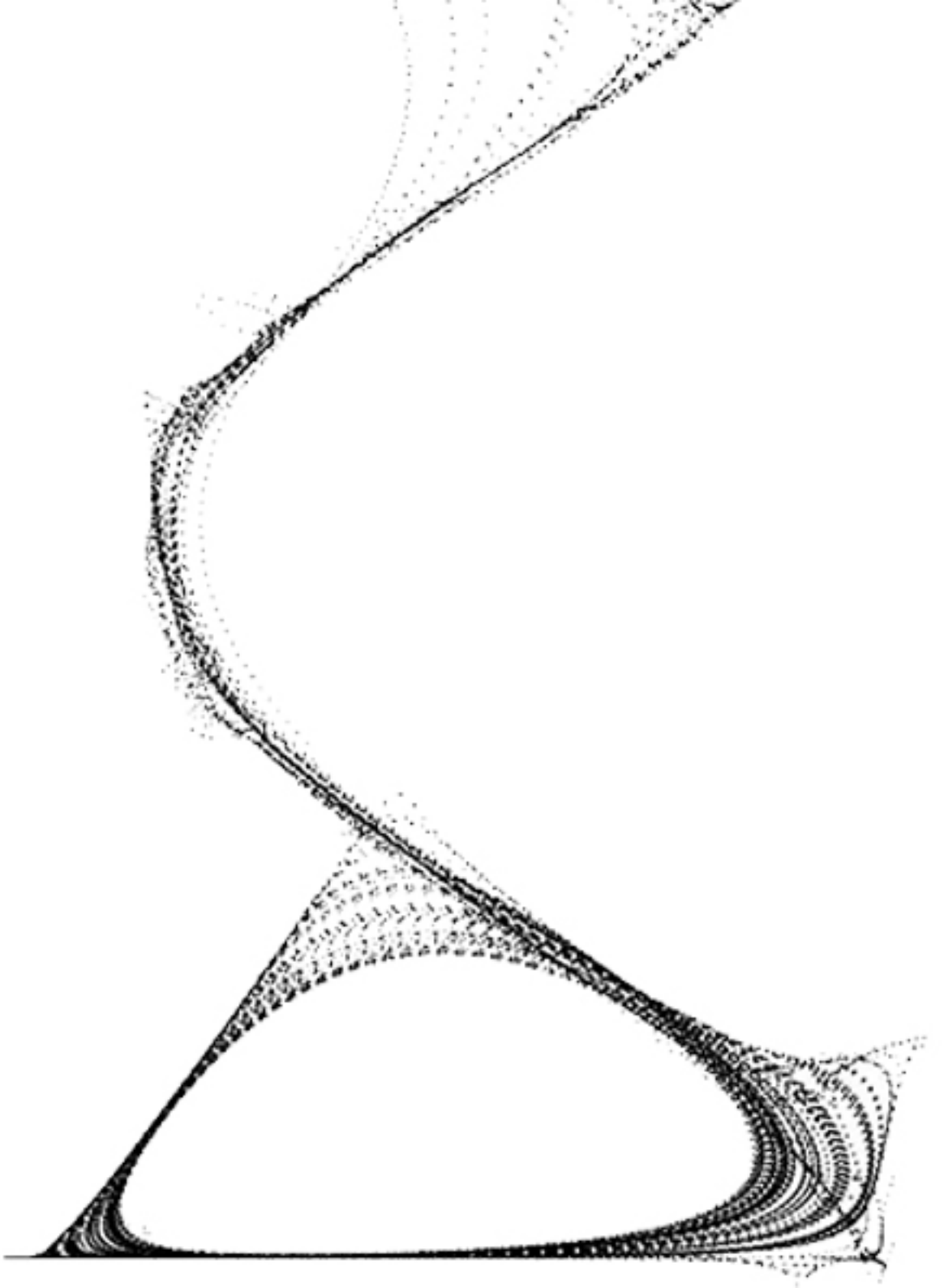
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MASTER IN ADVANCED ARCHITECTURE
SO.3 COMPUTATIONAL DESIGN - GENERATIVE ALGORITHMS
2016/2017

