

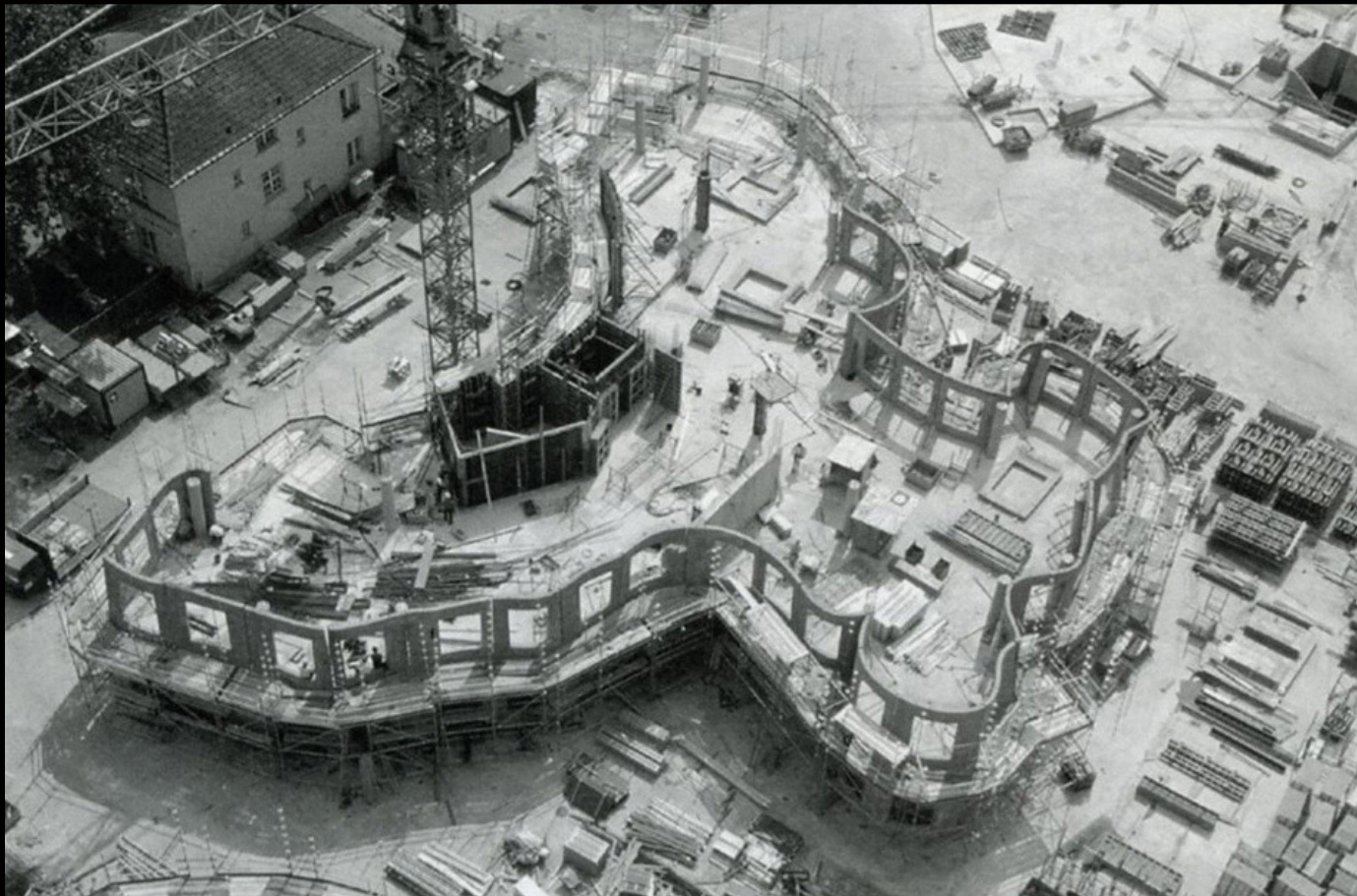
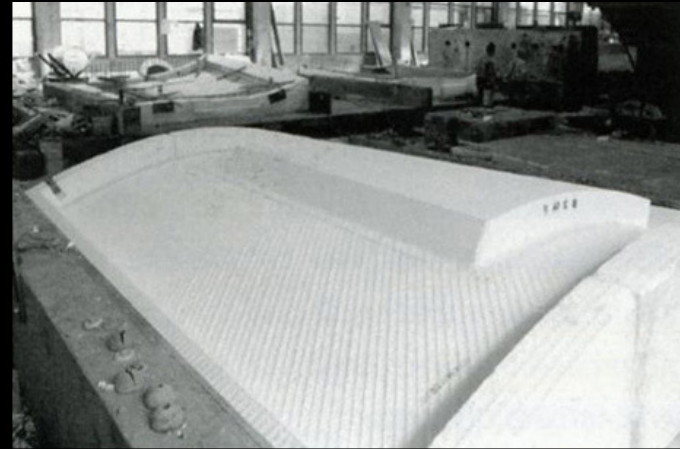
Free-form Construction Workflow

