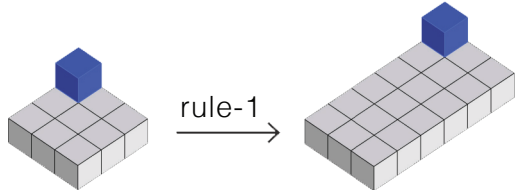
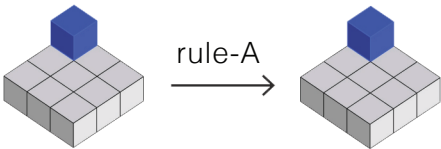


3D VOXEL GRAMMAR
IMPLEMENTATION

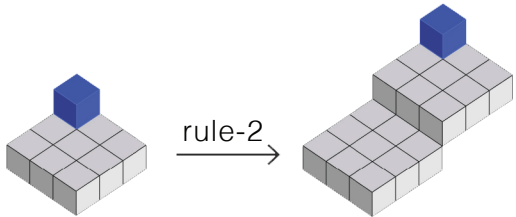
Using Rhinoscriptsyntax Library



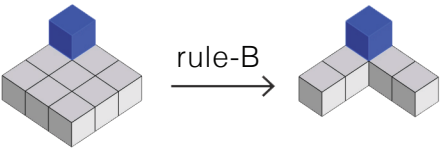
rule-1



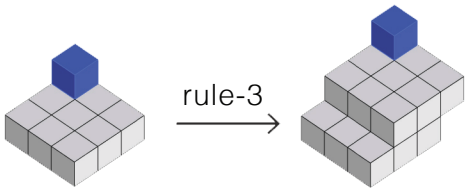
rule-A



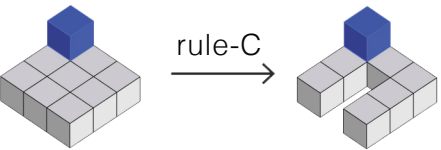
rule-2



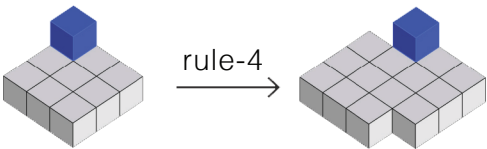
rule-B



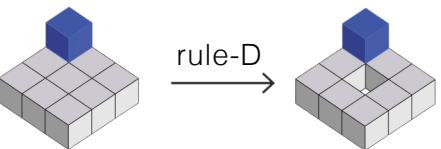
rule-3



rule-C



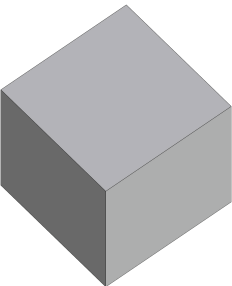
rule-4



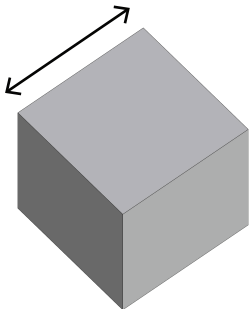
rule-D

Massing Rules

Court Rules

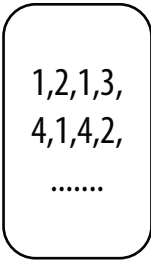


voxel



voxel_length

