# Twenty Buildings Every Architect Should Understand

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**Revisiting Postmodernism** Terry Farrell 2019-06-28 Revisiting Postmodernism offers an engaging, wide-ranging and highly illustrated account of postmodernism in architecture from its roots in the 1940s to its ongoing relevance today. This book invites readers to see Postmodernism in a new light: not just a style but a cultural phenomenon that embraces all areas of life and thrives on complexity and pluralism, in contrast to the strait-laced, single-style, top-down inclination of its predecessor, Modernism. While focusing on architecture, this book also explores aspects such as urban masterplanning, furniture design, art and literature. Looking at Postmodernism through the lens of examples from around the world, each chapter explores the movement in the UK on the one hand, and its international counterparts on the other, reflecting on the historical movement but also how postmodernism influences practices today. This book offers the insider's view on postmodernism by the author, a recognised pioneer in the field of postmodern architecture and a prestigious and authoritative participant in the postmodern movement.

250 Things an Architect Should Know Michael Sorkin 2021-10-19 Michael Sorkin's iconic list is now in a handsome printed package, a perfect gift for any architect, student of architecture, or design-savvy urbanist. By turns poetic and humorous, practical and wise, this book is a joyful celebration of the craft of architecture. A posthumous book by critic, architect, urban theorist, and educator, Michael Sorkin (1948-2020), 250 Things An Architct Should Know is filled with details that architects love to obsess over, from the expected (golden ratio and the seismic code) to the unexpected (the heights of folly and the prismatic charms of Greek islands.)

Twenty-Five Buildings Every Architect Should Understand Simon Unwin 2014-11-17 "A revised and expanded edition of Twenty buildings every architect should understand."

**Water in Buildings** William B. Rose 2005-04-07 The definitive guide to understanding and managing the effects of water on buildings Water in Buildings: An Architect's Guide to Moisture and Mold is a detailed and highly useful reference to help architects and other design professionals create dry, healthy environments, without jeopardizing a project with poor liability management. Much more than a book of "quick fixes," this practical guide illuminates

an essential understanding of the "whys" of moisture problems, including valuable information on how water behaves and how its performance can be anticipated and managed in building design. With a special emphasis on water's role in creating mold, an issue of growing concern and liability, Water in Buildings offers the most up-to-date information on rainwater management, below-grade water management, foundations, wall and roof construction, mechanical systems, moisture, and much more! Providing authoritative guidance to designers and builders, this definitive guide features: * Clear explanations of how water interacts with building materials and equipment * An in-depth exploration of the paths of leaks * Numerous case studies on such well-known structures as Mount Vernon, Independence Hall, and Wingspan (Frank Lloyd Wright) * Numerous descriptive drawings and photographs

Analysing Architecture Simon Unwin 2014 Now in its fourth edition, Analysing Architecture has become internationally established as the best introduction to architecture. Aimed primarily at those wishing to become professional architects, it also offers those in disciplines related to architecture (from archaeology to stage design, garden design to installation art), a clear and accessible insight into the workings of this rich and fascinating subject. With copious illustrations from his own notebooks, the author dissects examples from around the world and all periods of history to explain underlying strategies in architectural design and show how drawing may be used as a medium for analysis. This new edition of Analysing Architecture is revised and expanded. Notably, the chapter on 'Basic Elements of Architecture' has been enlarged to discuss the 'powers' various architectural elements offer the architect. Three new chapters have been added to the section on 'Themes in Spatial Organisation', covering 'Occupying the In-between', 'Inhabited Wall' and 'Refuge and Prospect'. Two new examples – a Mud House from Kerala, India and the Mongyo-tei (a tea house) from Kyoto, Japan – have been added to the 'Case Studies' at the end of the book. The 'Select Bibliography' has been expanded and the 'Index' revised. Works of architecture are instruments for managing, orchestrating, modifying our relationship with the world around us. They frame just about everything we do. Architecture is complex, subtle, frustrating… but ultimately extremely rewarding. It can be a difficult discipline to get to grips with; nothing in school quite prepares anyone for the particular demands of an architecture course. But this book will help. Analysing Architecture is the foundation volume of a series of books by Simon Unwin exploring the workings of architecture. Other books in the series include Twenty Buildings Every Architect Should Understand and Exercises in Architecture.

Occupational Outlook Handbook United States. Bureau of Labor Statistics 1976

Building Evolutionary Architectures Neal Ford 2017-09-18 The software development ecosystem is constantly changing, providing a constant stream of new tools, frameworks, techniques, and paradigms. Over the past few years, incremental developments in core engineering practices for software development have created the foundations for rethinking how architecture changes over time, along with ways to protect important architectural characteristics as it evolves. This practical guide ties those parts together with a new way to think about architecture and time.

