THIRTEEN WAYS OF LOOKING AT AN OBJECT
REPRESENTATION AS AN ACT OF DESIGN

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Representation in architecture plays an important role when wanting to communicate intent or construction information, classically this has been achieved through drawings [1] or models, where it was common to work at different scales and levels of detail. Today it is possible to make high level of detail across scale with complex 3D models, 3D prints or photorealistic renderings. However, is this increased precision or level of detail necessary? And what are these technological advancements besides mere computerization of an already existing processes? Therefore, this early stage research wishes to ask the open question: "can technology be pushed past representational use? Or will it remain a tool to augment the status quo?". This idea is explored through a sculptural series that have been developed based on theories found in cognitive and computer science.