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## The Electronic Aleph: Borges on the Virtual Studio

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### Introduction

Current design process and communication in architecture are being challenged by the use of computing techniques. The peculiar conception of space and time in J.L. Borges suggests us some possibilities:

### The complete omnicomprehensive definition of the design project

"...In that Empire, the Craft of Cartography attained such Perfection that the Map of a single province covered the space of the entire City, and the Map of the Empire itself an entire Province. In the course of Time, these Extensive maps were found somehow wanting and so the College of Cartographers evolved a Map of the Empire that was of the same scale as the Empire and coincided with it point for point." (Borges 1954). In the future a project will include not only all its prescriptions and details but auto modeling and prototyping capabilities and assembly instructions as well (Fernández and Bustinza 1992).

### Open access to large powerful databases

"...this vast library is useless: rigorously speaking, a single volume would be sufficient, a volume of ordinary format, printed in nine or ten-point type, containing an infinite number of infinitely thin leaves." (Borges 1942). As Prof. Oxman explained (1992) "Libraries of building technology knowledge offer great potential as parts of design support systems." Remote and interactive access to these databases will allow to include in a project limitless information without alteration of its physical size

### Conclusions

"The diameter of the aleph would be about two or three centimeters, but the cosmic space was there without diminishing in its size..." (Borges 1949). The physical support of these multimedial projects will be small, light and interactive. In the same way that research on electronic newspapers shows, future architectural projects could be contained in a personal digital pad, automatically linked -via satellite- to the home architect's office and very large data bases' servers.

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