

interactive architecture lab

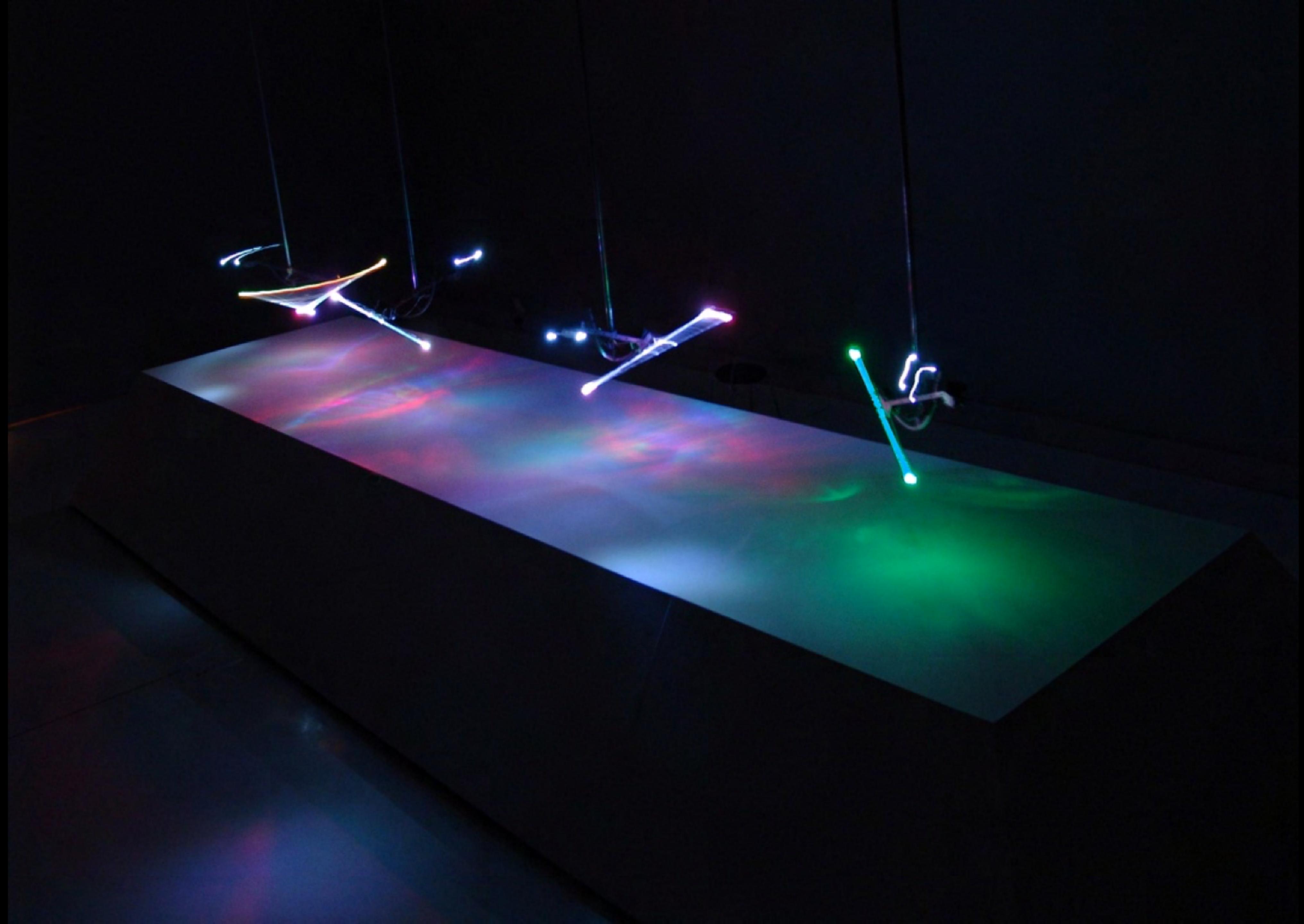
Understanding the Behaviour and Interaction of Things,
Environments and their Inhabitants.

