

Digital morphogenesis

A photograph of a massive flock of birds, likely starlings, forming a dense, dark cloud in the sky above a body of water. The sun is setting, casting a warm orange glow over the horizon and reflecting off the water. In the foreground, the silhouettes of reeds and grasses are visible against the bright sky.

digital fabrication
data meaning
computational design

Arch. Amleto Picerno Ceraso

In an electronic lab at MIT,
engineers now are

Teaching Power Tools to Run Themselves

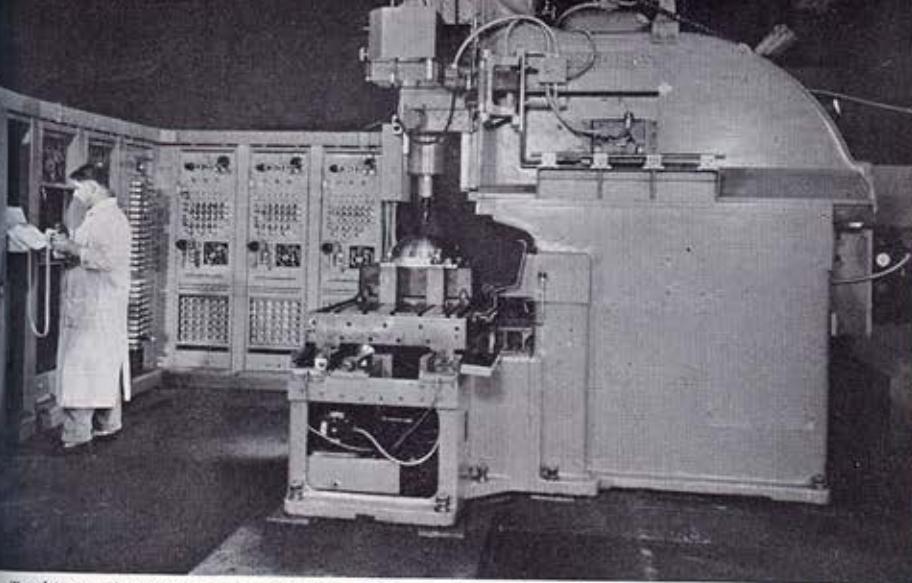
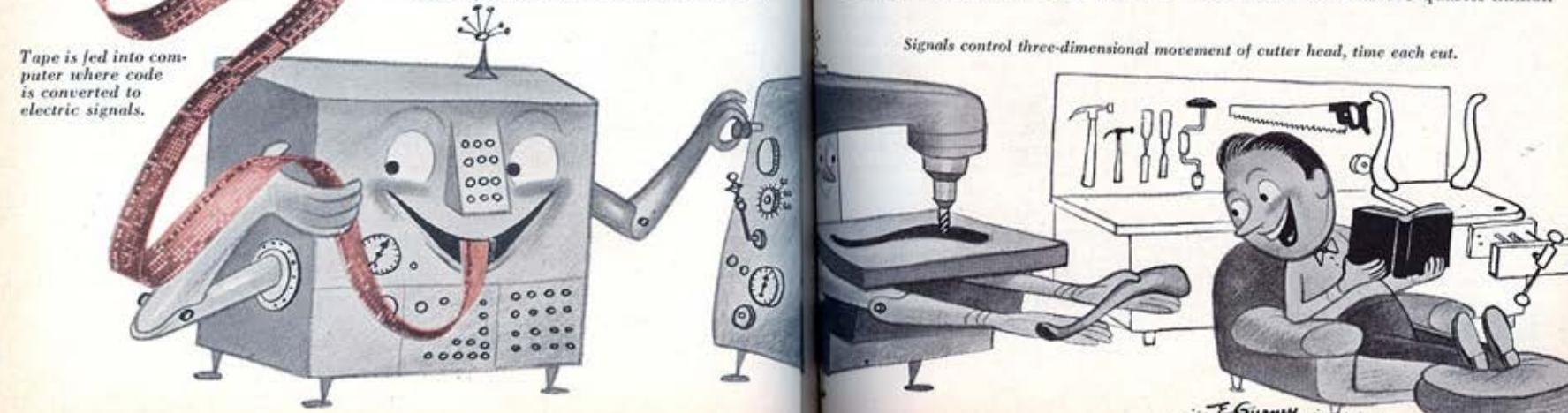
By Hartley E. Howe

SO JOE WORKSHOPPER figures he'd like to turn out a set of dining-room chairs—and at the same time break in his new Model 100 Super Tapemaster. Joe whips down to the hardware store and looks over photographs of different designs. He settles on a Swedish pattern popular 'way back in 1955—delicate and handsome, but full of difficult reverse curves.

That doesn't worry Joe. He plunks down \$10 for a week's rental of a batch

Punches in tape
code size and
time of each cut.

Tape is fed into computer where code is converted to electric signals.



Too big yet for home shop, this MIT milling machine is run by computer-control at left.

of tapes—one each for legs, arms, back and seat.

That night, he clamps a nice piece of birch into his Tapemaster, slips the tape into the control box, flips the switch, and sits back with his pipe and the new issue of *Outdoor Life*.

Forty minutes later, the rumble of the Tapemaster stops and Joe takes a look. One leg is finished. So he clamps on another piece of birch . . .

Sure it's a dream—in 1955. But the

engineering basis for Joe's Tapemaster exists right now. Sitting up in the Servomechanisms Laboratory of the Massachusetts Institute of Technology in Cambridge, Mass., is a milling machine that will turn out any metal part at the command of a little roll of tape. Originally a standard, vertical 28" Cincinnati Hydro-Tel, it now has hitched to it \$50,000 worth of electronics.

To conceive, design and build the MIT machine took some quarter-million

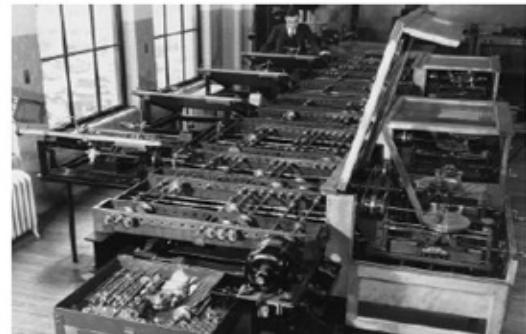
Signals control three-dimensional movement of cutter head, time each cut.



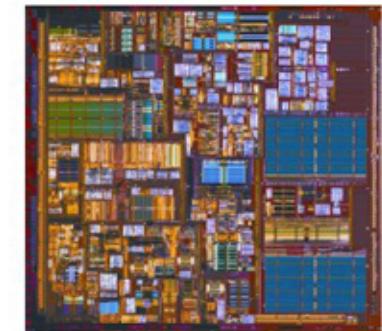
Digital Revolutions



analog → digital communication
~1945



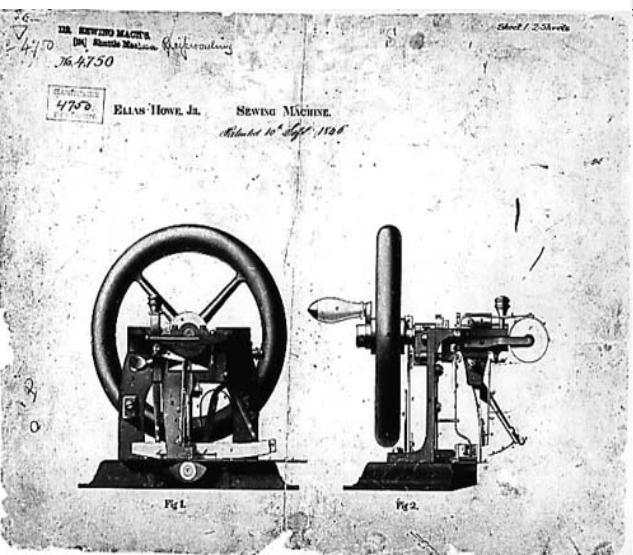
↓
analog → digital computation
~1955



↓
analog → digital fabrication
~2005



Always Manually Controlled machines



1940 Numerical Controlled machines



~1960 Computer Numerical Controlled machines



Additive



Subtractive



Deforming



Hybrid

Rapid prototyping

*STA _ stereolithography,

*3Dprinting,

*Fused deposition modeling,...

*Laser cut,

*Wire cut,
*Waterjet cut,

*Plasma cut,...

*Cnc Milling

*Cnc Turning

*Cnc Chiseling

*Cnc Forging

*Cnc Bending,

*Theormof orming
Press ,...

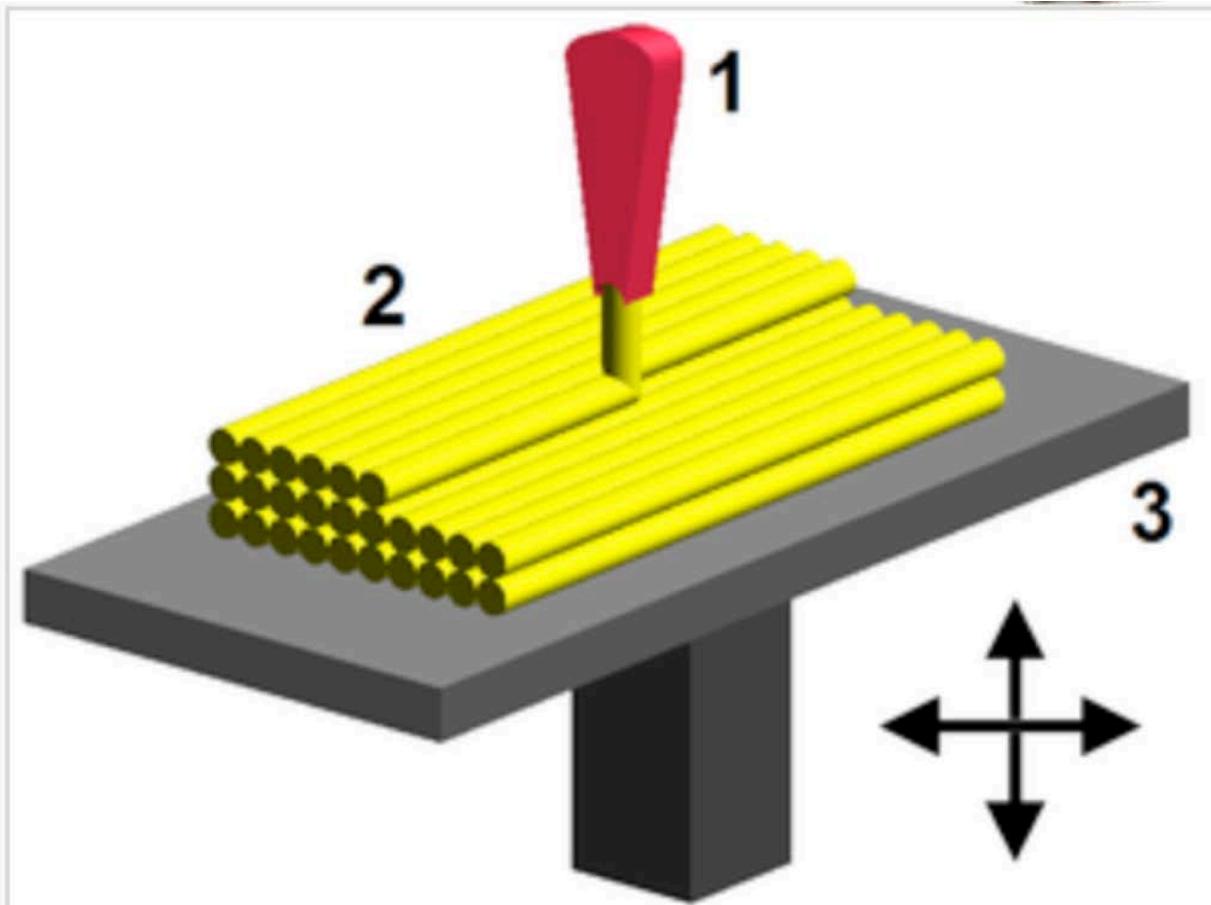
*Cnc
Lasercut/
cnc folding

*Robotic
Brick
deposition

*Cnc Wire
cutting/
cnc
Coloring

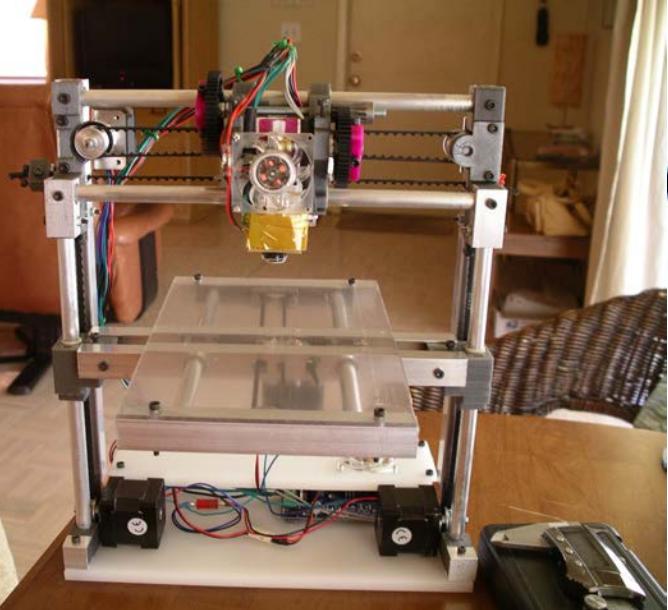
2D

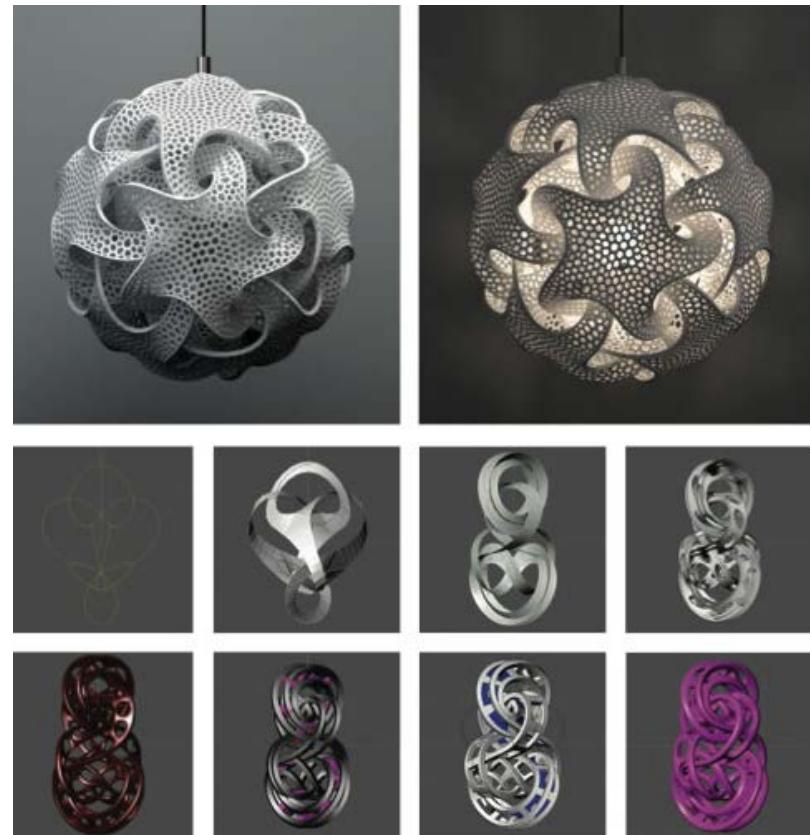
3D



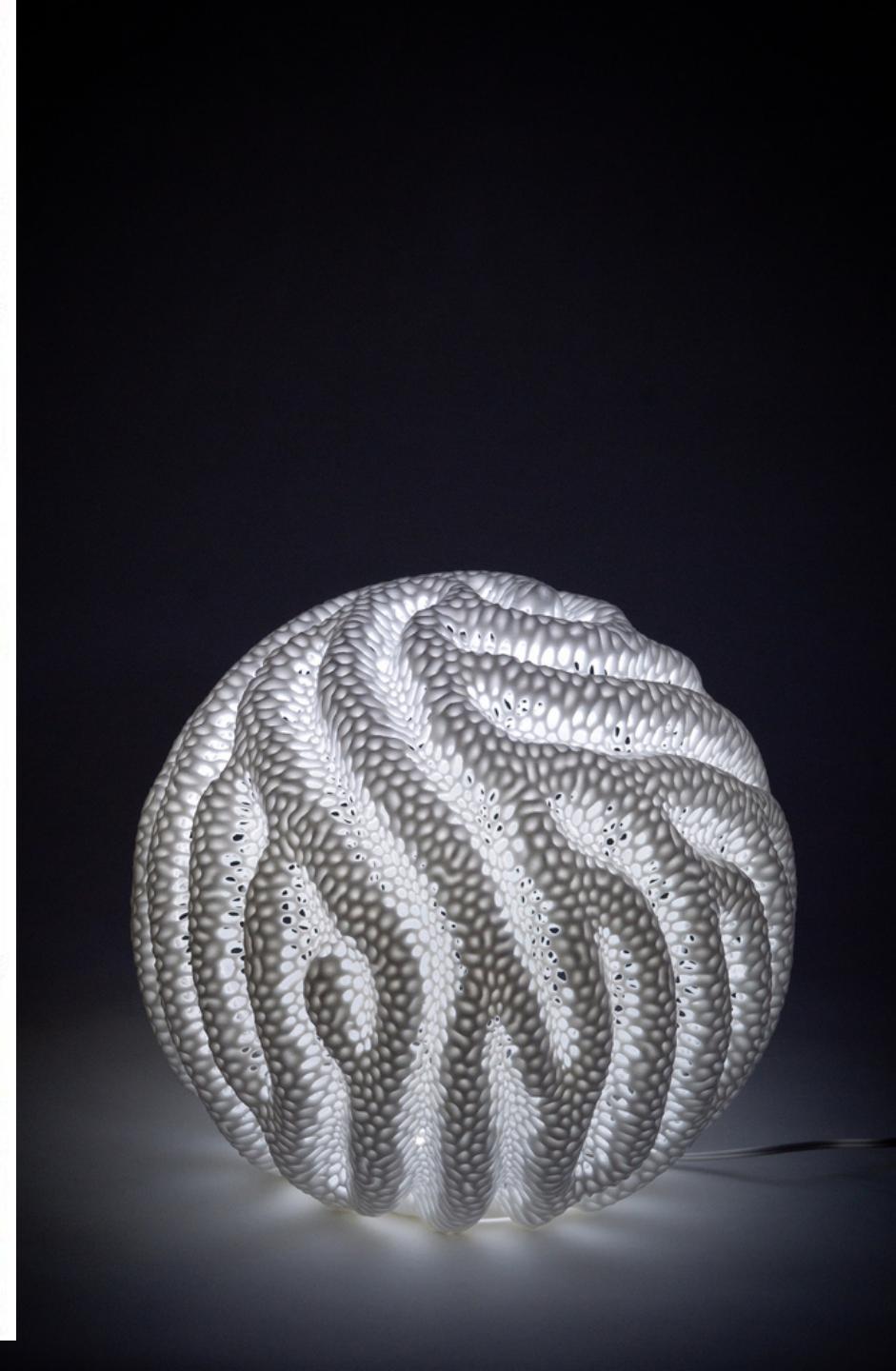
Fused deposition modeling: 1 - nozzle ejecting molten plastic, 2 - deposited material (modeled part), 3 - controlled movable table







