digital design
a critical introduction

dean bruton and antony radford

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Dean Bruton,Antony Radford

Digital Design A Critical Introduction Antony Radford:

   Digital Design Dean Bruton,Antony Radford,2013-08-01 Digital Design A Critical Introduction provides a much needed new perspective on designing with digital media Linking ideas from media theory generative design and creativity with examples from nature art architecture industrial design websites animation and games it addresses some fundamental questions about creative design with digital media Featuring original material based on the authors own research the book argues that the recognition and understanding of the interplay of the two apparently opposing concepts of rules and contingency supports original thinking creativity and innovation Going beyond existing texts on the subject Digital Design is an accessible primer whose innovative approach transcends the analysis of individual subfields such as animation games and website design yet offers practical help within all of them   **Digital Design** Dean Bruton,Anthony Radford,2012 Digital Design A Critical Introduction provides a much needed new perspective on designing with digital media Linking ideas from media theory generative design and creativity with examples from nature art architecture industrial design websites animation and games it addresses some fundamental questions about creative design with digital media Featuring original material based on the authors own research the book argues that the recognition and understanding of the interplay of the two apparently opposing concepts of rules and contingency supports original thinking creativity and innovation Going beyond existing texts on the subject Digital Design is an accessible primer whose innovative approach transcends the analysis of individual subfields such as animation games and website design yet offers practical help within all of them

   Morphological Analysis of Cultural DNA Ji-Hyun Lee,2016-10-05 This volume describes research in computational design which implements shape grammars or space syntax for morphological analysis applying these scientific and rule based methodologies to cultural aspects of the field The term cultural DNA describes the effort to explore computational design from the perspectives of a meme a socio cultural analogy to genes Based on the 1st Cultural DNA Workshop held at KAIST Daejeon Korea in 2015 the book considers whether there is such a thing as a cultural DNA common throughout various domains and if so how computer assisted tools and methodologies play a role in its investigation Following an introduction covering some fundamental theories of cultural DNA research part two of the book describes morphological analysis in architecture with examples from Malaysia and China Part three then moves up to morphological analysis at the urban scale including discussion of morphological evolution in France development of a model Korean city and introducing a rule based generative analysis approach for urban planning Part four considers methods for analysing the DNA of other cultural artefacts such as online games novels cars and music and part five introduces the tools under development that aid morphological cultural DNA research including topics about shape grammar building information modeling BIM cultural persona and prototyping The book will be of significant interest to those involved in the cultural aspects of urban and architectural design cultural informatics and design research   The Elements of Modern Architecture Antony Radford,Amit

Srivastava,Selen B Morkoc,2014-06-17 Fifty of the world s greatest modern buildings from 1950 to the present dissected and analyzed through specially commissioned freehand drawings After a period in which computation derived architecture driven by digital design tools data analysis and new formal expression has thrived students and their teachers have returned to age old techniques before employing the digital tools that are a part of every architect s studio Tired of the perfectly rendered screen image architects are making presentations that are clearly the work of the hand and the mind not the computer This ambitious publication organized chronologically is aimed at a new generation of architects who take technology for granted but seek to further understand the principles of what makes a building meaningful and enduring Each of the fifty works of architecture is presented through detailed consideration of its site topology and surroundings natural light volumes and massing program and circulation details fenestration and ornamentation Over 2 500 painstakingly hand drawn images of the buildings of the past seven decades help readers return to the core values of understanding site and creating buildings looking with the eyes engaging through direct physical experience and constructing by hand   The Art of Digital Design David E. Winkel,Franklin P. Prosser,1980   **Who's who in the West** ,1998   *Design of Digital Computers* Hans W Gschwind,E J McCluskey,1975-06-13   **Digital Design** Stephen Eskilson,2023-10-17 A groundbreaking history of digital design from the nineteenth century to todayDigital design has emerged as perhaps the most dynamic force in society occupying a fluid experimental space where product design intersects with art film business engineering theater music and artificial intelligence Stephen Eskilson traces the history of digital design from its precursors in the nineteenth century to its technological and cultural ascendency today providing a multifaceted account of a digital revolution that touches all aspects of our lives We live in a time when silicon processors miniaturization and CAD enhanced 3D design have transformed the tangible world of cars and coffee makers as well as the screen world on our phones computers and game systems Eskilson provides invaluable historical perspective to help readers better understand how digital design has become such a vibrant feature of the contemporary landscape Along the way he paints compelling portraits of key innovators behind this transformation from foundational figures such as Marshall McLuhan Nam June Paik and April Greiman to those mapping new frontiers such as Sepandar Kamvar Jeanne Gang Karim Rashid Neri Oxman and Jony Ive Bringing together an unprecedented array of sources on digital design this comprehensive and richly illustrated book reveals how many of the digital practices we think of as the cutting edge actually originated in the analog age and how the history of digital design is as much about our changing relationship to forms as the forms themselves   **AN INTRODUCTION TO DIGITAL COMPUTER DESIGN** ,1995   **Digital Design** Frank Vahid,2006-07-28 While most popular digital design books present a perspective rooted in the 1970s and 1980s Digital System Design takes the subject into the 21st century It quickly moves through the low levels of design making a clear distinction between design and gate level minimization The book also emphasizes how one of the key uses of digital design today is to build high performance alternatives to software in addition to glue logic And it swiftly

