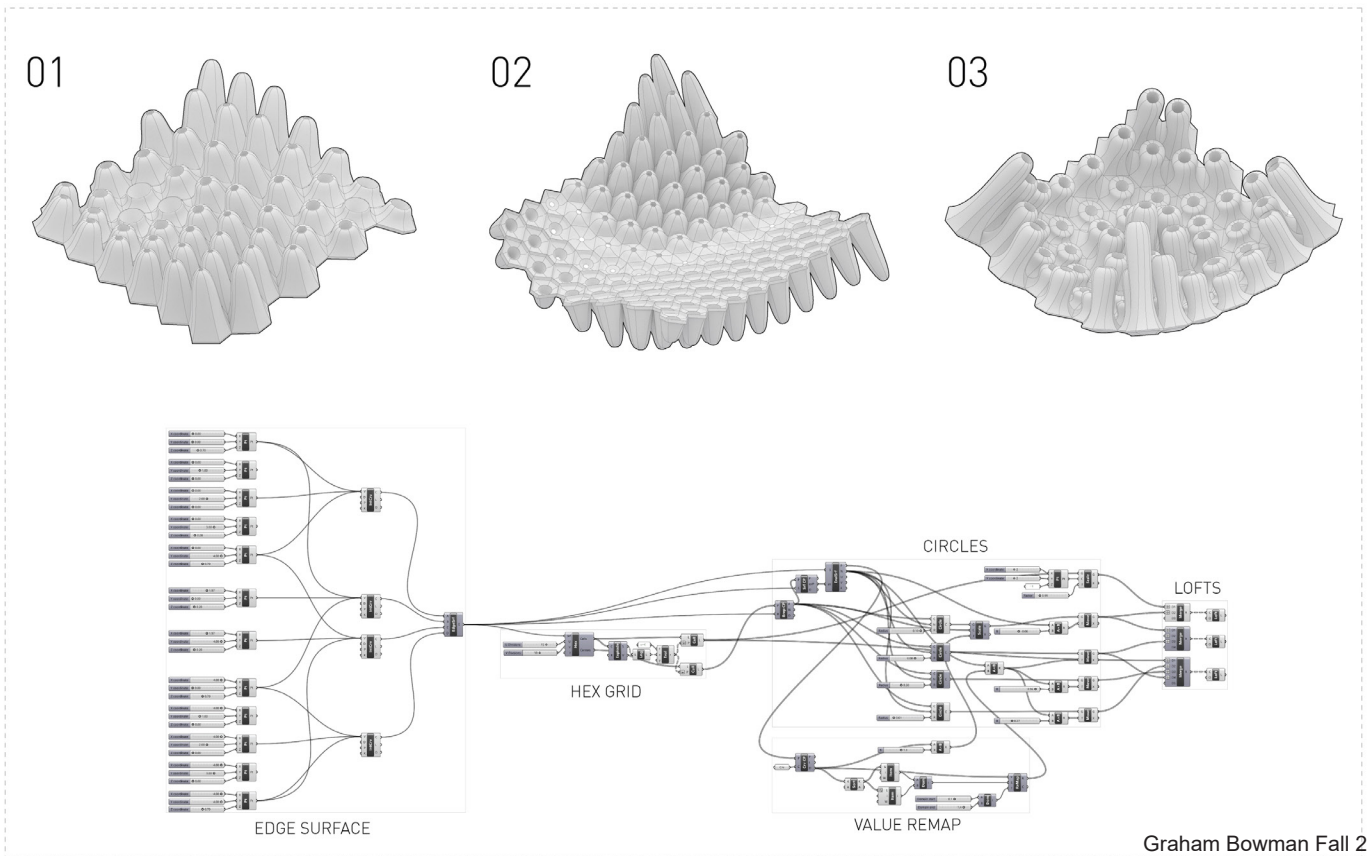


Assignment 02 _ Generative Components



Graham Bowman Fall 2018

- Project:** Use Grasshopper to create a component (Unit) then tessellate it.
Apply (3) multiple value techniques to the tessellation to control the height.
- Objective:** Explore the basics of Grasshopper and utilize the concepts that Grasshopper is good at.
Build a Strong Foundation in Grasshopper.
- Process:** Make a parametric component (Unit) then use the 'Box Morph Method' to tessellate it.
- Schedule:** Class-03 - Submit the deliverables listed below before the start of class-03:
- Deliverables** Produce (1) 11x17 sheet with the following drawings
(3) 3D Views of the 3D Model showing (3) different parametric conditions (iterations)
(1) Grasshopper Definition
Produce a second 11x17 sheet using (3) of the techniques from the Build a Strong Foundation Video and apply them to your tessellation above.
- Submit:** Submit all deliverables to the shared google drive
Please save your files in a folder Firstname_Lastname
Please save your work as a PDF Firstname_Lastname_Assignment#

HOMEWORK ASSIGNMENTS MUST INCLUDE THE FOLLOWING:

- YOUR NAME
- ARCH 436 - Advanced Modeling
- SEMESTER / YEAR
- HOMEWORK ASSIGNMENT #