

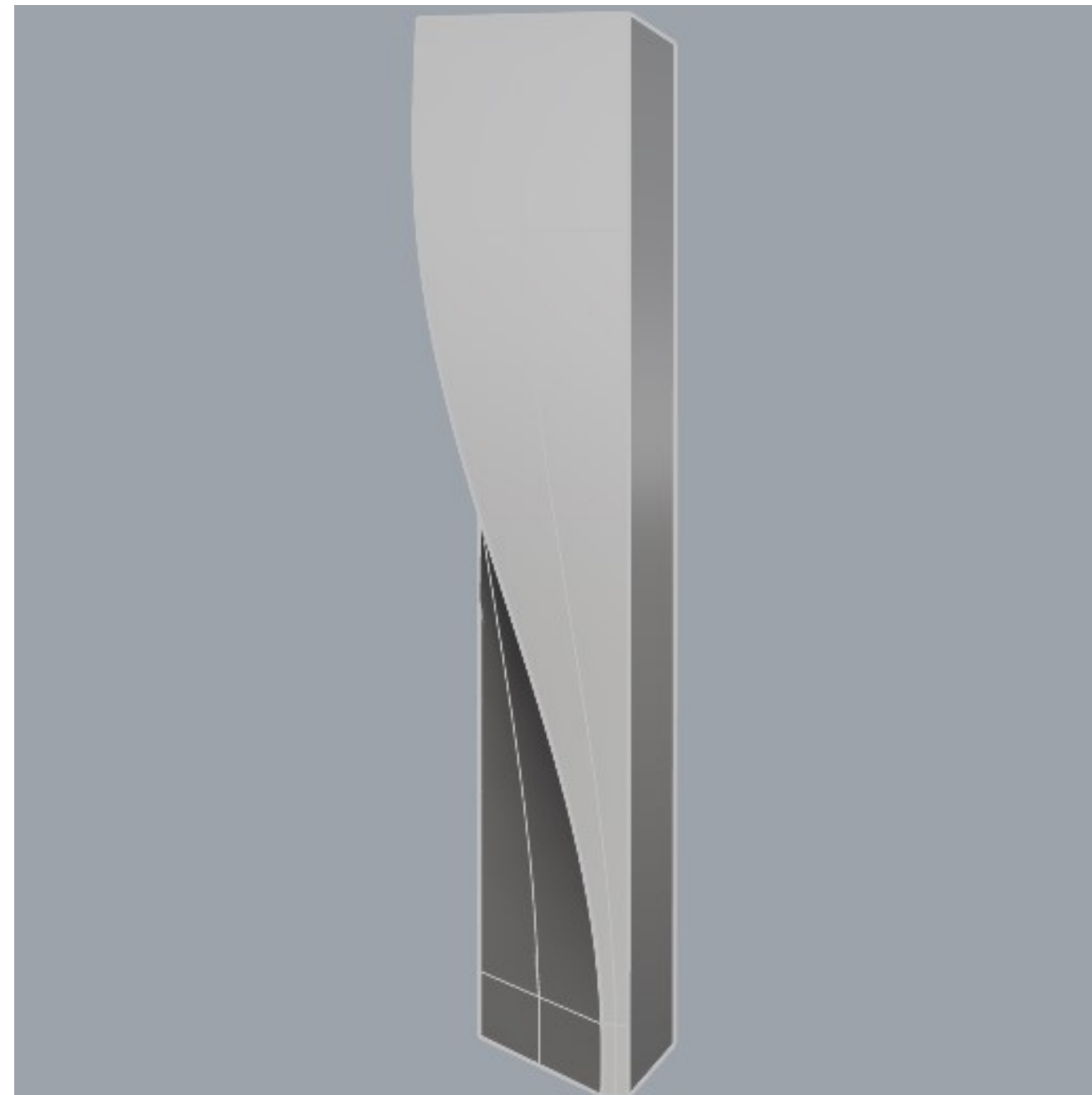
VANCOUVER HOUSE

Vancouver House is a neo-futurist residential skyscraper in Vancouver, British Columbia, Canada. Construction of the skyscraper began in 2016 and was expected to be finished by the end of 2019, but completion was postponed to summer of 2020.

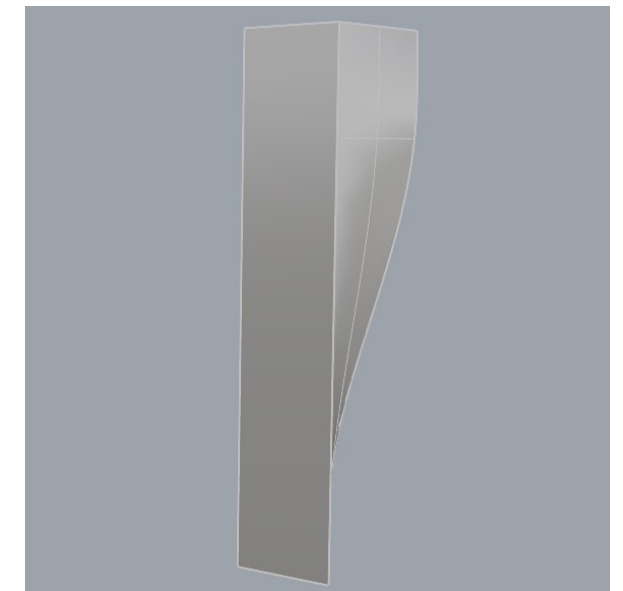
PROJECT IMAGES



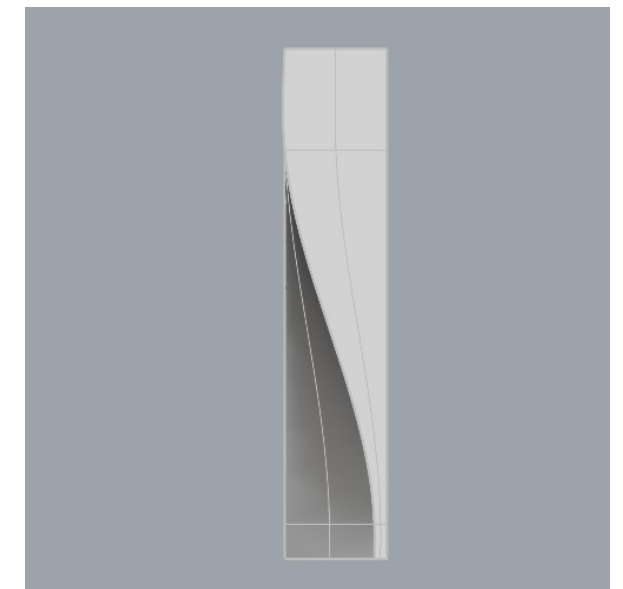
MODEL IMAGES



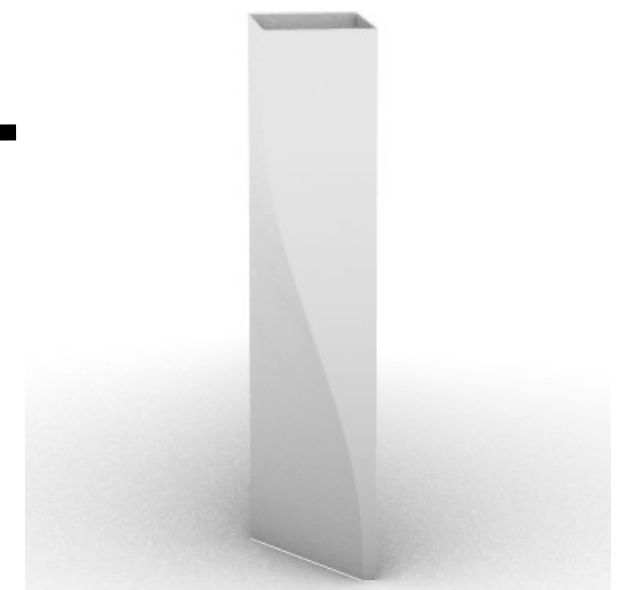
PERSPECTIVE VIEW



SIDE VIEW 1



SIDE VIEW 2



VIEW 2

STEPS

- Create rectangular shape 30m x40m
- Copy and give height if 150m
- Tapper the base to an almost triangle
- Copy that surface to 10m
- Copy Top Rectangular surface to 10m
- Select all 4 surfaces
- Use loft to connect all the surfaces

