STRUCTURE OF ARCHITECTURE – TENSEGRITIES IN THE CONSTRUCTION OF ARCHITECTURAL SPACE

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Abstract
Computer techniques allow the digital recording of any spatial form, which significantly changes designing methods. The possibility of the use of computer animation in the analysis of the designed shape allows the digital recording of the changing structure. The paper focuses on the future use of the structures and their development and presents ways of applying tensegrity structures and of space extraction characterizing the architecture. The classification of structural variations is presented as well.

Keywords: Architecture; Space; Structure; Tensegrity; Grasshopper.