Graphic Thinking For Architects And Designers By

Graphic Design for Architects is a handbook of techniques, explanations and examples of graphic design most relevant to architects. The book covers a variety of scales of graphic design, everything from portfolio design and competition boards, to signage and building super-graphics – to address every phase of architectural production. This book combines and expands on information typically found in graphic design, information design, and architectural graphics books. As architectural communication increases to include more territory and components of a project, it is important for designers to be knowledgeable about the various ways in which to communicate visually. For instance, signage should be designed as part of the process – not something added at the end of a project; and the portfolio is a manifestation of how the designer works, not just an application to sell a design sensibility. In thinking about architecture as a systematic and visual project, the graphic design techniques outlined in this book will help architects process, organize and structure their work through the lens of visual communication. Each chapter is titled and organized by common architectural modes of communication and production. The chapters speak to architects by directly addressing projects and topics relevant to their work, while the information inside each chapter presents graphic design methods to achieve the architects' work. In this way, readers don't have to search through graphic design books to figure out what's relevant to them – this book provides a complete reference of graphic techniques and methods most useful to architects in getting their work done.

What if you are one sketch away from success? What if you are one connection away from a breakthrough? The Creativity Code provides the mold to pour your creativity into.

First published in 1996, The Eyes of the Skin has become a classic of architectural theory. It asks the far-reaching question why, when there are five senses, has one single sense – sight – become so predominant in architectural culture and design? With the ascendancy of the digital and the all-pervasive use of the image electronically, it is a subject that has become all the more pressing and topical since the first edition's publication in the mid-1990s. Juhani Pallasmaa argues that the suppression of the other four sensory realms has led to the overall impoverishment of our built environment, often diminishing the emphasis on the spatial experience of a building and architecture's ability to inspire, engage and be wholly life enhancing. For every student studying Pallasmaa's classic text for the first time, The Eyes of the Skin is a revelation. It compellingly provides a totally fresh insight into architectural culture. This third edition meets readers' desire for a further understanding of the context of Pallasmaa's thinking by providing a new essay by architectural author and educator Peter MacKeith. This text combines both a biographical portrait of Pallasmaa and an outline of his architectural thinking, its origins and its relationship to the wider context of Nordic and European thought, past and present. The focus of the essay is on the fundamental humanity, insight and sensitivity of Pallasmaa's approach to architecture, bringing him closer to the reader. This is illustrated by Pallasmaa's sketches and photographs of his own work. The new edition also provides a foreword by the internationally renowned architect Steven Holl and a revised introduction by Pallasmaa himself.

This book is an authoritative but uniquely accessible and highly illustrated guide to good acoustic design practice for architects, interior designers and acoustic professionals. It provides a user-friendly introduction to architectural acoustics and acoustics technology where the market is crowded with dense and technical texts. It will go through each typology in turn explaining the key acoustic concepts with highly illustrated and international case studies that demonstrate cutting-edge practice and technology, innovative design techniques and common challenges and solutions.

The essential design companion-now in an up-to-date new edition For architects, drawing is more than a convenient way to communicate ideas; it is an integral part of the creative process that has a profound impact on thinking and problem-solving. In Graphic Thinking for Architects and Designers, Third Edition, Paul Laseau demonstrates that more versatile and facile sketching leads to more flexible, creative approaches to design challenges. To encourage this flexibility and stimulate graphic thinking, he introduces numerous graphic techniques that can be applied in a variety of situations. He also helps readers acquire a solid grasp of basic freehand drawing, representational drawing construction, graphic note-taking, and diagramming. Important features of this new edition include: * Easy-to-understand discussions supported by freehand illustrations * A new format with superior representation of techniques and concepts * Dozens of new and updated illustrations * Extensive coverage of new technologies related to the graphic thinking process For architects and students who want to maximize their creativity, Graphic Thinking for Architects and Designers is a valuable tool in the pursuit of architectural solutions to contemporary design problems.

