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***ETH*** zürich

# 2020 : A Mesh Odyssey

An exercise on mesh subdivision and rendering

October 19<sup>th</sup>, 2020

**ETH** zürich

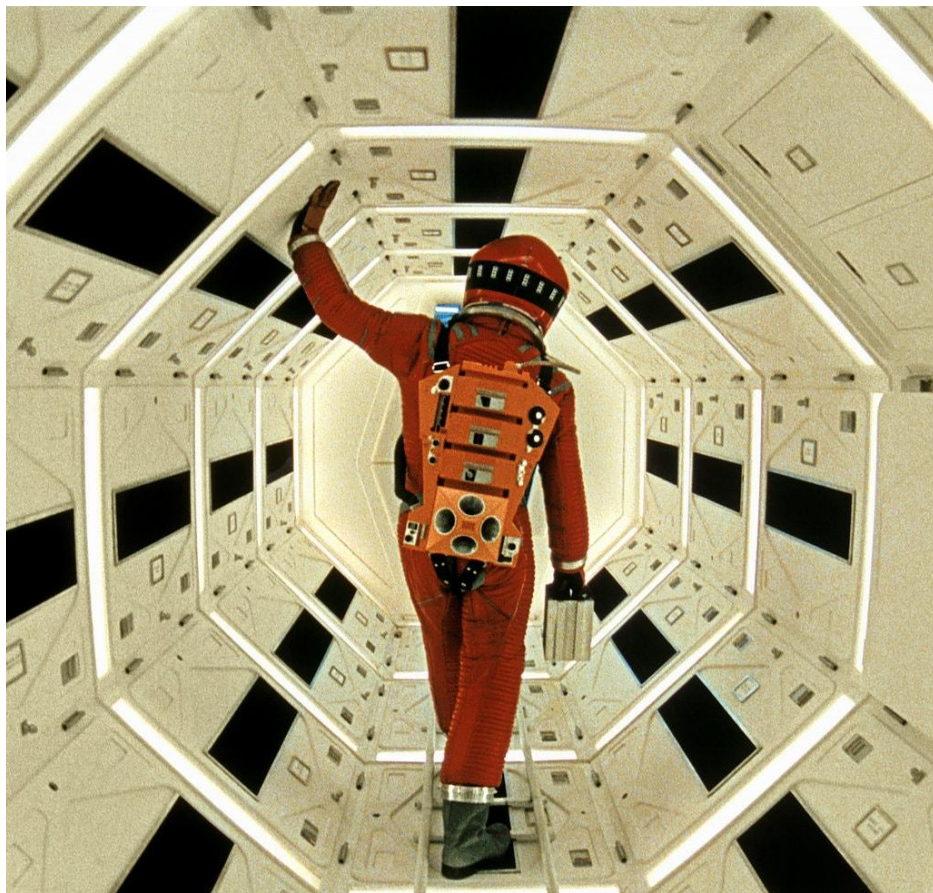
**DARCH**

Departement Architektur

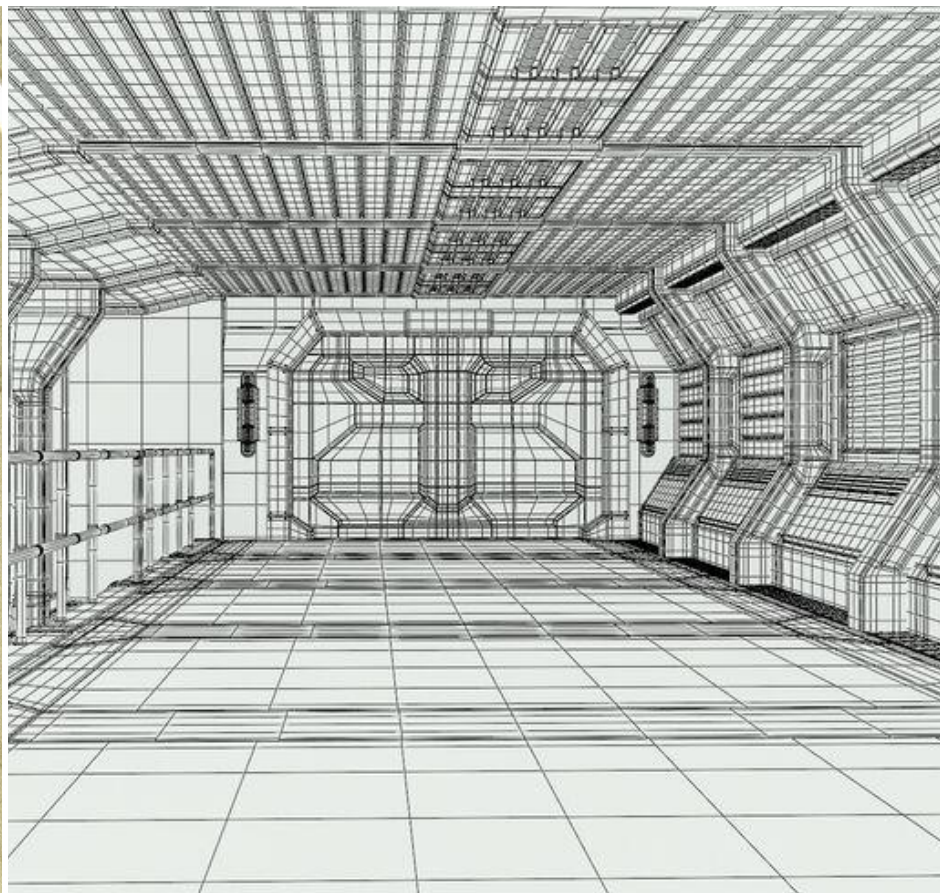
