



Workshops:
19–21 Oct. 2009

Lectures:
22–25 Oct. 2009

Exhibition:
25 Sept. 2009–9 Jan. 2010

ACADIA 09: reForm()

ASSOCIATION FOR COMPUTER AIDED DESIGN IN ARCHITECTURE

Calculation and Substance...

Opening in late September in the Sullivan Galleries at The School of The Art Institute of Chicago, Calculation and Substance will foreground design practices that use a variety of pre-existing and purpose invented, context specific hardware and software in the definition of design problems and the proposition of projects. Of particular interest are works that cast architectural environments as an assembly of objects and processes that create responsive, “learned”, relationships between buildings, people and contexts.

No longer just drawn or built, our homes, offices, factories and cities are being increasingly programmed, filled with sensors and shaped by new parameters. These strategies and devices give us the ability to produce new types of spaces that actively respond to users and the natural environment, radically altering the ideas of ambience, site and context. While those who carefully produce these new spaces – the architects, engineers, contractors, artists and designers - are busy understanding how buildings can adapt by changing form or operation, questions about the reasons that drive reform remain. What creative urges underlie this change and why should our environments undergo responsive transformations? Are deeper unidentified cultural forces at play?

Examining parametric and algorithmic design, Calculation and Substance reveals how contemporary artists and designers are inventing and applying a new “middleware” (situational software and/or hardware systems) to reform and improve the built environment. This middleware interacts with a variety of sites and site conditions and points to ideas of human settlement more thoroughly and beneficially integrated into the natural and built world. Prototypes of full-scope projects that provide visitors with real-time and real-place experience are the focus of the exhibition.

Calculation and Substance exhibitors understand that buildings are information and material processing systems. Exhibits receive influence from their inhabitants and contexts as inputs and emit influence to their inhabitants and contexts as output. Architectural enterprise has expanded to include the choreography of inputs and outputs and this is indeed a prime subject of investigation for design investigators using computation and parametrics.

The list of exhibitors will be released shortly. Please subscribe to our mailing list or check back soon for more details