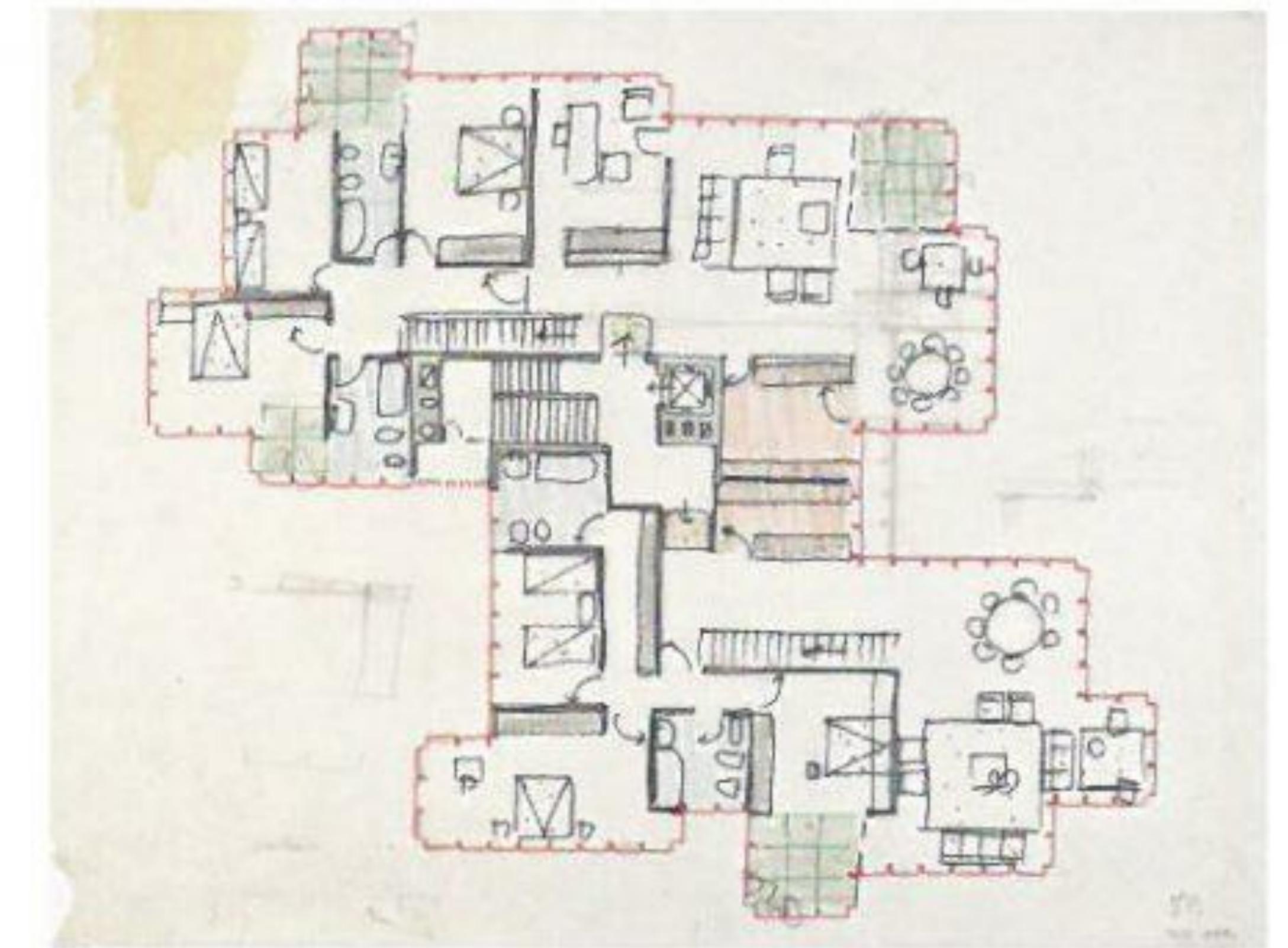
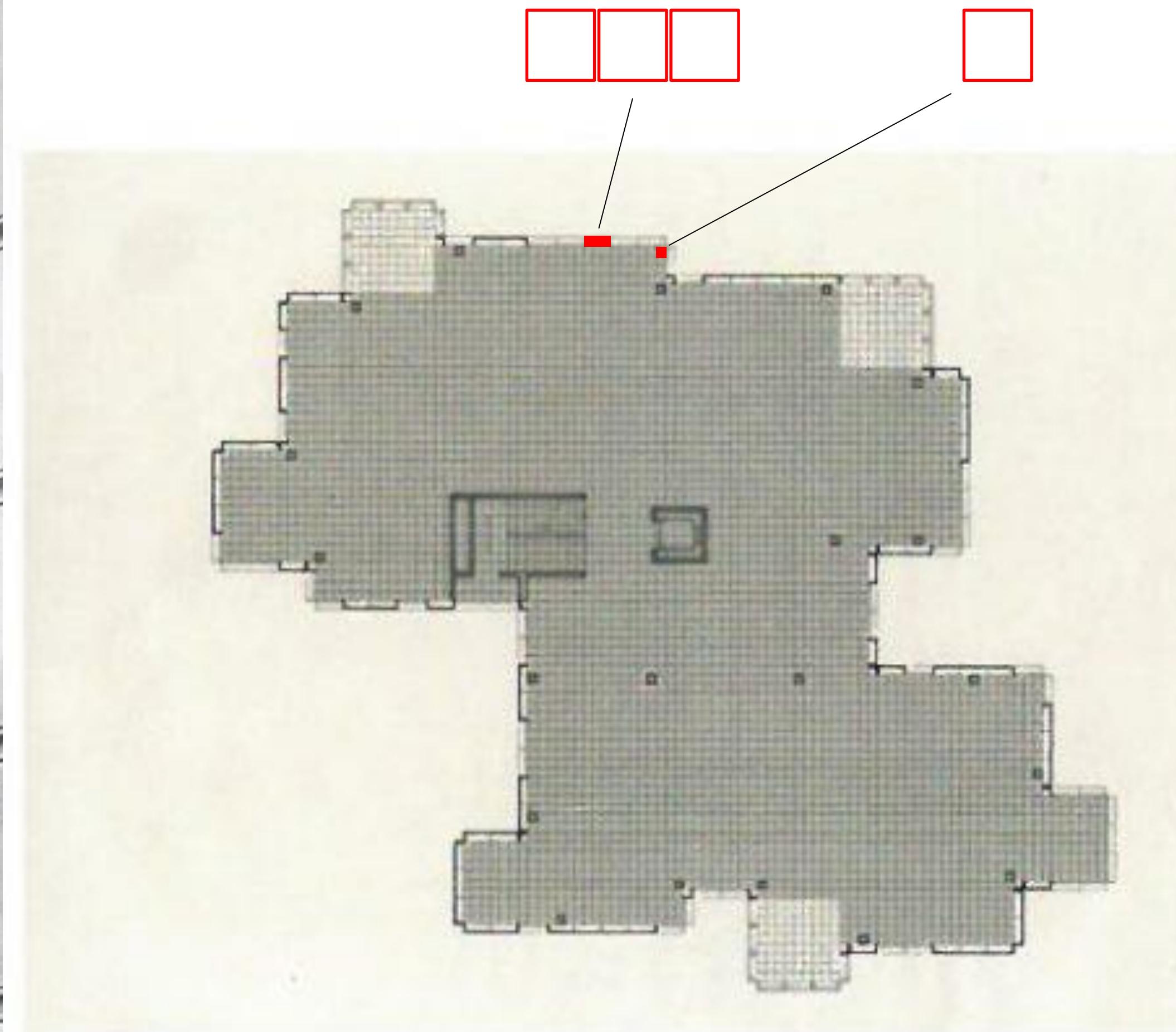
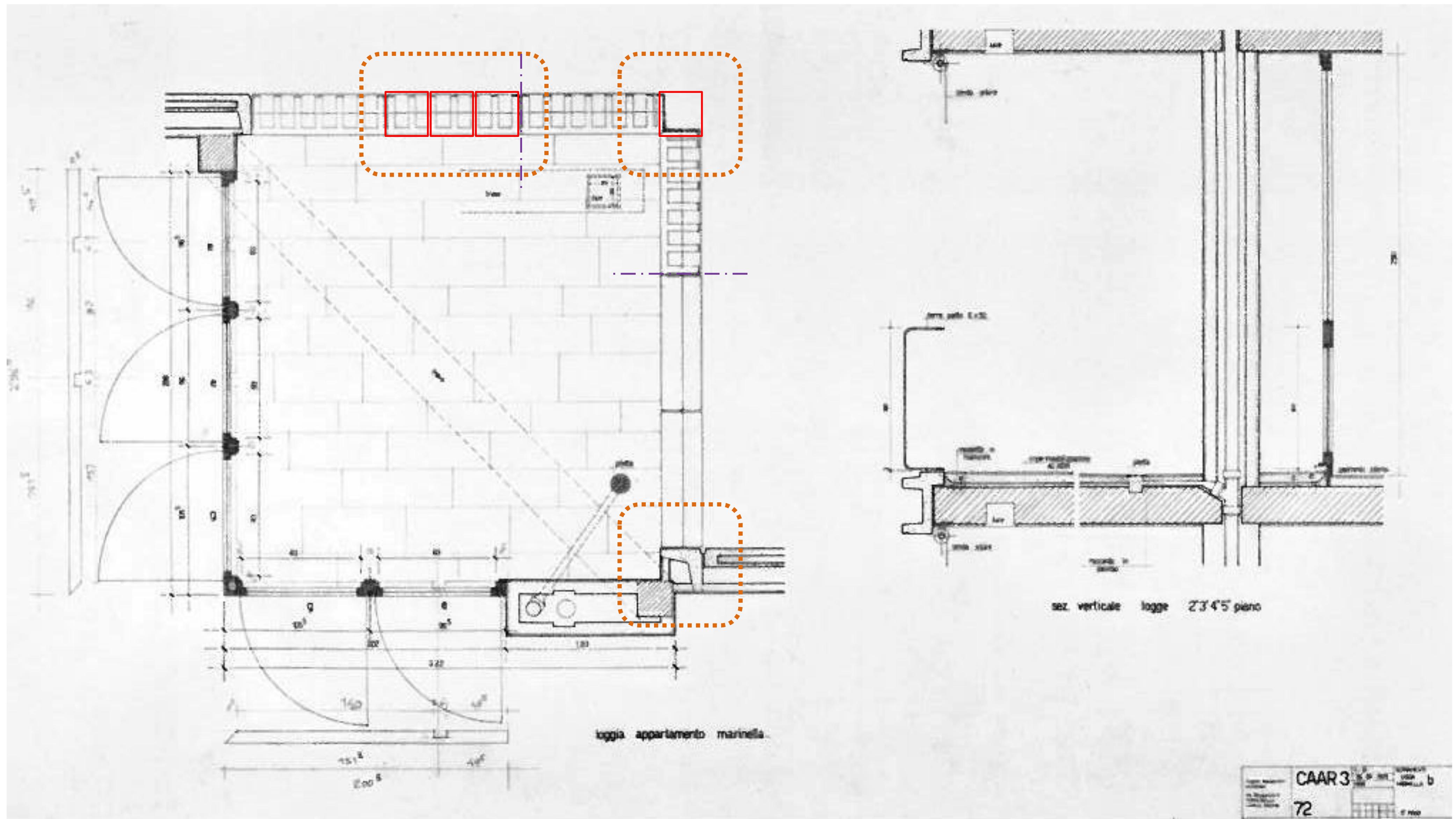




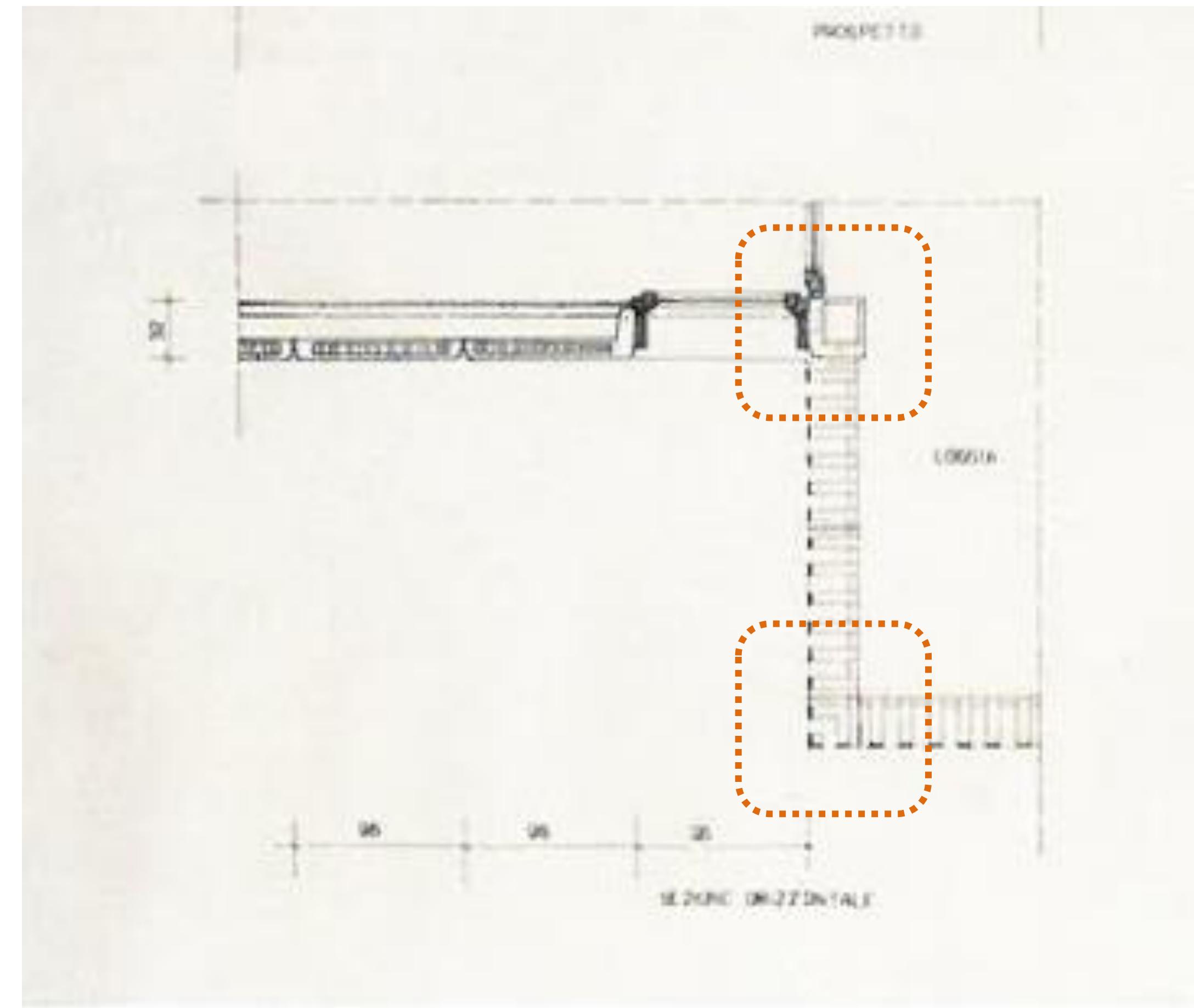
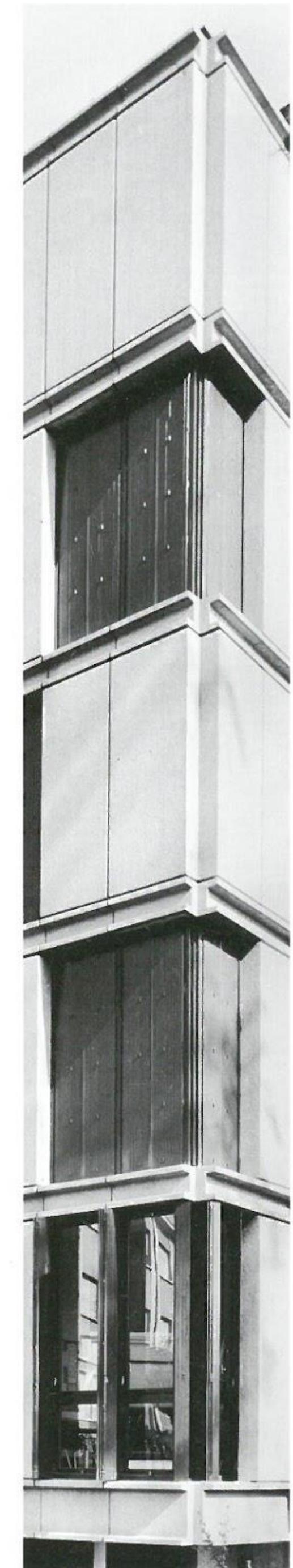
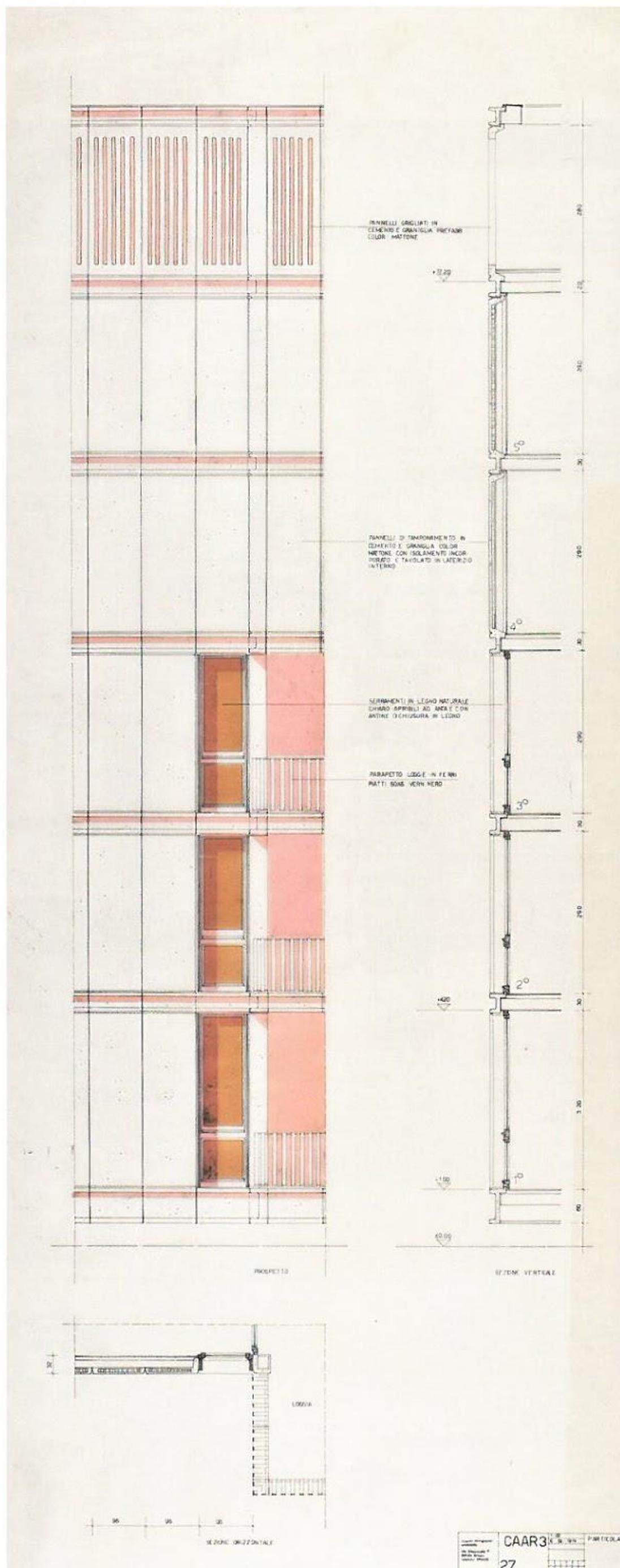
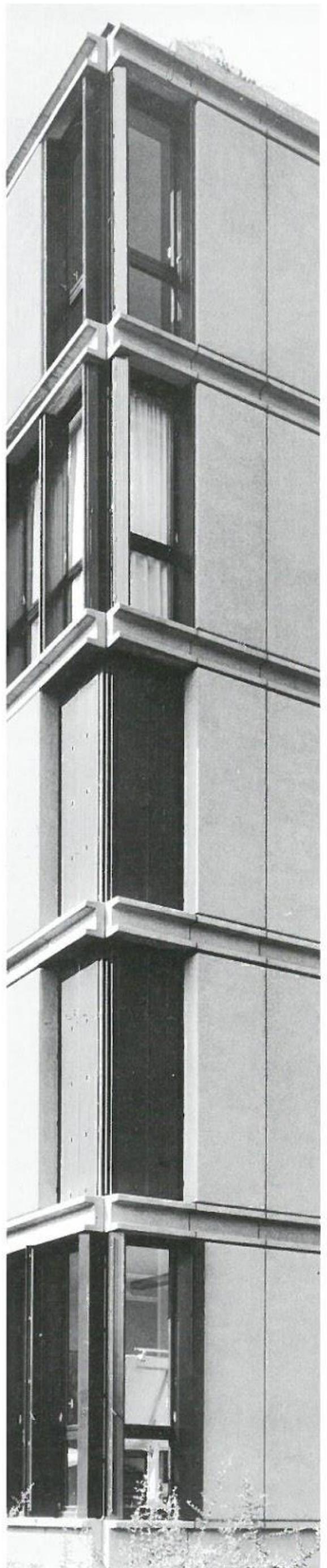
Angelo Mangiarotti - Collective Housing, Arosio, 1974



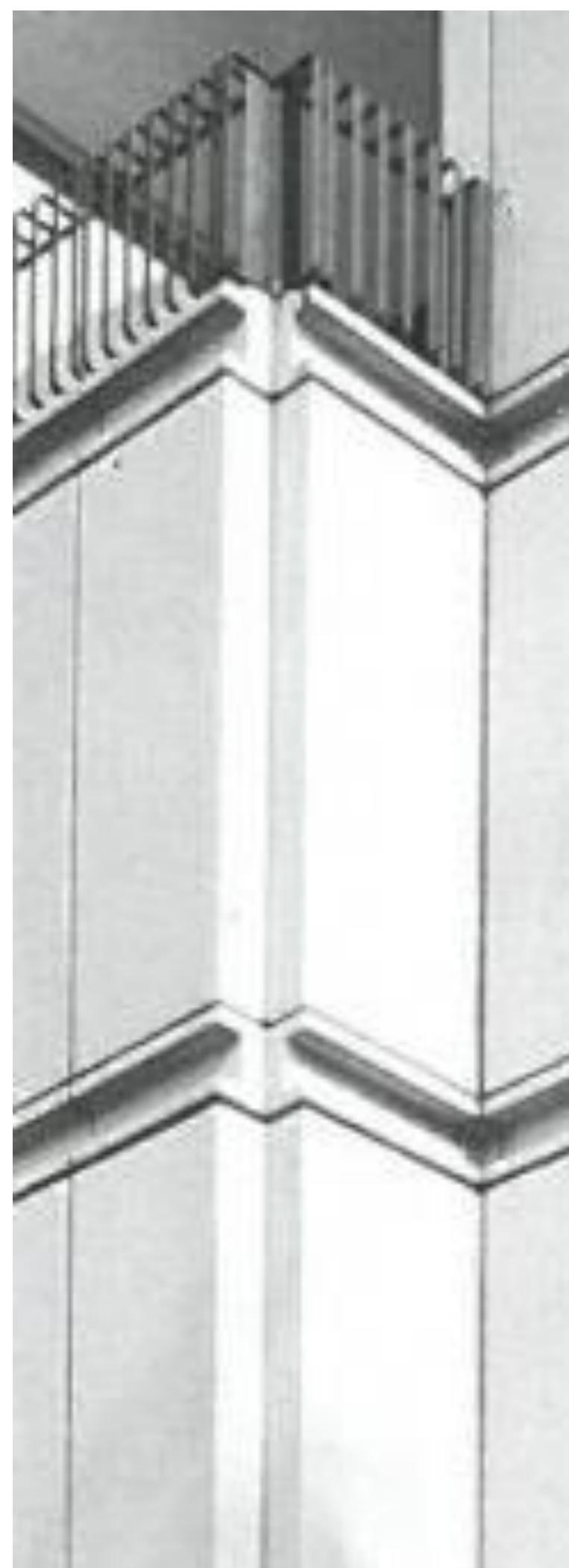
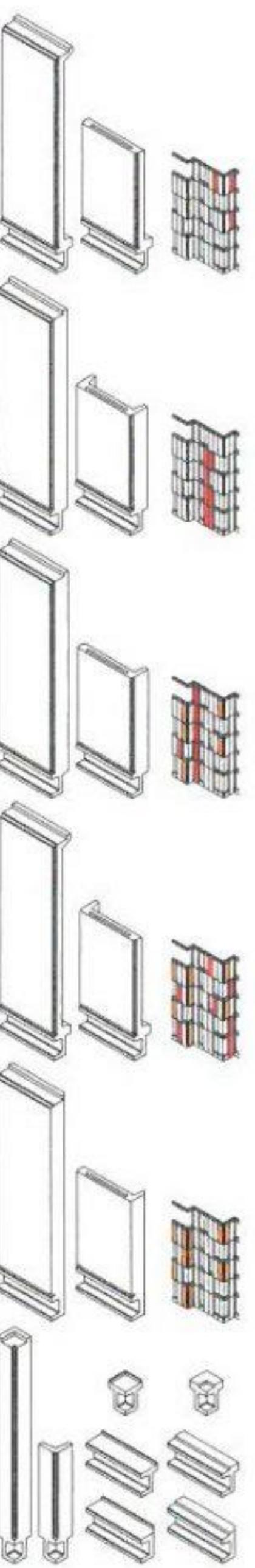
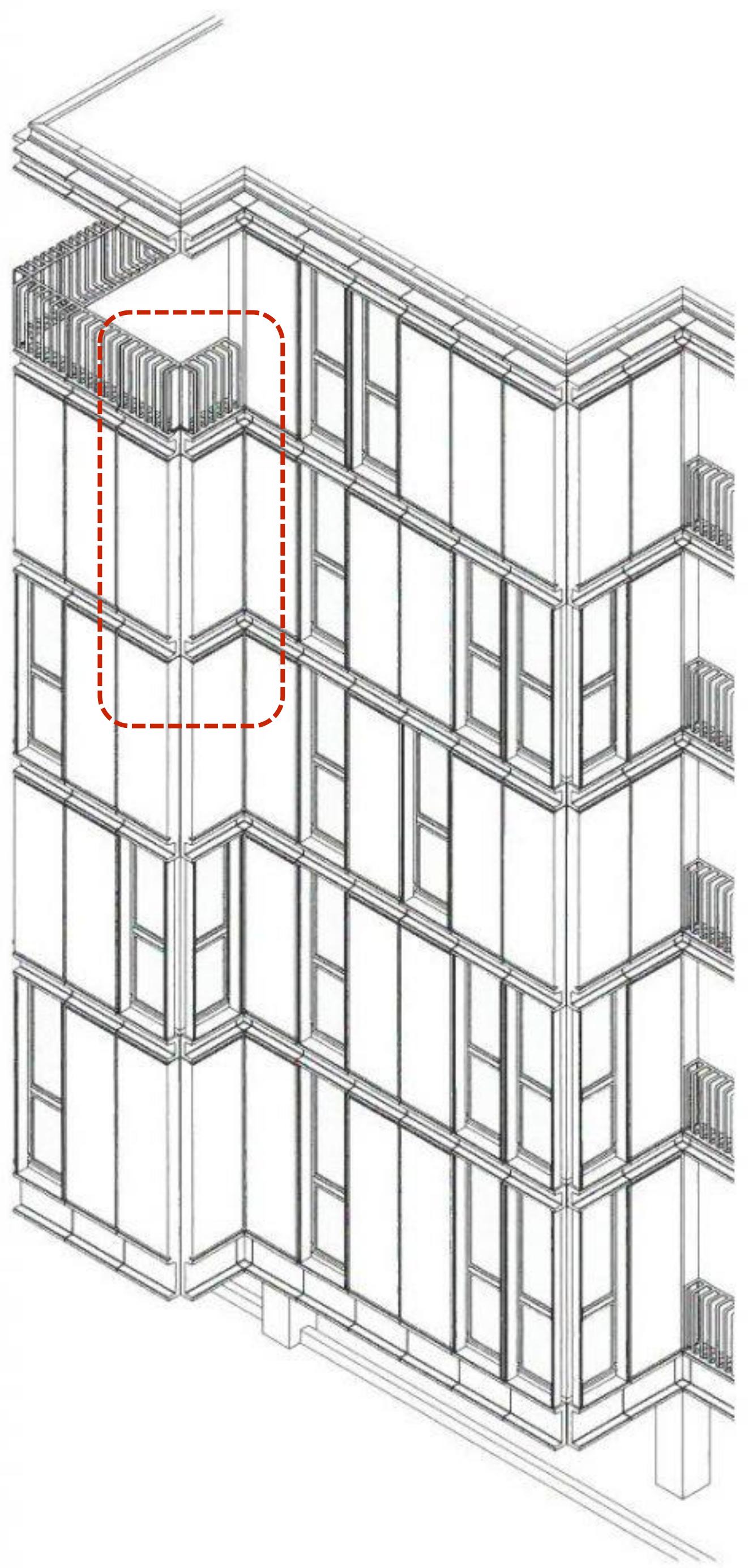
Angelo Mangiarotti – Collective Housing, Arosio, 1974



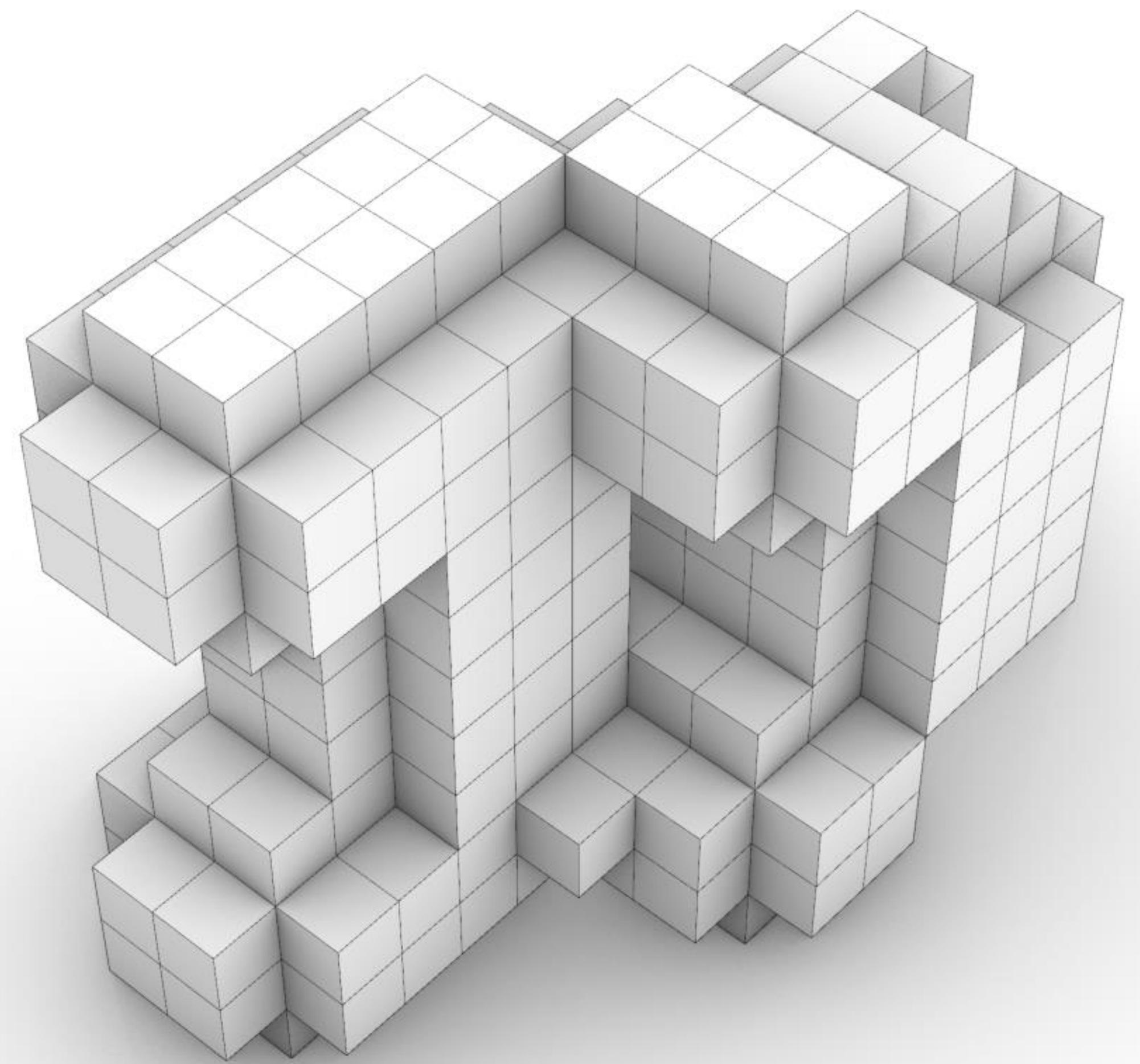
Angelo Mangiarotti – Collective Housing, Arosio

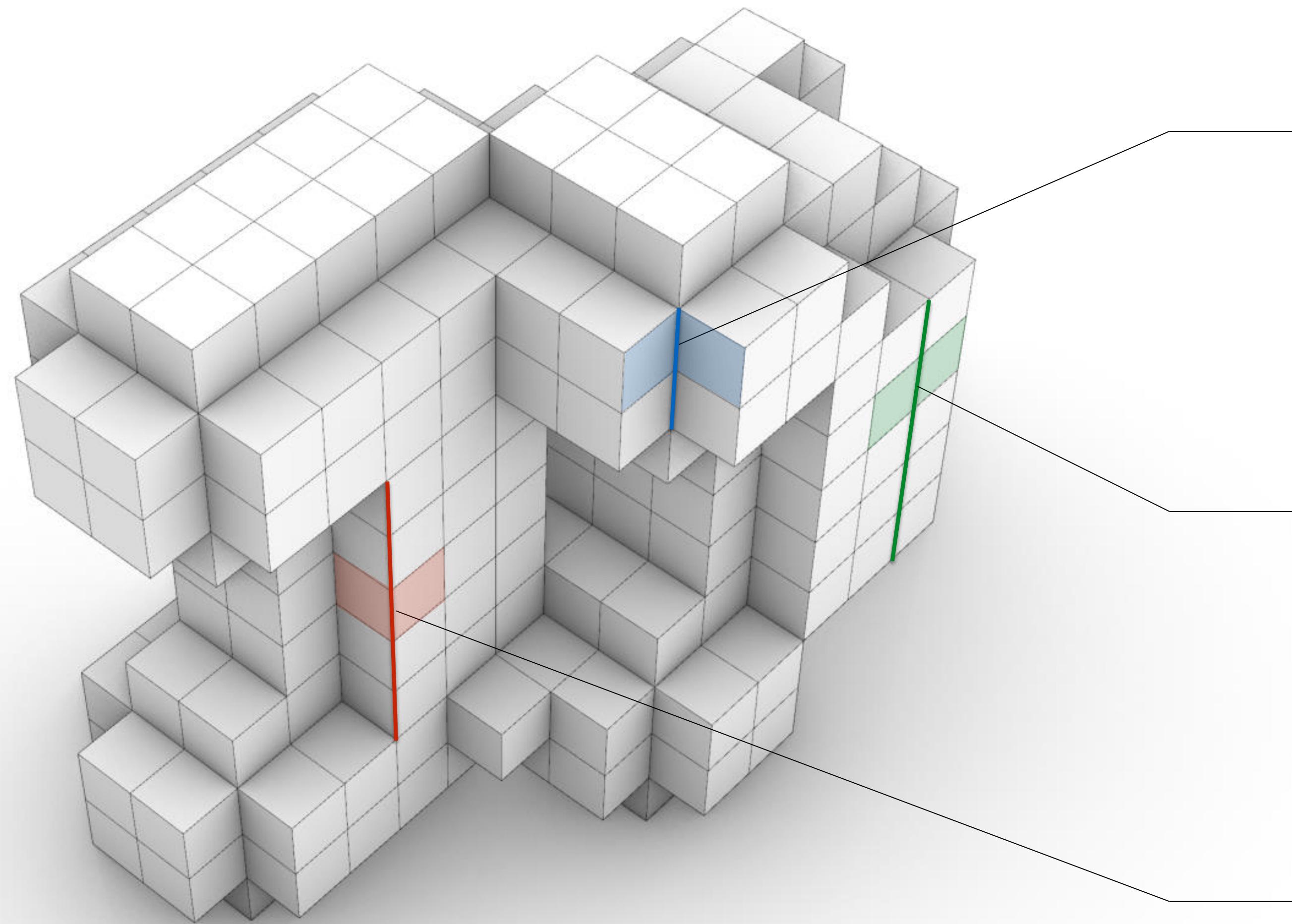


Angelo Mangiarotti – Collective Housing, Arosio, 1974

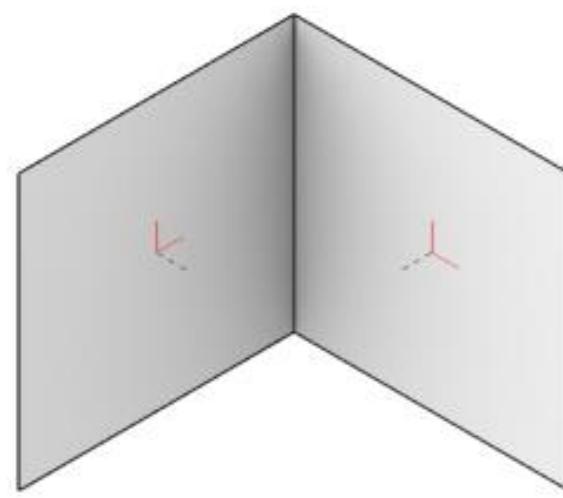


Angelo Mangiarotti – Collective Housing, Arosio, 1974

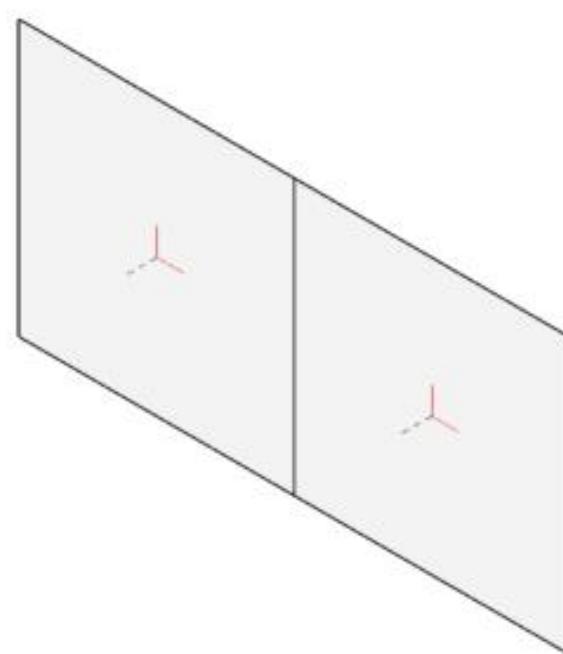




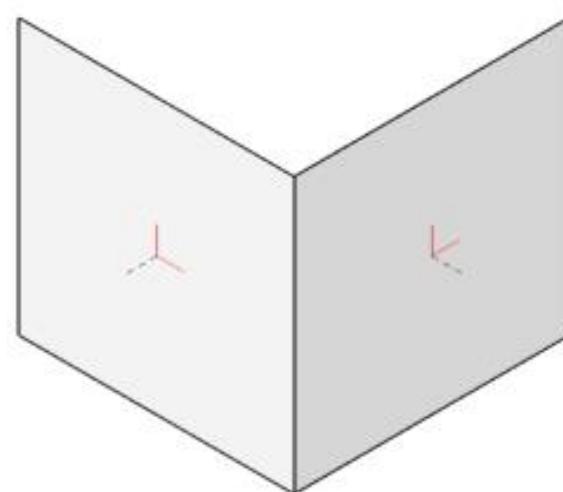
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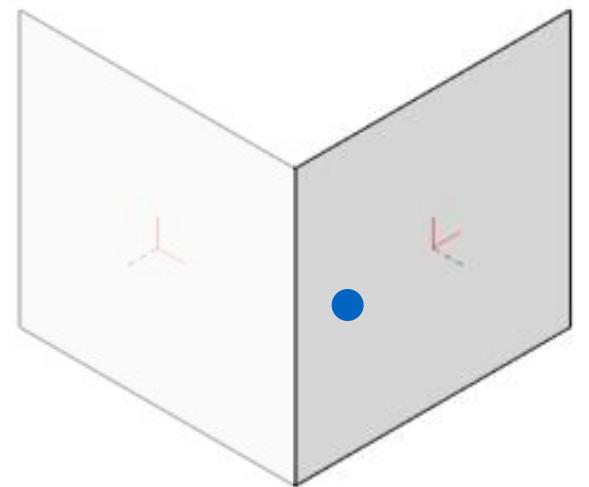
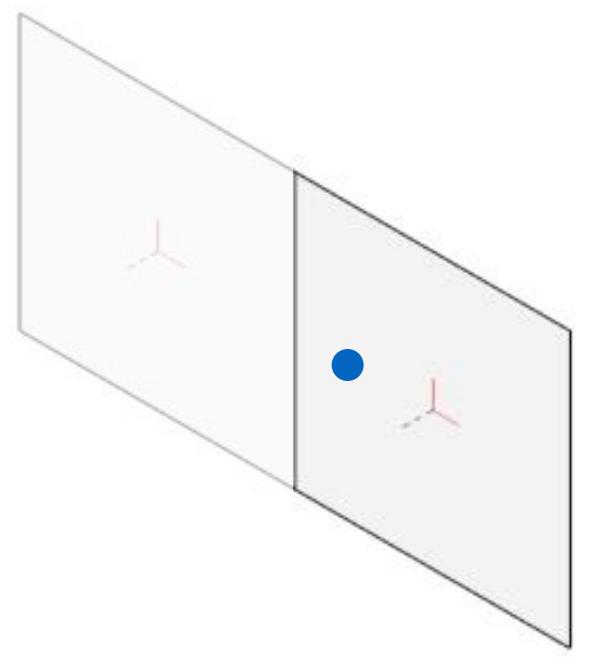
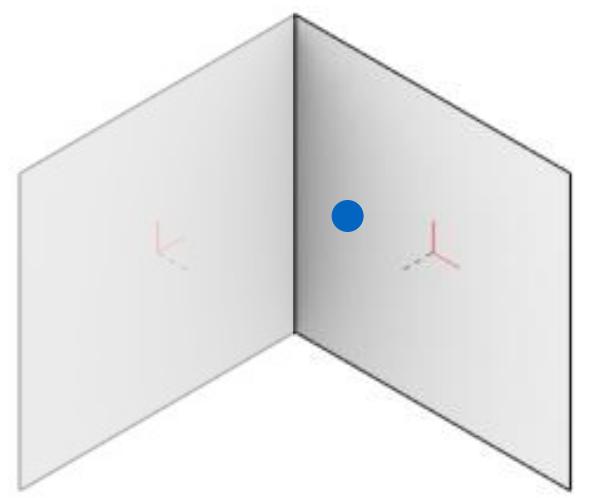