@ialab
@ruairiglynn





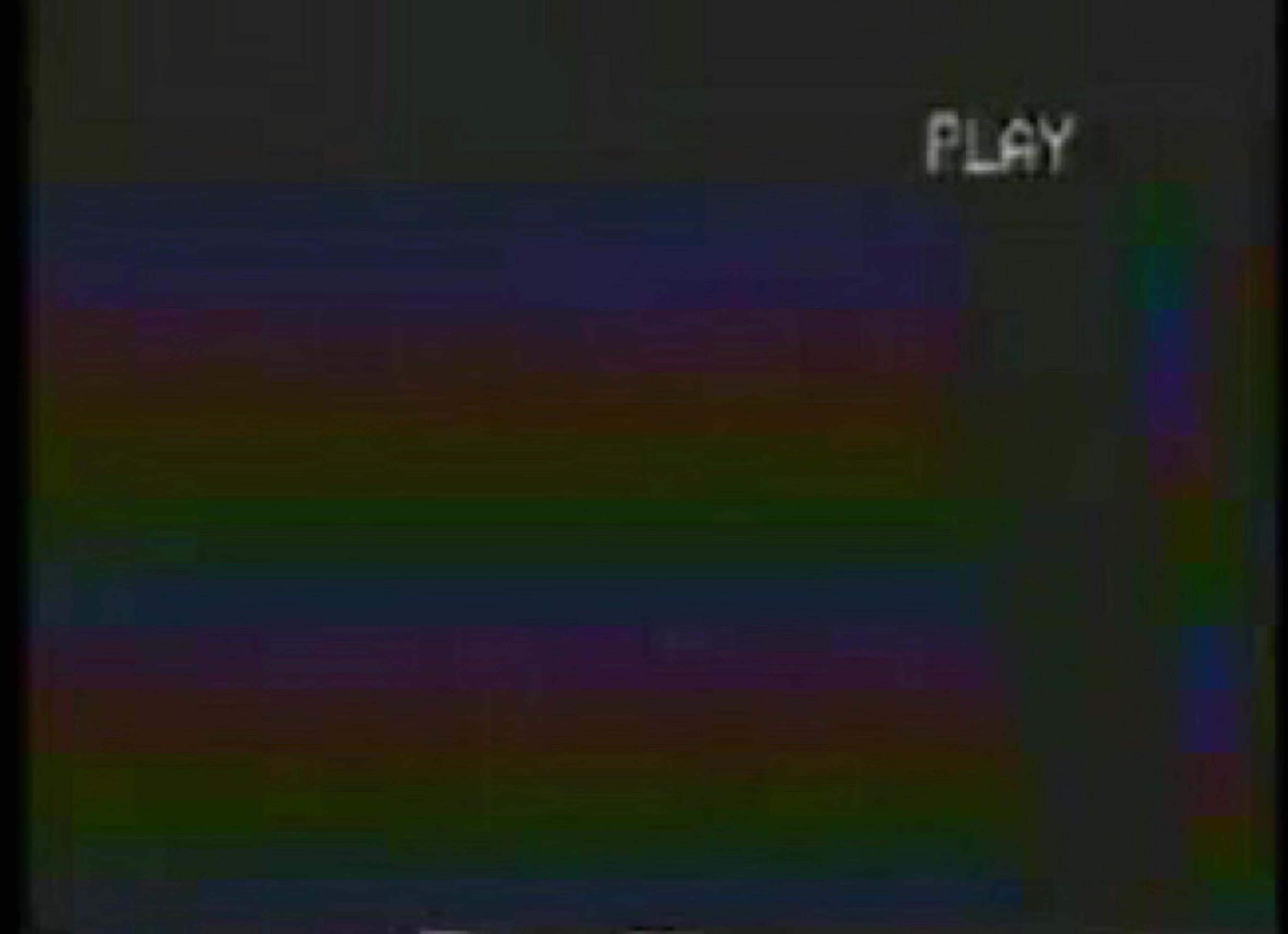


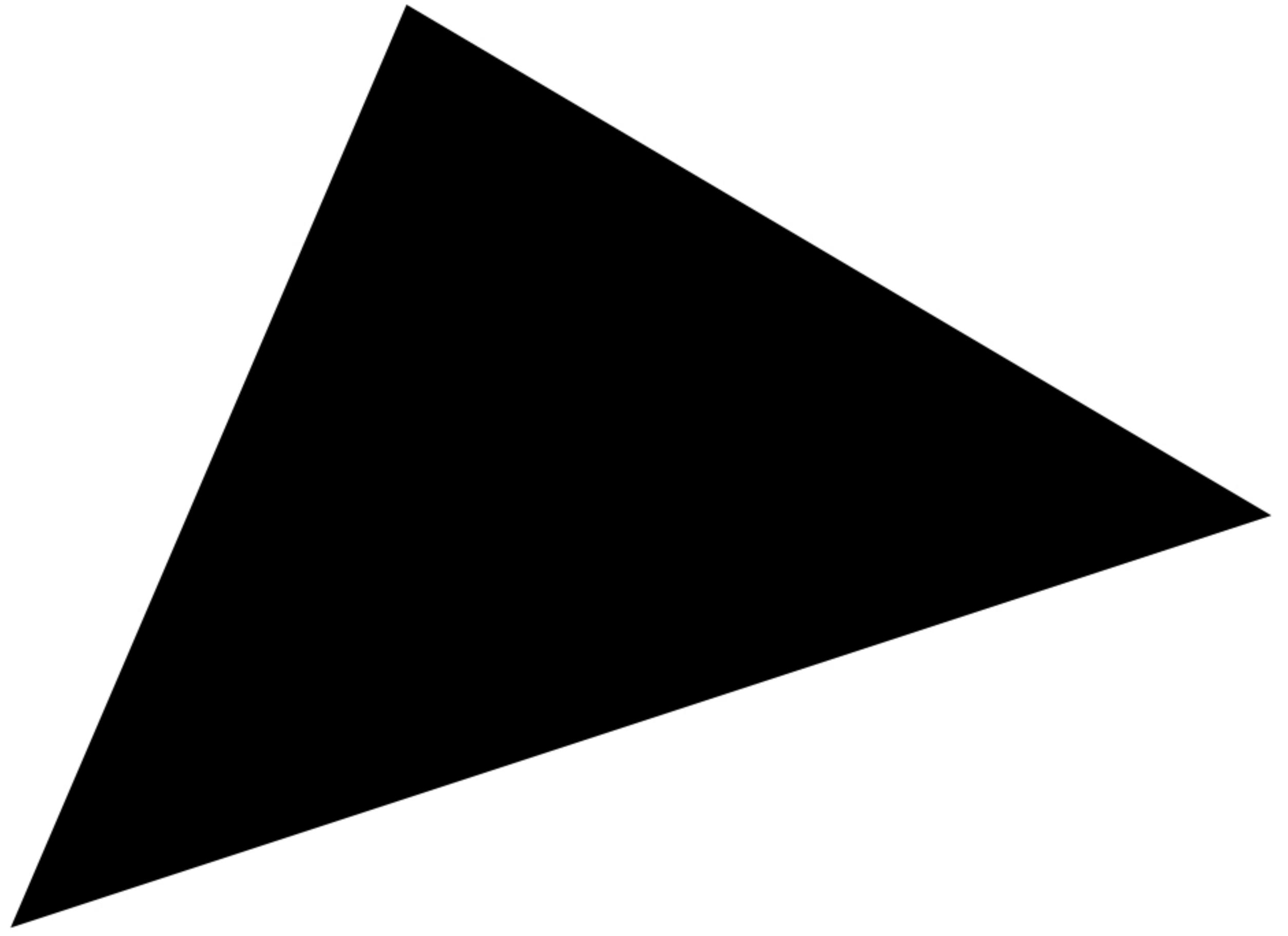






PLAY



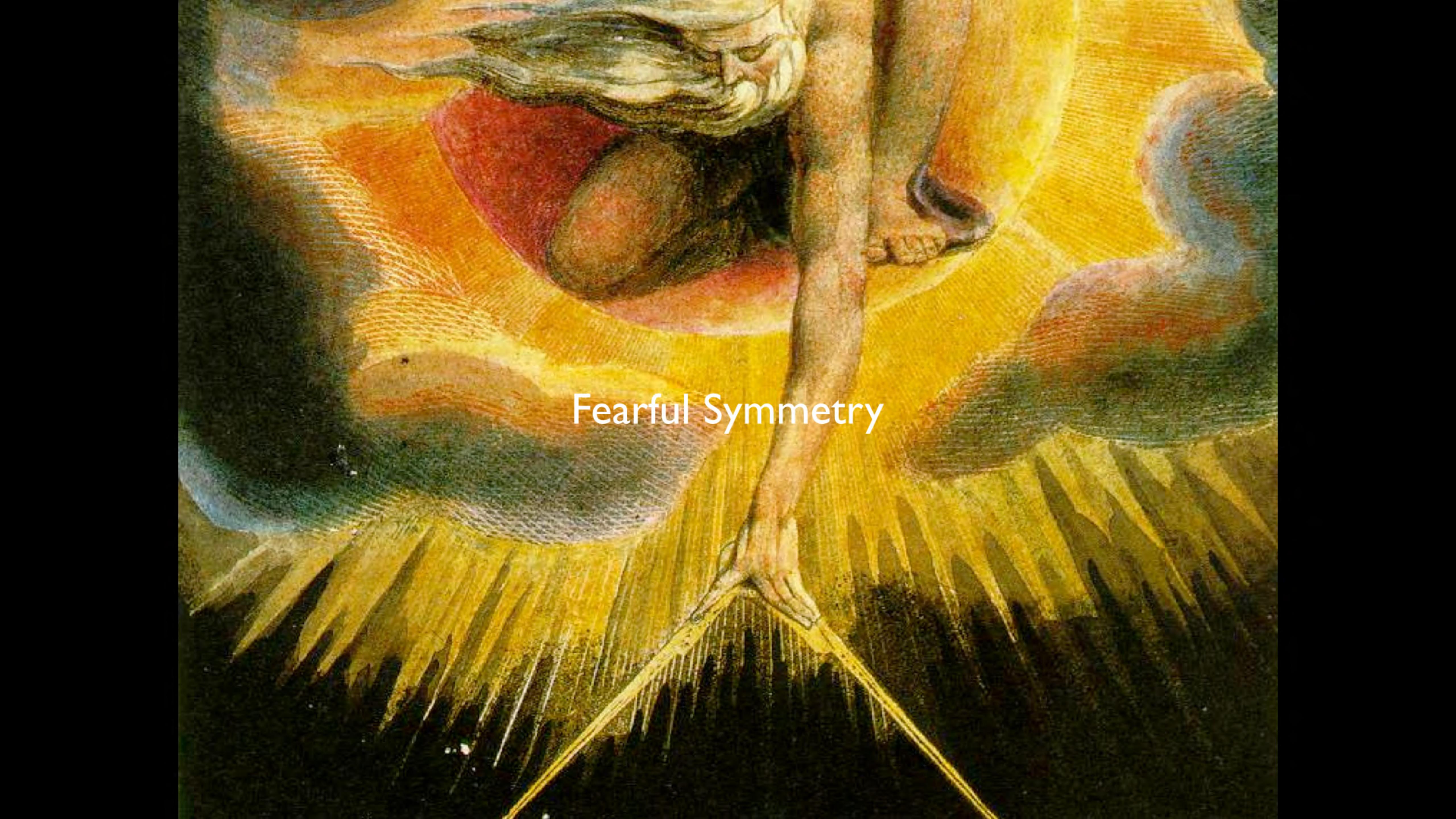






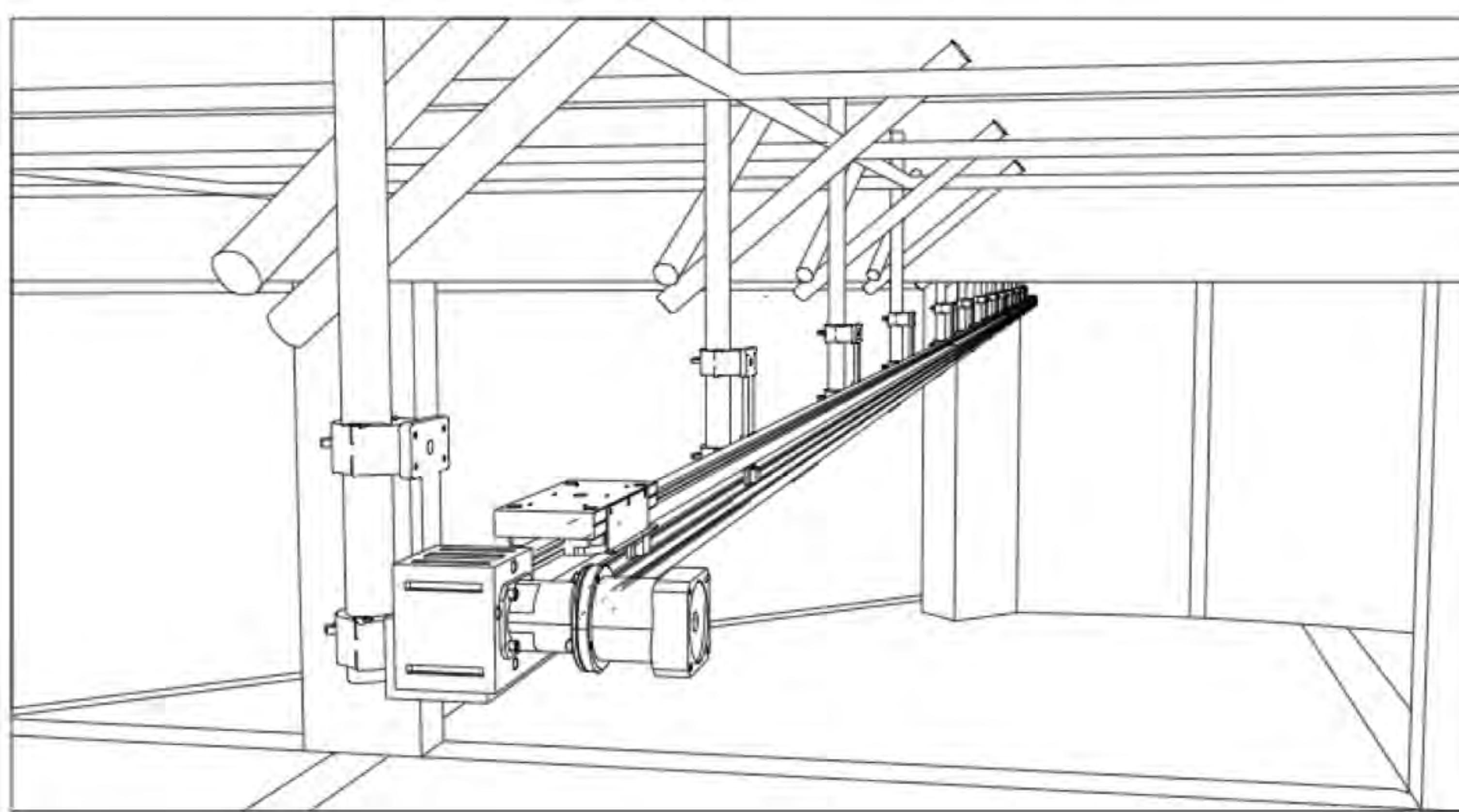
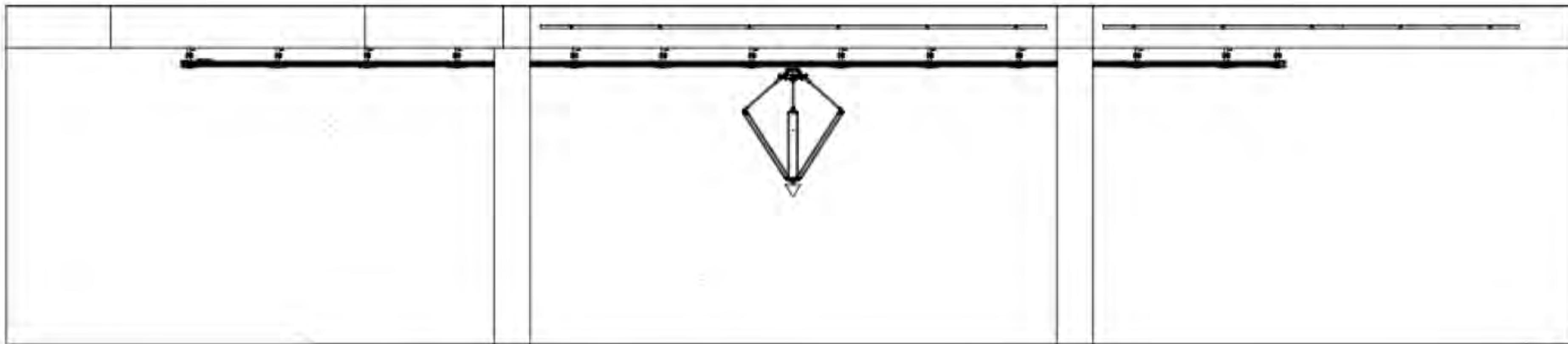


