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# On 'Analogue Images' of Digital Architecture

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## Abstract

Using technological media such as photography, film and computer technology, in the first half of the 20th century, architecture created new forms as well as fictitious representations of space marked by a new aesthetic. With this history in mind, it seems surprising that while technologies such as AI or robotics are widely available, architecture seems to adhere to traditional means of representations and imaging strategies. A look at the history of digitalization since the 1990s reveals a rift between architecture as factuality and as media: On the one hand, there is a tremendous level of knowledge regarding the digital design and fabrication of space, on the other, the aesthetic representation of such spaces resembles an illusionary snapshot. It presents an abstract, hybrid and fictitious image of architecture even though this image consists of data and processes and has a connection to its physical environment. Considering analogue media and technologies as harbingers of the digital, this paper aims to establish reasons for the seemingly historical appearance of contemporary representations of architecture.

## Keywords

Digital Media, Analogue Aesthetics, Representation Tools, Photography