Twenty Buildings Every Architect Should Understand Simon Unwin 2010-02-25 Have you ever wondered how the ideas behind the world's greatest architectural designs came about? What process does an architect go through to design buildings which become world-renowned for their excellence? This book reveals the secrets behind these buildings. He asks you to 'read'

the building and understand its starting point by analyzing its final form. Through the gradual revelations made by an understanding of the thinking behind the form, you learn a unique methodology which can be used every time you look at any building.

101 Things I Learned in Architecture School Matthew Frederick 2007-08-31 Concise lessons in design, drawing, the creative process, and presentation, from the basics of "How to Draw a Line" to the complexities of color theory. This is a book that students of architecture will want to keep in the studio and in their backpacks. It is also a book they may want to keep out of view of their professors, for it expresses in clear and simple language things that tend to be murky and abstruse in the classroom. These 101 concise lessons in design, drawing, the creative process, and presentation—from the basics of "How to Draw a Line" to the complexities of color theory—provide a much-needed primer in architectural literacy, making concrete what too often is left nebulous or open-ended in the architecture curriculum. Each lesson utilizes a two-page format, with a brief explanation and an illustration that can range from diagrammatic to whimsical. The lesson on "How to Draw a Line" is illustrated by examples of good and bad lines; a lesson on the dangers of awkward floor level changes shows the television actor Dick Van Dyke in the midst of a pratfall; a discussion of the proportional differences between traditional and modern buildings features a drawing of a building split neatly in half between the two. Written by an architect and instructor who remembers well the fog of his own student days, 101 Things I Learned in Architecture School provides valuable guideposts for navigating the design studio and other classes in the architecture curriculum. Architecture graduates—from young designers to experienced practitioners—will turn to the book as well, for inspiration and a guide back to basics when solving a complex design problem.

Exercises in Architecture Simon Unwin 2012 Architecture is a doing word. You can learn a great deal about the workings of architecture through analysing examples but a fuller understanding of its powers and potential comes through practice, by trying to do it... This book offers student architects a series of exercises that will develop their capacity for doing architecture. Exercises in Architecture builds on and supplements the methodology for architectural analysis presented in the author's previous book Analysing Architecture (third edition, Routledge, 2009) and demonstrated in his Twenty Buildings Every Architect Should Understand (Routledge, 2010). The three books taken together deal with the three aspects of learning: description, analysis of examples, and practice. The book offers twelve exercises, each divided into a short series of tasks aimed at developing a particular theme or area of architectural capacity. The exercises deal with themes such as place-making, learning through drawing, framing, light, , uses of geometry, stage setting, eliciting emotional responses, the genetics of detail and so forth.

**Exercises in Architecture** Simon Unwin 2013-06-17 Architecture is a doing word. You can learn a great deal about the workings of architecture through analysing examples but a fuller understanding of its powers and potential comes through practice, by trying to do it... This book offers student architects a series of exercises that will develop their capacity for doing architecture. Exercises in Architecture builds on and supplements the methodology for architectural analysis presented in the author's previous book Analysing Architecture (third edition, Routledge, 2009) and demonstrated in his Twenty Buildings Every Architect Should Understand (Routledge, 2010). The three books taken together deal with the three aspects of learning: description, analysis of examples, and practice. The book offers twelve exercises,

each divided into a short series of tasks aimed at developing a particular theme or area of architectural capacity. The exercises deal with themes such as place-making, learning through drawing, framing, light, , uses of geometry, stage setting, eliciting emotional responses, the genetics of detail and so forth.

Twenty Minutes in Manhattan Michael Sorkin 2013-03-12 Every morning, the architect and writer Michael Sorkin walks downtown from his Greenwich Village apartment through Washington Square to his Tribeca office. Sorkin isn't in a hurry, and he never ignores his surroundings. Instead, he pays careful, close attention. And in Twenty Minutes in Manhattan, he explains what he sees, what he imagines, what he knows—giving us extraordinary access to the layers of history, the feats of engineering and artistry, and the intense social drama that take place along a simple twenty-minute walk.

