GH | Parametric Design

Class 8 || 3.13.17

Topics in Computer Application Design
ARCH 5064 | ARCH 4164 |Spring 2017
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announcements

 # installation of Ladybug/ WeaverBird/ Flux
 # class presentation of models
 # books for use

discussions

 # read https://www.fastcodesign.com/3068583/the-quest-to-grow-cities-from-scratch
 # city building of the future?

exercises

 # Weaverbird add thickness
 # rendering
 # sun and render
 # make2D and export
 # illustrator/ photoshop/ inDesign
 # flux

best practices

 # linework is key
 # separate section lines, hidden lines, and regular lines
 # inDesign for annotation/ Illustrator for linework
 # MeshtoNurbs

assignment #4 completion

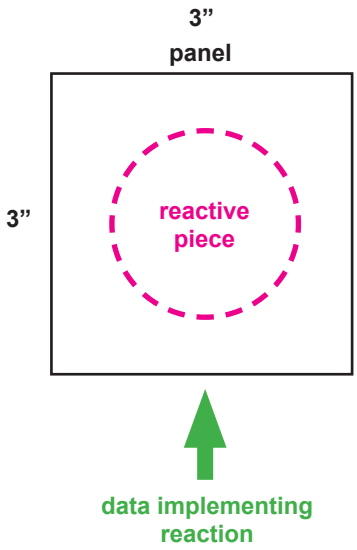
 # 1 panel modelled in Grasshopper
 # save as FirstInitial_LastName_Assignment4.gh
 # upload to dropbox

resources

 # pinterest - https://www.pinterest.com/jiwaskiw/section-perspectives/
 # free entourage - http://www.archdaily.com/777432/6-websites-for-ethnically-diverse-render-people
 # ladybug - https://www.youtube.com/watch?v=Uh9l38grBVQ
 # ladybug - http://www.food4rhino.com/app/ladybug-tools
 # weaverbird - http://www.giuliopiacentino.com/weaverbird/
 # rendering - https://visualizingarchitecture.com/
 # flux - https://flux.io/
 # flux - https://www.youtube.com/channel/UCtZi1CoGdYtPJaP0CPbgEOw
 # Paneling tools - https://wiki.mcneel.com/_media/labs/panelingtools4grasshopperprimer.pdf

assignment 3 for 3.13.2017 @ 6:30 PM

 # Design five 3”x3” paper model prototypes of your panel.
 # think about base state, reactive pieces, and data the panel will react to.
 # use the same media for each prototype (paper/chip-board/cardboard etc...)
 # you will present your favorite two on Monday 3/13.



assignment 4 for 3.20.2017 @ 6:30 PM

 # attempt to take one of your physical models into Grasshopper
 # save the .gh file

project 2 for 3.27.2017 @ 6:30 PM