

MASTERARBEIT

Nucleus Automatisierung in generativer Architektur Nucleus Automation in generative architecture

ausgeführt zum Zwecke der Erlangung des akademischen Grades eines Diplom-Ingenieurs unter der Leitung

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E253 Architektur und Entwerfen

eingereicht an der Technischen Universität Wien Fakultät für Architektur und Raumplanung

von

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My very first credits go to Manfred Berthold, he opend my mind during the first years of studies and kept me interested in exploring new ways to dispute with architecture. Furthermore he gave me confidence that there is not only one way to work as an architect, rather there are many ways to express architectural thinking. A big thank goes to my nearest former/international fellow students who we all started at the UT Vienna; Andreas Körner, Christoph Müller, Herwig Scherabon, Johannes Czieger, Konrad Zellner. I would like to thank you all for the never ending feedback loop we still keep running together, for inspiring me in my very first architectural moments with great ideas and for your support in all matters. At last thanks for the endless evenings we spend together in front of the screen.

All of this could not happen without my family, I am more than thankfull for their year-long full support, the love they gave me and their endless patience during my career.

Anna Ritscher, there are no words to thank you for all your support on my side. During my studies you have been my motivation, my muse and my critic - thanks for going with me through hard times, same like through easy times.

Another thank you goes to all my friends who encouraged me in my studies, endured me in being absent from real [not digital] life and gave me advises and help in so many technical situations.

There are so many people who crossed my way during my studies, workshops and vistis - I want to give credit to each of you who inspired me as an architect and as a human. Andrei Padure, Ján Pernecký, Mateusz Zwierzycki, Michael Pryor, you are a byte of this project through the open source community of grasshopper and processing, you gave me input and feedback during workshops and sessions and you taught me how to spend even more time in front of the screen, thank you!

[]{}Ralf

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_000 TABLE OF CONTENTS

_001 Abstract 001_01 Perspective View 001_02 Site Plan 001_03 Elevation View 001_04 Detroit	Page_001-008 Page_001 Page_002 Page_003-004 Page_005-006 Page_007-008	_006 Taxis 006_01 Brightness Response 006_02 Gloom Response 006_03 Growth Comparison 006_04 Vienna	Page_039-054 Page_039 Page_040-046 Page_047-050 Page_051-052 Page_053-054
_002 Introduction 002_01 Chemical Sequence 002_02 Digital Transition 002_03 Sprout Sequence 002_04 Formal Translation	Page_009-020 Page_009-010 Page_011-012 Page_013 Page_014-015 Page_016-020	_007 Architectural Systems 007_01 Section 007_02 3D Section 007_03 Space Arrangement 007_04 Circulation 007_05 Emergency 007_06 Floor System 007_07 Plan View	Page_055-084 Page_055 Page_056-058 Page_063-064 Page_065-066 Page_067-068 Page_067-068 Page_069-074 Page_075-084
_003 City Analysis 003_01 Siting 003_02 Infrastructure 003_03 Host	Page_021-026 Page_021-022 Page_023 Page_024 Page_025-026	_008 Statical Concept 008_01 Decentralized System 008_02 Cross-Linking	Page_085-090 Page_085-086 Page_087-088 Page_089-090
_004 Generation 004_01 Nourishment 004_02 Veins	Page_027-033 Page_027 Page_028-029 Page_030-033	_009 Visualization _010 Closing	Page_091-092 Page_091-092 Page_093-094
_005 Automation 005_01 Distribution 005_02 Cycle	Page_034-038 Page_034-035 Page_036 Page_037-038	_011 Table Of Images _012 List Of References	Page_095 Page_096
		_013 Curriculum Vitae	Page_097-098

_001 ABSTRACT [Page_001]

The intention of this architectural work was to react on climatic changes and, along with this, environmental changes on our planet.

The scenario is set in an dystopian future where resources getting short and cities begin to decay. The "Nucleus Project" should be seen as a new starting point to vanquish climatic and resource crisis. The aim is to create architecture that is able to develop itself in various surroundings with varying environmental influences.

To obtain this Nucleus adheres close to nature, so its base code is leant on a chemical reaction which is transformed into digital, driven by parameters of the "host environment". The fractal appearance tries to simulate the natural behavior of cells, membranes and their growing properties.

The architectural process itself starts with gathering information about the site. Since Nucleus could be placed everywhere on this planet, grabbing information is vital. With this information about specific parameters of the site [e.g. density, headroom, pollution, still existing infrastructure] Nucleus is able to develop itself in decent directions. This development process is leant on state of the art mechanical and biomechanical apperatures which are specificly designed for this intend.

Nucleus literally acts as a single "cell" which could be placed in e.g. a decaying building. From the time of the placement the building [and site] acts as a host for the growing Nucleus. A multi-axis drone inside Nucleus is liable for the [bio]mechanical development process via printing units. Feeding this system is inalienable, so the Nucleus nutrition system gathers nourishment from its surroundings. It is connected to its site by a vein lilke pipe system, driven by mechanical cutterheads. This ducted system feeds Nucleus by chemically disolving construction material and moving it towards the cell.

To react at a fast changing environment this archtectural sequence is able to change its appearance during a lifetime cycle. By the provided information of its surrounding, Nucleus is able to react similar to a Taxis in nature.

E.g. if the lighting situation is changing radical during the development process the growing Nucleus is able to change its faces, openings in the faces and alignment of the extrusion to the light source. This is provided by steady lightning analysis during the recursive growing process.

The created architectural environment is stable in all conceivable surreal, hostile, contaminated, earthquake prone or desert alike peripheries. Its created space gives human kind host and shelter. The fractal design of the outside reflects to the inside of the object and offers a vast amount of layouts for all different needs of human residence. Because of the ongoing development and growing process human needs could be easily implemented into the architectural program of a object.

Architecture designed around life.

Die Intention dieser architektonischen Arbeit ist es auf Klimaänderungen und damit einhergehende Umweltänderungen auf unserem Planten zu reagieren. Das Szenario ist in einer dystopischen Zukunft platziert in der Ressourcen knapp werden und Städte zu verfallen beginnen. Das "Nucleus Projekt" ist der neue Startpunkt um diese Klima- und Ressourcenkrise zu überwinden. Das Ziel ist es Architektur zu erschaffen die fähig ist sich in einer stetig ändernden Umgebung mit ändernden Umwelteinflüssen selbst zu entwickeln.

Um dies zu erreichen hält sich Nucleus an die Natur, der Ausgangs - Code ist an eine chemische Reaktion angelehnt welche digital transferiert wurde. Gesteuert wird dieser Prozess von Parametern welche die "Wirts Umgebung" liefert. Das fraktale Äussere versucht das Verhalten von natürlichen Zellen, Membranen und deren Wachstumseigenschaften zu simulieren.

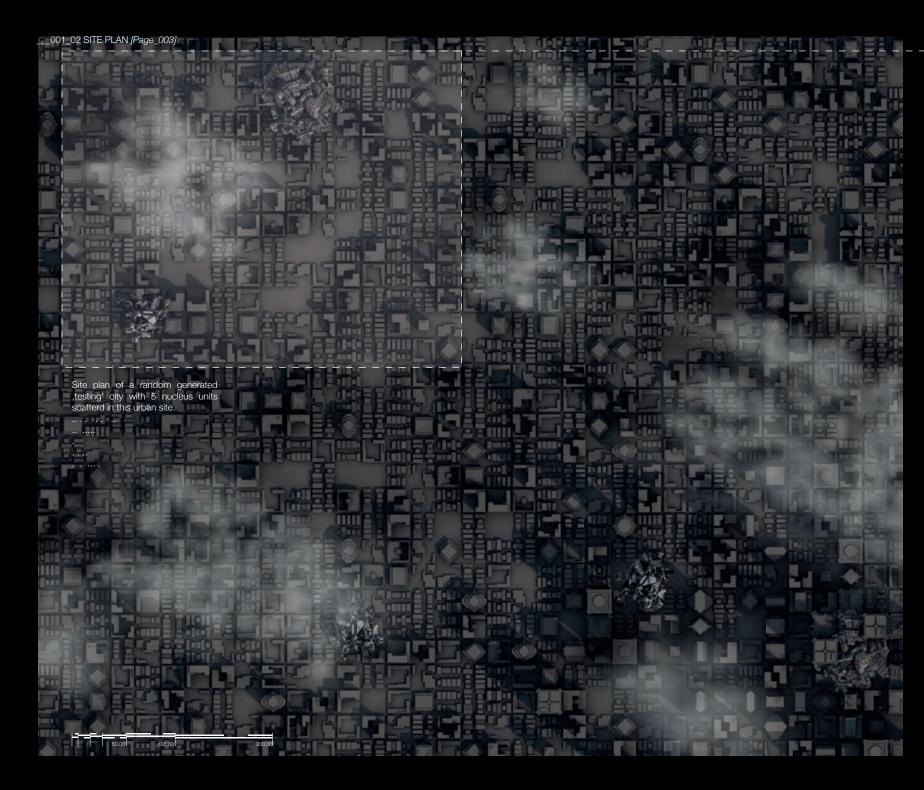
Der architektonische Prozess beginnt mit dem Sammeln von Informationen über den Standort. Da Nucleus überall auf diesem Planeten platziert werden kann, ist es essentiell Informationen aufzunehmen. Mit diesen spezifischen Informationen über den Standort [zB. Bebauungsdichte, Bauhöne, Verschmutzung, vorhandene Infrastruktur] ist es Nucleus möglich sich in vorgegebene Richtungen zu entwickeln. Dieser Entwicklungsprozess ist an mechanische und biomechanische Apparaturen, für diesen Zweck entworfen, und am letzen Stand der Technik angelehnt.

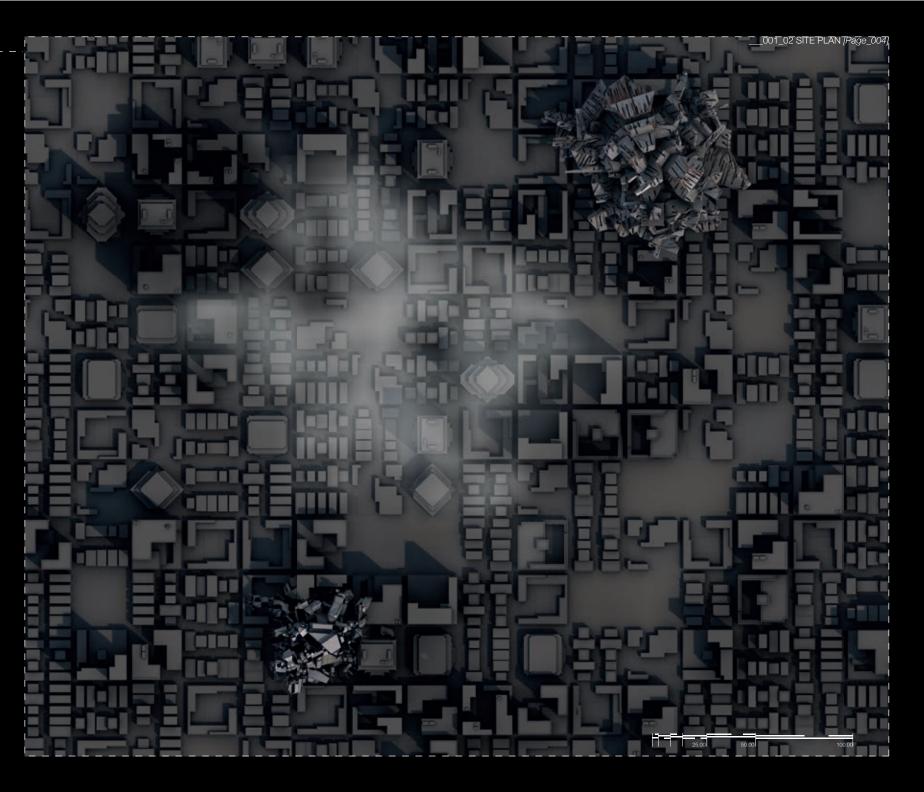
Nucleus agiert sprichwörtlich als einzelne "Zelle" welche zB. in einem verfallenden Gebäude platziert werden kann. Ab dem Zeitpunkt der Platzierung agiert das Gebäude [und der Standort] als Wirt für den wachsenden Nucleus. Eine mehrachsige Drohne im Inneren des Nucleus ist für den [bio]mechanischen Entwicklungsprozess durch Druckereinheiten verantwortlich. Dabei ist die Speisung des Systems unverzichtbar. Das Ernährungssystem des Nucleus sammelt Nahrung aus seiner Umgebung. Nucleus ist mit seinem Standort durch ein venenhaftes Rohrsystem verbunden welches durch Schneidköpfe angetrieben wird. Dieses Rohrsystem speist den Nucleus durch chemisches Zersetzen von Baumaterialien und dessen Beförderung in die Zelle.

Um auf eine sich schnell ändernde Umgebung reagieren zu können ist dieser architektonische Ablauf fähig seine Erscheinung während eines Lebenszyklus zu ändern. Durch die gegebene Information aus seinem Umfeld ist es Nucleus möglich sich ähnlich einem Taxi - in der Natur vorkommend - zu verhalten. ZB. Ändert sich die Belichtungssituation während des Entwicklungsprozesses radikal, so kann der wachsende Nucleus seine Flächen ändern, den Öffnungsgrad in diesen Flächen variieren und die Ausrichtung der Extrusionen zur Lichtquelle verändern. Dies ist durch eine ständige Belichtungsanalyse während dem Wachstumsprozess möglich.

Die erschaffene architektonische Umgebung ist in jedem erdenkbaren, surrealen, feindseligen, kontaminierten, erdbebengefährdeten oder auch wüstenähnlichen Umfeld beständig. Der geschaffene Raum dient der Menschheit als Schutz und Zuflucht. Das fraktale Äussere spiegelt sich auch im Inneren des Bauwerks wieder und bietet eine schier unerschöpfliche Anzahl an Grundrissen für die verschiedenen Bedürfnisse menschlichen Lebens an. Durch den immer fortschreitenden Entwicklungs- und Wachstumsprozess können menschliche Erfordernisse jederzeit in dem architektonischen Programm umgesetzt werden.

Architecture designed around life.









_001_04 DETROIT CITY BIRDS EYE VIEW [Page_007-008]

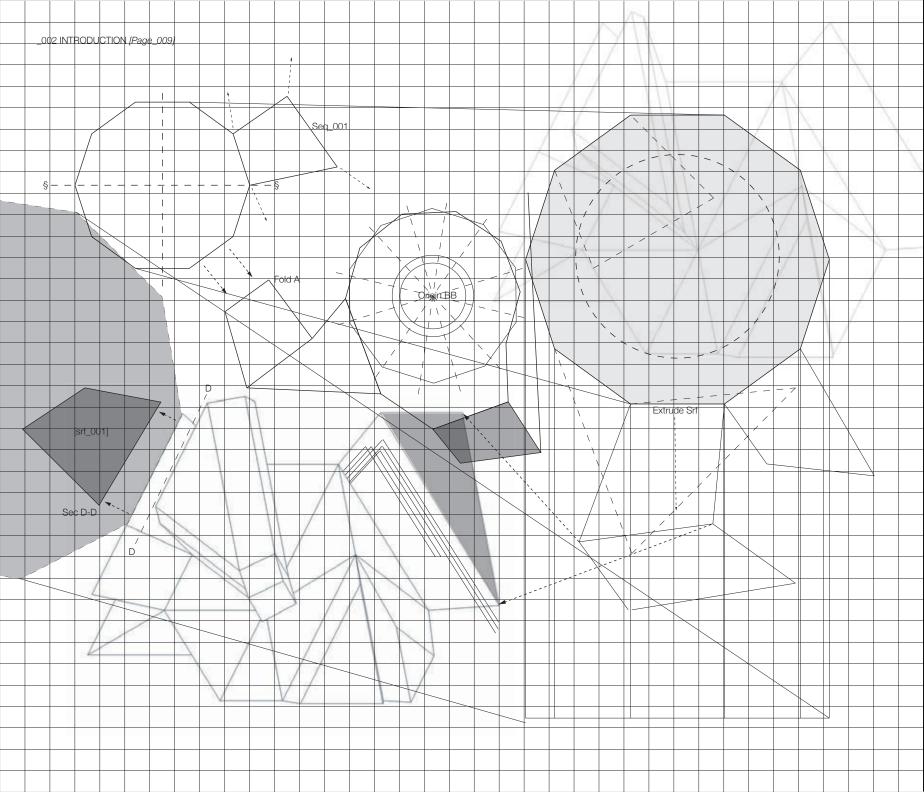
Π.

Detroit City in the United States could be seen The city is more or less in a capital original states could be seen as a nowadays target for the nucleus project. The city is more or less in a capital origin since a huge part of its industry (the city's motor) moved out of Detroit. The population had a maximum of 1.850.000 in 1950, now there are only around 700.000 inhabitants left.

Big parts of Detroit are in a state of urban decay. Humans are forced to leave the city by the lack of space, workstations and future visions. This is where the nucleus project injects new hope into the city. As a ongoing architectural process, nucleus needs humans for parts of its maintenance and the construction process itself - as a refund humanity gets back extraordinary space quality, a new scene to start visions for future generations and shelter from a more or less life unfriendly environ-ment. ment.

leus will locate itself in the most needed s of Detroit - where the decay is anced, and so nutrition for the nucleus is given. A city that is left unused, gets transformed into a future vision of human habitat in dense urban environments.



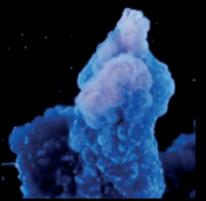




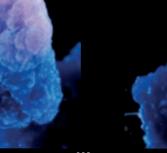
Magnification of the ongoing chemical process. Simple interpretation of geometry to a chemical structure.



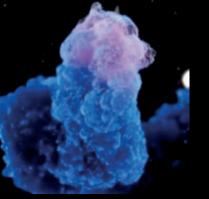
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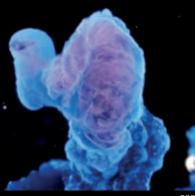
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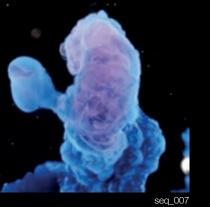
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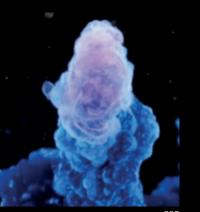


seq_008









seq_005

The dodecahedron is the nucleus of the entire system and acts virtually as a starting point for all further iterations of geometrical movement. With its already very fractal seeming faces it brings perfect variety in the crystalline like growing process.

