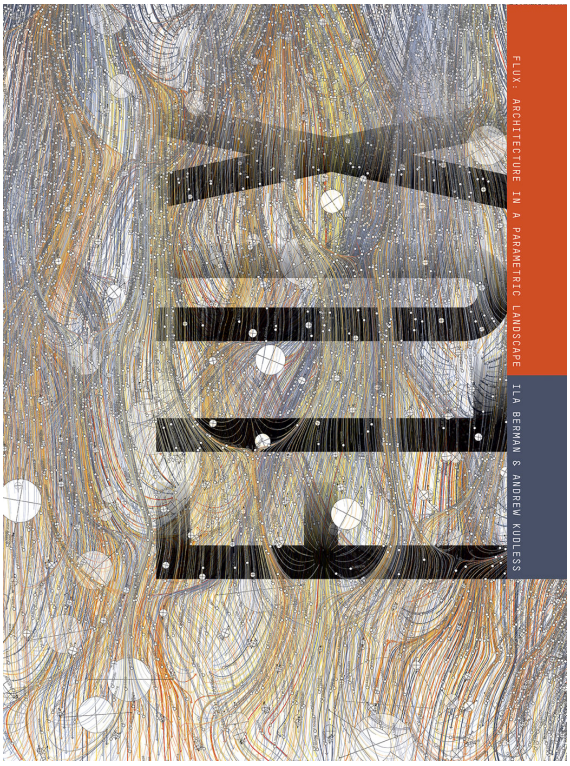
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Flux

Architecture in a Parametric Landscape

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- Geared toward architects, architecture professors, architecture students, and design technologists as well as those in related design fields and artists dealing with material and computational technologies
- This book provides a taxonomy of this expanding and heterogeneous terrain within architecture—a matrix of shared generative logics and morphological types—while providing an overview of one of the most significant and prolific periods of experimentation within the discipline
- ***FLUX: Architecture in a Parametric Landscape*** focuses on the innovations and transformation of architectural practices in the last quarter century in relation to the radical evolution of computational and material technologies, bringing to the forefront seminal projects across a range of scales and project types that have emerged internationally from leading design firms, smaller experimental practices, and academic research groups

FLUX: Architecture in a Parametric Landscape focuses on the radical evolution of computational and material technologies that, during the last 25 years, have catalysed one of the most creative and prolific periods in architecture since the early 20th century. The book is organised into eight taxonomies—Stacked Aggregates, Modular Assemblages, Pixelated Fields, Cellular Clusters, Serial Iterations, Woven Meshes, Emerging Surfaces and Catenary Systems, and Multi-agent Systems—each of which explores a dominant logic and set of morphological traits transformed through advanced computational and material practices. These themes are theoretically explored and elaborated through the presentation of 140 built works and experimental architectural projects, which are then expanded through analytical and generative diagrams and models that further the design potential of the logics used to create them. Within the book, the architectures presented are considered as a population of objects responsible for the evolution of something that far exceeds the trajectory of a single project. They are thus explored less as autonomous works than as a collection of interrelated and interacting cultural artifacts in flux, whose formation, methods, and tools, as well as their experience, perception, and meaning are necessarily tied to a broader field of cultural production, contributing to the dynamic generation of new architectural and urban models.

Ila Berman is the former Dean, Elwood R. Quesada Professor and Director of the Next Cities Institute at the University of Virginia and Principal of Scaleshift design. She is an architect, theorist, and curator of architecture and urbanism whose research investigates the relationship between culture and the evolution of contemporary material, technological and spatial practices.

Andrew Kudless is the founder of the design firm Matsys and the Kendall Memorial Professor and Director of the Advanced Media Technology Lab at UH Hines College of Architecture and Design. His work investigates the emergent and integral relationships between form, growth, and behaviour in material systems.

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