Taming the electronic muse: re-examining the use of computation for architecture design

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ABSTRACT

One of the chief concerns and motivation for the dissertation is to explore precisely what Christopher Alexander termed as 'the army of clerk' is capable of, or more precisely, instrumental in the creative field of architectural design. The paper is prepared in view of the current use of computation both in the academic and the profession. The availability and the rapid advancement of computer application present architecture the opportunity to rethink itself as it did with the advent of perspective. At present, computer modeling tend to occur after a design is substantially developed, leaving little room for modification. It is rarely used to generate design alternatives at early design stages. The paper will seek to investigate some of the most innovative use of the technology in architecture, and how this technology begins to redefine some of the profession's parameters and shift in paradigm. To argue that this lack of use as a conceptual device can be approach from the way technology is used (users' perspective) rather than from software development. Technology has an influence on the way we design.