Knowledge Cube

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Abstract

Architectural identity, as an evolutionary chain of creative tradition, can only be sustained and revived from within, starting with a strengthening of these very internal processes and not by imposing external forms. Usually talking about architectural heritage it is just about the one preserved for touristic events. To overcome this shortage we are going to deal with depends on knowledge or expertise and also on effective application of requisite processing operations to relevant knowledge. The prototyping, testing, evaluation and evolution all use the formidable power of the computer, but the initial spark come from human creativity. The aim of this paper is to resolve the missing integrative vision of culture as a phenomena concept within the existing ontologies. One common criticism of visualization research is that it presents techniques that are technically interesting but that do not provide solutions to real problems. This is a classic problem in research tool and system designs, where technologists have a vision, based on what is computationally possible, but lack an understanding of what is really needed to solve the problems of their generative systems to become a source of inspiration for architectural design process. The new relations between digital form and digital processes are contributing today to the emergence of new conceptual vocabulary, and domain knowledge. Ontologies are known as artifacts designed to model domains of knowledge in a machine understandable manner. In order to exploit machine power in historical data processing it would be necessary to achieve machine interpretable knowledge which is tied with knowledge representation and ontologies. Creative thought potential users. The solution to this problems are the imaginative use which means using the computer like the genii in the bottle to compress evolutionary space and time so that complexity and emergent architectural forms are also a source of inspiration.

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