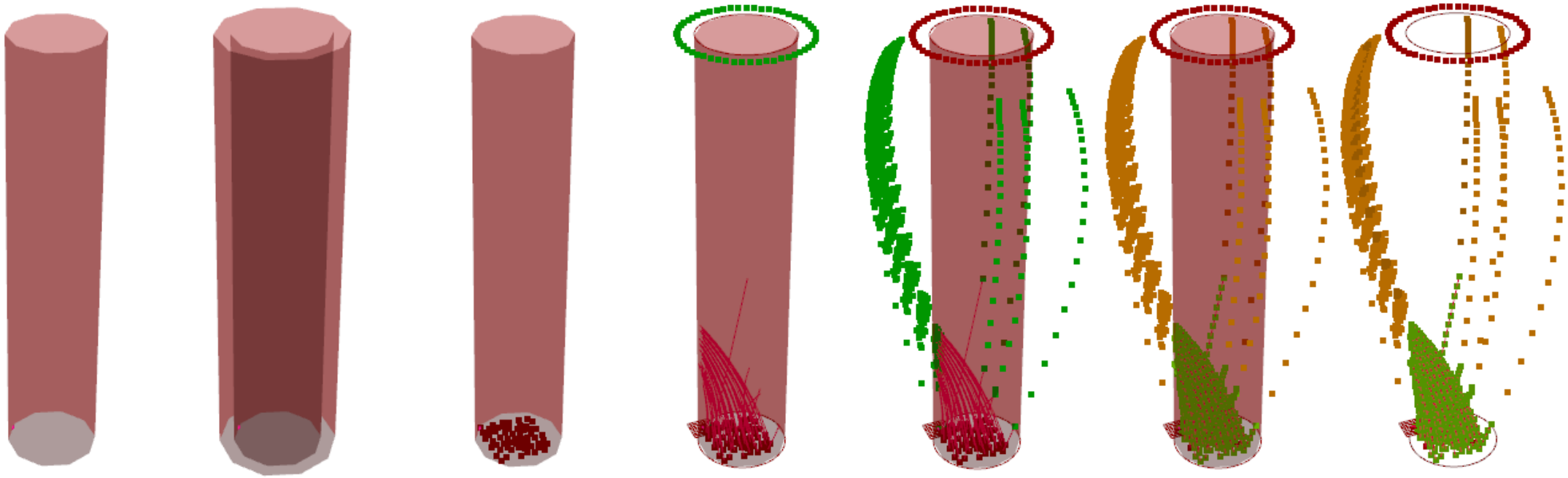
AGENT TRANSFORMATION

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

TUTORS: RODRIGO AGUIRRE, ALDO SOLLAZO
SANDESH KAGGANTI RAMESH

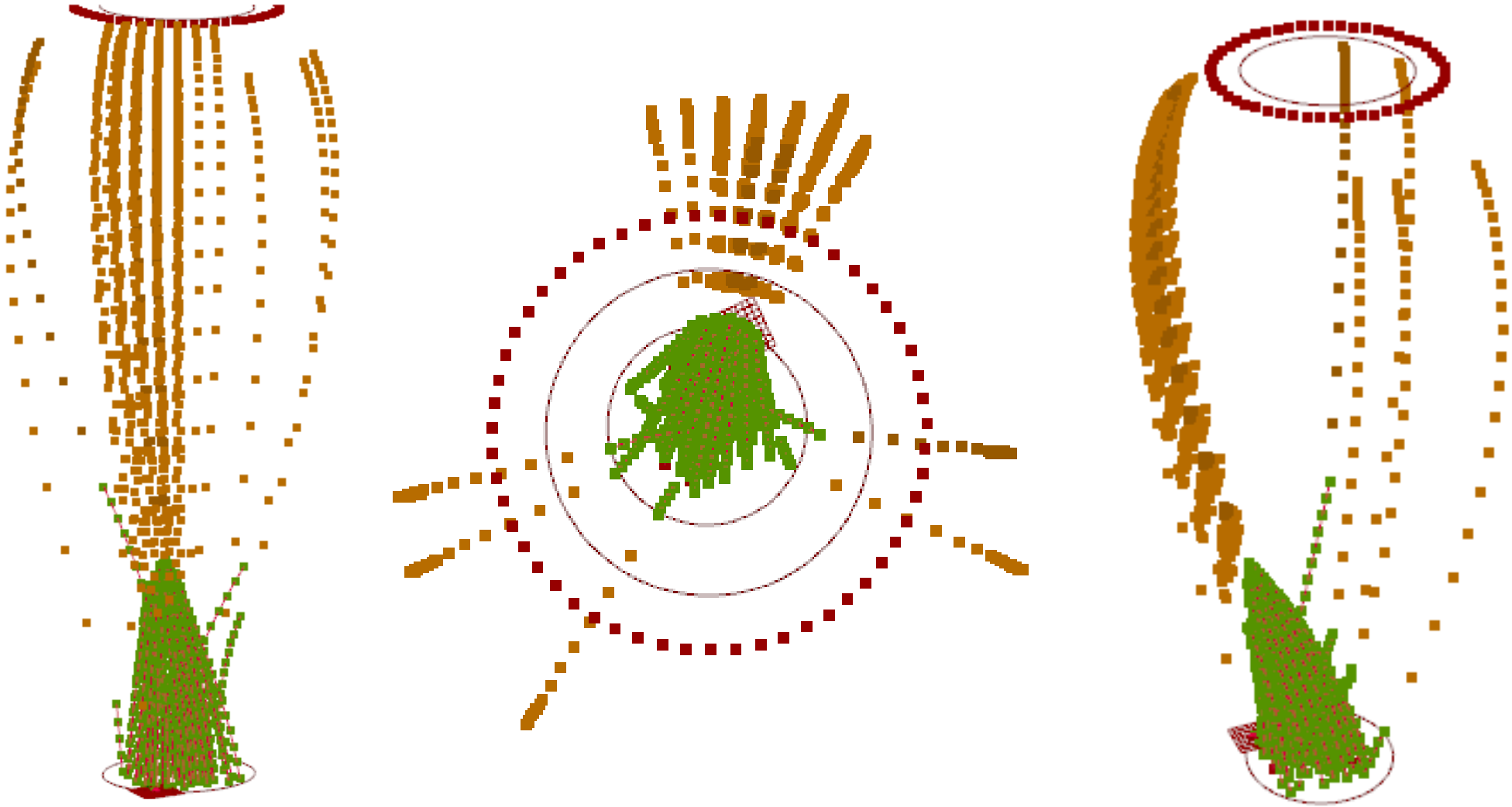
Iaac | Institute for advanced architecture of Catalonia | BARCELONA



