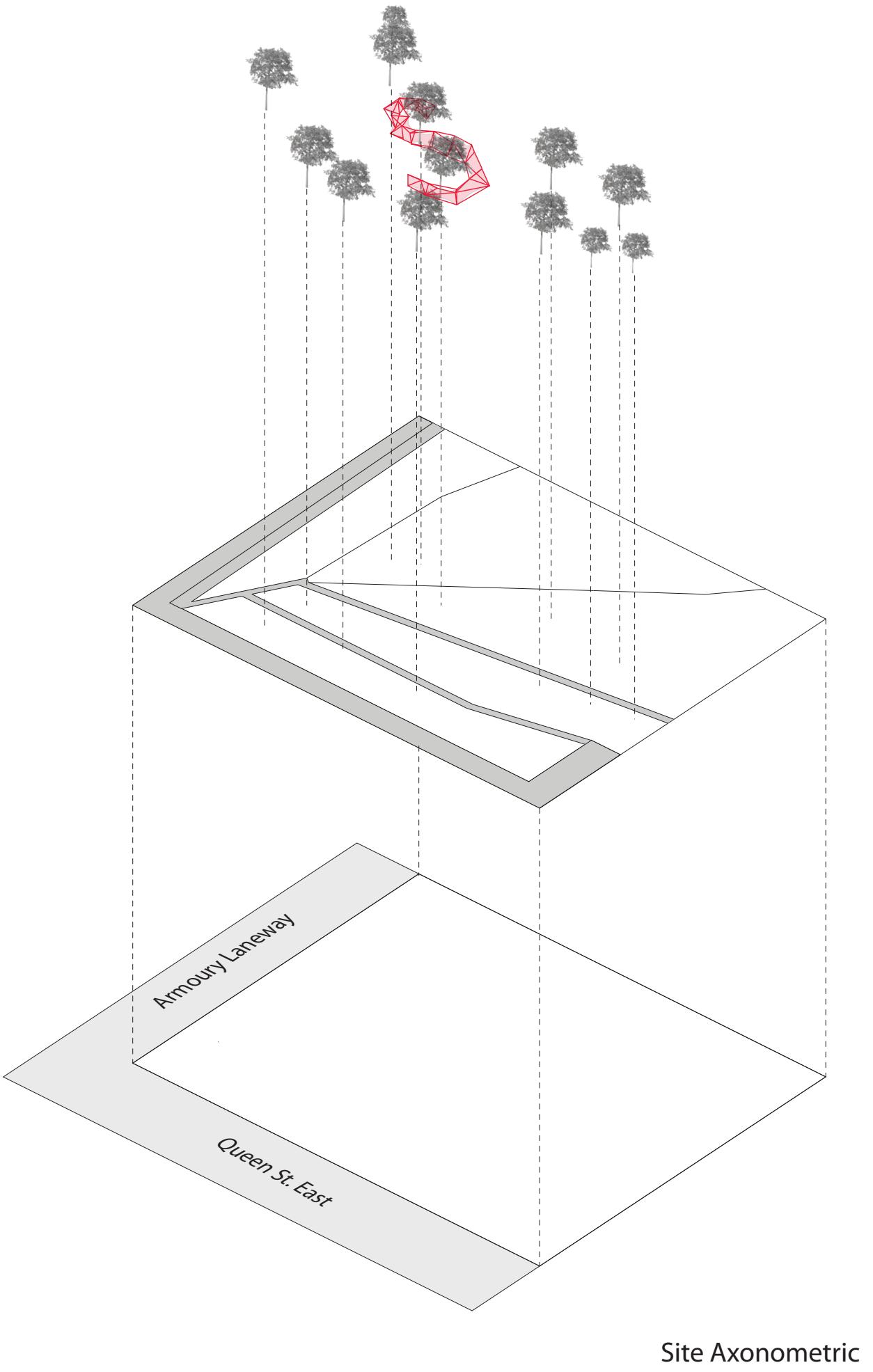
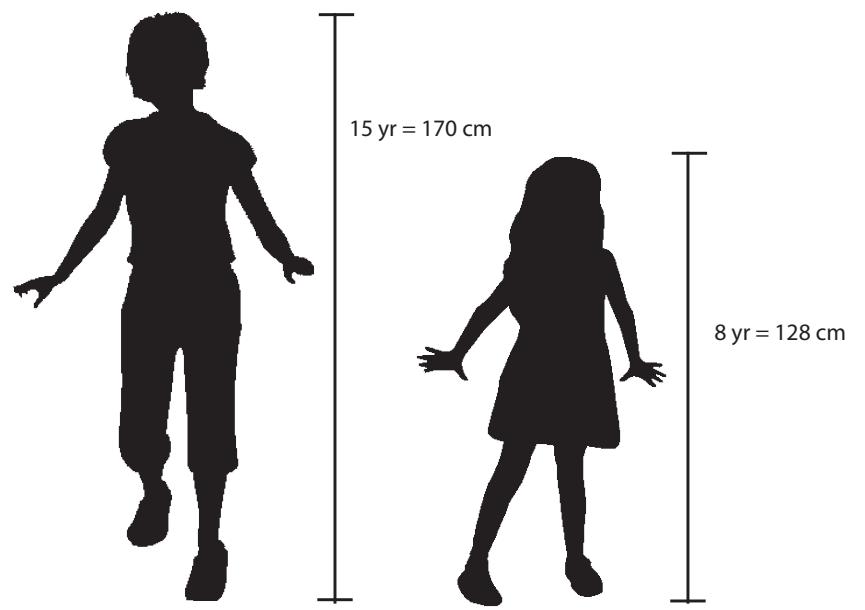
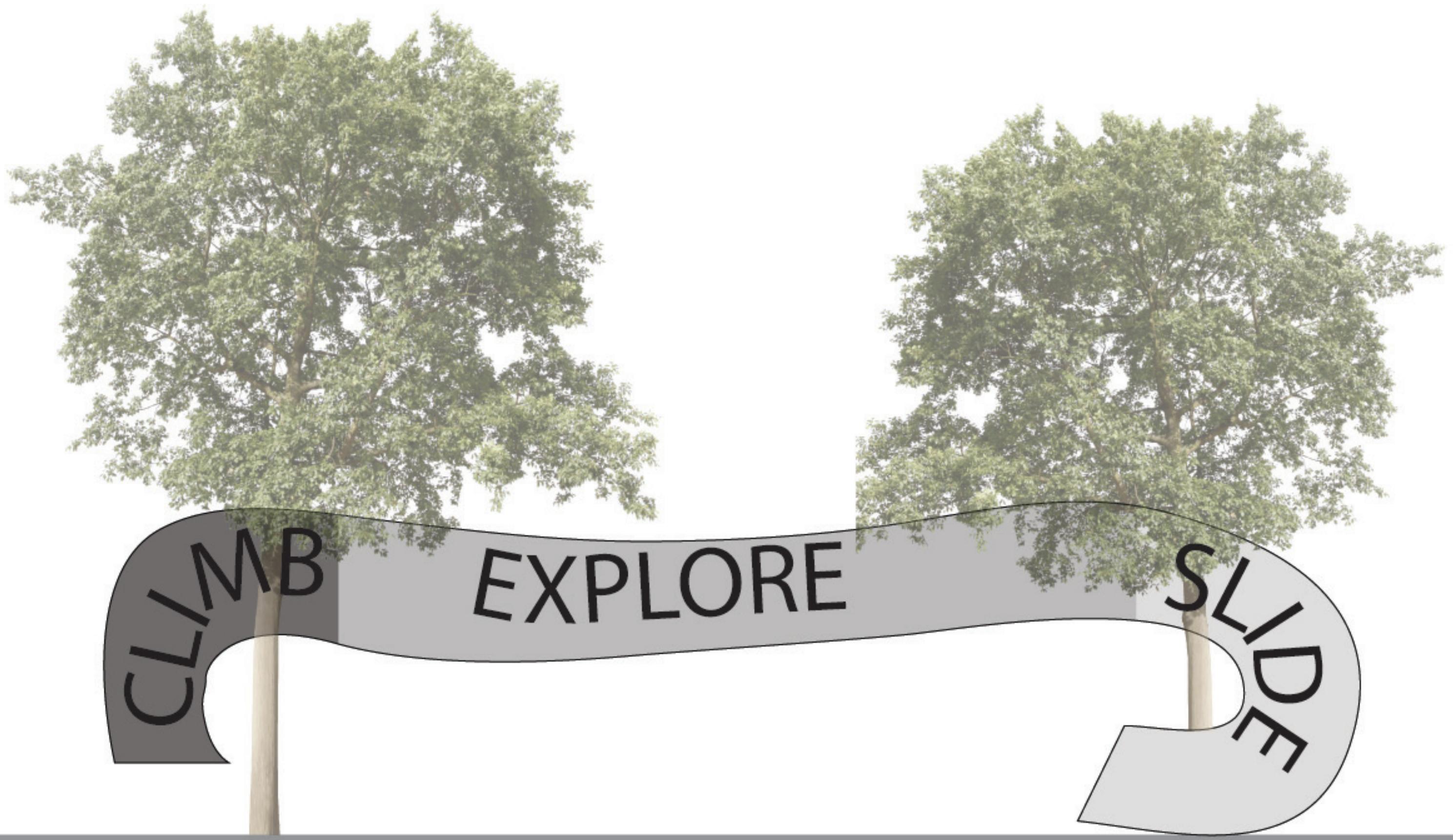


