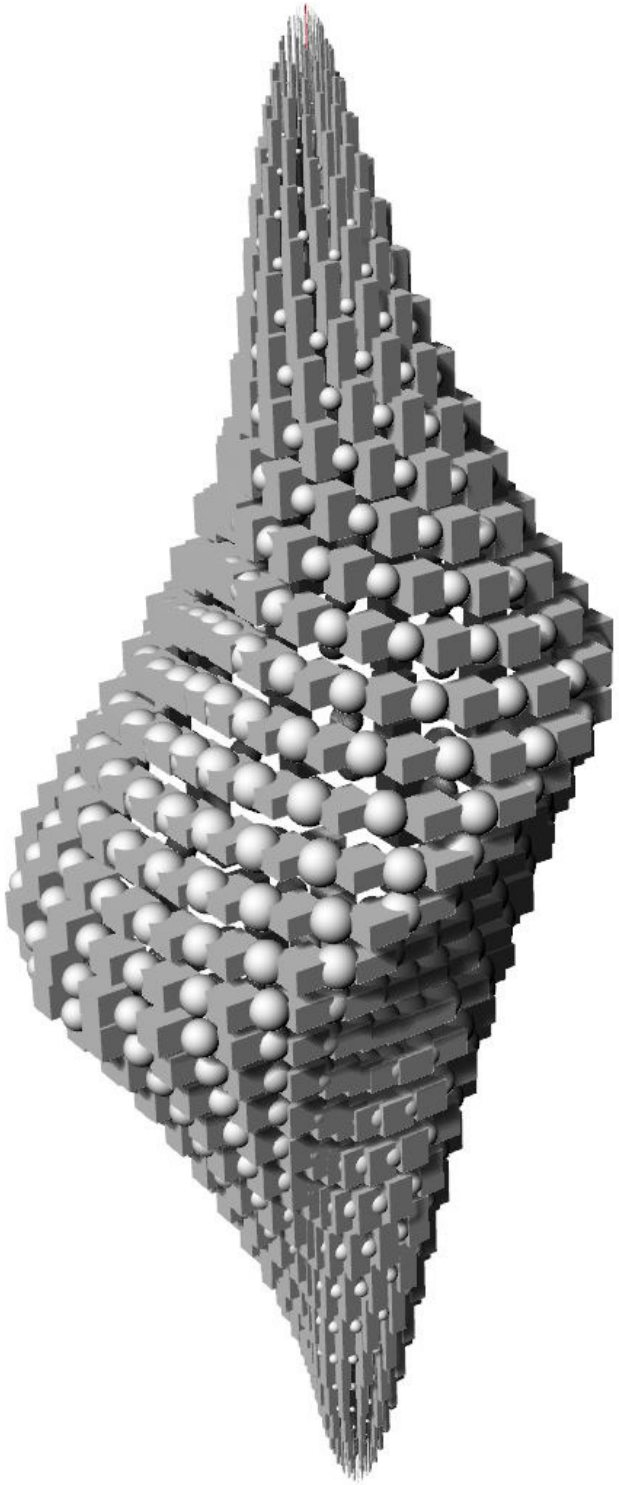
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MASTER IN ADVANCED ARCHITECTURE
SO.3 COMPUTATIONAL DESIGN - GENERATIVE ALGORITHMS
2016/2017

