

Carl Lostritto

Education

2012	Master of Science in Architectural Studies, Design & Computation, Massachusetts Institute of Technology
2008	Master of Architecture, University of Maryland
2006	B.S. summa cum laude in Architecture, University of Maryland

Teaching

Rhode Island School of Design

2017–present	Graduate Program Director
2012–present	Assistant Professor teaching core studios in the M.Arch of B.Arch professional architecture degree programs, drawing+digital media required courses, computation seminars, advanced architectural design studios on the subjects of drawing+computing, elective cross-disciplinary studios, and thesis.
2013-2017	Developer of the Computation, Technology & Culture undergraduate concentration
2016	Coordinator of the Making of Design Principles Sophomore and graduate level studios
2014-2015	Coordinator of Architecture Department drawing and representation curriculum Mentor and supervisor to graduate student instructors, Winter Session
2017	Kevin Crouse and Zoe Ritts: Writing as Architecture
2016	Dongyue Sunny Zhang and Mengcen Shen: Architecture and Film: A Dialog between Space and Experimental Video
2015	Christopher Beck: Experimental Drawing: Architectonics, or Paper Space
2014	Christopher Beck: Architectural Drawing: Techniques for Representation
2014	Aaron Tobey: Systemic Space
2014	Rory Stevens: Digital Fabrication, Output vs. Input
2013	Jamie Graham: Architectural Drawing, Methods + Materials
2013	Burgess Voshell: Experiments in Digital Fabrication
2013	Mariasa Paz: A Drawing Language
2011–2012	Boston Architectural College, Adjunct Faculty Architectural Geometry and Digital Craft Advanced Studio Computing Drawing Space Workshop
2012–2013	Massachusetts Institute of Technology, Instructor Minority Introduction to Engineering and Science, Architecture Project Course
2010	Catholic University of America, Adjunct Faculty Graduate Digital Media Concentration Studio Graduate Digital Media Concentration Seminar: Animate Image (with Lavinia Pasquina)
2008-2010	University of Maryland, Adjunct Faculty Computer Applications in Architecture Digital Media for Urban Design Graduate Architectural Design Studio 1 (with Ronit Eisenbach) Topical Studio: Sustainable Skins (with Madlen Simon and Carl Bovill) Architectural Design Studio 1 (Instructor and Coordinator with Courtney Miller Bellairs)

Invited Design Reviews and Guest Lectures

Boston Architectural College (Joseph Choma studio, Guerra Pastrían + Pérez Ramos studio, Greg Nemes Studio)

Columbia University GSAPP Architectural Drawing and Representation II (Kurgan, Leung, Wilson studio)

Catholic University of America, (Luis Boza M.Arch studio, Elizabeth Emerson studio)

Corcoran College of Art + Design (Jonathan Healey studio)

Maryland Institute College of Art (Malcolm Rio foundation studio)

MIT Architecture (Cristina Parreño Alonso Studio, William O'Brien Jr. Studio, Ryan Murphy studio)

MIT Architecture Bachelor of Science in Architecture Thesis Reviews (Meejin Yoon, Coordinator)

MIT Media Lab / Architecture Department, (Design Across Scales Seminar, Meejin Yoon and Neri Oxman)

Parsons The New School for Design, Architecture Department (Nick Brinnen Studio)

Pratt Institute (Michael Su, Coordinator, Undergraduate Degree Project)

RISD Department of Teaching + Learning in Art + Design (Nancy Friese Seminar)

RISD Department of Interior Architecture (Michael Beaman Studio)

University of Hartford Department of Architecture (Daniel Davis studio)

University of Maryland (Michael Ambrose studio, Colleen Gove Healey studio)

University of Southern California (Iman Ansari Studio, Lisa Little Studio)