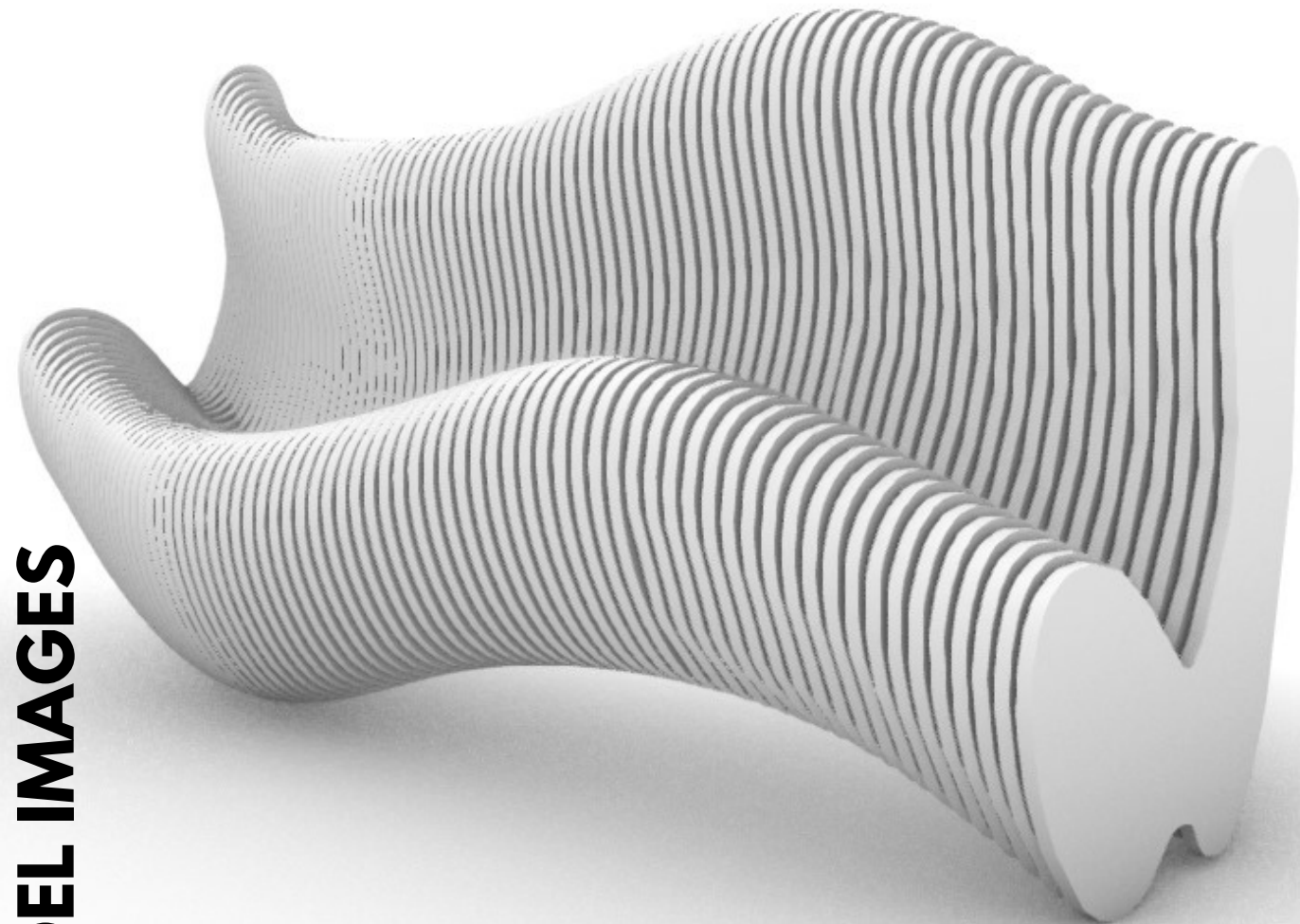
WOODEN BENCH

The furniture piece in the image appears to be a modern, sculptural bench made from wooden slats that are aligned in a contour pattern. It has an undulating form that follows smooth curves, creating a visually dynamic structure.

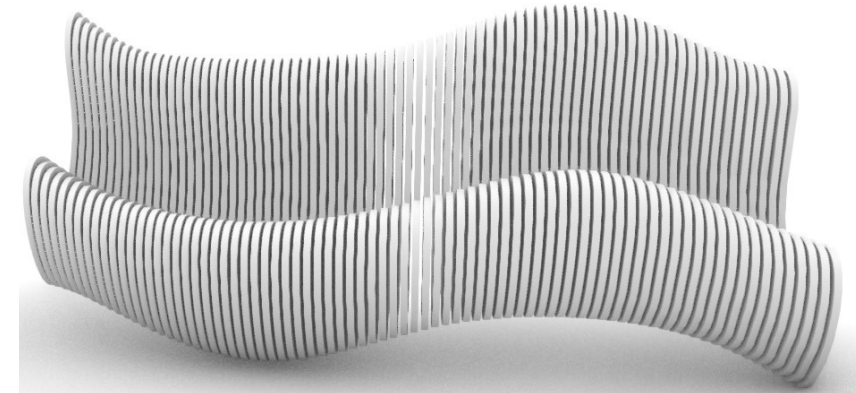
PROJECT IMAGES



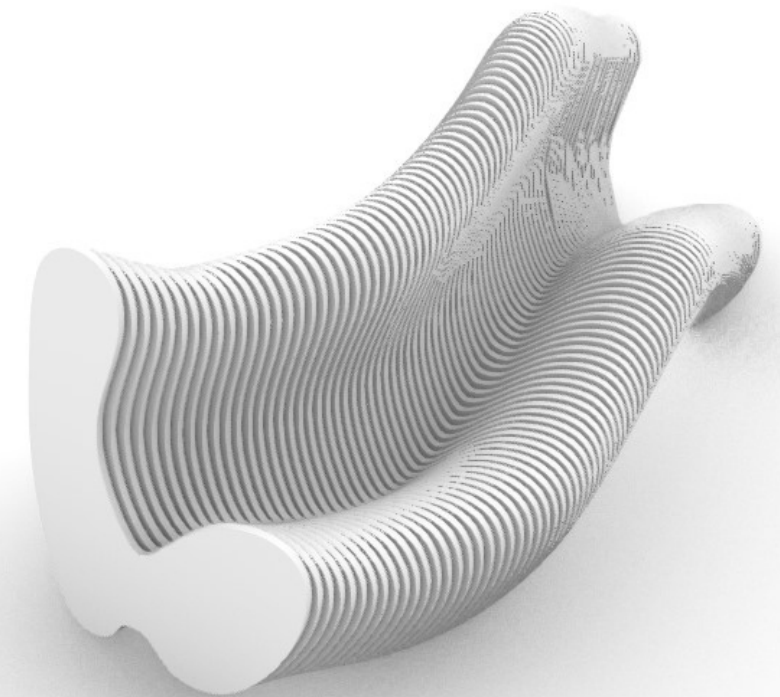
MODEL IMAGES



PERSPECTIVE VIEW



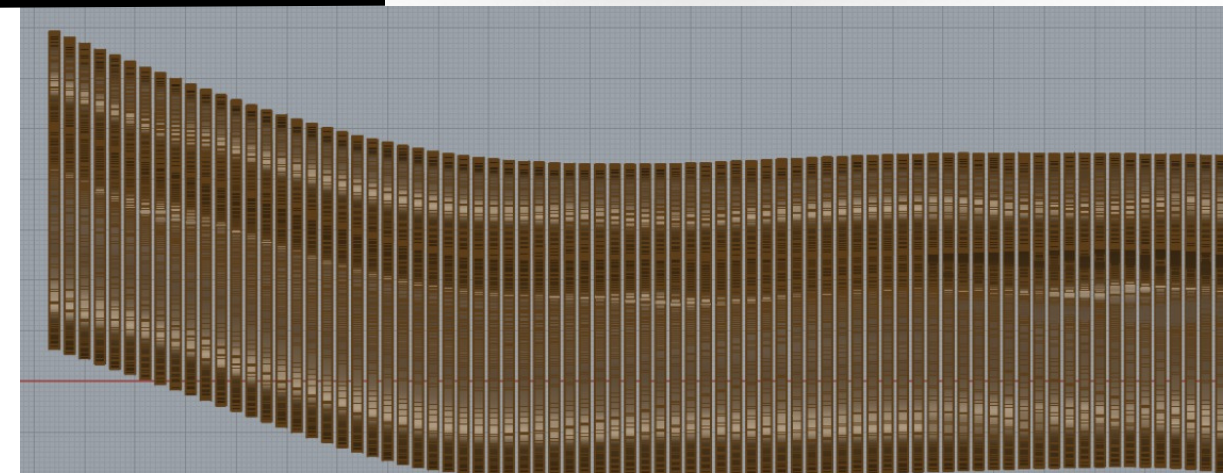
FRONT VIEW



VIEW 2

STEPS:

- Draw a rectangle as guide box and draw side profile curve using Curve tool.
- Array that profile 5 times.
- Tapper the curve according to the profile.
- Loft all 5 surfaces.
- Generate contours with 30 as distance.
- Extrude Crv to give thickness.

