

# Geodesic Patterns

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# Objective

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Discretize a given freeform surface into panels with the following properties:

1. Panels must be *developable* (Shelden 2002)
2. Panels should be of approximate *equal width*
3. Panels should be *as straight as possible*
4. Panels should *bend by their weak axis* to approximate the surface.

# Objective

Some text



**Figure 1:** Some figure

# Background

# Boat-building

The use of *straight developable planks* is widely used in  
**traditional boat building**

# Some Algorithm

```
1: for  $i = 1$  to  $N$  do  
2:   for  $j = 1$  to  $JJJJ$  do  
3:      $energy[i * JJJ + j] =$   
        $interpolate(AAA[i * JJJ + j], ZZZ)$   
4:   end for  
5: end for
```

**Algorithm 1:** pseudocode for the calculation of

# Developable hulls

Connected developable patches for boat hull design.

1. Common practice in naval engineering industry.



**Figure 2:** Developable hull model



This techniques have also been used in the architecture world, mainly by **Frank Ghery**.

His façades are usually a collection of connected developable surfaces.

# Burj Khalifa

Latest architectural work following this techniques was:

**Burj Khalifa by *Frank Ghery***

# Burj Khalifa

It was designed as a collection of:

- **Developable surfaces**
  - *Which can be covered by equal width planks*
- **Surfaces of constant curvature**
  - *Which can be covered by repeating the same profile*

# Burj Khalifa

# Construction technique

# Geodesic curves

A geodesic curve is the generalization of a *straight line* into *curved spaces*.

$$\nabla + \alpha^2 = \sqrt{8} * A$$

# Geodesic curves

It could be easily understood as:

*The path that a bug follows on a surface if it only moves **forward***

# Straightest geodesics

In this research, we concentrate on the concept of *straightest geodesics*.



# Developable surfaces

Surfaces with *0 gaussian curvature*. Meaning, they can be flattened onto a plane *without distortion*

# Developable surfaces

## *Developable surfaces*

- can be flattened
- can be generated by a single curve.

*and*

## *Geodesic curves*

- are straight lines in a curved space.

# Therefore

*Therefore*

*We wish to generate panels using geodesic curves in order  
to achieve **straight developable panels***

# Developable surfaces

In other words:

*We wish to cover a given freeform surface with a pattern of **geodesic curves** with equal spacing.*

This can only be achieved if the provided surface is already *developable*.

*A compromise exists between the curve spacing and the curve geodesic property*

# Algorithmic strategies

# Obtaining Geodesic Patterns

There are three main methods for the obtaining successful geodesic patterns:

1. The parallel transport method
2. The evolution method
3. The piecewise geodesic vector-field method

# The parallel transport method

# Vector parallel transport

Parallel transport of a vector on a sphere



# Implementation details

*Parallel transport method over positive curvature surface*

# Results

## Results

# The evolution method

# Implementation details

# Results

# The piecewise evolution method

# Implementation details

# Results



# The level set method

# Implementation details

# Results

# Modeling planks

# Tangent developable method

# Bi-Normal method

# Comparisson

# Optimization



# Piecewise geodesic vector-fields

# Developability of triangle meshes

# Analysis

# Conclusion

# Thanks

# Conclusion

# Thanks

Shelden, Dennis Robert. 2002. “Digital Surface Representation and the Constructibility of Gehry’s Architecture.” PhD thesis, Massachusetts Institute of Technology.  
<http://hdl.handle.net/1721.1/16899>.