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~~Reading List | #1 - 'A Theory of Architecture'~~
~~Vicente Guallart - Media, Mountains and Architecture Reading List | #2 - 'A Pattern Language'~~
~~Vicente Guallart | #0026 Bjarke Ingels - Talk at IAAC's Valldauralabs~~
~~Discover IAAC the Institute for Advanced Architecture of Catalonia.~~
~~Landscape Design - Site Planning - Part 1~~
~~Contextual Design, Creating Connection and Coim | Shene Goen - TEDxWilmington~~
~~Dean's Lecture Series 2015 - Vicente Guallart~~
~~Architecture is a language: Daniel Libeskind at TEDxBoston~~
~~How To Think Like An Architect: The Design Process 3.4 Examples of form and space~~
~~What is Architectural Engineering? | 3 Draw Your Garden Design~~
~~The complex geometry of Islamic design - Eric Broug Day at Workx~~
~~Landscape Architect~~
~~Architectural Site Analysis Part 1 - The Checklist~~
~~VisTerra - Landscape Design Software - Overview (Newest Version)~~
~~1.2.5.2 Form Space And Order~~
~~Architecture Books | My Library of Essentials~~

~~IAAC Lecture Series - Black Ecologies Debate~~
~~Lecture - Gottfried Semper: Architecture, Textile, and Memory (Isabelle Kalinowski)~~
~~BDINNAREH-2017-Conference-Manuel GAUSA-NAVARRO~~
~~Repositories Architectural Style (BlackBoard) in 2020~~
~~Bjarke Ingels Interview: Different Angles~~
~~Urban architecture inspired by mountains, clouds and volcanoes | Na Yansong~~
~~Aesthetic perception and the architectural imagination~~
~~Interface: Between Landscape and Architecture~~
~~Metapolis Dictionary Of Advanced Architecture~~

In the format of a selective dictionary of cross-referenced terms, Metapolis identifies a new architectural will within the contemporary social and cultural panorama. It contributes to a global vision of the emerging new architectural action that participates in "advanced culture" and visual art disciplines and technology.

~~The Metapolis Dictionary of Advanced Architecture: City ...~~

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The metapolis dictionary of advanced architecture : city, technology and society in the information age. This volume is an enlarged version of the Spanish edition and seeks, as its predecessor, to identify a new architectural will and a new social and cultural panorama. It aims to contribute to forming a vision that is global - but not necessarily absolute - of what is already showing itself to be a new architectural action, related to that coined as "advanced culture", present in various ...

~~The metapolis dictionary of advanced architecture : city ...~~

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The metapolis dictionary of advanced architecture (Spanish edition) Willy Müller In the format of a selective dictionary of cross-referenced terms, Metapolis identifies a new architectural will within the contemporary social and cultural panorama.

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METAPOLIS is an architectural practice working on the confluences of city and nature across scales.

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The Institute for Advanced Architecture of Catalonia aims to shape the future of cities, architecture & technology. Study at IAAC and become a change-maker

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"The Metapolis Dictionary of Advanced Architecture seeks to contribute to the shaping of an overall - not necessarily absolute - vision of what manifests itself as an architectural action linked to what has been called "advanced culture," now present in many disciplines of contemporary art, thought and technology . (Bringing) together traverse ...

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The Metapolis Dictionary of Advanced Architecture: City, Technology and Society in the Information Age by. Manuel Gausa, Willy Muller, Vicente Guallart. 4.58 avg rating - 64 ratings - published 2003 Want to Read ...

~~Metapolis Dictionary of Advanced Architecture: City, Technology and Society in the Information Age~~

Seeking to identify a new architectural will and a new social and cultural panorama, this volume aims to contribute to forming a vision that is global - but not necessarily absolute - of what is already showing itself to be a new architectural action, related to that coined as "advanced culture".

During the last 30 years, Advanced Architecture has consolidated an interactive and informational logic that differs from that of Modernity and Postmodernity. This logic is threefold; it is modulated through three coexisting protocols -modes of action- whose peaks of intensity occur in three different decades: Conformative Protocols (1990-2000), Distributive Protocols (2000-2010) and Expansive Protocols (2010-2020). This work proposes a threefold cultural narrative whose interactive and informational logic differs from that of modernity and postmodernity. It positions three different ethos by critically approaching the architectural side of a cultural mutation that has been affecting the Western experimental areas of knowledge and practice since the end of the last century. A transformative process constituted by a constellation of transdisciplinary manifestations, accelerations, turns, shortcuts and clusterizations that by no means can be read under one single epistemological umbrella. In this sense, rather than approaching the practice of architecture focusing on its disciplinary inner specificity, this book approaches the research of experimental architecture focusing on its extra-disciplinary entanglements. It argues that a vast multiplicity of fields of knowledge participates in a cultural endeavour modulated through three protocols -forms of action- that singularize three decades: Conformative Protocols (1990-2000), Distributive Protocols (2000-2010) and Expansive Protocols (2010-2020). These three periods shouldn't be read as three hermetic and concatenated monades, but as three different modulations of the same narrative, that is, as three overlapping and coexisting systems whose peaks of intensity occur in three different decades. However, the main purpose of this book is not limited to unveiling the ethos of these three conjurations. It also aims at using this framework as a "time-field", a narrative map that moves from the classificatory to the cartographical in order to vectorize the last 30 years of experimental architecture. In this sense, this book argues that this threefold set of protocols represents the progressive attempt to constitute critical interiorities "looking for" and "produced through" interactions that are increasingly more intimate and whose agents are increasingly more diverse. A tendency oriented towards the consolidation of an "intimacy between strangers" that highly resonates with the cultural and technological landscape in which experimental architecture operates.

