

# Flip Panels by Image

## Using Grasshopper

# Previously...



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# Sampling Criteria

H  
S  
B

Hue  
Saturation  
Brightness

A  
R  
G  
B

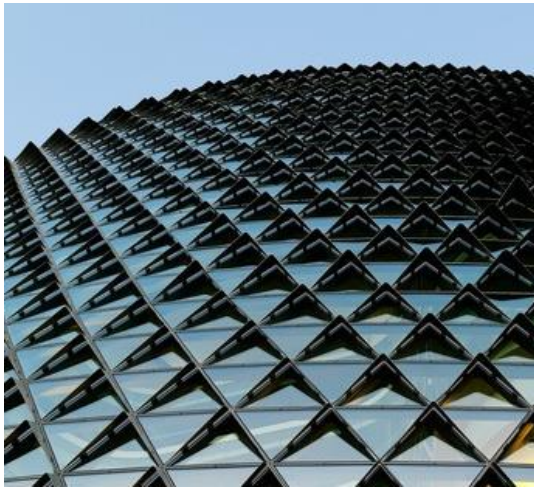
Alpha  
Red  
Green  
Blue



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# Surface Transposition



Shading hood depth  
optimization



Lateral panel angles  
for light intrusion



Element protrusion  
and murals



Aperture adjustments  
for light entry



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# I'm using



# Rhino<sup>®</sup>ceros 6



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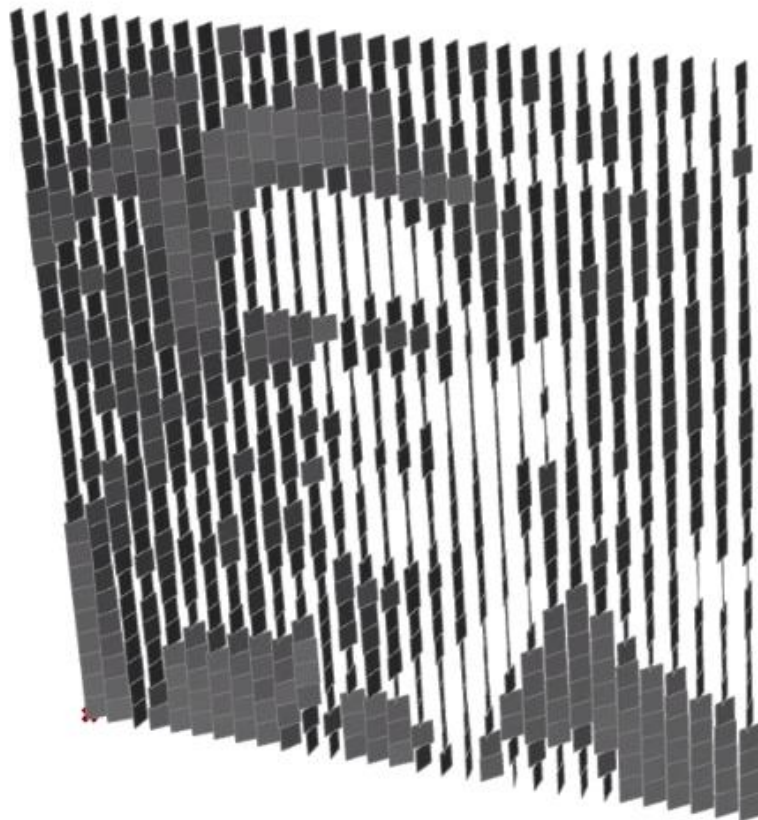
A faint, light gray background graphic consisting of a network of interconnected dots and lines, resembling a molecular structure or a complex web, extending across the right side of the slide.

# Without further ado...

## Let's get started...



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