SO.3 COMPUTATIONAL DESIGN

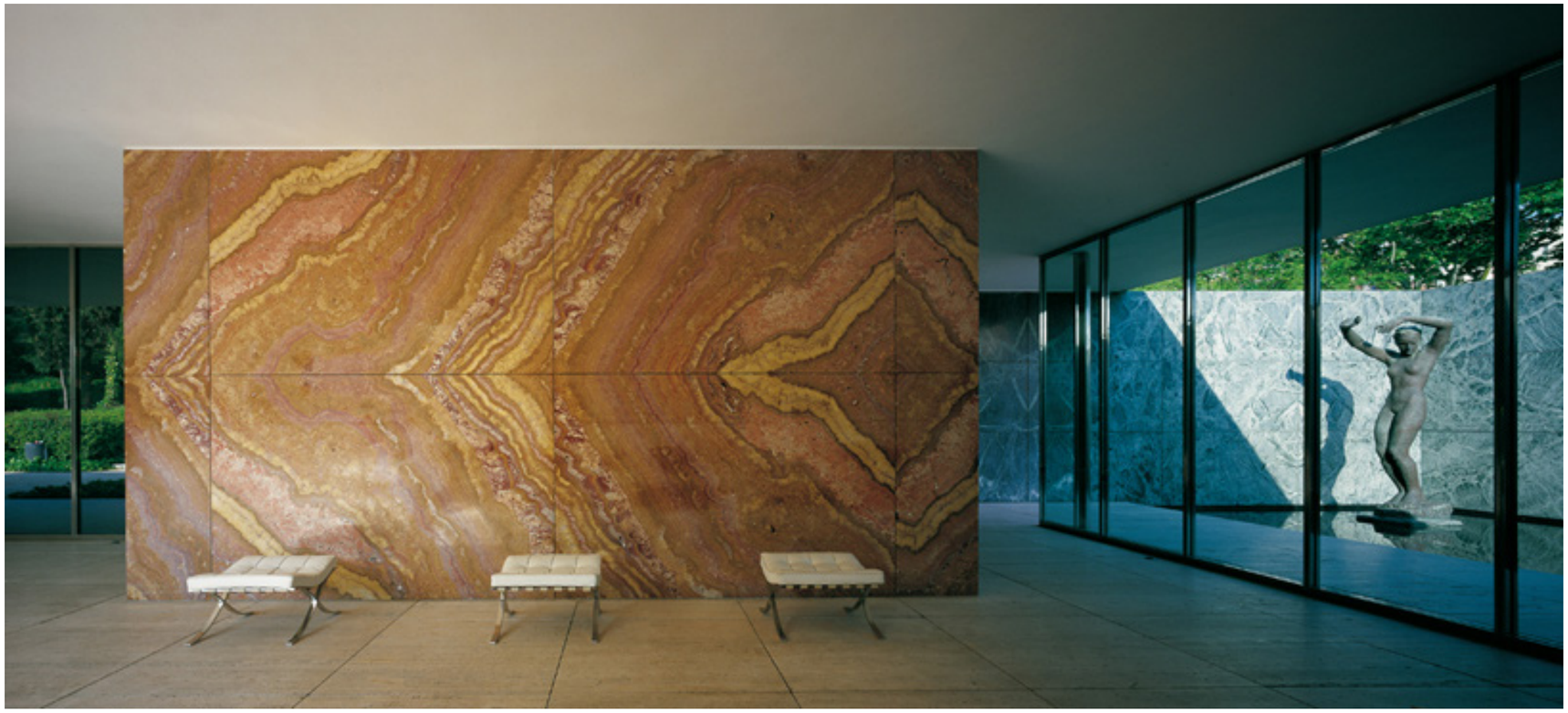
Recursive Topologies
Mies van der Rohe Pavilion

