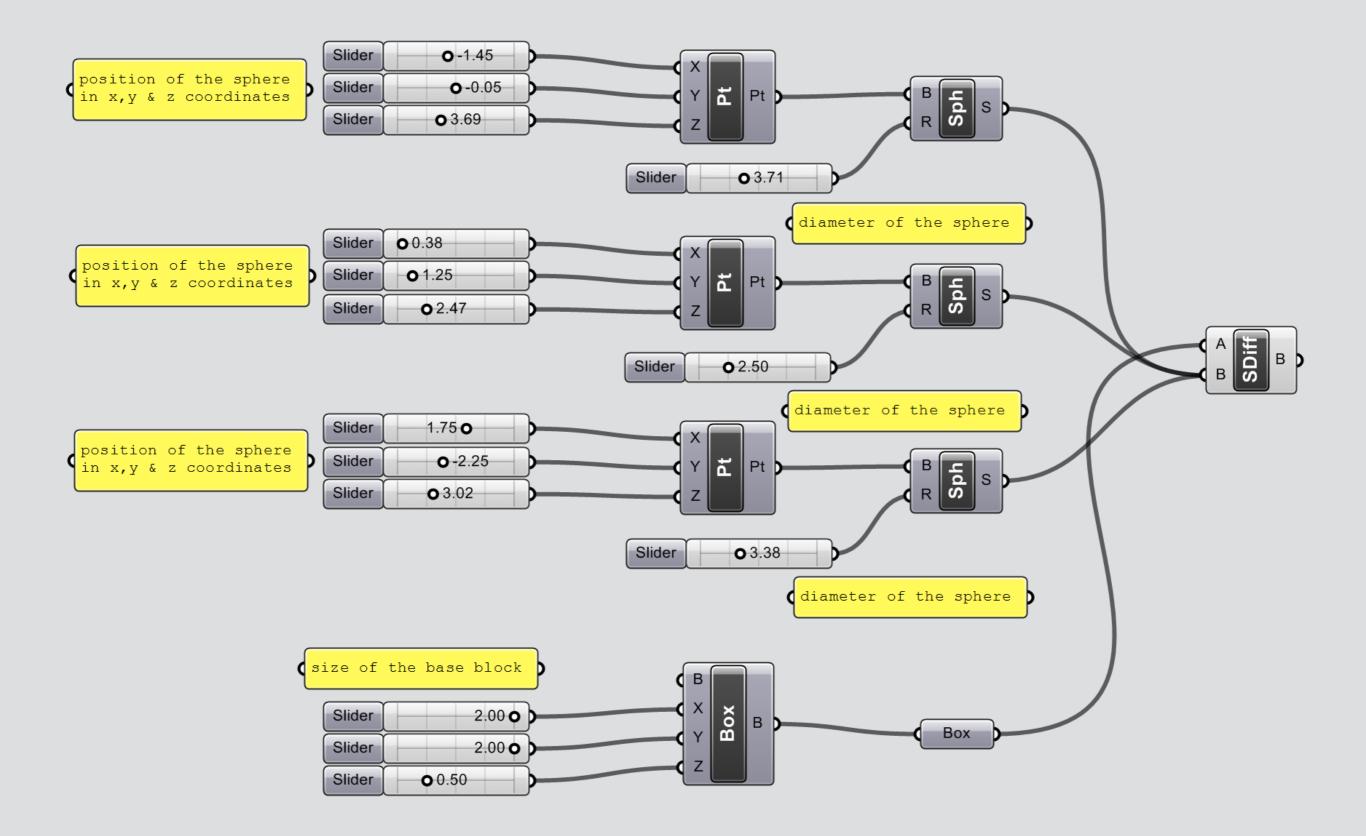
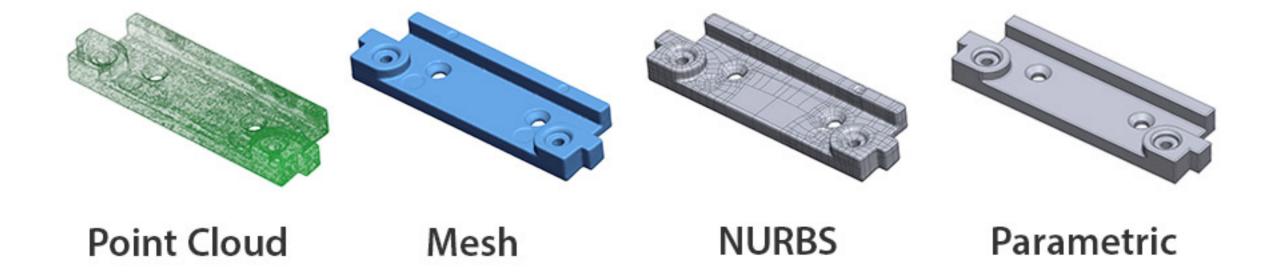
