How Architects Write

A classic examination of superb design through the centuries. Widely regarded as a classic in the field, Experiencing Architecture explores the history and promise of good design. Generously illustrated with historical examples of designing excellence—ranging from teacups, riding boots, and golf balls to the villas of Palladio and the fish-feeding pavilion of Beijing's Winter Palace—Rasmussen's accessible guide invites us to appreciate architecture not only as a profession, but as an art that shapes everyday experience. In the past, Rasmussen argues, architecture was not just an individual pursuit, but a community undertaking. Dwellings were built with a natural feeling for place, materials and use, resulting in "a remarkably suitable comeliness." While we cannot return to a former age, Rasmussen notes, we can still design spaces that are beautiful and useful by seeking to understand architecture as an art form that must be experienced. An understanding of good design comes not only from one's professional experience of architecture as an abstract, individual pursuit, but also from one's shared, everyday experience of architecture in real time—its particular use of light, color, shape, scale, texture, rhythm and sound. Experiencing Architecture reminds us of what good architectural design has accomplished over time, what it can accomplish still, and why it is worth pursuing. Wide-ranging and approachable, it is for anyone who has ever wondered "what instrument the architect plays on."

The Architect as Magician explores the connection between magic and architecture. There is a belief that a greater understanding of the meaning of magic provides insights about architecture and architects' design processes. Architects influence the effects of nature through the making of their buildings. In an analogous condition, magicians perform rituals in an attempt to influence the forces of nature. This book argues that architects could gain much by incorporating ideas from magic into their design process. The book demonstrates through historical and current examples the important influence magic has had on the practice of architecture. The authors explain how magic helps us to understand the way we infuse architecture with meaning and how magic affects and inspires architectural creation. Aimed at architects, students, scholars and researchers, The Architect as Magician helps readers discover the ambiguous and spiritual elements in their design process.

Literary texts and buildings have always represented space, narrated cultural and political values, and functioned as sites of personal and collective identity. In the twentieth century, new forms of narrative have represented cultural modernity, political idealism and architectural innovation. Writing the Modern City explores the diverse and fascinating relationships between literature, architecture and modernity and considers how they have shaped the world today. This collection of thirteen original essays examines the ways in which literature and architecture have shaped a range of recognisably 'modern' identities. It focuses on the

cultural connections between prose narratives – the novel, short stories, autobiography, crime and science fiction – and a range of urban environments, from the city apartment and river to the colonial house and the utopian city. It explores how the themes of memory, nation and identity have been represented in both literary and architectural works in the aftermath of early twentieth-century conflict; how the cultural movements of modernism and postmodernism have affected notions of canonicity and genre in the creation of books and buildings; and how and why literary and architectural narratives are influenced by each other's formal properties and styles. The book breaks new ground in its exclusive focus on modern narrative and urban space. The essays examine texts and spaces that have both unsettled traditional definitions of literature and architecture and reflected and shaped modern identities: sexual, domestic, professional and national. It is essential reading for students and researchers of literature, cultural studies, cultural geography, art history and architectural history. Now in its second edition—updated and expanded to address such issues as email etiquette and Web-based marketing, communication, and job searches—the best-selling Writing for Design Professionals is the standard guide for mastering the complexities of effective writing in professional practice. Stephen A. Kliment explains the principles of clear writing, from the formal "Dear Ms. Jones: I recently visited Polk Street Elementary School, and I agree the facility urgently needs to be modernized to make way for the progressive teaching techniques you have planned for your school district.... I believe that my firm, Izumi Associates, can make this happen" to the punchy remarks of the late William Caudill, "Say 'frog,' we'll jump." Dozens of sample letters, proposals, brochures, reports, book reviews, oral presentations, staff communications, and more—all drawn from the world of practice, and in both print and electronic formats—guide readers through the ins and outs of composing the end-products of writing. Writing for Design Professionals is organized for easy reference, and includes the following topics:• marketing: Web sites, correspondence, brochures and portfolios, proposals, newsletters, and other promotional tools• project writing• writing in school• job applications and Web-based job boards• writing in academe• writing for the media• writing as a career• public speaking plus: how to avoid jargon and gender-specific language, tailor your writing to your audience, enhance your writing with appropriate graphics, write to international clients, write as a product manufacturer, and measure the impact of what you write. Resources include lists of design media.Like a trustworthy desk-side consultant, Writing for Design Professionals, Second Edition, should be next to the computer of every architect, planner, interior designer, engineer, and student who wishes to present a polished, professional image through effective written communication. The basics of the profession and practice of architecture, presented in illustrated A-Z form. The word "architect" is a noun, but Doug Patt uses it as a verb—coining a term and making a point about using parts of speech and parts of buildings in new ways. Changing the function of a word, or a room, can produce surprise and

