Form Making- Blobmeister:

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Design Computing Theory - Fall 2002

This article emphasizes on the usage of computer in architecture. This type of architecture is called Digital Architecture. We saw how IT revolution in architecture is important, almost as important as industrial revolution.

It begins with the definition of Blobmeisters who are the people who exploit the use of software as expressive equipment.

In this article it is mentioned to some of the buildings that are built according to digital design, like EMP in Seattle.

We saw that although U.S is the leader in digital design how different restricts prevent the architecture to built their digital designs in real Also there is a reference to

The article refers to the free forming. We saw how Frank. O. Gehry’s Forum for future, Art and culture, is different from Bernhard Franken in BMW. Frank O. design his shapes manually and then produces a geometric database by use of 3-D so the design was made of individual components, but in the BMW the building is a whole of unison.

Also we saw that how some of the forms have the flexibility to be optimized by the structural engineer with close work with the architect and some of them don’t.

Also the article refers to some of the construction materials and the level of their flexibility like concrete which is very flexible contrast to glass.

As a conclusion from this article I can mention to the different techniques that the architects use. Whether it is a free- form design or a conventional design, each of them
have their own method. The important thing for almost all of them is: How they can really build their design form.

Also we saw that how today 3-D processing has become a standard planning procedure. The level of 3-D usage in design is different, still in a lot of designer use the 2-D for preparation and then scan the whole thing through 3-D.

**Form Making- Animate Form**
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Fall 2002

This article starts with definition of motion and animation: *Motion* implies movement and action while *Animation* implies the evolution of a form and it’s shaping forces.

Difference between simulation and virtual is also mentioned in this article: *Simulation* unlike virtual is not intent for future concern. Simulation is indented as a visual substitute. Not as a future concrete assemblage. Since architect use drawing to produce building they are using virtual description. But usually architect neglect the virtual forces on their virtual design.

Architecture had an ethics of static, but we should consider the different forces and movement during design process. By adding animate to architecture design it wouldn’t violet its originality, but would improve it to advance level.

It is mentioned that how architecture design forces and motions are eliminated from the form and only reintroduced after design. But on the other design areas, on the other hand forces and motions are present at the moment of formal present.
We saw how the static shape together with virtual forces make the form of an object. Virtual movement allows for form occupy a multiplicity of possible positions continuously with the same form. It means that the architecture does not need to change its shape. Because in movement only the position may be change.

Traditionally in architecture the abstract environment is considered as a neutral environment, on the other hand, in the other design fields the abstract design environment is conceived as an environment of forces and action rather than a neutral environment. Also it is mentioned that stasis has been linked to architecture in 5 different ways: 1) permanence, 2) usefulness, 3) typology, 4) procession, and 5) vertically. And then the article explained that these things don’t interfere with dynamic architecture.

Also we saw how the three properties in computer: topology, time and parameter differs a computer design form from inert medium. Each of these three characteristics is explained in the article briefly.

**Conclusion**

After reading this article it is now clear for me how computer can help architects in their design, how to let them consider different factors and how to do complex arithmetic calculation. In this article we saw how an object by changing its position could answer to different forces without changing its form.