Additive processes : 3D Printing



Additive processes : 3D Printing

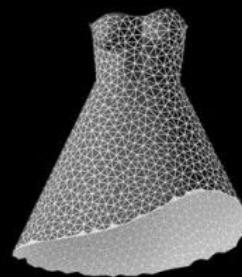




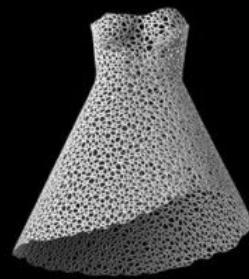
3D SCAN



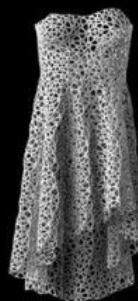
DRESS
SHAPE



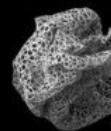
TESSELLATED



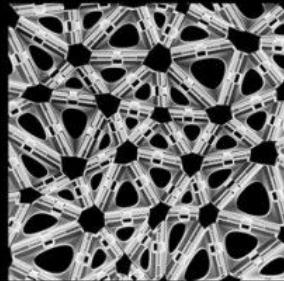
KINEMATICS
STRUCTURE



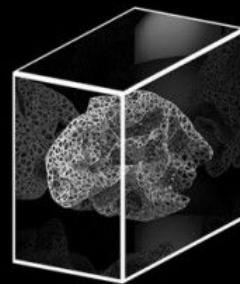
DRAPED



COMPRESSED

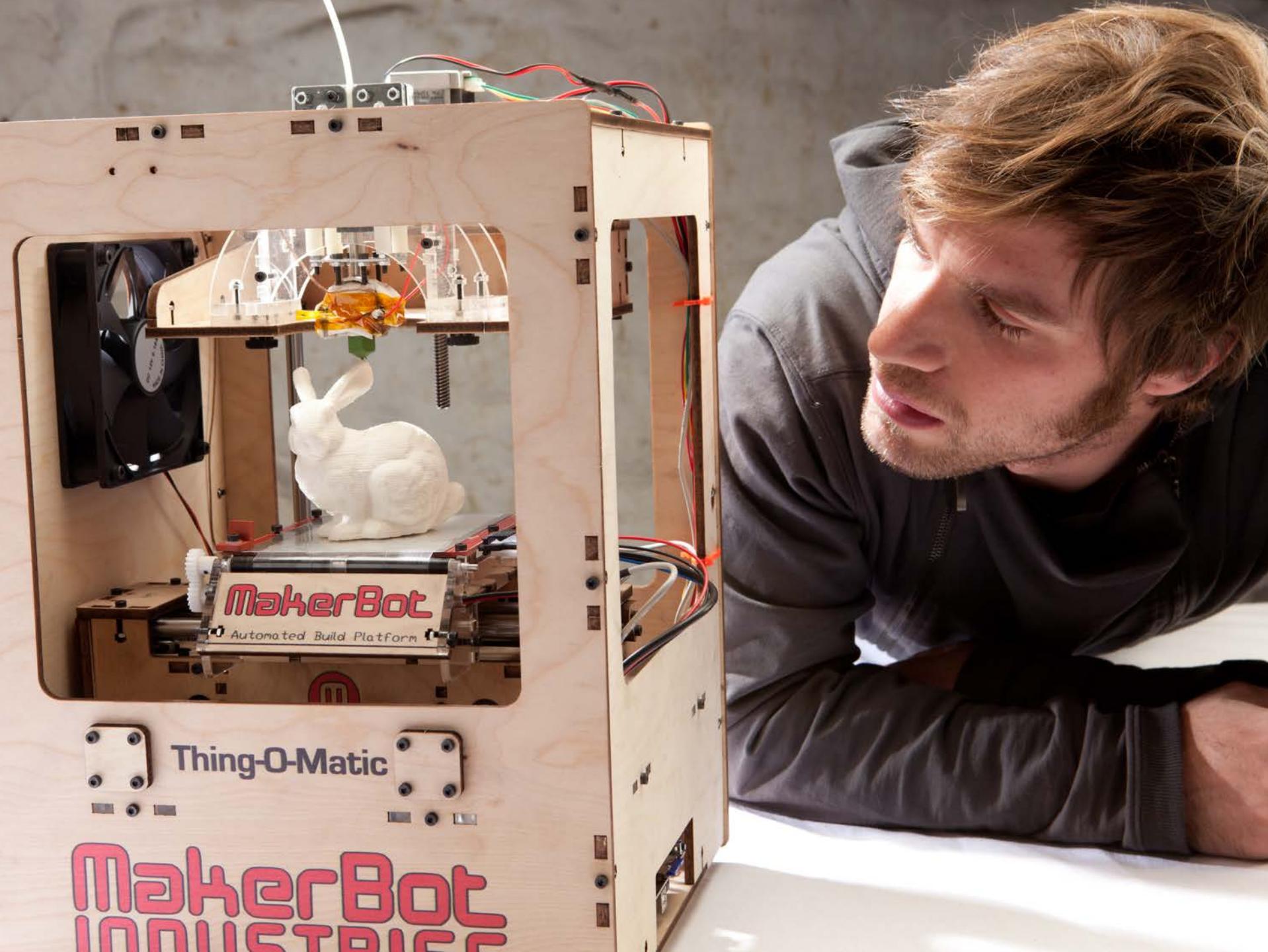


CLOSE-UP
OF STRUCTURE



3D PRINTER
BUILD VOLUME



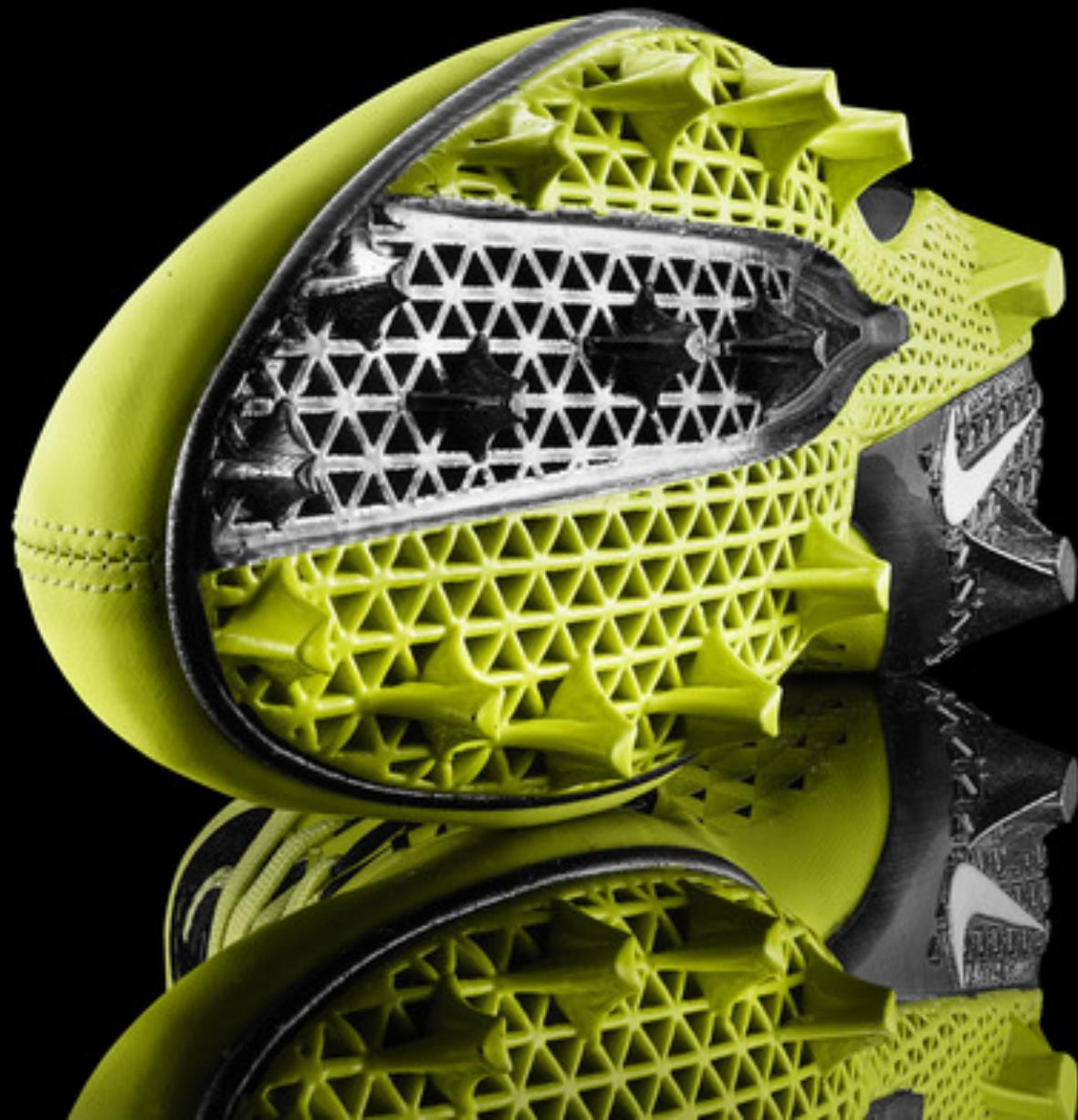


MakerBot
INDUSTRIE

Thing-O-Matic

MakerBot

Automated Build Platform

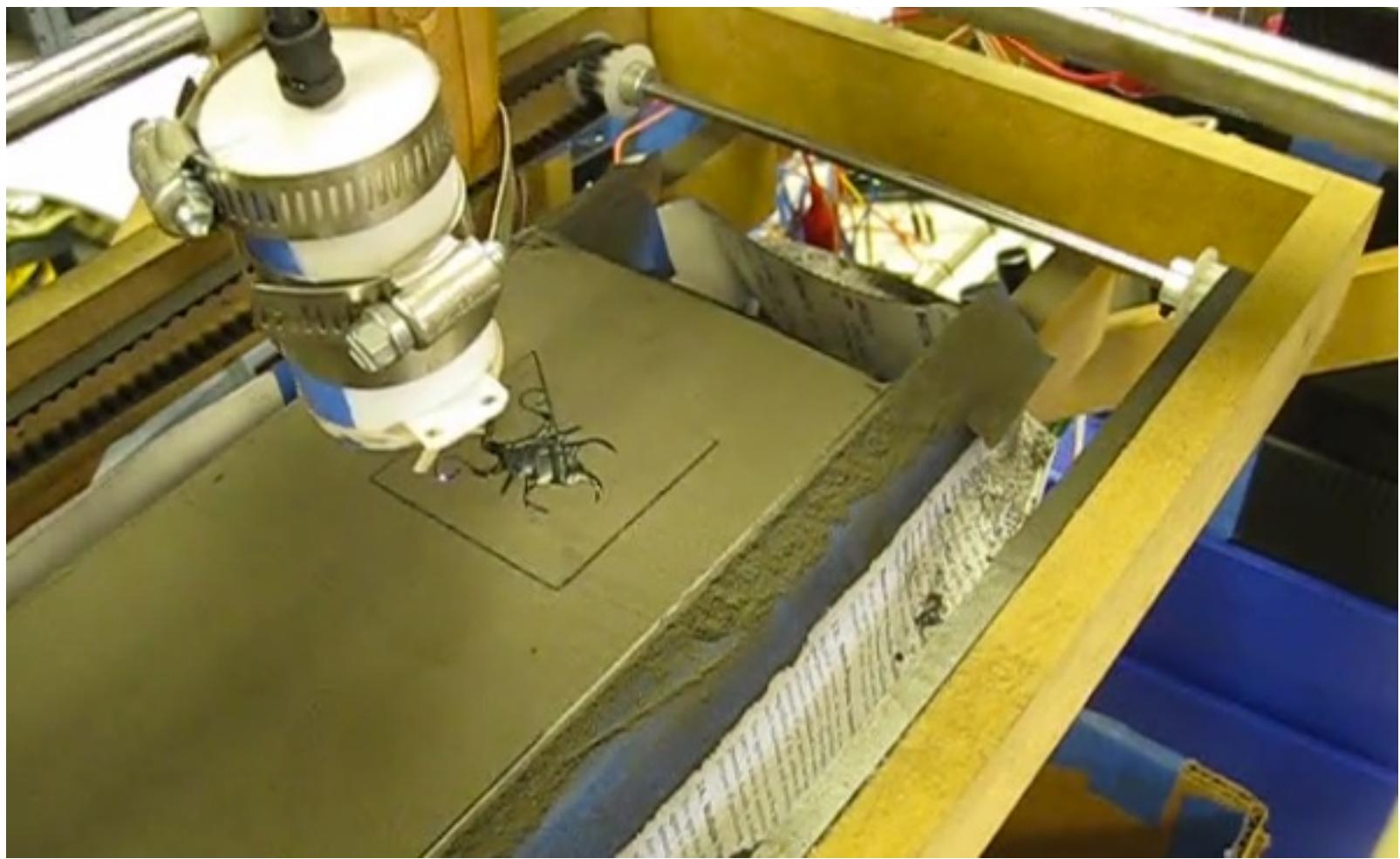




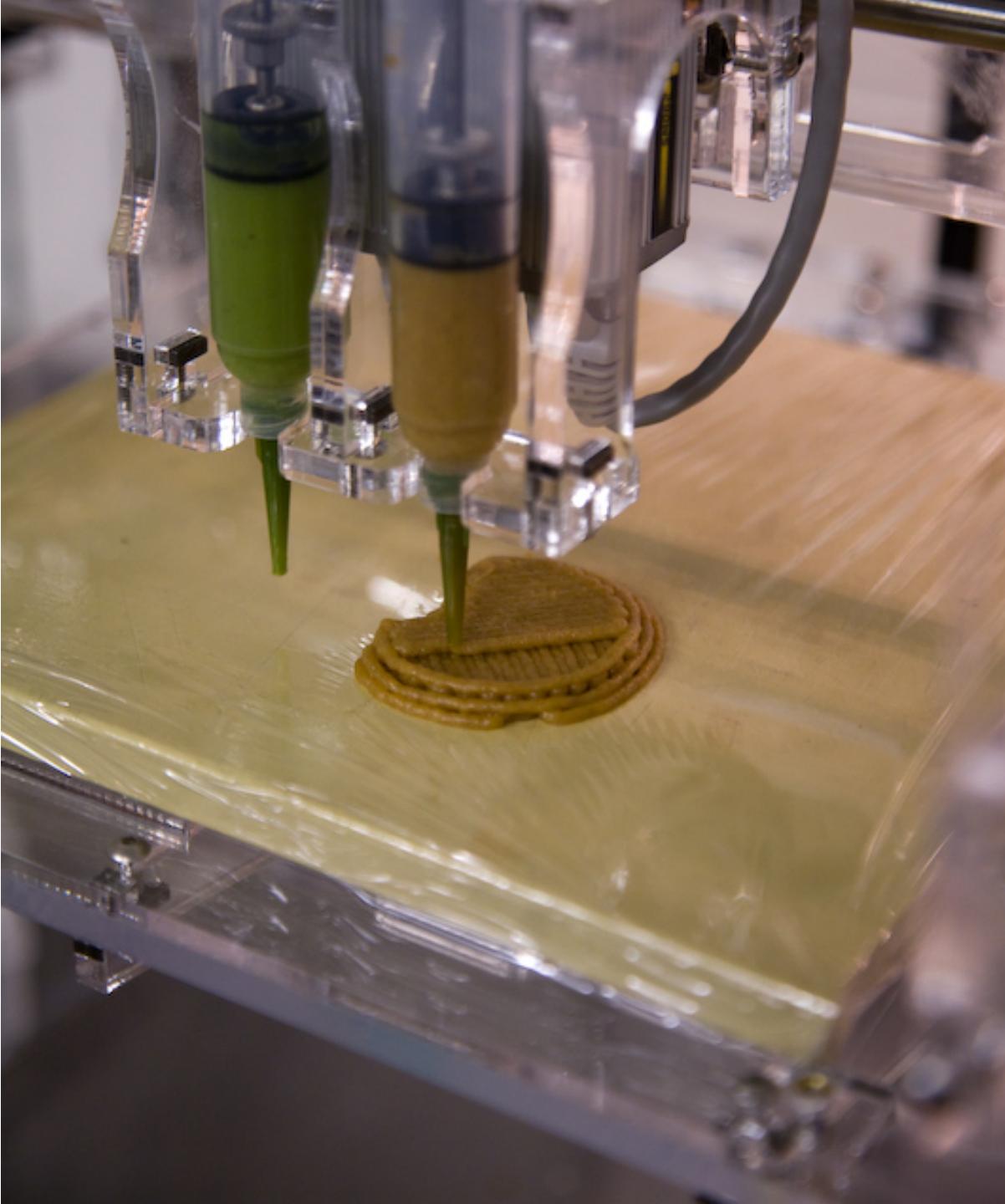


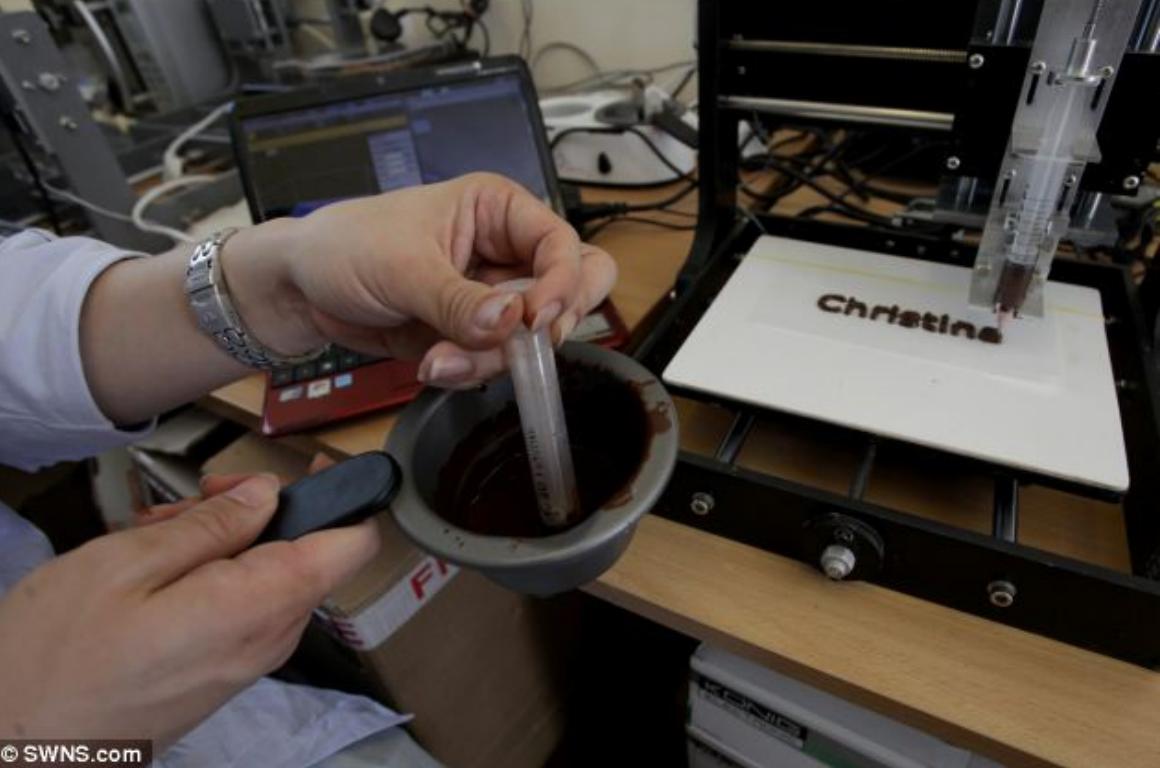
Iris van Herpen and
Jolan van der Wiel



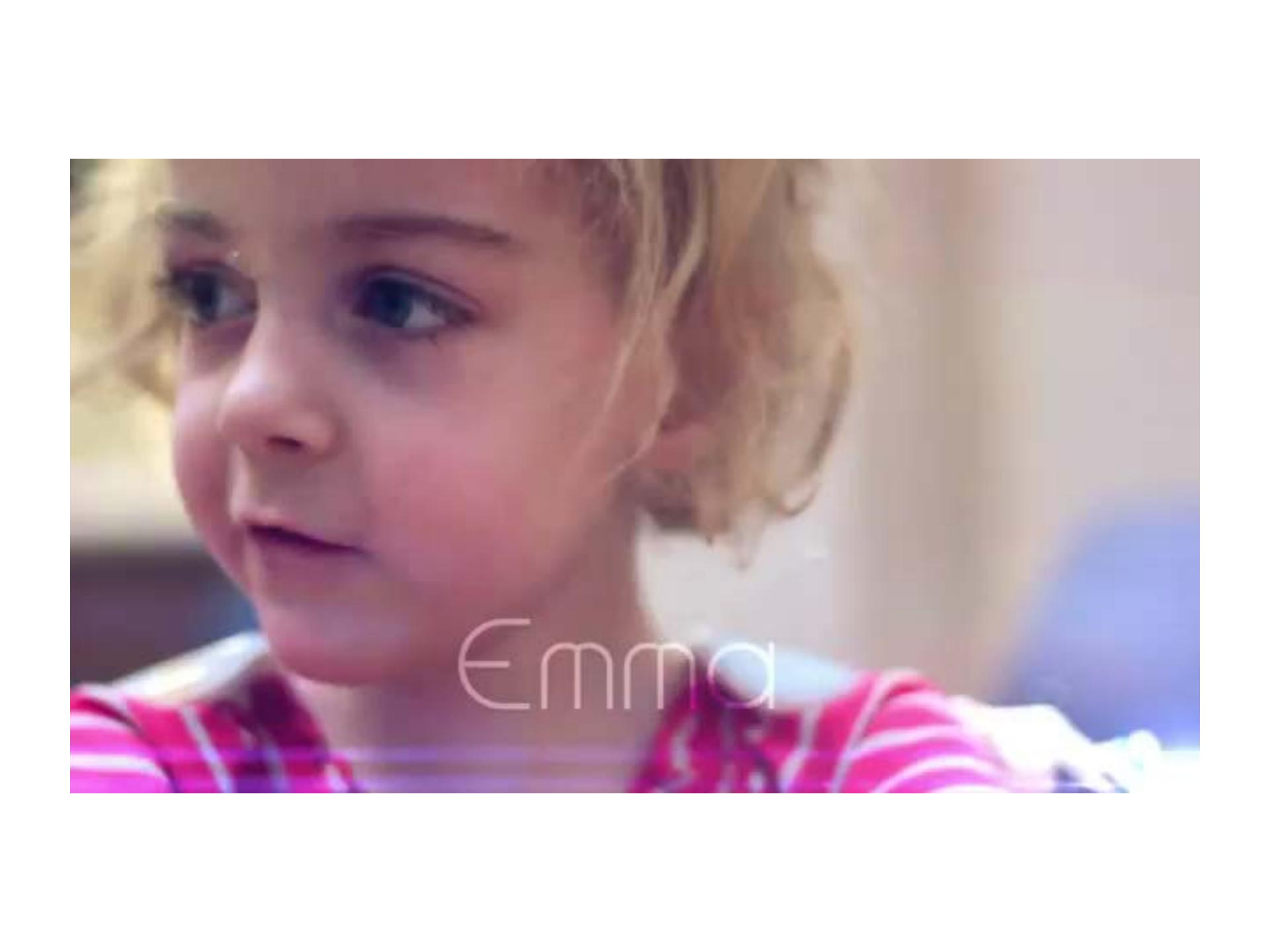






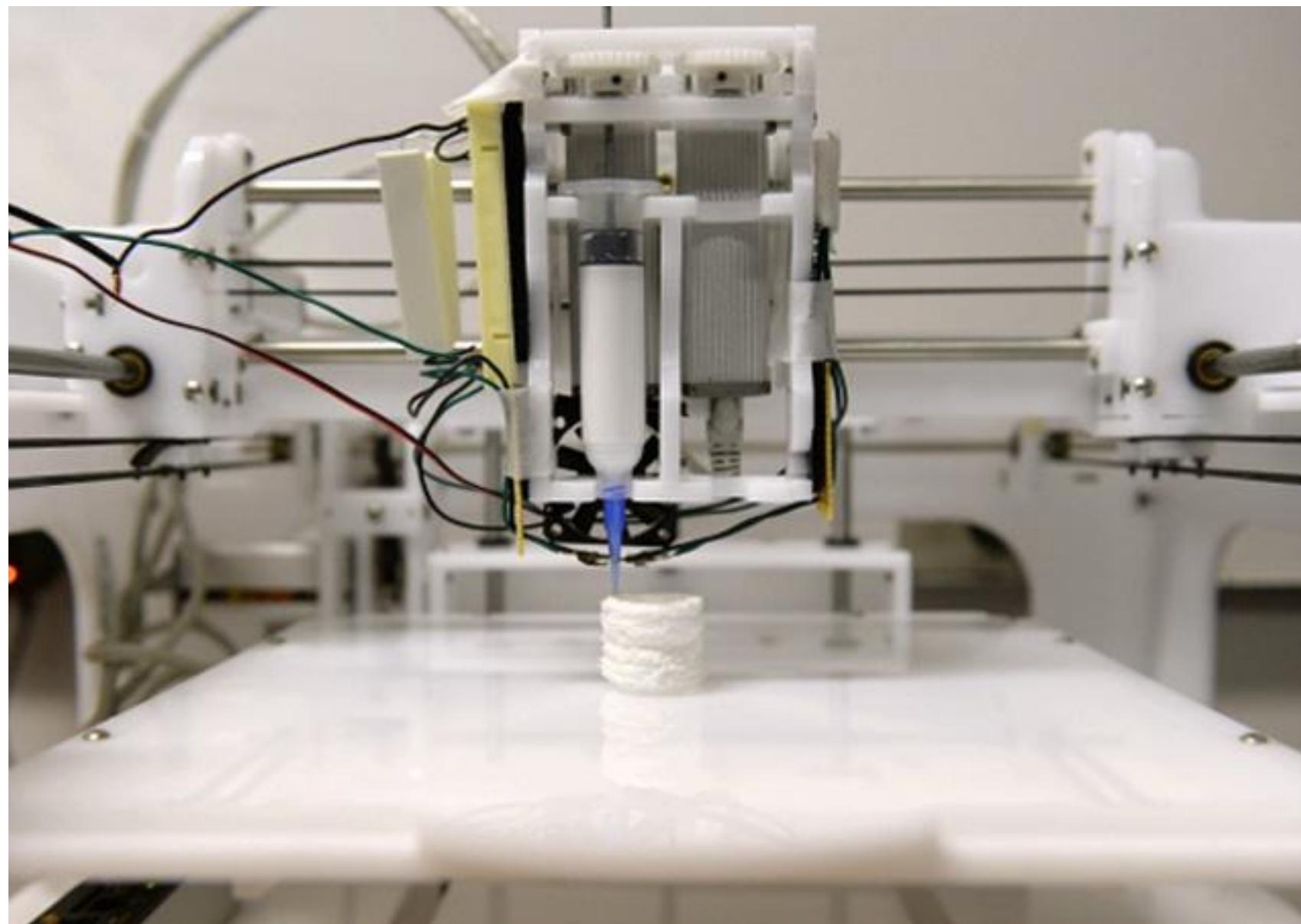






Emma



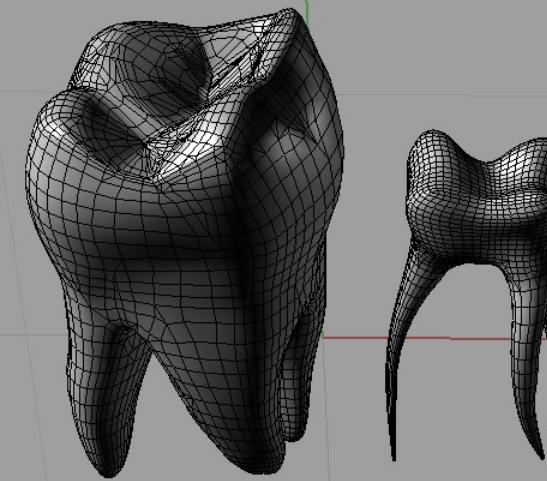


Click and drag to pan (Down Left Right Up In Out):

Command:



Perspective



A small icon showing the three-dimensional Cartesian coordinate system (X, Y, Z).

CPlane x -0.294 y 0.302 z 0.000

Default

Snap Ortho Planar Osnap Record History



4:54 PM

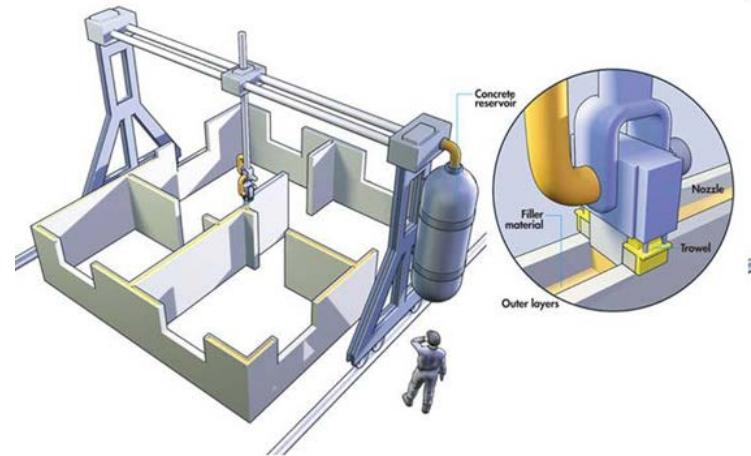
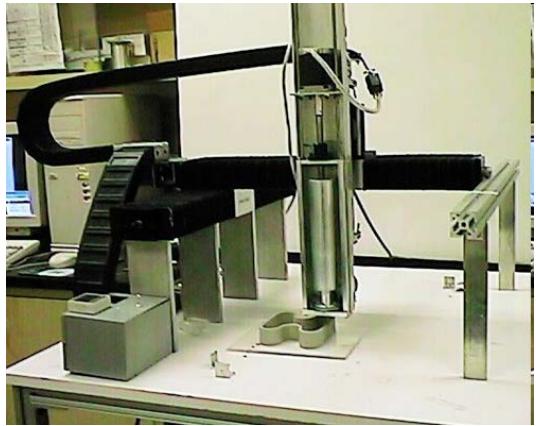
5/13/2013



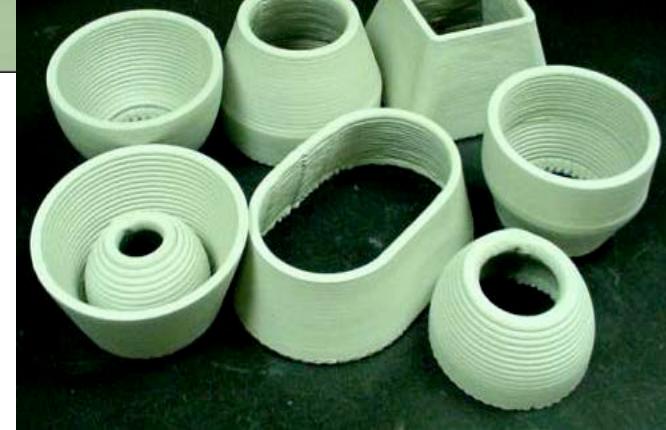
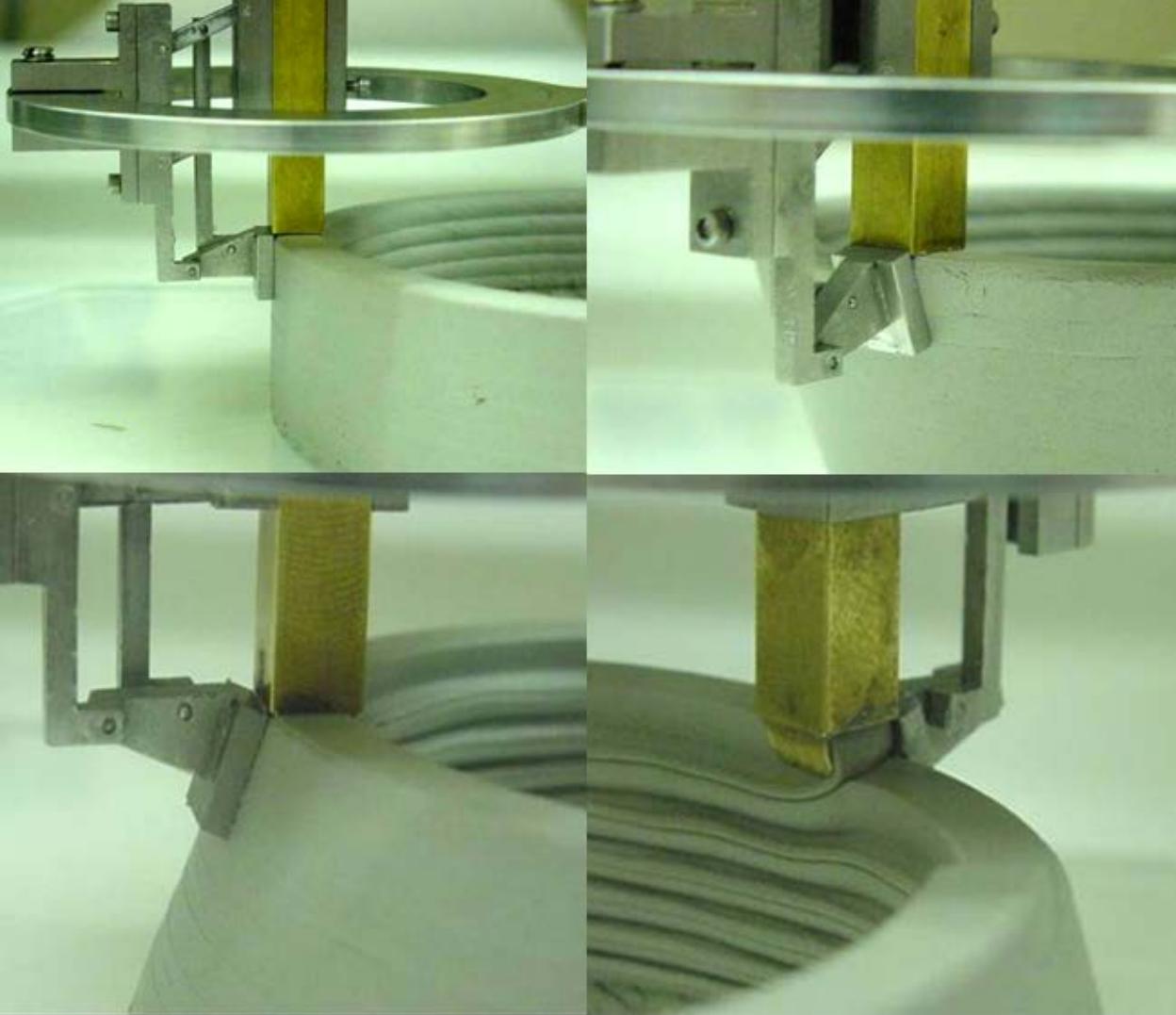
CEREC 3







Contour Crafting_ Behrokh Khoshnevis

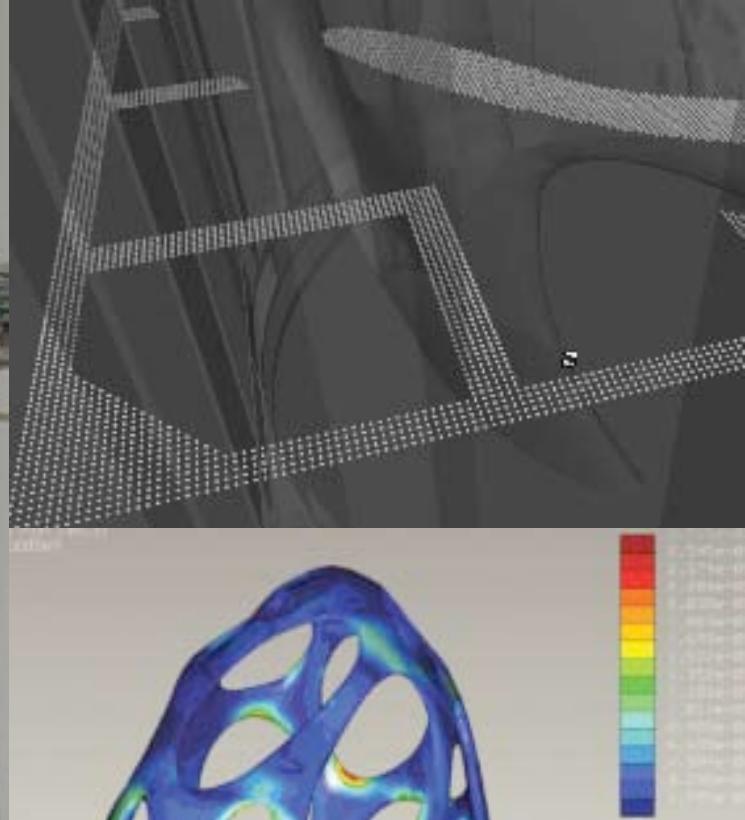


Presenta
tion
Contour
Crafting
Construc
tion_Appl
ication.p

Video
[cchou](#)
[se_lar](#)
[ge.wm](#)



D-Shape_Monolite Uk Ltd_ Enrico Dini



D-Shape_Monolite Uk Ltd_ Enrico Dini



Overall plant dimensions: 7.5 x 7.5 m

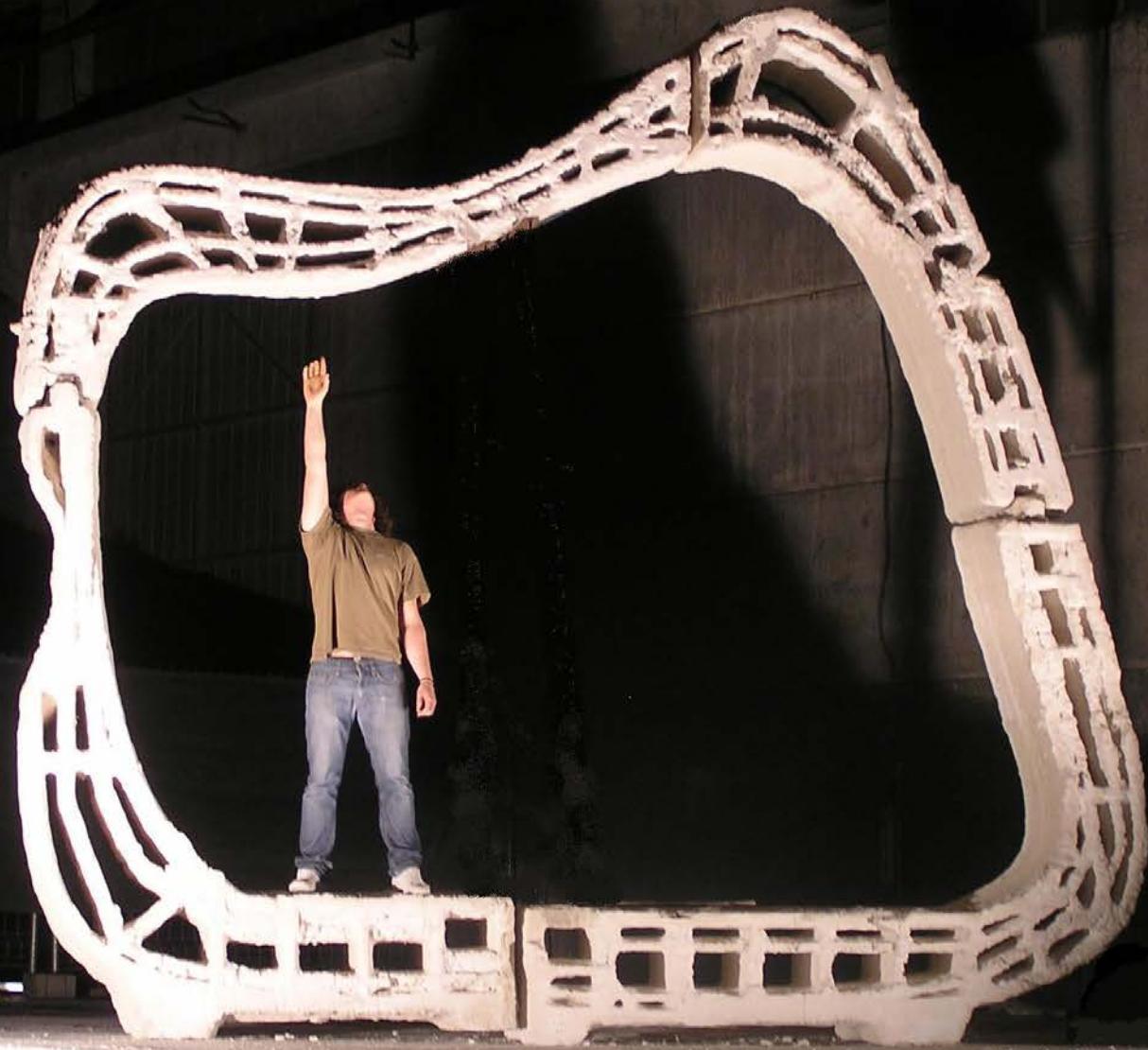
Height: 3-6-9-12-18 metres

**Maximum areas of printing
(including the shell) : 6 x 6 m**

Number of nozzles: 300 at 20 mm
interaxis

Nozzle intervention time: 10-15 msec

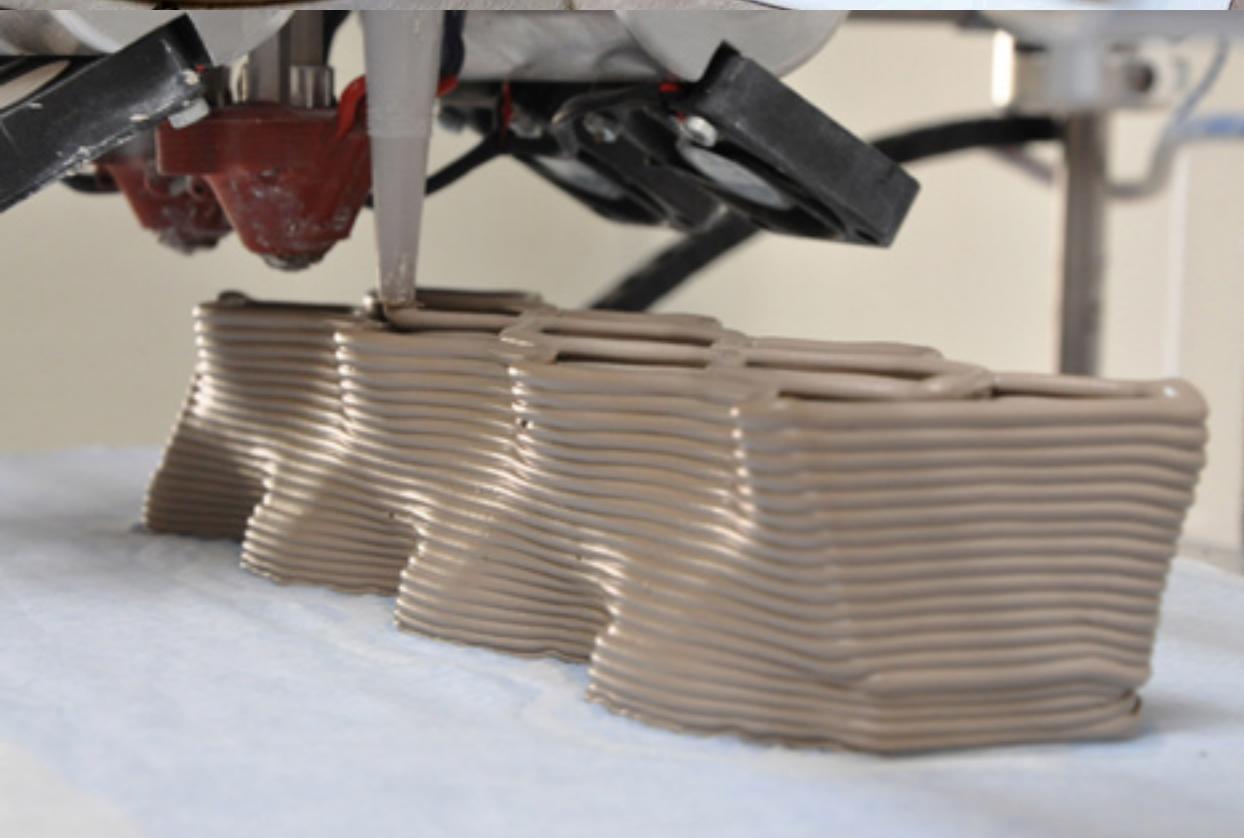
Command and Control: by PC-PLC
Siemens operating via Profibus
communication protocol







