

'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 apparatus, 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).