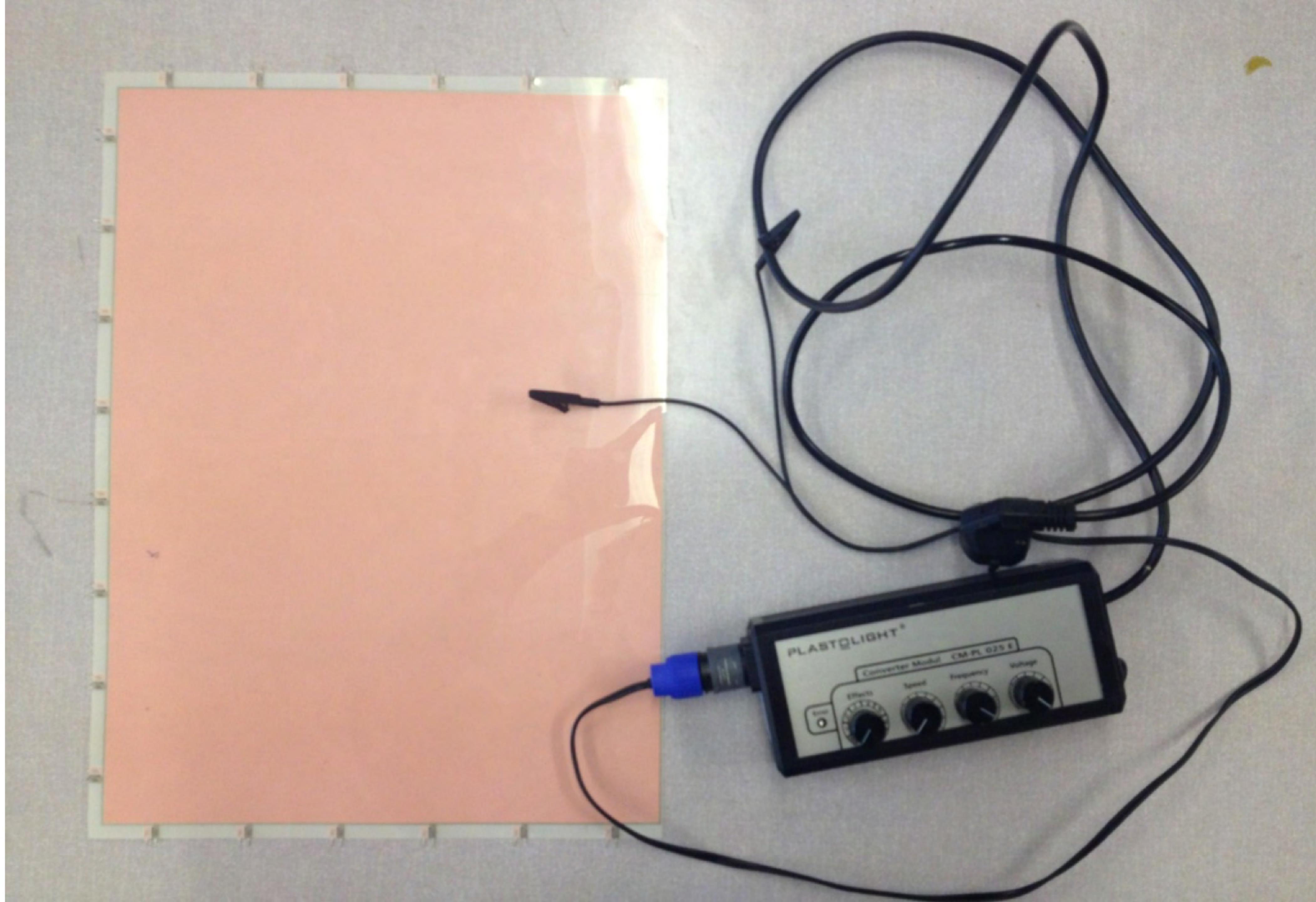




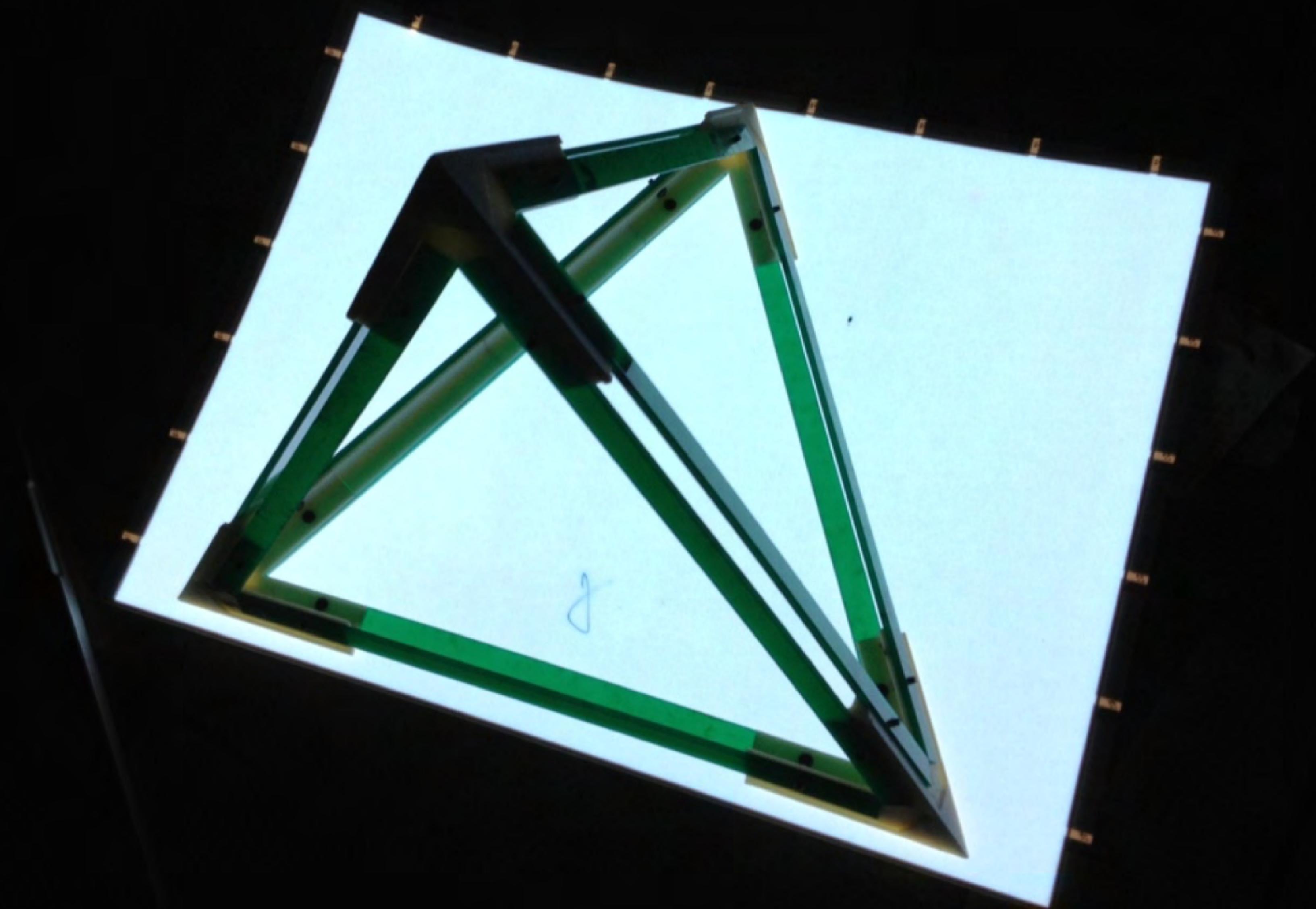
Fearful Symmetry

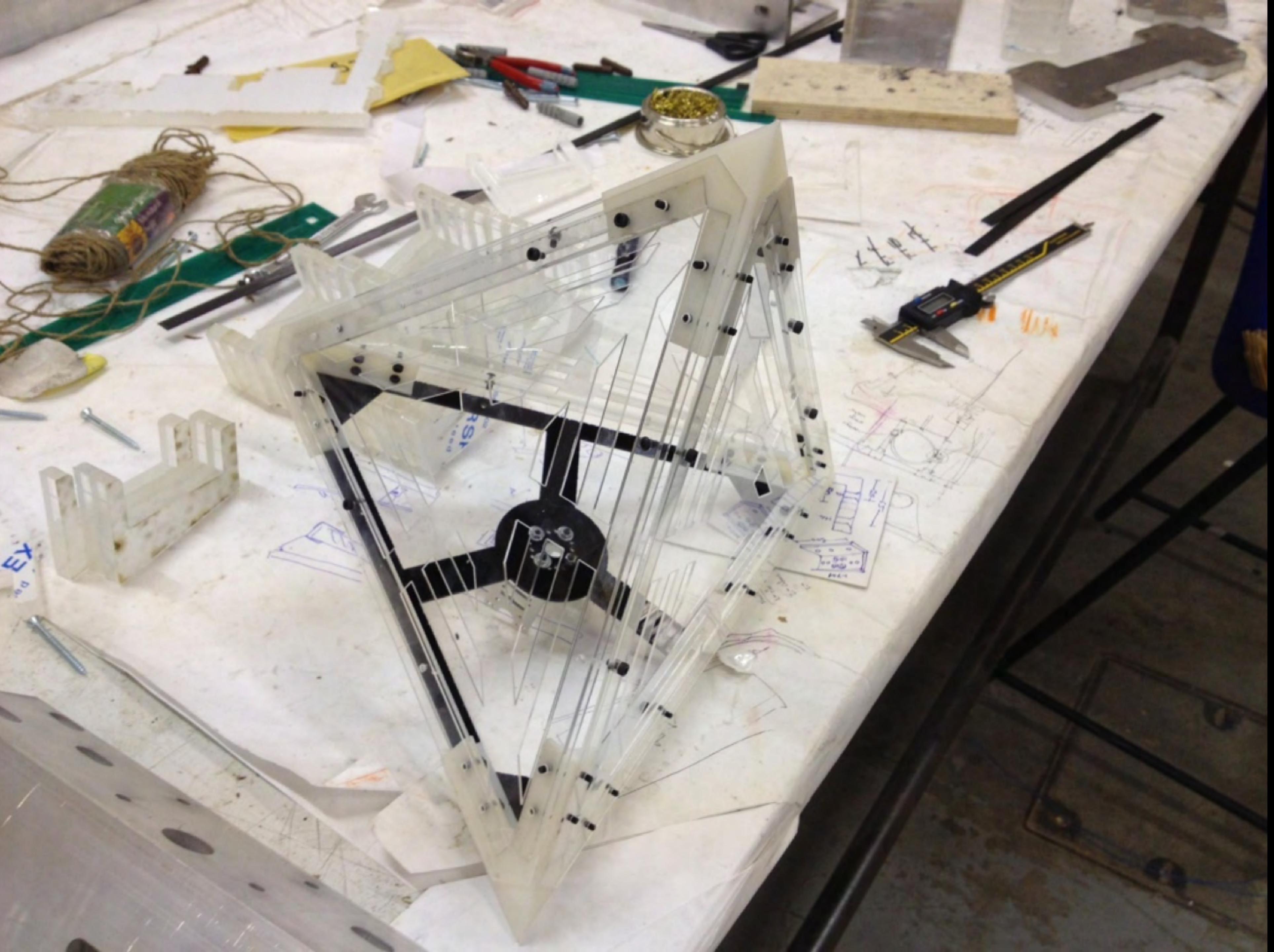






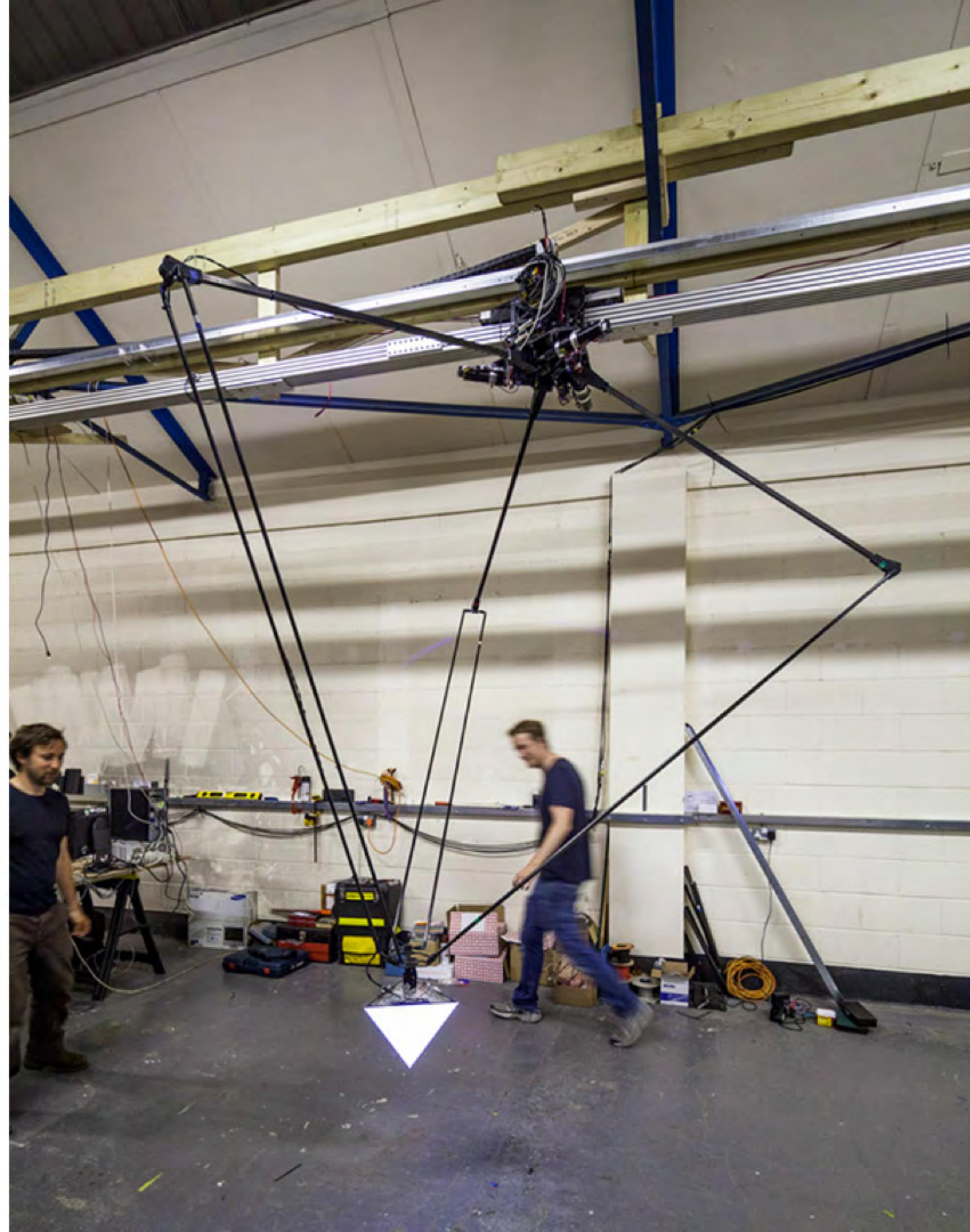








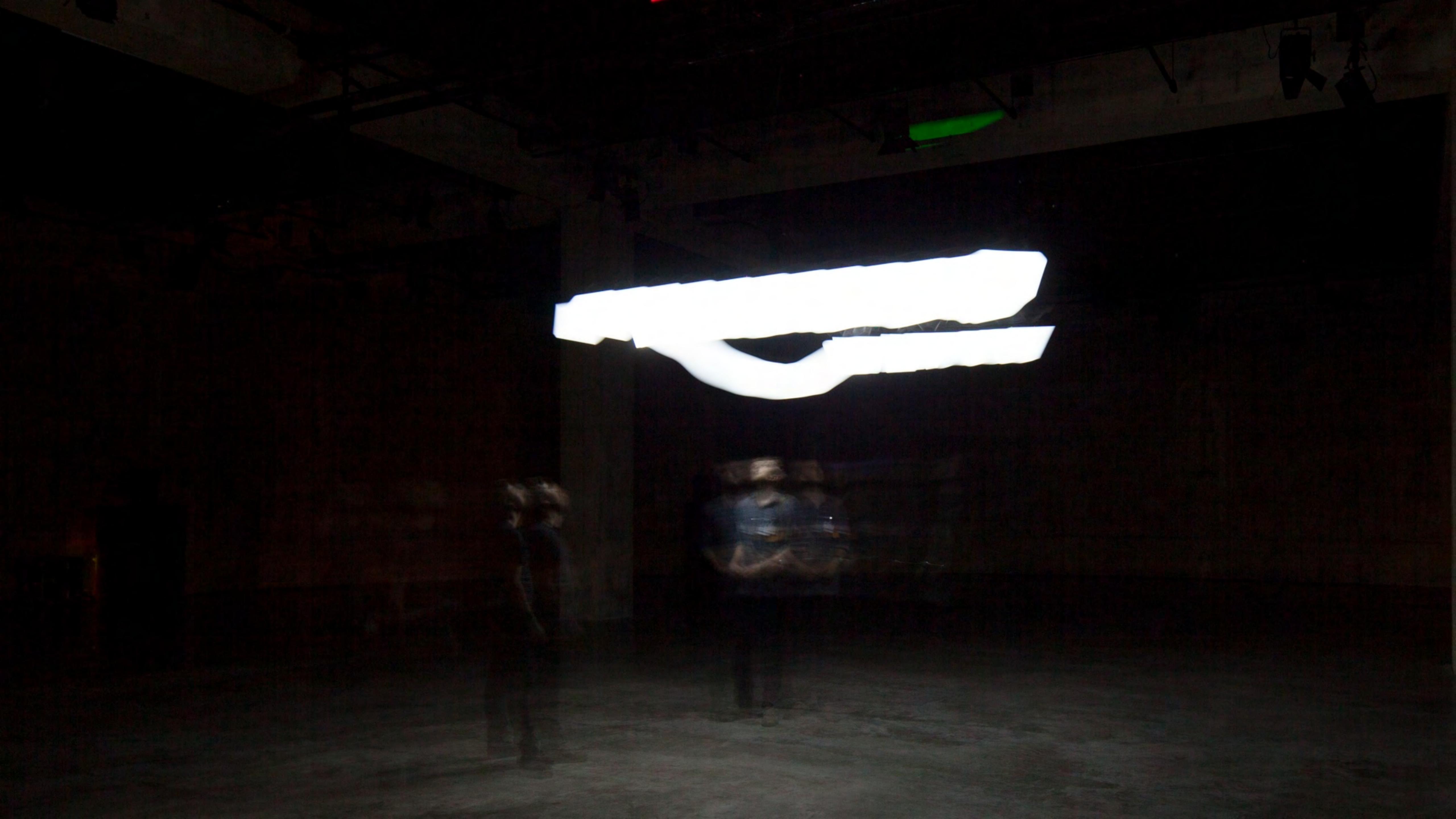
















Tate Modern
August 2012



interactive architecture lab

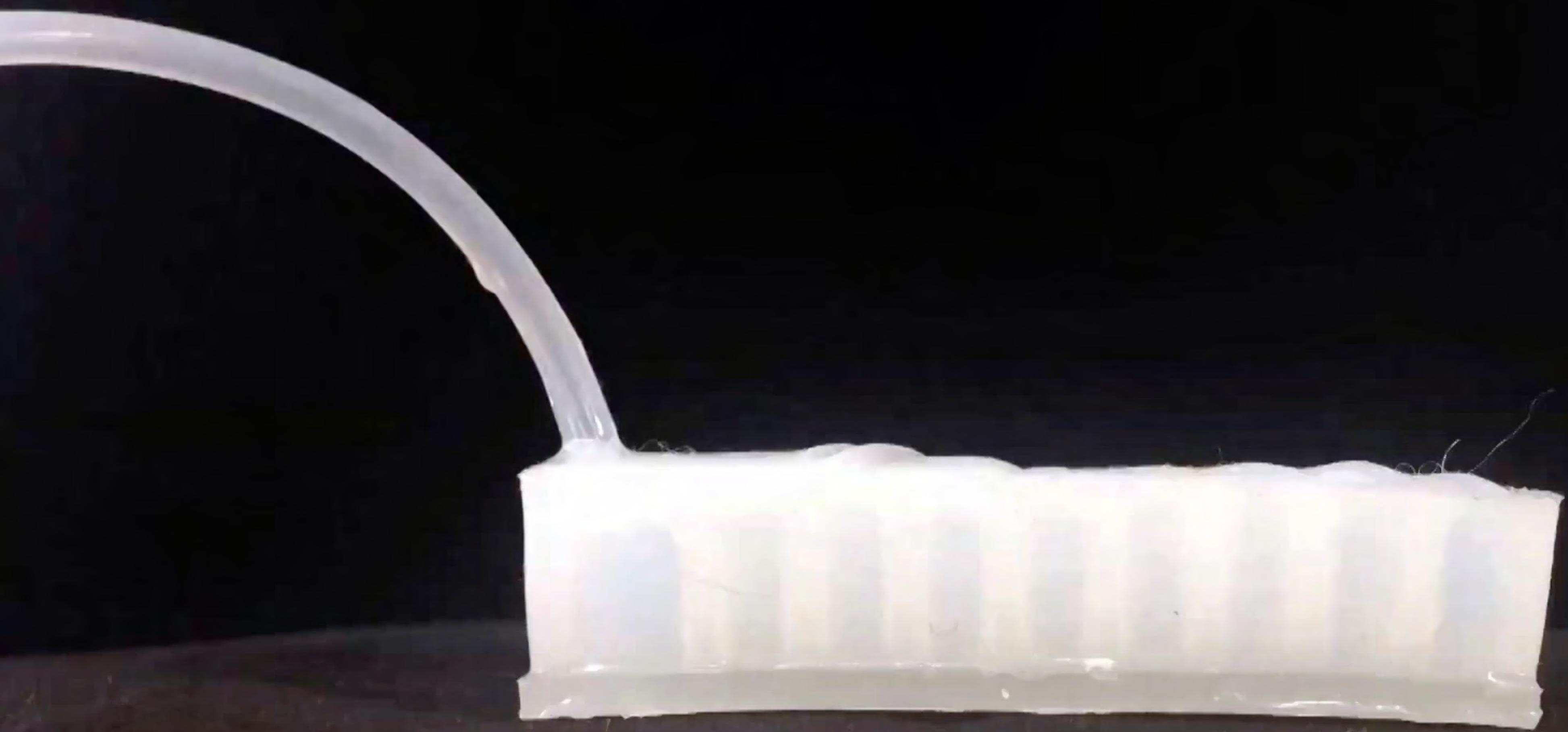
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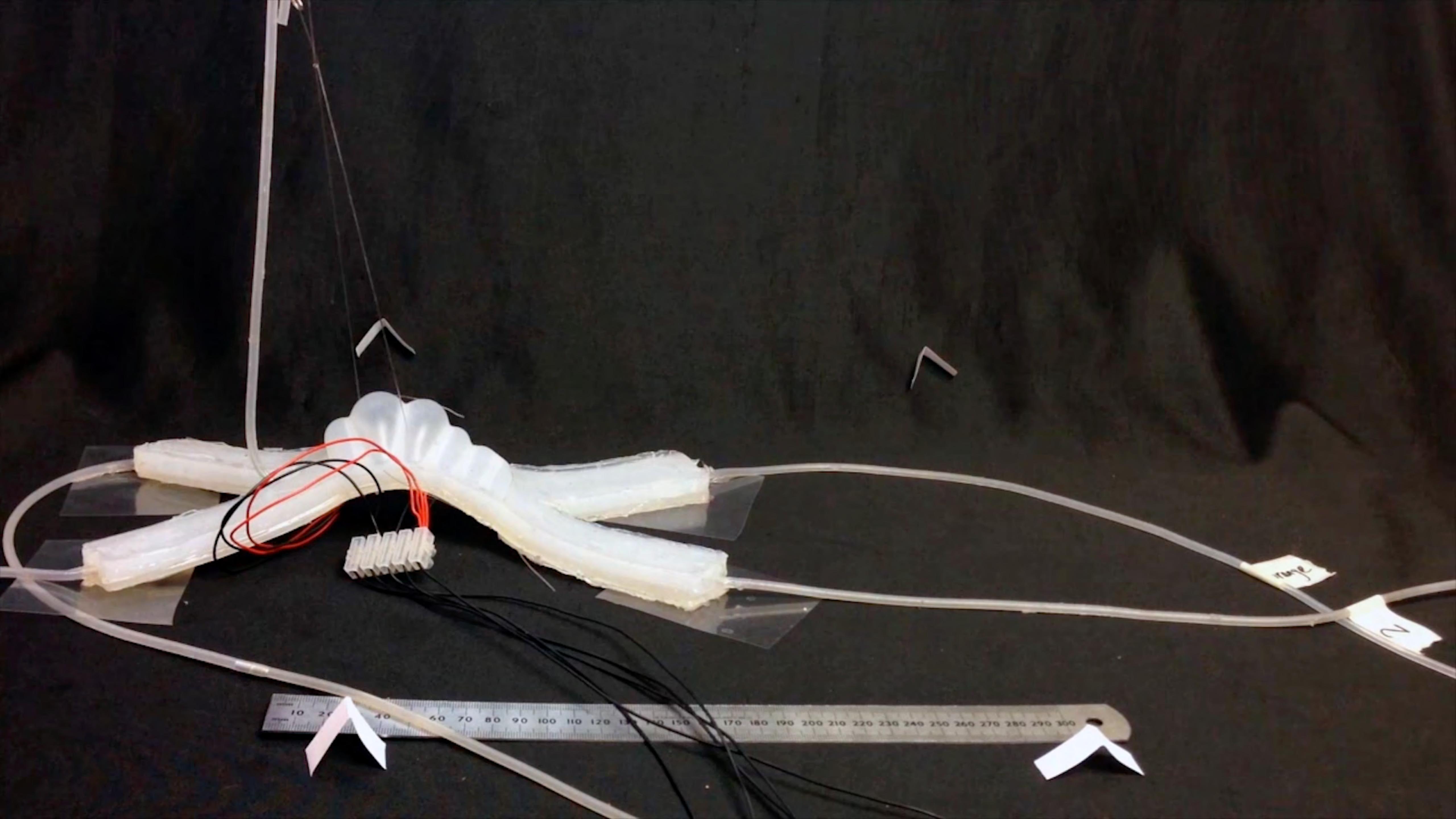
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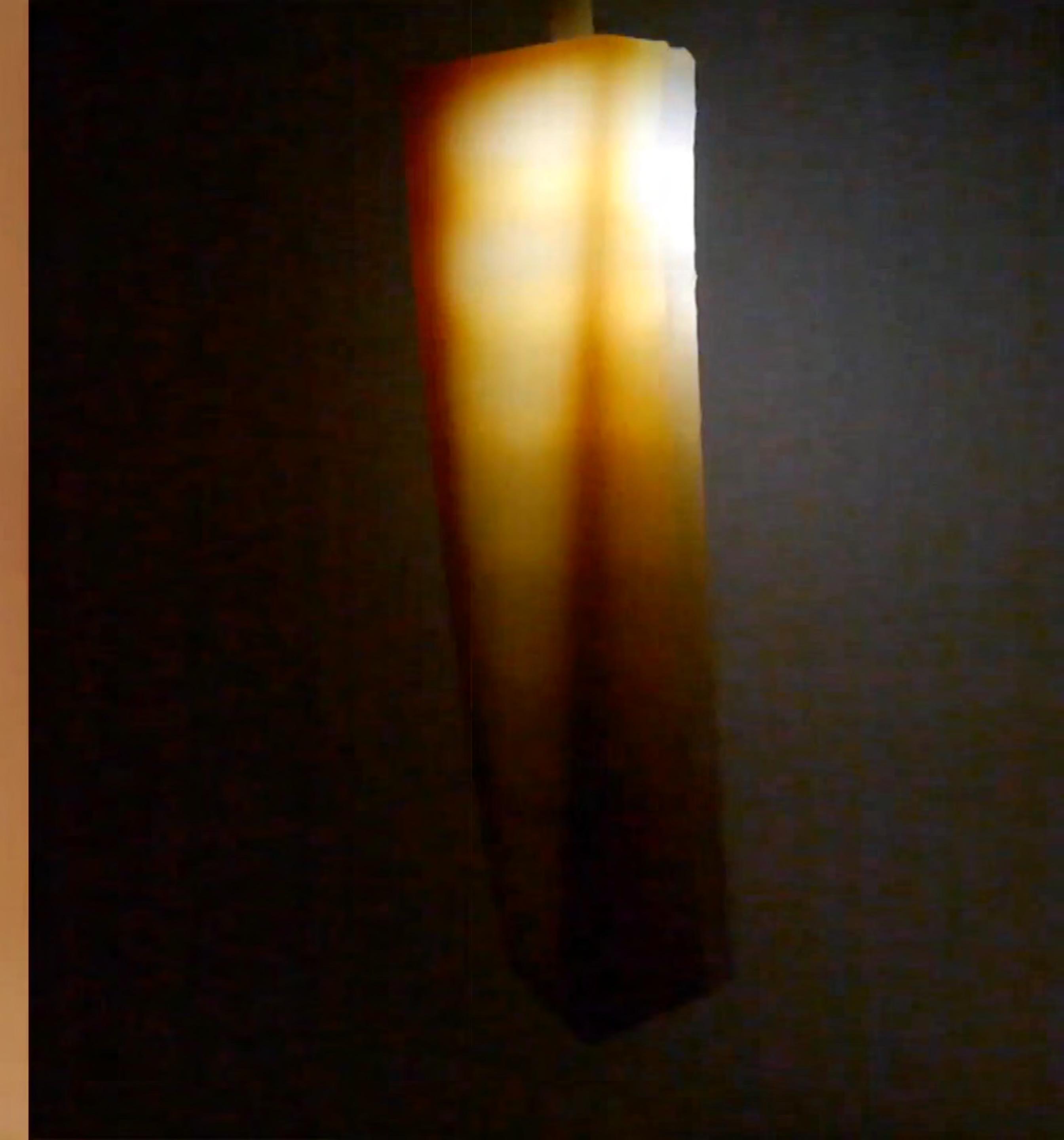