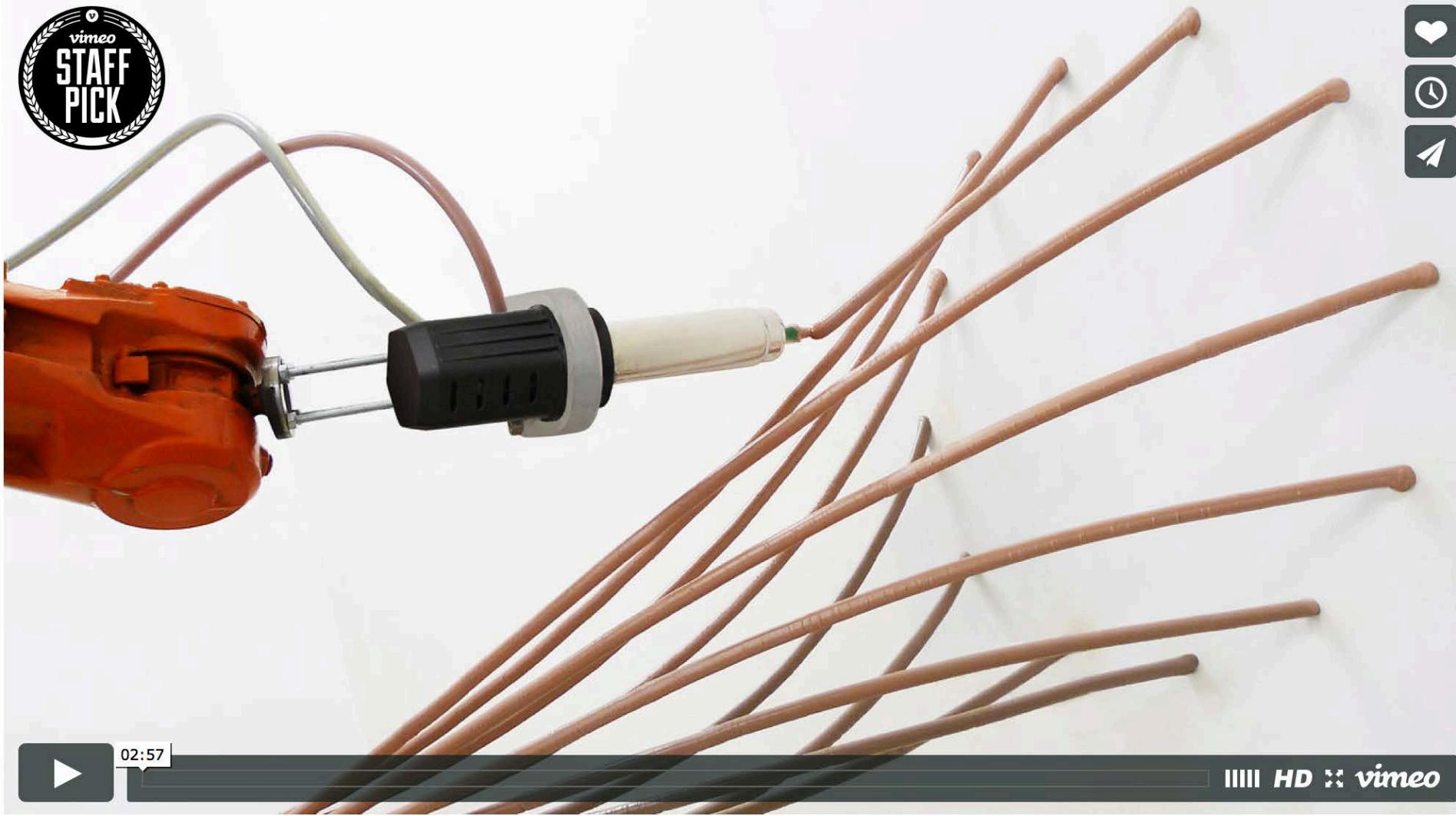




DLW | DESIGN
LAB
WORKSHOP



<https://vimeo.com/16708764>



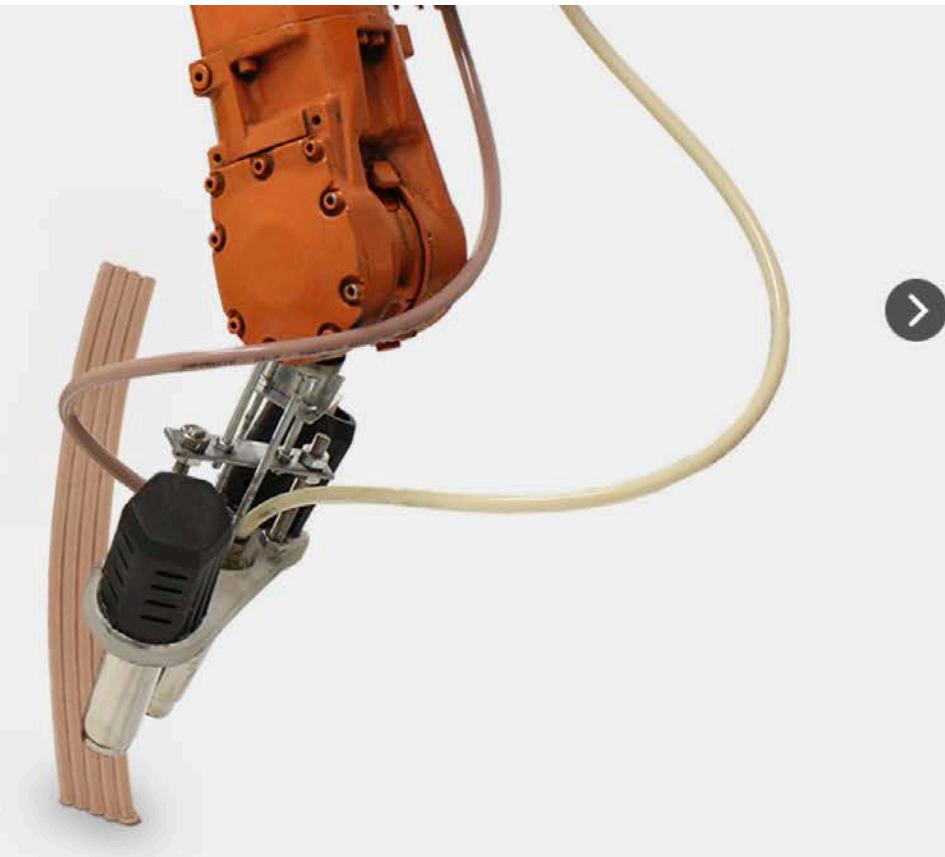
02:57

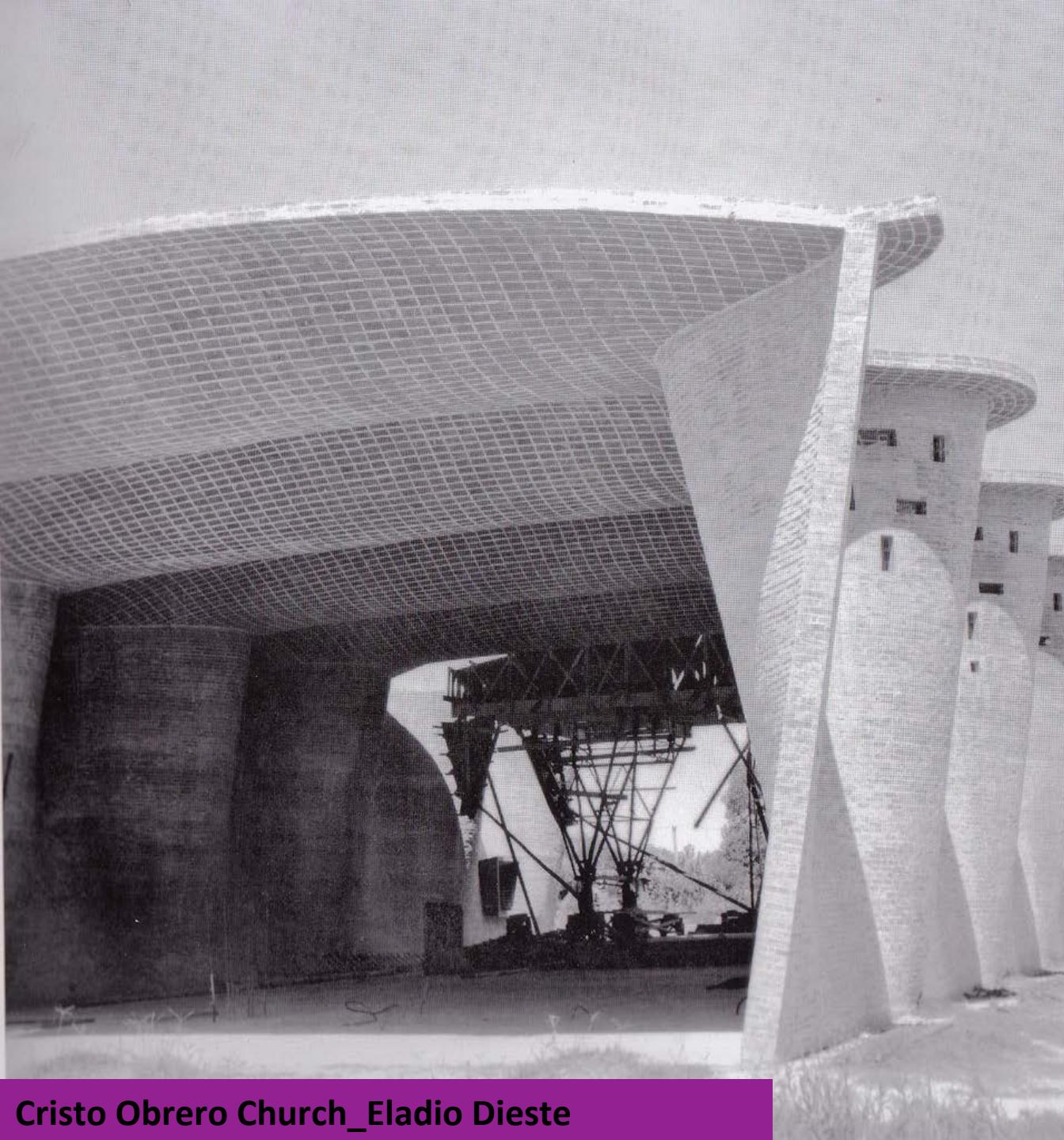


||||| HD vimeo

< 3D CURVES INSTEAD OF 2D LAYERS >

Surfaces and objects can be formed by combined 3D curves instead of successive 2D layers allowing more control over the fabrication process.





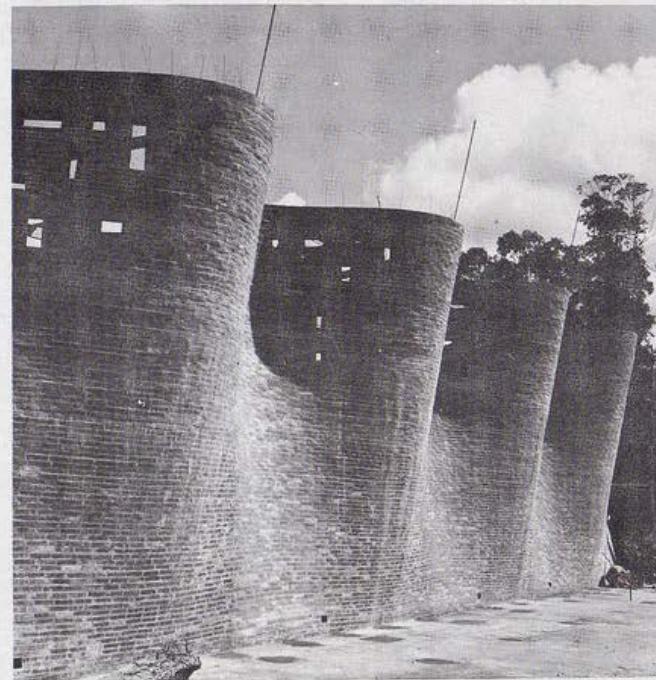
Cristo Obrero Church_Eladio Dieste



Cristo Obrero Church_Eladio Dieste



FIG. 8 Obreros trabajando en la construcción de la iglesia.
FIG. 13 Las paredes de la iglesia en el momento de su construcción.





06.27.08

Disney • PIXAR

Love the Robots

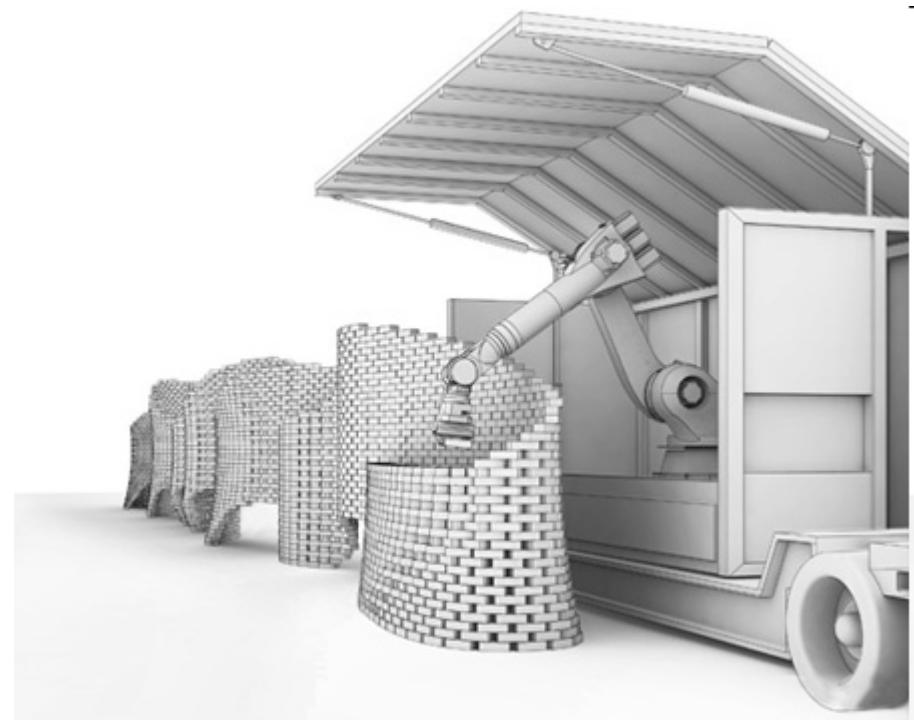


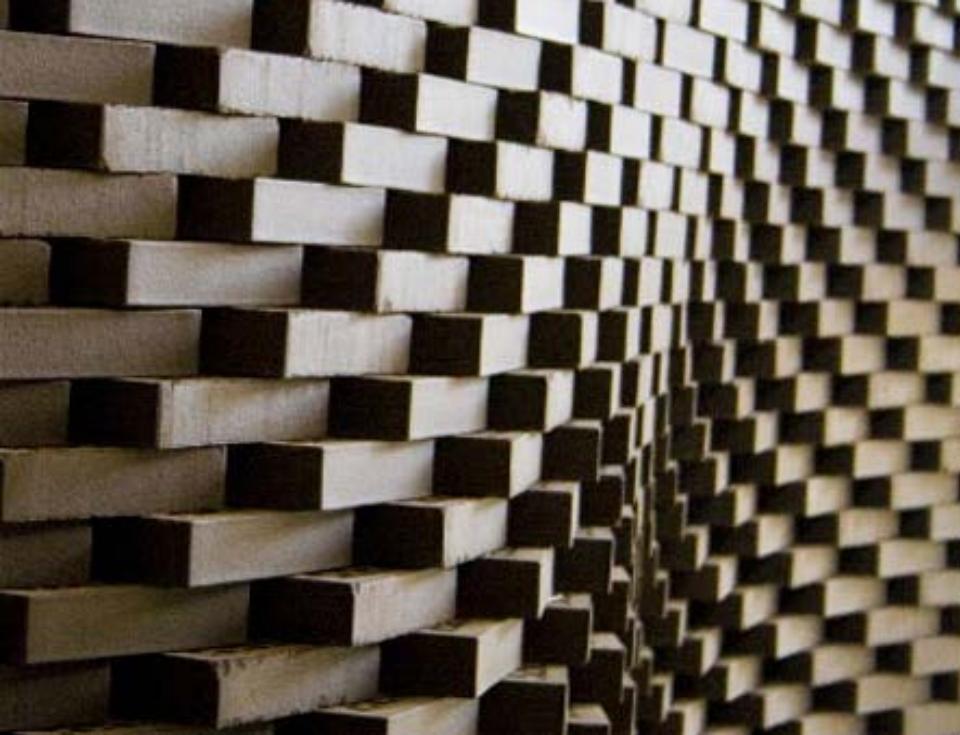
Pike Loop_Gramazio/Kohler



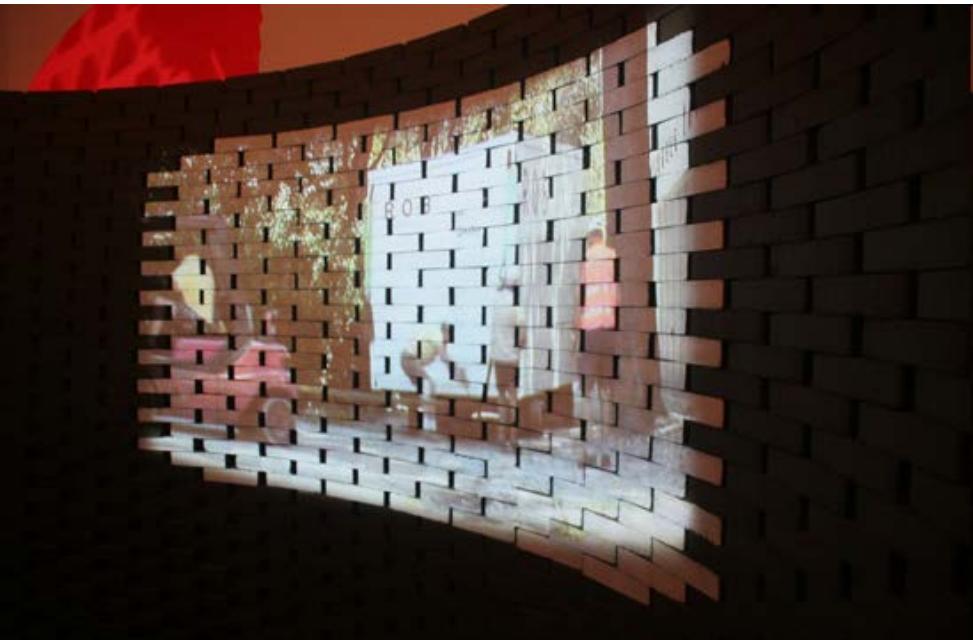
[video](#)

Pike Loop_Gramazio/Kohler





Structural Oscillations, 2008 Venice biennial.
_Gramazio/Kohler



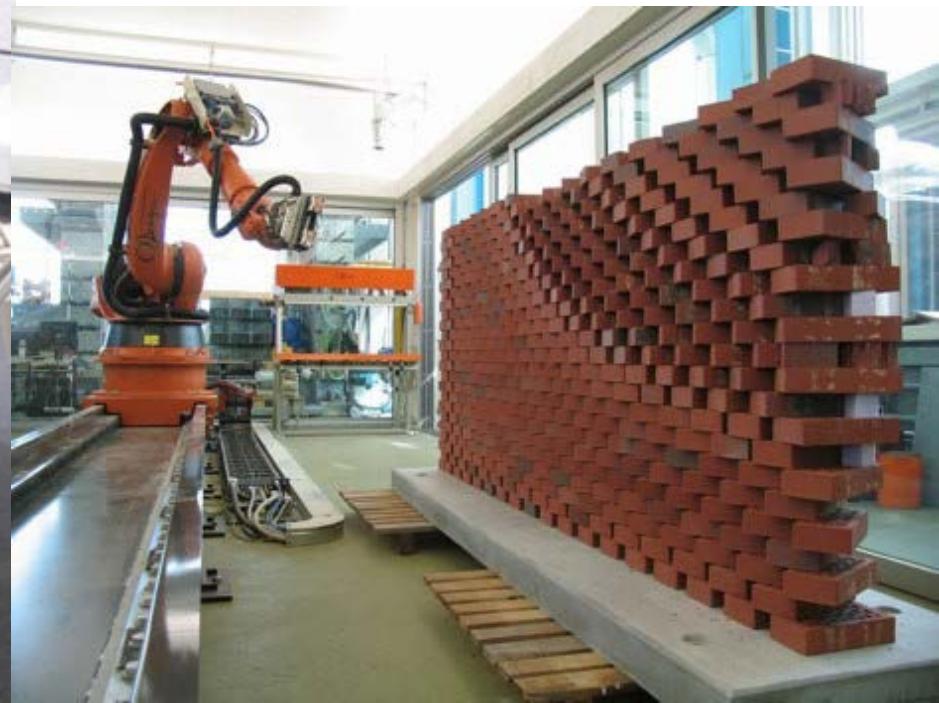
Structural Oscillations, 2008 Venice biennial.
_Gramazio/Kohler



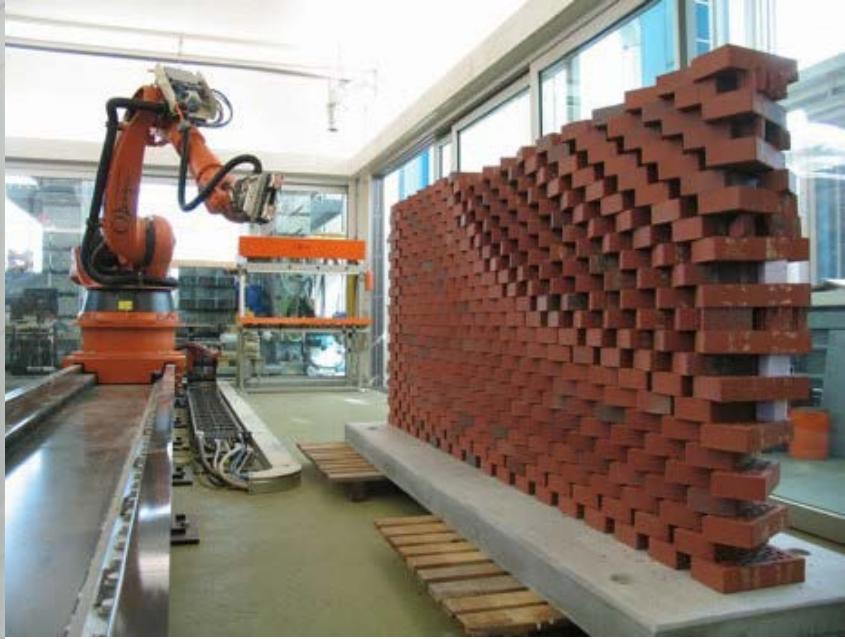
The Programmed Column 2 _Gramazio/Kohler,
ETH, 2010



The Programmed Column 2 _Gramazio/Kohler,
ETH, 2010



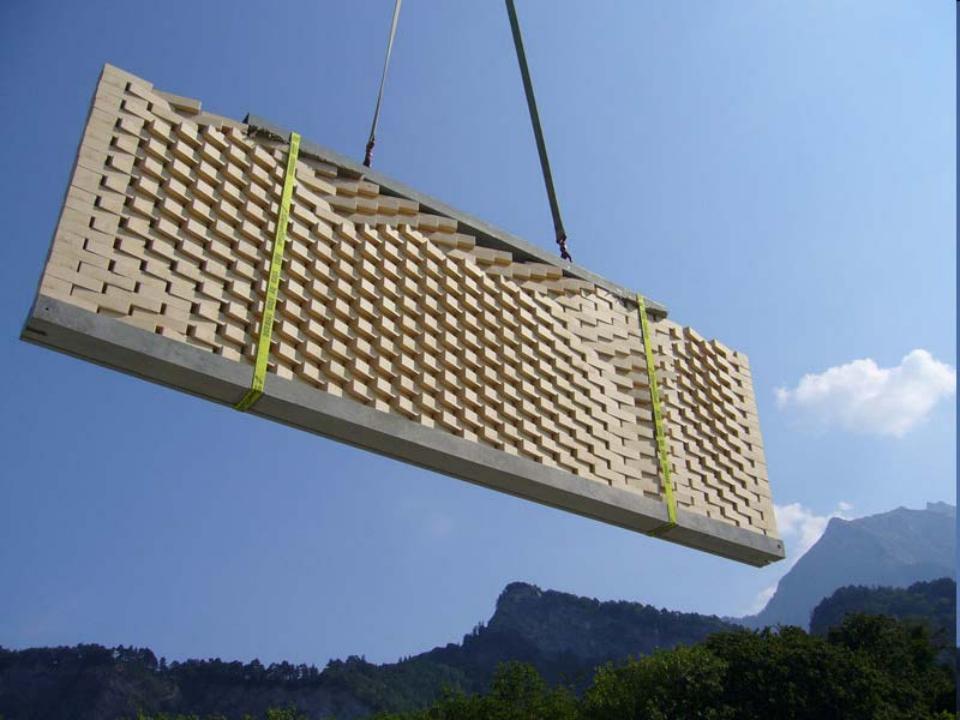
*Structural Oscillations, 2008 Venice biennial.
Gramazio/Kohler*



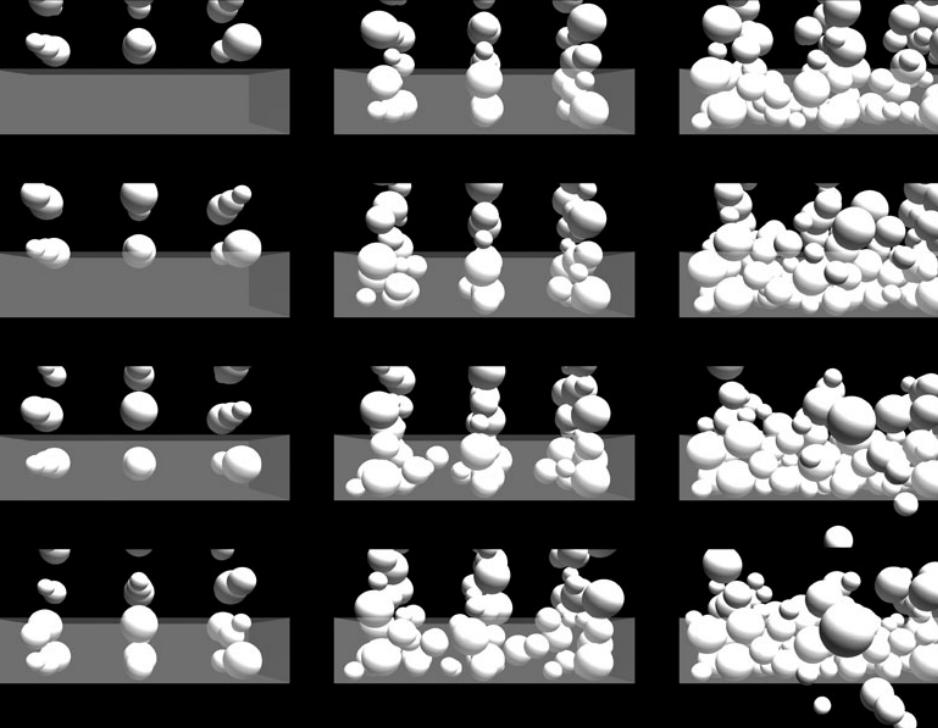
Structural Oscillations, 2008 Venice biennial.
Gramazio/Kohler



Non-Standardised Brick Façade -Gantenbein Vineyard Facade, Fläsch (Switzerland)
_Gramazio/Kohler



Non-Standardised Brick Façade -Gantenbein Vineyard Facade, Fläsch (Switzerland)
_Gramazio/Kohler

