

Selected Japanese Architecture and Urban Design

- 1. Historical Examples
 - Case Studies soon to be linked from here
- 2. 2014 Paper and Talk in London including Japanese towns and homes designed by Elizabethtown College Students
 - PAPER (<u>PDF</u>, <u>WORD</u>)
 - TALK (<u>PDF</u>, <u>PPT</u>)
- 3. 2013 Paper and Talk in Japan, and personal pictures of Narita, Osaka, and Kyoto:

Japan, Hawaii, California 2013 40 Day Journey

- Osaka, Kyoto, and Narita, Japan
 - Osaka Sustainability Conference
 - <u>Key-note Speaker</u> (with my son Joseph at adjacent podium)
 - Paper co-authored with son Joseph
 - A few of the >100 slides are shown below
- · Oahu, Hawaii
 - Honolulu Green Manufacturing Conference
 - See <u>Paper</u> and <u>Talk</u> (and a few selected slides below)
 - University of Hawaii Architectural meetings
- Newport Beach, California

Green Architecture and Environmental Design using Rapid-Prototyping Social-Networking Sandbox Tools followed by Professional Architectural Software

2013 Asian Conference on Sustainability, Energy and the Environment -- Osaka, Japan



Conference website:

http://iafor.org/acss_acsee2013.html



acss/acsee



potlight speaker



Joseph Wunderlich Elizabethtown College, USA



Dr. Joseph Thomas Wunderlich has designed two neurocomputers and part of an IBM supercomputer operating system. His Ph.D. (U.Del) and M.Eng. (Penn State) are in Electrical and Computer Engineering He's conducted robotics research and taught a Ph.D. course at the University of Trento in Italy. He's taught 31 courses including eight new ones. He also has a BS in Architectural Engineering (U.Texas) and an almost-completed 2nd BS in Urban-Planning/Environmental-Design (UCSD). He has Project Director experience for -\$70Million USD of architectural projects in Texas, California, and Pennsylvania; experience as a San Diego County Environmental Planner and as a San Francisco Engineering Consultant (including EPA certifications). Recently he created the Elizabethtown College Sustainable Design Engineering program and the Architectural Studies Minor.

Mr. Joseph John Wunderlich is the designer of several hundred buildings throughout many virtual worlds in Minecraft, and has presented his work on several occasions in Dr. Wunderlich's courses.

Spotlight Speech: Green Architecture and Environmental Design Using Rapid-Prototyping Social-Networking Sandbox Tools, Followed by Professional Architectural Software

In 2012 the United Nations UN-Habitat's Sustainable Urban Development Network partnered with sandbox-game developers of the social-networking block-by-block building software Minecraft to upgrade 300 public spaces worldwide by 2016 by joining professional designers with local inhabitants in virtual-world simulations. This work is similar to the authors' research since early 2011 where a Minecraft server and concurrent database server were configured for peaceful architectural development by players worldwide. and in five college engineering and architectural courses. Students build green homes, plant gardens, and raise livestock in green villages, or on a virtual college campus within environments containing simulated weather, terrains, biomes, and Al-enhanced animals. Student avatars interact to design. Social-media scrolls across the screen so everybody can be heard. Student homes have active & passive solar, thermal mass, natural daylighting, mitigation of cold northern winds, and an overall architectural esthetic. Students create gardens, livestock areas, piazza's, markets, parks, and a wellness center with indoor pool and activity rooms. Credit is given for using the software's electrical, mechanical, and logic design features. Selected students are invited to develop professional architectural drawings. LEED (Leadership in Energy and Environmental Design) concepts are incorporated throughout. Future goals included implementing these methods in new architectural studio courses and at universities abroad; helping extend the UN/Minecraft concept to developed countries; and merging this research with the author's research in robotics & machine intelligence including interactive environmental maps communicating with real-time robots. Long-term goals include on-line virtual-reality classrooms and laboratories with real-time language translation and lifelike avatars.