meaning. In How to Architect, Patt—an architect and the creator of a series of wildly popular online videos about architecture—presents the basics of architecture in A-Z form, starting with "A is for Asymmetry" (as seen in Chartres Cathedral and Frank Gehry), detouring through "N is for Narrative," and ending with "Z is for Zeal" (a quality that successful architects tend to have, even in fiction—see The Fountainhead's architect-hero Howard Roark.) How to Architect is a book to guide you on the road to architecture. If you are just starting on that journey or thinking about becoming an architect, it is a place to begin. If you are already an architect and want to remind yourself of what drew you to the profession, it is a book of affirmation. And if you are just curious about what goes into the design and construction of buildings, this book tells you how architects think. Patt introduces each entry with a hand-drawn letter, and accompanies the text with illustrations that illuminate the concept discussed: a fallen Humpty Dumpty illustrates the perils of fragile egos; photographs of an X-Acto knife and other hand tools remind us of architecture's nondigital origins. How to Architect offers encouragement to aspiring architects but also mounts a defense of architecture as a profession—by calling out a defiant verb: architect!
"Reyner Banham's special skill was to take objects that we otherwise might take for granted and to open our eyes and minds to their visual and cultural associates. Unlike many historians he had an 'eye' and this came through in his writings. He was also a popularizer—ahead of his time. These perspectives are every bit as relevant now as they were in the past."—Sir Norman Foster, Foster Associates "Banham's stubborn insistence on the proper terms by which to measure the contemporary predicament reveals the depth and the breadth of his contribution to architectural history and theory. The modern, for Banham and for us, simply refuses to go away."—Anthony Vidler, author of The Architectural Uncanny
In this exuberantly praised book - a collection of seven pieces on subjects ranging from television to tennis, from the Illinois State Fair to the films of David Lynch, from postmodern literary theory to the supposed fun of traveling aboard a Caribbean luxury cruiseliner - David Foster Wallace brings to nonfiction the same curiosity, hilarity, and exhilarating verbal facility that has delighted readers of his fiction, including the bestselling Infinite Jest.
'Exquisite Corpse' was a game played by the surrealists in which someone drew on a piece of paper, folded it and passed it to the next person to draw on until, finally, the sheet was opened to reveal a calculated yet random composition. In this entertaining and provocative book, Michael Sorkin suggests that cities are similarly assembled by many players acting with varying autonomy in a complicit framework. An unfolding terrain of invention, the city is also a means of accommodating disparity, of contextualizing sometimes startling juxtapositions. Sorkin's aim is to widen the debate about the creation of buildings beyond the immediate issues of technology and design. He discusses the politics and culture of architecture with daring, often devastating, observations about the institutions

and personalities who have dominated the profession over the past decade. Their preoccupation with the empty style of 'beach houses and Disneyland' has consistently trivialized the full constructive scope of contemporary architecture's possibilities. Sorkin's interventions range from the development scandals of New York where 'skyscrapers stand at the intersection between grid and greed', through the deconstructivist architectural culture of Los Angeles, to the work and ideas of architects, developers and critics such as Alvar Aalto, Norman Foster, Paul Goldberger, Michael Graves, Coop Himmelblau, Philip Johnson, Leon Krier, Frank Lloyd Wright, Richard Rogers, Carlo Scarpa, James Stirling, Donald Trump, Tom Wolfe and Lebbeus Woods. Throughout Sorkin combines stinging polemic with a powerful call for a rebirth of architecture that is visionary and experimental--a recuperated 'dreamy science'

