Christian Ganshirt

Tools for Ideas INTRODUCTION TO ARCHITECTURAL DESIGN

Expanded and updated edition

Birkhauser Basel

Contents

8	Acknowledgements
10	Introduction to the expanded and updated edition
10	What does this new edition contribute?
!2	How does one learn to Design?
13	Who is this book for?
13	When is this book worth reading?
14	Which chapters should be read first?
14	What sources does this book draw on?
15	What key findings does this book contain?
17	What's new in the expanded and updated edition?
17	How can Tools for ideas be used in design teaching?
19	How did this book come about?
20	Do we need other ways of design teaching?
20	What can be done?
22	PART A: FUNDAMENTALS
23	Design and research
26	TEACHING ARCHITECTURAL DESIGN
30	RESEARCH IN ARCHITECTURAL DESIGN
34	Architectural design
38	THE LITERATURE: EXAMPLES, PRINCIPLES, THEORIES
38	WHAT ONE CAN DESIGN
41	HOW ONE CAN DESIGN
48	HOW DESIGN CAN BE ACCOUNTED FOR
54	Terms and definitions
54	PLATO, ARISTOTLE, PLOTINUS: IDEA
57	VITRUVIUS AND ALBERTI: COGITATIONE AND INVENTIONE
59	VASARI AND ZUCCARI: D/SEGNO
62	OSTENDORF, RITTEL, UHL: DESIGNING, PLANNING
66	AICHER AND FLUSSER: NEGATION AND TRANSCENDENCE
71	Ways of designing
73	PERCEPTION AND THOUGHT
79	DESIGNING AS A PROCESS
86	DESIGNING AS AN INDIVIDUAL ACT
93	THE DESIGN CYCLE
96	PART B: TOOLS

97 **Design tools**

SYMBOLS OF CREATIVITY 98

104	FLUSSER: THE GESTURE OF MAKING
106	THE AMBIVALENCE OF TOOLS
I 10	"DESIGN TOOLS" AS A METAPHOR
I 16	VISUAL AND VERBAL TOOLS
I 19	NEW RESEARCH WORK
130	A NEW TAXONOMY
133	FINDING THE RIGHT TOOLS
137	EXAMINING THE MEDIA TOOLS
139	Gesture
142	STARTING FROM GESTURES
147	Sketch
148	PARCHMENT AND PAPER
151	CREATIVE IMPRECISION
155	VISUAL-SPATIAL THINKING
159	Language
160	TRAINING AND PRACTICE
163	CREATING METAPHORS, INTERPRETING, ABSTRACTING
168	Design drawing
168	GEOMETRY AND ABSTRACTION
174	MEDIA SWITCH
176	DESIGNING OR DRAWING
179	DIGITALIZATION OF DRAWING
183	Model
185	RELATIONSHIP WITH REALITY
188	THE IMPORTANCE OF MATERIALS
194	Perspective view
195	THE DISCOVERY OF THE WORLD
199	AMBIVALENT REALISM
202	PERSPECTIVE AS AN ATTITUDE
207	Photograph, film, video
209	FROM RECORD TO RE-PRESENTATION
21 I	SIMULATING IMAGES DIGITALLY
215	Calculation
217	CALCULATION IS INTERPRETATION
220	Computer
221	FROM CALCULATING MACHINE TO MASS MEDIUM
225	A META-TOOL
227	NETWORKING THE DESIGN TOOLS
232	Criticism
235	A TEACHING TOOL
237	Criteria and value systems
237	FIRMITAS, UTIUTAS, VENUSTAS
243	INNOVATION AND THE ENIGMATIC

249	Theory
253	THEORY AS A BASIS
258	THEORY AS A TOOL
262	SHORT THEOREMS
267	Otl Aicher: A theory of design
270	THEORY FROM BELOW
277	OPEN QUESTIONS
281	DESIGNING THEORY
284	Part C: PRACTICE
289	DESIGN ATTITUDE
292	A STANDARDIZED PROCEDURE
295	NEW CHALLENGES
300	Digital design
302	PRESENTATION
304	GENERATION
309	PROVIDING INFORMATION (BIM)
312	OPTIMIZATION
315	PRODUCTION
321	TECHNOLOGY OR CULTURE?
324	Research-based design
326	A FOUNDATION OF MODERNITY
329	ARCHITECTURE-RELATED SCIENCES
332	EXAMPLES AND MODELS
338	DESIGN RESEARCH
342	Social design
344	SOCIAL INNOVATION
348	PARTICIPATION
353	NOT SLUMS BUT ARRIVAL CITIES
356	SELF-BUILDING AND DESIGNING
364	Postscript to the new edition
	Appendix
367	BIBLIOGRAPHY, PART A: FUNDAMENTALS
376	BIBLIOGRAPHY, PART B: TOOLS
384	BIBLIOGRAPHY, PART C: PRACTICE
388	ILLUSTRATION CREDITS
389	INDEX OF NAMES
393	SUBJECT INDEX

SUSTAINABILITY

245