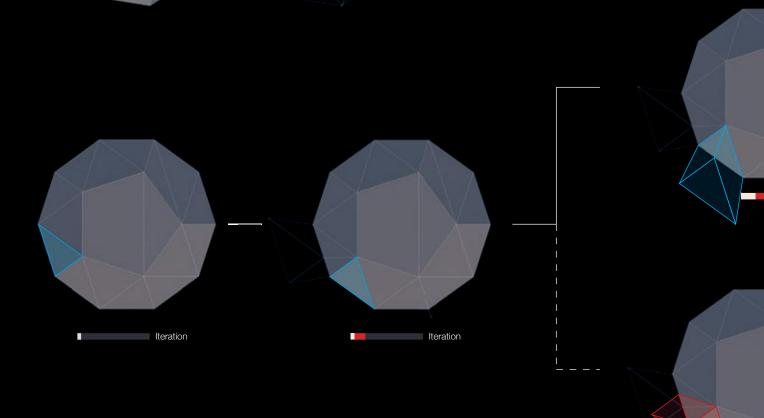
The figure shows the very first iterations of a chemical growing process, converted into a digital [scripted] growing process.

The basis is the reaction -CoSO4 in NaSiO3 solution-. Metal salt dissolves in water - this forms insoluble cobalt silicate. This silicate is a semipermeable membrane. The ionic strength inside of the membrane is higher than the sodium silicate solution outside - osmotic effects increases the pressure inside the membrane. This causes the membrane to tear, forming a hole - the cobalt cations react with the silicate anions at this tear and form a new solid. And the process starts over.

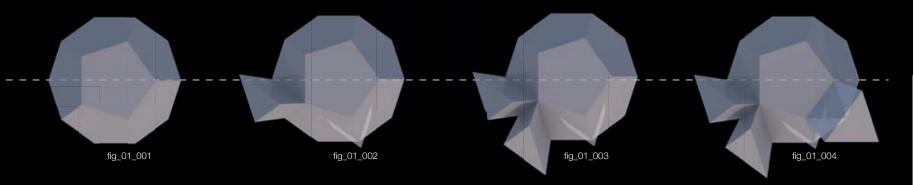
Converted into digital this means a variety of tasks to be done at once to mimic this complex chemical process. Starting point of the geometry is the nucleus, a dodecahedron mesh.

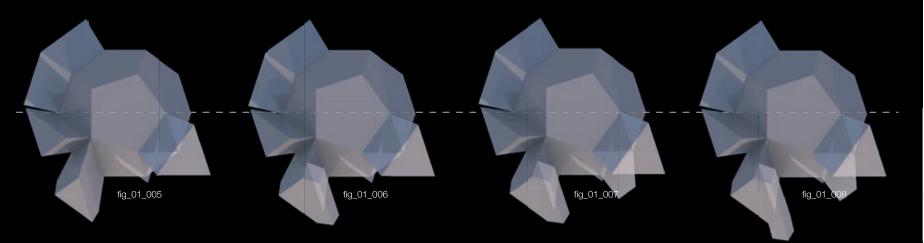
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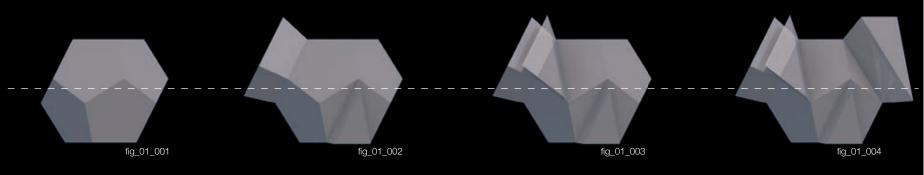
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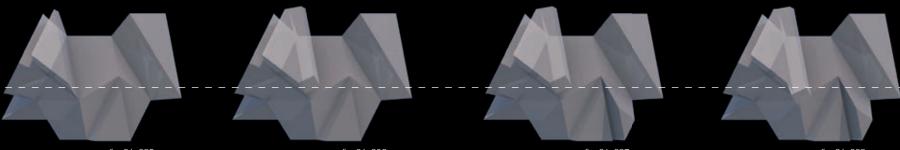


Iteration









fig_01_005

fig_01_006

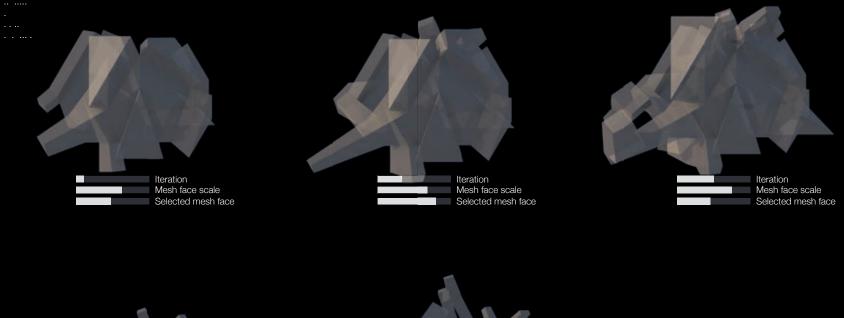
fig_01_007

fig_01_008

Formal translation of the chemical garden growing process CoSO4 in Na2SiO3 Solution. This chemical reaction forms water-permeable metal silicate membranes. Through osmotic effects the pressure within the membrane will increase which causes the membrane to tear and form kind of a hole. Through this tear new material from the outside comes in contact with the solution and forms new solid. The growing process is defined.

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Growing automation through different iterations and with different membrane adjustments.



lected mesh face

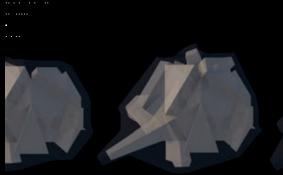
Primary fractal structure generated through the chemical growing process - stopped at a specified amount of iterations for further studies on the geometry. Primary structure combined with a geometrical envelop generated across the naked edge boundary of the primary structure.





___002_04 FORMAL TRANSLATION [Page_019]

Morphogenesis through the first series of growing iterartiones with their related geometrical envelop.

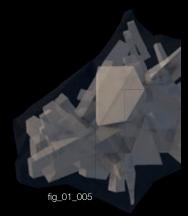


fig_01_001

fig_01_002



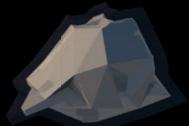
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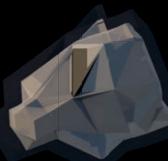


fig_02_001

fig_02_002

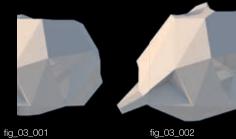


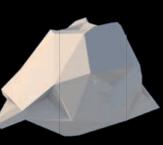
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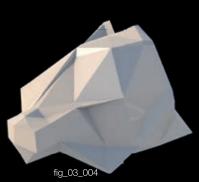
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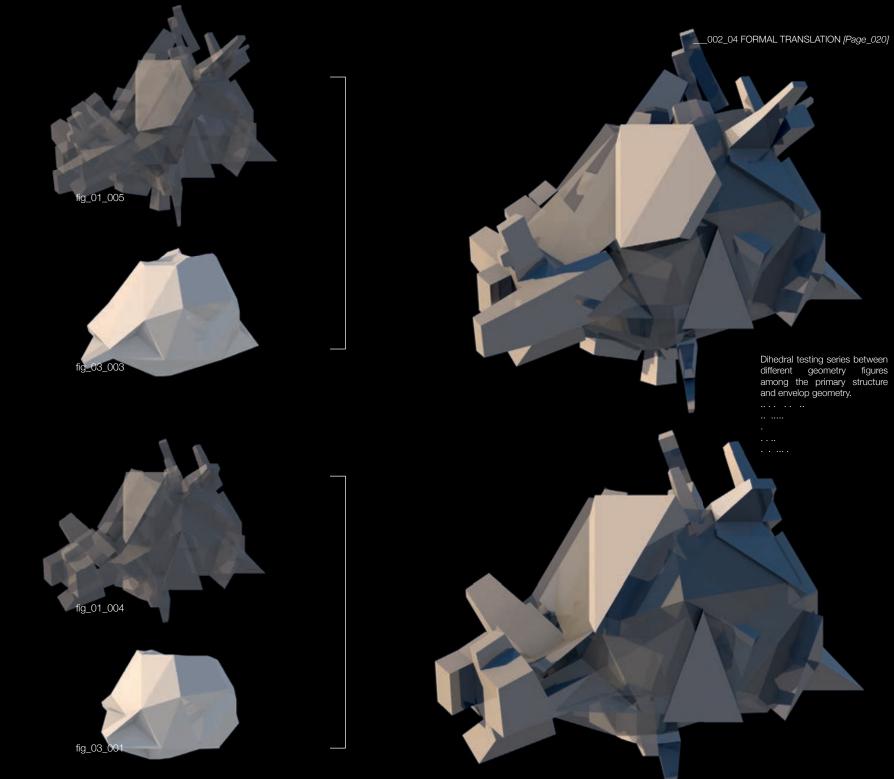




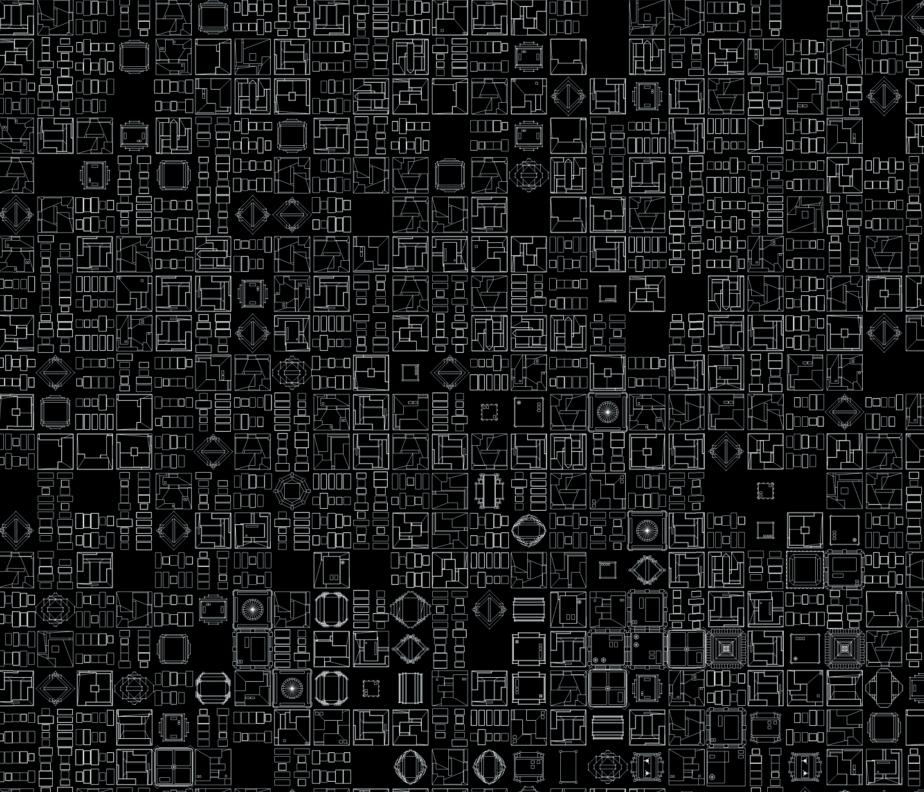
fig_03_003



fig_03_005



003 CiTY ANALYSIS (Page 021, 022) Random generated dense city structure to run test cycles on		
the analysing algorithms prior the nucleus is placed and starts its chemical/mechanical		
The algorithm searches inside this city area for contemplable host units to feed the nucleus.	EEEEE;	
The nucleus by itself is able to digest construction materials in addition with chemical substances; e.g. water,		
electricity, gas, fluid, hot steam, district heating, chemicals sewage; with this		
additional substances the hucleus develops itself.		
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___003_01 SITING DEFINITION/Page 0

City map with tension lines between analysed spots for siting the nucleus. This tension lines show possible directions for future development of the nucleus system At a first sight, red lines show weak city structures with .good enough supplies for starting the chemical/mechanical reaction of the nucleus.

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Possible zones to develop the nucleus further Areas to nourish the nucleus from Transition zone Areas out of the reach capability of the nucleus harvesting system

> Zone of no supply possibilities Near supply area Determined hosting spot Possible next developing spot

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Analyses of the close environment and their provided infrastructural network to the selected host building.

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Nourishment

The provided supply lines between the host building And its surrounding is proven on its output of substances/resources which are needed for the chemical/mechanical process. At this point the supply lines are invaded by small drones to test them in cases of volume flow rate, voltage, breaking points, chemical composition of the content.

the content;

Furthermore this breakdown tries to predefine a developing direction of the nucleus for all future upcoming sequences.

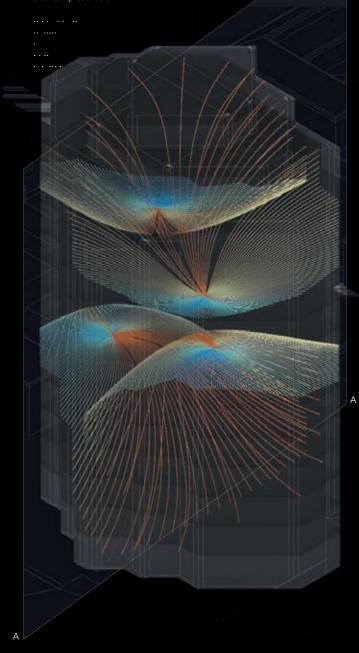
Phase diagram of the chemical structure of the host building. Testing the main structural integrity of the building - to serve as a founding for the nucleus and the following sprout sequence. The diagram shows the coherences between pressure and temperature of concrete. This point is necessary for the nucleus developing because it digest the concrete needs to get liquefied by the nucleus inside chemical reactions.

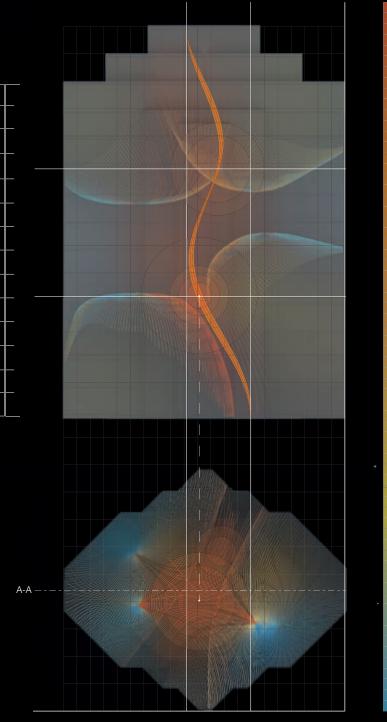
Cross connections of the host building with its very near environment. Confirming connection integrity to ensure continuous supply for the nucleus. Each dot outside the circle shows a typical building around the nucleus site. Each connection of the dots inside the circle shows the connection ability of this building/buildings. The coloured bars show the different chemical substances the buildings are able to supply to the nucleus.

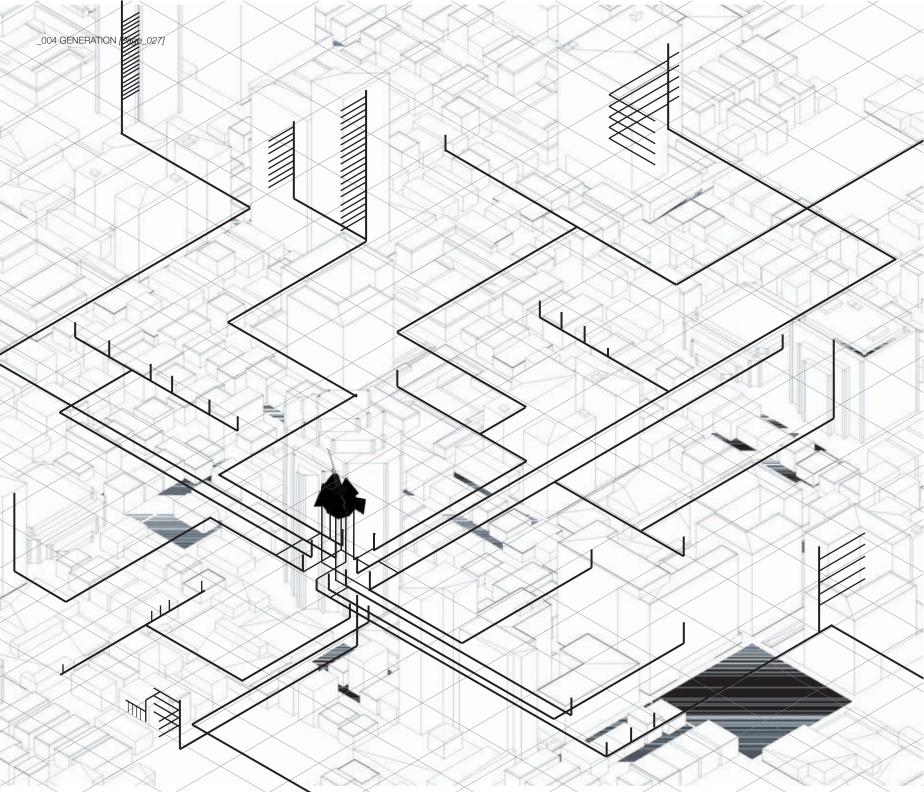
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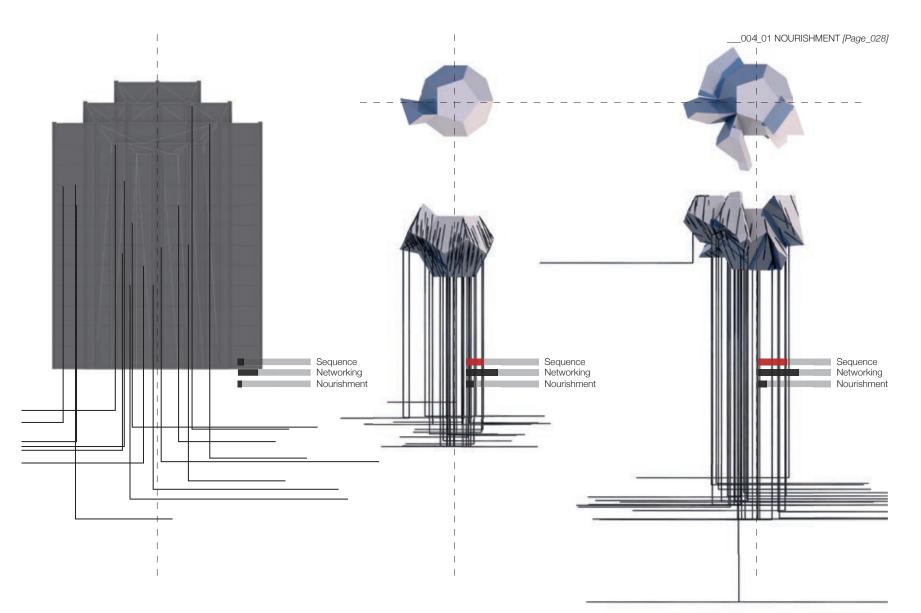


Predefining the optimal siting for the nucleus inside the host building. The field diagram shows the best direction for the nucleus to develop. Structural and statical analysis of the building serve as foundation for this analysis. Weaker areas of the building means better areas to develop but they are also carry less load.









