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Professional CUDA C
Programming Research for
Architectural Practice Digital
Drawing for Landscape
Architecture Managing Energy
Use in Modern Buildings Codify
The Fashion of Architecture

Design Integration Using
Autodesk Revit 2011
(Architecture, Structure and
MEP) Architecture and the
Unconscious Improbable
Metropolis Re-Framing Urban
Space Luke Him Sau, Architect
Linking Architecture and
Education Design for the
Changing Educational
Landscape Digital Drawing for
Landscape Architecture
Architecture, Society, and

Ritual in Viking Age
Scandinavia Mobile Learning
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Architect of Low-rise High-density Housing (color version)
The Efficacy of Architecture
The Method Framework for Engineering System
Architectures EcoMechatronics
St Pancras Station Effective Model-Based Systems
Engineering Building
Information Modeling Fashion
Futures Fashion: Exploring Critical Issues Feminist
Futures of Spatial Practice
Architecture Post Mortem
Mapping Controversies in Architecture

The sensing, processing, and visualizing that are currently in development within the environment boldly change the ways design and maintenance

of landscapes are perceived and conceptualised. This is the first book to rationalize interactive architecture and responsive technologies through the lens of contemporary landscape architectural theory. Responsive Landscapes frames a comprehensive view of design projects using responsive technologies and their relationship to landscape and environmental space. Divided into six insightful sections, the book frames the projects through the terms; elucidate, compress, displace, connect, ambient, and modify to present and construct a pragmatic framework in which to approach the integration of

responsive technologies into landscape architecture. Complete with international case studies, the book explores the various approaches taken to utilise responsive technologies in current professional practice. This will serve as a reference for professionals, and academics looking to push the boundaries of landscape projects and seek inspiration for their design proposals. This ebook is an inter-disciplinary collection of topics representing conventional and unconventional approaches to fashion studies, exposing a wide variety of methodological perspectives from fields including anthropology,

history, art history, sociology, and material culture. Filling a gap in existing literature on sustainable design, this new guide introduces and illustrates sustainable design principles through detailed case studies of sustainable buildings in Europe, North America and Australia. The guide will provide the reader with a deeper understanding of the design issues involved in delivering sustainable buildings, and giving detailed description of the process of integrating principles into practice. Approximately one hundred case studies of sixty buildings, ranging from small dwellings to large commercial buildings, and drawn from a

range of countries, demonstrate best current practice. The sections of the book are divided into design issues relating to sustainable development, including site and ecology, community and culture, health, materials, energy and water. With over 400 illustrations, this highly visual guide will be an invaluable reference to all those concerned with architecture and sustainability issues. Simon Bradley traces the history of the station, introducing us to the men behind the architecture and looks at its new international status. This fine new edition includes a fascinating chapter on the new hotel and some

timely revisions bringing it fully up to date. 'A marvellous piece of social, aesthetic and technological history... it is impossible to praise Bradley's book too highly' A. N. Wilson, Daily Telegraph 'Brilliantly and with deft hand, Simon Bradley makes sense of it all ... fabulous' Sunday Telegraph 'A masterpiece of historical context ... immensely readable' Sunday Times 'This fine book examines the history of both the church that gave the station its name and the railway terminus ... unexpectedly compelling' Daily Mail The architects of today's large and complex systems all too often struggle with the lack of a consistent set of principles

and practices that adequately address the entire breadth of systems architecture. The Method Framework for Engineering System Architectures (MFESA) enables system architects and process engineers to create methods for effective As one walks the streets of the Philadelphia, Sauer's buildings stand out for the masterly way he calibrates architectural composition and the varied playfulness of his solutions which, through a complex body of intuitively defined rules, one will find the very essence of Sauer's field of action where he interprets the reality of the setting and its surroundings. This book, then, is an enjoyable, lively read,

because it proposes a profoundly democratic architecture that opens individuals' minds, leaves room to the end-user's aesthetic sensibility and presupposes a curious, imagining heart. Codify: Parametric and Computational Design in Landscape Architecture provides a series of essays that explore what it means to use, modify and create computational tools in a contemporary design environment. Landscape architecture has a long history of innovation in the areas of computation and media, particularly in how the discipline represents, analyses, and constructs complex

systems. This curated volume spans academic and professional projects to form a snapshot of digital practices that aim to show how computation is a tool that goes beyond methods of representation and media. The book is organized in four sections; syntax, perception, employ, and prospective. The essays are written by leading academics and professionals and the sections examine the role of computational tools in landscape architecture through case studies, historical accounts, theoretical arguments, and nascent propositions. Architecture is making its presence felt in cutting-edge fashion. The