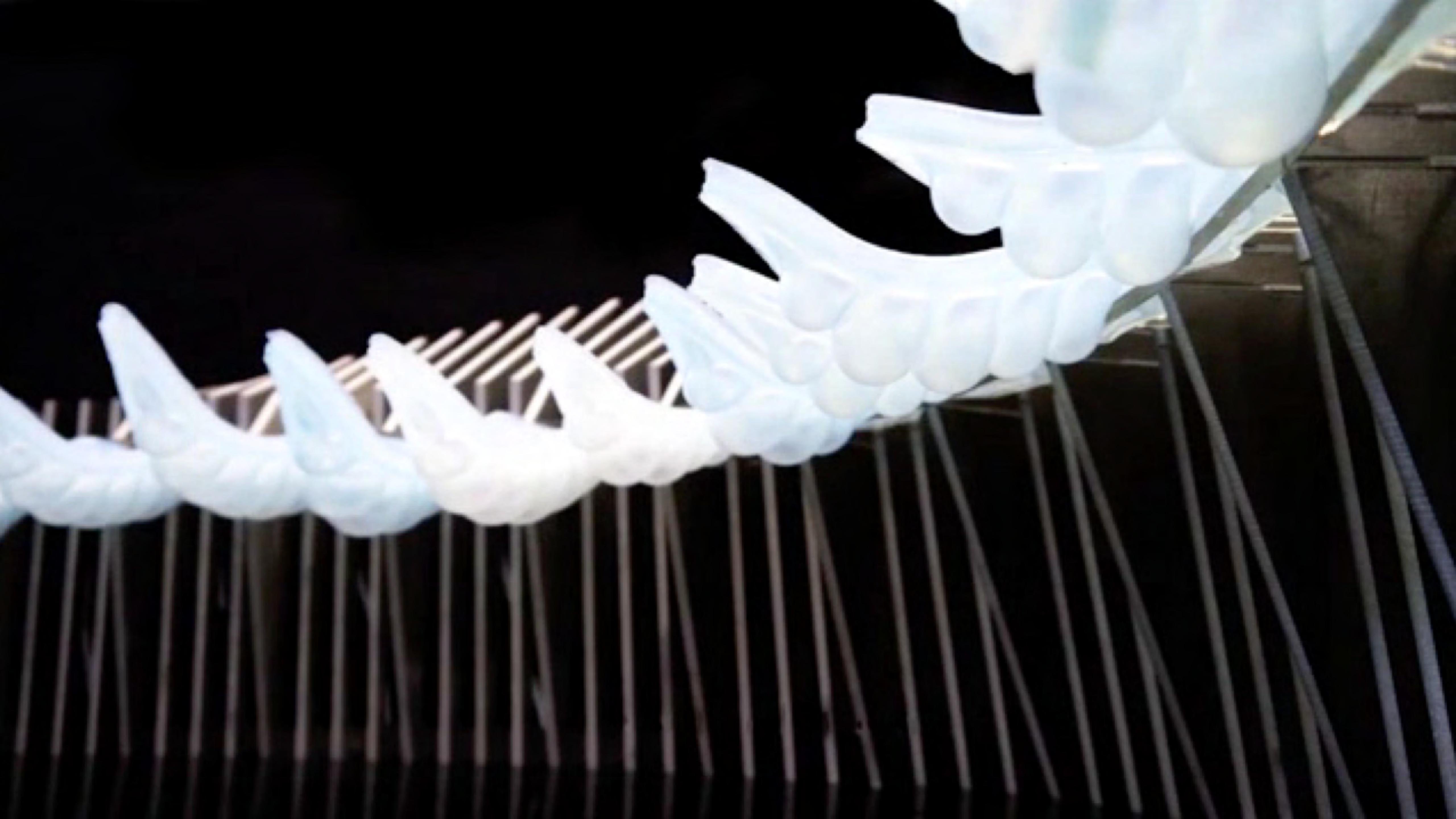


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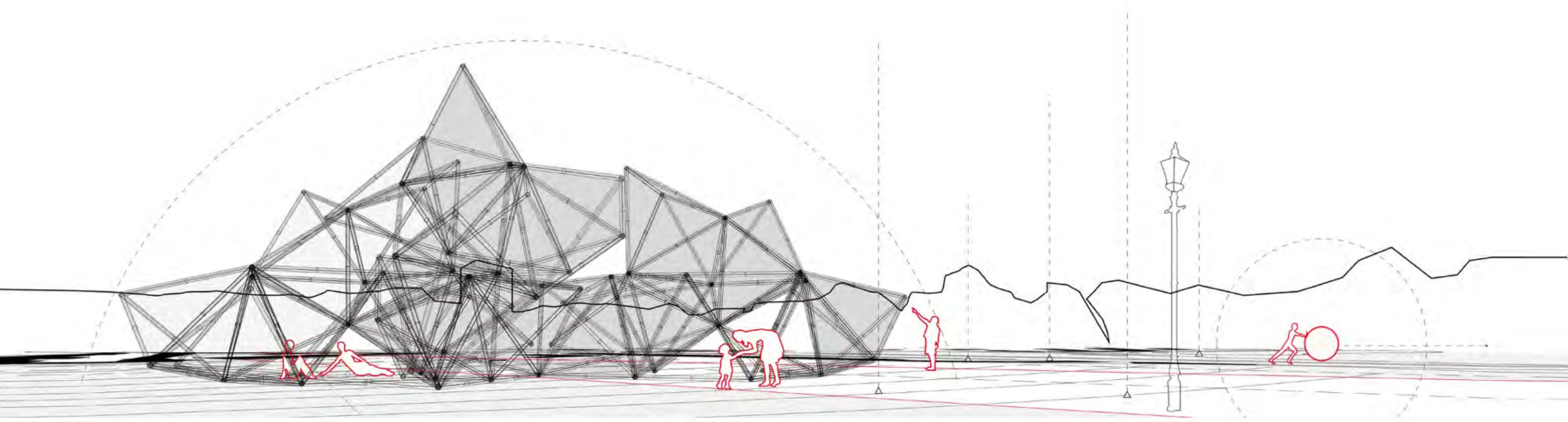










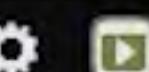




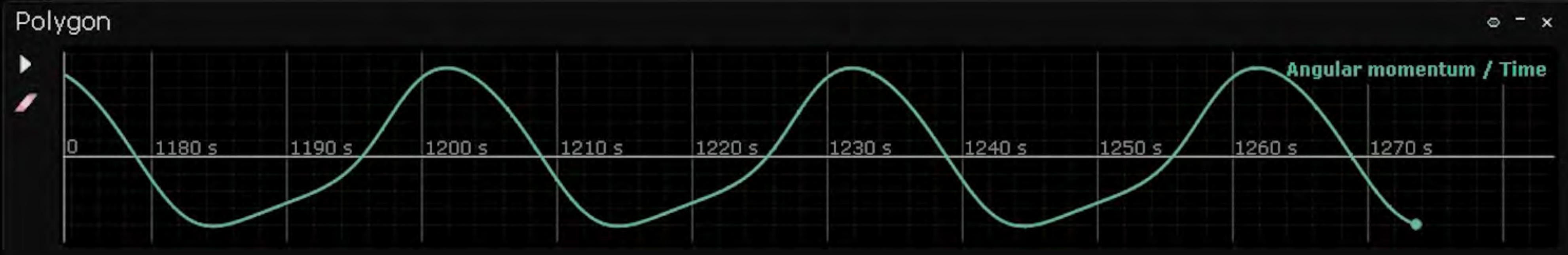
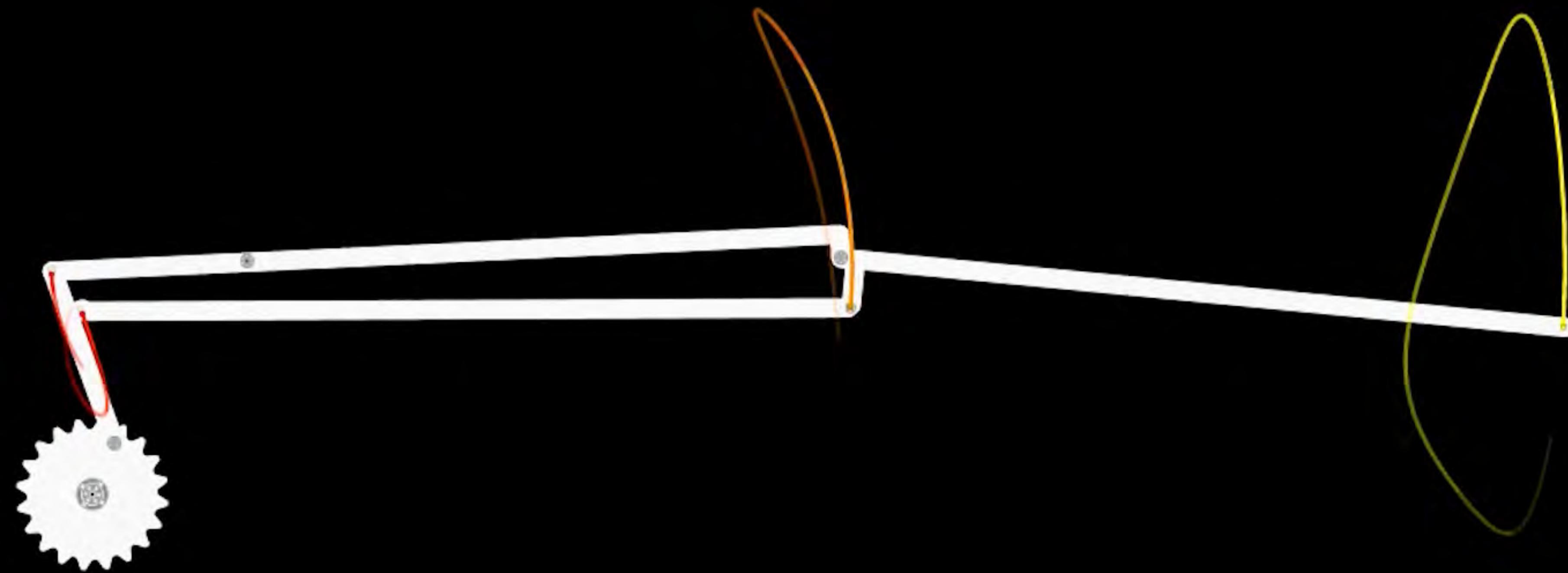


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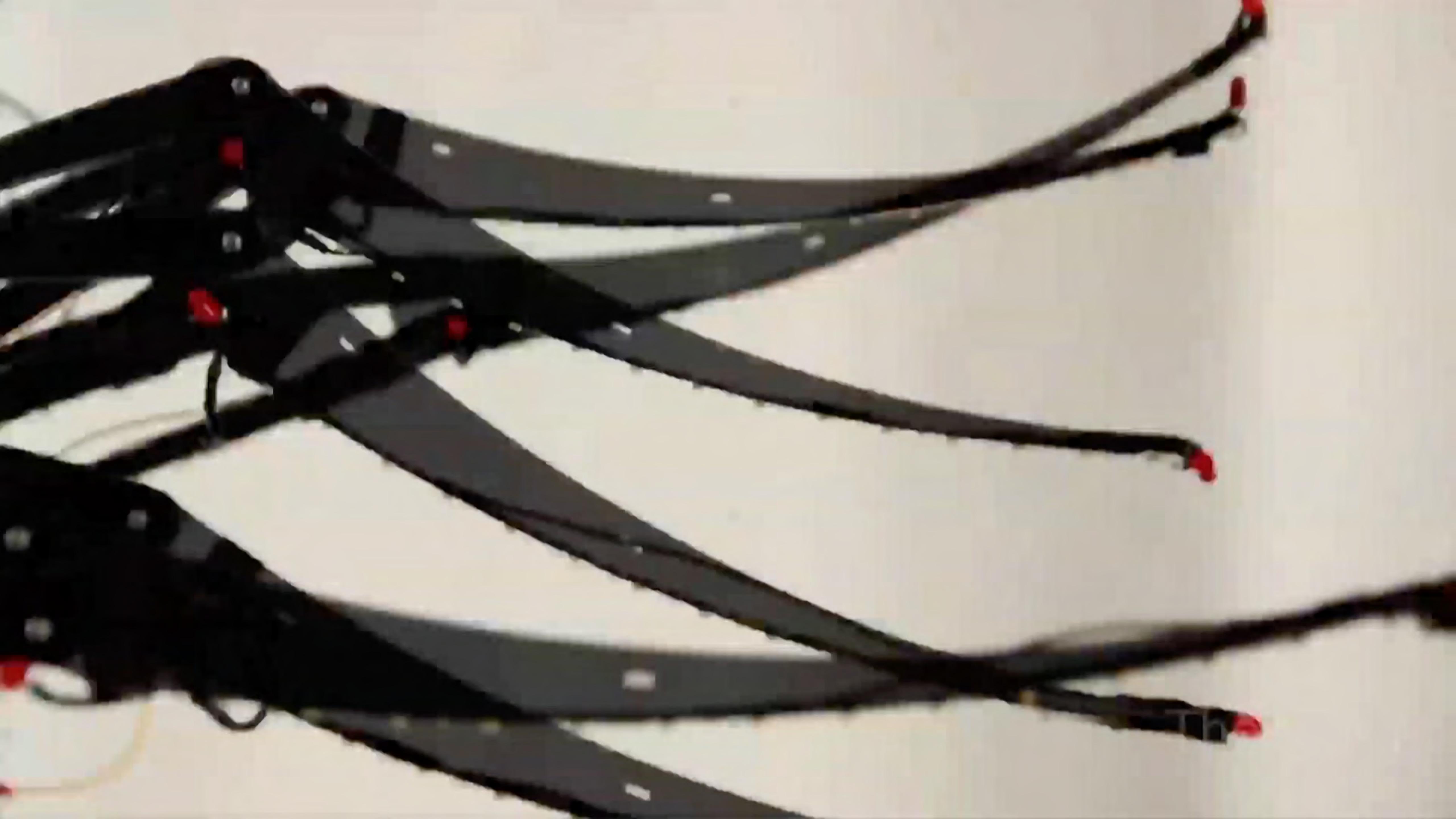
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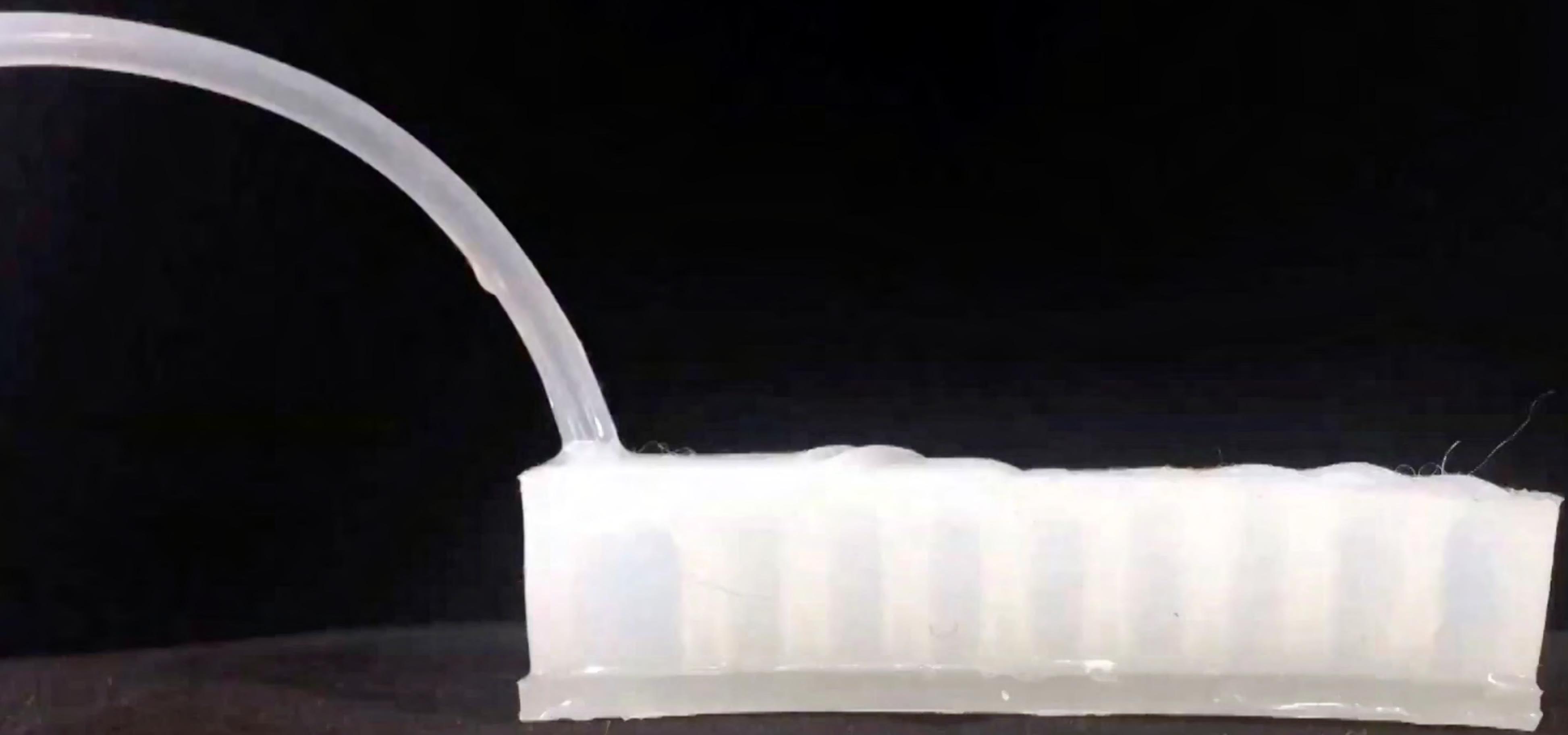


