

Current trends in Art & Design

Finding the Cutting Edge ::: People & Ideas, Studios & Companies

Green Design/Sustainable Design :: Architecture

William McDonough
Charlottesville VA

William McDonough Partners
<http://www.mcdonough.com/>

William McDonough Partners, Architecture and Community Design is an internationally recognized design firm practicing ecologically, socially, and economically intelligent architecture and planning in the U.S. and abroad. McDonough is also the cofounder and principal, with German chemist Michael Braungart, of McDonough Braungart Design Chemistry (MBDC), which employs a comprehensive Cradle to Cradle design protocol to chemical benchmarking, supply-chain integration, energy and materials assessment, clean-production qualification, and sustainability issue management and optimization.

David Hertz
Santa Monica CA

Syndesis Inc.
<http://www.syndesisinc.com/index-arch.html>

The work of David Hertz AIA Architects and Syndesis, Inc. is multidisciplinary in focus and ranges from the design and construction of residential and commercial buildings, product design, furniture design and public sculpture to material development and manufacturing i.e. Syndecrite®, the innovative pre-cast lightweight concrete surfacing material, and environmental consulting.

Mark Lakeman
Portland, OR

The ReBuilding Center
<http://www.rebuildingcenter.org/>

The ReBuilding Center is a project of Our United Villages, a non-profit community enhancement organization. Developed by dedicated volunteers, The ReBuilding Center is modeled after successful building material reuse centers throughout North America (over 500 in the United States and Canada). The ReBuilding Center opened to the public in 1998 and moved to a 24,000 square foot warehouse in 1999. By 2001, five tons of materials were being kept out of the landfill each day.

Architecture for Humanity <http://www.architectureforhumanity.org/>
Bozeman MT
Executive Director/Co-founder: Cameron Sinclair
Co-founder: Kate Stohr

Architecture for Humanity is a 501(c)(3) charitable organization founded in 1999 to promote architectural and design solutions to global, social and humanitarian crises. Through competitions, workshops, educational forums, partnerships with aid organizations and other activities, Architecture for Humanity creates opportunities for architects and designers from around the world to help communities in need. We believe that where resources and expertise are scarce, innovative, sustainable and collaborative design can make a difference.

Green Design :: Professional Associations /Exhibitions/Conferences

US Green Council & LEED (Leadership in Energy, Environment & Design)
<http://www.usgbc.org/>
Sponsors of GreenBuild International Conference and Expo
<http://www.greenbuildexpo.org/>

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LEED was created to:

- define "green building" by establishing a common standard of measurement
- promote integrated, whole-building design practices
- recognize environmental leadership in the building industry
- stimulate green competition
- raise consumer awareness of green building benefits
- transform the building market

The Green Design Institute at Carnegie Mellon

<http://www.ce.cmu.edu/GreenDesign/>

The Green Design Institute is a major interdisciplinary research effort at Carnegie Mellon that aims to make an impact on environmental quality through green design. The central idea of the institute is to form partnerships with companies, government agencies and foundations to develop pioneering design, management, manufacturing, and regulatory processes that can improve environmental quality and product quality while enhancing economic development.

As an interdisciplinary program, the Green Design Institute encompasses people from a wide array of fields and backgrounds. Faculty from engineering, business, and public policy with specialties in economics, management, biology, chemistry, infrastructure systems, energy, statistical modeling, as well as environmental issues participate.

The Centre for Sustainable Design

<http://www.cfsd.org.uk/>

The Centre for Sustainable Design facilitates discussion and research on eco-design and broader sustainability considerations in product and service development.

HauteGREEN

<http://www.hautegreen.com/>

HauteGREEN is an exhibition of the best in sustainable design for the contemporary home, showcasing furniture, lighting, and accessories that are both aesthetically pleasing and eco-friendly. HauteGREEN 2006 features a curated collection of over forty pieces, from designers working in Brooklyn and around the world.

EnviroDesign9

<http://www.isdesignet.com/ED/index.html>

EnvironDesign9 is a conference that combines unparalleled education with unlimited networking opportunities to explore how environmental stewardship is the creative and critical force driving contemporary design and product innovation.

Attendees include:

- Architects, engineers and planners
- Interior designers
- Environmental executives
- Facility managers
- Industrial designers
- Real estate contractors, developers and owners
- Government and environmental policy makers
- Manufacturers and suppliers
- NGOs and non-profit executives
- Urban planners
- Landscape professionals
- Educators and students
- Journalists
- Environmental consultants

Green Design :: New Materials

Material ConneXion

<http://www.materialconnexion.com/PA1.asp>



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NYC, Bangkok, Milan and Cologne

Material ConneXion is the largest global resource of new materials. Our Library houses over 2,000 new and innovative materials representing eight categories: polymers, glass, ceramics, carbon-based materials, cement-based materials, metals, natural materials and natural material derivatives. We feature truly cutting-edge materials and applications. Complete Library information is accessible via the Internet, using Material ConneXion's database.

