



ARK-E2515 Parametric Design
Associative Geometry

Toni Kotnik

Professor of Design of Structures

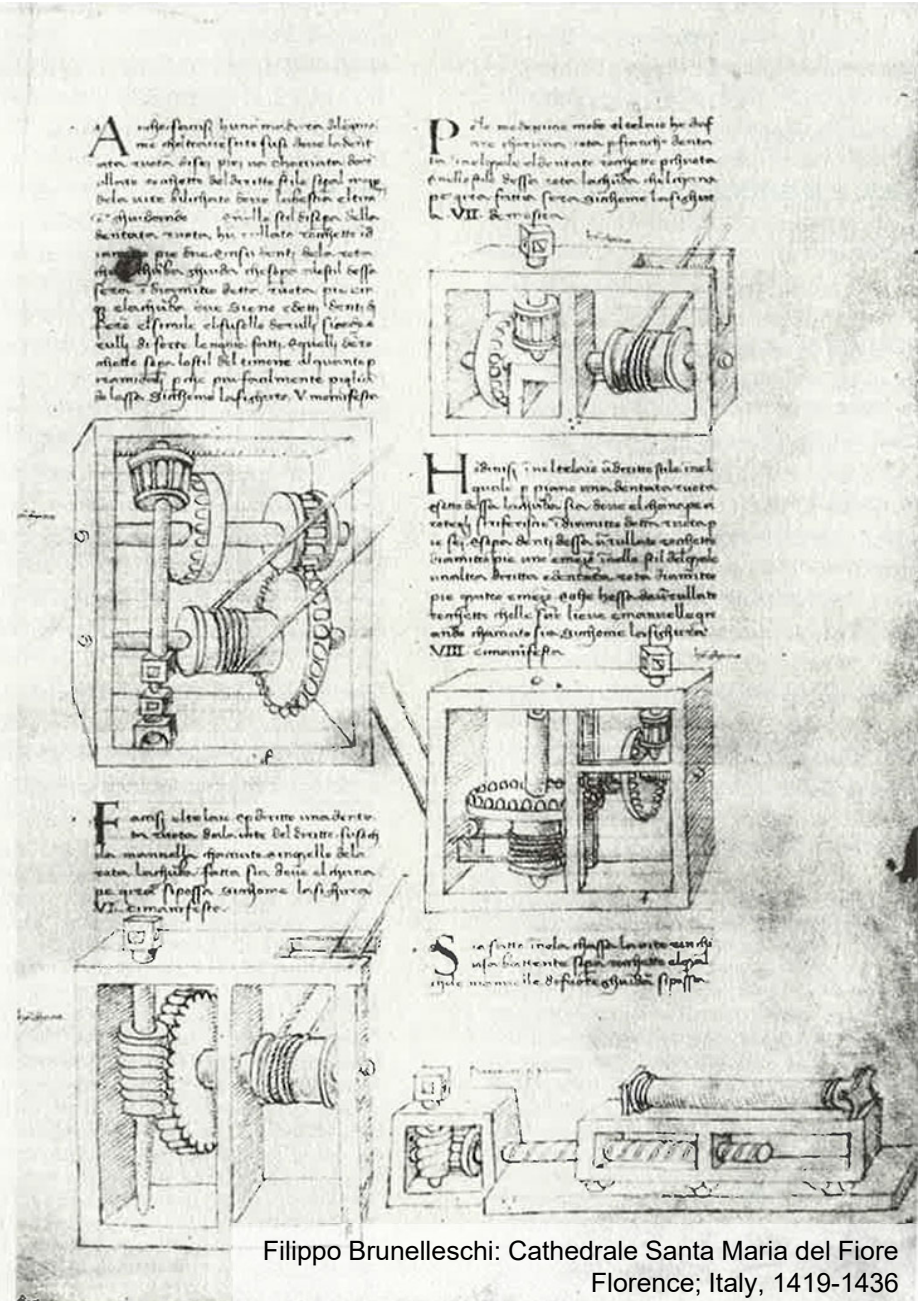
Aalto University
Department of Architecture
Department of Civil Engineering



Filippo Brunelleschi: Cattedrale Santa Maria del Fiore
Florence; Italy, 1419-1436

Master-Builder

designing with models and machines on site

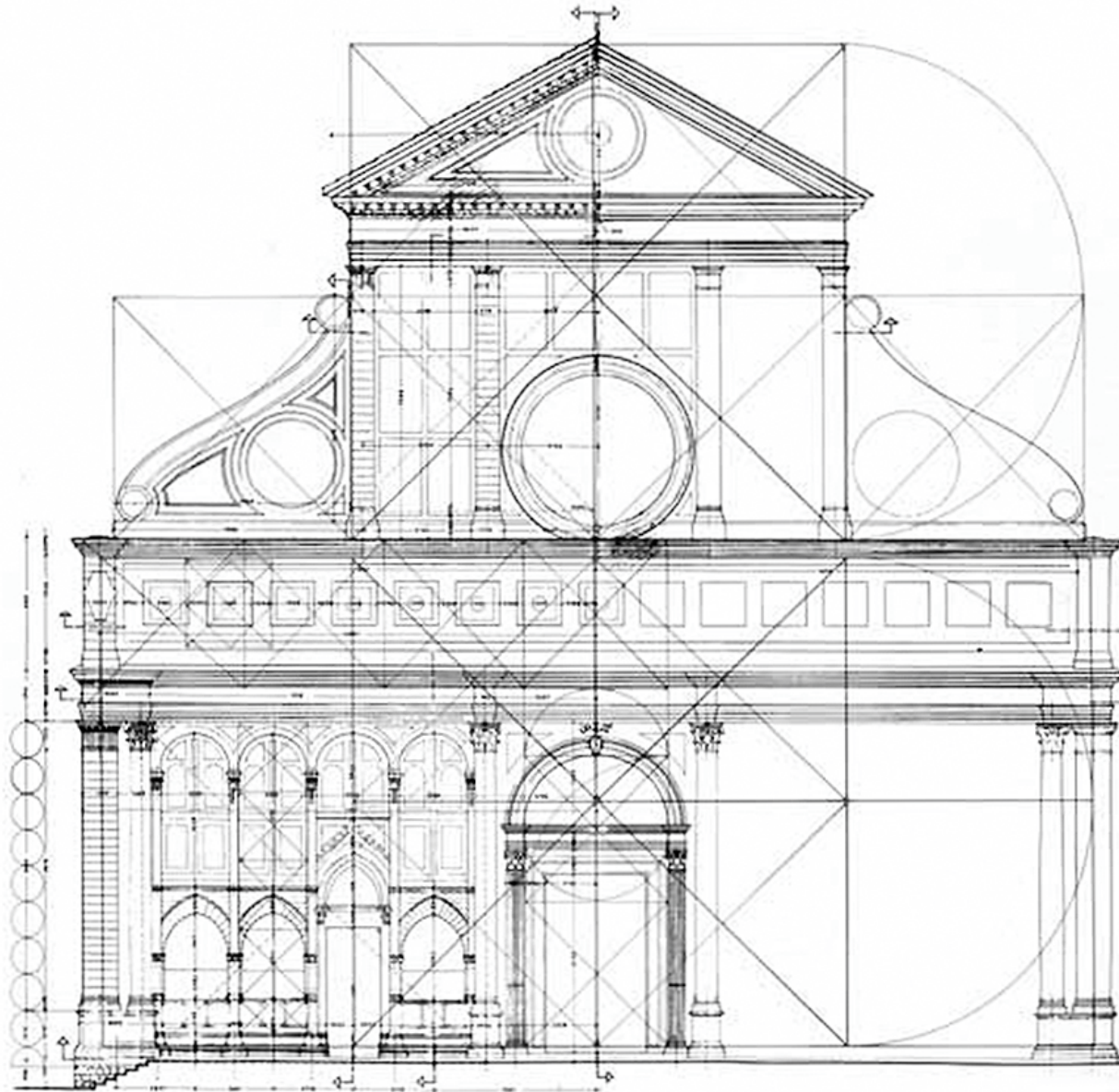


Filippo Brunelleschi: Cattedrale Santa Maria del Fiore
Florence; Italy, 1419-1436