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Institute of Technology in Architecture  
Faculty of Architecture / ETH Zurich

**dbt**

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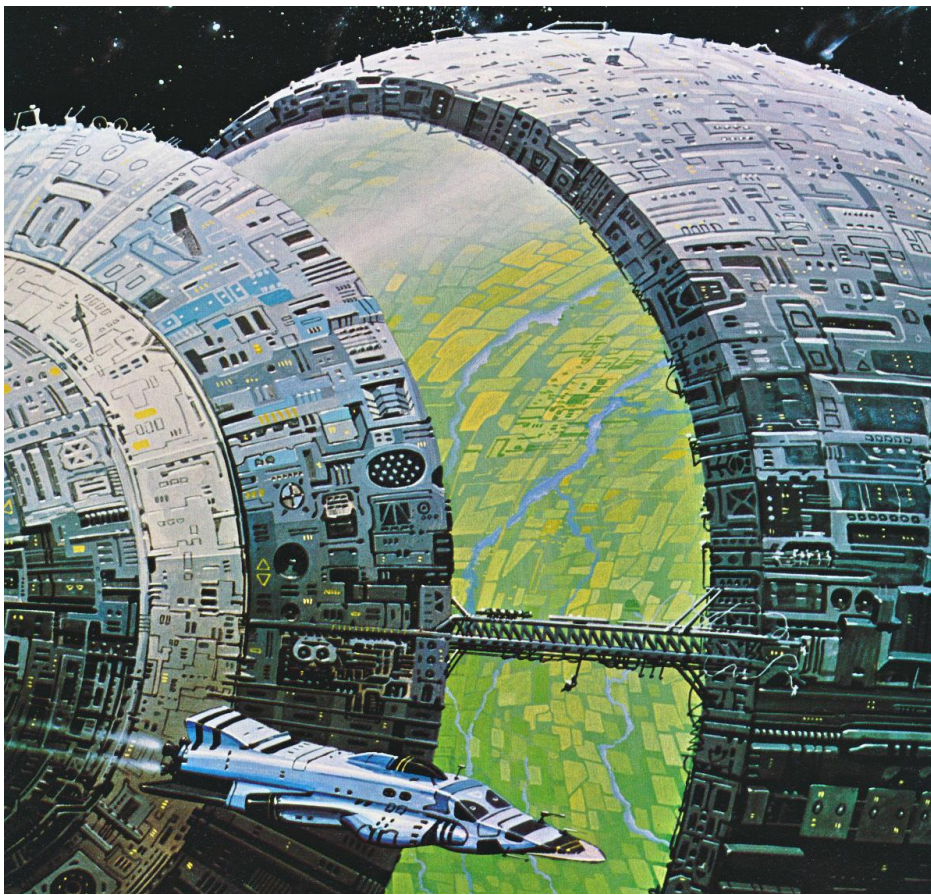
2001 : A Space Odyssey, Kubrick