The nucleus needs a solid support structure to develop itself. The infrastructural network which is gathered around the nucleus connects it to the surrounding buildings and infrastructure to support the chemical process with nourishment.

The more existing connections available the more nubile the building gets for the nucleus.

With each sequence the biomechanical nucleus is developing itself on base of the {chemical script} and on base of the nourishment it gets from its surrounding and it gathers from its environment.

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When proceeding through the chemical and mechanical sequences the nucleus tries to digest its host building to drive its developing sequences.

This digest process goes alongside with a sprouting network system between the nucleus and its near environment. The sprouting passes very subtile and infests every building which fits in the preceding analysis.

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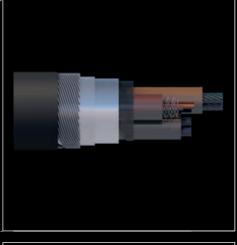
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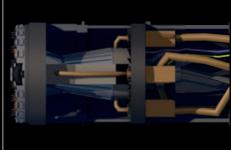
The biomechanical-vein system of the nucleus is able to sprout at its own. It intrudes supply elements; e.g. water, electricity, gas, fluid, hot steam, district heating, chemicals or sewage. The veins overgrow even the nucleus as a part of a sensory reaction to its environment.

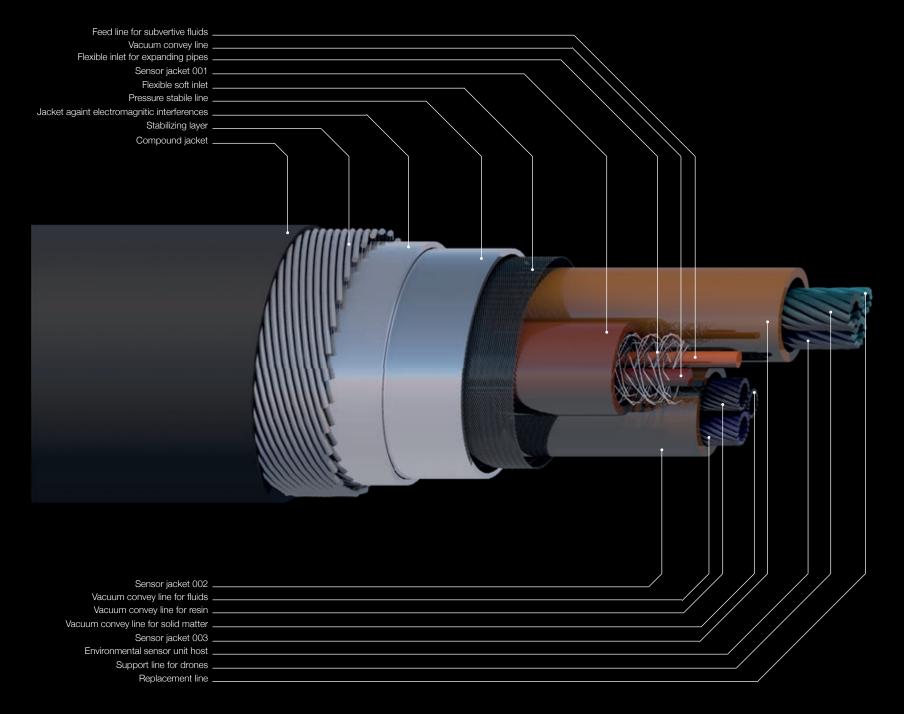
The veins are biomechanical adapted and highly emergent in their construction.

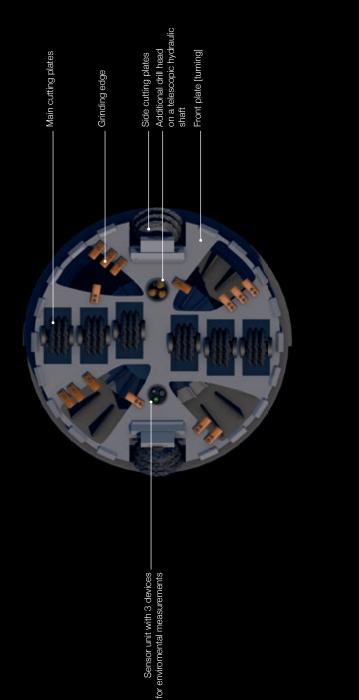


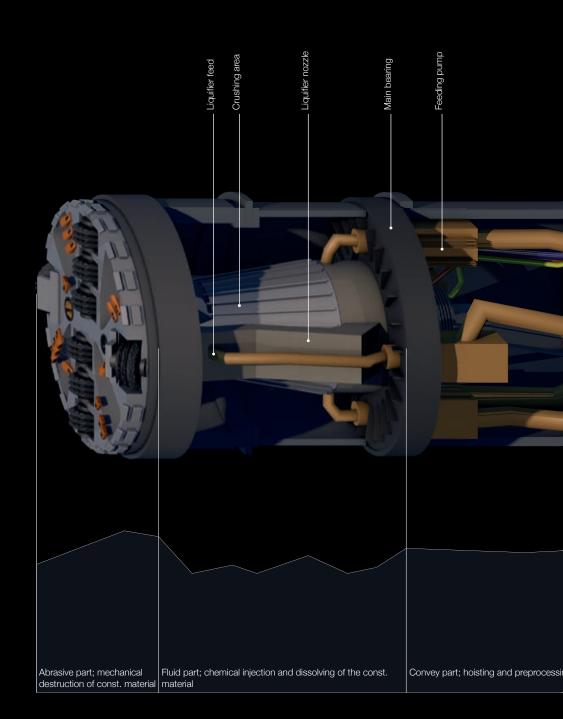


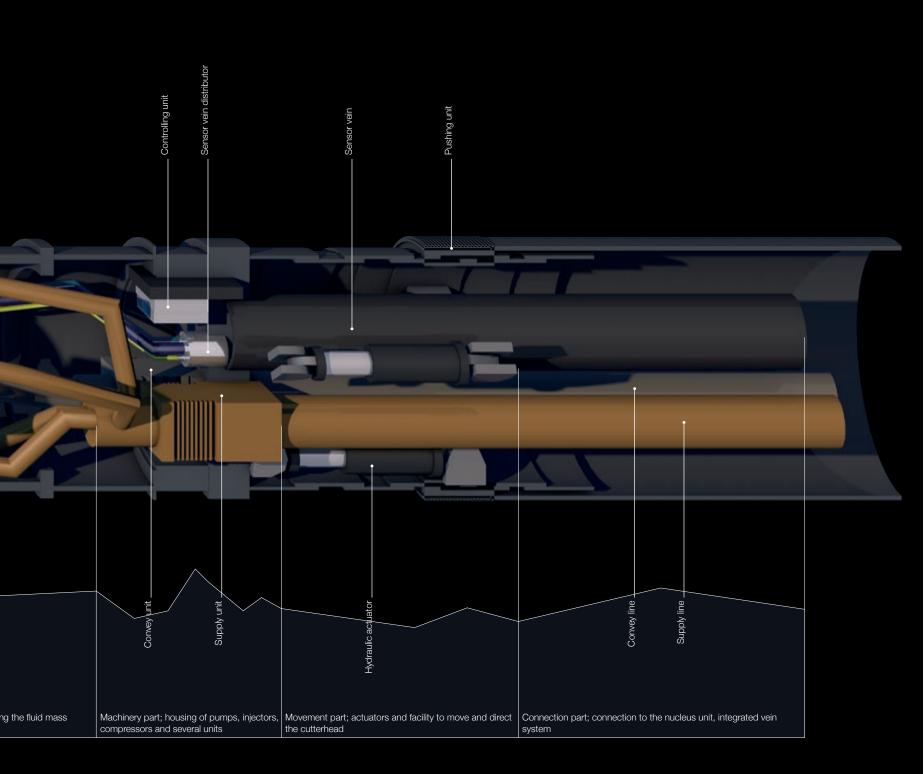
Each veints driven by a autonomous cutterhead at its end., The cutterheads - crawl through a vast amount of materials by spalling storie or stone like material and dissolving it by its intern aggregates.

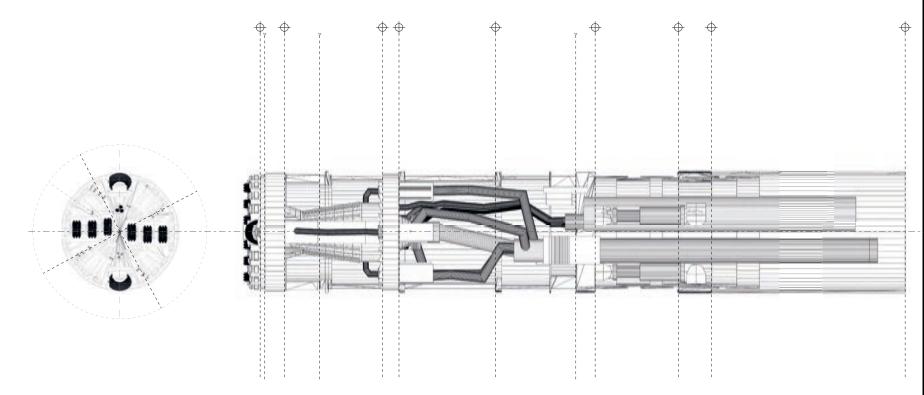




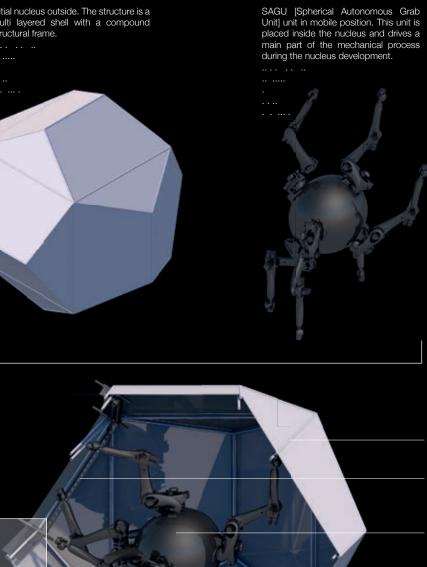








Initial nucleus outside. The structure is a multi layered shell with a compound structural frame.





Nourishment cache and reprocessing unit

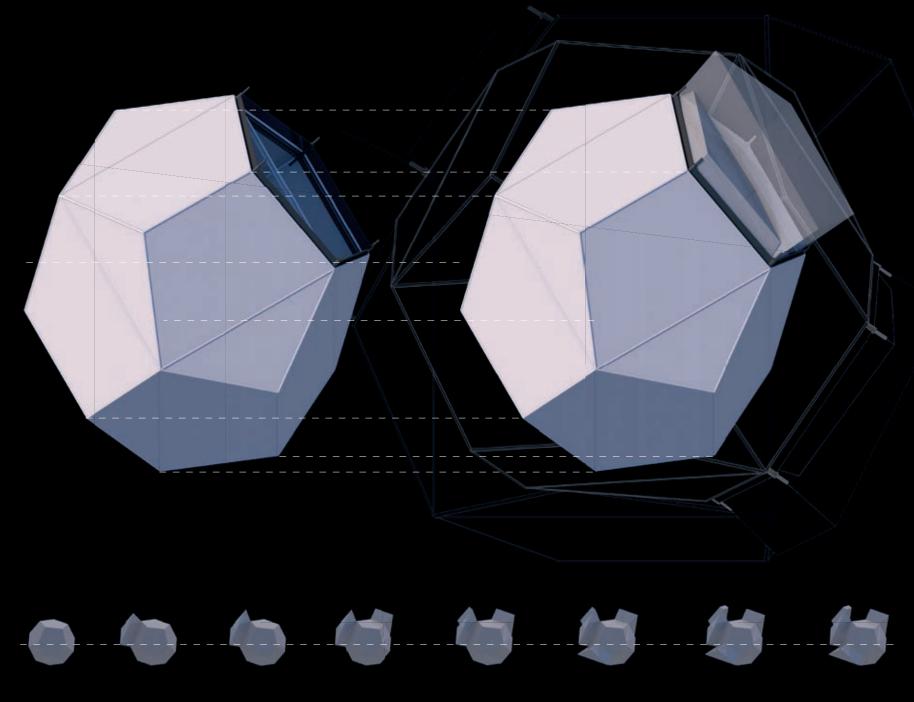
_ Mulit layerd shell

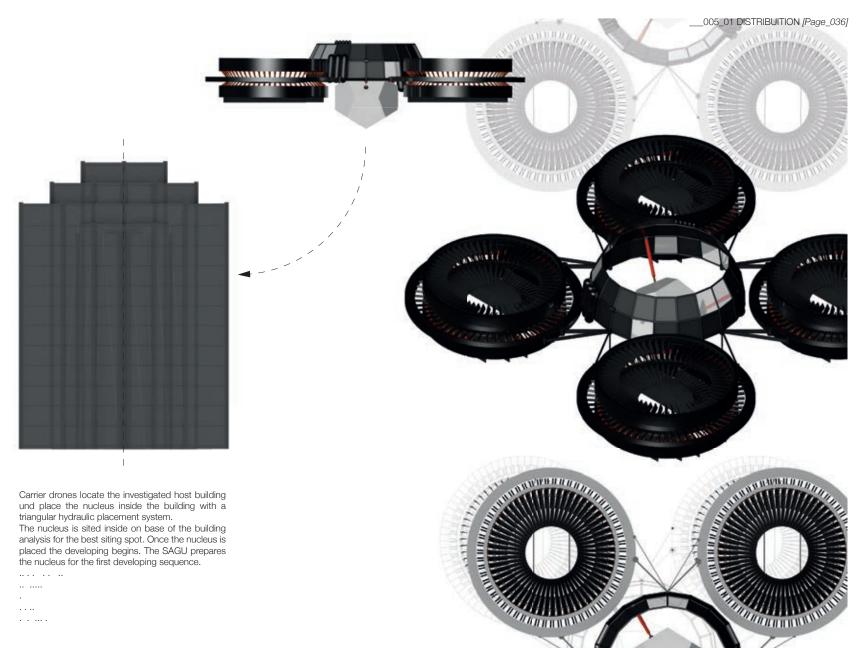
Biomechanical development unit

SAGU



_005 AUTOMATION [Page_034]

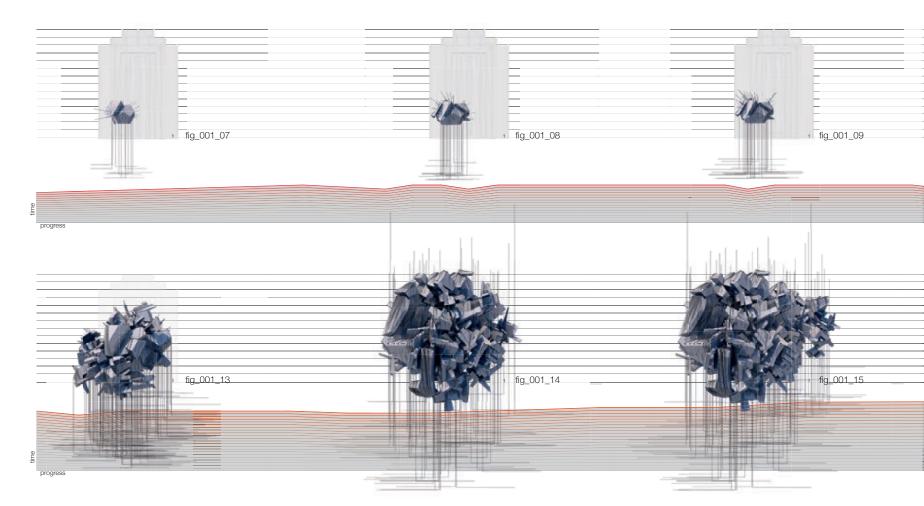




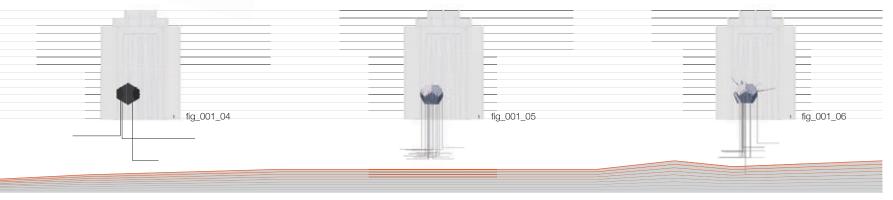
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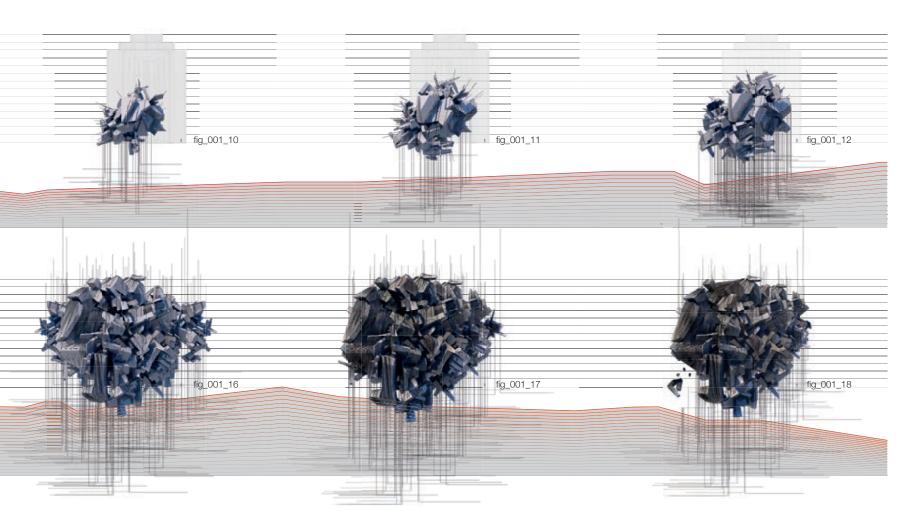
fig_001_01	fig_001_02	fig_001_03











The biomechanical organism could be told as a digital Taxis. The nucleus responses to several stimulus from the outside and tries to arrange or move itself in reference to this stimuli.

Starting with the first iteration of its development process the nucleus and furthermore the organism scans and recognizes its environment it is set in. Based on this parameters the SAGU controls the development in da decent direction and with a decent shape. During the development process there is always a loop between feeding the nucleus unit with information form the outside and the outcome of the growing process. The loop could be told as a closed loop because every change in information causes a change in the growing process.

This behavior allows the biomechanical organism to spread in a vast amount of environments and ensure a life friendly habitat in every surrounding condition.

