# Introduction to shape grammars

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#### Introduction:

What is a shape grammar and how is it used?

Developing and applying a standard shape grammar.

Developing and applying a parametric shape grammar.

Assignment.

What is a shape grammar?

#### **Definitions**

#### Generative Design:

Method in which the drawings are generated by applying a set of algorithm rules, allowing the exploration of new concepts and solutions

Shape grammar (invented by George Stiny):

Set of rules of transformation applied recursively to an initial form, generating new forms

 $A \rightarrow B$ 

#### **Noam Chomsky, Syntactic Structures, 1957** → **Generative Linguistics**

Vocabulary: set of recognized words

Rules: coordinates used to make a system functioning

Syntax: rules that operate the behaviour of the system, from it's internal structure to it's function.

Semantics: meaning of the sentences. what is their meaning.

Grammar: set of individual rules that allow language use through form, composition and words inter-relation.

(contemporary grammar = cognition; phonetics; morphology; syntax; etymology; semantics; literature; logics)

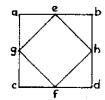
Language: sign system that serves as communication media. (contains grammar and style)

## Algorithm for designing a gothic spire (Roriczer)

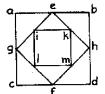
If you want to draw a base plan for a pinnacle, according to the masons' technique [derived] out of correct geometry, then begin by making a square as shown hereafter with the letters a b c d, so that it is the same distance from a to b as from b to d, d to c, and c to a, as in the figure drawn hereafter.



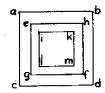
Then make the square equal in size to the preceding; divide [the distance] from a to b into two equal parts, and mark an e [at the midpoint]. Do the same from b to d and mark an h; from d to e and mark an e; from e to e and mark a e. Then draw lines from e to e, as in the example of the figure drawn hereafter.



Then make the above-derived square equal in size to the preceding; divide [the side] from e to h into two equal parts, and mark a k [at the midpoint]. Do the same from h to f and mark an m; from f to g and mark an g; from g to g and mark an g. Then draw lines from g to g, and g to g, as in the example of the figure drawn hereafter.



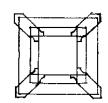
Then make the two squares a b c d and i k l m equal in size to the preceding, and rotate the square e h g f, as in the example of the figure drawn hereafter.

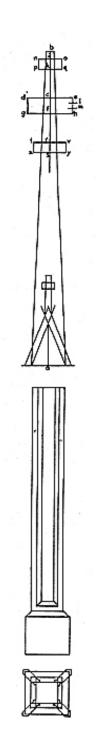


•



Then when you eliminate the remaining lines that are not needed for the setting out, there remains such a form as shown below.





## Procedure for defining the entasis of a column (Palladio)

The columns in each order ought to be form'd in fuch a manner, that the diameter of the upper part of the column may be fmaller than at the bottom, with a kind of a fwelling n the middle.

As to the manner of making the fwelling in the middle, we have no more to fhew from VITRUVIUS but his bare promife; which is the reafon that moft writers differ from one another upon that fubject.

The method I ufe in making the profile of the fwellings is this; I divide the fuft of the column into three parts, and leave the lower part perpendicular; to the fide of the extremity of which I apply the edge of a thin rule, of the fame length, or a little longer than the column, and bend that part which reaches from the third part upwards, until the end touches the point of the diminution of the upper part of the column under the *collarino*. I then mark as the curve directs, which gives the column a kind of fwelling in the middle, and makes it project very gracefully.

And although I never could imagine a more expeditious and fucce fsful method than this, I am neverthele fs confirmed in my opinion, f ince Signor PIETRO CATANEO was fo well plea fed when I told him of it, that he gave it a place in his Treati fe of Architecture, with which he has not a little illu f trated this profe f fion.

A B, the third part of the column, which is left directly perpendicular.

BC, the two thirds that are dimini fhed.

C, the point of diminution under the collarino.

#### Le Corbusier's Modular System

```
Red series: 113.0 182.9 295.9 478.8 . . . . . Blue series: 226.0 365.8 591.8 957.6 . . . .
```

#### Procedures for computing the series

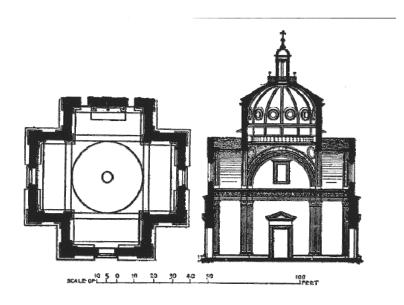
Red series: red term<sub>n=1</sub> = red term<sub>n=1</sub> + red term<sub>n=2</sub>