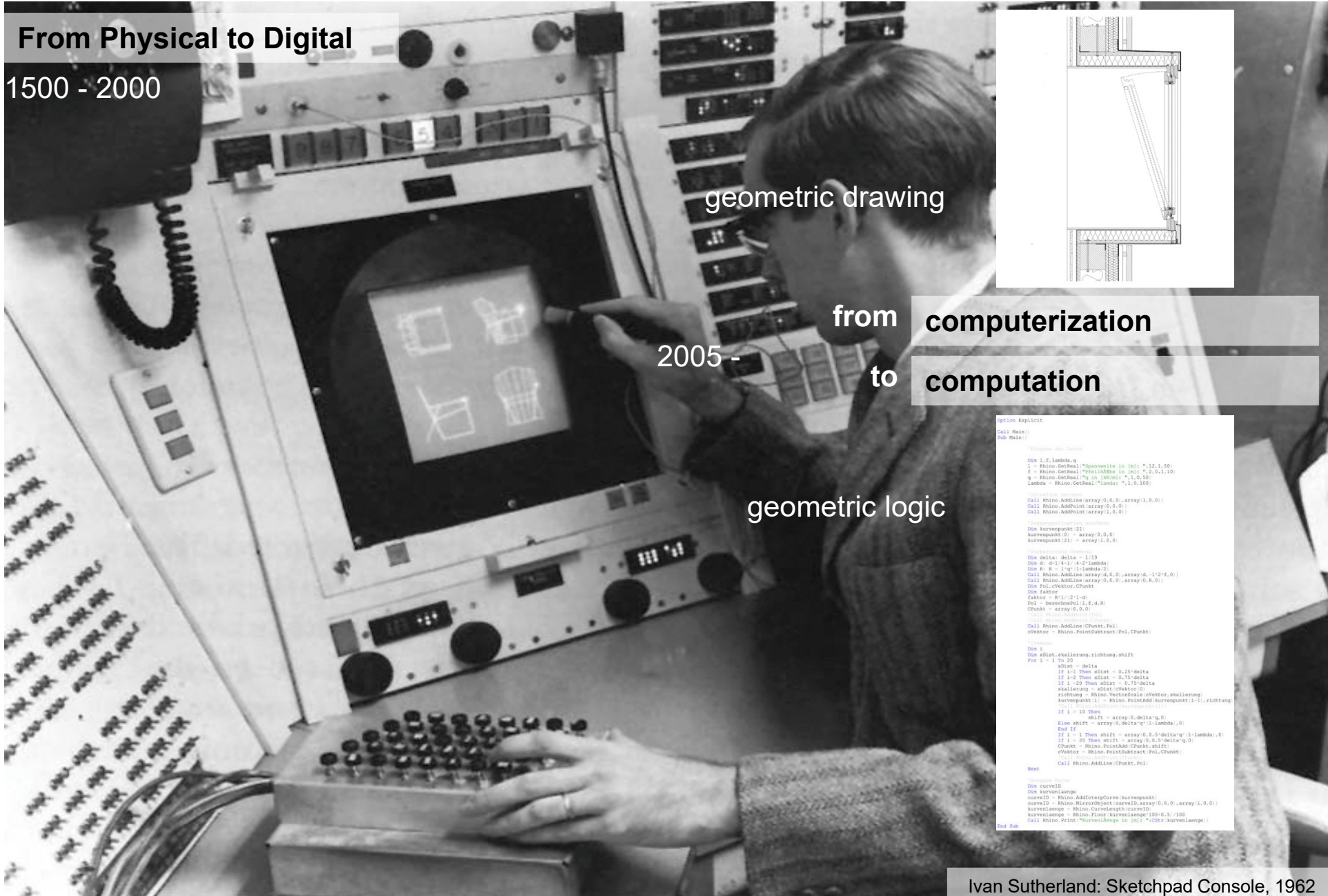


Leon Battista Alberti: Santa Maria Novella
Florence; Italy, 1456-1470

From Building to Drawing based on geometric relationships



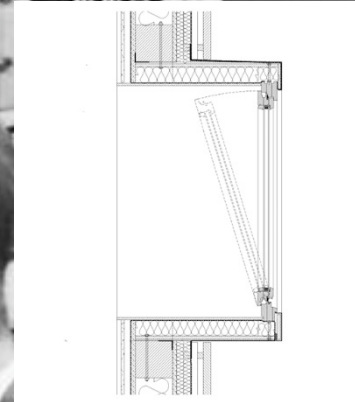
Leon Battista Alberti: Santa Maria Novella
Florence; Italy, 1456-1470



From Physical to Digital

1500 - 2000

geometric drawing



2005 -

from computerization
to computation

geometric logic

```
Open Explicit
Call Main()
Sub Main()
  *Assign variables
  Dim l, f, lambda, q
  l = Rhino.GetReal("RhinoCircle in [m] ", 12.1, 30)
  f = Rhino.GetReal("FreeCircle in [m] ", 2.0, 1.10)
  q = Rhino.GetReal("q in [m/m] ", 1, 0.00)
  lambda = Rhino.GetReal("lambda ", 1, 0, 100)

  *Initialize curves
  Call Rhino.AddLine(Array(0, 0, 0), Array(1, 0, 0))
  Call Rhino.AddPoint(Array(0, 0, 0))
  Call Rhino.AddPoint(Array(1, 0, 0))

  *Initialize curves
  Dim kurvenpunkt [2]
  kurvenpunkt [0] = Array(0, 0, 0)
  kurvenpunkt [1] = Array(1, 0, 0)

  *Initialize variables
  Dim delta: delta = 1/19
  Dim d: d = 2/3: 4/2*lambda
  Dim R: R = 1/3: 1/lambda/2
  Call Rhino.AddLine(Array(0, 0, 0), Array(-1/2+R, 0))
  Call Rhino.AddLine(Array(0, 0, 0), Array(0, R, 0))
  Dim Pol: vektor.Chunk
  Dim Faktor
  Faktor = R/1: 2/1-d
  Pol = BerechnePol(l, f, d, R)
  CPoint = Array(0, 0, 0)

  *Loop
  Dim s
  Dim xDist, skalierung, richtung, shift
  For i = 1 To 20
    xDist = delta
    If i < 10 Then xDist = 0.25*delta
    If i < 2 Then xDist = 0.75*delta
    If i < 20 Then xDist = 0.15*delta
    skalierung = xDist/vektor(0).vektor, skalierung
    kurvenpunkt [i] = Rhino.PointAdd(kurvenpunkt [i-1], richtung)
    If i > 10 Then
      shift = Array(0, delta*q, 0)
    Else
      shift = Array(0, delta*q: 1*lambda, 0)
    End If
    If i = 1 Then shift = Array(0, 0.5*delta*q: 1*lambda, 0)
    If i = 20 Then shift = Array(0, 0.5*delta*q, 0)
    CPoint = Rhino.PointAdd(CPoint, shift)
    vektor = Rhino.PointSubtract(Pol, CPoint)
    Call Rhino.AddLine(CPoint, Pol)
  Next
  Call Rhino.AddLine(CPoint, Pol)

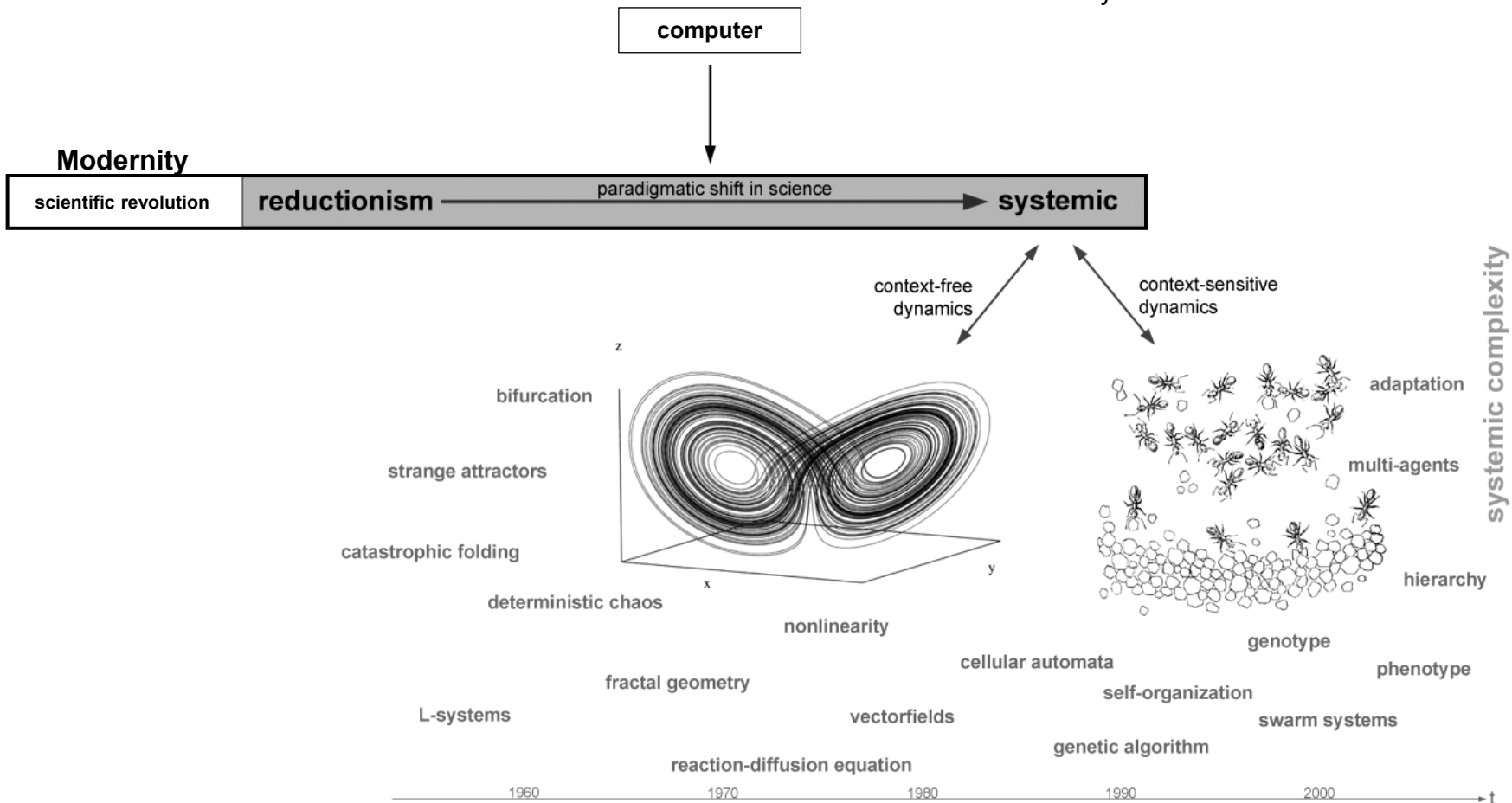
  *Assign curves
  Dim curveID
  Dim kurvenlaenge
  curveID = Rhino.AddInterpCurve(kurvenpunkt)
  curveID = Rhino.MirrorObject(curveID, Array(0, 0, 0), Array(1, 0, 0))
  kurvenlaenge = Rhino.CurveLength(curveID)
  kurvenlaenge = Rhino.Floor(kurvenlaenge/100/0.5)/100
  Call Rhino.Print "kurvenlaenge in [m] " *CCur.kurvenlaenge:
End Sub
```

Ivan Sutherland: Sketchpad Console, 1962

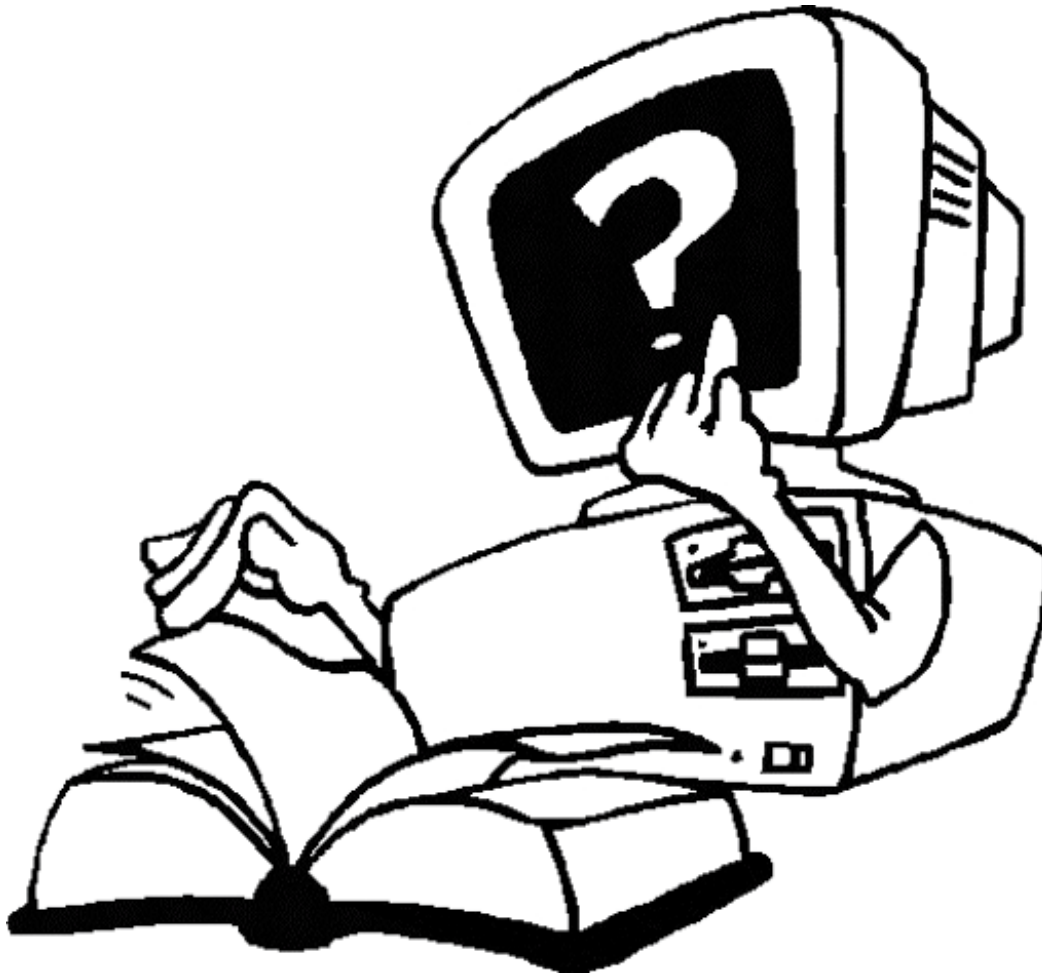
Digital Revolution

"An intellectual revolution is happening all around us, but few people are remarking on it. Computational thinking is influencing research in nearly all disciplines, both in the sciences and the humanities. ... [The Computer] is changing the way we think. ... If you want to understand the 21th century then you must first understand computation."