With emphasis on Rhino modeling environment and model building

Luka Piskorec, MSc ETH Arch

Lecturer in Design of Structures, Department of Architecture, Aalto University

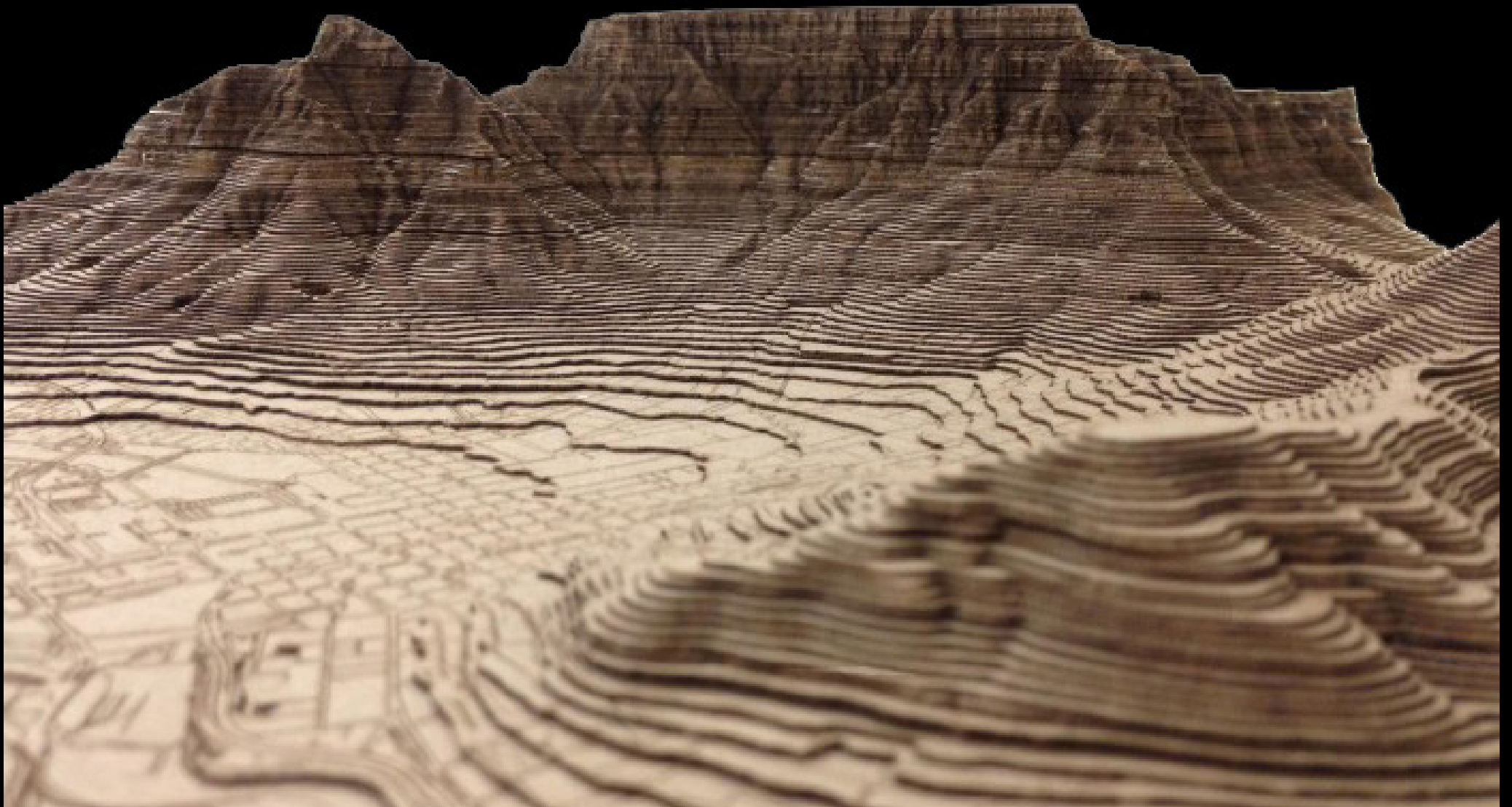
luka.piskorec@aalto.fi



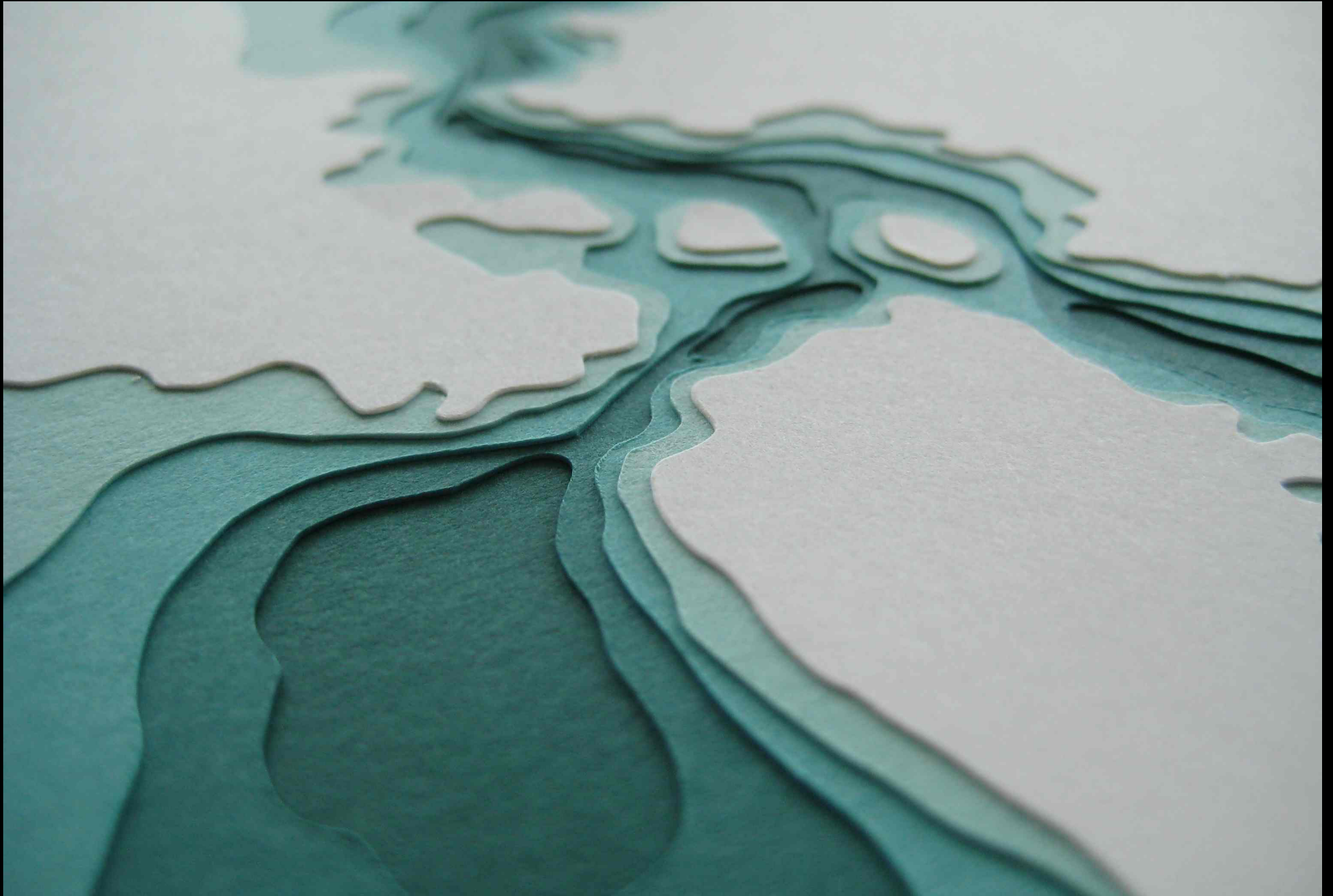
Zollhof Towers in Dusseldorf by Gehry Partners, 2000, source - Branko Kolarevic, 2003



Layered landscape model of Cape Town, by Nikki Onderstall, 2015



Layered landscape model of Cape Town, by Nikki Onderstall, 2015



Layered cardboard model of a river bed



Abyss Console Table, Christopher Duffy, courtesy of the designer and Sarah Myerscough Gallery, 2016

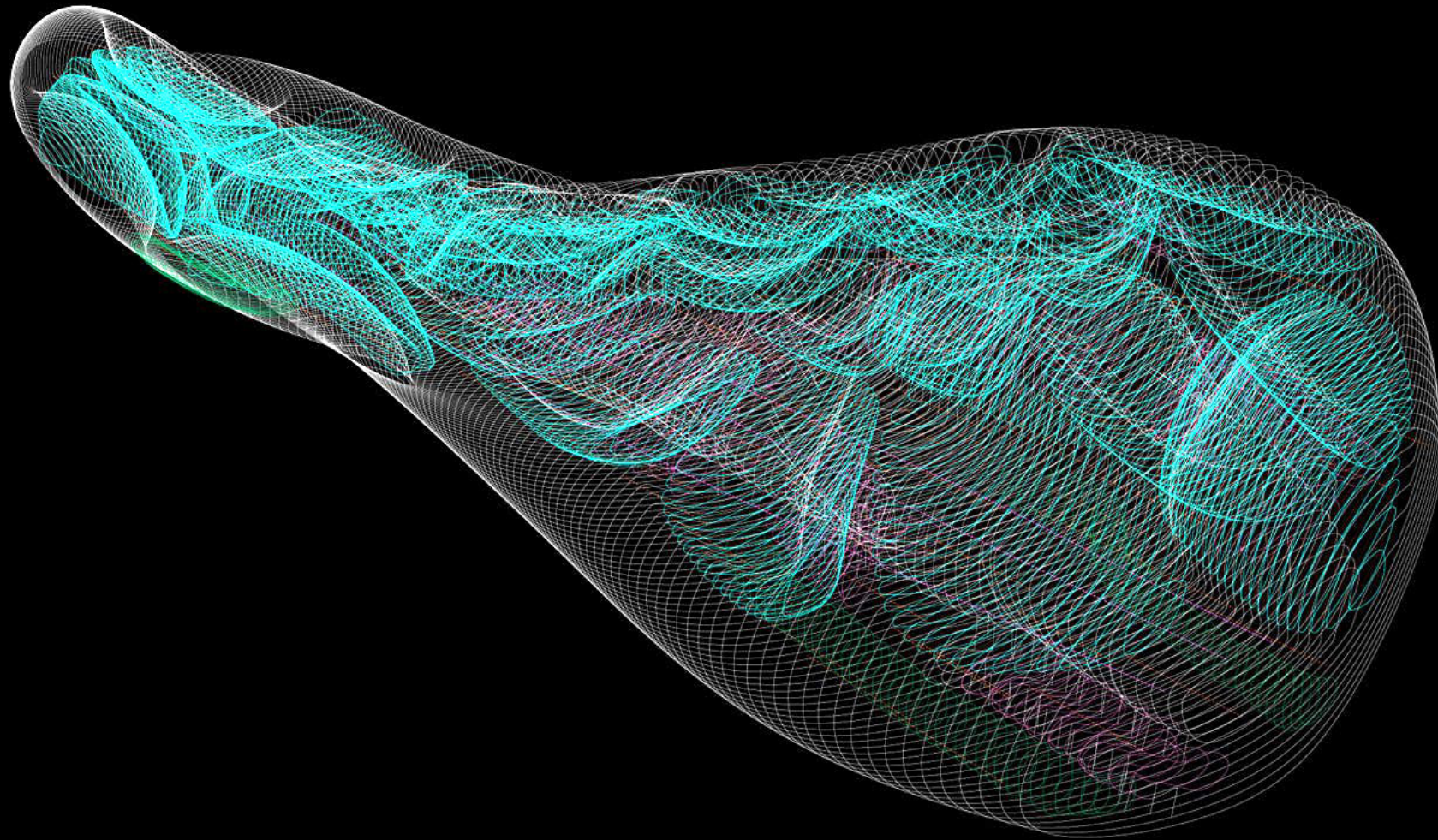


Abyss Console Table, Christopher Duffy, courtesy of the designer and Sarah Myerscough Gallery, 2016



