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Guest-Editors Neil Leach and Behnaz Farahi have been collaborating since meeting at the University of Southern California (USC) where from 2011 to 2013 they worked on a research project to develop a robotic fabrication technology for 3D-printing structures on the Moon and Mars, funded by two NASA Innovative Advanced Concepts grants. Leach is an academic and theorist. Farahi is a creative designer and technologist. Both are trained as architects. This issue of illustrates their complementary perspectives on the new possibilities opening up for architectural designers within the emerging field of 3D-printed body architecture.

Neil Leach teaches at Florida International University, at Tongji University in China, and at the European Graduate School in Switzerland. He has also taught at many of the leading schools of architecture, including the Architectural Association (AA) in London, Harvard Graduate School of Design (GSD), Columbia Graduate School of Architecture, Planning and Preservation (GSAPP), Cornell University and the Southern California Institute of Architecture (SCI-Arc). He studied architecture at the University of Cambridge, and holds a PhD from the University of Nottingham. He is a licensed architect in the UK, and one of only three architects to be elected to the Academia Europaea. He has published over 30 books, and has guest-edited two previous issues of Digital Cities (2009) and Space Architecture: The New Frontier for Design Research (2014). His publications on architectural theory include Rethinking Architecture (Routledge, 1997), The Anaesthetics of Architecture (MIT Press, 1999), Millennium Culture (Ellipsis, 1999) and Camouflage (MIT Press, 2006). His publications on computational design include Designing for a Digital World (Wiley, 2002), Digital Tectonics (Wiley, 2004), Machinic Processes (China Architecture and Building Press, 2010), Fabricating the Future (Tongji University Press, 2012), Scripting the Future (Tongji University Press, 2012), Robotic Futures (Tongji University Press, 2013) and Swarm Intelligence: Architectures of Multi Agent Systems (Tongji University Press, 2017). He is also the translator of Leon Battista Alberti, On the Art of Building in Ten Books (MIT Press, 1988).

Behnaz Farahi is a creative designer and technologist working at the intersection of fashion, architecture and interaction design. She holds a Bachelor’s and two Master’s degrees in architecture, and is currently an Annenberg Fellow and PhD candidate in Interdisciplinary Media Arts and Practice at the USC School of Cinematic Arts. She is interested in exploring the potential of interactive environments and their relationship to the human body through the implementation of emerging technologies in contemporary art/architecture practice. Her goal is to enhance the relationship between human beings and the built environment by following design/motion principles inspired by natural systems. Application areas include architecture, fashion and interaction design. She also specialises in physical computing, sensor technologies, additive manufacturing and robotic technologies. Her work has been exhibited internationally at Ars Electronica in Linz, Austria; Context Art, Miami; the 3D Printed Fashion Show/Exhibition for Lexus x Voxelworld Show, Düsseldorf; and the Wearable Fashiontech Festival, La Gaîté Lyrique, Paris. It has also been featured in several magazines and online websites including Wired, Frame, the Guardian, BBC and CNN. Awards include the 2016 Innovation by Design Linda Tischler Award and the 2016 World Technology Award (WTN), and she is the recipient of a Madworkshop grant and the Rock Hudson Fellowship. She has also been an Artist in Residence at Autodesk Pier 9 in San Francisco.
Synthesis Design + Architecture, Durotaxis Chair, 2014

Multi-material 3D-printed chair inspired by the biological process of the same name, which refers to the migration of cells guided by gradients in substrate rigidity.
WHAT IS 3D-PRINTED BODY ARCHITECTURE?
Let us start with a brief definition: ‘3D-printed body architecture’ could be defined as 3D-printed designs by architects for clothing, shoes, food, chairs and other items either for the human body, or at the scale of the human body. While the term itself is new, it nonetheless builds upon a number of existing traditions – the relatively recent history of 3D printing, and the longer-standing history of exploring the relationship between the human body and architecture.

