T.R.A.U.P.M.
/archibots
BRAINSTORMING

MODEL AS INTERFACE

VOODOO DOLL ARCHITECTURE

PHYSICAL ✅ VIRTUAL ✅ PHYSICAL
CHANGING CODE ✅ CHANGING ARCHITECTURE ✅ CHANGING CODE

OCCUPIED MANAGED CONTROLLED
TANGIBLE ✅ PROGRAMMED BEHAVIOR / RECORD AND PLAY
PERSUASIVE
TESTING
MEASUREMENT + VISUALIZATION
4D DASHBOARD
PRECEDENTS

MANAGEMENT INTERFACES
WAR GAMING (NAPOLEON)
AUTODESK VIRTUAL CITY
4D DASHBOARD

TANGIBLE PROGRAMMING INTERFACES
SIFTABLES
TOPOBO
CKBOTS
ROBLOCKS

ARCHITECTURAL MODEL
NSF CFP

T.R.A.U.P.M.

**Tangible Recursive Architectural & Urban Planning Models**

As computationally intensive interfaces move from linguistic to objective forms, how can intelligent physical models be used to plan complex spatial systems, monitor structural performance and allow for real-time occupant driven architectural interactivity?

The promise of habitat-scale robotics allows for the design of architectural systems to continue dynamically before, during and after physical structures are put in place.

Projects should focus on theoretical and practical potential of the use of simple or advanced materials to realize fully functional model recursivity. These should include plans for physical model design, matter-code integration, tangible interactivity patterns and protocols, networked robotics to control architectural partition, sensing mechanisms to capture and display performance information.