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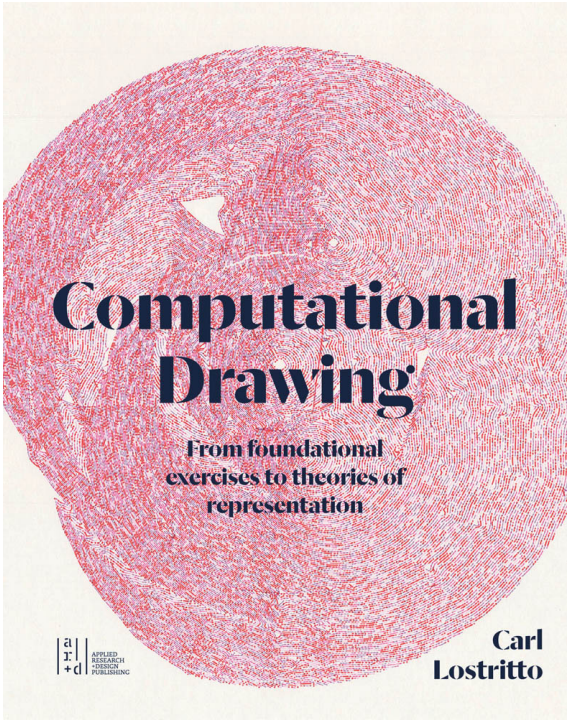


Computational Drawing

From Foundational Exercises to Theories of Representation

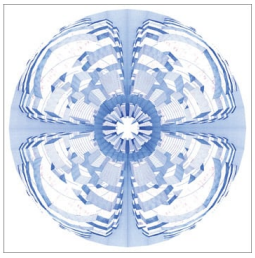
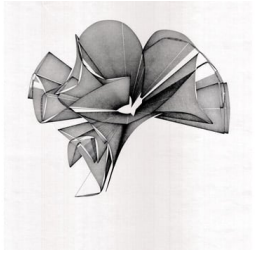
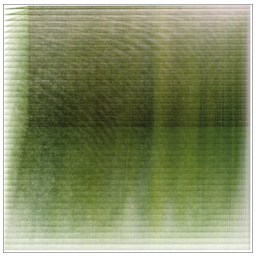
Carl Lostritto

ISBN	9781957183459
Publisher	ORO Editions
Binding	Paperback / softback
Territory	World excluding USA, Canada, Singapore, Thailand, Vietnam, Cambodia, Indonesia, Brunei, Philippines, Malaysia, and Australasia. India non-exclusive
Size	227 mm x 178 mm
Pages	292 Pages
Illustrations	250 color
Price	£29.95

- Twelve computational drawing exercises that will help artists, designers and architects learn to code while changing how they think about drawing
- An argument for computation enhancing, not competing with, the legacy of drawing in architecture
- Drawing examples that will provoke artists, designers and architects to engage with computer programming not just as a tool to accomplish design problems, but as a creative medium
- Collection of algorithms written in plain English and usable in any programming language
- Exploration of the implications of the most advanced technology on the discipline of drawing

This book explores computation, specifically the craft of writing computer code, as a medium for drawing. Exercises, essays, algorithms, diagrams and drawings are woven together to offer instruction, insight and theories that are valuable to practising architects, artists and scholars. This book can serve as a primer for those new to programming or motivation and context for those with experience. 'Computing' and 'drawing' are both deeply historical and loaded terms. Although digital media is often positioned in opposition to the 'manual' act of drawing, the broader territory of 'computing' includes matters of language, rules, procedures and orders that are very much compatible with the presence of ink on paper. Indeed, the nature of drawing – a temporal medium governed by marks that can be precisely defined, but not easily edited – provides welcome structure for computational methods.

Carl Lostritto is Graduate Program Director and Assistant Professor of Architecture at Rhode Island School of Design in Providence, Rhode Island. He operates an artistic practice that involves writing custom software and adapting machines to create drawings.

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