Paper sculpture by Noriko Ambe, 2012









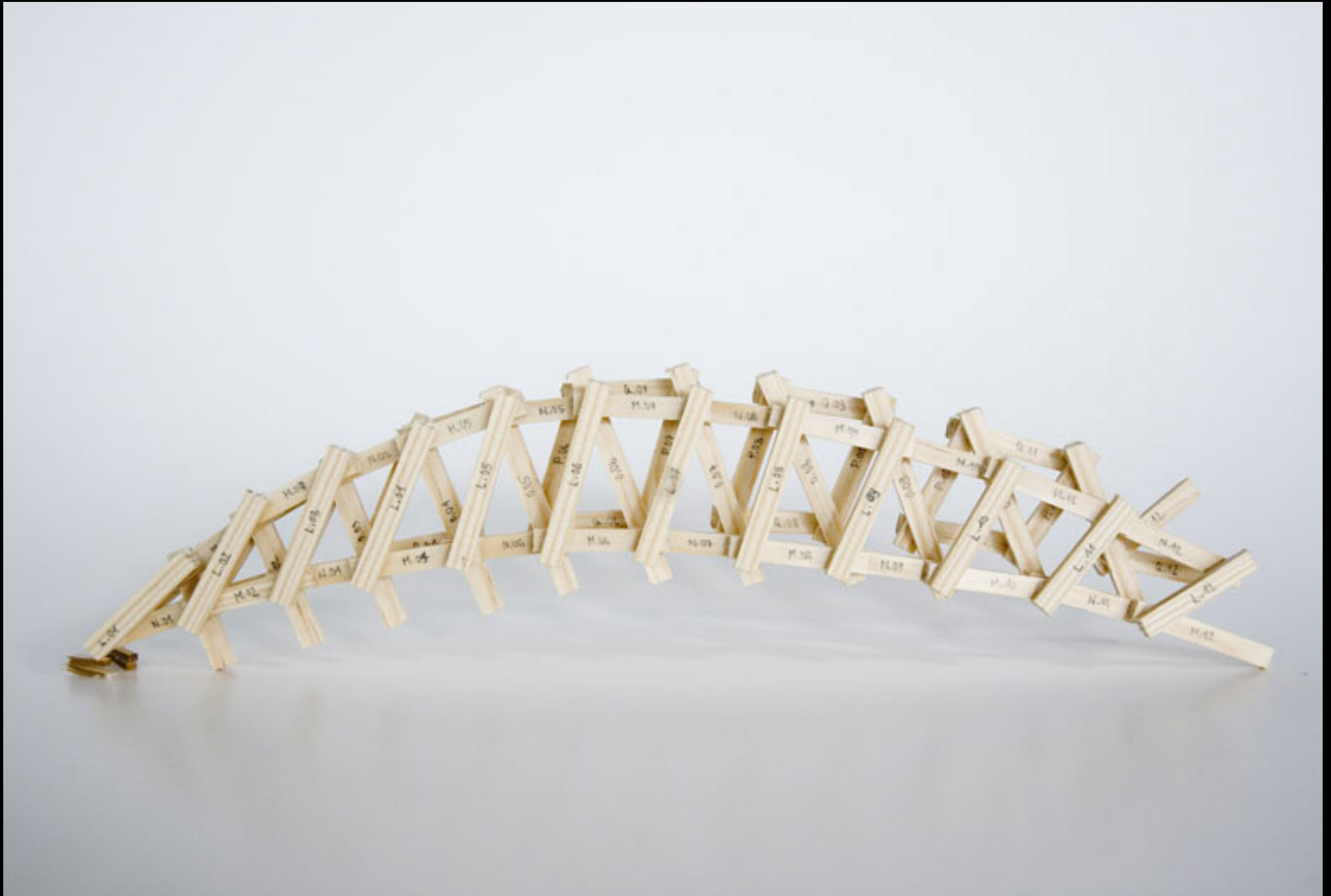








Sequential Structure, student work, Gramazio Kohler Research, ETH Zürich, 2010





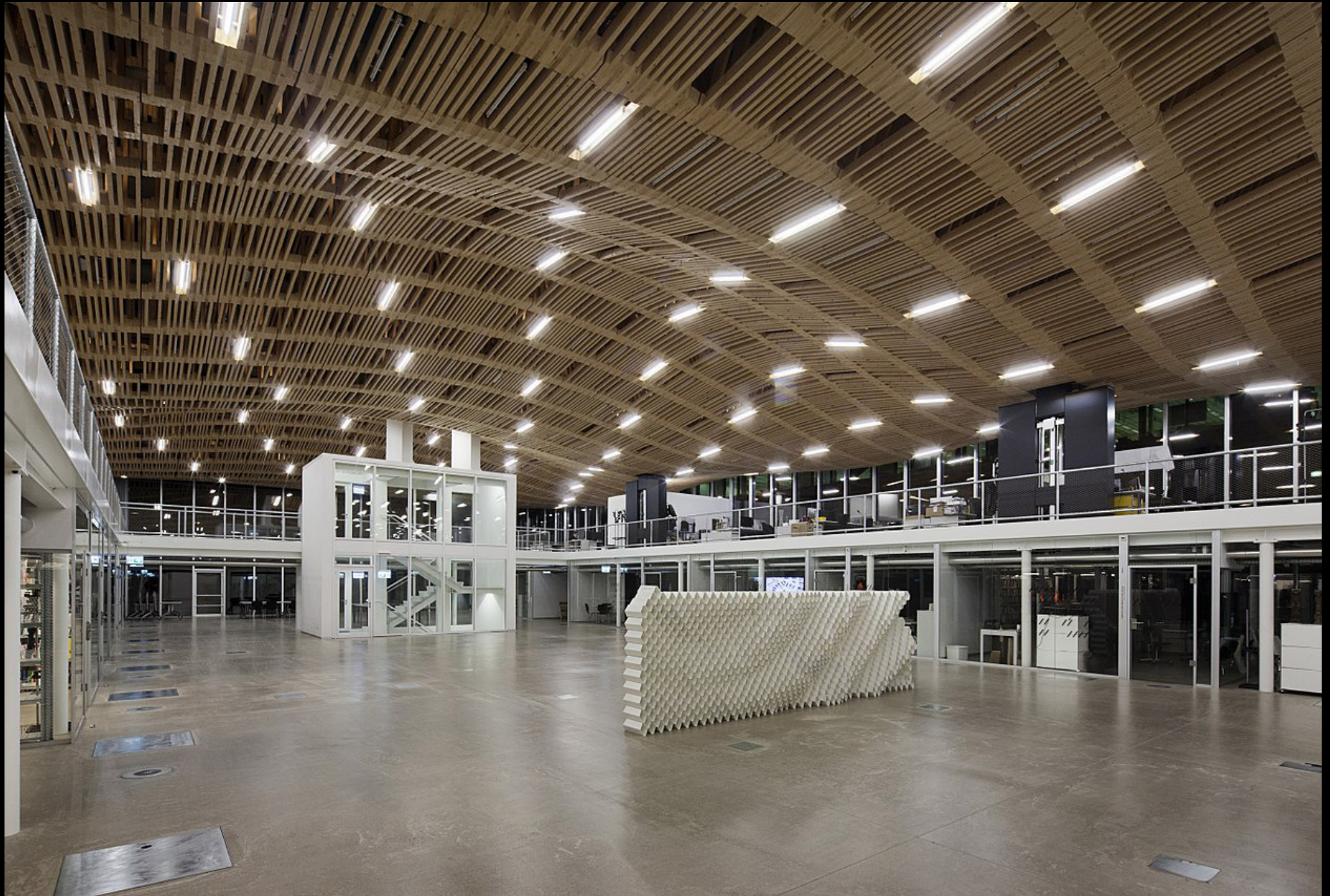
Sequential Structure, student work, Gramazio Kohler Research, ETH Zürich, 2010



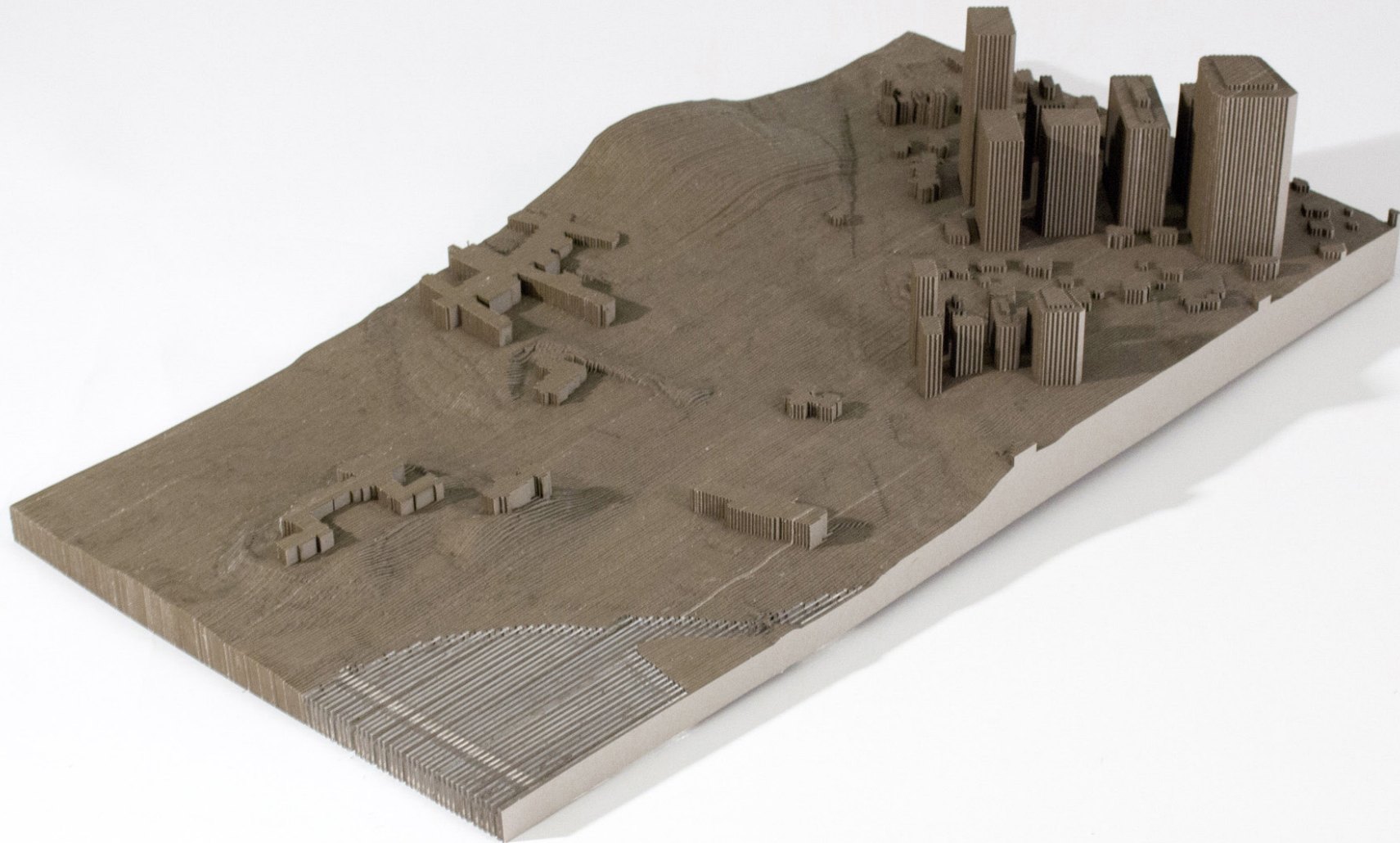
Sequential Structure, student work, Gramazio Kohler Research, ETH Zürich, 2010