For ages, architects have been criticized for speaking an insular language, known to some as "archispeak." Writing Architecture considers the process, methods, and value of architecture writing based on Carter Wiseman's 30 years of personal experience in writing, editing, and teaching in young architects how to write. This book creatively tackles a problematic issue that Wiseman considers to be a crucial characteristic of successful architecture writing: clarity of thinking and expression. He argues that because we live our lives within the built environment, architecture is the most comprehensive and complex of all art forms. Even brilliantly inspired and complex architectural structures would only amount to misunderstood abstractions without the support and reinforcement of the clear explanation. Written as a primer for both college level students and practitioners, Writing Architecture acknowledges and explores the boundaries between different techniques of architecture writing from myriad perspectives and purposes. A poetic description of the beauty and impact of a bridge will not illuminate the mechanical knowledge housed in the structure, but at the same time, dense architectural theory will not encourage individuals experiencing and supporting the bridge to perceive significance and usefulness in the design. Using excerpts and from writers in different genres and from different historical periods, Wiseman offers a unique and authoritative perspective on comprehensible writing skills needed for success.

Bestselling author Alain de Botton considers how our private homes and public edifices influence how we feel, and how we could build dwellings in which we would stand a better chance of happiness. In this witty, erudite look at how we shape, and are shaped by, our surroundings, Alain de Botton applies Stendhal's motto that "Beauty is the promise of happiness" to the spaces we inhabit daily. Why should we pay attention to what architecture has to say to us? de Botton asks provocatively. With his trademark lucidity and humour, de Botton traces how human needs and desires have been served by styles of architecture, from stately Classical to minimalist Modern, arguing that the stylistic choices of a society can represent both its cherished ideals and the qualities it desperately lacks. On an individual level, de Botton has deep sympathy for our need to see our selves reflected in our surroundings; he demonstrates with great wisdom how buildings — just like friends — can serve as guardians of our identity. Worrying about the shape of our sofa or the colour of our walls might seem self-indulgent, but de Botton considers the hopes and fears we have for our homes at a new level of depth and

insight. When shopping for furniture or remodelling the kitchen, we don't just consider functionality but also the major questions of aesthetics and the philosophy of art: What is beauty? Can beautiful surroundings make us good? Can beauty bring happiness? The buildings we find beautiful, de Botton concludes, are those that represent our ideas of a meaningful life. The Architecture of Happiness marks a return to what Alain does best — taking on a subject whose allure is at once tantalizing and a little forbidding and offering to readers a completely beguiling and original exploration of the subject. As he did with Proust, philosophy, and travel, now he does with architecture.

This is the first writing reference book for designers. Whether you're an architect, landscape architect, interior designers, or an industrial designer How Architects Write shows you the interdependence of writing and design. Authors Tom Spector and Rebecca Damron present typical writing assignments and explain principles of effective writing by including examples of good form and illustrating common pitfalls. The book includes resources for how to write a designer's manifesto, statements of design intent, criticism, thesis, proposals, review statements, research reports, specifications, field reports, client communications, post-occupancy evaluations, and e-mailed meeting agendas so that you can navigate your career from school to the profession.

There are a lot of good books available to help people write better. They include dictionaries, usage guides, and various types of writers' manuals – and professional writers ought to have many of those books on their bookshelves. But most architects and other design and construction professionals are not professional writers. Instead, they are people who spend a large part of their professional lives writing. That's a big difference, and that's where this book will help. The Architect's Guide to Writing has been written not by an English major, but by Bill Schmalz, an architect who knows the kinds of documents his fellow professionals routinely have to write, and understands the kinds of technical mistakes they often make in their writing. This book is designed to meet the specific needs of design and construction professionals. It's not going to waste their time with the things that most educated professionals know, but it will help them with the things they don't know or are unsure of. It's not a Chicago Manual-sized encyclopaedic reference that includes everything any writer would ever need to know, because architects don't need to know everything. But what they do need to know – and what they use every day in their professional lives – has been assembled in this book.