Saturday Spotlight Session:

Saturday, June 8, 2013

12:30-13:15

Aoi Room 2F

AGENDA

- Inspiration & modeling intro
 - United Nations
- Foam-board alternative

- Design in Social-net
 - Small-scale crowdsourcing
 - Ongoing Charette

- Professional tools
 - Flamingo, Rhinoceros, Revit
- Future











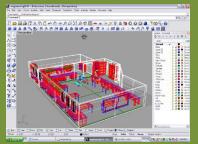




Photo taken by Joseph from other podium



Audience of approximately 200 people



Conference Banquet



Rapid Modeling (two hours in 2011)

by Joseph John Wunderlich









Wunderlich Residence



Foam-board Modeling (several weeks in 2000)

by J. Wunderlich, PhD







Wunderlich Residence

Rapid Modeling

(facade in one hour in 2013)

by Joseph John Wunderlich





Wunderlich Tsojin Server

Design in Social-net



(in 2011)

by Joseph John Wunderlich and J. Wunderlich PhD



Wunderlich Tsojin Server

Design in Social-net (in 2011)



Concurrent database server implemented to allow rollback of "Griefing"

Also implemented foul - language censorship, and disabled features such as firespread, placing lava, and TNT

```
randwaster Top //> Welcome to T50JIN server
created by Joseph John Wunderlich (Dr.W's son)
Jarping to josephhomedesert.
Unknown command, Type "help" for help,
The time was set to 05,00 or 5,00AM or 0ticks in: world
larping to josephoarrier.
ou teleported to 'world3c'!
Your game mode has been updated
The time was set to 06,00 or 6,00AM or Oticks in: world3
Killed 183 mobs.
              at 286(63)=605 in world3:
               1e2e created sandstone
               sunshine345 destroyed iron block
               sunshine345 created iron block
/lb rollback player 1e2e area 10_
```

Wunderlich Tsojin Server

Design in Social-net (in 2011)



For a more powerful server, a "BUKKIT" server mod "CRAFTBUKKIT" used to allow:

- 1. <u>PLAYER RANKING</u>; Ours are: *Guest, Builder, Architect, Master, Admin, and Grandmaster* -- each having many accumulated commands. Bukkit plug-ins "ESSENTIALS," "PERMISSIONS," "CHAT," and "GROUPMANAGER" were configured.
- 2. <u>SQL DATABASE SERVER and plug-in "LOGBLOCK</u>" for logging player activity to allow rolling-back of "griefing" (destruction or construction by un-invited or misbehaving players). The initial release of Tsojin Server was public. Unfortunately, due to griefing (including organized griefing teams), Tsojin was made private.
- 3. <u>MULTI-WORLD plug-in</u> to allow concurrent worlds (and teleportation & gateways between). Tsojin has six worlds.
- 4. <u>Many other plug-ins</u> (foul-language censorship, establishing monetary systems, allowing aircraft and vehicles to move, locking tool chests, sign-posting, etc.).

Built in only two hours by 16 students!

(footprint created in advance)

EGR280 Engineering Research

FYS100 First Year Seminar: Scientific Modeling for Sport

Modeling in Social-net

2012 Hackman Apartments Team-build

VIDEO







Built in three hours by 40

Modeling in Social-net

students (~50% of interior complete)

2012 Masters Center Team-build

(only footprint and section of facade created in advance)

EGR280 Engineering Research

PH275 Cognitive Science

FYS100 First Year Seminar: Scientific Modeling for Sport

EGR332 Computer Organization & Architecture

EGR343 Green Architectural Engineering course





- Main World
- Survival World
- Digital Design World
- FYSworld (four GREEN towns)
- Two private worlds

Design in Social-net



(in 2012)

by Joseph John Wunderlich and J. Wunderlich PhD



- - Survival World
- Default Minecraft mode is "survival" in this world, so all food & materials must be hunted or gathered (including mining); and tools

Initial hunting and gathering is with no tools

and other materials are

crafted

Animal behavior driven by Artificial Intelligence

- Flocking, herding
- Predators and prey
- They reproduce
- They can be tamed

Design in Social-net



(in 2012)

by Joseph John Wunderlich and J. Wunderlich PhD



Digital Design World

Design in Social-net (in 2012)

Combination lock by student Tom Gorko in EGR332 Computer Organization & Architecture

(using built-in Minecraft circuitdesign and logic gates)



Design in Social-net

(in 2012)

by 16 College Freshmen

FYSworld

Four GREEN towns









Design in Social-net

(in 2012)

by 16 College Freshmen

FYSworld

Each GREEN town needed a dedicated lot for 24 visiting high school students to build a Wellness Center with Activity Room, lockers, and an indoor pool – all in one hour!