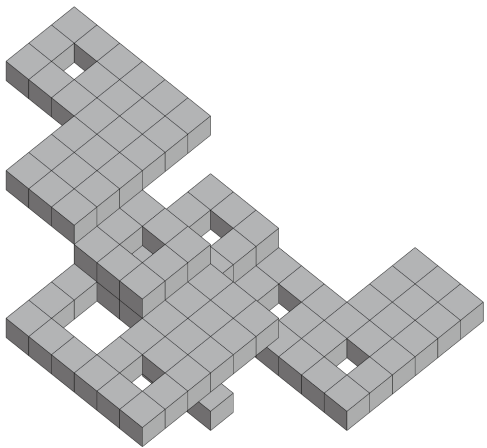
Input Parameters



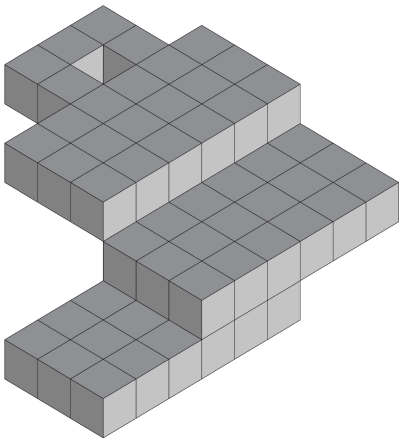
Rule Sequence
for Mass



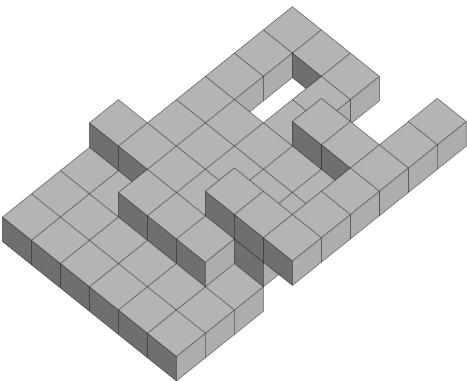
Rule Sequence
for Court



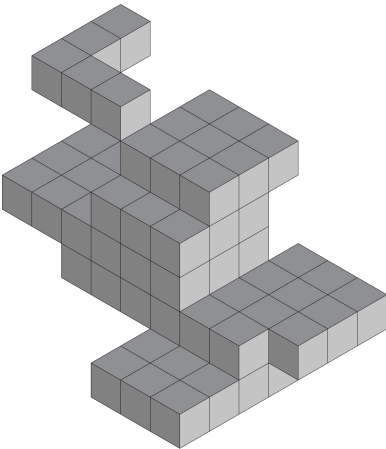
[1,1,1,1,2,2,1,1,1,2,2,1,1] AND
[D,D,B,CA,D,A,D,B,A,D,A,D]



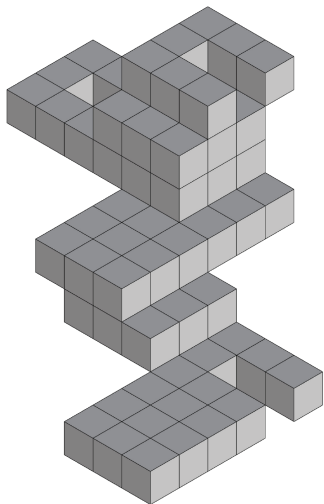
[1,1,1,2,1,1,1,2,1,1,1] AND
[A,D,A,D,A,D,A,D,A,A,A]



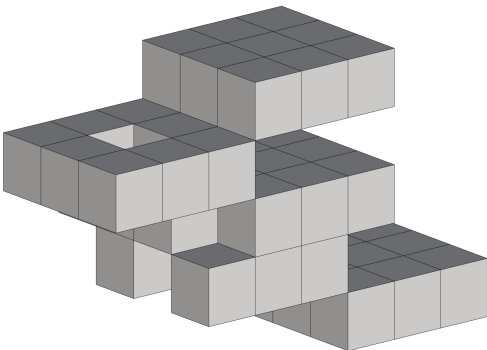
[1,2,2,1,2,3,4,4,2,1,2,1] AND
[A,A,A,B,B,C,C,D,D,D,C,C,B,A,A,B]



[1,1,3,4,1,3,1,2,3,2,1,2]AND
[A,B,C,A,C,D,A,A,B,B,B]



[1,2,3,1,2,3,1,2,3] AND
[C,D,A,C,D,A,A,D,C]



[1,2,3,4,4,3,2,1,3,2] AND
[D,C,B,A,A,B,C,D,D,D]