Exhibitions

- 2017 *When The Drawing Is Moving*. Solo exhibit at Night Gallery, Chicago, IL. Craig Reschke and Ann Lui (Future Firm) curators.
- 2017 *A Happening of the Abstract Technical*. Group open studio and performance with Ania Catherine, Jessica Emmanuel, and Mike Nesbit. Rooftop, 308 E 9th St., Los Angeles, CA.
- 2016 *Landlines*. Partnered exhibit with Lucy Siyao Liu at MIT Keller Gallery, Providence, RI. Irina Chernyakova, curator.
- 5x5 Participatory Provocation*. Group exhibit. Curated by Julia van den Hout, Kevin Erickson, and Kyle May.
- 2017 Center for Architecture, New York, NY
- 2017 Omi International Arts Center. Ghent, NY
- 2016 RISD Bayard Ewing Building Gallery. Providence, RI
- 2016 Cleveland Urban Design Collaborative, Cleveland, OH
- 2015 Temple Hoyne Buell Hall Gallery at the University of Illinois. Urbana-Champaign, IL
- 2015 *Storm Drawing*. Partnered exhibit with Kyna Leski at RISD BEB Gallery, Providence, RI. Aaron Forrest and Emanuel Admassu, Curators.
- 2015 *Hagerty House 1.011*. Exhibit with Robert Sugar at AIA|ri Gallery, Providence, RI. Ian Baldwin and Vada Seccareccia, Curators.
- 2015 *Room C1*. Faculty Biennial. Group exhibit. RISD Museum. Providence, RI. Mark Moscone, Curator.
- 2014 *Parameters of Time: Computing and Drawing Slowly*. Solo exhibit at the University of Maryland Linear Gallery. College Park, MD. Ronit Eisenbach, Curator.
- 2013 *Swell*. Group exhibit at GRIN. Providence, RI. Corey Oberlander and Lindsey Stapleton, curators.
- 2013 *Fig.03: That then Disappear in the Building of it*. Group exhibit by The Draftery at The Gallery at Sasaki. Watertown, MA. Athanasiou Geolas and Jesen Tanadi, Guest Curators.
- 2013 *Drawing Surfaces*. Solo exhibit and installation at NADAAA Gallery. Boston, MA. Katie Faulkner, Curator.
- 2013 *BB-001-004*. Faculty Biennial. Group exhibit. RISD Museum. Providence, RI. Mark Moscone, Curator.

Lectures and Workshops

- 2016 “While Drawing: All Spheres are Circles, All Circles are Spheres; All Artists are Scientists, All Scientists are Artists.” At Drawing Futures Conference, Bartlett School of Architecture, University College London.
- 2016 “Design Processes that Merge Drawing and Computing.” Najmi Bilgrami Collaborative, Karachi, Pakistan.
- 2016 “How Drawings Become Architectural Drawings.” Indiana University Center for Art+Design. *Drawing and the Brain* Symposium.
- 2015 “Methods and Media for Drawing Shapes, Surfaces, and Storms.” Maryland Institute College of Art, Department of Architecture Lecture Series
- 2015 “Remix Architecture, Drawing the Hagerty House Version 1.011.” Gallery talk with Robert Sugar at AIA|ri exhibit. Providence, RI.
- 2015 *MattersLAB 3*, Robots: Real and Imagined, co-instructor of 4-week workshop (With Jeff Landman, Lisa LaCharite-Lostritto, and Kate Cho) Seoul, South Korea
- 2015 “Drawing as Architecture,” Galley conversation with Perry Kulper. Moderated by Beau Johnson. Critical Encounters: Drawing in Architecture Symposium. RISD Museum. Jan Howard and Igor Marjanovic, co-curators of Drawing Ambience exhibition.
- 2014 *tool() Forum*, co-organizer of symposium with Joy Ko, exhibitor and moderator of Artisan Toolmaker Session.
- 2013 “Data Visualization Without Data.” World Economic forum. WEF+RISD Salon, *(Y)our Data*
- 2013 “Computing And Drawing Slowly, Under the Hood.” University of Maryland. Gallery Talk
- 2013 “Designing and Computing: Some Lines Going for a Walk.” MIT Department of Architecture, Design and Computation Public Lecture Series.
- 2012 “The Computer Did it, Revising Conceptions of Authorship Given Pervasive Digital Media.” Corcoran College of Art + Design. Shared Voices Series.
- 2012 “Tracing Computing Culture, Pre-digital to Post-digital.” RISD Department of Architecture Lecture Series
- 2012 “Programming as Design: Creating Drawings, Mediating Human Input and Controlling Machines.” Lecture and Workshop at College of Arts and Architecture, Stuckerman Center for Design Computing at Pennsylvania State University.
- 2011 “Programming Media.” NADAAA Inc., Professional Seminar Series
- 2009 “Being Parametric,” Advanced Digital Graphics Studio, open lecture. Corcoran College of Art + Design.