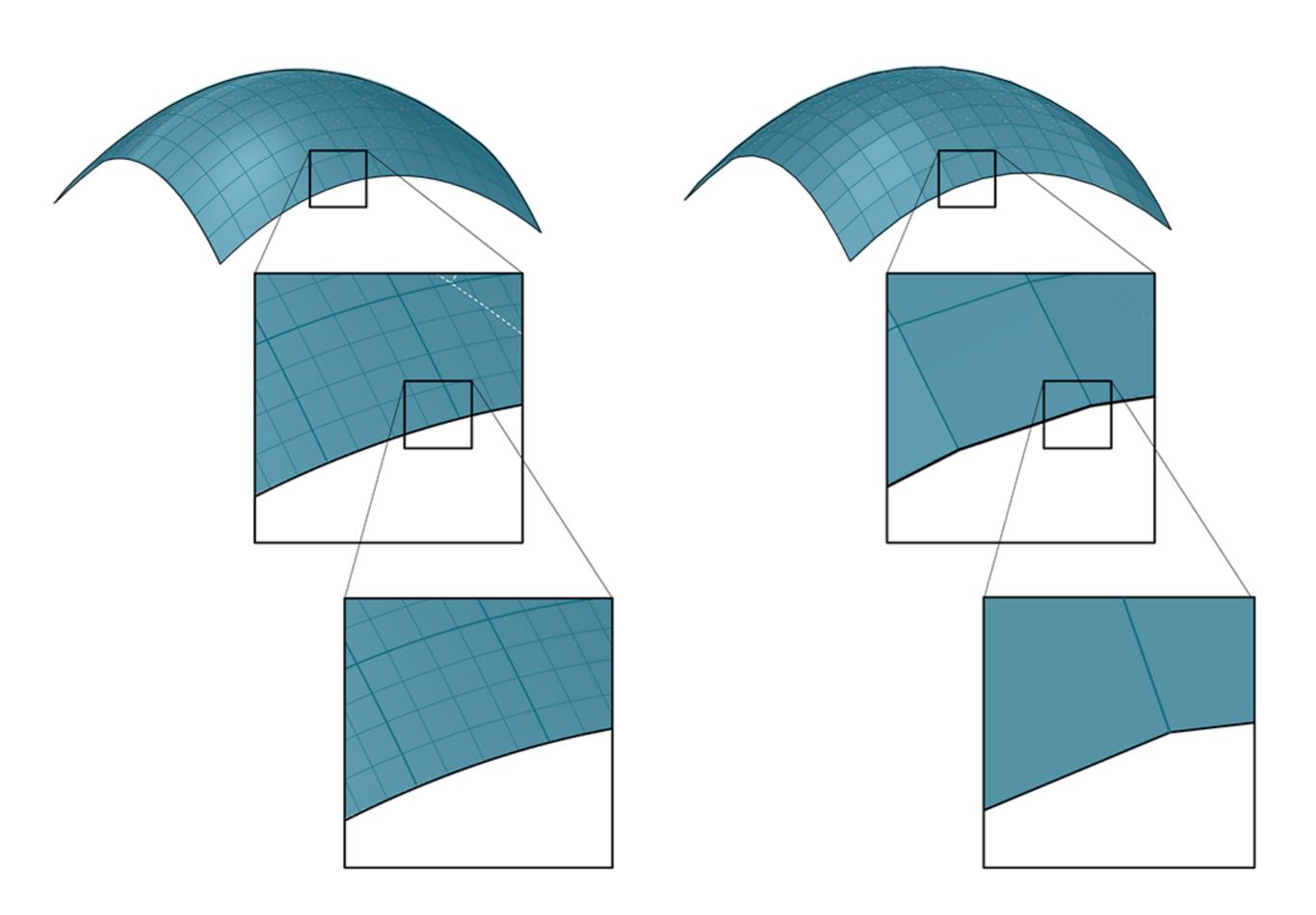
