



# Impossible and Hyper-Real Elements of Architecture

## Exercises, Provocations, and Theories of Digital Representation

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- A theoretical frame is created around advances in rendering technology
- New work challenges assumptions around rendering and realism
- Exercises throughout the book allow specific examples to be applied into any architectural design or artistic practice
- Ubiquitous, vintage, and natural materials, forms, and objects including bonsai trees, video game levels, and dioramas are made strange and uncanny as they are reconsidered impossible elements of architecture
- Cutting-edge rendering technology is positioned within historic continuum of representation and drawing

**Impossible and Hyper-Real Elements of Architecture** addresses how and why architects, artists, and designers manipulate reality. Front and centre in this discourse is the role of rendering. Most often, to render is to engage a thick software interface, to accept a photographic framework of variables and effects, and to assume an unquestioned posture of articulating material, mass, and colour. But like drawing, rendering is an interdisciplinary, algorithmic, historically rooted cultural practice as much as it is a digital vocation. The elements explored in this book are labelled "impossible" because they avoid a fixed relationship to a singular built reality. Digital bonsai trees, pixels, video game levels, grids, and dioramas extend like skewers through multiple media and formats. Through work that looks very real and can't possibly exist, representation becomes the territory of speculation, ambiguity, and curiosity.

**Carl Lostritto** is an associate professor and graduate program director at RISD Architecture. His teaching, practice, and research explores the intersections between computation and representation.

**Viola Ago** is an Albanian architectural designer and researcher. She directs MIRACLES Architecture and recently held the Wortham fellowship at the Rice University School of Architecture.

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