An important and fascinating collection of original projects by unique thinkers in the world of architecture and spatial design Architectural practice today goes far beyond the design and construction of buildings -- the most exciting, forward-thinking architecture is also found in digital landscapes, art, apps, films, installations, and virtual reality. This remarkable book features projects -- surprising, beautiful, outrageous, and sometimes even frightening -- that break rules and shatter boundaries. In this timely book, the work of award-winning architects, designers, artists, photographers, writers, filmmakers, and researchers -- all of whom synthesize and reflect our spatial environments -- comes together for the first time.

For the past 50 years, the advancements of technology have equipped architects with unique tools that have enabled the development of new computer-mediated design methods, fabrication techniques, and architectural expressions. Simultaneously, in contemporary architecture new frameworks emerged that have radically redefined the traditional conceptions of design, of the built environment, and of the role of architects. Cybernetic Architectures argues that such frameworks have been constructed in direct reference to cybernetic thinking, a thought model that emerged concurrently with the origins of informatics and that embodies the main assumptions, values, and ideals underlying the development of computer science. The book explains how the evolution of the computational perspective in architecture has been parallel to the construction of design issues in reference to the central ideas fostered by the cybernetic model. It unpacks and explains this crucial relationship, in the work of digital architects, between the use of information technology in design and the conception of architectural problems around an informational ontology. This book will appeal to architecture students and scholars interested in understanding the recent transformations in the architectural landscape related to the advent of computer-based design paradigms.

This book views drawing as an inseparable part of the design process - not as an end in itself, but as an important means to architecture. This insistence on the relationship between architectural drawing and architecture transcends the usual emphasis on tools and mechanics, concentrating instead on the advantages and limitations drawing offers an architectural designer. A comprehensive workbook for practicing architects and architectural students, the book clearly describes and demonstrates the

various ways architectural projects can be conceived, refined and communicated graphically. Full size drawings and tissue overlays are used to illustrate the use of drawing in the design process, and to explore the relationship of drawing to architectural design. The author makes a strong case for drawing as an intellectually developed ability rather than a natural gift, and his own well-defined views on the process, use, and technique of drawing lend the book a special authority as a workbook/guide to the development and intelligent use of architectural drawing.

Visual Delight in Architecture examines the many ways that our lives are enriched by the presence of natural daylight and window views within our buildings. It makes a compelling case that daily exposure to the rhythms of daylight is essential to our health and well-being, tied to the very genetic foundations of our physiology and cognitive function. It describes all the subtlety, beauty, and pleasures of well-daylit spaces and attractive window views, and explains how these are woven into the fabric of both our everyday sensory experience and enduring cultural perspectives. All types of environmental designers, along with anyone interested in human health and well- being, will fi nd new insights offered by Visual Delight in Architecture. The book is both accessible and provocative, full of personal stories and persuasive research, helping designers to gain a deeper understanding of the scientific basis of their designs, scientists to better grasp the real-world implications of their work, and everyone to more fully appreciate the role of windows in their lives.

This textbook introduces the fundamental concepts and methods of corpus linguistics for students approaching this topic for the first time, putting specific emphasis on the enormous linguistic diversity represented by approximately 7,000 human languages and broadening the scope of current concerns in general corpus linguistics. Including a basic toolkit to help the reader investigate language in different usage contexts, this book: Shows the relevance of corpora to a range of linguistic areas from phonology to sociolinguistics and discourse Covers recent developments in the application of corpus linguistics to the study of understudied languages and linguistic typology Features exercises, short problems, and questions Includes examples from real studies in over 15 languages plus multilingual corpora Providing the necessary corpus linguistics skills to critically evaluate and replicate studies, this book is essential reading for anyone studying corpus linguistics.

