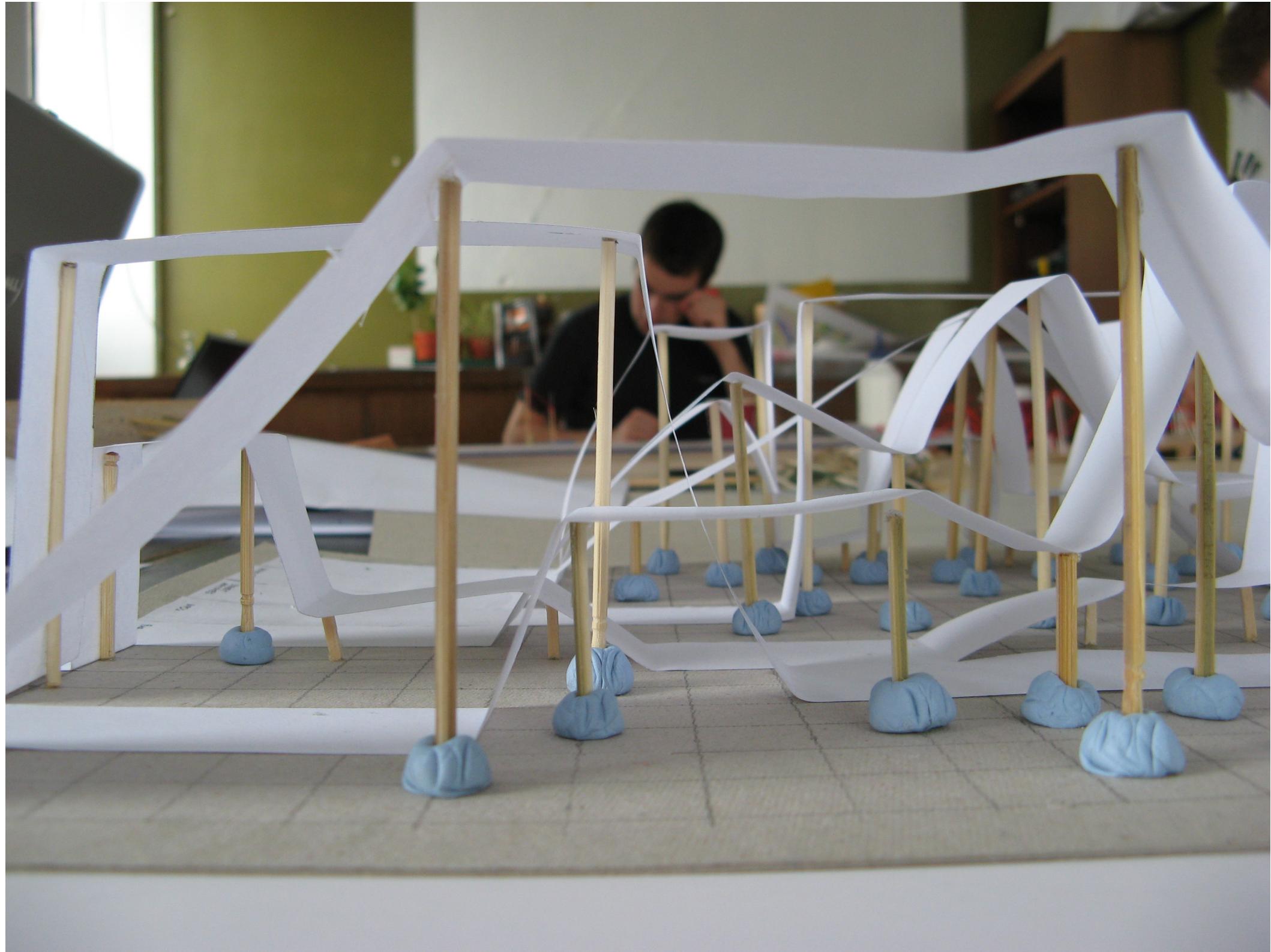


TACTILE PROGRAMMING:

'Material Computing' For Architectural Design

Phil Langley

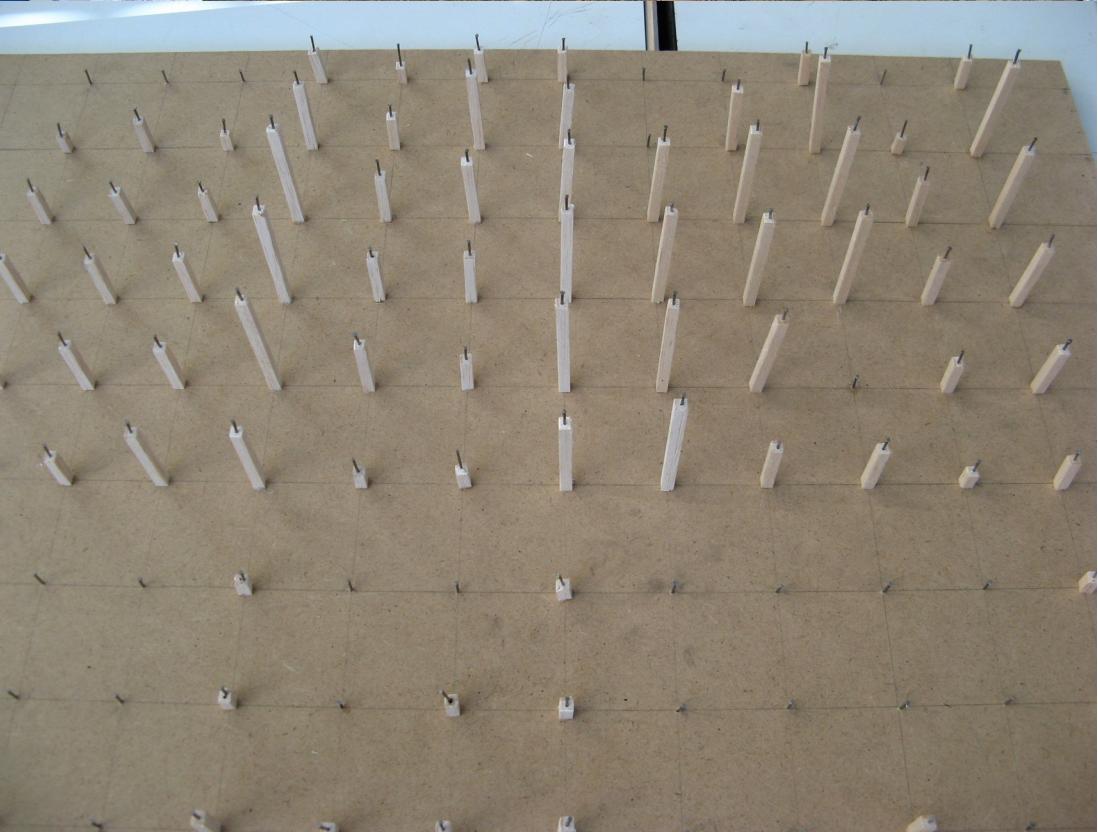
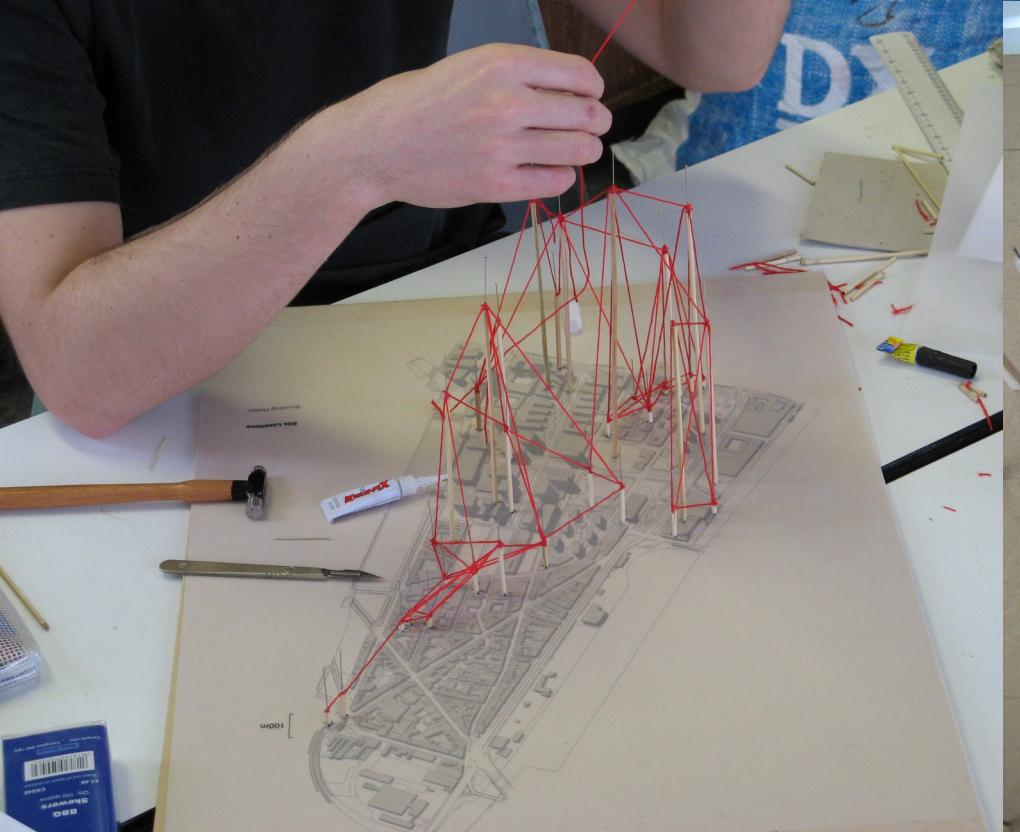