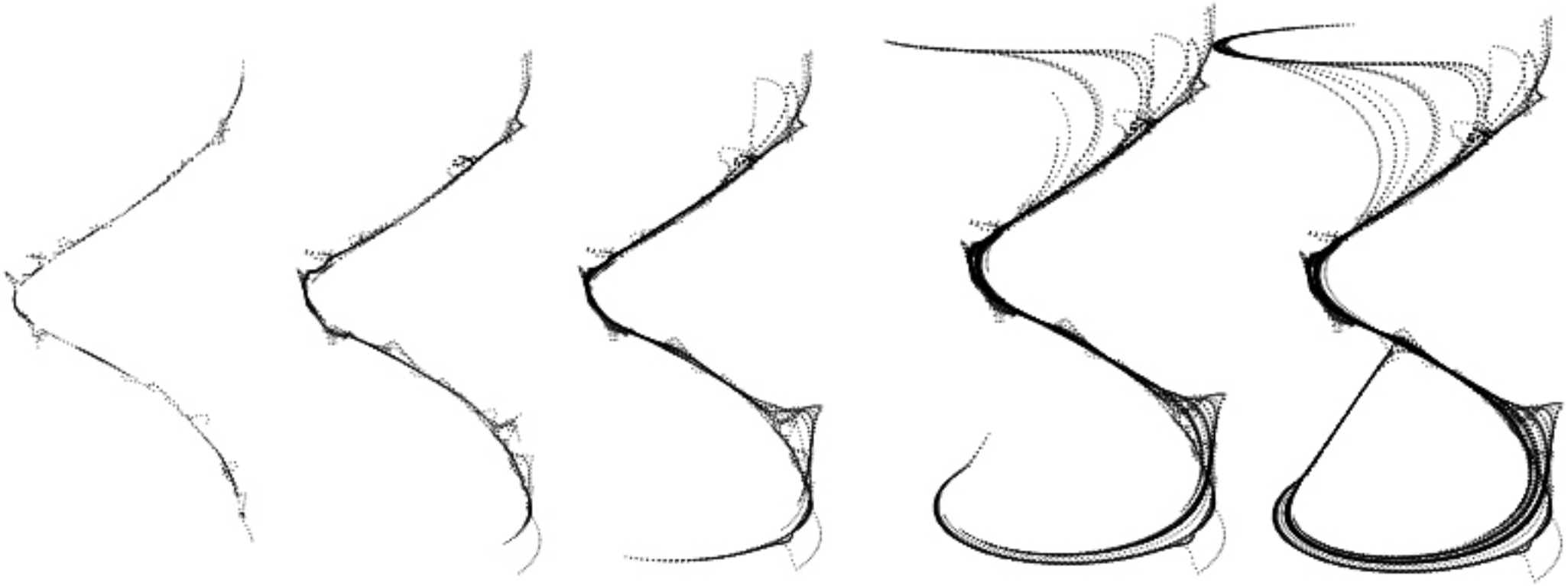
TUTORS: RODRIGO AGUIRRE, ALDO SOLLAZZO

PATTERN-O-MERGY

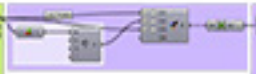
SUJAL KODAMADANCHIRAYIL SURESH

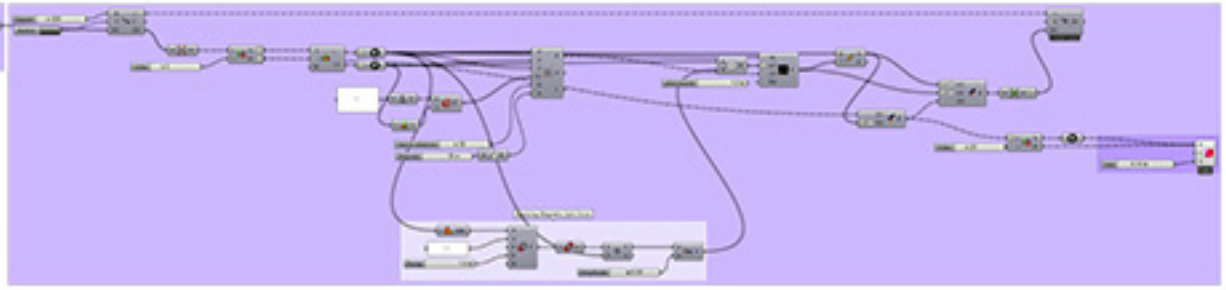


The process starts by populating the geometry with a definite pattern to create points. Dividing into vectors and points. Later applying a magnetic spin force to the random points. The stigmeric effect is then applied to the geometry created along this pattern.