Publications

- 2016 “A Collection of Circle-Spheres: A Pre-Digital Post-Digital Convergence.” Essay in *Drawing Futures* book. Edited by Frédéric Migayrou, Laura Allen, and Luke Pearson.
- 2016 “Computational Hatching.” *Journal Of Architectural Education*. Volume 70 issue 1 March 2016. Edited by Amy Kulper.
- 2015 “[The Value of Randomness in Art and Design](#).” *Fast Co. Design*. October 15, 2015.
- 2014 “Drawing Connect Four Strategy.” Code Studio Pamphlet Response to Lev Manovich Lecture.
- 2013 “How to make sure that time, force and flaws don’t disappear, despite the computer.” *The Draftery Draftery Fig. 03 that then disappear in the building of it*. Edited by Athanasiou Geolas and Jesen Tanadi.
- 2013 “Cute Little Drawings.” Mole Magazine, *Cute Little Things*. Issue 1. Waterloo Publishing Group.
- 2013 *Digital Craft and Architectural Geometry*. A publication of the Boston Architectural College Educational Committee 2012-2013 Grant. Edited by Carl Lostritto with Contributions by Moa Carlsson and Marie Law Adams.
- 2012 “The Definition, Necessity, and Potential of Drawing Computation.” *Dosya 29, Computational Design*. Onur Yüce Gün, Editor.
- 2012 “Rendering Drawing” *CLOG: Rendering*, August 2012. Kyle May, Editor.

- 2011 “Flat Spaces and Deep Planes: Evaluating the Spatial Potential of Two-dimensional Computationally”
Generated Visual Stimuli. Proceedings of 2011 Spatial Cognition for Architectural Design. With Theodora
Vardouli
- 2011 “Drawn Animations.” *Testing to Failure*. Sarah M. Hirschman, Editor. SA+P Press. 2011. Page 372
- 2009 “Teaching Systems Thinking Through an Algorithmic Process.” *Arab Society of Computer Aided Architectural
Design*, Manama, Bahrain
- 2008 “Scripting Animation: Toward the Capture of Computational Topologies and Articulation of Change.” *Computer
Aided Architectural Design and Research in Asia*, Taiwan
- 2008 “Animate Topologies, Blending media and Architecture.” 2007-2008 *formZ Joint Study JOURNAL 16*,
Partnerships in Learning. With Michael Ambrose
- 2008 “Introductory Digital Design Seminar: Thinking and Making.” 2007-2008 *formZ Joint Study JOURNAL 16*,
Partnerships in Learning. With Mark Ramirez
- 2008 “Animate Education: Early Design Education Pedagogy.” *Computer Aided Architectural Design and Research in
Asia*, Chiang Mai, Thailand, 2008. With Michael Ambrose and Luc Wilson
- 2008 “Imaging Computation: Scripting and Animation as Process and Product.” Master of Architecture Thesis,
University of Maryland School of Architecture, Planning and Preservation
- 2007 “CubeExplorer: An Evaluation of Interaction Techniques in Architectural Education.” *INTERACT 2007*, Rio de
Janeiro, Brazil. With Hyunyoung Song, François Guimbretiére and Michael A. Ambrose
- 2006 *_module*, Issue One. Co-founder, graphics editor, concept designer. University of Maryland School of
Architecture, Planning & Preservation.
- 2006 *_module*, Pilot. Co-founder, graphics editor, concept designer. University of Maryland School of Architecture,
Planning & Preservation.
- 2005 “[mis]representations.” *_module*, Pilot. University of Maryland School of Architecture, Planning &
Preservation.