straight connection

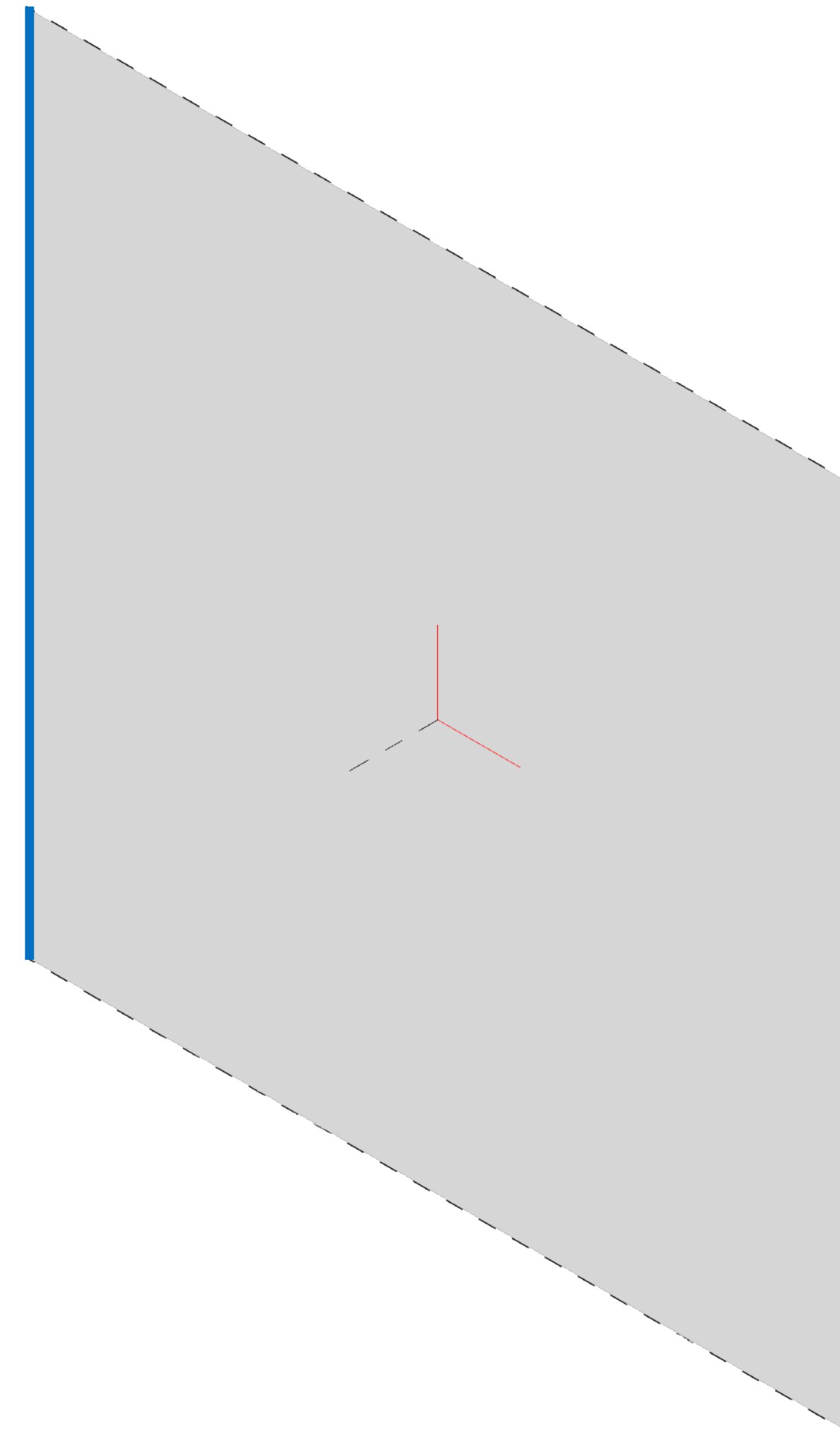


external corner

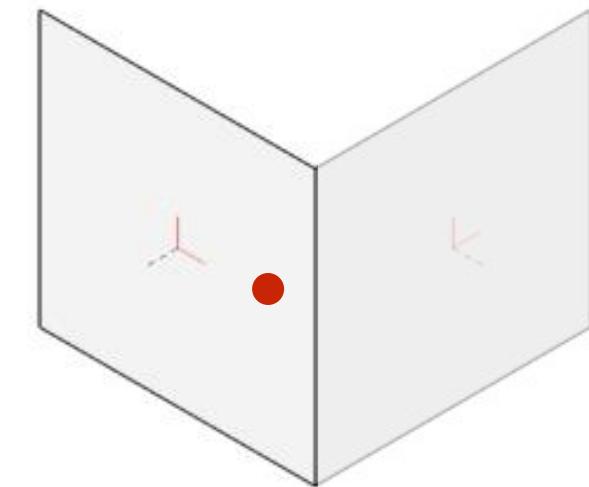
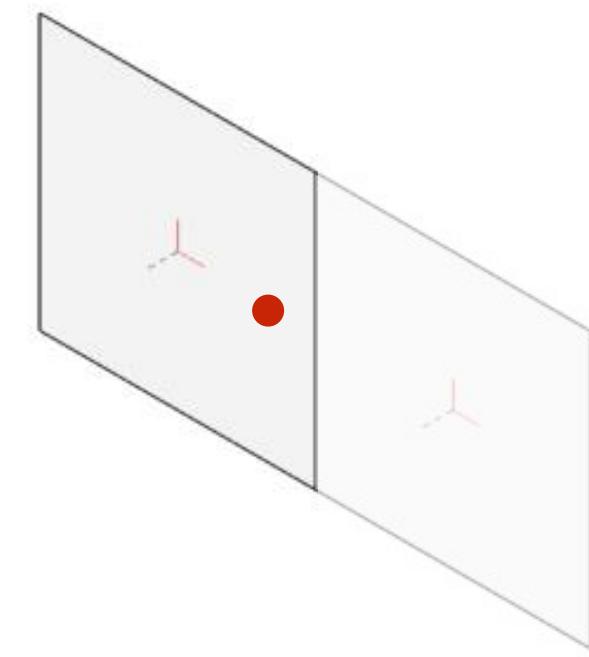
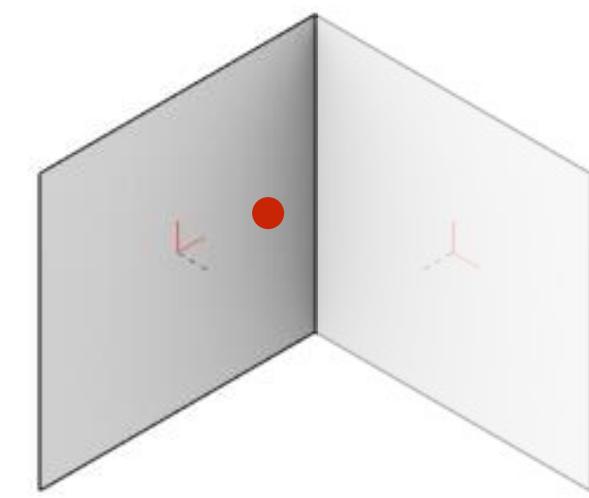


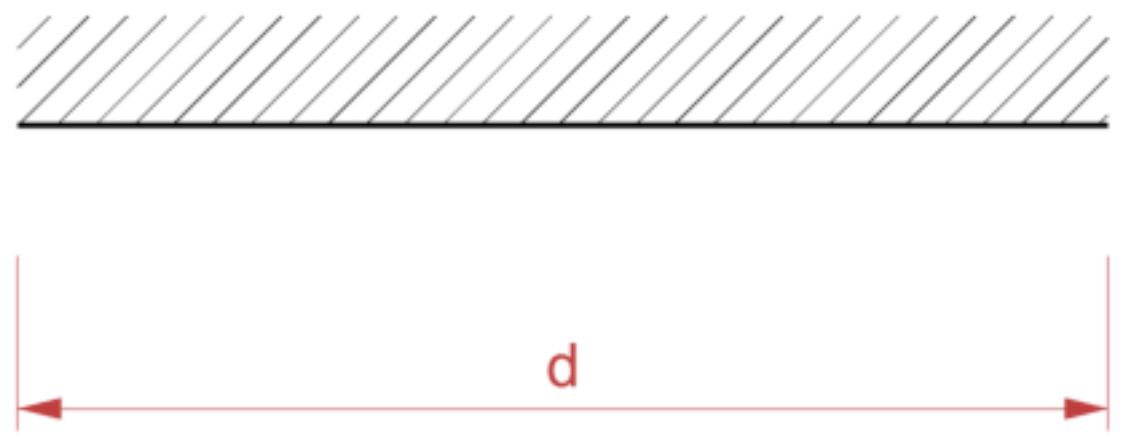


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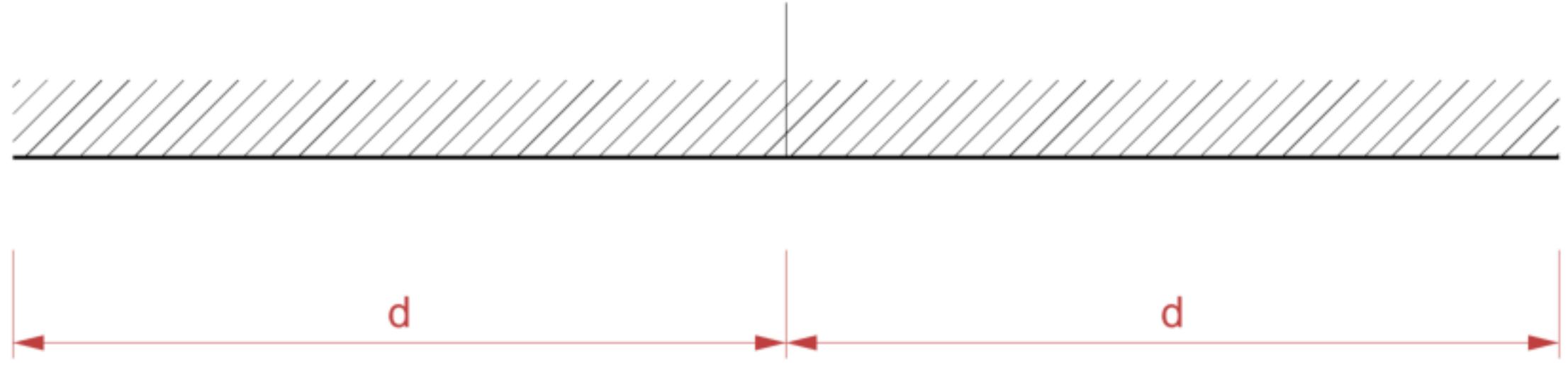


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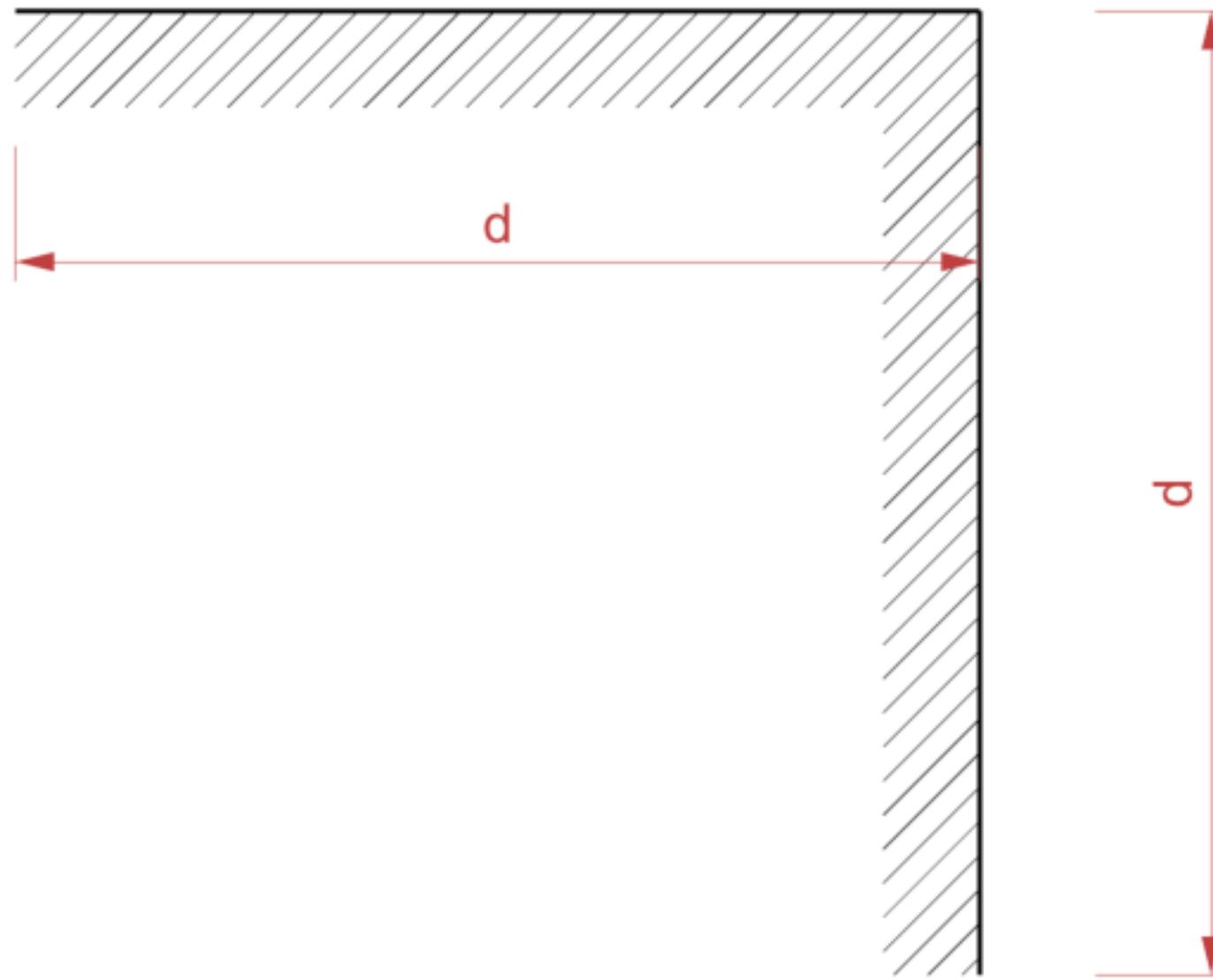




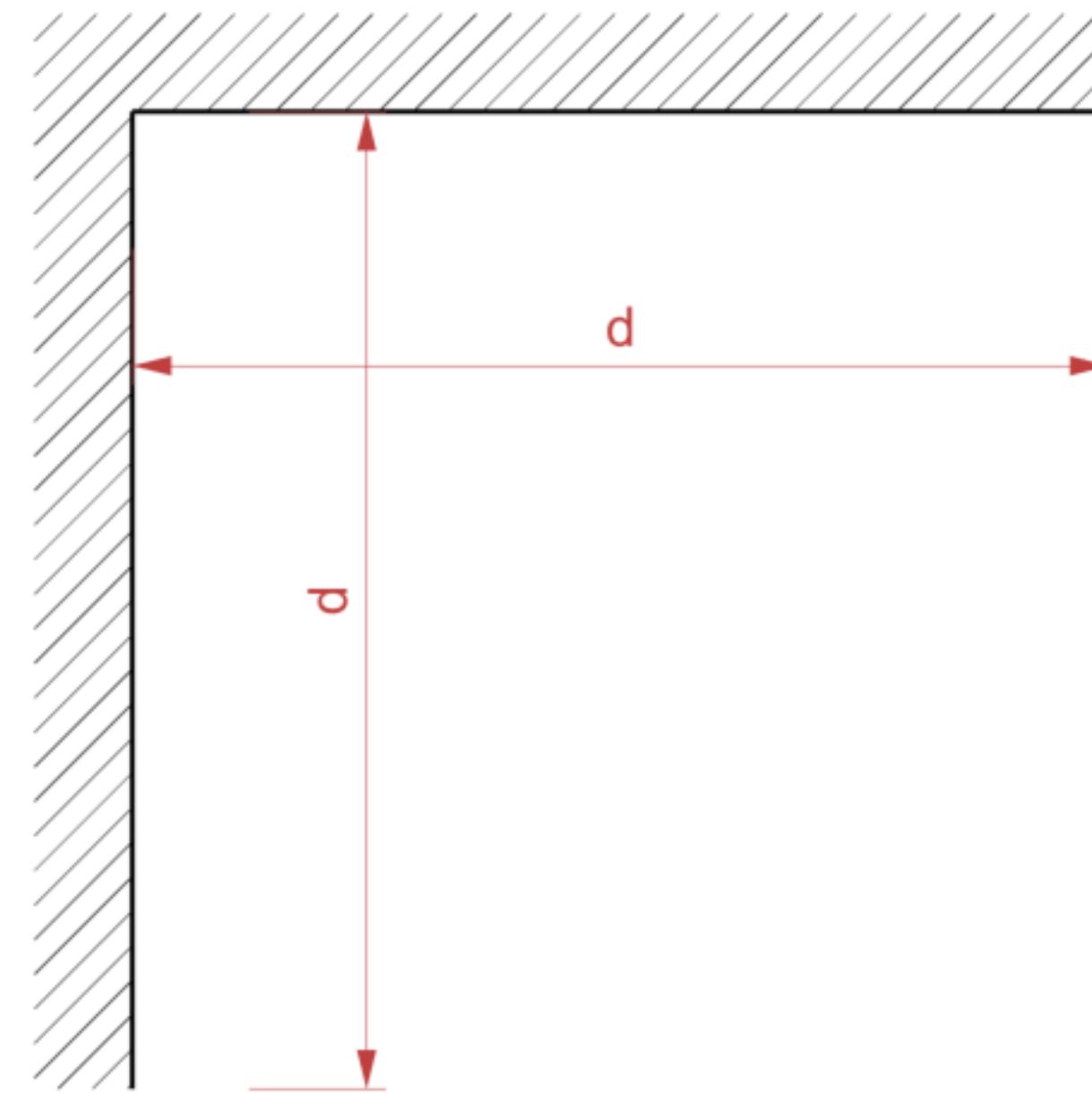
Free



Straight



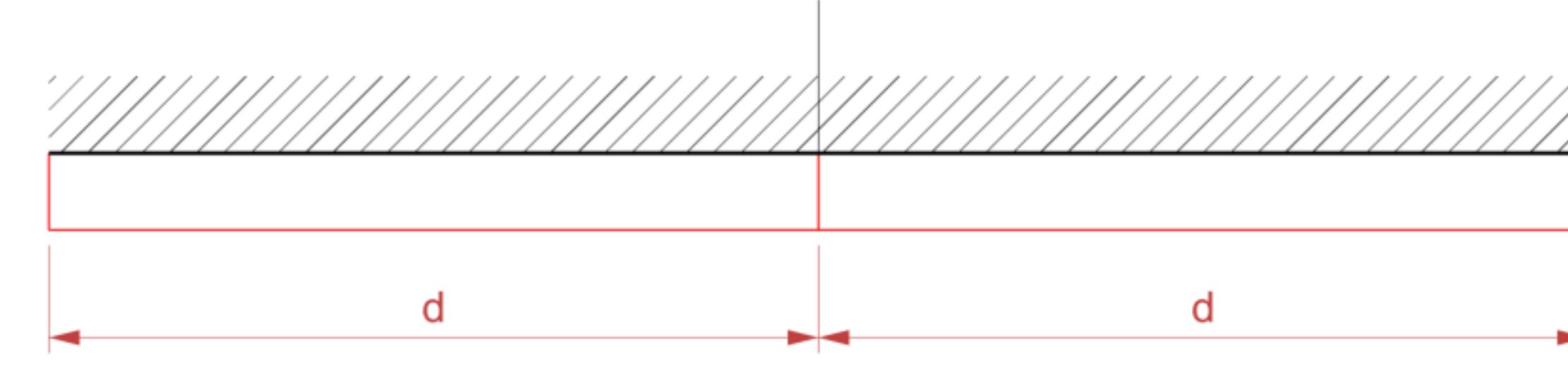
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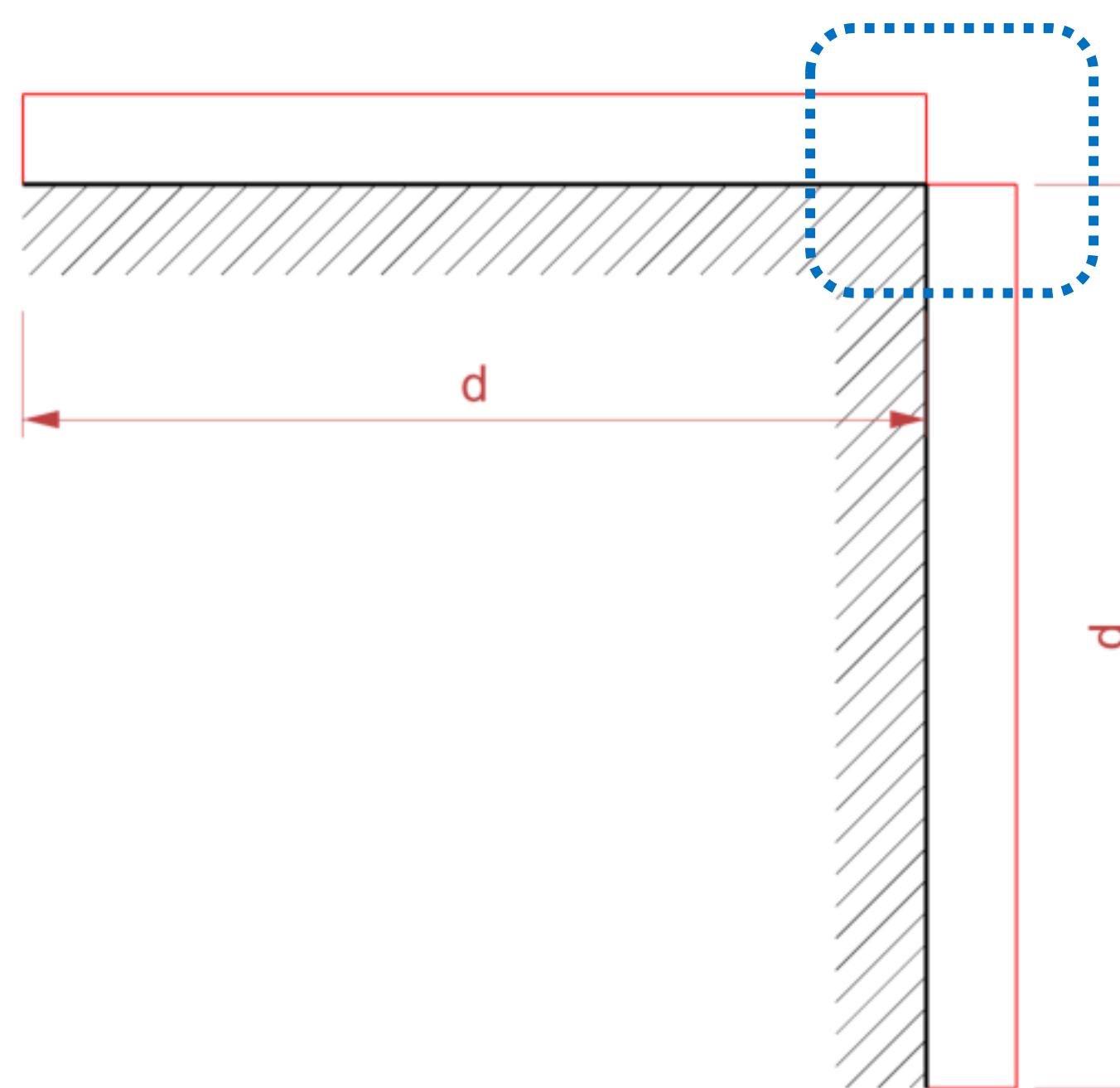
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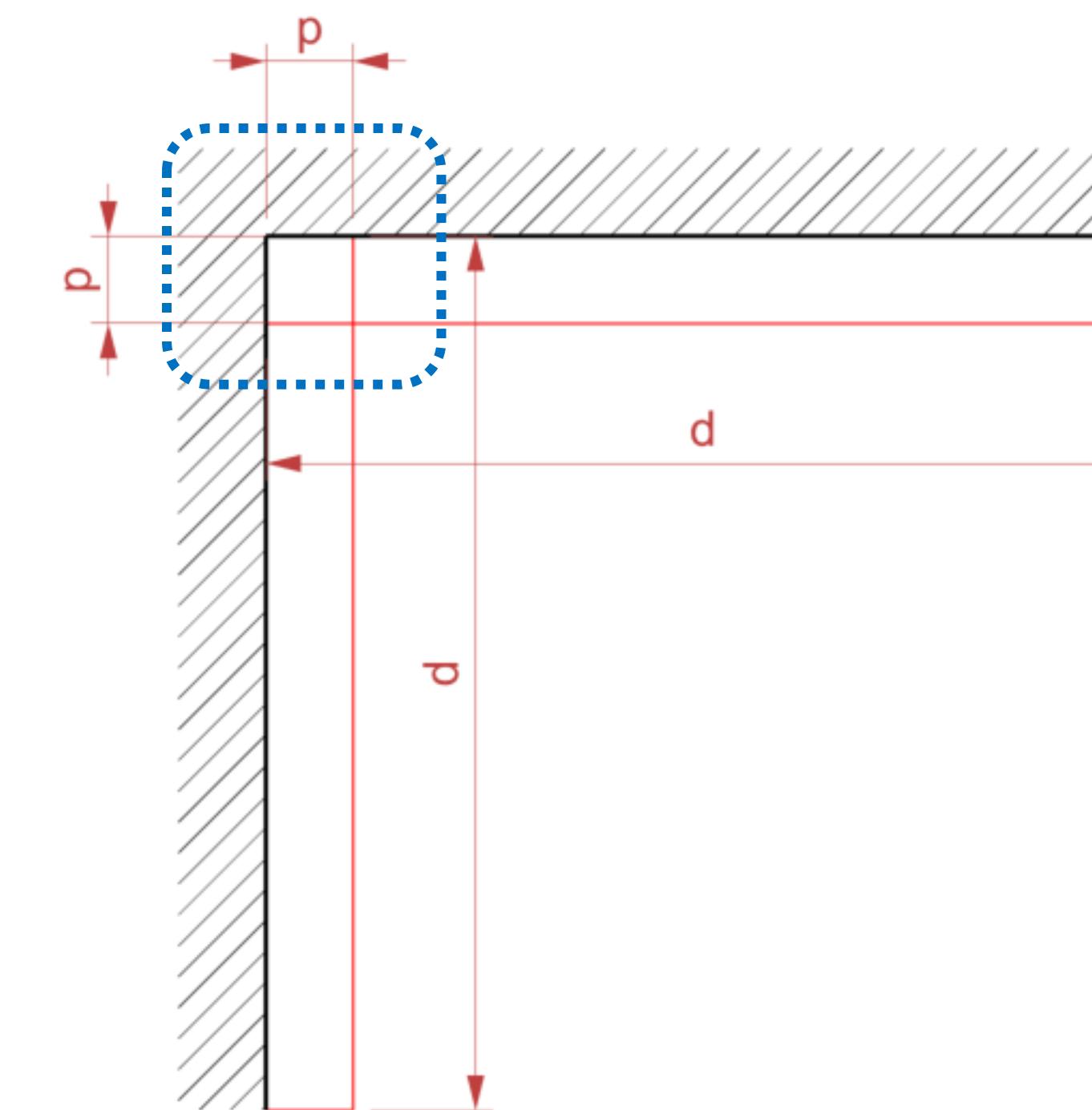
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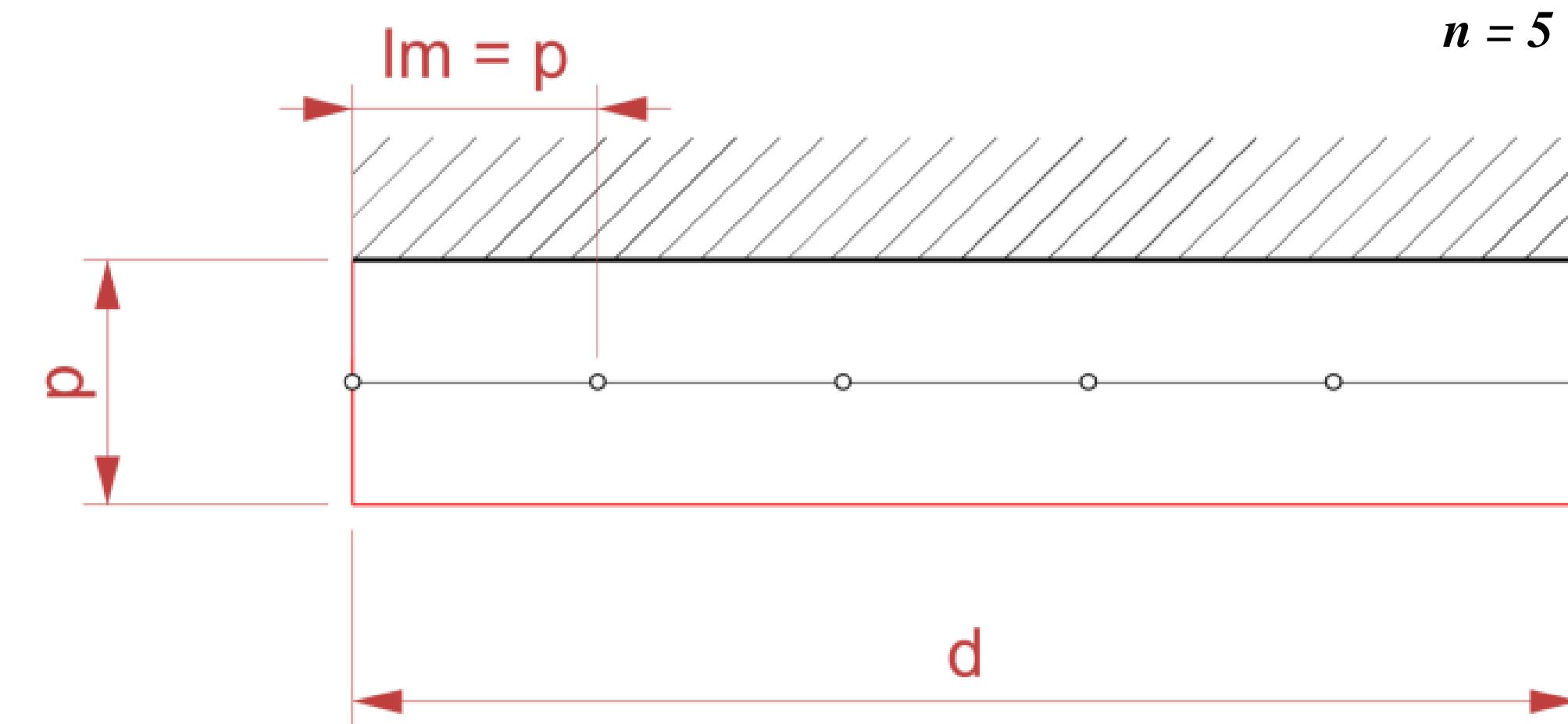
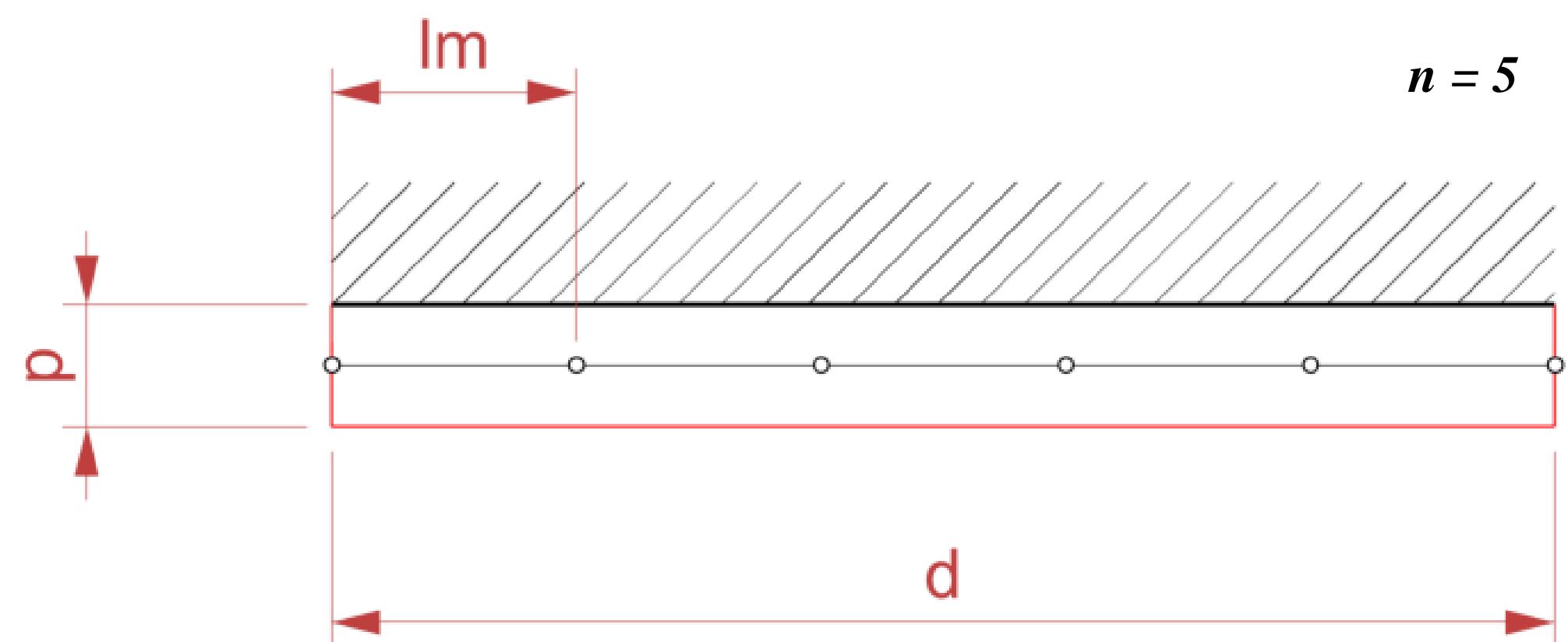
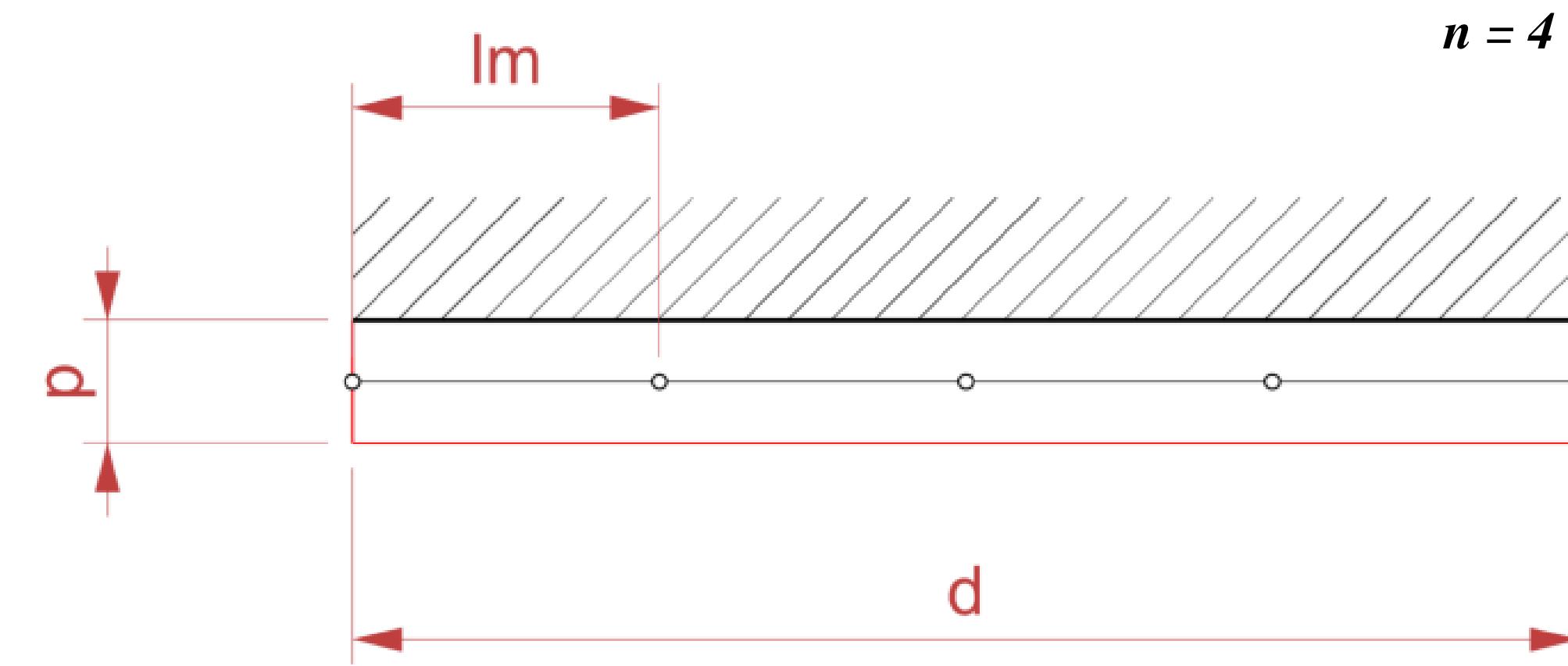
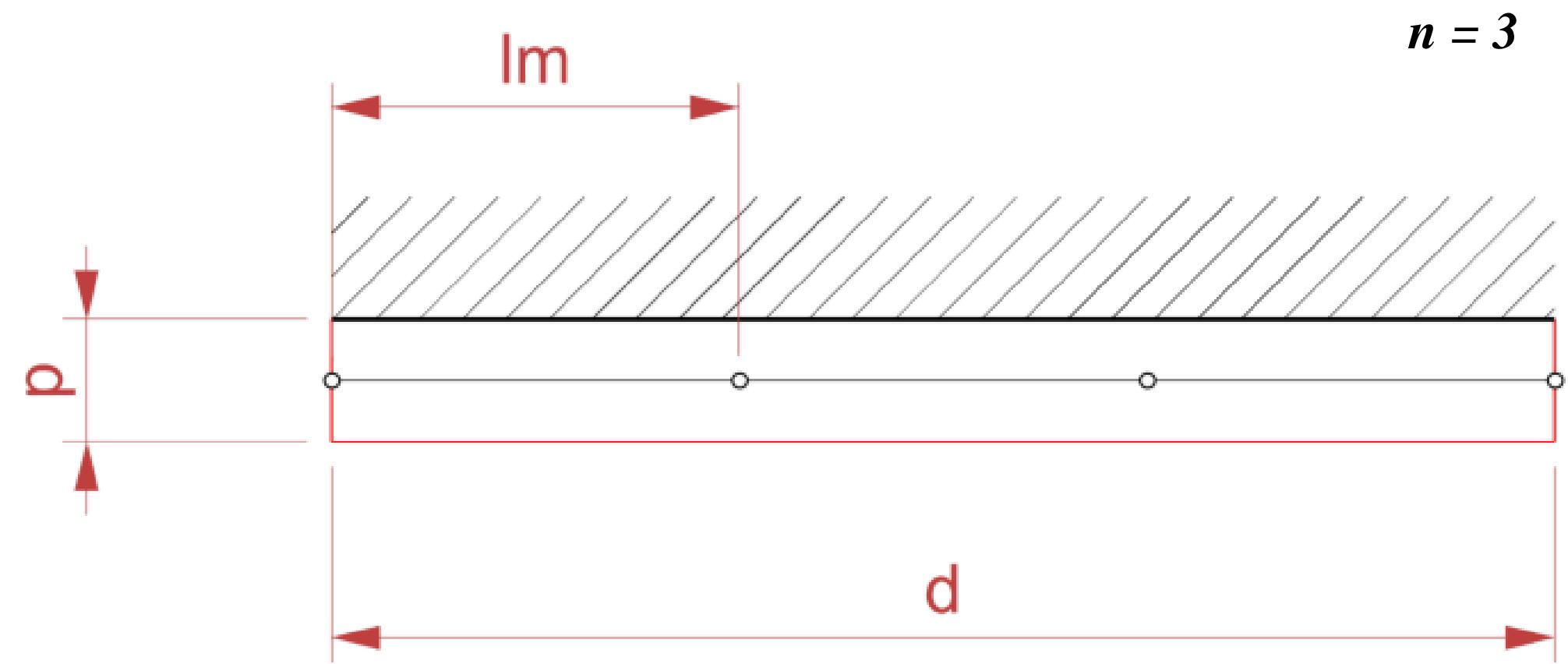
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External