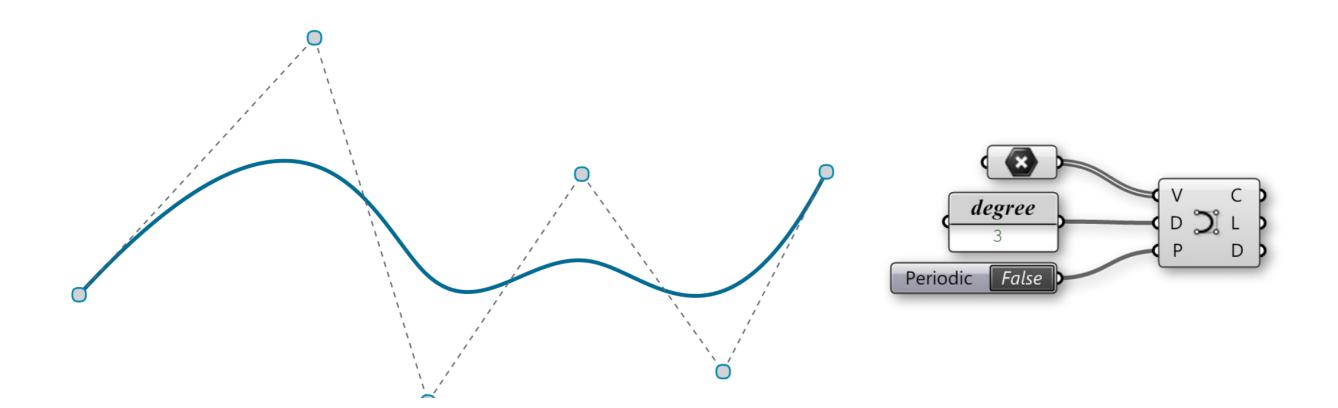
## Grasshopper workshop Április 9-től



