Interactive Textures for Architecture and Landscaping: Digital Elements and Technologies

Mikael Wiberg (Umeå University, Sweden)

Interactive architecture is already a reality and an emerging phenomenon that will soon be part of our everyday environments.

Interactive Textures for Architecture and Landscaping: Digital Elements and Technologies provides a concise theoretical foundation valuable for anyone interested in understanding the potential and impact of interactive architecture. This work is of great value for professionals including interaction designers, architects, artists, and for researchers in related disciplines and also serves as an intellectual point of reference for anyone interested in the ongoing digitalization of our built environment, our culture, and our society.

Topics Covered:
- Computational materiality
- Deconstructing the user interface
- Digital landscapes
- From digital elements to interactive textures
- Graphical user interfaces
- Interaction landscaping
- Interaction with and through textures
- Interactive texture and landscaping
- Physical and digital materials
- The role of material in architectural thinking

Print: US $180.00 | Perpetual: US $255.00 | Print + Perpetual: US $360.00

Market: This premier publication is essential for all academic and research library reference collections. It is a crucial tool for academicians, researchers, and practitioners and is ideal for classroom use.
Order Your Copy Today!

Enclosed is check payable to IGI Global in US Dollars, drawn on a US-based bank

Credit Card  Mastercard  Visa  Am. Express

3 or 4 Digit Security Code: ____________________________

Name on Card: ________________________________

Account #: ________________________________

Expiration Date: ________________________________