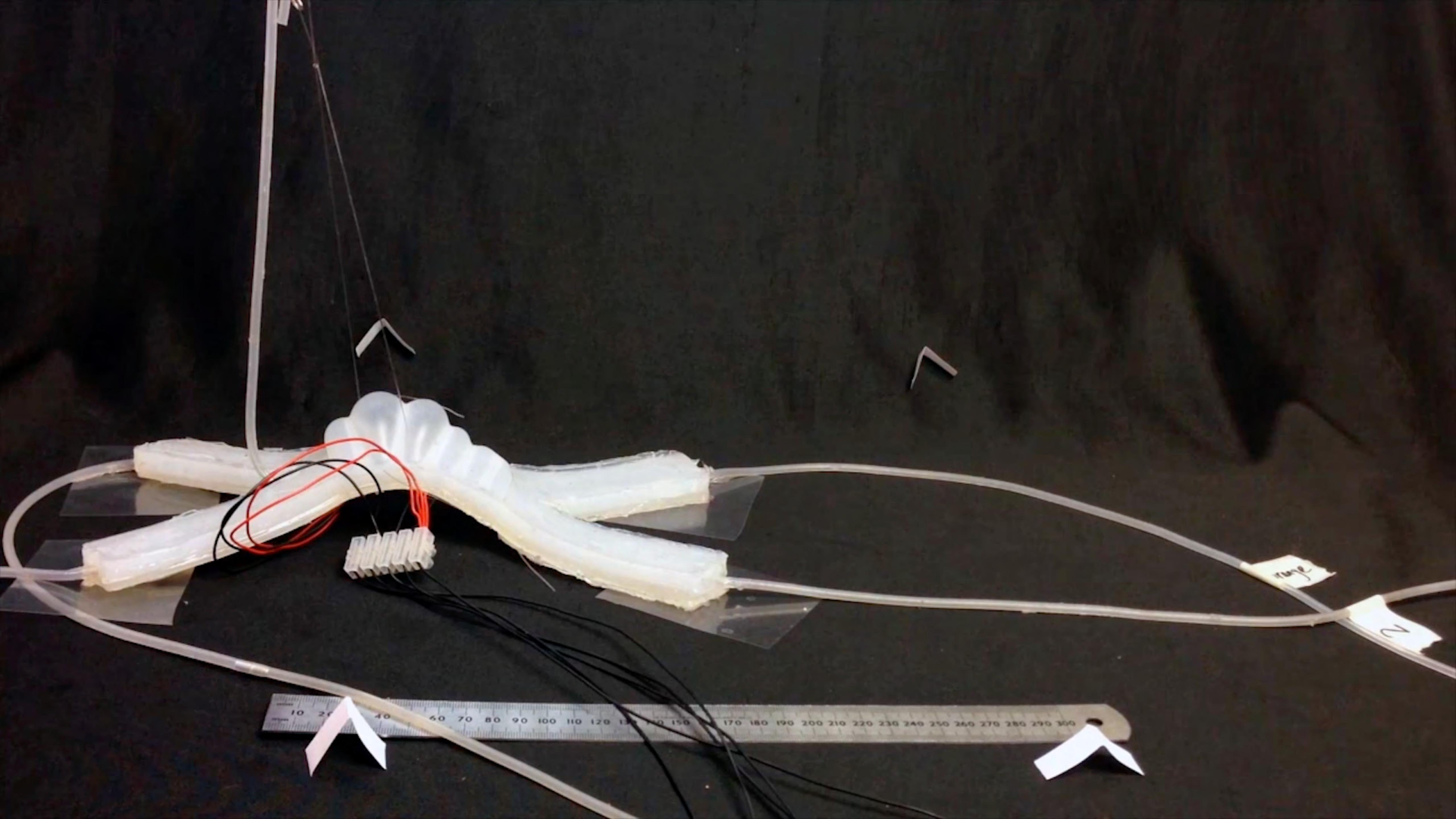
Algodoo v2.1.0

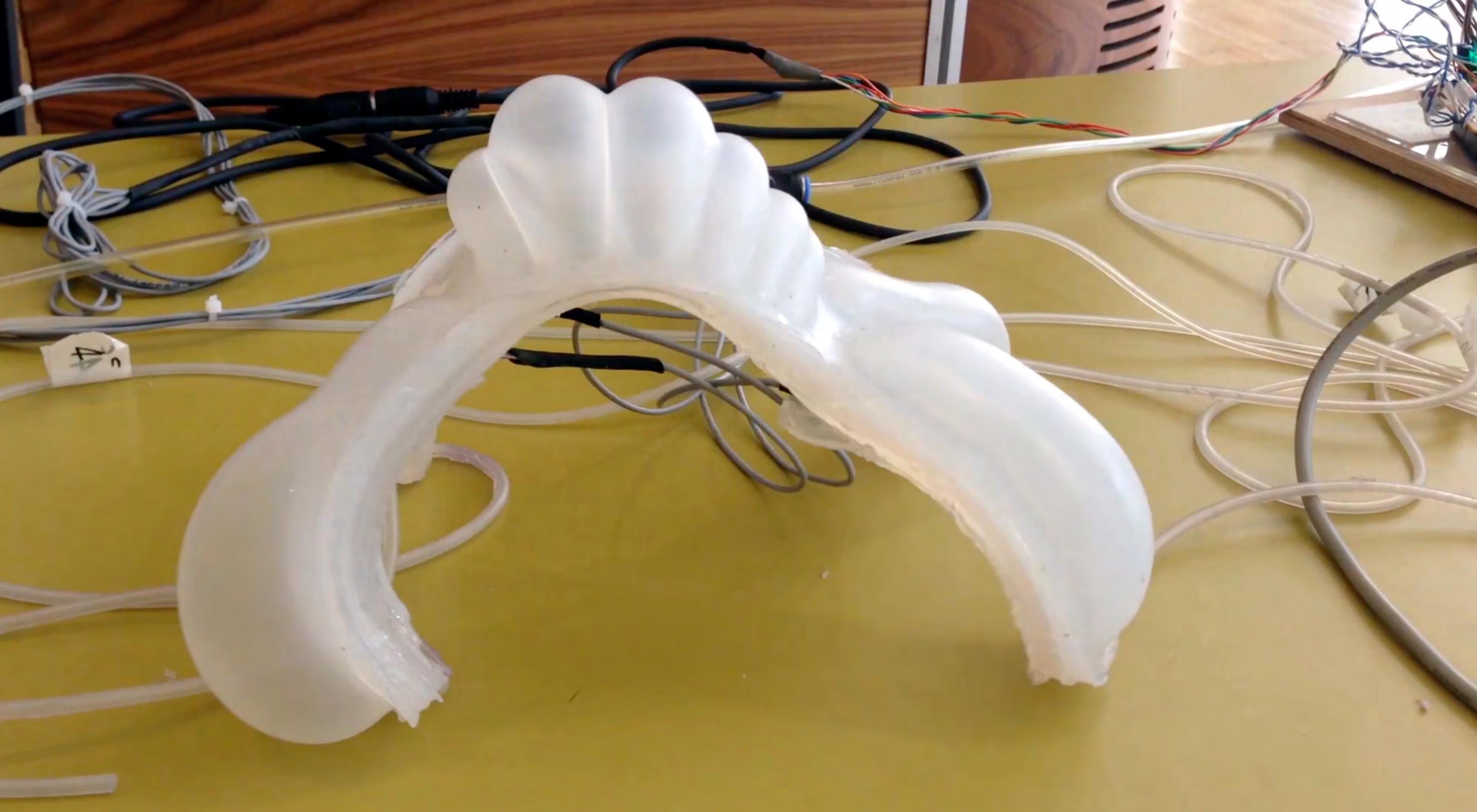














FURL: SOFT PNEUMATIC PAVILION

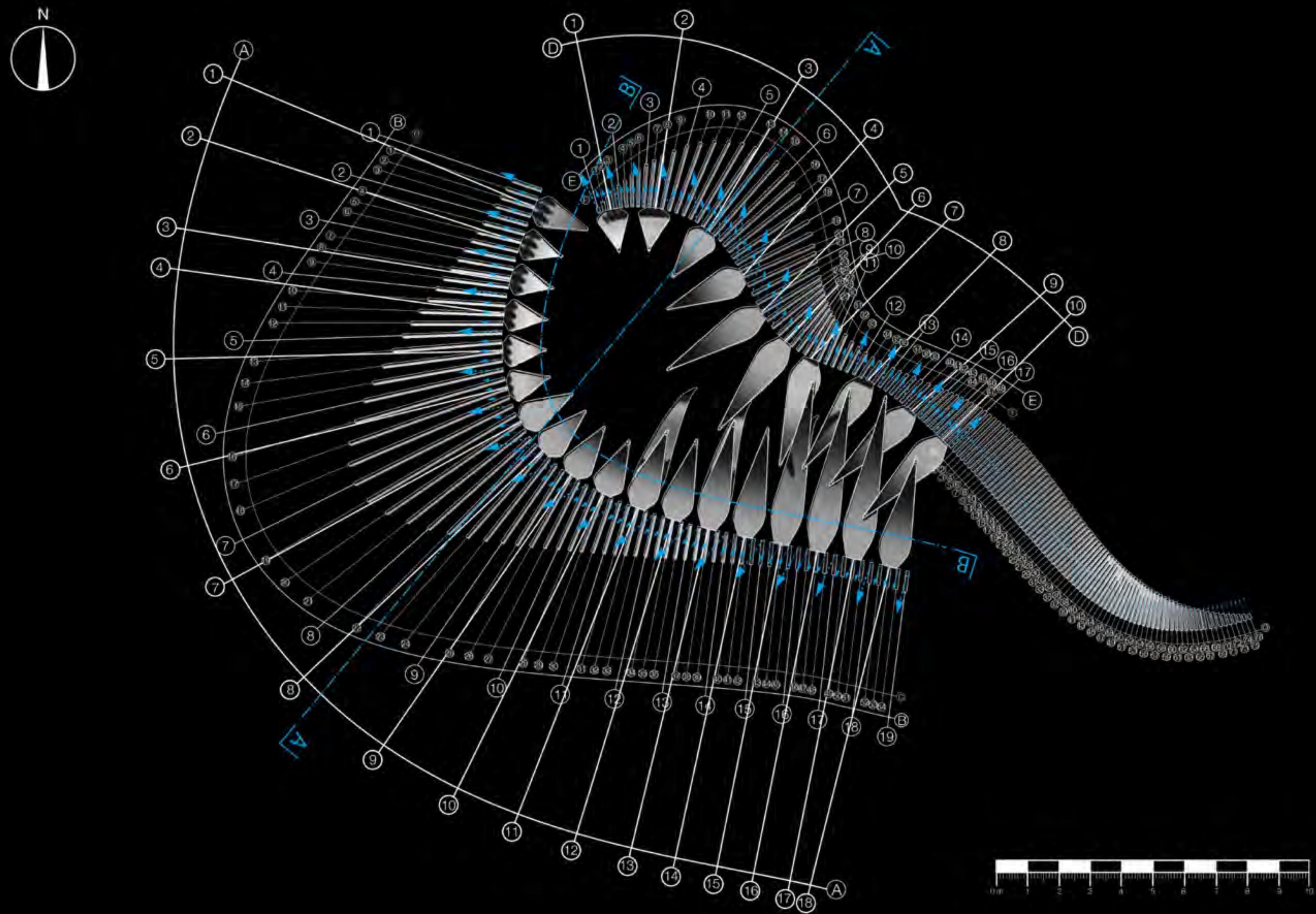
From hard to soft.

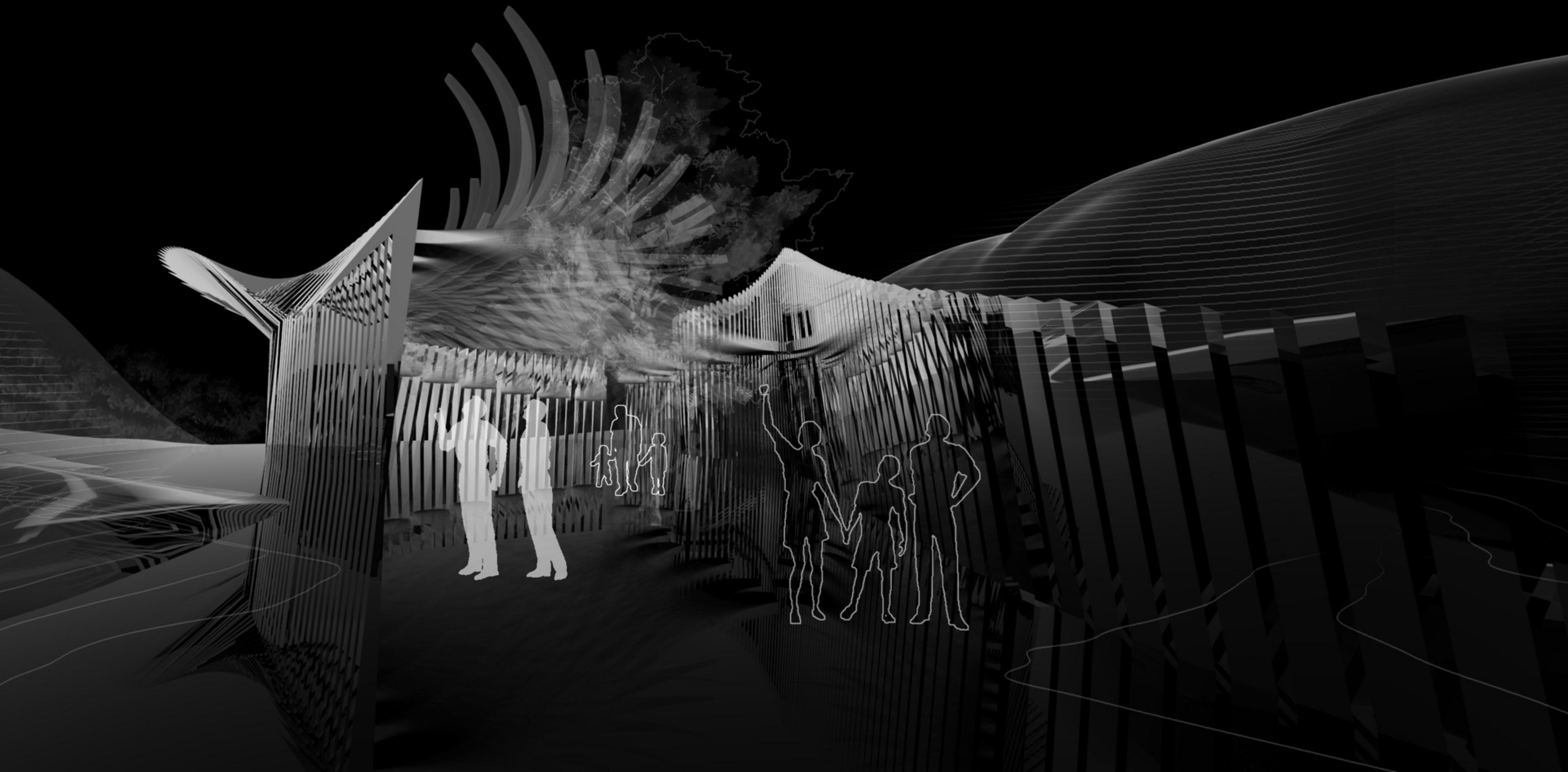
From architecture-or-human to architecture-and-human.

