



Generative Design: Form-Finding Techniques in Architecture

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Generative Design is one of them and can be defined as the creation of shapes determined by algorithms. This dissertation argues for one main point: integrating Generative Design as a new stage in the design process dramatically simplifies the handling of changes. In particular, we propose an algorithmic approach to design that overcomes the limitations of the traditional approach for using CAD tools. In this chapter GD is defined, it is presented the beginnings of GSs in architecture and their maturity and, finally, the main characteristics of several GSs with practical examples, namely: Algorithmic Systems, Parametric Systems, Shape Grammars, L-systems, Cellular Automata, and Evolutionary Systems and Genetic Algorithms.

2. Design Tools

Generative design in architecture.

Generative design is the concept of allowing a smart AI that works inside of CAD and CAE software some control over the design process. It takes what computers are good at, making a multitude of calculations and developing many possibilities all at once – math problems – and mixes that with human choice and influence. Closing out the initial example we posed, generative design would allow the architect to look through a plethora of different building options, pick which one they like the best, and then start designing the more refined structures on top of the model. Generative design is more than a methodology; it embodies many applications and techniques. It will continue to grow more potent and useful with technology advancements such as artificial intelligence and machine learning. But, at its heart, generative design is about providing practitioners with the ability to quickly explore, optimize, and make informed decisions to complex design problems.

Generative design is a definitive shift in how to conceptualize, design, and build. At its core, generative design is a strategy that augments human capabilities by using algorithms to automate your design logic.

Generative Design: Visualize, Program, and Create with JavaScript in p5.js. Benedikt Gross. 4.6 out of 5 stars 21. Asterios Agkathidis is Lecturer in Digital Design at the Liverpool School of Architecture, UK. He is the author of numerous publications, including Modular Structures (2009) and Computational Architecture (2012).

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