Xu Jiang
4/2/2018
Institute for Advanced Architecture of Catalonia,Barcelona

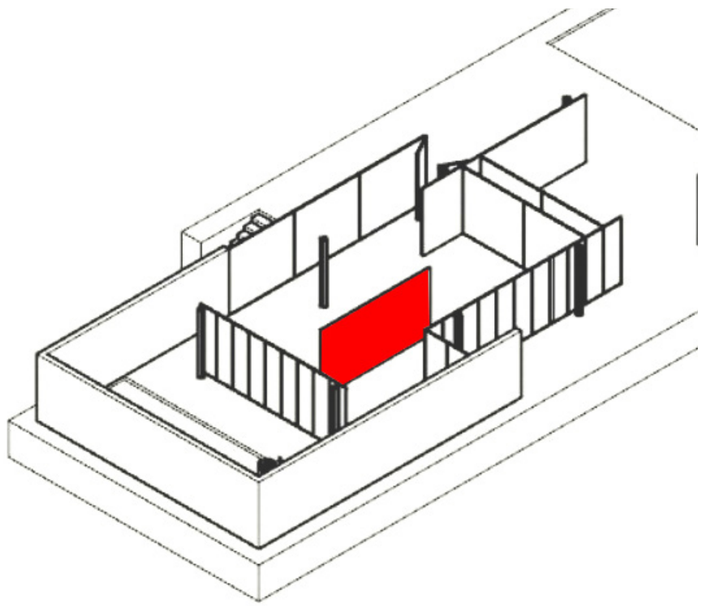


Mies van der Rohe pavilion inside view.
By Fundació Mies van der Rohe.

ELEMENTS

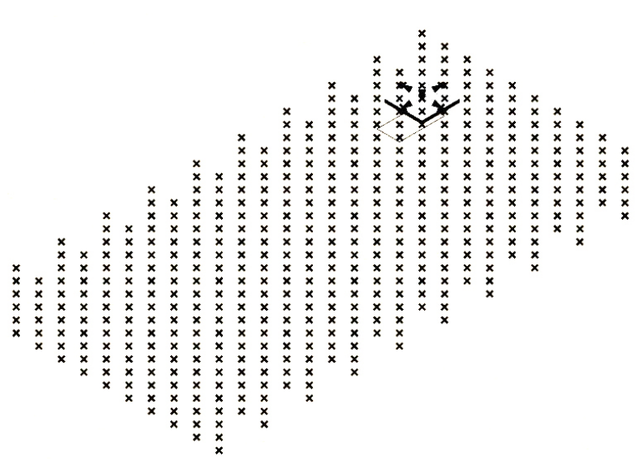


Mies van der Rohe pavilion inside view.
By Fundació Mies van der Rohe.

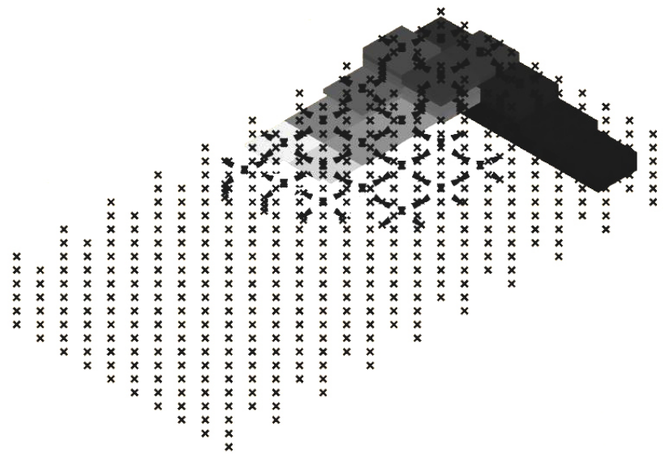


Choose the marble wall of Mies van der Rohe pavilion as an iterative element.

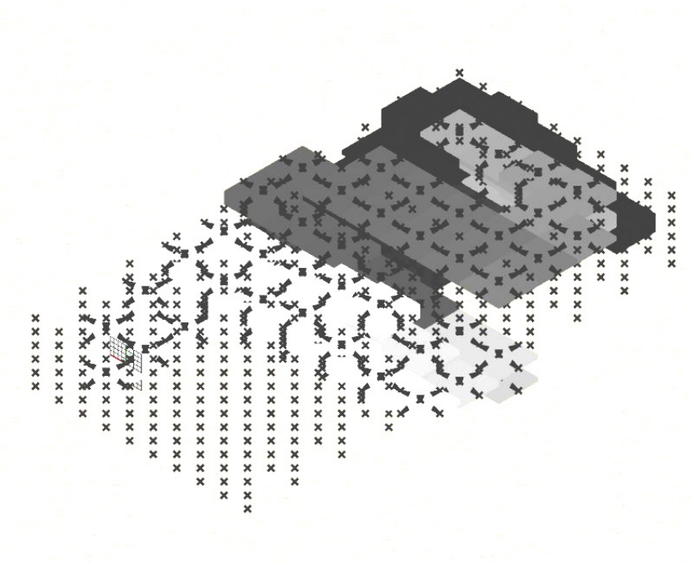
PROCESS



1.Generate the matrix of points.