pliable metals, membrane structures, lightweight glasses and plastics used in building construction are creeping onto the catwalk. As they do so, their impact on recent textile developments has produced fabrics that enable clothing to act as individual climate-controlled environments that can exchange information with embedded sensors, resulting in wearable 'dwellings' that act as both shelter and clothing. At the same time, architects are borrowing the techniques of pleating, stapling, cutting and draping from traditional tailoring to design buildings that are flexible, interactive, inflatable and even portable. Although the relationship

between architecture and fashion was recognized more than a century ago, the connection between them has rarely been explored by historians, designers or practicing architects. The Fashion of Architecture is the first attempt to investigate the contemporary relationship between architecture and fashion in considerable depth, by examining the ideas, imagery, techniques and materials used by visionaries such as Martin Margiela, Issey Miyake, Alexander McQueen, Tadao Ando and Daniel Libeskind. As mavericks ranging from Hussein Chalayan and Rei Kawakubo to Rem Koolhaas and Zaha Hadid

describe architecture's role in the formation of fashion identities, new readings of both areas emerge. Probing and far-reaching in its content, The Fashion of Architecture is the most comprehensive study of this exciting area to date. This state-of-the-art resource brings together the most innovative scholars and thinkers in the field of testing to capture the changing conceptual, methodological, and applied landscape of cognitively-grounded educational assessments. Offers a methodologically-rigorous review of cognitive and learning sciences models for testing purposes, as well as the latest statistical and

technological know-how for designing, scoring, and interpreting results Written by an international team of contributors at the cutting-edge of cognitive psychology and educational measurement under the editorship of a research director at the Educational Testing Service and an esteemed professor of educational psychology at the University of Alberta as well as supported by an expert advisory board Covers conceptual frameworks, modern methodologies, and applied topics, in a style and at a level of technical detail that will appeal to a wide range of readers from both applied and scientific backgrounds

Considers emerging topics in cognitively-grounded assessment, including applications of emerging socio-cognitive models, cognitive models for human and automated scoring, and various innovative virtual performance assessments Digital Drawing for Landscape Architecture won the “Award of Excellence” from the 2012 Professional Awards and Student Awards by the American Society of Landscape Architects (ASLA). For a hundred years, pencil, pen, markers, and watercolor have been the principal tools of representation for landscape architects and urban planners. Today, those hand-powered aids have been replaced by

computers and Computer-aided design (CAD). Digital Drawing for Landscape Architects bridges the gap between the traditional analog and the new digital tools and shows you how to apply timeless concepts of representation to enhance your design work in digital media. Building on the tried-and-true principles of analog representation, Digital Drawing for Landscape Architecture explores specific techniques for creating landscape design digitally. It explains the similarities and differences between analog and digital rendering, and then walks you through the steps of creating digitally rendered plans, perspectives, and diagrams.

You'll explore: Computing Basics Raster and vector images Setting up the document Base imagery and scaling Hand-drawn linework and diagrams Text, leaders, and page layout Color, shading, and textures Creating a section elevation Perspective drawing Techniques for using the newest versions of Adobe Illustrator, Photoshop, and Acrobat as well as older versions With more than 500 full-color drawings and photographs alongside proven techniques, Digital Drawing for Landscape Architects will help you enhance your skills through a unique marriage of contemporary methods with traditional rendering

techniques. This timely volume brings together case studies that address the urgent need to manage energy use and improve thermal comfort in modern buildings while preserving their historic significance and character. This collection of ten case studies addresses the issues surrounding the improvement of energy consumption and thermal comfort in modern buildings built between 1928 and 1969 and offers valuable lessons for other structures facing similar issues. These buildings, international in scope and diverse in type, style, and size, range from the Shulman House, a small residence in Los Angeles, to

the TD Bank Tower, a skyscraper complex in Toronto, and from the Calouste Gulbenkian Foundation, a cultural venue in Lisbon, to the Van Nelle Factory in Rotterdam, now an office building. Showing ingenuity and sensitivity, the case studies consider improvements to such systems as heating, cooling, lighting, ventilation, and controls. They provide examples that demonstrate best practices in conservation and show ways to reduce carbon footprints, minimize impacts to historic materials and features, and introduce renewable energy sources, in compliance with energy codes and green-building rating

systems. The Conserving Modern Heritage series, launched in 2019, is written by architects, engineers, conservators, scholars, and allied professionals. The books in this series provide well-vetted case studies that address the challenges of conserving twentieth-century heritage. As with television and computers before it, today's mobile technology challenges educators to respond and ensure their work is relevant to students. What's changed is that this portable, cross-contextual way of engaging with the world is driving a more proactive approach to learning on the part of young people. The first full-length