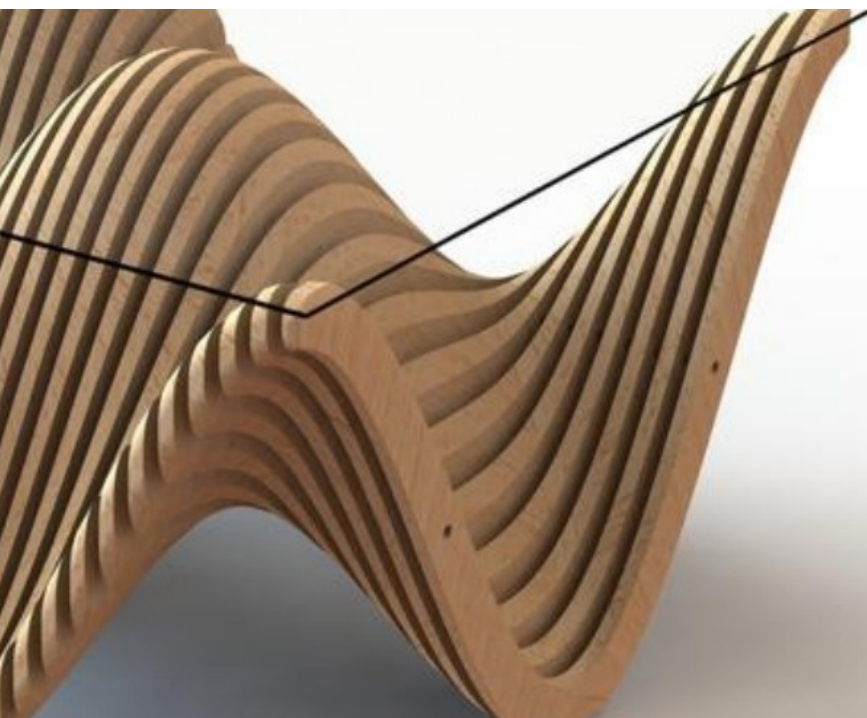


TOP VIEW

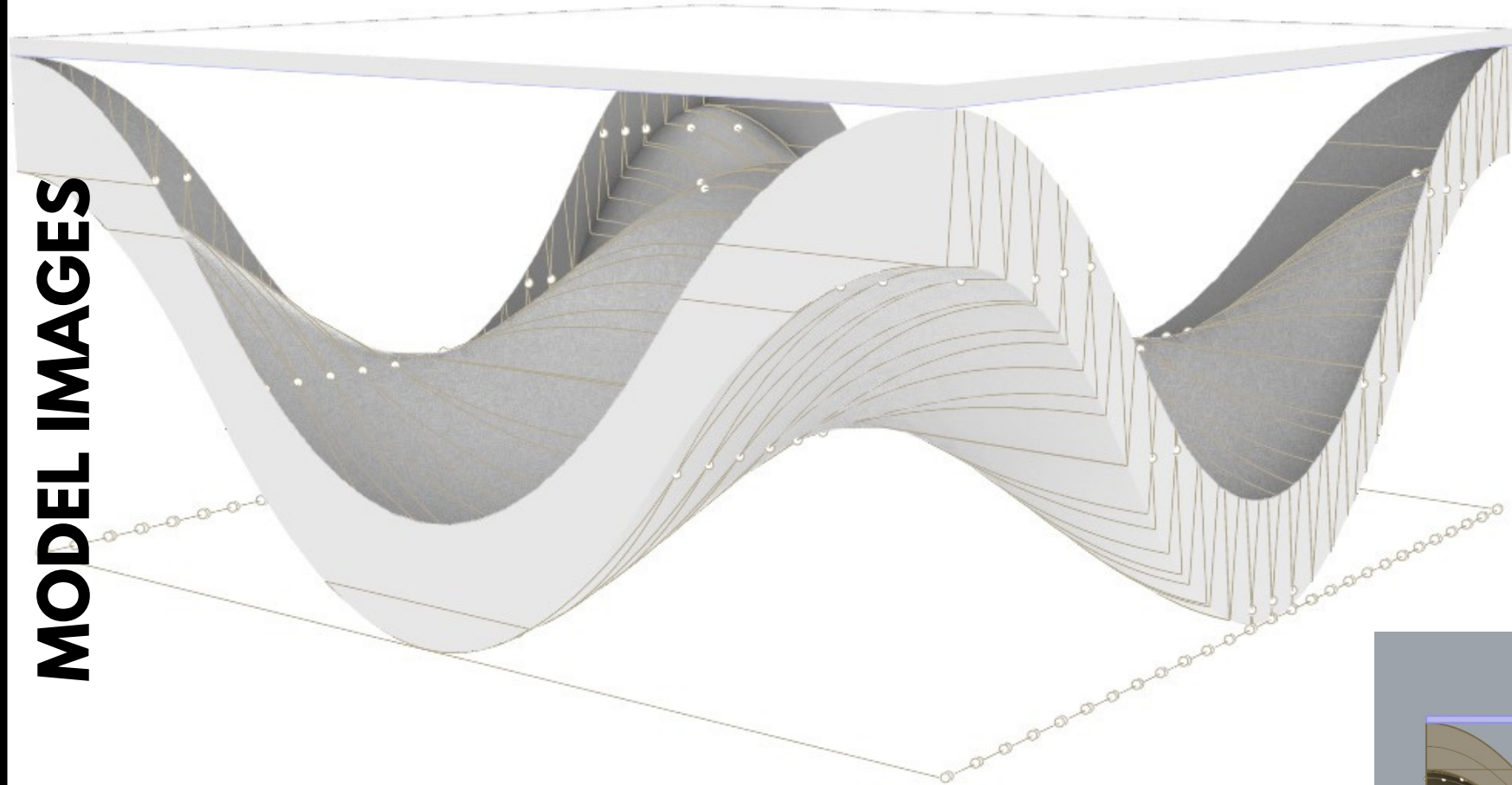
FURNITURE: TABLE

The furniture piece in the image is a sculptural coffee table that combines organic curves with a modern, minimalist design. It features a wavy wooden base with stacked contours, supporting a flat, transparent surface (likely glass or acrylic).

PROJECT IMAGES



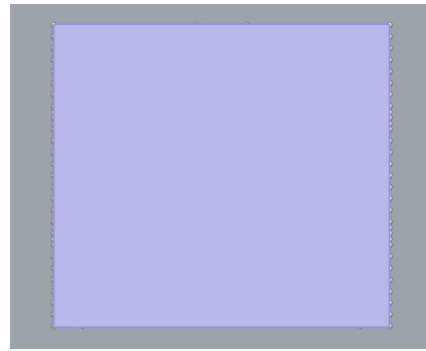
MODEL IMAGES



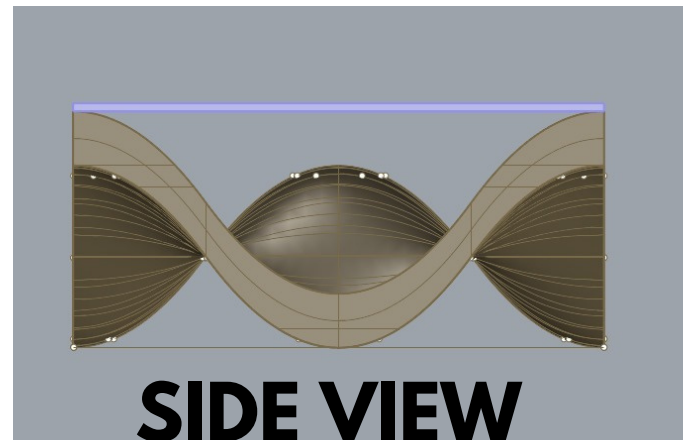
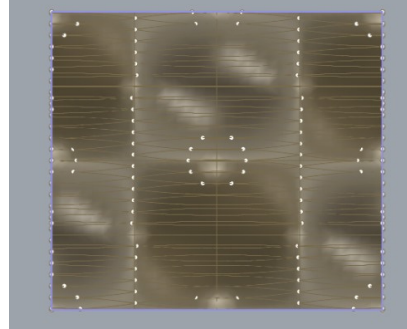
PERSPECTIVE VIEW

STEPS:

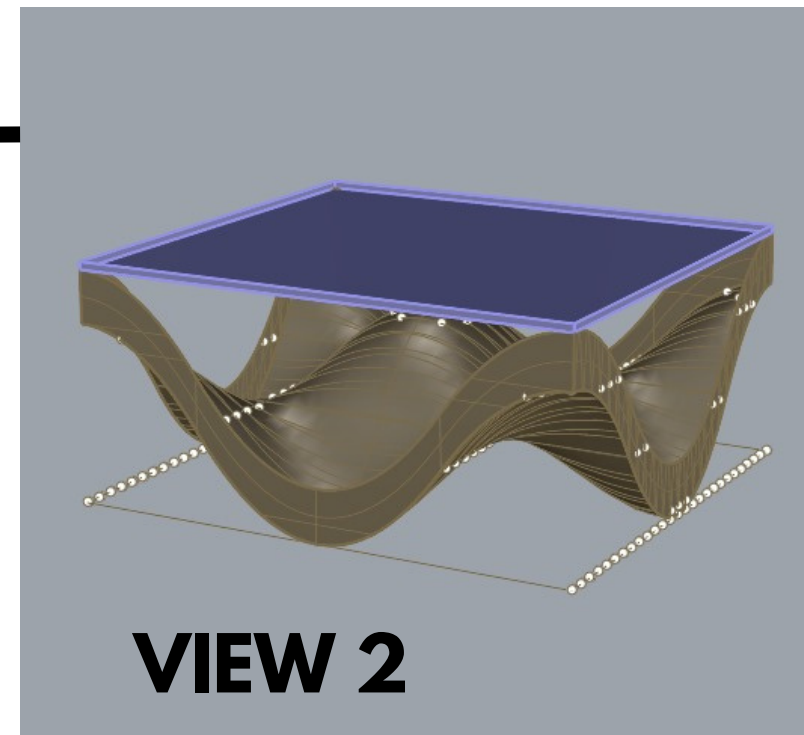
- Start with a flat plane for the tabletop.
- Rebuild the flat surface in Rhino to a degree 3 surface.
- Manipulate the corners and a central point on the surface to create the undulating form.
- The contours are extruded to give the base thickness.
- Contour command to create the stacked layers for the base.



TOP VIEW



SIDE VIEW



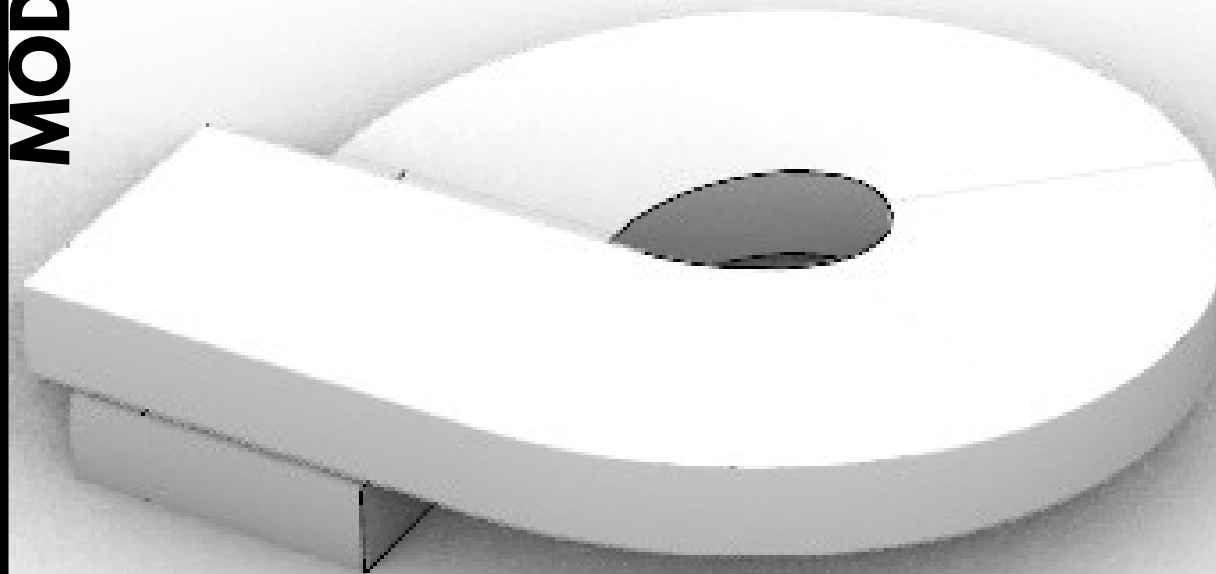
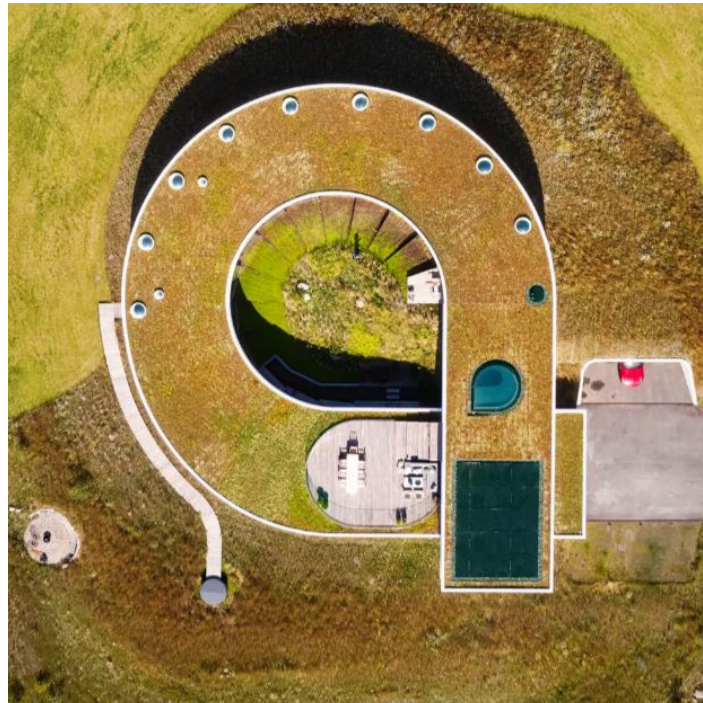
VIEW 2

