

Branko Kolarevic: "Computing the Performative"

1- despite the many applications of computer generated design, it seems that a physical understanding of building material remains a limitation. How then should we best integrate generative design into architectural practice?

2- It is unclear to me how the third type of generative design incorporate performance measures. Are these established from the offset and then subject to a number of transformation?

3- Opinion: will the quality of design be enhanced or suffer given today's focus on performance based design

and generative design?

Omar Khan and Phillip Beasley, "Responsive Architecture/Performing Instruments"

1-Essentially, Khan and Beasley laid out as precedents two diametrically opposed models of responsive environments: those that are directed (Fun Palace) and those that are organic in nature (Cascade). There seems to be some initiative within both Khan and Beasley's work to integrate or crossover within these systems. What does this say about current views on responsive architecture?

2-Khan presents a very rationalist view of humanity

and our role/place in the natural world. If nature is in difference to us, does that explain the architect's (man's) desire to continually manipulate and control his environment? This is particularly interesting given how Beasley has created an artificial nature that is controlled down to the finest detail.

3-The breakdown of the proscenium in theatre reminded me of last weeks article on breakdown of traditional space in the information environment. However in this article information was not explicitly mentioned as a driving factor, but rather than needs stemmed from the evolution of the art form of Theatre.

One issue I see with all of this responsive architecture is that it is human generated and human and driven, we are making predictions based on things that we may or may not fully understand. How can we make architecture that is truly responsive to a time, scenario, or place?