"Systemized Unclarity"

Friday, October 3rd
12:30 - 2:00
Room 3-133

Onur Yüce Gün

Architect, Design-Computation Specialist
SMArchS, MIT | BArch, METU

Abstract
Designed and advanced via generative algorithms, geometric rationalization and optimization tools; designs are technically evolving. Is that really so? While a portion of the world is becoming a playful [and maybe dull] playground, international design construction practices tend to advertise computation as a brand. Yet, the concepts are only theoretically accepted since the breeds of computational design haven't completed even the first decade of their lifespan to prove the concepts. How do we determine the valid and the invalid? How do we design –and build with computation? How do we carry computational experimentations beyond systemizing the unclarities about design, and moreover –how do we use computation to make design more understandable?

Bio
Onur currently leads the Computational Geometry Group at Kohn Pedersen Fox Associates New York. He focuses on development and application of computational methodologies in design via working on KPF's emergent non-standard projects. Besides parametric modeling and tool making, he has a special interest in visualization and photo-realistic imagery. Onur is a graduate of MIT where he got his SMArchS Computation Degree (GPA 5/5). Onur did his undergraduate studies at METU and graduated as top of the class after finishing the Ari Science High School as top of the class (GPA 5/5). Onur is a SmartGeometry Alumni and he supports various institutes in New York, Boston and Pennsylvania as a critique and lecturer. Onur's papers were published in ACADIA, IASS, eCAADe and his work was exhibited in various cities including London , Tokyo and Los Angeles.