Alan Bundy



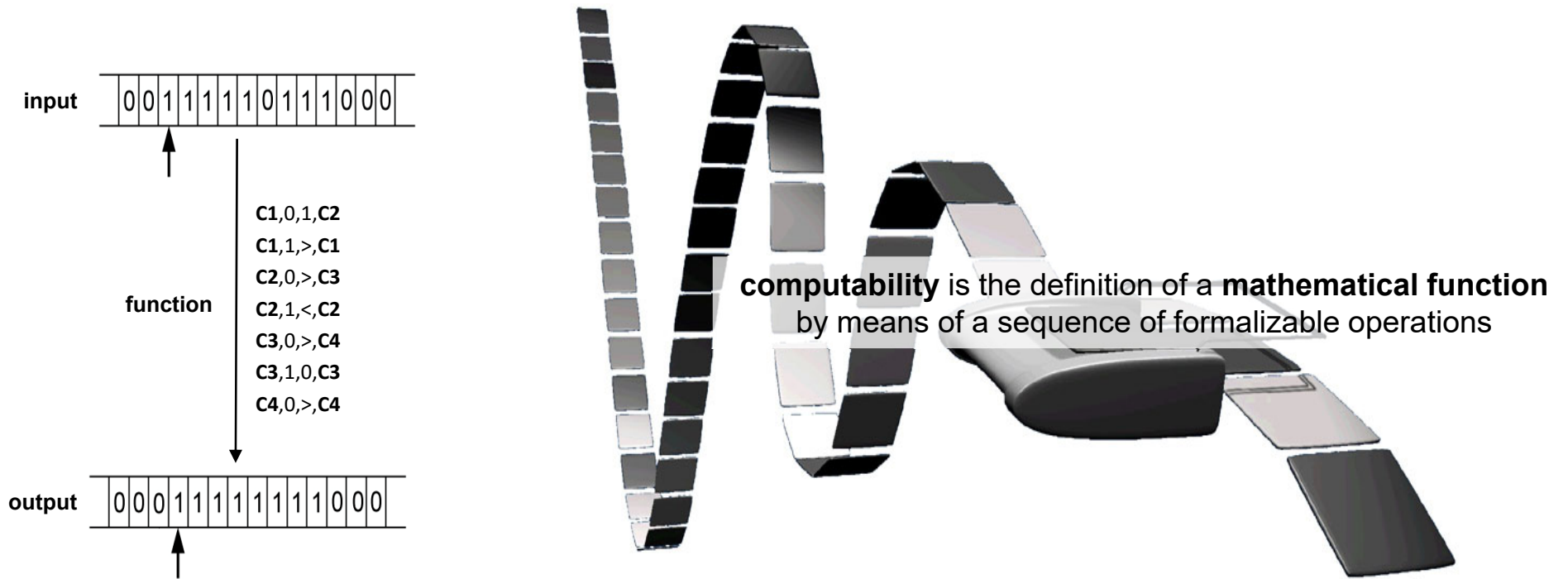
What is computation?



Computation

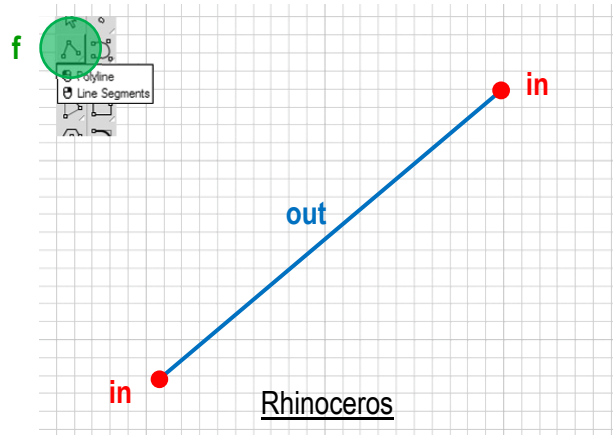
" Turing's 'Machines'. These machines are human who calculate."

Ludwig Wittgenstein

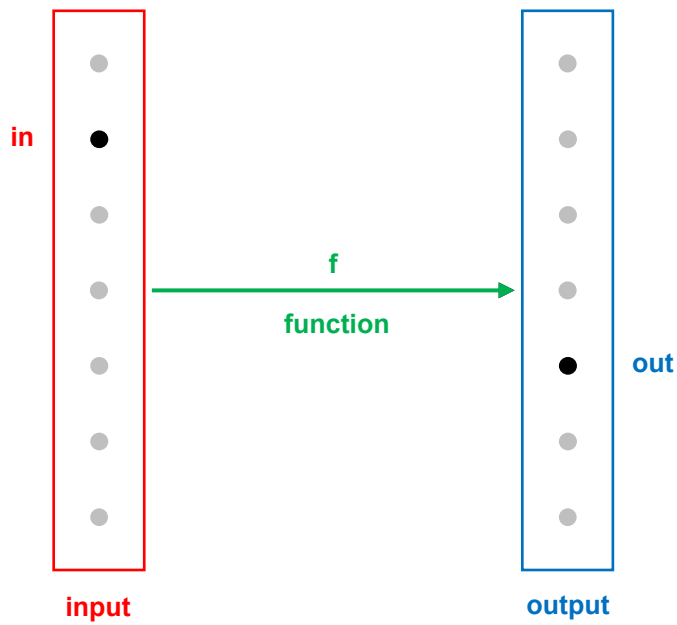


abstract machine model of computation
based on Alan Turing

Computation



Grasshopper

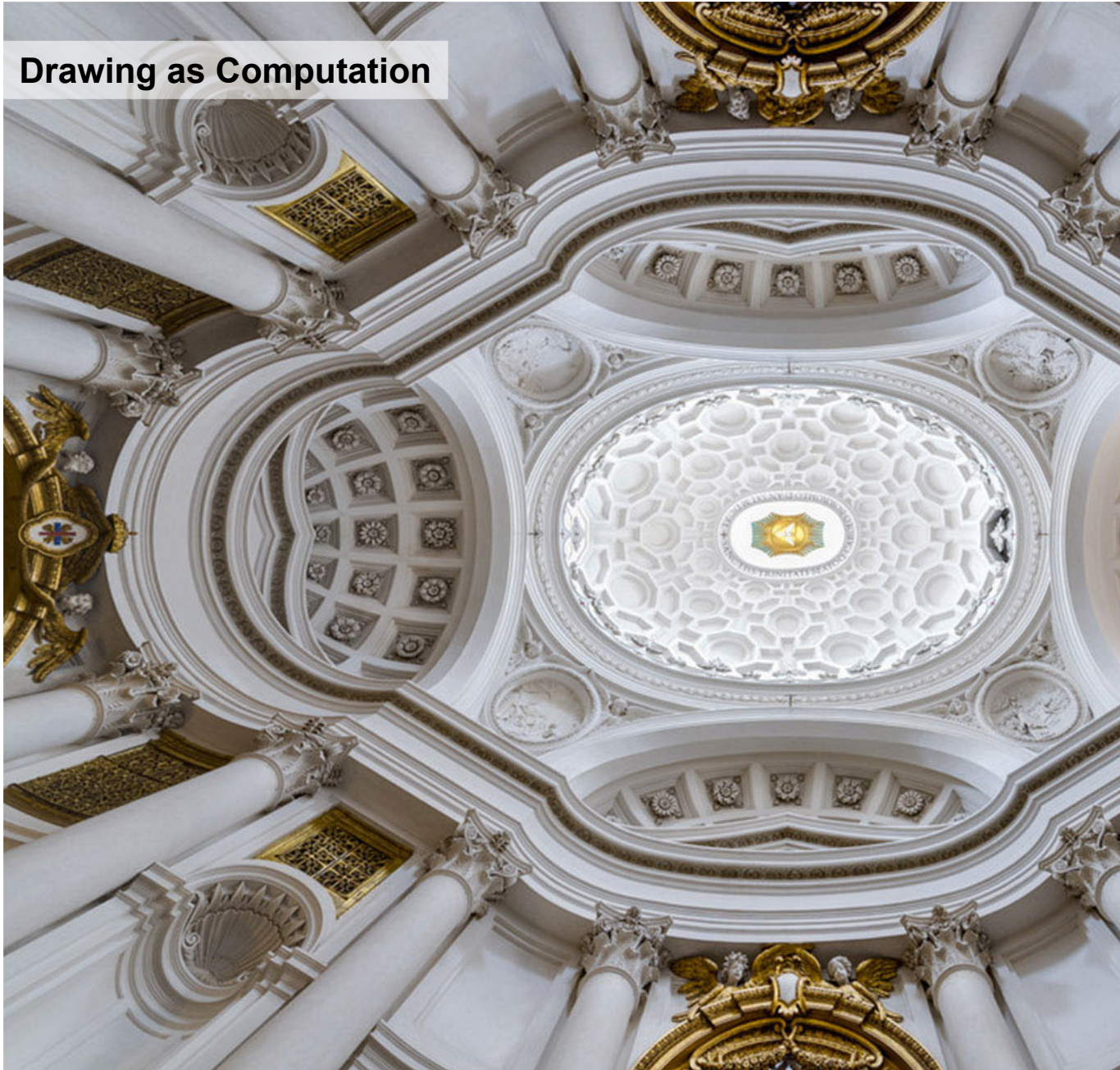


```
lineID = Rhino.AddLine (arrStart, arrEnd)
```

