What is Blobmeister Architecture All About?

Despite the fact that computers are common items around the architectural offices, only a few architects have attempted to take full advantage of the potential offered by various software. “Blobmeisters” refers to the architects utilizing the digital architecture, which present more lively images. Recent global exhibitions have lent a hand to this cause and have generated more interest in the society. For example, Toyo Ito clearly distinguishes between “Electronic Moderne” and “Mechanic Modern.”

Even though the US is ahead of the others in the field of digital architecture theory, there are rather only a small number of built examples, such as the Korean Presbyterian Church in Queens, New York. This could be due to the nature of real estate or economics in America. While Europe is leaping ahead of the others is elicited by excessive energy cost and intensified responsiveness of the environment.

A gradual change in technological upgrading of the building industry has been noticeable in recent years. Nowadays, due to greater efficiency three-dimensional processing has become a standard planning procedure. New working methods must be developed in the planning process in order to exhaust the range of new digital options in working with free forms. In a sense the architects and the structural engineers must be re-trained to communicate and collaborate on different platforms.

This notion does tend to get more confusing for the engineer as he/she must now re-acclimate his/herself to different methods/styles produced by the architects. The different methods/styles could be the result of generation gap, building materials, or simply the production techniques. The one obvious method
of overcoming some of these challenges would be a high degree of input and perhaps most importantly the willingness to take unconventional paths.

The digital workflow requires a close and precise division between the function of architects and engineers. The new workflow no longer requires the architects to draft working drawing, or the engineers to draft from board-layouts and reinforcements. As a substitute, a joint three-dimensional model is created entailing all the pieces of information and implementation necessary for the execution. Additionally, since the workmen are not quite ready for digital production techniques, the traditional two-dimensional planning is still going to be used for the master details.

There is no doubt in my mind that the industry will fully shift toward an all-digital resolution over the time. But just like anything else it is going to require time, training, and patience. I strongly believe that the “cost” would be the major Change Agent in this process.