Institute for advanced architecture of Catalonia | BARCELONA

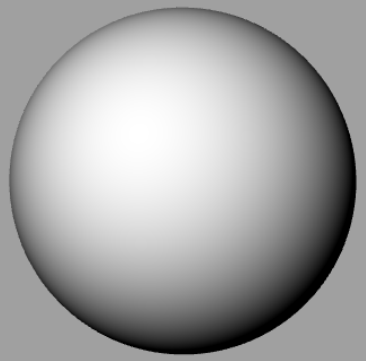
MASTER IN ADVANCED ARCHITECTURE
SO.3 COMPUTATIONAL DESIGN - GENERATIVE ALGORITHMS
2016/2017

TUTORS: RODRIGO AGUIRRE, ALDO SOLLAZO

PLANET CREATION PROCESS

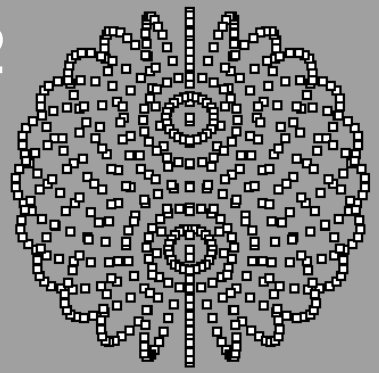
FREDERICK AJJOUB

1



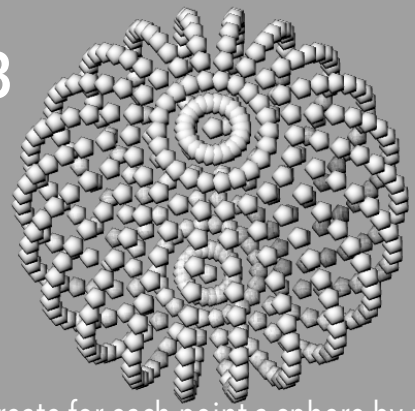
I Create a Sphere

2



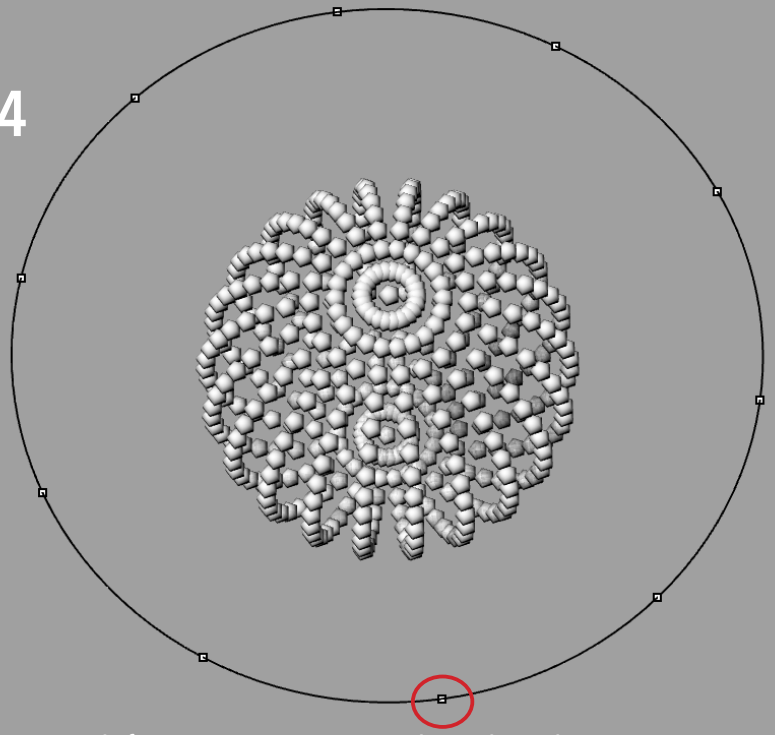
I divide it by points by using the "divide surface" component. I use the same number of divisions U and V