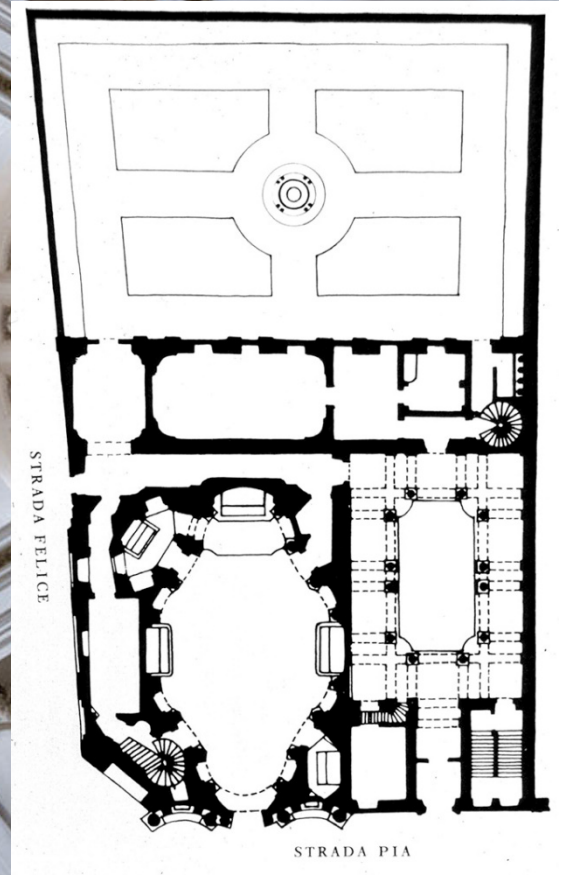
Rhinoscript

drawing a line as mathematical function

Drawing as Computation

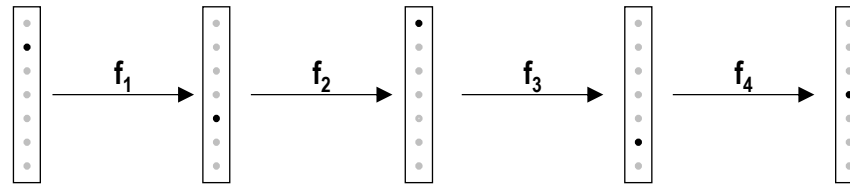
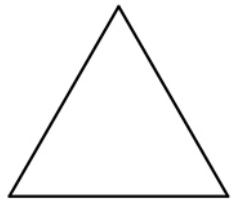


church at the monastery of the Trinitarian order

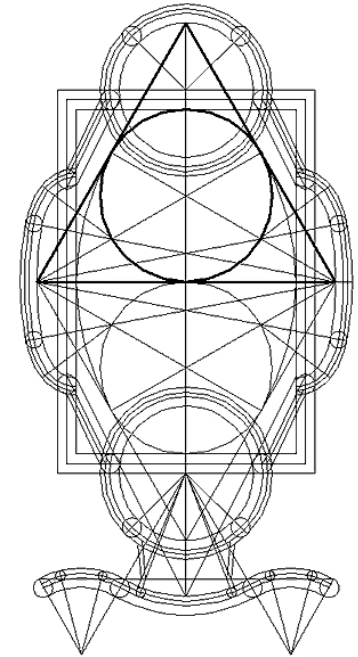
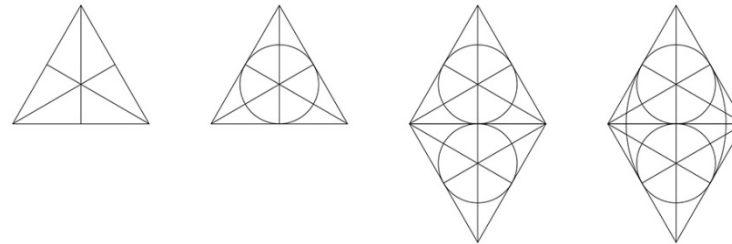


Borromini: San Carlo alle Quattro Fontane
Rome, Italy, 1638-1677

Drawing as Computation



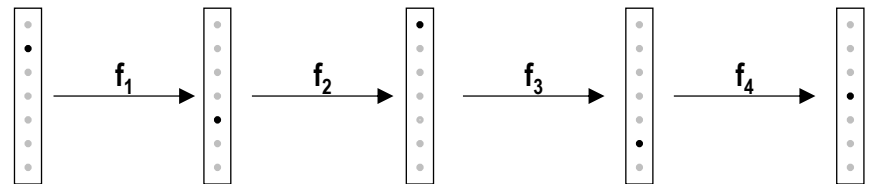
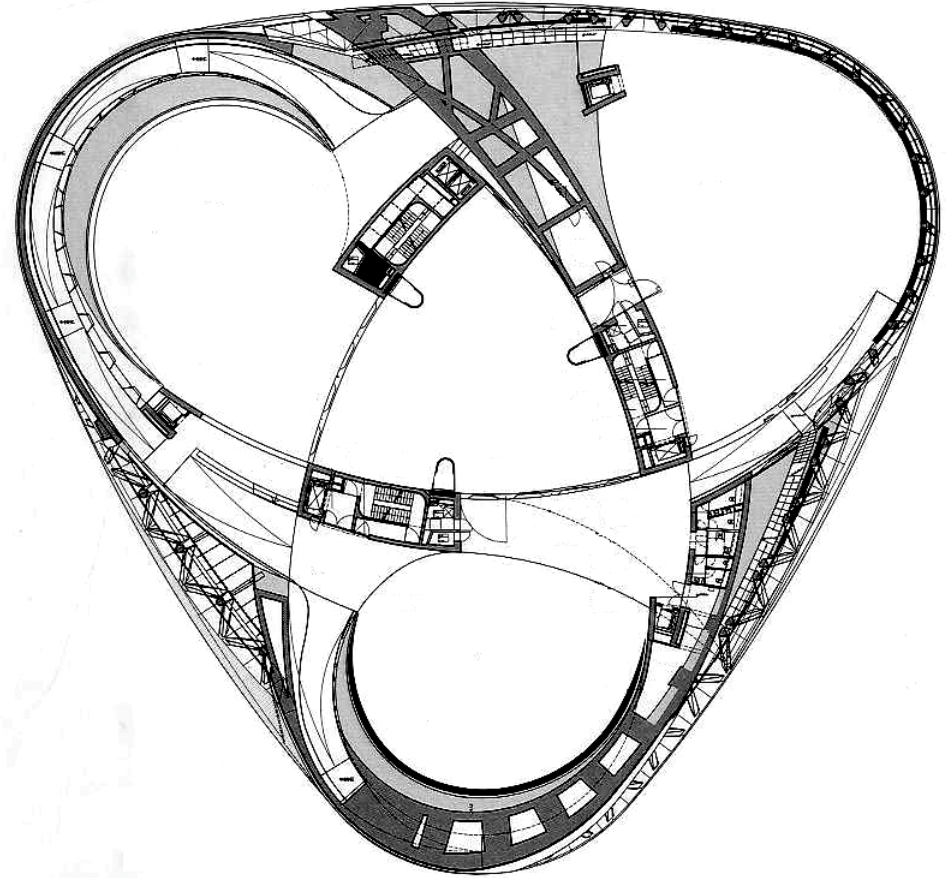
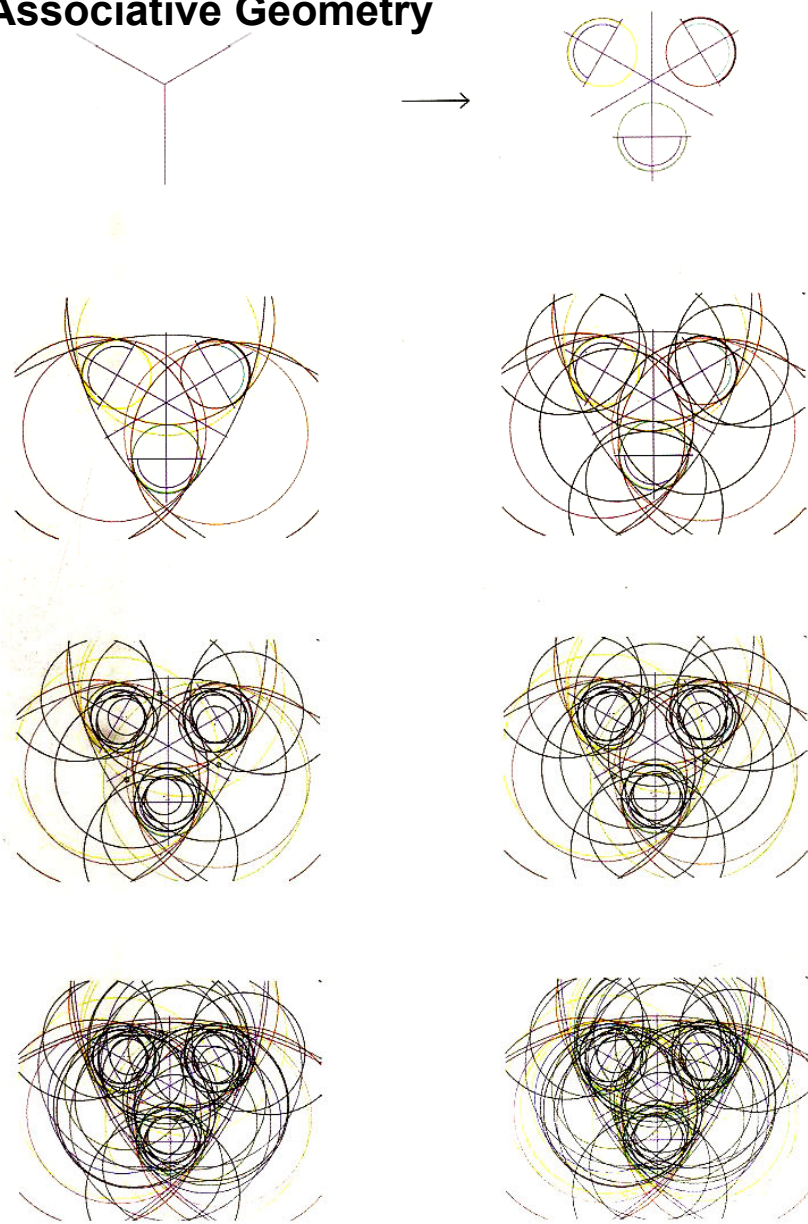
Associative Geometry
sequence of geometric operations
that built upon each other



association (lat. *associare*: to unite, to ally)
uniting in a common purpose / work together for one goal

