

Mauricio Logola (Talca, Chile)

Arquitecto, Universidad de Chile. Master en Design Studies, Harvard University. Actualmente realiza sus estudios de doctorado en arquitectura y tecnología en Princeton University. Es Profesor Asistente del Departamento de Arquitectura de la Universidad de Chile. Su investigación se orienta hacia el uso innovador de tecnologías digitales para el mejoramiento de la calidad y productividad de la industria de la construcción. Sus intereses actuales incluyen BIM/VDC, CAD/CAM, Data-Driven Design y VR/AR. Es creador y director de la Encuesta Nacional BIM (Ediciones U. de Chile, 2011, 2013 y 2016). Es coautor, junto a L. Goldsack, del libro *Constructividad y Arquitectura* (Ediciones FAU, 2010). Entre sus últimos artículos destacan "Realidad Virtual como medio de representación de la experiencia espacial: Su uso en el diseño participativo" (junto a C. Montiel, SiGraDi 2016) y "Collaborative Design Practices Between Academia and Industry in Latin America: A Case Study in the Use of CAD/CAM for Architectural Products in Chile" (junto a S. Caldera, ACADIA, 2016).

Architect, Universidad de Chile. Master in Design Studies, Harvard University. At present doing doctoral studies in Architecture and Technology at Princeton University. He is Assistant Professor at the Department of Architecture, Universidad de Chile. His research is oriented towards the innovative use of digital technologies for the improvement of the quality and productivity of the construction industry. His interests at the moment include BIM/VDC, CAD/CAM, Data-Driven Design and VR/AR. Founder and director of Encuesta Nacional BIM (Ediciones U. de Chile, 2011, 2013 and 2016). Co-author, with L. Goldsack, of the book Constructividad y Arquitectura (Ediciones FAU, 2010). Among his latest articles the following should be noted: "Realidad Virtual como medio de representación de la experiencia espacial: Su uso en el diseño participativo" (together with C. Montiel, SiGraDi 2016) and "Collaborative Design Practices Between Academia and Industry in Latin America: A Case Study in the Use of CAD/CAM for Architectural Products in Chile" (together with S. Caldera, ACADIA, 2016).

Gabriela Celani (São Paulo, Brasil)

BA y MSc en Arquitectura y Diseño Urbano, Universidade de São Paulo. PhD en Diseño y Computación, MIT. Actualmente es Profesora Asociada en la Escuela de Ingeniería Civil,

Arquitectura y Diseño Urbano de la Universidade de Campinas (Unicamp), Brasil. Es fundadora de LAPAC, el Laboratorio de Automatización y Prototipado para la Arquitectura y la Construcción de Unicamp. Su trabajo se concentra en el diseño generativo, el prototipado rápido, la fabricación digital, la digitación 3D y la automatización del proceso de diseño arquitectónico. Perteneció a los comités científicos de varias conferencias CAAD, como ECAADE, CAADRIA y DCC, y es par evaluador de revistas como *Design Studies*, *IJAC*, *AIEDAM* y *Automation in Construction*. Desde 2015 es Directora de Desarrollo del Museo de Ciencia de Unicamp. Fue la directora de CAAD Futures 2015, realizada en São Paulo.

BA and MSc in Architecture and Urban Design, Universidade de São Paulo. PhD in Design and Computation, MIT. She is presently an Associate Professor at the School of Civil Engineering, Architecture and Urban Design at Universidade de Campinas (Unicamp), Brazil. She is the founder of LAPAC, Unicamp's Laboratory of Automation and Prototyping for Architecture and Construction. Her work focuses on generative design, rapid prototyping, digital fabrication, 3D digitation and automation of the architectural design process. She belongs to the scientific committees of several CAAD conferences, such as ECAADE, CAADRIA and DCC, and acts as a reviewer for journals such as Design Studies, IJAC, AIEDAM and Automation in Construction. She is Director of Development of Unicamp's Science Museum since 2015. She was the chair of CAAD Futures 2015, held in São Paulo.

Shelby Doyle (Alexandria, EE.UU.)

B.Sc. en Arquitectura, University of Virginia. Master en Arquitectura, Harvard University Graduate School of Design. Profesor Asistente de Arquitectura en Iowa State University (Daniel J. Huberty Faculty Fellow y Stan G. Thurston Professor of Design Build). Su investigación examina el urbanismo ribereño y el alcance del diseño a través de la fabricación digital, el diseño/construcción y los métodos interdisciplinarios de diseño. Como becaria Fulbright dirigió una investigación llamada "City of Water: Architecture, Infrastructure and the Floods of Phnom Penh".