Blue series: blue term<sub>n</sub> = red term<sub>n</sub> x 2

### Value of algorithms

productive

explanatory



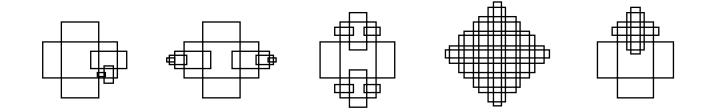
Shapes			
	Shapes		

Spatial relation



#### **SHAPE GRAMMAR**

#### **DERIVATION**

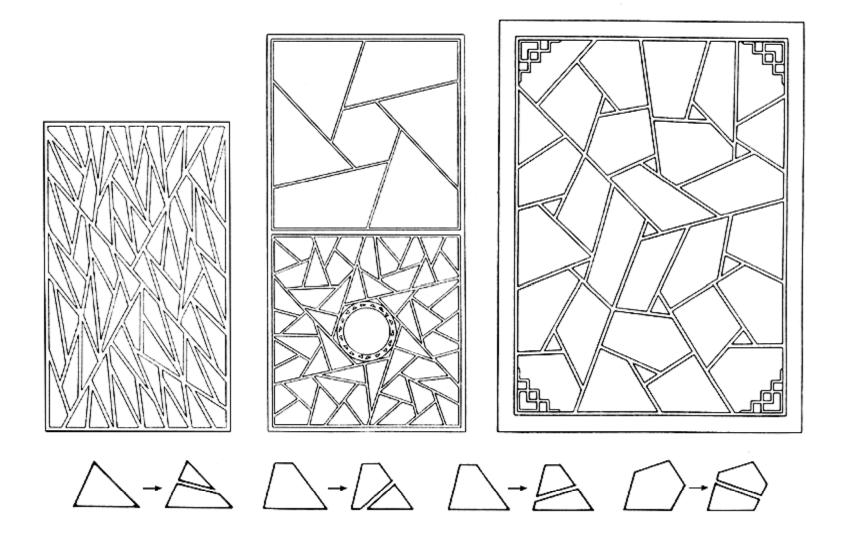


OTHER DESIGNS IN THE LANGUAGE

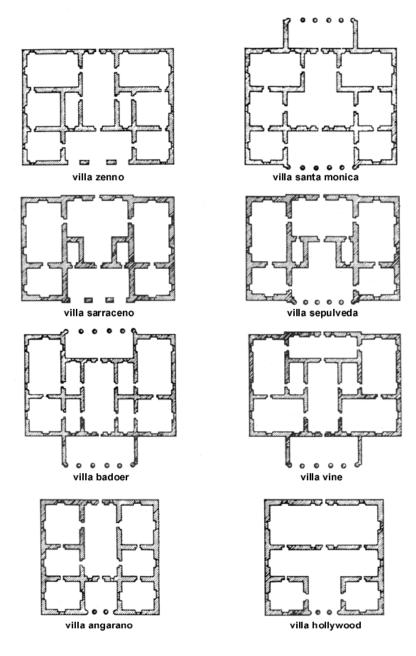