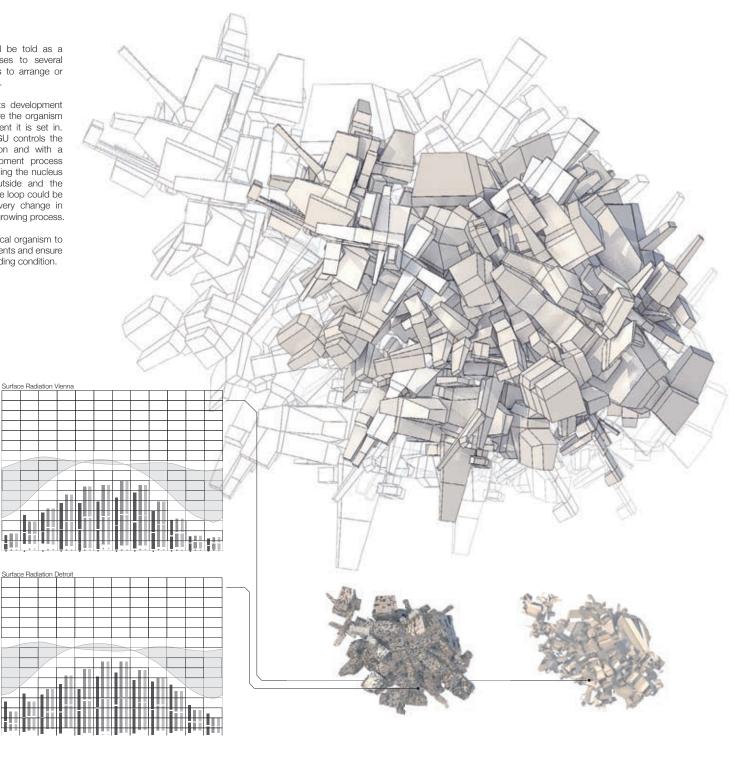
Surface Radiation Input



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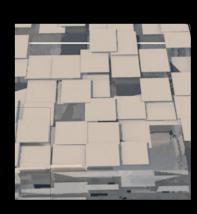
Average High Mean

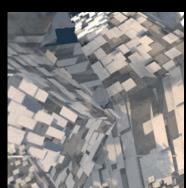
Average Low

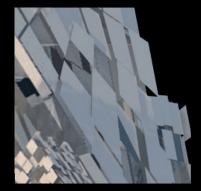


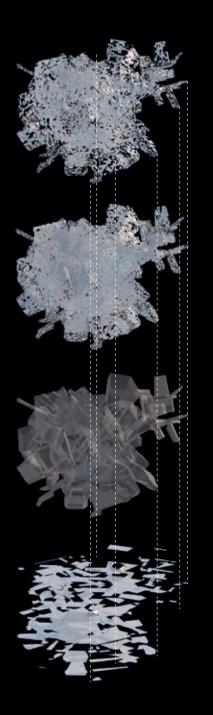
Reaction of the nucleus to different illumination situations during the development process. The organism tries to response on the most important outside stimuli - in this case a shifting light situation with more radiation input in the winter months as usual in Detroit. The outer hull is scattered and adapts the inside of The arrangement of the shading pattern delivers in most cases a very efficient illumination condition in the

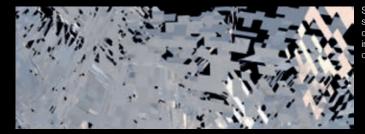
the organism to increase the illumination to a high level. The arrangement of the shading pattern delivers in most cases a very efficient illumination condition is the organism - a genomic script tries in this case to set the inside daylight factor to 2.4.











Second layer of the scattered shading hull. Two layers allow different angles of exposure inside the organism without overheating at the same time.



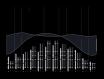
First layer of scattered shading hull attached to the transparent supporting structure beneath

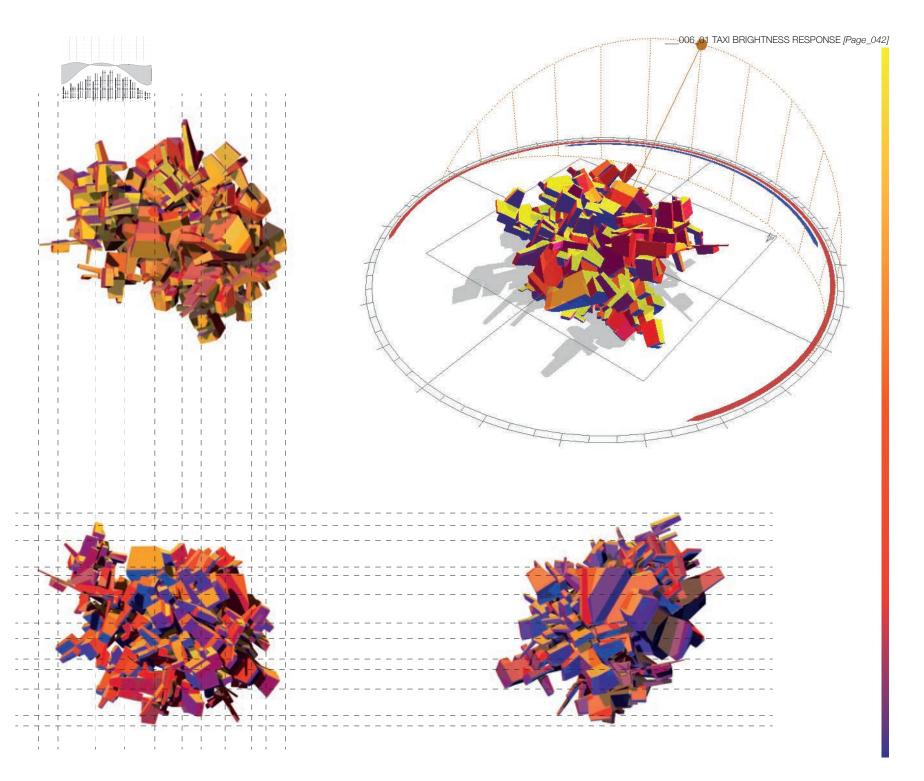


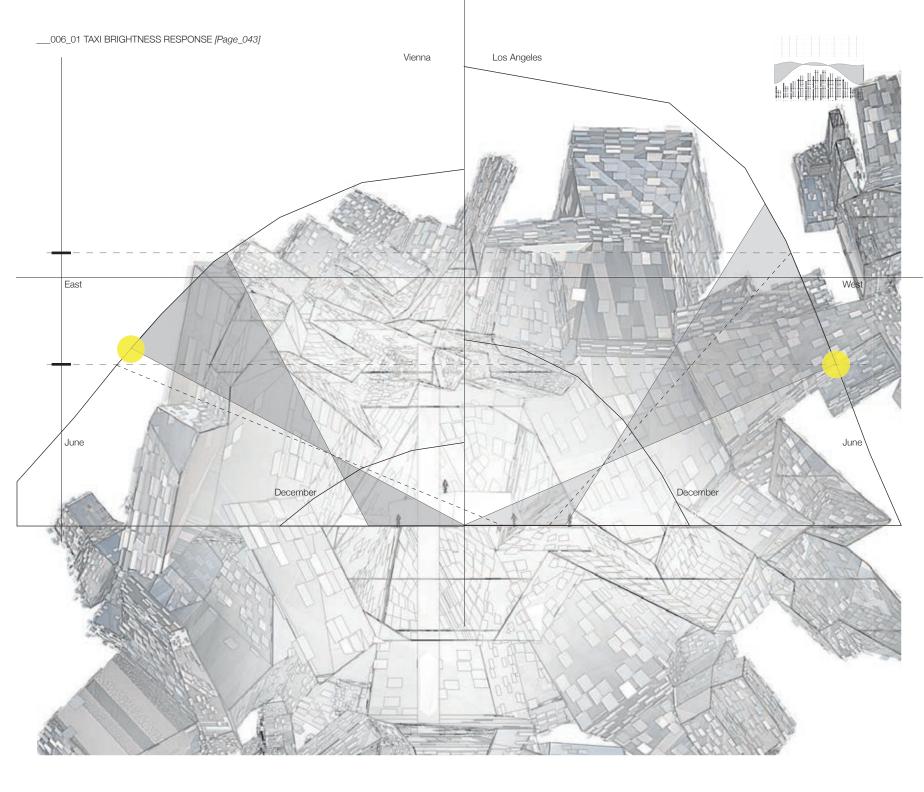
Transparent and partly translucent first hull of the organism to achieve a closed structure and serve as a supporting structure for the scattered shading attachments.

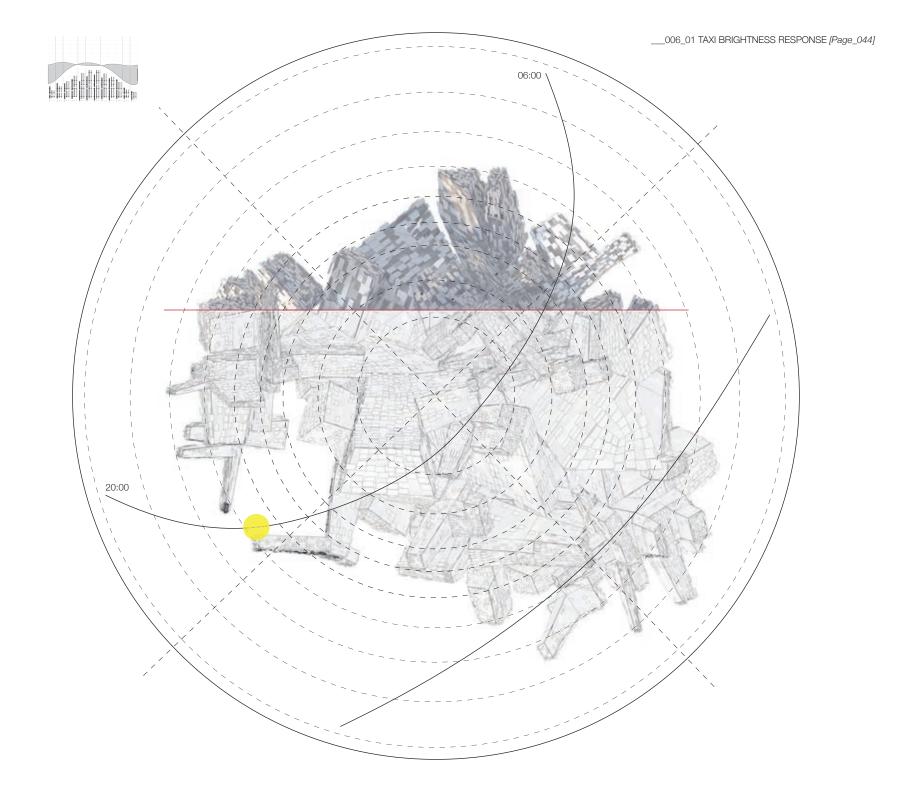


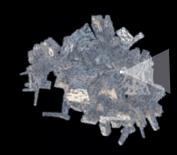
Story arrangement inside the organism.



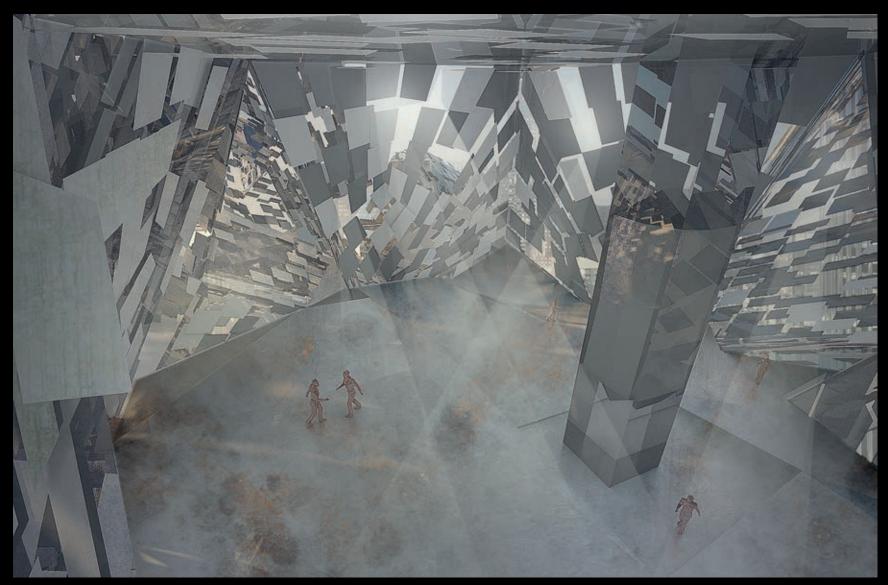












___006_01 TAXI BRIGHTNESS RESPONSE [Page_046]



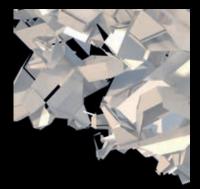




___006_02 TAXI GLOOM RESPONSE [Page_047]

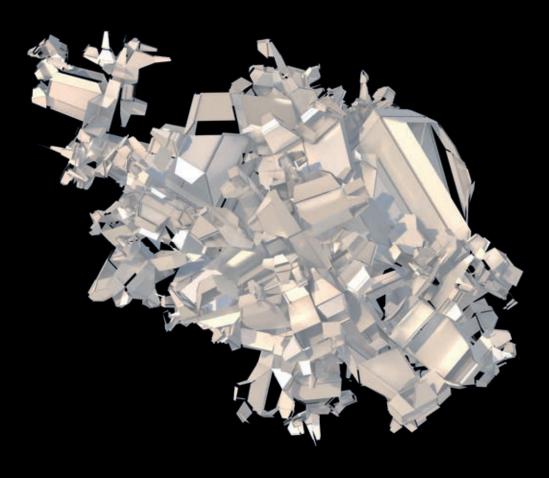


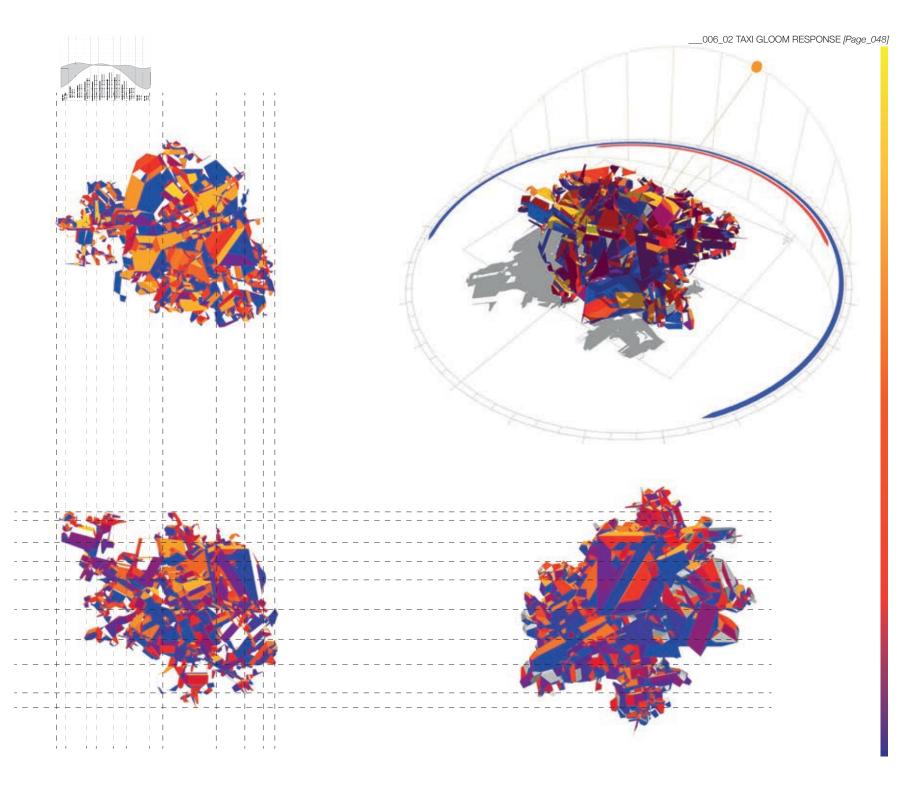


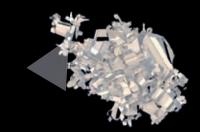


Reaction of the nucleus to a environment with less radiation input in the winter months, as common in Vienna or parts of Central Europe. The biomechanical organism stops expanding its size at some point and tries to maximize its surface area by scaling down the extrusion elements at each iteration. Through this downscaling of single elements the overall window opening precentage can be increased to catch enough light to reach a daylight factor of 2.4.