Bachelor of Science in Architecture, University of Virginia. Master in Architecture, Harvard University Graduate

School of Design. Assistant Professor in Architecture at Iowa State University (Daniel J. Huberty Faculty Fellow and Stan G. Thurston Professor of Design Build). Her research examines riparian urbanism and design outreach through digital fabrication, design/build, and interdisciplinary design methods. As a Fulbright Fellow, she conducted a research entitled "City of Water: Architecture, Infrastructure and the Floods of Phnom Penh".

Natalie Haskell (Brisbane, Australia)

Bachiller en Artes (Cine y TV), Queensland University of Technology. Bachiller en Diseño (Diseño Interior), Griffith University. Bachiller en Multimedia, Griffith University. Profesora de diseño e investigadora (candidata a Doctor) en Griffith University, Australia. Sus áreas de investigación incluyen la intersección entre materialidad y tecnologías de fabricación digital y el impacto en la práctica del diseño para crear productos y soluciones localizados y hechos a medida. Es coautora de "3D Printing Sociocultural Sustainability" (en *Handbook of Sustainability in Additive Manufacturing*, vol. 1 (junto a J. Loy y S. Canning, Springer, 2016).

Bachelor of Arts (Film and TV), Queensland University of Technology. Bachelor of Design (Interior Design), Griffith University. Bachelor of Multimedia, Griffith University. Master of Arts in Visual Arts (Design), Griffith University. She is a Sessional lecturer in Design and a higher degree researcher (Doctoral candidate) at Griffith University, Australia. Research areas include the intersection of materiality and digital fabrication technologies and the impact on design practice to create customised and localised products and solutions. She is co-author of "3D Printing Sociocultural Sustainability" (in Handbook of Sustainability in Additive Manufacturing, vol. 1 (with J. Loy and S. Canning, Springer, 2016).

Rivka Oxman (Caesarea, Israel)

B.Sc., M.Sc., y D.Sc. Technion Israel Institute of Technology. Profesora Asociada de la Facultad de Arquitectura y Planificación Urbana de Technion. Fue Profesora Visitante en Stanford University y en Delft University of Technology. Actualmente está haciendo un trabajo de investigación sobre las teorías del diseño digital y explorando la

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contribución de las tecnologías digitales a los nuevos paradigmas en diseño y arquitectura. También investiga el impacto de las tecnologías de fabricación basadas en materiales y en nuevos modelos de tectónica del diseño. Es co-editora de *The New Structuralism: Design, Engineering and Architectural Technologies* (Wiley, AD Special Issue, 2010) y *Theories of the Digital in Architecture* (Routledge, 2014), ambos en conjunto con Robert Oxman.

B.Sc., M.Sc., and D.Sc., Technion Israel Institute of Technology. She is Associate Professor in the Faculty of Architecture and Town Planning at Technion. She was a Visiting Professor at Stanford University and Delft University of Technology. Currently she is conducting research on theories of digital design and exploring the contribution of digital technologies to novel paradigms in design and architecture. She is also investigating the impact of material-based fabrication technologies on novel models of design tectonics. She is Co-editor of The New Structuralism: Design, Engineering and Architectural Technologies (AD Special Issue, Wiley, 2010) and Theories of the Digital in Architecture (Routledge, 2014), both with Robert Oxman.

Sigrid Adriaenssens (Princeton, EE.UU.)

*B.Eng., Department of Architecture and Civil Engineering, University of Bath. M.Phil. y Ph.D., Centre for Lightweight Structures, University of Bath. Ingeniera estructural y Profesora Asociada del Department of Civil and Environmental Engineering de Princeton University y Affiliated Faculty de la School of Architecture de Princeton University. Dirige el Form Finding Lab de Princeton University. Sus intereses de investigación incluyen la generación numérica de formas y los sistemas de modelado de fuerzas. Trabajó como ingeniero de proyectos para Jane Wernick Associates, Londres, y Ney + Partners, Bruselas. En Princeton co-dirigió la exposición "German Shells: Efficiency in Form" (2012) que examina proyectos emblemáticos alemanes de cáscaras estructurales. Es primera autora de *Laurent Ney: Shaping Forces* (A+ Edition, 2010) y de *Shells for Architecture: Form Finding and Optimization* (Routledge, 2014).*