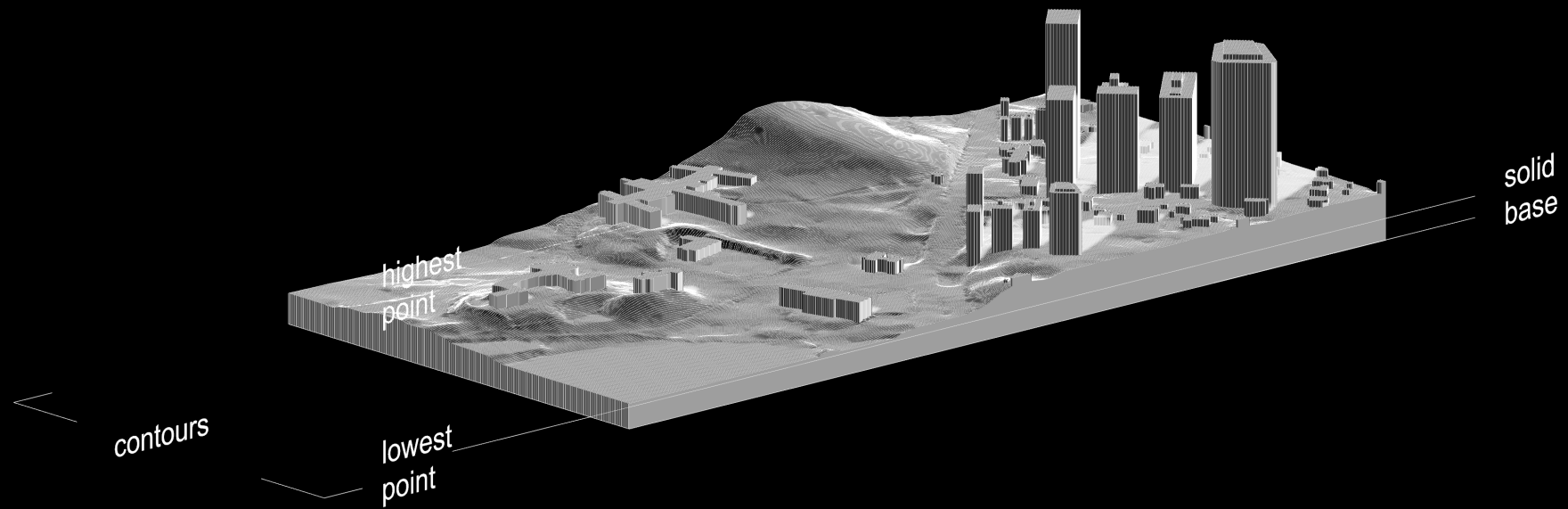


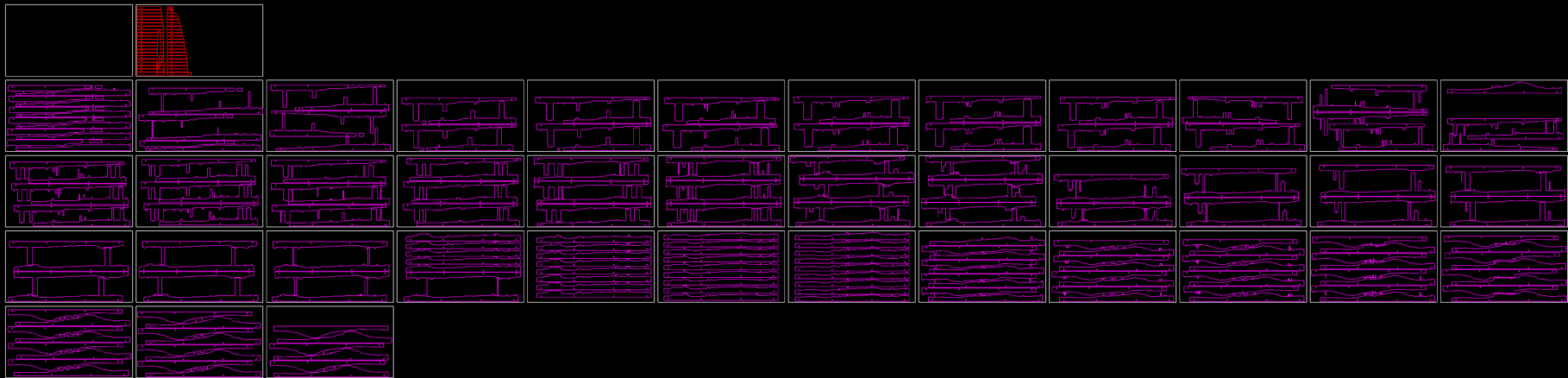
Sequential Structure, student work, Gramazio Kohler Research, ETH Zürich, 2010



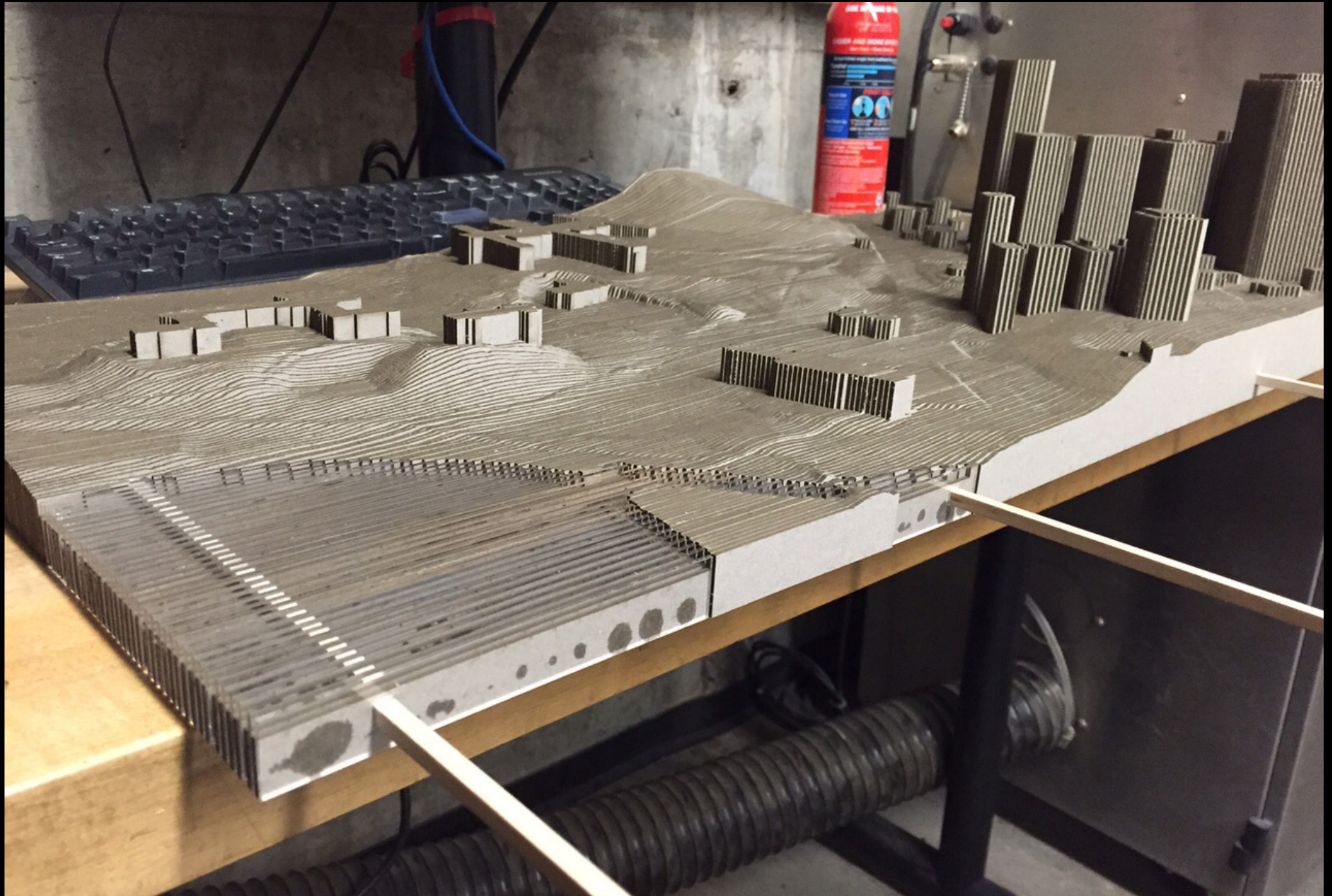
The Sequential Roof in Arch Tech Lab building, Gramazio Kohler Research, ETH Zürich, photographer Daniel Erne, 2016









