



Groundhog (0.7.1b)

... 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 the plugin and groundhog.la are [hosted on Github](#). Contributions to the plugin, and to the articles and reference definitions on the wiki 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.

This project is licensed under the GPL v3 License - see the [LICENSE file for details](#).