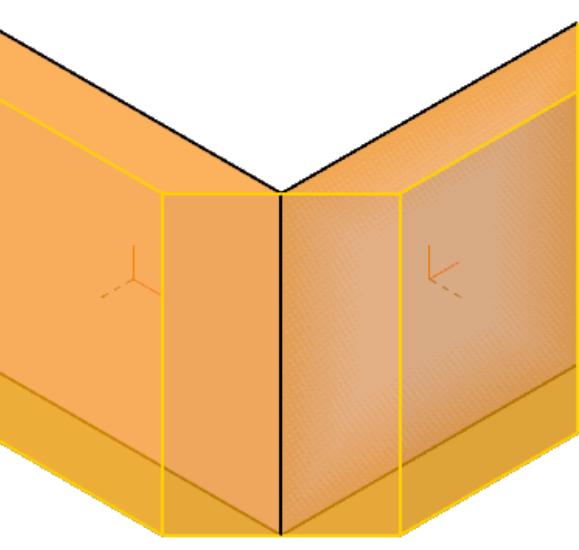
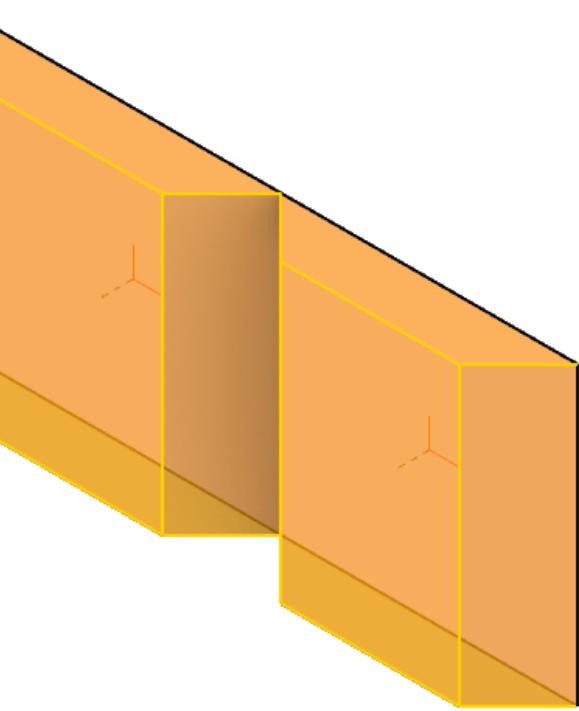
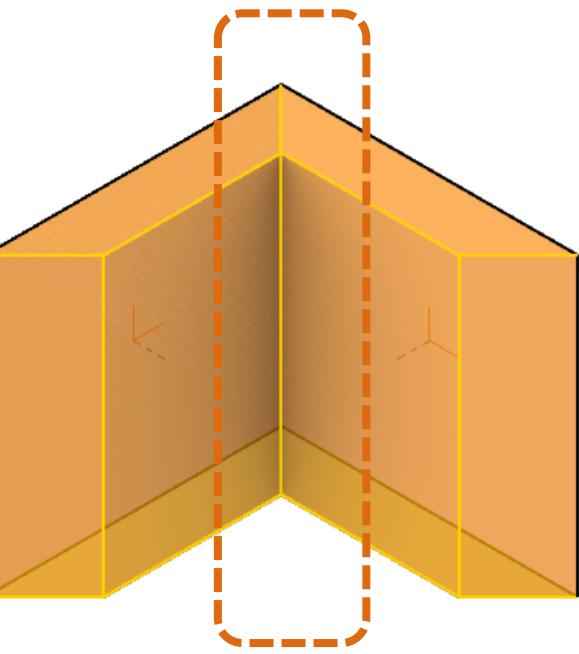
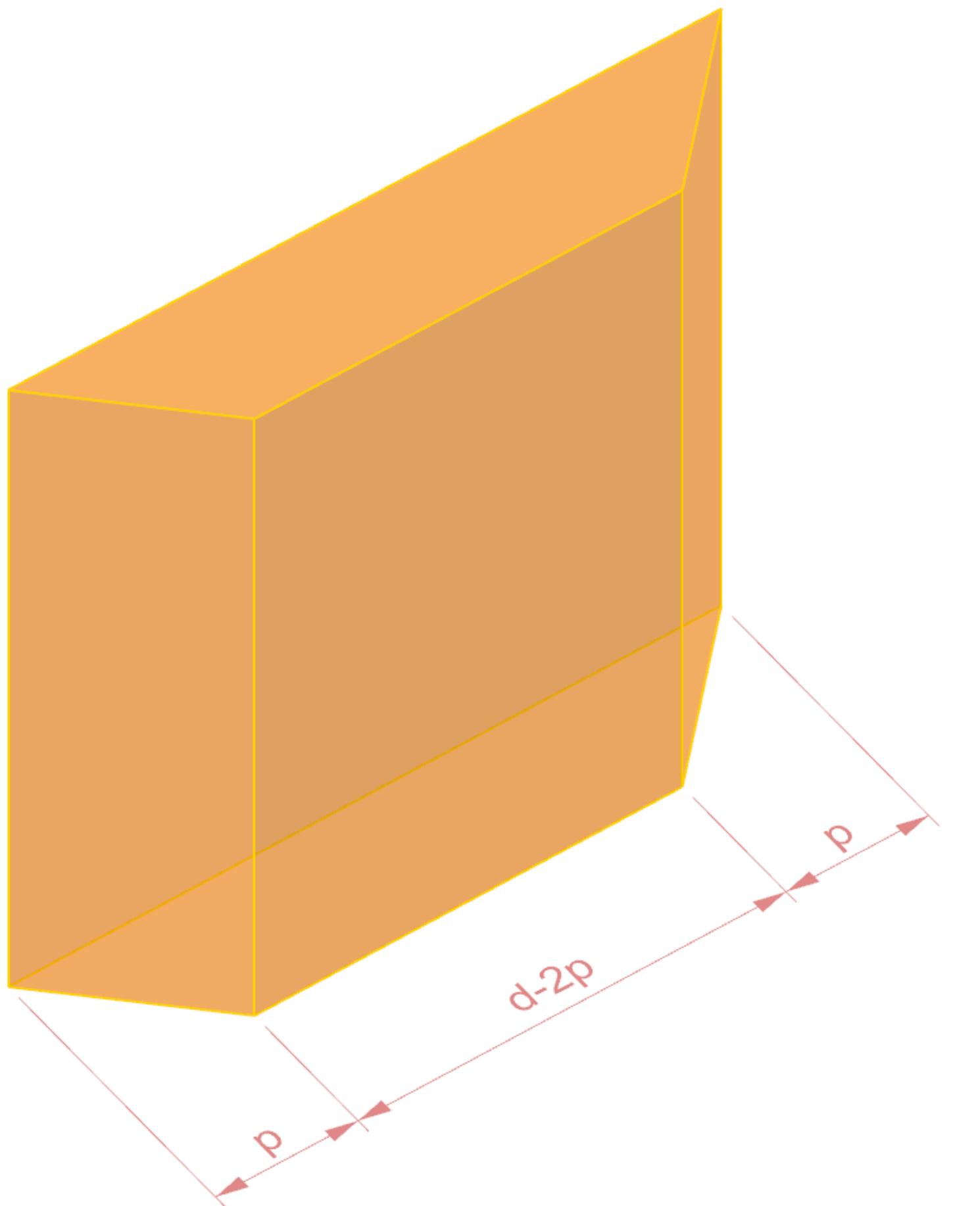
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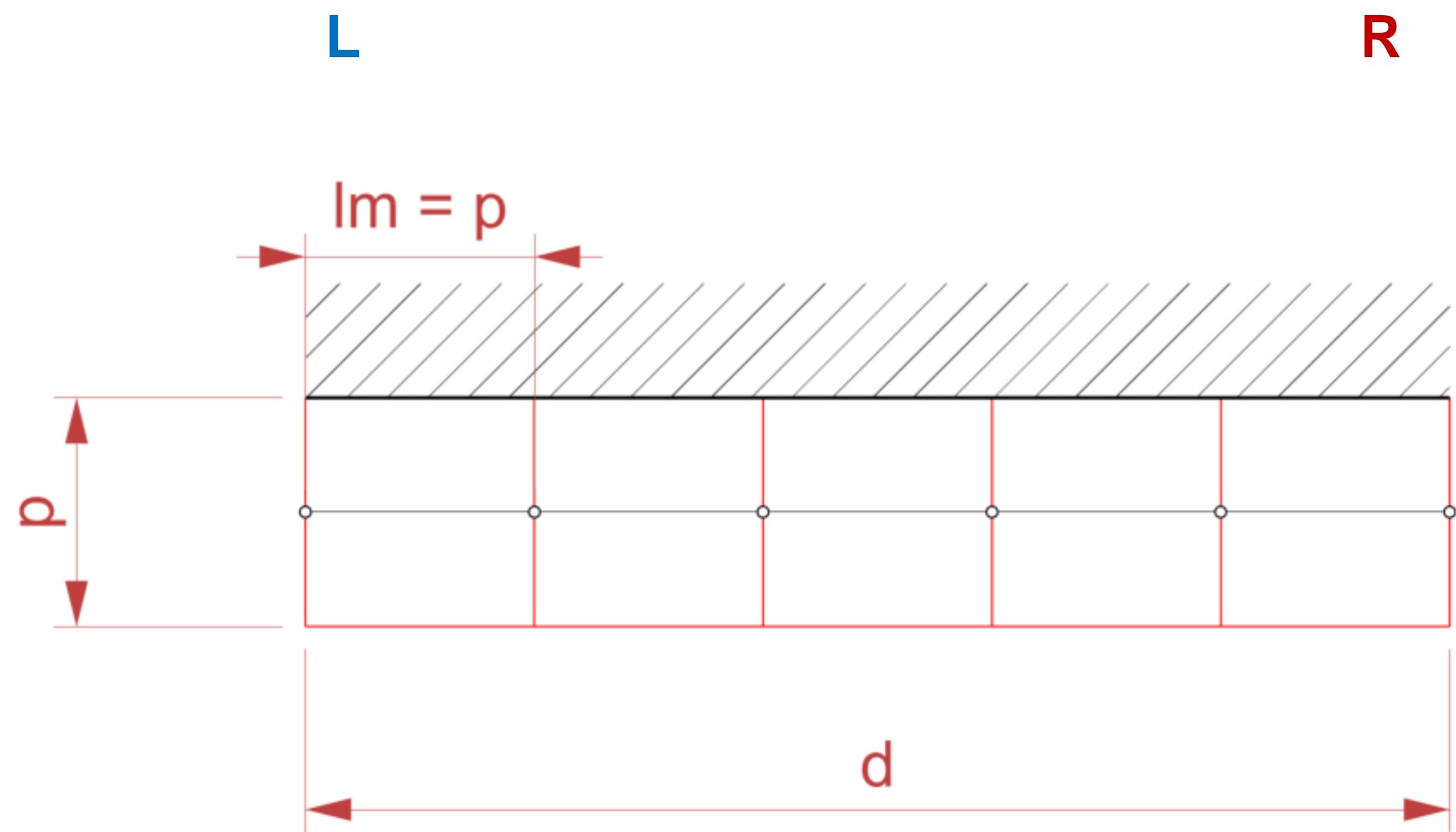
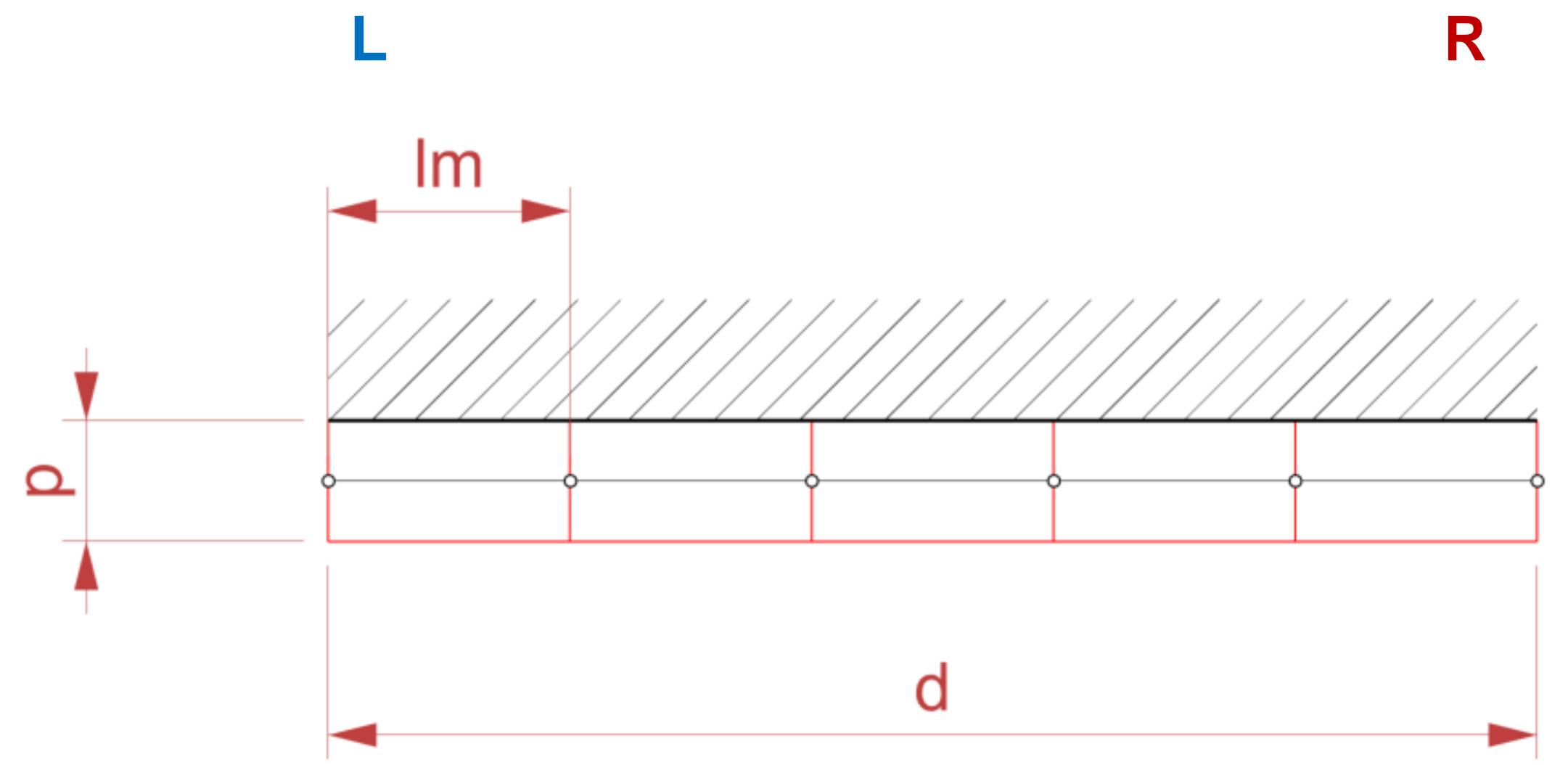


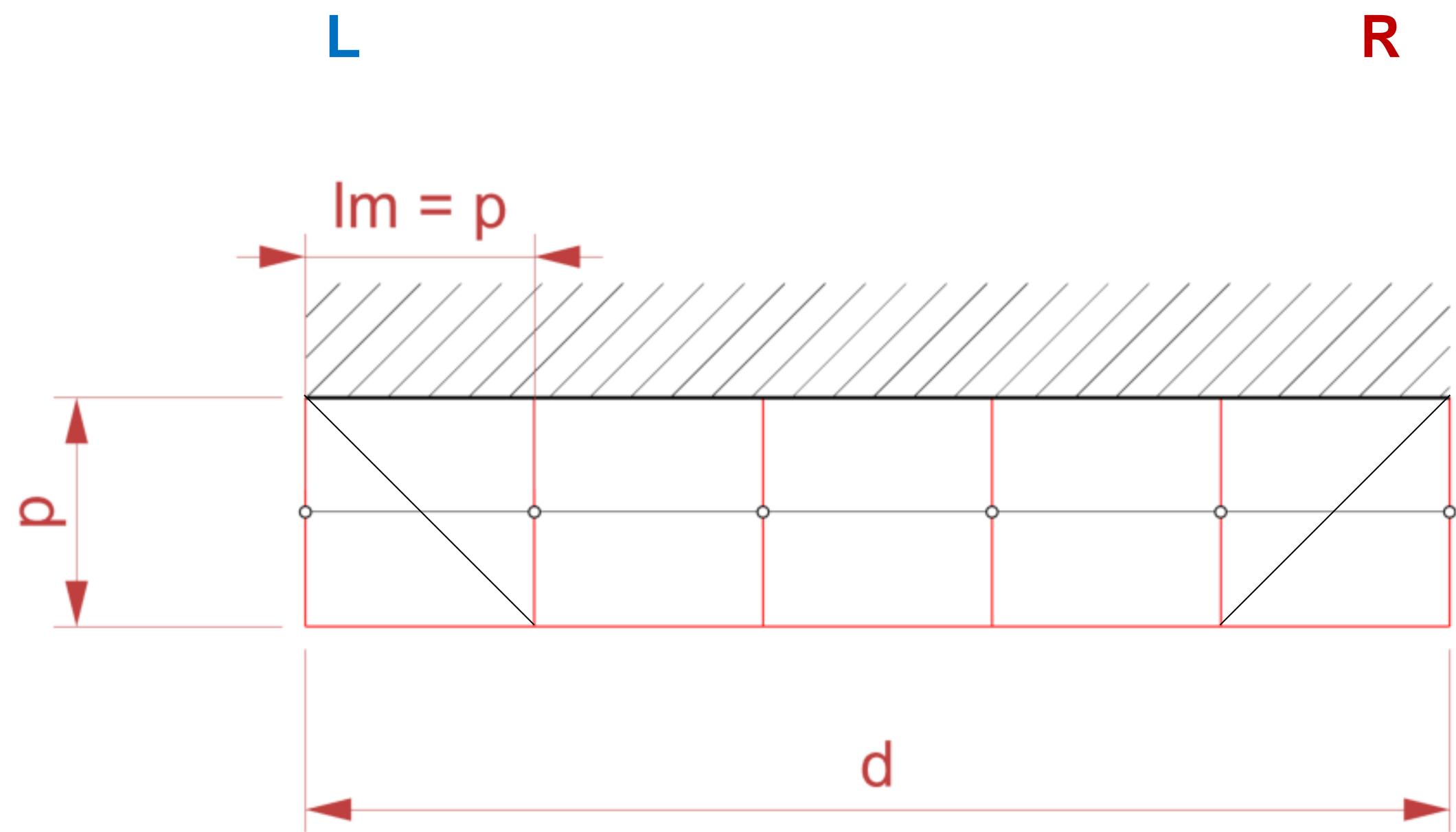
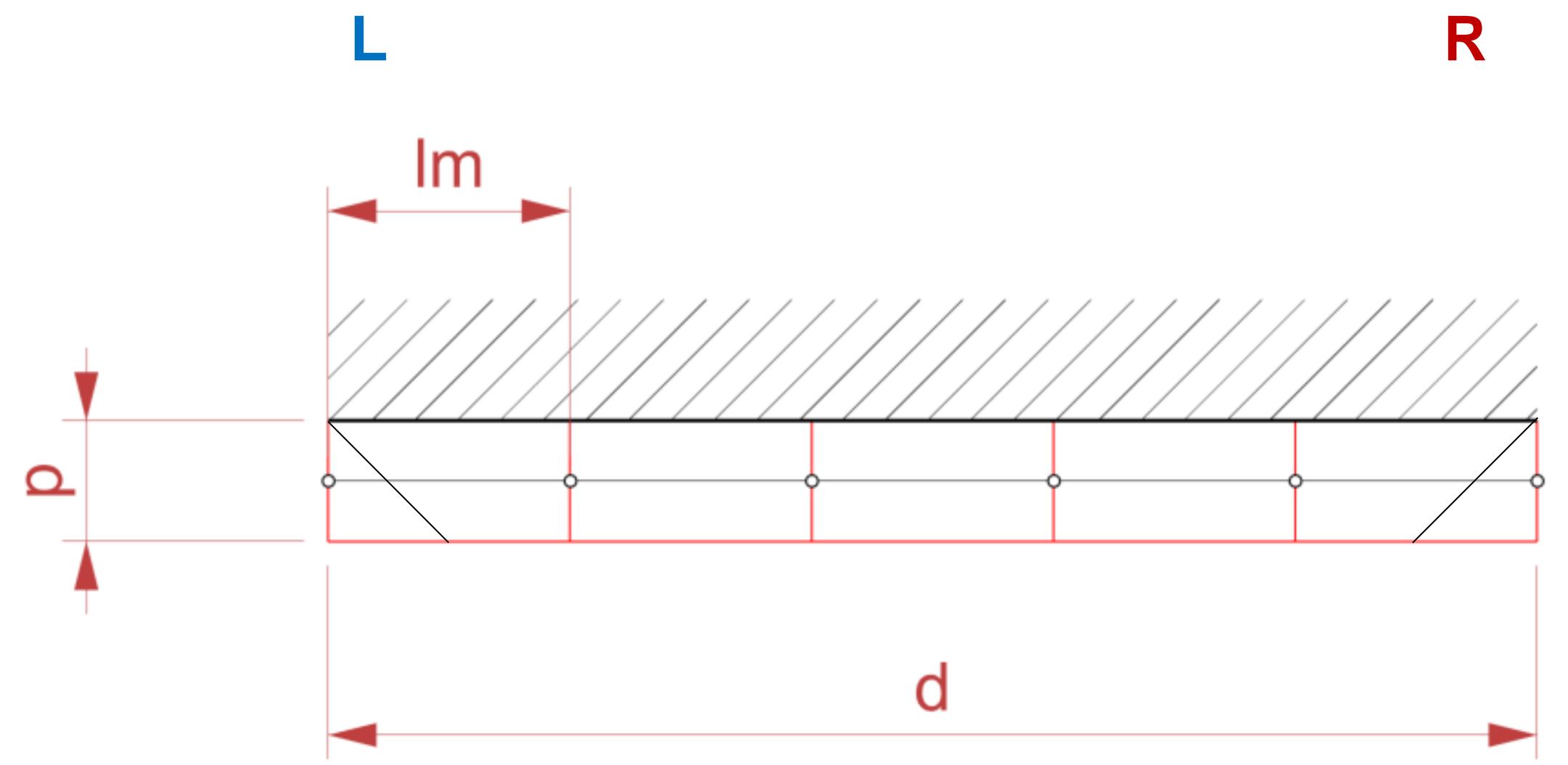
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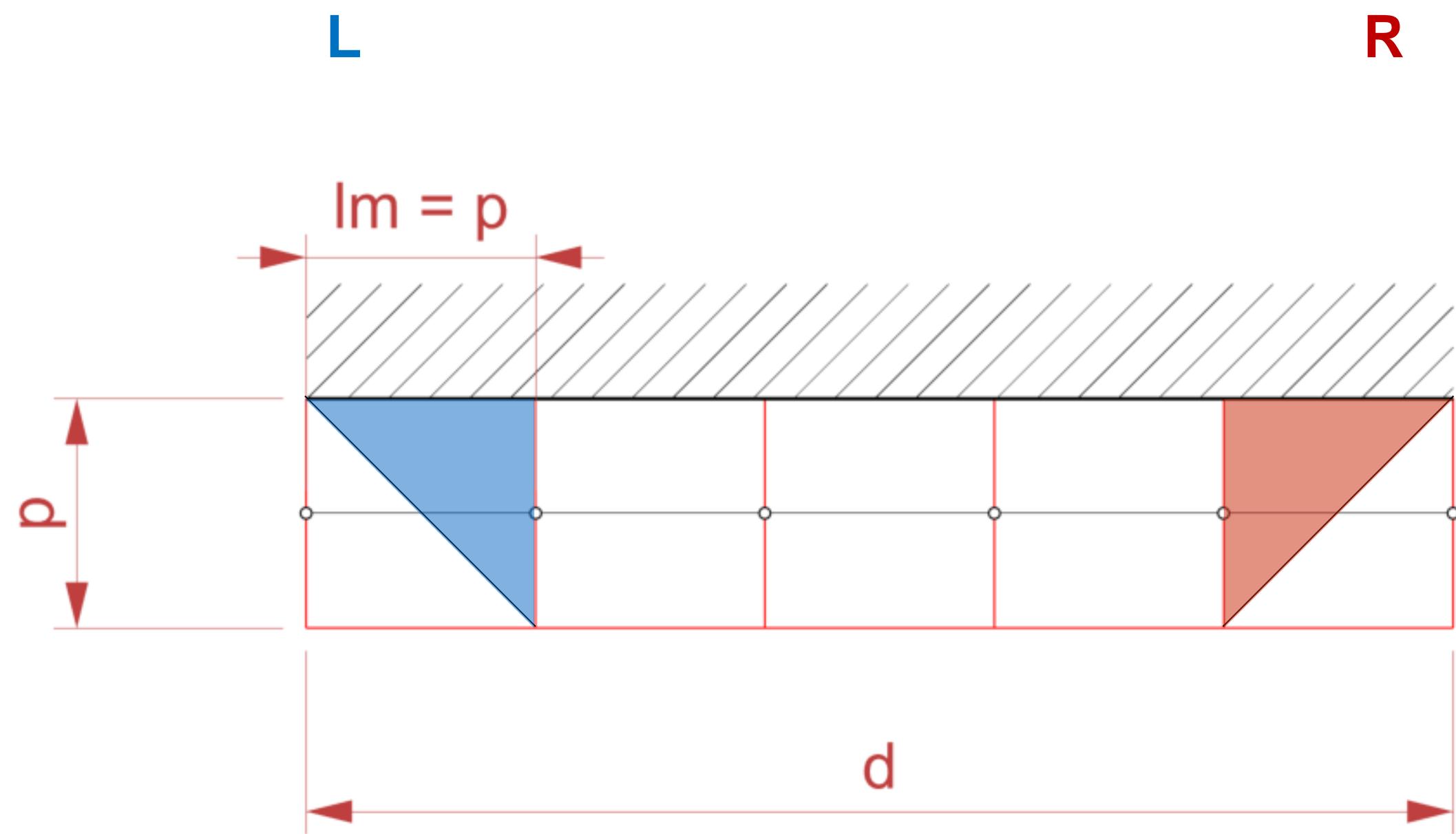
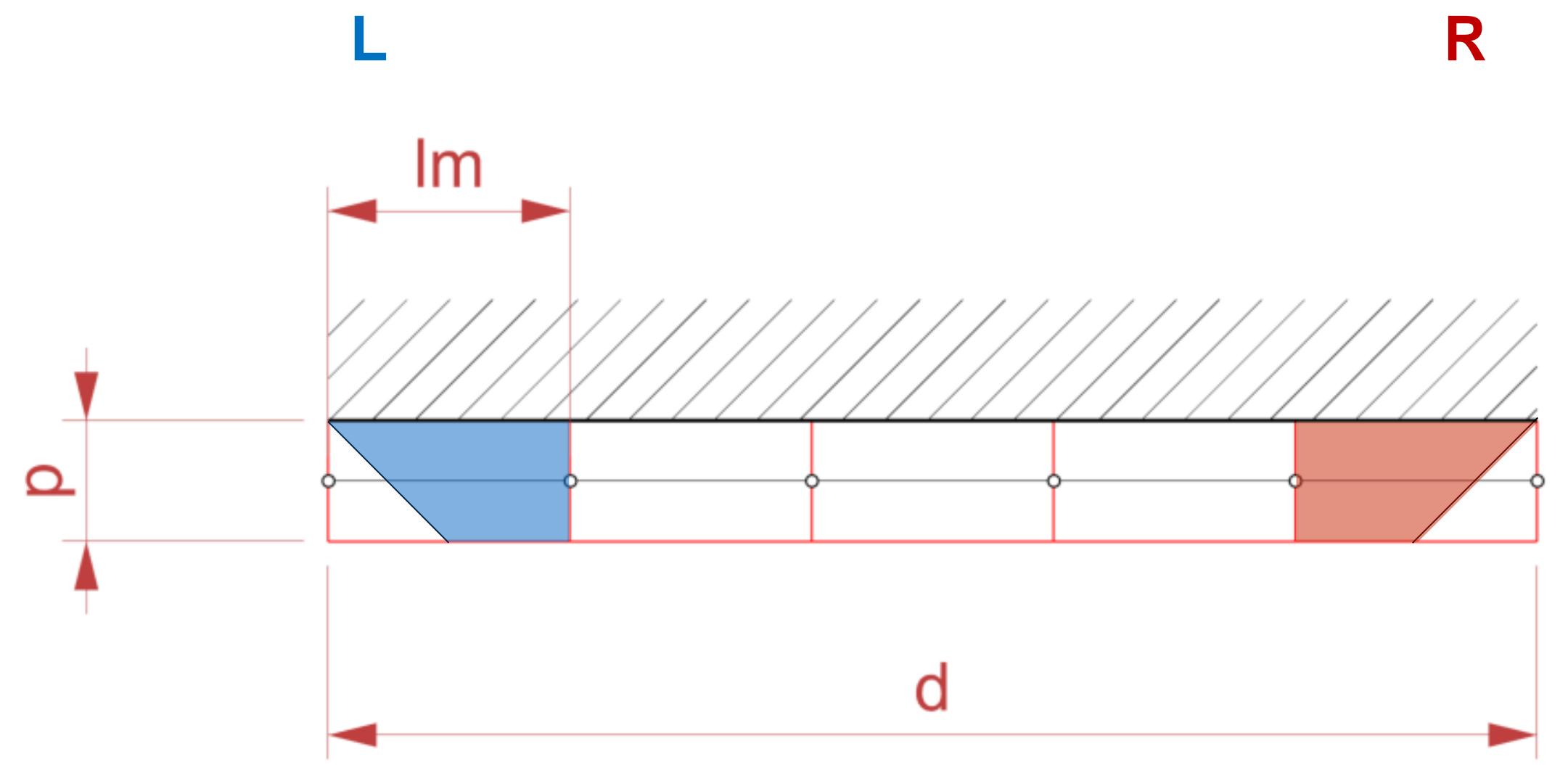
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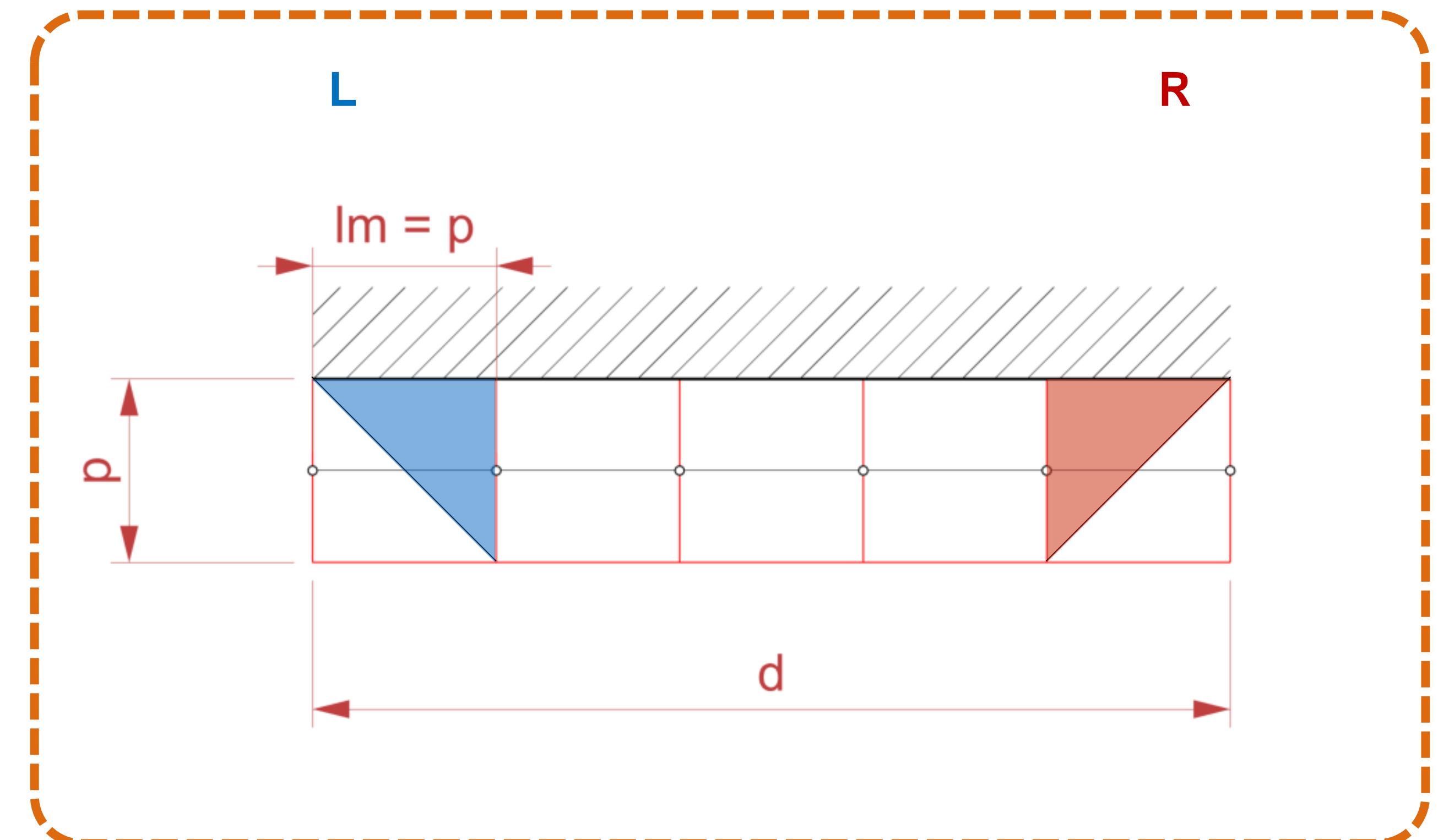
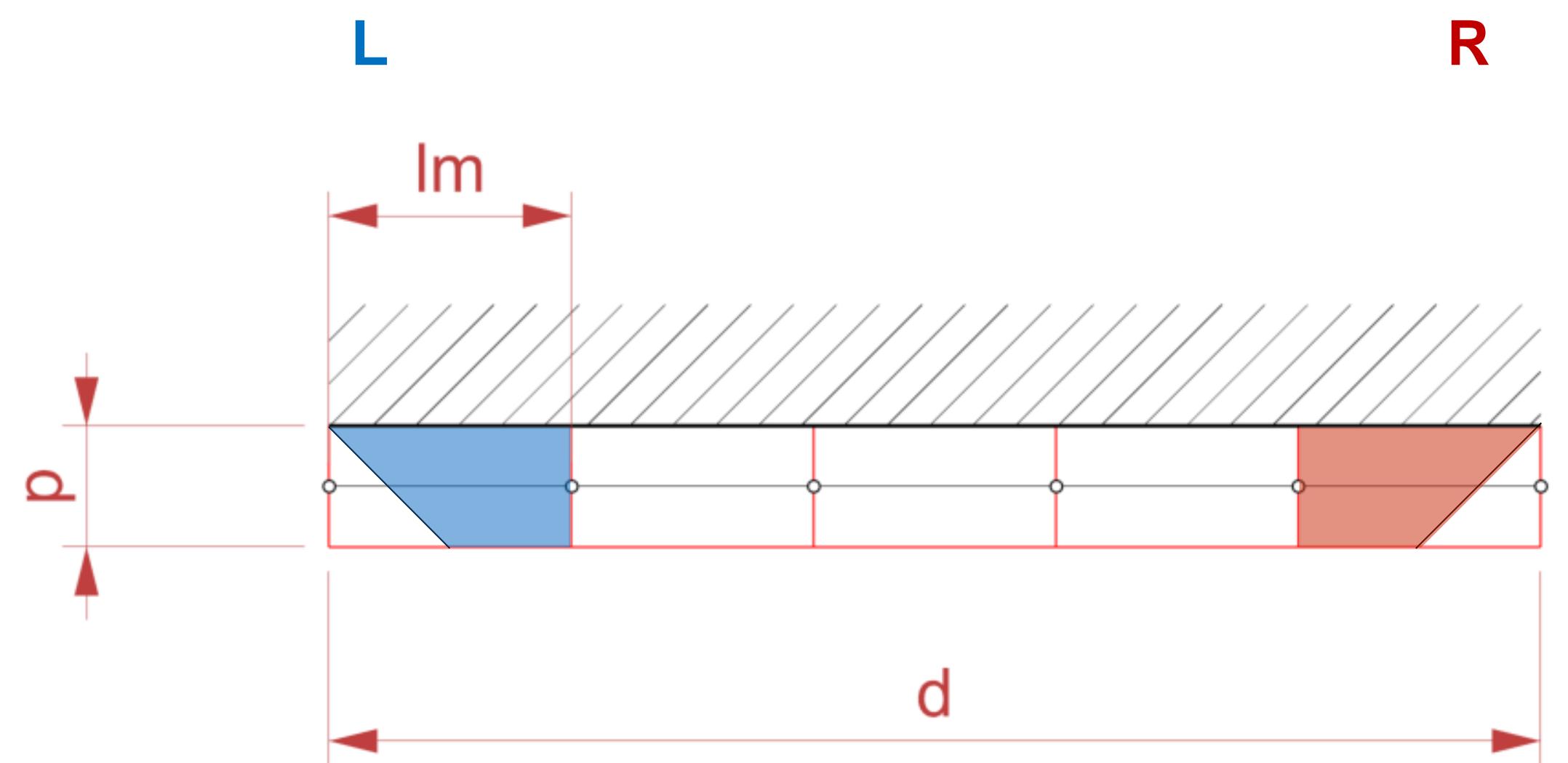
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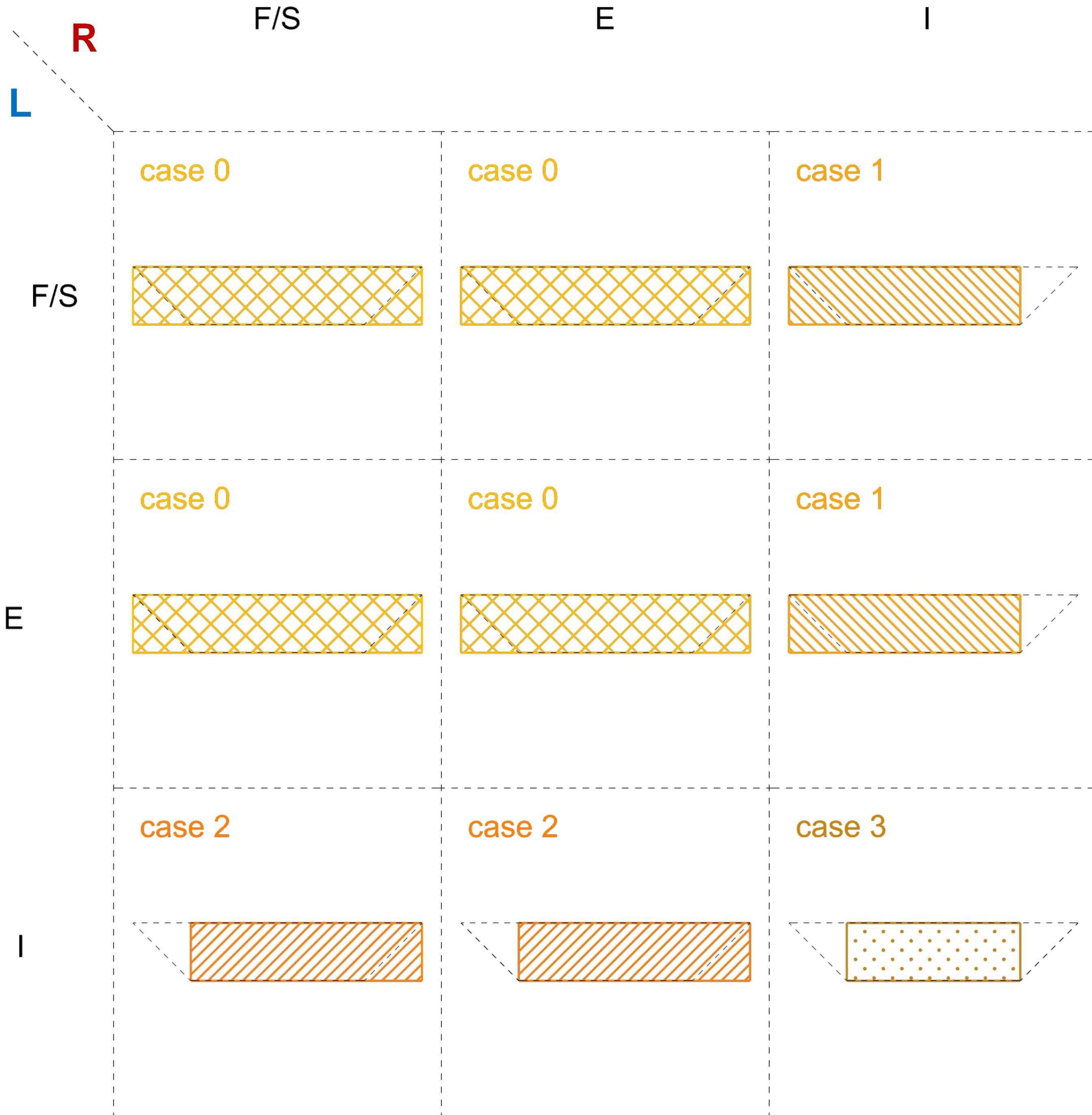
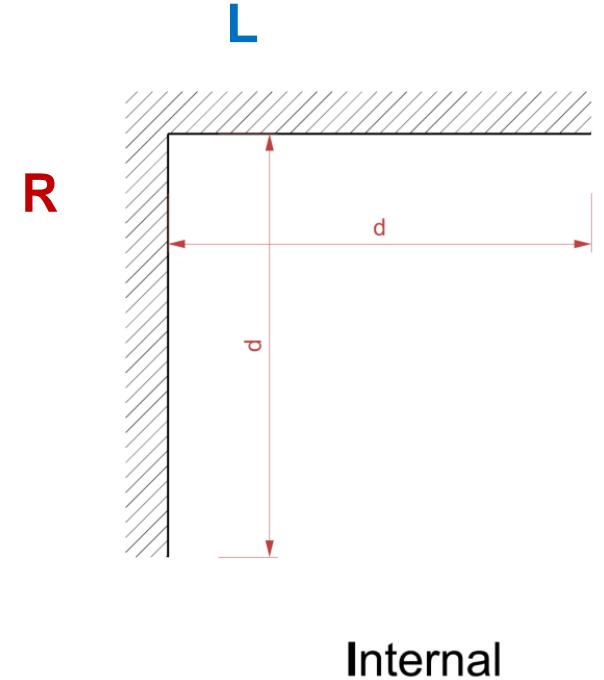
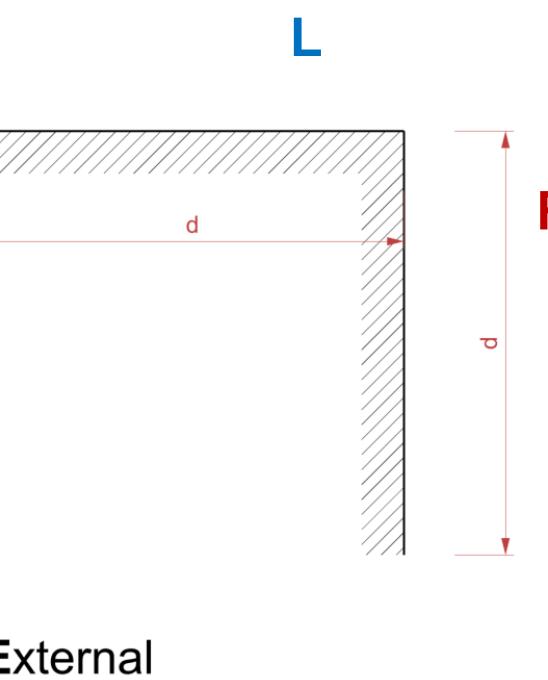
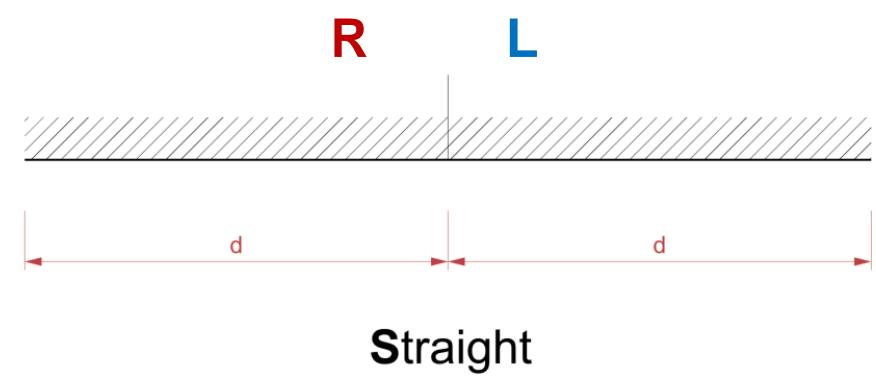
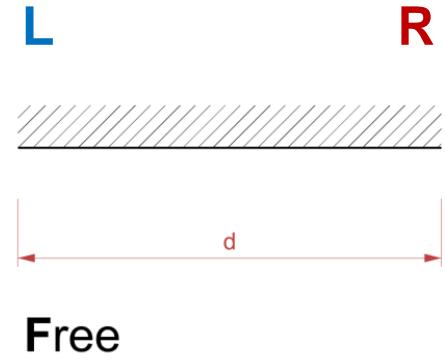