Concise lessons in design, drawing, the creative process, and presentation, from the basics of "How to Draw a Line" to the complexities of color theory. This is a book that students of architecture will want to keep in the studio and in their backpacks. It is also a book they may want to keep out of view of their professors, for it expresses in clear and simple language things that tend to be murky and abstruse in the classroom. These 101 concise lessons in design, drawing, the creative process, and presentation—from the basics of "How to Draw a Line" to the complexities of color theory—provide a much-needed primer in architectural literacy, making concrete what too often is left nebulous or open-ended in the architecture curriculum. Each lesson utilizes a two-page format, with a brief explanation and an illustration that can range from diagrammatic to whimsical. The lesson on "How to Draw a Line" is illustrated by examples of good and bad lines; a lesson on the dangers of awkward floor level changes shows the television actor Dick Van Dyke in the midst of a pratfall; a discussion of the proportional

differences between traditional and modern buildings features a drawing of a building split neatly in half between the two. Written by an architect and instructor who remembers well the fog of his own student days, 101 Things I Learned in Architecture School provides valuable guideposts for navigating the design studio and other classes in the architecture curriculum. Architecture graduates—from young designers to experienced practitioners—will turn to the book as well, for inspiration and a guide back to basics when solving a complex design problem.

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.

Essays on contemporary architecture that are less about making critical judgments than about explication, exegesis, and provocation. Jeffrey Kipnis's writing, thinking, and teaching casts architecture as both an intellectual discourse and a lived, affective experience. His essays on contemporary architects are less about making critical judgments than about explication, exegesis, and provocation. In these eleven essays, written between 1990 and 2008, he considers projects, concepts, and buildings by some of the most recognized architects working today, with special attention to the productions of affect. He explores "intuition" in the work of Morphosis, "exhilaration" in Coop Himmelb(l)au, "freedom" in the work of Rem Koolhaas and OMA, "magic" in Steven Holl's buildings, and "anxiety" in Rafael Moneo's writing about contemporary architecture. Kipnis's deft integration of art, critical theory, philosophy, pop culture, classical music, and science—what the volume's editor Alexander Maymind calls "ancillary material"—into a rigorous architectural theory and criticism makes A Question of Qualities an exemplar of a new way to write about architecture. It is also a distinct pleasure to read. Kipnis transcends the fractious intellectual climate in architecture, stepping outside the boundaries mandated by the vast specialized criteria that the discipline now claims to address. The essays in this volume demonstrate a style of writing that is not so much about architecture as it is an affect of architecture itself.

Software Systems Architecture is a practitioner-oriented guide to designing and implementing effective architectures for information systems. It is both a readily accessible introduction to software architecture and an invaluable handbook of well-established best practices. It shows why the role of the architect is central to any successful information-systems development project, and, by presenting a set of architectural viewpoints and perspectives, provides specific direction for improving your own and your organization's approach to software systems architecture. With this book you will learn how to Design an architecture that reflects and balances the different

needs of its stakeholders Communicate the architecture to stakeholders and demonstrate that it has met their requirements Focus on architecturally significant aspects of design, including frequently overlooked areas such as performance, resilience, and location Use scenarios and patterns to drive the creation and validation of your architecture Document your architecture as a set of related views Use perspectives to ensure that your architecture exhibits important qualities such as performance, scalability, and security The architectural viewpoints and perspectives presented in the book also provide a valuable long-term reference source for new and experienced architects alike. Whether you are an aspiring or practicing software architect, you will find yourself referring repeatedly to the practical advice in this book throughout the lifecycle of your projects. A supporting Web site containing further information can be found at www.viewpoints-and-perspectives.info

Exemplary reprint of 16th-century classic. Covers classical architectural remains, Renaissance revivals, classical orders, more. 216 plates. ". . . the most influential book published in the history of architecture." — Art in America.

First published in 1982, Curtis's book has quickly achieved recognition as the standard work on the subject, providing a lucid and accurate overview of modern architecture and a balanced critique of its achievements. This second edition includes a new chapter on recent world architecture.

In his new book, the eminent philosopher Andrew Benjamin turns his attention to architecture, design, sculpture, painting and writing. Drawing predominantly on a European tradition of modern philosophical criticism running from the German Romantics through Walter Benjamin and beyond, he offers a sequence of strong meditations on a diverse ensemble of works and themes: on the library and the house, on architectural theory, on Rachel Whiteread, Peter Eisenman, Anselm Kiefer, Peter Nielson, David Hawley, Terri Bird, Elizabeth Presa and others.In Benjamin¿s hands, criticism is bound up with judgment. Objects of criticism always become more than mere documents. These essays dissolve the prejudices that have determined our relation to aesthetic objects and to thought, releasing in their very care and attentiveness to the `objects themselves¿ the unexpected potentialities such objects harbour. In his sensitivity to what he calls `the particularity of material events¿, Benjamin¿s writing comes to exemplify new possibilities for the contemporary practice of criticism itself.These essays are a major contribution to critical thought about art and architecture today, and a genuine work of what Benjamin himself identifies as a `materialist aesthetics¿.