The Architect's Studio Companion Edward Allen 2017-02-22 The time-saving resource every architect needs The Architect's Studio Companion is a robust, user-friendly resource that keeps important information at your fingertips throughout the design process. It includes guidelines for the design of structure, environmental systems, parking, accessibility, and more. This new sixth edition has been fully updated with the latest model building codes for the U.S. and Canada, extensive new information on heating and cooling systems for buildings, and new structural systems, all in a form that facilitates rapid preliminary design. More than just a reference, this book is a true companion that no practicing architect or student should be without. This book provides quick access to guidelines for systems that affect the form and spatial organization of buildings and allows this information to be incorporated into the earliest stages of building design. With it you can: Select, configure, and size structural systems Plan for building heating and cooling Incorporate passive systems and daylighting into your design Design for parking and meet code-related life-safety and accessibility requirements Relying on straightforward diagrams and clear written explanations, the designer can lay out the fundamental systems of a building in a matter of minutes—without getting hung up on complicated technical concepts. By introducing building systems into the early stages of design, the need for later revisions or redesign is reduced, and projects stay on time and on budget. The Architect's Studio Companion is the time-saving tool that helps you bring it all together from the beginning.

**Architect and Entrepreneur** Eric W. Reinholdt 2015-04-10 Part narrative, part business book; Architect + Entrepreneur is filled with contemporary, relevant, fresh tips and advice, from a seasoned professional architect building a new business. The guide advocates novel strategies and tools that merge entrepreneurship with the practice of architecture and interior design. The Problem:Embarking on a new business venture is intimidating; you have questions. But many of the resources available to help entrepreneur architects and interior designers start their design business lack timeliness and relevance. Most are geared toward building colossal firms like SOM and Gensler using outdated methods and old business models. If you're an individual or small team contemplating starting a design business, this is your field guide; crafted to inspire action. The Solution:Using the lean startup methodology to create a minimum viable product, the handbook encourages successive small wins that support a broader vision enabling one to, "think big, start small, and learn fast." It's a unique take on design practice viewed through the lens of entrepreneurship and is designed to answer the questions all new business owners face, from the rote to the existential. Questions about: - Startup costs - Business models (old and new) - Marriage of business and design - Mindset -

Branding & naming (exercises and ideas) - Internet marketing strategies - Passive income ideas - Setting your fee - Taxes - Standard Operating Procedures (SOPs) - Securing the work - Client relations - Software - Billing rates - Contracts Building a business isn't a singular act; it's a series of small steps. Using the outline found in Architect + Entrepreneur you can start today. The chapters are organized to guide you from idea to action. Rather than write a business plan you'll be challenged to craft a brand and you'll sell it using new technologies. Follow the guide sequentially and you'll have both the tools and a profitable small business.

How Real Estate Developers Think Peter Hendee Brown 2015-04-07 Cities are always changing: streets, infrastructure, public spaces, and buildings are constantly being built, improved, demolished, and replaced. But even when a new project is designed to improve a community, neighborhood residents often find themselves at odds with the real estate developer who proposes it. Savvy developers are willing to work with residents to allay their concerns and gain public support, but at the same time, a real estate development is a business venture financed by private investors who take significant risks. In How Real Estate Developers Think, Peter Hendee Brown explains the interests, motives, and actions of real estate developers, using case studies to show how the basic principles of development remain the same everywhere even as practices vary based on climate, local culture, and geography. An understanding of what developers do and why they do it will help community members, elected officials, and others participate more productively in the development process in their own communities. Based on interviews with over a hundred people involved in the real estate development business in Chicago, Miami, Portland (Oregon), and the Twin Cities of Minneapolis and St. Paul, How Real Estate Developers Think considers developers from three different perspectives. Brown profiles the careers of individual developers to illustrate the character of the entrepreneur, considers the roles played by innovation, design, marketing, and sales in the production of real estate, and examines the risks and rewards that motivate developers as people. Ultimately, How Real Estate Developers Think portrays developers as creative visionaries who are able to imagine future possibilities for our cities and communities and shows that understanding them will lead to better outcomes for neighbors, communities, and cities.

**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.

**Experiencing Architecture, second edition** Steen Eiler Rasmussen 1964-03-15 A classic examination of superb design through the centuries. Widely regarded as a classic in the field, Experiencing Architecture explores the history and promise of good design. Generously illustrated with historical examples of designing excellence—ranging from teacups, riding boots, and golf balls to the villas of Palladio and the fish-feeding pavilion of Beijing's Winter Palace—Rasmussen's accessible guide invites us to appreciate architecture not only as a profession, but as an art that shapes everyday experience. In the past, Rasmussen argues, architecture was not just an individual pursuit, but a community undertaking. Dwellings were built with a natural feeling for place, materials and use, resulting in "a remarkably suitable comeliness." While we cannot return to a former age, Rasmussen notes, we can still design spaces that are beautiful and useful by seeking to understand architecture as an art form that must be experienced. An understanding of good design comes not only from one's professional experience of architecture as an abstract, individual pursuit, but also from one's shared, everyday experience of architecture in real time—its particular use of light, color, shape, scale, texture, rhythm and sound. Experiencing Architecture reminds us of what good architectural design has accomplished over time, what it can accomplish still, and why it is worth pursuing. Wide-ranging and approachable, it is for anyone who has ever wondered "what instrument the architect plays on."