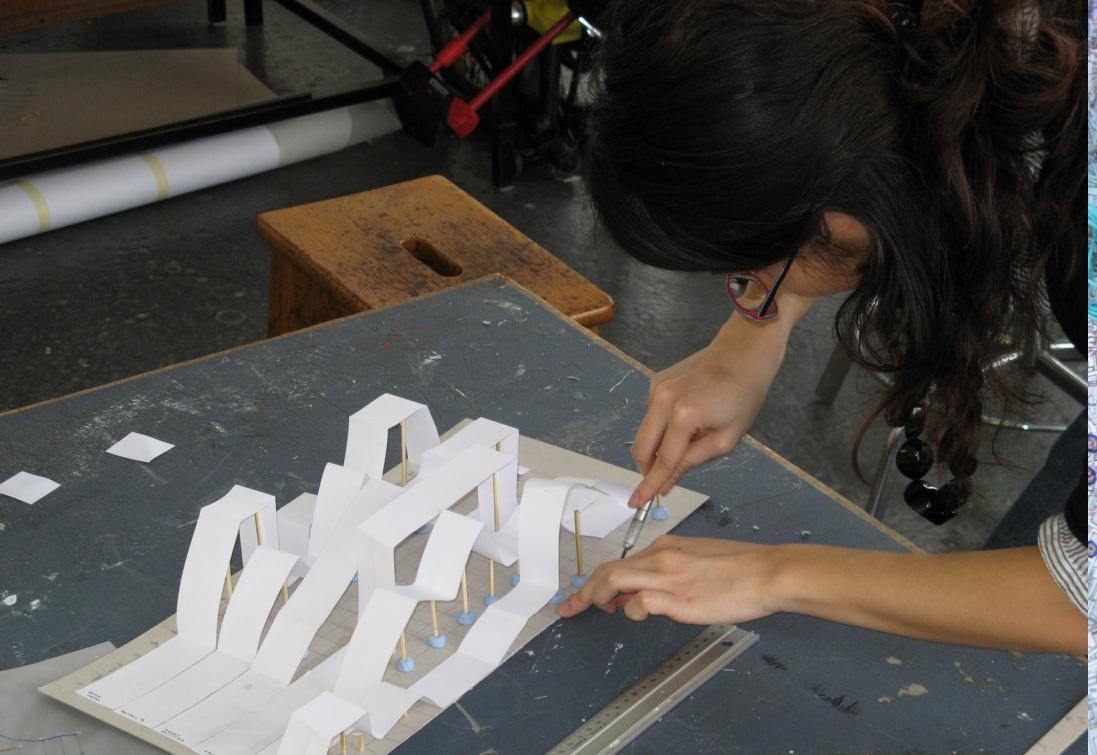
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Algorithms as an explicit records of process

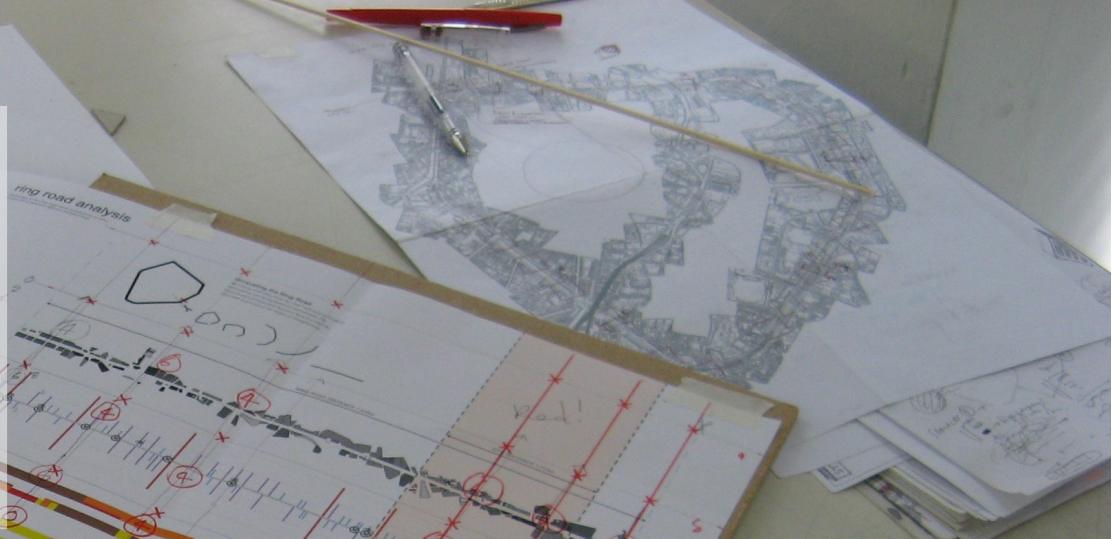
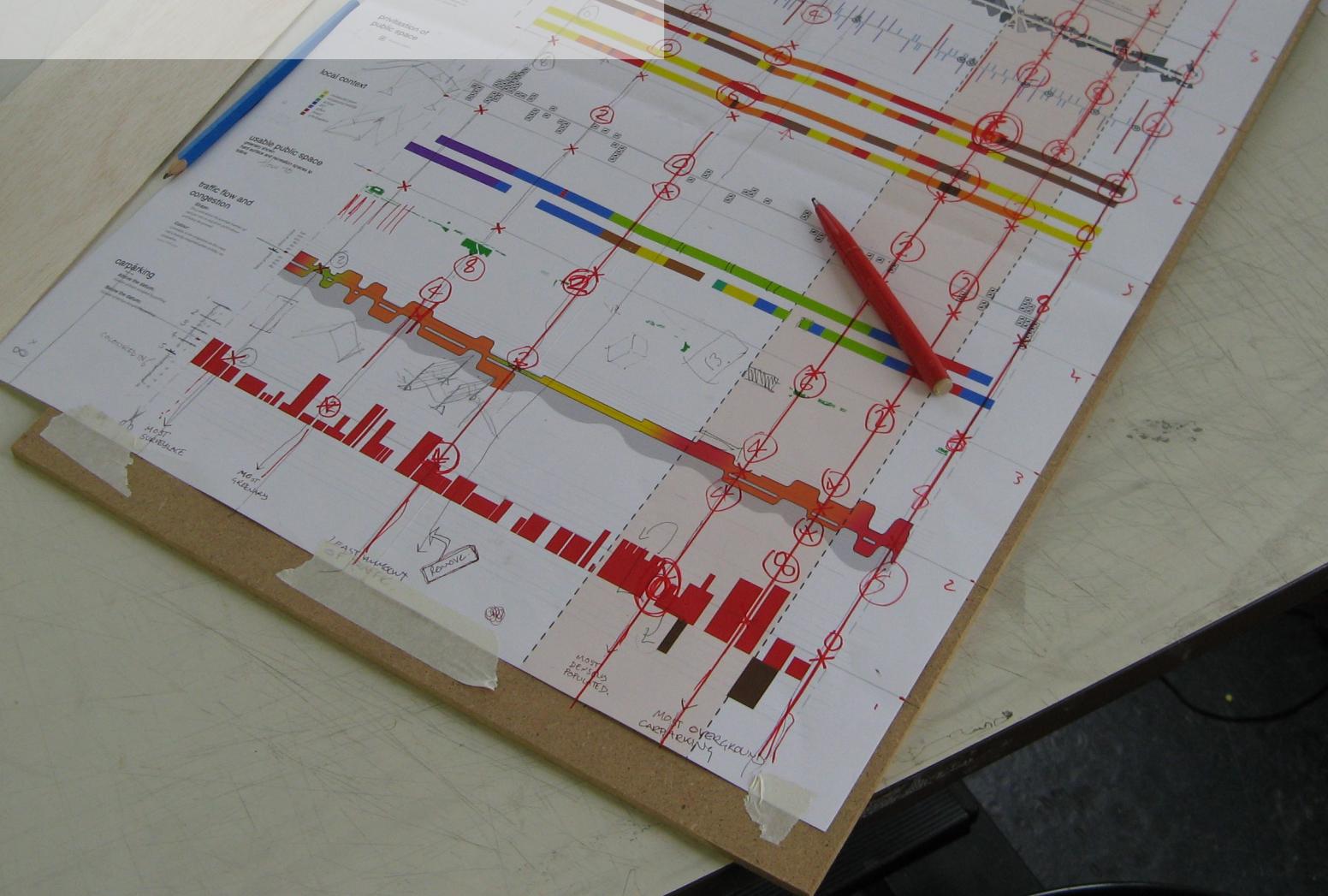
Simulations as open experiments