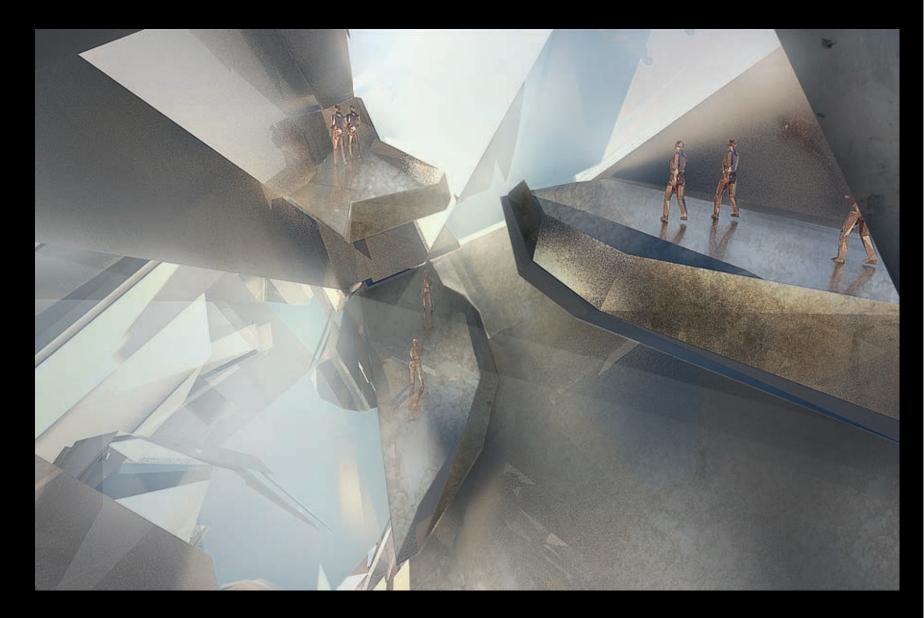






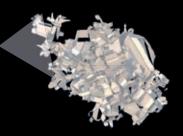




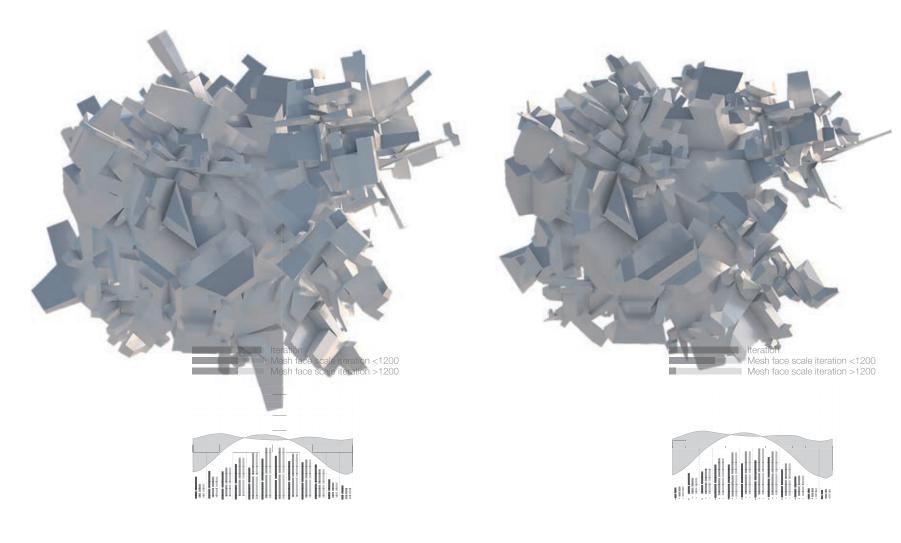


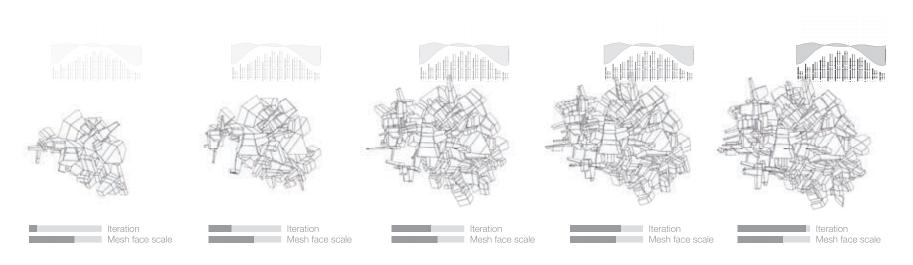
___006_02 TAXI GLOOM RESPONSE [Page_050]

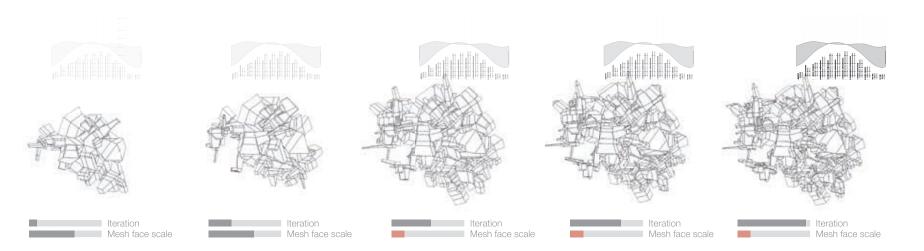






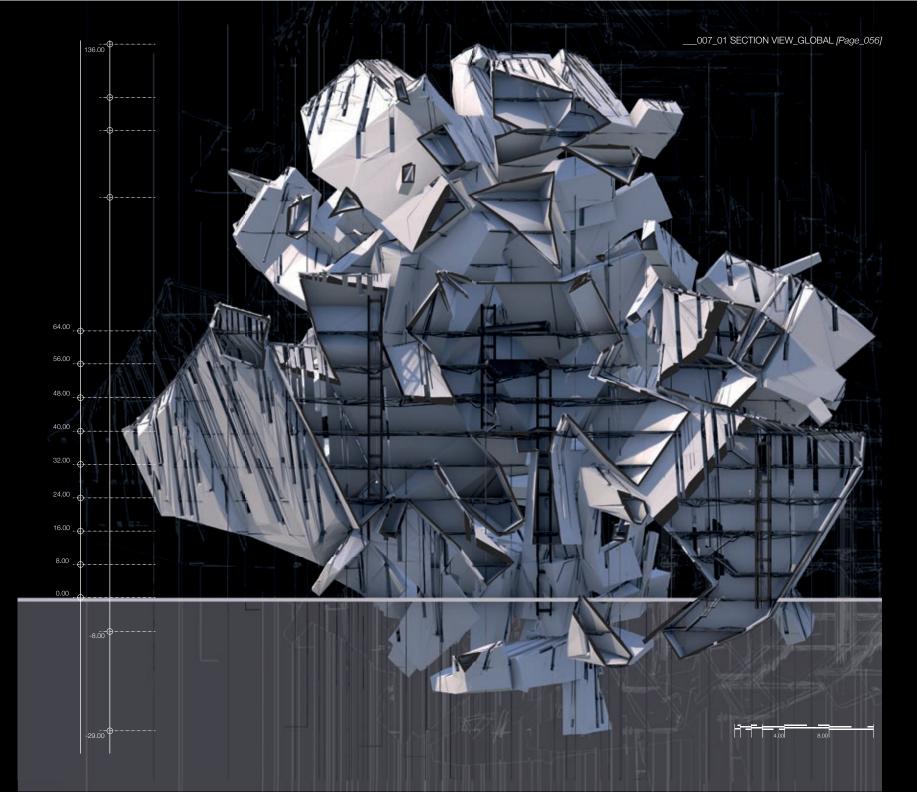


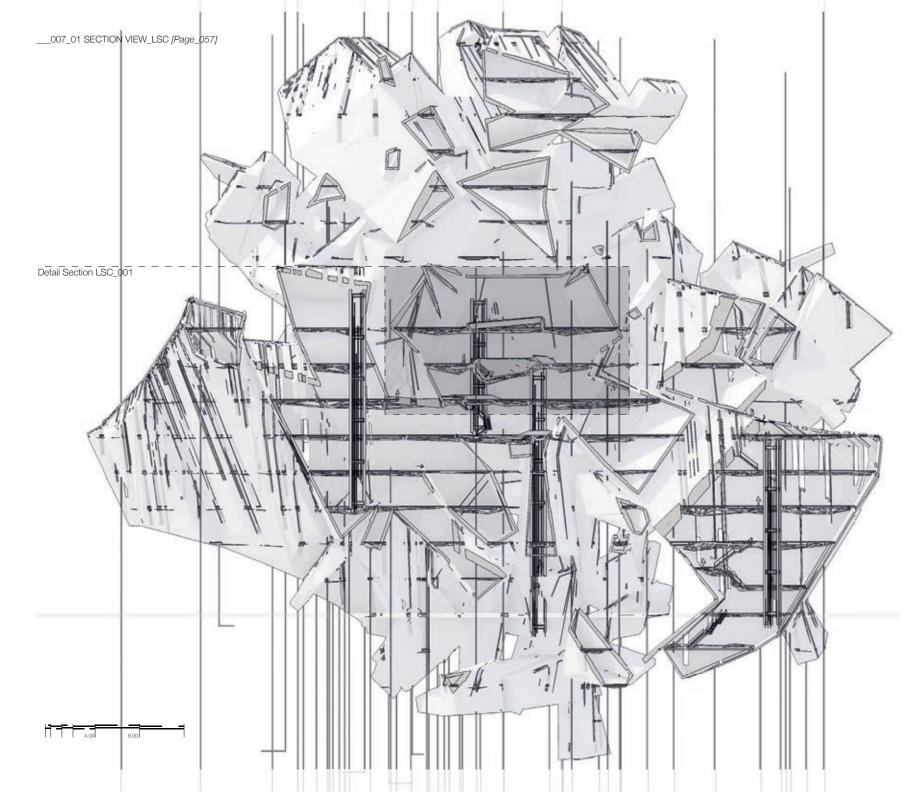


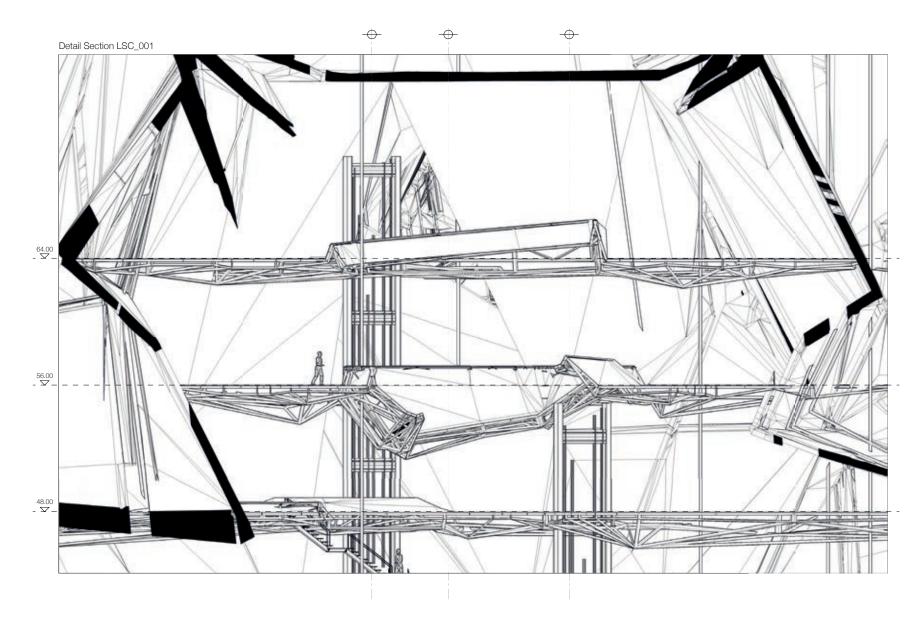




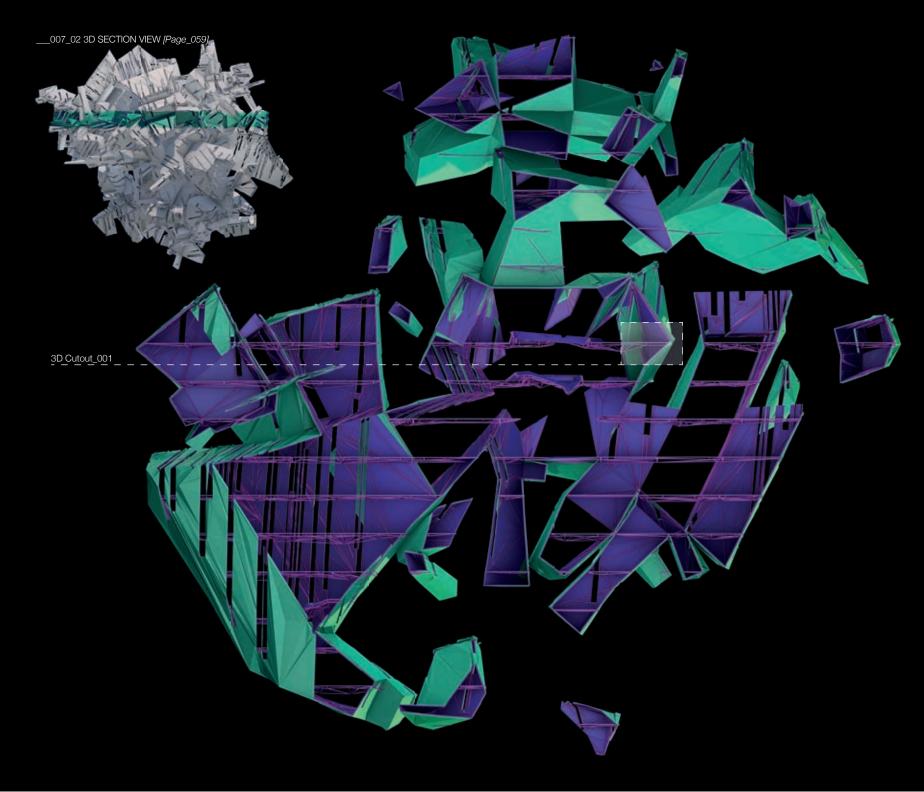


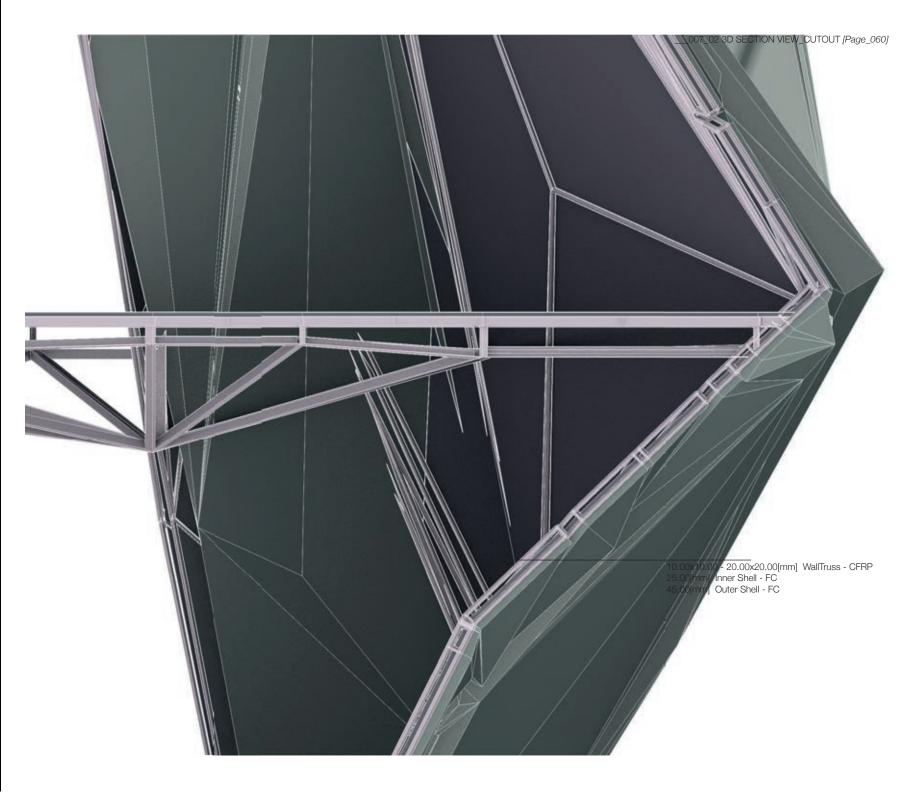












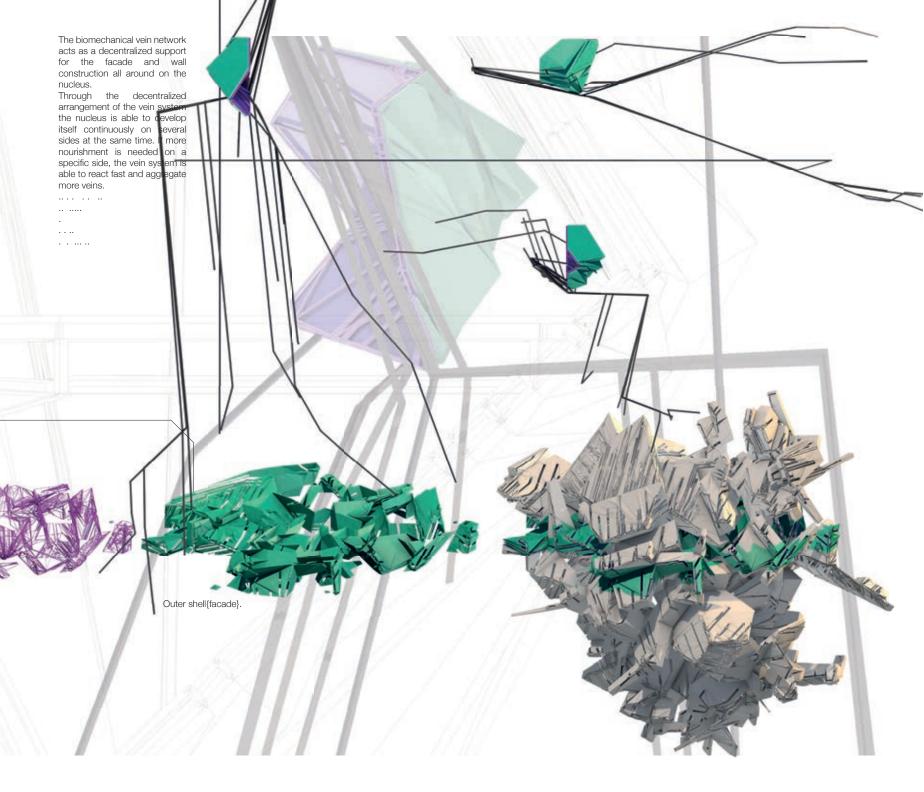
Floor system as shown in ___007_06 FLOOR SYSTEM

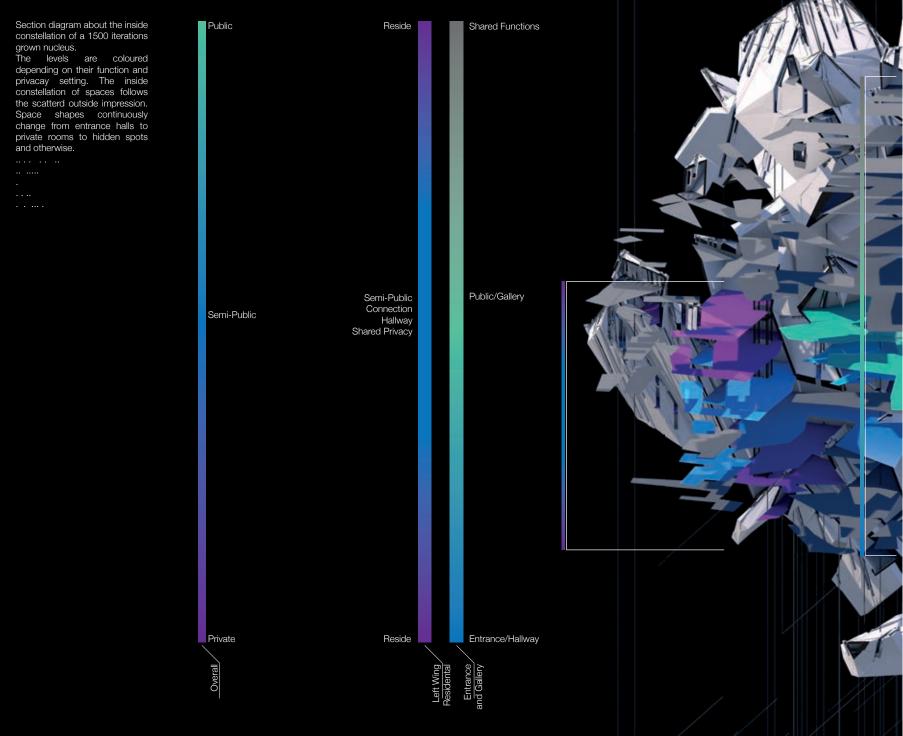
Inner shell{wall} out of fiber composite material extruded and grown on base of the wall support truss. The wall support truss acts as a statical precursor for the following wall building process. The truss also acts as a extended vein system to transport nourishment to the building spot. At the building spot, the truss extrudes material and forces a overgrow of

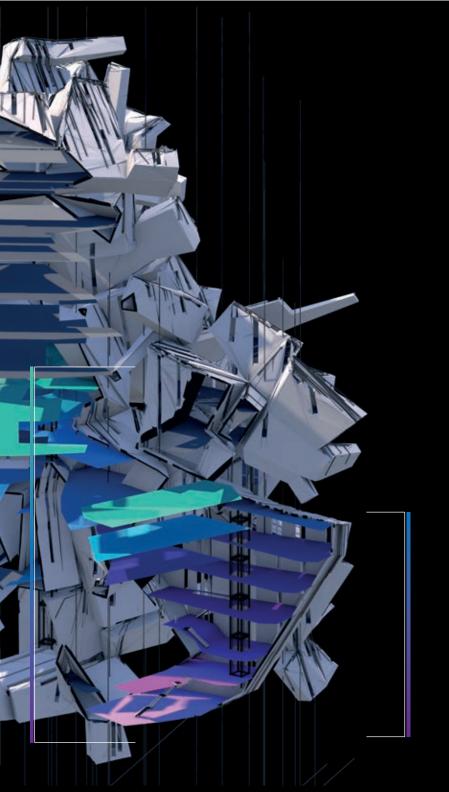
itself.

