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**Practice**-Stan Allen 2012-12-06

Conversant in contemporary theory and architectural history, Stan Allen argues that concepts in architecture are not imported from other disciplines, but emerge through the materials and procedures of architectural practice itself. Drawing on his own experience as a working architect, he examines the ways in which the tools available to the architect affect the design and production of buildings. This second edition includes revised essays together with previously unpublished work. Allen's seminal piece on Field Conditions is included in this reworked, revised and redesigned volume. A compelling read for student and practitioner alike.

**Practice**-Stan Allen 2009

Conversant in contemporary theory and architectural history, Stan Allen argues that concepts in architecture are not imported from other disciplines, but emerge through the materials and procedures of architectural practice itself. Drawing on his own experience as a working architect, he examines the ways in which the tools available to the architect affect the design and production of buildings. This second edition includes revised essays together with previously unpublished work. Allen's seminal piece on Field Conditions is included in this reworked, revised and redesigned volume. A compelling read for student and practitioner alike.

**Practice**-Stan Allen 2000

Nine essays that practicing architect Allen wrote between 1989 and 1997 and extensively reworked over the next two years explore how the modes of representation and techniques of realization available to the architect affect the practice. Though conversant in contemporary theory and architecture history, he argues that concepts in architecture are not imported from other disciplines but emerge through the materials and procedures of architectural practice itself. He includes many monochrome photographs, but no index. c. Book News Inc.

**Drawing from the Model**-Frank Melendez 2019-04-16

Bridges traditional and contemporary methods of creating architectural design drawings and 3D models through digital tools and computational processes. **Drawing from the Model: Fundamentals of Digital Drawing, 3D Modeling, and Visual Programming in Architectural Design** presents architectural design students, educators, and professionals with a broad overview of traditional and contemporary architectural representation methods. The book offers insights into developments in computing in relation to architectural drawing and modeling, by addressing historical analog methods of architectural drawing based on descriptive geometry and projection, and transitioning to contemporary digital methods based on computational processes and emerging technologies. **Drawing from the Model** offers digital tools, techniques, and workflows for producing architectural design drawings (plans, sections, elevations, axonometrics, and perspectives), using contemporary 2D drawing and 3D modeling design software. Visual programming is introduced to address topics of parametric modeling, algorithmic design, computational simulations, physical computing, and robotics. The book focuses on digital design software used in higher education and industry, including Robert McNeel & Associates Rhinoceros® (Rhino 6 for

Windows), Grasshopper®, Adobe Illustrator® CC, and Arduino, and features an appendix filled with 10 design drawing and 3D modeling exercises intended as educational and pedagogical examples for readers to practice and/or teach workflows that are addresses in the book. Bridges analog hand-drawing and digital design drawing techniques Provides comprehensive coverage of architectural representation, computing, computer-aided drafting, and 3D modeling tools, techniques, and workflows, for contemporary architectural design drawing aesthetics and graphics. Introduces topics of parametric modeling, algorithmic design, computational simulation, physical computing, and robotics through visual programming environments and processes. Features tutorial-based instruction using the latest versions of Rhinoceros® (Rhino 6 for Windows), Grasshopper®, Adobe Illustrator® CC, and Arduino.

Design Technics-Zeynep Çelik Alexander 2020-01-21

Leading scholars historicize and theorize technology's role in architectural design Although the question of technics pervades the contemporary discipline of architecture, there are few critical analyses on the topic. **Design Technics** fills this gap, arguing that the technical dimension of design has often been flattened into the broader celebratory rhetoric of innovation. Bringing together leading scholars in architectural and design history, the volume's contributors situate these tools on a broader epistemological and chronological canvas. The essays here construct histories—some panoramic and others unfolding around a specific episode—of seven techniques regularly used by the designer in the architectural studio today: rendering, modeling, scanning, equipping, specifying, positioning, and repeating. Starting with observations about the epistemological changes that have unfolded in the discipline in recent decades but seeking to offer a more expansive meaning for technics, the volume casts new light on concepts such as form, experience, and image that have played central roles in historical architectural discourses. Among the questions addressed: How was the concept of form immanent in practices of scanning since the late nineteenth century? What was the historical relationship between rendering and experience in Enlightenment discourses? How did practices of specifying reconfigure the distinction between intellectual and manual labor? What kind of rationality is inherent in the designer's constant clicking of the mouse in front of her screen? In addressing these and other questions, this engaging and timely collection thereby proposes technics as a site for historical and philosophical reflection not only for those engaged in architectural design but also for any scholar working in the humanities today. Contributors: Lucia Allais, Edward Eigen, Orit Halpern, John Harwood, Matthew C. Hunter, and Michael Osman.