Interfaces as models of involvement



#Select theme and combine parameters
#Normalise values

```
int parameter1 = random (0,2);  
int parameter2 = random (0,2);  
int parameter3 = random (0,2);  
int parameter4 = random (0,2);
```



```
#Select 'geometric' condition  
-----  
if (geomCond == plan){  
    model = mesh;  
}  
  
if ( geomCond == section){  
    model = mass;  
}  
  
if (geomCond == elevation){  
    model = line;  
}
```



#Select topological condition

```
if (topology == fixed){  
    field = deformation;  
}
```

```
if ( topology == dynamic){  
    field = relational;  
}
```

#Determine code logic

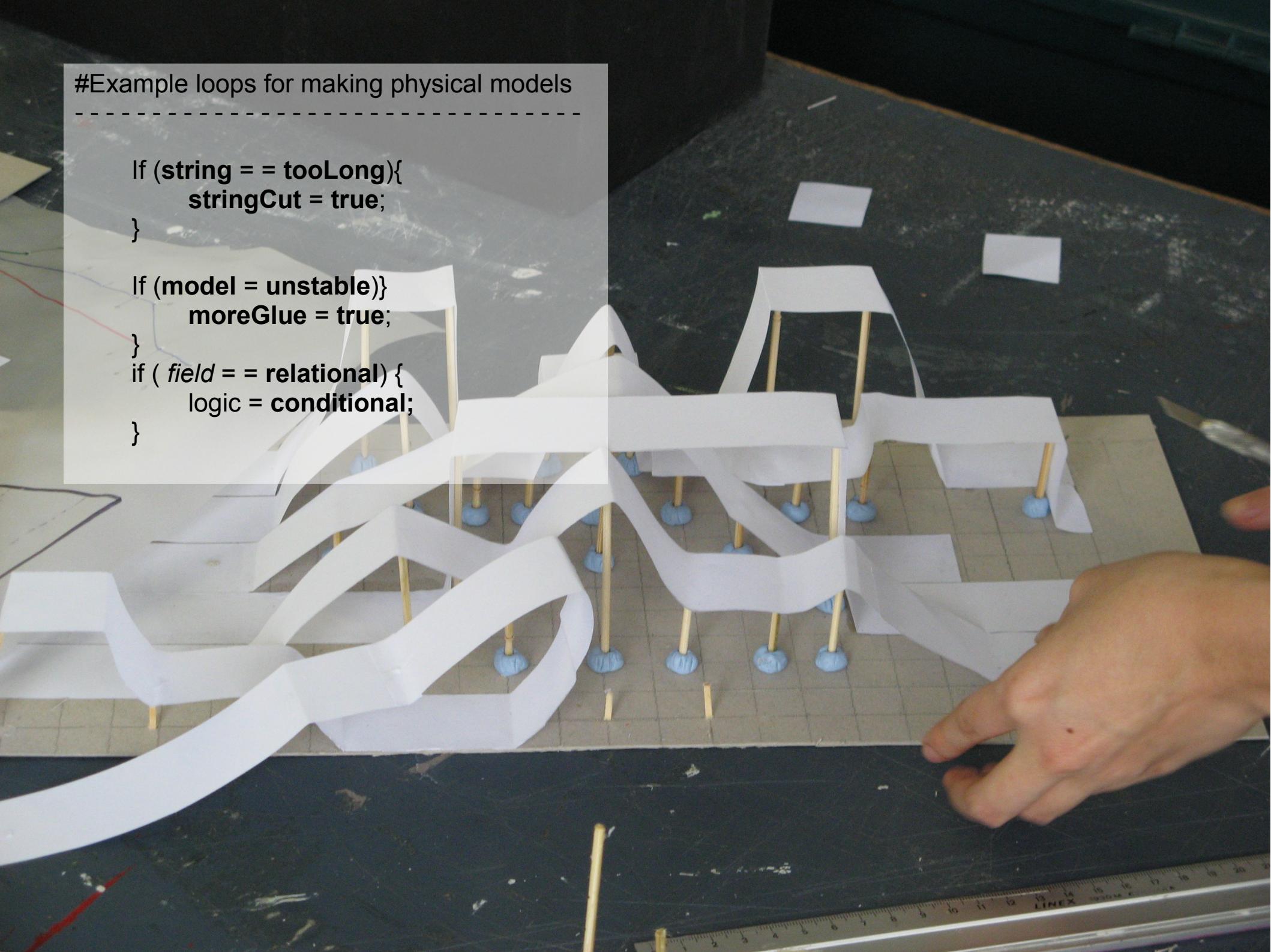
```