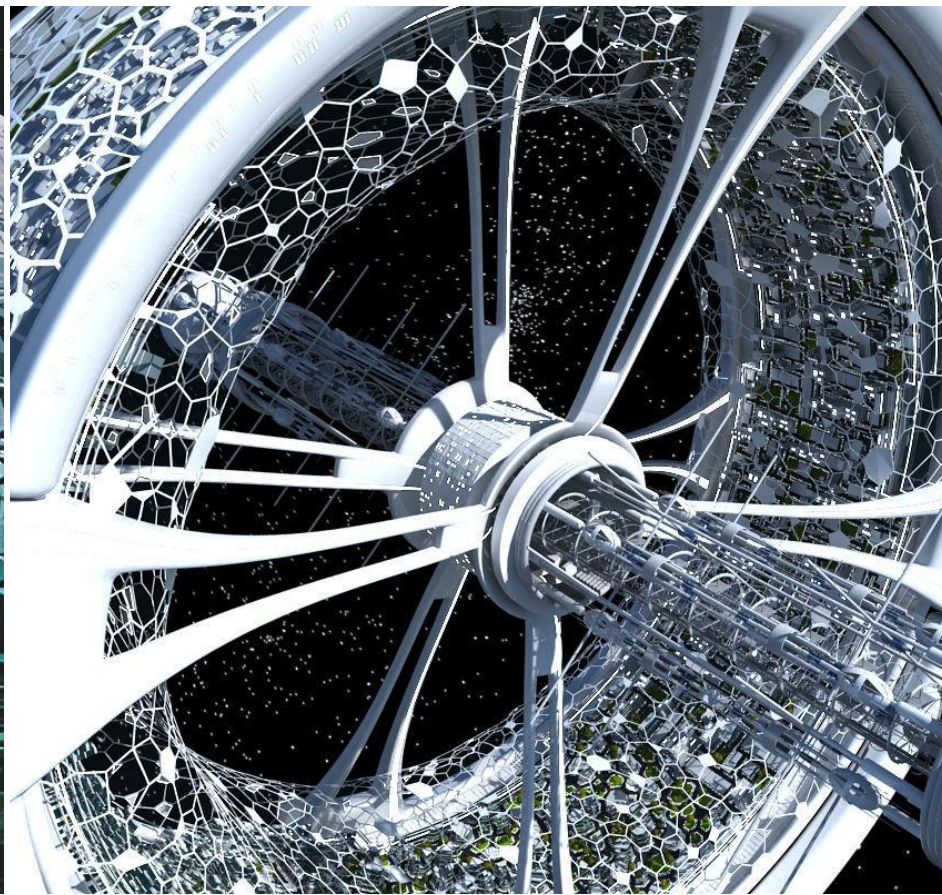
<https://free3d.com/fr/3d-model/sci-fi-spaceship-corridor-146.html>