authored treatment of the relationship between the centrality of technological development in daily life and its potential as a means of education, *Mobile Learning* charts the rapid emergence of new forms of mass communication and their potential for gathering, shaping, and analyzing information, studying their transformative capability and learning potential in the contexts of school and socio-cultural change. The focus is on mobile/cell phones, PDAs, and to a lesser extent gaming devices and music players, not as "the next new thing" but meaningfully integrated into education, without objectifying

the devices or technology itself. And the book fully grounds readers by offering theoretical and conceptual models, an analytical framework for understanding the issues, recommendations for specialized resources, and practical examples of mobile learning in formal as well as informal educational settings, particularly with at-risk students. Among the topics covered:

- Core issues in mobile learning
- Mobile devices as educational resources
- Socioeconomic approaches to mobile learning
- Creating situations that promote mobile learning
- Ubiquitous mobility and its implications for pedagogy

Bridging the digital divide at the policy level Mobile Learning is a groundbreaking volume, sure to stimulate both discussion and innovation among educational professionals interested in technology in the context of teaching and learning. Re-framing Urban Space: Urban Design for Emerging Hybrid and High-Density Conditions rethinks the role and meaning of urban spaces through current trends and challenges in urban development. In emerging dense, hybrid, complex and dynamic urban conditions, public urban space is not only a precious and contested commodity, but also one of the key vehicles for

achieving socially, environmentally and economically sustainable urban living. Past research has been predominantly focused on familiar models of urban space, such as squares, plazas, streets, parks and arcades, without consistent and clear rules on what constitutes good urban space, let alone what constitutes good urban space in 'high-density context'. Through an innovative and integrative research framework, Re-Framing Urban Space guides the assessment, planning, design and re-design of urban spaces at various stages of the decision-making process, facilitating an understanding of how enduring qualities are

expressed and negotiated through design measures in high-density urban environments. This book explores over 50 best practice case studies of recent urban design projects in high-density contexts, including Singapore, Beijing, Tokyo, New York, and Rotterdam. Visually compelling and insightful, Re-Framing Urban Space provides a comprehensive and accessible means to understand the critical properties that shape new urban spaces, illustrating key design components and principles. An invaluable guide to the stages of urban design, planning, policy and decision making, this book is essential reading for urban design and

planning professionals, academics and students interested in public spaces within high-density urban development. Luke Him Sau/Lu Qianshou (1904–1991) is best known internationally and in China as the architect of the iconic Bank of China Headquarters in Shanghai. One of the first Chinese students to be trained at the Architectural Association in London in the late 1920s, Luke's long, prolific and highly successful career in China and Hong Kong offers unique insights into an extraordinary period of Chinese political turbulence that scuppered the professional prospects and historical recognition of so

many of his colleagues. Global interest in China has risen exponentially in recent times, creating an appetite for the country's history and culture. This book satiates this by providing a highly engaging and visual account of China's 20th-century architecture through the lens of one of the country's most distinguished yet overlooked designers. It features over 250 new colour photographs by Edward Denison of Luke's buildings and original archive material. The book charts Luke's life and work, commencing with his childhood in colonial Hong Kong and his apprenticeship with a British architectural firm before focusing on his

education at the Architectural Association (1927–30). In London, Luke was offered the post of Head of the Architecture Department at the newly established Bank of China, where IM Pei's father was a senior figure. Luke spent the next seven years in the inimitable city of Shanghai designing buildings all over China for the Bank before the Japanese invasion in 1937 forced him, and countless others, to flee to the proxy wartime capital of Chongqing. In 1945 he returned to Shanghai where he formed a partnership with four other Chinese graduates of UK universities; but civil war (between the Communists and

Nationalists) once again caused him and othersto uproot in 1949. Initially intent on fleeing with theNationalists to Taiwan, Luke was almost convinced to stay inCommunist China but decided finally to move to Hong Kong. There,for the third time in his life, he had to establish his career allover again. Despite many challenges, he eventually prospered,becoming a pioneer in the design of private residences, schools,hospitals, chapels and public housing. Design Integration Using Autodesk Revit 2011 is designed to provide the reader with a well-rounded knowledge of Autodesk Revit tools and techniques. All three

components of the Revit platform are introduced in this textbook. This approach gives the reader a broad overview of the Building Information Modeling (BIM) process. The topics cover the design integration of most of the building disciplines: Architectural, Interior Design, Structural, Mechanical, Plumbing and Electrical. Civil is not covered, but adding topography to your model is. Each book comes with a DVD containing numerous video presentations of the written material. Throughout the book the student develops a two story law office. The drawings start with the floor plans and develop all the way to photo-