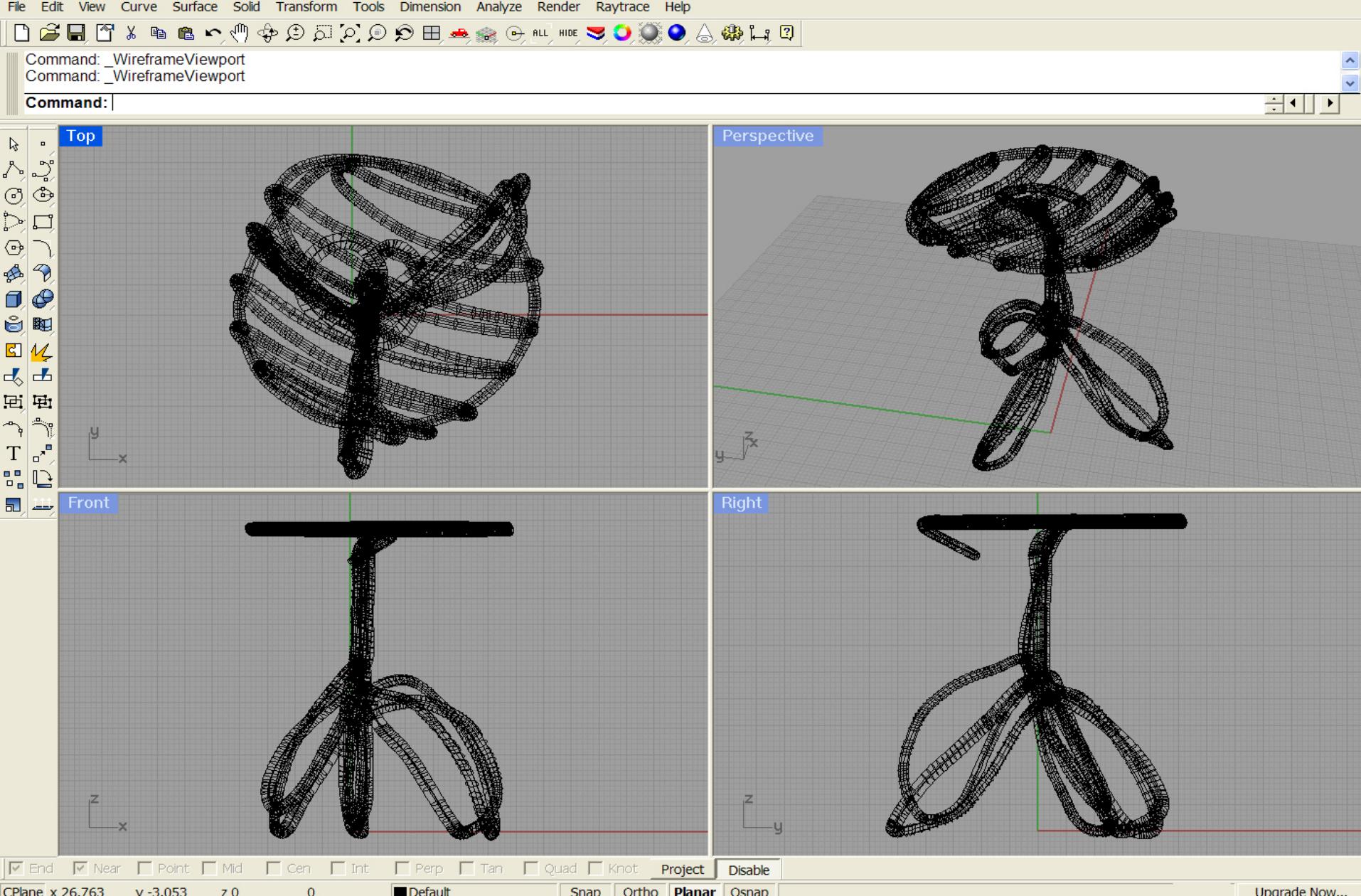


Non-Standardised Brick Façade -Gantenbein Vineyard Facade, Fläsch (Switzerland)
_Gramazio/Kohler



Sketch Furniture_FRONT

[video](#)



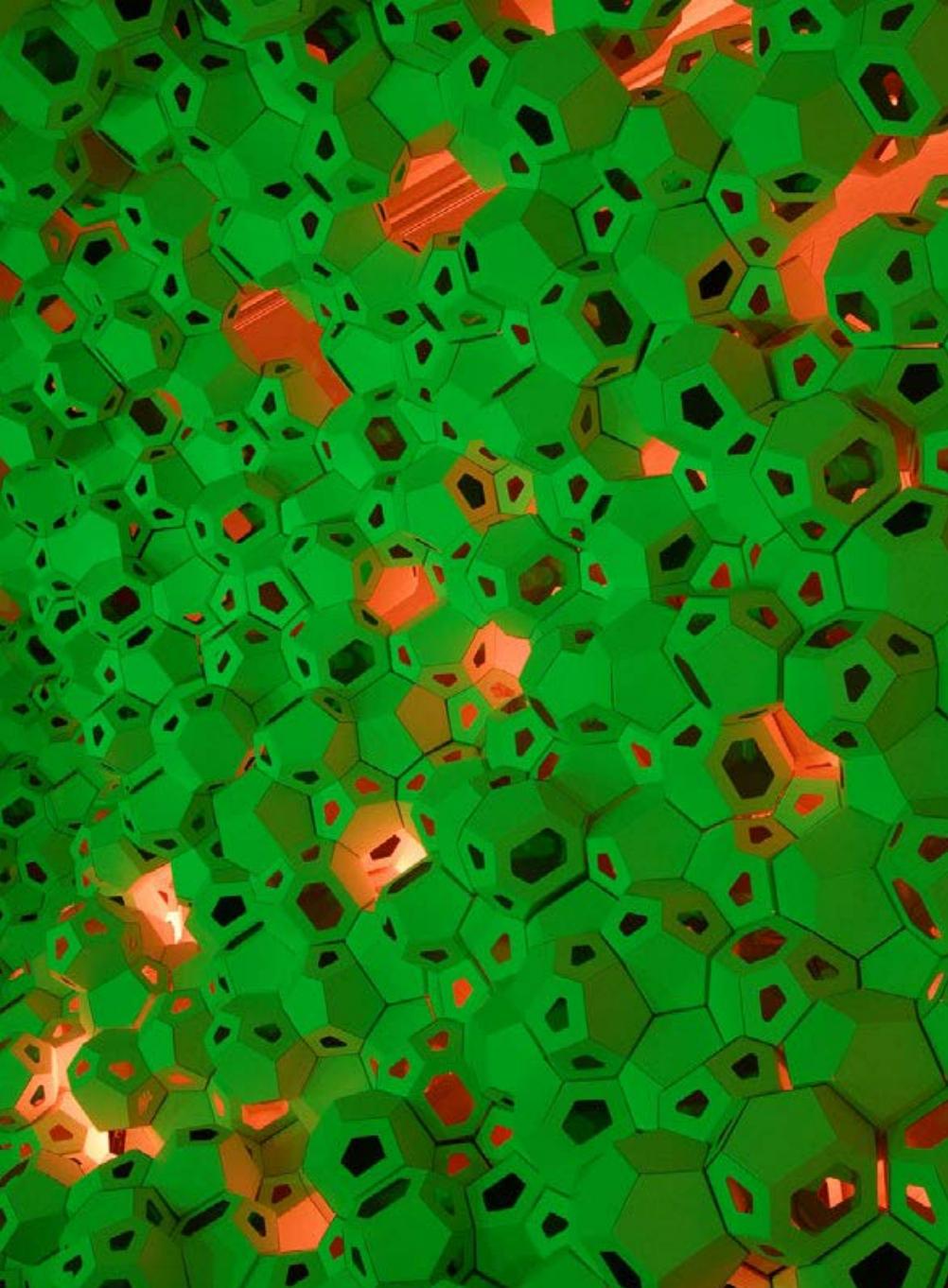
Sketch Furniture_FRONT



<http://www.youtube.com/watch?v=8zP1em1dg5k>



Digital Origami – Chris Bosse [UTS mastercalss students]



Digital Origami – Chris Bosse [UTS mastercalss students]



Digital Origami – Chris Bosse [UTS mastercalss students]



Digital Origami – Chris Bosse [UTS mastercalss students]



Voussoir Cloud – IwamotoScott, Buro Happold [L.A.]

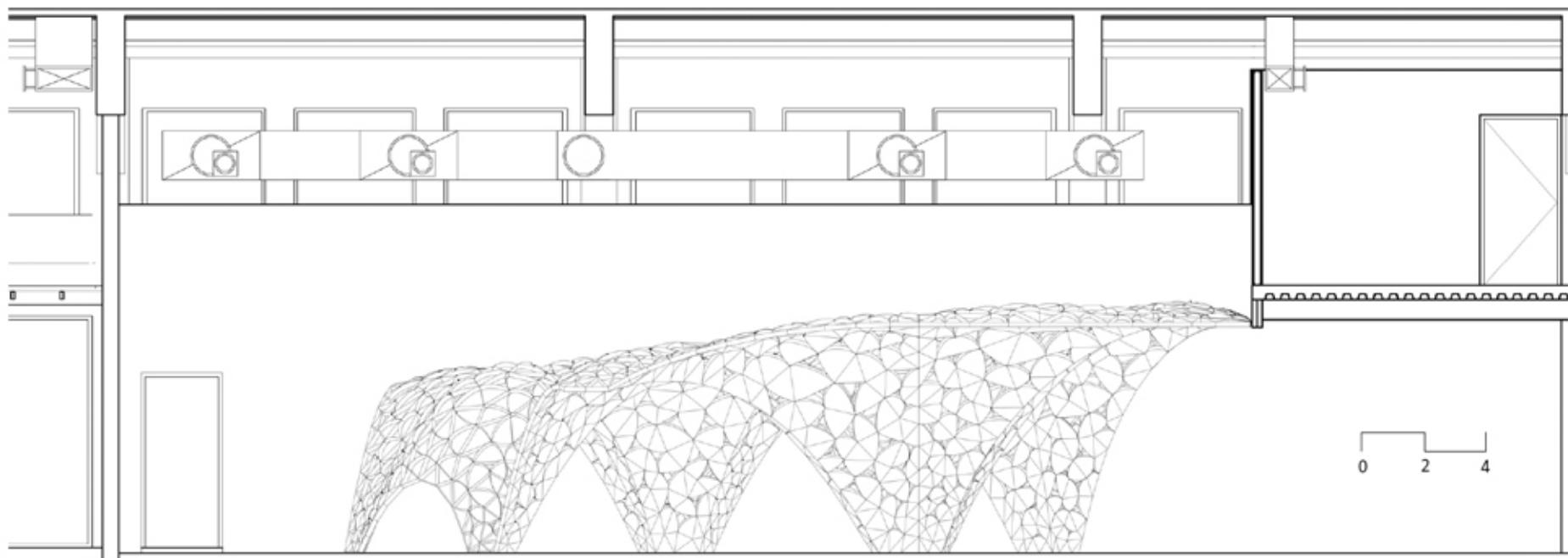


Voussoir Cloud – IwamotoScott, Buro Happold [L.A.]

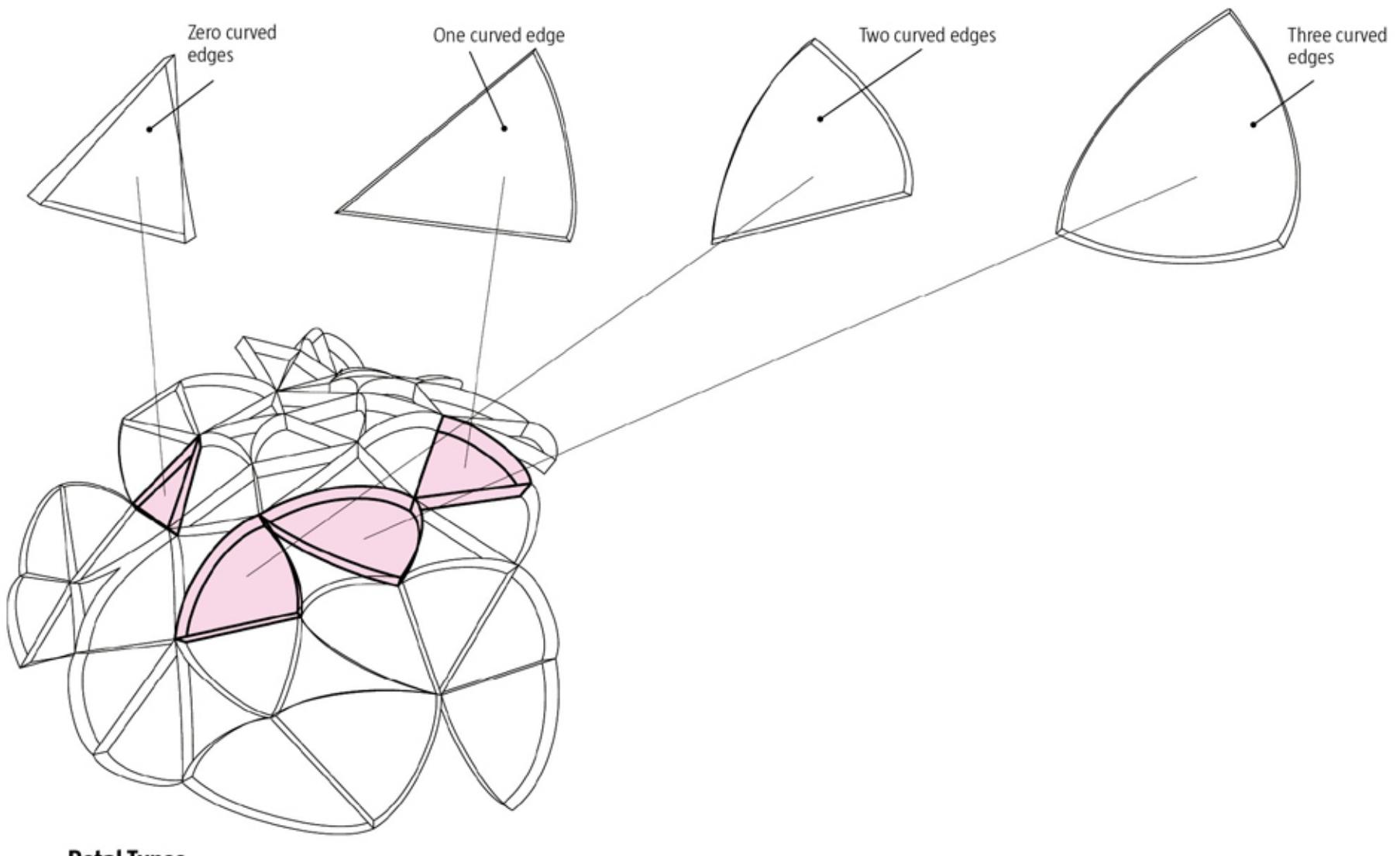


Voussoir Cloud – IwamotoScott, Buro Happold [L.A.]

Section



Voussoir Cloud – IwamotoScott, Buro Hapold [L.A.]

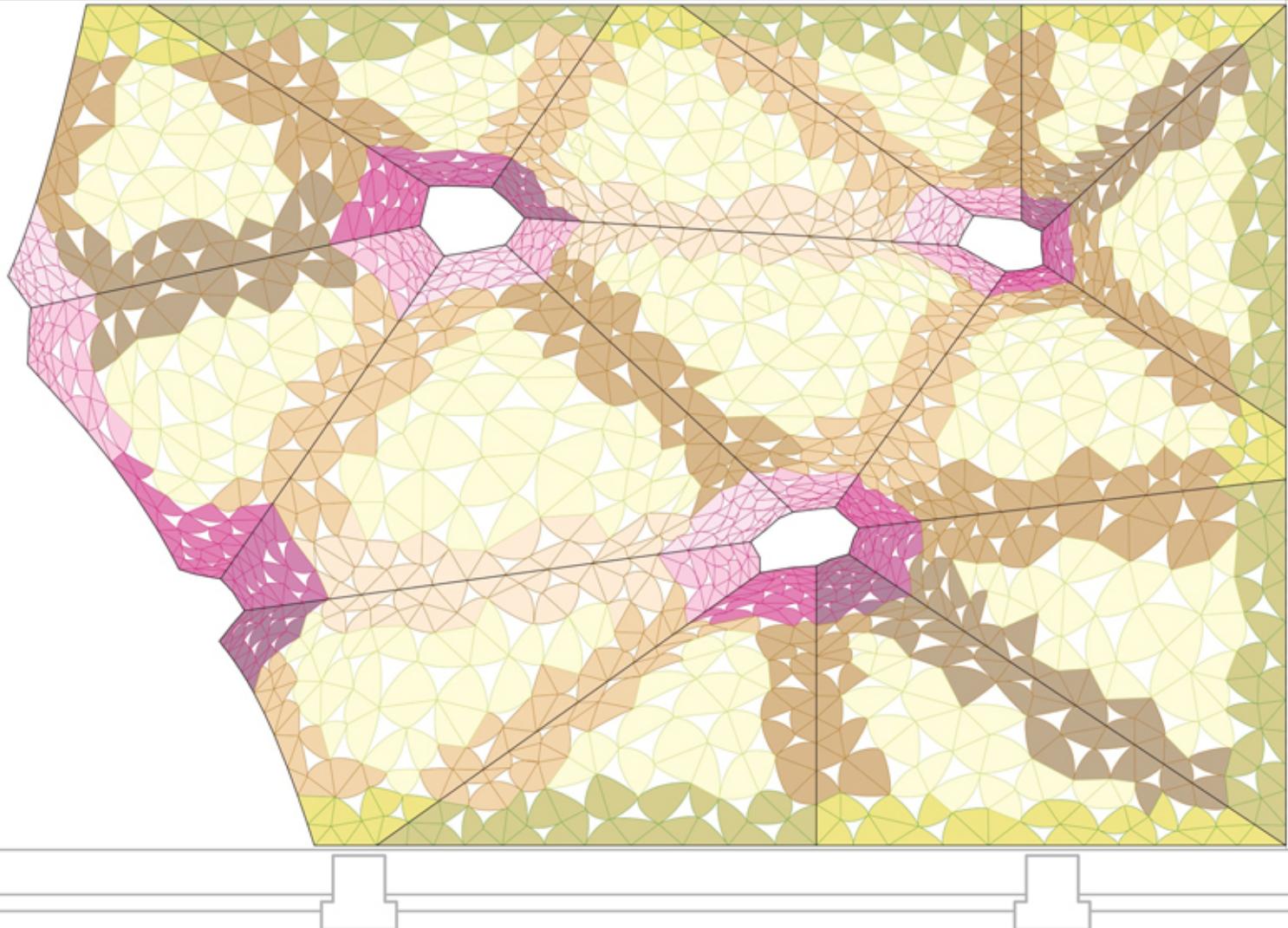




Voussoir Cloud – IwamotoScott, Buro Hapold [L.A.]



Voussoir Cloud – IwamotoScott, Buro Happold [L.A.]



Voussoir Cloud – IwamotoScott, Buro Happold [L.A.]



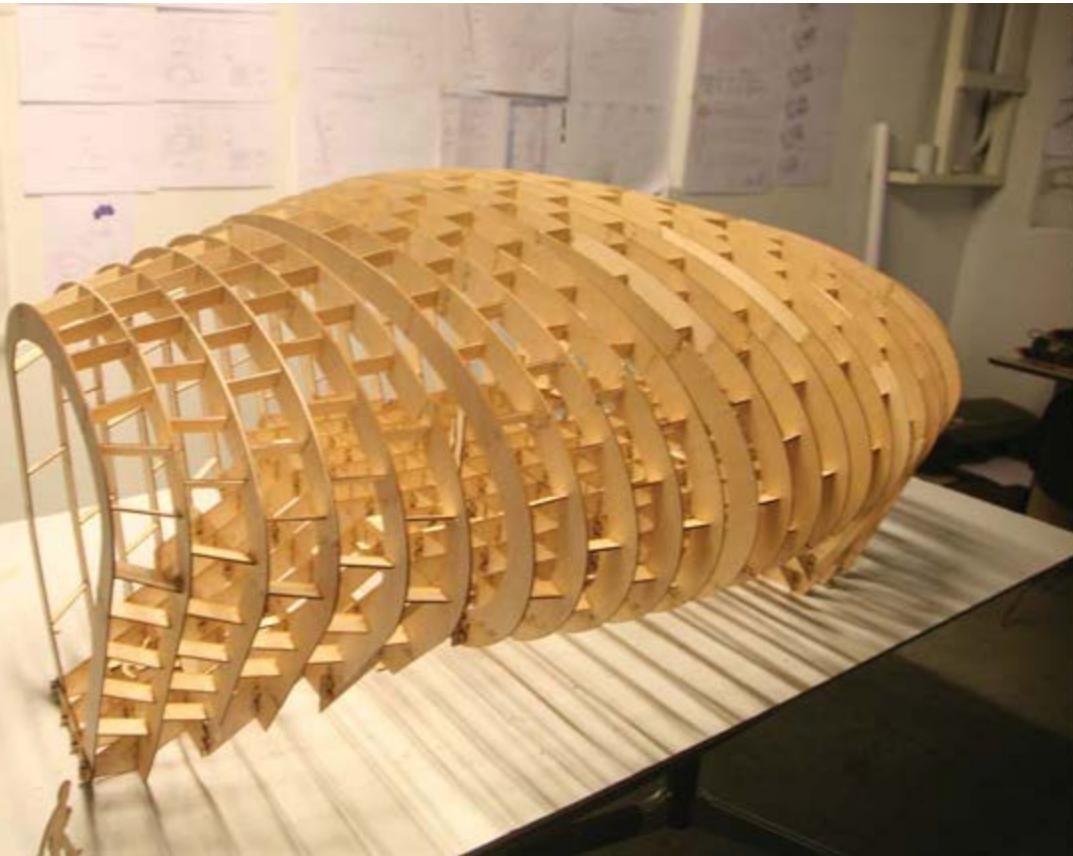
Interior view



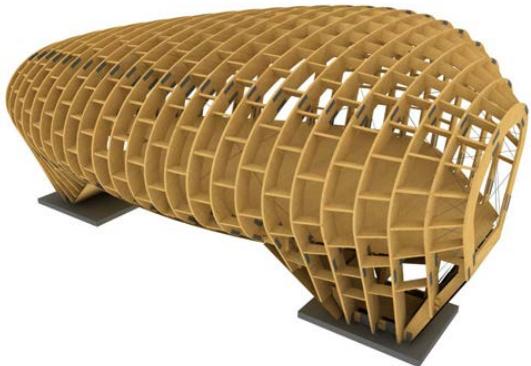
Solar House _ Iaac, 2010



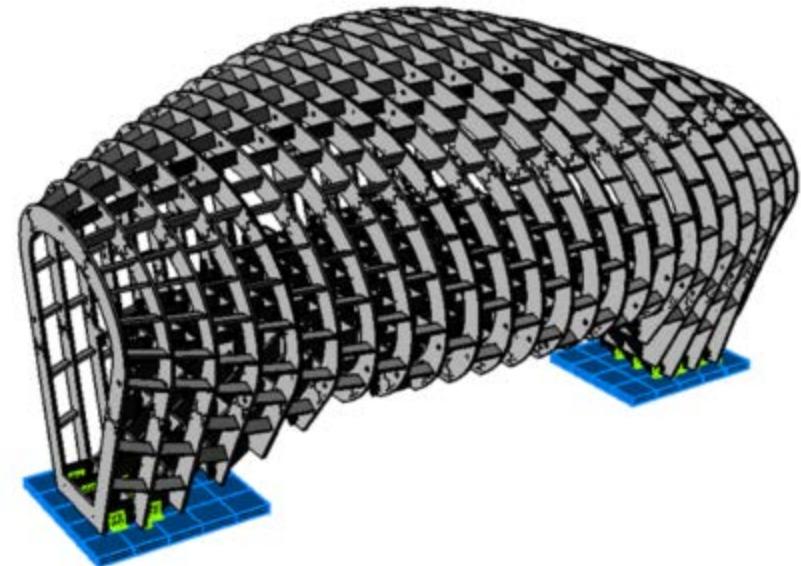
Night view



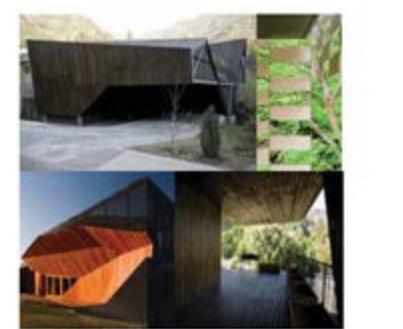
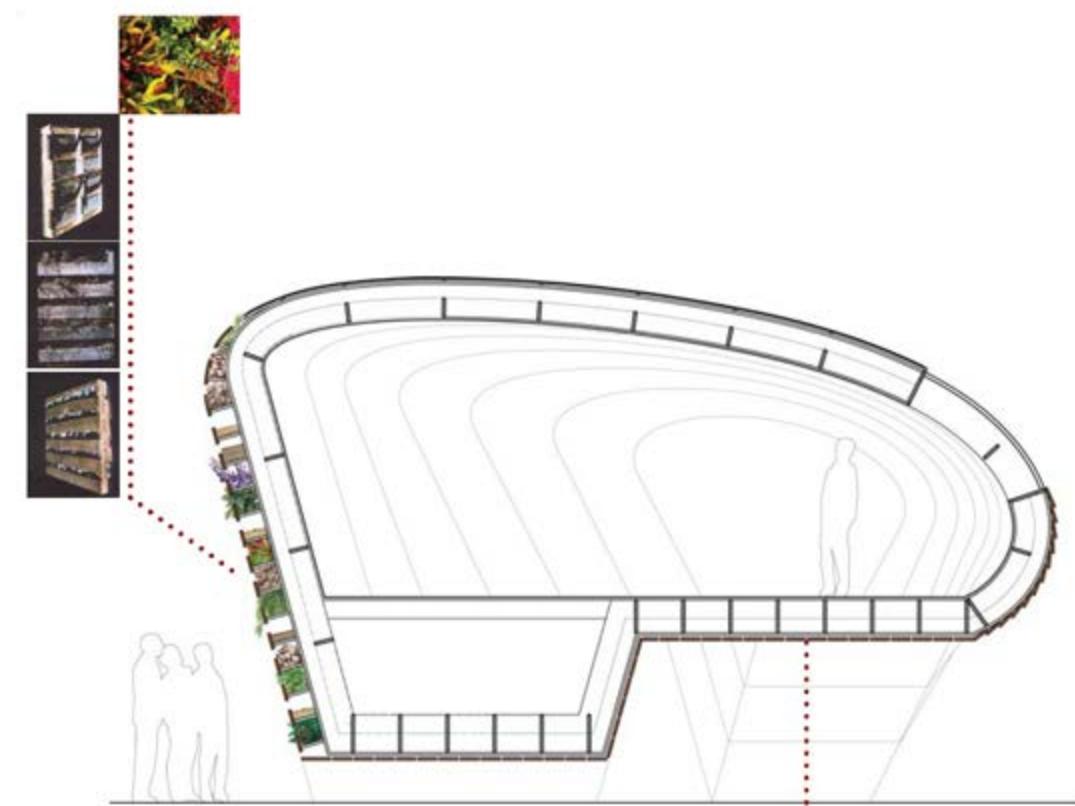
Structural model



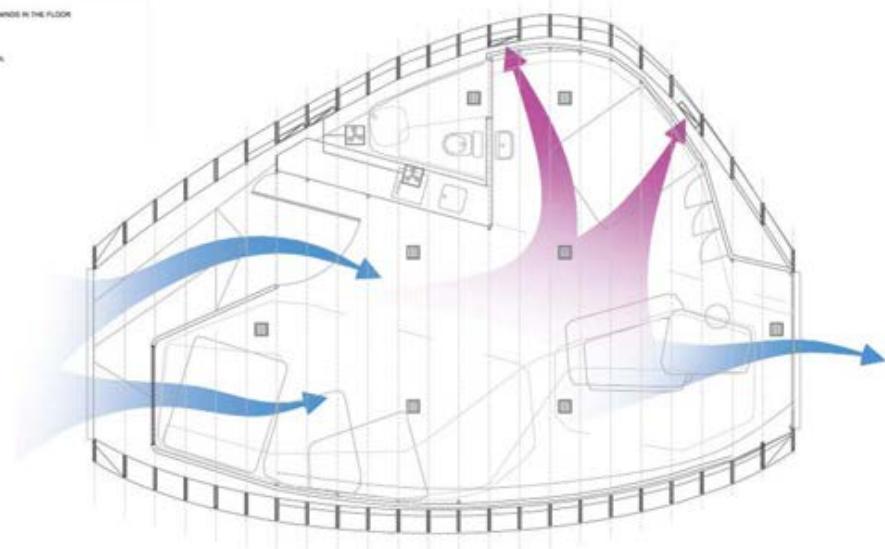
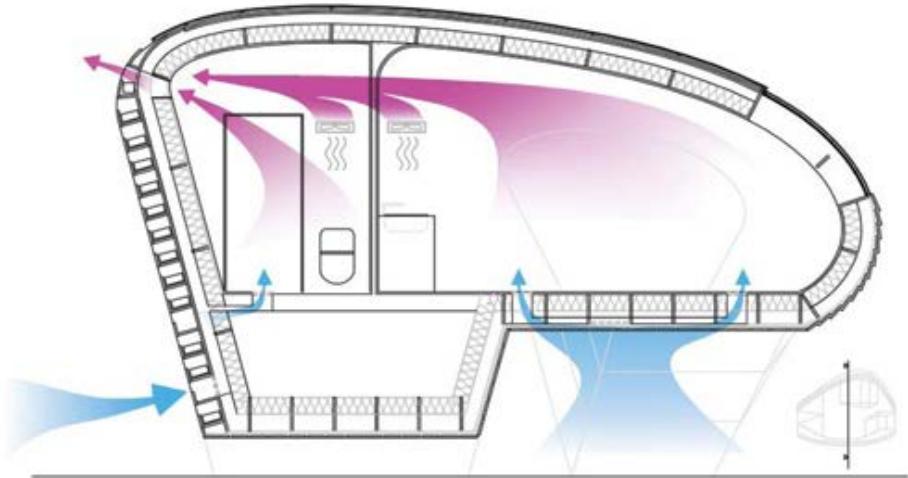
Solar House _ Iaac, 2010



