PROGRAMA – "Informática aplicada a Tecnología en Arquitectura" – Edición 2021

Unidades temáticas

I. Lo digital en la arquitectura

*Sistemas de representación
*Sistemas generativos
*Pensamiento computacional

II. Teoría de lo digital 1

*Orígenes: Cedric Price, Saul Wurman, Christopher Alexander, Frederick Kiesler, William Mitchell, Nicholas Negroponte

III. Teoría de lo digital 2

*Actualidad: Gramazio&Kohler, Matías Del Campo, Mahesh Daas, Andrew Wit, Neil Leach, Patrik Schumacher, Skylar Tibbits

IV. Diseño generativo I (teórico)

*Estrategias de planificación
*Construcción de algoritmos
*Vinculación Rhinoceros-Grasshopper y Revit-Dynamo

V. Diseño generativo II (práctico)

*Workshop: ejercicio de diseño de un algoritmo.

IV. Fabricación digital I (teórico)

*Estado del arte
*Técnicas y estrategias de aplicación
*Robótica aplicada

V. Fabricación digital II (práctico)

*Workshop: ejercicio de materialización del diseño generado en el punto V.

VI. Reflexiones

*Artesanía digital e industrialización artesanal
*Noción de autoría en entornos posdigitales
*Escenarios futuros

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