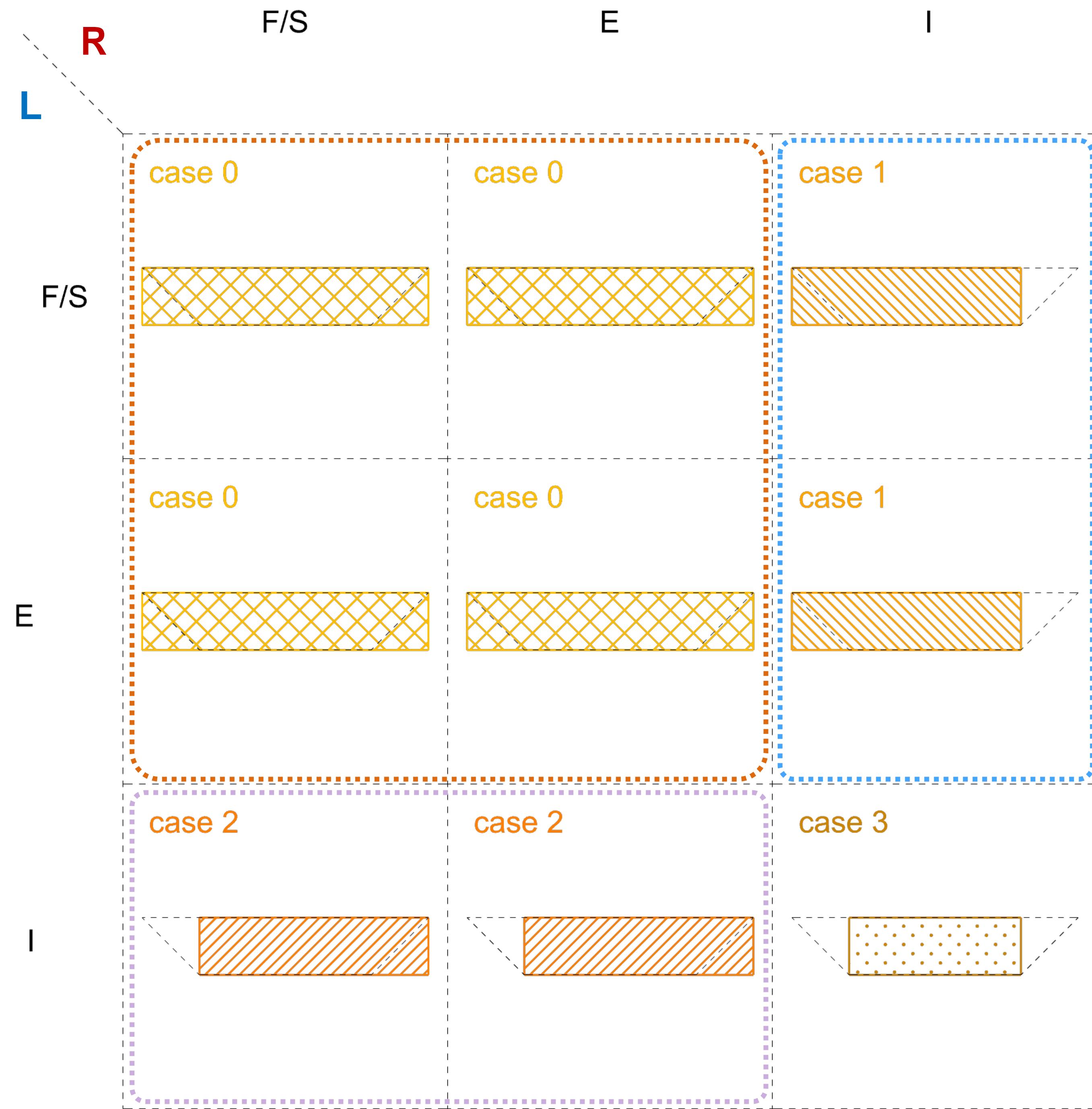
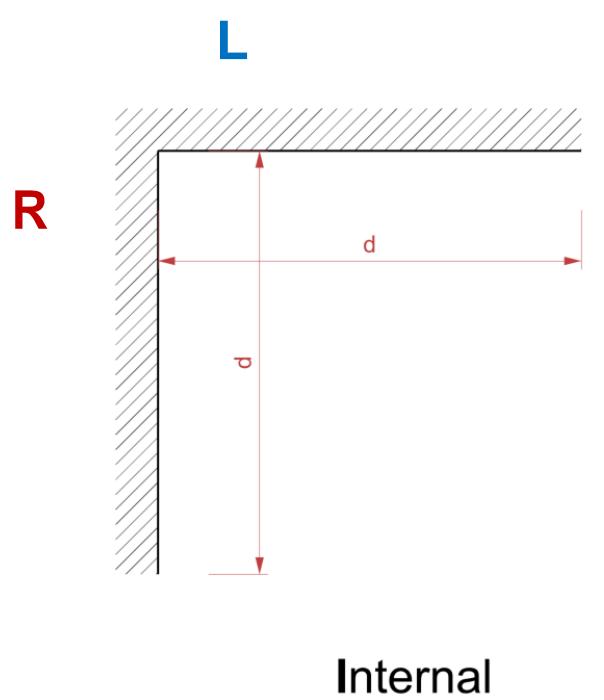
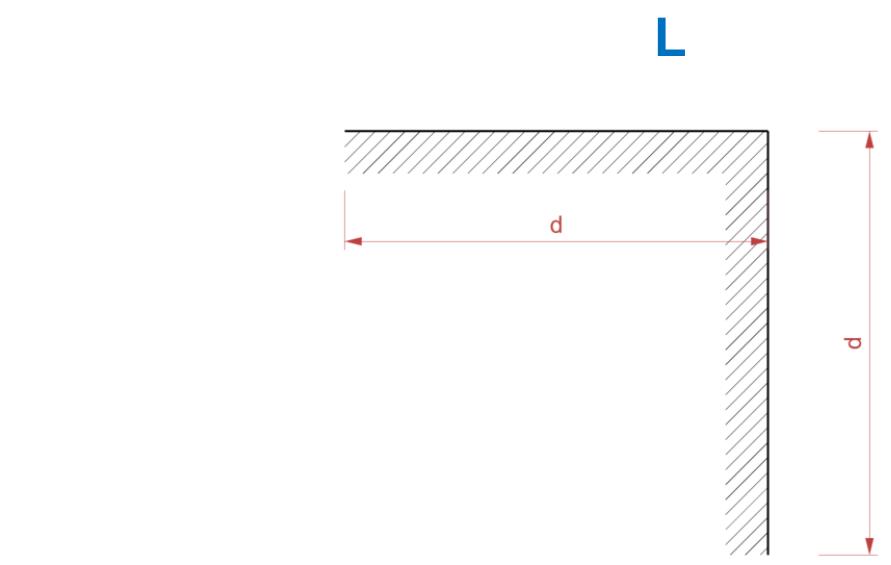
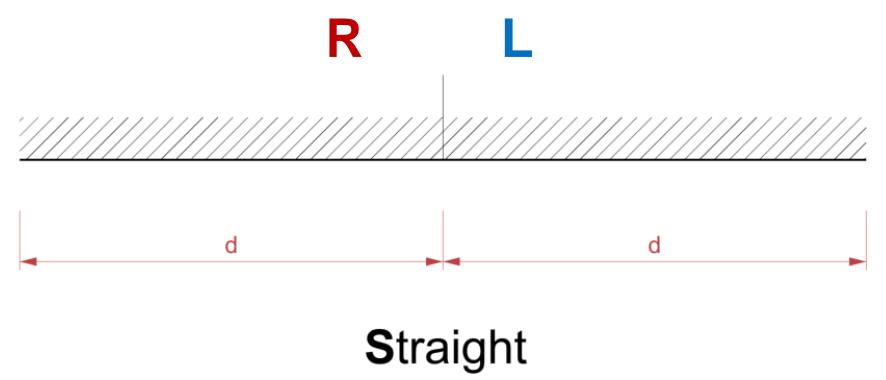
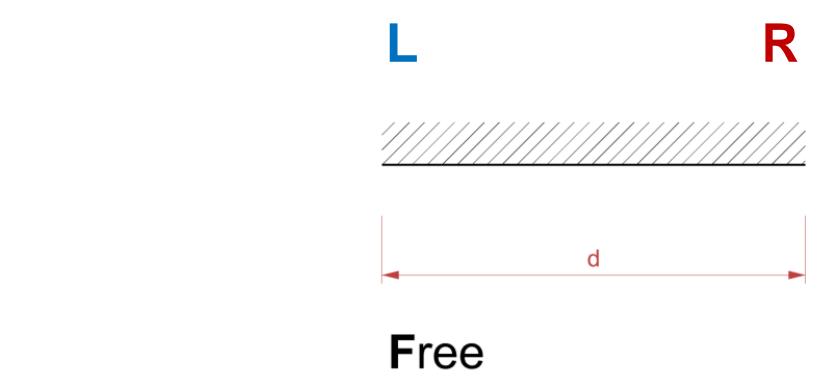


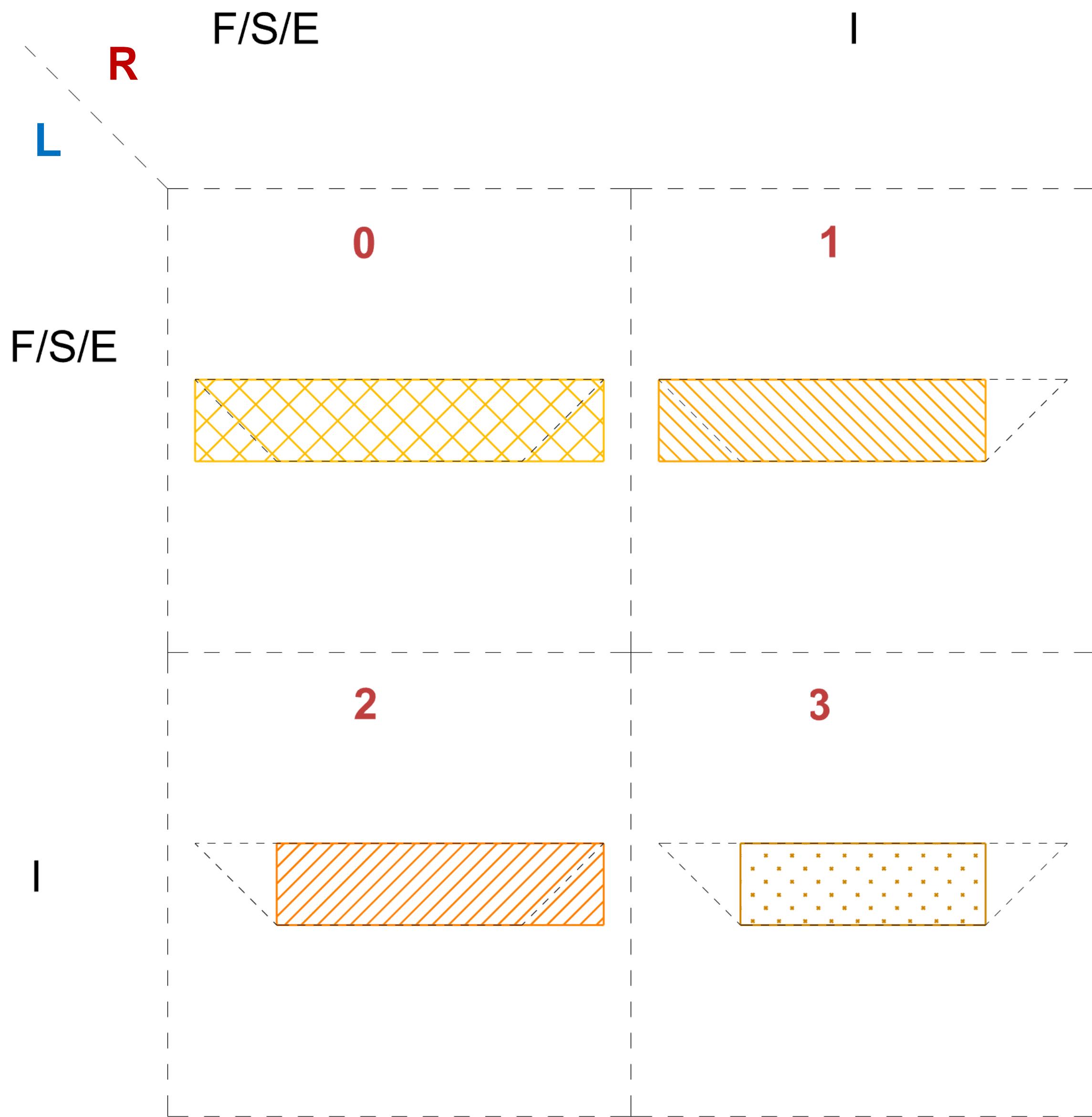
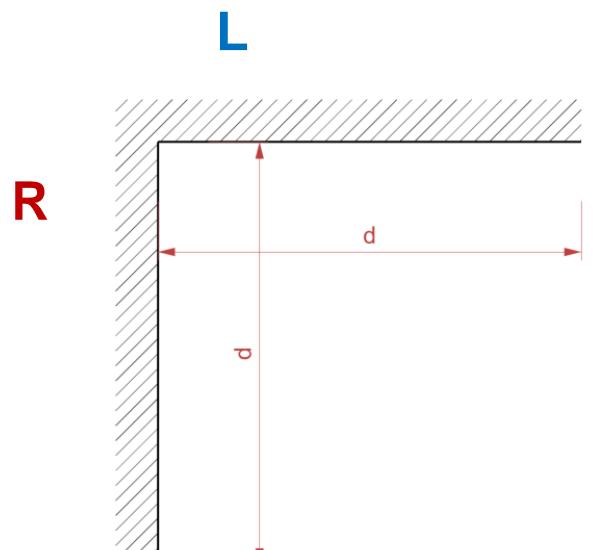
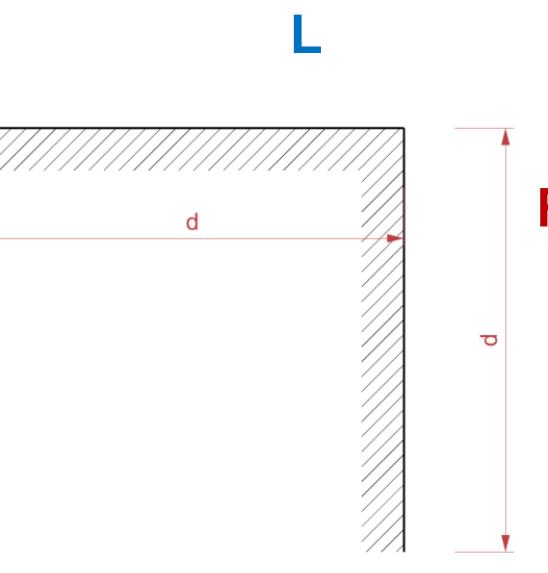
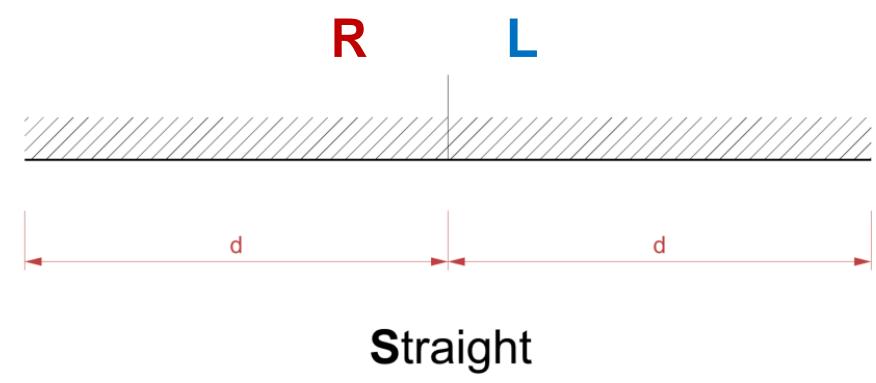
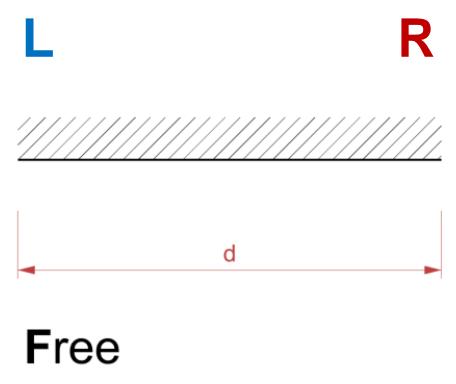