Borromini: San Carlo alle Quattro Fontane
Rome, Italy, 1638-1677

Associative Geometry

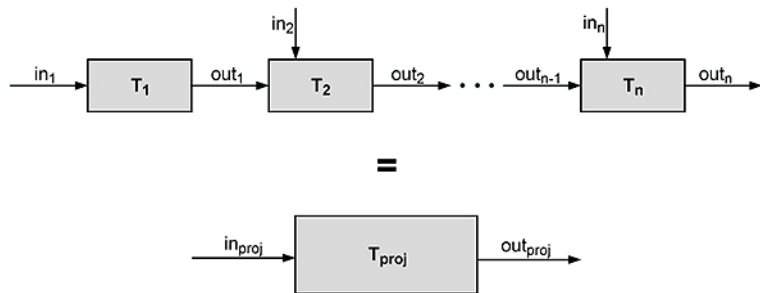


Drawing as Computation



UN Studio: Mercedes Benz Museum
Stuttgart, Germany, 2001-06

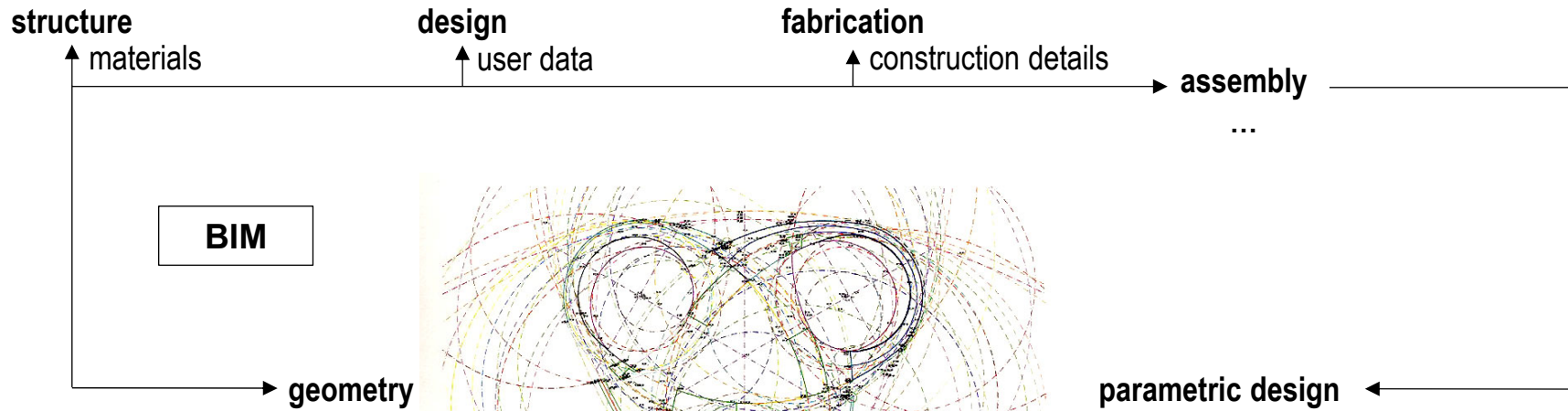
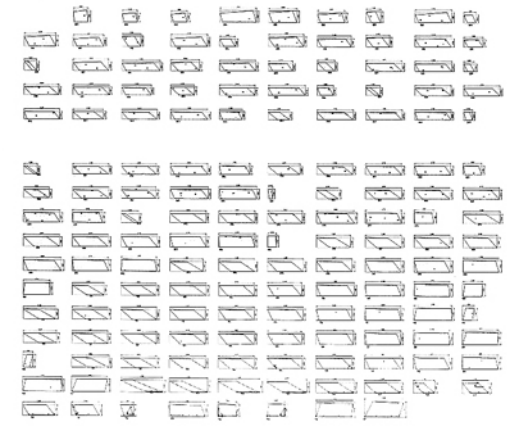
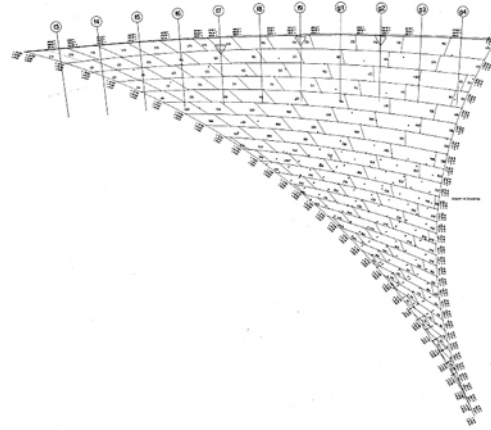
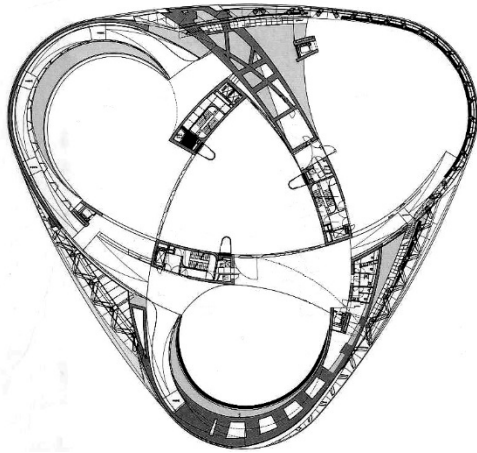
Drawing as Computation



every architectural drawing carries an inherent logic defined by the sequence of geometric operations