Minecraft then Revit

<u>VIDEO</u>





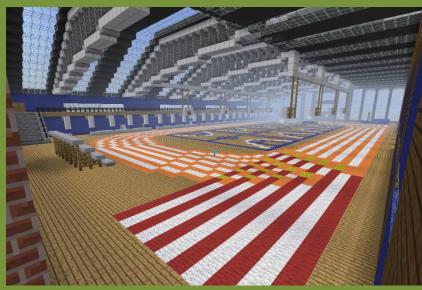




Professional Software
after Rapid Prototyping
semester projects
in 2013/14
by Ricky Sturz
EGR280 Engineering Research

Modeled entire campus in only one semester using Minecraft, including his proposed Field-House/Wellness-Center that he's now using Revit software on

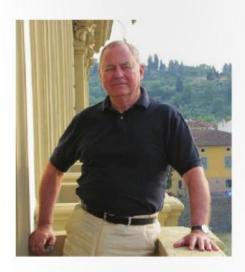


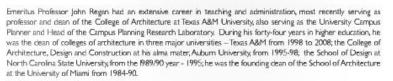


Key-note speaker immediately following ours.

Dean Emeritus of Schools of Architecture at Texas A&M, Auburn, North Carolina State University, and The University of Miami

John Regan Texas A&M University, USA





A member of 18 national accreditation teams for professional programs, Regan served as national president of the Association of Collegiate Schools of Architecture. Regan's research focuses on innovation, design education, methodology and campus planning.

Spotlight Speech: Innovation Through Syntactic Manipulation

While our Conference topic "Sustaining the Future" promises a diversity of ideas, the one factor that will drive sustainability in any of the social science fields in the future is what has been called the "currency of the 21st century = innecestion".

A clear understanding of the processes that produce innovative ideas, concepts, processes and products is essential in a wide range of our fields, whether anthropology, politics, education, or social welfare. Innovation Through Syntactic Manipulation outlines a specific strategy to develop innovative results, first explaining the basic components of this process followed by case study documentations of how this process of innovation has been used by authors, designers, painters, composers and filmmakers. Attendees will learn how to use this "innovation process" to develop new strategies and/or products in any field.

The innovation process depends on three questions: I) What role does "information" play in how we understand things 2) How is the focus subject organized? 3) How can we make innovation happen? By utilizing an essential human characteristic – the desire and ability to "make sense" of any situation encountered – the process combines seemingly opposite characteristics into a single idea, guaranteeing innovative results.

Future innovation is based on successful past innovations. Case studies document how James Joyce, Richard Wagner, Picaso, Duchamp, and Magritte used the Syntactic Manipulation process. This process incorporates the linguistic theories of Charles Sanders Pierce and supports the improvement of social sciences advocated by Bent Ryvbjerg as outlined in Social Science: Applied Phronesis.



spotlight speaker



Saturday Spotlight Session:

Saturday, June 8, 2013

13:15-14:00

Aoi Room 2F

One other selected talk that included traditional Japanese house design



Japanese Town Design ("URBAN PLANNING")