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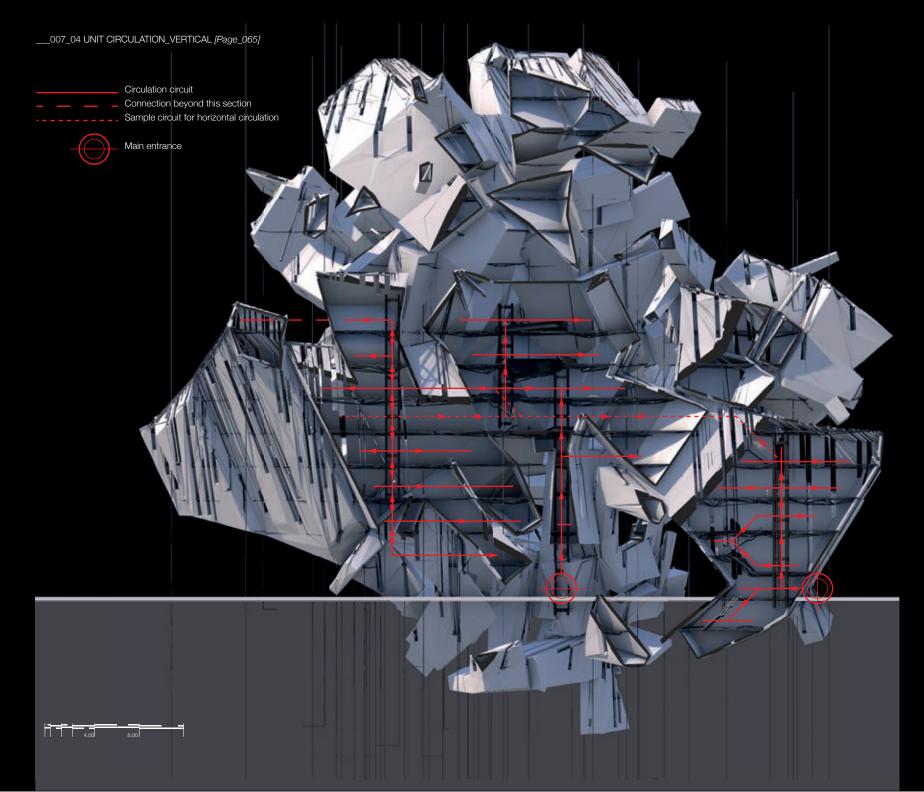


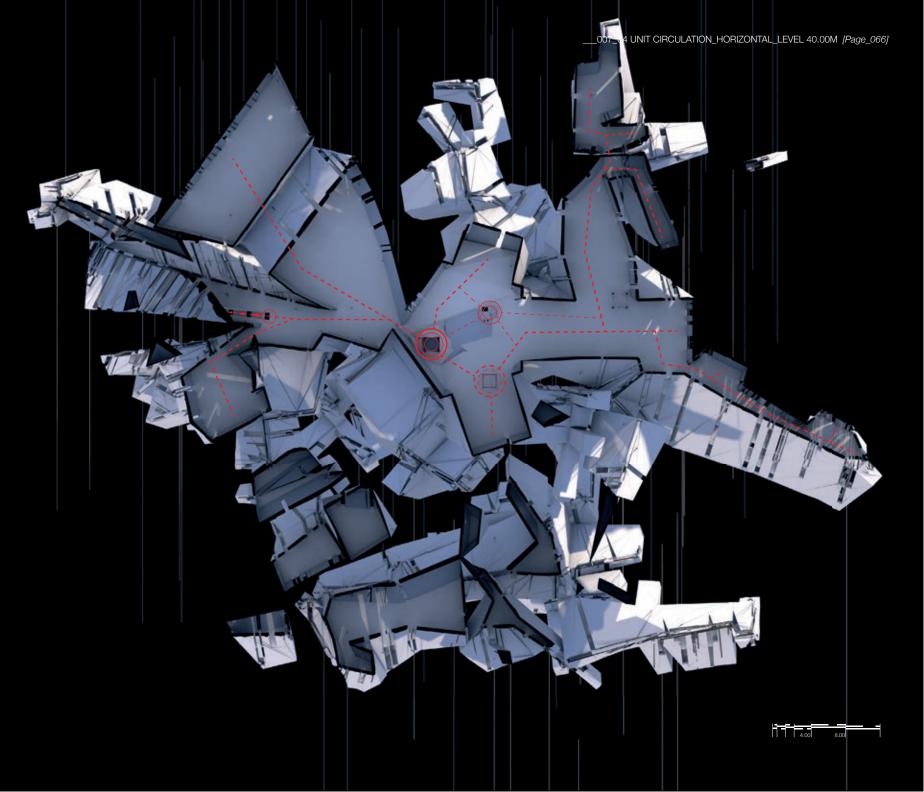


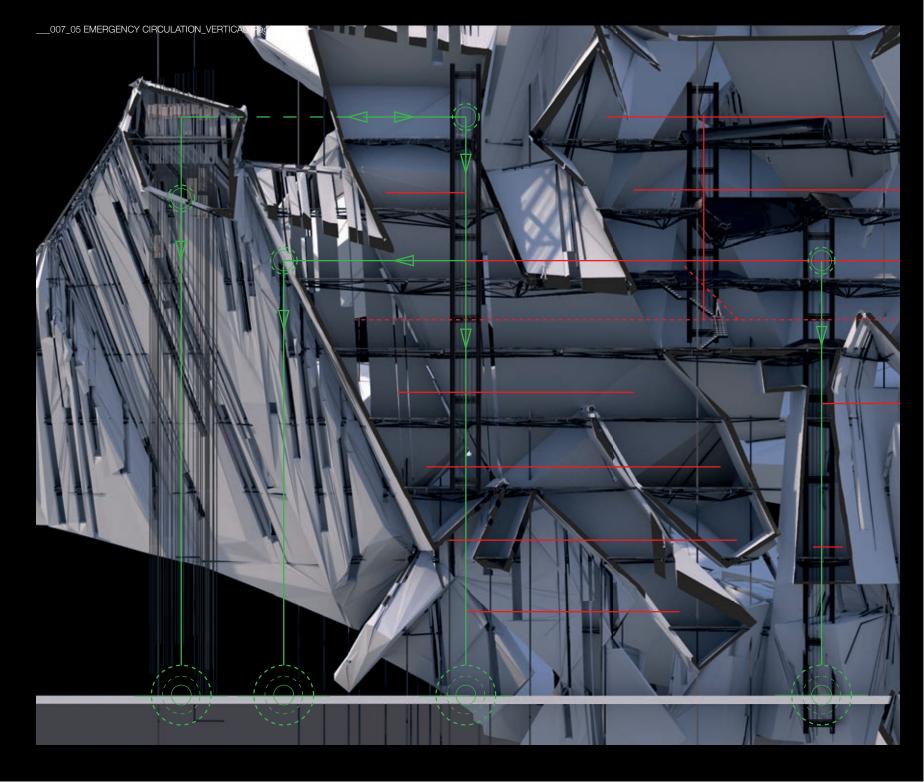
Connection/Hallway

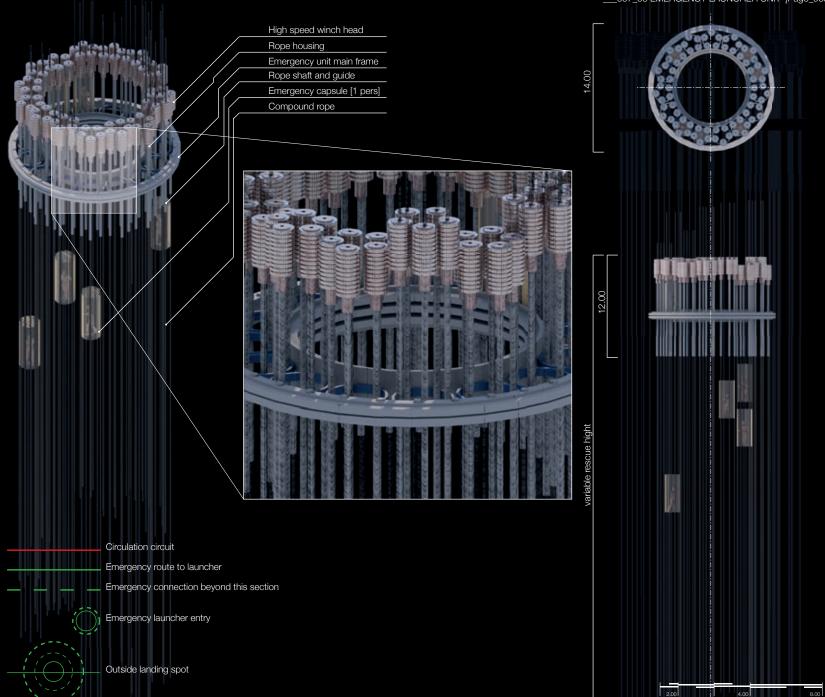
Full Privacy

Right Wing Residental

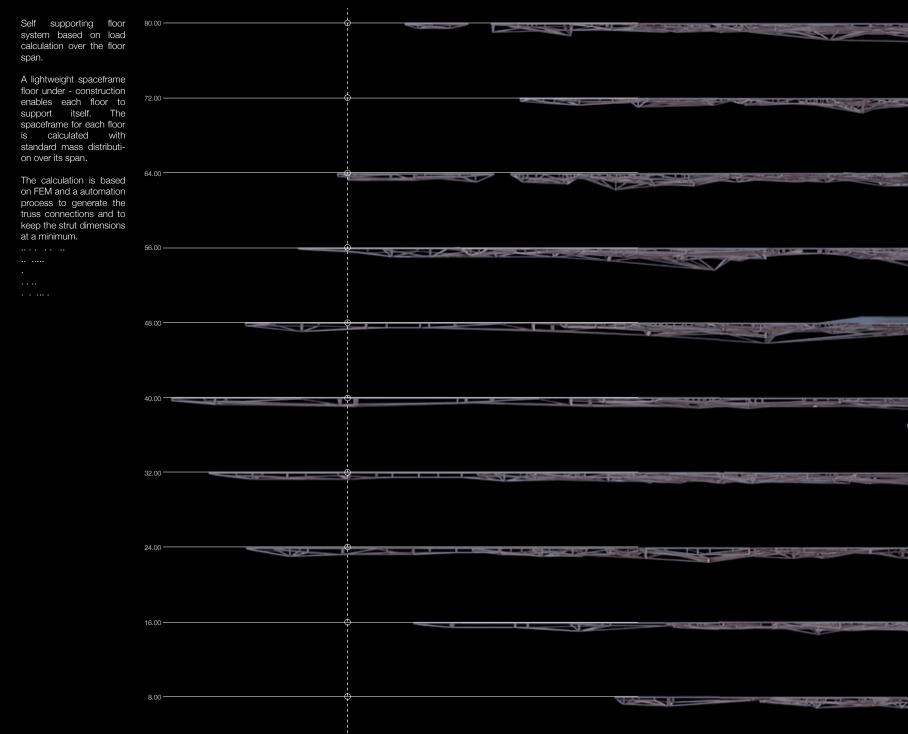




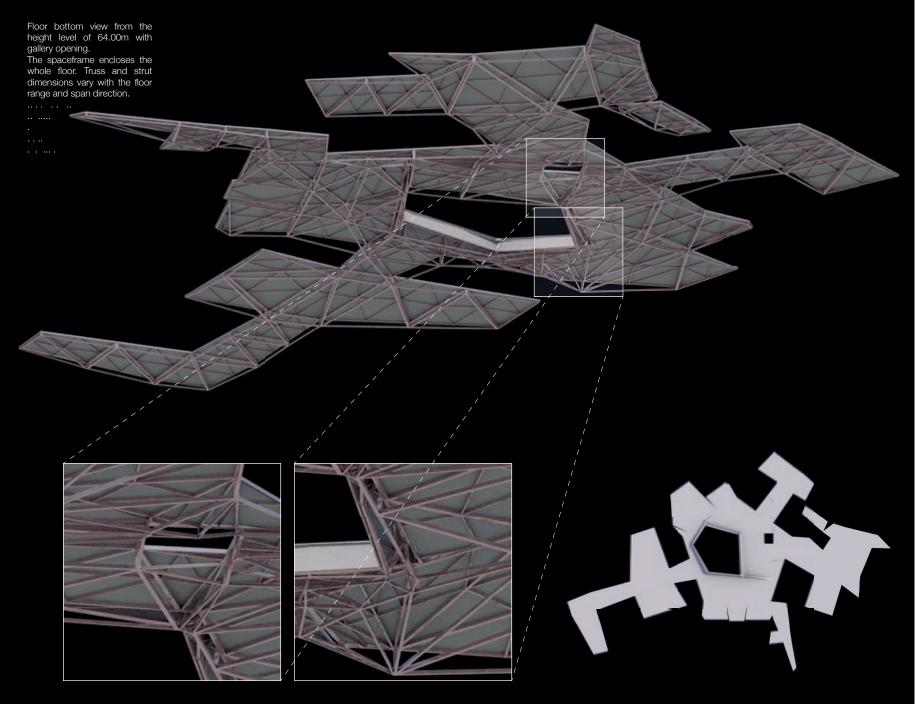


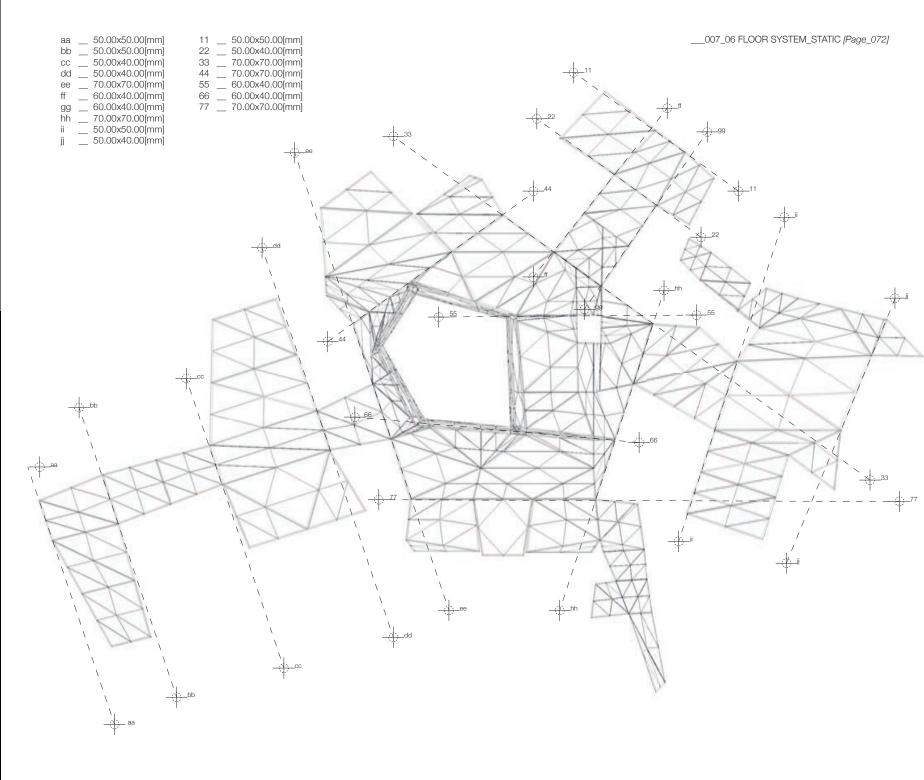


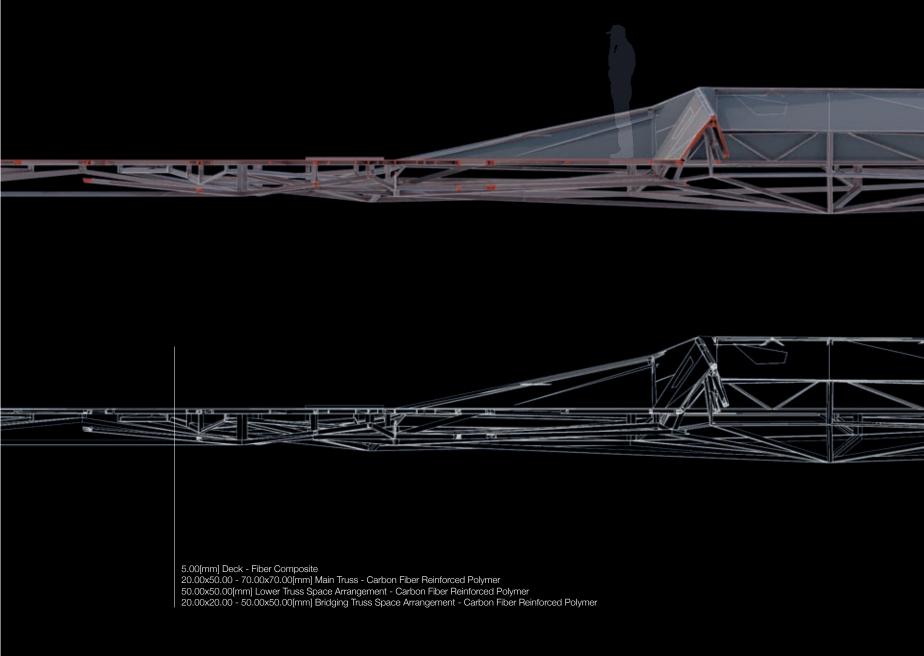
___007_06 FLOOR SYSTEM [Page_069-070]