Materials and Applications <http://www.emanate.org/ma-info.htm>
Los Angeles, CA

Founder, Jenna Binder, and technical director, Oliver Hess (background in robotics, high tech interactivity and special effects), established Materials and Applications to serve as an experimental venue for researching and exhibiting fresh and original design work. Materials and Applications provide architects and designers with an opportunity to experiment with new and unusual materials at little cost in a temporary setting.

Universal Design :: Accessible Design, Transgenerational Design, Design Beyond Age

Adaptive Environments **Valerie Fletcher, Executive Director**
Boston MA <http://www.adaptenv.org/index.php?option=Content&Itemid=77>

Adaptive Environments is a 27 year old educational non-profit organization committed to advancing the role of design in expanding opportunity and enhancing experience for people of all ages and abilities. Adaptive Environments' work balances expertise in legally required accessibility with promotion of best practices in human centered or universal design. Projects vary from local to international. All are characterized by collaboration and user participation.

Multi, Design for People **Roseanne Ramos, Principal & Kat Darula, Principal**
<http://www.designforpeople.com>

Multi™, Design for People, LLC is a consulting and design firm specializing in Inclusive built environments, products, and information graphics.

Expertise and services provide holistic planning and design solutions that accommodate people of all ages and abilities. Multi™ recognizes diverse lifestyles as viable markets, responding to both current and future needs. We consult architects, developers, government agencies, organizations, businesses and individuals.

OXO Good Grips **Sam Farber**
New York, NY <http://www.oxo.com/>

OXO is based on the concept of Universal Design - the design of products usable by as many people as possible. In the case of OXO, it means designing products for young and old, male and female, left- and right- handed and many with special needs. Product lines include all types of kitchen tools including a new silicon textile used to make oven mitts.

Interactive Design :: Design that can Inspire/Educate/Enhance/Entertain Design that can Brand/Market/Sell

Coroflot <http://www.coroflot.com>
Job board for interactive job positions (and other design based jobs) also offers portfolio hosting services.

Second Story <http://www.secondstory.com>
Portland OR
Design firm that focuses on story telling that engages the audience and the viewer navigates to parts of the story selectively. Work is used in kiosks, web sites and site specific installations.
Designers tasks are to: Develop the information architecture and navigation, design interfaces, collaborate with multidisciplinary teams.

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The Barbarian Group www.barbariangroup.com

Boston, MA

The Barbarian Group LLC, a full service interactive services shop clients include Volkswagen, Saturn, Nike ACG, Verizon, and others.

Firstborn <http://www.firstbornmultimedia.com/>

New York, NY & Los Angeles, CA

Provides clients with interactive and print design solutions, assist large and small companies sell, market, train, and communicate more effectively through web sites, intranet sites, laptop and CD Rom presentations, ads, catalogs, brochures etc.

R/GA www.rga.com/large.html

New York, NY & London, England

Interactive agency that specializes in delivering award-winning creative, advanced global strategies and complex software development.

Frog <http://www.frogdesign.com/>

New York, NY - Silicon Valley, San Francisco, San Jose, CA - Austin, TX - Milan, Italy, Herrenberg, Germany

Frog design is a global company with over 200 employees in five studios across the world. Frog's services began with industrial design and now include brand, strategy and digital media.

Interactive Design :: Gaming

International Game Developers Association <http://www.igda.org/>

The IGDA is a non-profit professional society that is committed to advancing the careers and enhancing the lives of game developers by connecting members with their peers, promoting professional development, and advocating on issues that affect the developer community.

Gamasutra <http://www.gamasutra.com>

Webiste devoted to the art and business of making games. Site includes an excellent job board for opportunities in the industry.

Ceropia <http://www.cecropia.com>

Cecropia is inventing a new form of interactive storytelling that anyone can participate in and enjoy. The company is currently developing its first interactive film that allows players to act in the role of an animated character and control his behavior, expressions and reactions to other characters.

Interaction Design

Visual i/o Angela Shen-Hsieh
Somerville, MA <http://www.visual-io.com>

Visual i|o advanced visualization applications offer a proven and more effective way to acquire, analyze, understand, and use information. Our presentation-tier applications leverage existing IT systems and data sources to bring an entirely new level of visibility and clarity to support the decision-making efforts of executives, managers, knowledge workers, and consumers.