Theories and Practices of Architectural Representation-Mike Christenson 2019-03-25

**Theories and Practices of Architectural Representation** focuses on the study of architectural knowledge approached through the lens of representation: the making of things-about-buildings. Architectural knowledge systems continue to shift away from traditional means, such as books and photographs, into modes dominated by digital technologies. This shift parallels earlier ones developed by craftspeople into the knowledge of painters and writers, or shifts from manually produced knowledge into the mode of photography and film. These historical shifts caused profound disruptions to established patterns, and in general the shift currently underway is no different. This book considers essential questions including: How

does architecture become known? How is knowledge about architecture produced, structured, disseminated, and consumed? How in particular do historical patterns of knowledge production persist within contemporary culture and society? How are these patterns affected by changes in technology, and how does technology create new opportunities? These questions are examined through five chapters dealing with exemplary buildings and representational methods selected from worldwide locations including the United States, Japan, and Italy. *Theories and Practices of Architectural Representation* proposes that historical theories and practices of architectural representation remain distinct, robust, and uniquely viable within the context of rapidly changing technologies. It is an essential read for students of architectural theory of representation.

*Architectural Representation and the Perspective Hinge*-Alberto Pérez-Gómez 2000

The relationship between the architectural representation and its intended product - a building - has undergone a profound transformation over the centuries. Before the age of modern technology, the systematically predictive role of architectural drawing so taken for granted today was less dominant in the evolution from architectural idea to built work. The age of computer-aided design has brought with it a stricter standard of fidelity. However, contemporary architecture need not simply accept the inevitability of a technological imperative. This book demonstrates that representation is never a neutral tool or mere picture of a future building.

**Digital Drawing for Landscape Architecture**-Bradley Cantrell 2014-11-19

Combine traditional techniques with modern media for more communicative renderings *Digital Drawing for Landscape Architecture: Contemporary Techniques and Tools for Digital Representation in Site Design, Second Edition* bridges the gap between traditional analog and new digital tools by applying timeless concepts of representation to enhance design work in digital media. The book explores specific techniques for creating landscape designs, including digitally rendered plans, perspectives, and diagrams, and the updated second edition offers expanded coverage of newer concepts and techniques. Readers will gain insight into the roles of different drawings, with a clear emphasis on presenting a solid understanding of how diagram, plan, section, elevation, and perspective work together to present a comprehensive design approach. Digital rendering is faster, more efficient, and more flexible than traditional rendering techniques, but the design principles and elements involved are still grounded in hand-rendering techniques. *Digital Drawing for Landscape Architecture* exploits both modalities to help designers create more beautiful, accurate, and communicative drawings in a professional studio environment. This second edition contains revised information on plan rendering techniques, camera matching workflow, and color selection, along with brand new features, like: Time-based imagery and tools Workflow integration techniques Photoshop and Illustrator task automation Over 400 updated images, plus over 50 new examples of award-winning work The book takes a tutorial-based approach to digital rendering, allowing readers to start practicing immediately and get up to speed quickly. Communication is a vital, but often overlooked component of the design process, and designers rely upon their drawings to translate concepts from idea to plan. *Digital Drawing for Landscape Architecture* provides the guidance landscape designers need to create their most communicative renderings yet.

**Strategies for Landscape Representation**-Paul Cureton 2016-12-08

*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.

