



Interactive Textures for Architecture and Landscaping: Digital Elements and Technologies (Premier Reference Source)

Mikael Wiberg

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Interactive architecture is already a reality and an emerging phenomenon that will soon be part of our everyday environments.

Interactive Textures for Architecture and Landscaping: Digital Elements and Technologies provides a concise theoretical foundation valuable for anyone interested in understanding the potential and impact of interactive architecture. This work is of great value for professionals including interaction designers, architects, artists, and for researchers in related disciplines and also serves as an intellectual point of reference for anyone interested in the ongoing digitalization of our built environment, our culture, and our society.

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