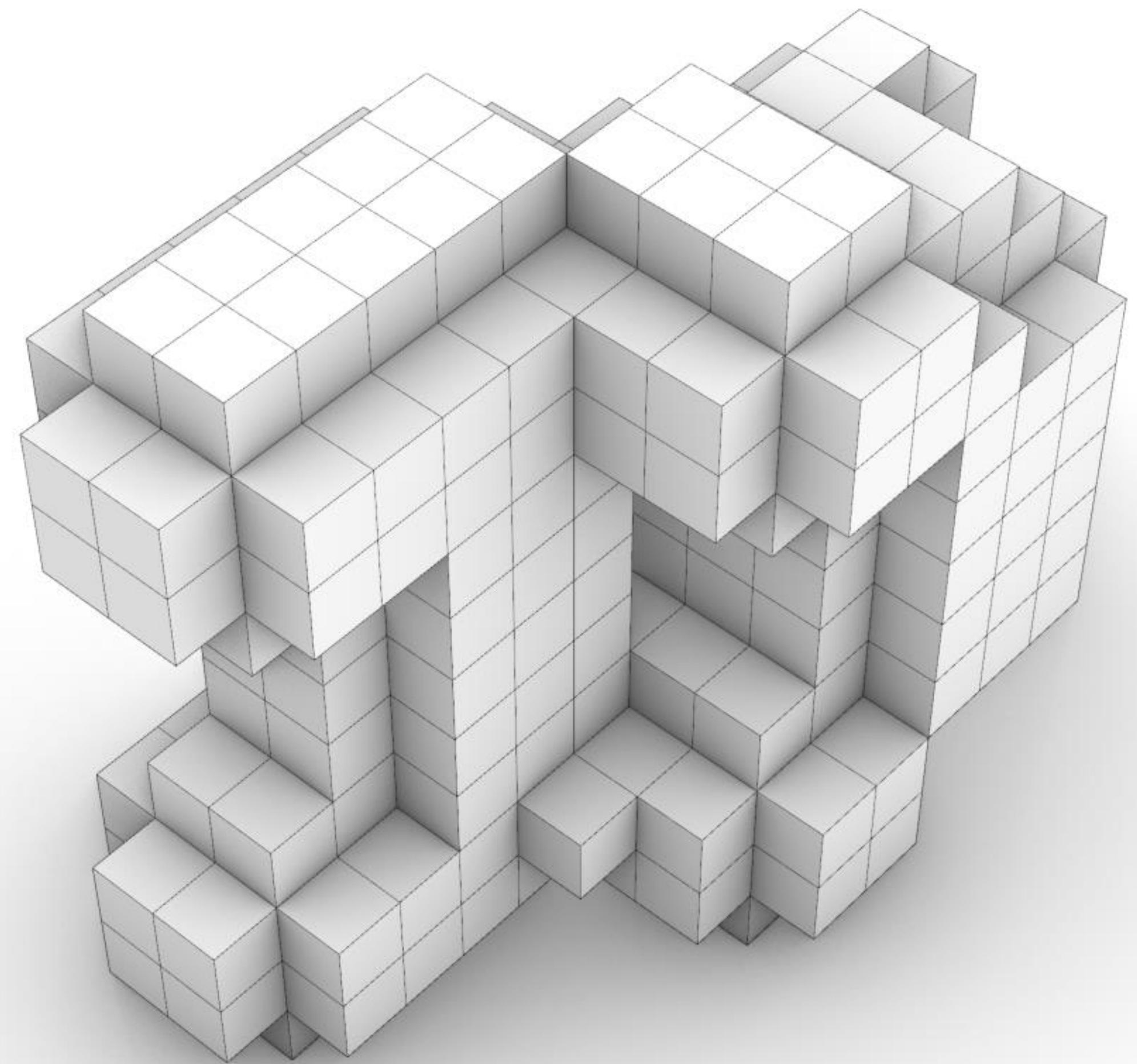








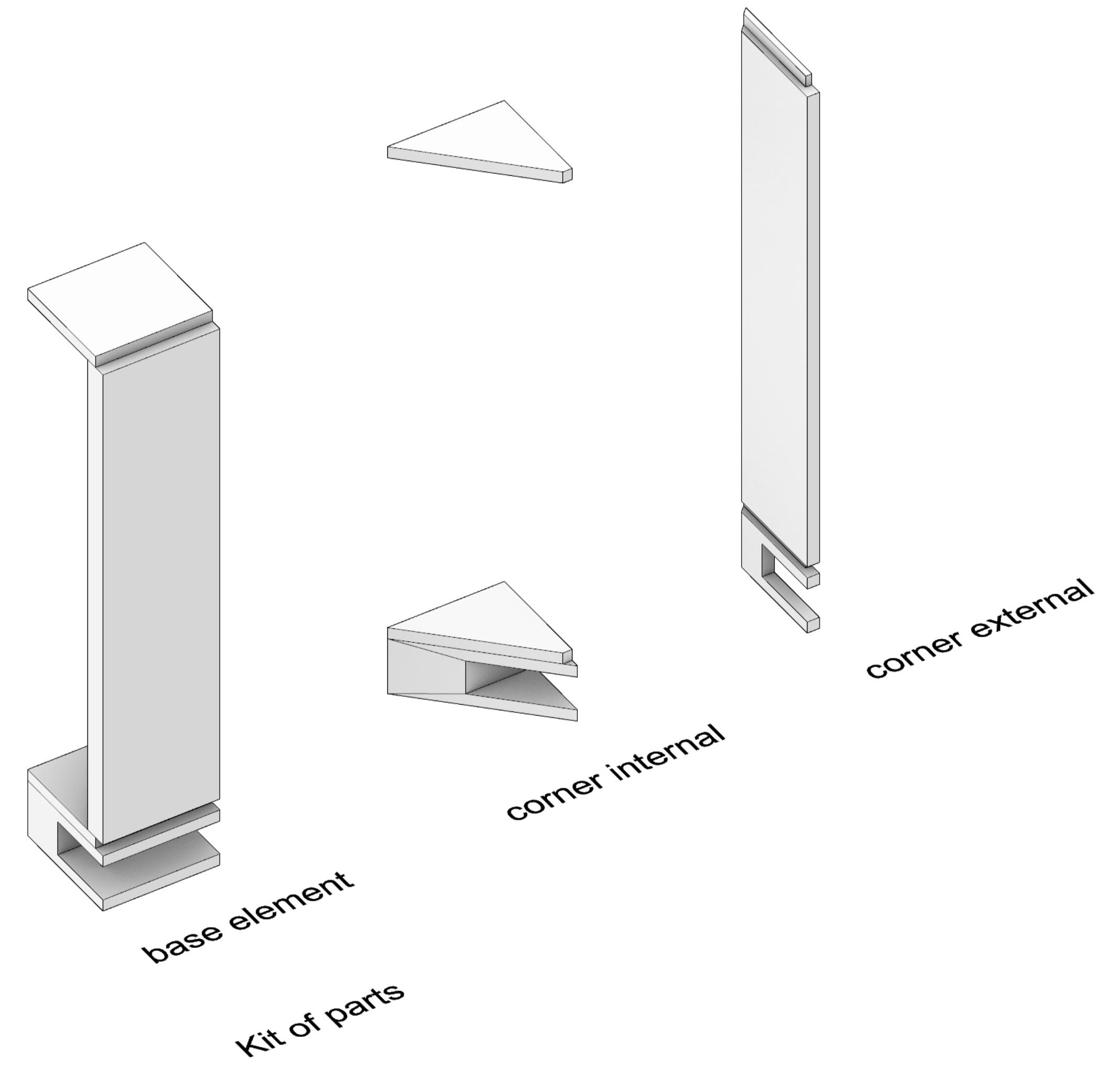


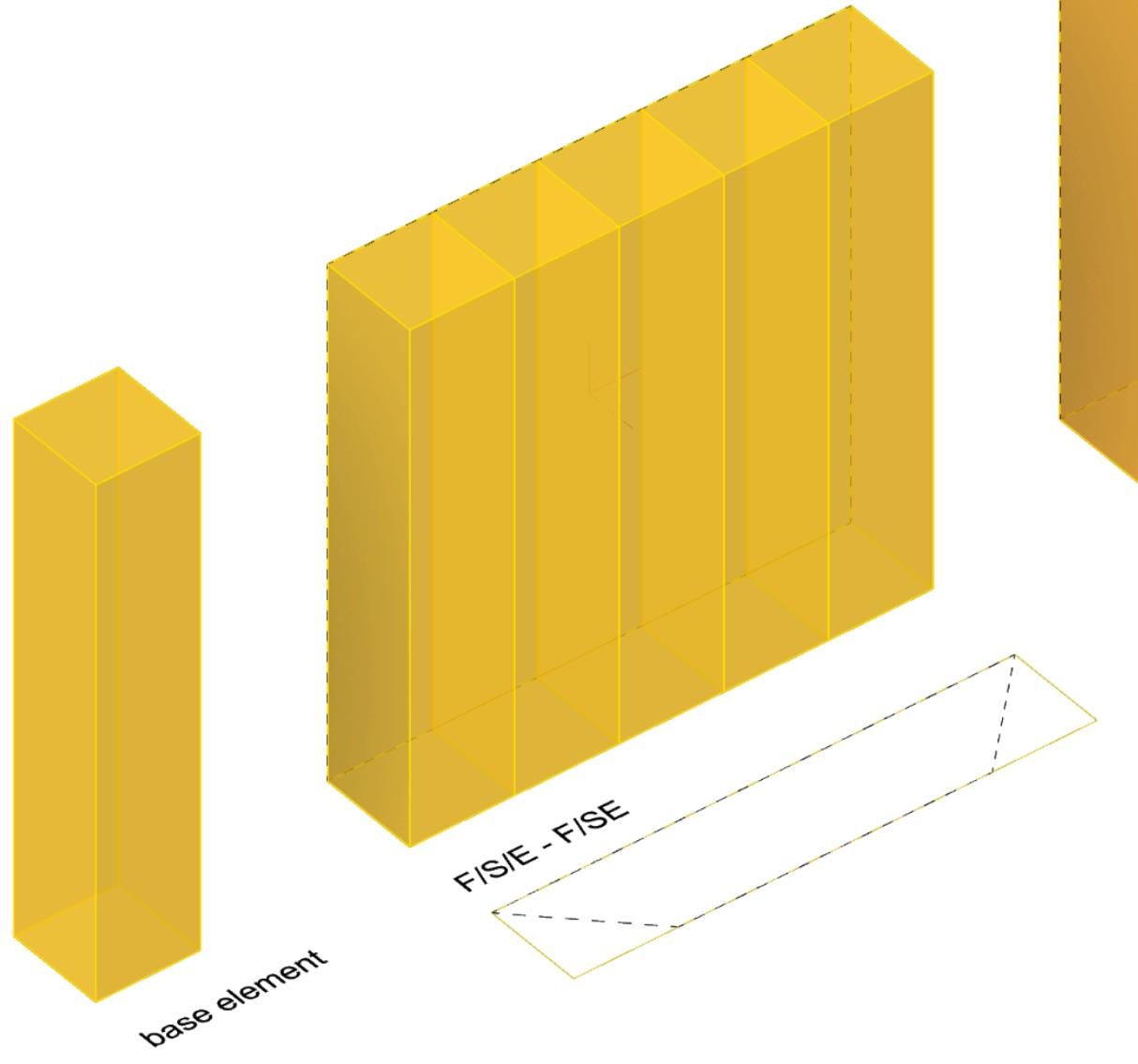


2 corner conditions

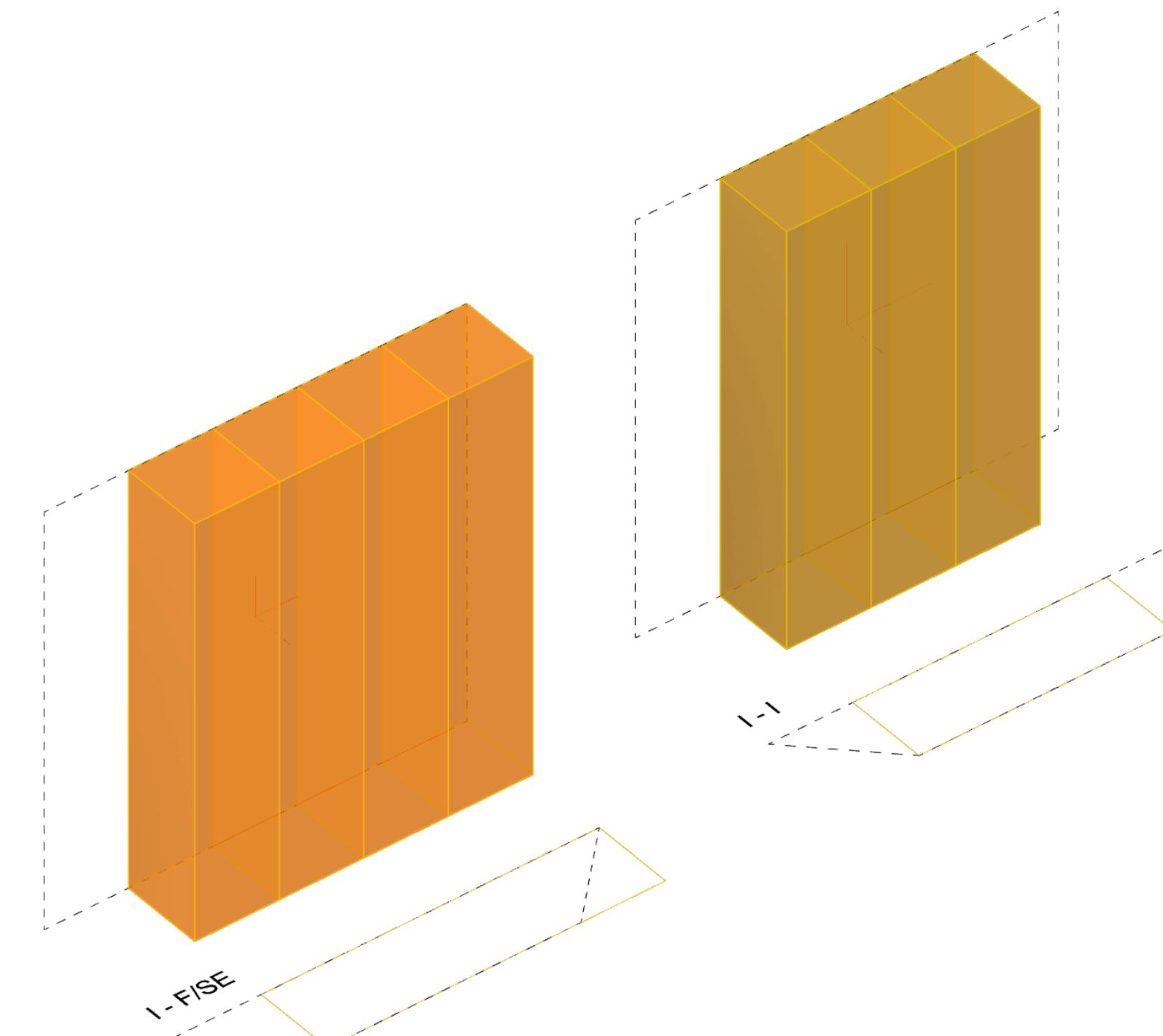
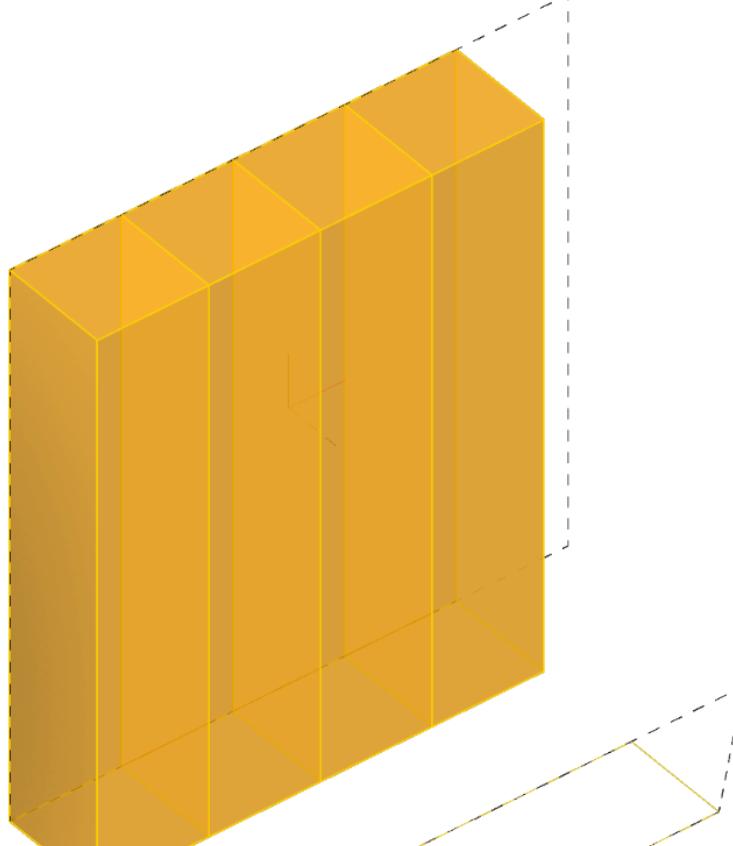
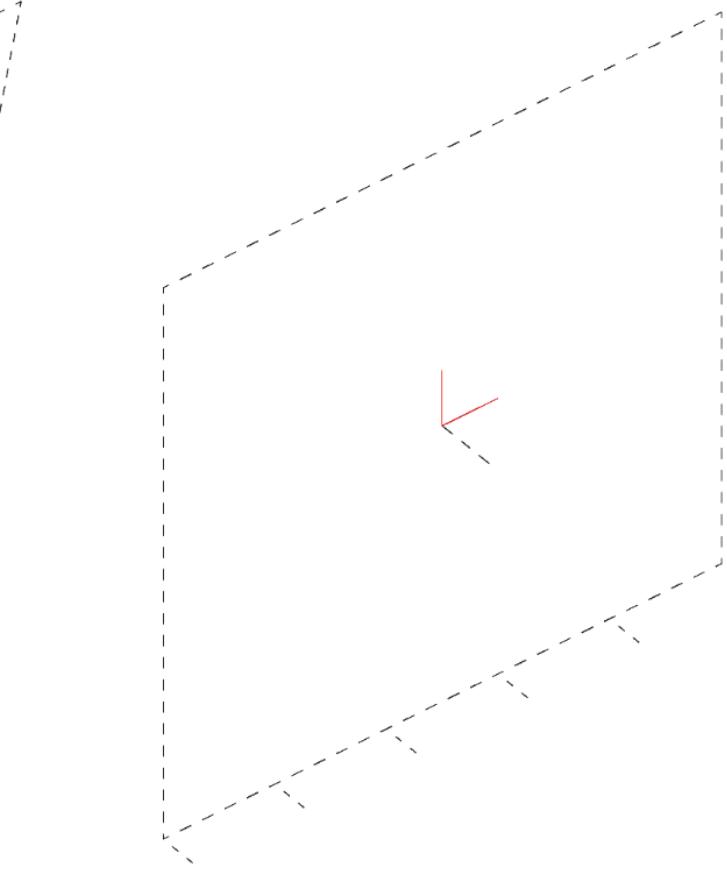
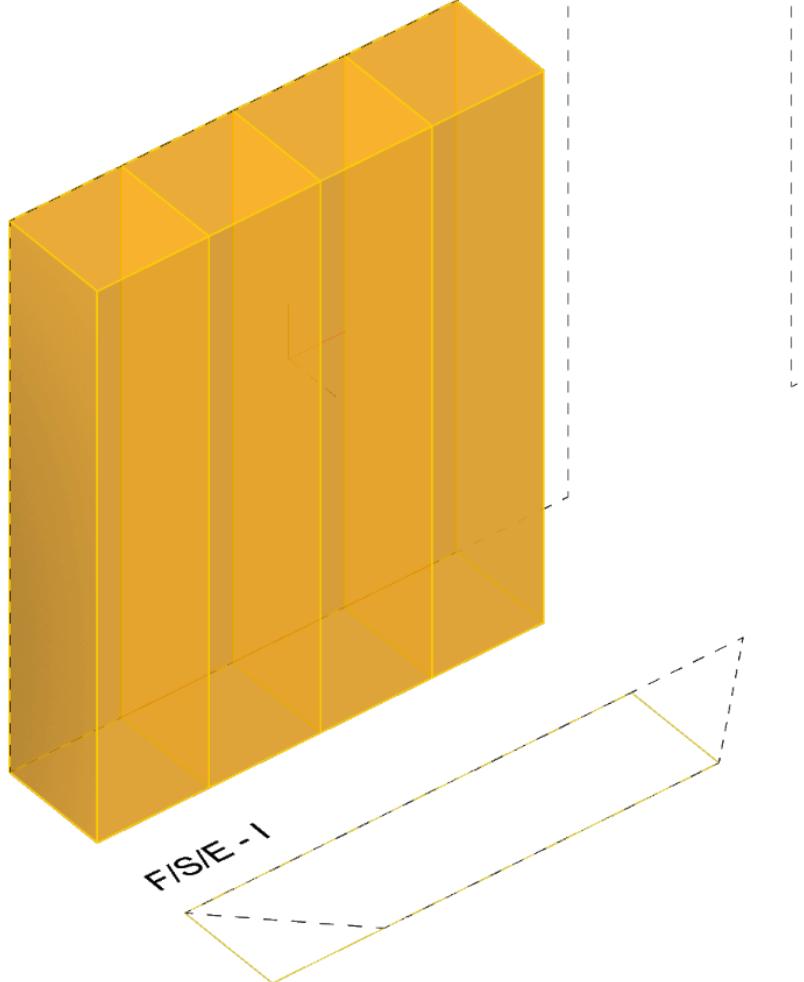
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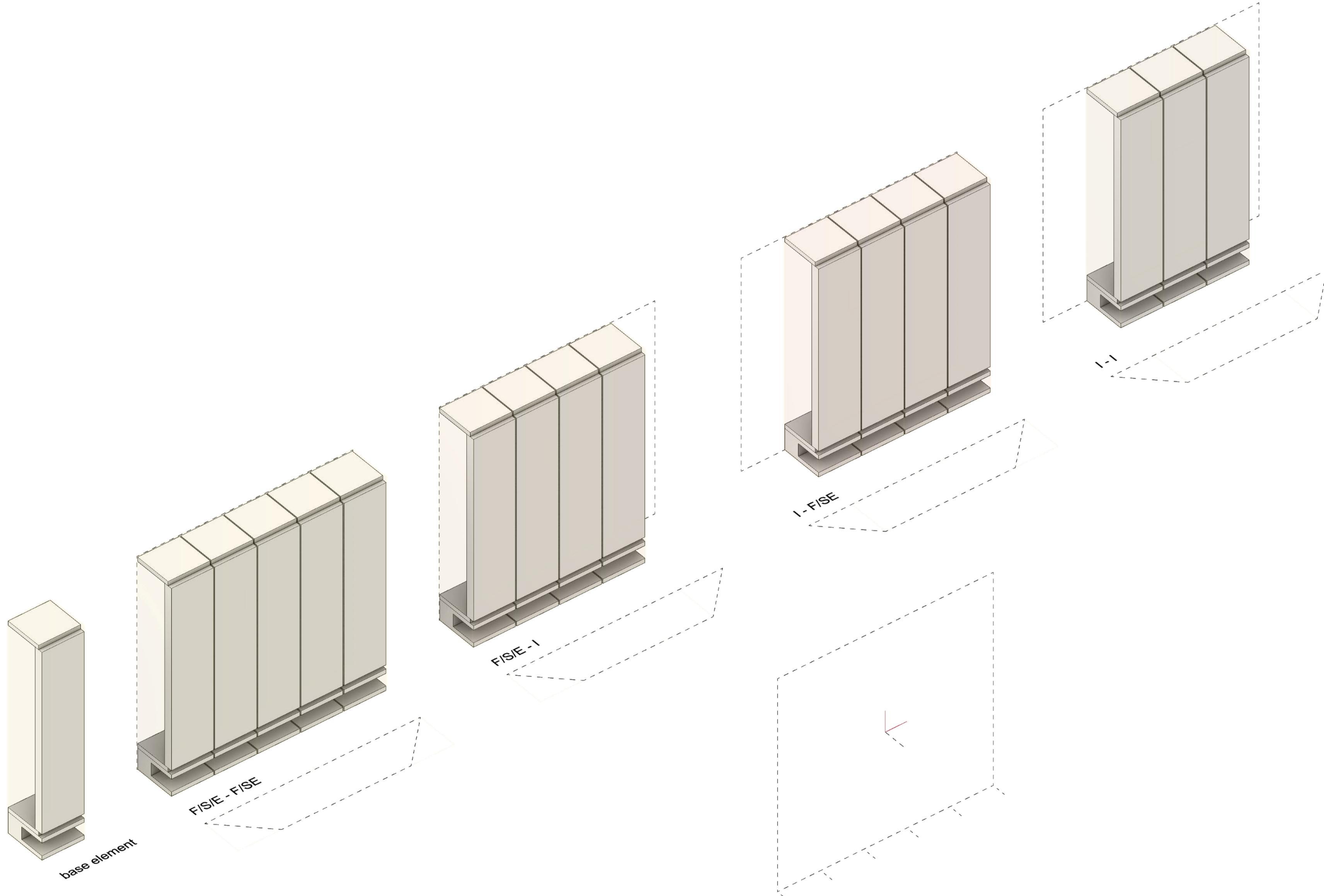
4 panel configurations

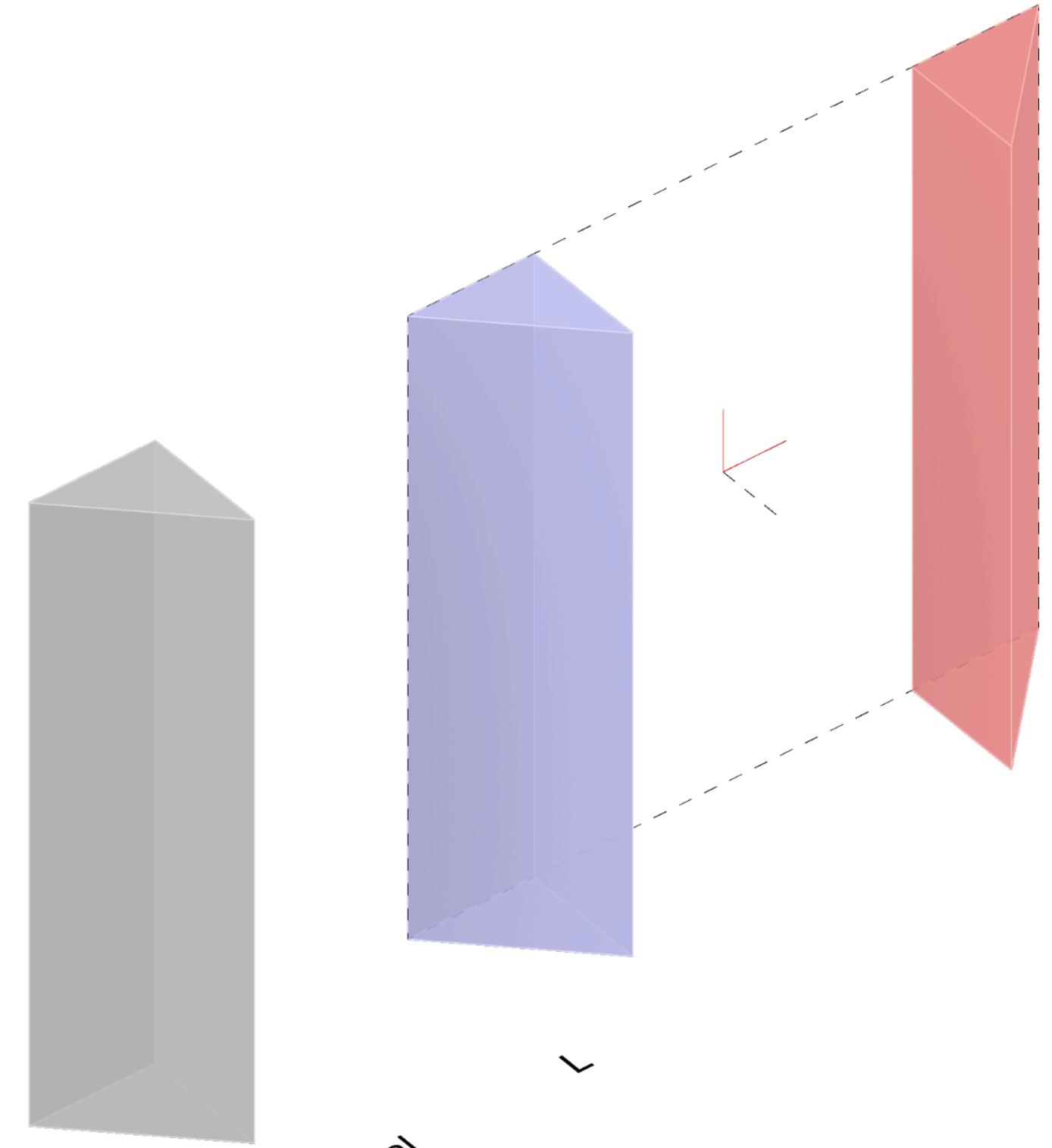




FISE - FISE



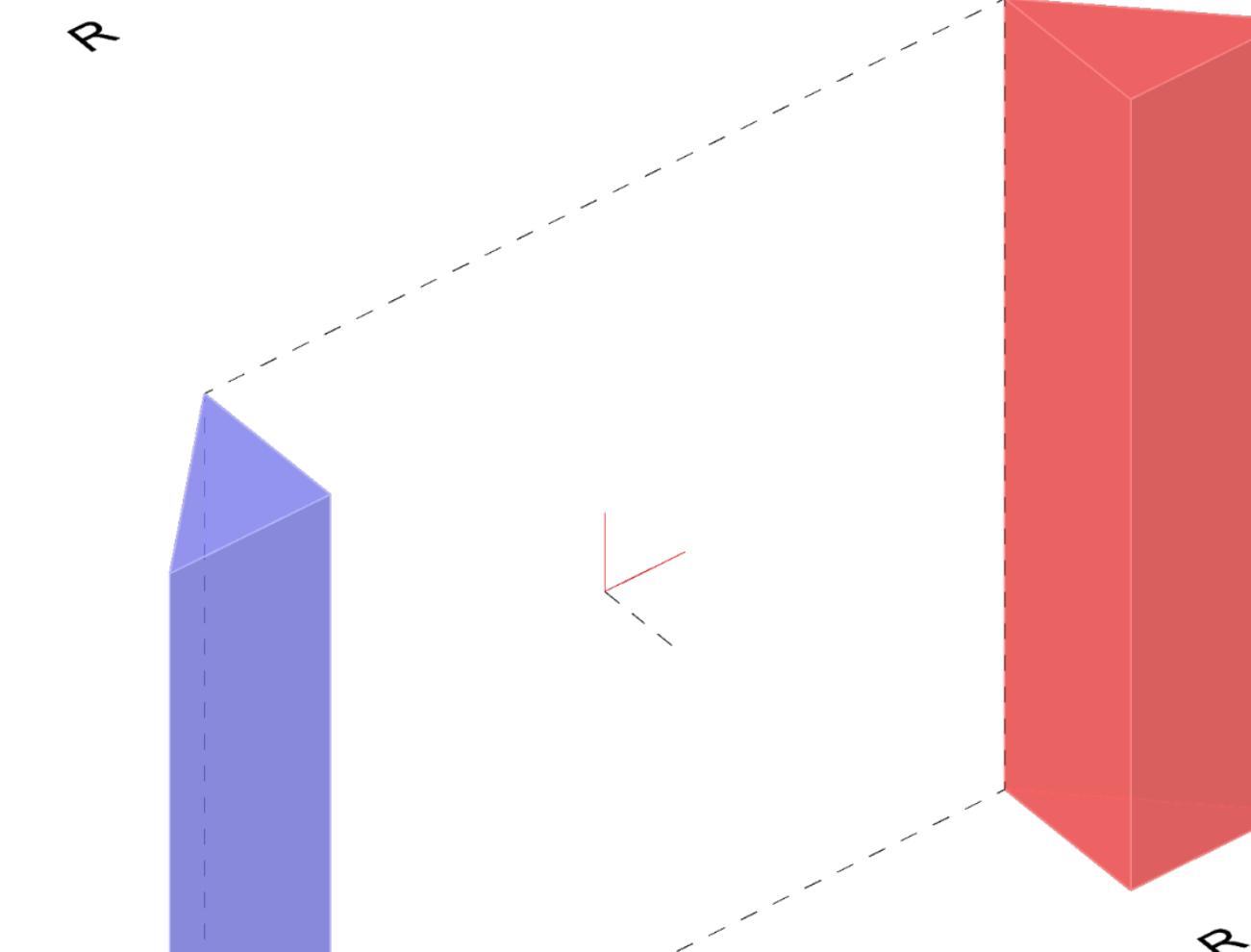




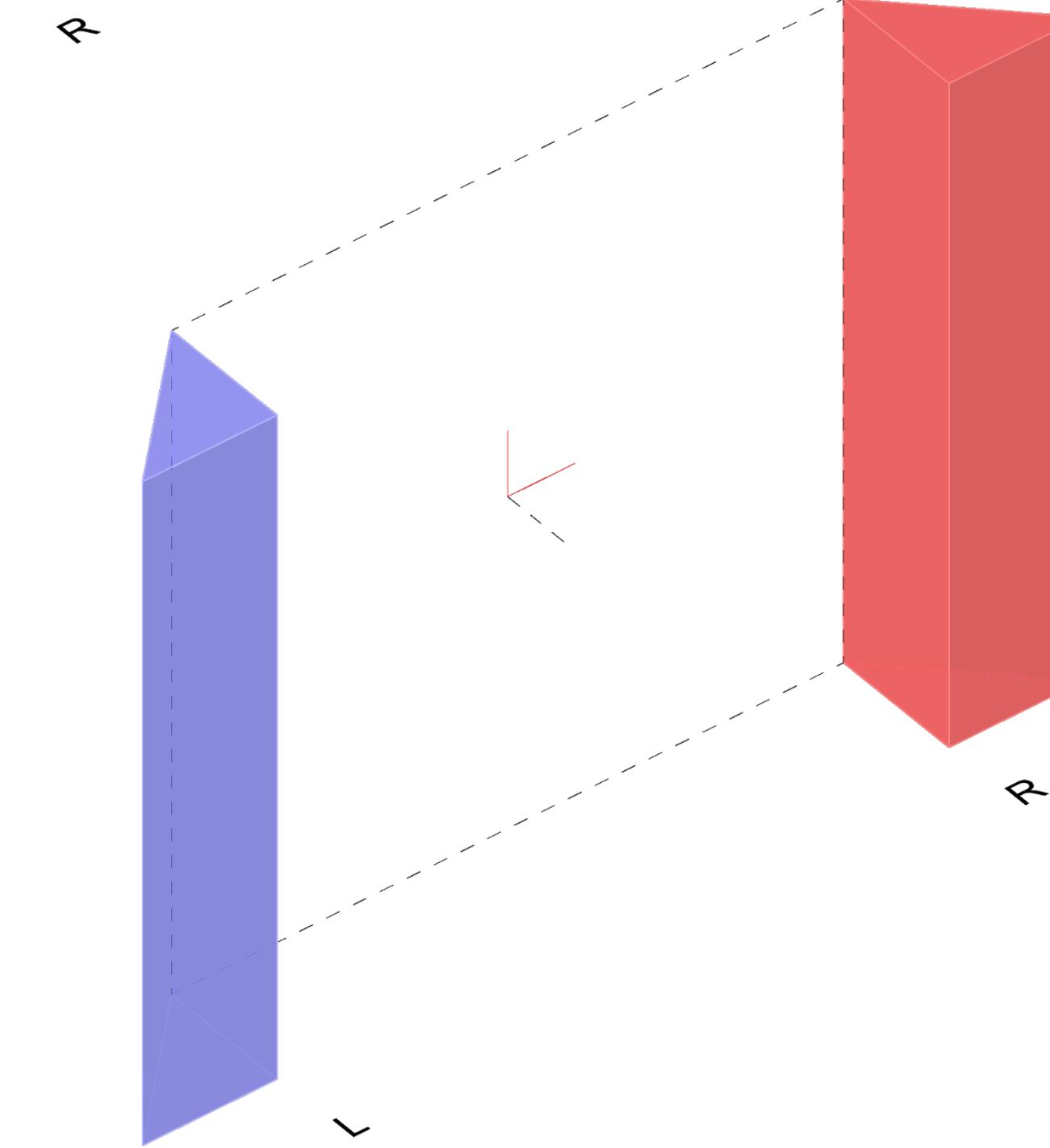
corner internal



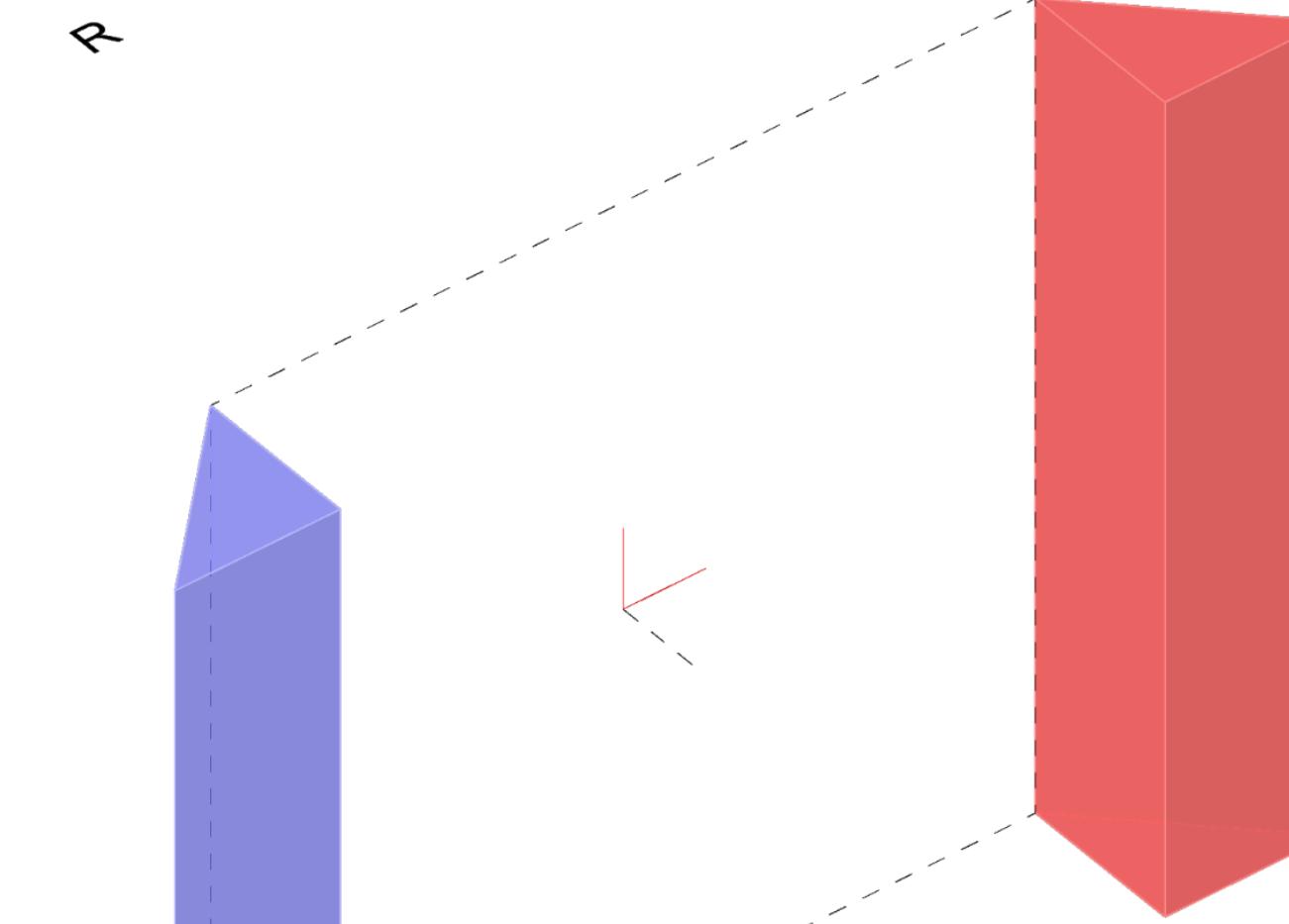
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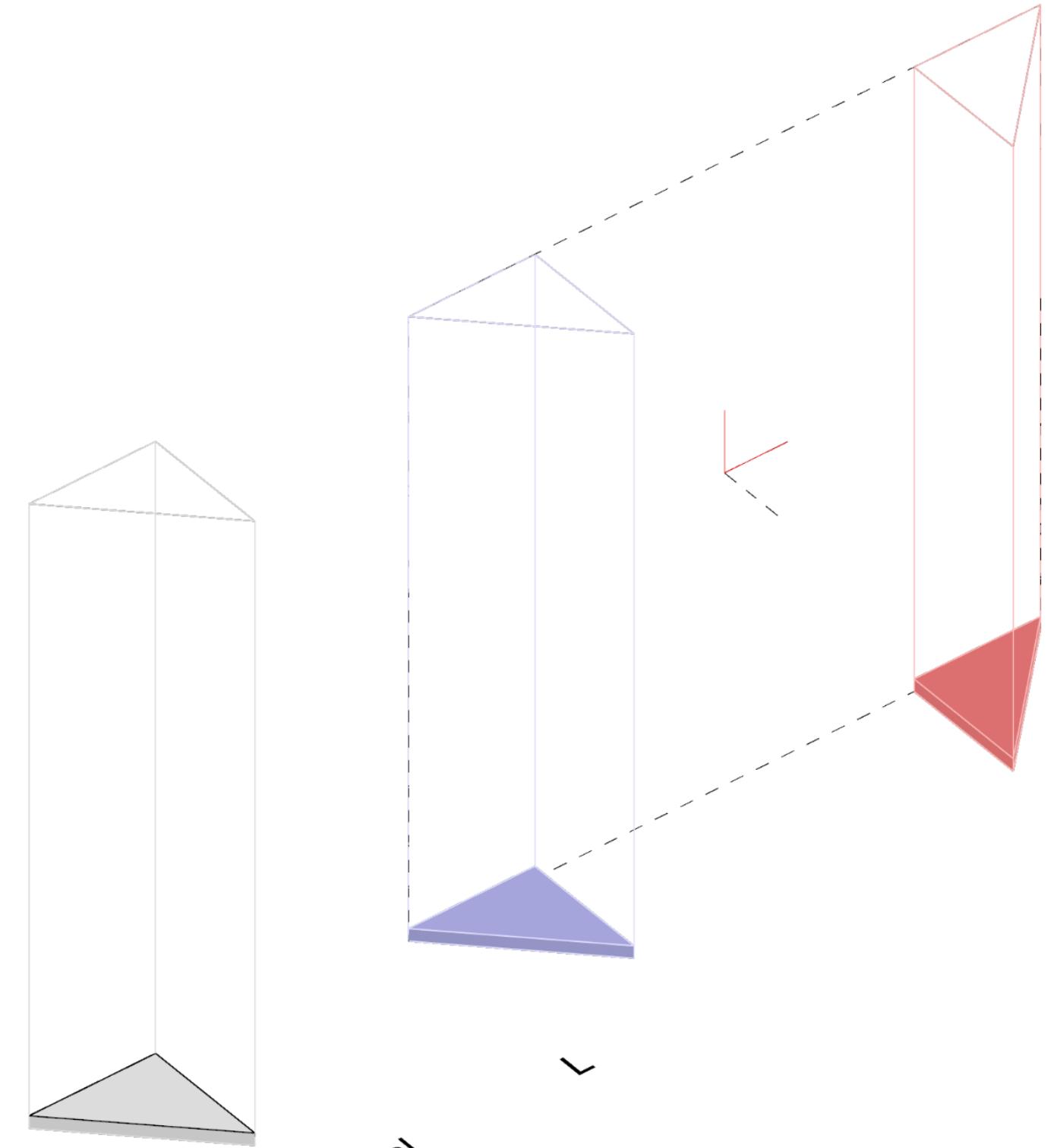
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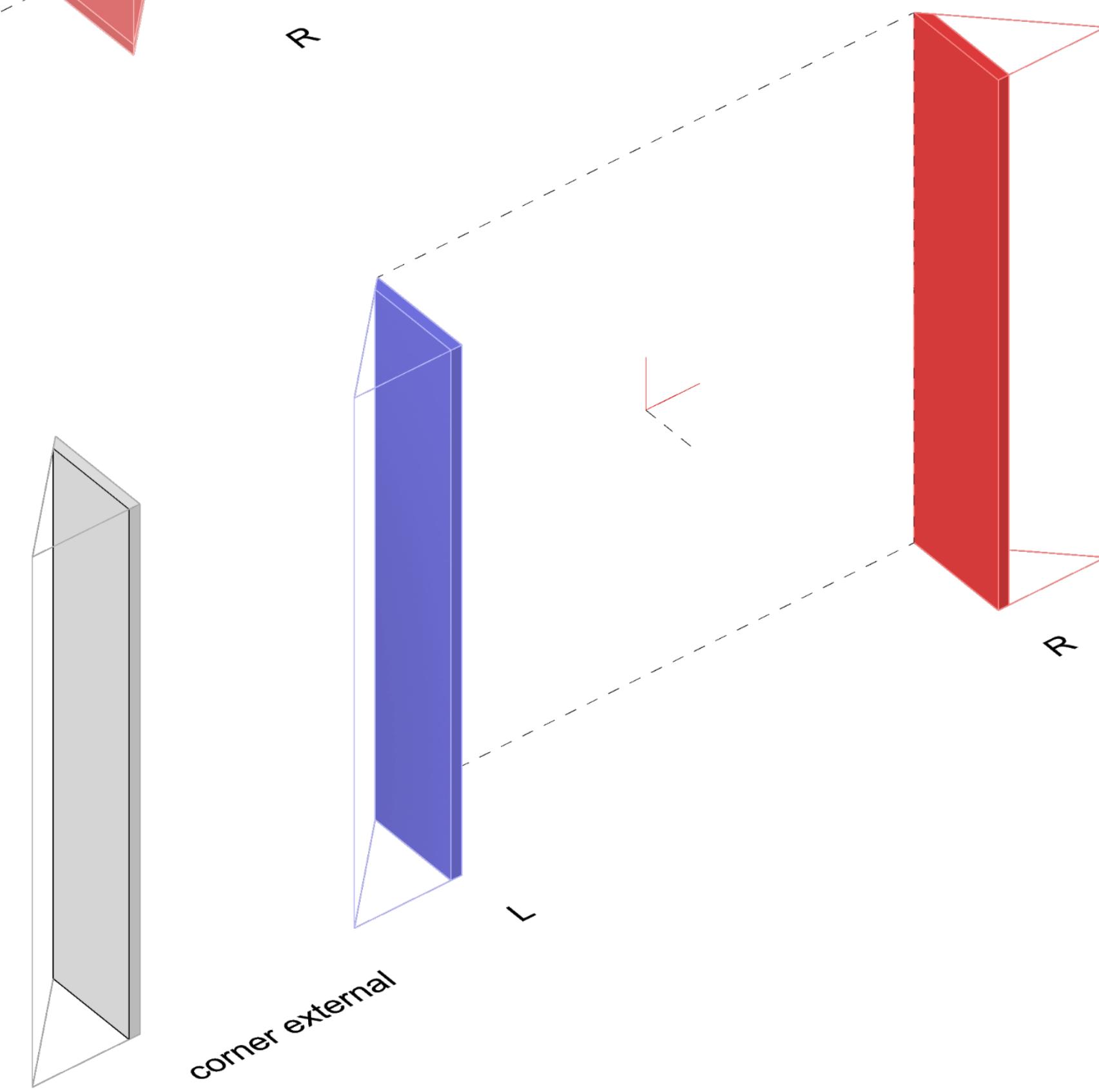
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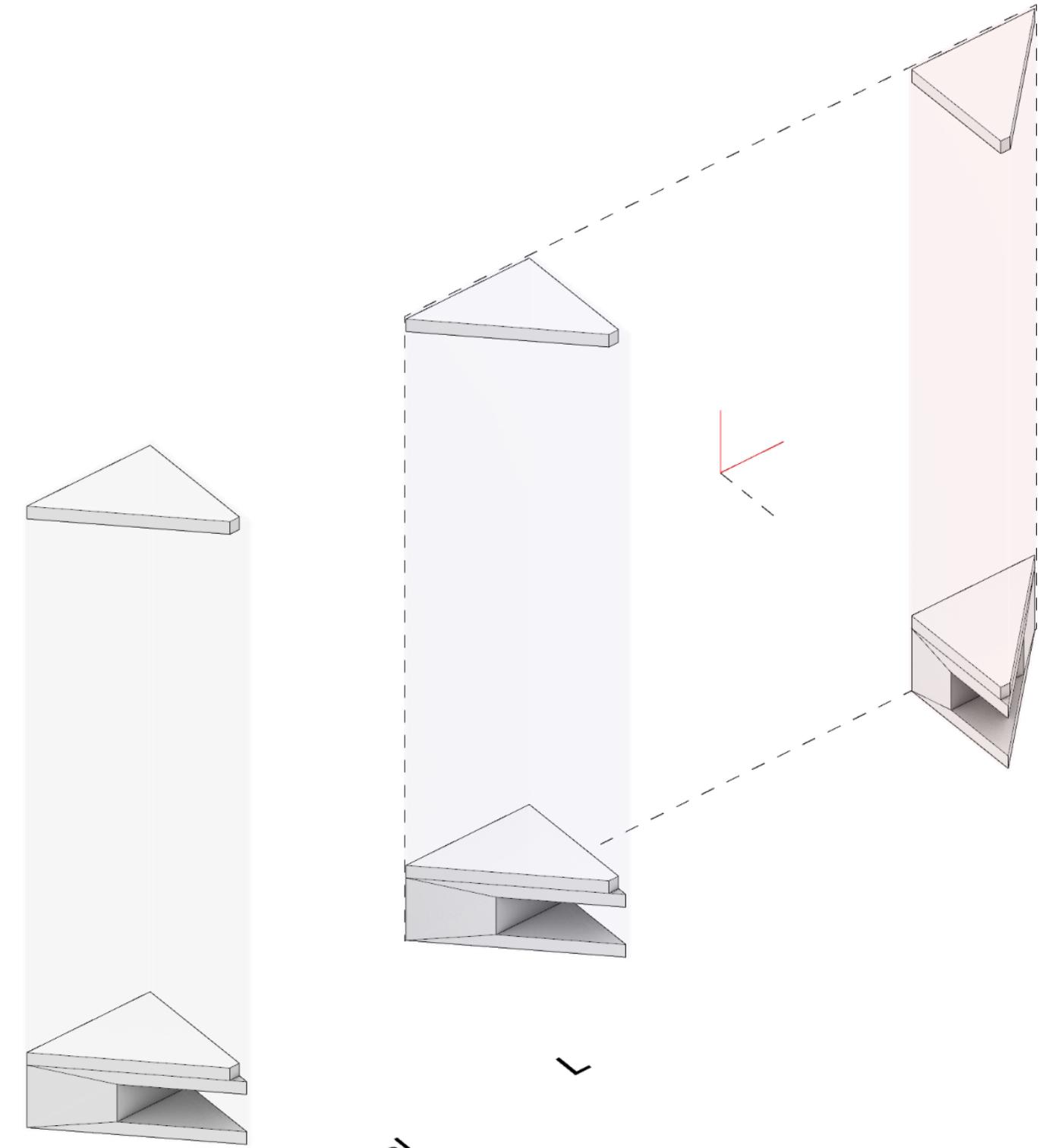
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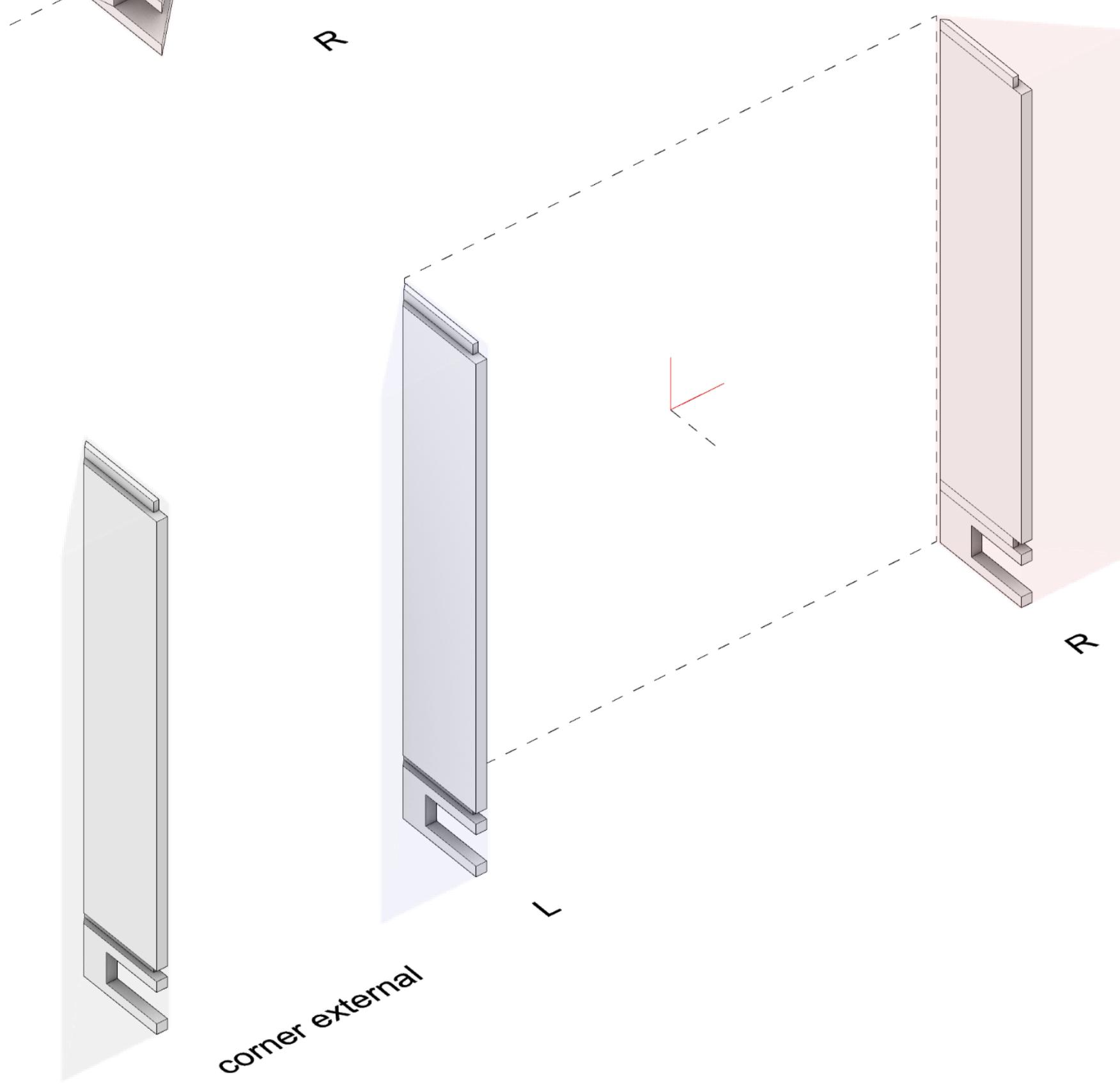
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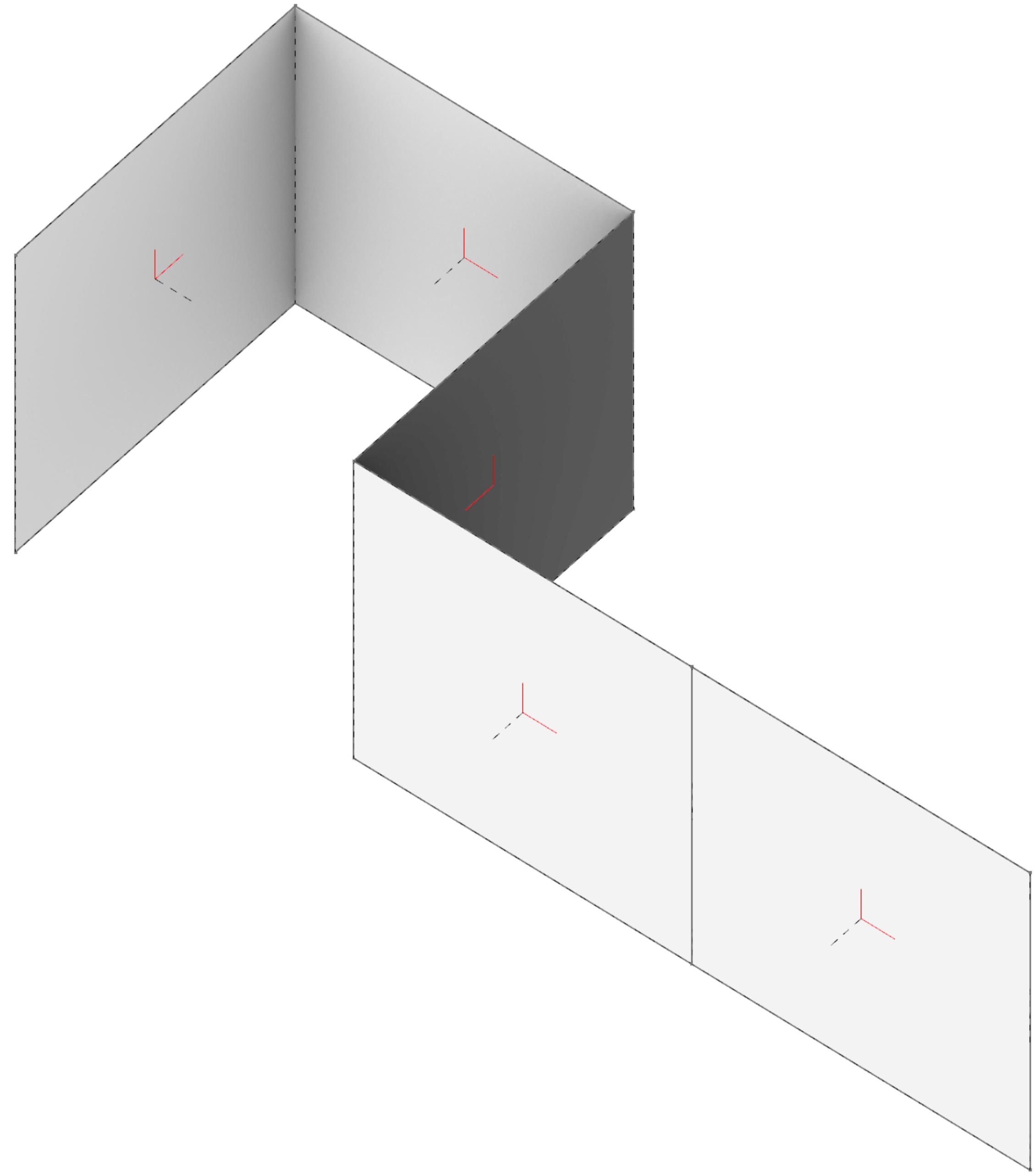
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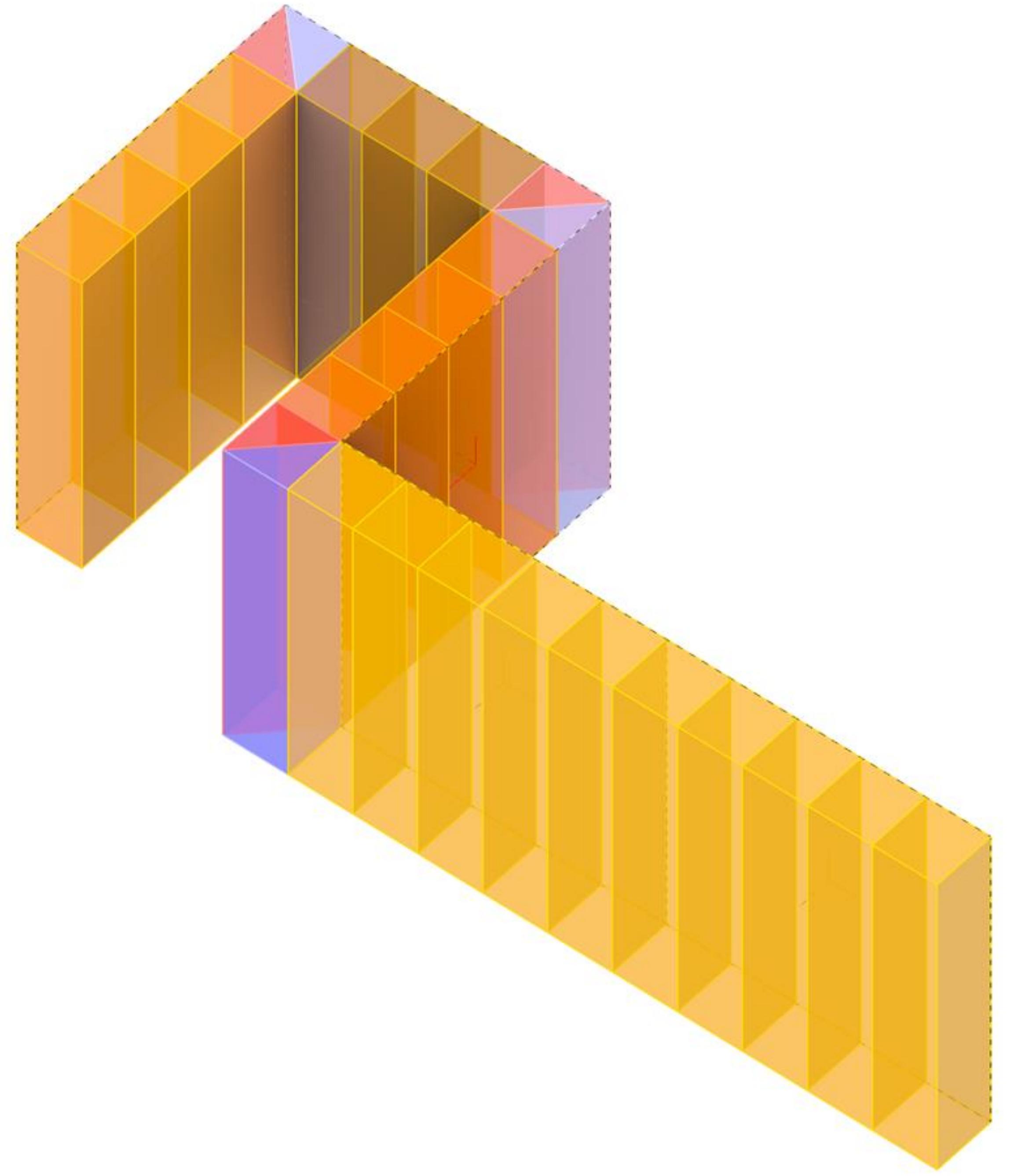


