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MORGAN MELENDEZ

Exploring Toronto's Architectural Vernacular Taschen America Llc
 Supertight is an exploration of high-density urban life and reducing the footprint of cities through adaptations in design and behavior. Tightness is a positive urban quality, examined through the observations of designers, with a focus on the cities of Asia. The rapidly growing large cities of Asia are critical to understanding our future footprint. Asian cities provide insights into new ways of being densely urbanised. The by-product of this unprecedented metropolitan convergence will be the emergence of new urbanisms and new architectures, new models for living and making culture. The Supertight refers to the small, intense, robust and hyper-condensed spaces that emerge as a by-product of extreme levels of urban density. Tightness arises as consequence of density, but tightness itself is not density. Tightness is a series of social, economic and cultural practices that have developed in cities as a response to the rapid growth and consolidation of cities. While architectural models of density have been heavily explored, this project investigates the culture of tightness that has emerged in Asian cities over the past thirty years, and the role that designers play in the material and social behaviours of tightness. To be tight is to be small and constrained, but also to be open to the economies and social intimacy of being close. Ultimately this project aims to unpack and convey both the delight and difficulty that emerges through the close occupation of large cities. With Contributions of Yoshiharu Tsukamoto / Atelier Bow-wow Atelierco Rafael A Balboa with Yasemin Sahiner Sanuki Daisuke Drawing Architecture Studio Desiree Grunewald Sue Hajdu Tohru Horiguchi Alban Mannisi, Yazid Ninsalam, Charles Anderson Minsuk Cho / Mass Studies New Office Works Archie Pizzini Andrew Stiff Superimpose Taishin Shiozaki / Shiozaki Lab WOHA
A Hands-On Guide to Creating Logos Walther Konig, Cologne
 Nearly 200 stunningly realistic paintings and drawings bring the greatest fantasy epic of all time to life. Classical realism unites with contemporary storytelling as artist Donato Giancola explores the mythic grandeur and the iconic characters of J.R.R. Tolkien's The Lord of the Rings saga. Donato has made it his life's work to translate Tolkien's words into compelling visuals, with gorgeous oil paintings and drawings reminiscent of Rembrandt and Caravaggio. His interpretations of Middle-earth span his entire career, from private commissions to the 2001 edition of the graphic novel adaptation of The Hobbit, all collected in this massive compendium--a must-have for collectors of Tolkien and fantasy "What struck me about J.R.R. Tolkien's work was how he filled Middle-earth with a wealth of history," says Author Donato Giancola. "From the simple beginnings of Bilbo and the dwarves in The Hobbit, to the personal trials of Frodo and the Fellowship in The Lord of the Rings, to the epic tragedies in The Silmarillion, these tales are woven together by a grand fabric of unifying mythologies, bringing depth to the cultures and characters within." "Amazing work from an astounding talent." - George R.R. Martin

Productora Kaya

The result of research PRODUCTORA initiated as winners of the Mies Crown Hall Americas Prize for Emerging Practice at Illinois Institute of Technology, *Being the Mountain* examines the relationship between architecture and the ground it occupies, an interaction so obvious-a building must touch the ground-that it often remains underexplored. Richly illustrated contributions by Carlos Bedoya, Frank Escher, Wonne Ickx, Véronique Patteeuw, and Jesús Vassallo revisit significant moments in architectural history that cast new light on the techniques and legacies of modernism, especially in settings like Mexico and California, where architects such as Ricardo Legorreta and John Lautner incorporated dramatic natural topography in their agendas. Additional essays investigate the role of the ground in the thought of Kenneth Frampton in the 1980s and Luis Moreno Mansilla in the 1990s, as well as point to important parallels between premodern land practices, twentieth-century art, and today's architecture.

[A Critic Writes](#) Laurence King Publishing

Much of feminist architectural scholarship focuses on the enormous task of instating women's experience of space into spatial praxis. *Hypersexual City: The Provocation of Soft-Core Urbanism* suggests this attention to women's invisibility in sociocultural space has overlooked the complex ways in which women already occupy space, albeit mostly as an image or object to be consumed, even purchased. It examines the occupation of urban space through the mediated representation of women's hypersexualized bodies. A complex transaction proliferates in the commercial urban space of cities; this book seeks to address the cause and consequence of the increasing dominance of gendered representation. It uses architectural case studies and analysis to make visible the sexual politics of architecture and urbanism and, in doing so, reveal the ways that heterosexist culture shapes the spaces, behaviour and relationships formed in neoliberal cities. *Hypersexual City* announces how examining urbanism that operates through, and is framed by, sexual culture can demonstrate that architecture does not merely find itself adrift in the hypersexualized landscape of contemporary cities, but is actively producing and contributing to the sexual regulation of urban life.

Design Exercises Fair Winds Press

The book itself represents Morphosis's unusual method of architectural production: gatefolds and layered vellum pages echo the firm's method of generating and reshaping form throughout the design phase and even beyond--a process from which the name Morphosis is derived. Complementing this rich visual analysis, Richard Weinstein's introduction investigates the firm's work as both in and of its social context to discuss Morphosis's design process and to place the firm within today's architectural debates.