The Future of Architecture in 100 Buildings Marc Kushner 2015-03-10 The founder of Architizer.com and practicing architect draws on his unique position at the crossroads of architecture and social media to highlight 100 important buildings that embody the future of architecture. We're asking more of architecture than ever before; the response will define our future. A pavilion made from paper. A building that eats smog. An inflatable concert hall. A research lab that can walk through snow. We're entering a new age in architecture—one where we expect our buildings to deliver far more than just shelter. We want buildings that inspire us while helping the environment; buildings that delight our senses while serving the needs of a community; buildings made possible both by new technology and repurposed materials. Like an architectural cabinet of wonders, this book collects the most innovative buildings of today and tomorrow. The buildings hail from all seven continents (to say nothing of other planets), offering a truly global perspective on what lies ahead. Each page captures the soaring confidence, the thoughtful intelligence, the space-age wonder, and at times the sheer whimsy of the world's most inspired buildings—and the questions they provoke: Can a building breathe? Can a skyscraper be built in a day? Can we 3D-print a house? Can we live on the moon? Filled with gorgeous imagery and witty insight, this book is an essential and delightful guide to the future being built around us—a future that matters more, and to more of us, than ever.

**13 Buildings Children Should Know** Annette Roeder 2009-04-23 The world's most iconic buildings are made accessible and exciting for young readers in this colorful introduction to architecture that changed the world. Children's fascination with buildings is a natural outgrowth of their curiosity about anything strange or huge or complex. This unique book brings together thirteen architectural wonders that have intrigued children for years. Through activities such as games, quizzes, drawings and other activities, it teaches them the history behind each of the buildings, and presents fascinating facts about the design, historical use,

and construction techniques. This book features pyramids built by men with pulleys, a tower that leans, an opera house shaped like a sailboat, a museum built like a spiral, and the most recent example, a "bird's nest" stadium where the 2008 summer Olympics were held. Each of these buildings and more are introduced to young readers through lively texts and illustrations that will serve to heighten their interest and knowledge about the world's most important architecture, and perhaps inspire them to dream and build on their own.

Analysing Architecture Simon Unwin 2009-01-27 Clear and accessible, Analysing Architecture opens a fresh way to understanding architecture. It offers a unique 'notebook' of architectural strategies to present an engaging introduction to elements and concepts in architectural design. Beautifully illustrated throughout with the author's original drawings, examples are drawn from across the world and many periods of architectural history (from prehistoric times to the recent past) to illustrate analytical themes and to show how drawing can be used to study architecture. Since its first edition appeared in 1997, Analysing Architecture has established itself internationally as one of the key texts in architectural education. This third edition includes a new section discussing the ways analysing examples cultivates a capacity for design. Original chapters have been expanded, new case studies added, and the format rearranged for additional clarity. The bibliography of recommended supplementary reading has also been extended. In Analysing Architecture, Simon Unwin clearly identifies the key elements of architecture and conceptual themes apparent in buildings and relevant to other works of architecture such as gardens and cities. He describes ideas for use in the active process of design. Breaking down the grammar of architecture into themes and 'moves', Unwin exposes its underlying patterns to reveal the organizational strategies that lie beneath the superficial appearances of buildings. Exploring buildings as results of the interaction of people with the world around them, Analysing Architecture offers a definition of architecture as 'identification of place' and provides a greater understanding of architecture as a creative discipline. This book presents a powerful impetus for readers to develop their own capacities for architectural design. It will also be of use to all those with an interest in the human occupation of and involvement with space – anthropologists, archaeologists, film-makers, installation artists, planners, urban designers, politicians........

Natural Ventilation for Infection Control in Health-care Settings Y. Chartier 2009 This guideline defines ventilation and then natural ventilation. It explores the design requirements for natural ventilation in the context of infection control, describing the basic principles of design, construction, operation and maintenance for an effective natural ventilation system to control infection in health-care settings.

