

# Cameron Sherrodd

## Initial Project

In the summer I saw this rendered video of a house inspired by the Dune series. It would be able to adapt to the weather conditions of the harsh desert. When sand storms came, walls would come down and protect the fragile glass.

I think the ability to open and close the building like this is super interesting and being able to do this in grass hopper would be sweet. Just like the panels of Al Bahr Towers. However making the form even more conceptional. Taking it a step further, using this video as inspiration it would be fun to render out a movie of this working in unreal engines.

The overall concept is to have a small space that would be used as a place to stop and take a moment to enjoy the scenery. Then when weather hits such as rain, snow, wind or hail, the small space would be able to shut down like the Dune precedent. I believe the first installment should be in Puerto Rico since it has a mild climate so this space would get used year round however Puerto Rico is known for having some of the most aggressive and quickly developing storms, allowing it to become a place of safety and possibly even an observation of the storm.



Location : Puerto Rico



Open



Open



Closing



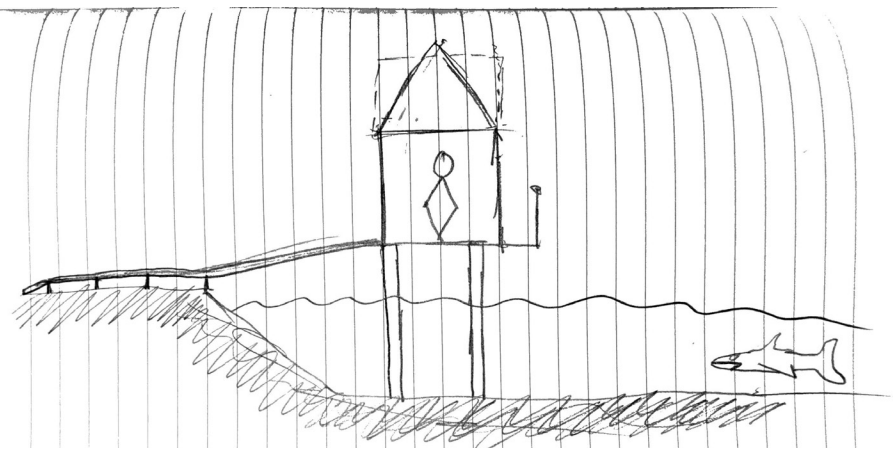
Closed



Adaptable



Closed



Final product will be much more conceptual