Architects on Architects Susan Gray Here's a profound, stirring study of how the world's greatest architects influenced the work of others and why--told in the architect's own dramatic and awe-filled words. The contributors discuss the career-inspiring achievements of their mentors, designers of some of the most famous structures on earth. They delve into their own design philosophy, and how the genius of others affected their careers, their goals, as well as their lives. This candid personal testimony imparts the emotion, inspiration, and wonderment of architecture and vividly demonstrate the power of mentorship and the potential it can unleash. Each original essay is beautifully illustrated with photographs (most in full color) of both the architect's work and that of his mentor, providing a visually stunning forum for comparison and learning. An ideal book for architecture aficionados, ARCHITECTS ON ARCHITECTS captures the soul, inspiration, and majesty of architecture. Susan Gray (New York, NY) is an architectural photographer and writer who has worked with many large corporations and magazines.

Report Writing for Architects presents a critical review of standard report formats use in writing reports for architects. It discusses a set of formats to help architects and surveyors to create good reports for their client. It addresses every instance that necessitates the creation of

architectural report. Some of the topics covered in the book are the purpose, target audience, format, presentation, and main points of a report; description, style and basis of the content of report to be written; creating reports connected with building projects; making of feasibility report format and its content; and considerations in creating a report. The outline proposals report format and the scheme design format are discussed. An in-depth analysis of creating a progress report is given. The book also covers a special report, report on claim for loss and expense, a report on award of extension of time format, and miscellaneous reports. The book can provide useful information to architects, surveyors, students, and researchers.

Le Corbusier's Modulor—a fundamental work in the history of architecture—as a beautiful facsimile edition.

You can use this book to design a house for yourself with your family; you can use it to work with your neighbors to improve your town and neighborhood; you can use it to design an office, or a workshop, or a public building. And you can use it to guide you in the actual process of construction. After a ten-year silence, Christopher Alexander and his colleagues at the Center for Environmental Structure are now publishing a major statement in the form of three books which will, in their words, "lay the basis for an entirely new approach to architecture, building and planning, which will we hope replace existing ideas and practices entirely." The three books are The Timeless Way of Building, The Oregon Experiment, and this book, A Pattern Language. At the core of these books is the idea that people should design for themselves their own houses, streets, and communities. This idea may be radical (it implies a radical transformation of the architectural profession) but it comes simply from the observation that most of the wonderful places of the world were not made by architects but by the people. At the core of the books, too, is the point that in designing their environments people always rely on certain "languages," which, like the languages we speak, allow them to articulate and communicate an infinite variety of designs within a forma system which gives them coherence. This book provides a language of this kind. It will enable a person to make a design for almost any kind of building, or any part of the built environment. "Patterns," the units of this language, are answers to design problems (How high should a window sill be? How many stories should a building have? How much space in a neighborhood should be devoted to grass and trees?). More than 250 of the patterns in this pattern language are given: each consists of a problem statement, a discussion of the problem with an illustration, and a solution. As the authors say in their introduction, many of the patterns are archetypal, so deeply rooted in the nature of things that it seemly likely that they will be a part of human nature, and human action, as much in five hundred years as they are today.

Available again, a wholly original study of the complex relationship between architecture and language that has changed and enriched the way we think and talk about architecture.The words we use when we talk and write about architecture describe more than just bricks and mortar they direct the ways we think of and live with buildings. This groundbreaking book is the first thorough examination of the complex relationship between architecture and language as intricate social practices. Six rigorously argued chapters investigate the language of modernism, language and drawing, masculine and feminine architecture, language metaphors, science in architecture, and the social properties of architecture. There follows a vocabulary of key words such as Character, Form, History and Space, locating each words modern meaning within an historical and theoretical framework, and setting out clearly its development and relevance for architects, historians, philosophers, critics and the users of the buildings themselves. Architects should be made to read Words and Buildings Architecture Today Unusually clear and accessible Students of all kinds will love this book The Architectural Review A forceful, clear and sophisticated exposition of the role of conceptual thought in architectural discourse The Architects Journal