**Lineament: Material, Representation and the Physical Figure in Architectural Production**-Gail Peter Borden 2017-08-29

This comprehensive catalogue of contemporary work examines the renewed investment in the relationship between representation, materiality, and architecture. It assembles a range of diverse voices across various institutions, practices, generations, and geographies, through specific case studies that collectively present a broader theoretical intention.

Manual of Section-Paul Lewis 2016-08-23

Along with plan and elevation, section is one of the essential representational techniques of architectural design; among architects and educators, debates about a project's section are common and often intense. Until now, however, there has been no framework to describe or evaluate it. *Manual of Section* fills this void. Paul Lewis, Marc Tsurumaki, and David J. Lewis have developed seven categories of section, revealed in structures ranging from simple one-story buildings to complex structures featuring stacked forms, fantastical shapes, internal holes, inclines, sheared planes, nested forms, or combinations thereof. To illustrate these categories, the authors construct sixty-three intricately detailed cross-section perspective drawings of built projects—many of the most significant structures in international architecture from the last one hundred years—based on extensive archival research. *Manual of Section* also includes smart and accessible essays on the history and uses of section.

Graph Representation Learning-William L. Hamilton 2020-09-16

Graph-structured data is ubiquitous throughout the natural and social sciences, from telecommunication networks to quantum chemistry. Building relational inductive biases into deep learning architectures is crucial for creating systems that can learn, reason, and generalize from this kind of data. Recent years have seen a surge in research on graph representation learning, including techniques for deep graph embeddings, generalizations of convolutional neural networks to graph-structured data, and neural message-passing approaches inspired by belief propagation. These advances in graph representation learning have led to new state-of-the-art results in numerous domains, including chemical synthesis, 3D vision, recommender systems, question answering, and social network analysis. This book provides a synthesis and overview of graph representation learning. It begins with a discussion of the goals of graph representation learning as well as key methodological foundations in graph theory and network analysis. Following this, the book introduces and reviews methods for learning node embeddings, including random-walk-based methods and applications to knowledge graphs. It then provides a technical synthesis and introduction to the highly successful graph neural network (GNN) formalism, which has become a dominant and fast-growing paradigm for deep learning with graph data. The book concludes with a synthesis of recent advancements in deep generative models for graphs—a nascent but quickly growing subset of graph representation learning.

*The Image of the City*-Kevin Lynch 1964-06-15

The classic work on the evaluation of city form. What does the city's form actually mean to the people who live there? What can the city planner do to make the city's image more vivid and memorable to the

city dweller? To answer these questions, Mr. Lynch, supported by studies of Los Angeles, Boston, and Jersey City, formulates a new criterion—imageability—and shows its potential value as a guide for the building and rebuilding of cities. The wide scope of this study leads to an original and vital method for the evaluation of city form. The architect, the planner, and certainly the city dweller will all want to read this book.

Designing Embedded Hardware-John Catsoulis 2002

Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, Designing Embedded Hardware also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. Designing Embedded Hardware covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers.

**Massimo Scolari**-Editors of Skira Books 2012

The artists major monograph exploring every aspect of his career. Massimo Scolari, who has been Professor of Architecture, Design and Modelling in Venice since 1973, is also an internationally famous painter and designer. A versatile artist, Scolari was visiting professor in numerous European and North American universities between 1975 and 1993. He was and is editor of several architecture journals and a member of the Paris Bureau de la Recherche Architecturale international scientific committee. This publication presents a significant number of works all analysed extensively produced between 1965 and 2011 which trace the entire trajectory of Scolari's artistic production: oil paintings and watercolours, installations, ink and pencil drawings, elevations, sections, architectural models, and theatre sets and costumes. One of the main objectives of this edition is to clarify the central role played by representation in Scolari's work. In order to do this, the significant texts included in the book address Scolari's focus on the visualization of the architectural idea, a feature of his approach that allows him to detach the discipline from some of its more conventional procedures of embodiment, construction, and realization. This is important at a moment when a prevailing emphasis on digital technology and constructive technique has tended to obscure the role played by the imagination, and its indispensable corollary, the hand of the architect, in the design and production of architecture.

