

SOMMARIO

Preface	5
PAOLO MARTEGANI	
1. The Evolutionary Function	9
1.1 Strategic Design	9
1.2 The Software Product	10
1.3 From the Object to the Process	11
1.4 Parallel Fields	14
1.5 Multimedia and the Object	15
2. Multimedia Objects	22
2.1 The Robot	22
2.2 Ubiquitous Computing	23
2.3 Digital Processing	23
2.4 Artificial Animals	26
3. Multimedia Objects for Communication	27
3.1 Designing the Interface	27
3.2 Guidance, Monitoring, Checking	31
4. Multimedia Objects in Home Design	34
4.1 Intelligent Buildings	35
4.2 High Tech Habitat	38
4.3 Home Theatre	39
4.4 The Interactive Environment	42
4.5 The Metamorphosis of Light	43
5. Multimedia Objects to Wear	46
5.1 Tools for Travelling	46
5.2 Cellular vs. Computer	47
5.3 Affectionate Computers	47
RICCARDO MONTENEGRO	
1. From the Set-square to the Bit	51
1.1 Real Sign, Virtual Sign	
1.2 Traditional Means and the New Design Approach	55
1.3 The Art of Manipulation	59
1.4 The Cultural Roots of the Digital Imagination	66
1.5 From Style to Design	74
2. The Form of the Project	78
2.1 The Formal Categories	78
2.2 Plasticity and Geometry	82
2.3 Assembly, Joints and Connections	83
2.4 Transparency	86
2.5 Deformation	87
Bibliography	91
Internet Sites	92