



Olivia (Wuyang) Wu and Cody (Qiushi) Chen, BArch 2023

62-275 Fundamentals of Computational Design

As analog mechanisms; as metaphors; as bodily extensions or prosthetics; as material systems; as building envelopes; as partners – or slaves? – of humans. This course takes computers outside the box and outlines a journey of discovery revealing computation as the connective tissue encompassing multiple facets of architectural practice and experience. Addressing conceptual and practical aspects of the relationship between computation and design, the course explores the fundamentals of generative and rule-based systems for designing and making, simulation, and responsiveness, along with basic approaches to creative data processing, representation, and realization.