Pop-Up 2.0:

A Playground For Moss Park

by: Elizabeth Nenniger
and Laura Austin





Parti Diagram



Site Render



Fall Render



Summer Render



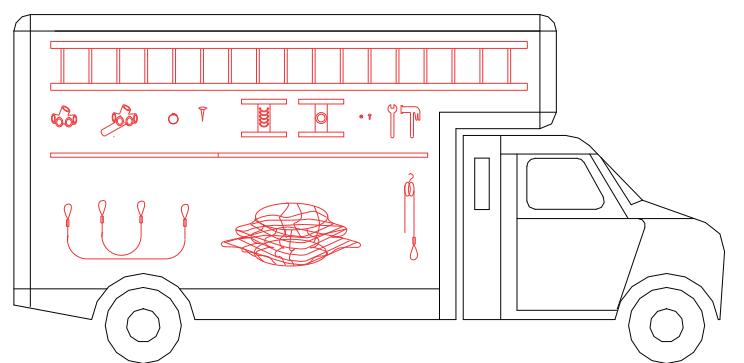
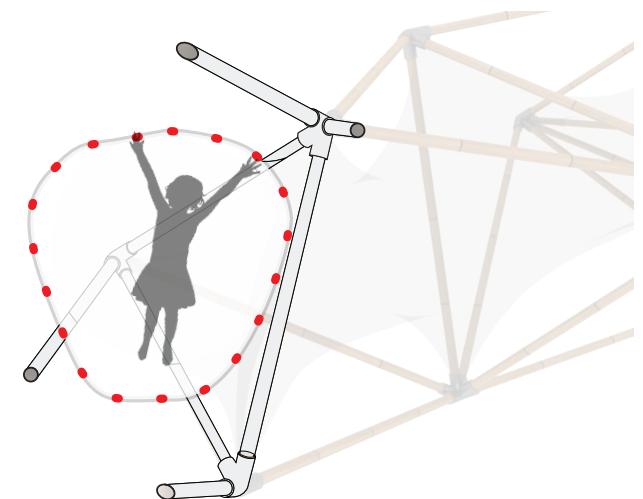
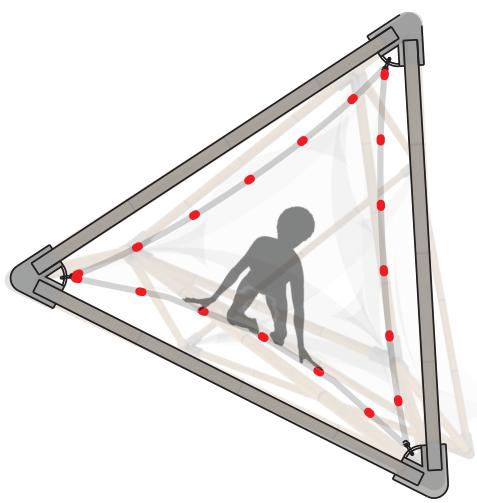
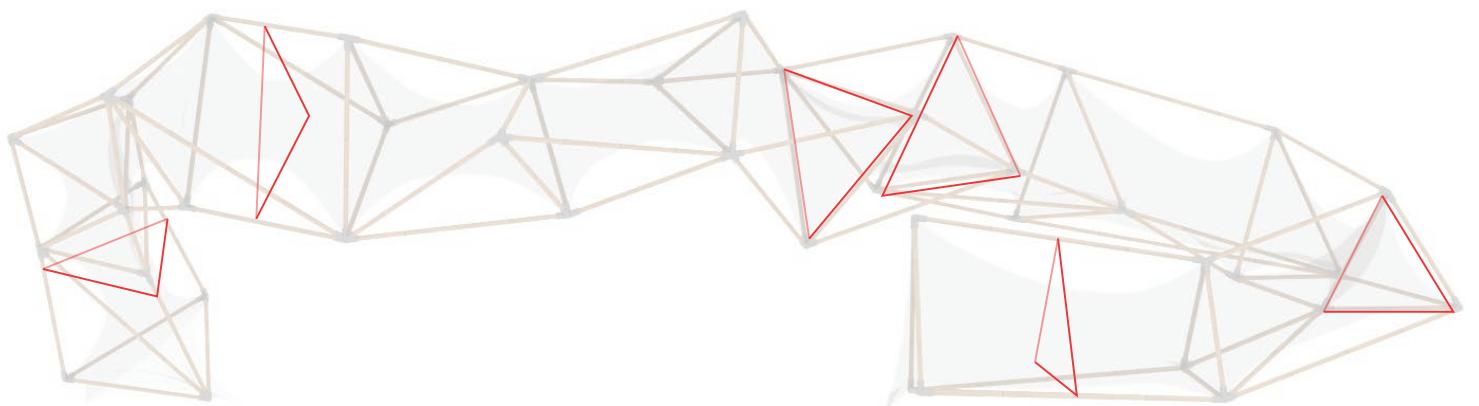
Night Render