Human Dimension and Interior Space Julius Panero 2014-01-21 The study of human body measurements on a comparative basis is known as anthropometrics. Its applicability to the design process is seen in the physical fit, or interface, between the human body and the various components of interior space. Human Dimension and Interior Space is the first major anthropometrically based reference book of design standards for use by all those involved with the physical planning and detailing of interiors, including interior designers, architects, furniture designers, builders, industrial designers, and students of design. The use of anthropometric data, although no substitute for good design or sound professional judgment should be viewed as one of the many tools required in the design process. This comprehensive overview of anthropometrics consists of three parts. The first part deals with the theory and application of anthropometrics and includes a special section dealing with physically disabled

and elderly people. It provides the designer with the fundamentals of anthropometrics and a basic understanding of how interior design standards are established. The second part contains easy-to-read, illustrated anthropometric tables, which provide the most current data available on human body size, organized by age and percentile groupings. Also included is data relative to the range of joint motion and body sizes of children. The third part contains hundreds of dimensioned drawings, illustrating in plan and section the proper anthropometrically based relationship between user and space. The types of spaces range from residential and commercial to recreational and institutional, and all dimensions include metric conversions. In the Epilogue, the authors challenge the interior design profession, the building industry, and the furniture manufacturer to seriously explore the problem of adjustability in design. They expose the fallacy of designing to accommodate the so-called average man, who, in fact, does not exist. Using government data, including studies prepared by Dr. Howard Stoudt, Dr. Albert Damon, and Dr. Ross McFarland, formerly of the Harvard School of Public Health, and Jean Roberts of the U.S. Public Health Service, Panero and Zelnik have devised a system of interior design reference standards, easily understood through a series of charts and situation drawings. With Human Dimension and Interior Space, these standards are now accessible to all designers of interior environments.

**Children as Place-Makers** Simon Unwin 2019-03-28 Each of these Analysing Architecture Notebooks is devoted to a particular theme in understanding the rich and varied workings of architecture. They can be thought of as addenda to the foundation volume Analysing Architecture, which first appeared in 1997 and has subsequently been enlarged in three further editions. Examining these extra themes as a series of Notebooks, rather than as additional chapters in future editions, allows greater space for more detailed exploration of a wider variety of examples, whilst avoiding the risk of the original book becoming unwieldy. As children we make places spontaneously: on the beach, in woodland, around our homes... Those places are evidence of a natural language of architecture we all share. Beginning with the child as seed and agent of the places it makes, initial sections of Children as Place-makers illustrate the key 'verbs' that drive that natural language of architecture. Later sections look at the core importance of the circle of place, how as children we are drawn to inhabit boxes, and the narrative possibilities that arise when place is linked with imagination. The principal messages of this Notebook are that it is by place-making we make sense of the space of the world in which we live, and that the first step in becoming a professional architect is to re-awaken the innate architect inside each of us.

**Ruin and Redemption in Architecture** Dan Barasch 2019-04-17 Lost, forgotten, reimagined, and transformed: the compelling beauty of abandoned, reinvented, and rescued architecture This book captures the awe-inspiring drama of abandoned, forgotten, and ruined spaces, as well as the extraordinary designs that can bring them back to life – demonstrating that reimagined, repurposed, and abandoned architecture has the beauty and power to change lives, communities, and cities the world over. The scale and diversity of abandoned buildings is shown through examples from all around the world, demonstrating the extraordinary ingenuity of their transformation by some of the greatest architectural designers of the 20th and 21st centuries.

Analysing Architecture Simon Unwin 2013-03 Analysing Architecture offers a unique 'notebook' of architectural strategies to present an engaging introduction to elements and concepts in architectural design. Beautifully illustrated throughout with the author's original drawings.

**The Architect's Handbook of Professional Practice** Joseph A. Demkin 2001 CD-ROM contains: Samples of all AIA contract documents.

*Analysing Architecture* Simon Unwin 2020-12-30 Now in its fifth edition, Analysing Architecture has become internationally established as the best introduction to architecture. Aimed primarily at those studying architecture, it offers a clear and accessible insight into the workings of this rich and fascinating subject. With copious illustrations from his own notebooks, the author dissects examples from around the world and all periods of history to explain the underlying strategies in architectural design and show how drawing may be used as a medium for analysis. In this new edition Analysing Architecture has been revised and expanded. Notably, the chapter on 'How Analysis Can Help Design' has been redeveloped to clearly explain this crucially important aspect of study to a beginner readership. Four new chapters have been added to the section dealing with Themes in Spatial Organisation, on 'Axis', 'Grid', 'Datum Place' and 'Hidden'. Material from the 'Case Studies' in previous editions has been redistributed amongst earlier chapters. The 'Introduction' has been completely rewritten; and the format of the whole book has been adjusted to allow for the inclusion of more and better illustrative examples. Works of architecture are instruments for managing, orchestrating, modifying our relationship with the world around us. They frame just about everything we do. Architecture is complex, subtle, frustrating... but ultimately extremely rewarding. It can be a difficult discipline to get to grips with; nothing in school quite prepares anyone for the particular demands of an architecture course. But this book will help.