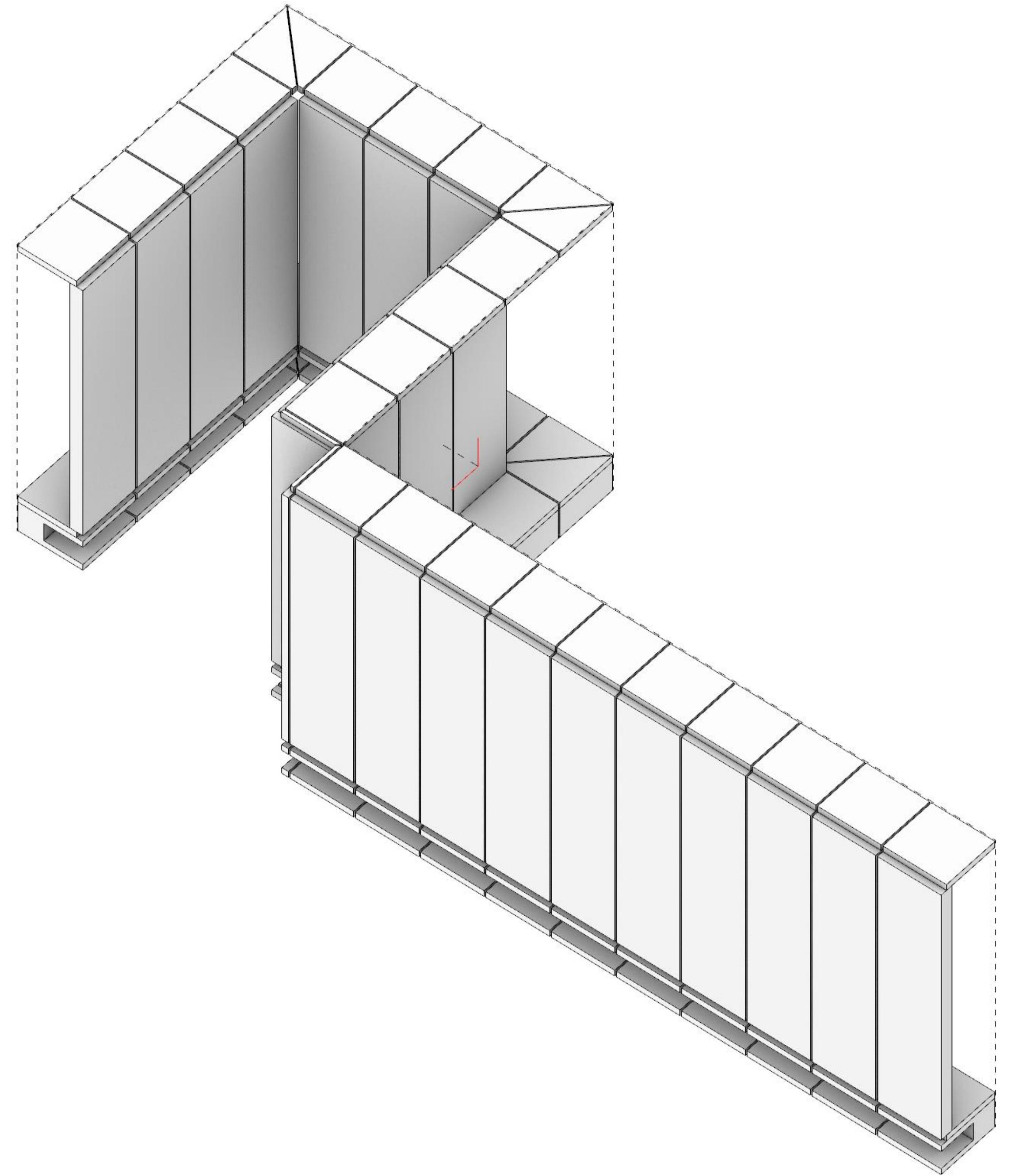
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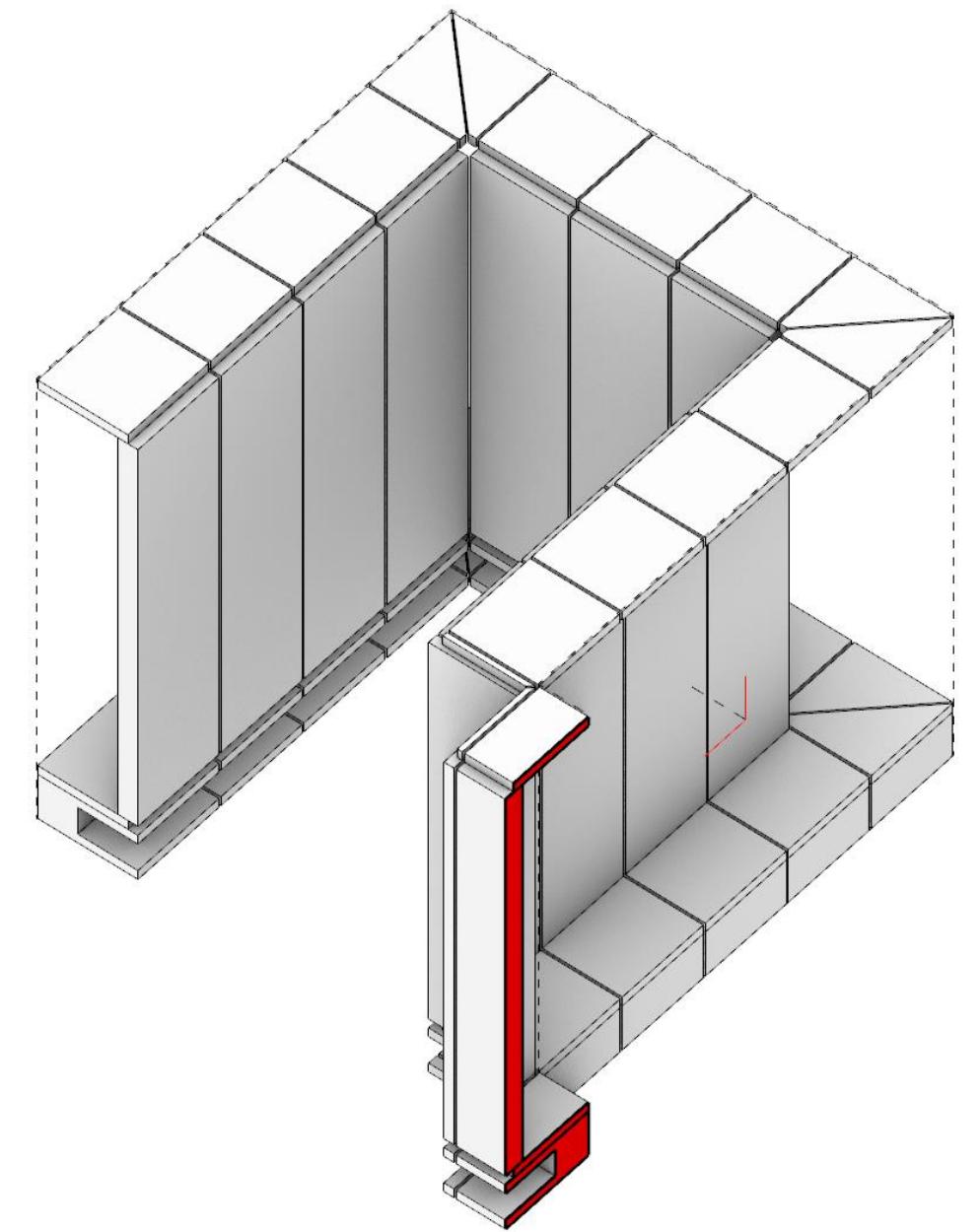
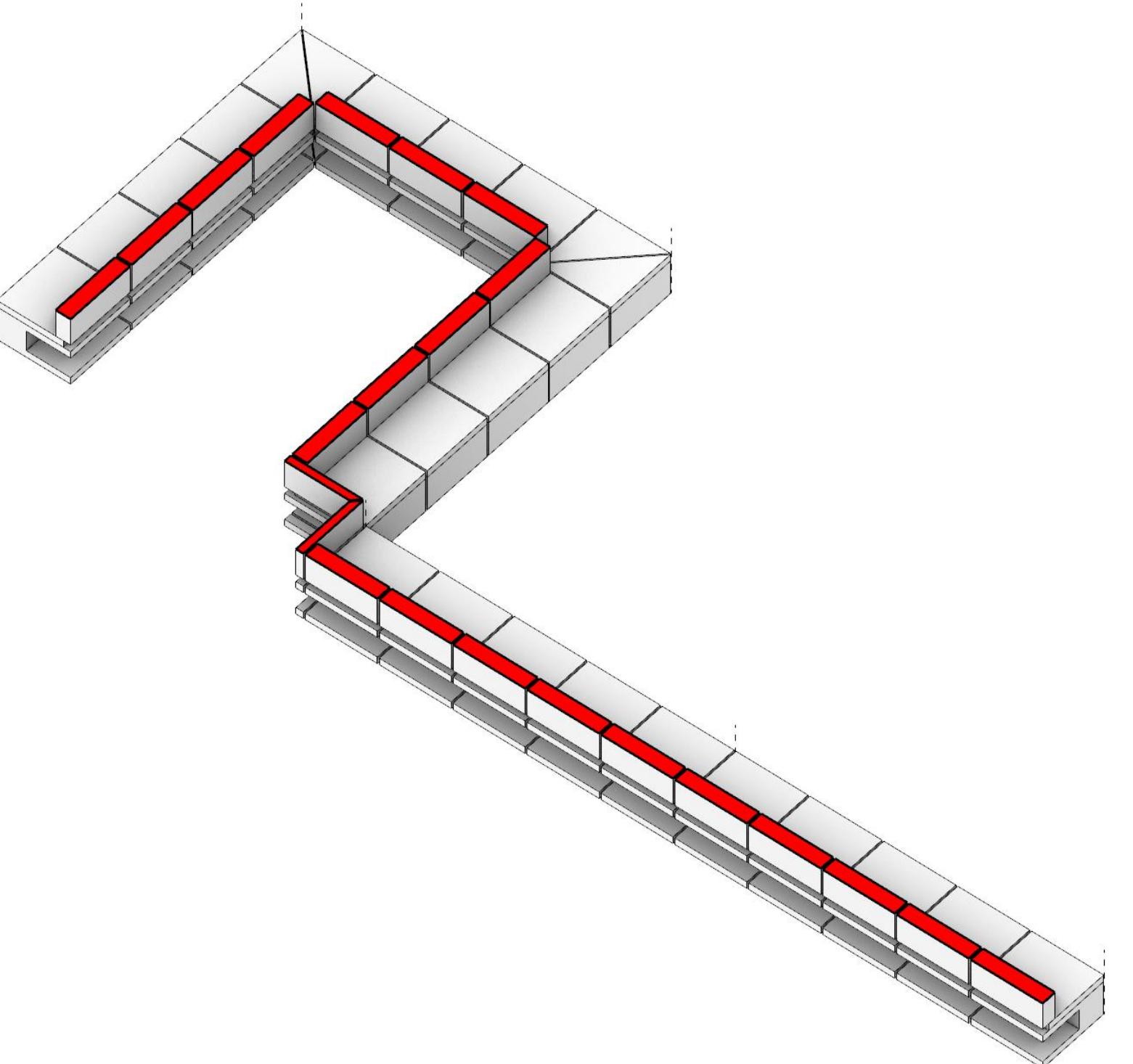
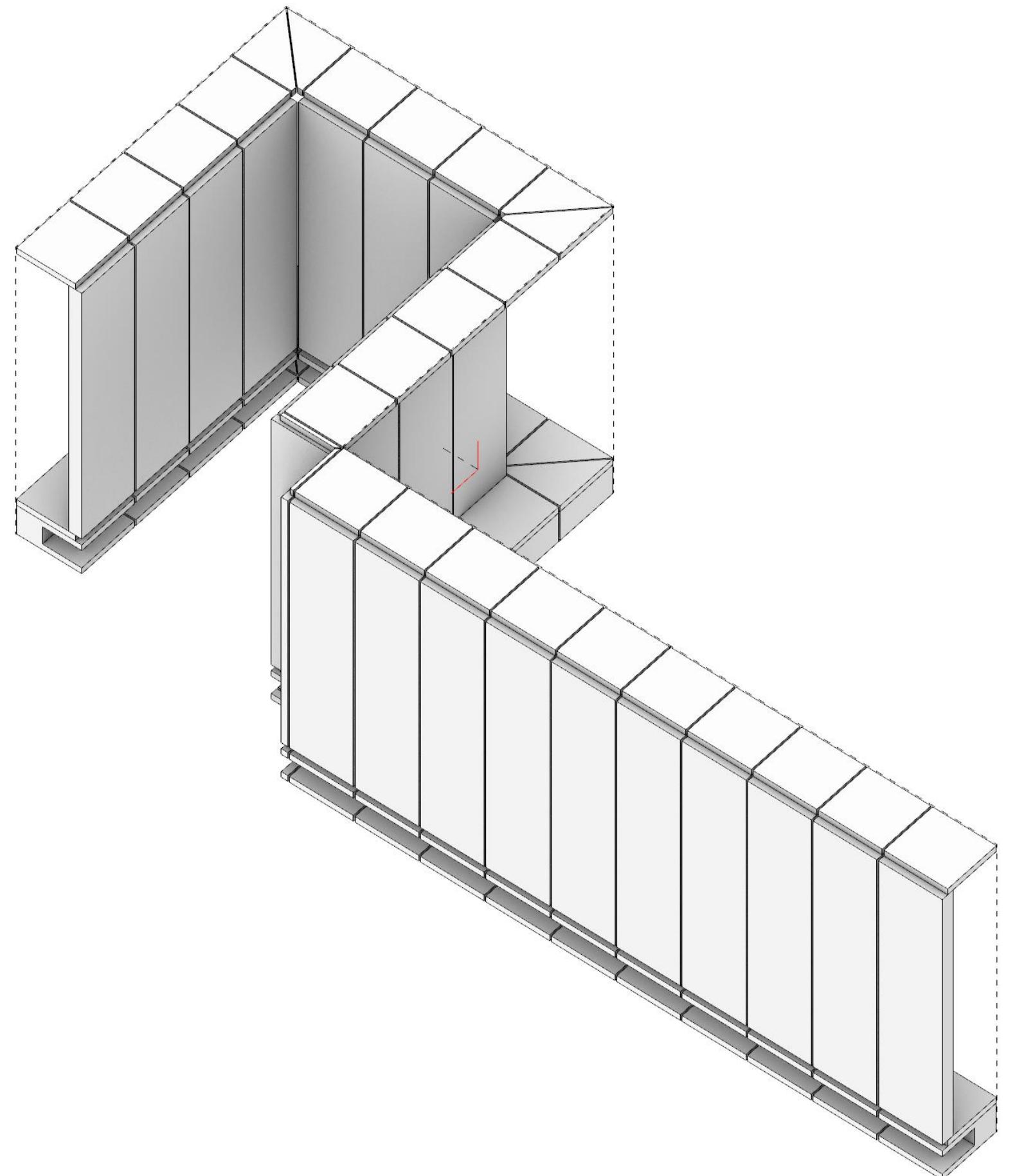


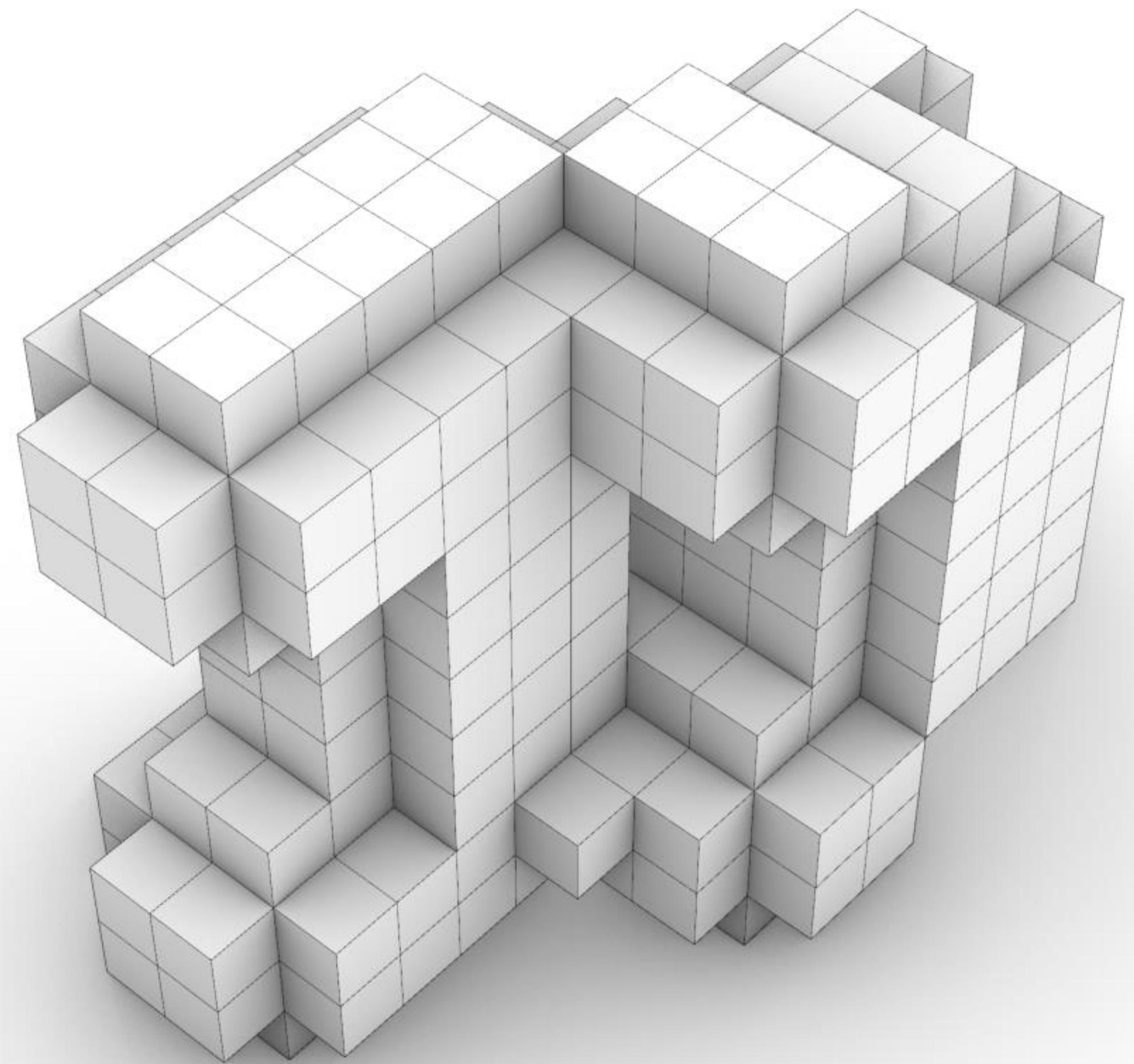
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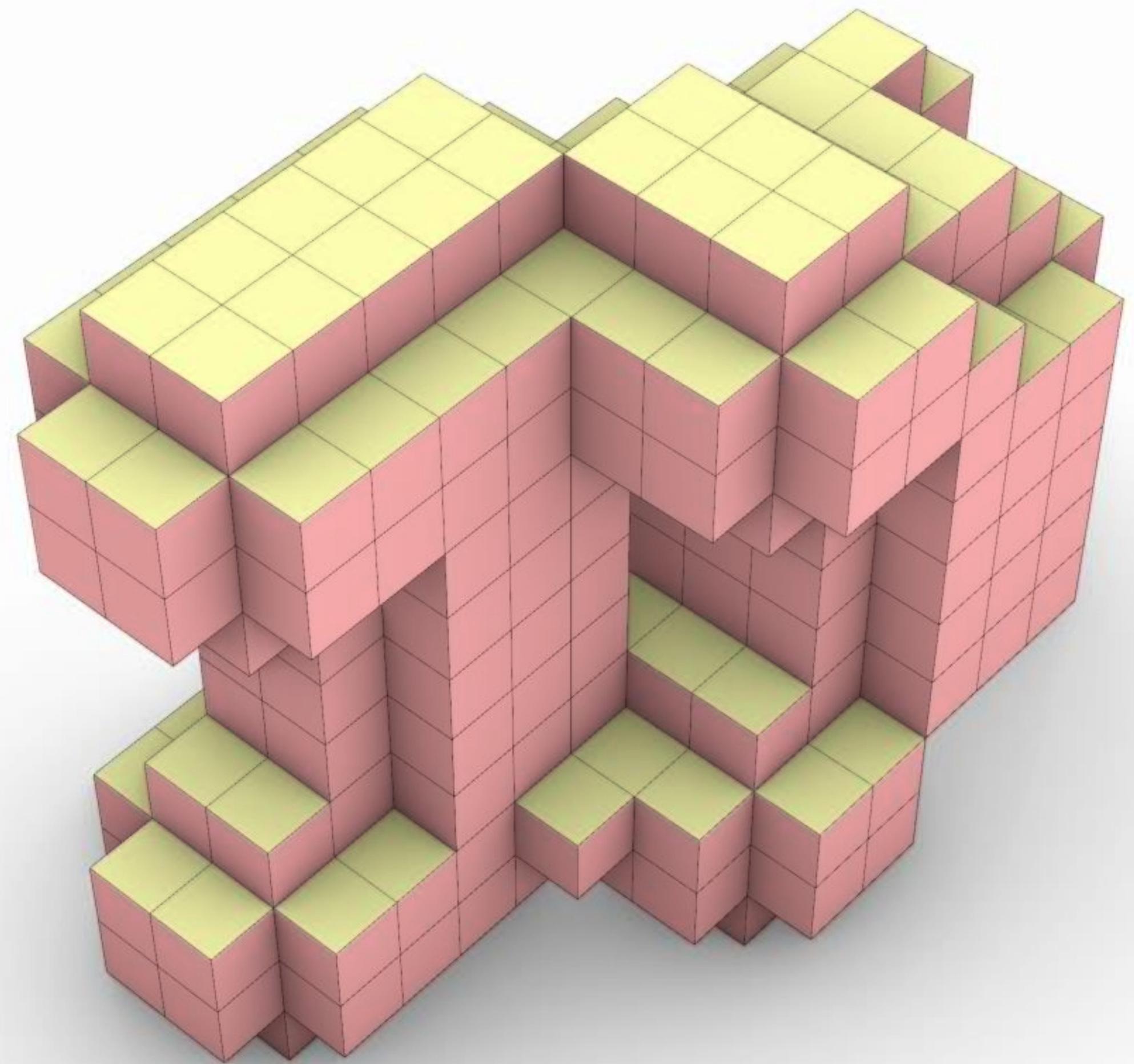




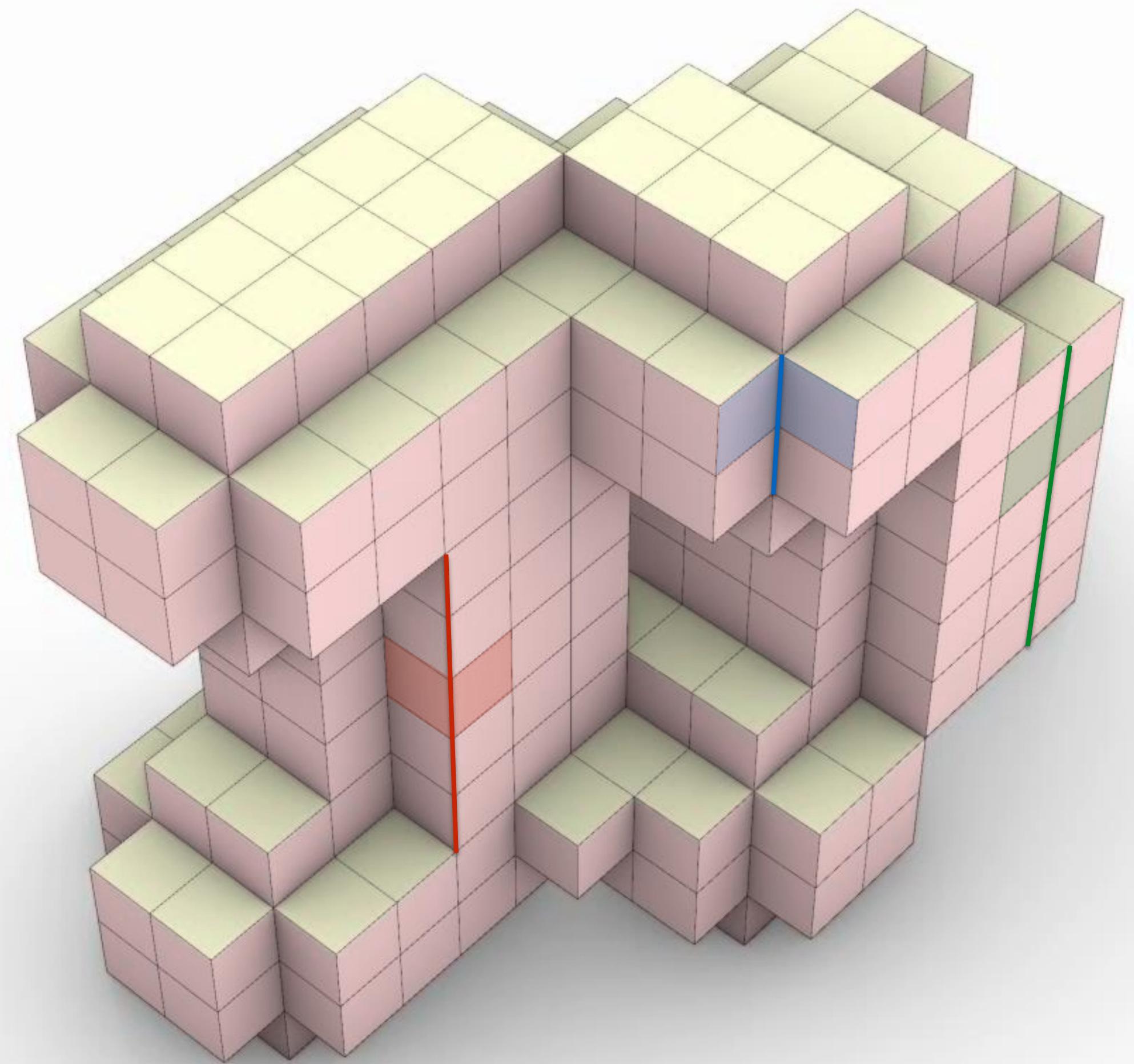




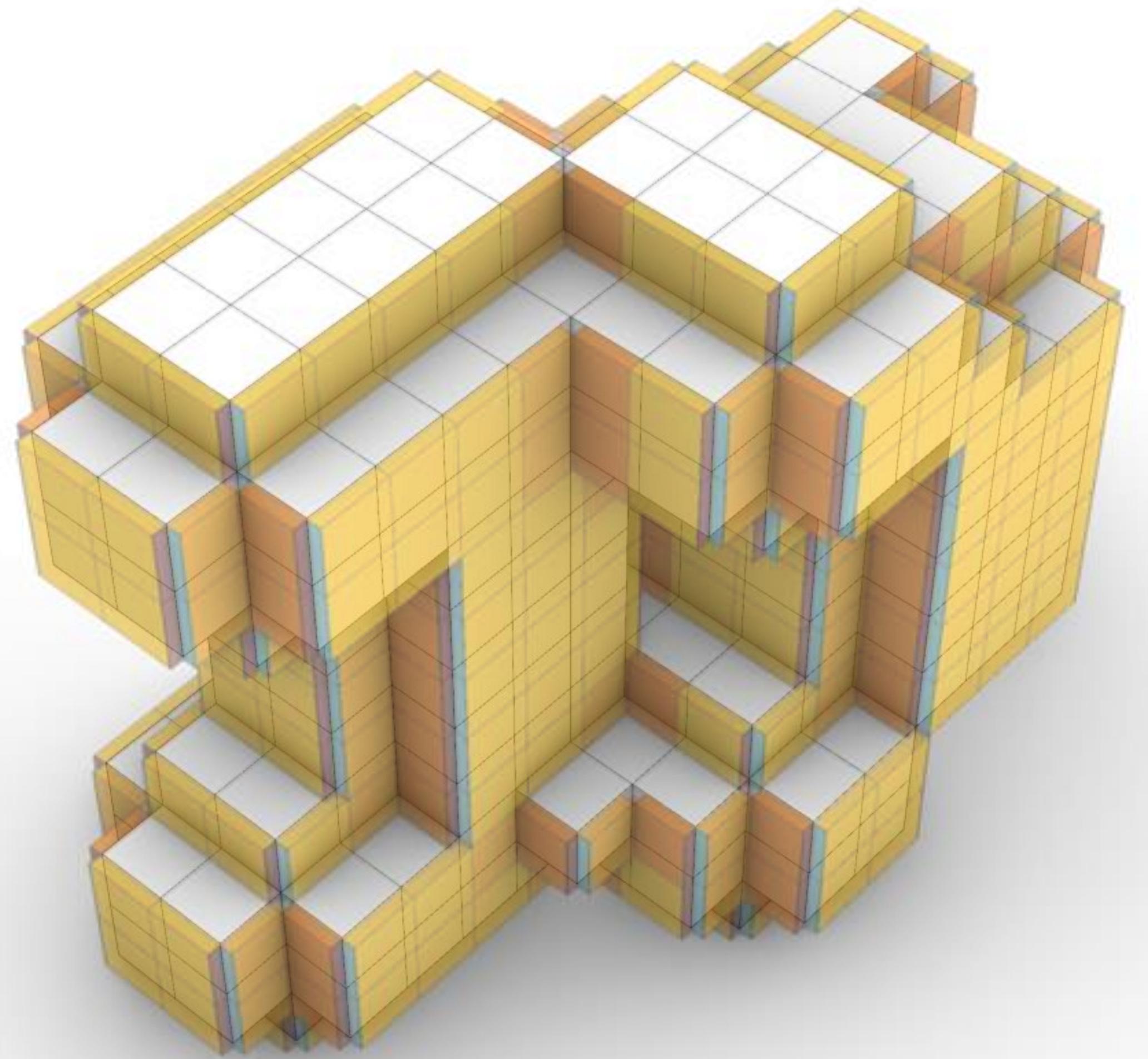
- 1. find suitable frontier surfaces*
- 2. identify corner conditions*
- 3. assign panel configurations*



