

9.6 Abstract Modelling - Forming and Exploring

Adam Jakimowicz

Wydział Architektury Politechniki Białostockiej
ul. Krakowska 9
15-875 Białystok, Poland

Architectural design is always concerned with form to things. It is the sphere or action where meanings are to be expressed and further on - received (by a receiver), felt, understood. "Meanings" mean not only rational information. The matter is to reach the essence and to master ways appropriate to expose and interpret it. Quality of the form decides whether architectural or any work is worth attention or not and to what degree. Form is an attribute of a thing. It is form that "speaks". This linguistic metaphore shows one of natural, inborn features of things and states. However, questions appear: 1. Does everything have form? 2. Is the form an objective term? 3. What limitations of the definition of the form to accept- if any? The friendly environment for creating form consists of conscious intentions plus open mind. Rules are certain, but liquid. Every formal communication system may be widened individually. The only limitation is to be received ACCORDING TO INTENTIONS. So, incredibly, the infinite number of combinations, even within one system, may be possible. The need to search (re-search) is obvious. The search needs time and effort. Every form acts on a receiver and the receiver - reacts.

	1. PERCEPTION	
RECEIVER	2. ACTION	FORM
	3. REACTION	

It is composition of the form (inter-relation of components) that causes the reaction. The quality of forming always deals with composing, which rules can be called a language. Every language serves as a platform of communication. Composing concerns emotions, but not only. It deals with evaluating. Thus, composing also concerns attributing values. It is nice when their presence and quality is the result of conscious action. Forming needs substance and tools. Material substance always imposes limitations. Evaluating performs on the level of perception. Perception accepts simulation. Substance can be simulated - and so must be represented. Representation, generally, is indispensable in forming. Representation needs medium. The quality of forming is the function of creativity. Creativity needs experience to be being developed. Experience needs practice. Practice needs tools. A form is the subject of the experience here - on the abstract level. Abstract form as a creature outside of literality - shows essential language of composing of things. It is also the result of simulation. Exploration of forms always gives one who explores, the possibility to find, touch and learn individual way to express meanings. If we value creativity, it is what we want. Computer is either a tool or a medium. On the other hand - one of its essential features is simulating. Among others, this lets it be an environment for forming, modelling, exploring, and evaluating simultaneously. All this is very appropriate to create forms. Thus, the idea of abstract modelling was conceived. 3D modelling software used to produce volumes, rendering software - to elaborate it with a color, texture, light, ect. Every result considered as a step that requires evaluation. Modification is always possible.

**Order a complete set of
eCAADe Proceedings (1983 - 2000)
on CD-Rom!**

**Further information:
<http://www.ecaade.org>**