VILLA GUG

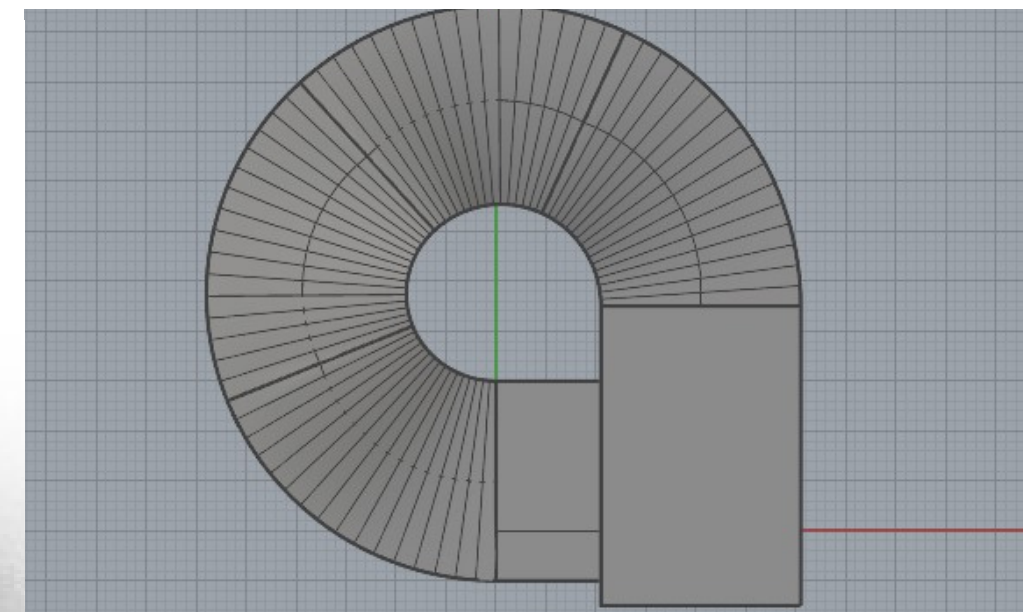
Villa GUG, offers an exhibit space for the client's high-end automobiles in a traditional garage. Resembling a sleek, concrete version of a toy-car track, the curved foundation of the dwelling loops around a central garden and recedes into the introverted garage and showroom.

MODEL IMAGES

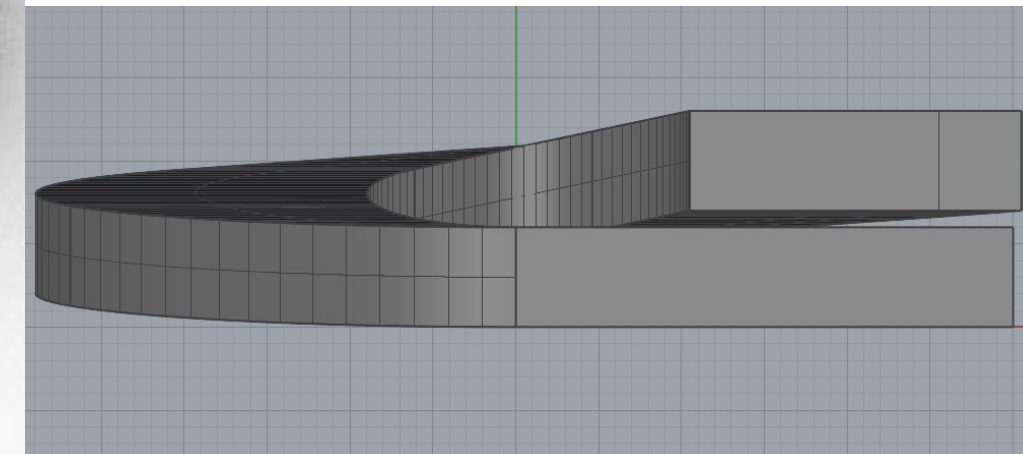
PROJECT IMAGES



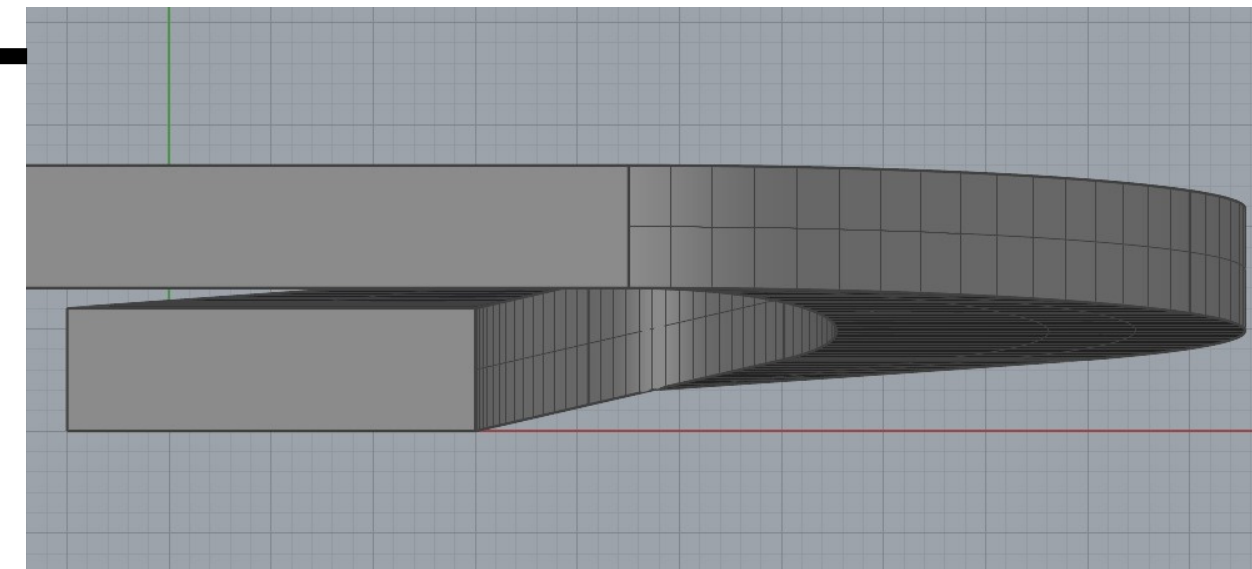
PERSPECTIVE VIEW



TOP VIEW



SIDE VIEW



SIDE VIEW 2

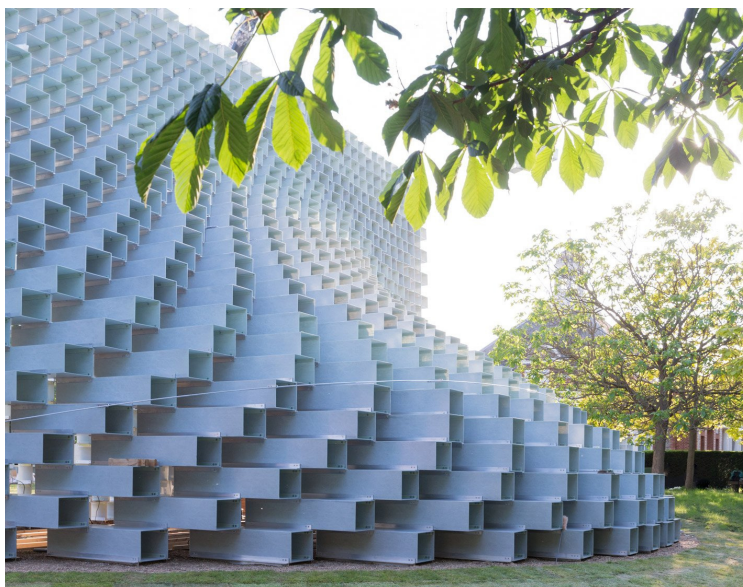
STEPS:

- Create 2 boxes with one side open using line command.
- Change the direction of one by 90°
- Place one on top of other.
- Using Arc blend create 4 curves connecting open sides.
- Ribbon the curves and make surfaces.
- ExtrudeSrf command to give thickness.