Designed to appeal to visual thinkers, 25 Concepts in Modern Architecture explores the fundamental ideas behind architectural design, through easy-to-follow sketches, drawings and succinct explanations. Twenty-five concepts – each of which are key to architectural design thinking – are accessibly explained by examining twenty-five different masterworks of modern architecture. For example, the concept of 'movement' in architectural design is explained through a close look at a Le Corbusier building; 'transparency' is examined in Philip Johnson's seminal Glass House; 'asymmetry' is understood through the work of Zaha Hadid – and so on, through twenty-five core concepts and twenty-five of the most significant buildings of the modern era. Taking a highly-visual approach, this simple yet visually-powerful guide is an essential companion in the design studio and to introductory courses in modern architecture, interior architecture, and interior design. Understanding these concepts will provide a key to demystifying the greatest works in modern architectural history, inspire new ways to think about new design projects, and reveal how drawing and sketching are used as tools for the visual analysis of architecture.

Announcing the new revised edition of the classic industry reference! Landscape Graphics is the architect’s ultimate guide to all the basic graphics techniques used in landscape design and landscape architecture. Progressing from the basics into more sophisticated techniques, this guide offers clear instruction on graphic language and the design process, the basics of drafting, lettering, freehand drawing and conceptual diagramming, perspective drawing, section elevations, and more. It also features carefully sequenced exercises, a complete file of graphic symbols for sections and perspectives, and a handy appendix of conversions and equivalents.

Desired Artistic Outcomes in Music Performance is about empowering musicians to achieve their professional and personal goals in music. The narrative argues that developing musicians should be supported in conceptualizing and achieving their desired artistic outcomes (DAO), as these have been recognized as key elements in a successful career transition in and beyond their studies in higher education. The text explores the nature of DAO and illustrates how higher education students can be enabled to explore and develop these. The book draws on the findings from a range of exploratory studies which: Bring to light connections between contemporary topics in music, such as artistic research and career development; Contribute to existing discussions on innovative pedagogical approaches in higher education in music; and Offer theoretical models to support the broad artistic and professional development in young musicians. This is a text grounded in theory and practice, and which draws on case study examples, as well as historical perspectives and coverage of contemporary issues regarding employment in the music industries. The book will be of particular interest to aspiring music professionals and all those working in the areas of Music Education, Performance Studies and Artistic Research.

The book derives the mathematical basis for the most encountered waves in science and engineering. It gives the basis to undertake calculations required for important occupations such as maritime engineering, climate science, urban noise control, and medical diagnostics. The book initiates with fluid dynamics basis with subsequent chapters covering surface gravity waves, sound waves, internal gravity waves and waves in rotating fluids, and details basic phenomena such as refraction. Thereafter, specialized application chapters include description of specific contemporary problems. All concepts are supported by narrative examples, illustrations, and case studies. Features:- Explains the basis of wave mechanics in fluid systems. Provides tools for the analysis of water waves, sound waves, internal gravity, and rotating fluid waves through different examples. Includes comprehensible mathematical derivations at the expense of fewer theoretical topics. Reviews cases describable by linear theory and cases requiring nonlinear and wave-interaction theories. Supports concepts with narrative examples, illustrations, and case studies. This book aims at Senior Undergraduates/Graduate students and Researchers in Fluid Mechanics, Applied Mathematics, Mechanical Engineering, Civil Engineering, and Physical Oceanography.

"In this groundbreaking book, architect, designer, and prominent educator Paul Laseau covers the entire scope of architectural representation - traditional, new media, hybrid, and emerging - and their roles in design. The Architectural Representation Handbook brings showcase examples of representation into specific design contexts, giving architects, designers, and others a real sense of their variety, subtlety, and usefulness as tools for navigating the full spectrum of architecture." "In one complete volume, you'll find a representation of the dimensions of architecture through a rich array of conventions and techniques from the conceptual to the perceptual, the concrete to the abstract, the personal to the public, the subjective to the objective. You'll also discover an extensive set of illustrations, organized in relation to the design activities of seeing, thinking, and communication - a "vocabulary" of architectural drawing."--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights