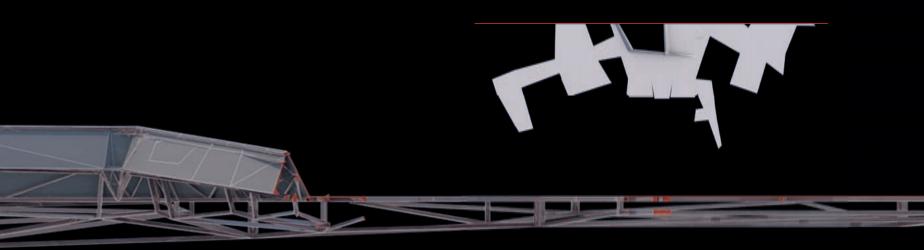


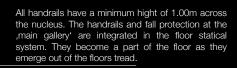








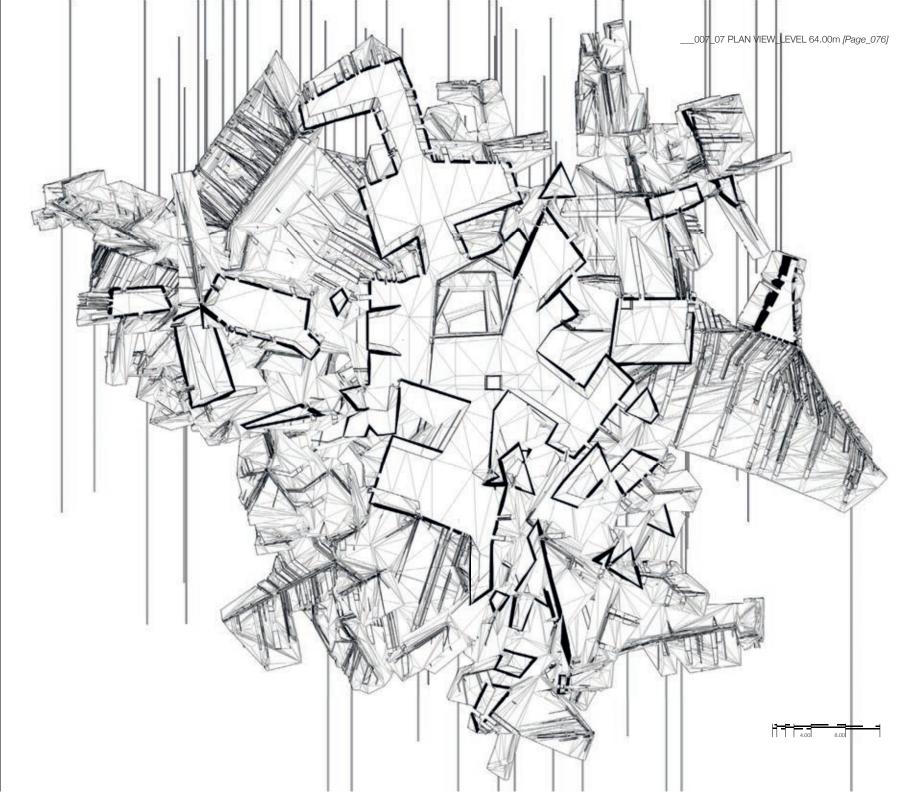


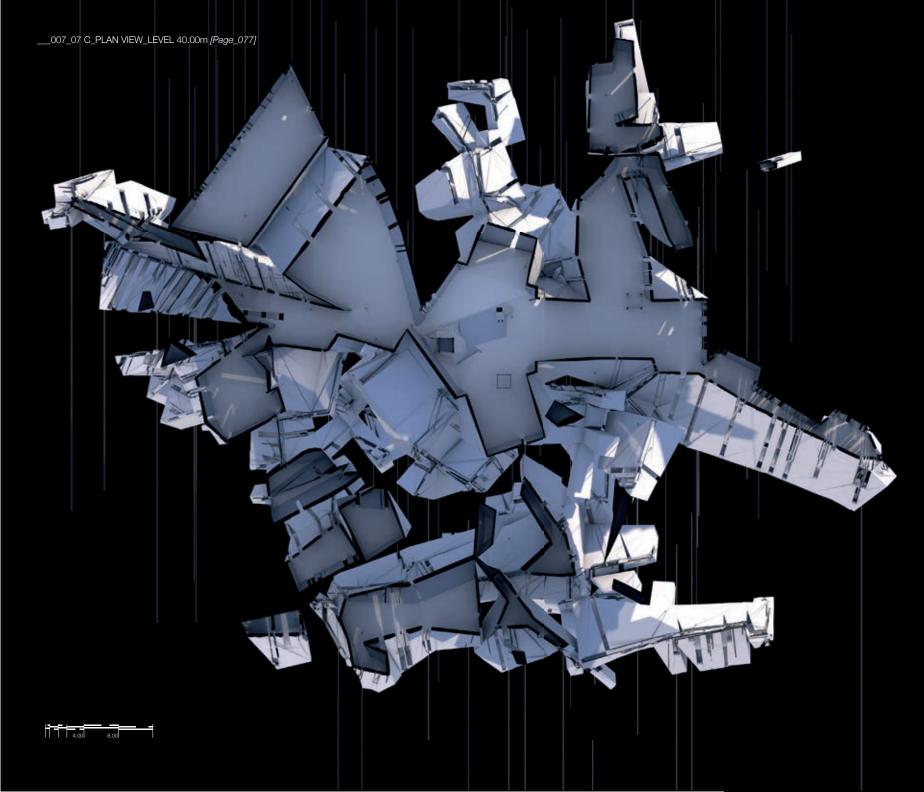


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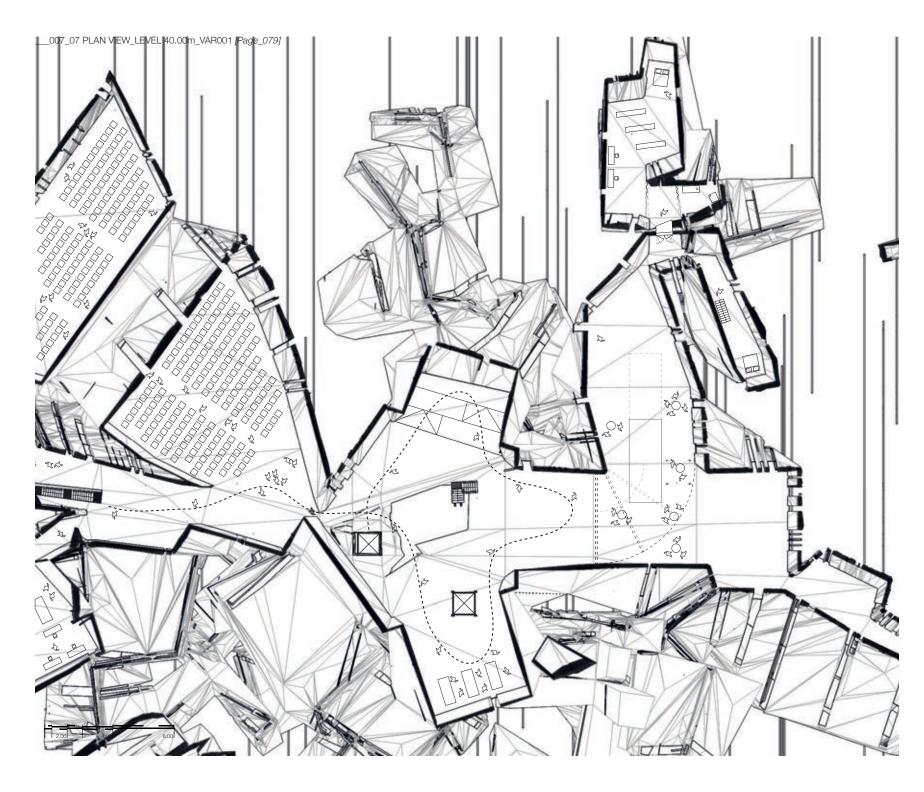
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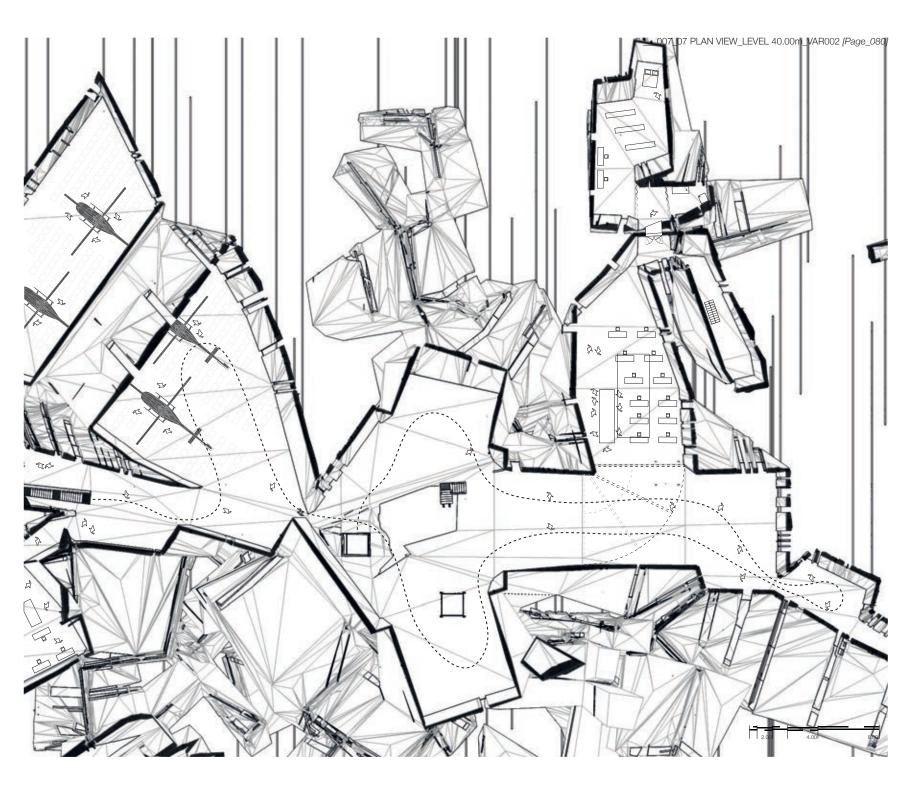
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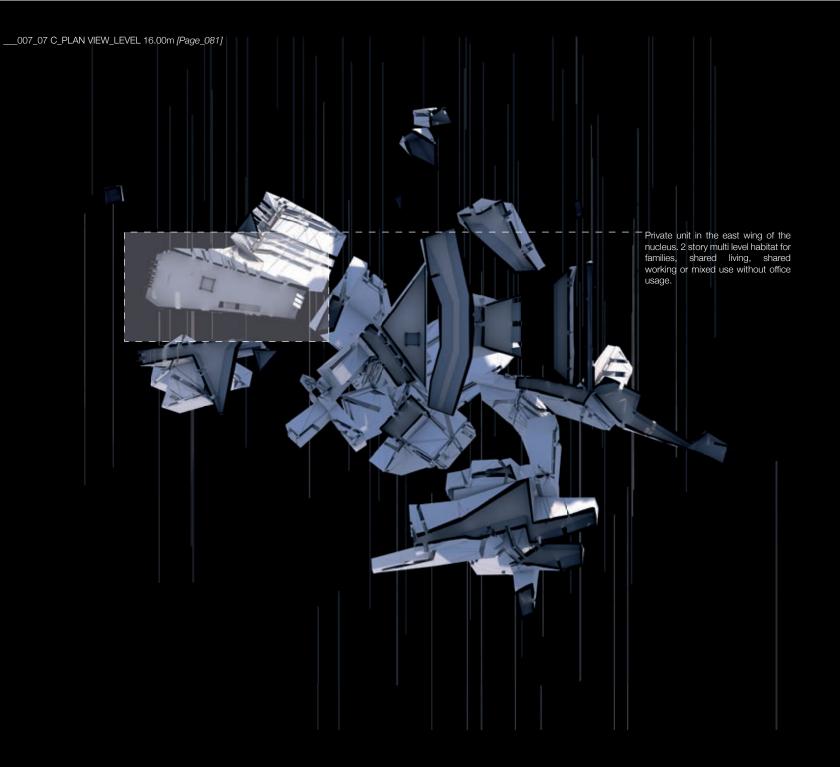