Nurbs vs polygon

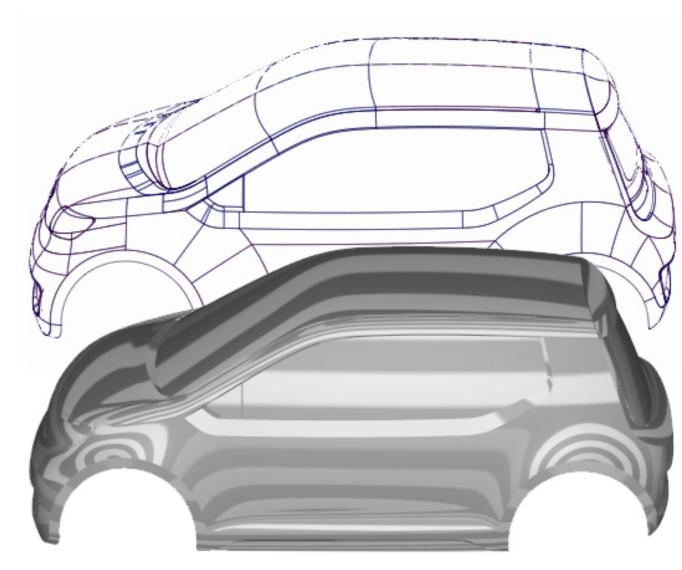






## Polygon Model

NURBS model

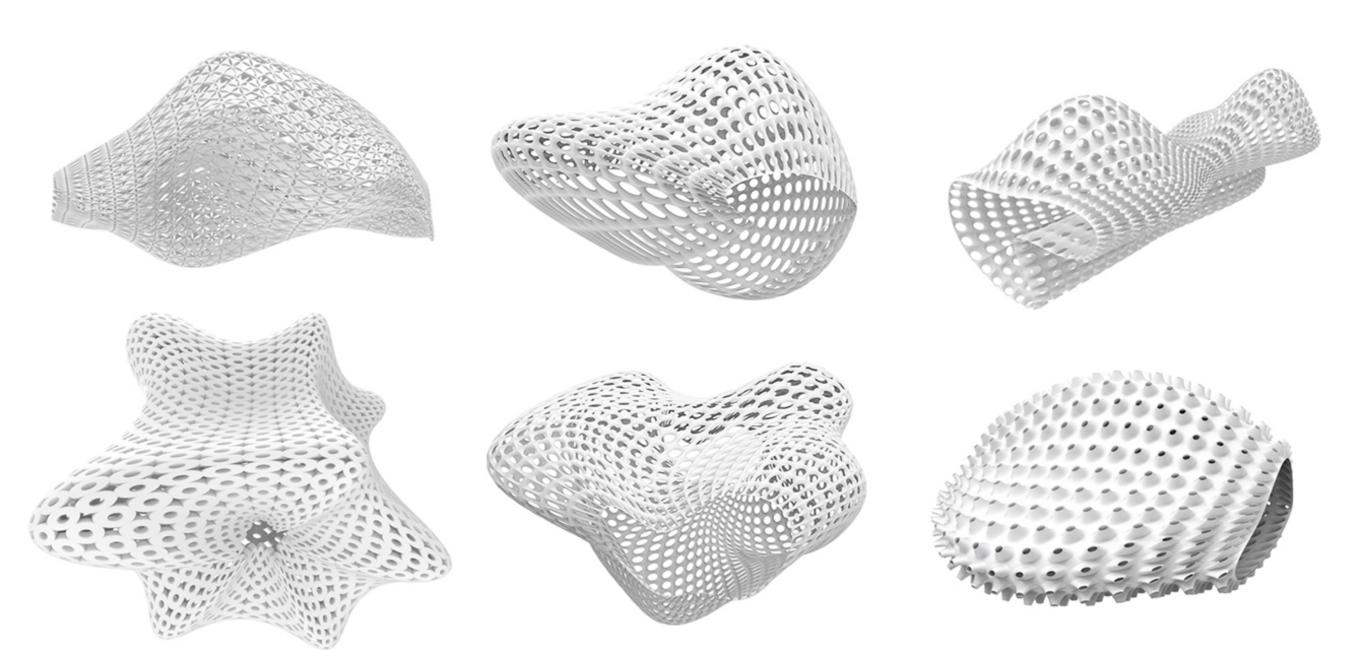


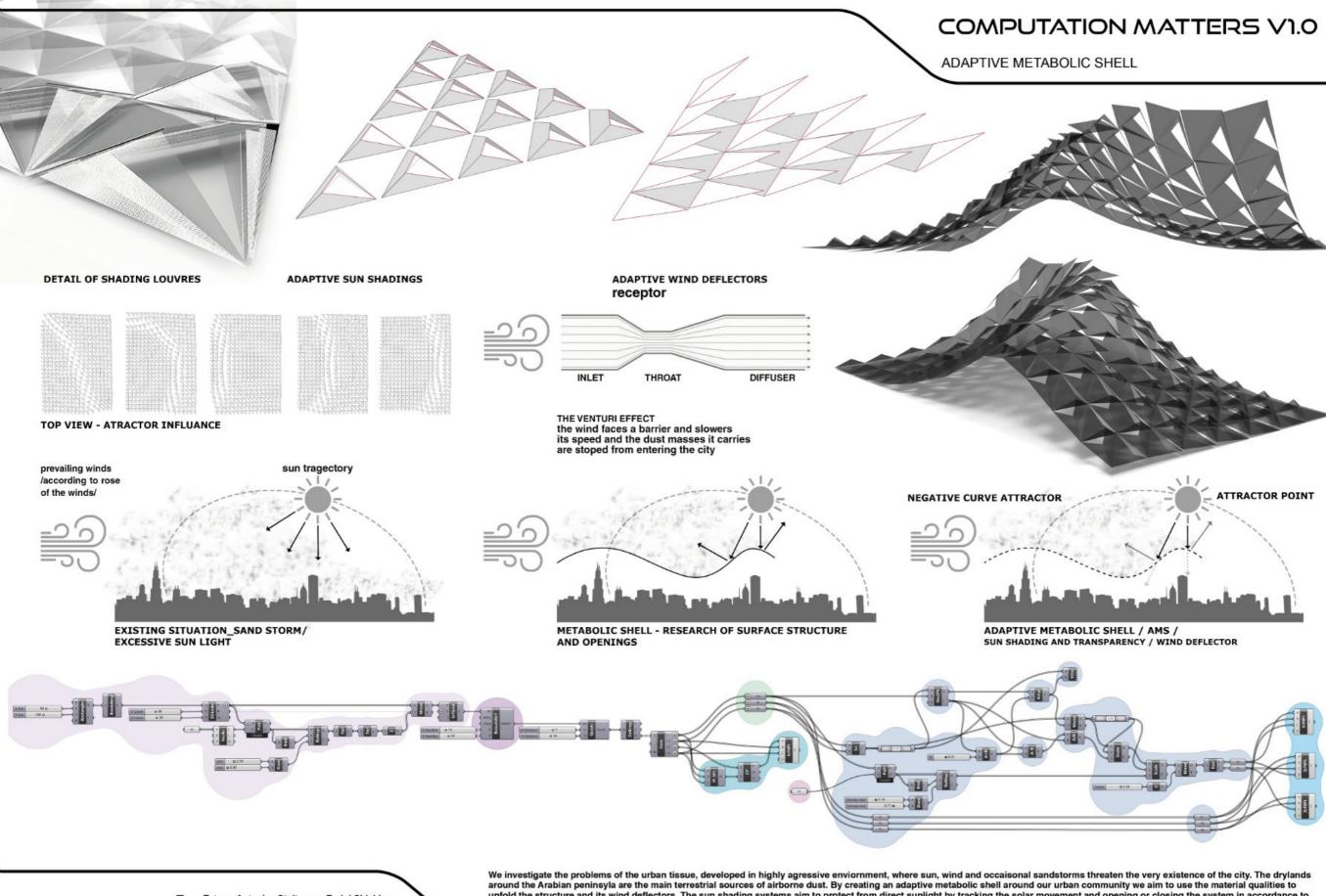
Poor surface quality

Pure, smooth highlights

Generative design



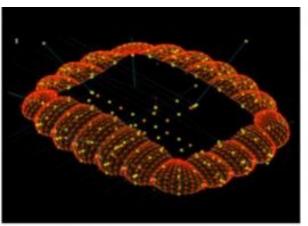






Tutors: Antoniya Stoitsova , Radul Shishkov, Georgi Kunchev

Students: Snezhina Aleksieva, Pavel Tsochev, Dimitar Raev, Anton Andonov We investigate the problems of the urban tissue, developed in highly agressive enviornment, where sun, wind and occaisonal sandstorms threaten the very existence of the city. The drylands around the Arabian peninsyla are the main terrestrial sources of airborne dust. By creating an adaptive metabolic shell around our urban community we aim to use the material qualities to unfold the structure and its wind deflectors. The sun shading systems aim to protect from direct sunlight by tracking the solar movement and opening or closing the system in accordance to sun position, thereby letting only diffused light through. The structure reacts to windflows by tackeling the Veturi effect. Using the windflow as a negattive attractor our shell increases the flow area, thereby decreasing the wind speed, protecting the comfort of living in our cities.





