'Objectiles': Open objects and the transformation of architectural culture

Nathalie Bredella

In 1996 Bernard Cache and Patrick Beaucé founded Objectile, a company exploring the impact of digital technologies on new modes of architectural production. I take the design activity introduced by Objectile as an objective to question the role of software applications in design and fabrication, and examine their impact on the changing culture of architecture. When looking at the design process, I will focus on the apparatic, technological and institutional conditions under which Objectile developed their projects, and further on the materiality of software applications generally (e.g. the interplay between software, tools, materials). By surveying the projects and theories developed by Objectile, I attempt to shed light on how discourses on technology, fabrication and architecture are rooted in the past, and how the shift from building-as-object to building-as-process can reshape our understanding of the current changing relationships between construction and design.

Biography:

Nathalie Bredella is an architect and architecture historian. Currently she is a researcher at the Universität der Künste Berlin (UdK), where she is working on a book on architecture and new media, a research project funded by the German Research Foundation (DFG).