Como Arquitetos E Designers Pensam

"This major new collection introduces architecture to the beginning student or anyone who wants to learn about the built environment"--
From award-winning artist and author Christoph Niemann comes a collection of witty illustrations and whimsical views on working creatively. Taking its cue from his New York Times column Abstract Sunday, this book covers Niemann's entire career and showcases brilliant observations of contemporary life through sketches, travel journals, and popular newspaper features. The narrative guides readers through Christoph's creative process, how he built his career, and how he overcomes the internal and external obstacles that creative people face—all presented with disarming wit and intellect. Enhanced with nearly 350 original images, this book is a tremendous inspirational and aspirational resource. Also available from Christoph Niemann: Abstract City and I Lego N.Y.

With 36 prototype designs, the Case Study House program created paradigms for modern living that would extend their influence far beyond their Los Angeles heartland. This essential introduction features 150 photographs and plans to explore each of these model residences and their architects, including Richard Neutra, Charles and Ray Eames, and...

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The architect Lina Bo Bardi, who was born in Rome in 1914, emigrated in 1946 to Brazil, a country she adopted as her own and where she undertook her professional career. With its radical and modern focus, her entire work is pervaded by a wish to move closer to the way of life of the people and to local traditions by eliminating the distance between 'elite' and 'popular culture'. Her projects have a conceptual, material and ethical forcefulness that is particularly apparent in her built work, all of which is included in this volume, together with photographs taken especially for it by Nelson Kon. Olivia de Oliveira introduces us to the work of Lina Bo Bardi through a multifaceted argument that allows us to contextualise and understand it in all its architectural, cultural, political and social complexity. This book - a reprint of the magazine 2G Lina Bo Bardi - ends with a 1991 interview and a selection of her writings.

A handsomely produced survey on Brazilian design polymath José Zanine Caldas One of the most important figures in Brazilian material culture, José Zanine Caldas (1919-2001) left behind a diverse legacy in architecture, design and art. His oeuvre includes maquettes built for architecture, industrial and handcrafted furniture, sculpture, landscaping and floriculture, low-income and elite housing designs, and research on the use and reuse of Brazilian woods. Much of Caldas' aesthetic was based on his dialogue with vernacular craft and its construction practices, which stemmed in part from his lack of a traditional education. This book introduces his work and celebrates the centenary of his birth, tracing his trajectory with a primary focus on the rationale of his design and his worldview. It includes original photography of Zanine's work alongside an extensive survey of personal and institutional collections, much of which is being published here for the first time.

Inicio esse livro perguntando a você: o que de fato é a flexibilidade na arquitetura contemporânea? Talvez responda que o conceito refere-se a uma arquitetura que possa atender as necessidades dos usuários por meio da flexibilidade em planta, através de divisórias móveis ou sistemas deslizantes, porém ver a flexibilidade apenas dessa maneira pode limitar o real significado do conceito estudado aqui. A autora explora a flexibilidade na arquitetura, utilizando como objeto de análise projetos e autores os quais o conceito se tornou importante em algum momento de sua trajetória, desde os primórdios até os dias de hoje. O processo de pesquisa levou ao fim da neurose sobre o que é de fato a flexibilidade na arquitetura contemporânea, analisando seus inúmeros sinônimos, sendo flexibilidade como adaptabilidade e polivalência, modulação, mobilidade e arquitetura remontável, multifuncionalidade e elasticidade. Após percorrer toda essa trajetória, com profundas reflexões, e desenvolver um material que com toda certeza servirá de base para estudos futuros sobre a flexibilidade na contemporaneidade, foi exposto ao leitor um panorama completo acerca da flexibilidade e seus efeitos para a sociedade contemporânea, para tanto será relacionado o conceito aqui estudado às intensas transformações da vida dos indivíduos que refletem intensamente nos espaços transformando-os sempre em novos cenários.

Guia prático para a implementação imediata – e o sucesso no decorrer do processo – do desenvolvimento ágil com Scrum. O autor apresenta recomendações detalhadas, dicas importantes e estudos de caso reais provenientes de sua experiência com centenas de empresas de software. Também aborda todos os aspectos da transição para o Scrum, entre elas a superação da resistência individual às mudanças do Scrum; o recrutamento de pessoas para projetos Scrum e a construção de equipes eficazes; a liderança de equipes auto-organizadas; e o impacto do Scrum sobre outros departamentos, como Recursos Humanos, infraestrutura e gerenciamento de projetos.

