ARCH362 PARAMETRIC MODELING

DATA-TREE

Design a system that generates tree-like shapes. All branches should be able to be listed as a data tree, and they should seem to be under your control. You may design various parameters in order to generate diverse trees. As you are asked to develop animations, it is advised to design your data tree according to that. "Algorithmic Botany" might be a good keyword for you to start your research. You may study using l-systems in creating and turtle sequences in animating your trees, or you may design such sequences by yourself.

Technique depends on your research and design decisions about your tree system. You should be able to show different alternatives according to your parameter inputs, and create animations on how these alternatives are generated. It is advised to model a tree and decide your parameters first. After finishing your initial generative system, study on the details such as the thickness and shape of your branches.

Submission will be <u>at least</u> one animated gif file named [name-hw03.gif], and the Grasshopper definition file named [name-hw03.ghx]. All files will be e-mailed to arch362@designcoding.net due March 6th, 2012 [before next class].

Evaluation criteria will be exploratory nature of your choices, overall look of your generated trees and quality of your parametric definition.
Next week, we'll deal with more complex problems, especially models for fabrication and assemblage