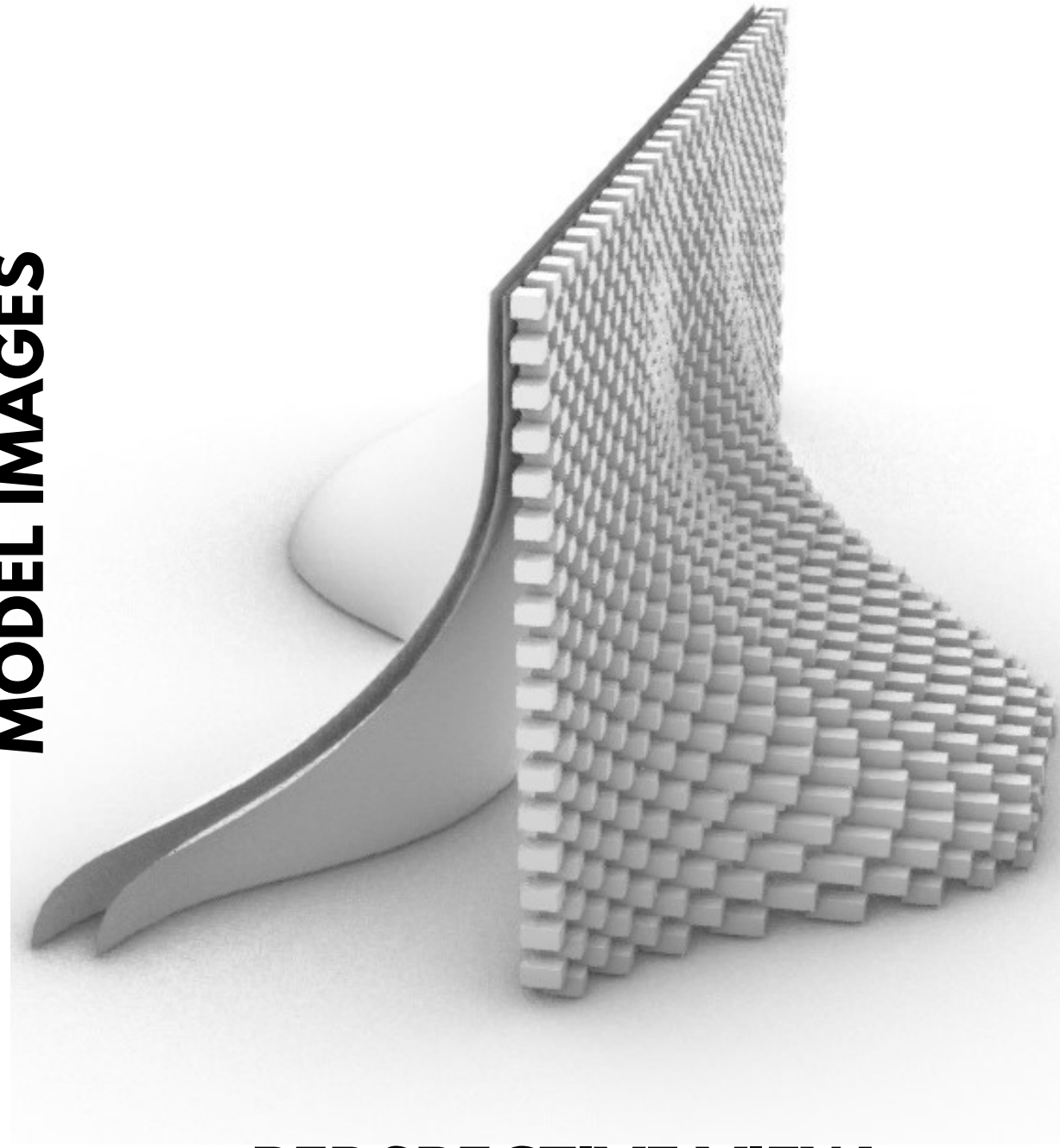
SERPENTINE PAVILION

The Serpentine Pavilion 2016: "Unzipped Wall" was designed by the architectural firm Bjarke Ingels Group (BIG). It was a temporary structure installed in London's Kensington Gardens as part of the Serpentine Pavilion series.

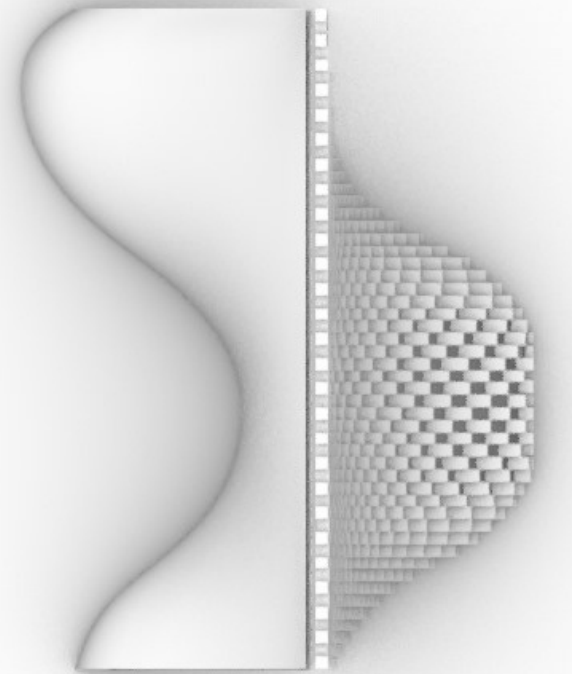
PROJECT IMAGES



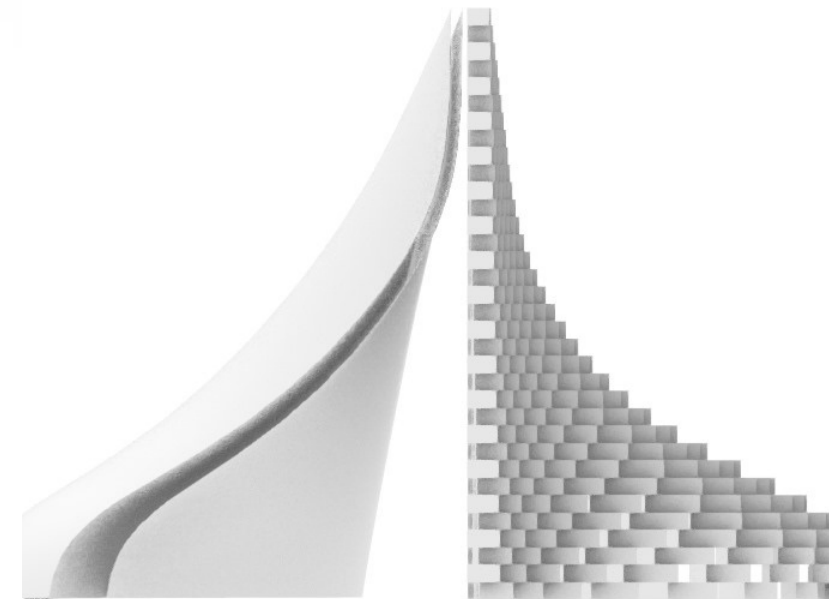
MODEL IMAGES



PERSPECTIVE VIEW

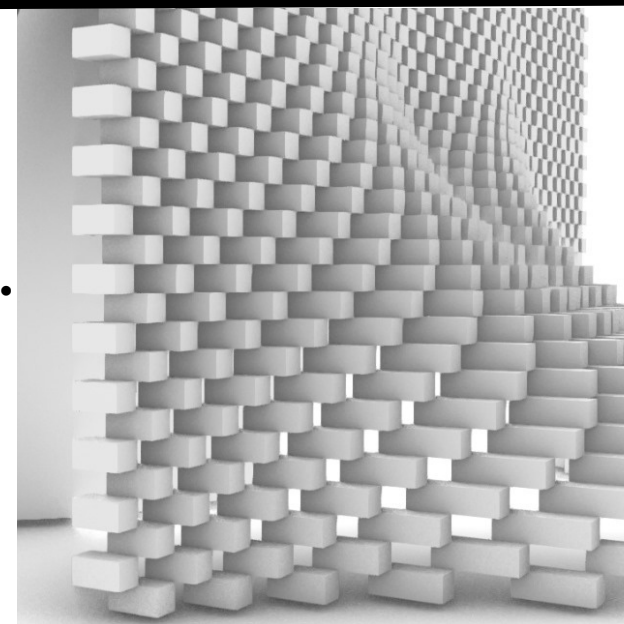


TOP VIEW

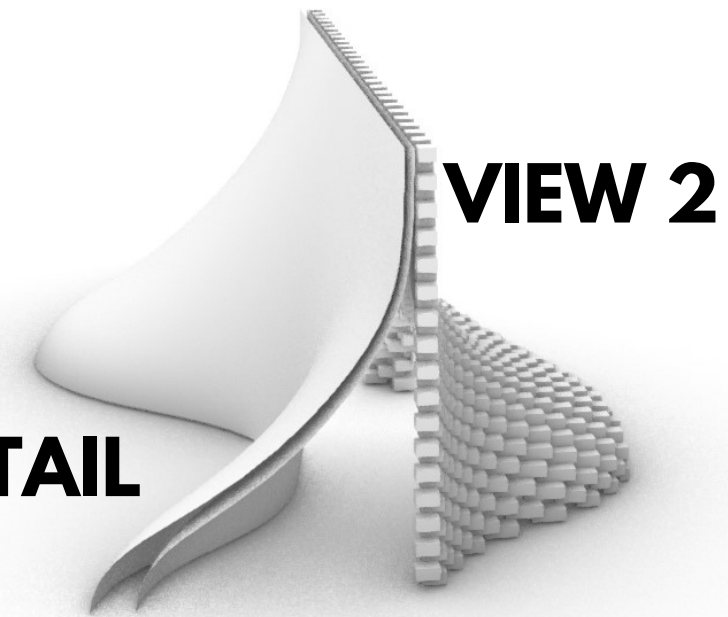


SIDE VIEW

STEPS:
Set up reference planes using PictureFrame.
Draw main curves to represent the structure's base form using Polyline.
ExtrudeCrv to generate the pavilion's walls.
BooleanDifference to create open spaces or cutouts.
Adjust surface edges with Control Points for the wavy, dynamic shape.



DETAIL



VIEW 2

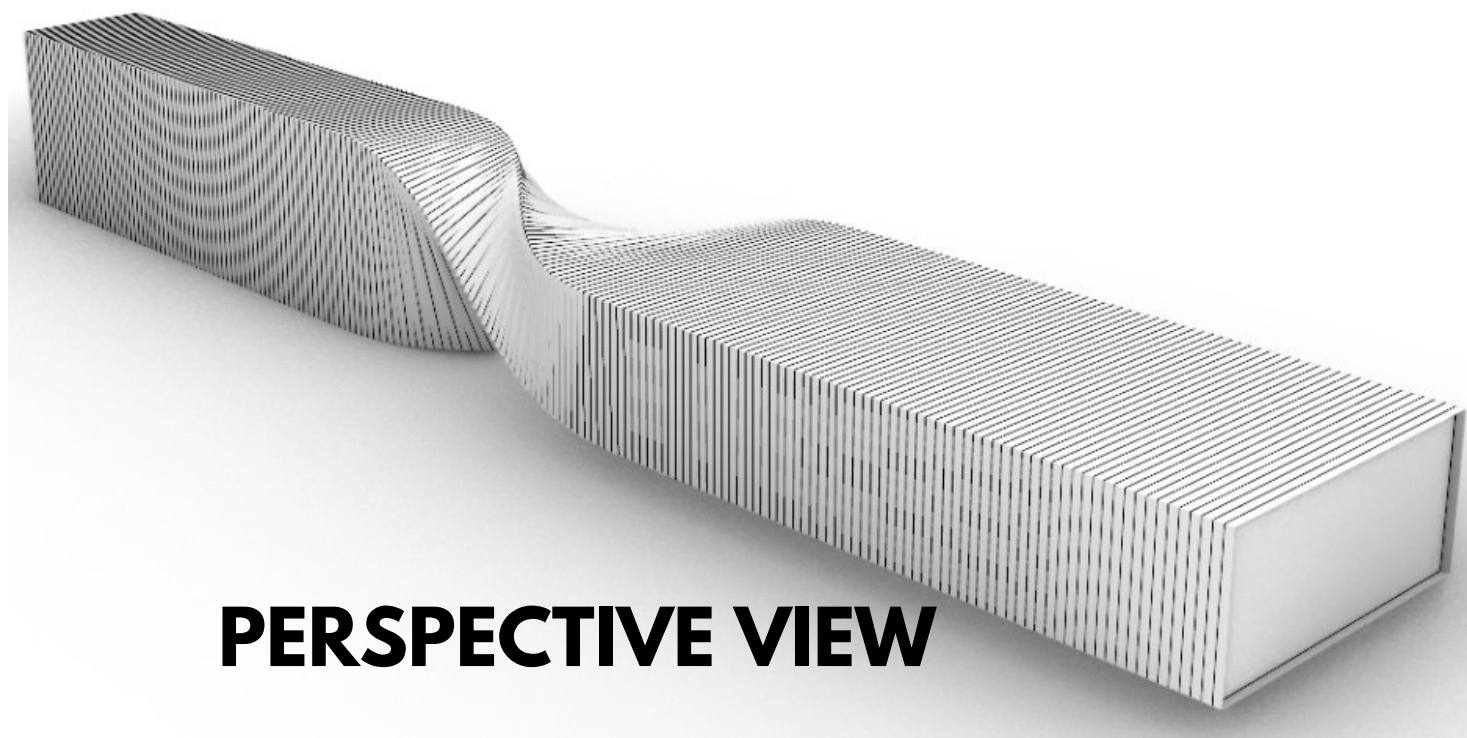
THE TWIST

The Twist is a contemporary art museum situated in the Kistefos Sculpture Park, located around a one hour drive from Oslo. The sculpture park, built around an old paper mill, occupies both embankments of the Randselva river and features sculptures.

