Space and Digital Reality - Ideas, Representations/Applications
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MARIO CARPO

The Rise of Computational Brutalism

Digitally intelligent architecture no longer looks the way it did in the 90s. Just like spline modeling and digital mass-customization upended design and fabrication twenty years ago, today robotics, Big Data, brute-force computing, and second generation Artificial Intelligence are disrupting the way things are made, the way they look - and the way of thinking what is behind them.

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