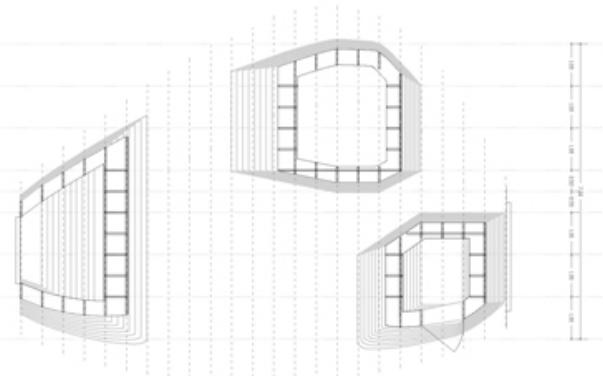
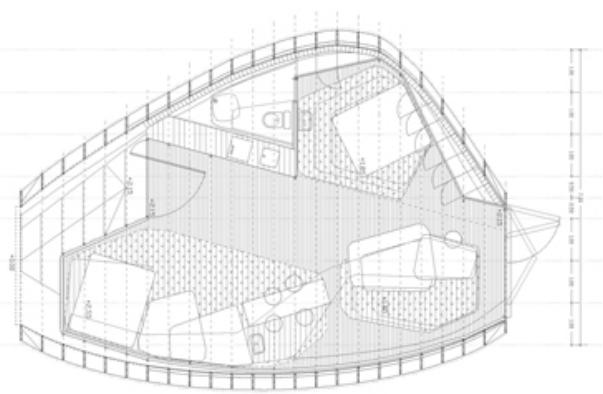
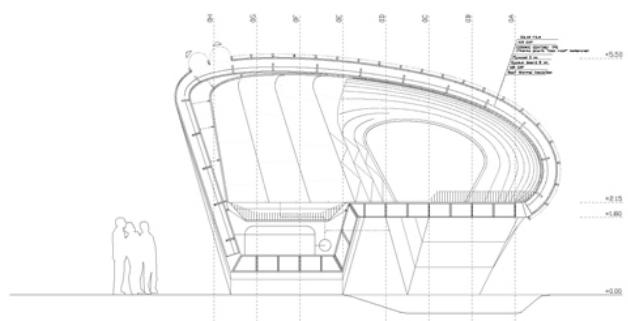
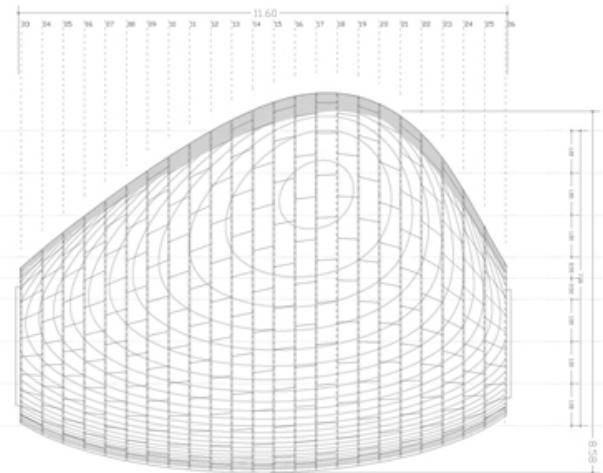
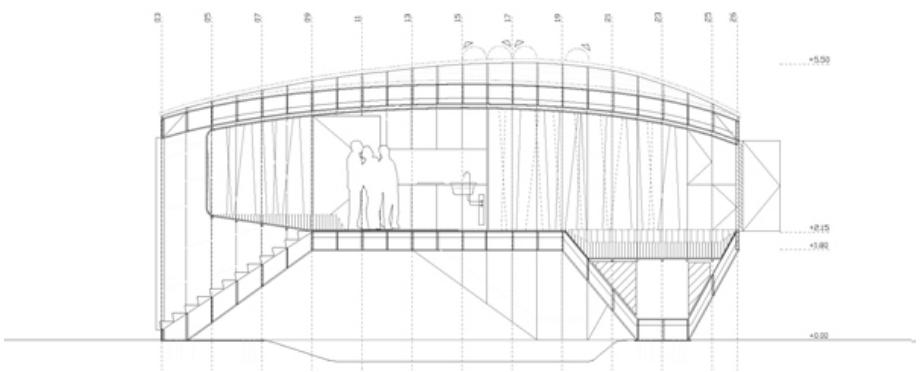
Solar House _ Iaac, 2010



Planting diagram



Ventilation Diagram



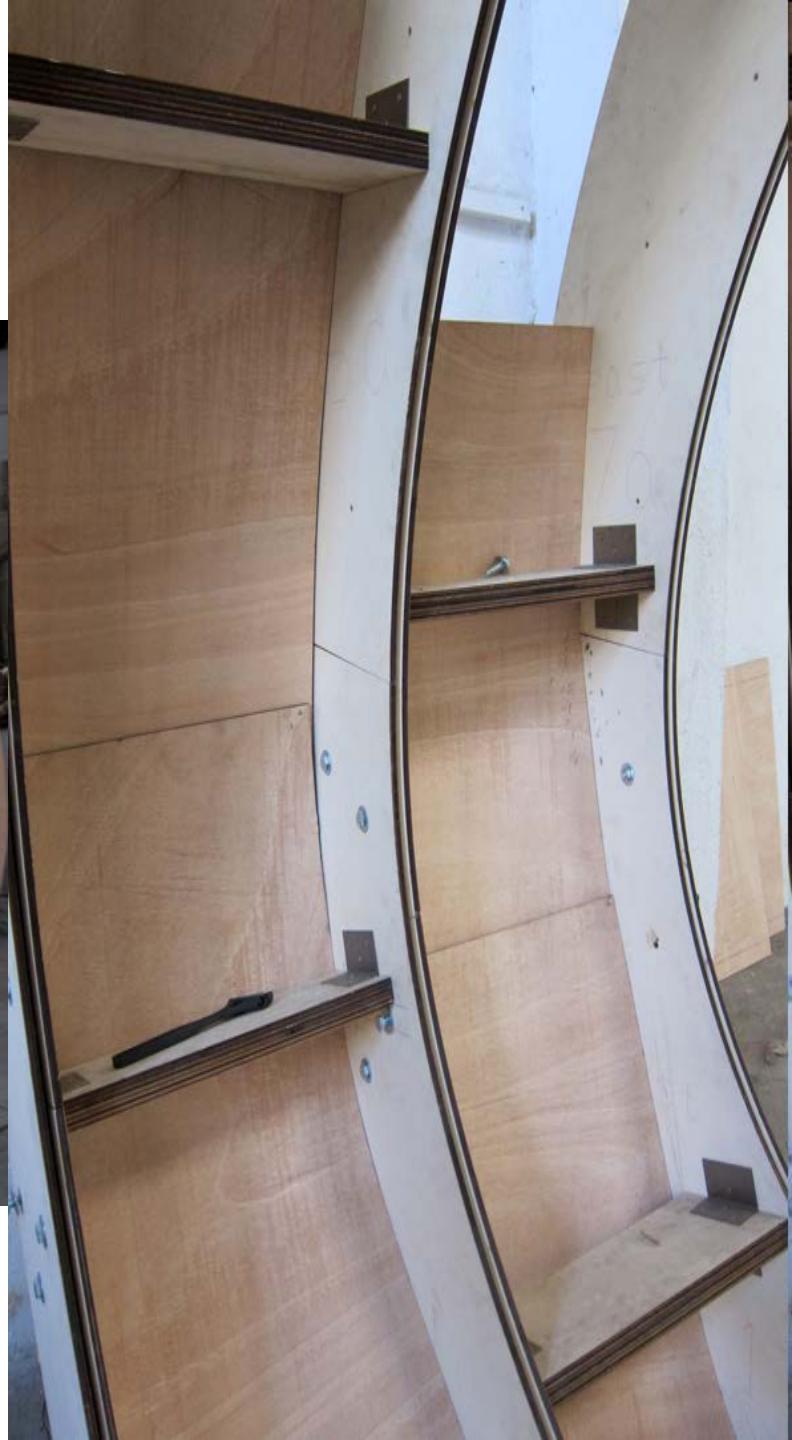
Video

<http://www.youtube.com/watch?v=G4DXC-L2ymU>

http://www.youtube.com/watch?v=1UPieAx_SdU



Mock up with curvable plywood





Solar House _ Iaac, 2010



Solar House _ Iaac, 2010



Solar House _ Iaac, 2010



Solar House _ Iaac, 2010



Solar House _ Iaac, 2010



Solar House _ Iaac, 2010



[C]space_ AADRL pavillion



[C]space_AADRL pavilion

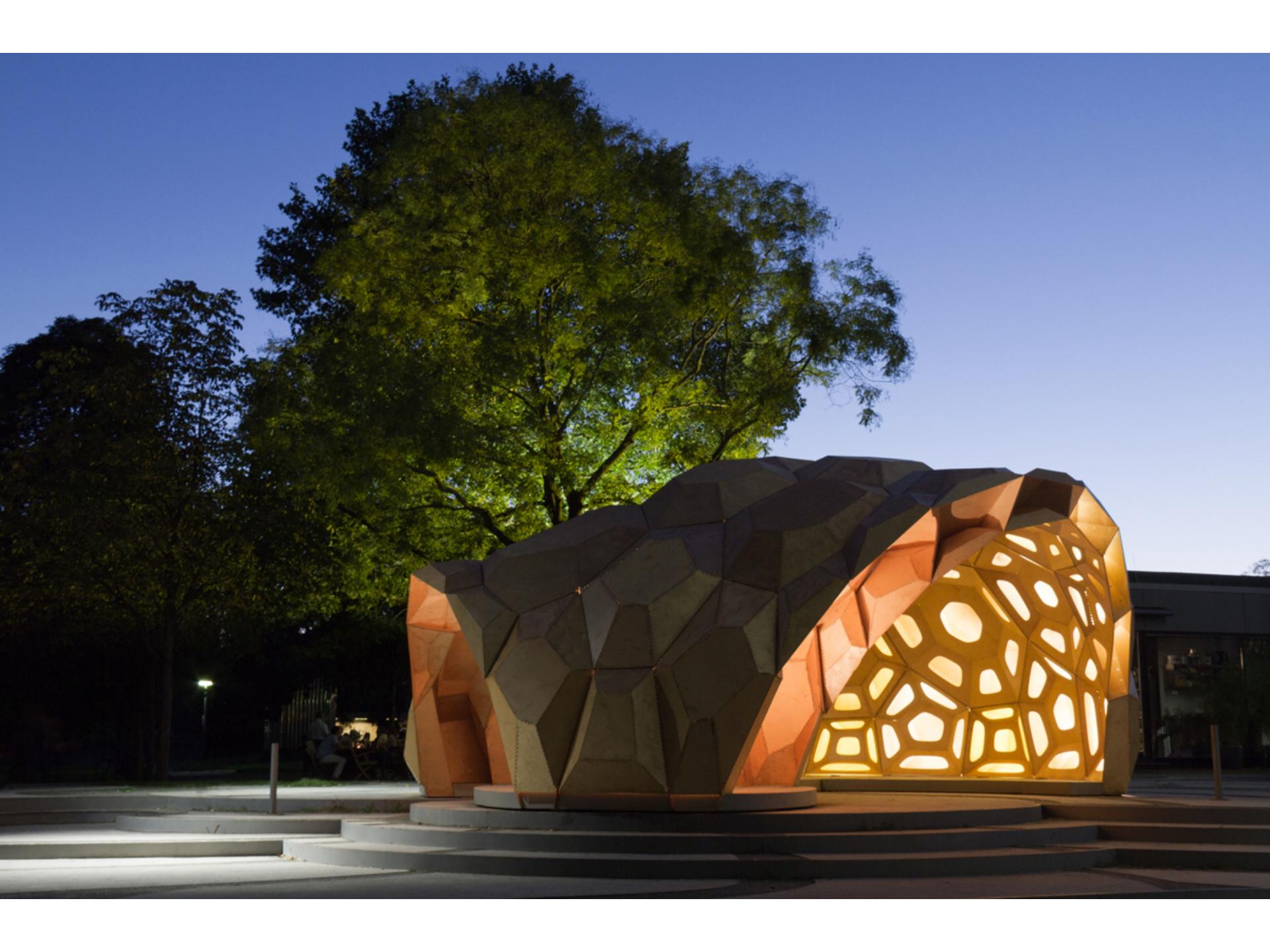


[C]space_ AADRL pavillion









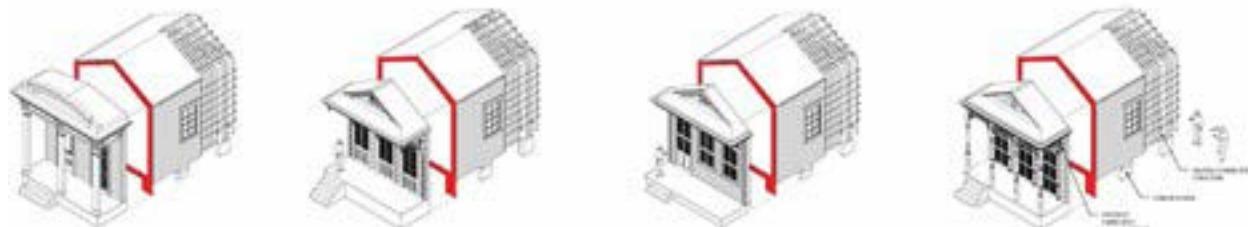




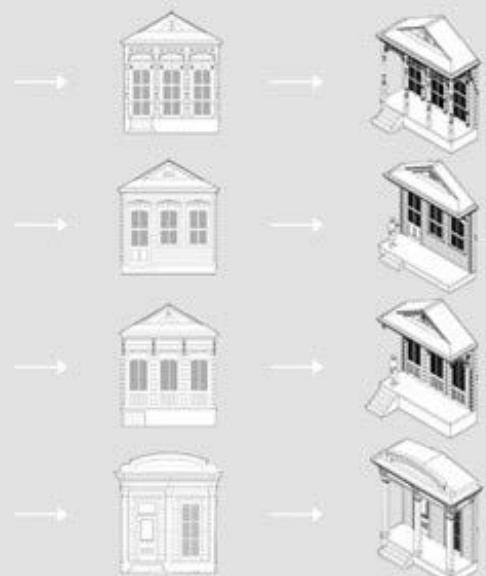
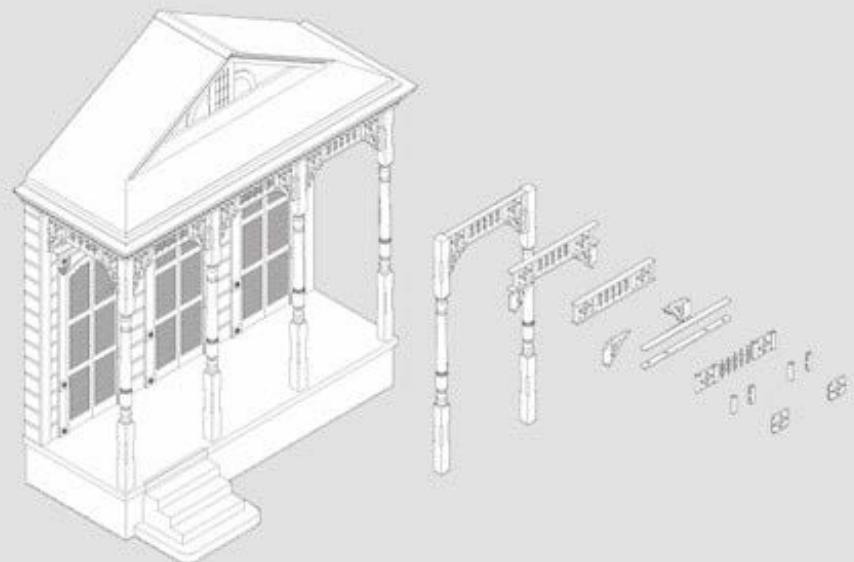
Digitally Fabricated Housing for New Orleans

Lawrence Sass MIT [<http://web.mit.edu/yourhouse/>]

STANDARDIZED STRUCTURAL SHELL

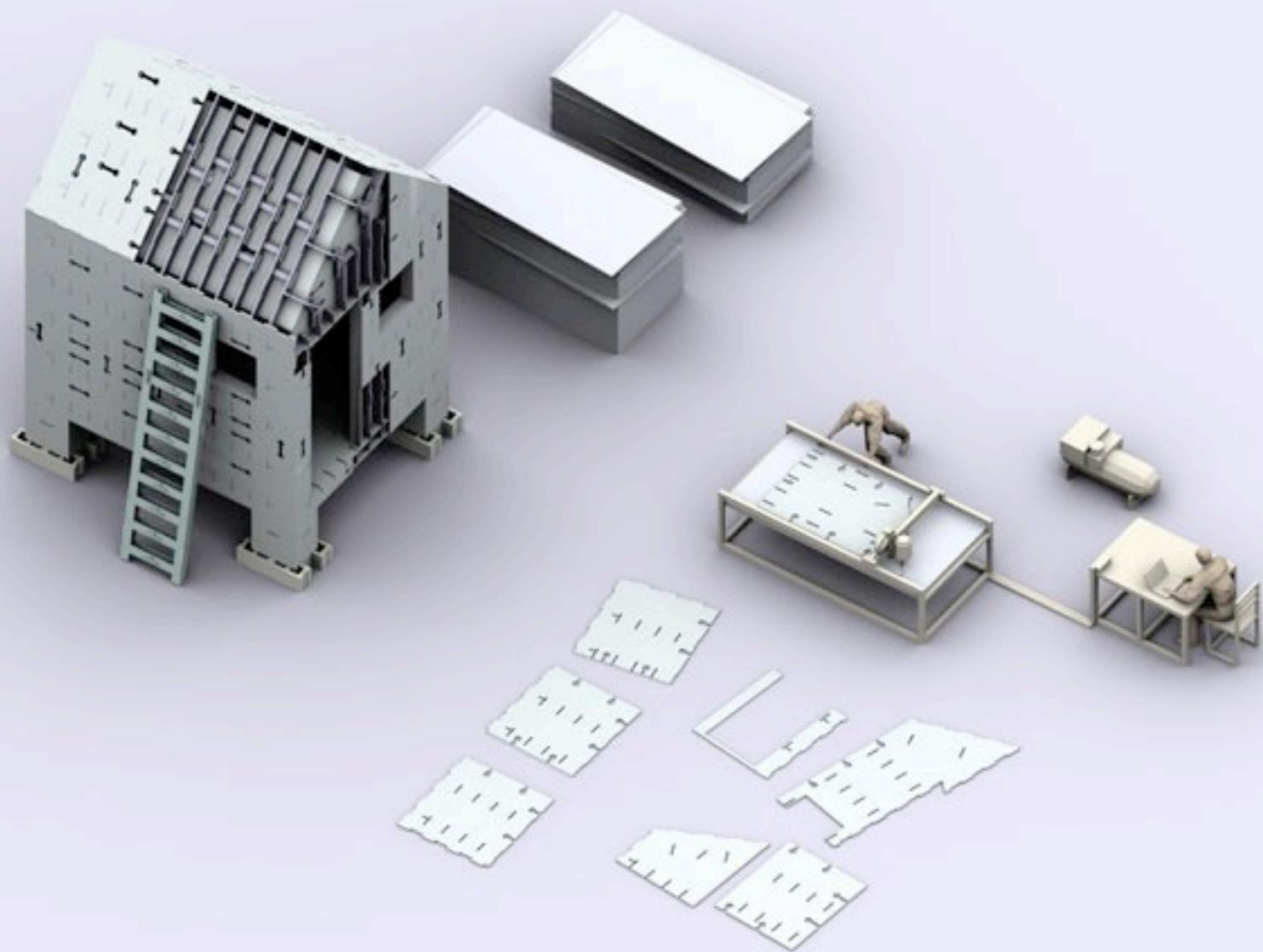


USER-GENERATED FACADE DESIGN



Digitally Fabricated Housing for New Orleans

Lawrence Sass MIT [\[http://web.mit.edu/yourhouse/\]](http://web.mit.edu/yourhouse/)



Digitally Fabricated Housing for New Orleans

Lawrence Sass MIT [<http://web.mit.edu/yourhouse/>]



The Octagon

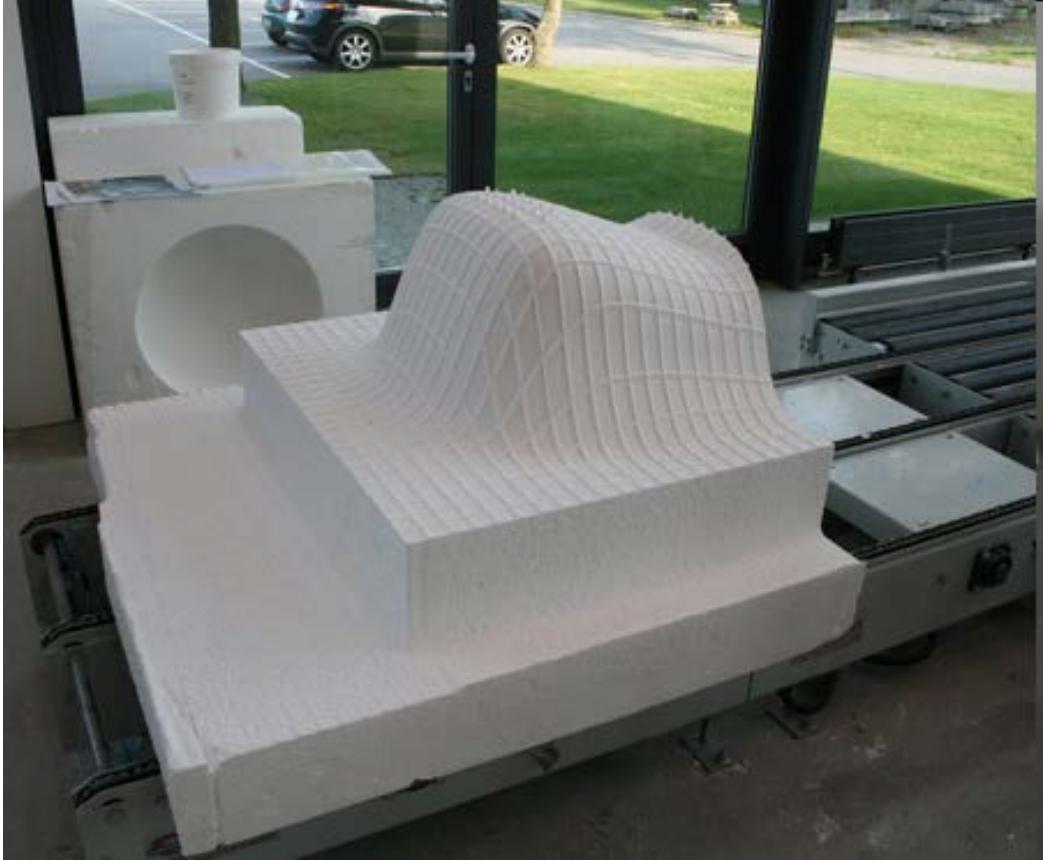


picerno **ceraso** lab





The Lake Cabinet - Min|Day Architects











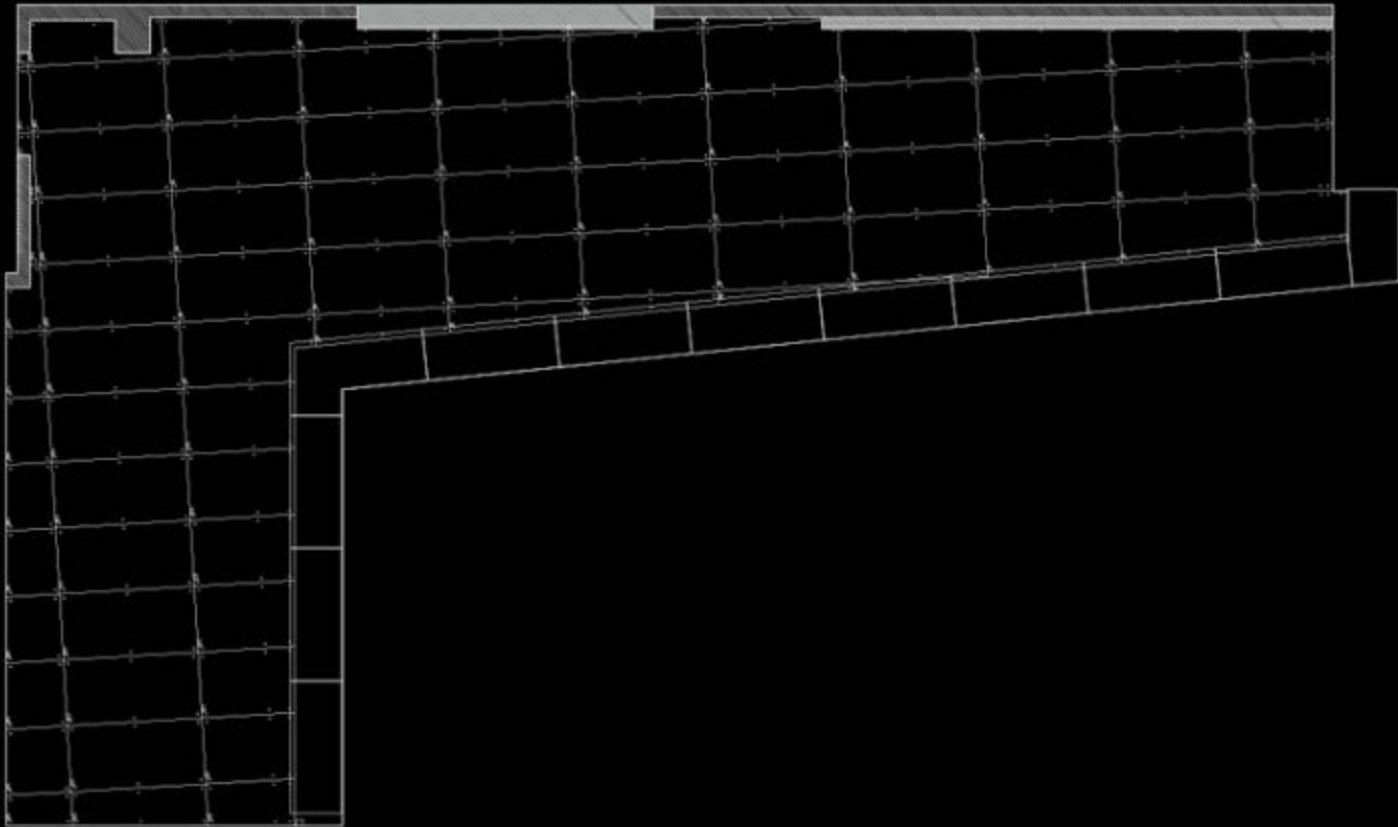
Fleshless_ Commonwealth



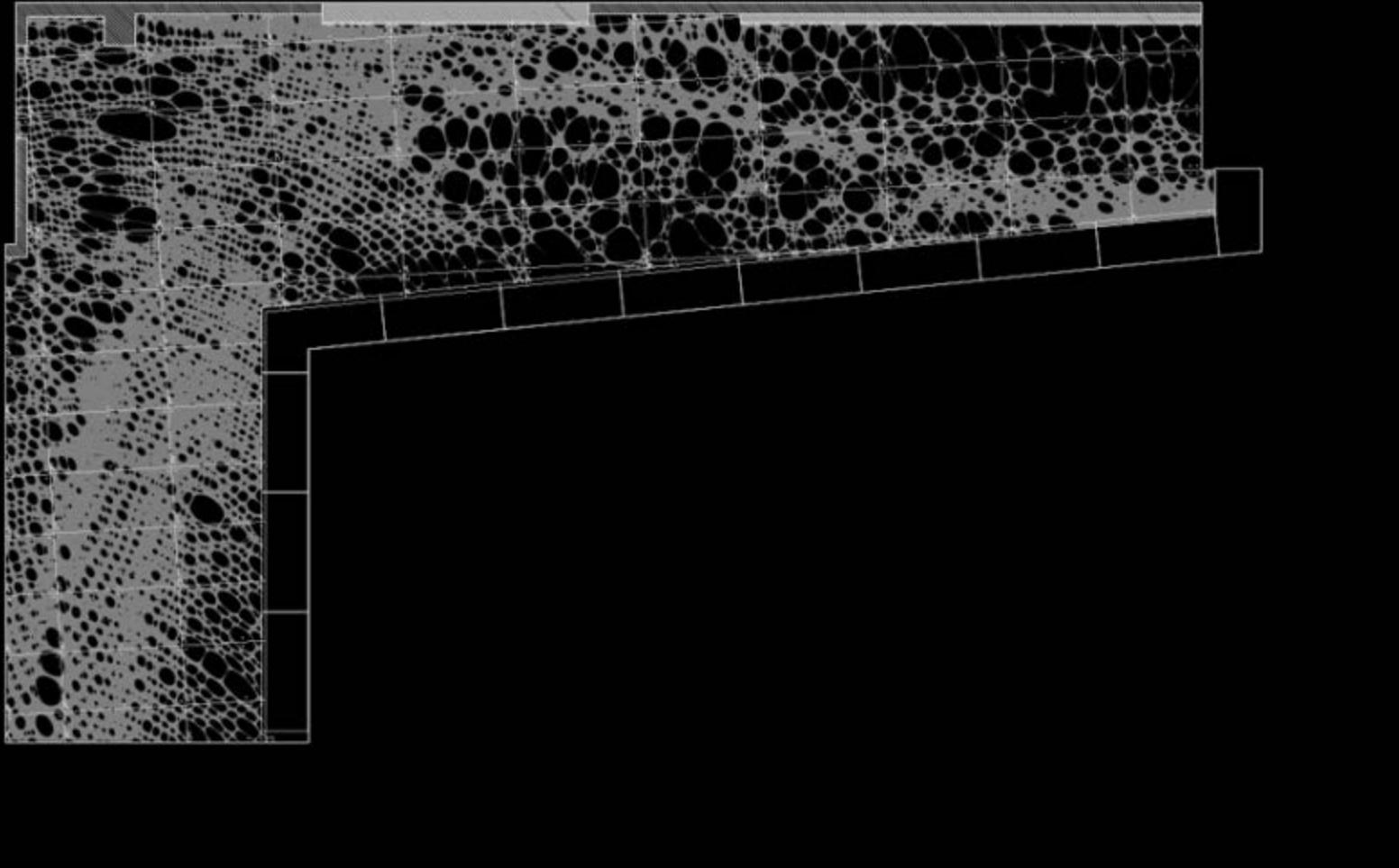
Fleshless_ Commonwealth



Fleshless_ Commonwealth



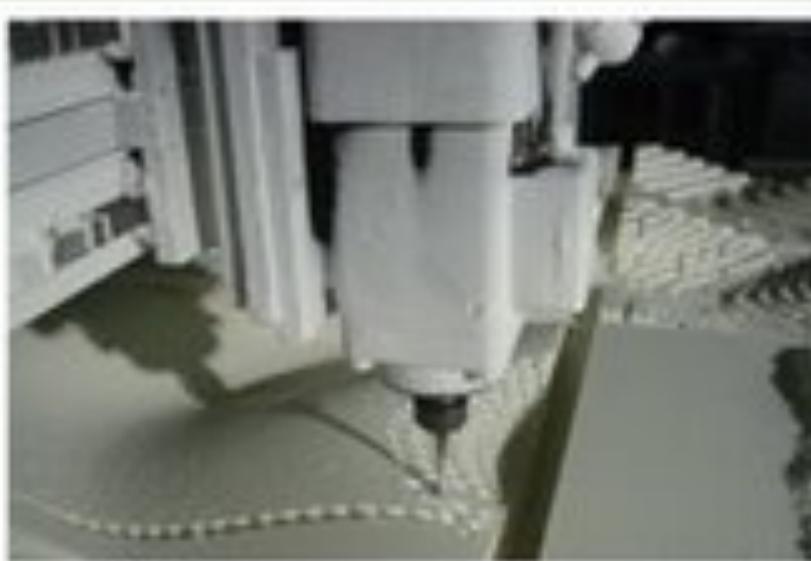
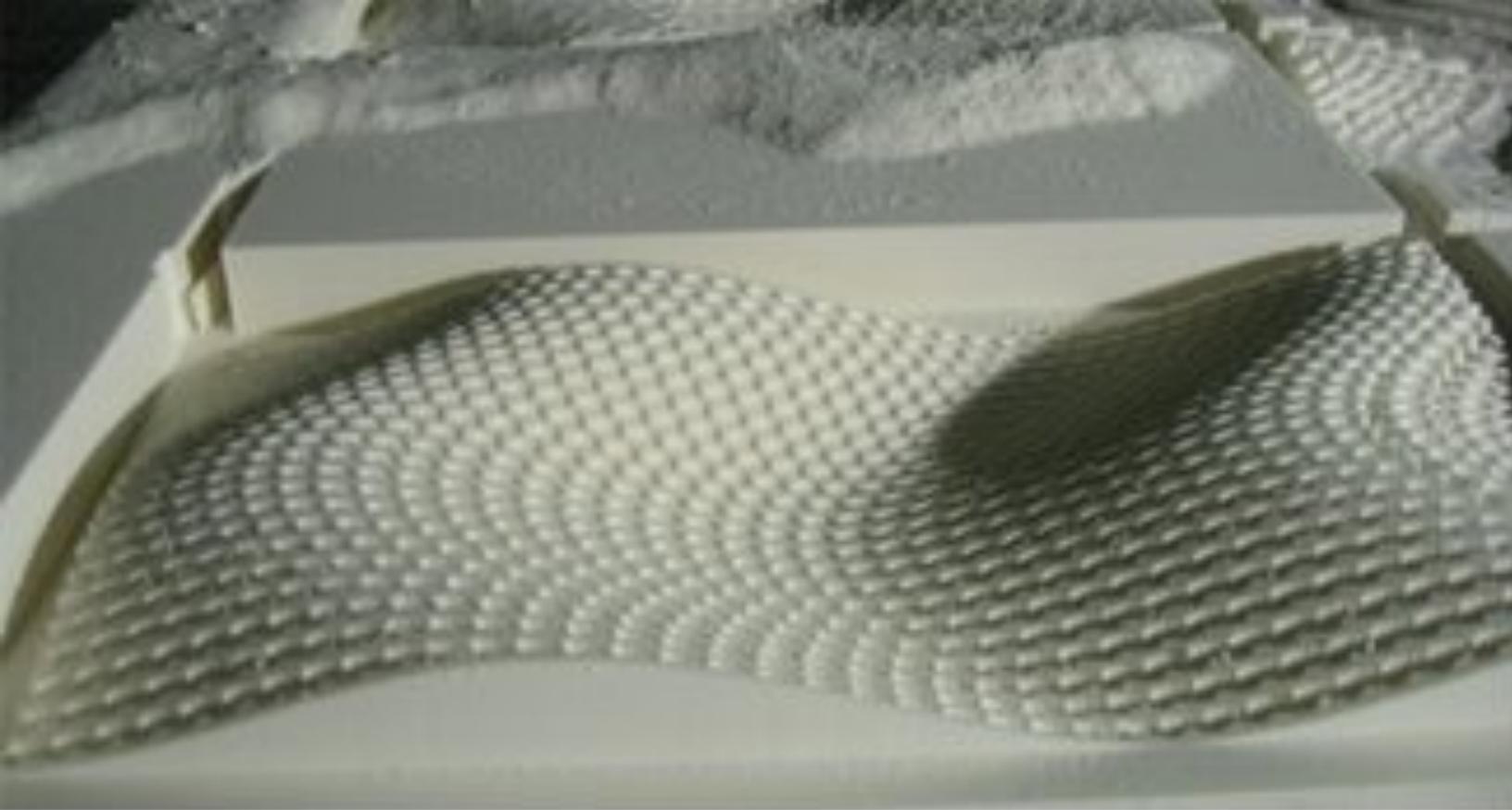
Fleshless_ Commonwealth