realistic renderings similar to the one on the cover of this book. Along the way the building's structure, ductwork, plumbing and electrical (power and lighting) are modeled. By the end the reader will have thorough knowledge of many of the Revit basics needed to be productive in a classroom or office environment. Even if you will only be working with one component of Revit in your chosen profession, this book will give you important knowledge on how the other disciplines will be doing their work and valuable insight into the overall process. As an instructor, the author understands that many students in a classroom setting

have varying degrees of computer experience. To help level the playing field the first chapter is devoted to an introduction to computers. Much of the basics are covered, from computer hardware and software to file management procedures: including step-by-step instructions on using a flash drive. Chapters 2 through 5 cover many of the Revit basics needed to successfully and efficiently work in the software. Once the fundamentals are covered, the remaining chapters walk the reader through a building project which is started from scratch so nothing is taken for granted by the reader or the author. Formal ADLs offer

great potential to analyse the architecture of a system, predict the overall performance by using simulations, and allow to automatically generate parts of the implementation. Nevertheless, ADLs are rather not used in industrial practice since several problems hinder to exploit their potential to the full extend. This thesis elaborates the design of an ADL that copes with these impediments of ADLs in practice. Therefore, the design of a lightweight ADL is derived which also provides well defined extension points to be adapted to a certain domain or development process. Furthermore, it is investigated how architectural modeling can

be enriched with agile development methods to support incremental modeling and the validation of system architectures. Therefore, a set detailed of requirements for architectural modeling and the simulation of system architectures is defined and MontiArc, a concrete ADL to model logical architectures of distributed, interactive systems, is derived. The language is based on the mathematical FOCUS [BS01] framework, which allows to simulate modeled systems in an event-based style. Code generators and a simulation framework provide means to continuously refine and test architectural models. To add

new features or adapt the language to a new domain, a corresponding language extension method is presented to extend the syntax, language processing tools, and code generators of the ADL. A lightweight model library concept is presented which allows to develop and reuse component models and their implementation in a controlled and transparent way. The developed language, the simulator, and the language extension techniques have been examined in several case studies which either used or extended MontiArc. This edited collection addresses the vital role of the imagination in the critical interpretation of

architectural representations. By challenging the contemporary tendency for computer-aided drawings to become mere 'models' for imitation in the construction of buildings, the articles explore the broader range of methods and meanings at stake in the creation and interpretation of architectural drawings, models, images and artefacts. These critical - and often practice-led - investigations are placed alongside a range of historical studies considering the development of representational techniques such as perspective, orthography and diagramming. By also addressing the use of visual representation in a

number of related disciplines such as visual arts, film, performance and literature, the book opens up debates in architecture to important developments in other fields. This book is key reading for all students of architecture and architectural theory. Architecture Post Mortem surveys architecture's encounter with death, decline, and ruination following late capitalism. As the world moves closer to an economic abyss that many perceive to be the death of capital, contraction and crisis are no longer mere phases of normal market fluctuations, but rather the irruption of the unconscious of ideology itself. Post mortem is

that historical moment wherein architecture's symbolic contract with capital is put on stage, naked to all.

Architecture is not irrelevant to fiscal and political contagion as is commonly believed; it is the victim and penetrating analytical agent of the current crisis. As the very apparatus for modernity's guilt and unfulfilled drives-modernity's debt-architecture is that ideological element that functions as a master signifier of its own destruction, ordering all other signifiers and modes of signification beneath it. It is under these conditions that architecture theory has retreated to an 'Alamo' of history, a final desert outpost

where history has been asked to transcend itself. For architecture's hoped-for utopia always involves an apocalypse. This timely collection of essays reformulates architecture's relation to modernity via the operational death-drive: architecture is but a passage between life and death. This collection includes essays by Kazi K. Ashraf, David Bertolini, Simone Brott, Peggy Deamer, Didem Ekici, Paul Emmons, Donald Kunze, Todd McGowan, Gevork Hartoonian, Nadir Lahiji, Erika Naginski, and Dennis Maher. There are a number of recent texts that draw on psychoanalytic theory as an interpretative approach for understanding architecture,

or that use the formal and social logics of architecture for understanding the psyche. But there remains work to be done in bringing what largely amounts to a series of independent voices, into a discourse that is greater than the sum of its parts, in the way that, say, the architect Peter Eisenman was able to do with the architecture of deconstruction or that the historian Manfredo Tafuri was able to do with the Marxist critique of architecture. The discourse of the present volume focuses specifically for the first time on the subject of the unconscious in relation to the design, perception, and understanding of architecture.

