

GH | Parametric Design

Topics in Computer Application Design
ARCH 5064 | ARCH 4164 | Fall 2016
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announcements

- # online forum desk crits
- # post assignment #3 to group forum - under discussion - Project #2 crit
- # describe what you are doing/ trying to do

discussions

- # watch <https://vimeo.com/107291814>
- # buildings as seeds?

exercises

- # BIG serpentine pavilion intro
- # fixing glitch bricks
- # finding the intersections
- # sorting our intersections and finding locations

best practices

- # panels and paramviewers to troubleshoot
- # write code left to right/ unpreview right to left
- # grouping
- # dashed wires are trees
- # lists start at 0
- # flatten/graft/simplify
- # test one list/branch at a time

assignment completion

- # 11"x17" of digital model in progress - to go over with desk crits
- # 1 pdf save as FirstInitial_LastName_Assignment#.pdf
- # upload to dropbox

resources

- # posted link to resource dropbox on Grasshopper Page
- # readings
- # class resources
- # pinterest - digital fabrication
- # <http://make-lab.org/category/makelab-design/>
- # <http://matsysdesign.com/tag/digital-fabrication/>
- # <http://www.archdaily.com/tag/digital-fabrication/>
- # <http://www.wikihouse.cc/>
- # <http://make-lab.org/category/makelab-design/>

Class 5 || 9.29.16

assignment 2 for 9.22.2016 @ 7:00 PM

- modeLab Data Trees
- https://www.youtube.com/watch?v=kNYe_f4ux-4w&list=PLGV167zE8gnWXyanfp58roX_7_cGGTtBR
- # 01-Intro: 12:00 - pdf
- # 02-points, lists, + data matching: 16:00 - df
- # 03-list and lists of lists: 12:00 -pdf
- # 04-intro to data trees: 13:30 - pdf

- # 11"x17" of precedent research/sketches of digital fabrication - composed sheet to be pinned up at next class

assignment 3 for 9.29.2016 @ 7:00 PM

- # 11"x17" of digital model in progress - to go over with desk crits

assignment 4 for 10.6.2016 @ 7:00 PM

- # present prototype/iteration of final study - at least 3 physical pieces produced and connected
- # 11x17 pdf with photo of model and sketches

project 2 for 10.13.2016 @ 7:00 PM

You will explore the complex and emerging nature of digital fabrication. The exploration will be your own, but the following elements must be included.

- # You must make a final physical model using the computer (laser cutter, cnc, 3d printing, printing)
 - # this model must have at least 30 pieces
 - # each piece must be labeled and bear the mark of one parameter (cost, area, aperture etc..)
- # The process of this model will be composed on a 24" x 24" board

optional

Vertex Digital Design
<https://www.youtube.com/user/vertexdigitaldesign/videos>

- #Folding pattern part 1: 30:00 - pdf
- #Folding pattern part 2: 25:00 - pdf

Topography
<https://vimeo.com/75172765>
#Topo - 10:00 - pdf