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New tools: New architecture

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**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 Viltoft, 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 aerial 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 14th year of his study.
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