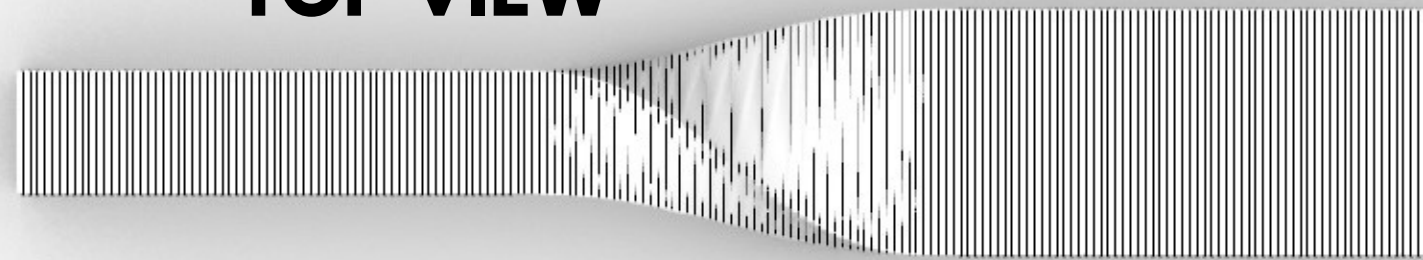
PROJECT IMAGES



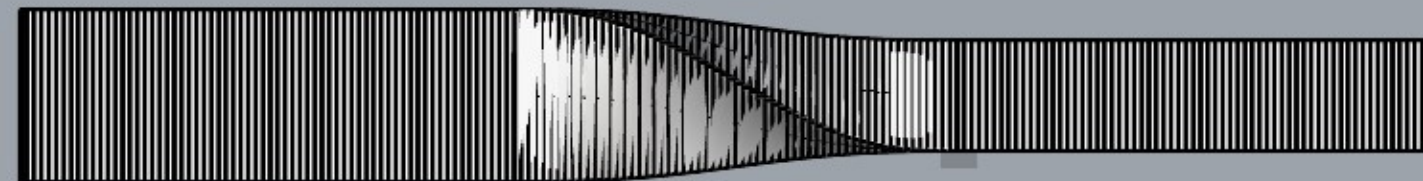
MODEL IMAGES



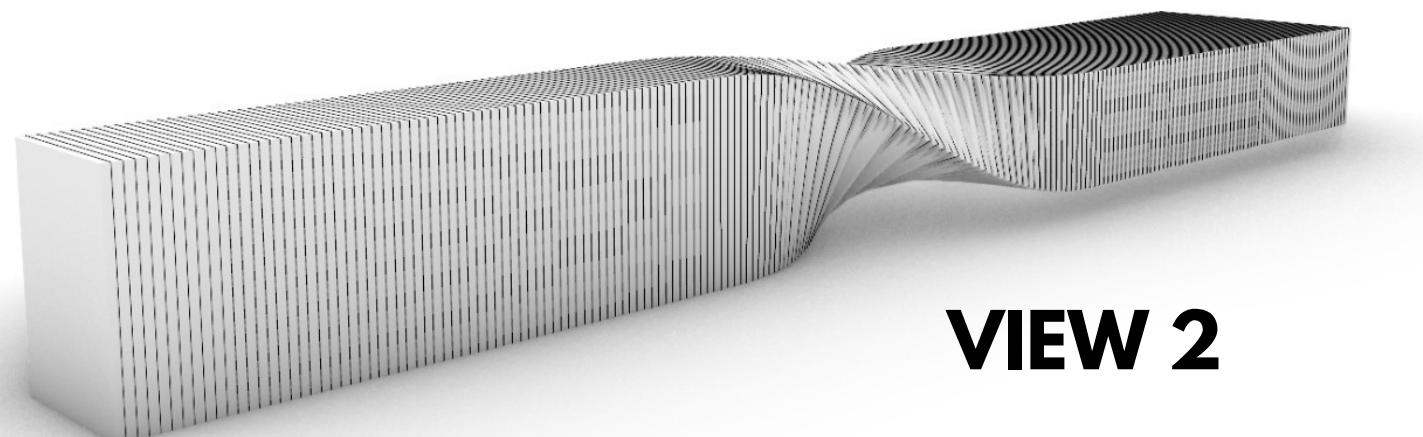
PERSPECTIVE VIEW



TOP VIEW



SIDE VIEW

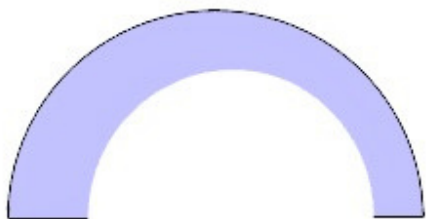


VIEW 2

STEPS:

- Make a cuboid using cube command.
- Copy the cuboid.
- Rotate the cuboid in 90° making it perpendicular to each other.
- Select and delete inner faces of both the cuboids.
- Using Blendcrv select 2 curves one from each.
- Repeat step 4 times to get the twist.
- Generate contours.

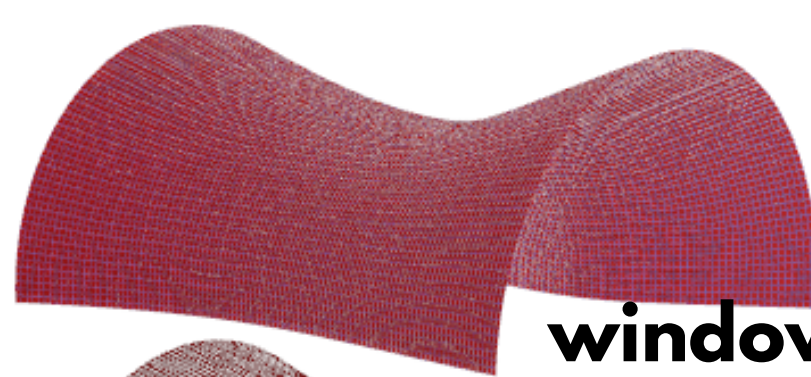
WEAVERBIRD



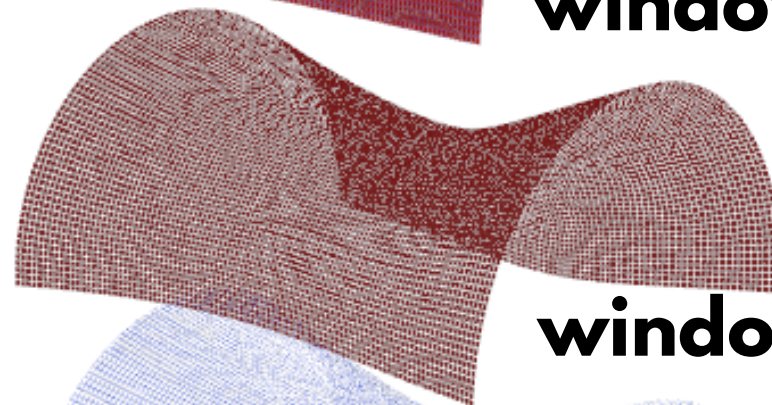
FRONT VIEW



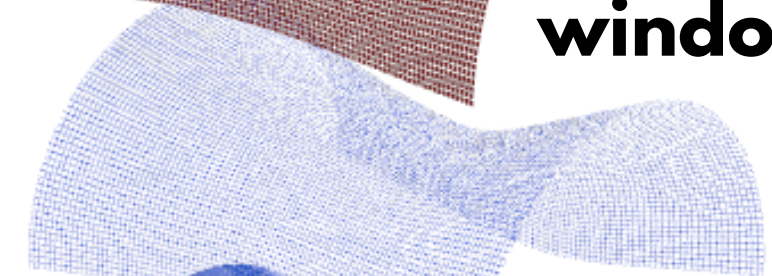
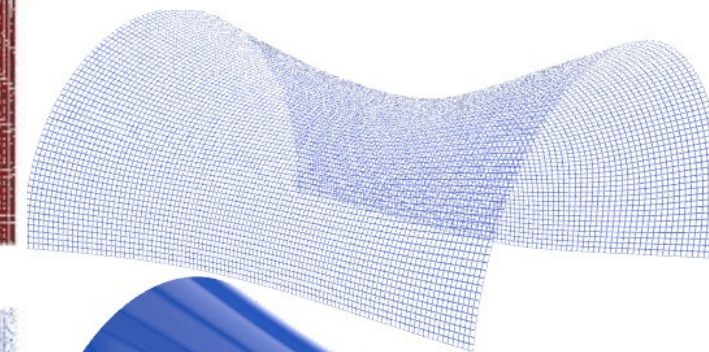
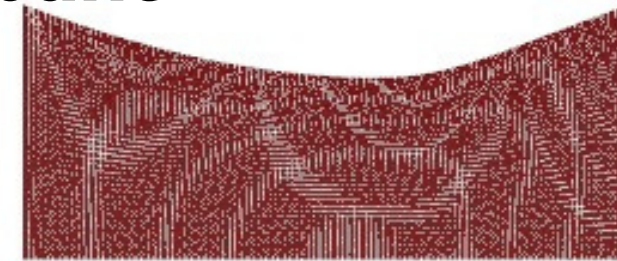
TOP VIEW