Fleshless_ Commonwealth



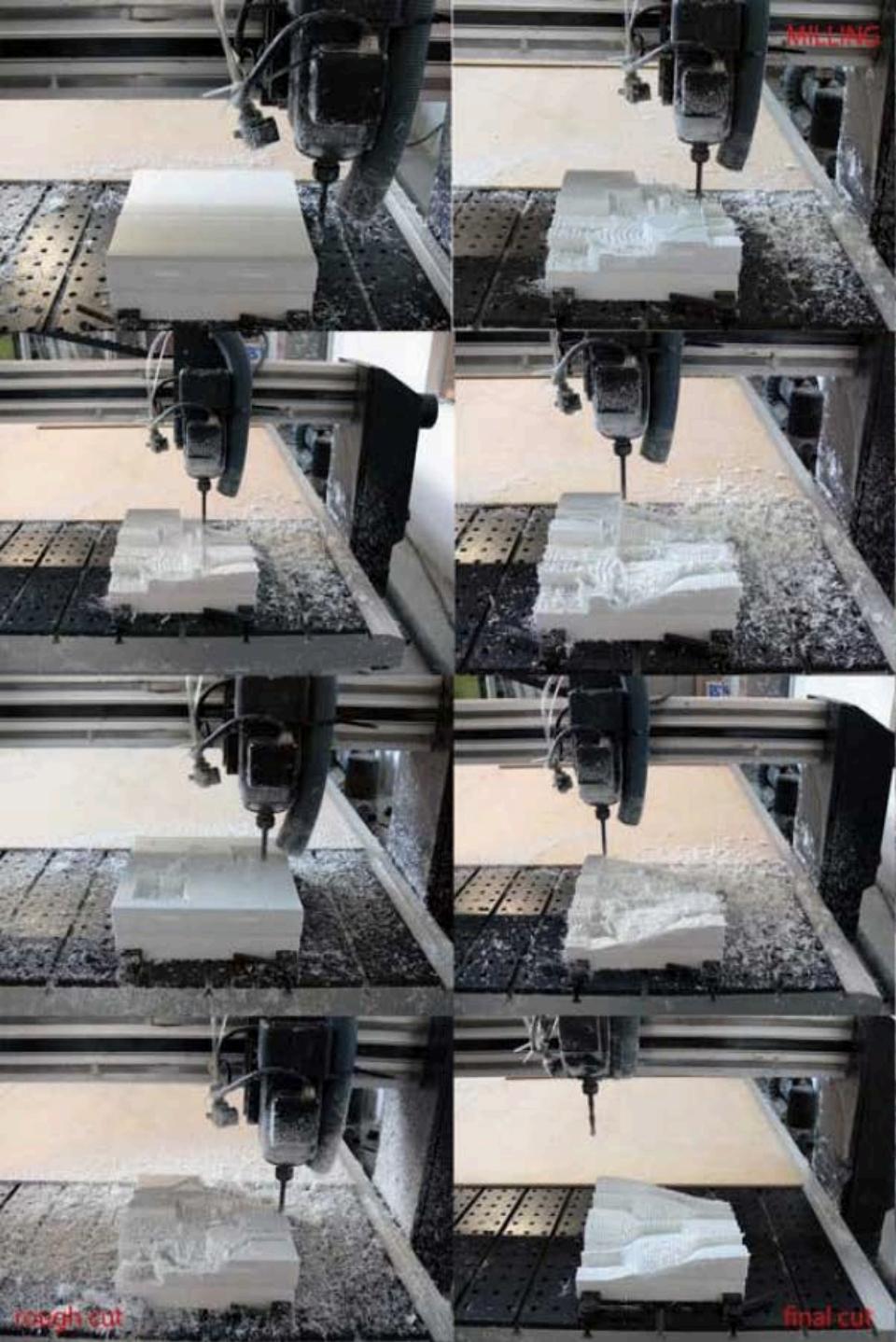
Fleshless_ Commonwealth



Molding / Cheescake

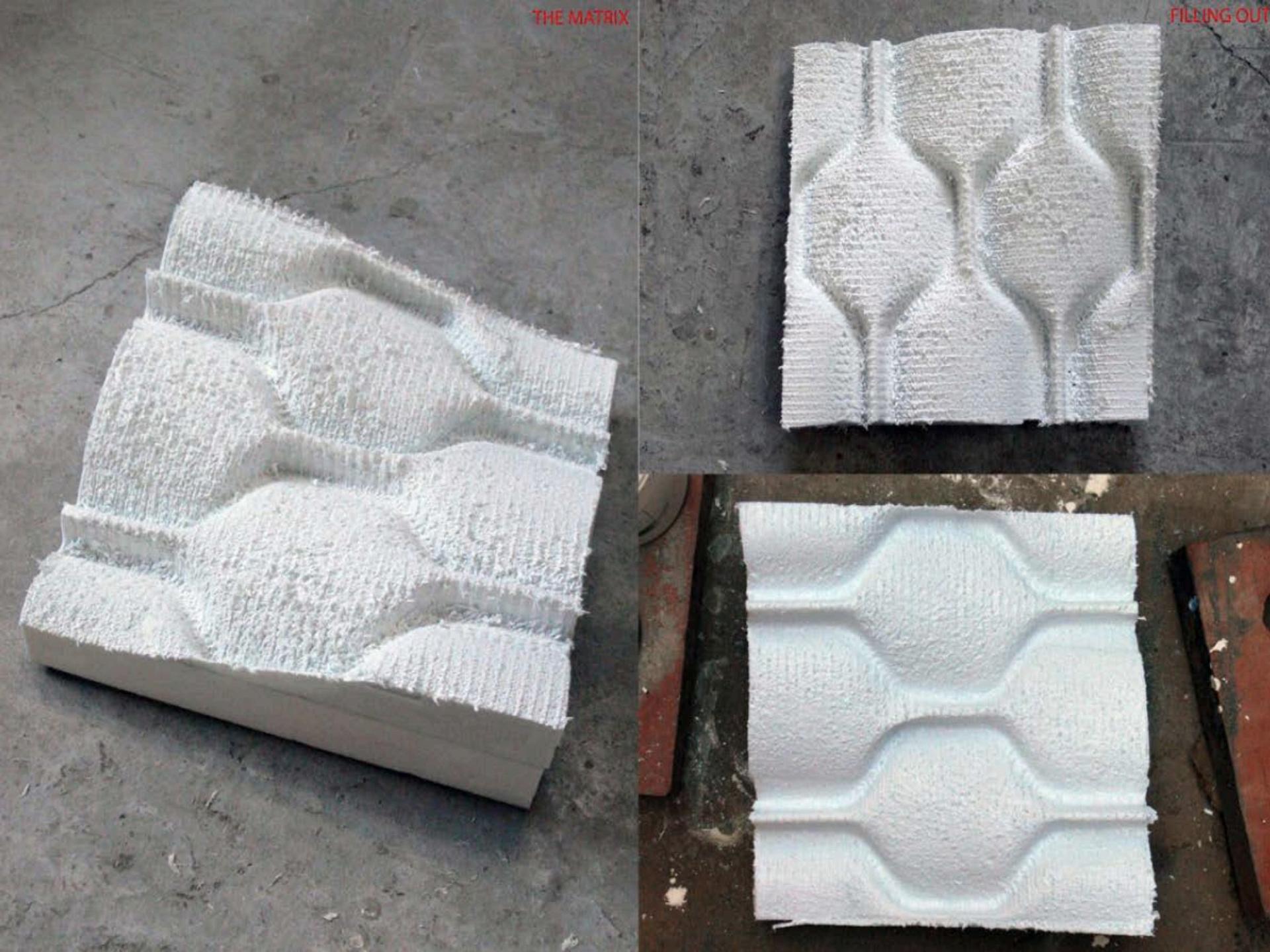
Areti Nikolopoulou, Gawel Tyrala, Konstanty Stajniak
2009, proyecto en Iaac





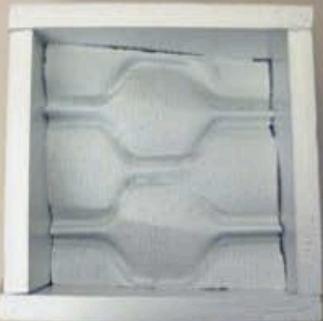
THE MATRIX

FILLING OUT





COOKING





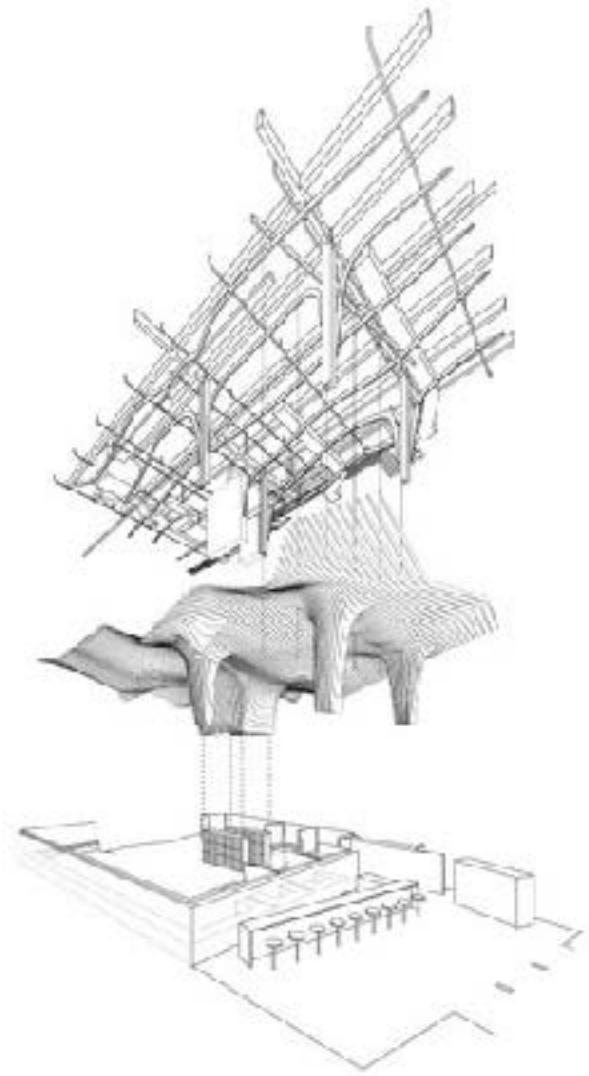


MOCO design_2006



CNC Milled table_Daniel Dendra





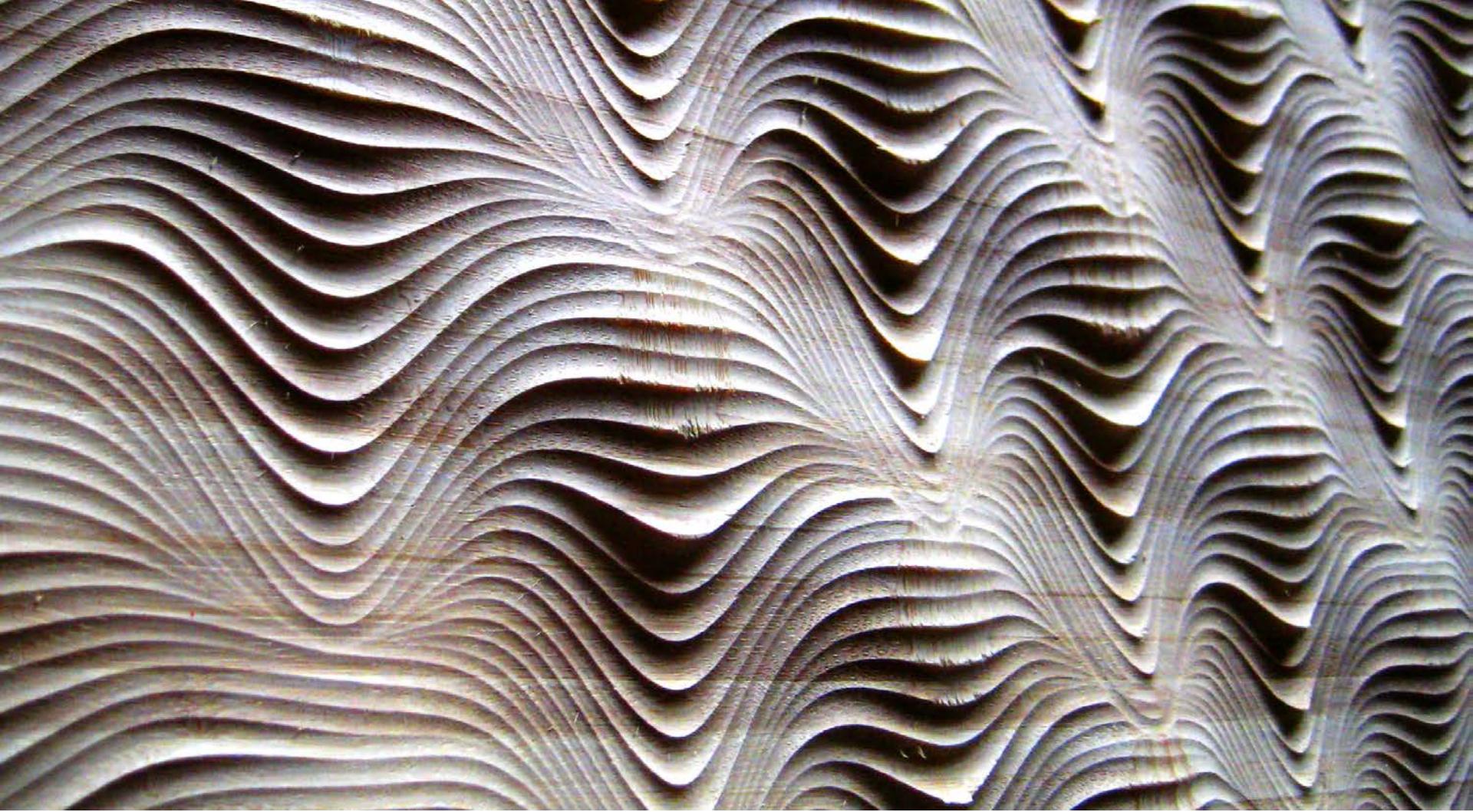
Restaurant in Boston_Office dA



Restaurant in Boston_Office dA



Field Files/ Slip Desk_Shane Williamson/Office
dA



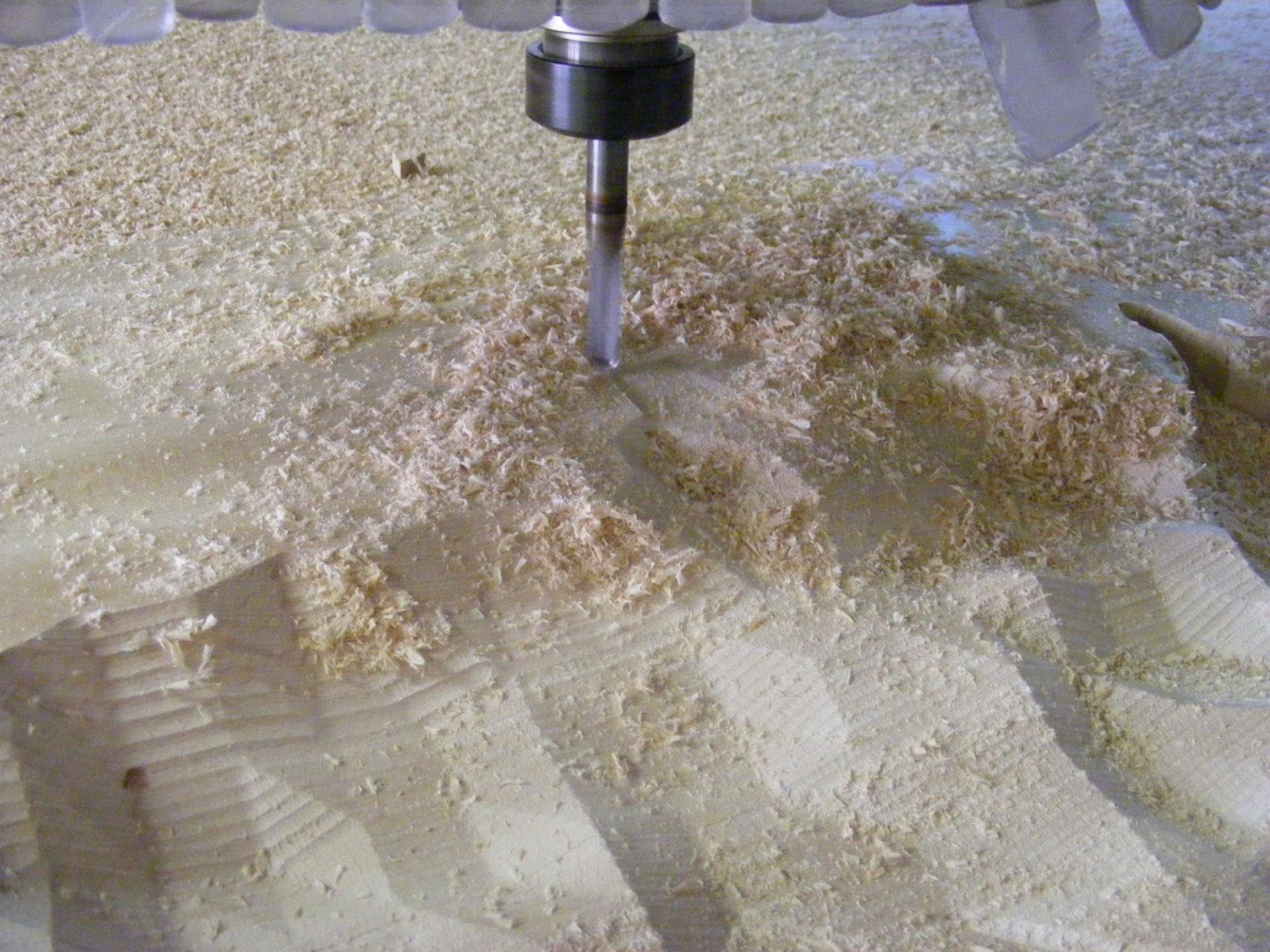
**Path Responsive Surface Milling 02_ The very
Many**

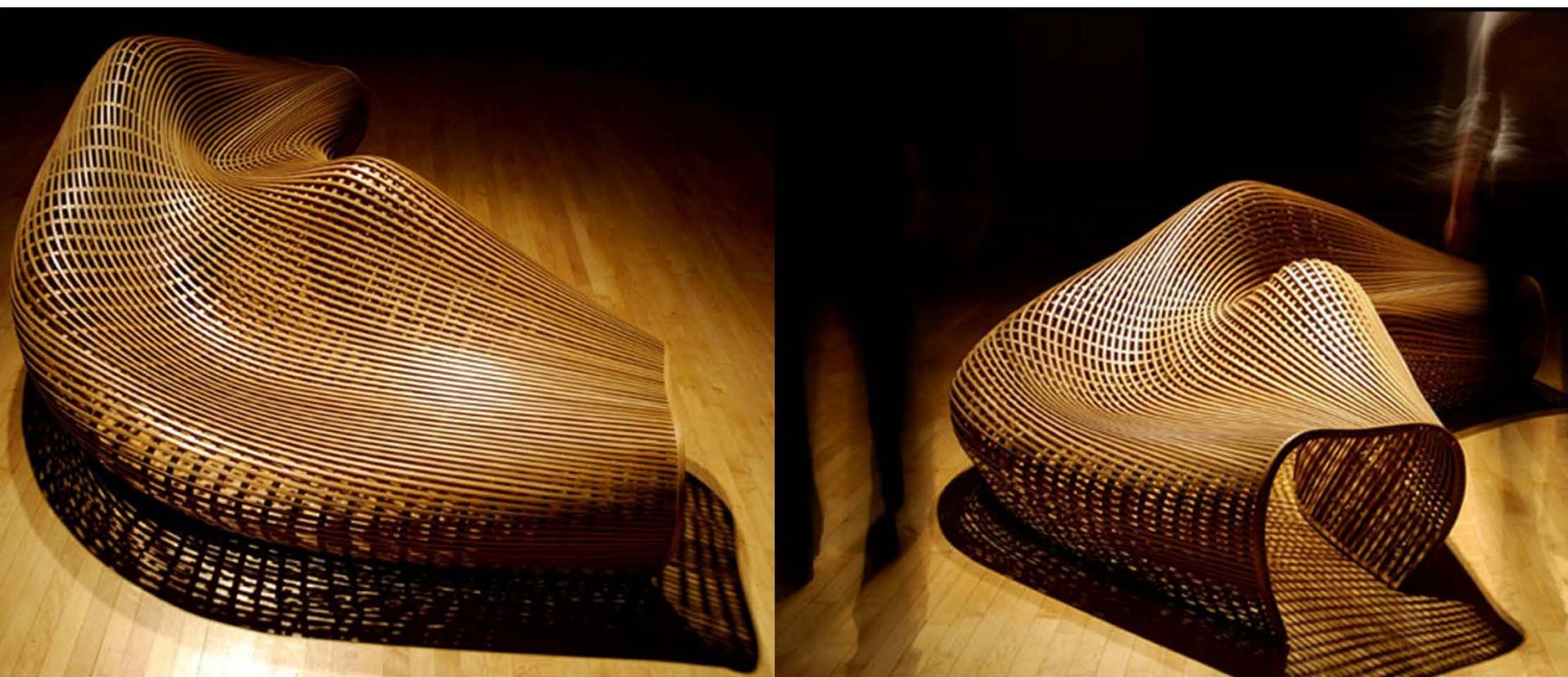


**Path Responsive Surface Milling 02_ The very
Many**

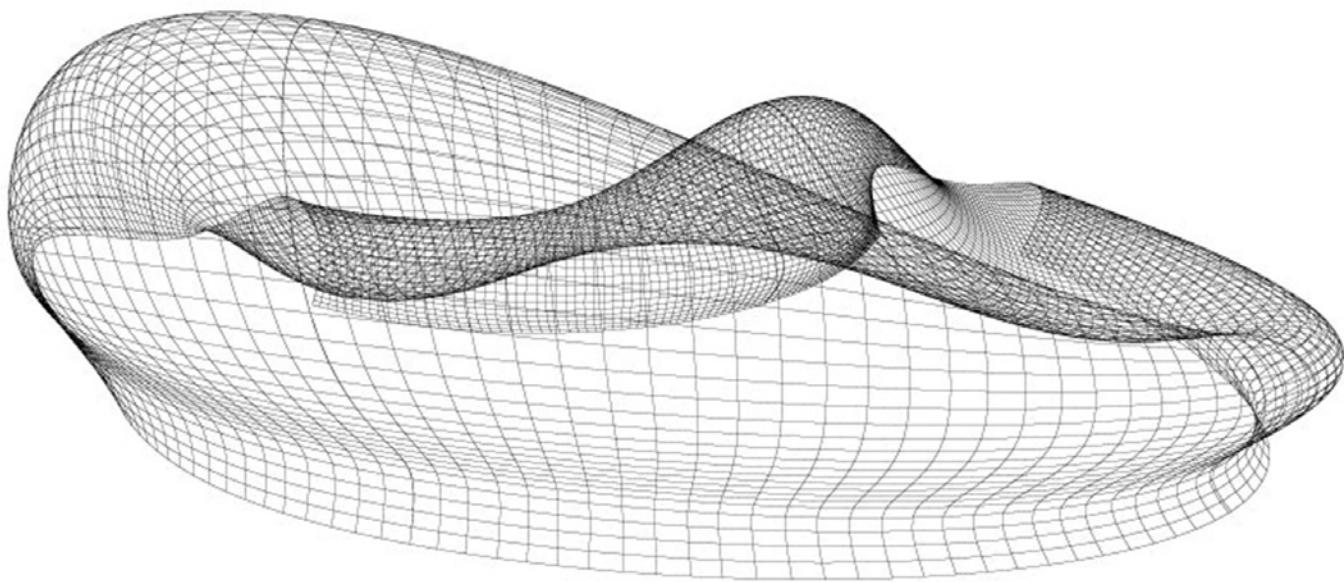
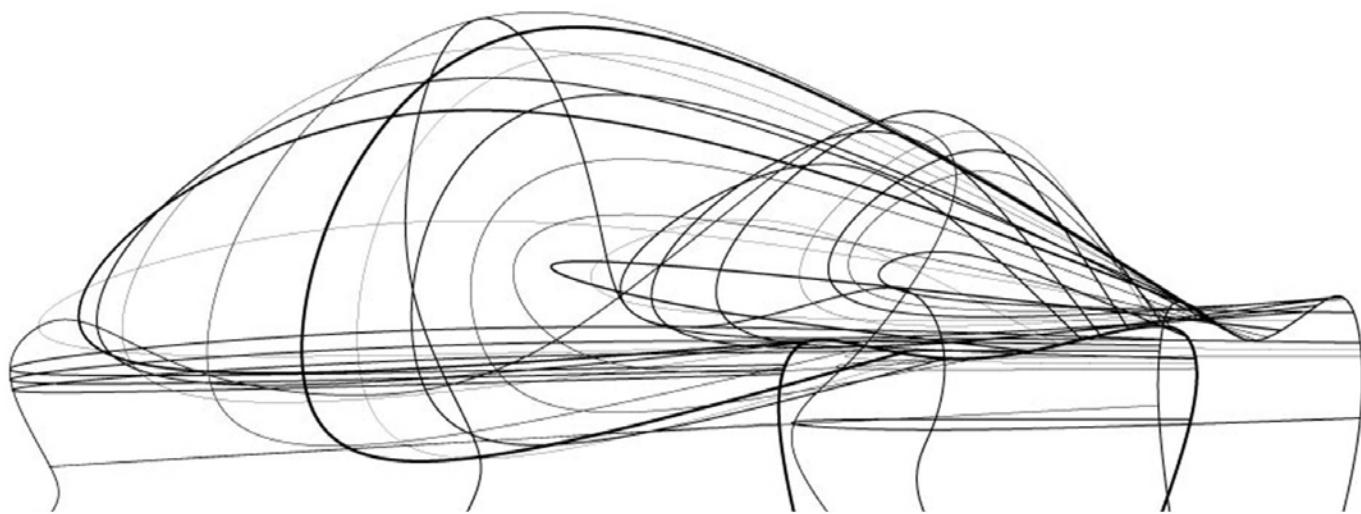