Japanese Town Design

PATHS

and

EDGES













































































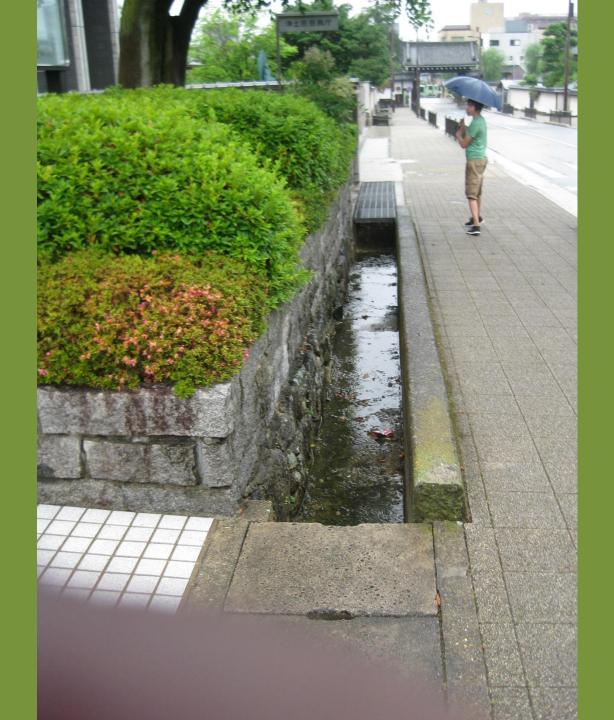


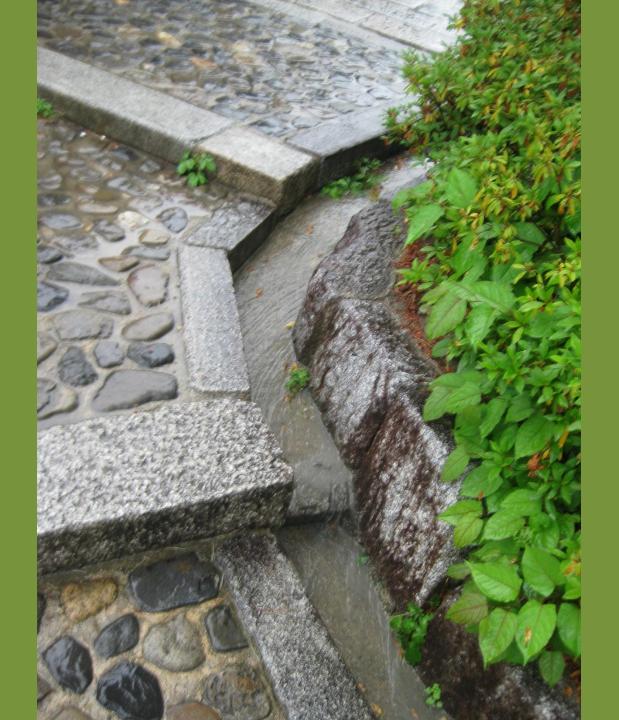






























Japanese Town Design

OPEN SPACES, PLAZA's, and

DISTRICTS



























































Japanese Architecture













































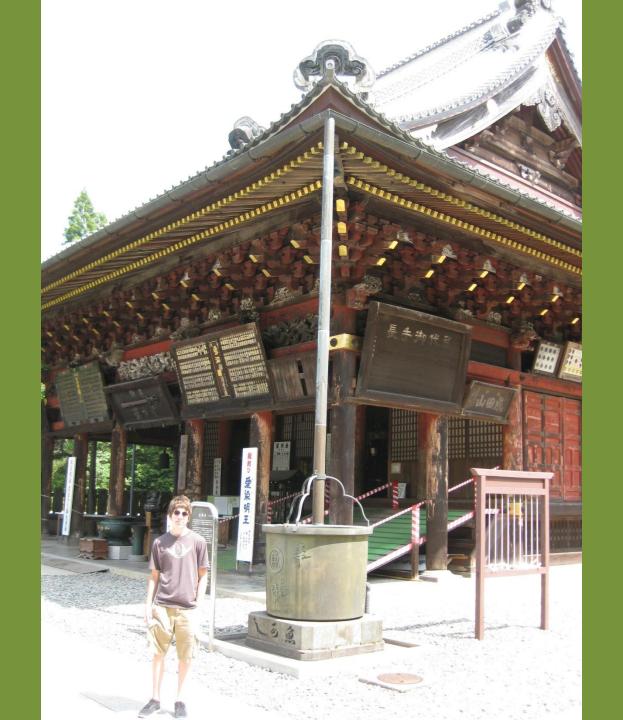


































Japanese Architecture DETAILS





























































京都華頂大学

華頂短期大学

華J頁短期大学附属幼稚



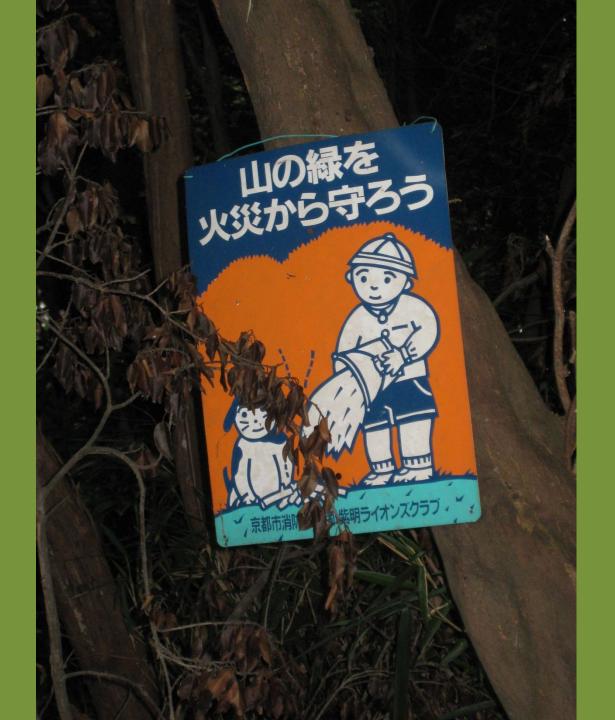
みんなの町を美しく

つンの後胎末は飼い主の責任です。



東山保健所·家庭動物相談所















Hawaii

Conference website:

http://www.isgma.org/

2013 International Symposium on Green Manufacturing and Applications Honolulu, Hawaii

