**CONTENTS Gesture as Generator: From Meaning to Form and Praxis to Poiesis (practical application of a theory or skill,** indicating the act of making or producing something specified, from theory to formation, "the activity in which a person brings something into being that did not exist before." Donald Polkinghorne, Practice and the Human Sciences: The Case for a Judgment-Based Practice of Care, SUNY Press, 2004, p. 115**)**

**Introduction**

Gesture as generator: a study by design

Gesture as Architecture: a concept from phenomenology to form-giving technology

Aim, questions, hypothesis, and motivations

Keywords

**CH 1 - THEORETICAL FRAMEWORK: ARCHITECTURE AS GESTURE**

* 1. **Gestural Context: What is gesture?**
     1. A short guide to conventional Study & classifications of Gesture
     2. Gestural Perception and Spatial Cognition
     3. Gesture semiotics
        1. Code
        2. Symbol
        3. Syntax
        4. metaphor
  2. **Wittgenstein’s Gesture: ‘architecture is gesture’ (language, logic, metaphor)**
     1. Language
     2. Metaphor
     3. Logic
  3. **Gesture as signification (meaning, variation, language, multi-meaning)**
     1. Multi-meaning
     2. Open-meaning
     3. Semantic
  4. **Gesture as simplification**
     1. Degree zero
     2. Generic
     3. complexity
  5. **Gesture of representation: Multi-media as vision Machine** 
     1. Vision machine (moving) image
     2. Representation (style, represent, perspective)
  6. **Gesture of space and time (Marey, Le Corbusier modulor, Laban)**
     1. Generative machine
  7. **Gesture as generator: Martin and Le Corbusier’s generator**
     1. Morphogenetic
  8. **Gestures of everyday life**
     1. Ergonomics
     2. Expressive communication
     3. Art and gesture

**CH 2 - CONCEPTUAL FRAMEWORK: ARCHITECTURE, DESIGN & GESTURE, BETWEEN PRAXIS & POIESIS**

* 1. **Geometry of gesture (linear, curvilinearity)**
     1. Spatial Descriptors
     2. Structural descriptors
        1. Isomorphic
        2. Allopoiesis
  2. **Gesture as actor (boundaries, territories)**
     1. praxis
  3. **Animate form**
     1. Cinematic sequencing
     2. Rhythm
     3. kinesis
  4. **Body, motion and path**
     1. Trace
     2. Trail
     3. Track
  5. **Dynamics of vision in motion**
     1. Isovist
     2. Configuration of space
  6. **Parametrising gesture (variation, classification)**
     1. Variation
     2. classification
  7. **Gesture as generator (iterative, morphogenesis, poiesis)**
     1. Morphogenesis
     2. Allopoiesis

**CH 3 - METHODOLOGY: PRAXIS (BODY PRACTICE, INTERFACING)**

* 1. **Experimental architecture: Avant-garde vision**
  2. **Improvisational architecture: practice-based approach to design via gesture**
     1. Body and architecture: Dance as spatial practice of gesture
  3. **Simulation and interaction: syntactic Interfacing with architecture (data)**
     1. Modelling
     2. Interfacing
  4. **Cinematic-aided design: projection gesture in architecture**
     1. Light and shadows
     2. Framing
     3. Deep space
     4. Film form
  5. **AR, VR, MR: Framing architecture and gesture beyond reality**
     1. Gesture as data as visualisation

**CH 4 - METHODOLOGY: POIESIS (TOOLING PRACTICE, SYNTHESISING)**

* 1. **First principal of reduction: towards an allopoiesis design process**
     1. Structure Mapping
     2. Attributes and Relationships
  2. **Trans-domain mapping: transformability of forms between domains**
     1. Translate
     2. Transform
     3. Transcode
  3. **Diagramming**
     1. Syntactic gestures: Coding and drawing
  4. **Operative verbs and descriptors**
     1. Force, vector, and trajectory (dynamics, flow and flux, animate form)
     2. Form-giving descriptors
     3. Fold (topology, surface, skin)
  5. **Parametric figuration**
     1. Autopoiesis
     2. Allopoiesis
     3. Form-finding and form-giving

**CH 5 - CASE STUDIES AND PROJECTS (GESTURE GENERATING)**

* 1. **Endless House vs. Villa Savoye: epitomic Gesture of plasticity in architecture**
  2. **Slow house: Cinematic gesture of tectonic viewports (perspective, exterior/interior)**
  3. **Agent-based modelling**
     1. Syntactic
     2. Archigeschair
  4. **Dance and architecture: gestures as spatiotemporal codes**
  5. **Archigesture: as an architype of design prototype**

