* Creation of a new contour around the building
* Converting the polygon into a parametric shape
* Working on the long-term project for the creation of assembly
* Variation of the column base to create a better foundation + adding an appropriate base for its construction.
* Putting in consideration a tool that tries to evaluate the confined space and distribute it over the other parts to maintain soil contact. (Playing with distances to mitigate the compression on one side.)
* Working on the design of connections
* Working on the development of a shape that can be used in GH that looks like the shot.
* Stability of the connections and addition of external material (aka: wood)
* Working on the disassembly of the design into constructable packages (to be discussed with tutors)
* Update of laser scanner to adapt to new updates on the design.
* Creation of feedback loop plan proposal for the scanner + update + thinking of qr or point detection to support the actual building + shooting.
* A framework for the documentation of the update and progress of the built elements (on-site monitoring)
* Updating material Properties (on-site monitoring)
* Preparation of the rendering environment for later on to include the potential final designs in it (research on the proper locations and use cases)
* Research on the work needed to research the topics