experimentation with drawing techniques on medieval construction sites, the automatization of orthographic drawing in the early Renaissance, to the more specific cases of George Aitchison's elevations, John Ruskin's drawing lessons, Heinrich Tessenow's perspectives, El Lissitzky's axonometric drawings, Lina Bo

Bardi's surrealist tableau's, Frank Gehry's sketches and Tony Fretton's CAD drawings.

We spend our lives moving through passages, hallways, corridors and gangways, yet they do not feature in architectural histories, monographs or guidebooks. They are overlooked, undervalued and unregarded; seen as unlovely parts of a building's infrastructure rather than 'architecture'. This book is the first definitive history of the corridor, from its origins in country houses and utopian communities in the seventeenth and eighteenth centuries, through reformist Victorian prisons, hospitals and asylums, to the 'corridors of power', bureaucratic labyrinths, and housing estates of the twentieth century. The book takes in wide range of sources, from architectural history to fiction, film and TV, to explore how the corridor went from a utopian ideal to a place of unease: the archetypal stuff of nightmares.

Byzantium/Modernism examines the cross-temporal interchange between Byzantium and modernism and articulates how and why Byzantine art and image theory can contribute to our understanding of modern and contemporary visual culture.

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