Drawing Futures-Bob Sheil 2016-11-11

Drawing Futures brings together international designers and artists for speculations in contemporary drawing for art and architecture. Despite numerous developments in technological manufacture and computational design that provide new grounds for designers, the act of drawing still plays a central role as a vehicle for speculation. There is a rich and long history of drawing tied to innovations in technology as well as to revolutions in our philosophical understanding of the world. In reflection of a society now underpinned by computational networks and interfaces allowing hitherto unprecedented views of the world, the changing status of the drawing and its representation as a political act demands a platform for reflection and innovation. Drawing Futures will present

a compendium of projects, writings and interviews that critically reassess the act of drawing and where its future may lie. Drawing Futures focuses on the discussion of how the field of drawing may expand synchronously alongside technological and computational developments. The book coincides with an international conference of the same name, taking place at The Bartlett School of Architecture, UCL, in November 2016. Bringing together practitioners from many creative fields, the book discusses how drawing is changing in relation to new technologies for the production and dissemination of ideas.

Affect, Representation and Language-Howard B. Levine 2021-11-17

This book presents and elaborates on the rationale and implications of the transformational dimension of psychoanalysis. In so doing, it attempts to extend psychoanalytic theory and practice beyond neurosis and beyond what were formerly thought to be the limits of analytic understanding. Its theoretical vision sits at the crossroads of the thinking of Freud, Bion, Winnicott, Green and the Paris Psycho-Somatic School. Other sources include the contributions of contemporary French psychoanalysts such as Laplanche, Donnet, L. Kahn, P. Miller and the Botellas, along with the work of Alvarez, Scarfone, Ferro, Ogden, and more. In re-examining the very epistemological foundations of psychoanalysis and their implications for a theory of psychic functioning, it follows upon and extends the radical implications of Freud's 1937 Constructions paper, the thoughts of Bion on intuition and Winnicott's understanding of the working through of the consequences of early pre-verbal environmental failure. In so doing, it makes a case for psychoanalysis as a powerful treatment for borderline, primitive narcissistic, post-traumatic and other character disorders and conditions - including perversions, addictions, psychosomatic, autistic and panic disorders. By presenting a revised metapsychology that is Freudian, contemporary and clinically near, Affect, Representation and Language. Between the Silence and the Cry offers practitioners at all levels of analytic experience a way of understanding and treating the expanding range of patients and disorders that present for treatment in our modern era.

Translations from Drawing to Building and Other Essays-Robin Evans 2022-02

A re-edition of Robin Evans' classic essay anthology Translations from Drawing to Building and Other Essays, originally published by the Architectural Association (AA) in 1997. Featuring a new introduction, the book is the first in a new series of essay anthologies entitled AA Documents. 'What makes this book so captivating is not just the individual insights, but also the intensity of Evans's vision and the coherence of his approach.' --Joseph Rykwert, Harvard Design Magazine This book brings together eight of the most interesting and significant essays by the unequalled historian Robin Evans, author of The Projective Cast. Written over a period of 20 years from 1970, shortly after his graduation from the Architectural Association (AA), to 1990, the essays cover a wide range of architectural concerns: domestic space, society's involvement with building types, aspects of geometry, modes of projection and drawing as a process for generating ideas. The book includes 'Mies van der Rohe's Paradoxical Symmetries' and other essays first published in AA Files. Evans's writings are supported by a new introduction and an annotated bibliography by Richard Difford. This AA Documents publication is a re-edition of the 1997 essay collection originally published by AA Publications.