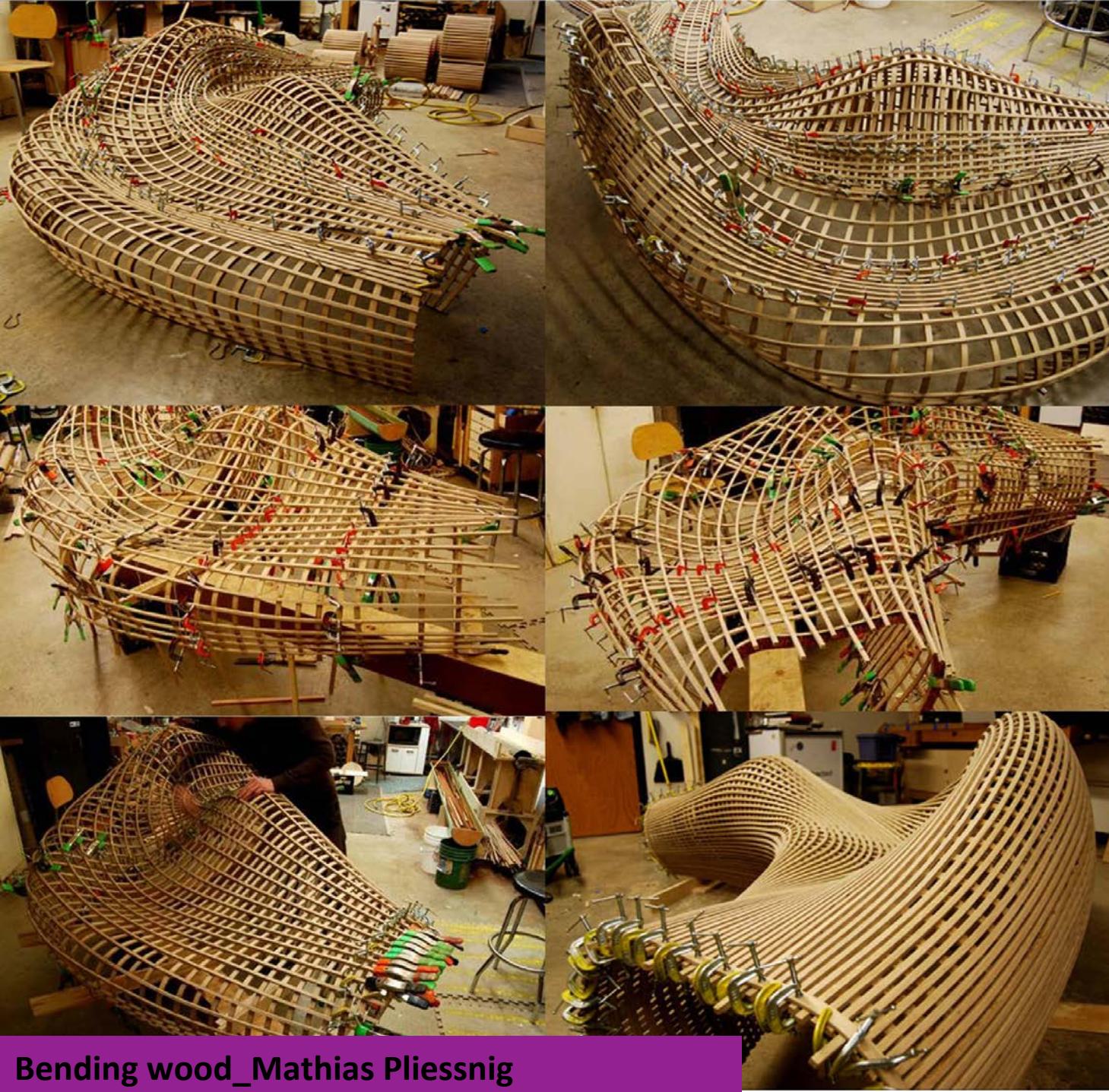




Bending wood_Mathias Pliessnig



Bending wood_Mathias Pliessnig



Bending wood_Mathias Pliessnig



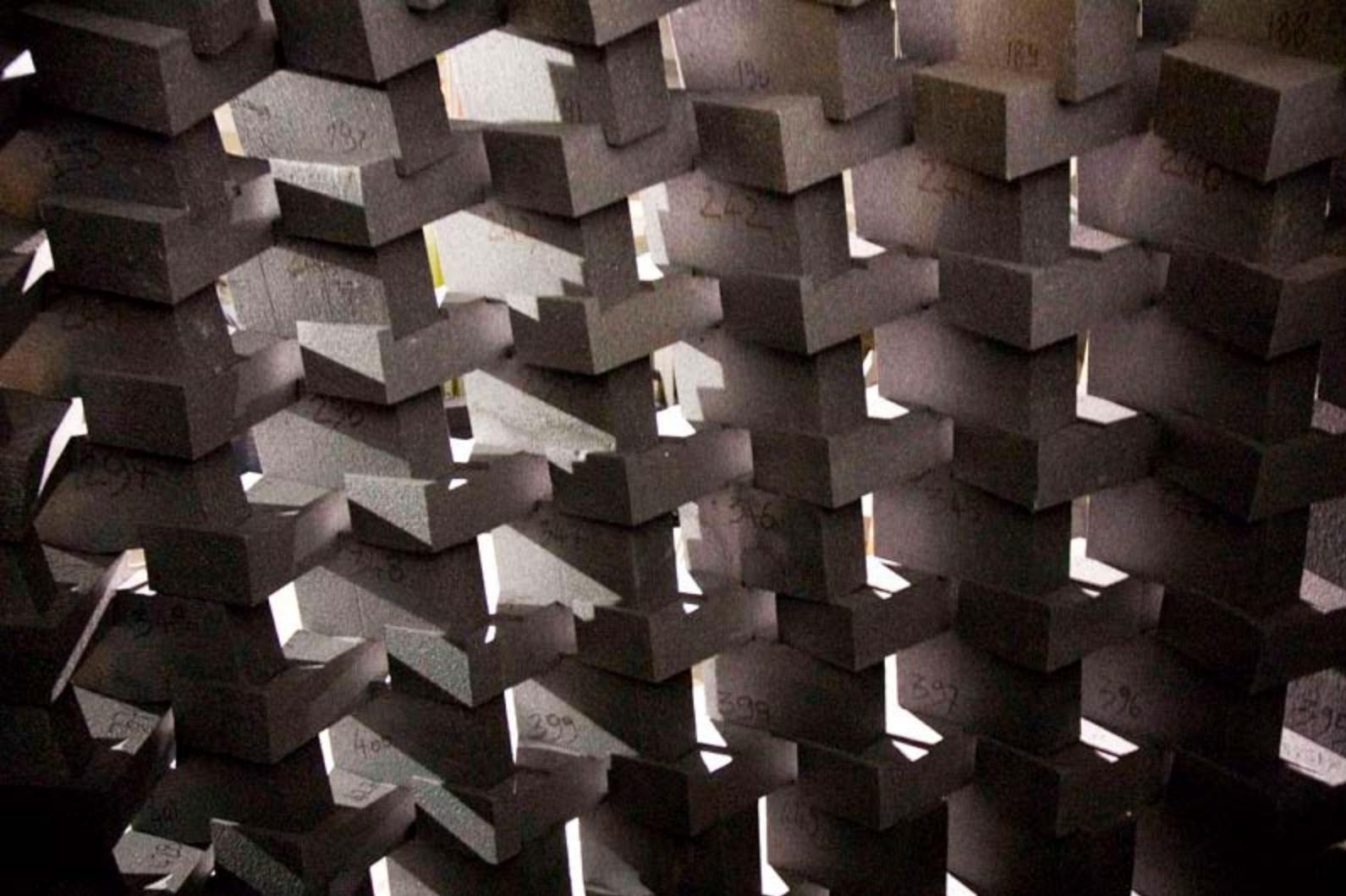
Playground fence_Tejo Remy



Explicit Bricks, Barcelona, 2010 [Smart Geometry Workshop]

Gramazio and Kohler

Collaborators: Tobias Bonwetsch (project leader), Ralph Bärtschi, Andrea Kondziela



Explicit Bricks, Barcelona, 2010 [Smart Geometry Workshop]

Gramazio and Kohler

Collaborators: Tobias Bonwetsch (project leader), Ralph Bärtschi, Andrea Kondziela



Explicit Bricks, Barcelona, 2010 [Smart Geometry Workshop]

Gramazio and Kohler

Collaborators: Tobias Bonwetsch (project leader), Ralph Bärtschi, Andrea Kondziela



Explicit Bricks, Barcelona, 2010 [Smart Geometry Workshop]

Gramazio and Kohler

Collaborators: Tobias Bonwetsch (project leader), Ralph Bärtschi, Andrea Kondziela



Explicit Bricks, Barcelona, 2010 [Smart Geometry Workshop]

Gramazio and Kohler

Collaborators: Tobias Bonwetsch (project leader), Ralph Bärtschi, Andrea Kondziela



Explicit Bricks, Barcelona, 2010 [Smart Geometry Workshop]

Gramazio and Kohler

Collaborators: Tobias Bonwetsch (project leader), Ralph Bärtschi, Andrea Kondziela



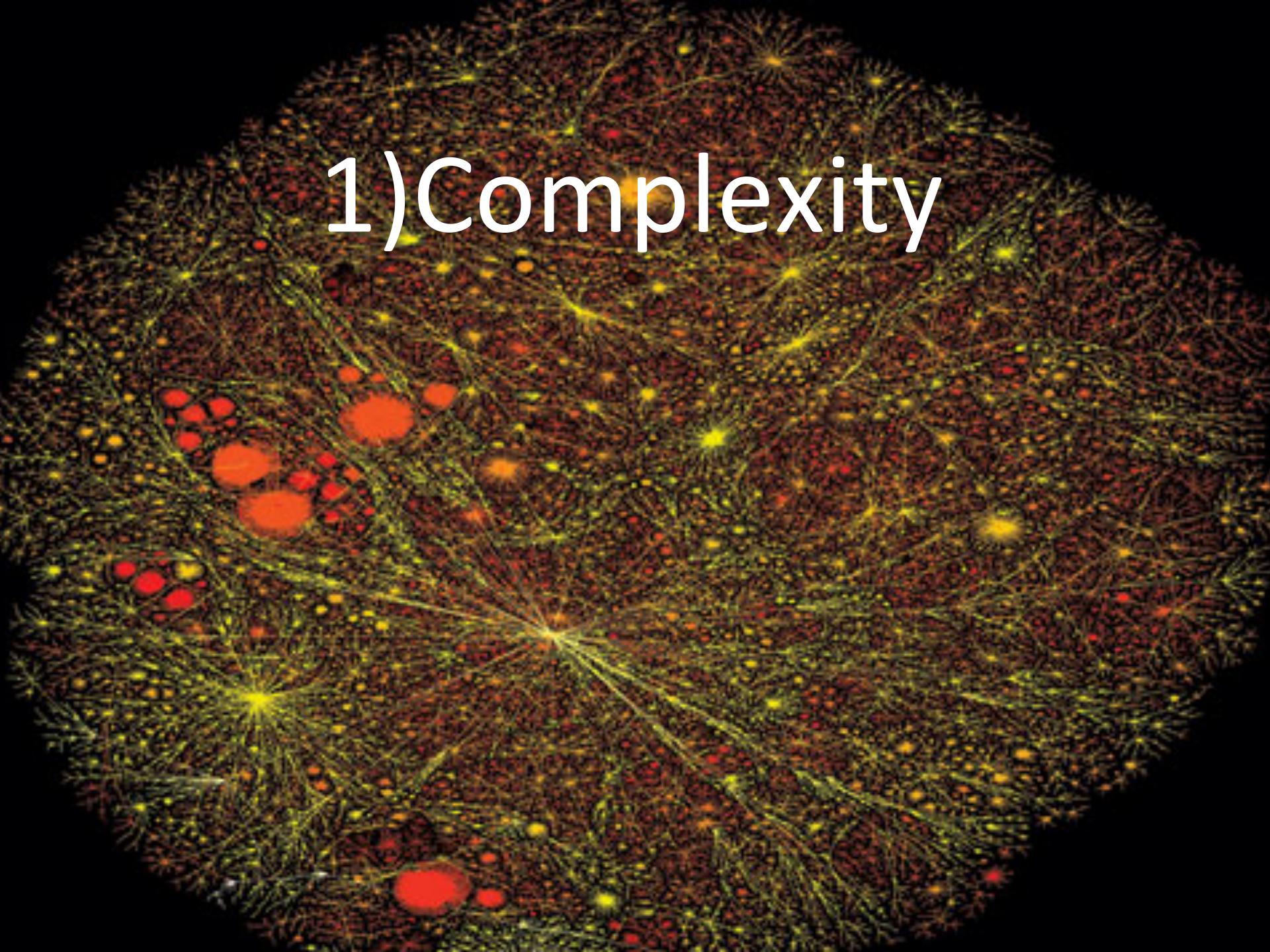
THEEVERYMANY







THEEVERYMANY

A dense network of neurons, likely a slice of the brain, stained with two markers. Red puncta represent the soma of neurons, while yellow puncta represent the branching points of their axons. The network is highly interconnected, forming a complex web against a black background.

1) Complexity







NASDAQ









La realtà come sistema complesso

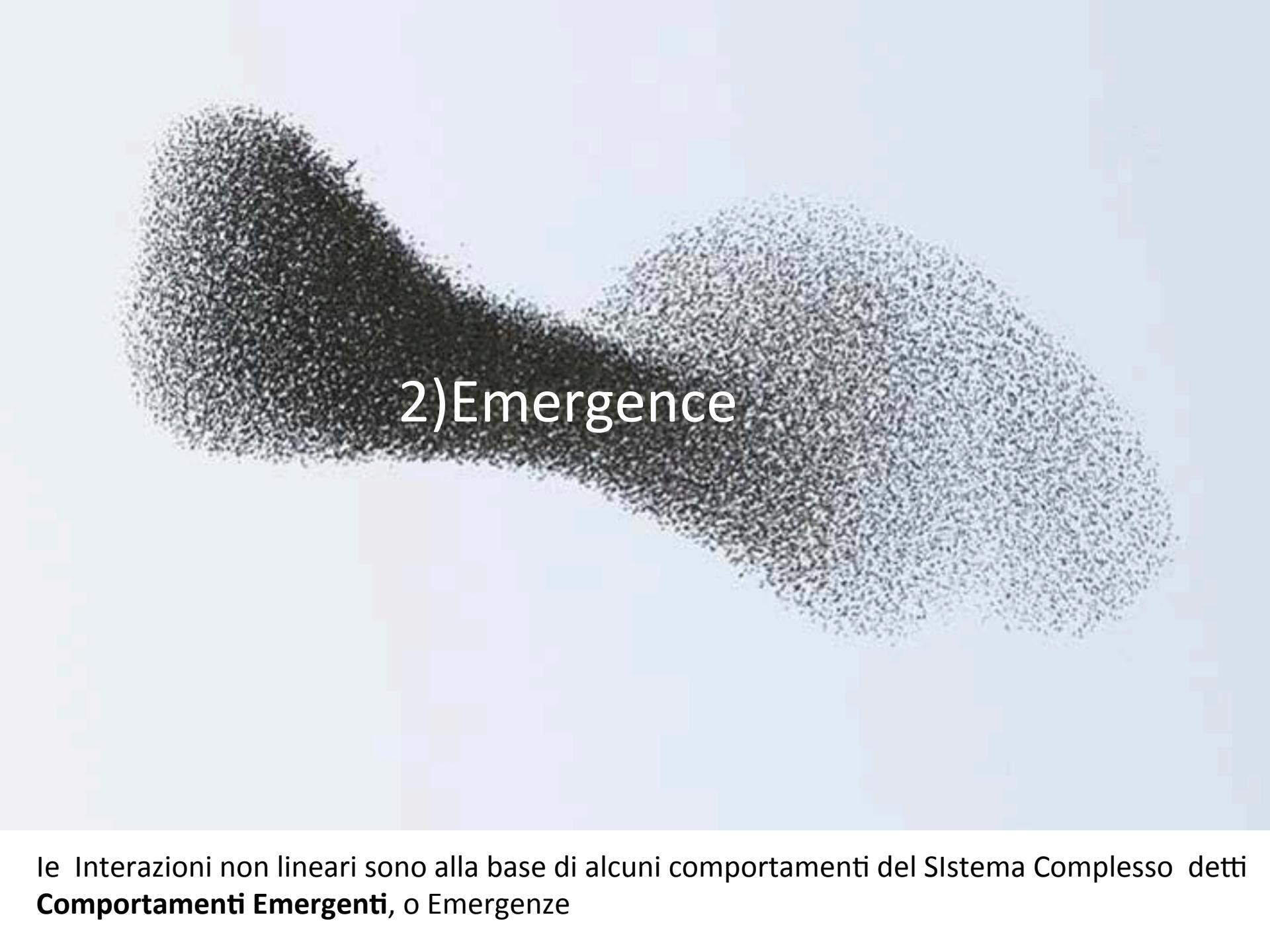
Maggiore è la quantità e la varietà delle relazioni fra gli elementi di un sistema, maggiore è la sua complessità; a condizione che le relazioni fra gli elementi siano di tipo **non-lineare**.

Un sistema **non-lineare** è tanto più complesso quanto maggiori parametri sono necessari per la sua descrizione.

Dunque la complessità di un sistema non è una sua proprietà intrinseca, ma si riferisce sempre ad una sua descrizione

simplicity is a
convenient way to
look at complexity!





2) Emergence

le Interazioni non lineari sono alla base di alcuni comportamenti del Sistema Complesso detti **Comportamenti Emergenti**, o Emergenze

I sistemi complessi sono sistemi il cui comportamento non può essere compreso a partire dal comportamento dei singoli elementi che li compongono in quanto interagenti tra loro:
l'interazione tra i singoli elementi determina il comportamento globale dei sistemi e fornisce loro delle proprietà che possono essere completamente estranee agli elementi singoli.

Comportamenti emergenti



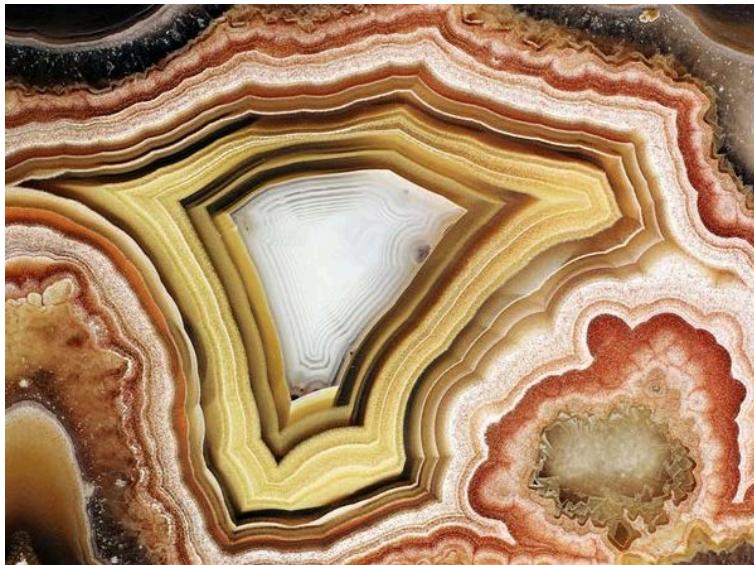
Questa proprietà è chiamata comportamento emergente, nel senso che a partire dalle interazioni tra i singoli componenti del sistema emerge un "comportamento globale" non previsto dallo studio delle singole parti.

un C.A S è un sistema che emerge nel tempo in forma coerente, e si adatta ed organizza senza una qualche entità singolare atta a gestirlo o controllarlo deliberatamente

3) Pattern



Il Pattern è una sequenza, nel tempo e nello spazio, nella quale le informazioni sono registrate



4) Data driven Mapping

15 min.



30 min.



45 min.



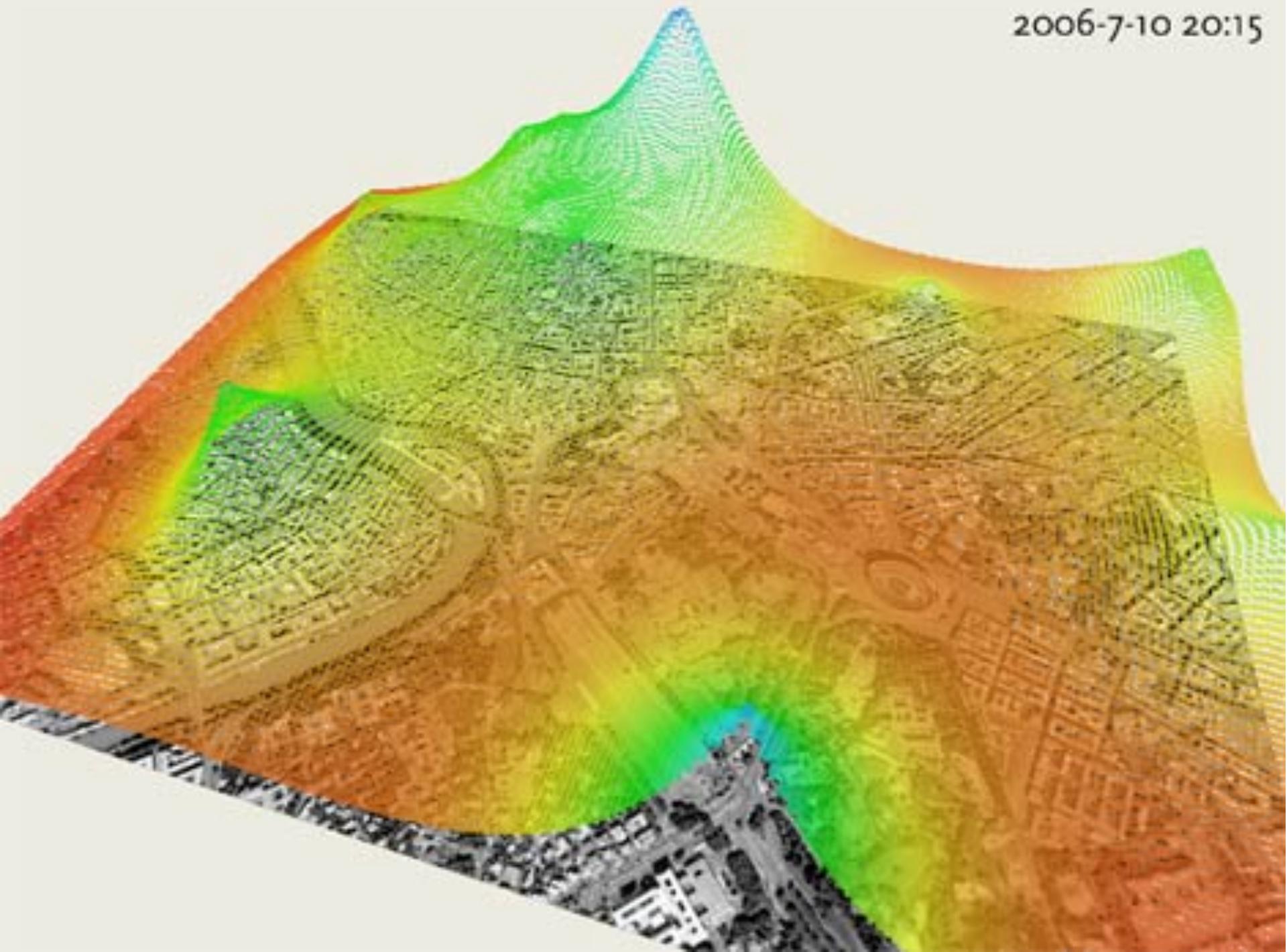
60 min.

Il Mapping:

l'elaborazione, la manipolazione di dati e di informazioni,
e' il modo con cui noi **decifriamo**
Pattern,
cioè informazioni derivanti da
comportamenti emergenti

“Una macchina
di trattativa che
attiva i
collegamenti fra
realtà
disconnesse”
Uriel Fouge

2006-7-10 20:15

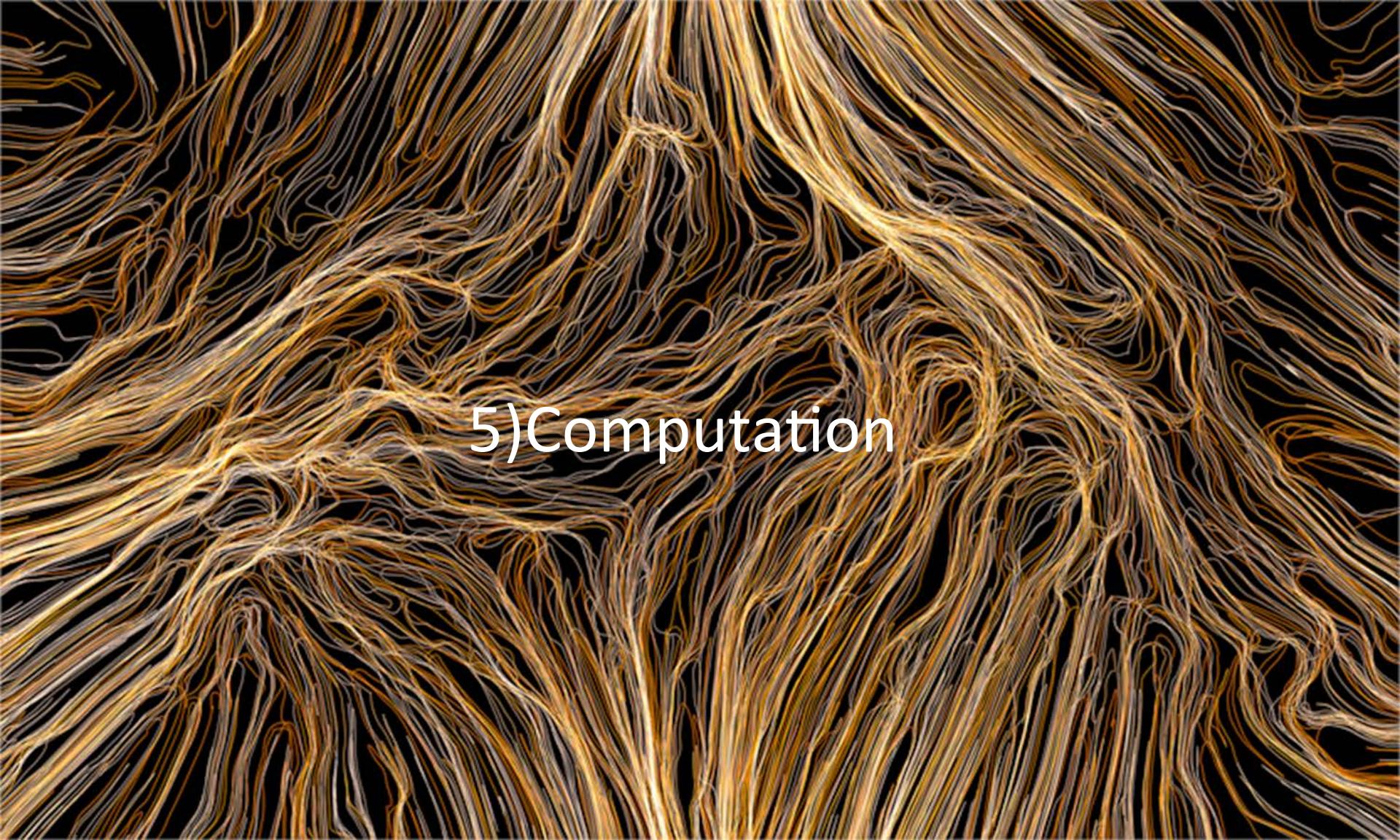


CAD

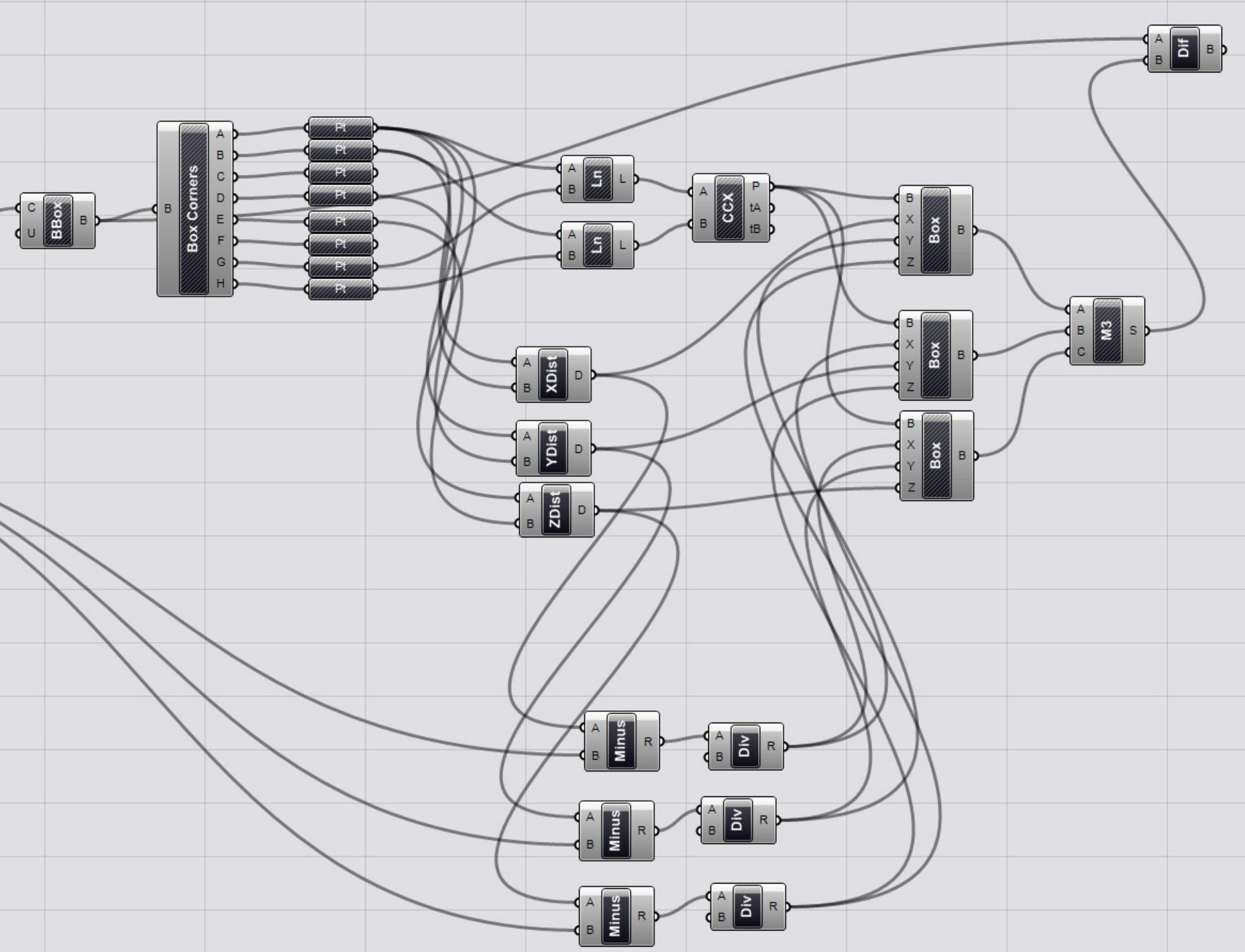
computazione= rappresentazione

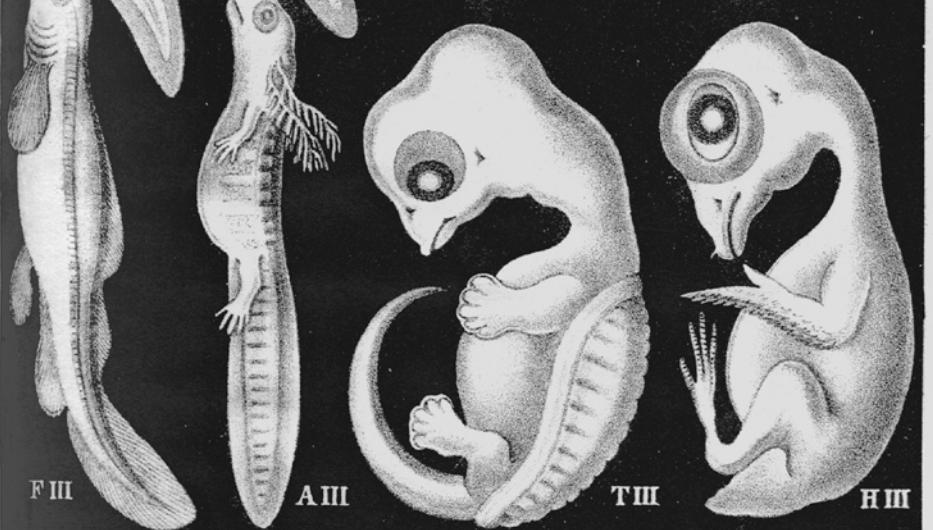
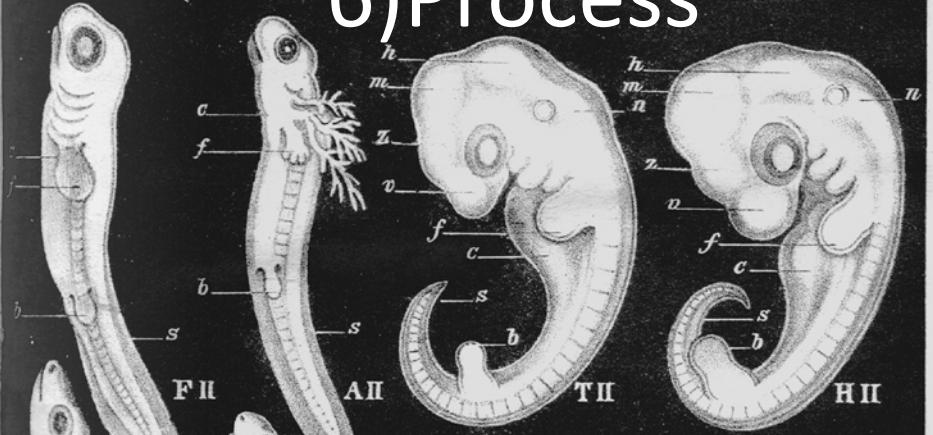
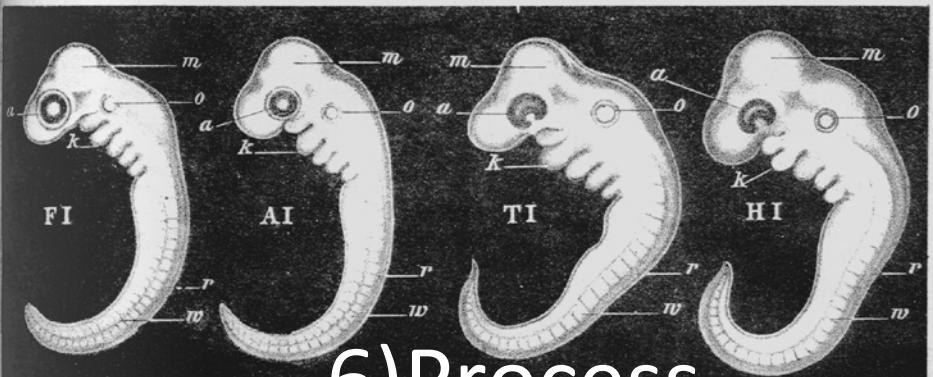
C D

