Brutalism

Brutalist architecture is a style of [architecture](http://en.wikipedia.org/wiki/Architecture) which flourished from the 1950s to the mid-1970s.

Examples are typically very linear, fortress like and blockish, often with a predominance of concrete construction.

Initially the style came about for government buildings, low-rent housing and shopping centre’s to create functional structures at a low cost, but eventually designers adopted the look for other uses such as college buildings.

Brutalist buildings usually are formed with striking repetitive angular geometries, and, where [concrete](http://en.wikipedia.org/wiki/Concrete) is used, often revealing the texture of the wooden forms used for the [in-situ](http://en.wikipedia.org/wiki/In_situ#Civil_engineering) casting.

Problems have arisen

* Material weathering poorly
* Prone to vandalism, especially by graffiti.
* Failure of positive communities to form in some Brutalist structures

What do you think?

How does it fit into the DT philosophy?

Is there a place for this style?

What could be done to improve these building?

What do modern buildings use now to create their designs?