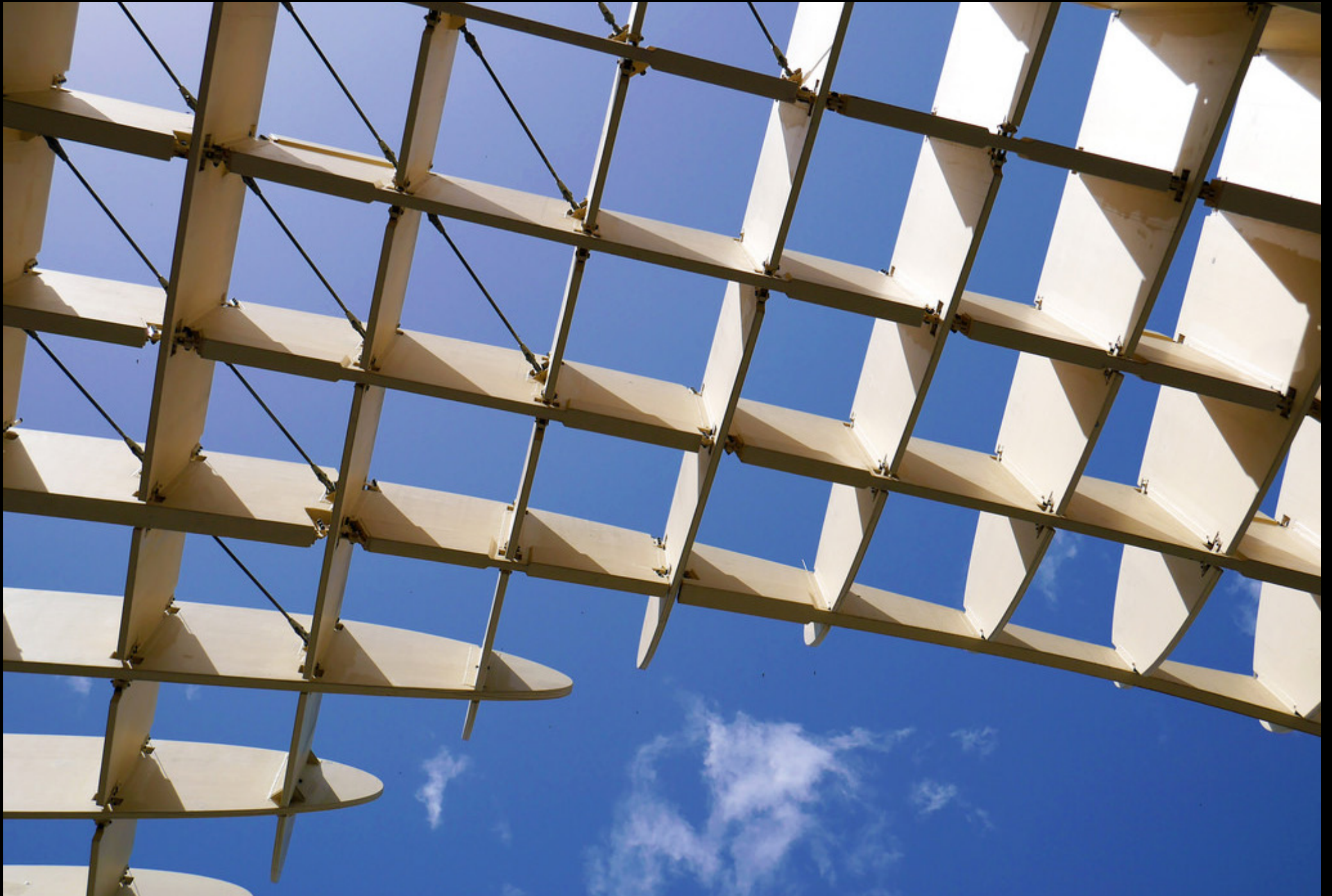




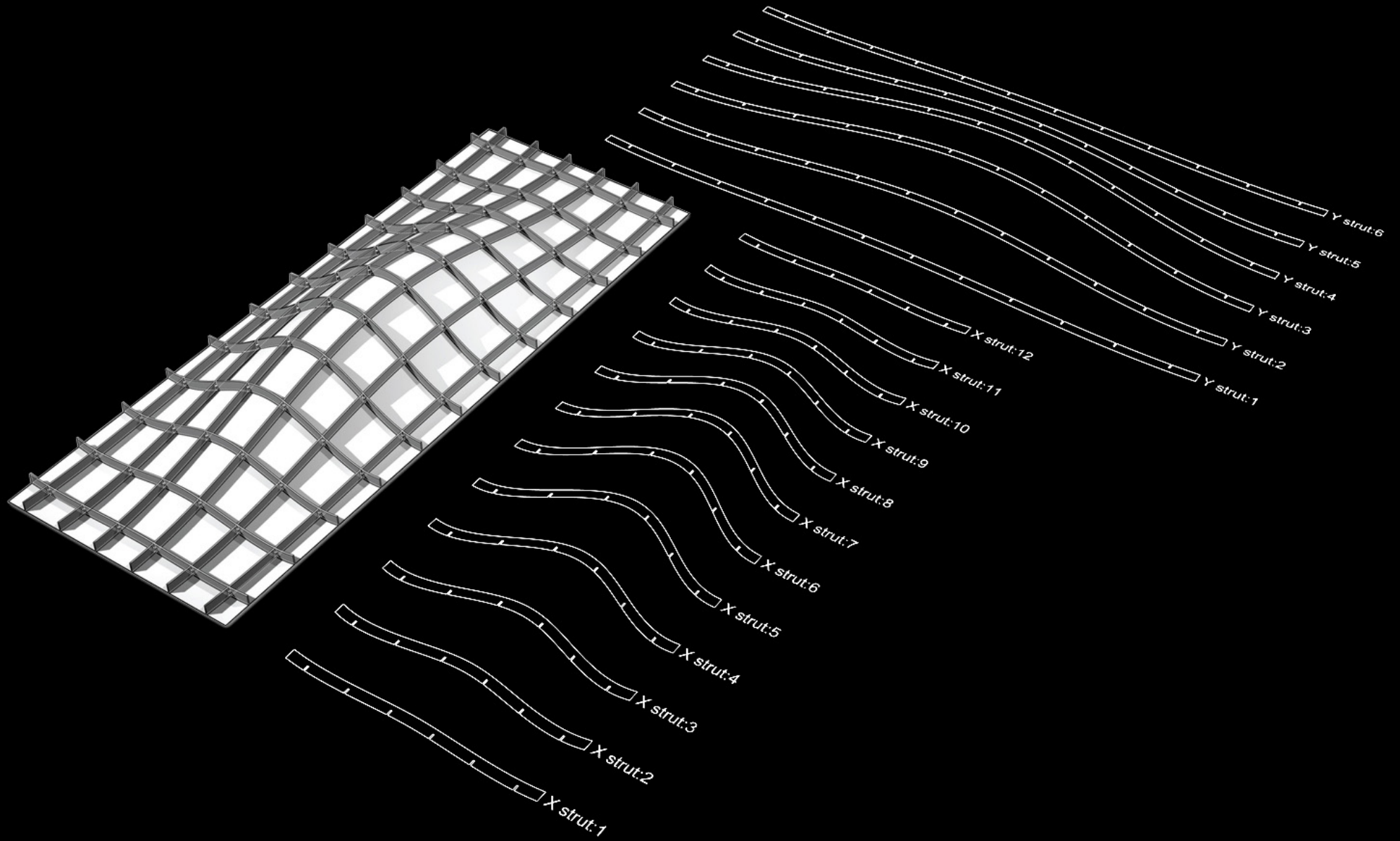


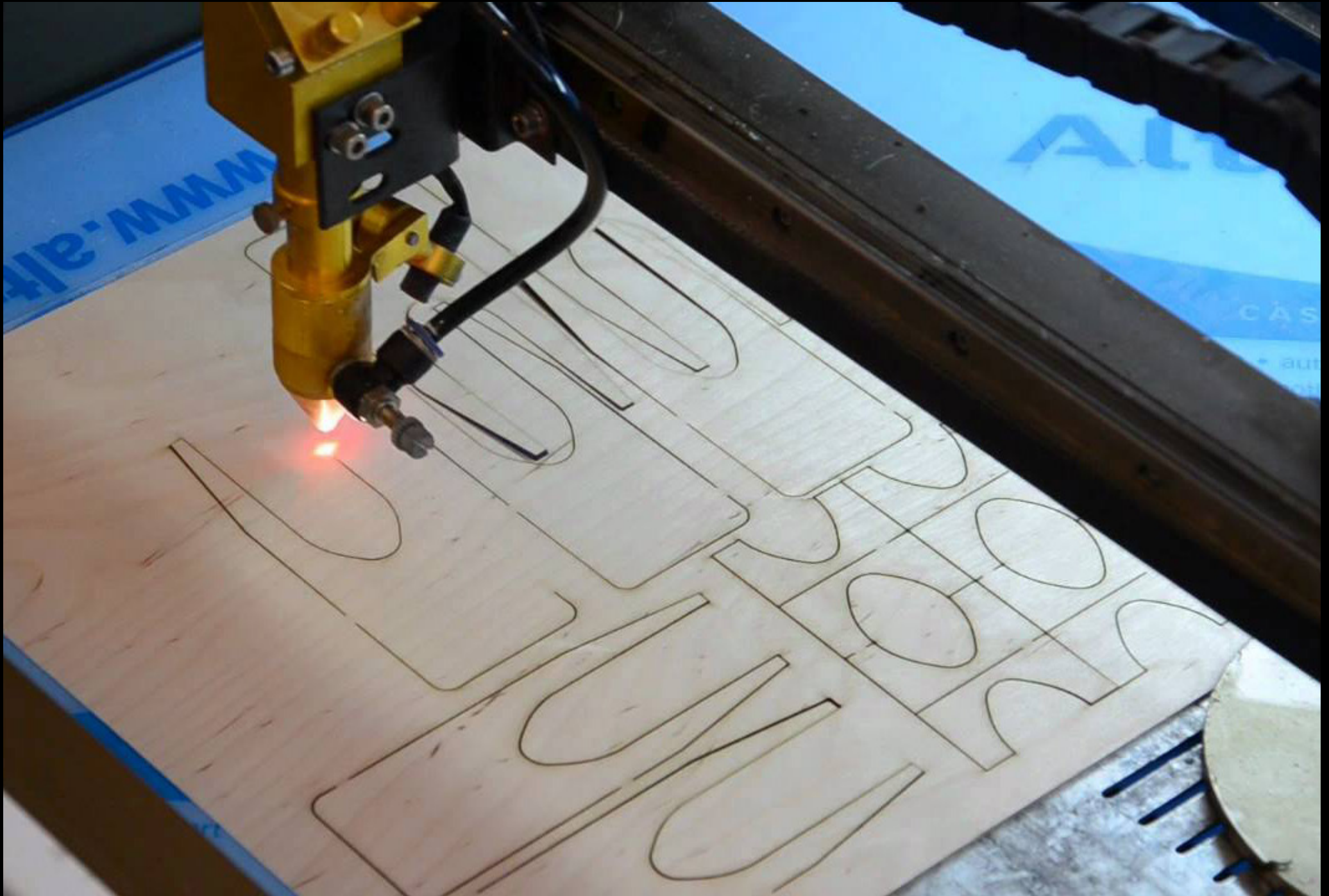


Metropol Parasol, Seville, by Jürgen Mayer, 2011

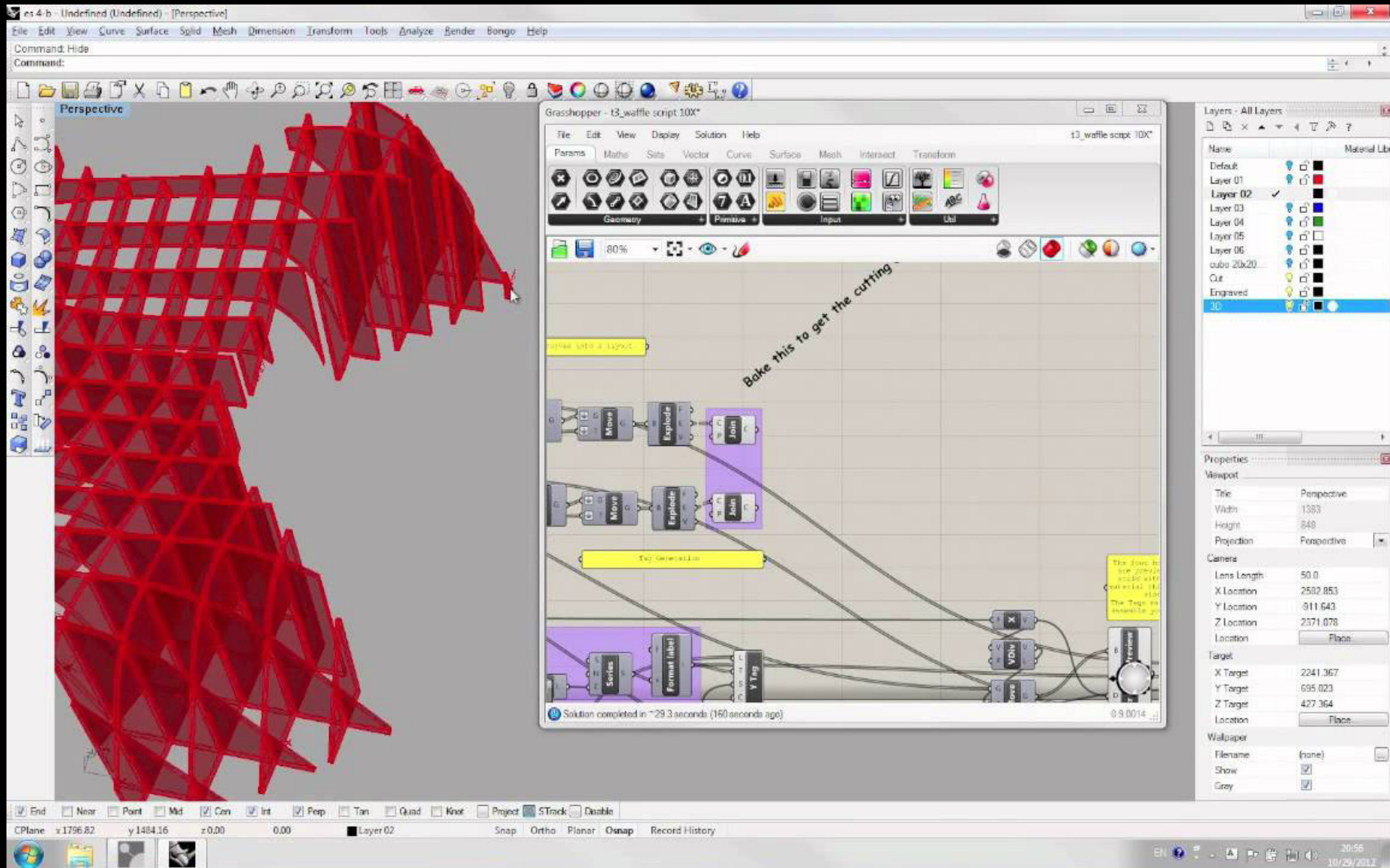