D_Tex is proposed as a hub around which it is possible to look at textiles in their different forms, in order to better understand, study, adapt and project them for the future. It is intended to build a flow of ideas and concepts so that participants can arrive at new ideas and concepts and work them in their own way, adapting them to their objectives and research. D_Tex is intended as a space for sharing and building knowledge around textile material in order to propose new understandings and explorations. Present in all areas of knowledge, the textile material bets on renewed social readings and its evolutions to constantly reinvent itself and enable innovative cultural and aesthetic dimensions and unexpected applications to solve questions and promote new knowledge. D_Tex proposes to promote discussion and knowledge in the different areas where textiles, with all their characteristics, can ensure an important contribution, combining material and immaterial knowledge, innovative and traditional techniques, technological and innovative materials and methods, but also new organization and service models, different concepts and views on teaching. With the renewed idea of the intrinsic interdisciplinarity of design and sharing with different areas that support each other, the research and practice of textiles was proposed by the D_TEX Textile Design Conference 2019, held June 19-21, 2019 at the Lisbon School of Architecture of the University of Lisbon, Portugal under the theme "In Touch" where, as broadly understood as possible, different areas of textiles were regarded as needing to keep in touch with each other and end users in order to promote and share the best they can offer for the welfare of their users and consumers.

Architecture in the Digital Age addresses contemporary architectural practice in which digital technologies are radically changing how buildings are conceived, designed and produced. It discusses the digitally-driven changes, their origins, and their effects by grounding them in actual practices already taking place, while simultaneously speculating about their wider implications for the future. The book offers a diverse set of ideas as to what is relevant today and what will be relevant tomorrow for emerging architectural practices of the digital age.

This Guide to the BPM CBOK(TM) provides a basic reference document for all practitioners. The primary purpose of this guide is to identify and provide an overview of the Knowledge Areas that are generally recognized and accepted as good practice. The Guide provides a general overview of each Knowledge Area dend provides a list of common activities and tasks associated with each Knowledge Area. It also provides links and references to other sources of information which are part of the broader BPM Common Body of Knowledge.

A playbook for creative thinking, created for contemporary students and practitioners working across the fields of graphic design, product design, service design and user experience. Design is Storytelling is a guide to thinking and making created for contemporary students and practitioners working across the fields of graphic design, product design, service design, and user experience. By grounding narrative concepts in fresh, concrete examples and demonstrations, this compelling book provides designers with tools and insights for shaping behaviour and engaging users. Compact, relevant and richly illustrated, the book is written with a sense of humour and a respect for the reader's time and intelligence. Design is Storytelling unpacks the elements of narrative into a fun and useful toolkit, bringing together principles from literary criticism, narratology, cognitive science, semiotics, phenomenology and critical theory to show how visual

communication mobilizes instinctive biological processes as well as social norms and conventions. The book uses 250 illustrations to actively engage readers in the process of looking and understanding. This lively book shows how designers can use the principles of storytelling and visual thinking to create beautiful, surprising and effective outcomes. Although the book is full of practical advice for designers, it will also appeal to people more broadly involved in branding, marketing, business and communication.

Design Expertise explores what it takes to become an expert designer.It examines the perception of expertise in design and asks what knowledge, skills, attributes and experiences are necessary in order to design well. Bryan Lawson and Kees Dorst develop a new model of design expertise and show how design expertise can be developed. This book is designed for all students, teachers, practitioners and researchers in architecture and design. To enable all readers to explore the book in a flexible way, the authors' words are always found on the left hand page. On the right are diagrams, illustrations and the voices of designers, teachers and students and occasionally others too. 'Design Expertise' provides a provocative new reading on the nature of design and creative thought.

Em Qualidade Ambiental na Habitação a Avaliação Pós-Ocupação (APO) desfruta do papel principal na validação da qualidade do projeto. Reunindo contribuições de alguns dos principais pesquisadores brasileiros e expoentes internacionais na área, a obra é estruturada em três partes consecutivas, de forma didática. A primeira parte, os primeiros oito capítulos, formula os conceitos e avanços metodológicos na área, cujo rebatimento em aplicações práticas em empreendimentos habitacionais constitui a segunda parte, capítulos 9 a 13. A experiência internacional amplia o contexto da obra nos últimos três capítulos que a completam como terceira parte. O livro oferece a projetistas, construtores, pesquisadores e estudantes as vertentes contemporâneas da APO no cenário nacional e internacional, valorizando o foco no usuário final da habitação e revelando preocupação constante com a qualidade do projeto e da construção. Os inúmeros exemplos provêm dos setores público e privado nos mais diversos contextos urbanos e regionais.

