Groundhog `v0.9.1 beta`

... a Grasshopper plugin, a set of reference models, and wiki exploring the applications of computational design in landscape architecture.

Requirements

- Rhinoceros 5.0 / 6.0 (Windows) or Rhinoceros 5.4+ (Mac) and Grasshopper 0.9.0076+

Installation

- Open up Grasshopper, then in the "File" menu go to "Special Folders" and then "Components Folder"
- Copy the plugin file `groundhog.gha` to this folder, then quit Rhinoceros.
- If you are on Windows right-click on the plugin file, open the properties tab, then in the properties window click the unblock option in the bottom right corner. For more details, refer to this guide.
- Reopen Rhinoceros and Grasshopper, if the installation worked there should be a "Groundhog" tab present in Grasshopper.

Refer to this video for further help installing a Grasshopper plugin on Windows. Note that new releases will be posted to groundhog.la/plugin and to the newsletter.

Documentation

A full range of documentation detailing individual components, examples of how to use them together, recreations of landscape projects, and strategies for employing computational design in a landscape architectural context are available at http://groundhog.la/.

Support

The preferred method of submitting bug reports and feature requests is through Github Issues. Please ensure you provide an example model and definition along with a detailed description of your problem or intent.

Contributing

This is an open source project and the code for both the plugin and groundhog.la site are hosted on Github. Contributions to the plugin, and to the articles or models on the site are welcome.

Developer and License

Groundhog's lead developer is Philip Belesky. If you're using Groundhog for commercial projects or academic research I'd love to hear about it.