It brings together an international group of contributors, who provide informed and varied points of view on the role of the unconscious in architectural design and theory and, in doing so, expand architectural theory to unexplored areas, enriching architecture in relation to the humanities. The book explores how architecture engages dreams, desires, imagination, memory, and emotions, how architecture can appeal to a broader scope of human experience and identity. Beginning by examining the historical development of the engagement of the unconscious in architectural discourse, and the current and historical,

theoretical and practical, intersections of architecture and psychoanalysis, the volume also analyses the city and the urban condition. This book provides a clear guide for practitioners looking to establish or already conducting research projects in a practice context and graduate students looking to support their studies and role within practice. The book is divided into three key sections. The first section, across Chapters Two and Three, discusses why research is relevant to practice, how it benefits both practice and their clients, the breadth of topics, and tackles the key challenges facing research in practice and discusses how to overcome

them, including how to fund research in practice. Section two, across Chapters Four to Seven, focuses on the mechanics of a research project, providing a step-by-step guide to reviewing literature and publications, data collection and research methods, ethics, writing up and publishing. In the final section, Chapter Eight presents profiles of twelve architecture practices ranging in size, structure, location, research interest and approach, followed by illustrated profiles of their design influenced research work. The practices featured here are Counterspace Studio, ZCD Architects, Baca Architects, Tonkin Liu,

Pomeroy Studio, Architecture Research Office, Architype, Gehl Architects, Hayball, PLP Architects, White Arkitekter and Perkins&Will. With practice based examples throughout, beautifully illustrated and written in a clear and accessible style, this is an essential guide to conducting research that is relevant for architectural practices of all size, location and expertise. This textbook presents a proven, mature Model-Based Systems Engineering (MBSE) methodology that has delivered success in a wide range of system and enterprise programs. The authors introduce MBSE as the state of

the practice in the vital Systems Engineering discipline that manages complexity and integrates technologies and design approaches to achieve effective, affordable, and balanced system solutions to the needs of a customer organization and its personnel. The book begins with a summary of the background and nature of MBSE. It summarizes the theory behind Object-Oriented Design applied to complex system architectures. It then walks through the phases of the MBSE methodology, using system examples to illustrate key points. Subsequent chapters broaden the application of MBSE in Service-

Oriented Architectures (SOA), real-time systems, cybersecurity, networked enterprises, system simulations, and prototyping. The vital subject of system and architecture governance completes the discussion. The book features exercises at the end of each chapter intended to help readers/students focus on key points, as well as extensive appendices that furnish additional detail in particular areas. The self-contained text is ideal for students in a range of courses in systems architecture and MBSE as well as for practitioners seeking a highly practical presentation of MBSE principles and techniques. This title presents a wide-ranging

survey of the visionary clothing designs, new materials, cutting-edge technologies, and emerging trends shaping the future of fashion. The book features interviews with leading designers and trend forecasters. Examines popular elements of modern architectural design, offering insight into the extensive research that informs the latest innovations in design and construction, in an essay-complemented, lavishly illustrated account that places an emphasis on the trend in mass-customization. How we experience space by listening: the concepts of aural architecture, with examples ranging from Gothic cathedrals

to surround sound home theater. We experience spaces not only by seeing but also by listening. We can navigate a room in the dark, and "hear" the emptiness of a house without furniture. Our experience of music in a concert hall depends on whether we sit in the front row or under the balcony. The unique acoustics of religious spaces acquire symbolic meaning. Social relationships are strongly influenced by the way that space changes sound. In *Spaces Speak, Are You Listening?*, Barry Blesser and Linda-Ruth Salter examine auditory spatial awareness: experiencing space by attentive listening. Every environment

has an aural architecture. The audible attributes of physical space have always contributed to the fabric of human culture, as demonstrated by prehistoric multimedia cave paintings, classical Greek open-air theaters, Gothic cathedrals, acoustic geography of French villages, modern music reproduction, and virtual spaces in home theaters. Auditory spatial awareness is a prism that reveals a culture's attitudes toward hearing and space. Some listeners can learn to "see" objects with their ears, but even without training, we can all hear spatial geometry such as an open door or low ceiling. Integrating contributions from a wide

range of disciplines—including architecture, music, acoustics, evolution, anthropology, cognitive psychology, audio engineering, and many others—Spaces Speak, Are You Listening? establishes the concepts and language of aural architecture. These concepts provide an interdisciplinary guide for anyone interested in gaining a better understanding of how space enhances our well-being. Aural architecture is not the exclusive domain of specialists. Accidentally or intentionally, we all function as aural architects. Break into the powerful world of parallel GPU programming with this down-to-earth, practical guide
Designed for professionals