Reserved
The completely updated step-by-step guide to¿capturing experiences in sketch format—regardless of artistic ability Recording your ideas and observations primarily in pictures instead of words can help you become more creative and constructive on the job, no matter what your level of artistic ability. Featuring completely new coverage of visual note-taking in a digital world, Visual Notes for Architects and Designers, Second Edition demonstrates how to make rapid, notational sketches that serve as visual records for future reference, as well as improve understanding and facilitate the development of ideas. It shows you how to expand your knowledge of a subject beyond what is gained through observation or verbal representation alone. You gain access to simple techniques for collecting, analyzing, and applying information. Crowe and Laseau examine the relationship between note-taking, visualization, and creativity. They give practical guidance on how to develop: Visual acuity—the ability to see more in what you experience Visual literacy—expressing yourself clearly and accurately with sketches Graphic analysis—using sketches to analyze observations Numerous examples demonstrate some of the many uses of visual notes. They help you develop a keener awareness of environments, solve design problems, and even get more out of lectures and presentations. The authors also discuss types of notebooks suitable for taking visual notes. If you want to develop your perceptual and creative skills to their utmost, you will want to follow the strategies outlined in Visual Notes for Architects and Designers, Second Edition. It is a valuable guide for architects, landscape architects, designers, and anyone interested in recording experience in sketch form.
Nature is all around us, in the beautiful but also in the unappealing and functional, and from the awe-inspiring to the mundane. It is vital that we learn to see the agency of the natural world in all things that make our lives possible, comfortable and profitable. The Ecology of Everyday Things pulls back the veil of our familiarity on a range of ‘everyday things’ that surround us, and which we perhaps take too much for granted. This key into the magic world of the everyday can enable us to take better account of our common natural inheritance. Professor James Longhurst, Assistant Vice Chancellor, University of the West of England (UWE Bristol) For many people, ecosystems may be a remote concept, yet we eat, drink, breathe and interface with them in every moment of our lives. In this engaging textbook, ecosystems scientist Dr. Mark Everard considers a diversity of ‘everyday things’, including fascinating facts about their ecological origins: from the tea we drink, to the things we wear, read and enjoy, to the ecology of communities and space flight, and the important roles played by germs and ‘unappealing creatures’ such as slugs and wasps. In today’s society, we are so umbilically connected to ecosystems that we fail to notice them, and this oversight blinds us to the unsustainability of everyday life and the industries and policy environment that supports it. The Ecology of Everyday Things takes the reader on an enlightening, fascinating voyage of discovery, all the while soundly rooted in robust science. It will stimulate awareness about how connected we all are to the natural world and its processes, and how important it is to learn to better treat our environment. Ideal for use in undergraduate- and school-level teaching, it will also interest, educate, engage and enthuse a wide range of less technical audiences.
The Fourth Edition of Plan Graphics consists principally of full-page illustrations with minimal text interference. The result is a remarkable teaching tool, which helps design students & professionals concentrate more fully on developing the exacting, perceptual motor skills they need to render sharp, clear, & more accurate work.
Graphic Thinking for Architects and DesignersJohn Wiley & Sons
Even in the computer age, freehand sketching is the designer? most useful tool for notation, design exploration, and graphic communication. From basic skills to sketch construction using grids, frames, and shapes to the creation of tone, texture, color, and detail, and experimentation with digital rendering, Freehand Sketching helps you build your drawing skill and confidence through mastery of fundamentals. Carefully designed exercises guide you step by step in effective sketching in the studio and in the field. Also covered are helpful topics such as useful equipment, observation skills, framing and editing sketches, rendering people, and keeping a journal. An array of the author? lively sketches as well as examples from other architectural professionals fill the pages of Freehand Sketching, making this an ideal handbook for architecture and design students and all who wish to be more effective at visual communication.
Informing the designs of architects as diverse as Peter Zumthor, Steven Holl, Hans Scharoun and Colin St. John Wilson, the work of Martin Heidegger has proved of great interest to architects and architectural theorists. The first introduction to Heidegger’s philosophy written specifically for architects and students of architecture introduces key themes in his thinking, which has proved highly influential among architects as well as architectural historians and theorists. This guide familiarizes readers with significant texts and helps to decodes terms as well as providing quick referencing for further reading. This concise introduction is ideal for students of architecture in design studio at all levels; students of architecture pursuing undergraduate and postgraduate courses in architectural theory; academics and interested architectural practitioners. Heidegger for Architects is the second book in the new Thinkers for Architects series.
Learning to think and act creatively is a requisite fundamental aspect of design education for architectural and interior design as well as industrial and graphic design. Development of creative capacities must be encountered early in design education for beginning students to become self-actualized as skillful designers. With chapters written by beginning design instructors, Developing Creative Thinking in Beginning Design addresses issues that contribute to deficiencies in teaching creativity in contemporary beginning design programs. Where traditional pedagogies displace creative thinking by placing conceptual abstractions above direct experiential engagement, the approaches presented in this book set forth alternative pedagogies that mitigate student fears and misconceptions to reveal the potency of authentic encounters for initiating creative transformational development. These chapters challenge design pedagogy to address such issues as the spatial body, phenomenological thinking, making as process, direct material engagement and its temporal challenges, creative decision making and the wickedness of design, and the openness of the creative design problem. In doing so, this book sets out to give greater depth to first design experiences and more effectively enable the breadth and depth of the teacher–student relationship as a means of helping your students develop the capacity for long-term self-transformation.
This book uses a decolonial Black feminist lens to understand the contemporary significance of the practices and politics of indifference in United States higher education. It illustrates how higher education institutions are complicit in maintaining dominant social norms that perpetuate difference. It weaves together Black feminisms, affect and queer theory to demonstrate that the ways in which human bodies are classified and normalized in societal and scientific terms contribute to how the minoritized and marginalized feel White higher education spaces. The text espouses a Black Feminist Shad(e)y Theoretics to read the university, by considering the historical positioning of the modern university as sites in which the modern body is made and remade through

