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Programming Cultures explores the relationship between software engineering and the various disciplines that benefit from new codes and programming tools. The title focuses on a range of practices including: aviation design, urban infrastructure simulation, Hollywood special effects, nanotechnology, mathematics and architecture. In terms of building design, Programming Cultures specifically examine's the potential of new software designed to solve specific visualization and data processing problems from within the profession. The book allows architects to become more familiar with programming rather than basing their work on appropriated systems designed for non-architectural applications (Maya, 3D Studio MAX etc.) and will become a primer for an emerging culture of students; academics and young professionals that are starting to outgrow the predetermined structure of today's most popular modeling and animation packages.