

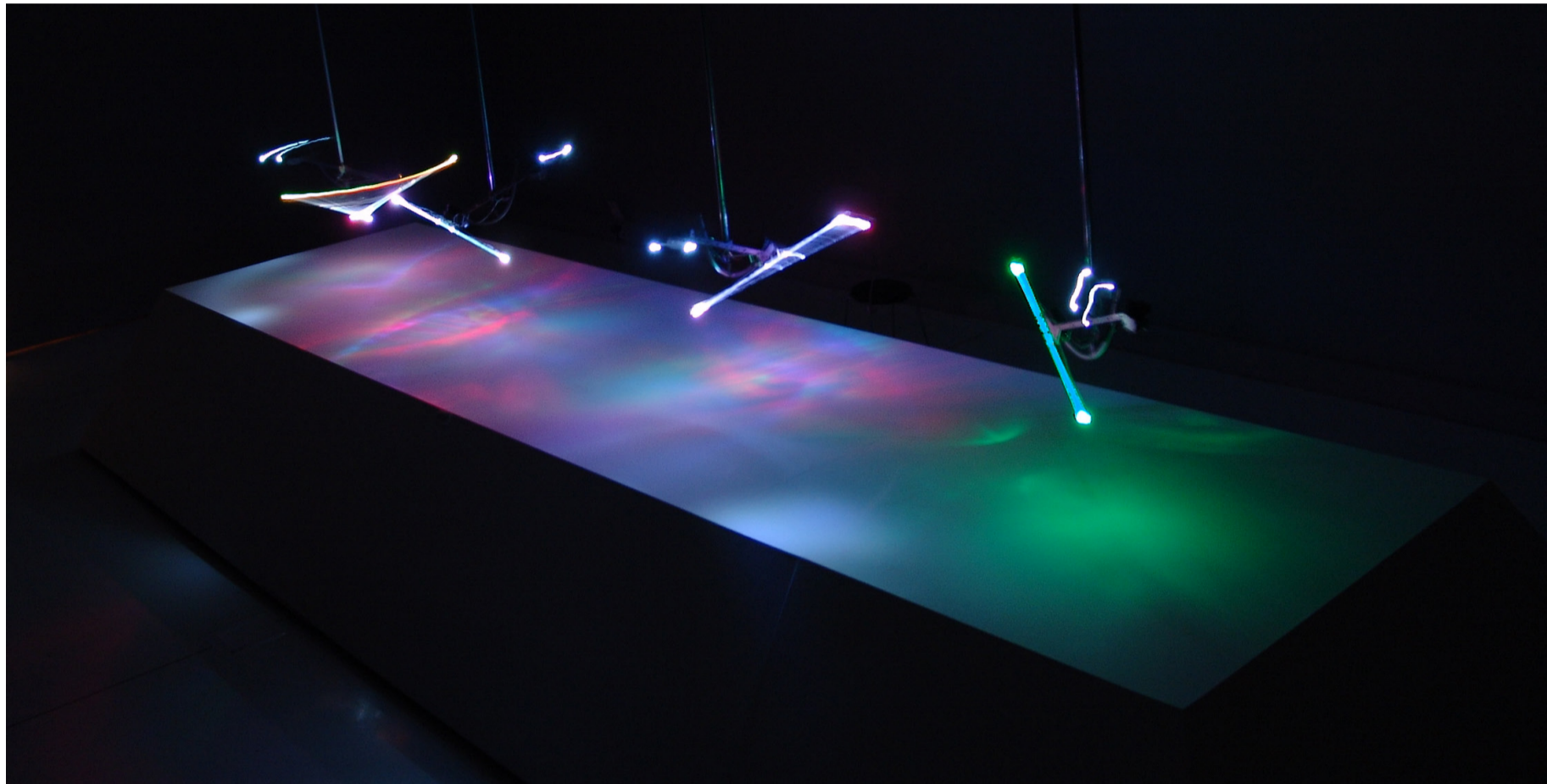
lecture series 2010/2011

computers everywhere. dozens of technologies. hundreds of experiments. we have reached the critical mass. WHAT'S NEXT?

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28.03.2011 16:00 HPZ F



MOTIVE ARCHITECTURE

Although Vitruvius's treaties included clocks, waterworks and mobile war machines; architecture is often understood to be an art of space, not of time. Architecture's traditional role has been the spatial backdrop to social interaction and performance: In the 20th Century, Price's 'Fun wn right. Increasingly architects enabled by computational technologies are creating spaces that can engage actively within social and performative interactions.

To have a motive, is to have reason behind your behaviour, so how our built environment saturated with computation can sense the world, and make decisions about its behaviour will be discussed. To be motive, is put behaviour into motion, so I will present my kinetic installations and discuss their context in the long history of architectural automata and the rise of robotic architecture today.

Ruairi Glynn splits his practice between the production of public art installations, teaching, curation and writing. He is a Lecturer in MSc Adaptive Architecture and Computing and MArch Architectural Design at the Bartlett School of Architecture, University College London and MA Textile Futures and MA Industrial Design at Central Saint Martins College, University of Arts London. He is regularly invited to lecture, run workshops and exhibit his interactive art works internationally, receiving prestigious awards including at the 11th Annual "Concurso Internacional de Arte y Vida Artificial", Madrid Art Fair and the 'European Top Talent Award for Digital Media', Europrix.

<http://wiki.caad.arch.ethz.ch/Education/GuestLectures>

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