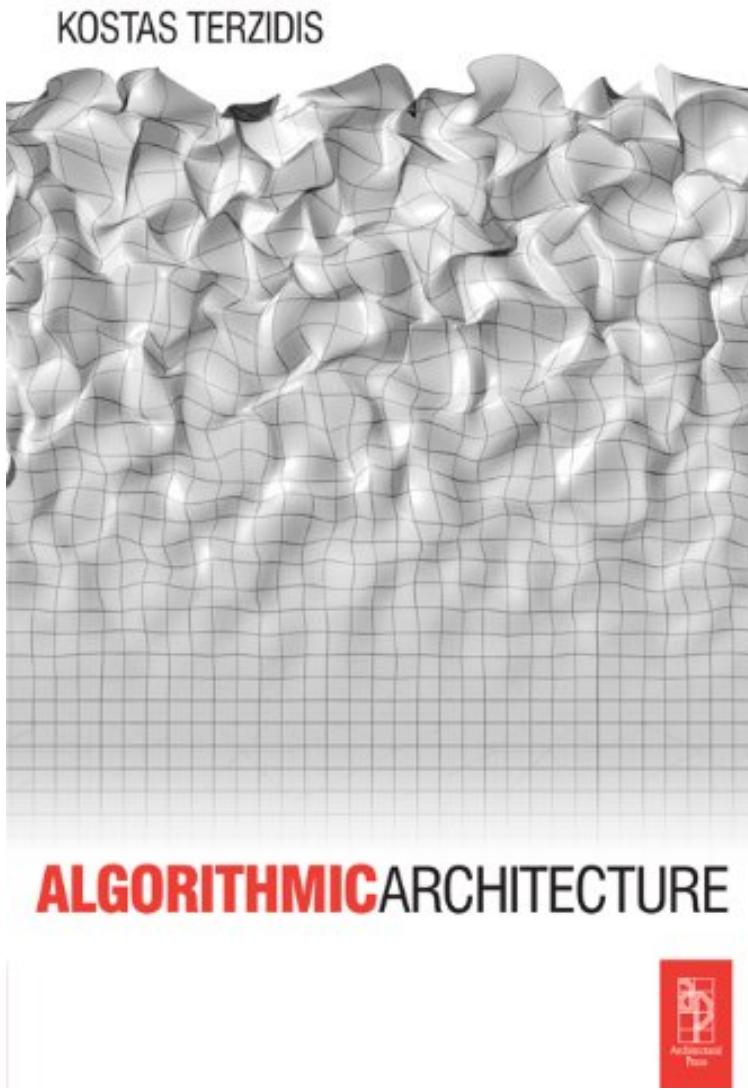


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Kostas Terzidis
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Kostas Terzidis : Algorithmic Architecture before purchasing it in order to gage whether or not it would be worth my time, and all praised Algorithmic Architecture:

15 of 16 people found the following review helpful. Interesting cross-disciplinary book not just for architects
By calvinnme
This is a very interesting book on the use of algorithms to come up with interesting solutions to architectural design problems. It is a sort of cross between artificial intelligence, computer science, computer graphics, and, of course, architecture that uses the language of algorithm implementation to get its point across of all of these disciplines intersecting. The first three chapters are introductory in nature and focus on the philosophy of combining the various disciplines. The fourth chapter is where the author gets down to business and begins to discuss specific algorithms.

Boolean operations, stochastic search, fractals, cellular automata, and morphing are all shown in algorithmic form and discussed within the context of solving architectural design problems. For each algorithm the author gives code, explanations, and examples. Chapters five and six provide illustrations of types of architectural design that use algorithms. Chapter five presents three projects: a parasite structure, a morphed high-rise, and a Boolean concert hall. Chapter six shows how intricate structures can emerge from simple algorithms. Three projects are presented in this chapter too: a repetitive pattern for a house of worship, a stochastic-based residential high-rise, and a library. Chapter seven acts as a kind of summary of ideas presented in the book. I am involved in computer graphic programming, not architecture, and I still found lots of ideas in this very fascinating and well-illustrated book. This would be interesting reading for people involved in the design of virtual worlds too. 9 of 9 people found the following review helpful.

Including MEL scripts By Ernst

This book starts by explaining the nature of algorithmic architecture. Next to the interesting theories and viewpoints it gives short MEL-scripts. These scripts are the code behind the amazing algorithmic shapes and spaces. I found these MEL scripts very useful and by studying the scripts this book will give you the key to create your own algorithm. I was able to make simple scripts myself, but these nice examples really improved my skills and gave me new ideas of how to use MEL (within maya). 2 of 4 people found the following review helpful.

interesting By Pedro Barran

This is a good book for architecture students. There you 'll find an introduction to the use of scripting in architectural design, algorithms, students projects and even MEL code. Nevertheless I think the first half of the book is forgettable, there the author tries to come up with a BIG theory for design, and falls short.