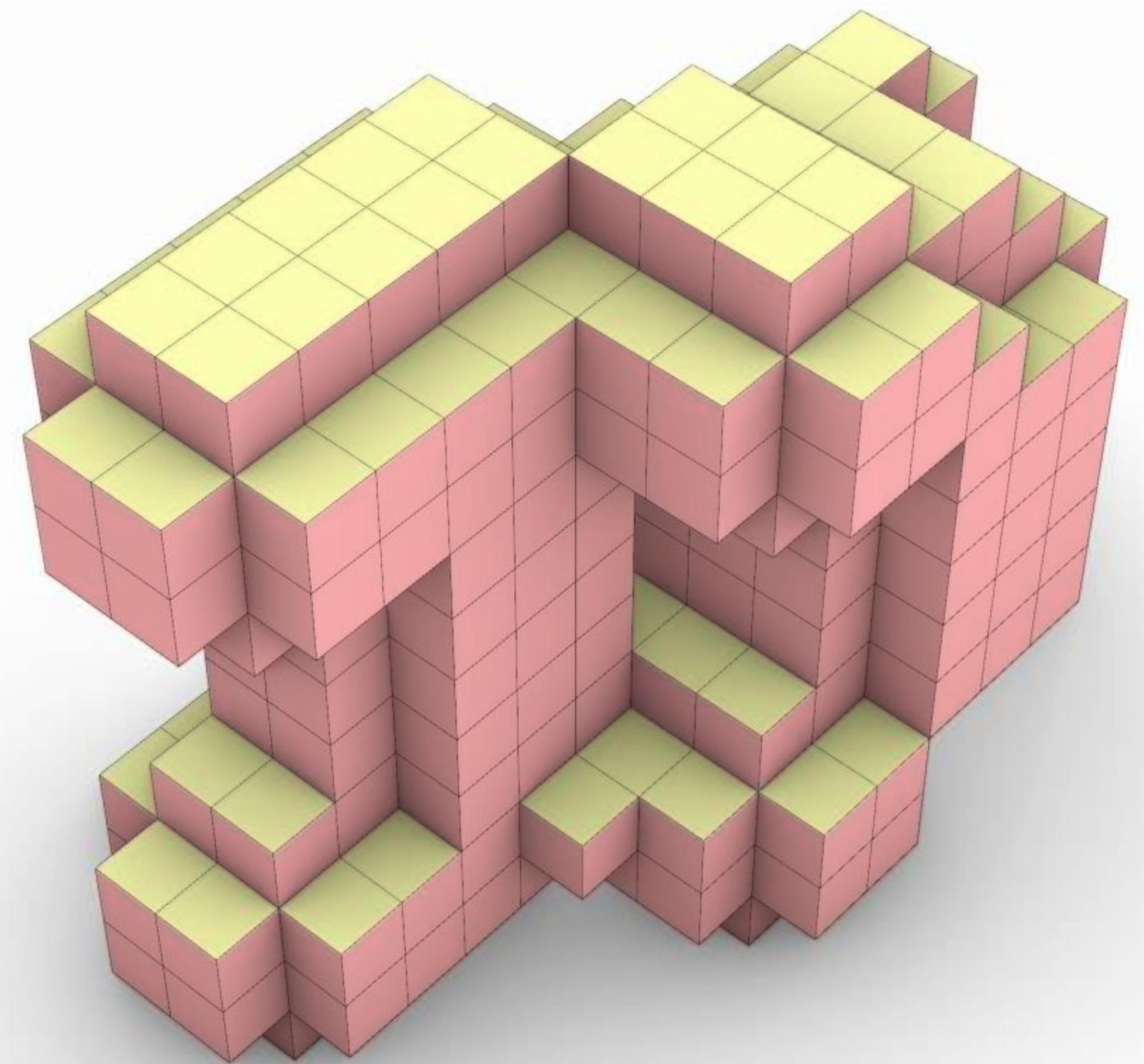
- 1. find suitable frontier surfaces*
- 2. identify corner conditions*
- 3. assign panel configurations*

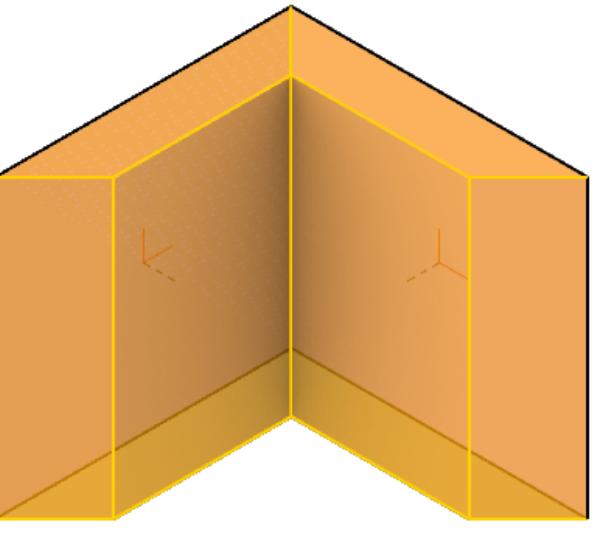
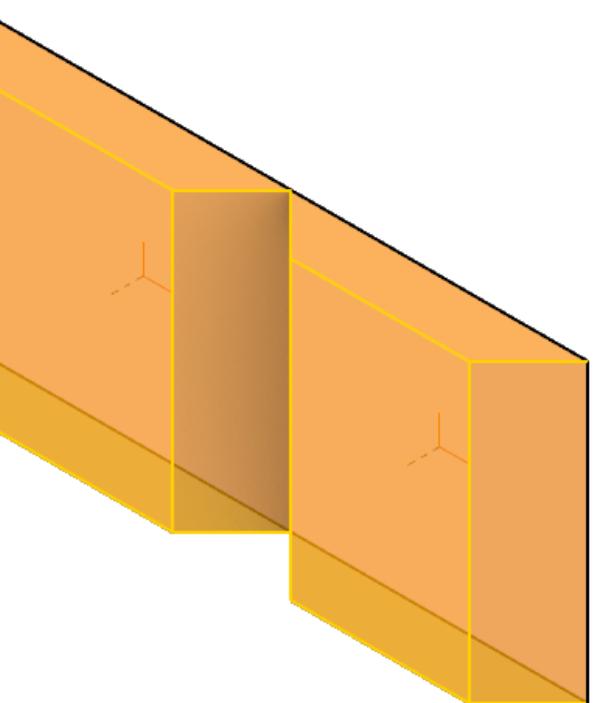
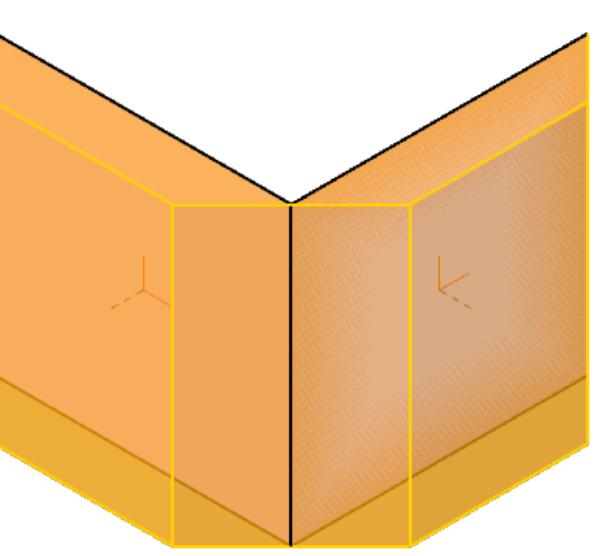
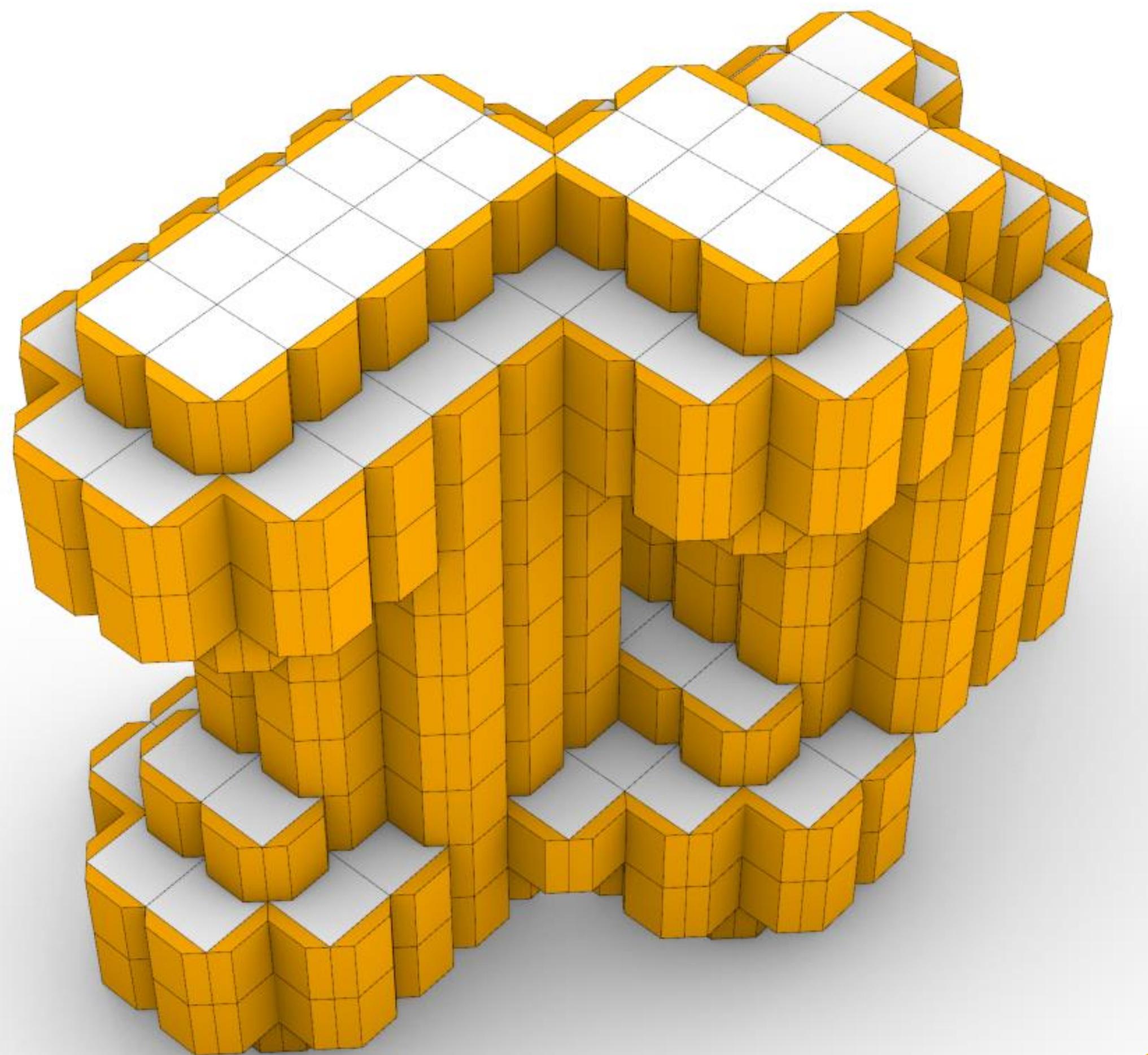


- 1. find suitable frontier surfaces*
- 2. identify corner conditions*
- 3. assign panel configurations*

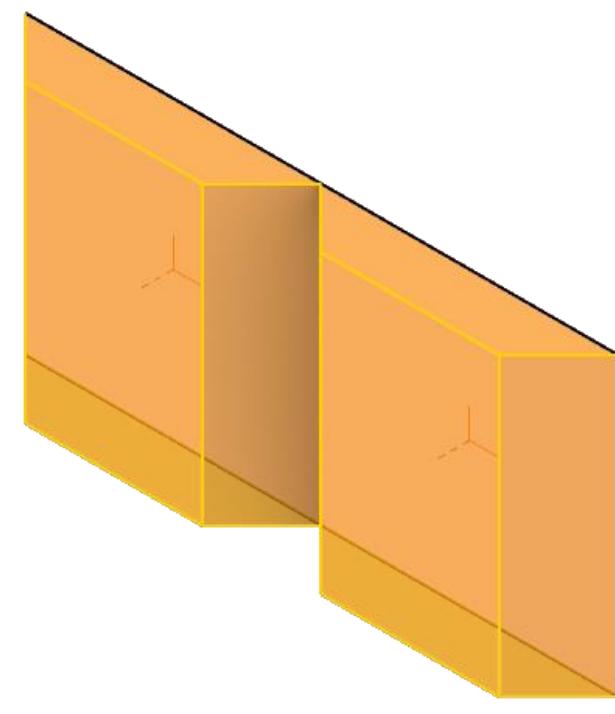


- 1. find suitable frontier surfaces*
- 2. identify corner conditions*
- 3. assign panel configurations*

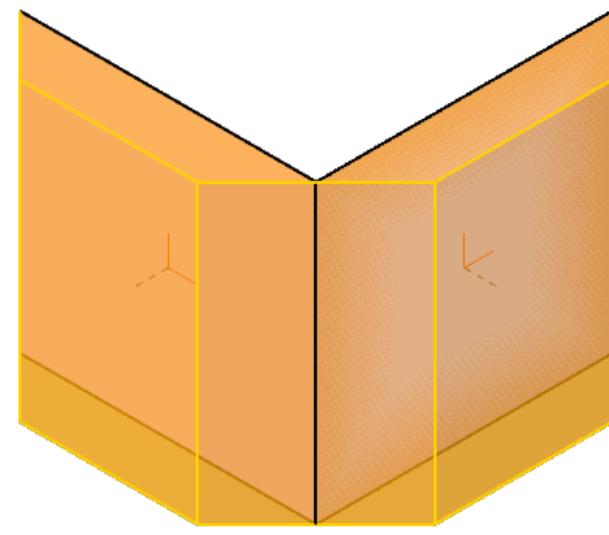




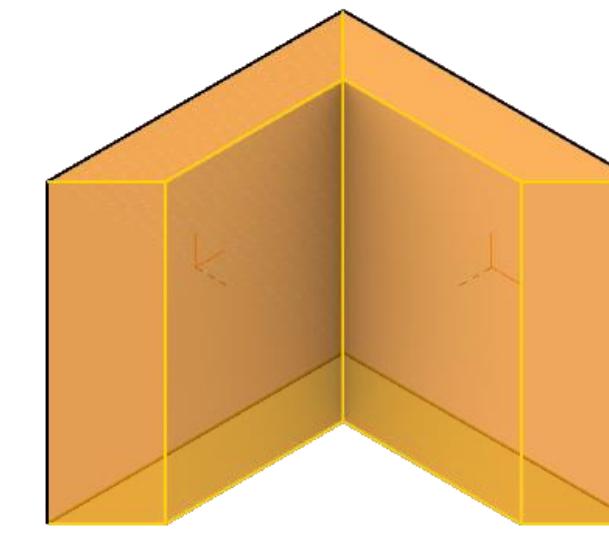
Corner cases



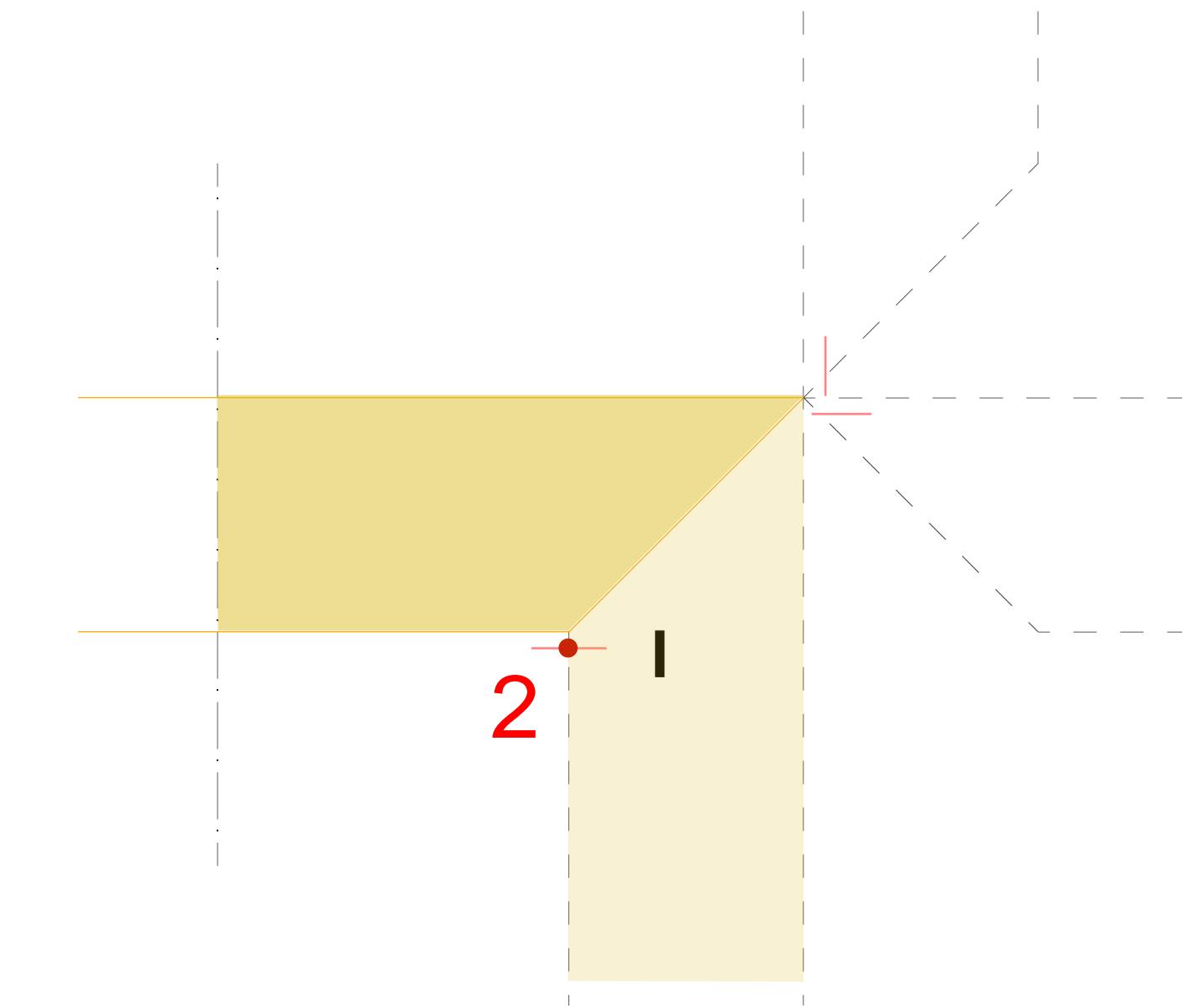
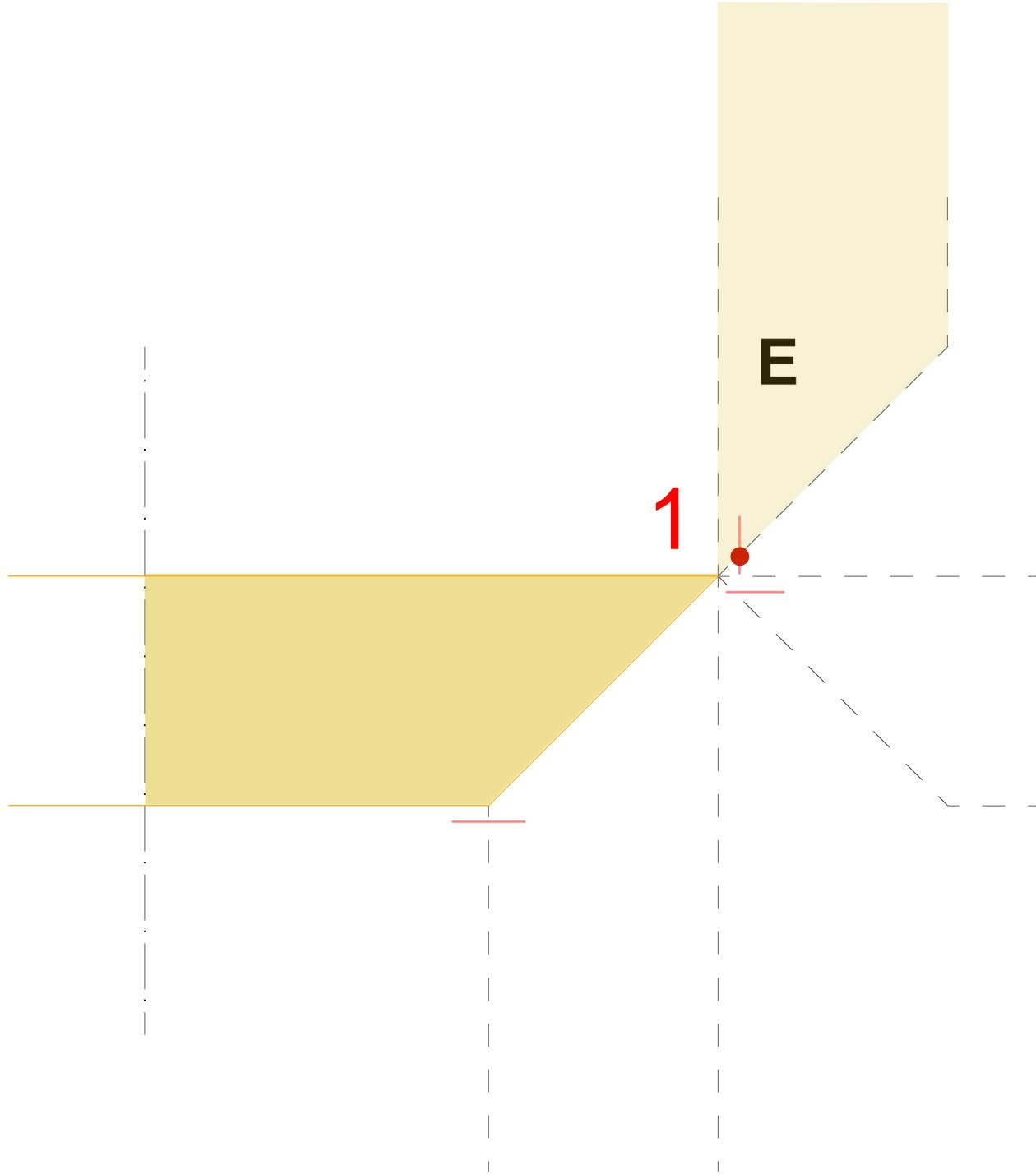
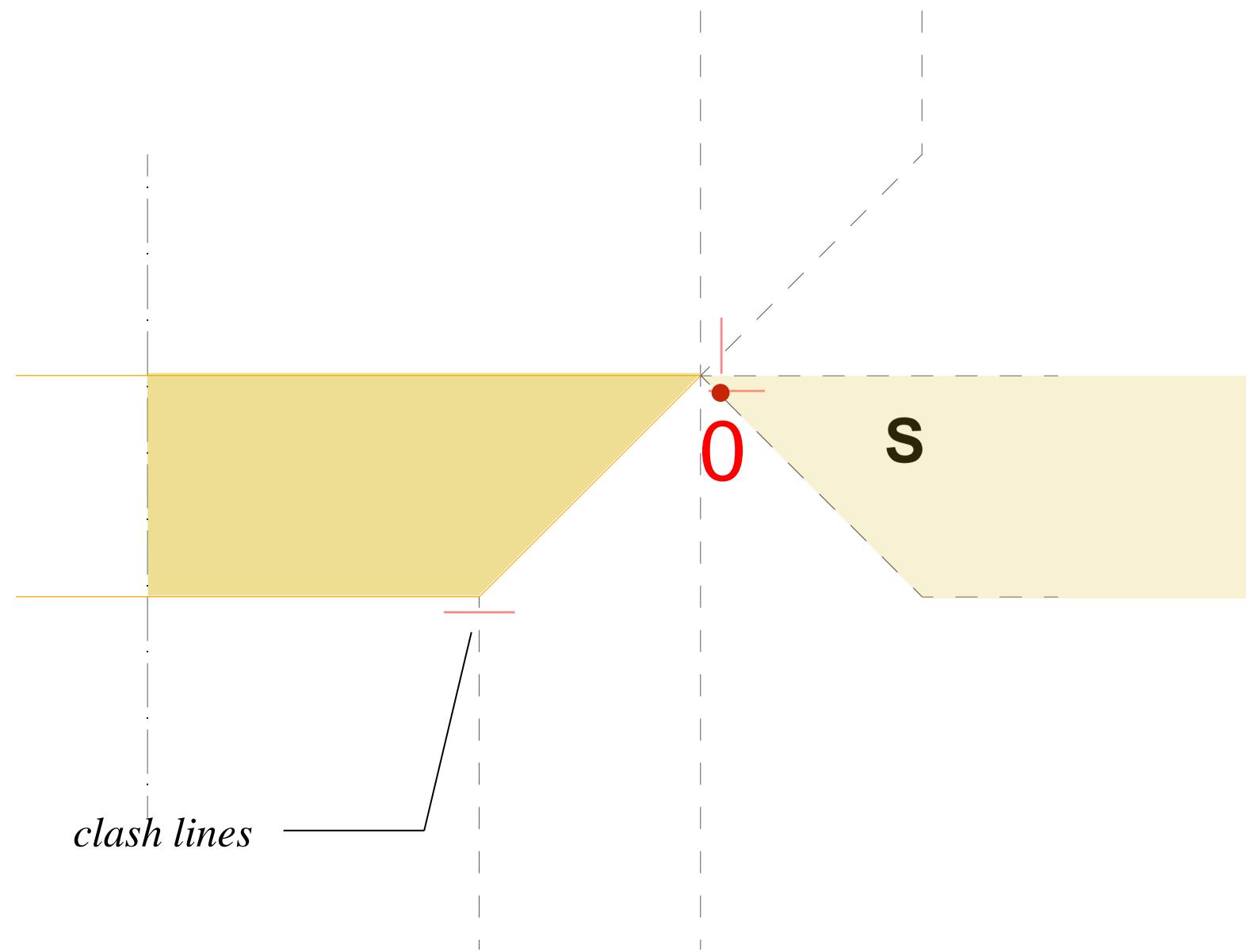
Straight (S)



External (E)

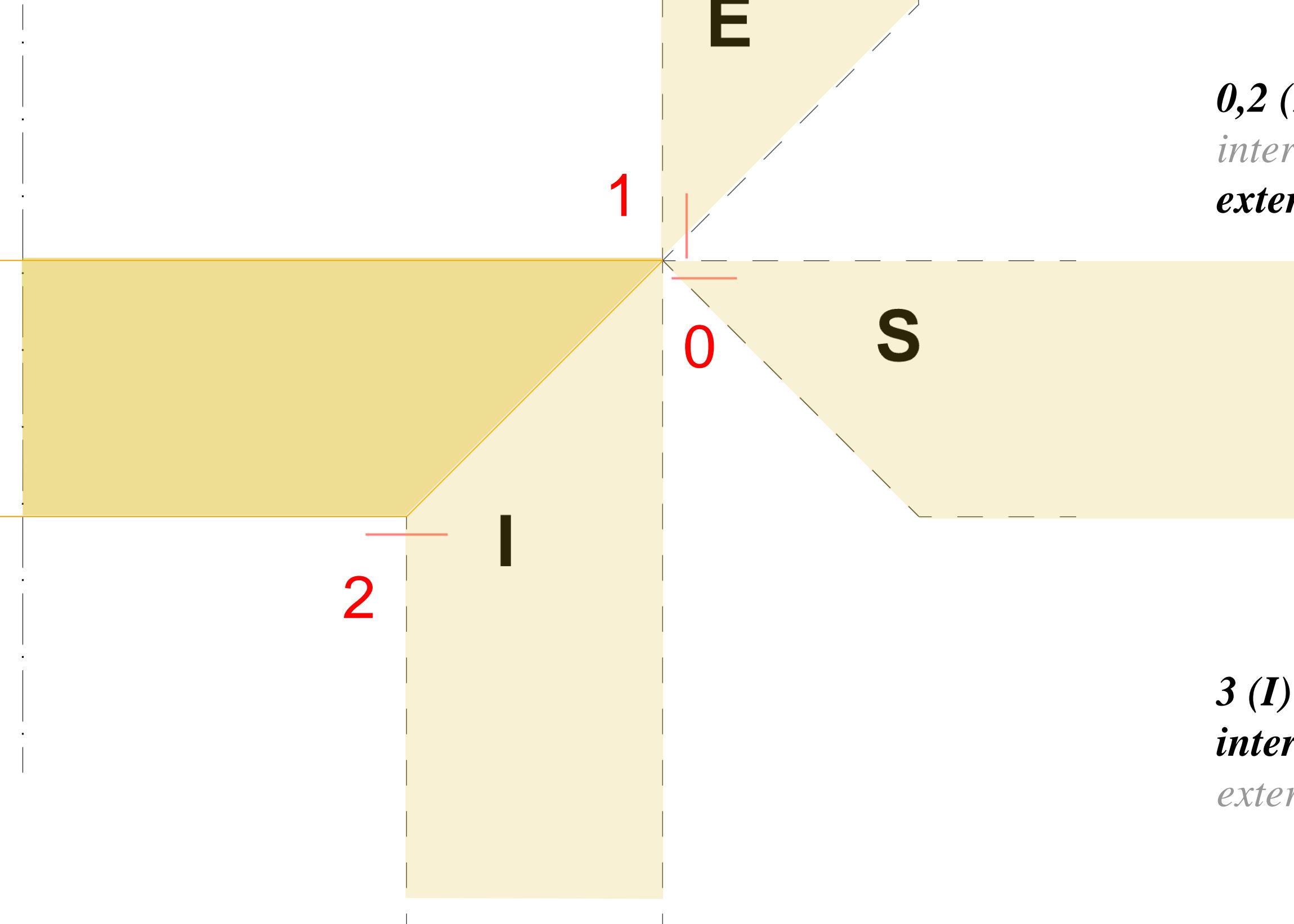


Internal (I)



Corner panels cases

- 0 – no intersections (F)
- 1 – collision line 0 (S)
- 2 – collision line 1 (E)
- 3 – collision line 2 (I)



1 (S)

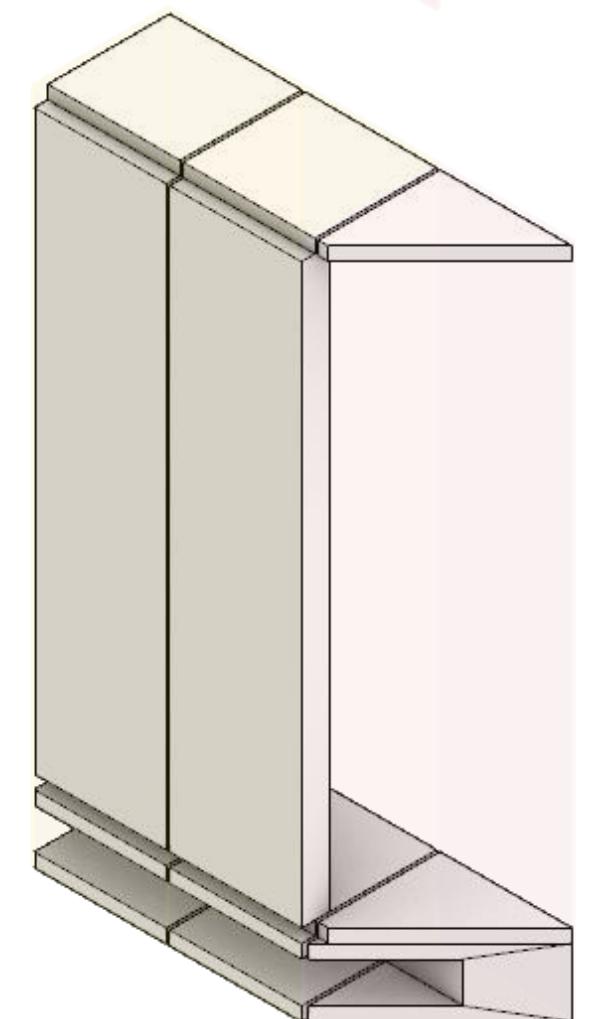
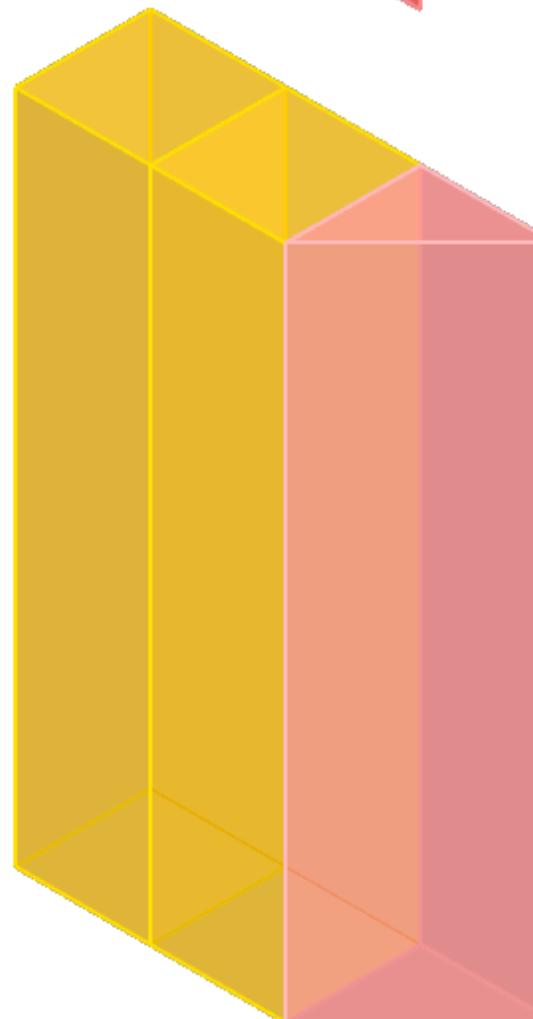
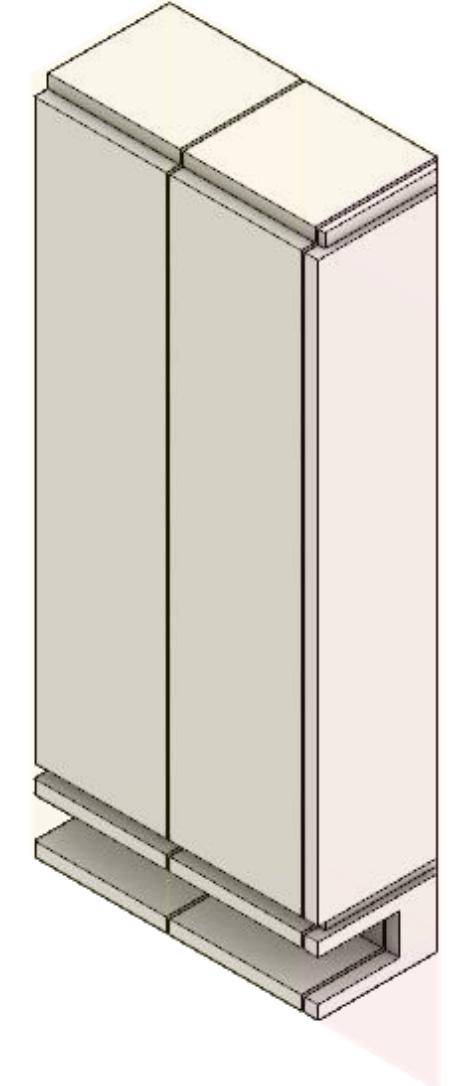
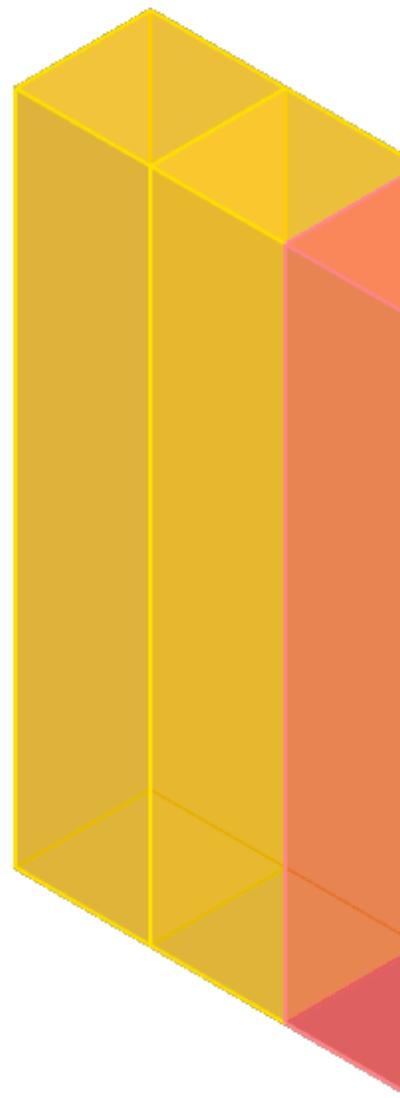
*internal corner – FALSE
external corner - FALSE*

0,2 (F/E)

