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This book contains 24 technical papers presented at the fourth edition of the Advances in Architectural Geometry conference, AAG 2014, held in London, England, September 2014. It offers engineers, mathematicians, designers, and contractors insight into the efficient design, analysis, and manufacture of complex shapes, which will help open up new horizons for architecture.

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It is located at the common border of architecture with applied geometry, computational design, mathematics, and manufacturing. Advances in Architectural Geometry (AAG) is a conference where both theoretical and practical work linked to new geometrical developments is presented. It involves architects, engineers, computer scientists, mathematicians, software and algorithms designers and contractors.

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This book contains 24 technical papers presented at the fourth edition of the Advances in Architectural Geometry conference, AAG 2014, held in London, England, September 2014. It offers engineers, mathematicians, designers, and contractors insight into the efficient design, analysis, and manufacture of complex shapes, which will help open up new horizons for architecture. The book examines geometric aspects involved in architectural design, ranging from initial conception to final fabrication. It focuses on four key topics: applied geometry, architecture, computational design, and also practice in the form of case studies. In addition, the book also features algorithms, proposed implementation, experimental results, and illustrations. Overall, the book presents both theoretical and practical work linked to new geometrical developments in architecture. It gathers the diverse components of the contemporary architectural tendencies that push the building envelope towards free form in order to respond to multiple current design challenges. With its introduction of novel computational algorithms and tools, this book will prove an ideal resource to both newcomers to the field as well as advanced practitioners.

Visual computing and descriptive geometry are multidisciplinary fields addressing the handling of images, 3D models, and other computer graphics. These ideas are experiencing a revival due to emergent technologies and applications available to developers. Based in traditional forms of design and architecture, these fields are currently experiencing a bounty of new research based on old principles. The Handbook of Research on Visual Computing and Emerging Geometrical Design Tools seeks to add to this knowledge base by considering these technologies from a designer’s perspective rather than reiterating the principles of computer science. It combines aspects of geometry and representation with emerging tools for CAD, generation, and visualization while addressing the digital heritage of such fields. This book is an invaluable resource for developers, students of both graphic and computer-generated design, researchers, and designers.

This book explores various digital representation strategies that could change the future of wooden architectures by blending tradition and innovation. Composed of 61 chapters, written by 153 authors hailing from 5 continents, 24 countries and 69 research centers, it addresses advanced digital modeling, with a particular focus on solutions involving generative models and dynamic value, inherent to the relation between knowing how to draw and how to build. Thanks to the potential of computing, areas like parametric design and digital manufacturing are opening exciting new avenues for the future of construction. The book’s chapters are divided into five sections that connect digital wood design to integrated approaches and generative design; to model synthesis and morphological comprehension; to lessons learned from nature and material explorations; to constructive wisdom and implementation-related challenges; and to parametric transfigurations and morphological optimizations.

Wood is usually perceived as a "traditional" material. However, the properties of this material have now for some time made it possible to design free shapes and highly complex structures. Today, the wood laboratory of the EPF Lausanne, which was originally founded by Julius Natterer, is testing the production of origami structures, ribbed shells, fabric structures and curved panels under the guidance of Professor Weinand using digital calculation and computer-aided processing methods. The research results are tested in prototypes, which demonstrate the potential applications in large-scale timber buildings. By exploring the hitherto unused potential of wood as a construction material, this book provides an exciting and inspiring outlook on a new generation of timber buildings.

Architectural Geometry is the first book to introduce a revolutionary new approach to design. Geometry lies at the core of the architectural design process. It is omnipresent, from the initial form-finding stages to the actual construction. Modern constructive geometry provides a variety of tools for the efficient design, analysis, and manufacture of complex shapes. This results in new challenges for architecture. However, the architectural application also poses new problems to geometry. Architectural geometry is therefore an entire research area, currently emerging at the border between applied geometry and architecture. Written for students, architects, construction engineers, and industrial designers - Architectural Geometry is a source of inspiration for scientists interested in applications of geometry processing in architecture and art. With over 700 pages, including 2,100 full-color images of built architecture, architectural projects, and artwork, Architectural Geometry takes readers from basic to advanced geometry then leads them to the cutting-edge of research in the architectural geometry field.

This book provides an overview of the environmental problems that arise from construction activity, focusing on refurbishment as an alternative to the current crisis in the construction sector, as well as on measures designed to minimize the effects on the environment. Furthermore, it offers professionals insights into alternative eco-efficient solutions using new materials to minimize environmental impacts and offers solutions that they can incorporate into their own designs and buildings. It also demonstrates best practices in the cooperation between various universities in Andalusia in Spain and Latin America and many public and private companies and organizations. This book serves as a valuable reference resource for professionals and researchers and provides an overview on the status of investigations to find solutions to improve sustainable development in terms of materials, systems, facilities, neighborhoods, buildings, and awareness of the society involved.

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.

The book presents the proceedings of Rob/Arch 2016, the third international conference on robotic fabrication in architecture, art, and design. The work contains a wide range of contemporary topics, from methodologies for incorporating dynamic material feedback into existing fabrication processes, to novel interfaces for robotic programming, to new processes for large-scale automated construction. The latent argument behind this research is that the term ‘file-to-factory’ must not be a reductive celebration of expediency but instead a perpetual challenge to increase the quality of feedback between design, matter, and making.

Research in and on architecture is as complex as the discipline itself with its different specialist fields, and therefore the results often remain unconnected. Research Culture in Architecture combines digital and analog research issues and demonstrates how important cross-disciplinary cooperation in architecture is today. The complexity and increasing specialization are elaborated on in the various chapters and then linked to the core of architecture, i.e. design. Scientists from the theoretical and practical fields present research results in the following subjects: "design methodology", "architectural space, perception, and the human body", "analog and digital timber construction", "visualization", "robotics", "architectural practice and research", and "sustainability".

This is the proceedings of the XVI International Congress of Graphic Design in Architecture, EGA 2016, held in Alcalá de Henares, Spain, in June 2016. About 200 professionals and researchers from 18 different countries attended the Congress. This book will be of interest to researchers in the field of architecture and Engineering. Topics discussed are Innovations in Architecture, graphic design and architecture, history and heritage among others.

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