**architectural form
is a
mathematical function**

From Drawing to Building



UN Studio: Mercedes Benz Museum
Stuttgart, Germany, 2001-06



**Parametric Design
Algorithmic Design**

Parametric Software

Generative Components

Strand/Robot

Ecotect

Radiance

Analysis Workflow

4D/5D Workflow

Building Explorer

Project/Primavera

Navis Works

File Management Workflow

Digital Fabrication

Physical Model

Fabrication Workflow

Revit

Office

Drawing Documentation

Documentation Workflow

Rhino

Rhino

3DS Max

3DS Max

Geomagics

3D Printer

Laser Cutter

Outlook

AutoCAD

V-ray

Photoshop

InDesign

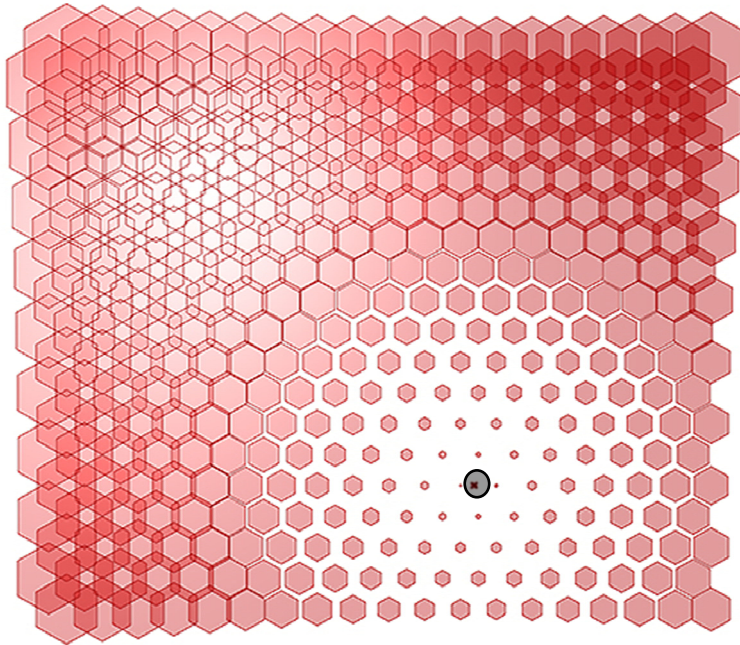
PowerPoint

Illustrator

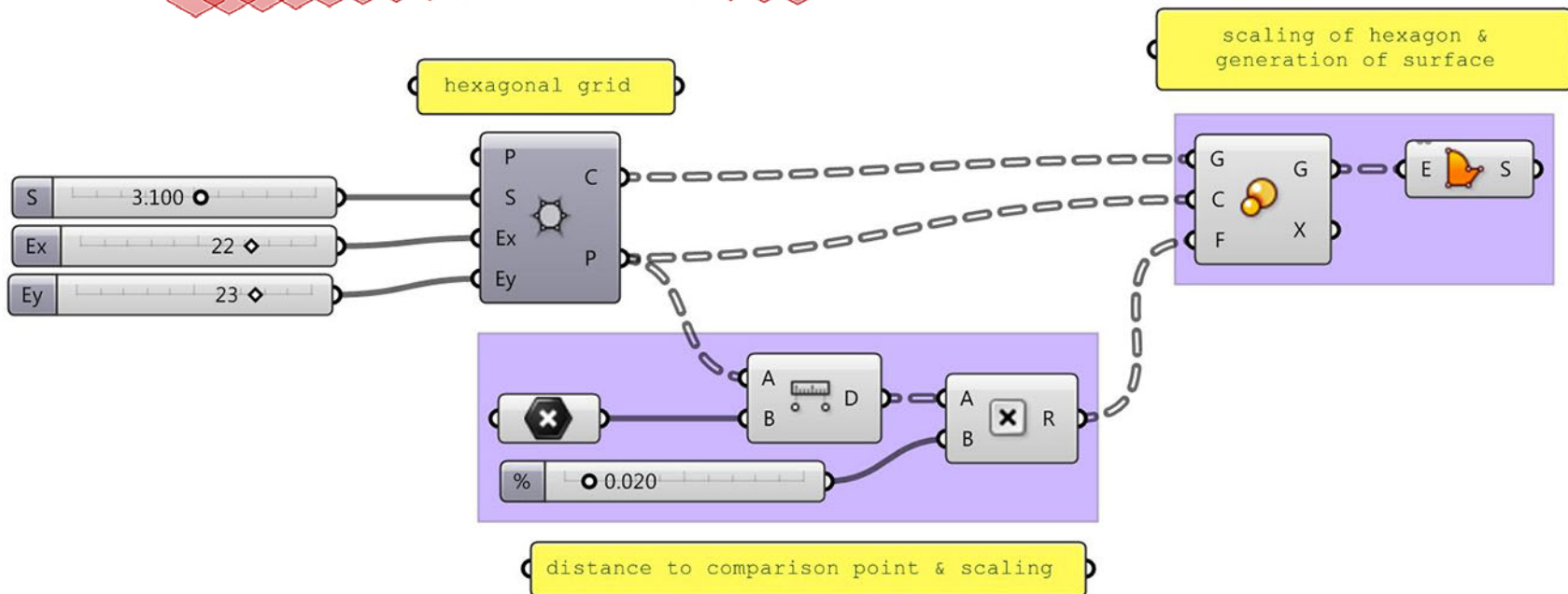
Presentation Workflow

Bachelor

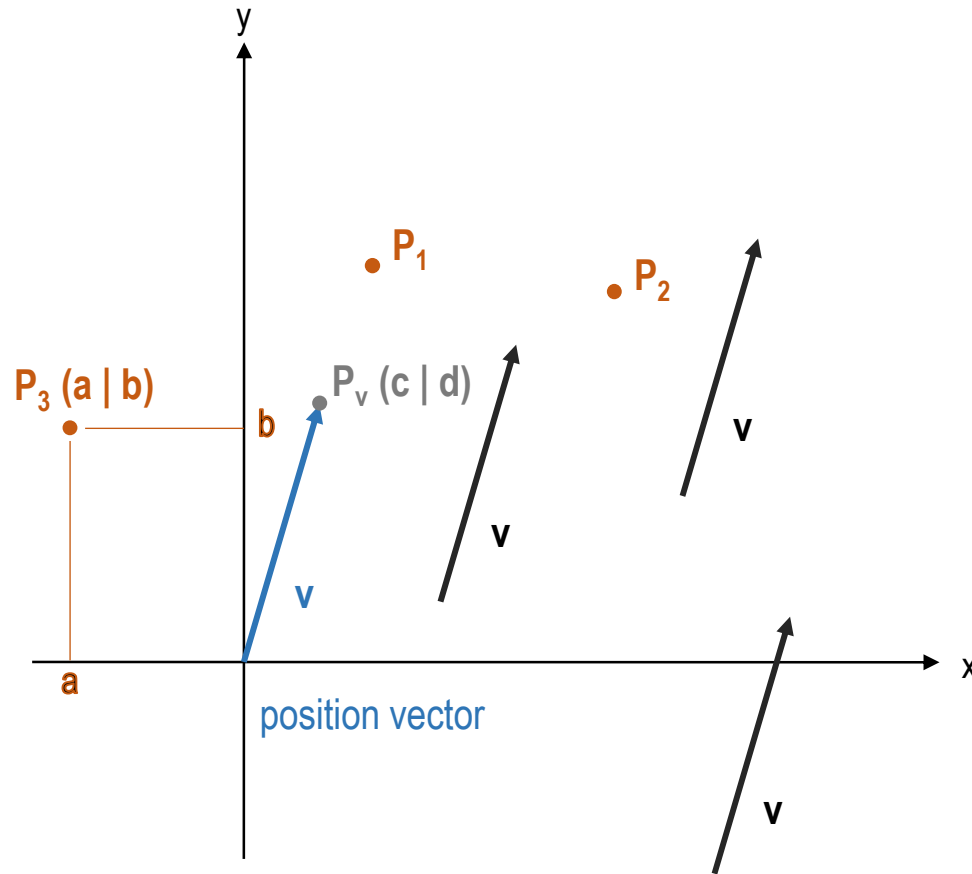
workflow at SHoP Architects



Check 1: construct a field of discs with radius increasing with the distance from a control point



Point & Vector



a vector is a mathematical object that has a direction and an intensity

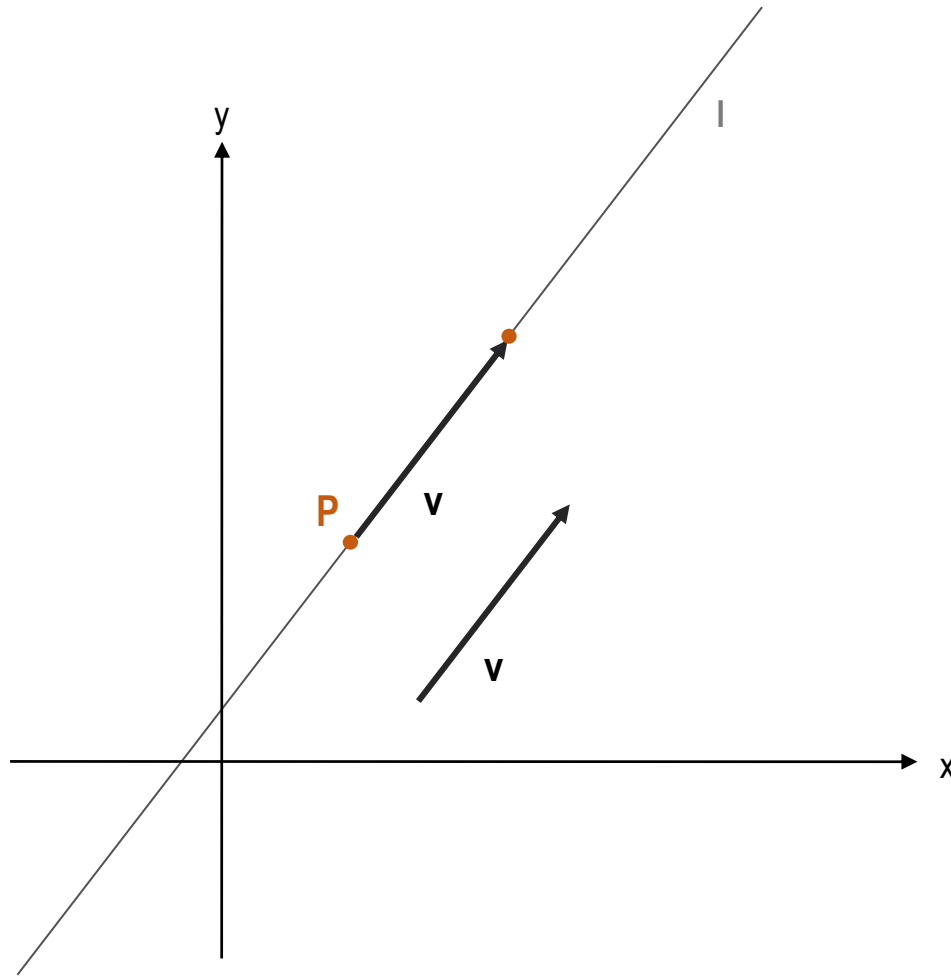
the position vector \mathbf{v} can be identified with its endpoint P_v

$$\mathbf{v} \approx (c \mid d)$$

but the position vector \mathbf{v} is not equal to its endpoint P_v

$$\mathbf{v} \neq (c \mid d)$$

Line



a line l is defined by a point P
and a direction vector v

this results in a natural
parametrization of the line with
respect to the scaling factor t of v

$$l(t) = P + t \cdot v$$

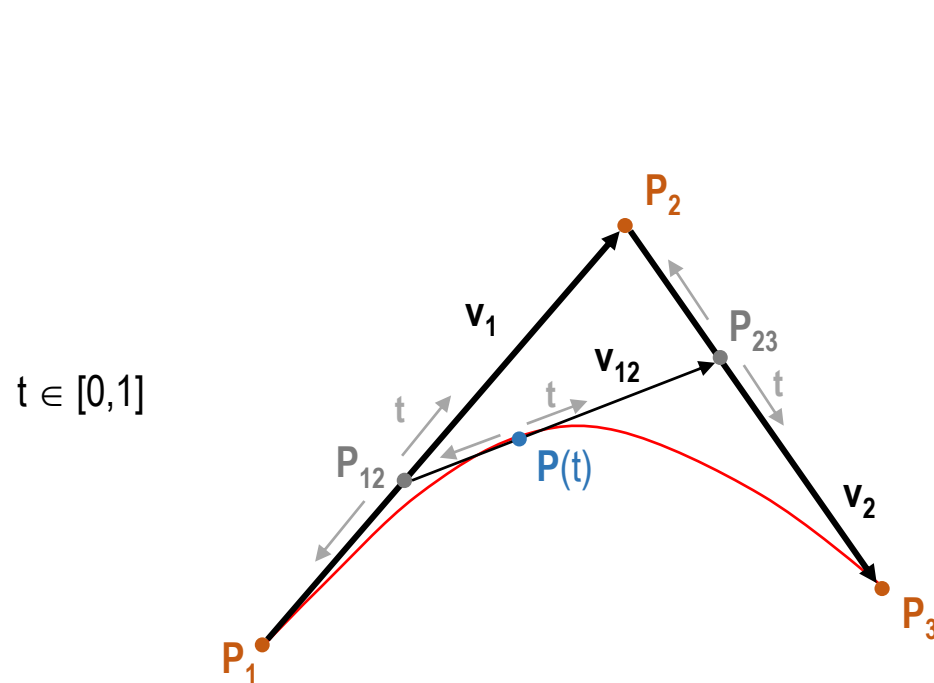
for the distance d between two
points on the line this implies

$$d(l(t_1), l(t_2)) = |t_1 - t_2| \cdot |v|$$

attention: in Rhino the direction
vector is always a unit vector, i.e.

$$d(l(t_1), l(t_2)) = |t_1 - t_2|$$

Bézier-Curve



using the parametrization of two intersecting lines simultaneously

$$P_{12} = P_1 + t \cdot v_1$$
$$P_{23} = P_2 + t \cdot v_2$$

a unique point along the connecting line can be defined

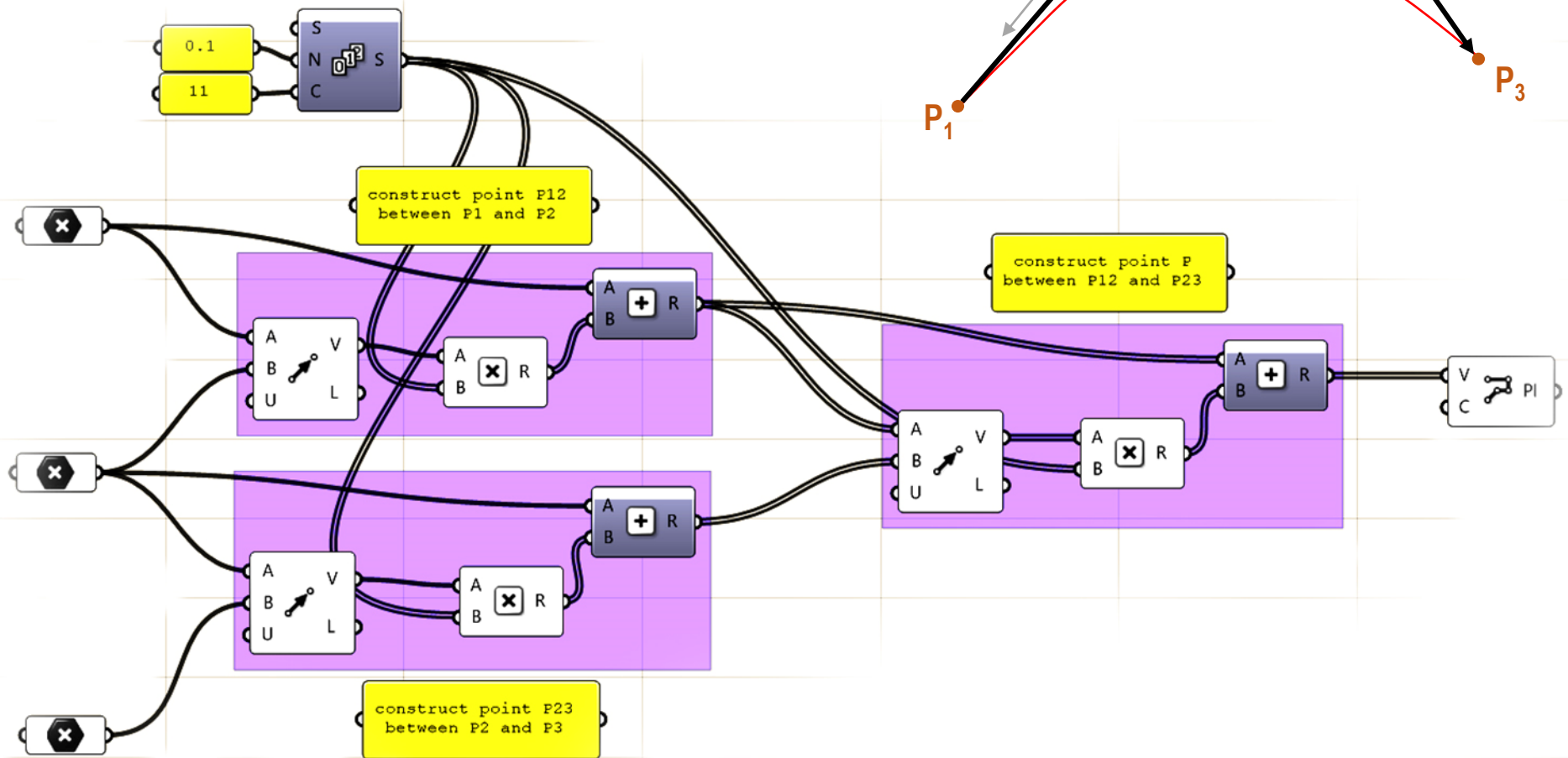
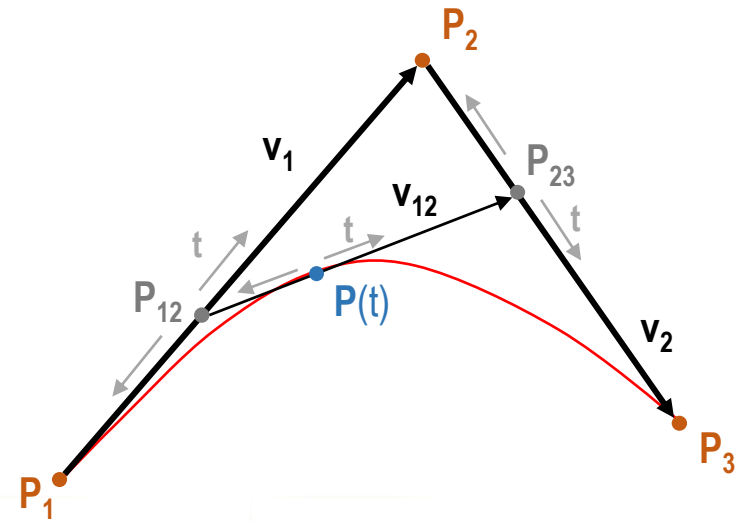
$$P(t) = P_{12} + t \cdot v_{12}$$