empirically reliable truth claims and how contemporary knowledges and academic disciplinary inheritances bear the fingerprints of racist sexist science even as the academic tries to disavow its inheritance through so-called inclusive practices and policies today. This book will appeal to students and scholars interested in Black feminism, Gender and women's studies, Black and ethnic studies, sociology, decoloniality, queer studies and affect theory.

In order to understand architecture in all its cultural complexity it is necessary to grasp such basic concepts as representation, form and space. The aim of this book is to provide teachers, students, practising architects and general readers with a set of ideas that will enrich their conversation, their writing, and above all their thinking about architecture. The book is divided into eight chapters, each covering a particular aspect of architecture, and introduces difficult concepts gradually. Architectural theorists and philosophers are mentioned in passing and their works are listed in the bibliography, but they are not the subject of the book. Architecture, rather than philosophy, is at the centre of the picture. The aim is to enable the reader to understand architecture in all its aspects, rather than to learn the names of particular theorists. Written in a conversational style, Thinking about Architecture is an invaluable and accessible standard introduction to architectural theory.

An entertaining and highly original introduction to graphic design, this beautifully designed book uses puzzles and visual challenges to demonstrate how typography, signage, posters, and branding work. Through a series of games and activities, including spot the difference, matching games, drawing, and dot-to-dot, readers are introduced to concepts and techniques in an engaging and interactive way. Further explanation and information is provided by solution pages and a glossary, and a loose-leaf section contains stickers, die-cut templates, and colored paper to help readers complete the activities. Illustrated with typefaces, posters, and pictograms by distinguished designers including Otl Aicher, Pierre Di Sciullo, Otto Neurath and Gerd Arntz, the book will be enjoyed both by graphic designers, and anyone interested in finding out more about visual communication.