Body architecture introduces a new genre of design practice to the rapidly expanding field of 3D printing, or ‘additive manufacturing’ as it is also called. The use of 3D printing for the fabrication of models has become widespread even within architectural education, to the point that Florida International University has invested in the provision of over 30 MakerBot 3D printers so that every student in its Innovation Lab is provided with their own personal machine. Meanwhile, certain architectural practices, such as Foster + Partners, have been involved in exploring the potential use of 3D printing in building construction for both terrestrial and extraterrestrial environments. Likewise, certain schools of architecture, such as the Institute for Advanced Architecture of Catalonia (IAAC), have also been conducting research into the potential of large-scale 3D printing. 3D-printed body architecture is now opening up and expanding this tradition into a new design arena that shifts the focus from actual buildings to the household items to be found in them.
Body architecture also introduces a new perspective on the history of the relationship between the body and architecture. From Vitruvius’s discussion of proportions in his treatise *De architectura* (c. 30–15 BC),\(^5\) made famous by Leonardo da Vinci’s drawing *Vitruvian Man* (c. 1490), through to Le Corbusier’s stylised universal human figure the Modulor Man (1943), there have been attempts to relate buildings to the proportions and physiognomy of the human body. In the case of the Caryatids, where human figures serve as columns to support the entablature of the Erechtheion on the north side of the Acropolis in Athens, architecture literally takes the form of the human body. More recently, the connection between architecture and the body has led architects to develop an interest in the fashion industry, as in the 2007 ‘Skin + Bones’ exhibition at the Museum of Contemporary Art (MOCA), Los Angeles, and the accompanying publication,\(^6\) which drew extensively on architects designing fashion items. Body architecture draws from this in new and exciting ways to include not just fashion items, but also other design products for the human body.

So what are we to make of the emergence of 3D-printed body architecture? Does it constitute a passing fad where architects are merely experimenting with a new technology? Or could it perhaps be described as a form of ‘proto-architecture’ – like furniture, espresso makers and pavilions in the past – where architects explore at a smaller scale design strategies that will eventually feed into full-scale buildings? Or does it actually constitute a radical new genre of architectural design that not only expands the range of potential commissions for architects, but also forces them to rethink the very nature of architectural education and practice?

However we might appraise the work, one thing is abundantly clear: the contributors to this \(\textbf{D}\) have all experienced some form of architectural education. In other words, the work is connected fundamentally to the discourse of architecture. The issue seeks to chart and analyse 3D-printed body architecture, and expose it as one of the most exciting developments in the discipline in recent years.
OTHER ARCHITECTURES

In few other disciplines are students taught to design, think three-dimensionally and understand material behaviour quite as well as in architecture. The skills taught in architectural education are readily transfferable to other arenas, and there has been a long tradition of architects migrating to other disciplines. Constance Adams, for example, studied architecture at Yale University, but moved into the space industry to become one of the designers of the International Space Station. Joseph Kosinski, who studied architecture at Columbia University’s Graduate School of Architecture, Planning and Preservation (GSAPP), moved into the film industry to become the director of movies such as *Tron: Legacy* (2010) and *Oblivion* (2013).

Architectural education now places a heavy emphasis on digital skills. Moreover, with the introduction of digital technologies, as Mark Burry has noted, the differences between architecture and other disciplines are being effaced. With these new opportunities has come an increase in the number of architects shifting to other design fields, especially 3D printing. For example, many have used their digital skills to work for fashion designers, such as Iris van Herpen, even though – or perhaps because – Van Herpen herself does not possess those same digital skills. In this issue of *D* alone, contributors Niccolò Casas (pp 34–9), Neri Oxman (pp 16–25) and Julia Koerner (pp 40–47) have all worked for Van Herpen, whether or not their names appear on the list of credits. Other contributors designing 3D-printed fashion items include Francis Bitonti (pp 64–9), Jessica Rosenkrantz and Jesse Louis-Rosenberg, cofounders of design studio Nervous System (pp 48–57) and Guest-Editor Behnaz Farahi (pp 84–91).