Bibliography

- 2017 “[Top Art Schools Venturing Online](#)” by Emily Tate for *Inside Higher Ed*.
- 2017 “[A Convergence of Computation + Culture](#)” by Robert Albanese for RISD Media Group.
- 2016 “[5x5 Exhibit: Participatory Provocations](#)” Zach Mortice for *Architect* magazine.
- 2016 “[Twenty five architects tackle five current issues with 25 models in this Illinois exhibition](#)” Matthew Messner for
Architects Newspaper.
- 2015 “What is Architecture to you? RISD Art Circle Interviews Carl Lostritto.” Organized by Hollis Mickey, Assistant
Educator, Gallery Interpretation at RISD Museum
- 2014 “[Code As Bureaucracy: Art Hack Day Takes on Artificial Intelligence](#).” DJ Pangburn for *The Creators
Project*.
- 2014 “[Man vs. Machine ‘Connect Four’ Games Become Beautiful Line Drawings](#).” DJ Pangburn for *The Creators
Project*.
- 2014 “[The Draftery: Dispelling the Belief That Architectural Drawing is Dead](#).” James Taylor-Foster for *Arch
Daily*

Design Consultancy Practice

- 2008– present Selected partners, clients, and projects:
- Ultramoderne, Providence, RI. MoMA PS1 competition finalist project, Recess (Computation and representation
consulting)
- Providence Design Co-op, Kaleidoscope-Periscope public art project with Tom Beresford and Lisa LaCharite-
Quillen (Architectural and computational design)
- NADAAA Inc., Boston, MA. (Parametric modeling and web coding)
- Princeton Architectural Press (Campus Map cartography and design for MIT campus guide book)

William O'Brien Jr. LLC. Cambridge, MA. Totems project and exhibit at The Zoellner Arts Center (Parametric modeling and prototyping)

John Ochsendorf, Guastavino Project. Cambridge, MA (Web programming)

Fielding Nair International, Minneapolis, MN. Multiple school designs (Representation, visualization, scripting and parametric modeling)

Square 134 Architects, Washington, DC (Web programming, graphic design)

University of Maryland School of Architecture, Planning and Preservation, College Park, MD (Graphic design, animation programming)

Grants, Honors and Awards

2015	PopUp Providence, Public Art Grant, Department of Planning, City of Providence, RI
2013	RISD 2050 Fund, Code Studio Event Series
2012	Education Committee Research Grant, The Boston Architectural College
2008	Thesis Prize, School of Architecture, Planning and Preservation
2008	Alpha Rho Chi Bronze Medal, School of Architecture, Planning and Preservation
2008	Distinguished Teaching Assistant Award, Center for Teaching Excellence
2006	Interdisciplinary Multimedia and Technology Citation, University of Maryland
2005	Chancellor's academic excellence scholarship, University of Maryland
2004	Media, Self and Society Scholars Citation, College Park Scholars, University of Maryland

Academic Service

2017	Association for Computer Aided Design in Architecture, Disciplines & Disruption Conference Technical Chair
2017	Association for Computer Aided Design in Architecture, Disciplines & Disruption Conference Reviewer
2016	RISD Department of Architecture Travel Award organizer
2014–present	RISD Department of Architecture Publications advisor
2013–present	RISD Academic Computing Advisory Committee, Chair
2013–present	RISD Department of Architecture graduate admissions reviewer
2012–present	RISD Department of Architecture digital archive, organizer
2012–present	RISD Department of Architecture web curator, programmer, and advisor
2012–2016	RISD Department of Architecture secondary thesis advisor
2012–present	RISD Department of Architecture academic advisor
2015–2016	RISD Division of Experimental and Foundation Studies Spatial Dynamics Program search committee
2015	RISD Science Planning Group
2015-2016	RISD Department of Architecture Graduate Program sub-committee
2014–2015	RISD Department of Architecture Faculty Search committee
2015	RISD Representative to Graduate Portfolio Day. San Francisco, CA
2014	RISD Representative to Graduate Portfolio Day. New York, NY
2013, 2014, 2015	RISD Representative to Boston Society of Architects College Fair. Boston, MA
2013	RISD Undergraduate Admissions Committee
2012	MIT SMArchS Admissions Committee, Design and Computation Group
2011-2012	MIT Design and Computation Group, Forum Co-organizer

2009 University of Maryland School of Architecture, Planning and Preservation. Exploring Architecture at Northwestern High School, Architecture in the Schools Program, collaboration with Prince Georges County Public Schools

2009 University of Maryland Architecture Program Admissions Committee, Bachelor of Science in Architecture Studio Sequence

2008 University of Maryland Architecture Program Admissions Committee, Master of Architecture

2005-2006 University of Maryland Architecture Program Curriculum Committee

2005-2006 University of Maryland Architecture Program Academic Studio Culture Task Force

Representation

Jai & Jai. Los Angeles, CA