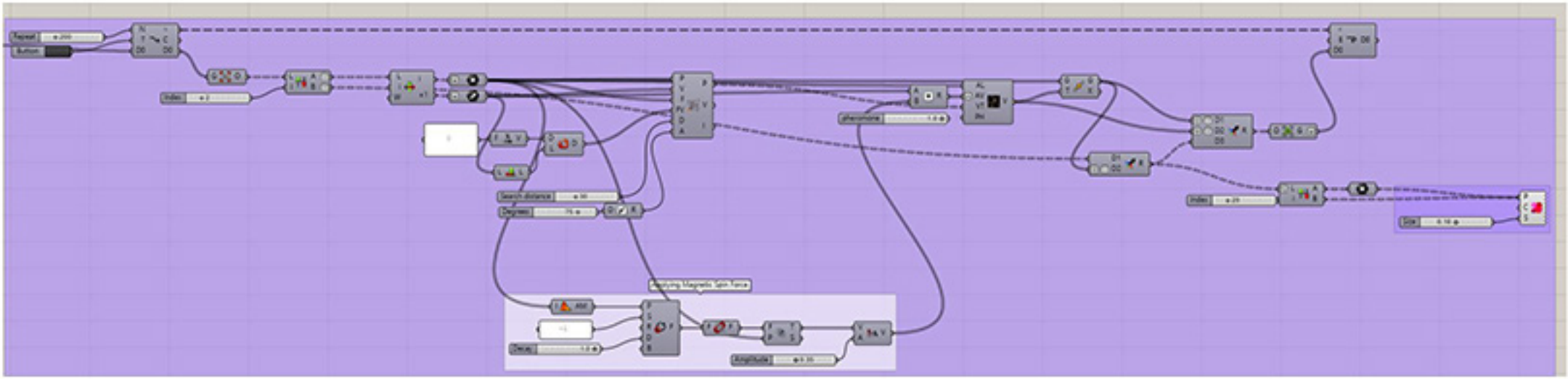


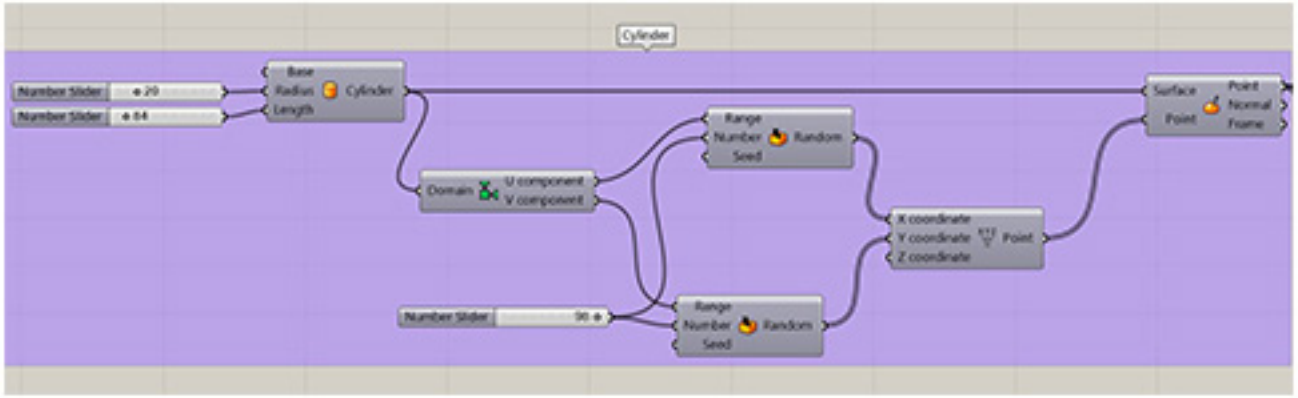









Repeat
Button
Index
search distance
Degree
pheromone
Amplitude

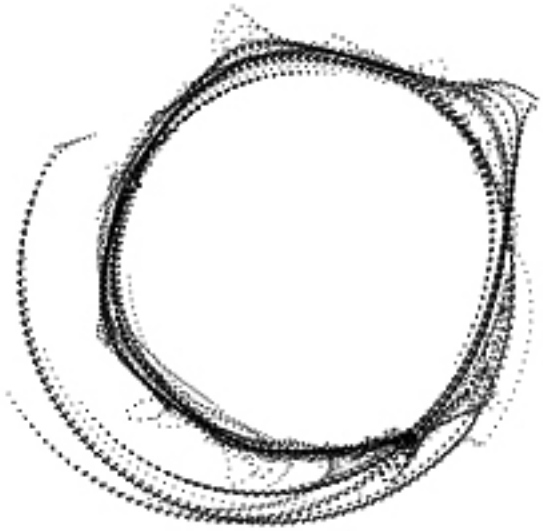

Cylinder
Number Slider
Number Slider
Base
Radius
Length
Cylinder
Domain
U component
V component
Range
Number
Seed
Random
Number Slider
Range
Number
Seed
Random
X coordinate
Y coordinate
Z coordinate
Point
Surface
Point
Point
Normal
Frame



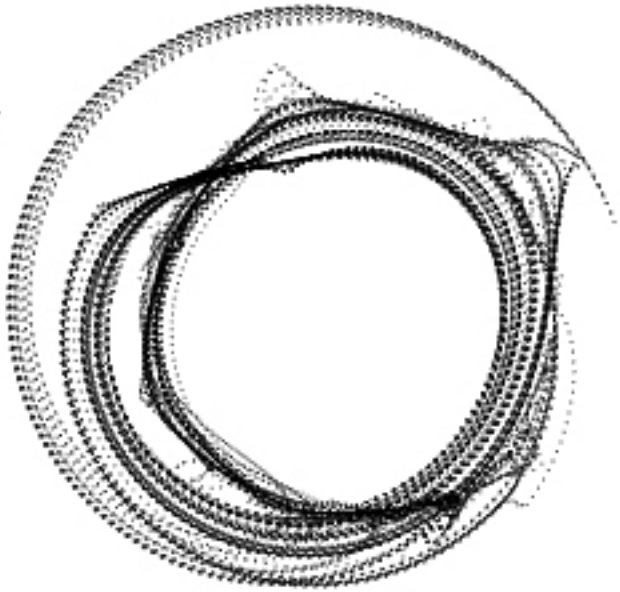
Number of iterations: 5



Number of iterations: 10



Number of iterations: 100



Number of iterations: 200