This experimental design studio will introduce students to the history and application of digital fabrication techniques employed in the practice of architecture over the past twenty-five years. Students will engage in a series of exercises used to establish foundational knowledge in modeling, materials, and machines – culminating in a full-scale installation. Precedents, processes, and prototypes will play a fundamental role in our approach, with the goal of creating new knowledge and methodologies for shaping our built environment. Working as individuals and as a team, the studio will be structured around a series of lectures, workshops, and design projects. Previous experience with advanced modeling, digital fabrication, and construction techniques is not required, however, a genuine interest and willingness to test, fail, and iterate is.