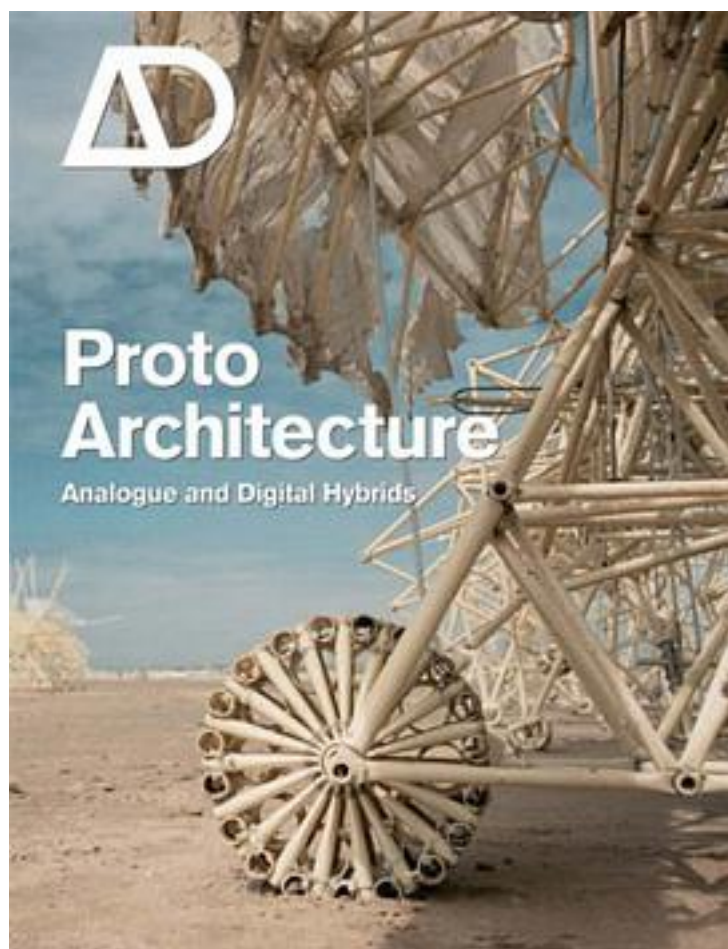# Protoarchitecture

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著者:Sheil, Bob 编

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The illusive and uncertain world of translating ideas into matter is a negotiation between the ideal and the real and a central preoccupation of architectural production. By invading the toolbox of digital fabrication, design has transgressed into

protocols of manufacturing previously the domain of other disciplines and skills sets. Craft, assembly and installation, once the realm of trades, are qualities that are now dependent upon design information and its status as an instruction to make. The ensuing loop between the physical and tactile, the imaginary and speculative, has defined a new expectation in making architecture as a construct that is part real, part ideal.

With contributions from Lebbeus Woods, Evan Douglis, Theo Jansen, Shin Egashira and many more, Protoarchitecture presents an explicitly diverse collection of works from leading and emerging practitioners, educators, researchers and visionaries from all corners of this innovative field.

作者介绍:

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标签

建筑

bartlett

architecture

Architecture

评论

书籍封面的这个设计， 书中也提到了， 似乎是2005年出来。
但是我看到这个设计的时候是在2016年之后。 前段时间也在抖音上看到了。
我一直以为它是才出来的那种。 但事实上， 一个作品的宣传和推广，
可以延续十几年之久。

从prototype衍生的数字建模，思辨绘图与机器实验。proto-同时代表着一种虚拟与物理的结合、理想与现实的妥协。（这期是bartlett特辑？全是熟悉的名字（许久前翻了一篇扎哈的文章在日记里。

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书评

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