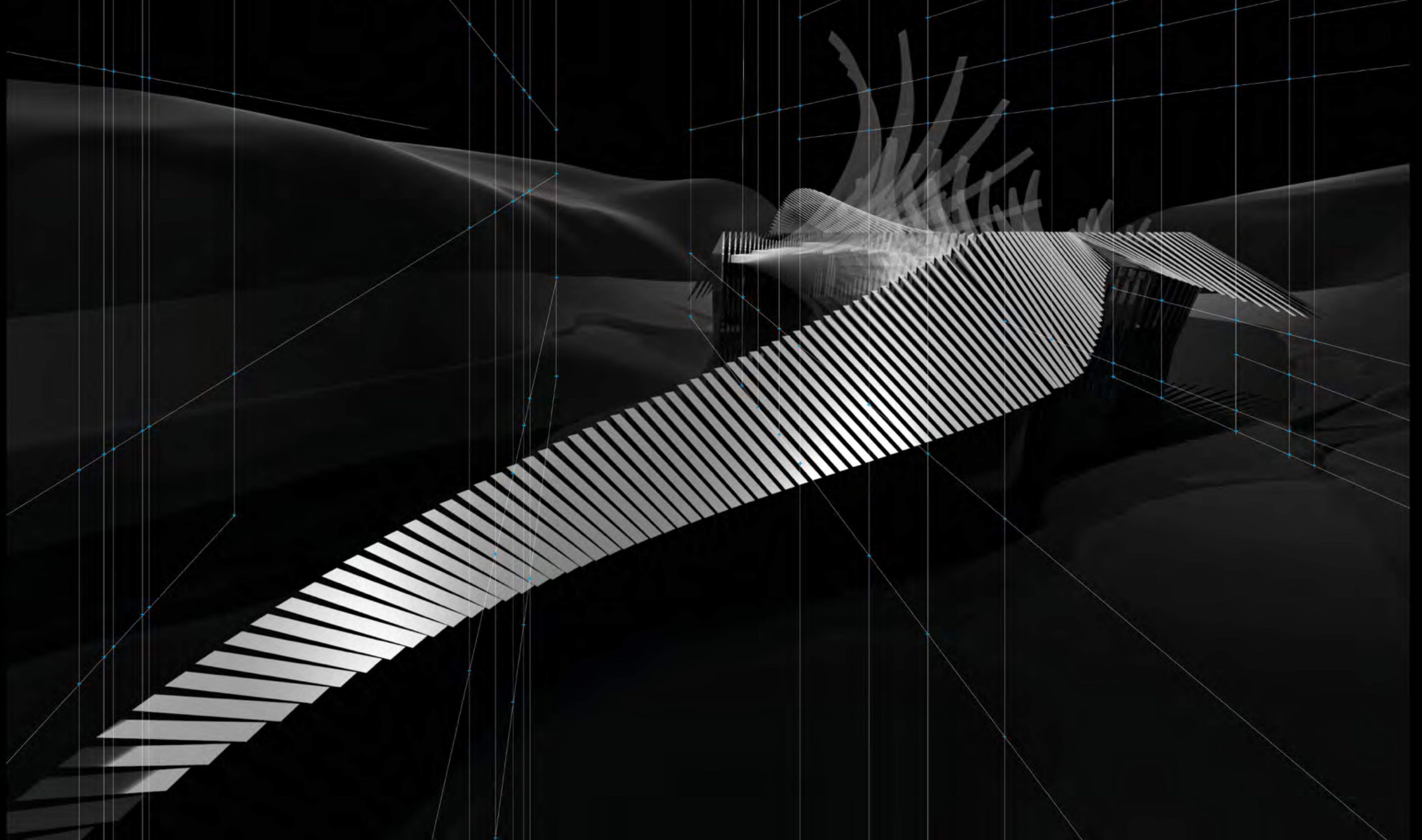
BIJING ZHANG

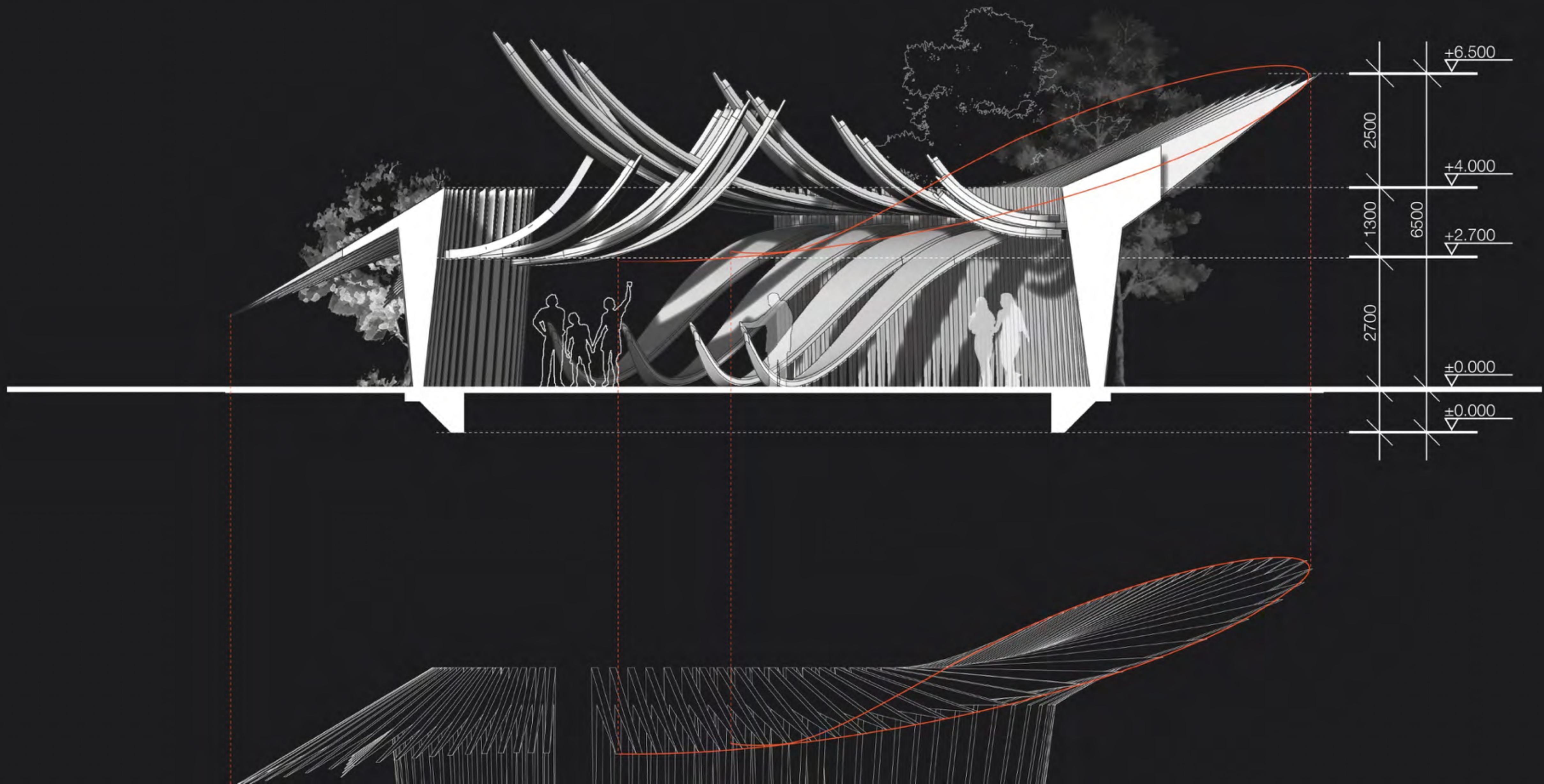
Tutors: Ruairi Glynn, Christopher Leung, Sam McElhinney