*Under Every Roof* Patricia Brown Glenn 2009-10-19 This book is a delightful guide to understanding and identifying architectural styles for kids and their parents Why do houses look the way they do? Why do dome have small windows, while others seem to be all glass? Why do some hug the landscape, while others are tall with very steep roofs? Why do dome people live in mansions, while others live in mobile houses? Can you imagine a house that looks like an elephant or a shoe? Children and adults will learn about the history of domestic architecture, the styles of the houses we live in, and the terms for the architectural elements that compose the buildings. Use the pictorial field guide to investigate your own house, then take it along on family outings to identify different architectural details. Under Every Roof features more than 60 houses from 30 states and the District of Columbia that are listed in the National Register of Historic Places; many of these are house museums that are open to the public. Kids need to understand the house they live in, so the book also includes a wide variety of regional styles and architectural types. The full-color, watercolor illustrations add a unique, gentle humor to the text.

*Kengo Kuma: My Life as an Architect in Tokyo* Kengo Kuma 2021-02-23 A personal tour of Tokyo's architecture, as seen through the eyes of one of the world's most acclaimed architects who is also designing the primary venue for the Tokyo Olympic games. Tokyo is Japan's cultural and commercial epicenter, bursting with vibrancy and life. Its buildings, both historical and contemporary, are a direct reflection of its history and its people. Kengo Kuma was only ten years old when he found himself so inspired by Tokyo's cityscape that he decided to become an architect. Here he tells the story of his career through twenty-five inspirational buildings in the city. Kuma's passion is evident on every page, as well as his curiosity about construction methods and his wealth of knowledge about buildings around the world, making this a unique commentary on Tokyo's dynamic architecture. Kengo Kuma: My Life as an Architect is an intimate and truly inspiring book, revealing the beauty that exists in the world's

everyday spaces.

**Architectural Drawing** Rendow Yee 2012-07-31 The classic architectural drawing compendium— now in a richly updated edition Today's most comprehensive compendium of architectural drawing types and methods, both hand drawn and computer generated, Architectural Drawing: A Visual Compendium of Types and Methods remains a one-of-a-kind visual reference and an outstanding source of guidance and inspiration for students and professionals at every level. This Fourth Edition has been thoroughly updated to reflect the growing influence of digital drawing. Features include: More than 1,500 drawings and photographs that demonstrate the various principles, methods, and types of architectural drawing Examples by an impressive array of notable architects and firms, including Tadao Ando, Asymptote, Santiago Calatrava, Coop Himmelb(l)au, Norman Foster, Frank Gehry, Zaha Hadid, Steven Holl, Arata Isozaki, Toyo Ito, Gudmundur Jonsson, Kohn Pedersen Fox, Ricardo Legorreta, Morphosis, Patkau Architects, Pei Partnership Architects LLP, Renzo Piano, Antoine Predock, SANAA, David Serero, Studio Daniel Libeskind, Studio Gang, Bing Thom, Tod Williams and Billie Tsien, and UN Studio A brand new chapter, "Introduction to the Digital-Manual Interface" which covers how digital and traditional drawing techniques can be used in conjunction with each other A new chapter on guidelines for portfolio building Content organized in a streamlined, easy-to-use fashion Supplementary online instructor resources, including PowerPoint slides tied to the book "This volume reveals how architects approach drawing as a process wherein ideas are given form. As a tool for teaching, these examples become important in students' understanding of the formal and technical aspects of design thought. In an age of digital technologies, this work emphasizes the intimate relationship that exists between the drawing and its maker, the process between paper, hand, and mind." —LaRaine Papa Montgomery, Professor of Architecture/Graphics Coordinator, Savannah College of Art and Design "This book contains a wealth of information on architectural graphic communication. My students have found this to be an invaluable resource for graphic presentation techniques ranging from traditional hand drawing to advanced computer graphics. It features an amazingly wide range of examples including both student work and professional work by renowned architects. With the addition of a new chapter on portfolio design, this new edition illustrates the full gamut of graphic communication skills from the conceptual sketch through the documentation of the final portfolio." —Mark A. Pearson, AIA, LEED AP, Associate Professor of Architecture, College of DuPage "This book should be in the library of all architecture and design students as well as practicing professionals. The richness and variety of hand-drawn and digital illustrations by students and architects offers deep insight into the many drawing types and methods used today. The section on portfolios is a helpful and timely addition." —Professor Michael Hagge, Chair, Department of Architecture, The University of Memphis