computazione= emulazione

The background of the slide features a dense, abstract pattern of thin, wavy lines in shades of gold, orange, and white against a solid black background. These lines resemble organic structures like neurons or complex fluid flow patterns.

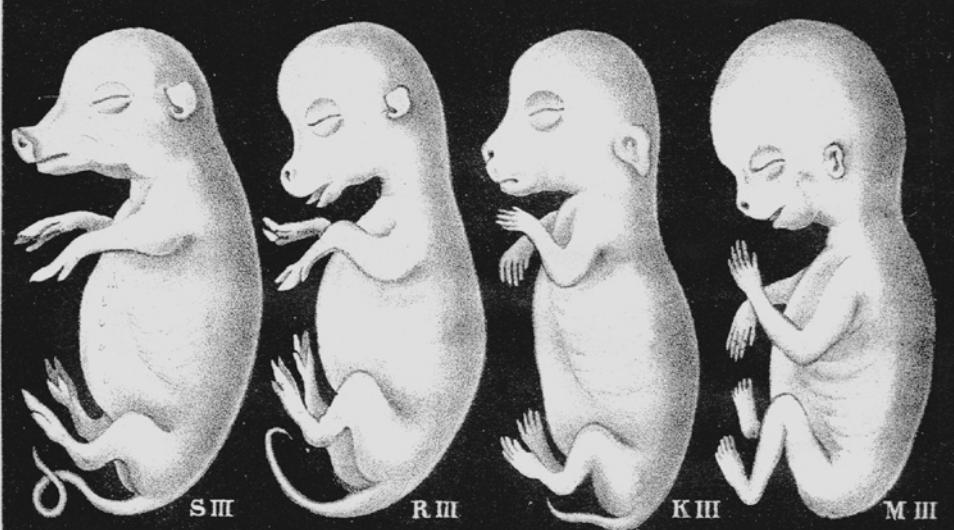
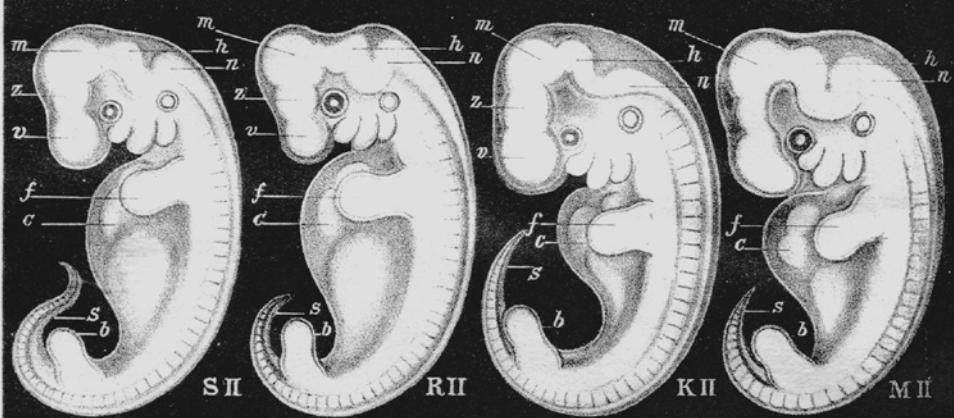
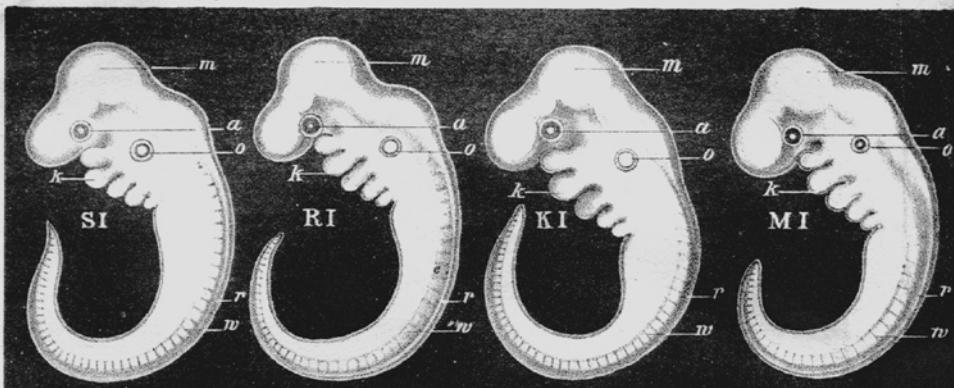
5)Computation





F. Fisch. A. Salamander. T. Schildkröte.

H. Huhn.



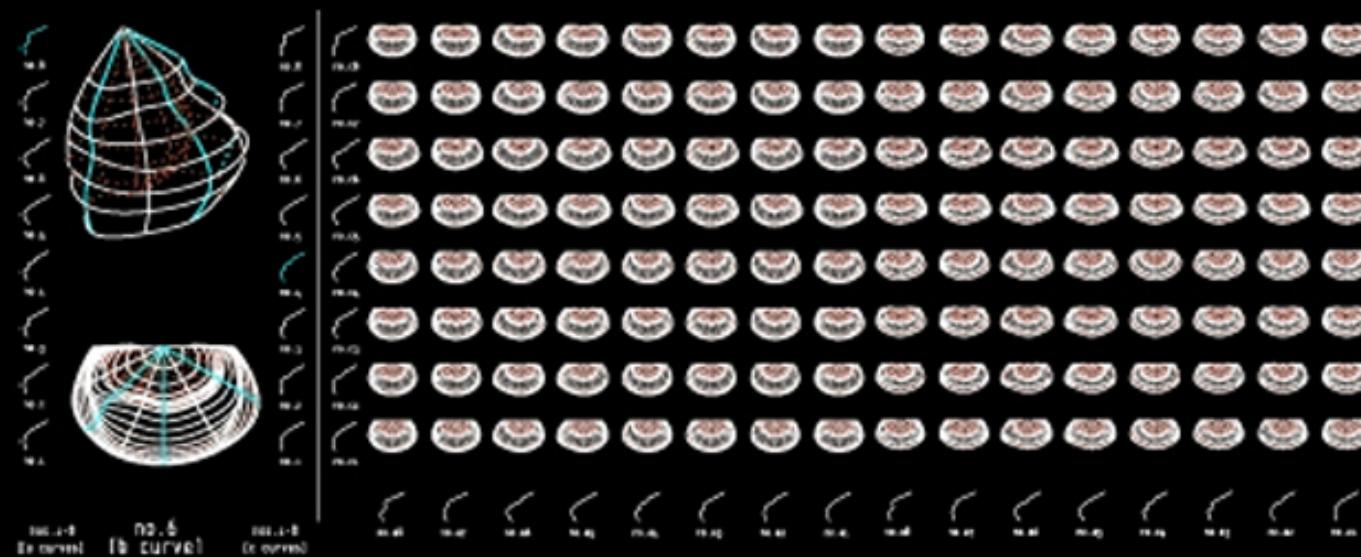
S. Schwein.

R. Rind.

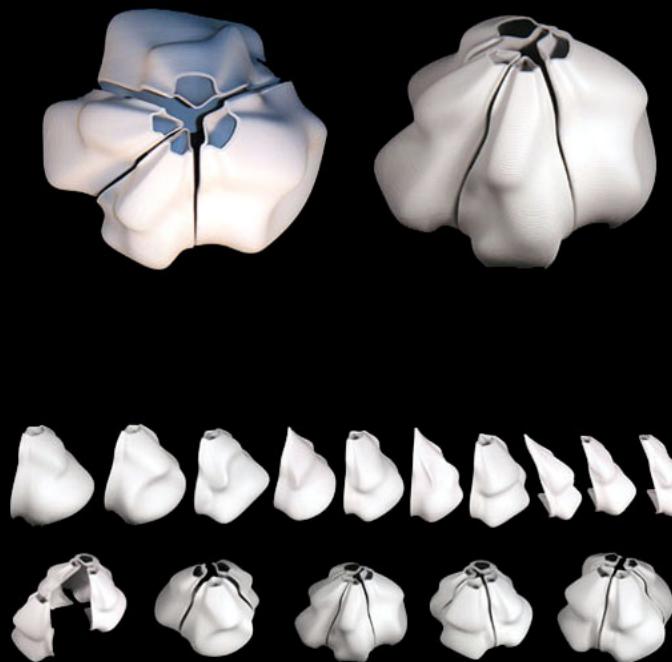
K. Kaninchen.

M. Mensch.

6) Process



Greg Lynn - Alessi Coffee and Tea Towers.

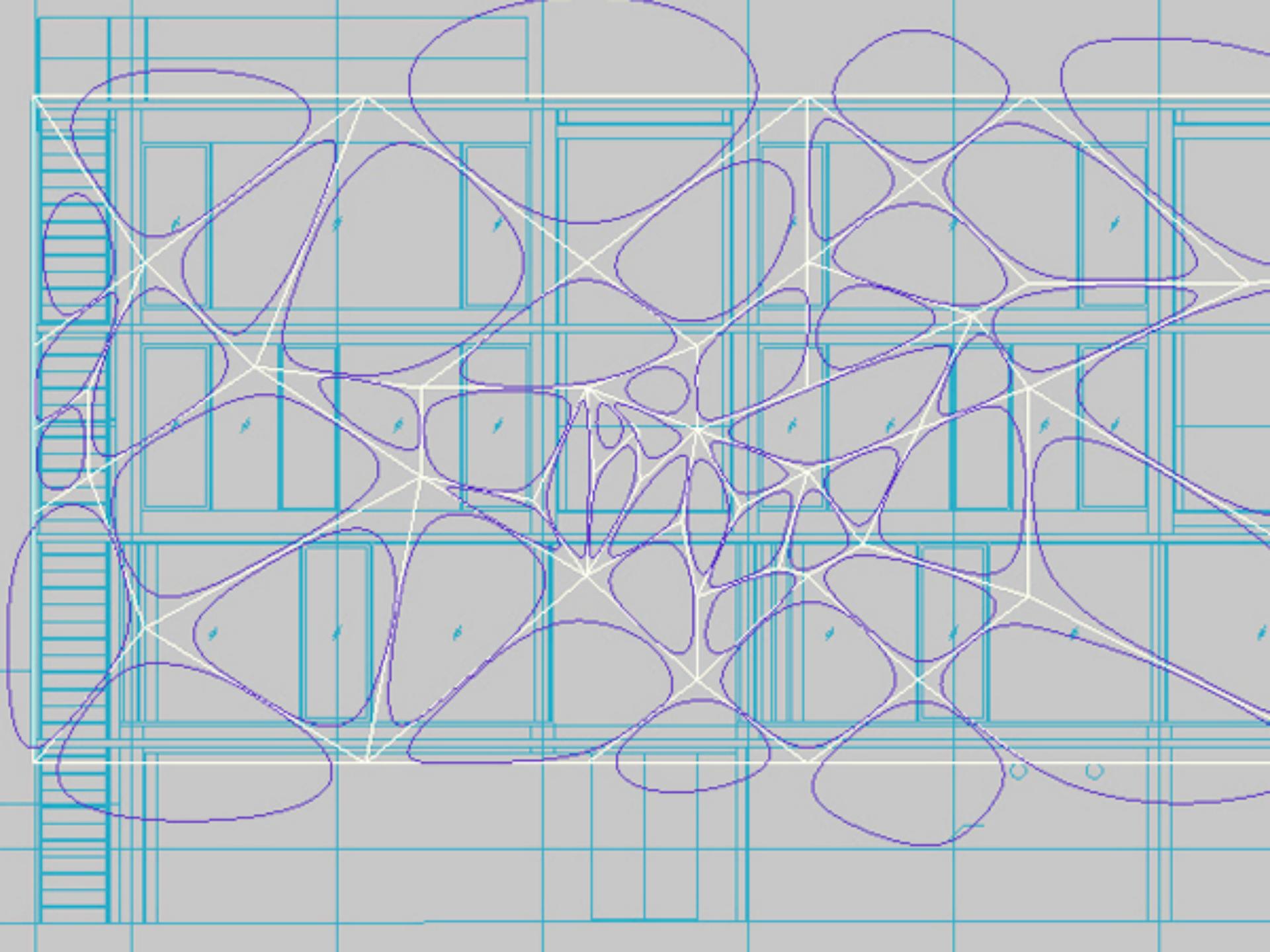


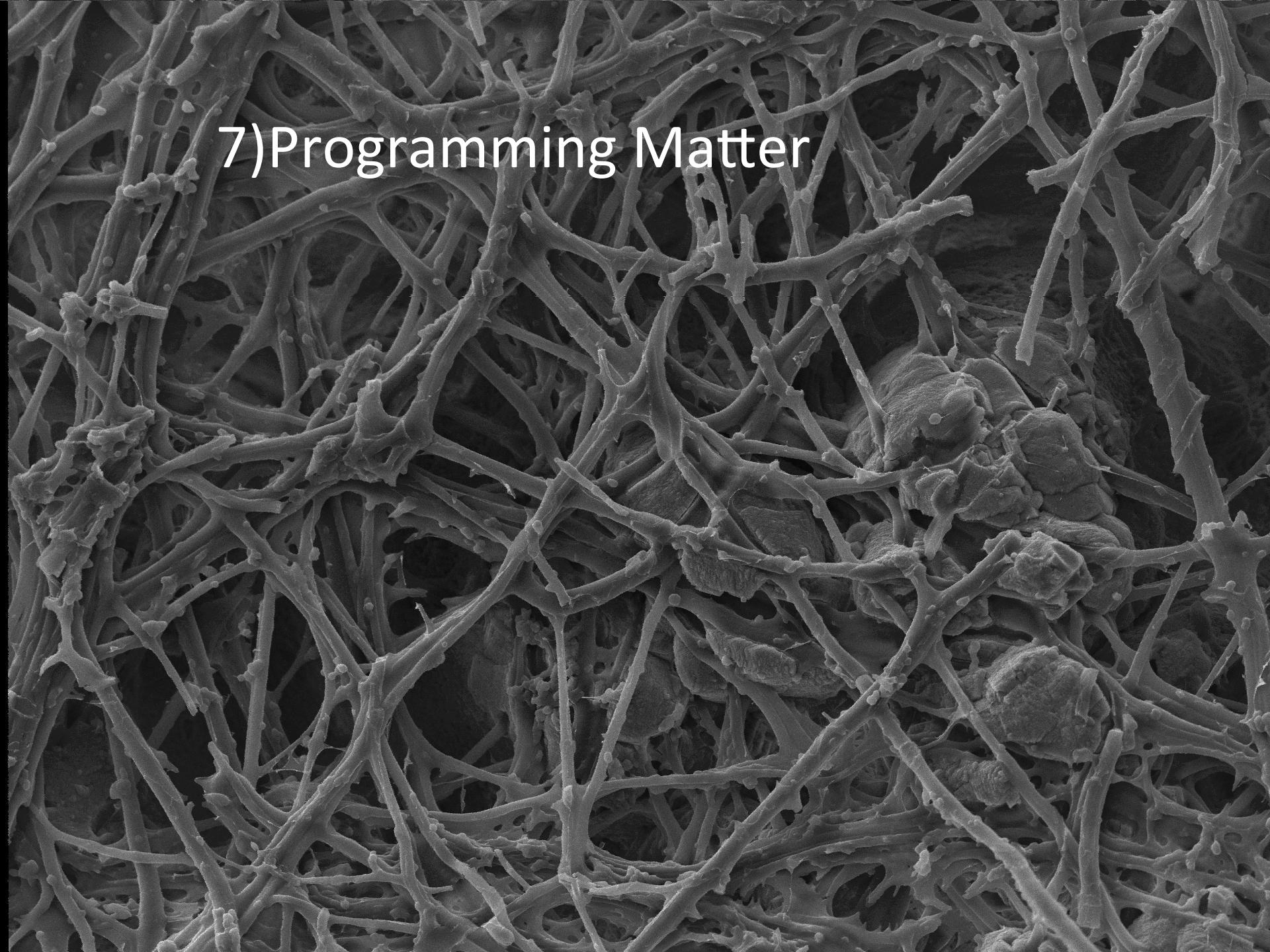
“Ornamento deriva dalla radice indoeuropea ar- che significa “mettere insieme”, radice comune ad armonia, armonizzare ed arrangiare (disporre). L’ornamento non viene quindi considerato come qualcosa di non necessario quanto la condizione che emerge nelle operazioni di articolazione e differenziazione di un sistema, espressione della sua stessa natura” A. Erioli



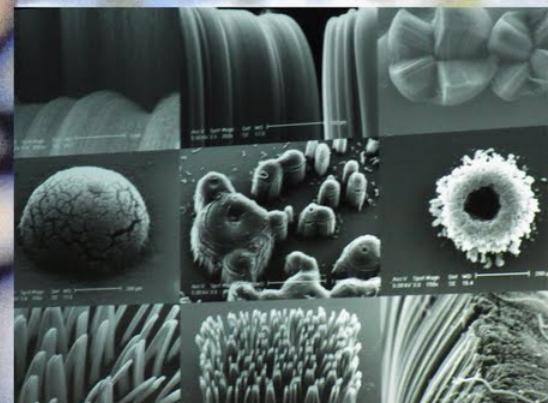
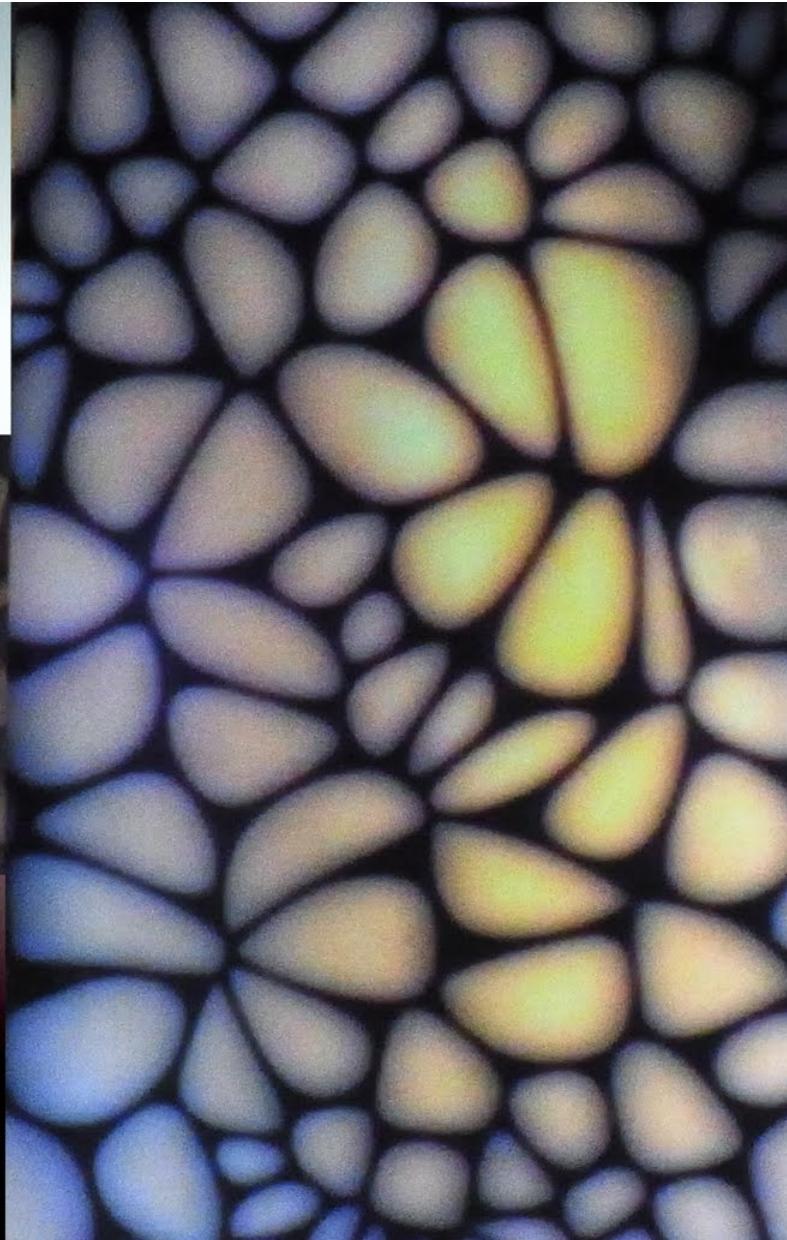
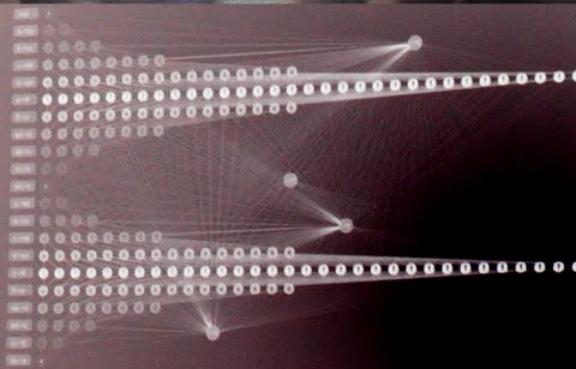
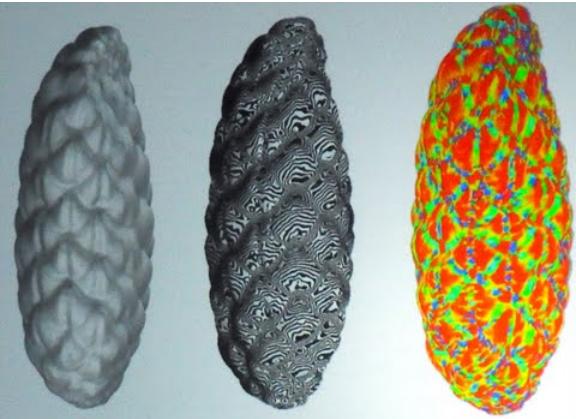
7) Ornament



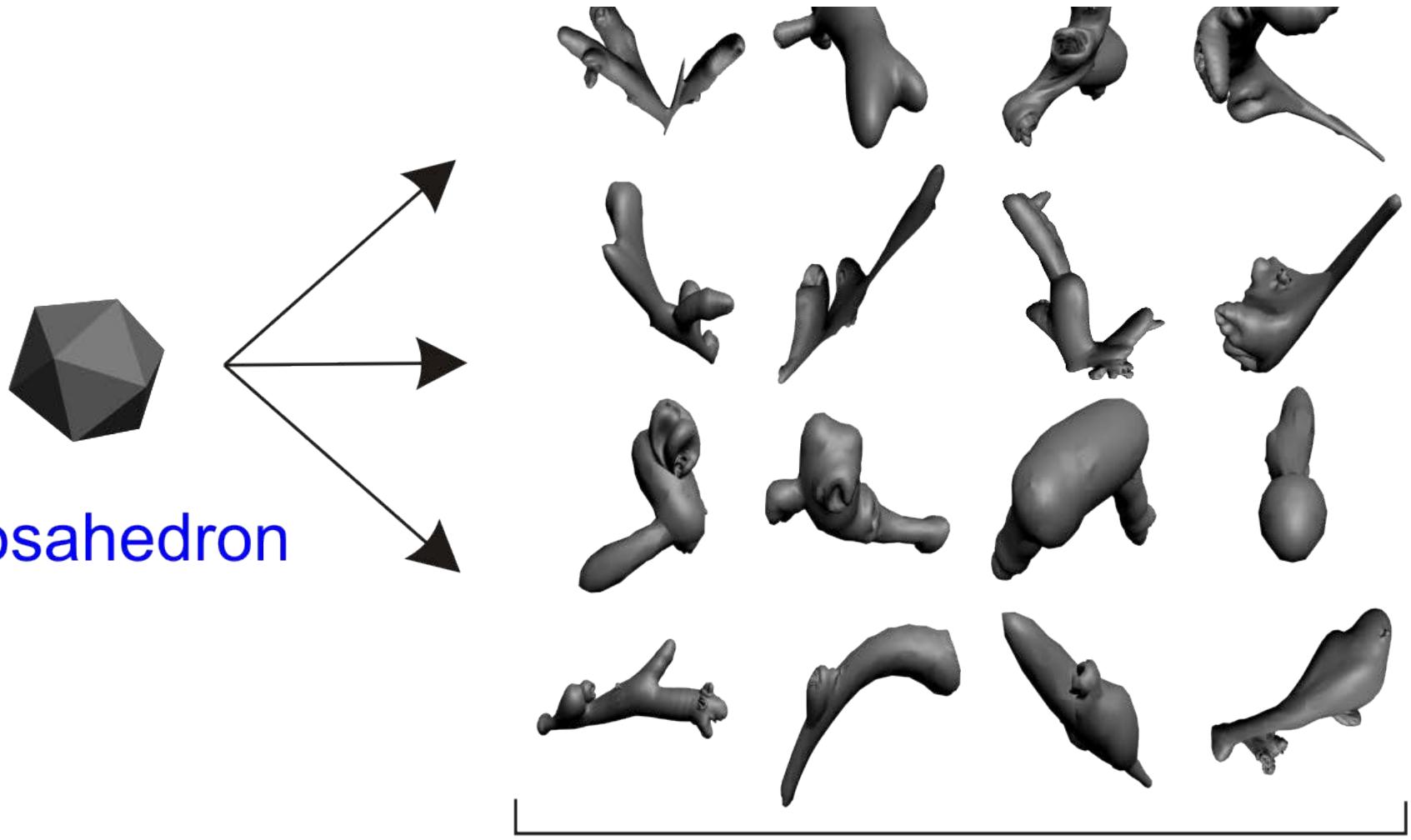


A scanning electron micrograph (SEM) showing a complex, three-dimensional network of thin, light-colored fibers or tubes. These fibers are interconnected in a non-uniform, organic-like pattern, creating numerous small, irregular pores throughout the structure. The overall appearance is reminiscent of a biological tissue or a man-made material like a scaffold.

7) Programming Matter



7) Digital morphogenesis











Calendario Attività 2014

Medaarch

at mediterranean fablab

Interaction design
06,07,08 giugno

Blender
16,17,18 maggio

Fabricated fashion
22,23,24,25,26,27 aprile

Emotional design
23,24,25 marzo

Grasshopper advanced
18,19,20 marzo

Arduino for Interaction
15,16 marzo

4x4 Architecture

08/02 Rhinoceros 09/03 Stampa 3d
16/02 Grasshopper 08/03 Rhino cam

Grazie !!!

amleto@aramplus.com

www.aramplus.com

www.medaarch.com