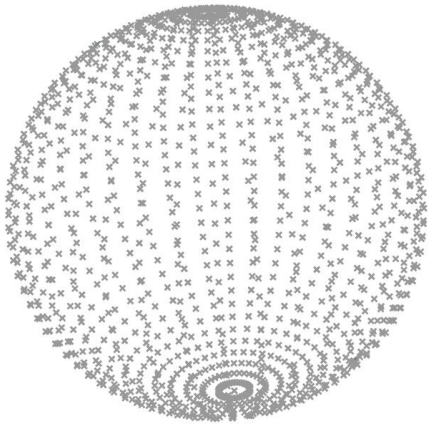
TUTORS: RODRIGO AGUIRRE, ALDO SOLLAZO

NO_GRAVITY

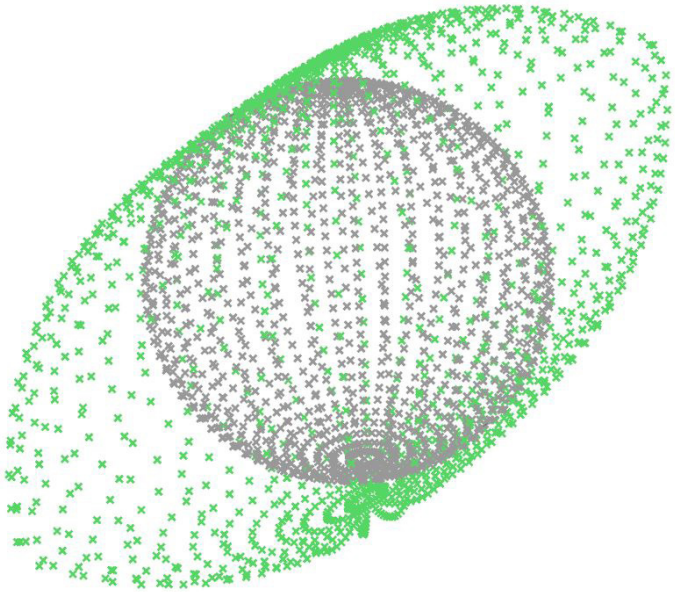
Filipp Sevostianov



Geometry evolution



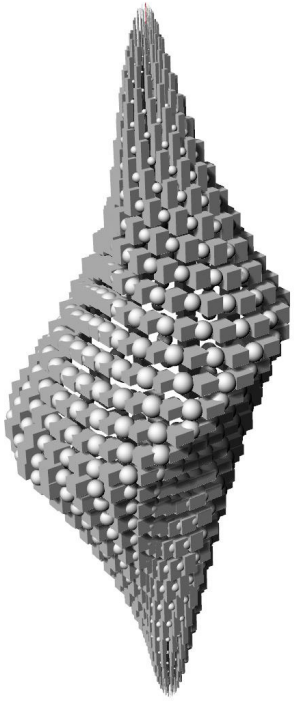
Base geometry



Points moved using graphic remaping

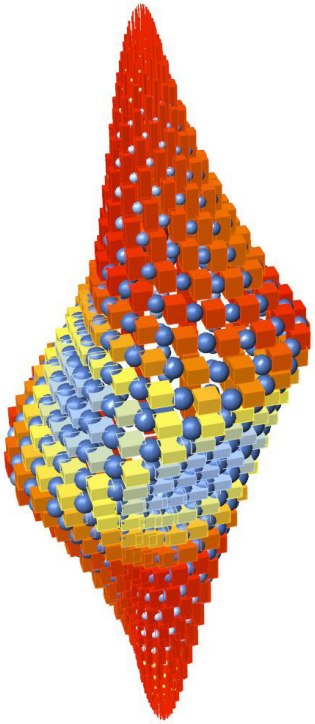


Points rotated around base axis

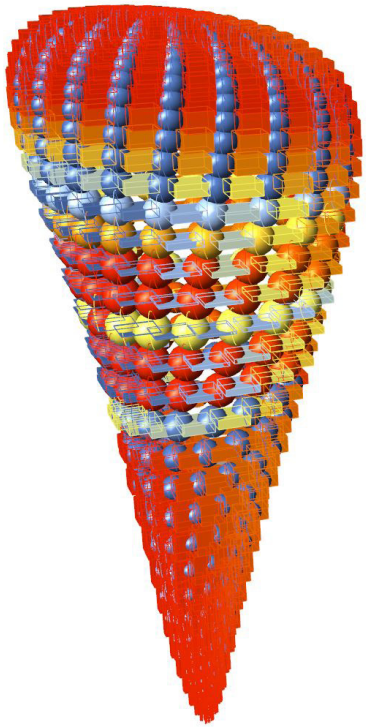


Geometry based on new points using remapping the distance to center of base geometry to define the size of boxes and spheres

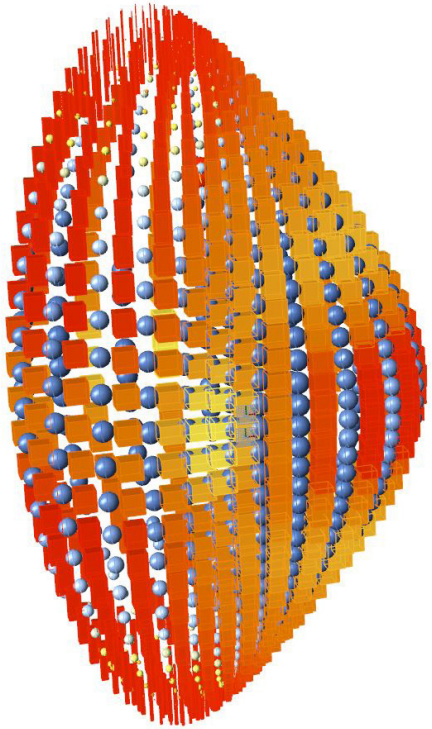
Shape catalogue



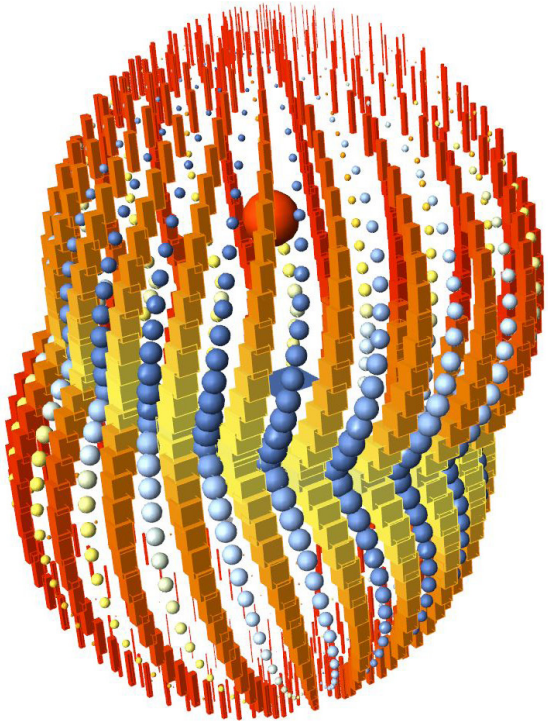
Final shape



Changing graphic paramiters



Changing amlitude paramiters



Changing rotation paramiters

Gradient mapping depends on thesurface area of gemetry