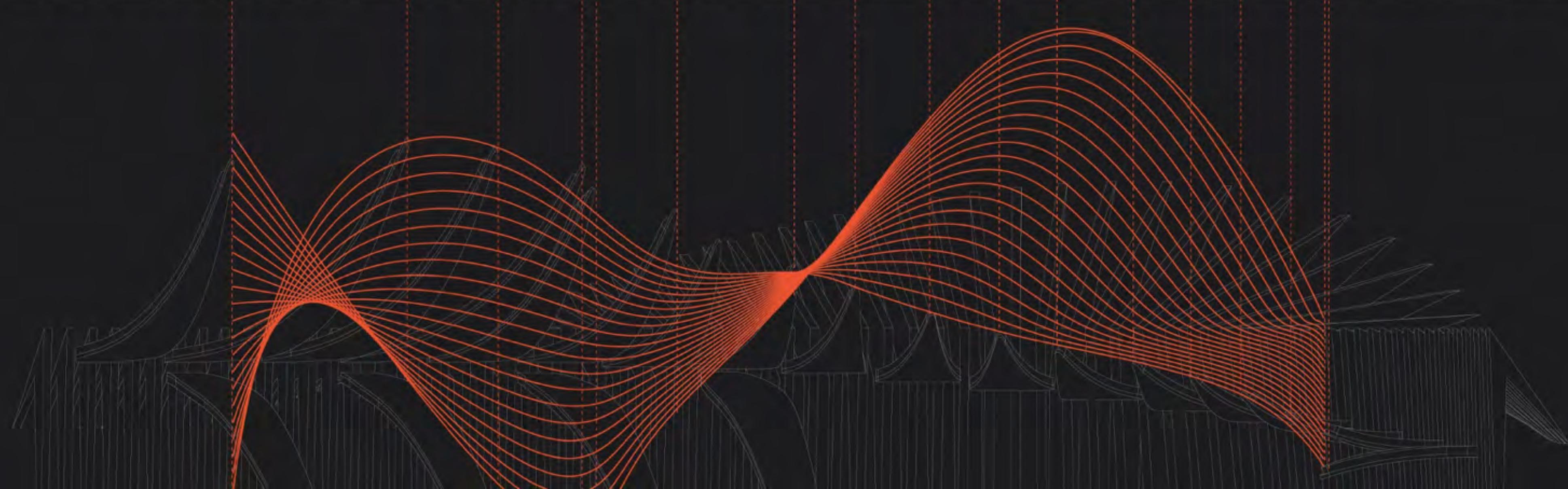
September, 2014

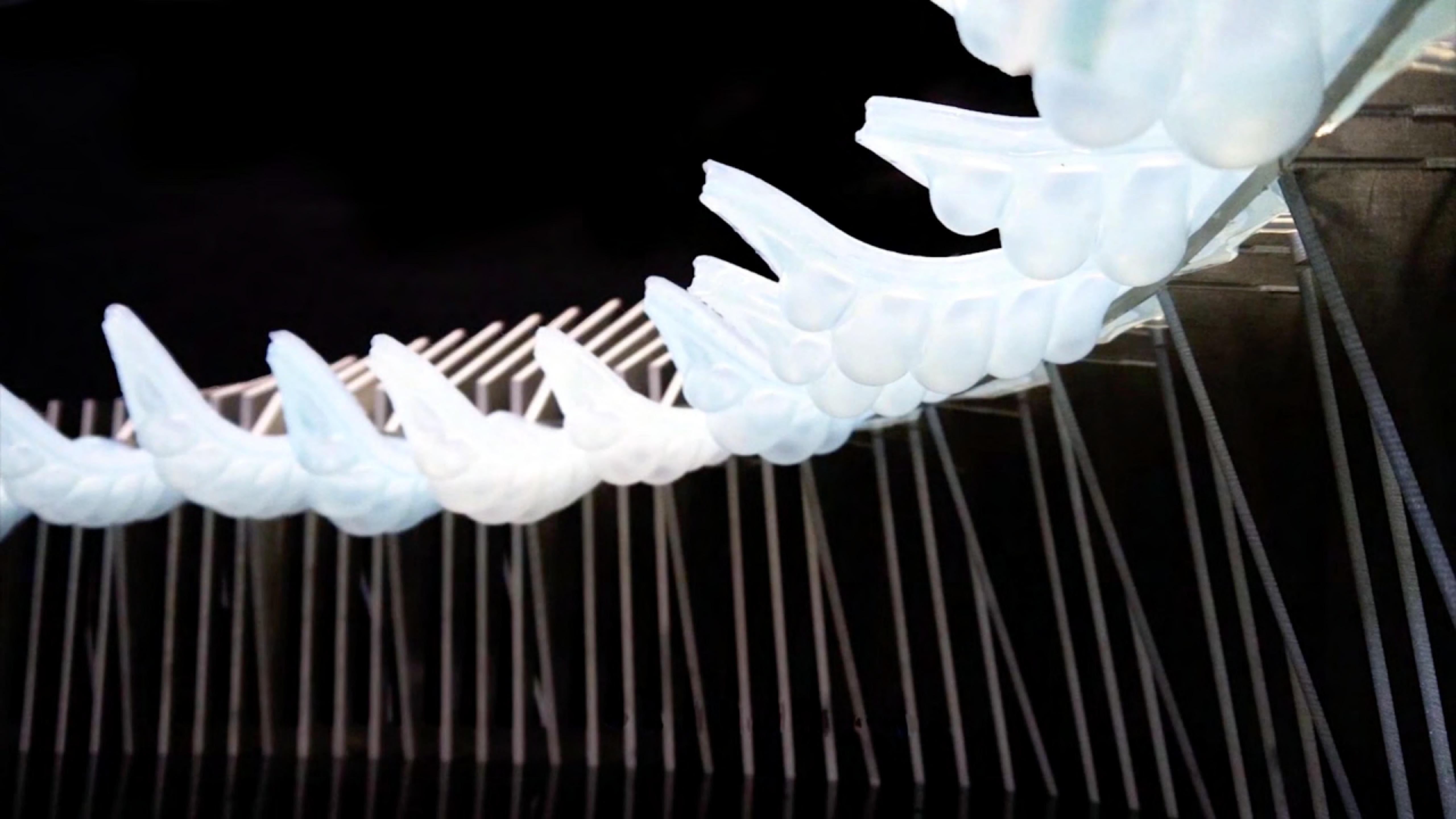


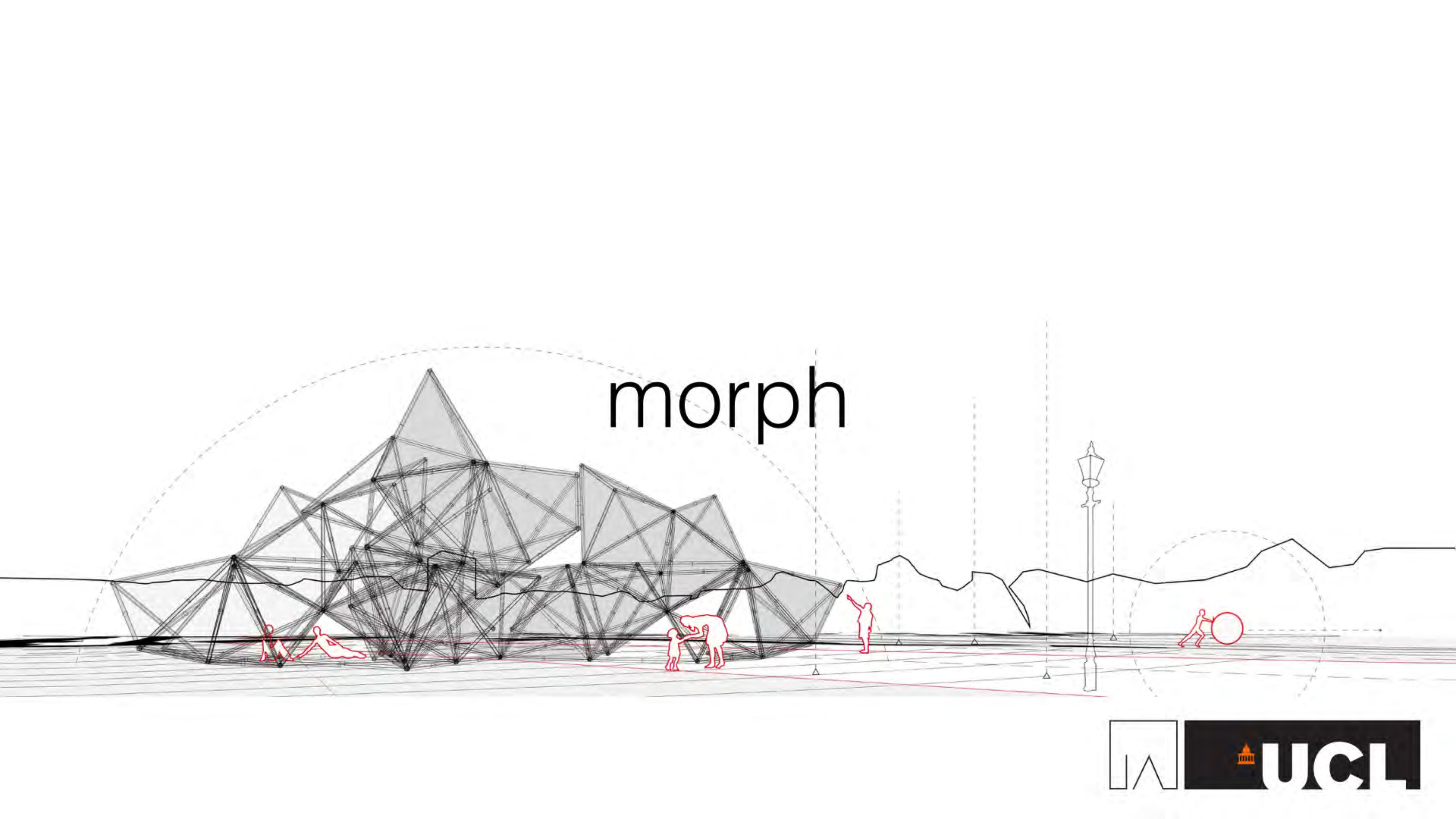












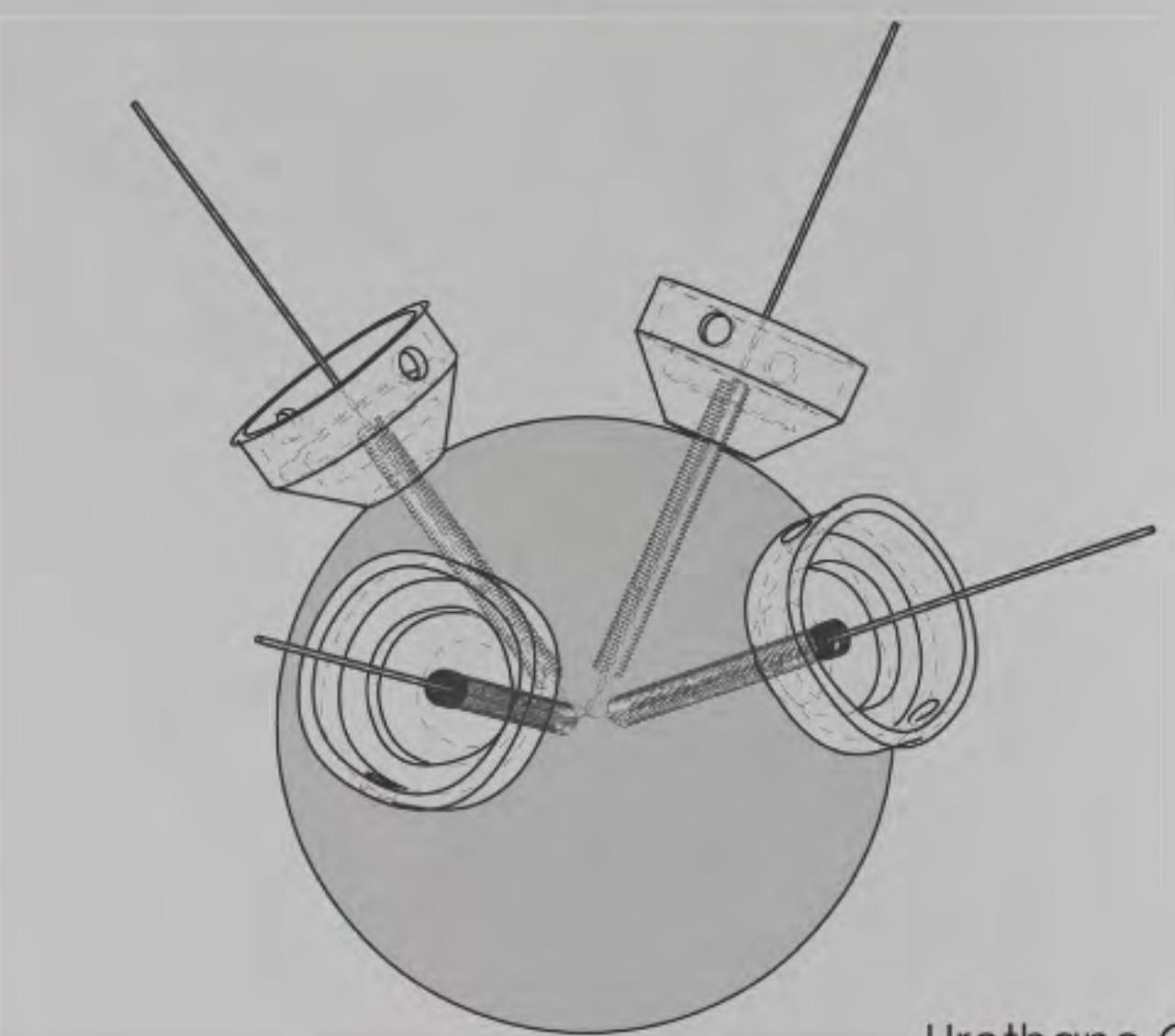
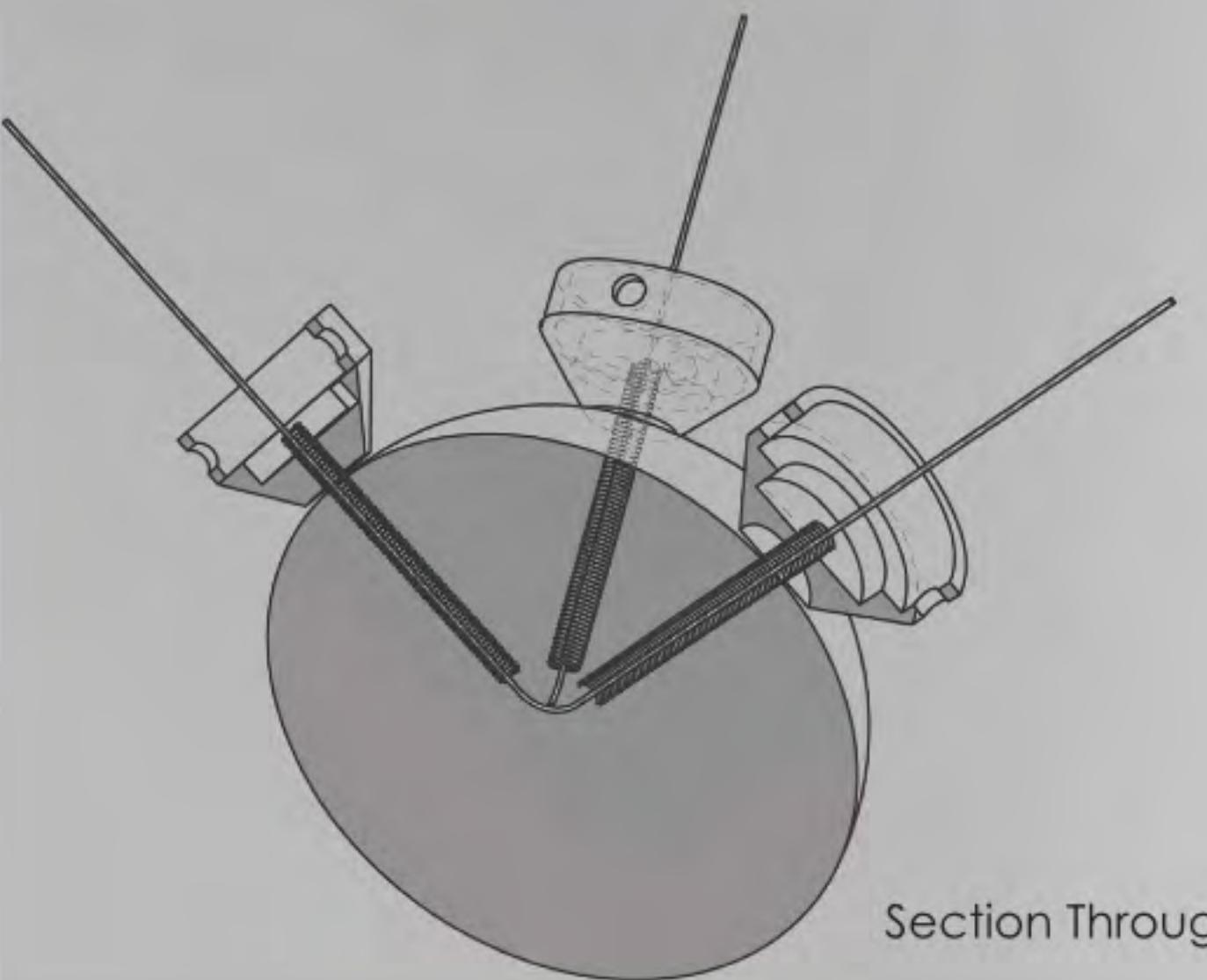
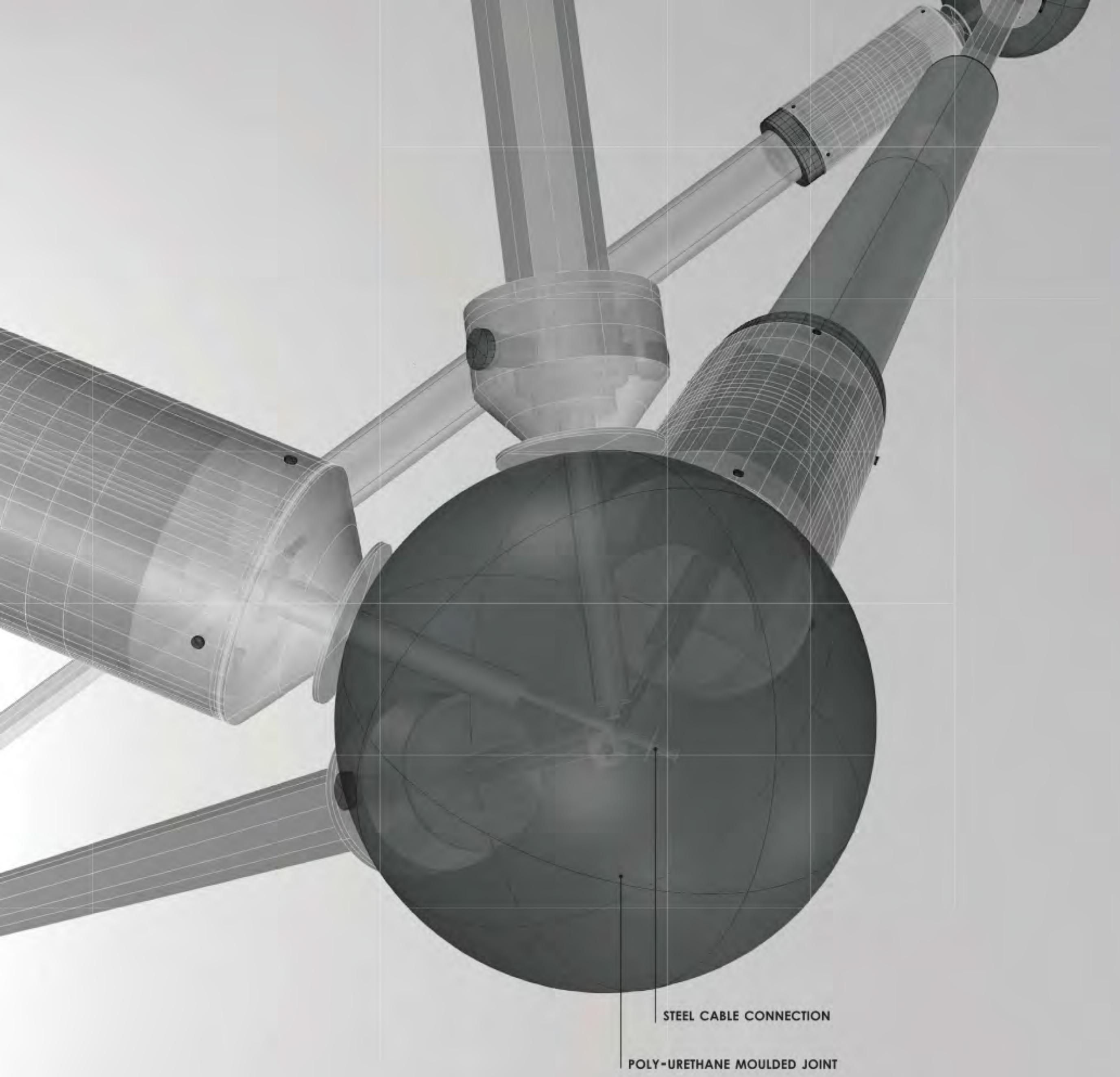
morph