*Twenty-Five Buildings Every Architect Should Understand* Simon Unwin 2014-11-17 Twenty-Five Buildings Every Architect Should Understand is an essential companion to Simon Unwin's Analysing Architecture, and part of the trilogy which also includes his Exercises in Architecture: Learning to Think as an Architect. Together the three books offer an introduction to the workings of architecture providing for the three aspects of learning: theory, examples and practice. Twenty-Five Buildings focusses on analysing examples using the methodology offered by Analysing Architecture, which operates primarily through the medium of drawing. In this second edition five further buildings have been added to the original twenty from an even wider geographical area, which now includes the USA, France, Italy, Mexico, Switzerland,

Spain, Finland, Germany, Australia, Norway, Sweden, India and Japan. The underlying theme of Twenty-Five Buildings Every Architect Should Understand is the relationship of architecture to the human being, how it frames our lives and orchestrates our experiences; how it can help us make sense of the world and contribute to our senses of identity and place. Exploring these dimensions through a wide range of case studies that illustrate the rich diversity of twentieth and twenty-first century architecture, this book is essential reading for every architect.

**Strategies for Sustainable Architecture** Paola Sassi 2006-09-27 Filling a gap in existing literature on sustainable design, this new guide introduces and illustrates sustainable design principles through detailed case studies of sustainable buildings in Europe, North America and Australia. The guide will provide the reader with a deeper understanding of the design issues involved in delivering sustainable buildings, and giving detailed description of the process of integrating principles into practice. Approximately one hundred case studies of sixty buildings, ranging from small dwellings to large commercial buildings, and drawn from a range of countries, demonstrate best current practice. The sections of the book are divided into design issues relating to sustainable development, including site and ecology, community and culture, health, materials, energy and water. With over 400 illustrations, this highly visual guide will be an invaluable reference to all those concerned with architecture and sustainability issues.

A Pattern Language Christopher Alexander 2018-09-20 You can use this book to design a house for yourself with your family; you can use it to work with your neighbors to improve your town and neighborhood; you can use it to design an office, or a workshop, or a public building. And you can use it to guide you in the actual process of construction. After a ten-year silence, Christopher Alexander and his colleagues at the Center for Environmental Structure are now publishing a major statement in the form of three books which will, in their words, "lay the basis for an entirely new approach to architecture, building and planning, which will we hope replace existing ideas and practices entirely." The three books are The Timeless Way of Building, The Oregon Experiment, and this book, A Pattern Language. At the core of these books is the idea that people should design for themselves their own houses, streets, and communities. This idea may be radical (it implies a radical transformation of the architectural profession) but it comes simply from the observation that most of the wonderful places of the world were not made by architects but by the people. At the core of the books, too, is the point that in designing their environments people always rely on certain "languages," which, like the languages we speak, allow them to articulate and communicate an infinite variety of designs within a forma system which gives them coherence. This book provides a language of this kind. It will enable a person to make a design for almost any kind of building, or any part of the built environment. "Patterns," the units of this language, are answers to design problems (How high should a window sill be? How many stories should a building have? How much space in a neighborhood should be devoted to grass and trees?). More than 250 of the patterns in this pattern language are given: each consists of a problem statement, a discussion of the problem with an illustration, and a solution. As the authors say in their introduction, many of the patterns are archetypal, so deeply rooted in the nature of things that it seemly likely that they will be a part of human nature, and human action, as much in five hundred years as they are today.

**How Buildings Learn** Stewart Brand 1995-10-01 Buildings have often been studies whole in space, but never before have they been studied whole in time. How Buildings Learn is a

masterful new synthesis that proposes that buildings adapt best when constantly refined and reshaped by their occupants, and that architects can mature from being artists of space to becoming artists of time. From the connected farmhouses of New England to I.M. Pei's Media Lab, from "satisficing" to "form follows funding," from the evolution of bungalows to the invention of Santa Fe Style, from Low Road military surplus buildings to a High Road English classic like Chatsworth—this is a far-ranging survey of unexplored essential territory. More than any other human artifacts, buildings improve with time—if they're allowed to. How Buildings Learn shows how to work with time rather than against it.

The Architecture of Happiness Alain De Botton 2010-12-03 Bestselling author Alain de Botton considers how our private homes and public edifices influence how we feel, and how we could build dwellings in which we would stand a better chance of happiness. In this witty, erudite look at how we shape, and are shaped by, our surroundings, Alain de Botton applies Stendhal's motto that "Beauty is the promise of happiness" to the spaces we inhabit daily. Why should we pay attention to what architecture has to say to us? de Botton asks provocatively. With his trademark lucidity and humour, de Botton traces how human needs and desires have been served by styles of architecture, from stately Classical to minimalist Modern, arguing that the stylistic choices of a society can represent both its cherished ideals and the qualities it desperately lacks. On an individual level, de Botton has deep sympathy for our need to see our selves reflected in our surroundings; he demonstrates with great wisdom how buildings — just like friends — can serve as guardians of our identity. Worrying about the shape of our sofa or the colour of our walls might seem self-indulgent, but de Botton considers the hopes and fears we have for our homes at a new level of depth and insight. When shopping for furniture or remodelling the kitchen, we don't just consider functionality but also the major questions of aesthetics and the philosophy of art: What is beauty? Can beautiful surroundings make us good? Can beauty bring happiness? The buildings we find beautiful, de Botton concludes, are those that represent our ideas of a meaningful life. The Architecture of Happiness marks a return to what Alain does best — taking on a subject whose allure is at once tantalizing and a little forbidding and offering to readers a completely beguiling and original exploration of the subject. As he did with Proust, philosophy, and travel, now he does with architecture.