**Digital Fabrications**-Lisa Iwamoto 2013-07-02

Digital Fabrications, the second volume in our new Architecture Briefs series, celebrates the design ingenuity made possible by digital fabrication techniques. Author Lisa Iwamoto explores the methods architects use to calibrate digital designs with physical forms. The book is organized according to five types of digital fabrication techniques: tessellating, sectioning, folding, contouring, and forming. Projects are shown both in their finished forms and in working drawings, templates, and prototypes, allowing the reader to watch the process of each fantastic construction unfold. Digital Fabrications presents projects designed and built by emerging practices that pioneer techniques and experiment with fabrication

processes on a small scale with a do-it-yourself attitude. Featured architects include AEDS/Ammar Eloueini, Atelier Manferdini, Brennan Buck, MOS, Office dA, Florencia Pita/MOD, Mafoomby, URBAN A+O, SYSTEMarchitects, Andrew Kudless/Matsys, IwamotoScott, Atelier Hitoshi Abe, Chris Bosse, Tom Wiscombe/EMERGENT, Thom Faulders Architecture, Jeremy Ficca, SPAN, GNUFORM, Heather Roberge, PATTERNS, Ruy Klein, and servo.

*Applied Text Analysis with Python*-Benjamin Bengfort 2018-06-11

From news and speeches to informal chatter on social media, natural language is one of the richest and most underutilized sources of data. Not only does it come in a constant stream, always changing and adapting in context; it also contains information that is not conveyed by traditional data sources. The key to unlocking natural language is through the creative application of text analytics. This practical book presents a data scientist's approach to building language-aware products with applied machine learning. You'll learn robust, repeatable, and scalable techniques for text analysis with Python, including contextual and linguistic feature engineering, vectorization, classification, topic modeling, entity resolution, graph analysis, and visual steering. By the end of the book, you'll be equipped with practical methods to solve any number of complex real-world problems. Preprocess and vectorize text into high-dimensional feature representations Perform document classification and topic modeling Steer the model selection process with visual diagnostics Extract key phrases, named entities, and graph structures to reason about data in text Build a dialog framework to enable chatbots and language-driven interaction Use Spark to scale processing power and neural networks to scale model complexity

*Architectural Graphics*-Frank Ching 2014-05-16

Architectural Graphics focuses on the techniques, methodologies, and graphic tools used in conveying architectural ideas. The book takes a look at equipment and materials, architectural drafting, and architectural drawing conventions. Discussions focus on drawing pencils, technical drawing pens, set squares/templates, circle templates/compasses, line weight/line types, drafting technique, drawing circular elements, floor plan, doors and windows in plan, stairs, wall indications, plan grids, and site boundaries. The manuscript examines rendition of value and context and graphic symbols and lettering. Topics include tonal values, media and techniques, value/texture rendition, material rendition, shades and shadows, people, furniture, graphic representation symbols, and hand lettering. The text explores freehand drawing and architectural presentations, including freehand sketching, graphic diagramming, and sketching equipment. The publication is a valuable reference for architects interested in doing further studies in architectural graphics.

*Architectural Detailing*-Edward Allen 2016-03-14

The industry-standard guide to designing well-performing buildings Architectural Detailing systematically describes the principles by which good architectural details are designed. Principles are explained in brief, and backed by extensive illustrations that show you how to design details that will not leak water or air, will control the flow of heat and water vapor, will adjust to all kinds of movement, and will be easy to construct. This new third edition has been updated to conform to International Building Code 2012, and incorporates current knowledge about new material and construction technology. Sustainable design issues are integrated where relevant, and the discussion includes reviews of recent built works that extract underlying principles that can be the basis for new patterns or the alteration and addition to existing patterns. Regulatory topics are primarily focused on the US, but touch on other jurisdictions and geographic settings to give you a well-rounded perspective of the art and science of architectural detailing. In guiding a design from idea to reality, architects design a set of details that show how a structure will be put together. Good details are correct, complete, and provide accurate information to a wide variety of users. By demonstrating the use of detail patterns, this book teaches you how to design a building that will perform as well as you intend. Integrate appropriate detailing into your designs Learn the latest in materials, assemblies,

and construction methods Incorporate sustainable design principles and current building codes Design buildings that perform well, age gracefully, and look great Architects understand that aesthetics are only a small fraction of good design, and that stability and functionality require a deep understanding of how things come together. Architectural Detailing helps you bring it all together with a well fleshed-out design that communicates accurately at all levels of the construction process.