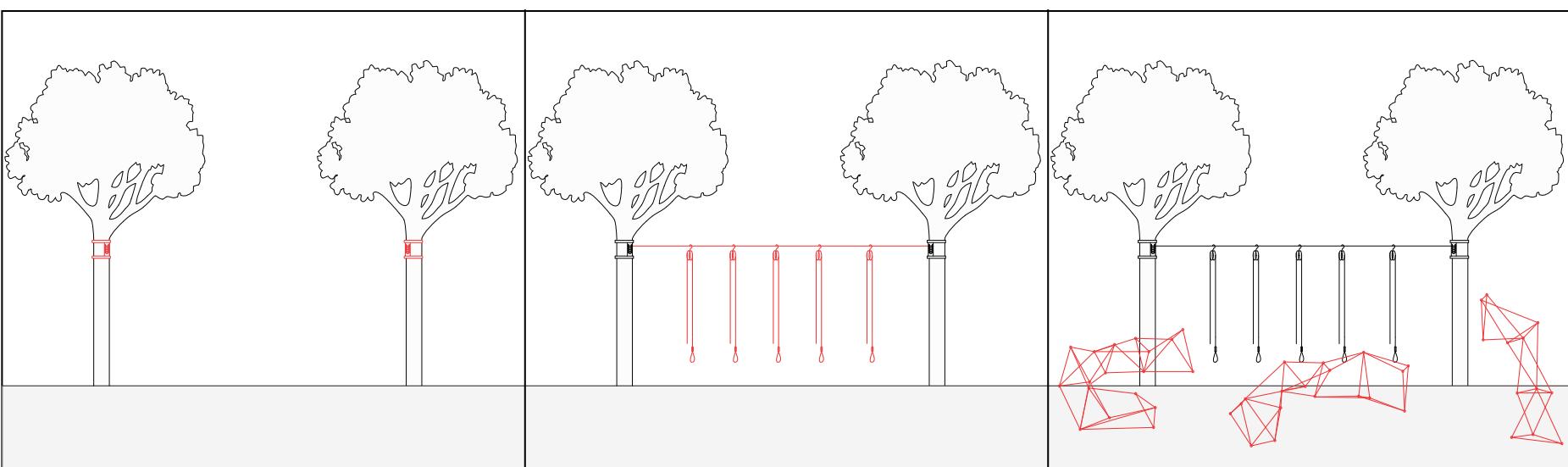
Climb Render

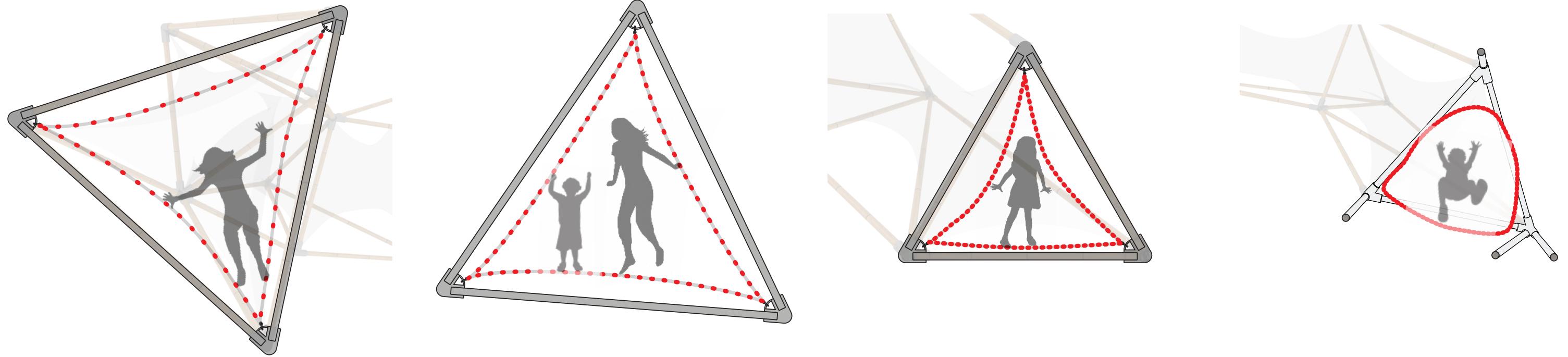


Explore Render



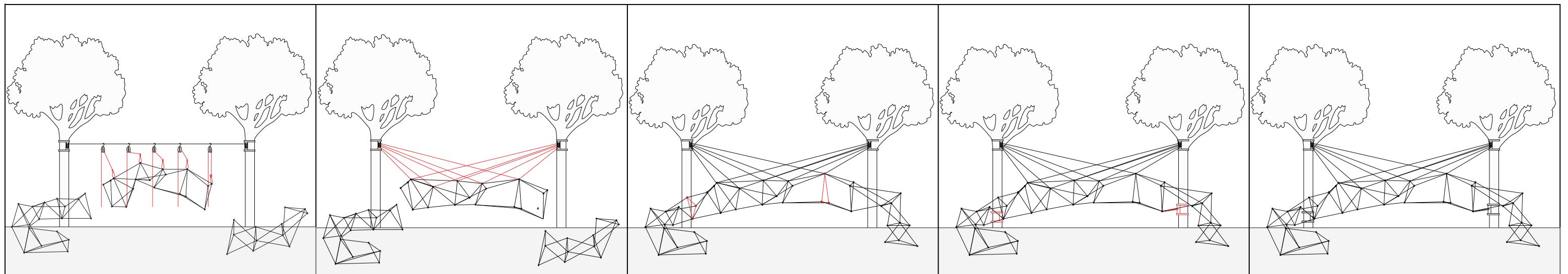
Standard 10' Truck Size



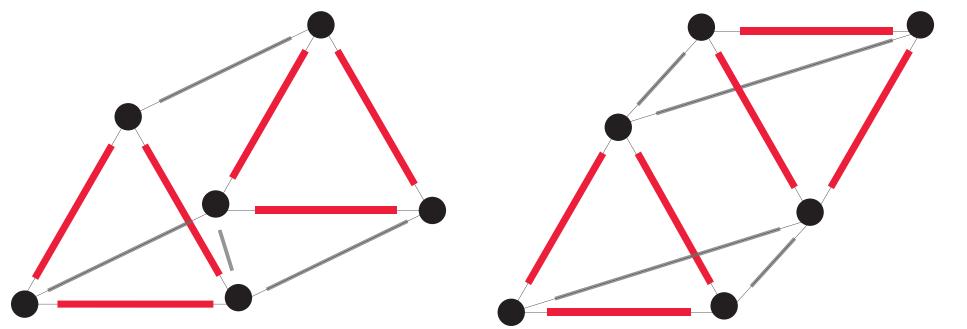


1:25

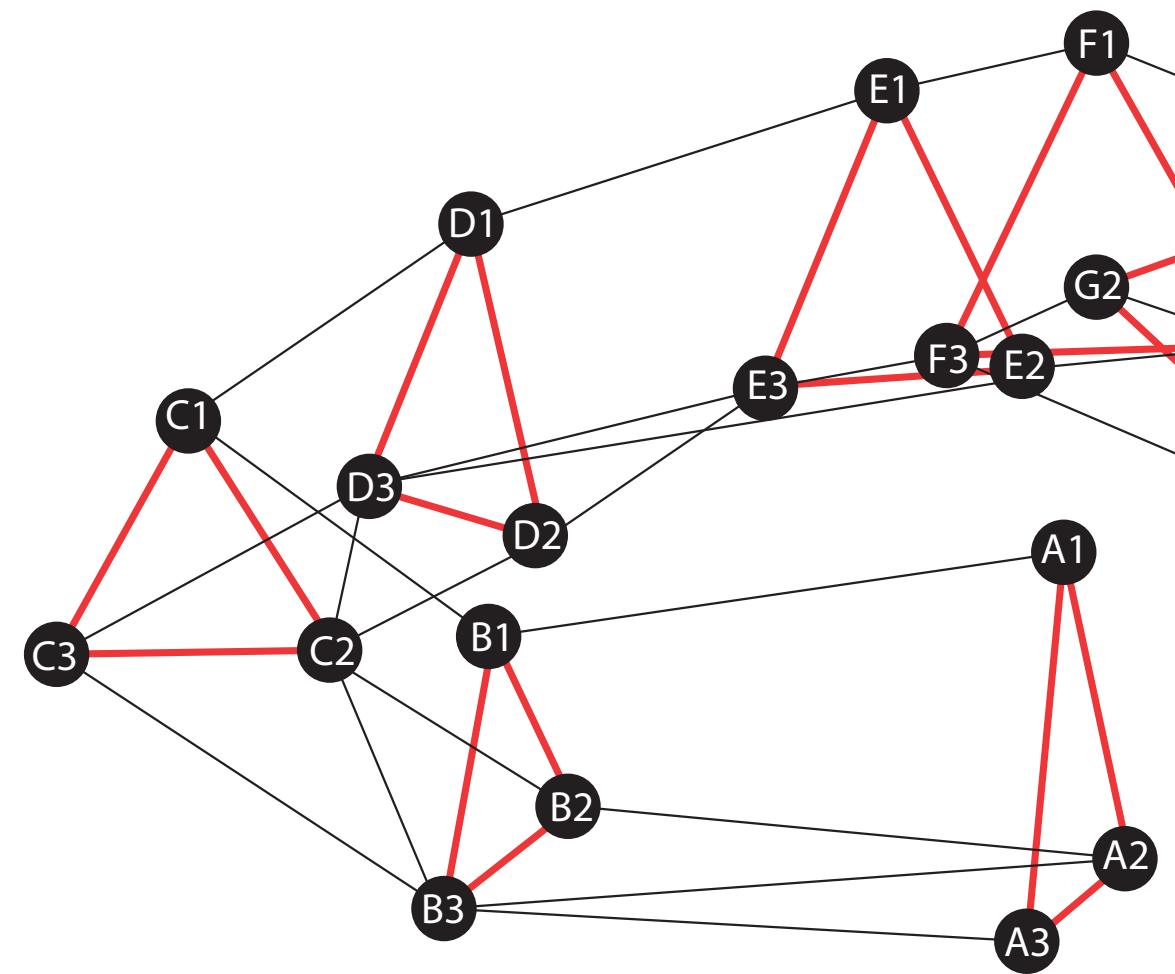
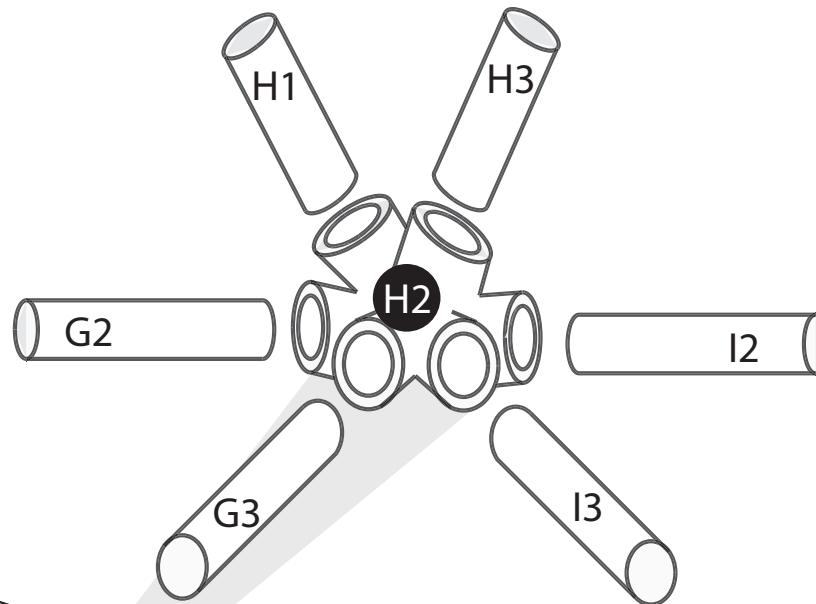
Sectional Series



