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Contemporary Architecture as Digital Media

This study investigates two aspects through major examples where digital media is applied. Firstly, when digital media is involved in the architecture as inner constituents, it allows the architecture's visual movement; visualizes unnoticed information and instigating people's attention; and coincides real space with data space.

Secondly, visual movements created by digital media and the data simultaneously visualized through the interactivity embedded in those visual movements bears recent architecture, in contrast to past structures, as objects of 'visual tactility'. Consequently, architecture as a digital media, in opposition to the genuine virtual space only constituting virtual images, transforms its space into both material and immaterial space at the same time, and thus, reverts the virtuality created by digital media, back into a part of real space.