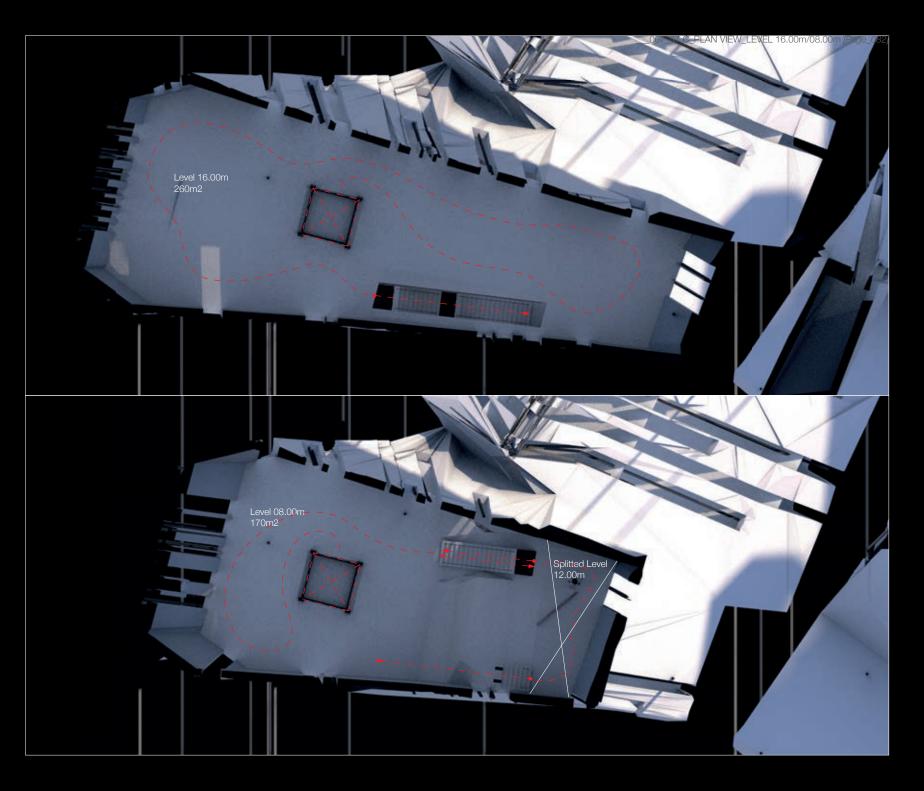


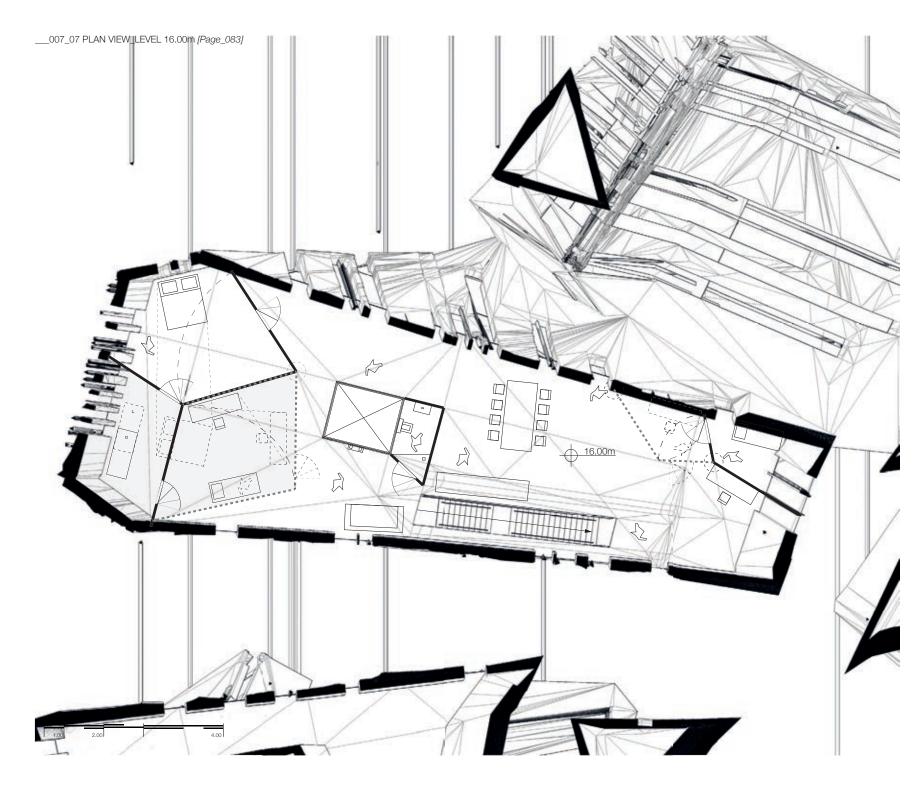


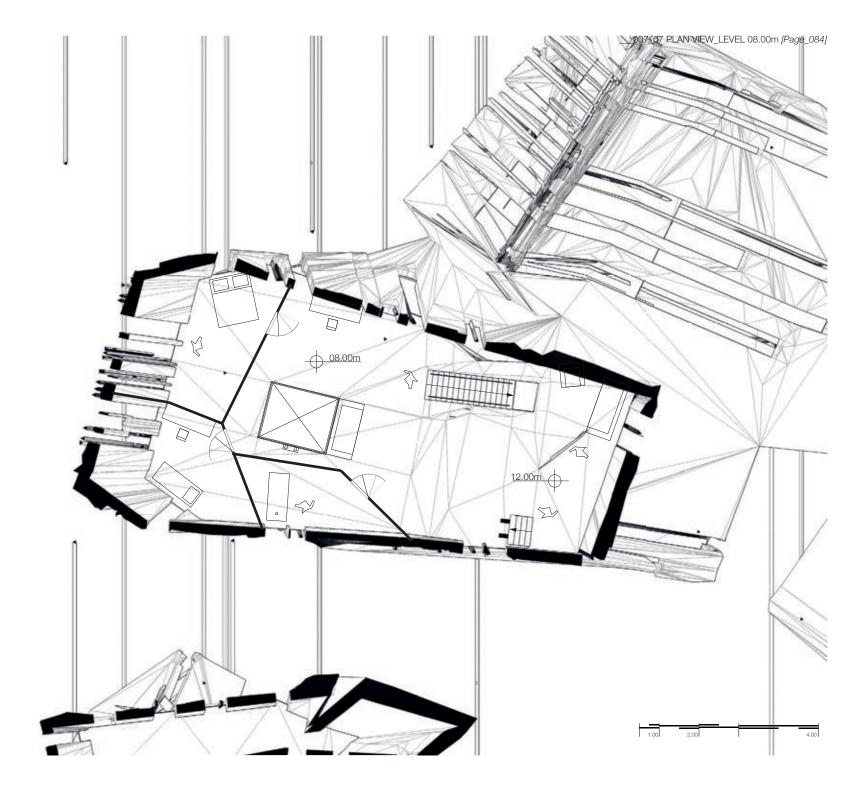


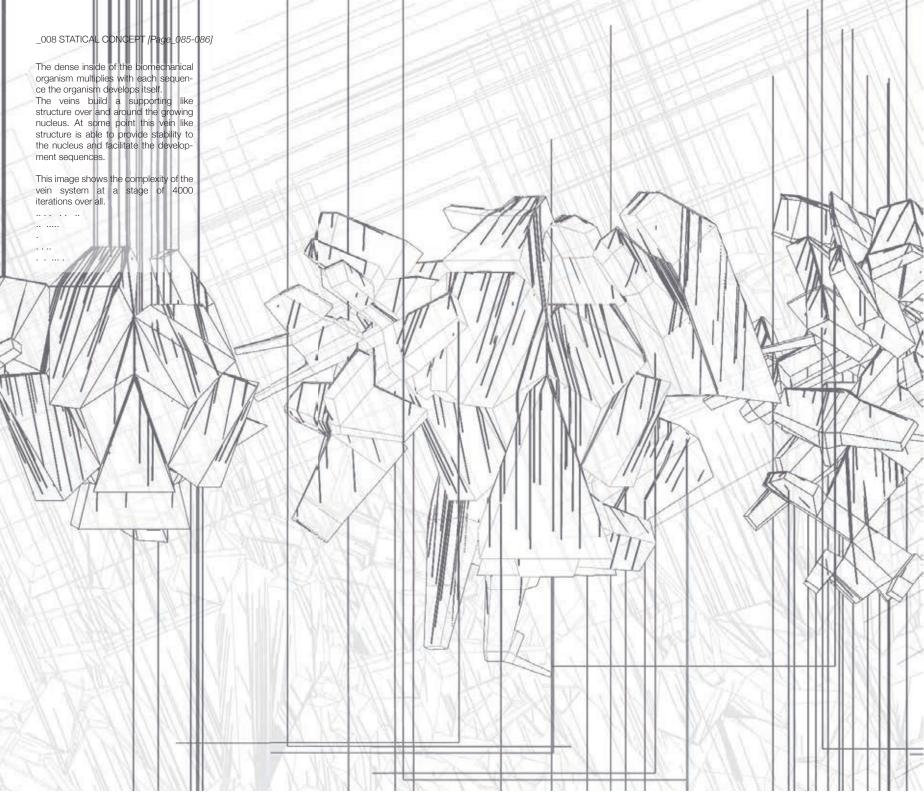


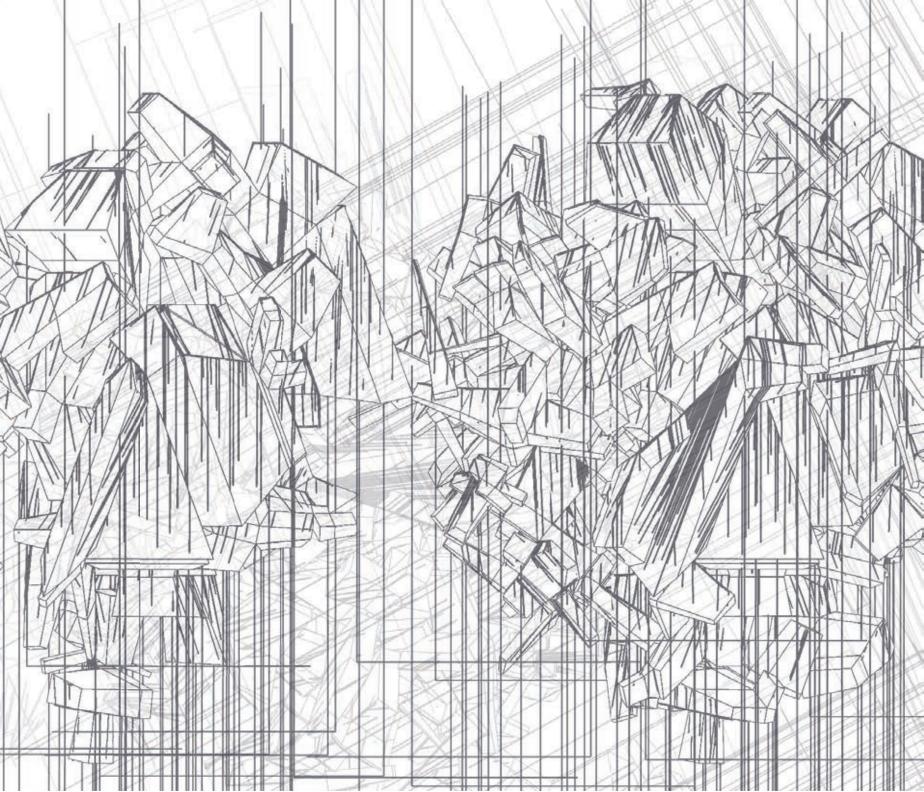


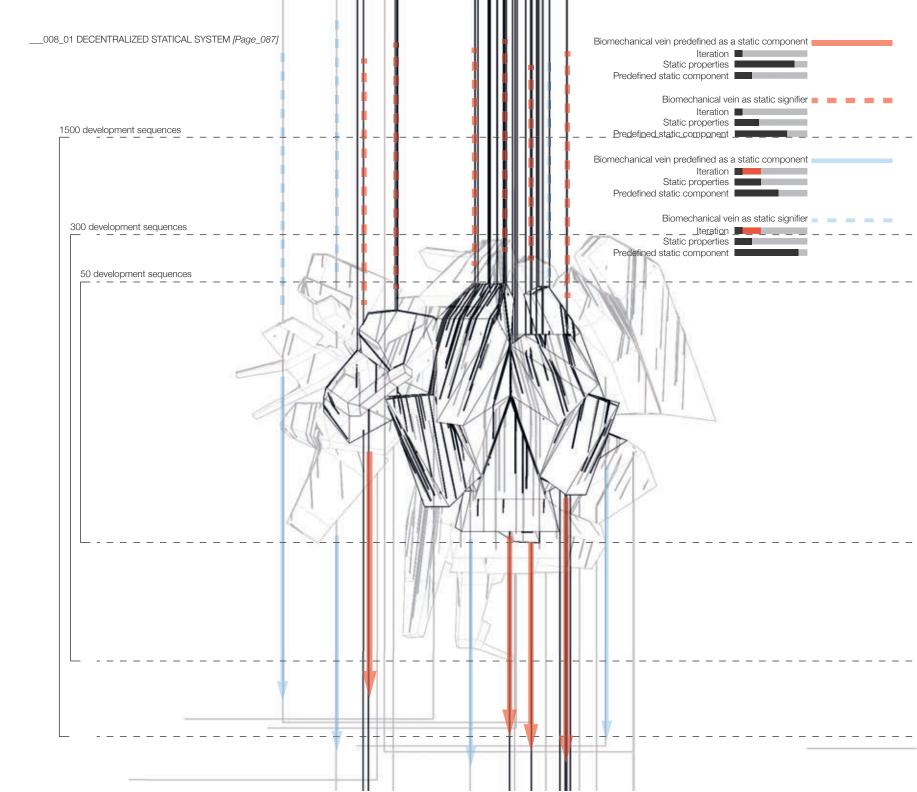


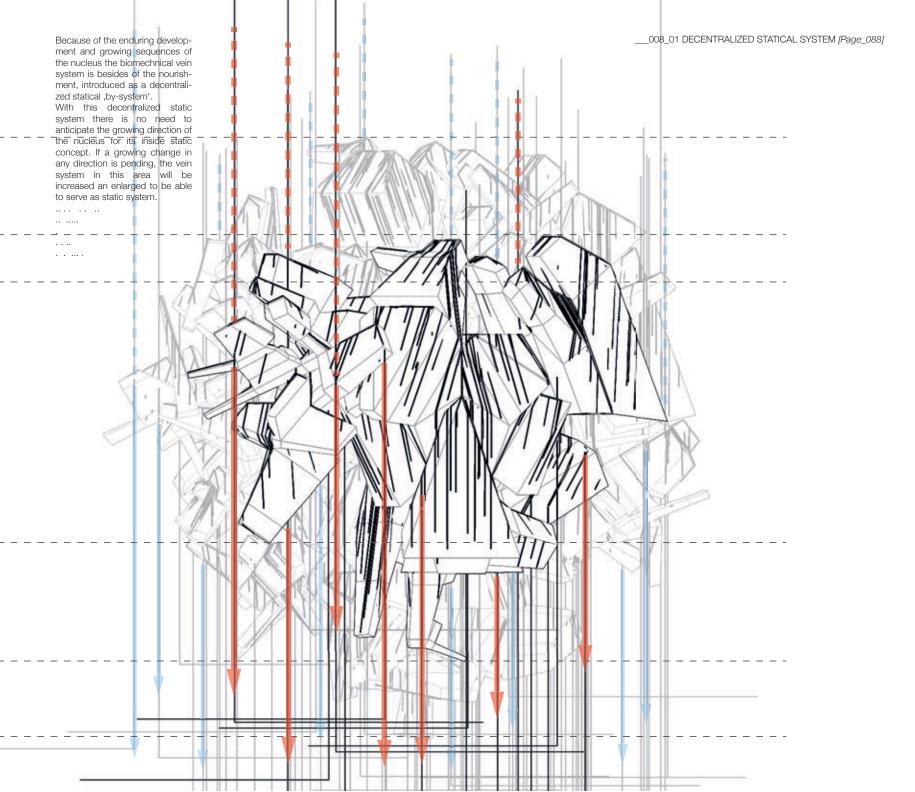


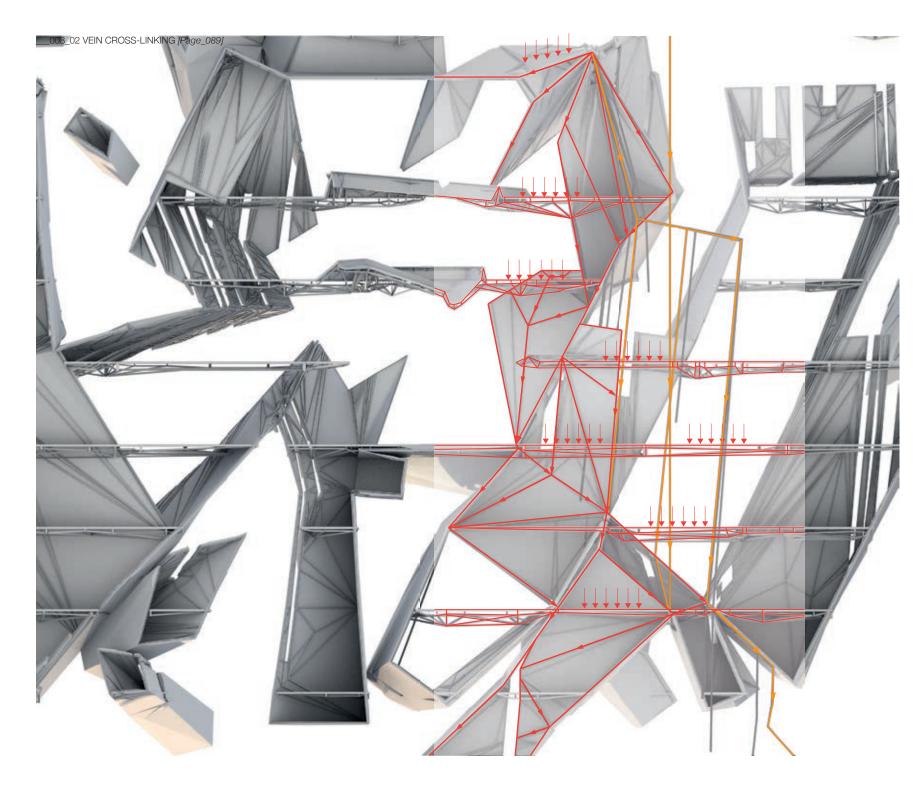


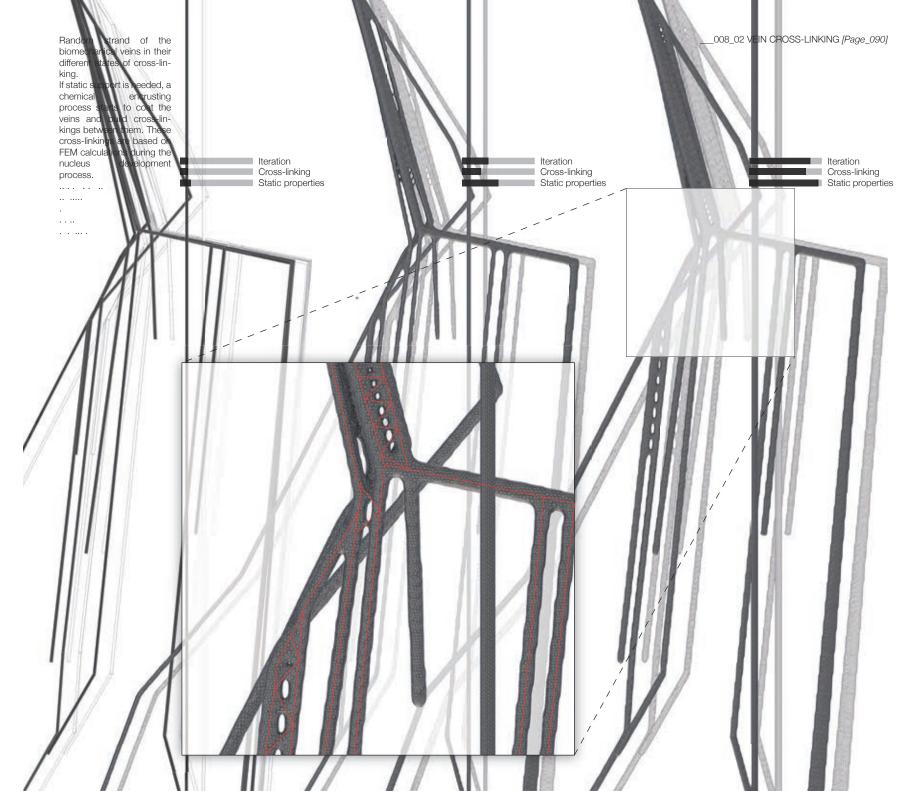
















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_011 TABLE OF IMAGES [Page_095]

- ____ All non referenced images by Ralf Bliem
 ____001_04 Bird View Detroit; Image from websource; See list of references
 __002 Chemical Reaction Video Still Image; Image from websource; See list of references
 ___002_01 Chemical Reaction Video Still Images; Image from websource; See list of references

_ All non referenced sources by Ralf Bliem

____01_04 Bird View Detroit; Websource: https://www.bing.com/maps/ {accessed: 2015.09.15/14:00} __002 Chemical Reaction; Websource: http://beautifulchemistry.net/reactions.html {accessed: 2015.01.24/09:00} __002_01 Chemical Reaction; Websource: http://beautifulchemistry.net/reactions.html {accessed: 2015.01.24/09:00}

_013 CURRICULUM VITAE [Page_097]

RALF BLIEM

7041 Wulkaprodersdorf, Austria Bürgergasse 6 mail@ralfbliem.com www.ralfbliem.com

date of birth: 07/07/1986 place of birth: Eisenstadt, Austria nationality: Austria

EDUCATION

2013-2015	Master studies of Architecture, University of Technology Vienna, Austria Master thesis: Nucleus, Automation in generative architecture
2009-2013	Bachelor studies of Architecture, University of Technology Vienna, Austria Bachelor thesis: Industrial Parasites
2008-2009	Automation Engineering, School for higher technical education Wiener Neustadt, Austria school leaving exam 06/2009
2007-2008	Mechatronics and Microsystems Technology, FH Wiener Neustadt / University of Applied Sciences, Austria
2003-2006	Mechanical engineering, School for higher technical education Eisenstadt, Austria passed with success
2000-2003	Aeronautics, School for higher technical education Eisenstadt, Austria
1996-2000	Secondary school, BG/BRG/BORG Eisenstadt, Austria

INTERNATIONAL EXPERIENCE

2015/04	rese arch LAB - printing on tensile space structures - team fellow	Bratislava, SK
2014/09	Trans-Computational Membranes 2.0 / AA Visiting School Madrid	Madrid, ES
2014/07	Iterative Interpretations - Parametric Berlin Summerschool	Berlin, DE
2014/04	Spring Species - Grasshopper Workshop	Bratislava, SK
2013/03-2014/03	Master studies of Architecture, Technische Universität Berlin, Germany research topic: active noise reducing residential buildings with climatic optimization	Berlin, DE

PROFESSIONAL EXPERIENCE

LANGUAGES

2015/09	D2 Digital Design Conference, Vienna, Austria organization crew	German: Mother toungue English: Fluent in spoken and written Croatian: Basic
2013	Founder of pixelkompressor, Vienna, Austira, Berlin, Germany computational architecture, digital art, digital design	
2013/08-09	Baum- und Gartenservice Trimmel, Forchtenstein, Austria intern, landscape management and design	TECHNICAL SKILLS
2012/09	Baum- und Gartenservice Trimmel, Forchtenstein, Austria intern, landscape management and design	Software Cinema 4D Autodesk
2010/06-08	Co. Stapf, Ebreichsdorf, Austria Intern, landscape management	Autocad Maya Revit
2007/04-08	Co. Rollo, Brunn am Gebirge, Austria technical drawer, prototype design and mechanical engineering & construction	Inventor Rhino Grasshopper
2006/10-2007/04	Military Service, Bruck a.d. Leitha, Eisenstadt, Austria assistance deployment in Rattersdorf, Austria	ZBrush <i>Adobe</i> Illustrator
2004/07-08	Baum- und Gartenservice Trimmel, Forchtenstein, Austria holiday work, exterior finish	InDesign Photoshop After Effects
2003/07	Metallbau Lang, Wulkaprodersdorf, Austria holiday work, drafting and manufacturing of metall makings	<i>Hardwar</i> e ZCorp ZPrinter® 650
2002/07	Diamond Aircraft, Wr. Neustadt, Austira holiday work, aircraft maintance	Trotec Speedy 500 Rapid Prototyping - Dimension Elite

PUBLICATIONS

2015/08	Nillepora pitcrit [www.pitcrit.com]
2015/07	Secession_Adpt pitcrit [www.pitcrit.com]
2015/05	Secession_Adpt suckerpunchdaily [www.suckerpunchdaily.com]
2015/01	Short mention of Project Millepora by Stefan Rutzinger & Kristina Schinegger @ MECS Conference, Leuphana University, Germany MECS Institute, Leuphana University Lüneburg, Germany
EXHIBITIONS	
2015/09	void subdivide (){} @ cafe strudekla, Berlin, Germany exhibition about computer generated graphics, their randomness, repeatability and singularity.

2014/08 Philips scholarship for the AAVS Madrid 2014 The Architectural Association