3



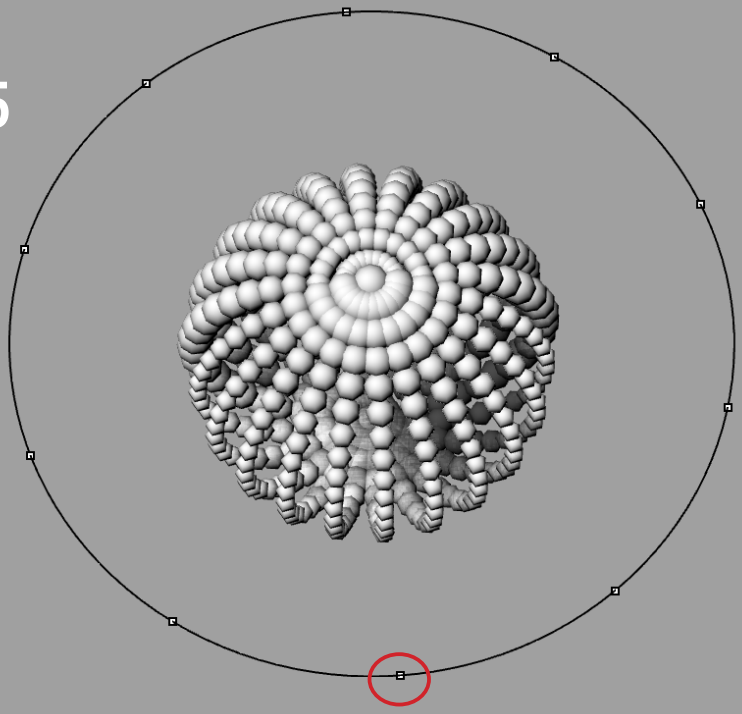
I create for each point a sphere by using the "Mesh Sphere" component

