Generative design is a design method in which the output – image, sound, architectural models, animation – is generated by a set of rules or an Algorithm. Most generative design is based on parametric modeling.

Parametric design is a process based on algorithmic thinking that enables the expression of parameters and rules that, together, define, encode and clarify the relationship between design intent and design response.

Generative design is becoming more important, largely due to new programming environments. In the course we will use Processing and Rhinoceros 3D with Grasshopper.

The course is organized in two parts:

- Theoretical lectures which introduce selected topics and
- Practical exercises in the FabLab where the students construct and program digital objects.
Selected Bibliography

Hartmut Bohnacker, Benedikt Groß, Julia Laub, Claudius Lazzeroni 2009: Generative Gestaltung, Verlag Hermann Schmitz Mainz
Julia Walther-Hermann und Corinne Büching (Hg.) 2013: FabLab – Of Machines, Makers and Inventors, transcript-verlag Bielefeld