Cidades e Representações é resultado de uma construção coletiva e interdisciplinar de pesquisadores vinculados aos Programas de Pós-Graduação de duas renomadas instituições de ensino: Universidade Vila Velha e Universidade Estadual de Campinas. O ponto de partida foi o debate acerca dos vários significados atribuídos à dimensão arquitetônica e urbanística. A coletânea reúne artigos que buscam tecer reflexões interdisciplinares e simbióticas, entre arquitetura, cidade e suas múltiplas interpretações. A leitura integrada dos artigos destaca a linha condutora deste trabalho - a análise dos ambientes físicos e sua pluralidade, que trazem consigo histórias, experiências, práticas e representações singulares.

An authoritative, comprehensive monograph on an underpublished architectural genius. ?This is the most comprehensive book published in English on the complete work of Paulo Mendes da Rocha, winner of the 2006 Pritzker Prize, which brought him to the attention of a worldwide audience. He is known for the innovative use of concrete and steel in provocative architectural designs that are both critically acclaimed and broadly popular. His striking and poetic use of simple materials is seen in both residential and commercial projects, from Casa Millan to his masterpiece Museo Brasileño de Escultura (1988). The book identifies accomplishments throughout his career, from his beginnings as part of the architectural avant-garde in São Paulo to current works that have helped define and transform urban landscapes. The latter part of the book includes an analysis of the designs, a complete summary of works, and an extensive bibliography.

The Multi-Skilled Designer presents and analyzes different approaches to contemporary architectural design and interprets them through the theory of multiple intelligences. The book establishes a systematic framework that uses the lens of cognitive psychology and developments in psychometric and brain research to analyze the unique cognitive thought processes of architectural designers and compiles design projects that could serve as a pedagogical companion for the reader. The book is aimed at design practitioners and students interested in examining their own thinking styles as well as those involved in design cognition research.

O estudo do vestuário, como campo de interesse de pesquisa científica, é um fenômeno recente. Entretanto, com a entrada deste milênio, tem crescido a produção literária acerca do tema, e diferentemente do que ocorria anteriormente, surgem autores cuja preocupação principal é trazer à luz da ciência temas que até então eram tratados com bases essencialmente práticas, advindas do exercício da profissão, sem os rigores da pesquisa científica. Apesar do relevante aumento dessa bibliografia, a produção científica em Design de Moda apresenta ainda muitas lacunas e os livros com embasamento científico ainda são poucos, considerando o constante crescimento do setor. O Design de Moda, compreendendo a concepção ,projeto e produção dos produtos de vestuário, é decorrente da convergência de conhecimentos diversos como ergonomia, história, sociologia, engenharia têxtil, comunicação, psicologia, entre outros. Por assim ser, a produção literária acadêmica acaba por dispersar-se nesses diferentes olhares, tirando, de certa maneira, o foco do fazer o vestuário. MODThink| Nesse nicho já restrito da pesquisa sobre o fazer, ainda existe carência de discussão de temas relativos à inovação e tecnologia, principalmente nas etapas de criação. Tem-se como exemplo na modelagem - a qual tem papel crucial no desenvolvimento do produto de moda em todas as fases do processo - fato que reflete na baixa incorporação de inovação tecnológica na formação de profissionais e, consequentemente, no setor produtivo. Materiais, processos, técnicas, ferramentas, entre outros, não têm papel relevante como objeto de investigação, principalmente por estarem mais ligados aos problemas empíricos que aos teóricos. Na maioria das vezes, tais problemas são tratados apenas pelas práticas profissionais, sem que haja um espaço maior para reflexão e para a criação de um corpo de conhecimento no assunto, ou seja, no que concerne ao saber tecnológico, pouco se tem discutido e escrito.