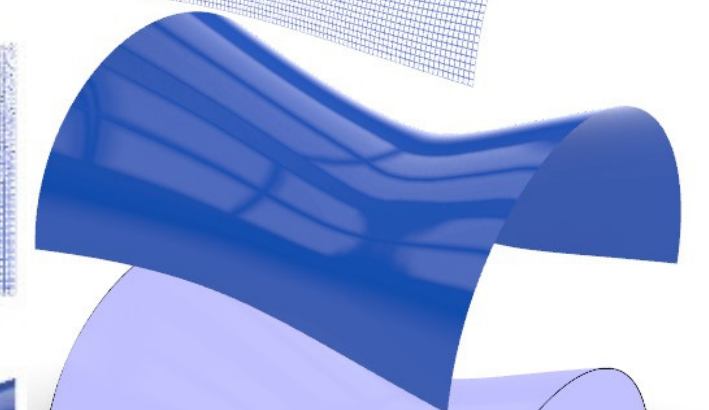
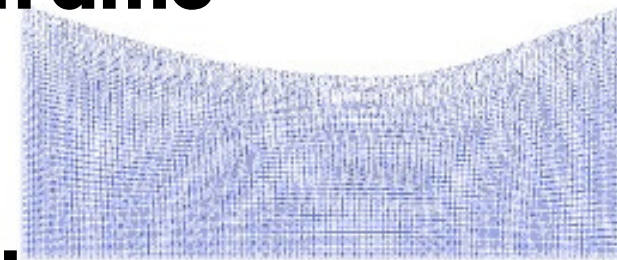
window panel



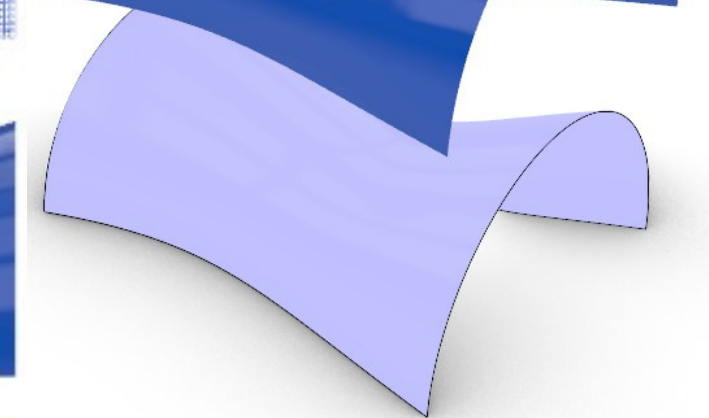
window frame



mesh



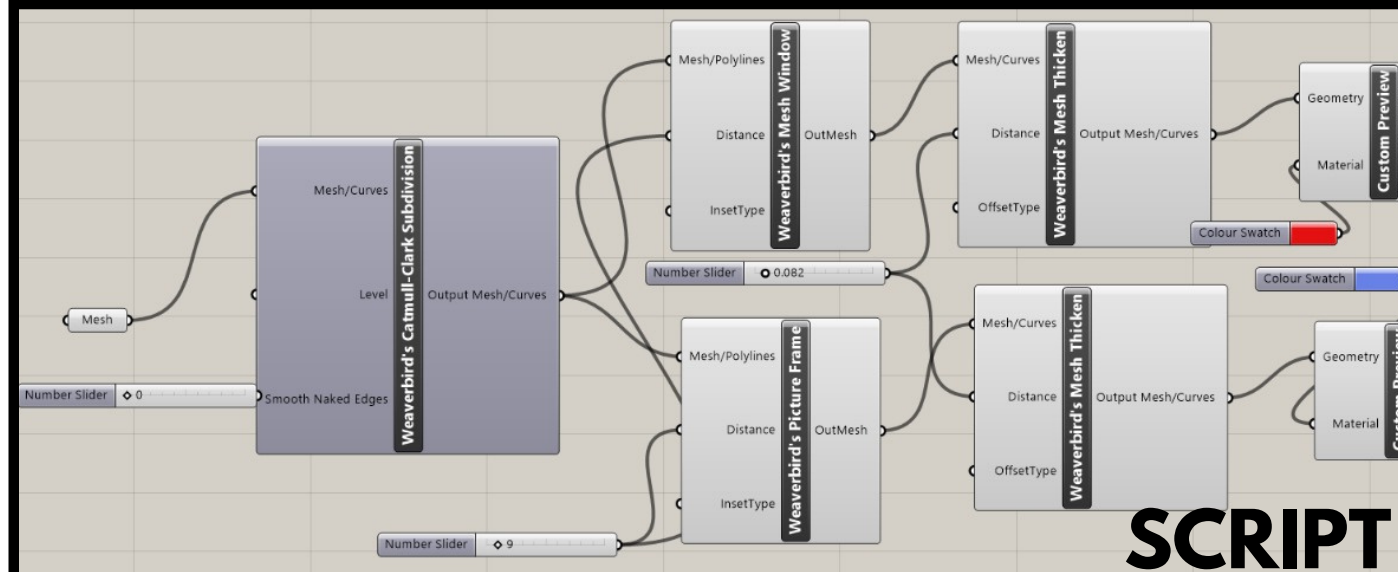
surface



PERSPECTIVE VIEW



SIDE VIEW

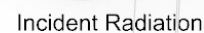


SCRIPT

STEPS:

weaverbird mesh manipulation of a complex form.

the layers are the surface, mesh, window panel and window frame. exploded view shows all the mesh made from the form.

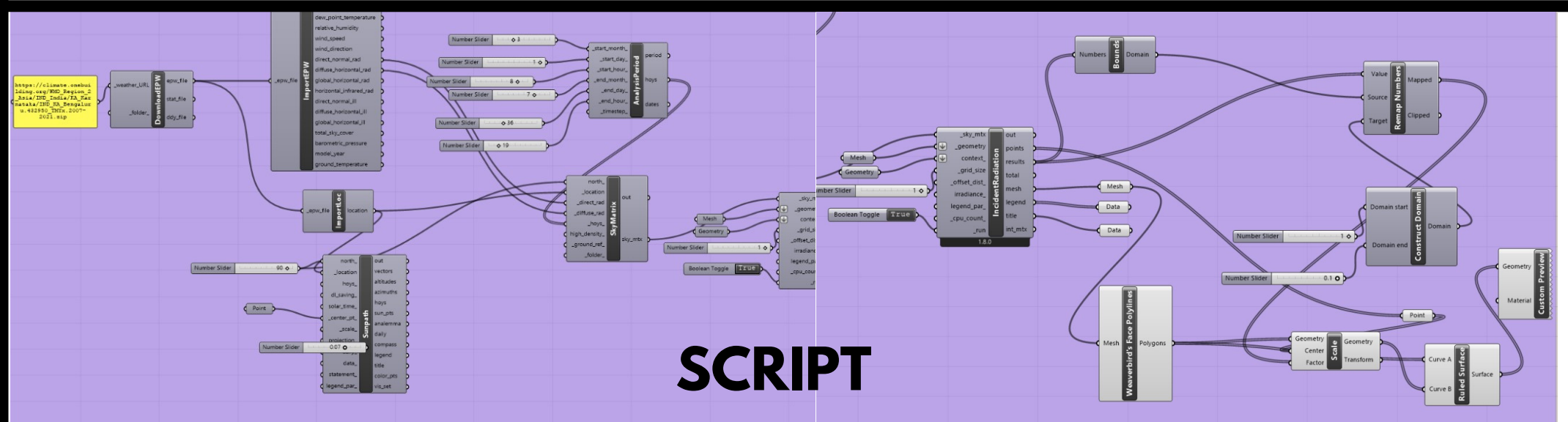


STEPS:

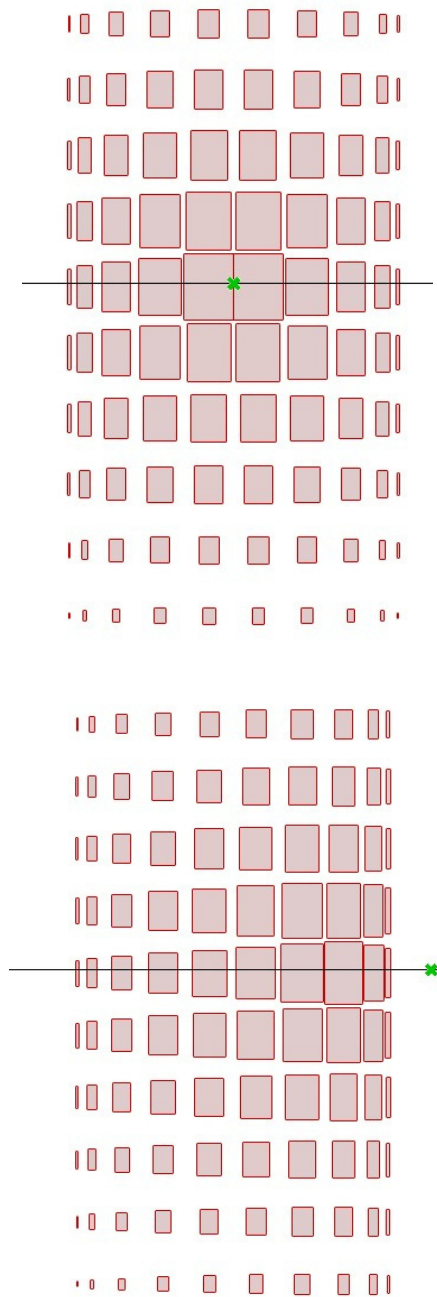
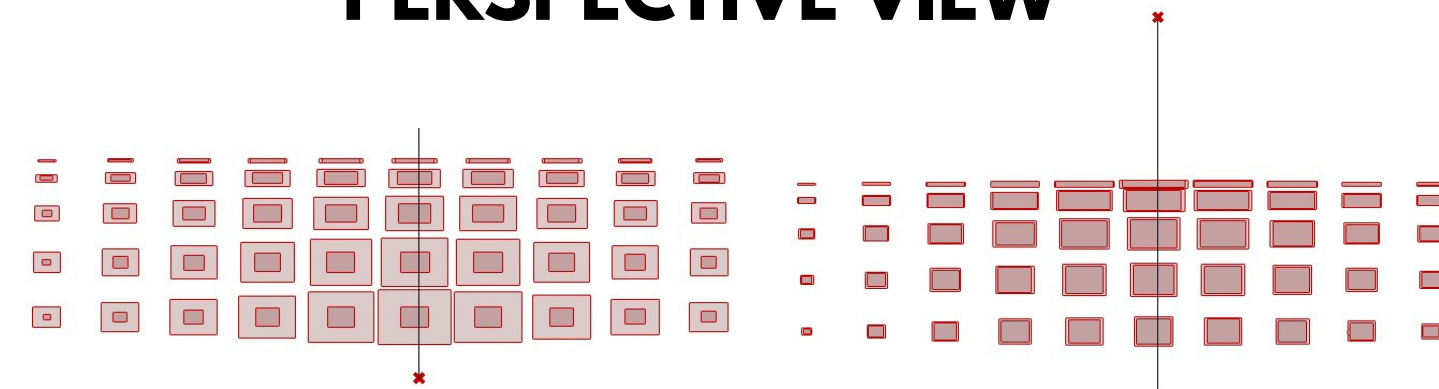
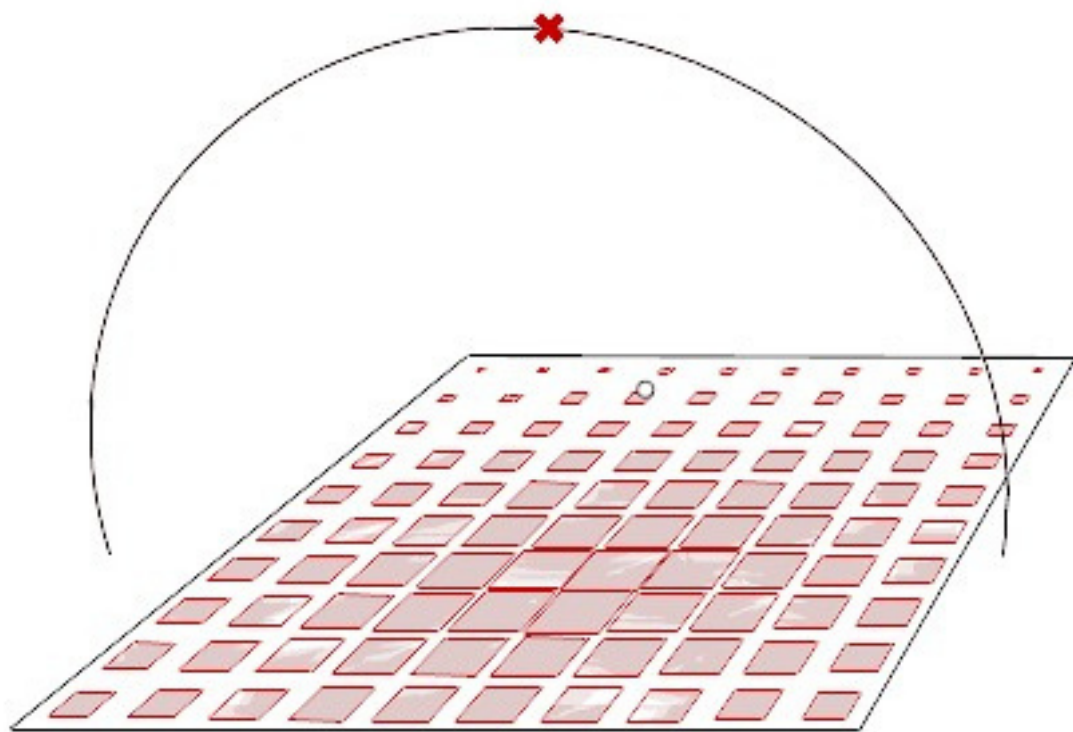
heat map was generated of the conceptual tower massing of ad project based on incident radiation using ladybug plugin.

further to that mesh manipulation was done using weaverbird to create a facade based on incident radiation.

the legend will be visible and the colours indicate the radiation on the building.



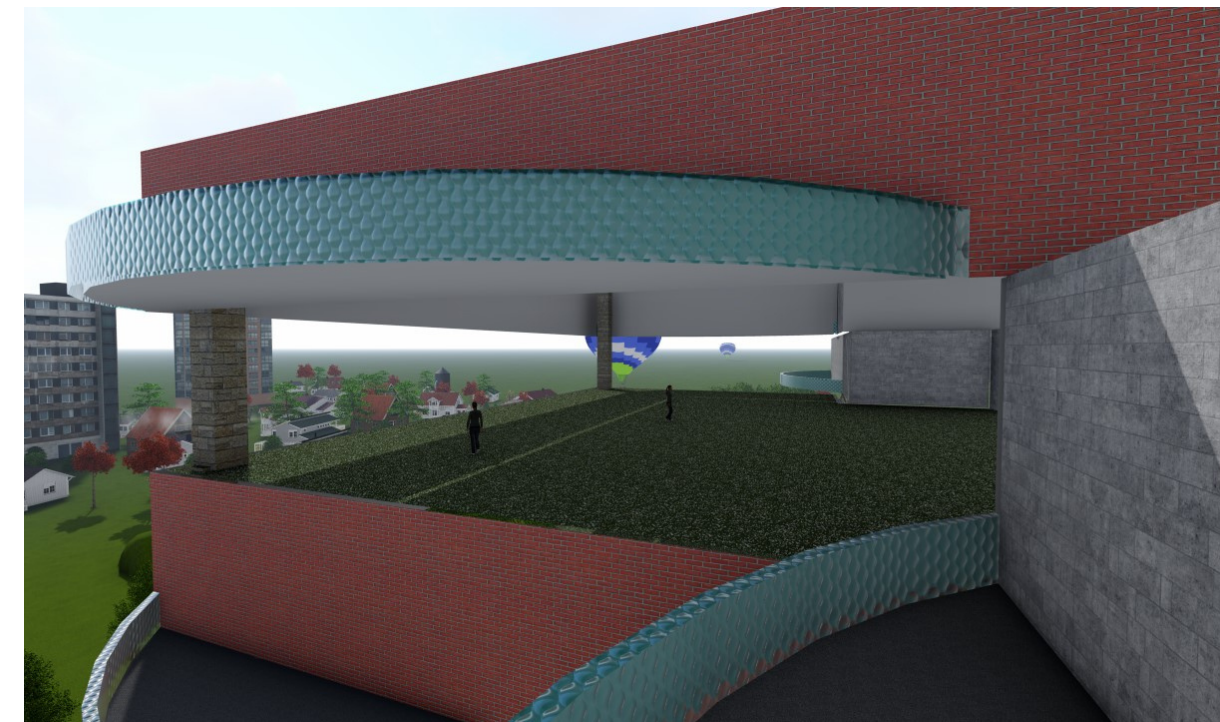
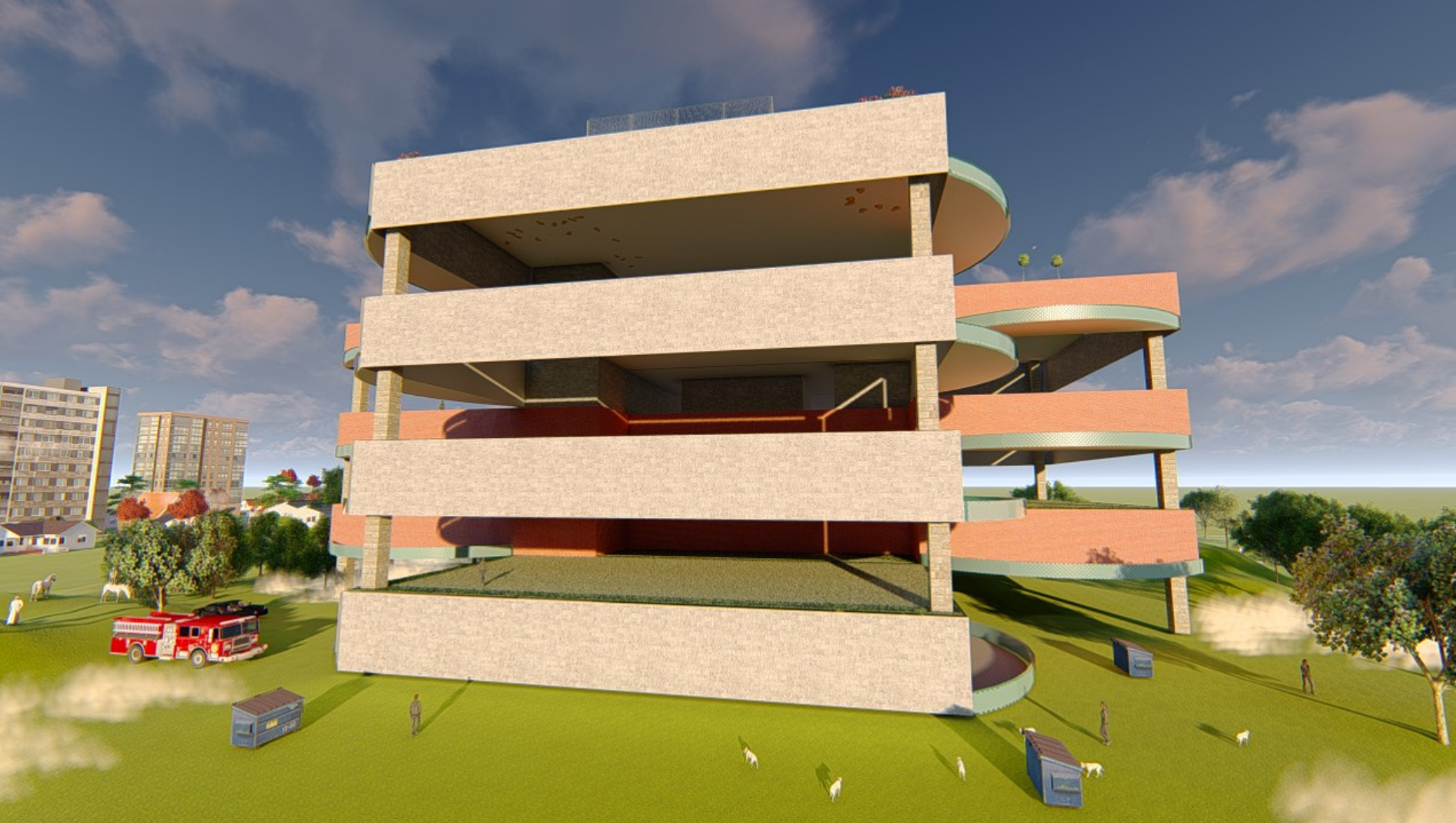
PERFORMATIVE SUBDIVISION FLAT SURFACE



SIDE VIEW

TOP VIEW

SCRIPT



3D MODELING