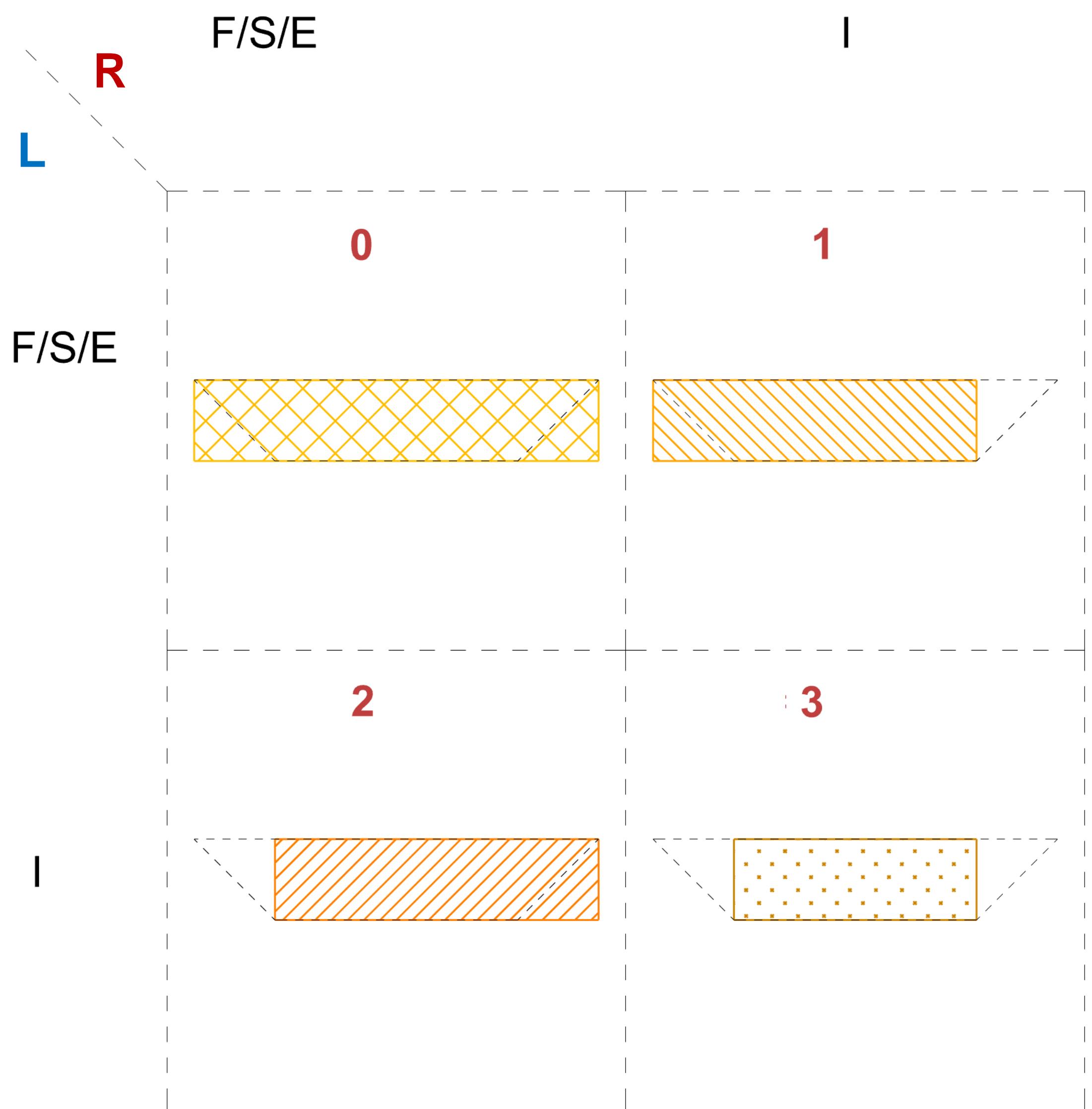
*internal corner – FALSE
external corner - TRUE*

3 (I)

*internal corner – TRUE
external corner - FALSE*



Main panel



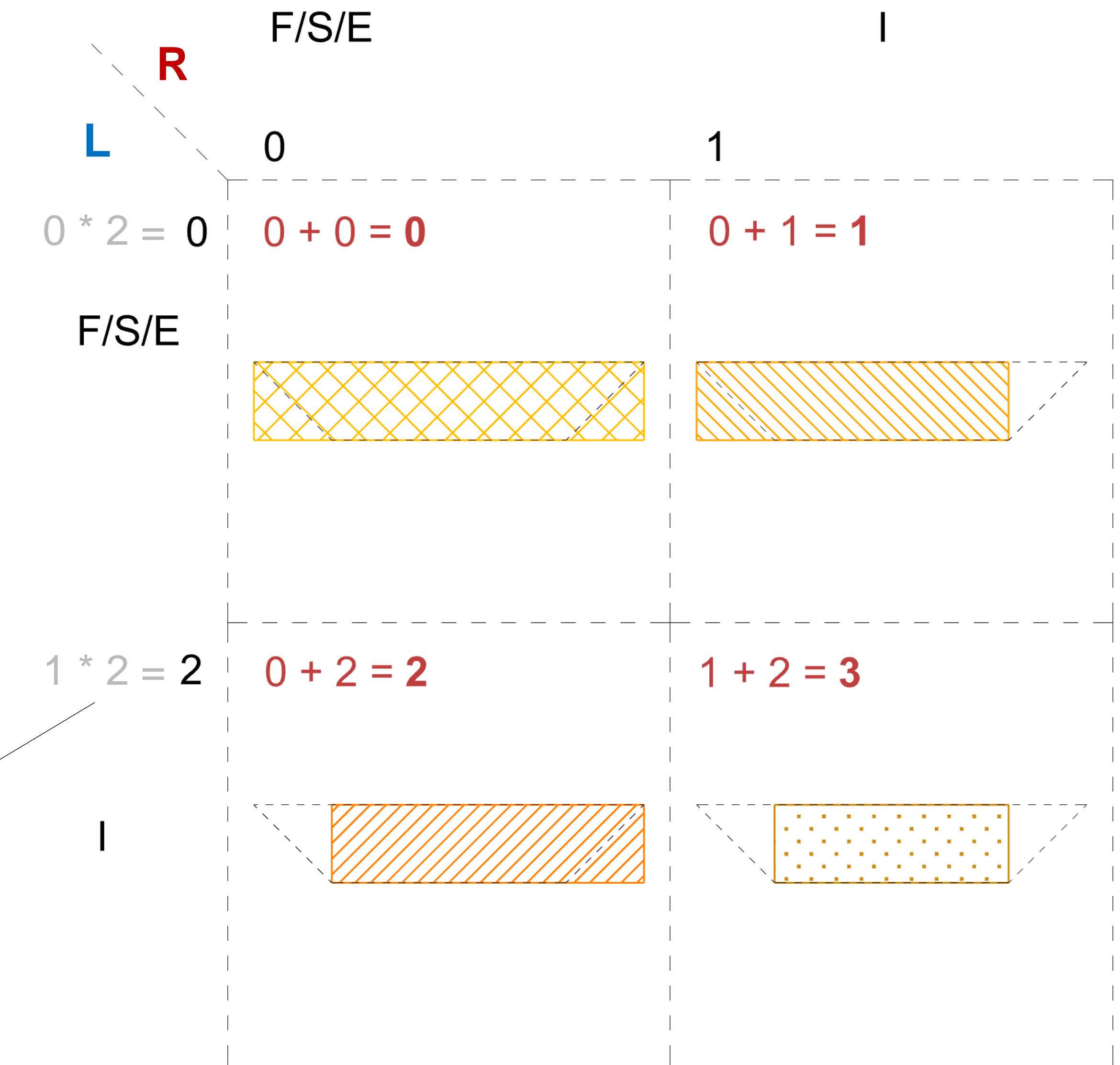
Main panel

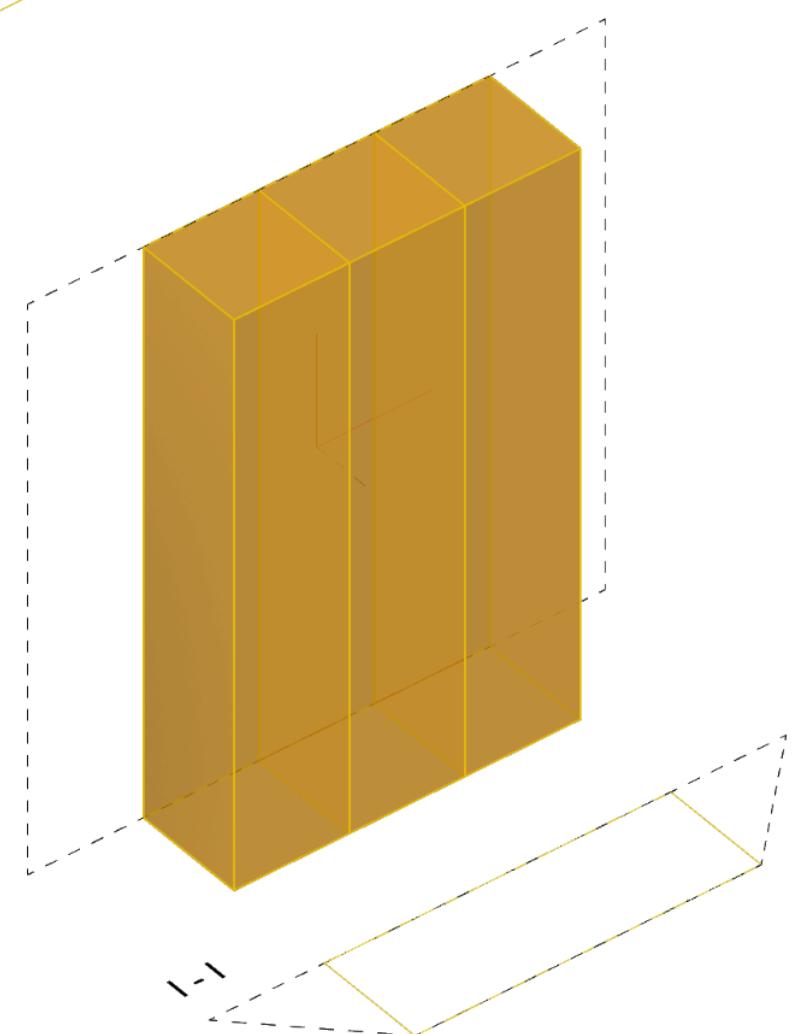
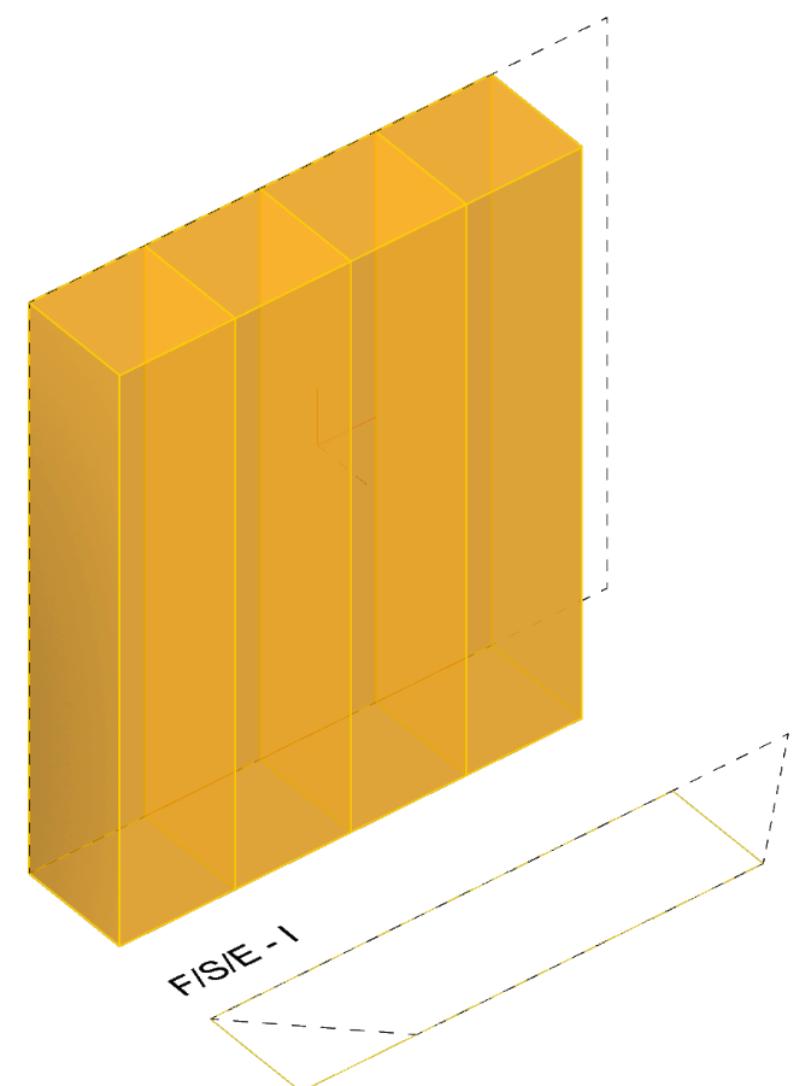
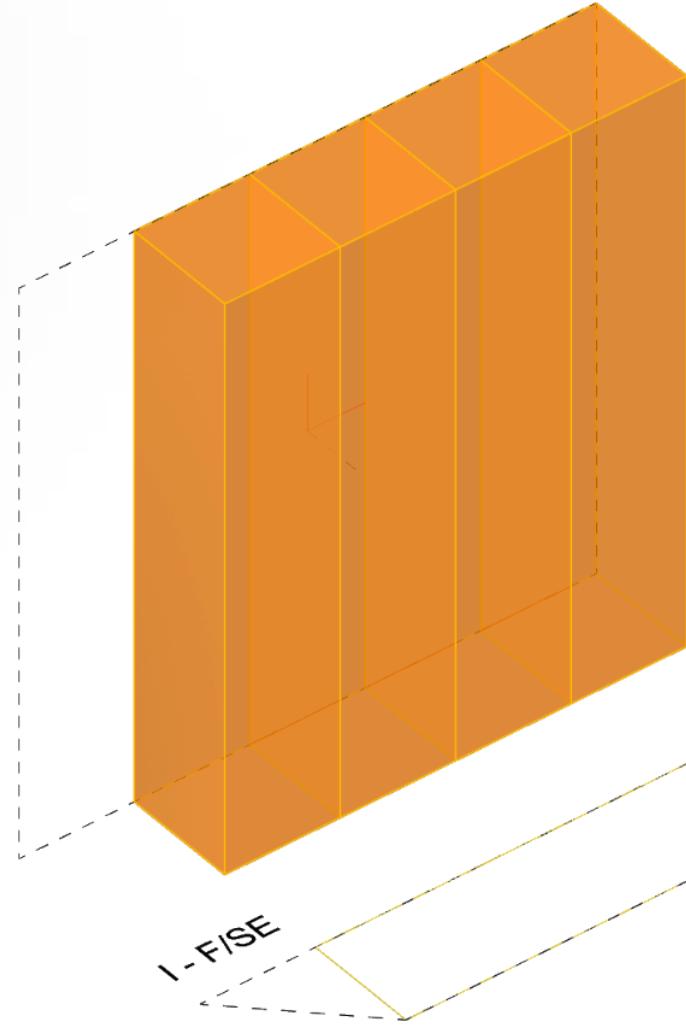
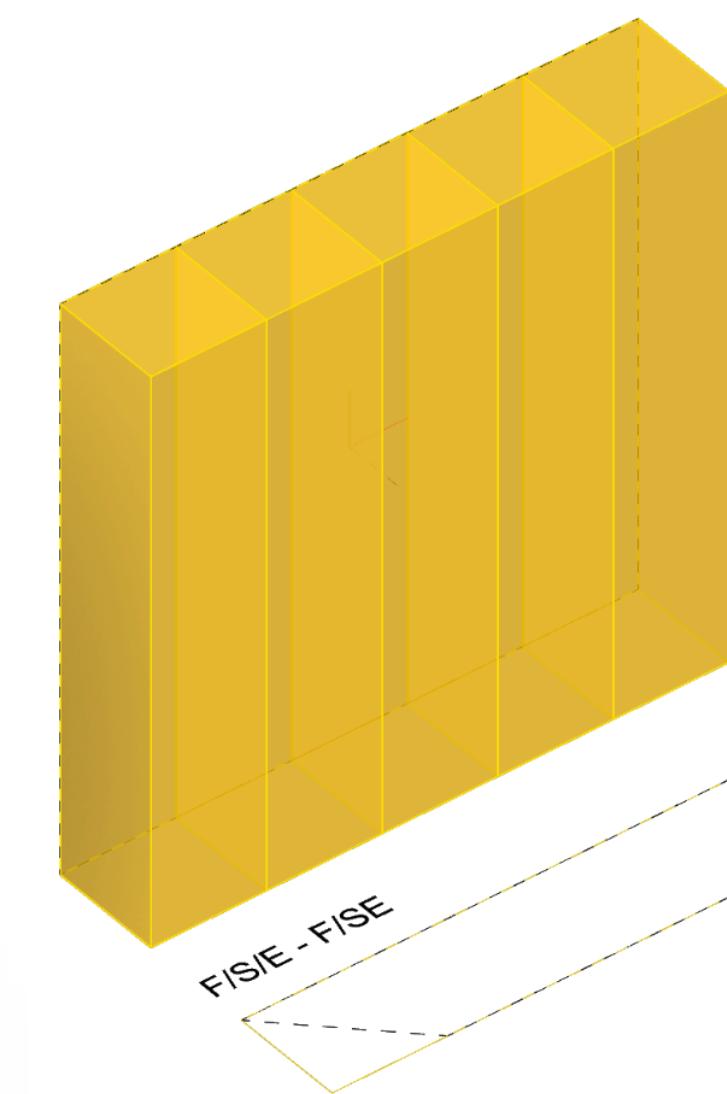
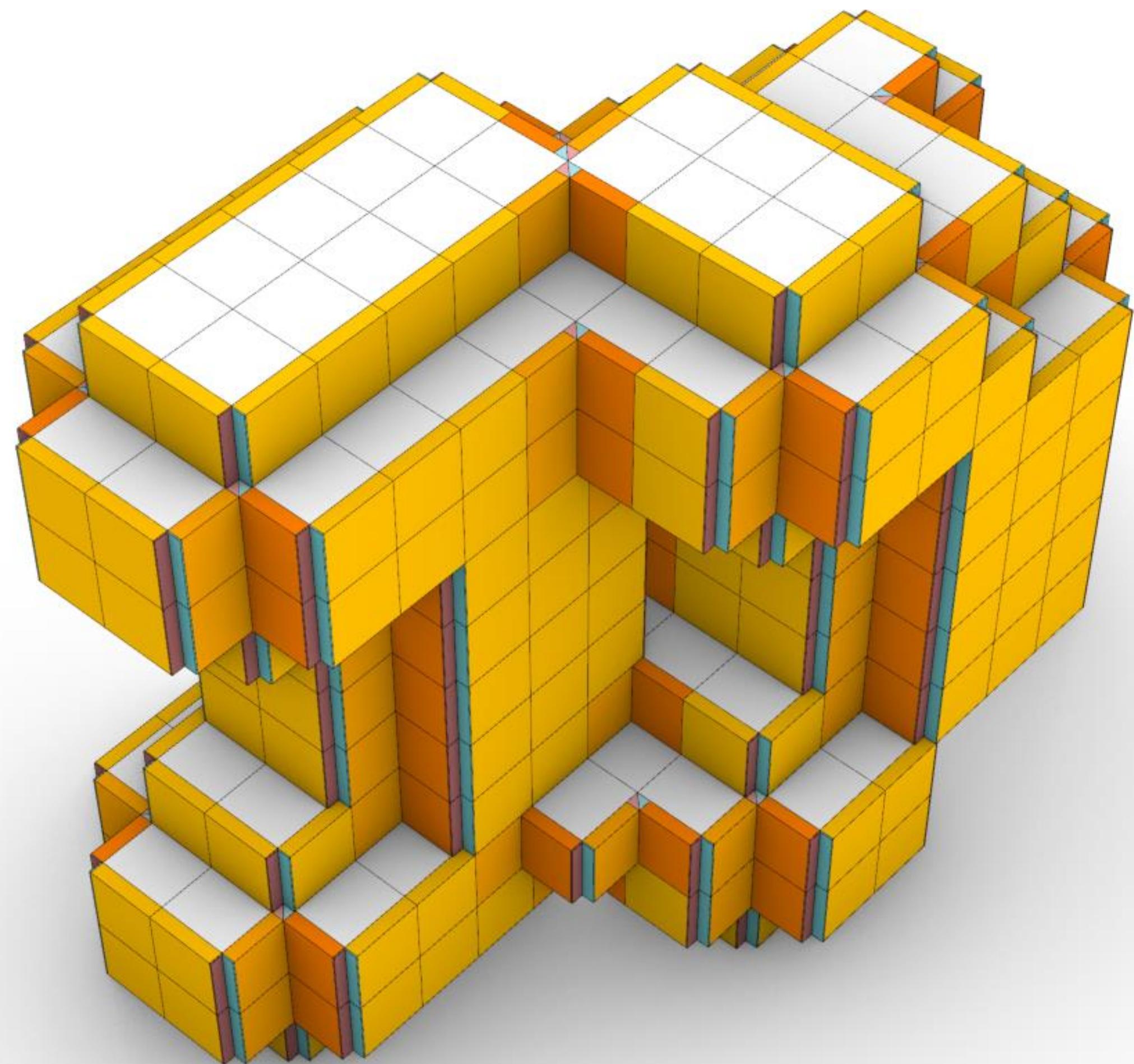
F, S and E use the same main panel corner -> **corner value 0**

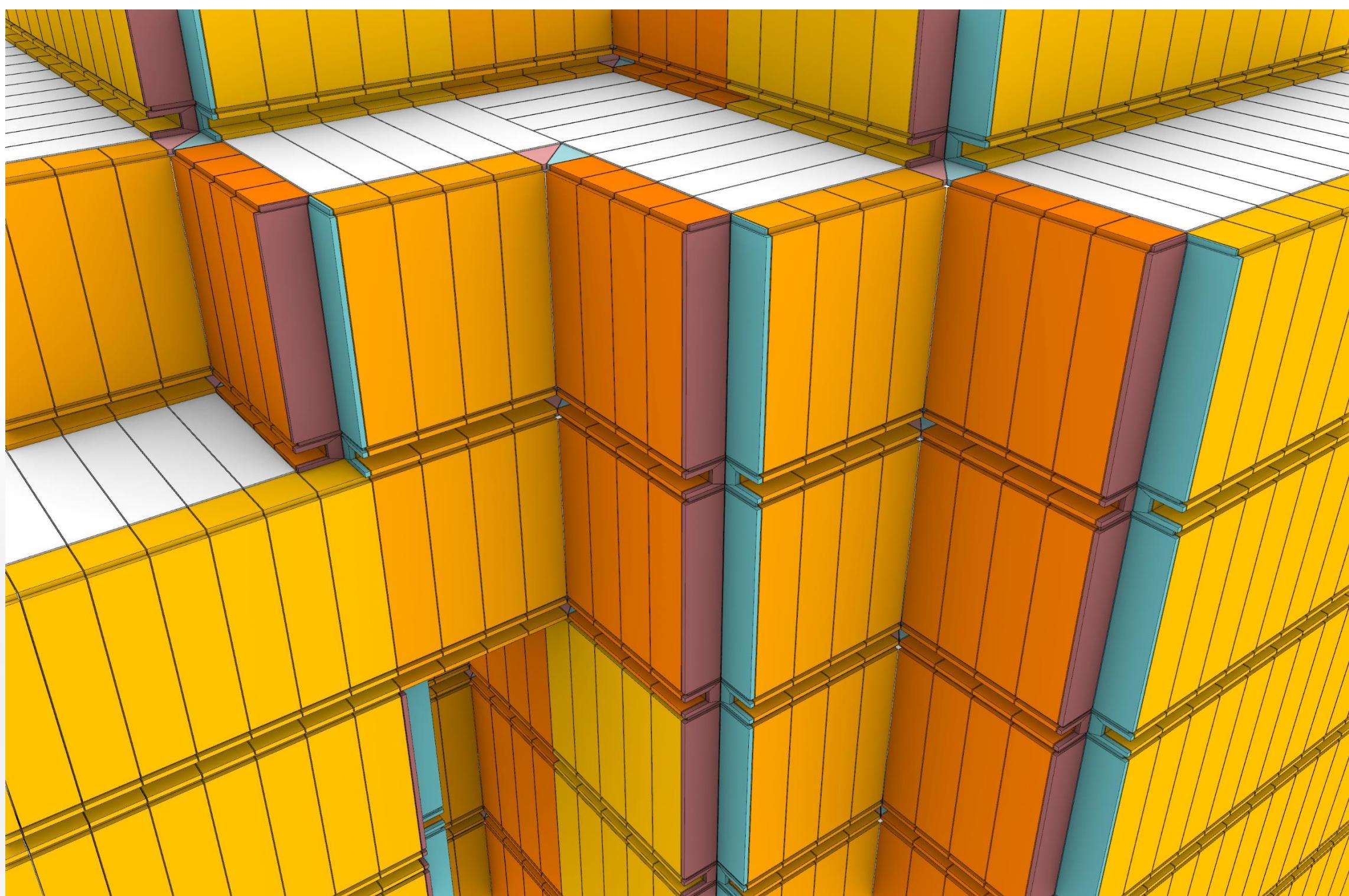
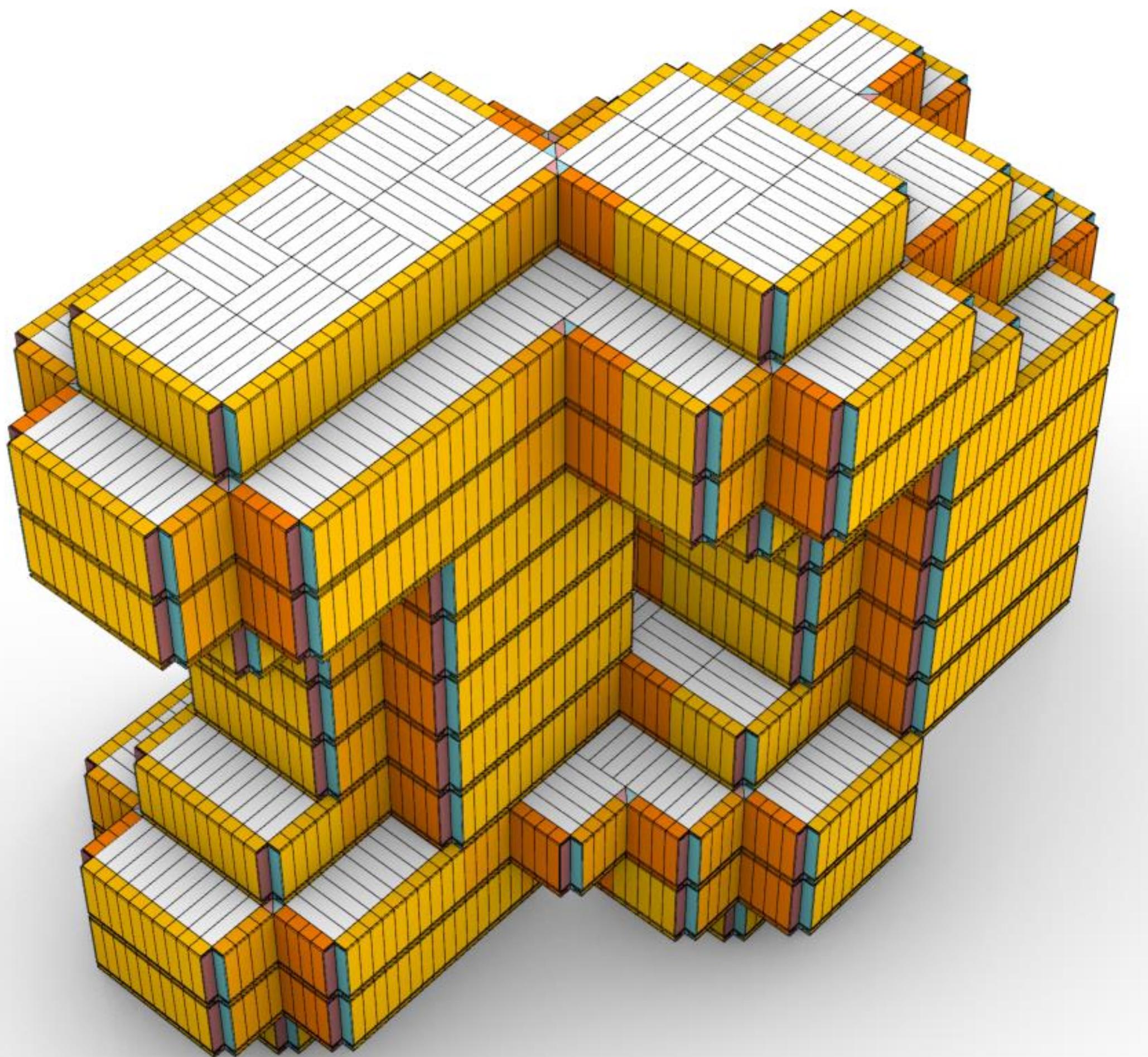
I uses a different main panel corner -> **corner value 1**

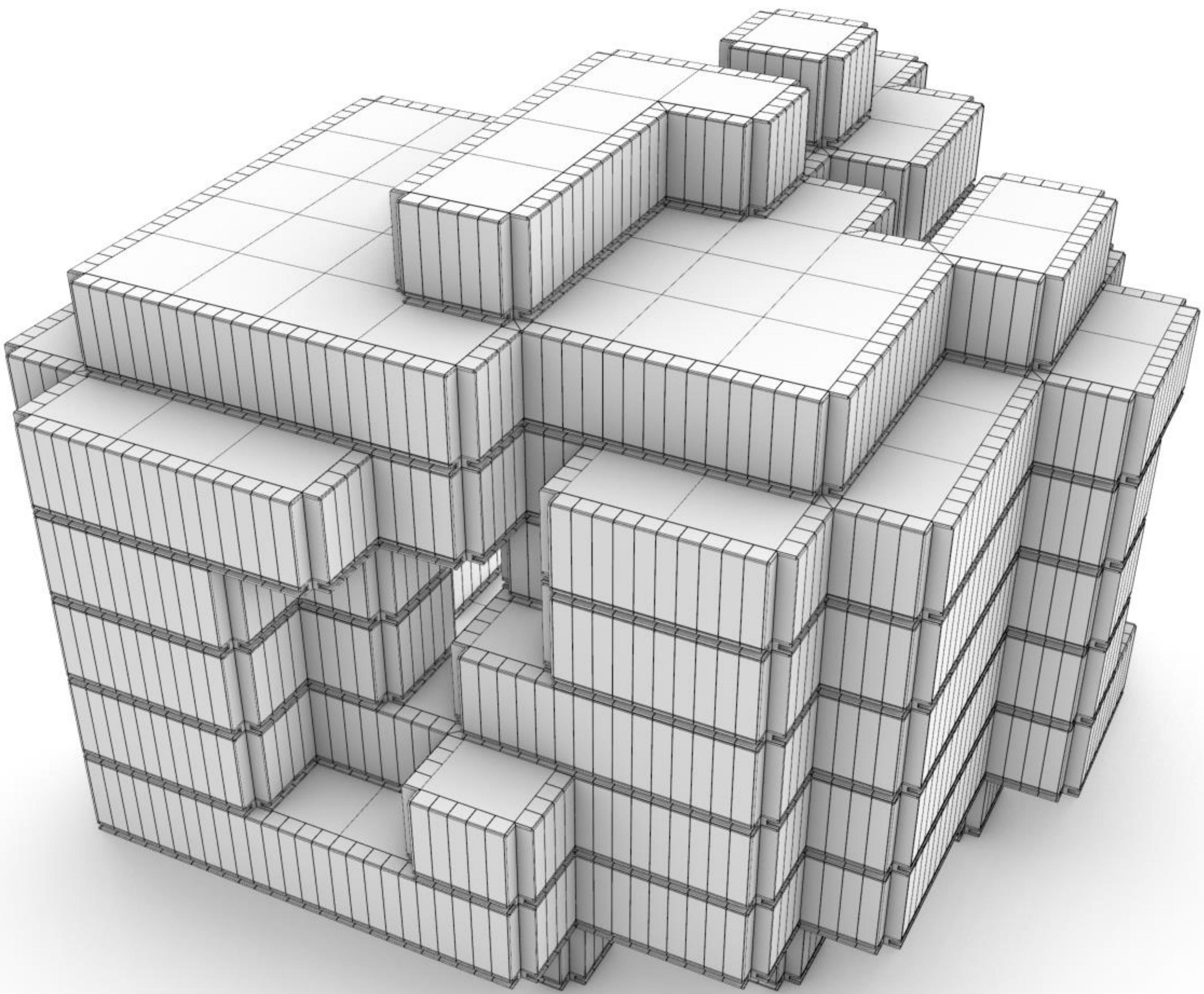
Main panel case = corner case L * 2 + corner case R

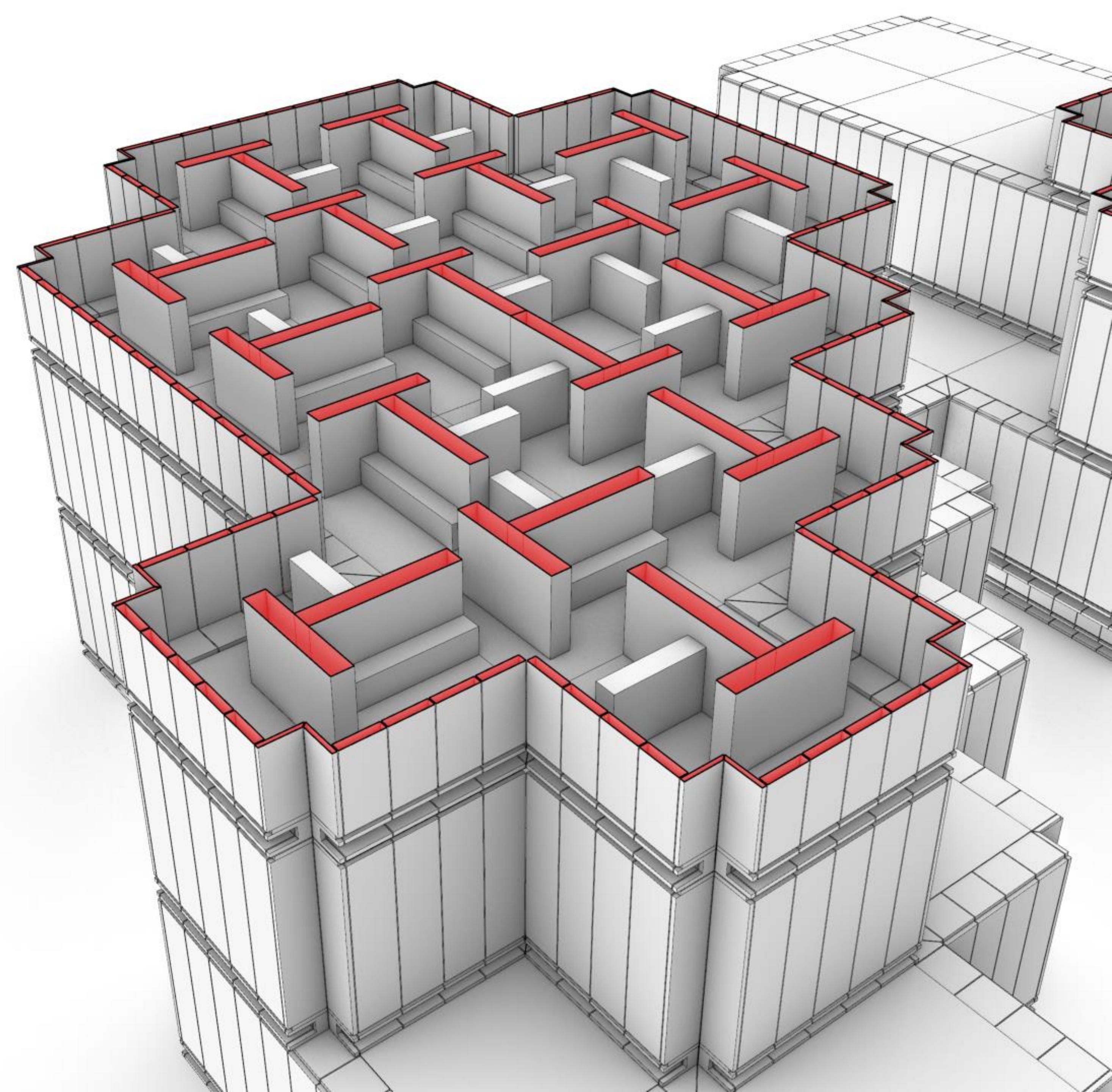
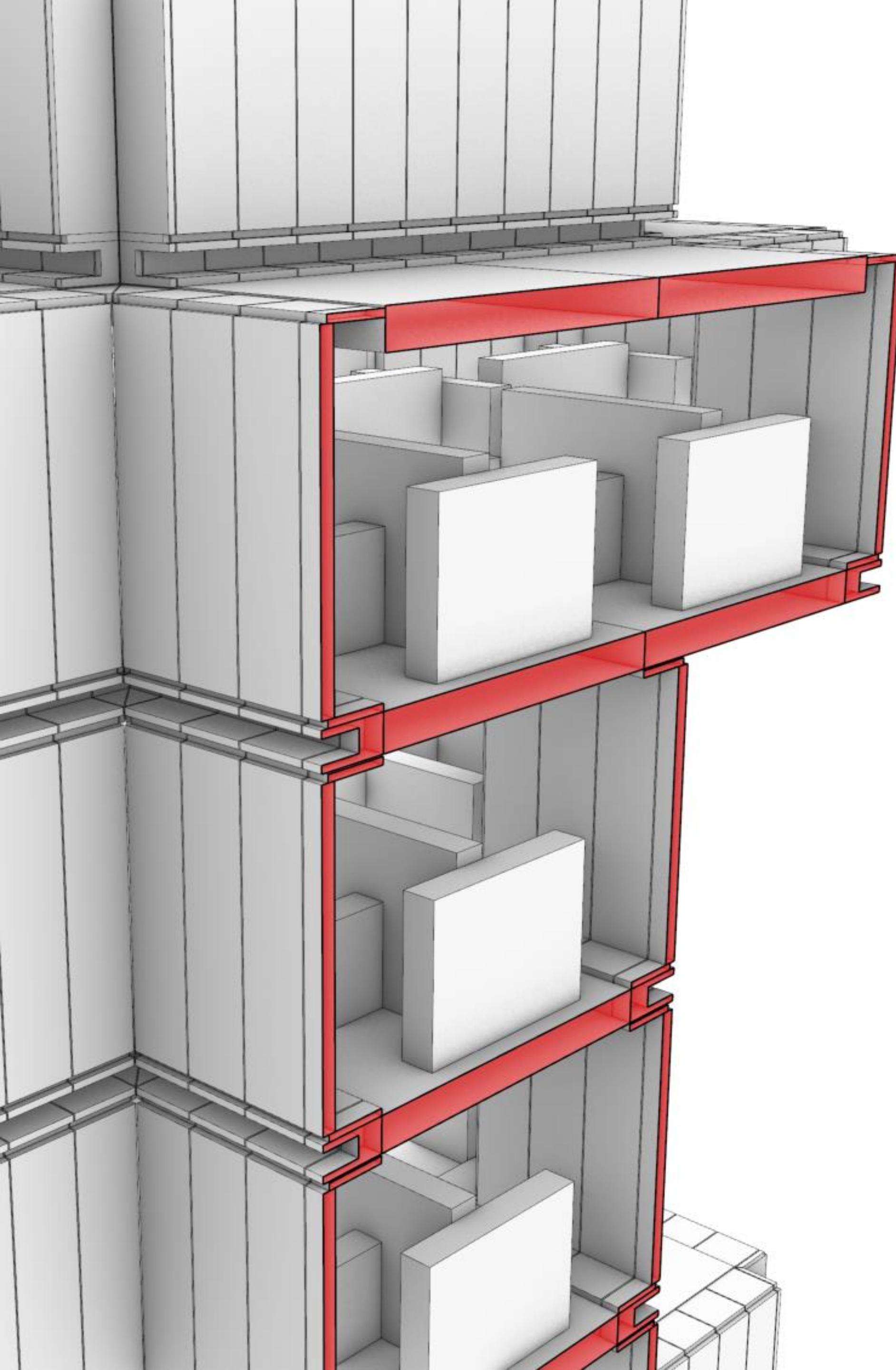
To distinguish **L** from **R**, **L** corner value is multiplied 2x











references

Angelo Mangiarotti – Collective Housing in Arosio

<https://hiddenarchitecture.net/collective-housing-in-arosio/>