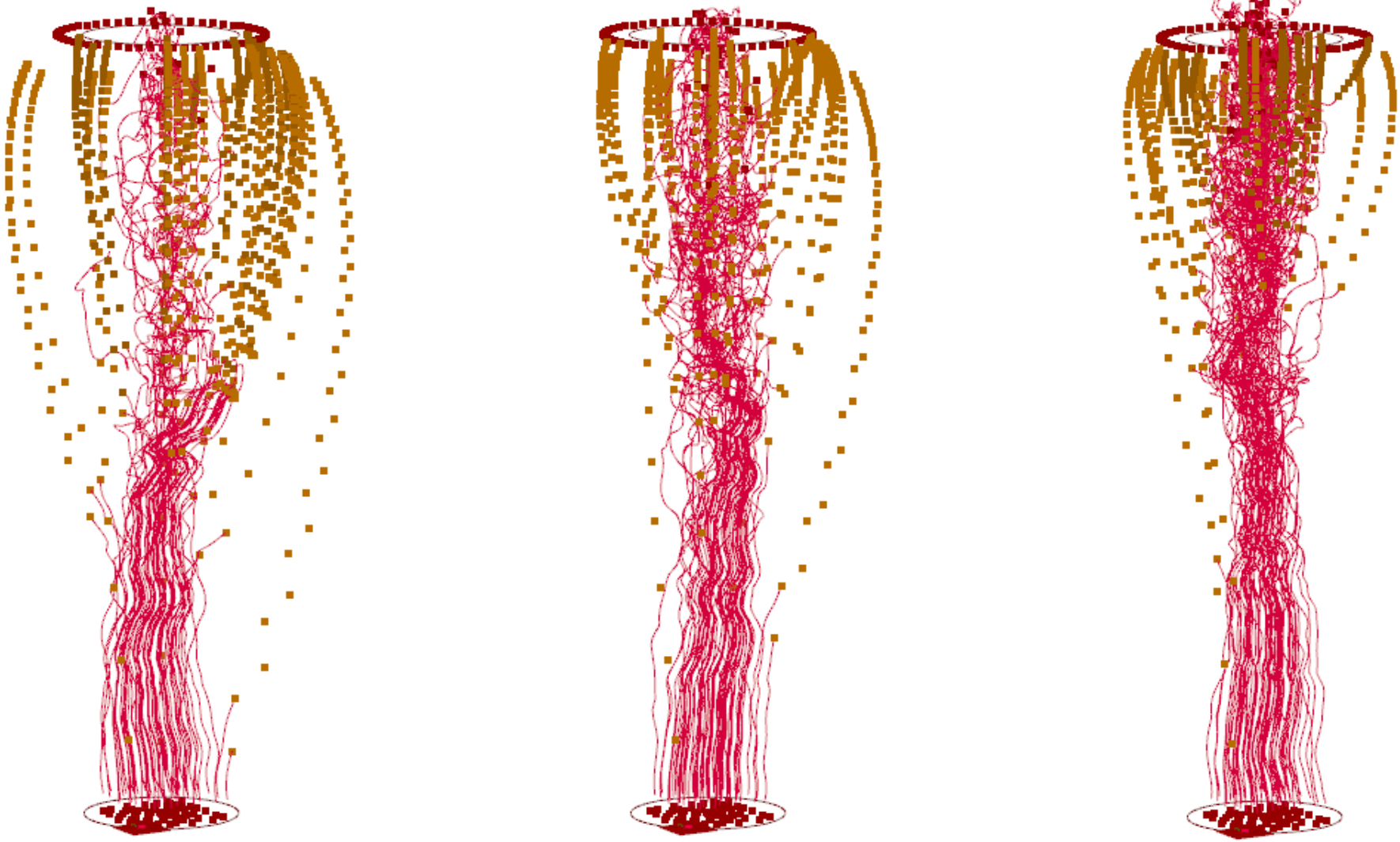
IT IS A PROCESS OF TRANSFORMATION OF AGENTS PATH FORM ONE CONDITIONIONAL TRANSFORMATION TO ANOTHER BASED ON SPECIFIC RULES , GIVING A VARIATION IN THE GEOMETRY TO ACHEIVE DIFFERENT COLUMN SHAPES WITH A COMMON RULES.