Green Robotics, Automation, and Machine Intelligence; a new Engineering Course in Sustainable Design

Joseph T. Wunderlich, PhD Elizabethtown College, PA, USA

2013 International Symposium on Green Manufacturing and Applications Honolulu, Hawaii

Part of engineering program in Sustainable Design at a US Liberal Arts college in Pennsylvania

Program is mix of environmental engineering and environmental design including high-tech-green

Introduction to mobile robots

Path-planning, obstacle avoidance, real-time sensor fusion, vision, laser range finders, ultrasonic sensors, GPS navigation, digital compass, motor types, wheel configurations



Introduction to robotic arms
Kinematic controls schemes
(position, velocity, acceleration)

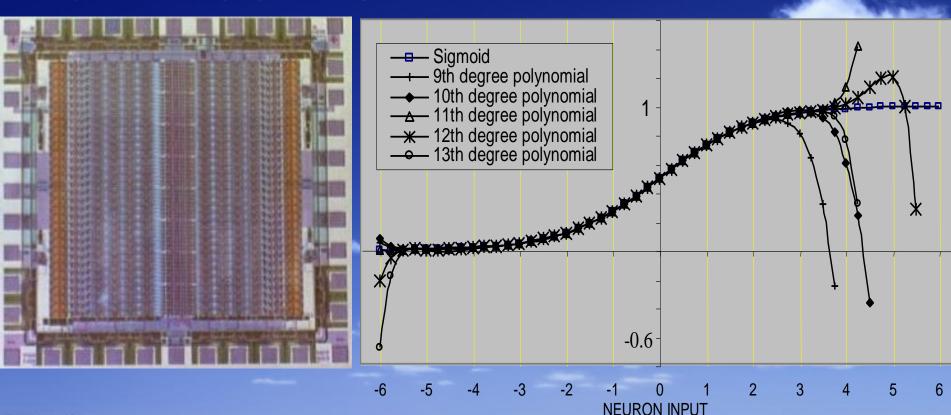


Introduction to connectionist machines

Elizabethtown
College Research
with J. Wundelich

"Bottom-up" biological brain models vs.