*Orientalism*-Edward W. Said 2014-10-01

More than three decades after its first publication, Edward Said's groundbreaking critique of the West's historical, cultural, and political perceptions of the East has become a modern classic. In this wide-ranging, intellectually vigorous study, Said traces the origins of "orientalism" to the centuries-long period during which Europe dominated the Middle and Near East and, from its position of power, defined "the orient" simply as "other than" the occident. This entrenched view continues to dominate western ideas and, because it does not allow the East to represent itself, prevents true understanding. Essential, and still eye-opening, *Orientalism* remains one of the most important books written about our divided world.

*The Art of Systems Architecting, Third Edition*-Mark W. Maier 2009-01-06

If engineering is the art and science of technical problem solving, systems architecting happens when you don't yet know what the problem is. The third edition of a highly respected bestseller, *The Art of Systems Architecting* provides in-depth coverage of the least understood part of systems design: moving from a vague concept and limited resources to a satisfactory and feasible system concept and an executable program. The book provides a practical, heuristic approach to the "art" of systems architecting. It provides methods for embracing, and then taming, the growing complexity of modern systems. New in the Third Edition: Five major case studies illustrating successful and unsuccessful practices Information on architecture frameworks as standards for architecture descriptions New methods for integrating business strategy and architecture and the role of architecture as the technical embodiment of strategy Integration of process guidance for organizing and managing architecture projects Updates to the rapidly changing fields of software and systems-of-systems architecture Organization of heuristics around a simple and practical process model A Practical Heuristic Approach to the Art of Systems Architecting Extensively rewritten to reflect the latest developments, the text explains how to create a system from scratch, presenting invention/design rules together with clear explanations of how to use them. The author supplies practical guidelines for avoiding common systematic failures while implementing new mandates. He uses a heuristics-based approach that provides an organized attack on very ill-structured engineering problems. Examining architecture as more than a set of diagrams and documents, but as a set of decisions that either drive a system to success or doom it to failure, the book provide methods for integrating business strategy with technical architectural decision making.

*Mathematics for Machine Learning*-Marc Peter Deisenroth 2020-04-23

The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

Critical Architecture-Jane Rendell 2007-09-12

Critical Architecture examines the relationship between critical practice in architecture and architectural criticism. Placing architecture in an interdisciplinary context, the book explores architectural criticism with reference to modes of criticism in other disciplines - specifically art criticism - and considers how critical practice in architecture operates through a number of different modes: buildings, drawings and texts. With forty essays by an international cast of leading architectural academics, this accessible single source text on the topical subject of architectural criticism is ideal for undergraduate as well as post graduate study.

RESTful Web Services Cookbook-Subbu Allamaraju 2010-02-22

While the REST design philosophy has captured the imagination of web and enterprise developers alike, using this approach to develop real web services is no picnic. This cookbook includes more than 100 recipes to help you take advantage of REST, HTTP, and the infrastructure of the Web. You'll learn ways to design RESTful web services for client and server applications that meet performance, scalability, reliability, and security goals, no matter what programming language and development framework you use. Each recipe includes one or two problem statements, with easy-to-follow, step-by-step instructions for solving them, as well as examples using HTTP requests and responses, and XML, JSON, and Atom snippets. You'll also get implementation guidelines, and a discussion of the pros, cons, and trade-offs that come with each solution. Learn how to design resources to meet various application scenarios Successfully design representations and URIs Implement the hypertext constraint using links and link headers Understand when and how to use Atom and AtomPub Know what and what not to do to support caching Learn how to implement concurrency control Deal with advanced use cases involving copying, merging, transactions, batch processing, and partial updates Secure web services and support OAuth

Architecture Filmmaking-Igea Troiani 2019-10-17

Unlike other books on architecture and film, Architecture Filmmaking investigates how the now-expanded field of architecture utilizes the practice of filmmaking (feature/short film, stop motion animation and documentary) or video/moving image in research, teaching and practice, and what the consequences of this interdisciplinary exchange are. While architecture and filmmaking have clearly distinct disciplinary outputs and filmmaking is a much younger art than architecture, the intersection between them is less defined. This book investigates the ways in which architectural researchers, teachers of architecture, their students and practising architects, filmmakers and artists are using filmmaking uniquely in their practice.