Thomasson *Atelier Bow-WowA Primer*

*Atelier Bow-WowA Primer*Walther Konig, Cologne

Being the Mountain Actar

In recent years, Brazil has discovered vast quantities of petroleum deep within its territorial waters, inciting the construction of a series of cities along its coast and in the ocean. We could term these developments as Petropolises, or cities formed from resource extraction. The *Petropolis of Tomorrow* is a design and research project, originally undertaken at Rice University that examines the relationship between resource extraction and urban development in order to extract new templates for sustainable urbanism. Organized into three sections: Archipelago Urbanism, Harvesting Urbanism, and Logistical Urbanism, which consist of theoretical, technical, and photo articles as well as design proposals, *The Petropolis of Tomorrow* elucidates not only a vision for water-based urbanism of the floating frontier city, it also speculates on new methodologies for integrating infrastructure, landscape, urbanism and architecture within the larger spheres of economics, politics, and culture that implicate these disciplines. Contributions: Oriol Bohigas, Arnold Reijndorp and Casanova+Hernandez

BEYOND BOOKS HUB

In 2009, Brazil launched the mass housing program "Minha Casa, Minha Vida" ("My House, My Life"), which aims to build 3.4 million housing units by the end of 2014. By reexamining the program at a critical time, *Minha Casa, Nossa Cidade* ("My House, Our City") attempts to hack the production of mass housing and tackle the profound social changes currently underway in Brazil. In three chapters, the book reviews the history and implementation of the government program, highlights the ingenuity of "Popular Brazilian Architecture," and presents design proposals by MAS Urban Design for low-cost housing. Building on the program's success in broadening access to housing, *Minha Casa, Nossa Cidade* puts forth a vision for the city as a common project and the transformation of monotonous urban areas into popular neighborhoods-living environments that can be appropriated according to individual as well as collective needs.

51N4E, Denkstatt, Endeavour. Design in Dialogue Ashgate Publishing, Ltd.

You always aim to achieve that moment of insight that leads to ingenuity and novelty in your design, but sometimes it remains elusive. This book presents a variety of techniques for mapping and making hands-on design/build projects, and relates this work to real architecture. It helps you to

learn new ways of seeing and making that will enhance your creative design process and enable you to experience moments that lead to ingenuity in design. Each of the book's two parts, "Seeing" and "Making," is organized according to technique, which ranges from quantitative analysis and abstraction to pattern and scale, to provide you with a framework for mapping and hands-on exercises. Interviews with architects Yoshiharu Tsukamoto (Atelier Bow-Wow) and Jesse Reiser and Nanako Umemoto (Reiser + Umemoto) give you perspective on using these exercises in practice.

The Language of Architecture Quart Architektur

It historicizes the contemporary discussion of urbanism, highlighting the local and global breadth of the city landscape. This interdisciplinary collection examines how the city develops in the interactions of space and imagination. The essays focus on issues such as street design in Vienna, the motion picture industry in Los Angeles, architecture in Marseilles and Algiers, and the kaleidoscopic paradox of post-apartheid Johannesburg. They explore the nature of spatial politics, examining the disparate worlds of eighteenth-century Baghdad, nineteenth-century Morelia. They also show the meaning of everyday spaces to urban life, illuminating issues such as crime in metropolitan London, youth culture in Dakar, "memory projects" in Tokyo, and Bombay cinema.

Univ of California Press

Each year the Wouter Mikmak Foundation invites a designer to lecture for the series "Designers of the Future". This publication presents projects realized by the Tokyo-based office Atelier Bow-Wow, founded in 1992 by Yoshiharu Tsukamoto and Momoyo Kaijima. Their vision calls for a shift in architectural design from individuality to commonality, through the notion of architectural "behaviorology". Behaviour in this sense is an inclusive term that not only denotes human practice, but also a building's behaviour as material typology, as well as phenomena produced by natural elements like light, air, heat, and water. An architecture based on commonalities is key to their architectural philosophy and design.

Routledge

Strategies for Landscape Representation discusses a variety of digital and analogue production techniques for the representation of landscape at multiple scales. Careful consideration is required to represent time, and to ensure accuracy of representation and evaluation in the landscape. Written as a guide for making appropriate selection of a wide variety of visualisation tools for students and built environment professionals with an interest in landscape, the book charts emerging technologies and historical contexts whilst also being relevant to landscape legislation such as Building Information Modelling (BIM) and Landscape Assessment. This book is an innovation-driven text that encourages readers to make connections between software, technology and analogue modes. The management, choice and combination of such modes can arguably narrow the unknown of landscape character, address the issues of representing time and change in landscape and engage and represent communities' perceptions and experience of landscape. Showcasing international examples from landscape architecture, planning, urban design and architecture, artists, visualisers, geographers, scientists and model makers, the vitality of making and intrinsic value of representational work in these processes and sites is evidenced. An accompanying companion website provides access to original source files and tutorials totalling over a hundred hours in mapping and GIS, diagrams and notation, photomontage, 3D modelling and 3D printing.