**CH 6 - EVALUATION AND CONCLUSION**

* 1. **Archigesture**
  2. **Interface theory**
  3. **Architecture as gesture diagram**
  4. **Outlook**

Transforming: Dramatic Change from one form or medium into another, to change

Transmuting: Change the form, nature, or substance of

Transcode: [convert](ww:convert) from one [form](ww:form) of [coded](ww:coded) [representation](ww:representation) to [another](ww:another)

Translating: [Interpret](ww:interpret) the [significance](ww:significance) of something, [move](ww:move) or [change](ww:change), [especially](ww:especially) from one [person](ww:person), [place](ww:place), or [condition](ww:condition), to [another](ww:another), to convert, Change from one form or medium into another

Transition: a [momentary](ww:momentary) [modulation](ww:modulation)

**Keywords**

|  |  |  |
| --- | --- | --- |
| 4D and 3D  Abstract (concrete)  Adaptation  Aesthetic  Algorithmic  Amodal (modal)  Animate (keyframe)  Anthropomorphism  Appearance  Architype (Archigesture, epitome)  Art and Architecture  Asymmetric (symmetric)  Automation  Auto-poesies  Avant-garde  Balance (equilibrium)  Blending  Body (embodied, archigesture)  Boundaries (map)  Cinematic  Classification (taxonomy)  Code (Codification)  Combinational (combinatory, interlocking)  Complexity  Communication  Concept (conceptual)  Conditional  Configuration  Connectivity  Context  Continuity (discontinuity)  Convergence (divergence)  Curvilinearity  Data  Degree zero  Descriptor (horizontal, vertical, diagonal)  Design  Diagram  Difference (differential)  Dimension (proportion, scale)  Direction (orientation)  Domain  Dynamic  Endlessness (infinite)  Ergonomics  Everyday life  Experimental  Expressive  Exterior  Fabrication (making)  Face  Filmic  Flow and flux  Fold (rippled, pinched…)  Force  Form (modal, shape)  Framing  freeform  Generative  Genotype  Geometric  Image (moving image)  Improvisational  Integration  Interaction  Interfacing (human body and environment)  Interior  Invisible  Isometric  Isomorphic  Iterative  Intersection  Language (communication)  Linear (non-linear)  Mapping  Matrix (matrices)  Metaphor  Modelling (agent-base)  modular  Morphogenesis  Motion (kinesis)  Operative  Optimisation  Order (chaos)  Organisation (arrangement, fitting)  Origin  Ornament  Parametric  Path  Pattern  Performance  Perspective  Phenomenology  Plastic (elastic)  Poesies  Praxis  Process  Projection (projective)  Prototype of living  Qualitative  Quantitative  Random  Relational  Representation  Rhythmic  Semiotic (semantic)  Sensory (haptic)  Sequential  Setting (Scenography)  Signification (meaning, legibility)  Similitude  Simplification  Simulation  Singular (multiplicity)  Skin  Space  Spatial  Static  Stroke (draw)  Structure (monocoque)  Style  Surface (topology, façade)  Symbol (sign)  Syntax (syntactic)  System  Tangible (substance, material)  Spatiotemporal (duration, autonomy)  Territory  Theory  Tool  Trace  Track  Trail  Trajectory  Transformability (mapping)  Transparency  Typology  Vacant (occupied)  Vector  Viewport (viewpoint)  Virtual and real  Vision machine (machine)  Visual (optic)  Volumetric (solid, envelope) | Explicit  Filter  2D  3D  4D  Abstract  Abstract  Access  Action  Active  Additive  Adhesive  Advance  Aesthetic  Agility  Algorithmic  Altering  Alternate  Alternate  Ambiguity  Amphomorphic  Analogue  Analysis  Anatomy  Anchor  Animatic  Anomaly  Aperture  Approach  Approach  Archetype  Archigesture  Architectural  Arrange  Assemblies  Associate  Asymmetric  Atmosphere  Attract  Attribute  Automation  Average  Axonometric  Balance  Barrier  Bend  Biometric  Biomorphic  Blending  Blurred  Body  Boundary  Break  Bricolage  Bifurcate  Calibrate  Capacity  Cartography  Carve  Cast  Category  Chaos/ chaotic  Choreutics  Chronophotographic  Cinematic  Cinemetrics  Circuit  Circulate  Class  Classify  Closed  Cluster  Code  Coefficient  Cognitive  Cohesive  Collage  Colour  Communicate  Complexity  Composition  Compression  Compression  Computational  