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*and Associate Professor at the Department of Civil and Environmental Engineering and Affiliated Faculty of the School of Architecture at Princeton University, where she directs the Form Finding Lab. Her research interests lie in the field of numerical generation of form and force-modelled systems. She worked as a project engineer for Jane Wernick Associates, London, and Ney + Partners, Brussels. At Princeton, she co-curated the exhibition "German Shells: Efficiency in Form" (2012) which examined a number of landmark German shell projects. She is first author of *Laurent Ney: Shaping Forces* (A+ Edition, 2010) and *Shells for Architecture: Form Finding and Optimization* (Routledge, 2014).*

Diego Pinochet (Santiago de Chile)

Arquitecto y Magister en Arquitectura, Pontificia Universidad Católica de Chile. Master of Science in Architecture Studies in Design and Computation, MIT. Su investigación se enfoca en la interacción humano-máquina para el diseño, las metodologías de diseño computacional, la fabricación digital y el Building Information Modelling (BIM). Sus últimas publicaciones son "Antithetical Colloquy: from operation to interaction in digital fabrication" (ACADIA 2016, Michigan) y "Making Gestures: Continuous design through real time Human Machine Interaction" (CAADRIA 2016, Melbourne).

Architect and Master of Architecture, Pontificia Universidad Católica de Chile. Master of Science in Architecture Studies in Design and Computation, MIT. His research focuses on the human-machine interaction for design, methodologies of computational design, digital fabrication and Building Information Modelling (BIM). His latest publications are "Antithetical Colloquy: from operation to interaction in digital fabrication" (ACADIA 2016, Michigan) and "Making Gestures: Continuous design through real time Human Machine Interaction" (CAADRIA 2016, Melbourne).

gt2P (Santiago de Chile)

Great Things to People es un estudio chileno de diseño, arquitectura y arte que promueve nuevas tecnologías como artesanía digital, con la riqueza de las técnicas tradicionales impulsadas por la herencia cultural. El estudio, fundado en 2009, ganó el premio Avonni (en

Diseño) y el de la Asociación Chilena de Diseño (en Innovación en Diseño), ambos en 2013.

Great Things to People is a Chilean Design, Architecture, and Art studio promoting new technologies such as digital crafting with the richness of traditional techniques driven by their Chilean cultural heritage. The studio, founded in 2009, was awarded by Avonni (in Design) and the Chilean Design Association (in Innovation in Design), both in 2013.

Diego Rossel (Santiago de Chile)

*Arquitecto, Universidad de Chile. MArch, Architectural Association School of Architecture. Profesor Adjunto de la Facultad de Arquitectura y Urbanismo de la Universidad de Chile. Trabajó en Zaha Hadid Architects como Senior Architect entre 2010 y 2014, desarrollando proyectos en Europa, China y Medio Oriente. Su trabajo ha sido exhibido en las muestras "AADRL Protodesign" (Macedonian Museum of Contemporary Art, Tesalónica, 2010) y "Elles" (Centre Pompidou, París, 2009). Recibió el premio "Promoción joven" (Colegio de Arquitectos, 2016). Entre sus publicaciones destacan "Tecnologías digitales en la arquitectura contemporánea y la ilusión de objetividad en los procesos de diseño" (junto a M. Loyola, *Revista de Arquitectura*, vol. 18, n.º 26,) y "Agentware Research 2009" (en *Biothing* [Alisa Andrasek], Editions HYX, 2009).*

*Architect, Universidad de Chile. MArch, Architectural Association School of Architecture. Associate Professor of the Faculty of Architecture and Urbanism, Universidad de Chile. He worked as a Senior Architect with Zaha Hadid Architects between 2010 and 2014, developing projects in Europe, China and the Middle East. His work has been shown at the exhibitions "AADRL Protodesign" (Macedonian Museum of Contemporary Art, Thessaloniki, 2010) and "Elles" (Centre Pompidou, Paris, 2009). He was awarded the prize "Promoción joven" (Colegio de Arquitectos, 2016). Some of his noted publications are "Tecnologías digitales en la arquitectura contemporánea y la ilusión de objetividad en los procesos de diseño" (together with M. Loyola, *Revista de Arquitectura*, vol. 18, n.º 26,) and "Agentware Research 2009" (in *Biothing* [Alisa Andrasek], Editions HYX, 2009).*