if ( field == deformation) {  
    logic = geometric;  
}
```

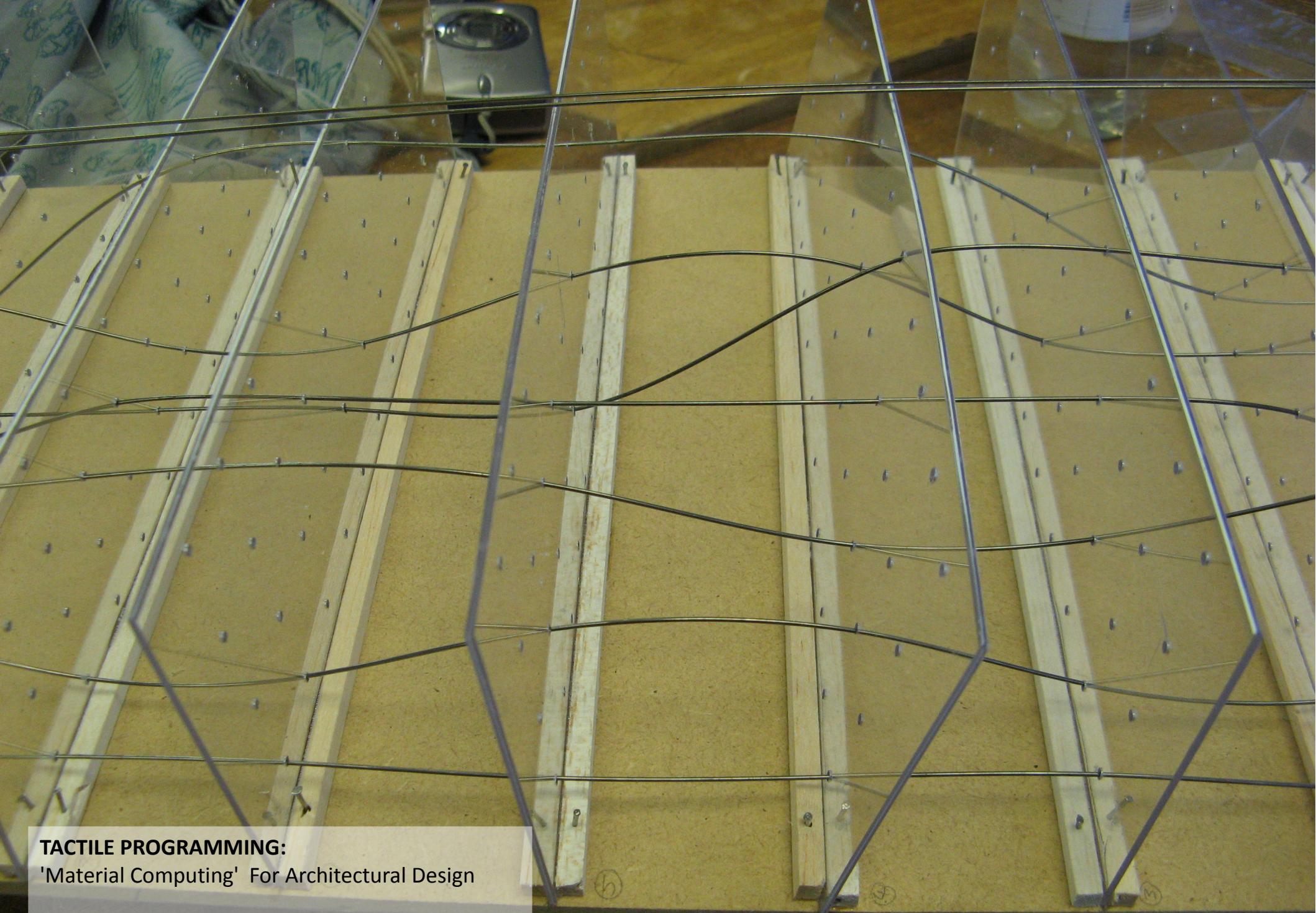
```
if ( field == relational) {  
    logic = conditional;  
}
```



#Example loops for making physical models

