Beyond Boxes: Basics That Matter

In section 1 of this book I outlined the breakdown of the box and the importance to start considering interaction *per se* as a design space to explore. Further on, the importance of texture was introduced as to establish a connection between the surfaces we potentially interact with and through with the underlying enabling materials.

In this section of the book the foundations for interactive textures are outlined and reflected upon. Here, we move beyond the framing of the computational as boxes and instead we return to the basics that matters, i.e. the computational materials that enable new computational compositions to be manifested in the world. In doing so, this section of the book provide three chapters devoted to 1) enabling technologies including new materials and elements, 2) an outline of the basic and fundamental building blocks for a theory capable of defining and addressing interactive textures including issues of how these relate to representations and how we might interact with and through these textures, and finally 3) some thoughts on how these enabling materials work across the scale from small objects to large scale architecture.

Given a new point of departure in which we have left the boxes behind, this section of the book establishes a new ground for thinking about the computational along new forms. These forms build on digital elements as part of new interactive textures. Further on, these textures are part of larger architectural installations, which in turn are part of larger design matters including e.g. city planning, and ultimately the design of our environment. The basics that matter do not only operate at the level of material properties but are in fact focal building blocks of the new landscapes we’re creating.