How Architects Write shows you the interdependence of writing and design in both student and

professional examples. This fully updated edition features more than 50 color images, a new chapter on online communication, and sections on critical reading, responding to requests for proposals, the design essay, storyboarding, and much more. It also includes resources for how to write history term papers, project descriptions, theses, proposals, research reports, specifications, field reports, client communications, post-occupancy evaluations, and emailed meeting agendas, so that you can navigate your career from school to professional practice. Provides tools to understanding the beauty, art, and function in architecture through descriptive visits to opera houses, museums, war memorials, and a private retreat.

Extraordinary architecture addresses so much more than mere practical considerations. It inspires and provokes while creating a seamless experience of the physical world for its users. It is the rare writer that can frame the discussion of a building in a way that allows the reader to see it with new eyes. Writing About Architecture is a handbook on writing effectively and critically about buildings and cities. Each chapter opens with a reprint of a significant essay written by a renowned architecture critic, followed by a close reading and discussion of the writer's strategies. Lange offers her own analysis using contemporary examples as well as a checklist of questions at the end of each chapter to help guide the writer. This important addition to the Architecture Briefs series is based on the author's design writing courses at New York University and the School of Visual Arts. Lange also writes a popular online column for Design Observer and has written for Dwell, Metropolis, New York magazine, and The New York Times. Writing About Architecture includes analysis of critical writings by Ada Louise Huxtable, Lewis Mumford, Herbert Muschamp, Michael Sorkin, Charles Moore, Frederick Law Olmsted, and Jane Jacobs. Architects covered include Marcel Breuer, Diller Scofidio + Renfro, Field Operations, Norman Foster, Frank Gehry, Frederick Law Olmsted, SOM, Louis Sullivan, and Frank Lloyd Wright.

This book is a bridge to confident academic writing for advanced non-native English users. It emphasizes depth over breadth through mastery of core writing competencies and strategies which apply to most academic disciplines and genres. Tailored to students in EMI programs, the content was piloted and revised during a longitudinal writing study. The innovative approach prepares students to write for the academic community through the dual lenses of Art (developing a writer's voice through choices in language, style, and topics) and Architecture (mastering norms of academic language, genre, and organization.) The user-friendly text maximizes time for writing practice and production by avoiding lengthy readings. Part 1 builds skills and confidence in writing by focusing on assignments that do not require research. Part 2 applies newly mastered principles, skills, and strategies to research-based writing. Students learn to incorporate thesis, research, and evidence into a process for academic writing by following the AWARE framework (Arranging to write, Writing, Assessing, Revising, and Editing.)

Drawings, doodles, and ideograms argue with ferocity and wit for traditional urbanism and architecture. Architect Léon Krier's doodles, drawings, and ideograms make arguments in images, without the circumlocutions of prose. Drawn with wit and grace, these clever sketches do not try to please or flatter the architectural establishment. Rather, they make an impassioned argument against what Krier sees as the unquestioned doctrines and unacknowledged absurdities of contemporary architecture. Thus he shows us a building bearing a suspicious resemblance to Norman Foster's famous London "gherkin" as an example of "priapus hubris" (threatened by detumescence and "priapus nemesis"); he charts "Random Uniformity" ("fake simplicity") and "Uniform Randomness" ("fake complexity"); he draws bloated "bulimic" and disproportionately scrawny "anorexic" columns flanking a graceful "classical" one; and he compares "private virtue" (modernist architects' homes and offices) to "public vice" (modernist architects' "creations"). Krier wants these witty images to be tools for re-founding traditional urbanism and architecture. He argues for mixed-use cities,

of "architectural speech" rather than "architectural stutter," and pointedly plots the man-vehicle-landneed ratio of "sub-urban man" versus that of a city dweller. In an age of energy crisis, he writes (and his drawings show), we "build in the wrong places, in the wrong patterns, materials, densities, and heights, and for the wrong number of dwellers"; a return to traditional architectures and building and settlement techniques can be the means of ecological reconstruction. Each of Krier's provocative and entertaining images is worth more than a thousand words of theoretical abstraction.

