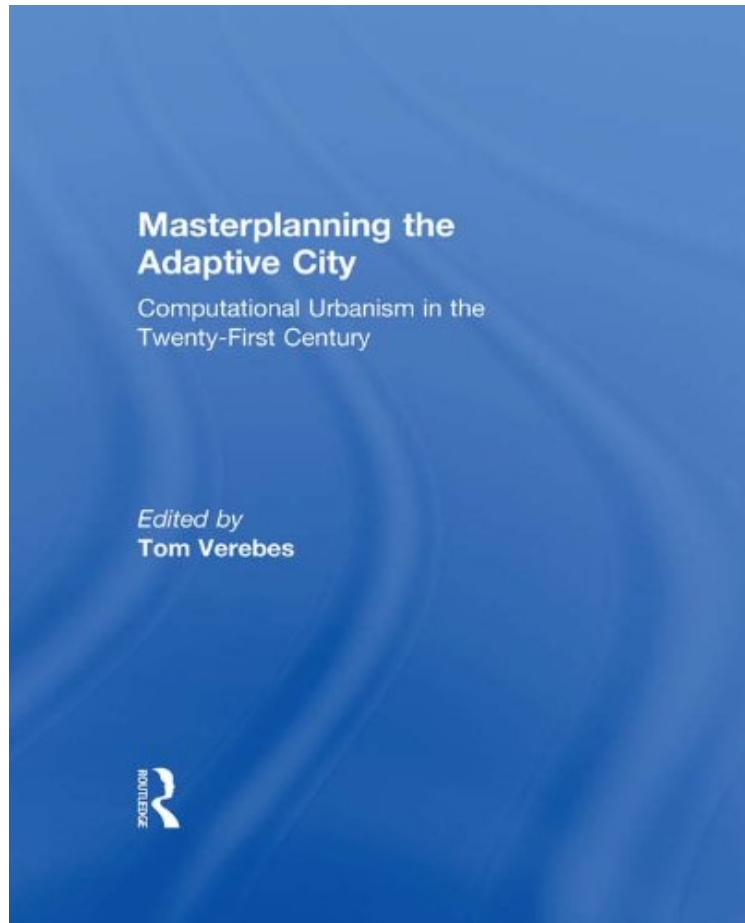


# Masterplanning the Adaptive City: Computational Urbanism in the Twenty-First Century

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1 of 1 people found the following review helpful. Great Thought Pieces on the Future of CitiesBy Jason S. JohnsonThis book is a good mix of theoretical essays, interviews with practitioners and project precedents. The book offers some welcome rigour in the discussion of computational techniques for generative design as relates to the city. My one quibble with this book is that the figures are in some cases too small. I have found it to be a good resource for my students as it gives them multiple entry points into the topic.

Computational design has become widely accepted into mainstream architecture, but this is the first book to advocate applying it to create adaptable masterplans for rapid urban growth, urban heterogeneity, through computational urbanism. Practitioners and researchers here discuss ideas from the fields of architecture, urbanism, the natural

sciences, computer science, economics, and mathematics to find solutions for managing urban change in Asia and developing countries throughout the world. Divided into four parts (historical and theoretical background, our current situation, methodologies, and prototypical practices), the book includes a series of essays, interviews, built case studies, and original research to accompany chapters written by editor Tom Verebes to give you the most comprehensive overview of this approach. Essays by Marina Lathouri, Jorge Fiori, Jonathan Solomon, Patrik Schumacher, Peter Trummer, and David Jason Gerber. Interviews with Dana Cuff, Xu Wei Guo, Matthew Prior, Tom Barker, Su Yunsheng, and Brett Steele. Built case studies by Zaha Hadid Architects, James Corner Field Operations, XWG Studio, MAD, OCEAN Consultancy Network, Plasma Studio, Groundlab, Peter Trummer, Serie Architects, dotA, and Rocker-Lange Architects.