Often these designers engage with other computational systems. Farahi combines her interest in 3D printing with interactive systems. Similarly, Eric Goldemberg’s MONAD Studio has collaborated with interactive designer Anouk Wipprecht on the design of a series of interactive 3D-printed musical instruments and a prosthesis for bionic pop artist Viktoria Modesta (pp 120–25). Meanwhile, Madeline Gannon explores how digital technologies can scan the topography of the body so that jewellery can be customised for the user (pp 114–19).

MATERIALITY

It could be argued that whenever architects find themselves working in other design fields, they always bring with them deep-seated architectural concerns, such as an interest in materiality and material behaviours. This is reflected in many of the contributions to this issue. Neri Oxman has been a leading figure in exploring the limits of 3D printing, and her contribution includes designs for 3D-printed glass (see pp 31–33). What distinguishes Oxman’s work in particular is her capacity to marry technical expertise with design ability. Not only are the 3D-printed glass designs she has produced with her Mediated Matter Group at the MIT Media Lab technically innovative in their production methods, but the results are also ravishingly beautiful.

Farahi is likewise interested in 3D-printing materials, but for different reasons. Her article (pp 84–91) explores how design and geometry can be used to produce flexible items out of rigid materials, where printers using soft, flexible materials are not available or too expensive. Bitonti addresses similar concerns in his article (pp 64–9).

![Emerging Objects, Twisting Tower, 2017](This container is 3D-printed in salt from the San Francisco Bay.)
One of the key constraints with 3D printing is the cost of materials. Ronald Rael and Virginia San Fratello have been researching alternative low-cost materials, such as salt and clay.

One of the key constraints with 3D printing is the cost of materials. For some time now, Ronald Rael and Virginia San Fratello have been researching alternative low-cost materials, such as salt and clay. Their article (pp 92–7) explores the potential use of clay – one of the most ancient building materials – in one of the most contemporary modes of fabrication: 3D printing.

As a student of architecture at the Southern California Institute of Architecture (SCI-Arc), Kyle von Hasseln experimented with 3D-printing food. Together with his partner, Liz von Hasseln, he went on to establish a company for 3D printing with sugar, the Sugar Lab, which was subsequently acquired by 3D Systems. With a background in the sciences prior to his architectural education, for him the crucial challenge here is to understand the crystalline tectonics of sugar itself (pp 98–105).

The question of tectonics is also touched upon by Patrik Schumacher, Director of Zaha Hadid Architects (ZHA), which has produced a range of 3D-printed items, from jewellery through to relatively large-scale structures (pp 106–13). Schumacher sees his notion of ‘tectonism’ as a subset of the new global style that he has coined ‘parametricism’. The extent to which tectonic principles can be understood within a framework of ‘style’ will no doubt generate considerable debate.

ECONOMIC MODELS
What is remarkable about the contributors to the issue is that, rather than working for others, many of them have seized the chance to set up their own 3D-printing design companies. As such, 3D printing presents a new field of potential entrepreneurship for architects.

Bitonti, and Rosenkrantz and Louis-Rosenberg have respectively established highly successful design practices, Studio Bitonti and Nervous System, focusing exclusively on 3D-printed wearables. Ronald Rael and Virginia San Fratello are the cofounders of 3D-printing ‘make-tank’ Emerging Objects. Likewise, Rem D Koolhaas, nephew of the famous architect with the same name from the Netherlands, has established his own shoe brand, United Nude, and collaborated with a series of architects in developing 3D-printed footwear (see pp 70–75). Julia Koerner has established JK Design, where she designs 3D-printed fashion items alongside buildings and products (pp 40–47).
Perhaps the biggest entrepreneurial success story, however, has been that of Steven Ma (pp 58–63), who trained as an architect at SCI-Arc, and has established a thriving 3D-printing practice, Xuberance, in Shanghai, where he designs everything from jewellery to architectural facades. Ma has been valued at $40 million by his investors, and has opened up a 3D-printing museum and three 3D-printing cafes in Shanghai.