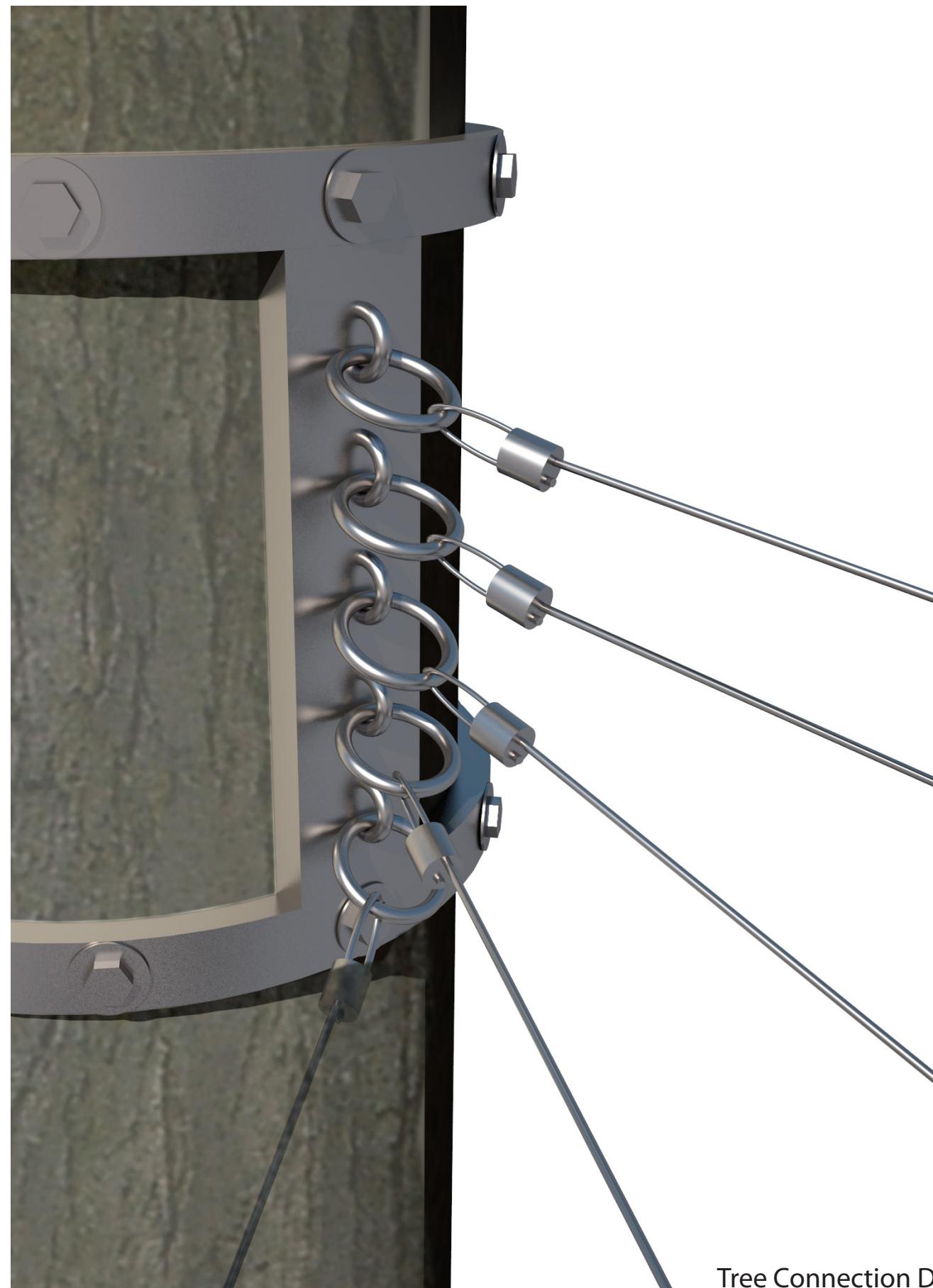
Views of Assembly



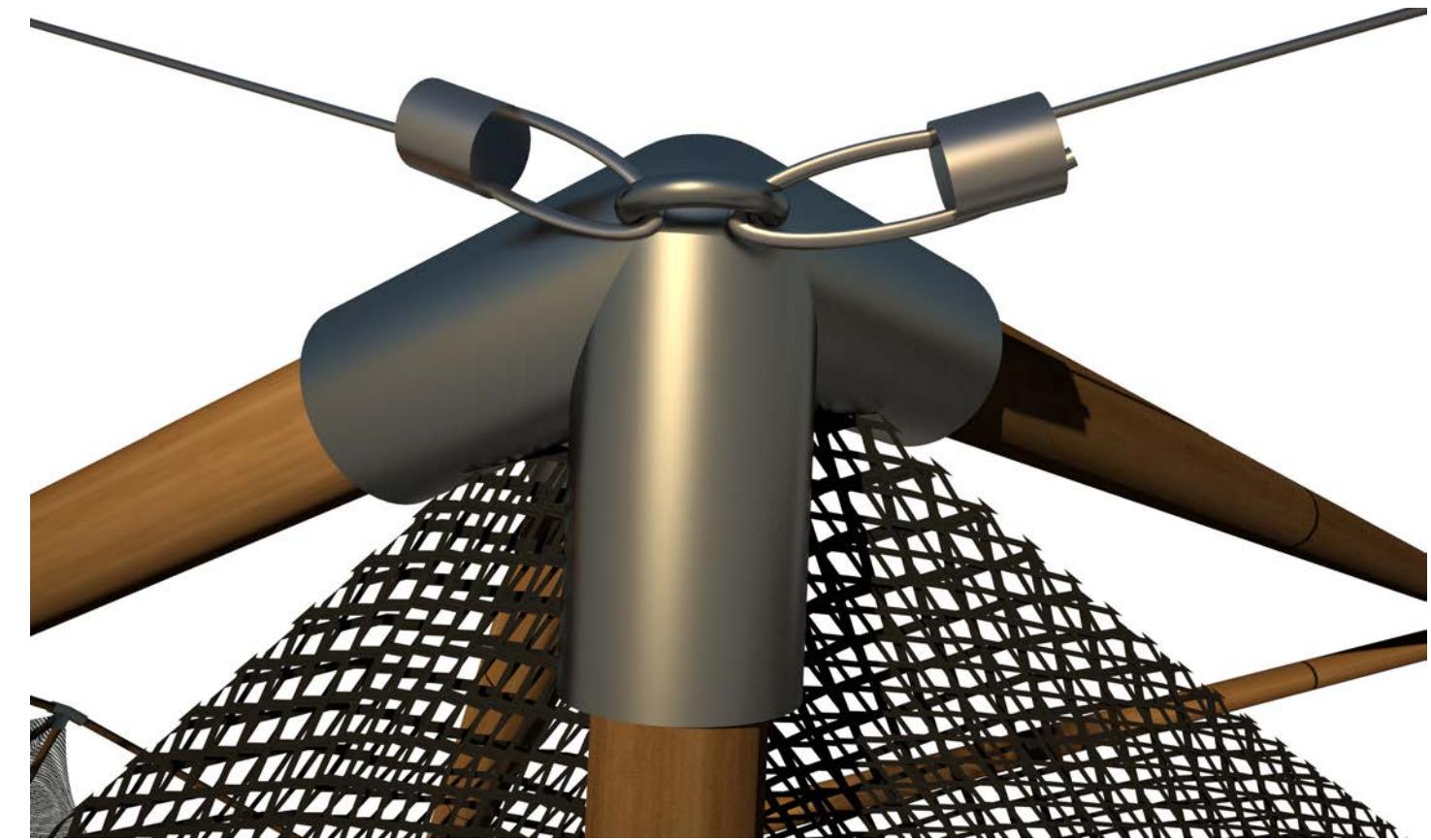
Connection Types



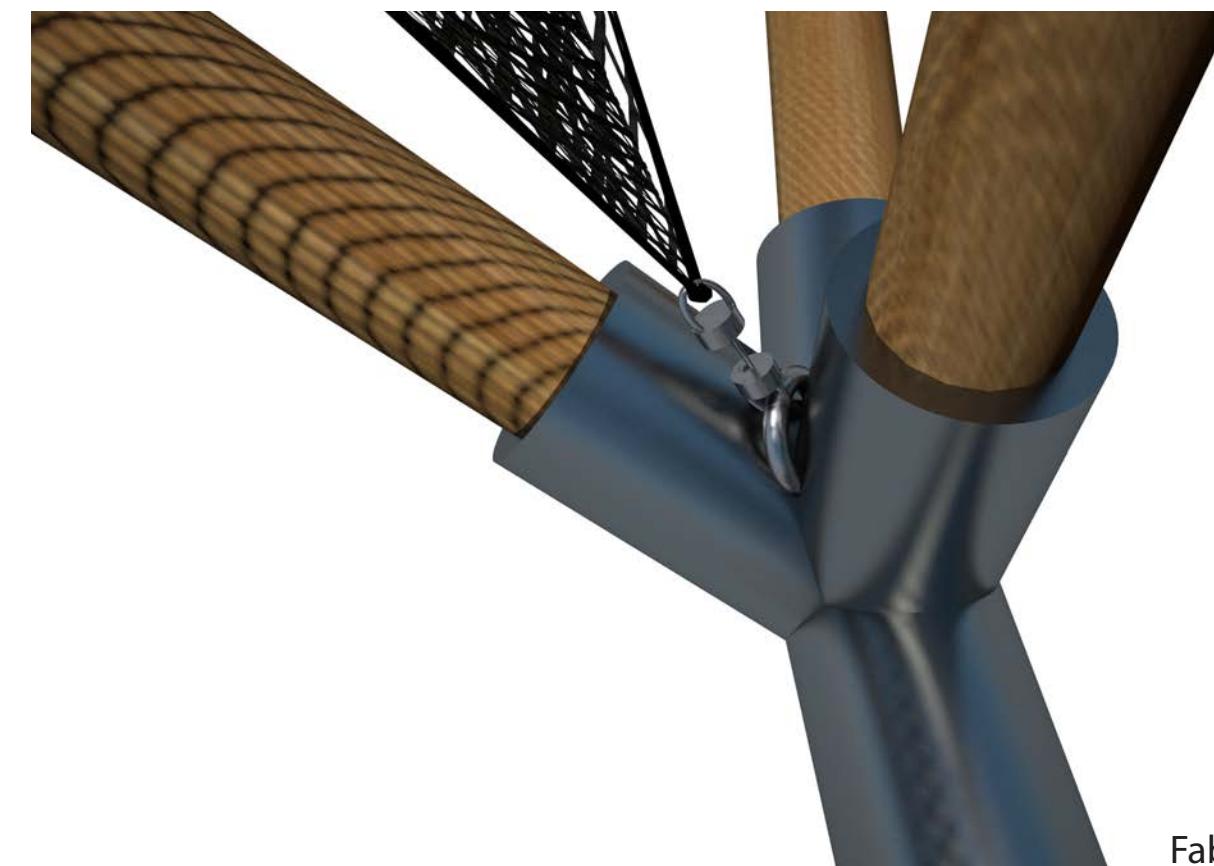
Structural Assembly Diagram



Tree Connection Detail