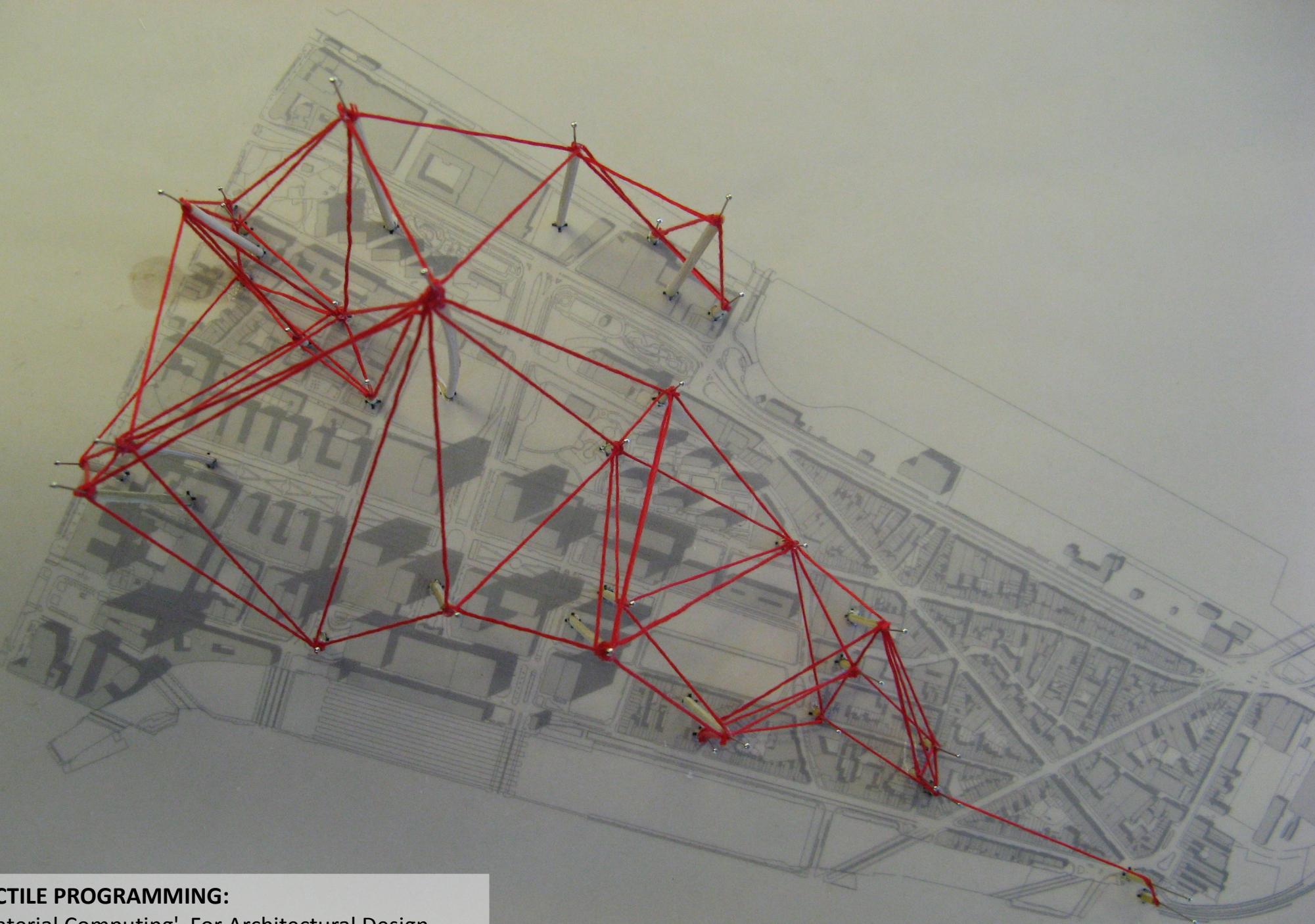
```
If (string == tooLong){  
    stringCut = true;  
}  
  
If (model == unstable){  
    moreGlue = true;  
}  
if ( field == relational) {  
    logic = conditional;  
}
```