With the appearance of Grunch of Giants, R. Buckminster Fuller consummates his literary canon, his panoramic lifetime survey of all aspects of the responsibility of human beings for their own destiny. This book is a modern allegory - his long-gestated myth-of the villainy of capitalism and the fecklessness of classic economics. For Fuller, the academic discipline of economics is irrelevant since it derives from an invalid assumption of scarcity. In fact, he has long argued that future historians of our era may subsume our business practices as a branch of mythology; thus it is not surprising that the word economic appears nowhere in his text. Fuller's myth is no idle fairy tale, since he faces his question - the question of a technological imperative which only he could raise with the deadly seriousness of satire. That question is: Can our system of national political sovereignties and corporate profits survive the inevitable technology revolution require to obviate wars by effecting a worldwide rise in the standard of living. One of the functions of myth is to resolve contradictions in our culture. Grunch of Giants portrays the rising of multinational corporations in the paradoxical role of function both as the epitome of capitalistic selfishness and as the inadvertent vehicle for the dissolution of national political boundaries - the last deterrent to a one-world economy. The result is more subversive of the property and profit

values of the capitalist system than anything dreamed of since Karl Marx. —E.J. Applewhite, collaborator with RBF on Synergetics and Synergetics 2, author of Cosmic Fishing: A Memoir of Working With R. Buckminster Fuller

Open the door into 100 of the most beautiful and pioneering houses of the past two decades. With featured architects including Daniel Libeskind, Herzog & de Meuron, and Zaha Hadid, this is a dependable global digest of the nuances, challenges, and opportunities of turning all the emotional and practical requirements of "home" into a constructed...

From ancient and classical masterpieces to contemporary, cutting-edge buildings, architecture has defined our world throughout history. Drawing its examples from all around the globe, Architecture: The Whole Story is a richly illustrated and comprehensive account of the architects, plans, designs and constructions that over the centuries have most engaged our minds, inspired our imaginations and raised our spirits. For everyone who has ever wished for greater insight into the art of building design, Architecture: The Whole Story provides the analytical tools to appreciate to the fullest the variety of architectural achievement and the built environment in the world.

Offering a thorough grounding in the principles of interior design, this book describes the qualities and skills needed to become an interior designer, examines the varied career opportunities available and gives a balanced inside view of the business today. Its broad, up-to-date approach unites history, theory and practice. Subjects covered include: how to develop a brief with a client; presentations and sample boards; choosing materials and designs; project planning and management. The book aims to inform and inspire as well as to equip new designers with a valuable route-guide to the profession. Principally written for interior design students, it will also serve as a reliable manual for aspiring amateurs.

Being a professional designer is one of the most intellectually rewarding careers. Learning to become a designer can be tremendous fun but it can also be frustrating and at times painful. What you have to do to become a designer is not often clearly laid out and can seem mysterious. Over the past 50 years or so we have discovered a great deal about how designers think. This book relies upon that knowledge but presents it in a way specifically intended to help the student and perhaps the teacher. Bryan Lawson's classic book How Designers Think has been in print since 1980 and has gone through four editions to keep it up to date. This book can be seen as a companion volume for the design student.

Occupational Safety and Hygiene IV covers a wide variety of topics, including but not limited to:- Occupational Safety-Risk Assessment- Ergonomics- Management Systems- Physical Environment - Construction Safety, and - Human FactorsThis compilation of papers in the domain of occupational safety and hygiene is mainly based on research works carried

For more than forty years Jan Gehl has helped to transform urban environments around the world based on his research into the ways people actually use—or could use—the spaces where they live and work. In this revolutionary book, Gehl presents his latest work creating (or recreating) cityscapes on a human scale. He clearly explains the methods and tools he uses to reconfigure unworkable cityscapes into the landscapes he believes they should be: cities for people. Taking into account changing demographics and changing lifestyles, Gehl emphasizes four human issues that he sees as essential to successful city planning. He explains how to develop cities that are Lively, Safe, Sustainable, and Healthy. Focusing on these issues leads Gehl to think of even the largest city on a very small scale. For Gehl, the urban landscape must be considered through the five human senses and experienced at the speed of walking rather than at the speed of riding in a car or bus or train. This small-scale view, he argues, is too frequently neglected in contemporary projects. In a final chapter, Gehl makes a plea for city planning on a human scale in the fast- growing cities of developing countries. A "Toolbox," presenting key principles, overviews of methods, and keyword lists, concludes the book. The book is extensively illustrated with over 700 photos and drawings of examples from Gehl's work around the globe.

The majority of companies, their employees and their leaders navigate a space where competitors appear overnight, customers demand innovations monthly, business plans rarely last a full year and career ladders have been replaced by trampolines. This environment of constant change will only accelerate in the future and traditional business leaders are ill equipped to deal with it. Just as we took our cues from MBAs and the military in casting the ideal CEO of the 20th century, we can look to design - in its broadest form - to model our future leader, the DEO. These leaders possess characteristics, behaviors and mindsets that allow them to excel in unpredictable, fast-moving and value-charged conditions. They are catalysts for transformation and agents of change. A hybrid of strategic business executive and creative problem-solver, the DEO is willing to take on anything as an object of design and looks at ALL problems as design challenges. Readers will learn not only why this form of leadership is essential to the success of modern organizations, but also what characteristics are best suited to this role. Through intimate conversations with leading DEOs, we explore the mindsets, communities, processes and practices common to creative business leaders. The book lays out—graphically and through example—how DEOs run their companies and why this approach makes sense now. We help readers identify these skills in themselves and their colleagues, and we guide them in using these skills to build, revive or reinvent the next generation of great companies and organization.