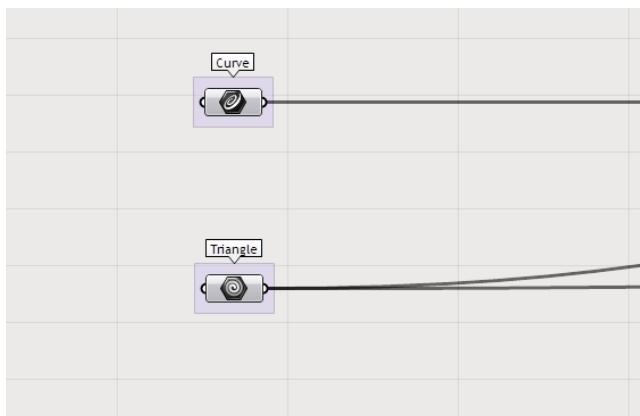


Joint to Tension Cable Connection Detail

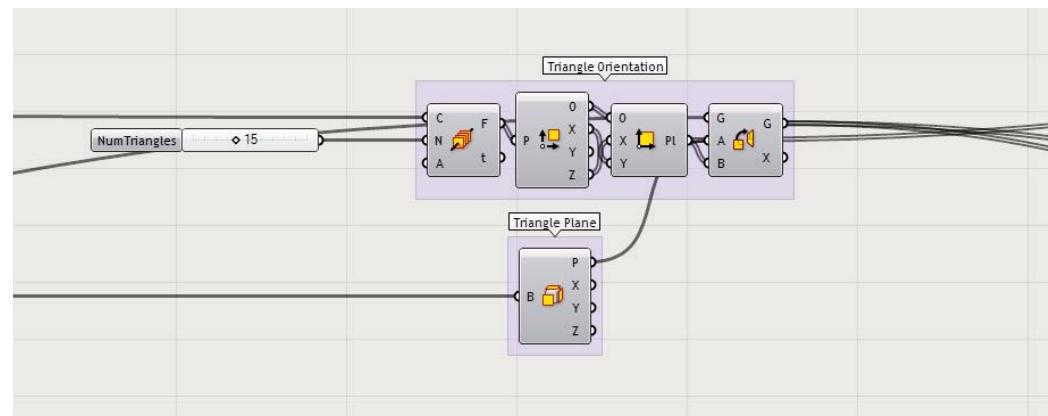


Fabric Connection Detail

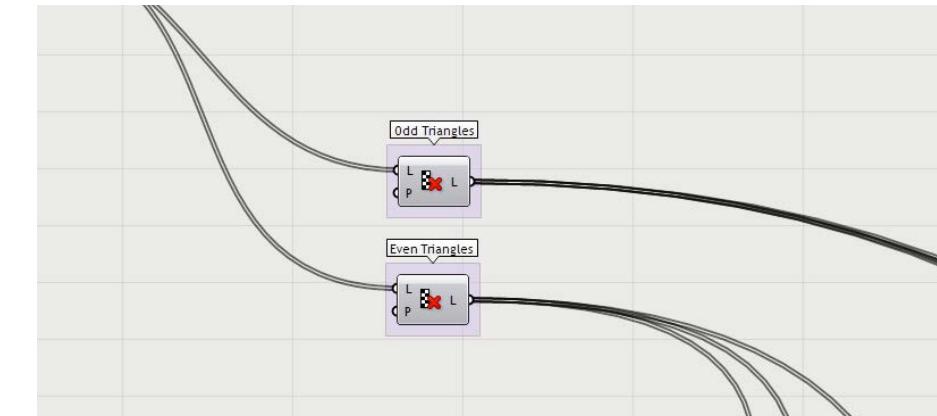
Computational Logic:



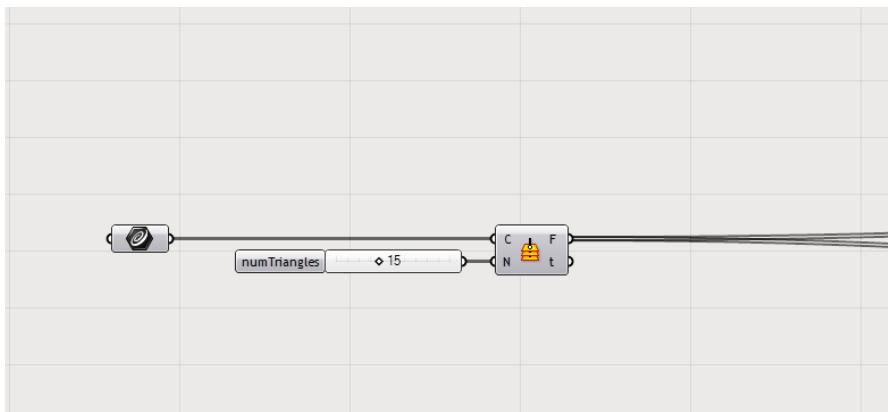
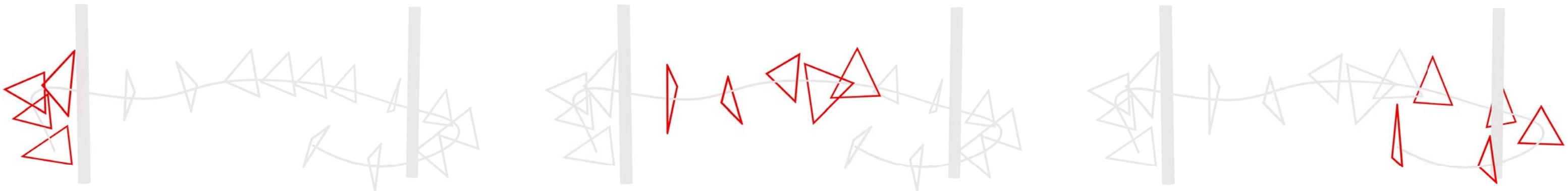
Select curve
Select triangle



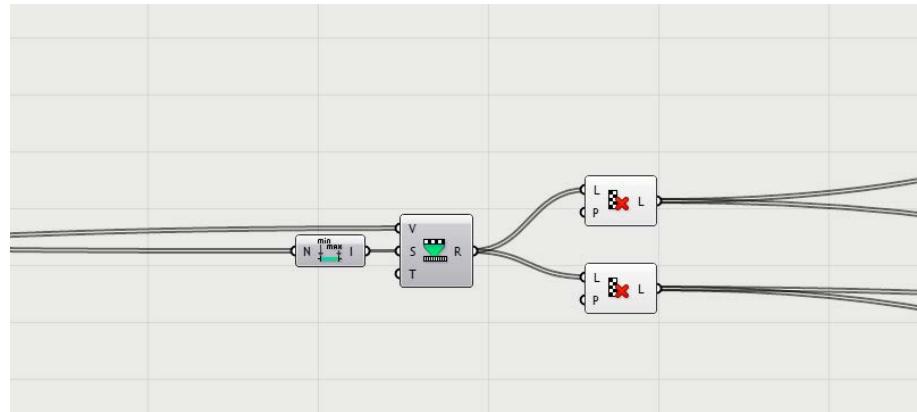
Divide curve into segments
Create and orient planes at each division point
Array triangles along curve based on segments & planes



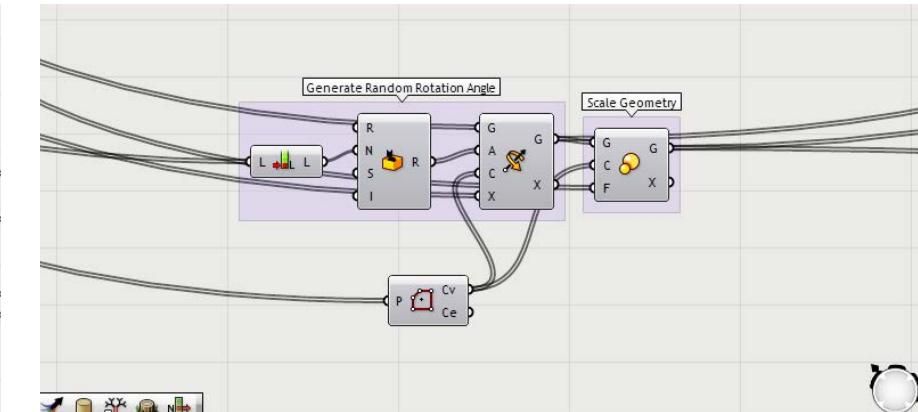
Isolate alternating triangles into separate lists



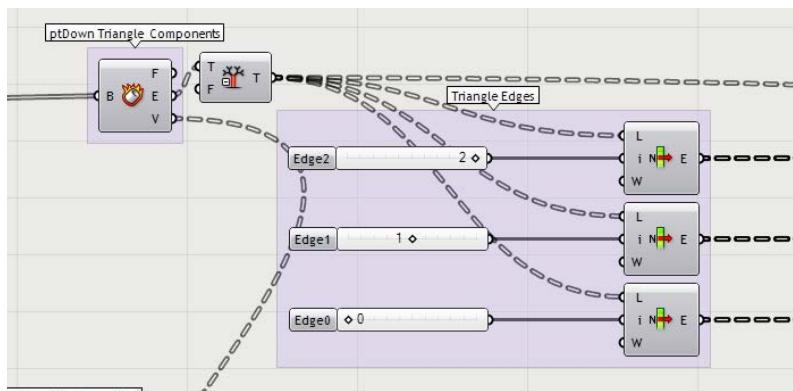
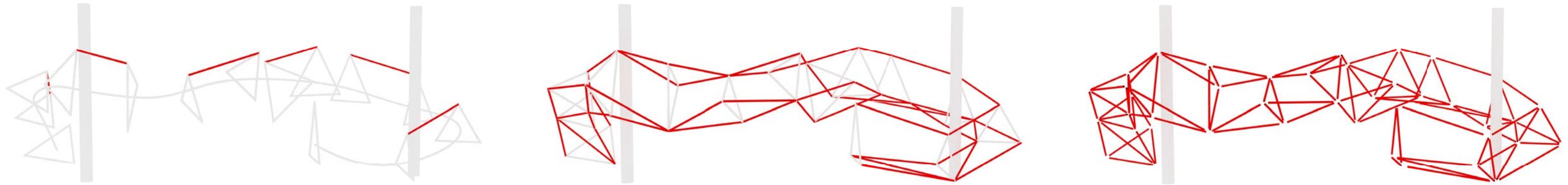
Align the orientation plane **horizontally** along the axis for the slide & climb zones



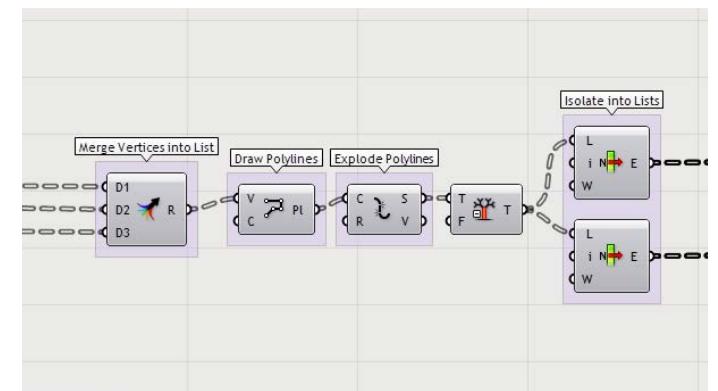
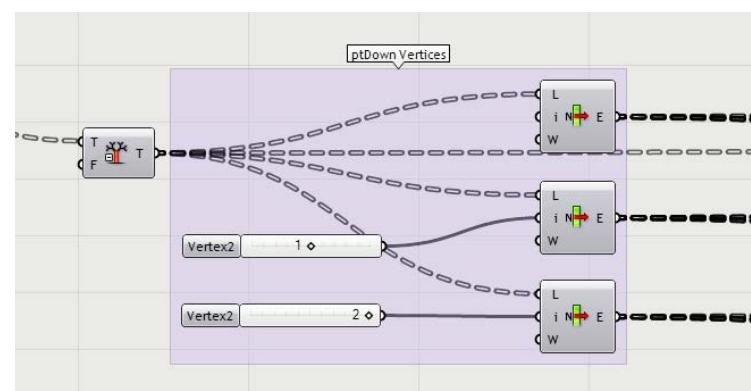
Isolate the **climb**, **explore** and **slide** zones
Set a **max** and **min** for the scale size and rotation angle



