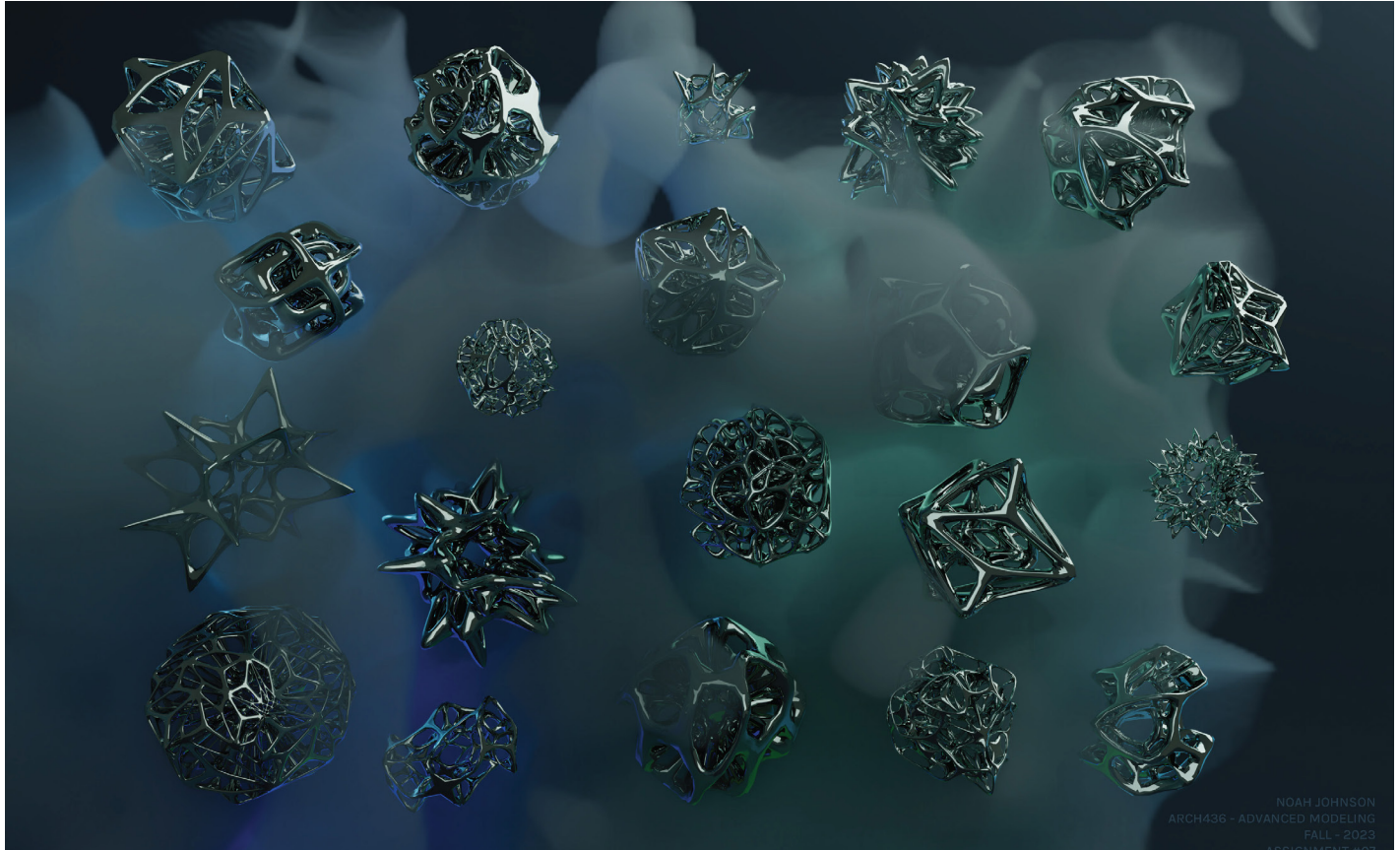


Assignment 07 Biomorpher Evolutionary Solver _ Mesh +



Project: Use Mesh + to add effect. Use Biomorpher to show (20) different iterations.

Objective: Learn the basics of Mesh+ and Biomorpher. 'Skill build' for the Final.

Process: Use Rhino and Grasshopper to generate forms.
Use Mesh+ to add a pattern to meshes as shown in the Mesh+ video
Use Biomorpher to develop (20) different iterations,
Generate (10) form iterations and (10) Mesh+ iterations

Schedule: Class-11 - Submit the deliverables listed below before the start of class-11:

Deliverables Produce (1) 11x17 sheet at 200 ppi with the following drawings
Use Mesh + to add a pattern to the meshes
Use Biomorpher to show (20) different iterations
Include the Grasshopper definition

Submit: **Submit:** Submit all deliverables to the shared 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 #