(another- +
new-)
realism-s

ai digital-
sketching

ale girá

(another- + new-) realism-s

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sketching

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ai digital-sketching

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My intention with the series of books entitled 'realism-s' is not to carry out a thoughtful work, or a historically documented exposition. ↵ I believe that architecture is saturated with intellectualism, with the need for models/references from/to the past and with arguments that help little or nothing to solve the real problems we face.↵ Furthermore, I am more interested (and I think they are examples of a more advanced mentality than architecture) in the way in which other arts are produced, manifested and appropriated by their recipients, such as music, literature, plastic arts, and even the scenic ones. In them, the freedom of creation and its meanings are not controlled in the way that architecture is. The reasons for this may be many, but I believe that architecture education and many political and economic interests sustain this 'status quo' of architecture in which creativity is hijacked by inherited 'intellectualities', 'fears' of what they will say, limiting 'doctrines', etc. (and many, far too many, economic and political interests).↵ For these reasons I present this publication in a fundamentally graphic, ab-referential and voluntarily 'light' way. I do not intend with it to satisfy any critical group, or any of the previously mentioned interests.↵ Voluntarily, the chapters that follow reflect and simulate a succession of 'posts', entries, the way in which information is currently disseminated and acquired on social networks.↵ The purpose of this work is that of trying to be helpful (in some way) to solve the serious problems that we are currently facing in the urban and architectural conception with respect to the quality (and sustainability) in urban environments.
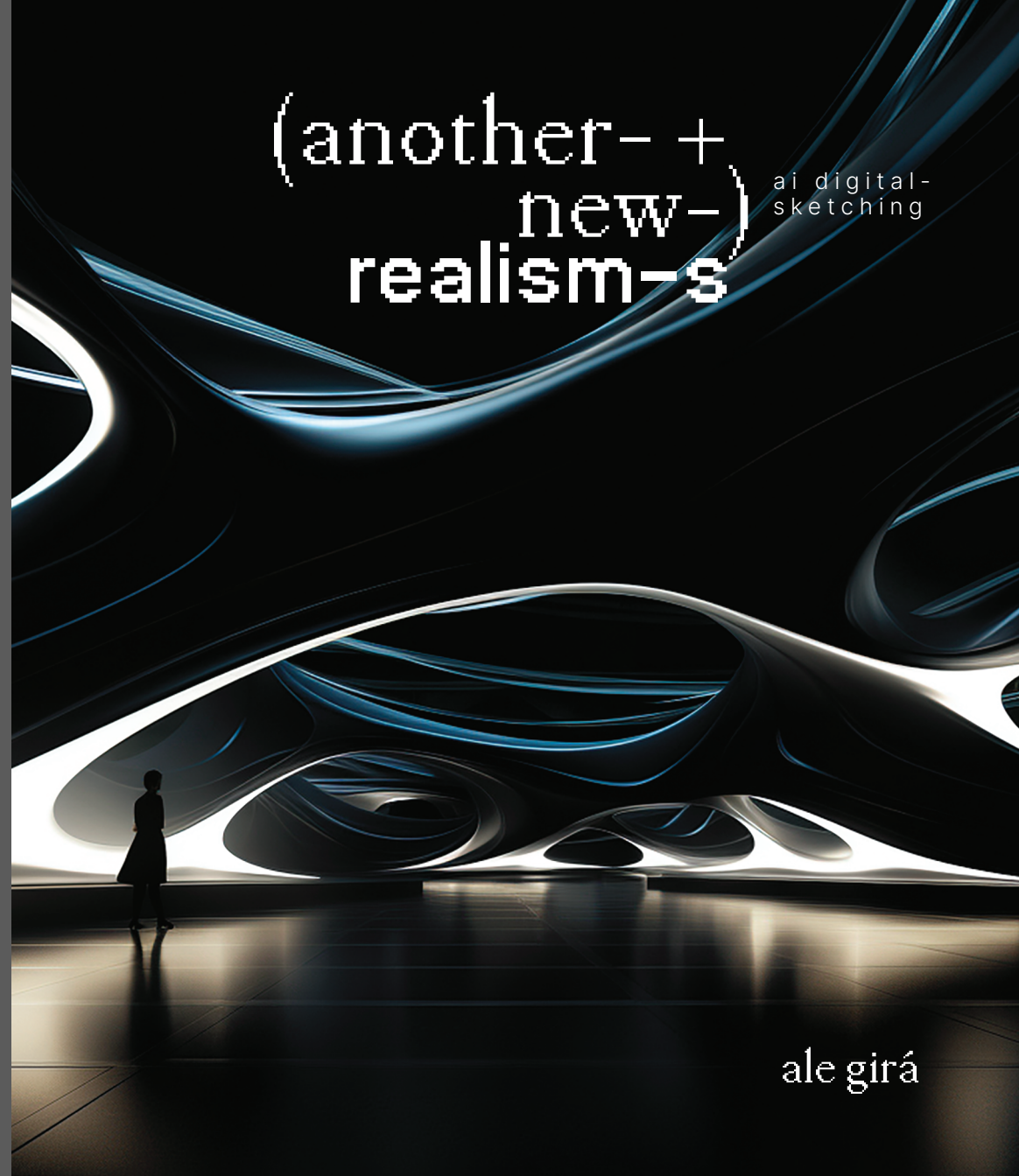
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