**What Goes Up** Michael Sorkin 2018-04-17 A radical architect examines the changing fortunes of the contemporary city Michael Sorkin is one of the most forthright and engaging architectural writers in the world. In What Goes Up he takes to task the public officials, developers, "civic" organizations, and other heroes of big money, who have made of Sorkin's beloved New York a city of glittering towers and increasing inequality. He unpacks not simply the forms and practices—from zoning and political deals to the finer points of architectural design—that shape cities today but also offers spirited advocacy for another kind of city, reimagined from the street up on a human scale, a home to sustainable, just, and fulfilling neighborhoods and public spaces. Informing his writing is a lifetime's experience as an architect and urbanist. Sorkin writes of the joys and techniques of observing and inhabiting cities and buildings in order to both better understand and to more happily be in them. Sorkin has never been shy about naming names. He has been a scourge of design mediocrity and of the supine compliance of "starchitects," who readily accede to the demands of greed and privilege. What Goes Up casts the net wide, as he directs his arguments to students, professionals, and urban citizens with vigor, expertise, respect, and barbed wit.

*97 Things Every Software Architect Should Know* Richard Monson-Haefel 2009-02-05 In this

truly unique technical book, today's leading software architects present valuable principles on key development issues that go way beyond technology. More than four dozen architects -- including Neal Ford, Michael Nygard, and Bill de hOra -- offer advice for communicating with stakeholders, eliminating complexity, empowering developers, and many more practical lessons they've learned from years of experience. Among the 97 principles in this book, you'll find useful advice such as: Don't Put Your Resume Ahead of the Requirements (Nitin Borwankar) Chances Are, Your Biggest Problem Isn't Technical (Mark Ramm) Communication Is King; Clarity and Leadership, Its Humble Servants (Mark Richards) Simplicity Before Generality, Use Before Reuse (Kevlin Henney) For the End User, the Interface Is the System (Vinayak Hegde) It's Never Too Early to Think About Performance (Rebecca Parsons) To be successful as a software architect, you need to master both business and technology. This book tells you what top software architects think is important and how they approach a project. If you want to enhance your career, 97 Things Every Software Architect Should Know is essential reading.

The Language of Architecture Andrea Simitch 2014-06-01 DIVLearning a new discipline is similar to learning a new language; in order to master the foundation of architecture, you must first master the basic building blocks of its language – the definitions, function, and usage. Language of Architecture provides students and professional architects with the basic elements of architectural design, divided into twenty-six easy-to-comprehend chapters. This visual reference includes an introductory, historical view of the elements, as well as an overview of how these elements can and have been used across multiple design disciplines./divDIV /divDIVWhether you're new to the field or have been an architect for years, you'll want to flip through the pages of this book throughout your career and use it as the go-to reference for inspiration, ideas, and reminders of how a strong knowledge of the basics allows for meaningful, memorable, and beautiful fashions that extend beyond trends./divDIV /divDIVThis comprehensive learning tool is the one book you'll want as a staple in your library./divDIV /div

**20th Century Japan in 20 Buildings Hb** BARR 2022-03 There is a long history in the West of viewing Japan through the twin lenses of orientalism and exoticism. This book argues that Japanese modern architecture emerged from identifiable events: political, social, economic, historical events, and is as susceptible as any other architecture to analysis and criticism in these terms. Episodic rather than encyclopaedic, it does not describe every twist and turn in the development of modern Japanese architecture, but rather, it examines twenty buildings spanning the 20th century and places them in the context of the political, social and economic, as well as the historical and cultural factors that shaped both them and modern Japan. Each building has been chosen because it reflects a major event in the development of modern Japan and its architecture. In this way, the author provides a more rounded understanding of the development of modern architecture in Japan and the circumstances from which it emerged and offers lessons that are still of relevance.

An Architecture Notebook Simon Unwin 2000 A companion volume to the author's successful text, Analysing Architecture, this book follows the same approach and format to explore conceptual themes in architecture further.