How Architects WriteRoutledge

This anthology gathers together for the first time the most influential architectural texts from the Nordic countries: Denmark, Finland, Norway, and Sweden. Many of the texts appear for the first time in English, making them available to a worldwide readership. These texts were written between 1920 and 2007 by architects who lived and worked in the Nordic countries. The book is structured in sections by country with supportive introductions by regional experts. The reader can seek out common themes of space, place, materials, etc across nations or approach the material chronologically.

A historical study of Vitruvius's De architectura, showing that his purpose in writing "the whole body of architecture" was shaped by the imperial Roman project of world domination. Vitruvius's De architectura is the only major work on architecture to survive from classical antiquity, and until the eighteenth century it was the text to which all other architectural treatises referred. While European classicists have focused on the factual truth of the text itself, English-speaking architects and architectural theorists have viewed it as a timeless source of valuable metaphors. Departing from both perspectives, Indra Kagis McEwen examines the work's meaning and significance in its own time. Vitruvius dedicated De architectura to his patron Augustus Caesar, the first Roman emperor, whose rise to power inspired its composition near the end of the first century B.C. McEwen argues that the imperial project of world dominion shaped Vitruvius's purpose in writing what he calls "the whole body of architecture." Specifically, Vitruvius's aim was to present his discipline as the means for making the emperor's body congruent with the imagined body of the world he would rule. Each of the book's four chapters treats a different Vitruvian "body." Chapter 1, "The Angelic Body," deals with the book as a book, in terms of contemporary events and thought, particularly Stoicism and Stoic theories of language. Chapter 2, "The Herculean Body," addresses the book's and its author's relation to Augustus, whose double Vitruvius means the architect to be. Chapter 3, "The Body Beautiful," discusses the relation of proportion and geometry to architectural beauty and the role of beauty in forging the new world order. Finally, Chapter 4, "The Body of the King," explores the nature and unprecedented extent of Augustan building programs. Included is an examination of the famous statue of Augustus from Prima Porta, sculpted soon after the appearance of De architectura.

Analysing Architecture offers a unique 'notebook' of architectural strategies to present an engaging introduction to elements and concepts in architectural design. Beautifully illustrated throughout with the author's original drawings.

The rise and fall of identical copies: digital technologies and form-making from mass customization to mass collaboration. Digital technologies have changed architecture—the way it is taught, practiced, managed, and regulated. But if the digital has created a "paradigm shift" for architecture, which paradigm is shifting? In The Alphabet and the Algorithm, Mario Carpo points to one key practice of modernity: the making of identical copies. Carpo highlights two examples of identicality crucial to the shaping of architectural modernity: in the fifteenth century, Leon Battista Alberti's invention of architectural design, according to which a building is an identical copy of the architect's design; and, in the nineteenth and twentieth centuries, the mass