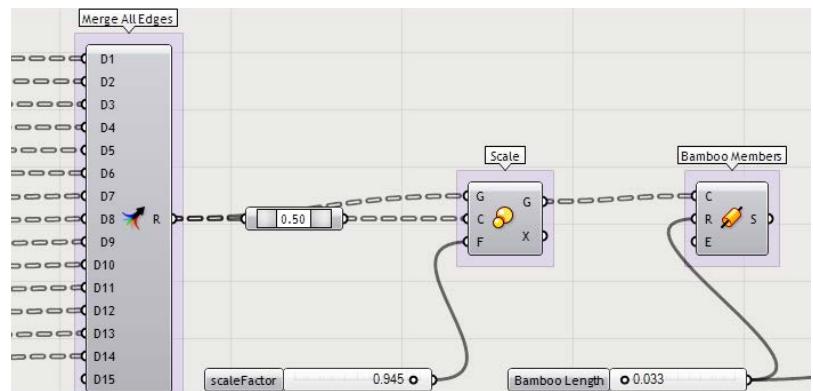
Adjust the size and rotation of the triangles



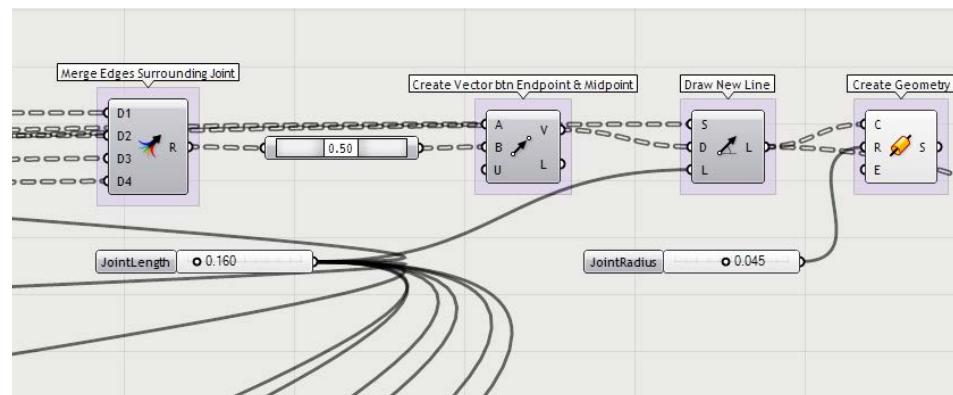
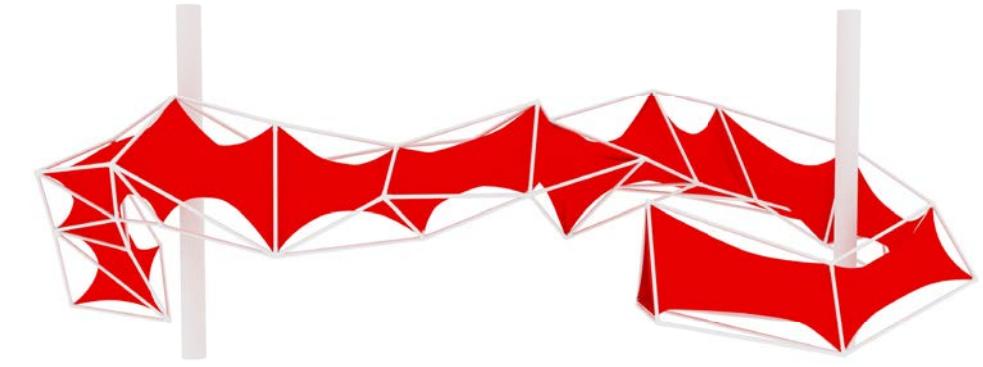
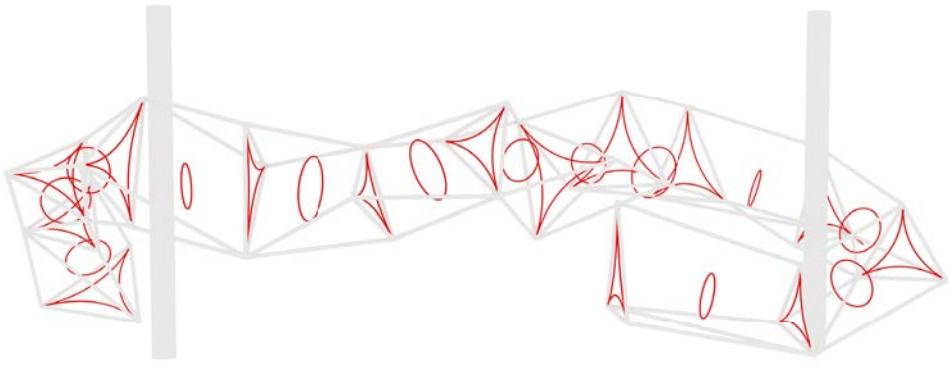
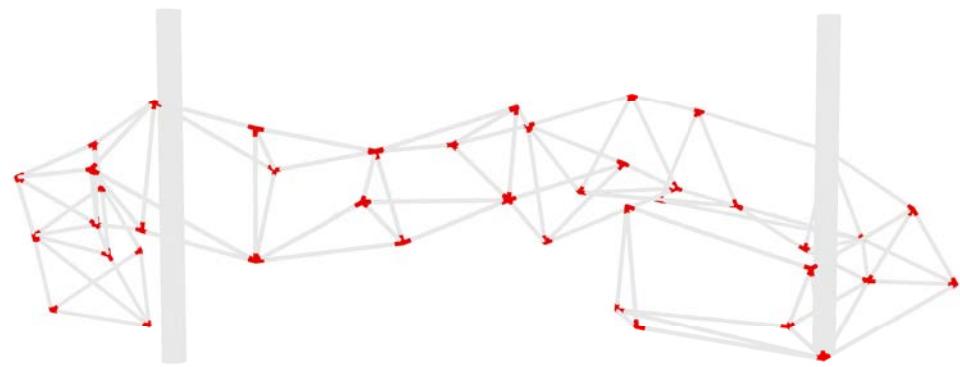
Separate consecutive triangles into two lists
 Decompose triangles into edges, vertices and faces



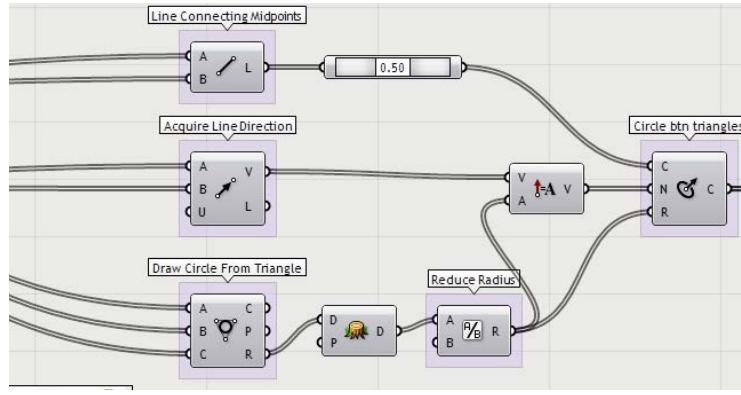
Merge the vertices that will be connected into a list
 Draw a polyline connecting the vertices
 Explode the polyline and organize the lines into lists according to index



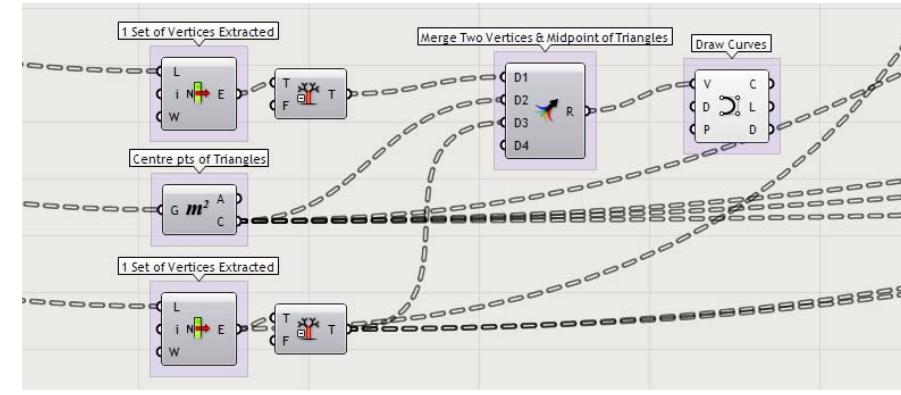
Merge all triangle edges and connections into a list
 Scale the lines down with the midpoint as the origin
 Pipe the list of curves