The resulting curve is called a Bézier-curve of degree 3

Check 2: construct the resulting Bézier-curve of degree 3.

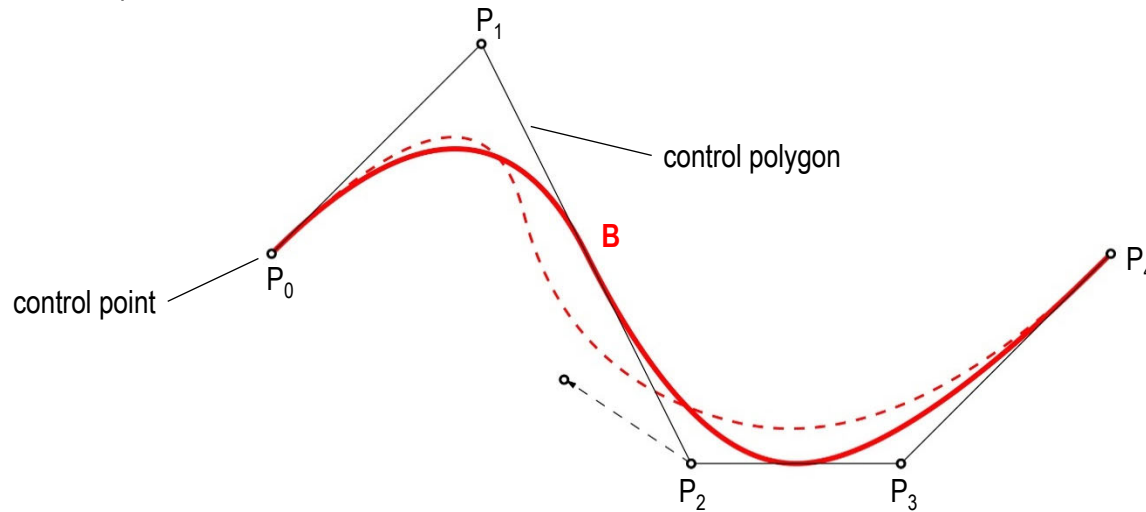
Bézier-Curve

$t \in [0,1]$



Bézier-Curve

reach of influence
of control point



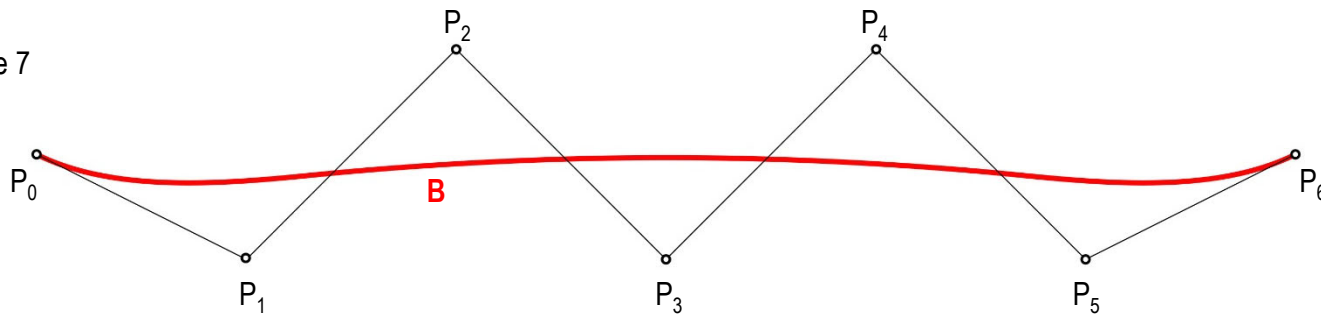
Bézier curve of degree 5

$$B(t) = \sum_{i=0}^4 \binom{4}{i} t^i (1-t)^{4-i} P_i$$

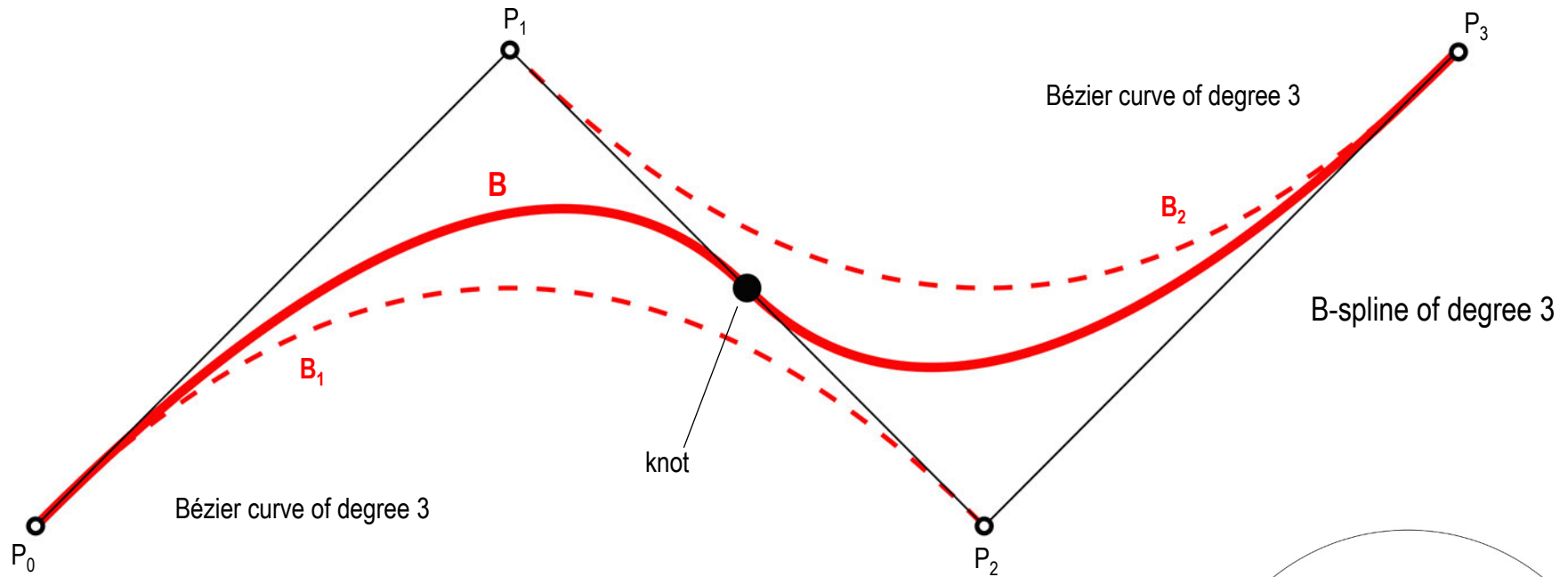
problem 1: no localized control of form

problem 2: averaging out of curvature

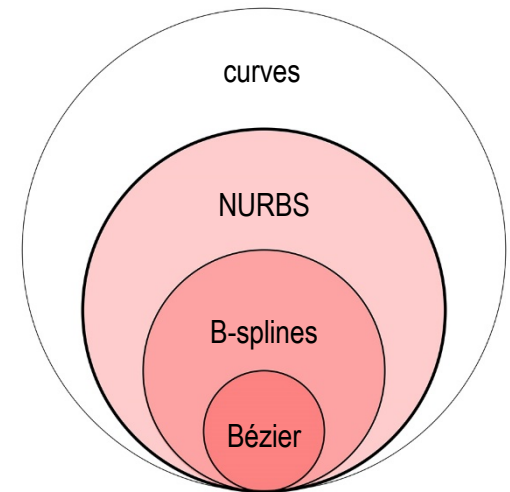
Bézier curve of degree 7



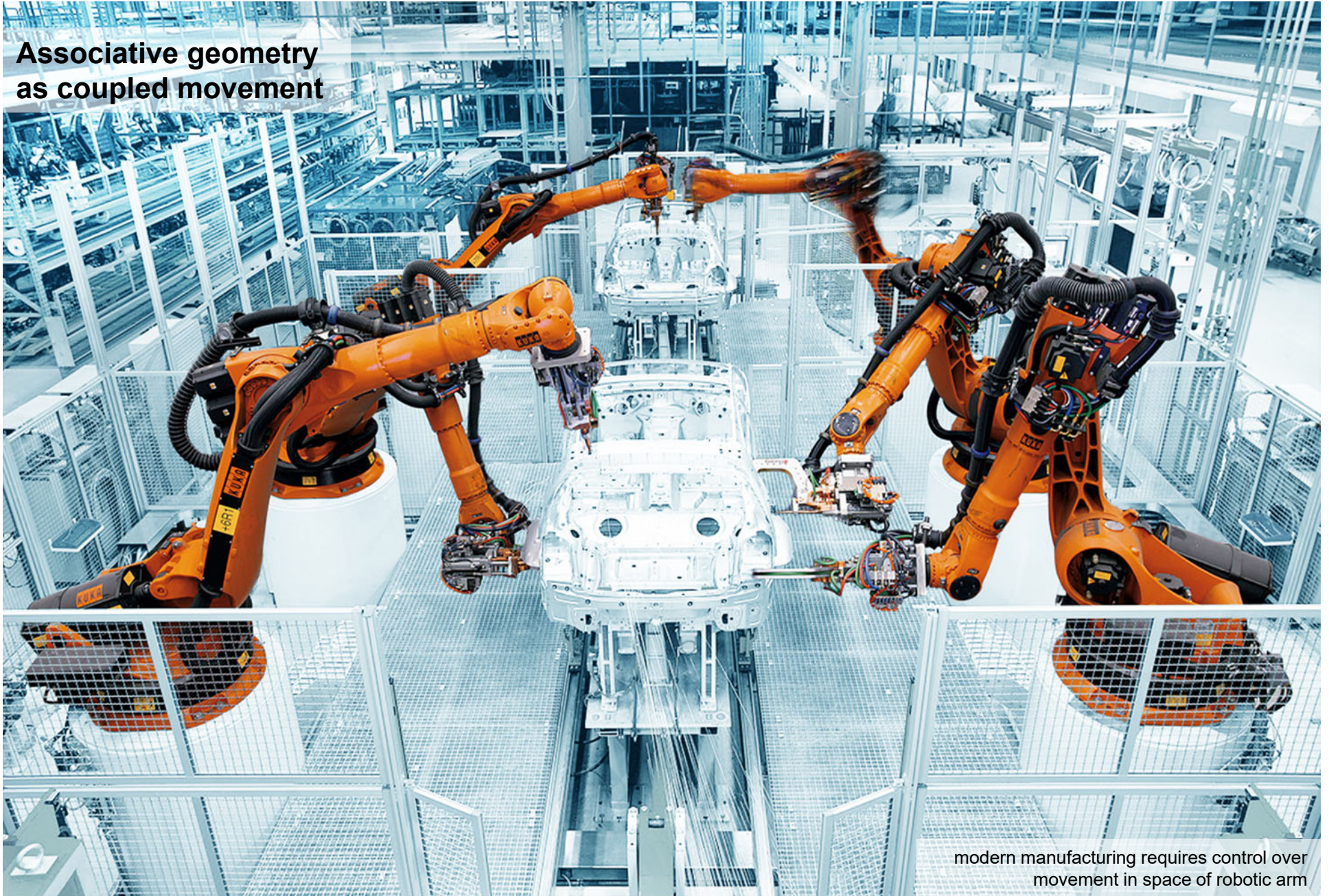
B-Spline



problem with B-spline: a B-spline is a polynomial curve, that means important curves like circles can only be approximated but not represented in a precise manner!