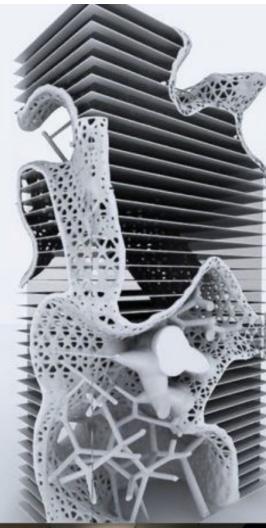




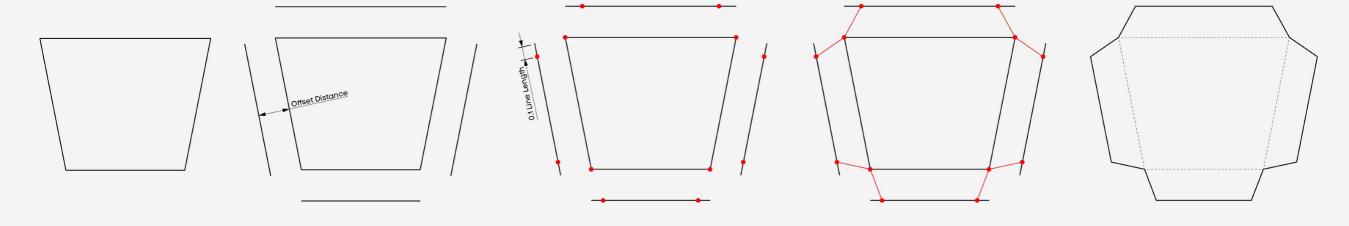












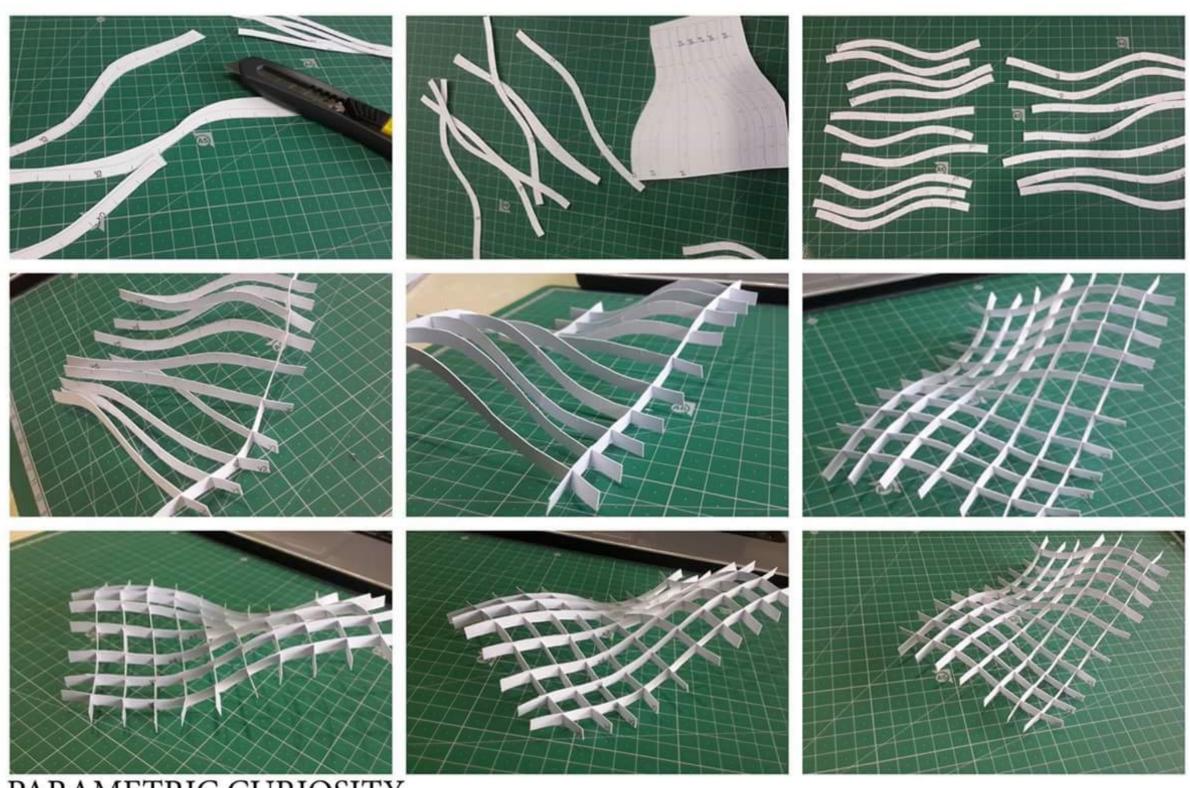
A. Quad panel

B. Offset edges will dictate tab width.

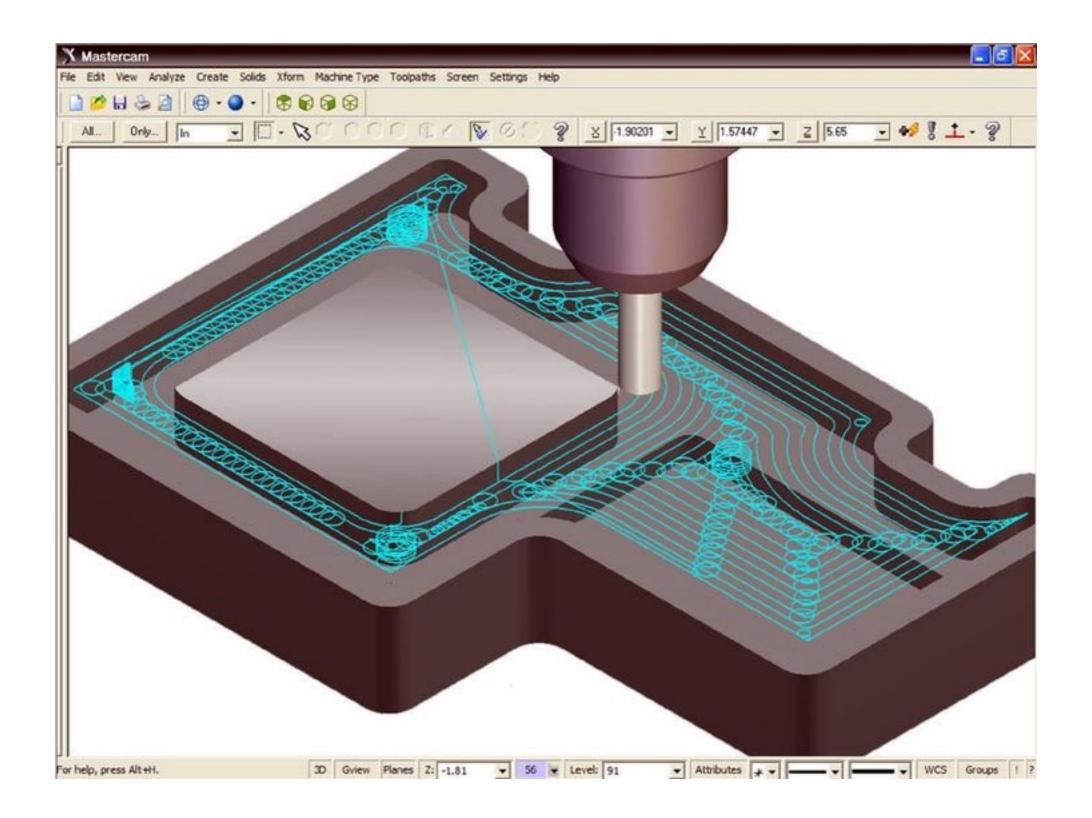
C. The edge of the tabs can be inset for folding by selecting points along the offset curve

D. Connect the points along the offset lines with the vertices of the original quad to finish tabs

E. Final panel with tabs and dashed lines for folding



PARAMETRIC CURIOSITY
FABRICATION PROCESS WAFFLE STRUCTURE



## Grasshopper workshop Április 9-től