Metropol Parasol, Seville, by Jürgen Mayer, 2011

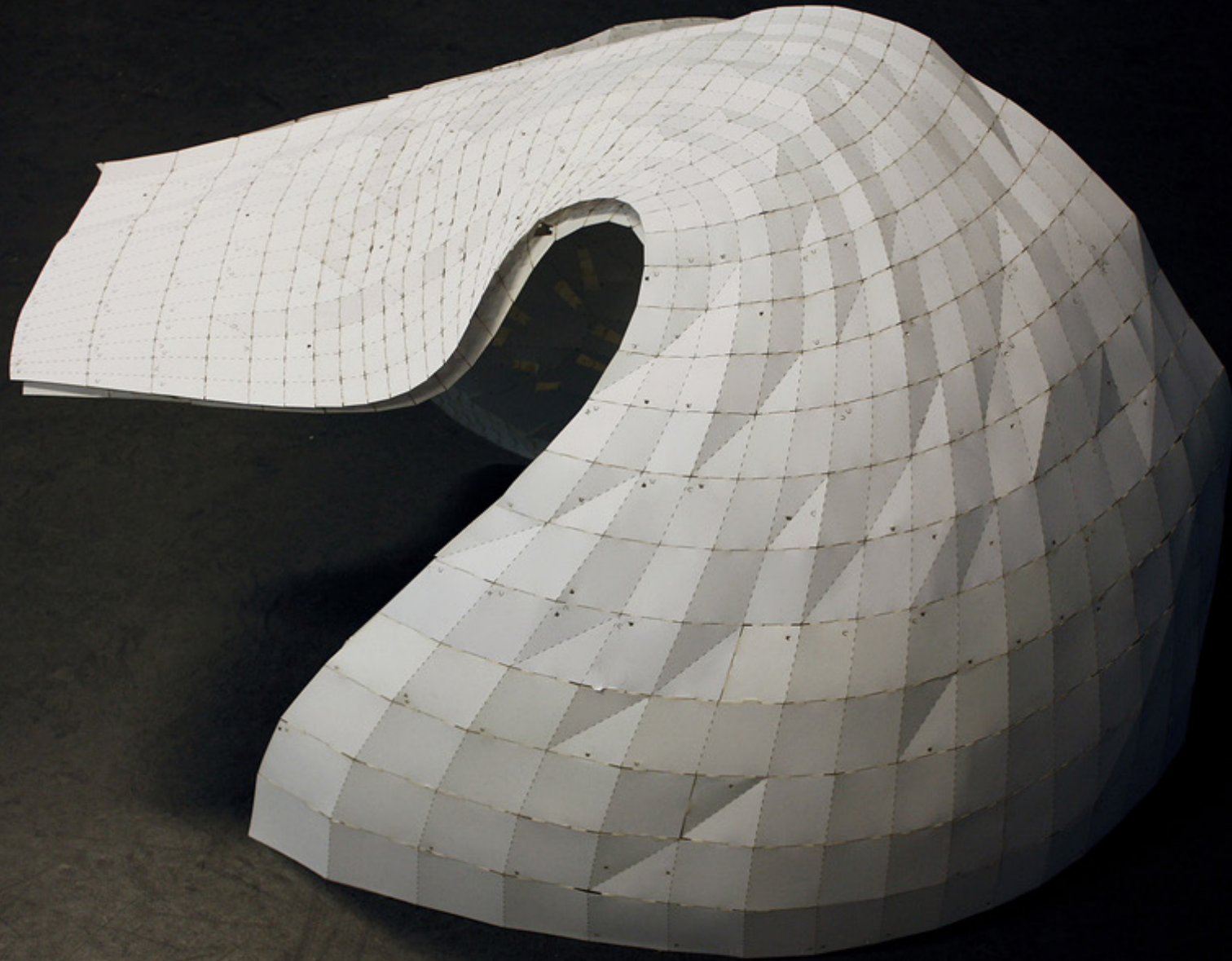




Laser cutter cutting plywood sheet



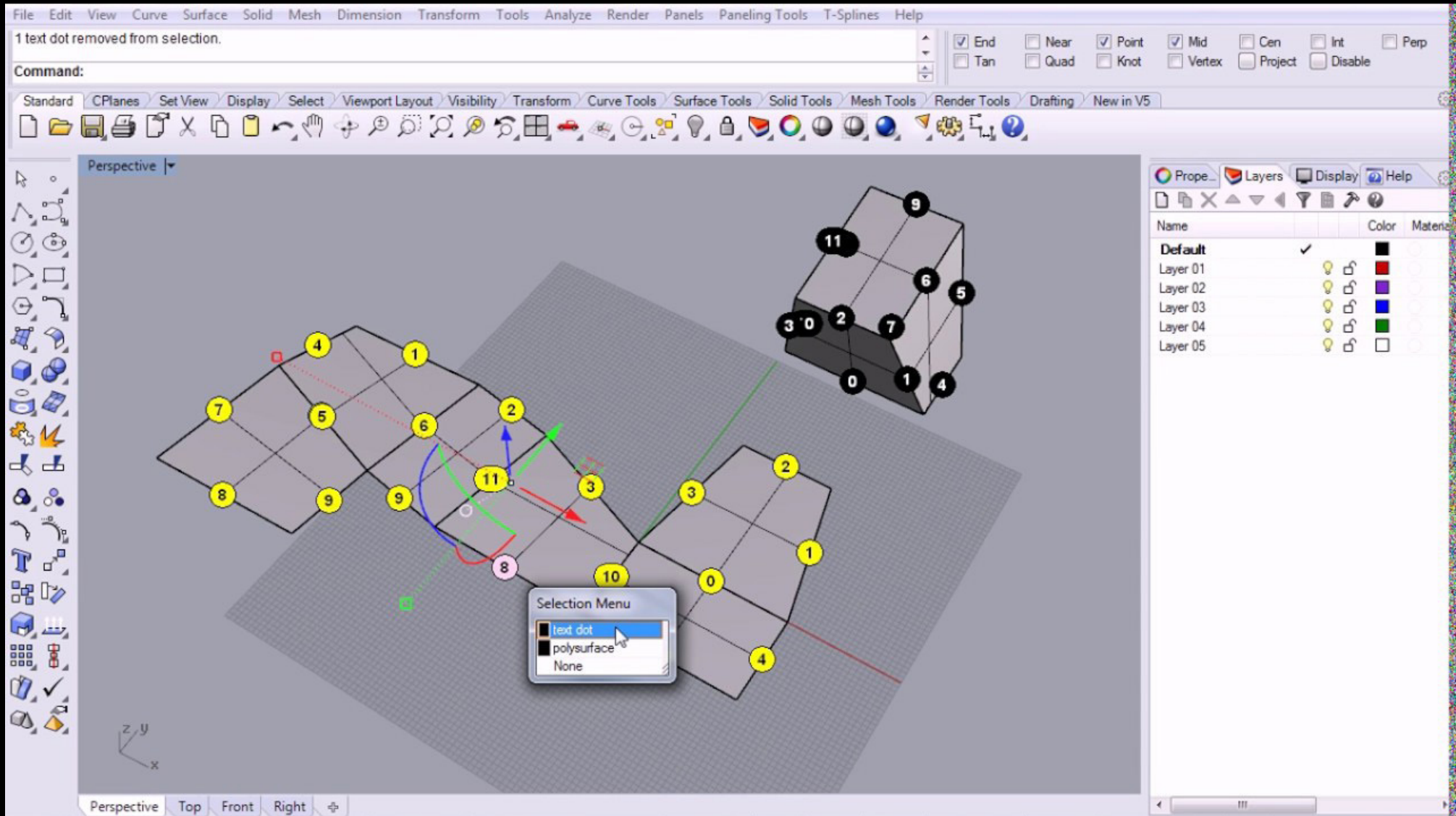
Waffle structure generated in Rhino Grasshopper



