

FOR IMMEDIATE RELEASE

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MATTER DESIGN AND QUARRA STONE ANNOUNCE David Costanza and Rachael Henry as winners of the 2018 QuarraMatter Fellowships

Matter Design and Quarra Stone announce this week that **David Costanza** of the Massachusetts Institute of Technology and **Rachael Henry** of the University of Michigan have been selected as the 2018 QuarraMatter Fellows.

David Costanza is the director and lead designer of DCS as well as the Technology Fellow at Rice University School of Architecture. Through practice and teaching, his focus is establishing a dialog between the computational tools used in design, digital tools used in manufacturing, and the emergence of advanced building materials. David Costanza is a graduate of the Massachusetts Institute of Technology where he received both a Master of Architecture and a Master of Science in Architecture.

Rachael Henry is pursuing a Master of Architecture Degree at the University of Michigan. She received her Bachelor of Science from Ball State University in 2012 with an emphasis on digital fabrication. At Ball State, Rachael was involved with developing an open source platform for the school's KUKA robot and involved with research led by digital fabrication fellows at the time. At the University of Michigan, Rachael has continued advancing her skills in fabrication by working as a Lab Assistant where she is responsible for maintaining and operating fabrication equipment as well as offering advice to other students looking to use this equipment. She has worked alongside professors and students on Research Through Making projects for the past two years. Past RTM projects include robotic wood bending, printing, and felting. Rachael is currently involved in continuing research on robotic felting with Wes McGee, Tsz Yan Ng and Asa Peller. Rachael's interests involve applying advanced digital fabrication techniques to processes behind the creation and design of an object as well as developing new tools.

The QuarraMatter Partnership

The mission of the QuarraMatter Partnership is to advance digital agendas in the material stone. This Industry-Academy partnership operates through an annual fellowship where researchers will engage and prototype in response to a series of established areas of potential advancement with regard to the processing of stone employing digital and computational models. The intention of this research is to build processes that improve accuracy and reduce the gap between drawing and making. Quarra Stone has vast resources dedicated to complex carving of stone, and Matter Design has an interest in engaging this resource and shoring it with computational intelligence. Both parties share an interest in this symbiotic relationship and the fellows will serve to implement, document, and aid in the production, documentation, and publication of these contributions. The QuarraMatter Fellowship requests submissions annually and announces the call in January of each year.

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