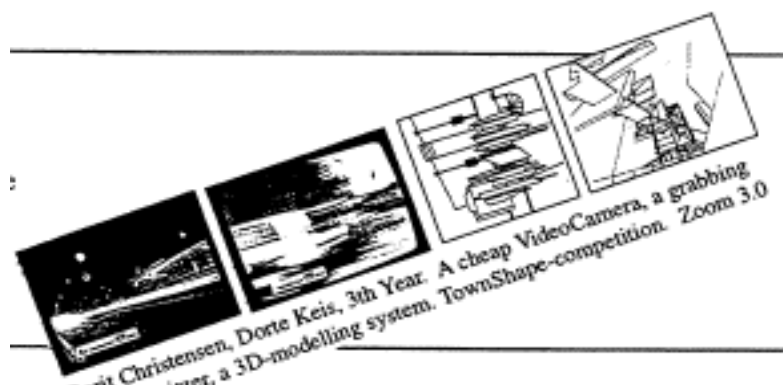


9.9 New tools: New architecture

Uffe Lentz

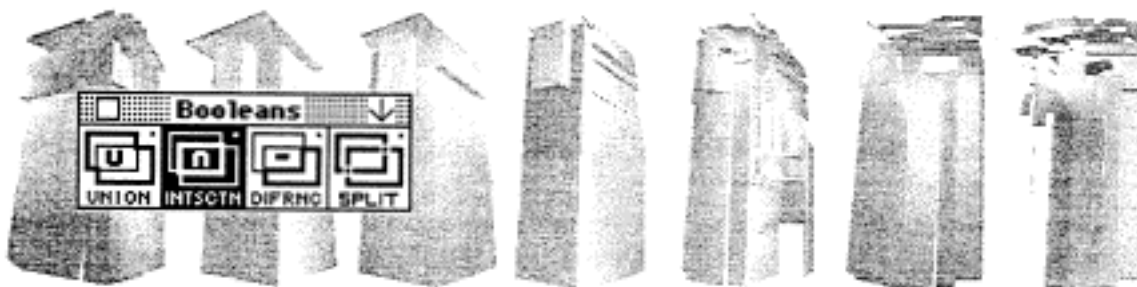
Department of Computer Science
Aarhus School of Architecture
Nørreport 20
DK-8000 Aarhus, Denmark



Young Students: Fresh eyes

Our young students have no strong bindings to the tools and methods of our profession. With their open-minded access to the media, they often try to do things, which are surprising and new. Things which would have been impossible to think of without a computer. They are inspired of apparently unknown design-options, which they find in CAD-tools, or they are exploring possibilities in 'strange' combinations of media, not unknown from Television-commercials and music-videos.

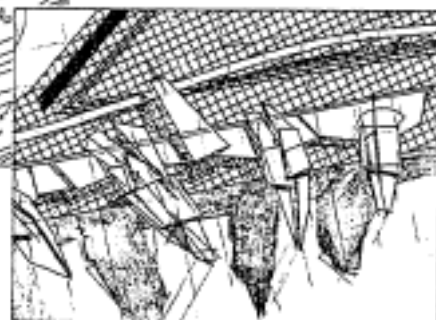
This Blitz-session will show some students' projects in a very short while. The common thing is, that the students have broken rules, that the teacher never realised were rules, because of his (my) traditional education. One student uses a solid modelling -tool for inspiration, - another uses an auto-tracing tool to generate the concept - and a group of students used a combination of video, grabbing and 3D-modelling to generate new architecture.



Katja Viltft, 4th year student. Title: The Virtual - An Exercise for Mind an Computer. Katja invented a 'metamorphose-game', which can generate form. She uses the Boolean modelling-tool 'Intersection'. The common shape of two overlapping shapes is not a part of our intuitive imagination. Zoom 3.0 on a Macintosh



Jacob Haagerup, 2nd year student, used StreamLine to autotrace an arial photo. The trace-pattern served for inspiration and underlay for an Old Age Center. The project was modelled with traditional tools. Jacob bought his own Macintosh in the 1th year of his study.



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

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