

Get Real

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Abstract:

For all its strengths and weaknesses the computer has led us to a world of imaging and the communication of virtual three dimensional spatial experience through two dimensional imagery. For at least five years architects have been exploring this new methodology, but what has been achieved.

To progress these many exciting new propositions there is need for a reaffirmation between the act of designing and the act of making, that is, craft.

This presentation proposes a revival of craftsmanship in the English Arts and Crafts tradition or that of the Vienna Secessionists in which mastery of digital tools and techniques applied both in the design studio and the workshop floor leads to a stronger and more soulful architectural realization.