In this fourth edition, Bryan Lawson continues his discussion, trying to understand how designers think. He does this by mapping out the issues concerned with the design process, with design problems and solutions and design thinking. This edition adds to the previous debates by including a new chapter on 'Design as Conversation' reflecting on how designers, either consciously or unconsciously, monitor, reflect on, control and change their thinking. It also includes a new series of case studies on notable designers including the racing car designer Gordon Murray, product designer James Dyson, and architects such as Edward Cullinan and Glenn Murcott. * A unique look at the psychology of the designer that provides a greater insight to the process of design * 'Demystifies' the complexity of the subject and uncovers new ways that design can be done * Conclusions are drawn from years of research and provide the very latest debate on the subject

A gorgeously illustrated, accessible book that provides a holistic summary of the key elements for good biophilic design

This is an essential aid in the initial design and planning of a project. The relevant building type is located by a comprehensive index and cross reference system, a condensed commentary covers user requireements, planning criteria, basic dimensions and other considerations of function, siting aspect etc. A system of references based on an extensive bibliography supports the text. In every section plans, sections, site layouts, design details and graphs illustrated key aspects of a building type's design. Most illustrations are dimensioned or scaled - the metric system of measurement is used throughout, and the equivalent in feet/inches can easily be read either off a graphic scale on the page or from the built-in conversion table. The illustrations are international in origin and include both well know and less famous designers. Architects Data is primarily a handbook of building types rather than of construction techniques and details. However its treatment of components (such as doors and windows) and of spaces for building services is extremely thorough, since consideration of this data is an essential element of the planning process. The opening pages of basic data on man and his buildings cover critical subjects such as scale, drawing practice, noise, light and space for the same reason. Particular attention has also been paid to the implications of energy conservation, means of escape from fire and the needs of the elderly and the disabled.

The collaboration between the Textile Department of the University of Minho and the Brazilian Association of Studies and Research (ABEPEM) has led to an international platform for the exchange of research in the field of Fashion and Design: CIMODE. This platform is designed as a biennial congress that takes place in different European and Latin American countries with the co-organization of another university in each location. The current edition was jointly organized by the University of Minho and the Centro Superior de Diseño de Moda (CSDMM) - Universidad Politécnica de Madrid. CIMODE's mission is to explore fashion and design from a social, cultural, psychological and communication perspective, and to bring together different approaches and perceptions of practice, education and the culture of design and fashion. Through an interdisciplinary dialogue and intercultural perspective, CIMODE wants to generate and present new scenarios about the present and future of fashion and design. 'DISEÑO AL REVÉS' ('BACKWARD DESIGN') was the central theme of the 4th CIMODE (Madrid, Spain, 21-23 May 2018), which produced a highly topical and relevant number of academic publications presented in this book. Architectural Graphics focuses on the techniques, methodologies, and graphic tools used in conveying architectural ideas. The book takes a look at equipment and materials, architectural drafting, and architectural drawing conventions. Discussions focus on drawing pencils, technical drawing pens, set squares/templates, circle templates/compasses, line weight/line types, drafting technique, drawing circular elements, floor plan, doors and windows in plan, stairs, wall indications, plan grids, and site boundaries. The manuscript examines rendition of value and context and graphic symbols and lettering. Topics include tonal values, media and techniques, value/texture rendition, material rendition, shades and shadows, people, furniture, graphic representation symbols, and hand lettering. The text explores freehand drawing and architectural presentations, including freehand sketching, graphic diagraming, and sketching equipment. The publication is a valuable reference for architects interested in doing further studies in architectural graphics.