across multiple industrial sectors, Professional CUDA C Programming presents CUDA -- a parallel computing platform and programming model designed to ease the development of GPU programming -- fundamentals in an easy-to-follow format, and teaches readers how to think in parallel and implement parallel algorithms on GPUs. Each chapter covers a specific topic, and includes workable examples that demonstrate the development process, allowing readers to explore both the "hard" and "soft" aspects of GPU programming. Computing architectures are experiencing a fundamental shift toward scalable parallel computing

motivated by application requirements in industry and science. This book demonstrates the challenges of efficiently utilizing compute resources at peak performance, presents modern techniques for tackling these challenges, while increasing accessibility for professionals who are not necessarily parallel programming experts. The CUDA programming model and tools empower developers to write high-performance applications on a scalable, parallel computing platform: the GPU. However, CUDA itself can be difficult to learn without extensive programming experience. Recognized CUDA authorities John Cheng, Max

Grossman, and Ty McKercher guide readers through essential GPU programming skills and best practices in Professional CUDA C Programming, including: CUDA Programming Model GPU Execution Model GPU Memory model Streams, Event and Concurrency Multi-GPU Programming CUDA Domain-Specific Libraries Profiling and Performance Tuning The book makes complex CUDA concepts easy to understand for anyone with knowledge of basic software development with exercises designed to be both readable and high-performance. For the professional seeking entrance to parallel computing and the high-performance computing

community, Professional CUDA C Programming is an invaluable resource, with the most current information available on the market. The book provides an overview of the major features of US health care and an outline of the reforms required to impose more discipline on costs without compromising quality and innovation. A major theme is the need for building a regulatory structure around the choices available to consumers to allow them to find higher-value and lower-cost options for the services they need. The book tackles a number of challenging questions: How can we conceptualize architectural objects and practices without

falling into the divides architecture/society, nature/culture, materiality/meaning? How can we prevent these abstractions from continuing to blind architectural theory? What is the alternative to critical architecture? Mapping controversies is a research method and teaching philosophy that allows divides to be crossed. It offers a new methodology for following debates surrounding contested urban knowledge. Engaging in explorations of on-going and recent controversies and re-visiting some well-known debates, the analysis foregrounds, traces and maps the changing sets of positions

triggered by design: the 2012 Olympics stadium in London, the Welsh parliament in Cardiff, the Heathrow airport runway extension, the Sydney Opera House, the Eiffel Tower. By mobilizing digital technologies and new computational design techniques we are able to visualize the variety of factors that impinge on design and track actors' trajectories, changing groupings, concerns and modalities of action. The book places architecture at the intersection of the human and the nonhuman, the particular and the general. It allows its networks to be re-established and to run between local and global, social and technical.

Mapping controversies can be extrapolated to a wide range of complex phenomena of hybrid nature. Architecture and the arts have long been on the forefront of socio-spatial struggles, in which equality, access, representation and expression are at stake in our cities, communities and everyday lives. Feminist spatial practices contribute substantially to new forms of activism, expanding dialogues, engaging materialisms, transforming pedagogies, and projecting alternatives. 'Feminist Futures of Spatial Practice' traces practical tools and theoretical dimensions, as well as temporalities, emergence, histories, events,

durations ? and futures ? of feminist practices. 0Authors include international practitioners, researchers, and educators, from architecture, the arts, art history, curating, cultural heritage studies, environmental sciences, futures studies, film, visual communication, design and design theory, queer, intersectional and gender studies, political sciences, sociology, and urban planning. Established as well as emerging voices write critically from within their institutions, professions, and their activist, political and personal practices. This book showcases how EcoMechatronics can increase sustainability within

engineering and manufacturing. It brings together material from experts in core mechatronics technologies, discussing the challenges related to moving towards more environmentally friendly methods, and presenting numerous case studies and examples of EcoMechatronics oriented applications. The book begins with an introduction to EcoMechatronics in the context of sustainability, before covering core conceptual, technical and design issues associated with EcoMechatronics. It then offers a series of case studies and examples of EcoMechatronics oriented applications and

finally, a consideration of the educational issues associated with moving to a new generation of environmentally oriented mechatronic engineers. EcoMechatronics will be of interest to practicing engineers, researchers, system developers. and graduate students in the field of mechatronics and environmental engineering. Biophilic and Bioclimatic Architecture is a guide to innovative architectural design for architects, engineers and other specialists who are working with biophilic and bioclimatic architectural concepts. Biophilic and Bioclimatic Architecture has three parts: • Part I focuses on