Tessellated free-form surface paper model by Trevor Patt



Tessellated free-form surface paper model by Trevor Patt

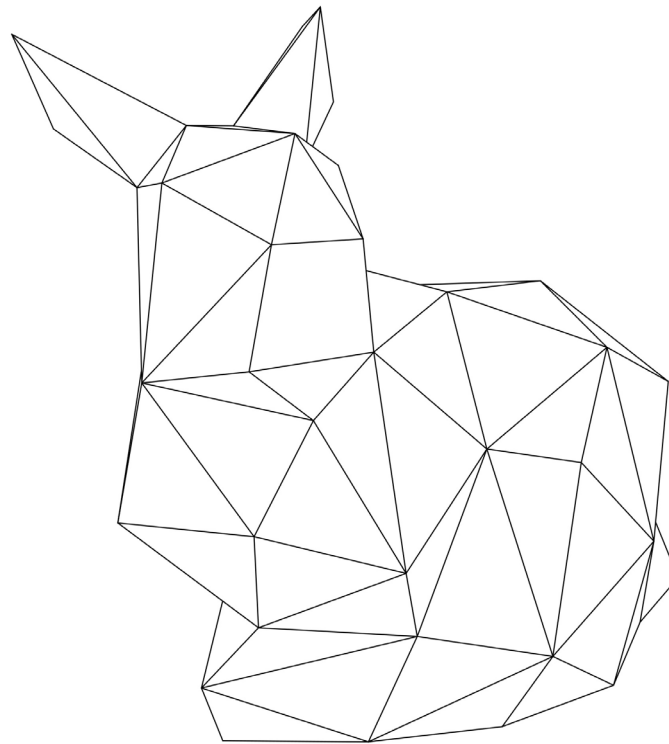


The **UnrollSrf** command flattens (develops) a surface or polysurface with curvature in one direction to a planar surface

Rhino 3D - Digital Crafting Tutorial

instructions for simple shape fabrication

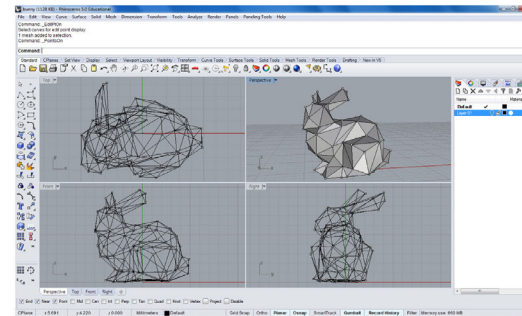
Triangulation



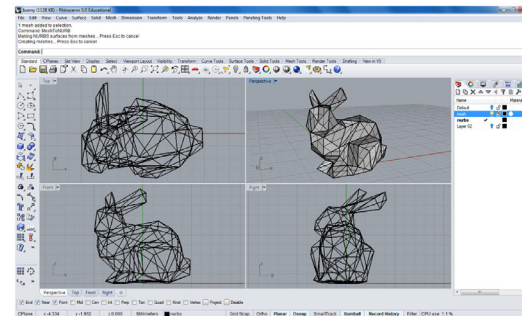
Manuel Kretzer 2016

Rhino 3D Digital Crafting Tutorial: Triangulation

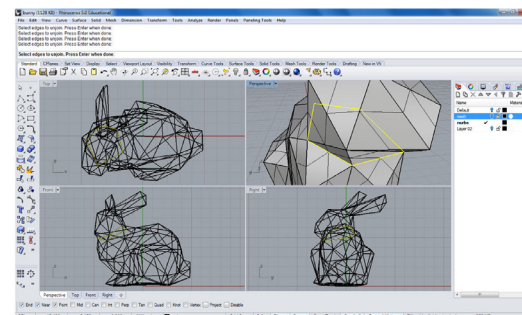
4. Check the appearance of the geometry. Turn on control points (_PointsOn) to adjust mesh polygons manually and - if desired - transform the geometry.



5. Use `_MeshToNURBS` to change the MESH back into a NURBS geometry. More info on the command can be found here: <http://wiki.mcneel.com/rhino/meshtonurb> Use `_TriangulateMesh` or `_TriangulateNonPlanarQuads` to ensure all mesh polygons are flat and developable.

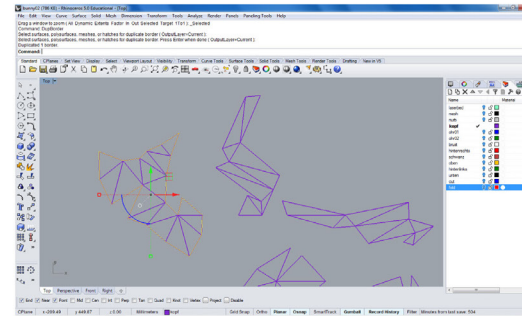


6. Depending on the complexity of the geometry it might not be developable in one piece. The command `_UnjoinEdge` can be used in order to break the object into several smaller parts. The command needs to be repeated until all parts can be unrolled without overlaps as shown in the following step.

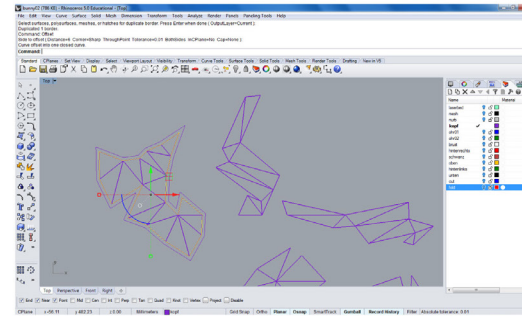


Rhino 3D Digital Crafting Tutorial: Triangulation

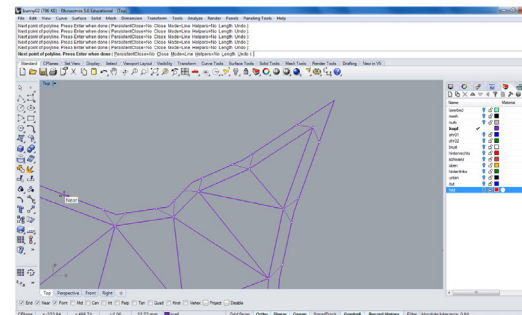
10.
Use `_DupBorder` to duplicate the borders of each unrolled pattern.



11.
Use `_Offset` and choose as 'Distance' a number large enough for the gluing joints. Depending on the model size 3 - 8 mm should be sufficient.



12.
Use the shifted border as a guide to manually draw the gluing joints. When finished erase the previously created border.





