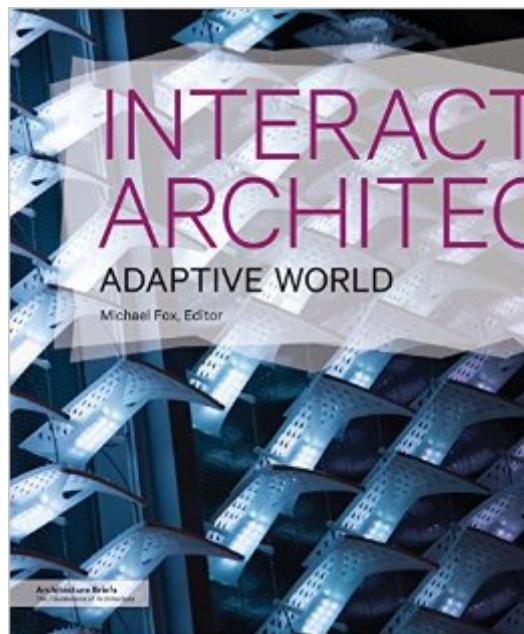


The book was found

# Interactive Architecture: Adaptive World (Architecture Briefs)



## Synopsis

Recent technological developments in biology, computation, cybernetics, engineering, industrial design, materials, and robotics allow architecture to evolve beyond static functionality and become an active participant "with the capacity to perceive, react to, and connect" with humans and the natural world. The first process-based guide by Michael Fox and Miles Kemp introduced interactive architecture in 2009, and the past few years have seen its prototypical potential unleashed, manifest in the eighteen inventive projects featured in this follow-up, the latest in our Architecture Briefs series. *Interactive Architecture: Adaptive World* illustrates how structures can process information, make observations, and utilize tools to translate natural systems and create seamlessly integrated environments, from data-driven light installations, responsive sculptures, and performative materials, to smart highways, dynamic spaces, kinetic facades, and adaptive buildings. Ambitious projects from around the world, including Abu Dhabi, Indianapolis, Los Angeles, New York City, San Francisco, Frankfurt, London, Paris, Sochi, and Zurich, are illuminated by photographs, diagrams, and renderings.

## Book Information

Series: Architecture Briefs

Paperback: 176 pages

Publisher: Princeton Architectural Press (May 31, 2016)

Language: English

ISBN-10: 1616894067

ISBN-13: 978-1616894061

Product Dimensions: 7 x 1 x 8.5 inches

Shipping Weight: 14.4 ounces (View shipping rates and policies)

Average Customer Review: Be the first to review this item

Best Sellers Rank: #506,119 in Books (See Top 100 in Books) #205 in Books > Engineering & Transportation > Engineering > Reference > Architecture > Methods & Materials #682 in Books > Arts & Photography > Architecture > Buildings > Residential #6865 in Books > Crafts, Hobbies & Home > Home Improvement & Design

[Download to continue reading...](#)

Interactive Architecture: Adaptive World (Architecture Briefs) Casenotes Legal Briefs: Contracts Keyed to Calamari, Perillo, Bender & Brown, 6th Edition (Casenote Legal Briefs) IntAR, Interventions Adaptive Reuse, Volume 03; Adaptive Reuse in Emerging Economies Digital

Fabrications: Architectural and Material Techniques (Architecture Briefs) Ethics for Architects: 50 Dilemmas of Professional Practice (Architecture Briefs) UNIX AWK and SED Programmer's Interactive Workbook (UNIX Interactive Workbook) Justin Bieber: JB Interactive Love Quiz (Interactive Quiz Books, Trivia Games & Puzzles all with Automatic Scoring) Interactive Japanese (Berlitz Interactive) Automated Ecologies: Towards an Adaptive Ecology of Mind, Material and Intelligent Machines in Architecture? Geometry of Design, Revised and Updated (Design Briefs) Type on Screen: A Critical Guide for Designers, Writers, Developers, and Students (Design Briefs) Grid Systems: Principles of Organizing Type (Design Briefs) Casenote Legal Briefs: Constitutional Law, Keyed to Stone, Seidman, Sunstein, Tushnet, & Karlan, Seventh Edition Casenote Legal Briefs: Civil Procedure, Keyed to Marcus, Redish, Sherman, and Pfander, Sixth Edition Casenote Legal Briefs: Evidence, Keye to Fisher, Third Edition Real Estate: Nelson Whitman Burkhart & Freyermuth 8e (Casenote Legal Briefs) Visual Grammar (Design Briefs) Term Sheets & Valuations - A Line by Line Look at the Intricacies of Term Sheets & Valuations (Bigwig Briefs) Term Sheets & Valuations: A Line by Line Look at the Intricacies of Term Sheets & Valutions (Bigwig Briefs) World War II Spies: An Interactive History Adventure (You Choose: World War II)

[Dmca](#)