Selected Essays by Reyner Banham Rockport Publishers

A book showcasing the projects of Japanese architecture firm Suppose Design Office, founded by Makoto Tanijiri and Ai Yoshida. This is the first collection of works from the viewpoint of multiplicity and the design thinking of the creative team at Suppose Design Office, who are always seeking for something new. Based on an architectural perspective, the firm defines its work as discovering fresh ideas, new styles of buildings and new relationships between all interactive elements. They have designed workspaces, landscapes, products, art installations and more than 100 houses. Their interest in the problem-solving and creative challenges of architecture extends through all scales and budgets from 'doghouses to skyscrapers'. Both the new and the familiar inform their search for fresh solutions to the issues of everyday life, which is explained in this book. This monograph offers an exclusive peek into the working life of a world-renowned design firm. By explaining the design processes for creating interior architecture, it is a vital book for anyone in the design industry, from interior designer to manufacturer, and from architect to space designer, as well as students, agencies and professionals in the whole design sector. About the Author Makoto Tanijiri is one of the founding architects of Suppose Design Office. He is also a professor at Musashino Art University,

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Osaka University of Arts and Anabuki Design College. Ai Yoshida is one of the founding architects of Suppose Design Office. Features - Readers gain complete insight in the working methods of the architectural firm Suppose Design Office. - In-depth features of the different design projects realised by the firm's founders Makoto Tanijiri and Ai Yoshida their team. - This is the first ever book about the work of Suppose Design Office and gives an in-depth look at the design processes. - Tanijiri and Yoshida define their work as a chance to realise fresh ideas about buildings and the relationships of all interactive elements.

The Art of Japanese Joinery Trans Tech Publications Ltd

Der Umgang mit Dingen und materiellen Strukturen gehört seit jeher zu den zentralen Erfahrungen ästhetischer Produktion. Zugleich eröffnen digitale Verfahren und ökologische Paradigmen aktuell neue Perspektiven. Die Beiträger*innen des Bandes untersuchen, wie Begegnungen mit dem Materiellen in Architektur, Kunst und Gestaltung theoretisch beschrieben, historisch verankert und empirisch-soziologisch analysiert werden können. Inwieweit lassen sich diese Begegnungen als sinnkonstituierende bzw. sinnliche fassen? Welche Formen des Wahrnehmens oder Erfahrens werden praktiziert bzw. angestrebt? Und wie verbindet sich das Materielle mit Konzeptionen des Sozialen?

Metabolism Talks Jovis Verlag

An architecture portfolio designed by Alex Hogrefe describing 4 original projects with a focus on unique representational techniques and styles.

Minha Casa, Nossa Cidade ! Birkhäuser

Special topic volume with invited peer reviewed papers only

Digital Methods Frame Publishers

This book is a collection of urban research and architectural projects by award-winning architects Nigel Bertram / NMBW Architecture Studio, using observation as a design tool and design as an observational method. Through this process, a position on the making of architecture and on the role of architecture within the wider urban environment is established; embracing the full messy reality of the present, finding delight in the everyday and developing sensitivity to a range of found environments. By taking pre-existing conditions seriously, each project, architectural or analytical, large or small, becomes understood as the strategic renovation of a continuing state.

Architecture Portfolio Rizzoli International Publications

Enmeshed in Hong Kong's densely woven urban fabric, wedged between its towering mixed-use complexes and perched along its steep hillsides, sits a network of more than 500 miniature public parks comprising the smallest unit of the city's public open space network. Though plentiful, these so-called Sitting-out Areas - referred to locally as 三脚坑 (literally: a "three-cornered shit pit") - have never been considered in terms of the collective resource they have the potential to be. This book presents a series of critical essays revealing the city's Sitting-out Areas in relation to Hong Kong's planning histories and shifting terrains, while also tracking how these spatial fragments have been shaped by concepts of publicness, accessibility and regulation. The second half of the book presents 44 richly illustrated case studies revealing the variety and idiosyncrasies of Hong Kong's smallest open spaces. Ultimately, the book argues that we can understand the high-density city not only through its buildings, but through the character and potency of its interstitial landscapes.

Adaptive Materials Research for Architecture Taylor & Francis

This book explores computation as a medium for drawing. Exercises, essays, algorithms, diagrams, and drawings are woven together to offer instruction, insight, and theories that are valuable to practicing architects, artists, and scholars.

The Fluxus Reader transcript Verlag

Logo Design Workbook focuses on creating powerful logo designs and answers the question, "What makes a logo work?" In the first half of this book, authors Sean Adams and Noreen Morioka walk readers step-by-step through the entire logo-development process. Topics include developing a concept that communicates the right message and is appropriate for both the client and the market; defining how the client's long-term goals might affect the look and needs of the mark; choosing colors and typefaces; avoiding common mistakes; and deciphering why some logos are successful whereas others are not. The second half of the book comprises in-depth case studies on logos designed for various industries. Each case study explores the design brief, the relationship with the client, the time frame, and the results.