In Play in Creative Problem-solving for Planners and Architects, "play" is defined, explored and demonstrated as a critical catalyst in creative problem-solving processes. The book defines the current psychological research into play and creative problem-solving, explores the necessary integration of the two, and exemplifies for students and practitioners the use of play in creative endeavors; and the role that play serves in separating linear from creative problem-solving approaches. Play is explored regarding its elements (tools, skills, environment), characteristics (a free activity without failure) and attitude as it relates to and activates the creative process with the focus on urban design, planning, architecture, and landscape architecture. The book re-establishes the whole mind-body thinking process of play as a means of object-learning; to provide designers and planners with alternative ways of design-thinking; and to challenge the over-utilization of digital technologies in creative processes. Creative problem-solving requires an appreciation for ambiguity, uncertainty of outcome, complexity that leads to the discovery of novelty and innovation. The book incorporates examples and exercises in play activities related to the design and planning fields, and exercises related to play-tools and skills for students and professionals. It also defines terms used in play and creativity psychology; provides examples and structure for play and creative problem-solving activities; describes the type and use of appropriate play-tools; contains an extensive bibliography on play and creative problem-solving texts; and provides significant illustrations making it fundamental reading for students and professionals in urban design and planning fields.

Drawing together an international range of psychoanalytic practitioners, this collection provides a critique of mainstream models of autism, looking at the conceptual and ideological underpinnings of the behavioural and cognitive approaches popular today. The first book to provide a psychoanalytic unpacking of standard non-analytic approaches, it offers a series of critical essays on mainstream assumptions, examining their history, foundations, and validity from a variety of angles. The authors consider, from the Lacanian perspective, the hypothesis of the biological-genetic causality of autism, as well as the claims of these approaches to offer effective therapy. These discussions are historically contextualised by an introduction and afterword that also provide pointers and references to further reading on Lacanian approaches to autism. Illustrated throughout by clinical examples, Treating Autism Today will be of interest to Lacanian clinicians and scholars, as well as psychotherapists, psychologists, and those working with children diagnosed as being on the autistic spectrum.

A step-by-step guide to creative expression through water colors including advice for sketching on-site, sketching in the studio, and choosing colors.

Kasprisin and Pettinari (Kasprisin Pettinari Design: Architects and Urban Planners, Seattle) present their concept of "visual thinking," which involves drawing three-dimensional renderings as a means to create environment-friendly architectural designs in urban areas. They take the reader through the design process: principles, elements, techniques of drawing; visualizing place as context; scaling; phasing; and how to involve the public in the design. Four detailed case studies and over 300 drawings illuminate the reality behind the theory. Annotation copyright by Book News, Inc., Portland, OR

Citizens of No Place is a collection of short stories on architecture and urbanism, graphically represented using manga-style storyboards. Fiction is used as a strategy to unpack thoughts about architecture. Modeled as a proto-manifesto, it is a candid chronicle of a highly critical thought process in the tradition of paper architecture (especially that of architect John Hejduk and Bernard Tschumi's Manhattan Transcript). The short stories explore many architectural problems through the unique language of the graphic novel, helping usher the next generation of architectural theory and criticism.

In Looking Beyond the Structure, architect Dan Bucsescu and philosopher Michael Eng record their conversations about the relationship of the built environment and other forms of design to the culture in which they are created. The authors exchange their interpretations of selected readings about design theory and invite the reader to join in the discussion. Questions following each chapter's reading stimulate critical thinking about the philosophies and theories of design, and additional assignments encourage students to express their critical thinking skills visually.

Visual Communication for Architects and Designers teaches you the art of designing a concise, clear, compelling and

effective visual and verbal presentation. Margaret Fletcher has developed a reference manual of best practices that gives you the necessary tools to present your work in the best way possible. It includes an impressive 750 presentation examples by over 180 designers from 24 countries in North America, South America, Europe, the Middle East, Asia, Oceania and Africa. This book offers actionable advice to solve a variety of complex presentation challenges. You will learn how to: Understand differences in communication design, representation design and presentation design and know how to use these skills to your advantage; Structure the visual and verbal argument in your presentation; Design your presentation layouts, architectural competitions, boards and digital presentations; Manage issues related to the presentation of architectural and design ideas; Present yourself professionally. Your ability to communicate your design ideas to others is an invaluable and important skill. Visual Communication for Architects and Designers shows you how to develop and implement these skills and gain command of your presentations.

