Nowadays, using computer applications for architecture design processes is mandatory. From the stage of design to construction, efficiency and capability from computation can provide chances to manage the quality and time of architecture working processes. The overall shapes of architecture have also changed. It is not difficult to find the case which using computation methodologies for the whole architectural process; from analysis to construction. However, even architects who designed buildings by using computation processes have asserted that ‘computation’ is not style, we can see several projects are sharing similar geometric properties. For example, curved walls, roofs or complicated patterns from ‘parametric design process’ or ‘organic shapes.’ However, is it the only way to use computation tools or robotic technologies for architecture? We can find a way to use the computer science for another architectural design method such as ‘modernism’ or ‘brutalism’ because former period’s architects also tried to find a way to use ‘new’ technologies to the architecture. Peter Eisenman claimed the modernism that ‘Modernism is a state of mind. It describes the change that took place sometime in the nineteenth century in man’s attitude toward his physical world and its artifact-aesthetic, cultural, social, economic, philosophical, and scientific. It can be interpreted as a critique of the formerly humanists, anthropocentric attitude, which viewed of his physical world.’ If, as Eisenman said, modernism was not a specific style, but ‘mind,’ these kinds of previous attitudes can be reinterpreted with new tools or techs. Here and now, we have new technologies to deal materials for architecture, robotic technologies.