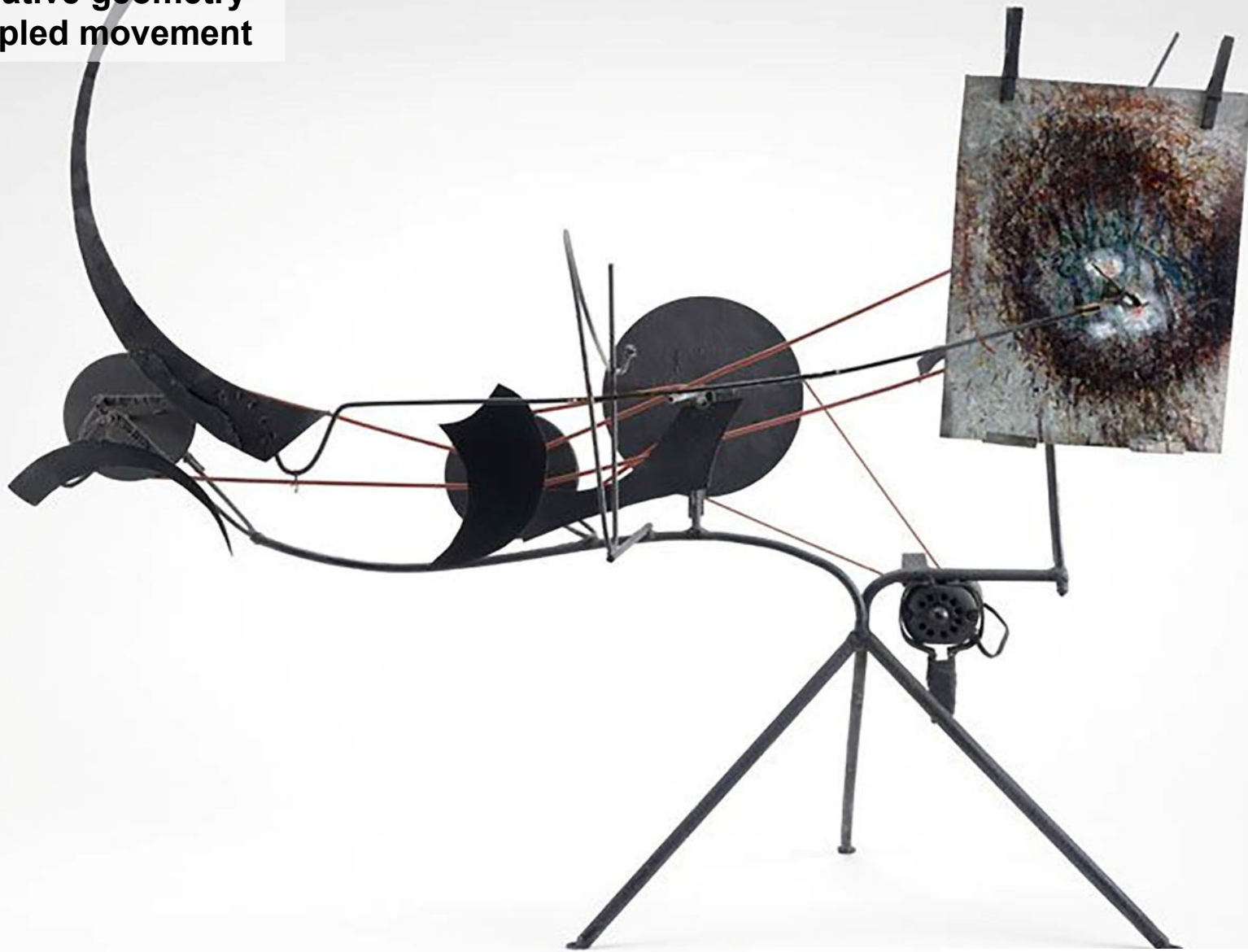


Associative geometry as coupled movement



modern manufacturing requires control over
movement in space of robotic arm

**Associative geometry
as coupled movement**



Jean Tinguely: Metamatic No.9, 1958

**Associative geometry
as coupled movement**



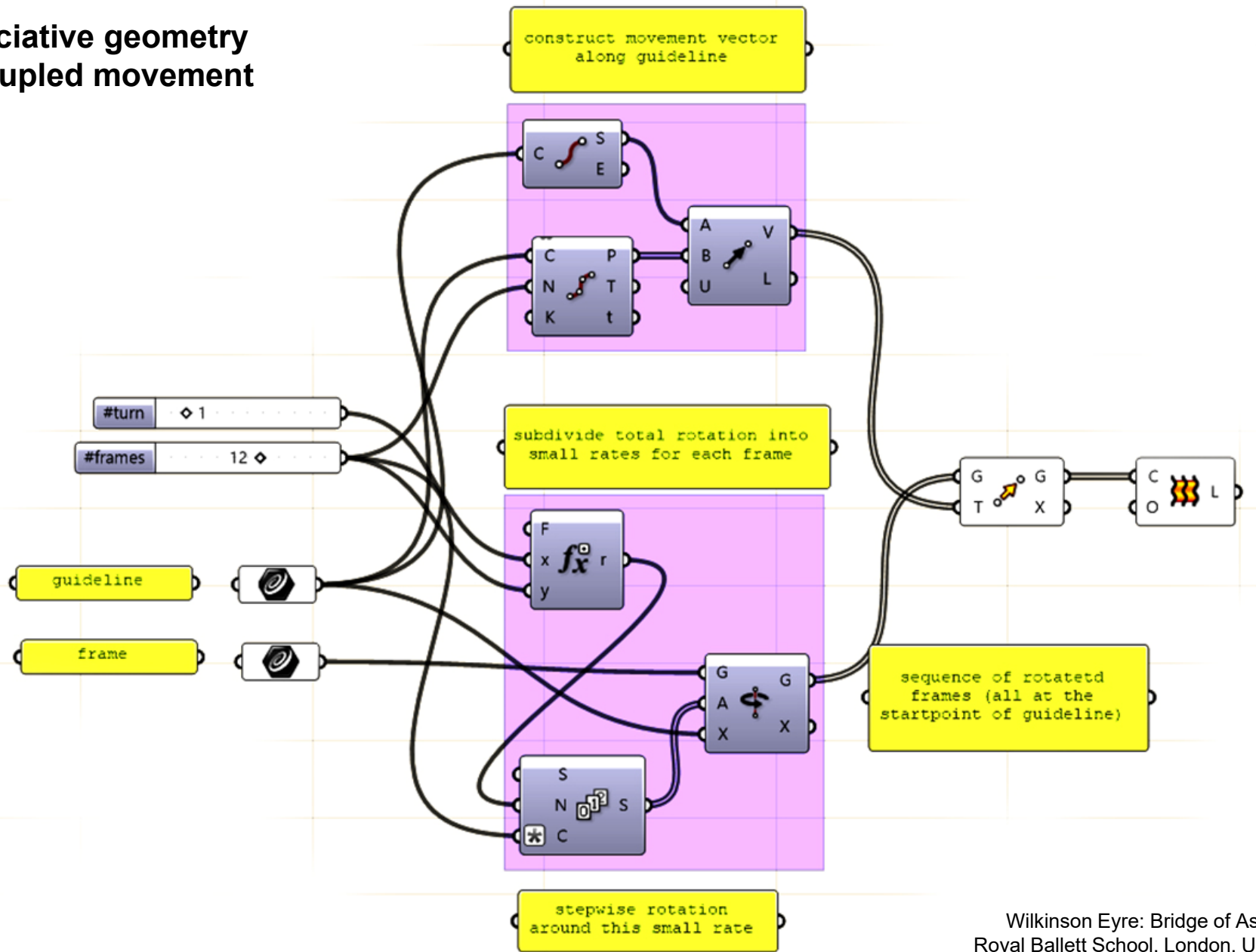
Wilkinson Eyre: Bridge of Aspiration
Royal Ballet School, London, UK, 2003

**Associative geometry
as coupled movement**



Wilkinson Eyre: Bridge of Aspiration
Royal Ballet School, London, UK, 2003

Associative geometry as coupled movement



Wilkinson Eyre: Bridge of Aspiration
Royal Ballet School, London, UK, 2003



ARK-E2515 Parametric Design
Associative Geometry

computability

associative geometry as
concatenation of operations

coupled movement