4

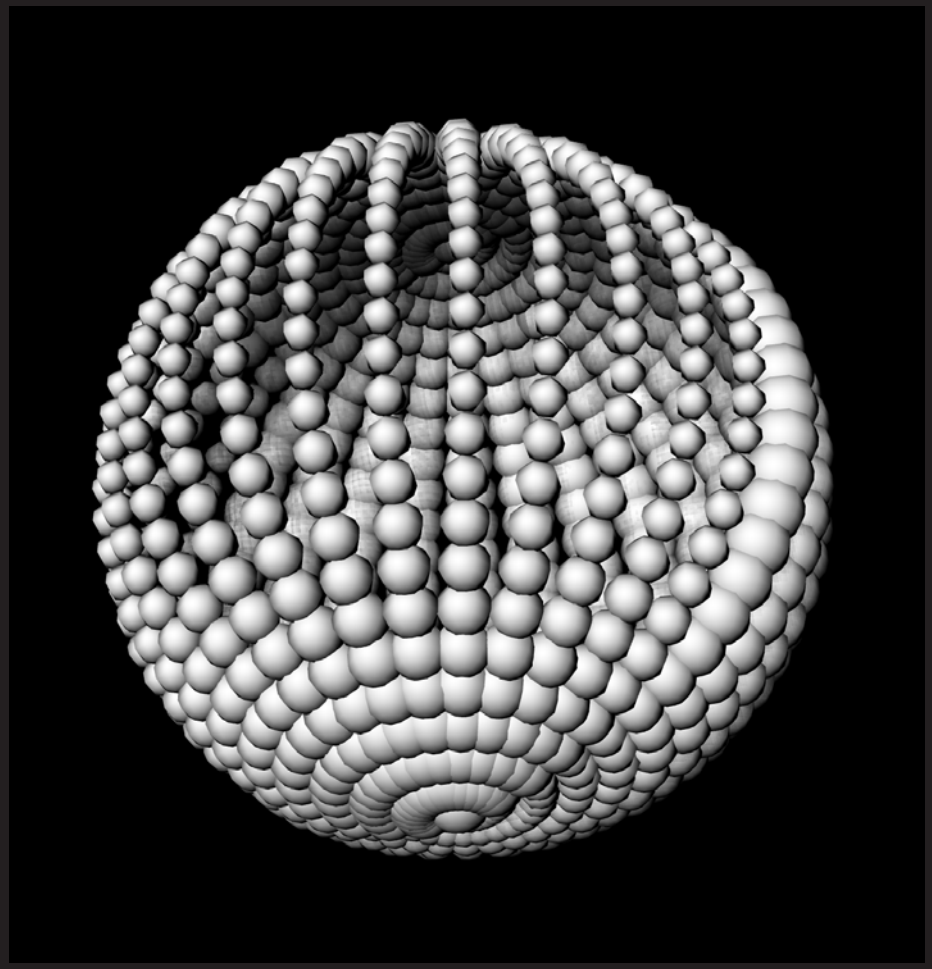


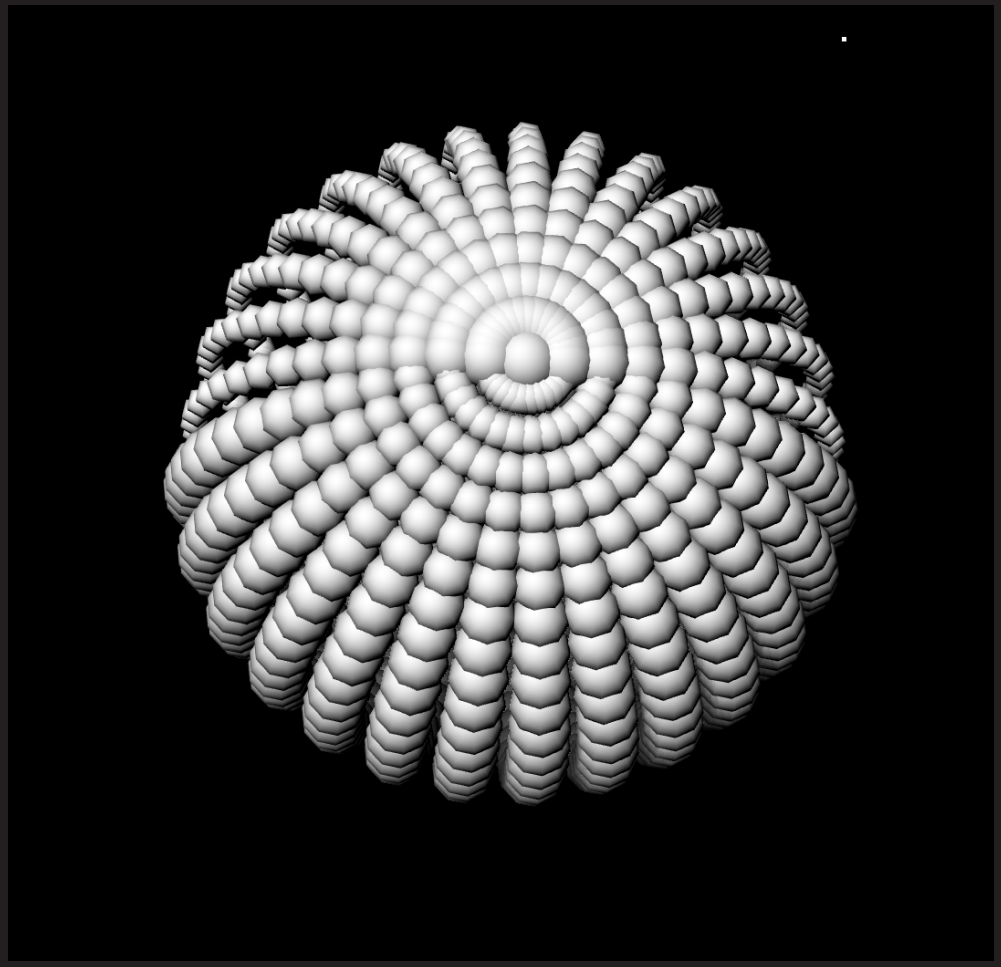
I define a new pattern on the sphere by creating a circle that countourns the spherical pattern,I divide the curve (circle),

5

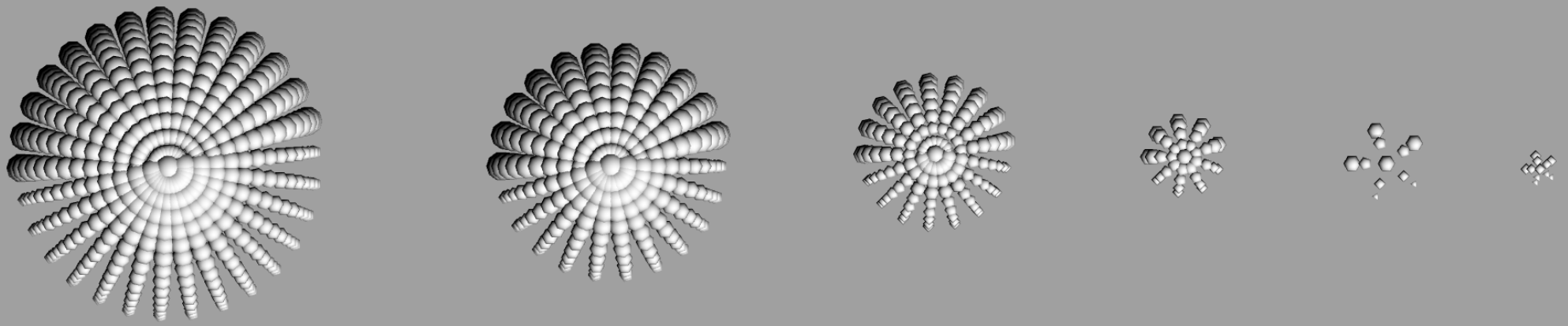


List Item/Divide curve/Remap the numbers





3D Model Spherical Gradient



I created different types of sphere by varying the rayon, Sphere Mesh divisions and integral from the smallest scale (at the right) to the biggest one (at the left) and the sphere volume.

My concept is the transformation process of a planet formation , why not creating a new world.