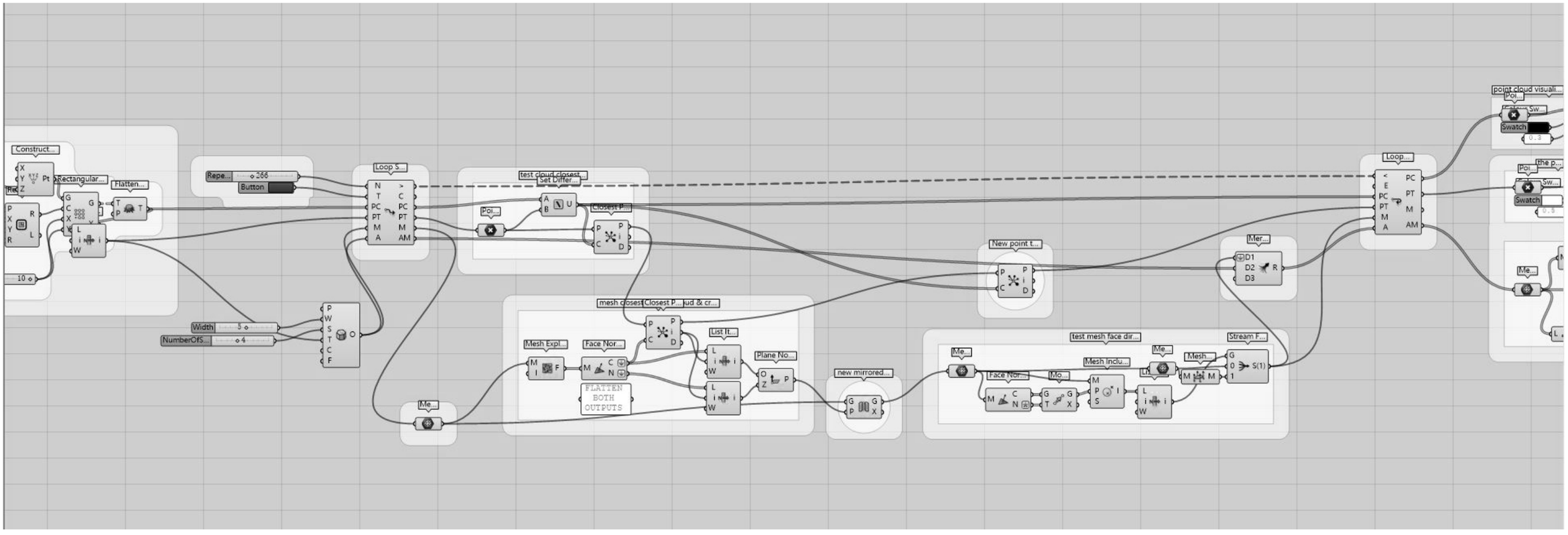


2.To mirror the way, continue to iterate, looking for the nearest point.



3.Generate the final model.

PROCESS


Construct...
Rectangular...
Flatten...
Repe...
266
Button
Loop S...
test cloud closest...
Set Differ...
Poi...
Closest P...
New point t...
Mer...
Loop...
point cloud visuali...
Swatch
Width
5
NumberOfS...
4
mesh closest...
Closest P...
ud & cr...
List It...
Mesh Expl...
Face Nor...
Plane No...
FLATTEN BOTH OUTPUTS
Me...
new mirrored...
test mesh face dir...
Mesh Inclu...
Mesh...
Stream F...
S(1)

FUNCTION

As a result of the very large number of platforms, the structure can be used as a small display rack, shelves, and chairs for tourists. In short, this device has a variety of functions.