**Designing Interfaces**-Jenifer Tidwell 2005-11-21

Provides information on designing easy-to-use interfaces.

**Presentation Zen**-Garr Reynolds 2009-04-15

FOREWORD BY GUY KAWASAKI Presentation designer and internationally acclaimed communications expert Garr Reynolds, creator of the most popular Web site on presentation design and delivery on the Net — presentationzen.com — shares his experience in a provocative mix of illumination, inspiration, education, and guidance that will change the way you think about making presentations with PowerPoint or Keynote. Presentation Zen challenges the conventional wisdom of making "slide presentations" in today's world and encourages you to think differently and more creatively about the preparation, design, and delivery of your presentations. Garr shares lessons and perspectives that draw upon practical advice from the fields of communication and business. Combining solid principles of design with the tenets of Zen simplicity, this book will help you along the path to simpler, more effective presentations.

**Situated Objects**-Stanley T. Allen 2021-03-15

Stan Allen is an architect and educator who has won global acclaim, primarily for his work in town planning and his influential 1996 essay

"Field Conditions." His new book Situated Objects shows a unique facet of his creative process: a selection of small buildings and projects on rural sites, most of them situated within the landscape of the Hudson Valley, New York. They demonstrate an approach to architecture that engages in a dialogue with this partly wild and wholly non-urban environment that lies just outside the gates of New York City. The projects are presented in drawings and a rich array of images by celebrated photographer Scott Benedict. They are arranged in three thematic categories: Outbuildings, Material Histories, and New Natures, supplemented by the architect's writings and essays contributed by Helen Thomas and Jesús Vassallo. The first book on Stan Allen's buildings, Situated Objects highlights Allen's personal engagement with American material traditions, the conventions of architectural drawing, and the challenge of building with nature.

**Spatial Agency: Other Ways of Doing Architecture**-Nishat Awan 2013-09-13

This book offers the first comprehensive overview of alternative approaches to architectural practice. At a time when many commentators are noting that alternative and richer approaches to architectural practice are required if the profession is to flourish, this book provides multiple examples from across the globe of how this has been achieved and how it might be achieved in the future. Particularly pertinent in the current economic climate, this book offers the reader new approaches to architectural practice in a changing world. It makes essential reading for any architect, aspiring or practicing.

**Clean Architecture**-Robert C. Martin 2017-09-12

Practical Software Architecture Solutions from the Legendary Robert C. Martin ("Uncle Bob") By applying universal rules of software architecture, you can dramatically improve developer productivity throughout the life of any software system. Now, building upon the success of his best-selling books Clean Code and The Clean Coder, legendary software craftsman Robert C. Martin ("Uncle Bob") reveals those rules and helps you apply them. Martin's Clean Architecture doesn't merely present options. Drawing on over a half-century of experience in software environments of every imaginable type, Martin tells you what choices to make and why they are critical to your success. As you've come to expect from Uncle Bob, this book is packed with direct, no-nonsense solutions for the real challenges you'll face—the ones that will make or break your projects. Learn what software architects need to achieve—and core disciplines and practices for achieving it Master essential software design principles for addressing function, component separation, and data management See how programming paradigms impose discipline by restricting what developers can do Understand what's critically important and what's merely a "detail" Implement optimal, high-level structures for web, database, thick-client, console, and embedded applications Define appropriate boundaries and layers, and organize components and services See why designs and architectures go wrong, and how to prevent (or fix) these failures Clean Architecture is essential reading for every current or aspiring software architect, systems analyst, system designer, and software manager—and for every programmer who must execute someone else's designs. Register your product for convenient access to downloads, updates, and/or corrections as they become available.