the relationship between architecture and human needs and the creation process, demonstrating the meaning of architectural value in architectural hypothesis. • Part II opens the way towards a new understanding of biophilic architecture as a response to the negative actions of humans and the negative effects of using natural resources. • Part III shows the benefits of combining the effects of the climate with the notion of human comfort in bioclimatic architecture. The whole landscape of space use is undergoing a radical transformation. In the workplace a period of unprecedented change has

created a mix of responses with one overriding outcome observable worldwide: the rise of distributed space. In the learning environment the social, political, economic and technological changes responsible for this shift have been further compounded by constantly developing theories of learning and teaching, and a wide acceptance of the importance of learning as the core of the community, resulting in the blending of all aspects of learning into one seamless experience. This book attempts to look at all the forces driving the provision and pedagogic performance of the many spaces, real and virtual, that now accommodate the

experience of learning and provide pointers towards the creation and design of learning-centred communities. Part 1 looks at the entire learning universe as it now stands, tracks the way in which its constituent parts came to occupy their role, assesses how they have responded to a complex of drivers and gauges their success in dealing with renewed pressures to perform. It shows that what is required is innovation within the spaces and integration between them. Part 2 finds many examples of innovation in evidence across the world - in schools, the higher and further education campus and in business and cultural spaces - but an almost

total absence of integration. Part 3 offers a model that redefines the learning landscape in terms of learning outcomes, mapping spatial requirements and activities into a detailed mechanism that will achieve the best outcome at the most appropriate scale. By encouraging stakeholders to creating an events-based rather than space-based identity, the book hopes to point the way to a fully-integrated learning landscape: a learning community. Building upon his earlier book that detailed agile data warehousing programming techniques for the Scrum master, Ralph's latest work illustrates the agile

interpretations of the remaining software engineering disciplines: Requirements management benefits from streamlined templates that not only define projects quickly, but ensure nothing essential is overlooked. Data engineering receives two new "hyper modeling" techniques, yielding data warehouses that can be easily adapted when requirements change without having to invest in ruinously expensive data-conversion programs. Quality assurance advances with not only a stereoscopic top-down and bottom-up planning method, but also the incorporation of the latest in automated test engines. Use

this step-by-step guide to deepen your own application development skills through self-study, show your teammates the world's fastest and most reliable techniques for creating business intelligence systems, or ensure that the IT department working for you is building your next decision support system the right way. Learn how to quickly define scope and architecture before programming starts. Includes techniques of process and data engineering that enable iterative and incremental delivery. Demonstrates how to plan and execute quality assurance plans and includes a guide to continuous integration and

automated regression testing. Presents program management strategies for coordinating multiple agile data mart projects so that over time an enterprise data warehouse emerges. Use the provided 120-day road map to establish a robust, agile data warehousing program. This is a design guide for architects, engineers, and contractors concerning the principles and specific applications of building information modeling (BIM). BIM has the potential to revolutionize the building industry, and yet not all architects and construction professionals fully understand what the benefits of BIM are or even the fundamental concepts

behind it. As part of the PocketArchitecture Series it includes two parts: fundamentals and applications, which provide a comprehensive overview of all the necessary and essential issues. It also includes case studies from a range of project sizes that illustrate the key concepts clearly and use a wide range of visual aids. Building Information Modeling addresses the key role that BIM is playing in shaping the software tools and office processes in the architecture, engineering, and construction professions. Primarily aimed at professionals, it is also useful for faculty who wish to incorporate this information

into their courses on digital design, BIM, and professional practice. As a compact summary of key ideas it is ideal for anyone implementing BIM. A significant ideological transition has taken place in the discipline of architecture in the last few years. Originating in a displeasure with the 'starchitecture' system and the focus on aesthetic innovation, a growing number of architects, emboldened by the 2007-8 economic crisis, have staged a rebellion against the dominant mode of architectural production. Against a 'disinterested' position emulating high art, they have advocated political engagement, citizen

participation and the right to the city. Against the fascination with the rarefied architectural object, they have promoted an interest in everyday life, play, self-build and personalization. At the centre of this rebellion is the call for architecture to (re-)assume its social and political role in society. The Efficacy of Architecture supports the return of architecture to politics by interrogating theories, practices and instances that claim or evidence architectural agency. It studies the political theories animating the architects, revisits the emergence of reformist architecture in the late nineteenth century, and brings to the fore the relation