# Create your own space city.



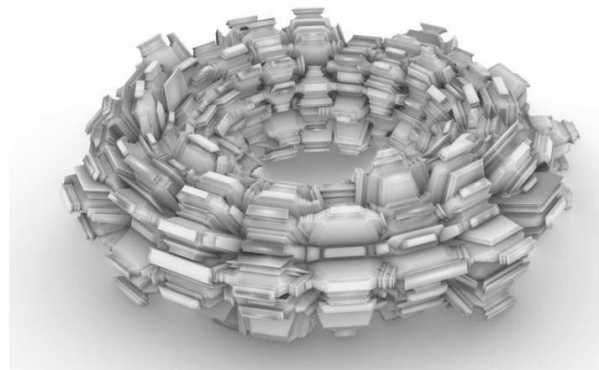
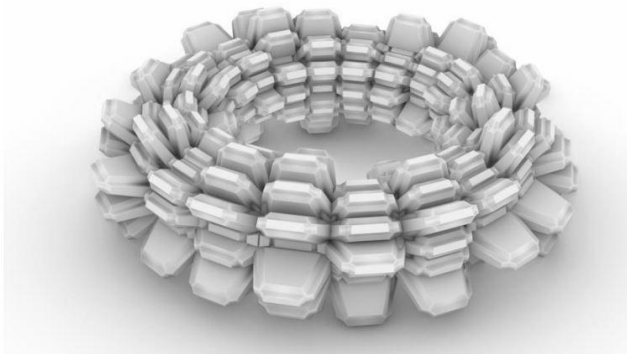
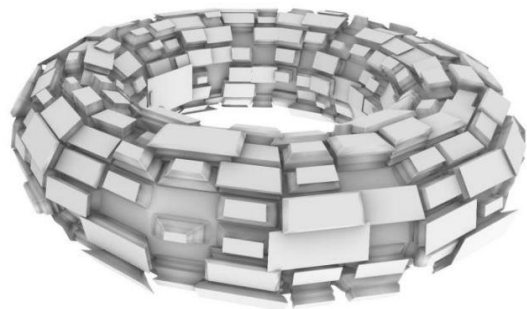
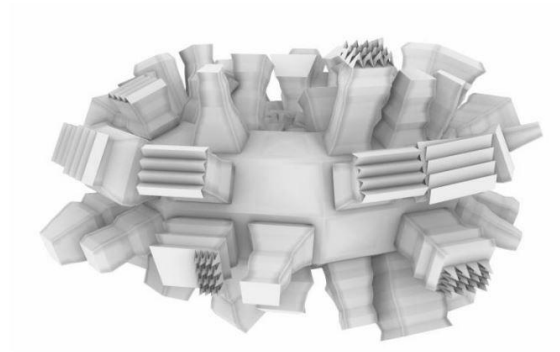
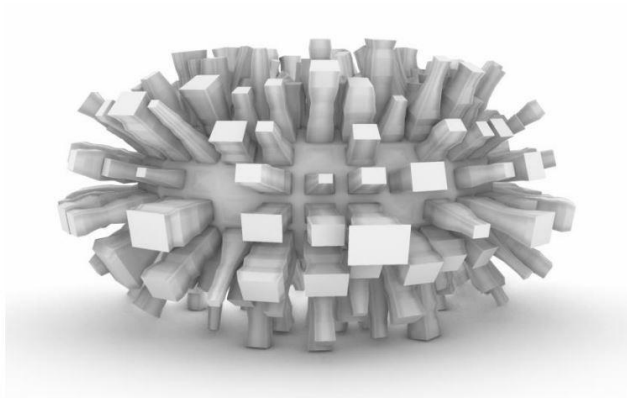


