

Conference DESIGN COMPUTING

P R O G R A M M E

Thursday, 11th of October

Room No.152 Faculty of architecture

9 a.m – 17 p.m.

9 00	Henri Achten	opening			
9 10	Thomas Bock	keynote			
10 00	Jan Petrš, Hanaa Dahy, Miloš Florián	University of Stuttgart, Faculty of Architecture and Urban Planning, Institute of Building Structures and Structural Design (ITKE) Department of Biobased Materials and Materials Cycles in Architecture (BioMat); Czech Technical University in Prague, Faculty of Architecture, Department of Architectural Modelling; Ain Shams University, Department of Architecture (FEDA), Cairo, Egypt	Soft robotics in Architectural context		
10 30	Timo Sippach, Jan Petrš, Hanaa Dahy	University of Stuttgart , Faculty of Architecture and Urban Planning Institute of Building Structures and Structural Design (ITKE), department of Biobased Materials and Materials Cycles is Architecture (BioMat)	Soft_XR – Soft Robotic Explorer Unit		
11 00	Michal Kovářík	Czech Technical University of Prague , Faculty of Civil Engineering	Potential of 3D printing for free form shells in concrete		
11 30	Michael Gabriel	Brno University of Technology, Faculty of Architecture	Terraforming Mars		
12 00	lunch				
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13.30	Matias del Campo	keynote			
14 30	Kateřina Nováková, Šimon Prokop, Jiří Vele	Czech Technical University of Prague , Faculty of Architecture	Recolumns - Structural Elements Made of Recycled PET		
15 00	Tomáš Tholt	Slovak University of Technology, Faculty of Architecture, Bratislava	Emergent fabrication tools		
15 30	David Kovářík	Academy of Arts, Architecture and D, Šimonesign in Prague	Material Moods		
16 00	Markéta Gebrian	Czech Technical University of Prague , Faculty of Architecture	Designing Architecture for Virtual Reality for Digital Life of Avatars in the Future / Case Study Barcelona		
16 30	Lada Fialka Sobková	Czech Technical University of Prague , Faculty of Architecture	Urban Mobility and Influence Factors – City Sensing		
17 00	Vasilija Abramovič	Czech Technical University of Prague , Faculty of Architecture	An Artificial Life approach to Interactive Architecture		