of spatial organization to social forms. In the process, a clearer picture emerges of the agency of architecture, of the threats to as well as potentials for meaningful societal transformation through architectural design. For the past forty years Anne Taylor has studied how schools, classrooms, playgrounds, homes, museums, and parks affect children and how they learn. As a result, she has developed a holistic, sustainable philosophy of learning environment design. She argues persuasively that architects must integrate their design knowledge with an understanding of the developmental needs of

learners, while at the same time educators, parents, and students must broaden their awareness of the built, natural, and cultural environment to maximize the learning experience. In other words, schools and other environments can themselves become "three-dimensional textbooks." When architects are cognizant of newer models of education and educators view the environment as more than a box in which to teach prescribed lessons, the result is an informed architecture that enables children to discover the power of their own learning. The book presents numerous examples of dynamic designs that are the result of

interdisciplinary understanding of place. Taylor includes designer perspectives, forums derived from commentary by outside contributors involved in school planning, and a wealth of photographs of thoughtful and effective solutions to create learning environments from comprehensive design criteria. Because the concept of "school" is enlarged to a community campus, the book also spawns a new model of teaching and learning. This book is essential reading for educators, architects, and community members who are anxious to transform education in America and elsewhere. "Anne Taylor is the most outstanding educator, leading

proponent, and practitioner in the three-dimensional textbook field. Her work is the finest resource available for connecting students (young and old) to their learning environments, and visa versa."-Edward E. Kirkbride, NCARB, REFP "Before Western man divided the universe into discrete subject matter areas, the order in the universe was (and still is) both interdisciplinary and holistic. The branching of trees, spiraling of shells, meandering of streams, and the radial designs of flowers, for example, represent an analogy of mathematics, biology, and art. The current artificial separation of subject matter is

in contrast to the way the world is constructed and the way children perceive it. Architecture and the study of the built, natural, and cultural environment synthesize the world of material things and the world of ideas. Further more, it helps us to realize that we are a part of not apart from the environment. This book is a tool and a gift to designers, educators, and students everywhere to assist them in seeing the meaning behind all that we view and use for living on earth. To know our precious relationship to our surroundings is the intent of this book. In this way, life is a work of art and each of us is an artist."--Anne Taylor Combine

traditional techniques with modern media for more communicative renderings Digital Drawing for Landscape Architecture: Contemporary Techniques and Tools for Digital Representation in Site Design, Second Edition bridges the gap between traditional analog and new digital tools by applying timeless concepts of representation to enhance design work in digital media. The book explores specific techniques for creating landscape designs, including digitally rendered plans, perspectives, and diagrams, and the updated second edition offers expanded coverage of newer concepts and techniques. Readers will gain

insight into the roles of different drawings, with a clear emphasis on presenting a solid understanding of how diagram, plan, section, elevation, and perspective work together to present a comprehensive design approach. Digital rendering is faster, more efficient, and more flexible than traditional rendering techniques, but the design principles and elements involved are still grounded in hand-rendering techniques. Digital Drawing for Landscape Architecture exploits both modalities to help designers create more beautiful, accurate, and communicative drawings in a professional studio environment. This

second edition contains revised information on plan rendering techniques, camera matching workflow, and color selection, along with brand new features, like: Time-based imagery and tools Workflow integration techniques Photoshop and Illustrator task automation Over 400 updated images, plus over 50 new examples of award-winning work The book takes a tutorial-based approach to digital rendering, allowing readers to start practicing immediately and get up to speed quickly. Communication is a vital, but often overlooked component of the design process, and designers rely upon their drawings to translate concepts from idea to

plan. Digital Drawing for Landscape Architecture provides the guidance landscape designers need to create their most communicative renderings yet. This book explores households, social organization, and rituals in Viking Age Scandinavia through a study of dwellings and their doorways. Winner, Good Brick Award, Preservation Houston, 2020 Just over 180 years ago, the city of Houston was nothing more than an alligator-infested swamp along the Buffalo Bayou that spread onto a flat, endless plain. Today, it is a sprawling, architecturally and culturally diverse metropolis. How did one transform into the other in

such a short period?

Improbable Metropolis uses the built environment as a guide to explore the remarkable evolution that Houston has undergone from 1836 to the present. Houston's architecture, an indicator of its culture and prosperity, has been inconsistent, often

predictable, sometimes bizarre, and occasionally extraordinary. Industries from cotton, lumber, sugar, and rail and water transportation, to petroleum, healthcare, biomedical research, and aerospace have each in turn brought profit and attention to Houston. Each

created an associated building boom, expanding the city's architectural sophistication, its footprint, and its cultural breadth. Providing a template for architectural investigations of other American cities, Improbable Metropolis is an important addition to the literature on Texas history.