Angus McKie, Lehmkuhl



<https://www.artstation.com/marketplace/p/XOXB/futuristic-space-colony-b>

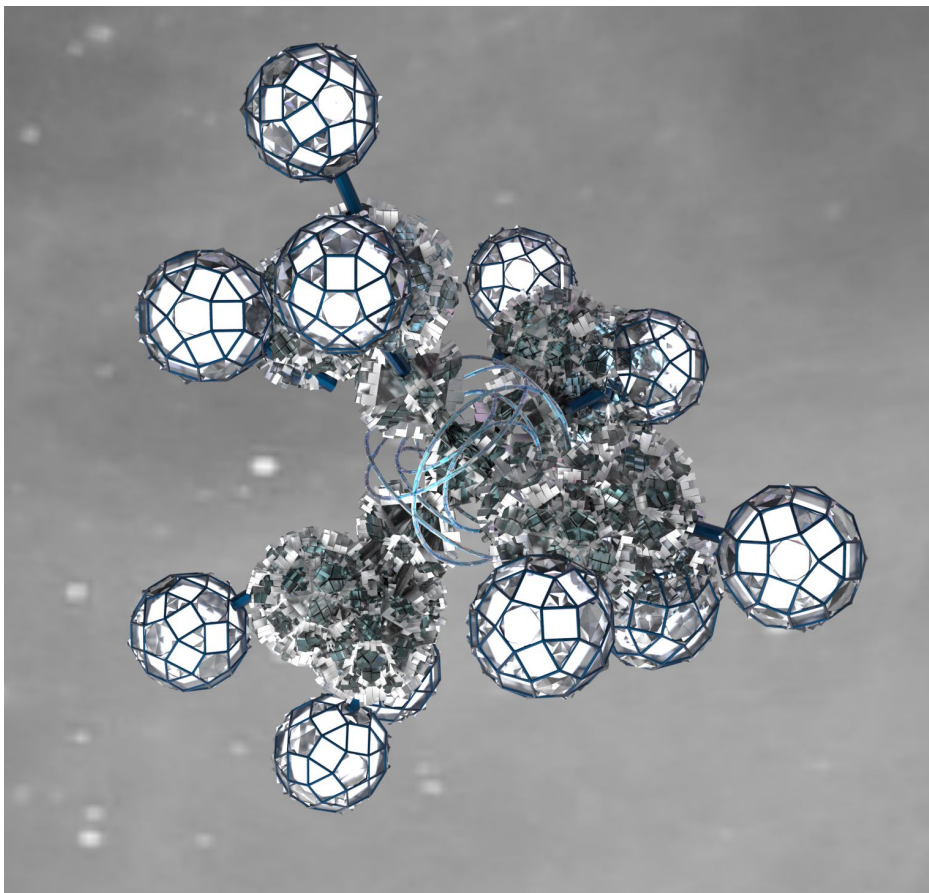
# Use Mesh subdivision algorithms...



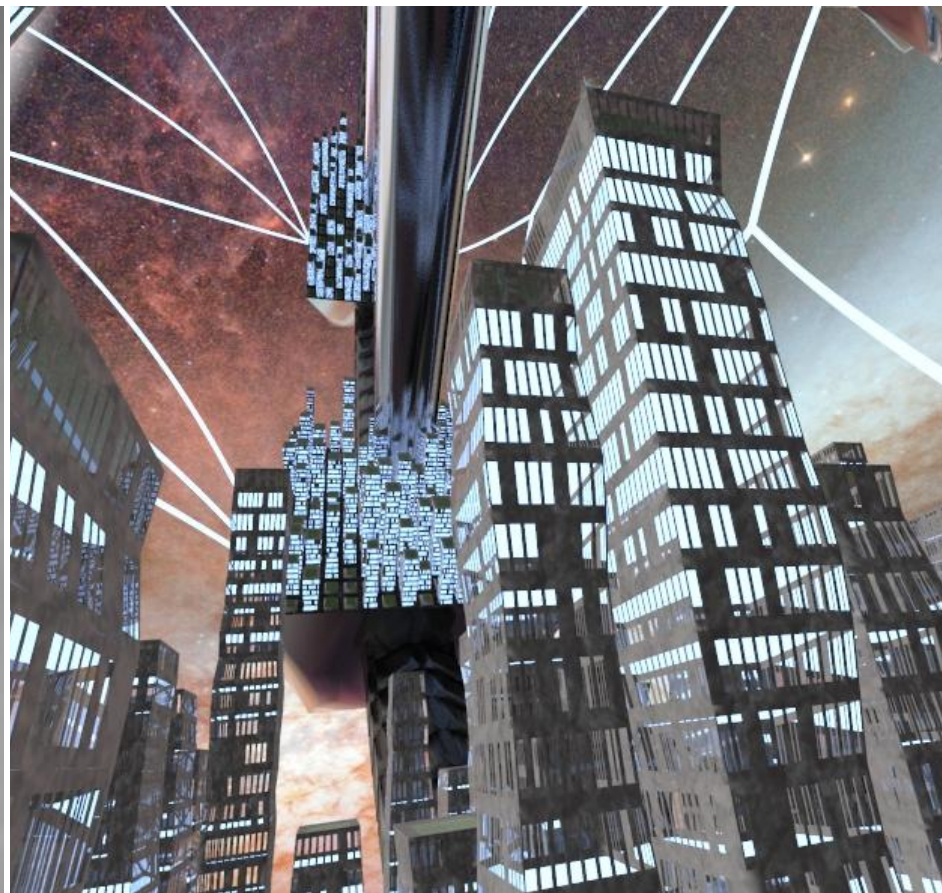
*Prof : Bernhard - Students : Amiri, Baddad, Clemente*

