

Journal 4

2/14/25

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Building off the ideas proposed in Journal 2, I attempted to get more specific on what I want to design. My main goal would be to develop idea one that is a green house. The challenge I would like to see if I could achieve would be to try and use the Pollination plug in to create shades that would block the glass in the case of storms. From there I would really like to explore Unreal Engine to make some really stunning renderings. The square footage would be around 6,000 sqft.

If there was time I would also really like to develop a live unit that attaches to the growing space. The challenge here would be to utilize grasshopper to create the unique dome structure. I would also like to create a more streamline stair program through grasshopper, thus why the structure would be two stories. The square footage would be around 600 sqft.