progresses to register transfer level RTL design since that is the level at which most digital design in practice today is performed   *Exploring Digital Design* Ina Wagner,Tone Bratteteig,Dagny Stuedahl,2010-08-12 Exploring Digital Design takes a multi disciplinary look at digital design research where digital design is embedded in a larger socio cultural context Working from socio technical research areas such as Participatory Design PD Computer Supported Cooperative Work CSCW and Human Computer Interaction HCI the book explores how humanities offer new insights into digital design and discusses a variety of digital design research practices methods and theoretical approaches spanning established disciplinary borders The aim of the book is to explore the diversity of contemporary digital design practices in which commonly shared aspects are interpreted and integrated into different disciplinary and interdisciplinary conversations It is the conversations and explorations with humanities that further distinguish this book within digital design research Illustrated with real examples from digital design research practices from a variety of research projects and from a broad range of contexts Exploring Digital Design offers a basis for understanding the disciplinary roots as well as the interdisciplinary dialogues in digital design research providing theoretical empirical and methodological sources for understanding digital design research The first half of the book Exploring Digital Design is authored as a multi disciplinary approach to digital design research and represents novel perspectives and analyses in this research The contributors are Gunnar Liest l Andrew Morrison and Christina M rtberg in addition to the editors Although primarily written for researchers and graduate students digital design practioners will also find the book useful Overall Exploring Digital Design provides an excellent introduction to and resource for research into digital design   An Introduction to Digital Computer Design V. Rajaraman,T. Radhakrishnan,1978   *Introduction to Digital Computer Design* Herberts S. Sobel,1982   Solutions Manual to Accompany Practical Digital Logic Design and Testing Parag K. Lala,1996   Design of Digital Computers Hans W. Gschwind,1970   **An introduction to digital design verification** Stanley M. Hyduke,1996   **Digital Design** John F. Wakerly,2000 This text offers an introduction to basic principles of digital design and practical requirements in both board level and VLSI systems It covers the fundamental building blocks of digital design across several levels of abstraction from CMOS gates to hardware design languages   Digital design M. Morris Mano,2002   *Digital Design* Mohammad Karim,Xinghao Chen,2017-12-19 In today s digital design environment engineers must achieve quick turn around time with ready accesses to circuit synthesis and simulation applications This type of productivity relies on the principles and practices of computer aided design CAD Digital Design Basic Concepts and Principles addresses the many challenging issues critical to today s digital design practices such as hazards and logic minimization finite state machine synthesis cycles and races and testability theories while providing hands on experience using one of the industry s most popular design application Xilinx Web PACKTM The authors begin by discussing conventional and unconventional number systems binary coding theories and arithmetic as well as logic functions and Boolean algebra Building upon classic theories of digital systems the book illustrates the importance of logic

minimization using the Karnaugh map technique It continues by discussing implementation options and examining the pros and cons of each method in addition to an assessment of tradeoffs that often accompany design practices The book also covers testability emphasizing that a good digital design must be easy to verify and test with the lowest cost possible Throughout the text the authors analyze combinational and sequential logic elements and illustrate the designs of these components in structural hierarchical and behavior VHDL descriptions Coveringfundamentals and best practices Digital Design Basic Concepts and Principles provides you with critical knowledge of how each digital component ties together to form a system and develops the skills you need to design and simulate these digital components using modern CAD software

Digital Design ,1997

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