**The Behavioral and Social Sciences**-National Research Council 1988-02-01

This volume explores the scientific frontiers and leading edges of research across the fields of anthropology, economics, political science, psychology, sociology, history, business, education, geography, law, and psychiatry, as well as the newer, more specialized areas of artificial intelligence, child development, cognitive science, communications, demography, linguistics, and management and decision science. It includes recommendations concerning new resources, facilities, and programs that may be needed over the next several years to ensure rapid progress and provide a high level of returns to basic research.

*Deleuze and Architecture*-Helene Frichot 2013-05-20

Critiques the legacy and ongoing influence of Deleuze on the discipline and practice of architecture. This collection looks critically at how Deleuze challenges architecture as a discipline, how architecture contributes to philosophy and how we can come to understand the complex politics of space of our increasingly networked world. Since the 1980s, Deleuze's philosophy has fuelled a generation of architectural thinking, and can be seen in the design of a global range of contemporary built environments. His work has also alerted architecture to crucial ecological, political and social problems that the discipline needs to reconcile.

**What is Architectural History**-Andrew Leach 2013-04-25

*Programming Embedded Systems*-Michael Barr 2006

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

*Montage and the Metropolis*-Martino Stierli 2018-01-01

Montage has been hailed as one of the key structural principles of modernity, yet its importance to the history of modern thought about cities and their architecture has never been adequately explored. In this groundbreaking new work, Martino Stierli charts the history of montage in late 19th-century urban and architectural contexts, its application by the early 20th-century avant-gardes, and its eventual appropriation in the postmodern period. With chapters focusing on photomontage, the film theories of Sergei Eisenstein, Mies van der Rohe's spatial experiments, and Rem Koolhaas's use of literary montage in his seminal manifesto *Delirious New York* (1978), Stierli demonstrates the centrality of montage in modern explorations of space, and in conceiving and representing the contemporary city. Beautifully illustrated, this interdisciplinary book looks at architecture, photography, film, literature, and visual culture, featuring works by artists and architects including Mies, Koolhaas, Paul Citroen, George Grosz, Hannah Höch, El Lissitzky, and Le Corbusier.

[Architectural Drawing Course](#)-Mo Zell 2008

"Tools and techniques for 2D and 3D representation"--Cover.

**Designing Web Navigation**-James Kalbach 2007-08-28

Thoroughly rewritten for today's web environment, this bestselling book offers a fresh look at a fundamental topic of web site development: navigation design. Amid all the changes to the Web in the past decade, and all the hype about Web 2.0 and various "rich" interactive technologies, the basic problems of creating a good web navigation system remain. *Designing Web Navigation* demonstrates that good navigation is not about technology-it's about the ways people find information, and how you guide them. Ideal for beginning to intermediate web designers, managers, other non-designers, and web development pros looking for another perspective, *Designing Web Navigation* offers basic design principles, development techniques and practical advice, with real-world examples and essential concepts seamlessly folded in. How does your web site serve your business objectives? How does it meet a user's needs? You'll learn that navigation design touches most other aspects of web site development. This book: Provides the foundations of web navigation and offers a framework for navigation design Paints a broad picture of web navigation and basic human information behavior Demonstrates how navigation reflects brand and affects site credibility Helps you understand the problem you're trying to solve before you set out to design Thoroughly reviews the mechanisms and different types of navigation Explores "information scent" and "information shape" Explains "persuasive" architecture and other design concepts Covers special contexts, such as navigation design for web applications Includes an entire chapter on tagging While *Designing Web Navigation* focuses on creating navigation systems for large, information-rich sites serving a business purpose, the principles and techniques in the book also apply to small sites. Well researched and cited, this book serves as an excellent reference on the topic, as well as a superb teaching guide. Each chapter ends with suggested reading and a set of questions that offer exercises for experiencing the concepts in action.