Robotics

Hanson Robotics David Hanson www.hansonrobotics.com



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David Hanson As CEO of Hanson Robotics, Inc, David Hanson creates robot faces that have been dubbed "among the most advanced in the world" by the BBC, and inspired Science to label Hanson "head of his class" in social robotics. After receiving a BFA from the Rhode Island School of Design, and dabbling in AI programming at Brown, David Hanson worked at Walt Disney Imagineering, leading development of an autonomous walking robot and electro-active polymer (EAP) actuators. Later Hanson went on to work toward a PhD at the University of TX at Dallas, developing social robots affect naturalistic conversations with face tracking AI, speech recognition, and realistic expressions that use Hanson's patent-pending polymer materials.

NextFest <http://www.nextfest.net/>
New York, NY

NextFest is sponsored by WIRED magazine and showcases the future of communication, design, entertainment, exploration, health, security and transportation. Futuristic galleries house exhibits from around the world that present unique inventions, prototypes, designs and interactive experiences from leading and global R&D.

7. Online Magazines :: Art/Design/Culture

ArtKrush

<http://www.artkrush.com/mailler/issue21/>

Features articles on international art, design and architecture.

Res

<http://www.res.com/index.res.html>

Features articles on current film, music, art, design and culture.

Wooster Collective

<http://www.woostercollective.com>

The Wooster Collective was founded in 2001. This site is dedicated to showcasing and celebrating ephemeral art placed on streets in cities around the world.

Juxtapoz

<http://www.juxtapoz.com>

Art and culture magazine online.

Research and information sources for this presentation came from:

- *Dwell Magazine* (focus on architecture, interior and landscape architecture and design)
- *ID Magazine* (focus on industrial/graphic/interactive design)
- *Communication Arts* (focus on graphic/interactive design)
- *Print Magazine* (focus on graphic/interactive design)
- *Metropolis Magazine* (focus on architecture/art/culture)
- *Fast Company* (focus on companies on the rise and issues related to trends in business practices)

(See attached list for subscription information for these publications)

Commonly used terms for design work that incorporates technology

1. Interactive Design/Interaction Design

[Interaction design is the art of facilitating or instigating interactions between humans \(or their agents\), mediated by products. Interaction in this context means communication, either one-on one \(a telephone call\), one-to-many \(blogs\), or many-to-many \(the stock market\). The products an interaction designer creates can be digital or analog, physical or incorporeal or some](#)

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[combination of all or some of these.](#)

[Interaction design is concerned with the behavior of products, with how products work. A lot of an interaction designer's time is spent defining these behaviors and focusing on how to facilitate the way the product works when people use it.](#)

2. New Media

Using digital media and computer technology to create innovative and interactive instructional and presentation materials for delivery via CD, DVD and the Internet.

3. Multimedia

The combining of text, graphics, photography, video, audio and music all in one presentation. Can be put on a CD, DVD or delivered via the Web.

4. Digital Media on the Web

Refers to any type of information in digital format including computer-generated text, graphics and animations, as well as photographs, animation, sound and video.

Digital media encompasses digital audio, digital video, the World Wide Web and other technologies that can be used to create and distribute digital "content".

5. Interactive media

Refers to media of communication that allow for active participation by the recipient.

Interactive media are often designed by information designers. Forms of Interactive media include: computer games, CD ROMS (edutainment) and web sites.

6. Streaming media

Streaming Media is digital audio and video delivered over the World Wide Web. The media is downloaded in "streams" of data rather than as one big file. This saves time and disc space and allows for webcasting of "live" events as well as viewing of archival files.

7. Imaging

A variety of services involving digital and film-based photography, digital large-format color printing, scanning, and digital photo-image manipulating.

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Art & Design Periodicals for current trends in Art & Design

1. **Communication Arts** - <http://www.commarts.com>
Communication Arts (aka Comm Arts or CA) is published 8 times per year with Annual issues devoted to the newest and best in Illustration, Interactive, Photography, Design and Advertising.
One year subscription: \$53.00/Two years: \$99.00
To order, go to the web site or call: 1.800.258.9111
2. **dwell** - <http://www.dwellmagazine.com>
dwell features articles on current trends in architecture, interior architecture and landscape architecture and related design in the US and internationally.
One year subscription: \$19.95/ 9 issues
To order go to the web site or call: 887.939.3553
3. **I.D.** - <http://www.id-mag.com>
I.D. Magazine is America's leading critical magazine covering the art, business and culture of design.
One year subscription: \$30.00/ 8 issues
To order go the web site or call: 1.800.284.3728
4. **Metropolis** - <http://www.metropolismag.com>
Metropolis features articles with a focus on architecture, culture and design in the US and internationally.
One year subscription: \$27.95/ 11 issues
To order go the web site or call: 1.800.344.3046
5. **Wired** - <http://wired-vig.wired.com/wired/>
Wired features articles on trends in technology, culture and politics.
One year subscription: \$10.00/ 12 issues
To order go to web site

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