Concave  Concave  Concrete  Configuration  Conflict  Connection  Connection  Consistency  Construct  Contain  Context  Continuity  Continuum  Contraction  Control  Create  Critical  Crowd  Curvilinear  Customise  Cut  Decoding  Define  Deform  Deformation  Degree  Degree zero  Density  Depth  Descriptive  Descriptive  Detail  Diagonal  Diagram  Dialectic  Dialogue  Differential  Diffusion  Delineate  Disassemble  Discrete  Disembodied  Disjunction  Disorder  Distinctive  Distortion  Datum  Duplicate  Duration  Dynamic  Edge  Effort  Elaborate  Elevate  Embodied  Emergence  Emotion  Emotive  Endless  Endogenous  Energy  Engage  Envelope  Ephemeral  Equalise  Essential  Eukinetics  Evaluation  Evolutionary  Exact  Excluded  Exogenous  Expanded  Expansion  Experience  Experiment  Exponential  Expression  Extend  Extended  Extension  Extension  Exterior  Extreme  Fabric  Far  Field  Figure  Fitness  Flexible  Flight  Float  Flow  Fluctuate  Fluid  Flux  Fly  Fold  Force  Form  Formal  Fracture  Fragmentation  Frame  Framing  Frequency  Function  Fusion  General/generalise  Generative  Generic  Genetic  Geometric  Gestural  Gesture  Glide  Global  Gradual  Graft  Grain  Gravitate  Gravity  Grid  Grounded  Growing  Harmonic  Heterogeneous  Hidden  Hierarchy  Horizontal  Hyper  Iconic  Identical  Identity  Illusion  Image  Imaginative  Immaterial  Immediate  Immersive  Implicit  Impossible  In-between  Infrastructure  Initialised  Inject  Inside  Instability  Instinctive  Instrument  Instrumental  Integrate  Interface  Interior  Interrupt  Intersection  Interstitial  Intervene  Intimacy  Inverse | Isomorphic  Iterate  Join  Kinetic  Labyrinth  Language  Lateral  Layer  Level  Light  Linear  Local  Logic  Loop  Machine  Manifest  Mapping  Mask  Mass  Materiality  Mathematical  Matrix  Maximise  Meaning  Measure  Mechanise  Membrane  Memory  Mental  Metaphor  Metric  "Mime, mimic"  Minimise  Mobile  Model  Modular  Module  Monocoque  Morphic  Motion  Multidimensional  Multiplicity  Multisensory  Musical  Mutation  Narrative  Nature  Near  Negative  Negotiate  Network  Neutralise  New Media  Node  Nonlinear  Normal/ normalise  Notation  Object  Objective  Oblique  Obscure  Occupy  Opacity  Open  Opposite/opposed  Order  Organic  Orientation  Orthogonal  Outside  Paradigm  Parallel  Parametric  Particular  Parts  Passive  Path  Pattern  Perception  Performative  Persistence  Persistent  Perspective  Phase  Phenomenological  Photographic  Physic  Place  Plain  Planemetric  Plexus  Pliant  Plural  Poetics  Point cloud  Polygon  Polygonise  Porous  Portal  Position  Positive  Posture  Practice  Pragmatic  Presence  Primary  Primitive  Probable geometry  Process  Profile  Program  Progression  Progressive  Project  Projection  Proliferate  Proportion  Propped  Proto-geometric  Proximity  Pure  Quality  Quantity  Radial  Radical  Random/randomised  Ratio  React  Real  Reduce  Reference  Regulate  Relationship  Relative  Render  Repetition  Representation  Residue  Respond  Reveal  Rhythm  Rigid  Sagittal  Scale  Scene  Scenography  Scheme  Script  Sculptural  Section  Self-organisation  Sematic  Sequence  Shadow  Shape  Shell  Shift  Shrinking  Signal  Significance  Similarly  Simulacra  Simultaneous  Singular  Slit scan  Sloped  Slow  Smooth  Soft  Solid  Solid  Space  Spatial  Specific  Spectator  Speed  Stabilised  Stable  Stack  Stereotomy  Stillness  Straight  Strong  Structure  Style  Subjective  Submerge  Subtractive  Successive  Surface  Suspend  Sustain  Sweep  Symbol  Symmetry  Syntactic  Synthesis  System\zone  Systematic  Tactile  Tangible  Technique  Tectonics  Temple  Temporal  Temporary  Thematic  Theory/ theorise  Thought  Threshold  Time  Tooling  Topology  Tracing  Trajectory  Trajectory  Transdomain  Transform  Transition  Translate  Translucency  Transmit  Transparency  Traverse  Trifold  Turn  Typology  Uncanny  Unfold  Unity  Vacant  Variation  Vector  Vertical  View  Viewpoint  Virtual  Visualisation  Volume  Volumetric  Weak  Weight  Weightless |