**Date:** March 13, 2020

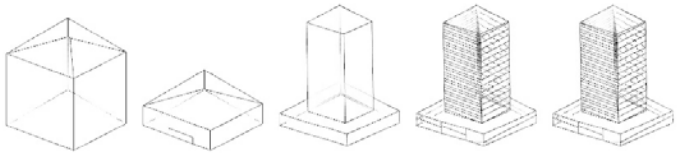
**Subject:** Subdivision Techniques

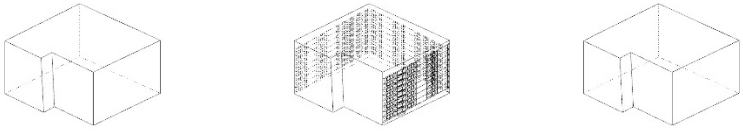
Prior meeting: Discussed changing workflow to align exports from City Engine (city wide massing) and Rhino (building specific massing) into Unreal Engine for further development.

Preparing diagrams on subdivision of floors based on how different lot typologies grow according to both programmatic or spatial parameters (based around existing RPKs).

Then I looked at how these volumes were used by mass based RPKs to refine that geometry. These observations were done looking at the actual characteristics of the geometry such as face subdivision and count.

See diagrams below:





Resulting from the meeting is hopefully a discussion about the use of parallel development between CityEngine and Rhino to generate massing that can be refined further in Unreal. Scripts

for Grasshopper and CGA files for CityEngine can be developed in tandem to produce the same geometrical results.

Attachments. **Models**: BuildingDetail_0, BuildingType_0, ColorMass_0, LotType_0, MassTexture_0, testv1_0, testv2_0, testv3_0. **Drawings**: Lot, Mass

**Copy to:**
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