PART I

CHAPTER 1 ARCHITECTURAL REPRESENTATIONS
Robin Evans’s tetrahedron
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   The plan, elevation and section
   The axonometric view
   The perspective view
Dürer’s three methods of perspective construction
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Limits of architectural representations
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   Perceptual constancy
   Optical stimuli
   Motion perception
   Seeing through outlines
   Inattentive and change blindness
   Gestalt theory
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   Transformational constants
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   Linear movements: continuous paths
      Axial paths: the Acropolis of Baalbek
      Circular paths: Guggenheim Museum, NY
      Associational paths: The Acropolis in Athens
   Non-linear movements: segmented paths
      Branching paths: Sanctuary of Fortuna Primigenia at Palestrina
      Cross-axial paths: Chihil Sutun Palace
      Field situations: Friday Mosque at Gülbarga
      Hyper-spatial situations: active innerskin
   Conclusion: common characteristics of bodily movement in architecture
Architecture in motion
   Static surfaces
      Plane surfaces: Casa Gilardi
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- Raster images
  - Pixels
  - Spatial resolution
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  - Adjusting tonal resolutions
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- 45° rule
- Shading
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- Transparencies, reflection and refraction
- Shadows
- Lighting algorithms
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- Human figures
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Scale and proportion
- The golden section
- The golden section in motion-graphics work

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- Texture mapping
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- Camera: manipulating the view
  - Keyframing
  - Motion paths
  - Aspect ratio
- Constructing the view
- Camera views and movements
  - Camera views
  - Analytical camera views
- Lighting set-up: illuminating a scene
- Blue-screening: blending human actions into motion-graphics
- Joint structures: animating interrelated elements
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Virtual reality
  Alternative interfaces

Hypermedia
  Access structures
  Types of hypermedia
  Three-dimensional hyperspaces

Augmented reality
  Tracking and positioning
  Augmented reality categories
    Fixed point augmented reality applications
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PART 3

CHAPTER 7 COMPUTER MODELS IN PRACTICE AND EDUCATION

Computer modeling in practice and education
  Computer modeling in practice
  Computer modeling in education

The uses of computer modeling
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  Realistic
  Abstracted
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CHAPTER 8 HISTORICAL INQUIRIES

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  Digital reconstructions
  Virtual navigations
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The Kocatepe Mosque: an unbuilt monument
  The Kocatepe Mosque revisited
  The Motion-graphics work
    First sequence: describing formal qualities
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The Duomo in Florence: hypermedia representation
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The Acropolis of Baalbek: augmented reality case study
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