

Robotic Traces for Architecture

A collaboration with Rubin, Stuk & Søn

The project *Robotic Traces for Architecture* explores the aesthetic potential of the traces generated by the computerized tools: the wire-cutter and milling tool within the frame of the classic architectural elements: the frieze and the trophy.

The robot's paths have been developed with the visual programming interface Grasshopper for Rhino based on a parametric setup with various graph types.

Finally, the wavy frieze has been cut out in sand stone by a 10-millimeter diamond coated wire, and the fluted trophy has been milled out by a 30-millimeter ball-headed milling tool.

The collaboration with Rubin Stuk & Søn demonstrates how workshop-based artistic research within new technology is able to meet professional practice for facade renovation and develop new knowledge for future architectural artistic practice.

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