Drawing on cultural theory, phenomenology and concepts from Asian art and philosophy, this book reflects on the role of interpretation in the act of architectural creation, bringing an intellectual and scholarly dimension to real-world architectural design practice. For practising architects as well as academic researchers, these essays consider interpretation from three theoretical standpoints or themes: play, edification and otherness. Focusing on these, the book draws together strands of thought informed by the diverse reflections of hermeneutical scholarship, the uses of digital media and studio teaching and practice.

Despite the renewed interest in Frank Lloyd Wright and the increasing body of literature that has illuminated his career, the deeper meaning of his architecture continues to be elusive. His own writings are often interesting commentaries but tend not to enlighten us as to his design methodology, and it is difficult to make the connection between his stated philosophy and his actual designs. This book is a refreshing account that evaluates Wright’s contribution on the basis of his architectural form, its animating principle and consequent meaning. Wright’s architecture, not his persona, is the primary focus of this investigation. This study presents a comprehensive overview of Wright’s work in a comparative analytical format. Wright’s major building types have been identified to enable the reader to pursue a more systematic understanding of his work. The conceptual and experiential order of each building group is demonstrated visually with specially developed analytical illustrations. These drawings offer vital insights into Wright’s exploration of form and underscore the connection between form and principle. The implications of Wright’s work for architecture in general serves as an important underlying theme throughout. This volume also integrates the research of several noted scholars to clarify the interaction of theory and practice in Wright’s work, as well as the role of formal order in architectural experience in general. By seeing how Wright integrates his intuitive and intellectual grasp of design, the reader will build a keen awareness of the rational and coherent basis of his architecture and its symbiotic relationship with emotional, qualitative reality. A graphic taxonomy of plans of Wright’s building designs helps the reader focus on specific subjects. Among the diverse areas covered are sources and influences of Wright’s work, domestic themes and variations, public buildings and skyscraper designs, and the influence of site on design. Complete with a chronology of the master architect’s work, Frank Lloyd Wright: Between Principle and Form is an important reference for students, architects and architectural historians.

Organized around a series of pedagogical exercises, this book provides a visual journey through a series of games architects can play as a means to design. Aimed specifically at beginner design students, learning objectives include: computational thinking and making, introduction to design as an iterative, reflective, and rigorous process, ideas of continuity and discontinuity, and understanding the bias and constraints of analog and digital tooling. The text is simple and straightforward to understand and in addition the author draws explanatory diagrams to elaborate on each exercise's description. He also includes visually compelling student work to provide insight into the possibilities of each exercise. Finally, the book includes eighteen case studies from Europe, the USA, Mexico, and Asia to inspire and inform.

Leading architectural firms are now using in-house design simulation to help make more sustainable design decisions. Taking advantage of these new tools requires understanding of what can be done with simulation, how to do it, and how to interpret the results. This software-agnostic book, which is intended for you to use as a professional architect, shows you how to reduce the energy use of all buildings using simulation for shading, daylighting, airflow, and energy modeling. Written by a practicing architect who specializes in design simulation, the book includes 30 case studies of net-zero buildings, as well as of projects with less lofty goals, to demonstrate how energy simulation has helped designers make early decisions. Within each case study, author Kjell Anderson mentions the software used, how the simulation was set up, and how the project team used the simulation to make design decisions. Chapters and case studies are written so that you learn general concepts without being tied to particular software. Each chapter builds on the theory from previous chapters, includes a summary of concept-level hand calculations (if applicable), and gives comprehensive explanations with graphic examples. Additional topics include simulation basics, comfort, climate analysis, a discussion on how simulation is integrated into some firms, and an overview of some popular design simulation software.