Citizens of No Place is a collection of short stories on architecture and urbanism, graphically represented using manga-style storyboards. Fiction is used as a strategy to unpack thoughts about architecture. Modeled as a proto-manifesto, it is a candid chronicle of a highly critical thought process in the tradition of paper architecture (especially that of architect John Hejduk and Bernard Tschumi's Manhattan Transcript). The short stories explore many architectural problems through the unique language of the graphic novel, helping usher the next generation of architectural theory and criticism.

Ranging over 2,500 years, Cities in Civilization is a tribute to the city as the birthplace of Western civilization. Drawing on the contributions of economists and geographers, of cultural, technological, and social historians, Sir Peter Hall examines twenty-one cities at their greatest moments. Hall describes the achievements of these golden ages and outlines the precise combinations of forces -- both universal and local -- that led to each city's belle époque. Hall identifies four distinct expressions of civic innovation: artistic growth, technological progress, the marriage of culture and technology, and solutions to evolving problems. Descriptions of Periclean Athens, Renaissance Florence, Elizabethan London, and nineteenth-century Vienna bring to life those seedbeds of artistic and intellectual creativity. Explorations of Manchester during the Industrial Revolution, of Henry Ford's Detroit, and of Palo Alto at the dawn of the computer age highlight centers of technological advances. Tales of the creation of Los Angeles' movie industry and the birth of the blues and rock 'n' roll in Memphis depict the marriage of culture and technology. Finally, Hall celebrates cities that have been forced to solve problems created by their very size. With Imperial Rome came the apartment block and aqueduct; nineteenth-century London introduced policing, prisons, and sewers; twentieth-century New York developed the skyscraper; and Los Angeles became the first city without a center, a city ruled instead by the car. And in a fascinating conclusion, Hall speculates on urban creativity in the twenty-first century. This penetrating study reveals not only the lives of cities but also the lives of the people who built them and created the civilizations within them. A decade in the making, Cities in Civilization is the definitive account of the culture of cities.

A unique inquiry into 60 contemporary housing projects, 'Total Housing' looks at projects that advance efficient urban living.

Forms of innovative housing in an urban context are knowledgeably analyzed in this survey and introduced systematically with numerous examples from famous international architects. Architects are searching for adequate new systems for urban housing construction given the background environment of the changing cities. The vital interest pertaining to these innovative fields of activity led the editor to critically examine realized buildings as well as planned projects. In the first section of the publication, the latest developments and research are competently placed into contexts and explained to the reader. In the second section, the housing and projects that can be considered paradigmatic are presented according to contextual aspects. The illustrative material (sketches, plans, model pictures, etc.) is for the most part published here for the first time. Works by the following architects are discussed in this volume: Adriaan Geuze & West 8, Ben van Berckel, MVRDV, Willem Jan Neutelings, Eduard Bru/OAS, Actar Architecture, alias/Diacomidis/Papandreu/Haritos/Nikomidos, Soriano-Palacios, Riegler & Riewe, Kees Christiaanse, Josep Llu's Mateo, Hans Kollhoff, Wiel Arets, Philippe Gazeau, Francis Soler, Steven Holl, Kas Oosterhuis, Josep Llisc s, Marzelle/Manescau/Steeg, Jean Nouvel, Eduardo Souto de Moura. The editor and principal author is an architect, director of the architectural magazine "Quaderns" and teaches at various universities.

This book is useful to students, architects, landscape architects, designers and artists in stimulating a dialogue about nature, design process, art and architecture. It applies an artistic methodology to architecture, works it through 3 examples, resulting in buildings connecting us to our natural landscapes and inspiring environmental awareness.

Founded in 1998, Ortlos is a virtual office which deals with architectural topics, urban planning issues and interface design in general. This book looks at a dozen projects, dating from 2000 to 2003, which come from the virtual office.

Even in a country where outstanding achievements have become almost a commonplace, the Japanese architect, Kisho Kurokawa, appears as both a remarkable and a remarkably successful man. With buildings in the United States and Eastern and Western Europe as well as in Japan, he has established an international reputation as a leading figure amongst the younger generation of architects. At the age of forty he already had thirty-five major buildings and seventeen books to his credit; four new towns are being built to his designs; he heads a company of over a hundred employees, he runs a think-tank and an urban design bureau and for variety he has his own television programme with a regular audience of some 30 million. Behind these statistics lies a prodigious vitality expressed in original and stimulating buildings. -- from book jacket.

The Institute for Advanced Architecture of Catalonia calls its 8th Advanced Architecture Contest titled "Design for Living," an opportunity for a global reflection to rethink human habitats where 126 proposals from all around the world help to shape our understanding of contemporary design and architecture. This effort offers the opportunity for a global reflection to rethink human habitats, at a time when the fight for life and climate allows us to consider how we would like to live in the coming decades. We like to think that each person's life begins at home, which is the center of their universe and the origin of their social interactions. During the pandemic, we had been confined to our homes and they have become microcities where we live, work and rest, connected to the world through information networks. So, after this experience, how do we imagine the future for our living environment? The contest encourages participants to propose a design related to their way of life, at the scale that most interests them from our bodies to the city, anywhere in the world, and that reflects different cultural, environmental, economic or social conditions. In total, the competition received 193 proposals from all around the world and the book includes all the rules and results of the competition, the 33 members of the international jury and the images and information of 126 selected projects. Seen as a whole, this effort serves to build a contemporary vision of the conditions that are currently shaping design and architecture and will continue to shape it in the following years.

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