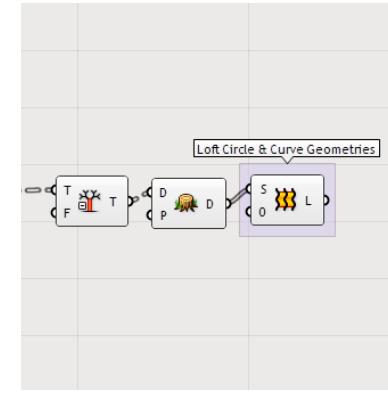
Merge all lines that converge at a vertex
 Find **midpoints** of each line
 Get the **direction** of the line
 Redraw the line at a set size with the origin at the vertex
 Pipe the curves



Get centre point of triangles
 Draw a line from the centre point of a triangle to the one following it
 Get the midpoint and direction of the line
 Draw a **circle** at the midpoint of the line with a radius related to the size of the triangle

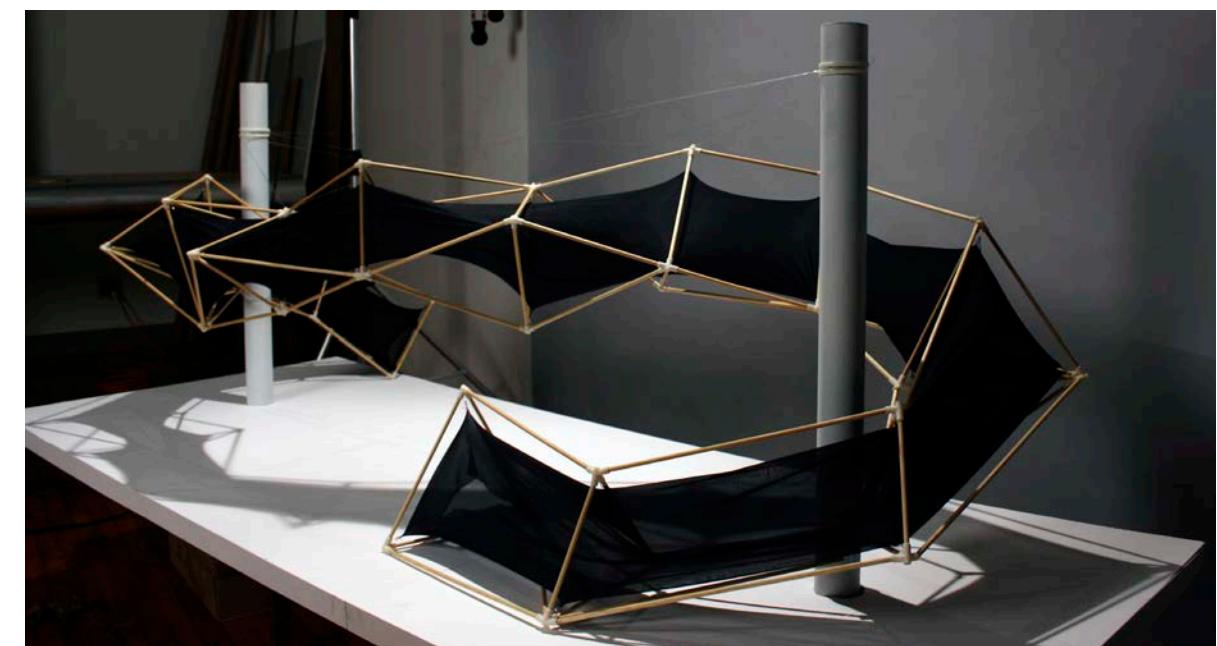
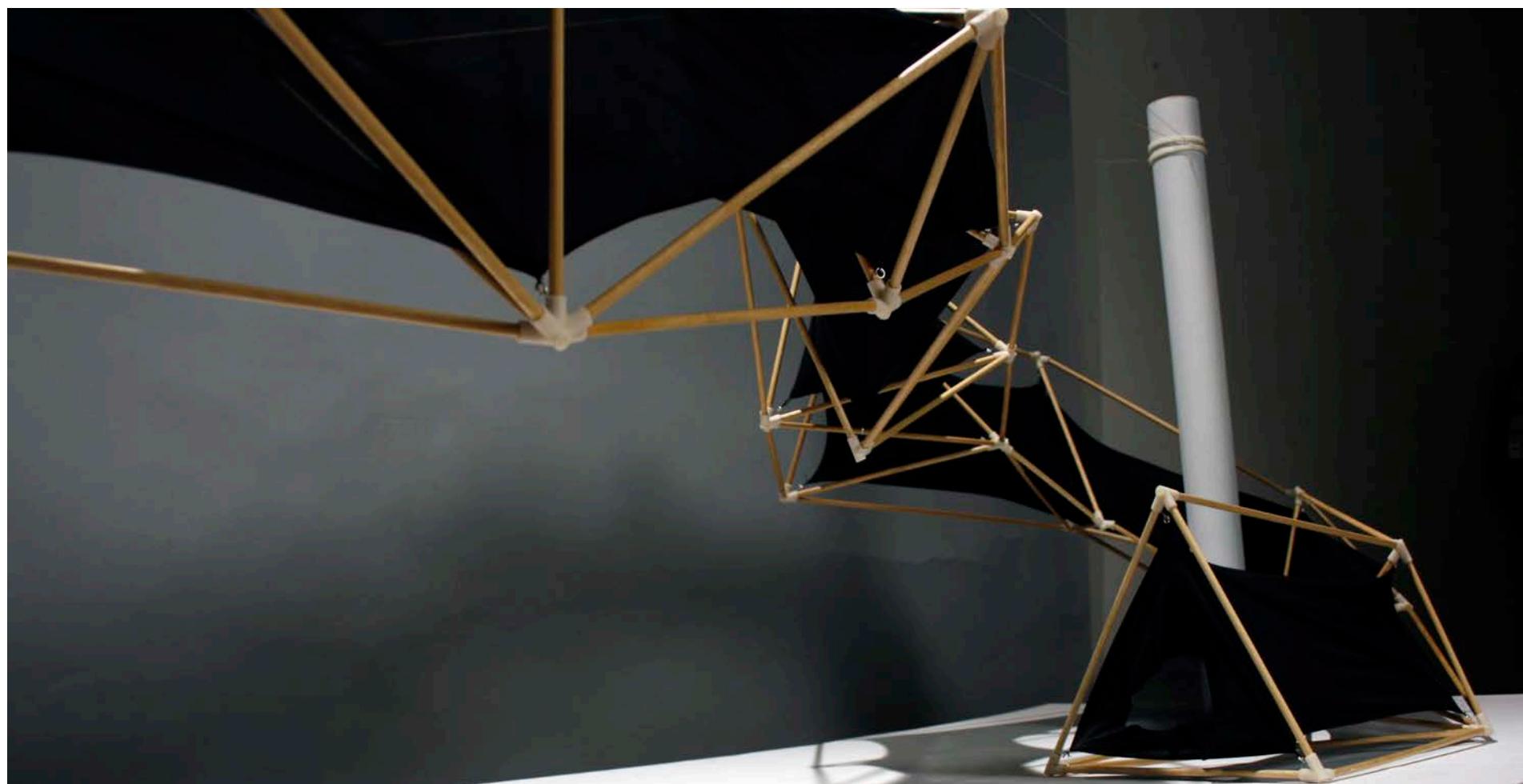


Merge two vertices and the centre point of the triangle into a list
 Draw a **curve** based on these 3 points, using the midpoint as the second input
 Continue for each combination of vertices
 Join the curves into a **closed curve**



Loft the **closed curve** geometries with the circle geometries to create the fabric





Model Photographs