"Top-down" psychological models, Mathematical theory



Applications Automated agriculture





Applications Automated agriculture



Applications Intelligent cars (including solar)

Elizabethtown
College Research
with T. Estrada



Applications Intelligent energy storage



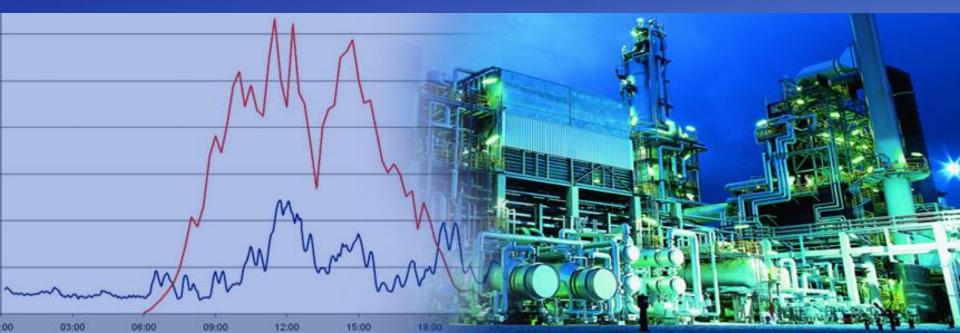
Elizabethtown
College Research
with alumnus
Dr. Dax Kepshire



Applications Energy load-shedding



Elizabethtown
College Research
with alumnus
Dr. Dax Kepshire



Ethical Issues



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College Research
with J. Wundelich

Replacing humans vs. aiding humans

Artificial humanoids

Workers, entertainers, companions

Designing autonomy (Safety of life and property)

Autonomous military drones



Elizabethtown
College Robotics &
Machine Intelligence Lab





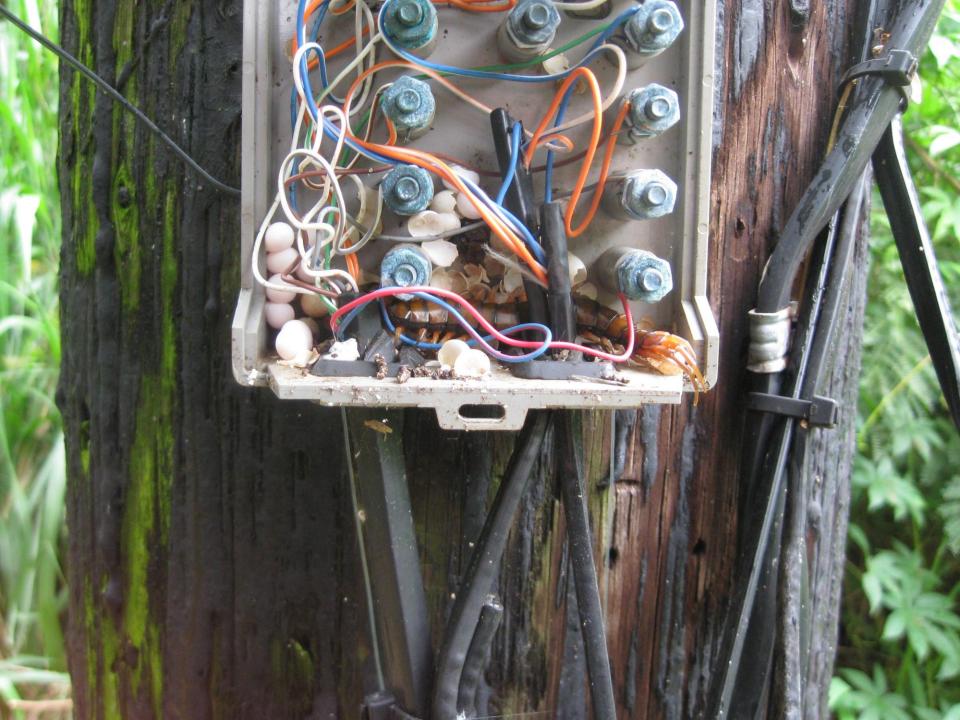




























University of Hawaii

School of Architecture



















California Family