finished object

www.responsivedesign.de



Vaulted Willow by THEVERYMANY, Borden Park, Edmonton, Canada, 2014



Vaulted Willow by THEVERYMANY, Borden Park, Edmonton, Canada, 2014

VALUES

PARTS = 721
118' x 146' x 12' AL SHEETS
HOLES = 28,098
CONNECTIONS = 14,049

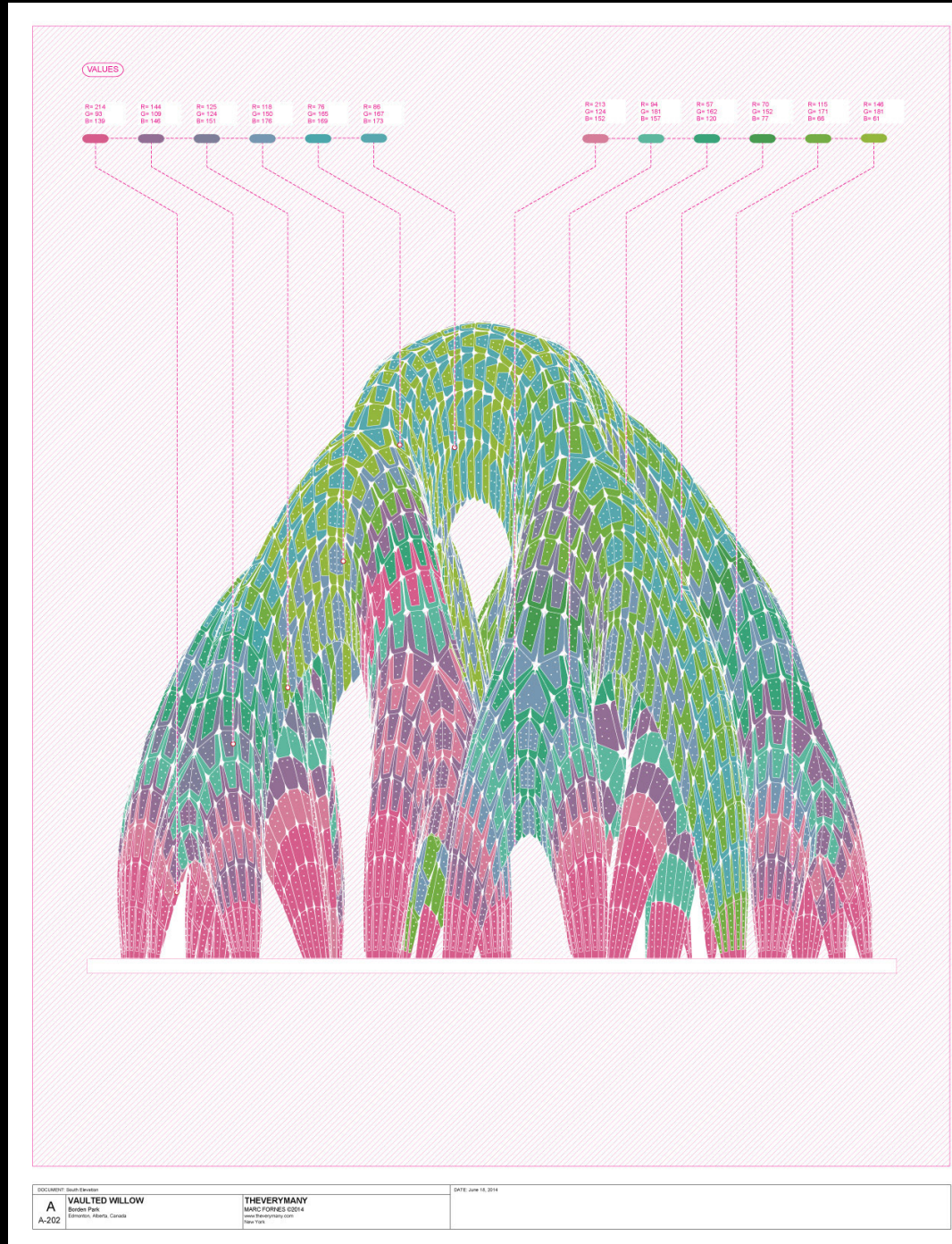
DOCUMENT NUMBER PARTS

A VAULTED WILLOW
Borden Park
Edmonton, Alberta, Canada

A-601

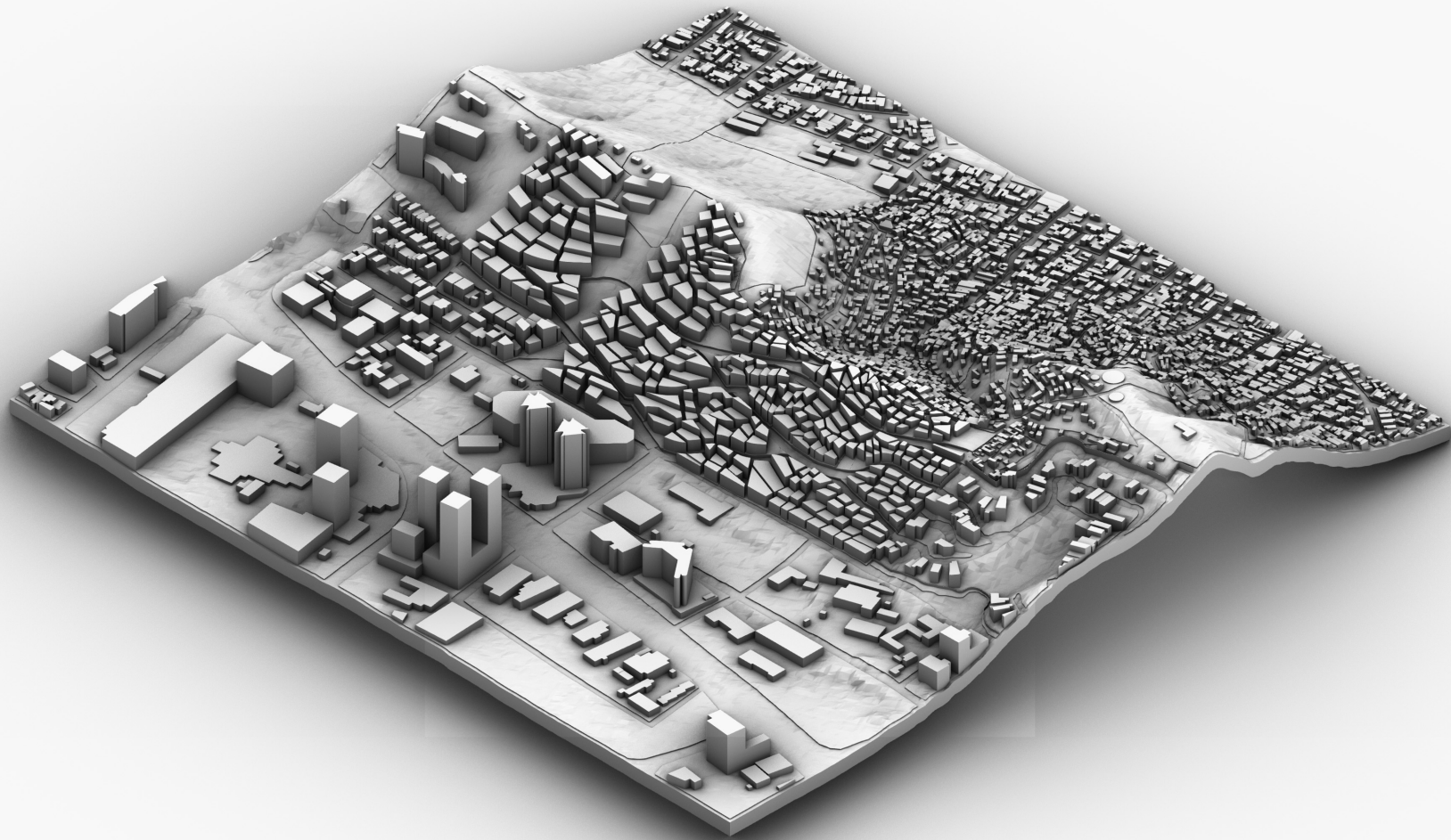
THEVERYMANY
MARC FORMÉS CO2014
New York, New York

DATE: JUN 16, 2014



Vaulted Willow by THEVERYMANY, Borden Park, Edmonton, Canada, 2014

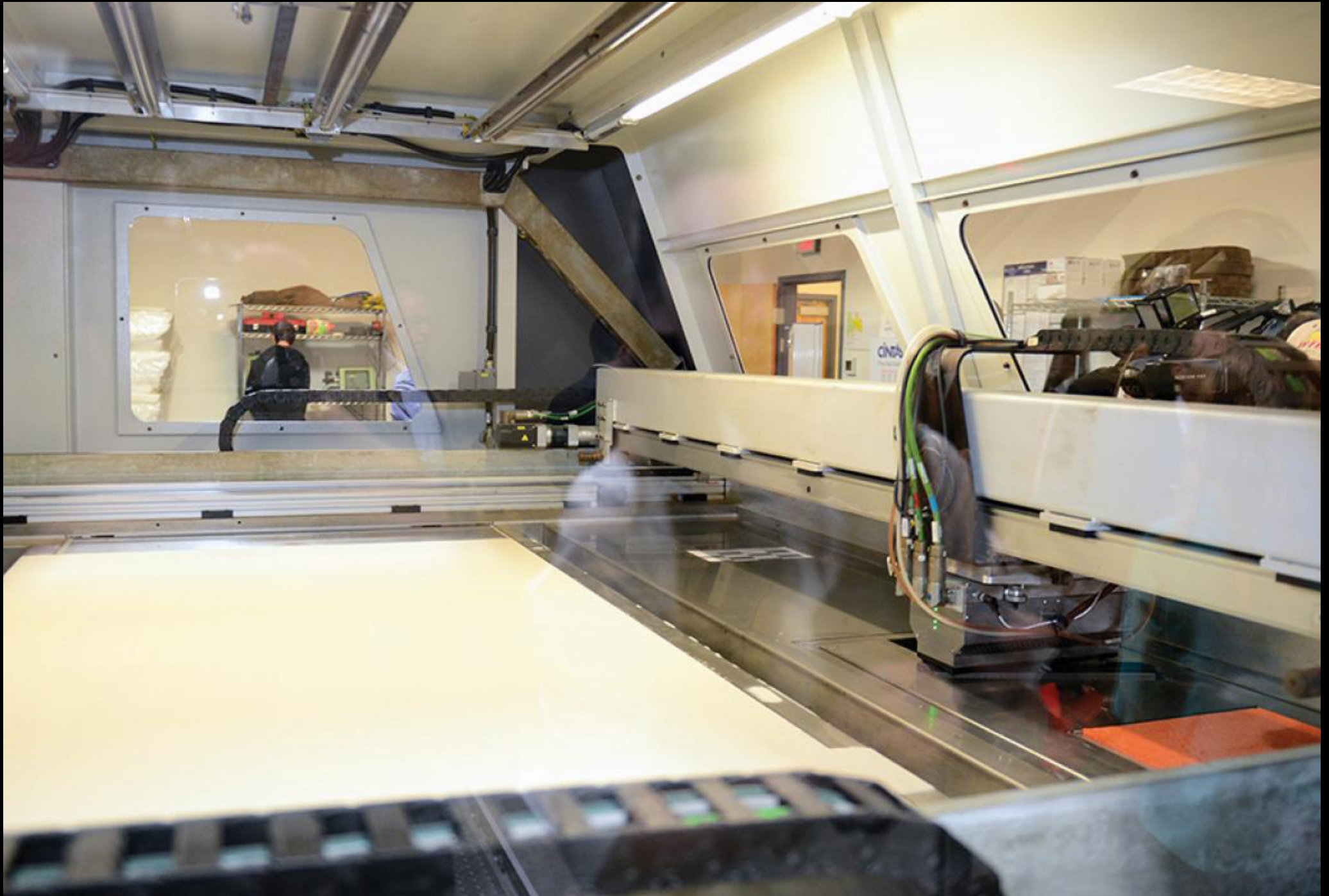








Digital Grotesque II, 3D printed architecture by Michael Hansmeyer and Benjamin Dillenburger, 2017



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