APONTAMENTOS DE TEORIA E PRÁTICA DO PROJETO é o novo livro do premiado arquiteto e professor doutor Mario Biselli. A obra busca contribuir para uma maior integração entre os campos teórico e prático do fazer arquitetônico, a partir de reflexões fundamentadas em base histórica e no mundo das pesquisas, mas cuja origem repousa nos questionamentos surgidos dos embates do autor com sua prática projetual. Tais questionamentos, nem sempre priorizados por outros profissionais, são fundamentais no cotidiano de um autor-professor-arquiteto que se propõe a refletir sobre seu ofício e fundamentá-lo. O tema é o partido arquitetônico, conceito inerente ao universo da arquitetura, mas de complexa explicação e difícil entendimento. Ideia central e fecunda que comparece em algum momento do desenvolvimento projetual, o partido fundamenta, orienta e justifica o projeto, visto aqui como processo e não como sistema linear. Sob a perspectiva da prática projetual, por meio de desenhos e croquis que ilustram os momentos e movimentos que definem o partido, o livro questiona, aclara e exemplifica o tema. Assim, esta publicação concreta e imagética, que reúne teoria e prática, discurso e desenho, desperta o interesse e a capacidade de reflexão e de síntese do leitor que, por sua vez, poderá entender e identificar o conceito abstrato e sutil de partido presente nos projetos de arquitetura. Tudo isso, torna a obra atrativa não apenas para os profissionais da área, a quem se destina prioritariamente, mas também para aqueles que, de modo geral, desconhecem a terminologia peculiar do universo arquitetônico. Em suma, é um belo livro sobre a elaboração do pensamento e a essência dos projetos de arquitetura.

Bewerkte compilatie van de stof behandeld in de colleges van de architect aan de Technische Universiteit Delft.

This book reports on interdisciplinary research and practices in communication, interior, fashion and product design, highlighting strategies for systematizing the design approach in a global, digital world. It gathers a selection of chapters written by the authors of the best articles presented at the 7th EIMAD conference, held online on May 14–15, 2020, from Portugal. The works were chosen for their particular link to contemporary concerns in terms of identity, health and well-being, social inclusion, sustainability, education and environment and, among others. They cover and bridges between important aspects of design education, research and practice, as well as creativity and emerging technology, offering a timely perspective and a source of inspiration to researchers, professionals and educators in design, product development and related fields.

The rise of manufacturing intelligence is fuelling innovation in processes and products concerning a low environmental impact over the product's lifecycle. Sustainable intelligent manufacturing is regarded as a manufacturing paradigm for the 21st century, in the move towards the next generation of manufacturing and processing technologies. The manufacturing industry has reached a turning point in its evolution and new business opportunities are emerging. With sustainable development arises the immense challenge of combining innovative ideas regarding design, materials and products with non-polluting processes and technologies, conserving energy and other natural resources. On the other hand, sustainability has become a key concern for government policies, businesses and the general public. Model cities are embracing novel ecosystems, combining environmental, social and economic issues in more inclusive and integrated frameworks. Green Design, Materials and Manufacturing Processes includes essential research in the field of sustainable intelligent manufacturing and related topics, making a significant contribution to further development of these fields. The volume contains reviewed papers presented at the 2nd International Conference on Sustainable Intelligent Manufacturing, conjointly organized by the Centre for Rapid and Sustainable Product Development, Polytechnic Institute of Leiria, and the Faculty of Architecture, Technical University of Lisbon, both in Portugal. This event was held at the facilities of the Faculty of Architecture, Lisbon, from June 26 to June 29, 2013. A wide range of topics is covered, such as Eco Design and Innovation, Energy Efficiency, Green and Smart Manufacturing, Green Transportation, Life-Cycle Engineering, Renewable Energy Technologies, Reuse and Recycling Techniques, Smart Design, Smart Materials, Sustainable Business Models and Sustainable Construction. Green Design, Materials and Manufacturing Processes is intended for engineers, architects, designers, economists and manufacturers who are actively engaged in the advancement of science and technology regarding key sustainability issues, leading to more suitable, efficient and sustainable products, materials and processes.

For students of design, professional product designers, and anyone interested in design equally indispensable: the fully revised and updated edition of the reference work on product design. The book traces the history of product design and its current developments, and presents the most important principles of design theory and methodology, looking in particular at the communicative function of products and highlighting aspects such as corporate and service design, design management, strategic design, interface/interaction design and human design.. From the content: Design and history: The Bauhaus; The Ulm School of Design; The Example of Braun; The Art of Design Design and Globalization Design and Methodology: Epistemological Methods in Design Design and Theory: Aspects of the Disciplinary Design Theory Design and its Context: From Corporate Design to Service Design Product Language and Product Semiotics Architecture and Design Design and Society Design and Technological Progress Como arquitetos e designers pensamOficina de TextosHow Designers ThinkThe Design Process DemystifiedRoutledge