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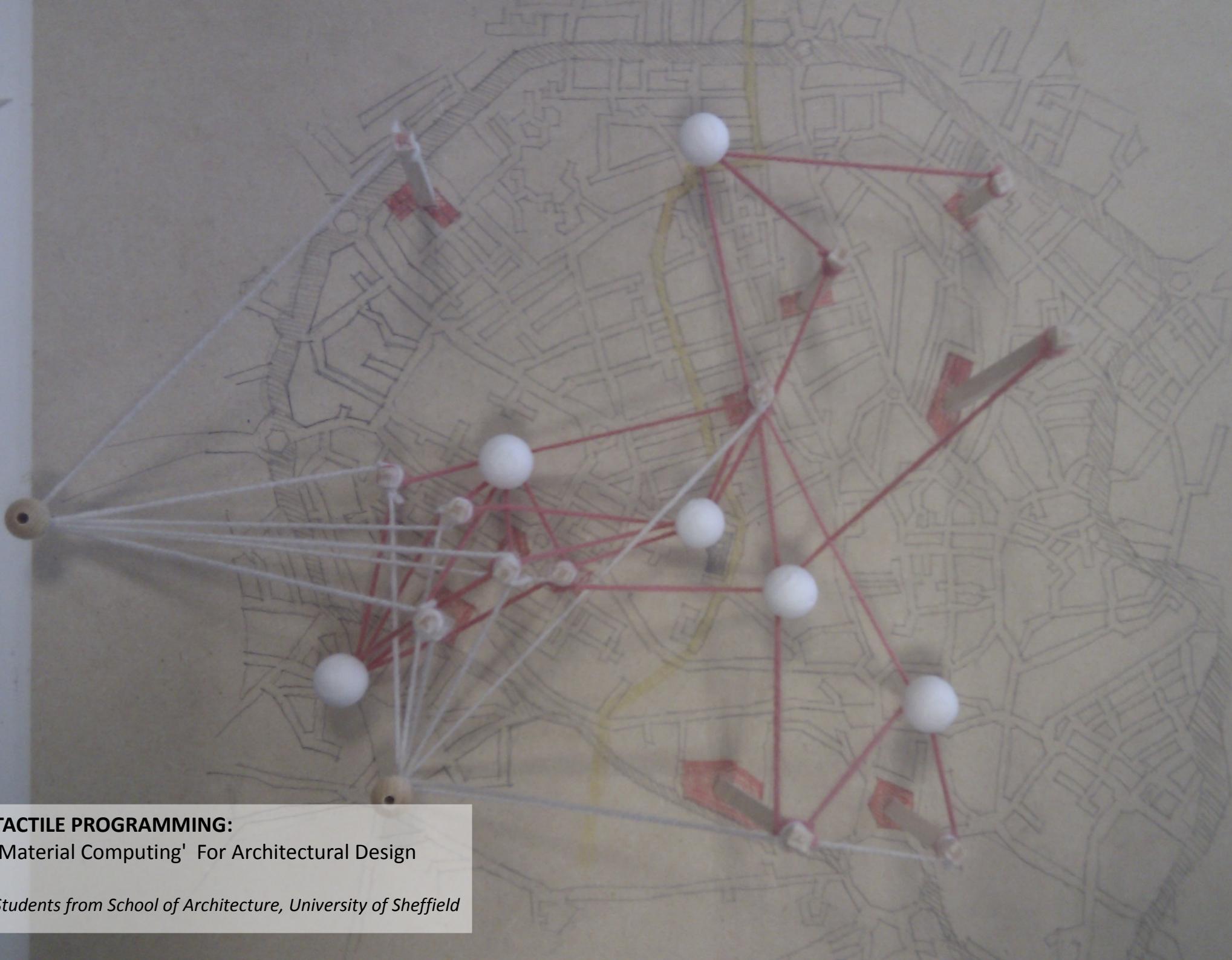
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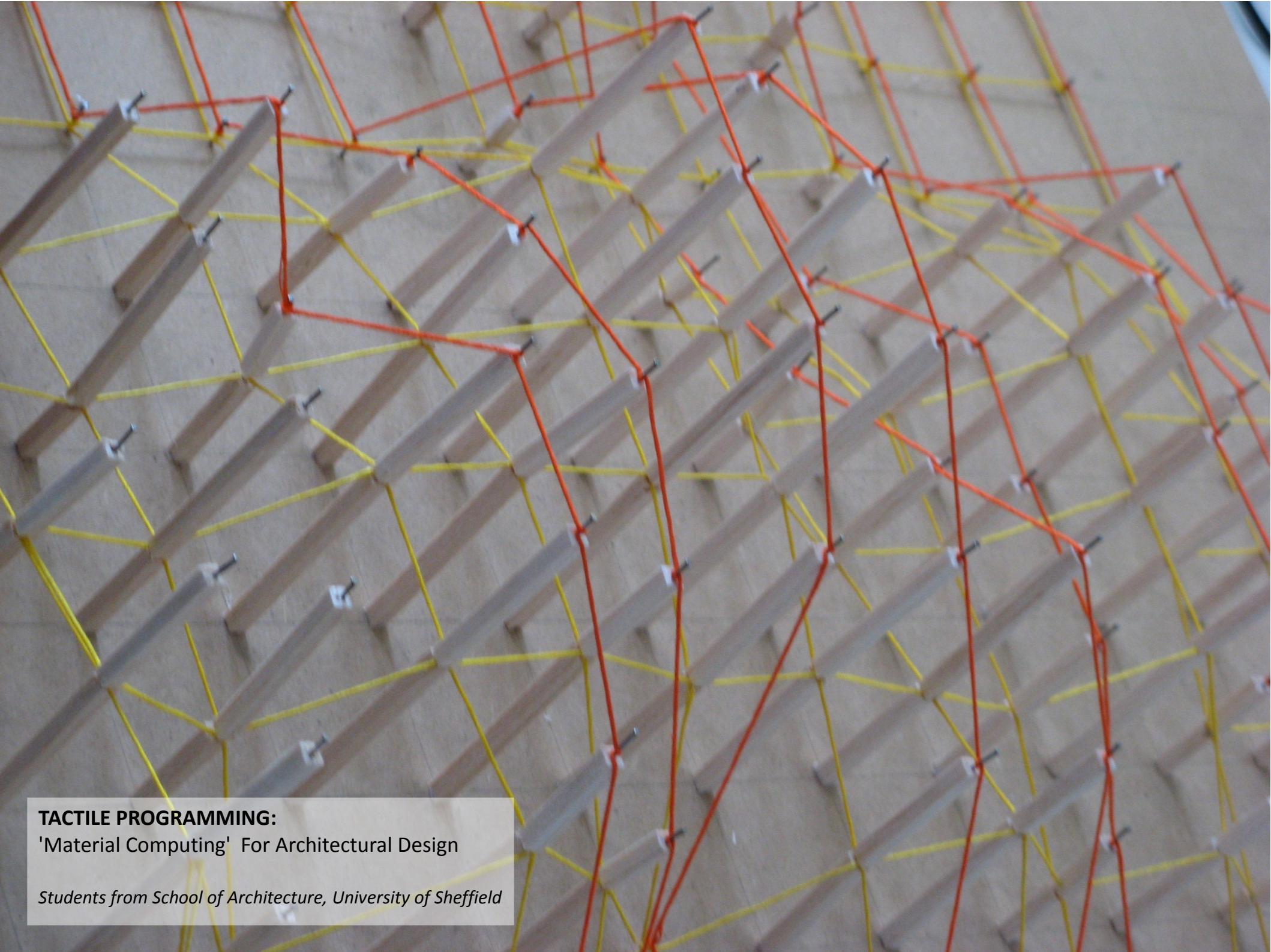
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