RULE 1 - AGENTS WANDER AND FLOCK TOWARDS UPPER GEOMETRY

RULE 2 - WHEN THEY CROSS FIRST CYLINDER THEY STEER TOWARDS THE OUTER GEOMETRY WITH GREATED FORCES WITH A DIFFERNT FORM



DIFFERNT VIEWS OF THE FORM

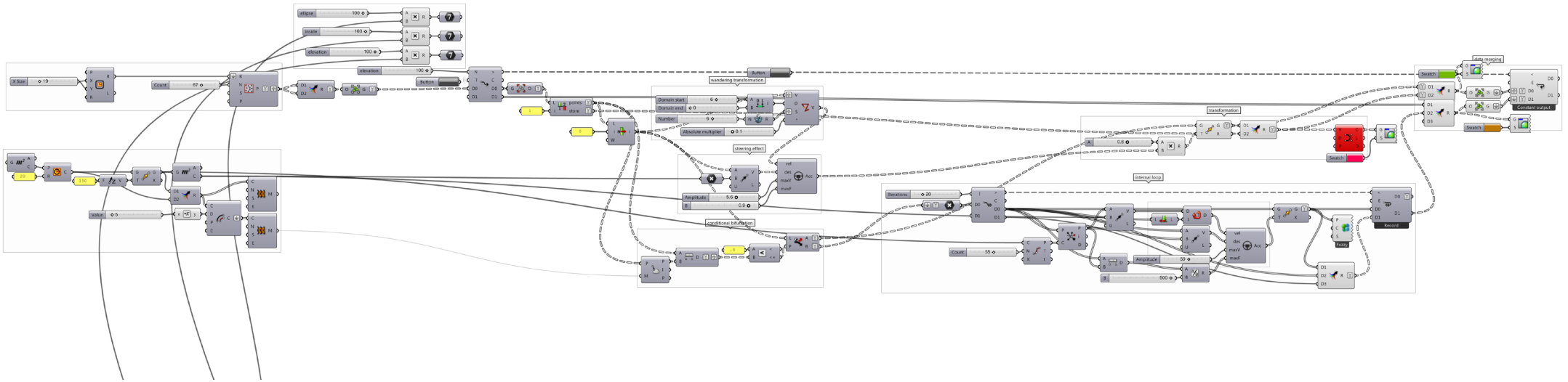


SHOWING DIFFERENT VARIATIONS BASED ON SAME RULES WITH A DOUBLE AGENT CONDITIONS

Institute for advanced architecture of Catalonia

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

AGENT TRANSFORMATION
SANDESH KAGGANTI RAMESH


ellipse
inside
elevation
X Size
Count
wandering transformation
Domain start
Domain end
Number
Absolute multiplier
steering effect
Amplitude
conditional bifurcation
transformation
internal loop
Iterations
Count
Amplitude
Swatch
Record
Fuzzy
data merging
Constant output