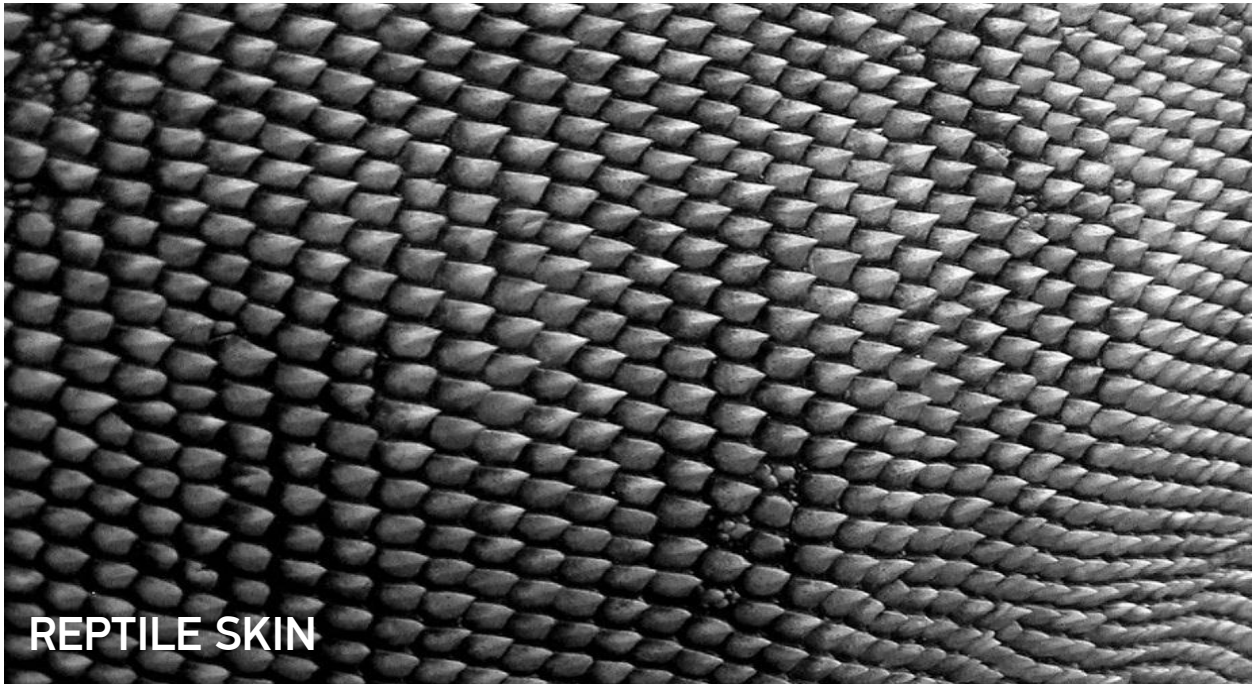


ARCH362 PARAMETRIC MODELING

ISTANBUL BILGI UNIVERSITY · FACULTY OF ARCHITECTURE · ARCH 362: PARAMETRIC MODELING · ASSIST.PROF.DR. TUĞRUL YAZAR · SPRING 2012



REPTILE SKIN

Reptile Skin is a component-based form-finding exercise, introducing some of the principal concepts of associative geometry and recursive [history-enabled] design process. You'll analyse the formation of a reptile's skin pattern, and try to simulate it's geometric and topological behaviour in digital medium. Animations will be created to express the adaptation of your component parts onto the free-form surface.

Technique you'll be using regular drawing and transformation commands to create the test surface and the 3D pattern flowing along, then use [History] operations to create an association, and viewport capturing commands to create an animation. You'll draw the geometric model and define parametric relationship at Rhinoceros 3D, then create animated gifs in Photoshop.

Submission will be 2 animated gif files named as [name-hw01a.gif] and [name-hw01b.gif], and one Rhinoceros file named as [name-hw01.3dm] e-mailed to arch362@designcoding.net due February 21nd, 2012 [before next class]

Evaluation criteria will be the exploration and precision of your geometric model, flexibility and adaptability of your parametric system. Next week, we'll be dealing with Grasshopper 3D in order to achieve better control on such systems. Please visit grasshopper3d.com and install the latest plug-in to your computer.

homework issued on February 15th, 2012

image: <http://www.soultravelmultimedia.com/wp-content/uploads/2011/01/Reptile-Textures-32.jpg>