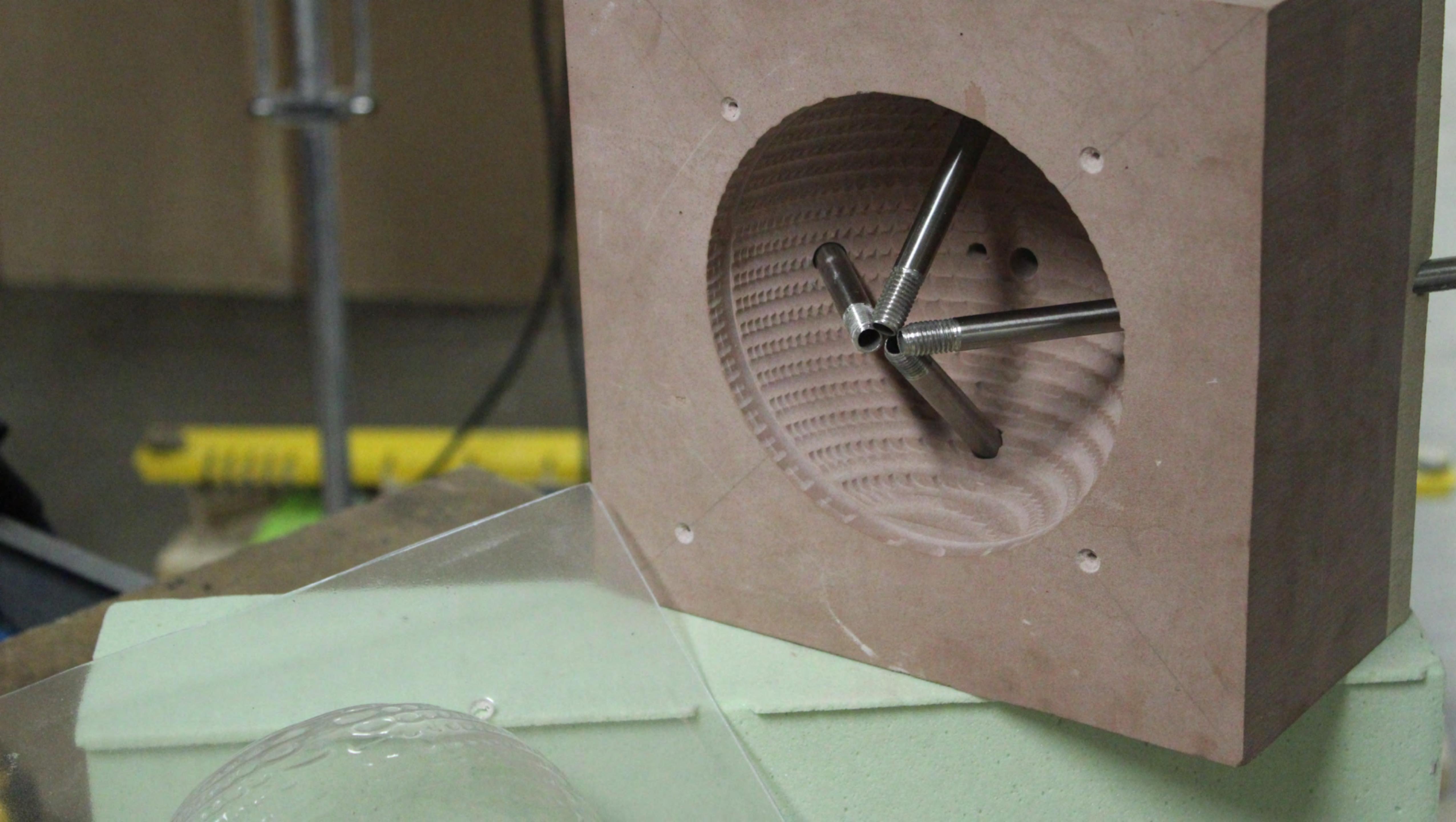


Inherent Motives

a problem, a solution, a prototype and a plan









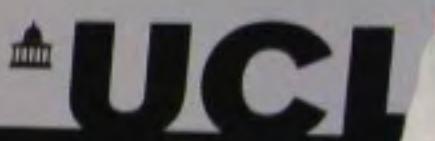
MORPHs 2.0

FIRST WALK IN THE PARK



ARCHITECTURE REACTOR

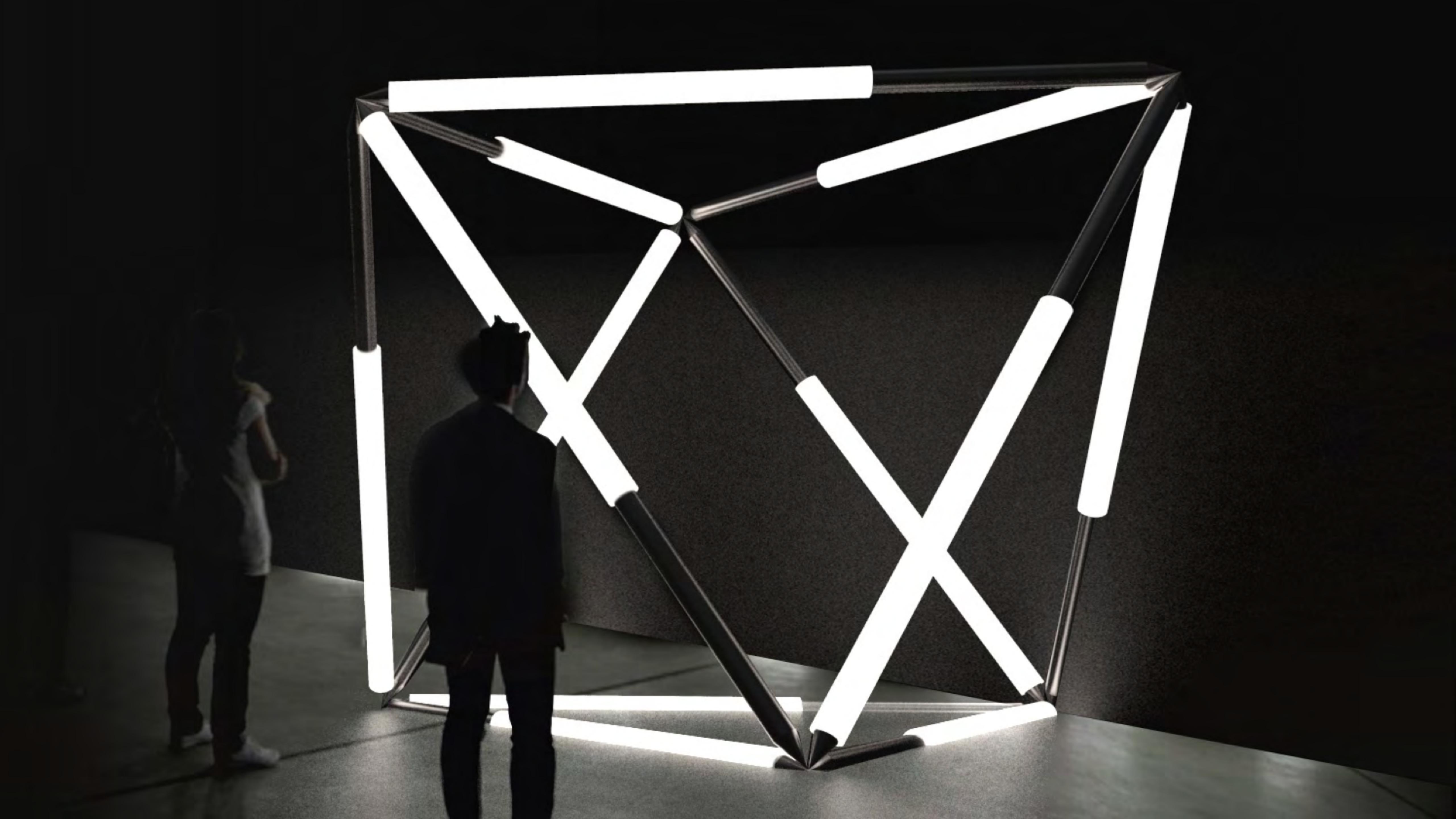
Bartlett School of Architecture

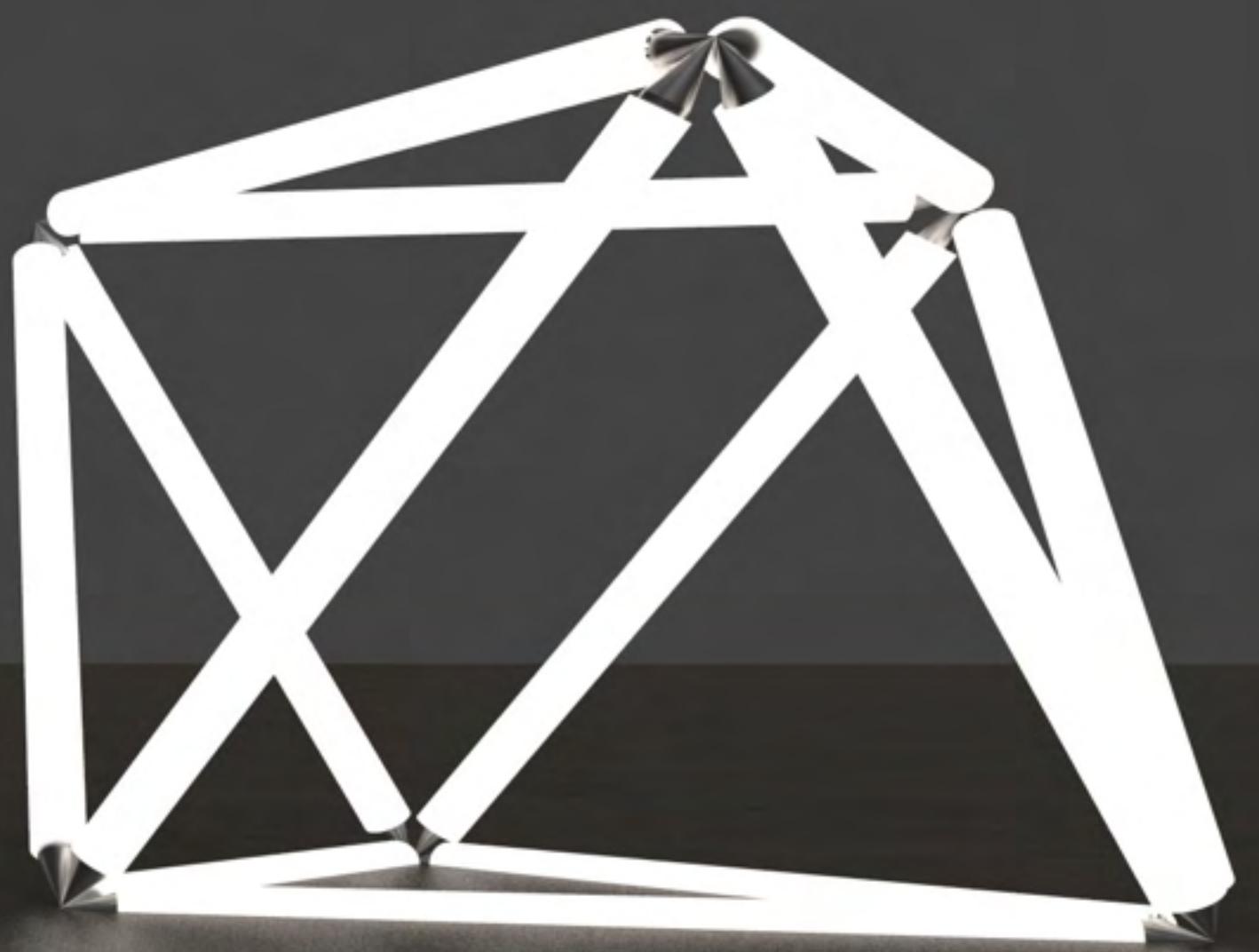


Kinetica Art Fair

October 2014







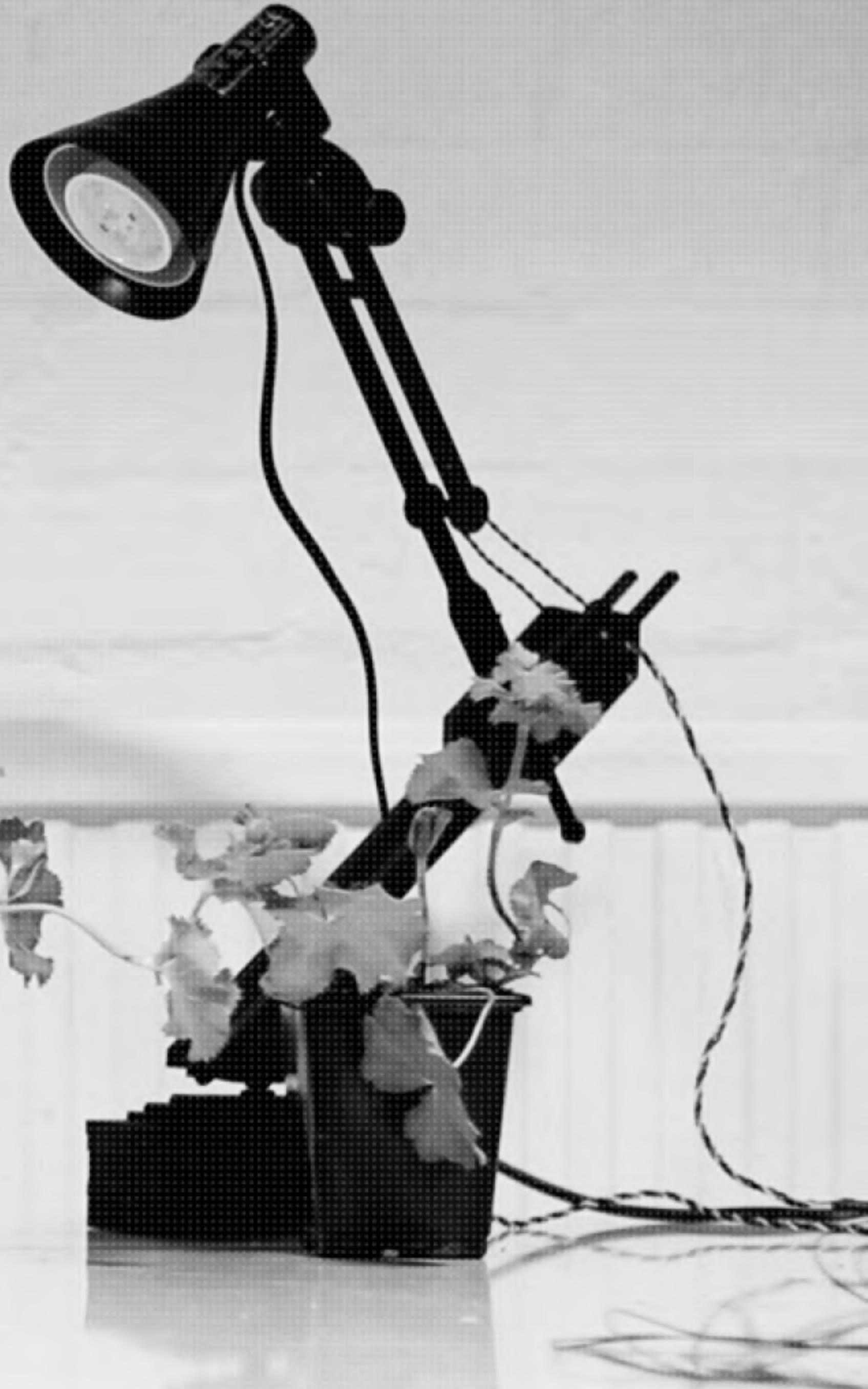


reEARTH

PLANT ELECTROPHYSIOLOGICAL EXPERIMENTS

TEST 1: LIGHTING TRANSITIONS

THE PLANT'S RESPONSE TO EXTERNAL ENVIRONMENTAL STIMULI

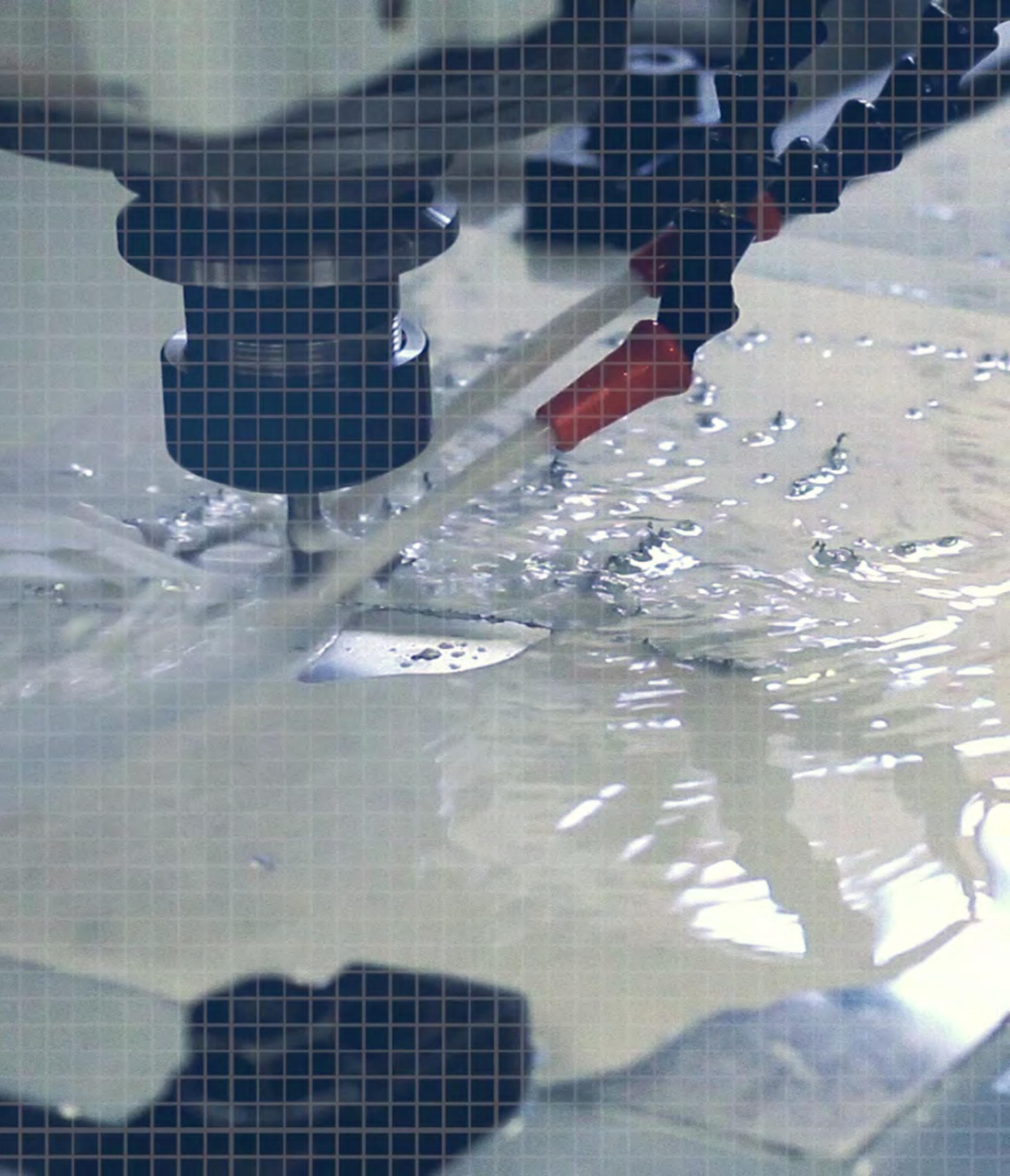
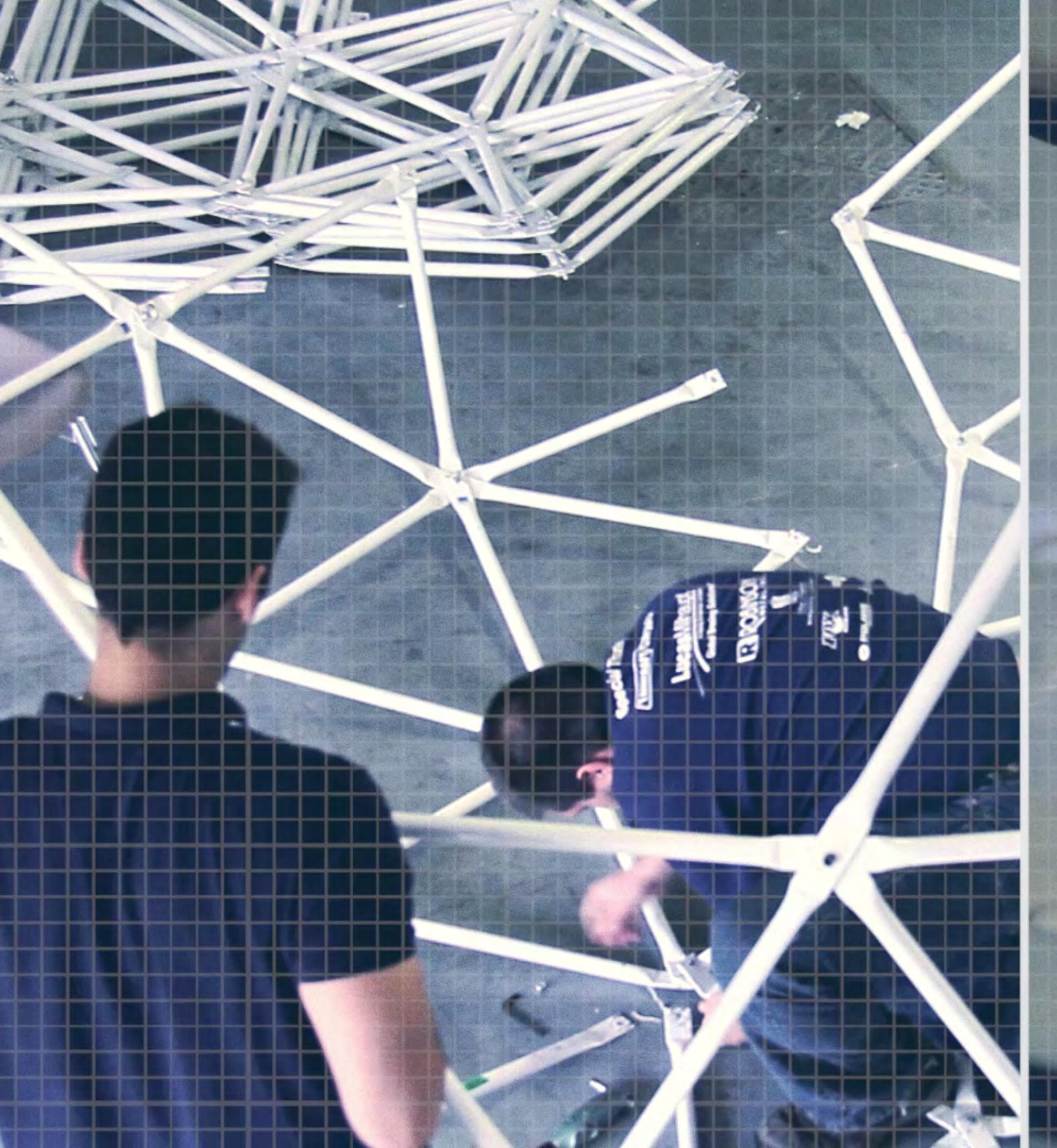




RE-EARTH

WILLIAM VICTOR | DANILO

INTERACTIVE ARCHITECTURE LAB
THE BARTLETT SCHOOL OF ARCHITECTURE 2015





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