

**ISIS 263S-01/ LIT 263S-01: Post-Digital Architectures—Living Machines**

This course will explore the impact of advanced technology on conceptions of architectural design, new urban environments, and the cultural imaginary of the body since the mid-1990s. Beginning with theories of postmodernism in architecture we will address the impact of virtuality (immersive digital environments, mixed, and augmented reality) on recent architectural theory and practice in the rise of digital architecture. Exploration of time-based new media, game environments, and virtual worlds technologies in the rise of digital architecture from the late 1990s-2000s will be set in dialog with theoretical readings from Deleuze and Guattari, Liz Grosz, Brian Massumi, Neil Denari, Peter Eisenman, Rem Koolhaas, Greg Lynn, John Rajchman, Gordon Pask, Gilbert Simondon, and others. Our trajectory will take us next to an exploration of programs for post-digital architecture that draw upon emerging fields of synthetic biology, and artificial life including the integration of nanotechnologies, biomimetic technologies, smart materials, and protocells into the design of self-organizing bottom-up designs for living architecture and reflexive environments. Our discussion of post-digital architecture will engage the work of Simondon, Spiller, Armstrong, and others.

Class meets from 6:00-8:30 PM in the **Smith Warehouse, Bay 12, Room 101**.

**Week 1: Tuesday Aug 31:**
Course introduction

**Week 2: Tuesday Sept 7: Postmodern Origins**

**Week 3: Tuesday, September 14: Digital Postmodern**
Week 4: Tuesday, September 21: Rhizomes and the Machinic Phylum

Week 5: Tuesday, September 28: Difference, Repeat, Fold

Week 6: Tuesday, October 5: Digital Architects 1: Peter Eisenman & Neil Denari

Week 7: Tuesday, October 12: Fall Break: No Class
Week 8: Tuesday, October 19: Digital Architects 2: Greg Lynn

Week 9: Tuesday, October 26: Digital Architects 3: Algorithmic Architecture
http://www.cddc.vt.edu/host/delanda/pages/algorithm.htm

Week 10: Tuesday, November 2: Bio-Architecture
Week 11: Tuesday, November 9: Post-Digital Architecture

Week 12: Tuesday November 16: Bio-Interactive Architecture

Week 13: Tuesday, November 23: No Class (Thanksgiving Recess)

Week 14: Tuesday November 30: Towards a New Design Philosophy
Coursework and Requirements

Two Presentations
In addition to extensive reading and discussion, each student will be required to organize and conduct two of the class sessions beginning in week 3 of the semester. You will pair with another student for each of your presentations. You will be required to prepare the text and readings in the rather traditional textual/oral presentation way (e.g., PowerPoint) for one of those sessions; and for the other of your two presentations you will be the media production person, preparing and delivering multimedia content of your choosing that helps deliver the text/readings-oriented content. You may pair with the same student twice or you may choose to pair with a different person each time.

One Term Paper
A term paper of approximately 25 double-spaced pages is required. In place of a term paper software projects are strongly encouraged. Papers and term projects are due on December 6.

Required Text Books

* A Thousand Plateaus: Capitalism and Schizophrenia  
  Deleuze, Gilles; and Guattari, Felix  
  Pub: Univ of Minnesota, Edition:  
  Year: 1987

* Difference and Repetition  
  Deleuze, Gilles  
  Pub: Columbia Univ Press, Edition:  
  Year: 1995

* Intensive Science and Virtual Philosophy  
  DeLanda, Manuel  
  Pub: Continuum Press, Edition:  
  Year: 2002

* Postmodernism, or, the Cultural Logic of Late Capitalism  
  Jameson, Frederic  
  Pub: Duke Univ Press, Edition:  
  Year: 1991

* The Fold: Leibniz and the Baroque  
  Deleuze, Gilles  
  Pub: Univ of Minnesota, Edition:  
  Year: 1992