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Designing the Computational Image, Imagining Computational Design

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- The book draws from an unprecedented selection of previously unpublished or rarely seen historical photographs, films, high-quality reproductions, and interactive software reconstructions to examine the formative period of numerical control and Computer-Aided Design technologies
- Highlighting shared practices, histories, and infrastructures that so far have remained siloed in different disciplinary accounts, the book offers a perspective from which we might critically reconstruct the visual and intellectual histories of computation in design — and re-imagine their future
- The historical selection comprises more than 100 unpublished or rarely seen from institutional archives and personal collections in the United States, Canada, and the UK
- The international checklist of computational design pioneers and present-day practitioners featured includes Ken Knowlton, Janet Tomlinsen, George Stiny, Steve A. Coons, Golan Levin, Philip Beesley, Zach Lieberman, Kristy Balliet, and Dana Cupkova, Jer Thorpe, Elizabeth Vander Zaag, Gilles Fortin, Leslie Mezei, Dennis Peters, Charles E. Eastman, Robin Forrest, Timothy E. Johnson, Nicholas Negroponte, Paul Pangaro, George Stiny, Rachel Strickland, and Christos Yessios, among others

During the three decades following the Second World War, and before the advent of personal computers, government investment in university research in North America and the UK funded multidisciplinary projects to investigate the use of computers for manufacturing and design. ***Designing the Computational Image, Imagining Computational Design*** explores this period of remarkable inventiveness, and traces its repercussions on architecture and other creative fields through a selection of computational designers working today.

Situating contemporary expressions of design in relation to broader historical, disciplinary, and technical frames, the book showcases the confluence, during the second half of the 20th century, of publicly funded technical innovations in software, geometry, and hardware with a cultural imaginary of design endowing computer-generated images with both geometric plasticity and a new type of agency as operative design artifacts.

Daniel Cardoso Llach, Ph.D., is an associate professor of Architecture at Carnegie Mellon University and the author of *Builders of the Vision: Software and the Imagination of Design* (Routledge, 2015) and the co-editor of *Other Computations* (Uniandes, 2020).

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