

# A Translation Methodology in Hyper-Architecture

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## **Abstract**

This paper addresses a specific concept in computer-generated form, which is hypermedia transformation, defined as the transformation process from one digital media to another. As our interest is focused on architecture, the translation result is architectonic. Hyper architectonic transformation therefore is the process through which we get a creative, unpredictable architectural form out of the translation of another form of media. The paper presents a methodology that transforms a Chess match into an architectural product that could lend itself to undergo more design processing. Thus presenting the theoretical approach for a prototype of a CAAD program that is used for the generation of form by translating Chess matches into architectural models.

The proposed methodology is divided into two main stages; the outcome of the first is a 2D composition of colored squares that is suitable for further artistic design processing, while the outcome of the second is a 3D complex hyper architectonic model that uses the colors of the previous stage as a color key in the suggested methodology, and could further be used as a base model for a creative architectural product in a more complex architectural design process.

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