production of identical copies from mechanical master models, matrixes, imprints, or molds. The modern power of the identical, Carpo argues, came to an end with the rise of digital technologies. Everything digital is variable. In architecture, this means the end of notational limitations, of mechanical standardization, and of the Albertian, authorial way of building by design. Charting the rise and fall of the paradigm of identicality, Carpo compares new forms of postindustrial digital craftsmanship to hand-making and the cultures and technologies of variations that existed before the coming of machine-made, identical copies. Carpo reviews the unfolding of digitally based design and construction from the early 1990s to the present, and suggests a new agenda for architecture in an age of variable objects and of generic and participatory authorship. Architects who engaged with cybernetics, artificial intelligence, and other technologies poured the foundation for digital interactivity. In Architectural Intelligence, Molly Wright Steenson explores the work of four architects in the 1960s and 1970s who incorporated elements of interactivity into their work. Christopher Alexander, Richard Saul Wurman, Cedric Price, and Nicholas Negroponte and the MIT Architecture Machine Group all incorporated technologies—including cybernetics and artificial intelligence—into their work and influenced digital design practices from the late 1980s to the present day. Alexander, long before his famous 1977 book A Pattern Language, used computation and structure to visualize design problems; Wurman popularized the notion of "information architecture"; Price designed some of the first intelligent buildings; and Negroponte experimented with the ways people experience artificial intelligence, even at architectural scale. Steenson investigates how these architects pushed the boundaries of architecture—and how their technological experiments pushed the boundaries of technology. What did computational, cybernetic, and artificial intelligence researchers have to gain by engaging with architects and architectural problems? And what was this new space that emerged within these collaborations? At times, Steenson writes, the architects in this book characterized themselves as anti-architects and their work as anti-architecture. The projects Steenson examines mostly did not result in constructed buildings, but rather in design processes and tools, computer programs, interfaces, digital environments. Alexander, Wurman, Price, and Negroponte laid the foundation for many of our contemporary interactive practices, from information architecture to interaction design, from machine learning to smart cities. A colorful, magical tale set during the height of the Ottoman Empire, from the acclaimed author of The Island of Missing Trees (a Reese's Book Club Pick) Chosen for Camilla, Duchess of Cornwall's "Reading Room" Book Club In this novel, Turkey's preeminent female writer spins an epic tale spanning nearly a century in the life of the Ottoman Empire. In 1540, twelve-year-old Jahan arrives in Istanbul. As an animal tamer in the sultan's menagerie, he looks after the exceptionally smart elephant Chota and befriends (and falls for) the sultan's beautiful daughter, Princess Mihrimah. A palace education leads Jahan to Mimar Sinan, the empire's chief architect, who takes Jahan under his wing as they construct (with Chota's help) some of the most magnificent buildings in history. Yet even as they build Sinan's triumphant masterpieces—the incredible Suleymaniye and Selimiye mosques—dangerous undercurrents begin to emerge, with jealousy erupting among Sinan's four apprentices. A memorable story of artistic freedom, creativity, and the clash between science and fundamentalism, Shafak's intricate novel brims with vibrant characters, intriguing adventure, and the

lavish backdrop of the Ottoman court, where love and loyalty are no match for raw power.

The revolutionary literary vision that sowed the seeds of Objectivism, Ayn Rand's groundbreaking philosophy, and brought her immediate worldwide acclaim. This modern classic is the story of intransigent young architect Howard Roark, whose integrity was as unyielding as granite...of Dominique Francon, the exquisitely beautiful woman who loved Roark passionately, but married his worst enemy...and of the fanatic denunciation unleashed by an enraged society against a great creator. As fresh today as it was then, Rand's provocative novel presents one of the most challenging ideas in all of fiction—that man's ego is the fountainhead of human progress... "A writer of great power. She has a subtle and ingenious mind and the capacity of writing brilliantly, beautifully, bitterly...This is the only novel of ideas written by an American woman that I can recall."—The New York Times

Published in 1923, Toward an Architecture had an immediate impact on architects throughout Europe and remains a foundational text for students and professionals. This edition includes a new translation of the original text, a scholarly introduction, and background notes that illuminate the text and illustrations.

An account of the life and work of the architect Minoru Yamasaki that leads the author to consider how (and for whom) architectural history is written. Sandfuture is a book about the life of the architect Minoru Yamasaki (1912–1986), who remains on the margins of history despite the enormous influence of his work on American architecture and society. That Yamasaki's most famous projects—the Pruitt-Igoe apartments in St. Louis and the original World Trade Center in New York—were both destroyed on national television, thirty years apart, makes his relative obscurity all the more remarkable. Sandfuture is also a book about an artist interrogating art and architecture's role in culture as New York changes drastically after a decade bracketed by terrorism and natural disaster. From the central thread of Yamasaki's life, Sandfuture spirals outward to include reflections on a wide range of subjects, from the figure of the architect in literature and film and transformations in the contemporary art market to the perils of sick buildings and the broader social and political implications of how, and for whom, cities are built. The result is at once sophisticated in its understanding of material culture and novelistic in its telling of a good story.

Millions died after the first contact. An alien weapon holds the key to redemption—or annihilation. Experience Karen Osborne's unforgettable science fiction debut, Architects of Memory. SyFY Wire SFF Reads to pick up in September Terminally ill salvage pilot Ash Jackson lost everything in the war with the alien Vai, but she'll be damned if she loses her future. Her plan: to buy, beg, or lie her way out of corporate indenture and find a cure. When her crew salvages a genocidal weapon from a ravaged starship above a dead colony, Ash uncovers a conspiracy of corporate intrigue and betrayal that threatens to turn her into a living weapon. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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