**...and rendering softwares...**





*Prof : Bernhard - Students : Schulte, Tsai*



*Prof : Bernhard - Students : Santosa, Techathuvanun*

**...to design the next civilization.**



# MetroColony

YuHung Chiu  
Ioulia Georgiou

df

# SUBMISSION

## CONTENT

- . Mood / Reference images
  - . Algorithmic strategy
- . Researches and iterations
  - . Final proposal

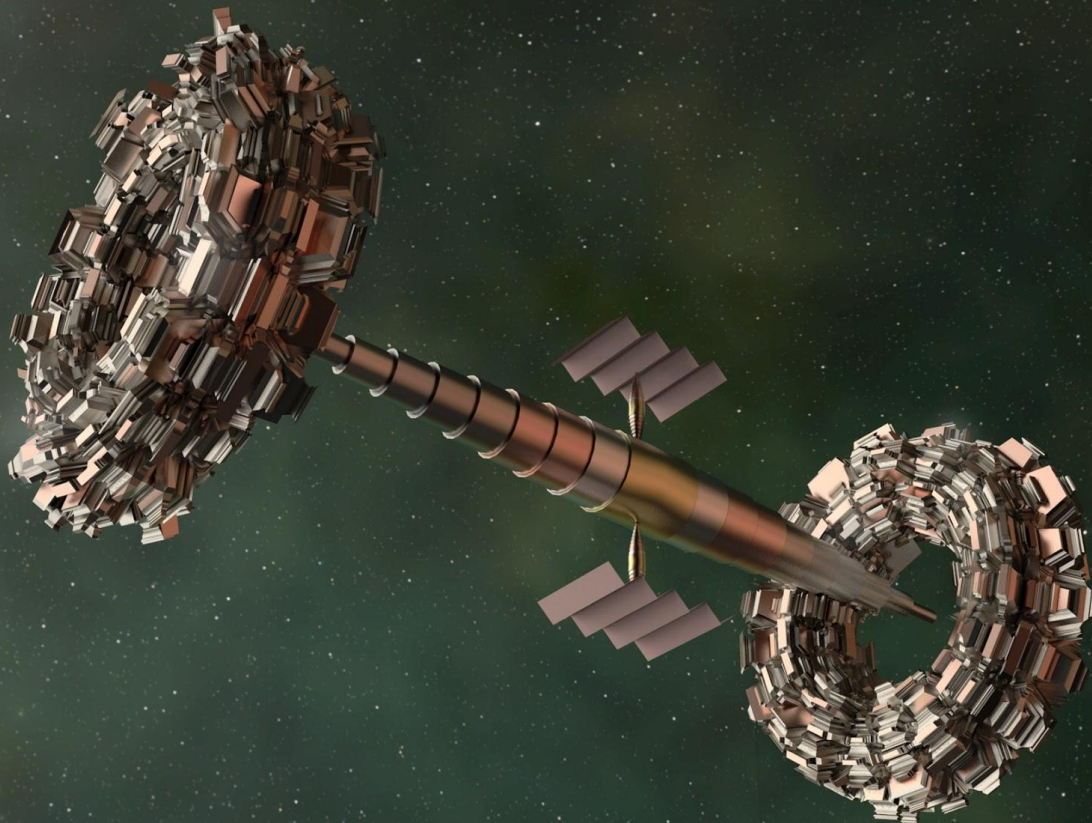
## FORMAT

- . Remotely (5 min presentation + 10 min discussion)
  - . Google slide or Powerpoint

## DATE

Space launch on October 23rd at 2pm





*Prof : Bernhard - Students : Amiri, Baddad, Clemente*