"Craft and the Computer: Theory and Practice"

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12:30 - 2:00pm
Room 7-431

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Abstract:

Historically, craft and industrial production have been incompatible because craft produces variation while industry requires standardization. Contemporary digital design and fabrication opens up the possibility of dealing with variation in an industrial context, thus eliciting parallels with craft. In the context of the large-scale industrialization of Western economies the comparisons between craft and digital design and fabrication are largely rhetorical. In developing economies such as India, however, industrial and non-industrial modes of production occur side-by-side and are often competing for the same resources.
This talk will attempt to illustrate, through examples, different kinds of design and production systems that combine craft with digital design and fabrication, and their contextual implications for architectural design.

Bio:
Ayodh Kamath is a partner at Kamath Design Studio, an architectural practice in New Delhi, India, and teaches design at the Sushant School of Art and Architecture, Gurgaon. Prior to this he worked with Ball-Nogues Studio in Los Angeles and graduated from the SMArchS (Design Computation) program at MIT in 2009.