BUILDING STRUCTURE
construct main volume of the tower

floor slabs
82 floors, 55x30m

draw rectangle

array in Z axis
83 rectangles

extrude
20cm

glass wall
floor to ceiling windows between floors

create wall surface
extrude rectangle 3,2m

divide panels and frames
using lunchbox quads component

give thickness to glass and frames
extruding in X/Y axis

group and array to all floors

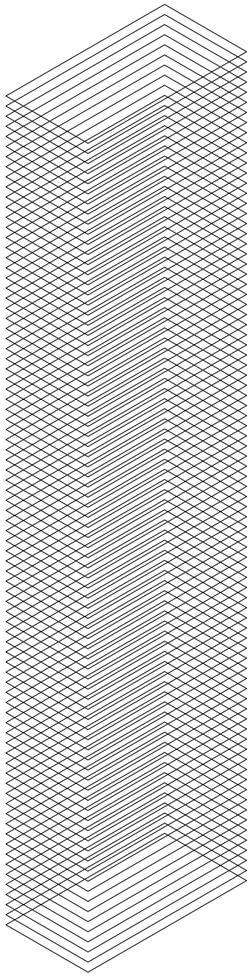
WAVY FACADE
construct curved elements that compose the waves

construct curves
they will define the surface that gives shape to the facade elements (10 curves spaced equally along the tower)

loft curves
generate surface

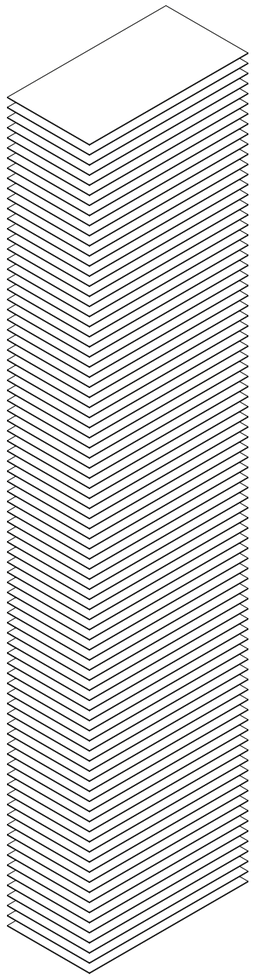
contour surface
create 83 contours from the surface created

extrude contours
20cm



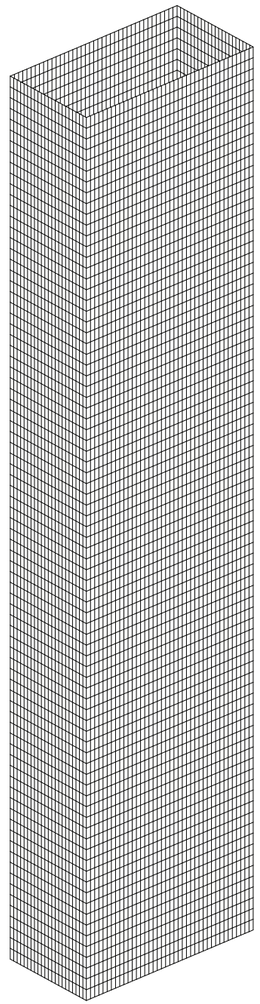
1. **Draw floor boundaries**

55x30m rectangles arrayed in the Z axis (82 floors)



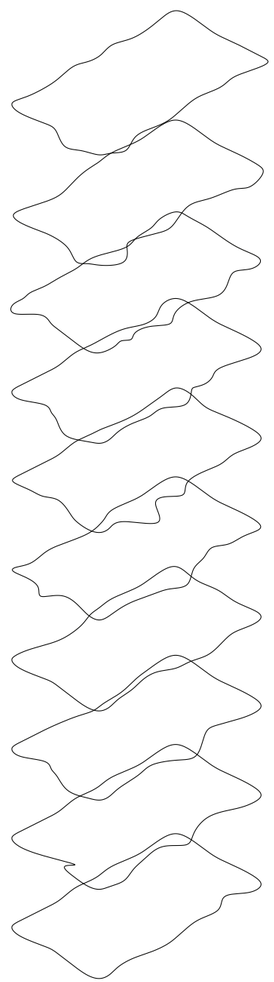
2. **Construct floor slabs**

Extrude rectangles



3. **Create glass wall panels and frames**

Subdivide the panels using Lunchbox and then give the panels and frames thickness.



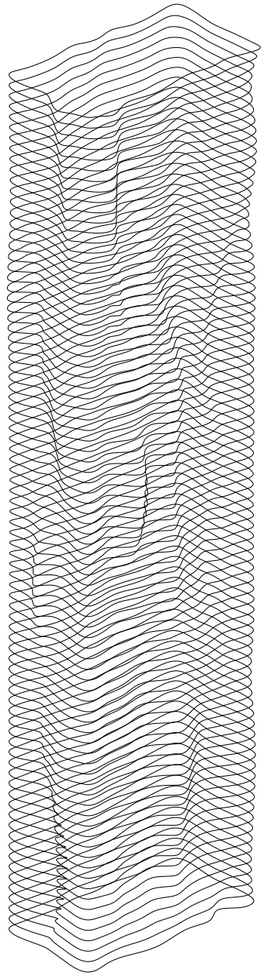
4. **Construct curves**

Draw the curves that will define the wavy facade elements.



5. **Loft the curves**

Loft the curves, creating a surface.



6. **Construct facade elements from contours**

Generate 83 contours from the surface and extrude them, creating the facade elements.