#### Shape grammar applications

analysis

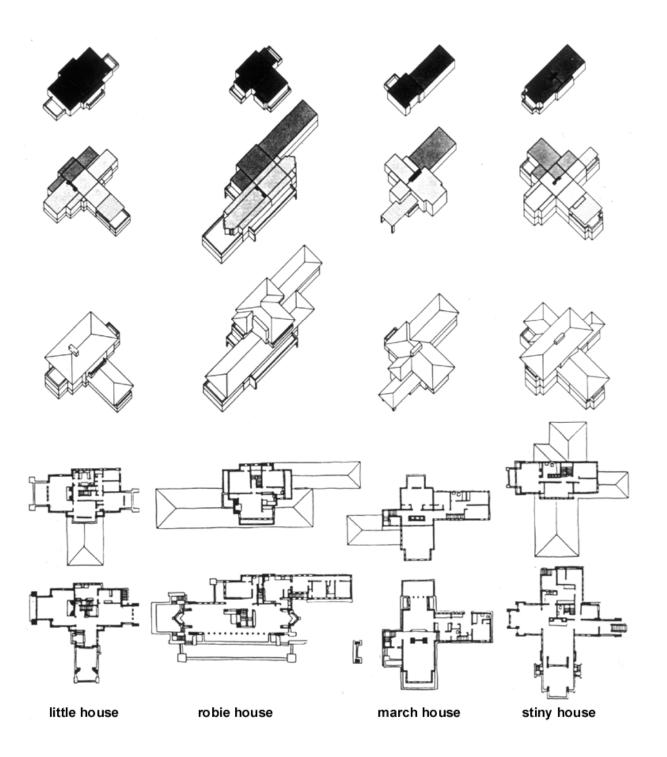
original design



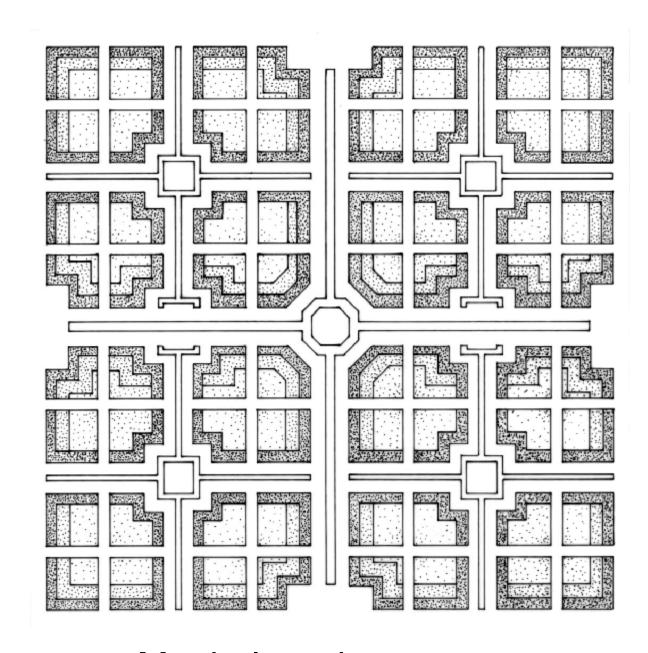
Ice-ray grammar



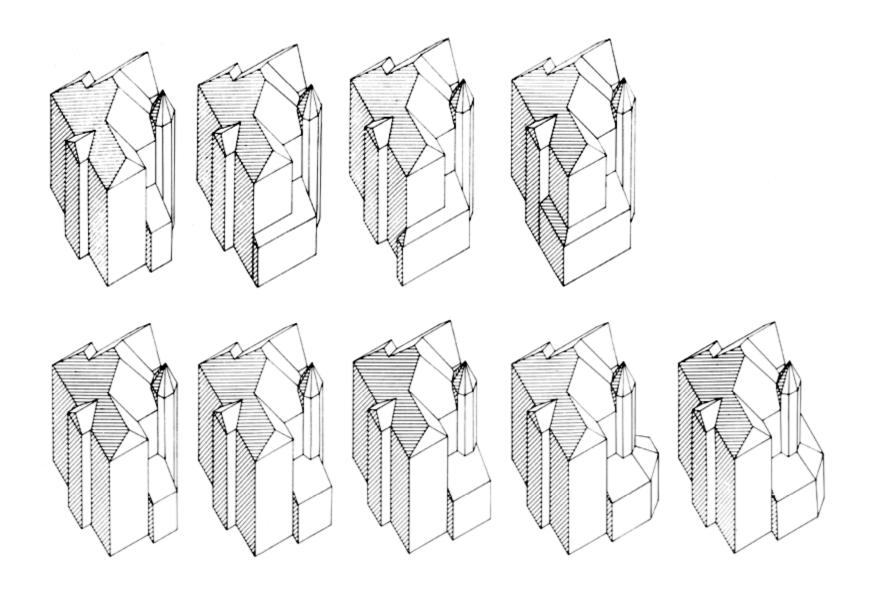
Palladian villa grammar



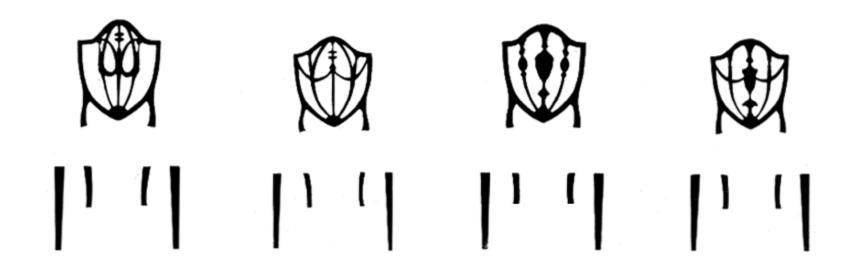
# Wright prairie house grammar



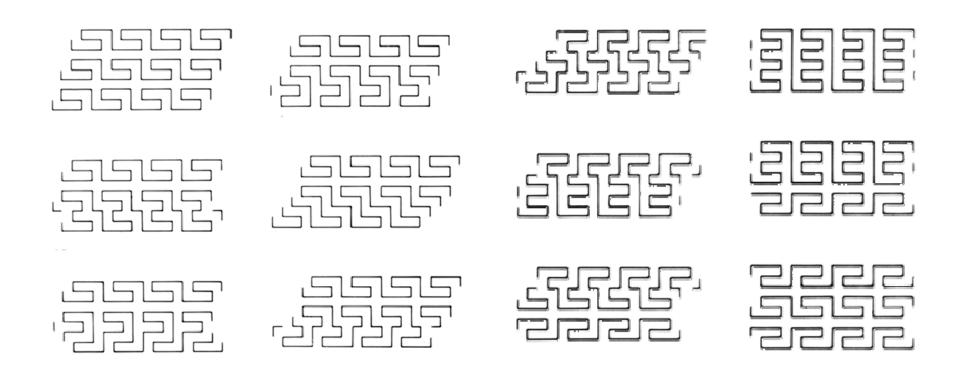
Mughul garden grammar



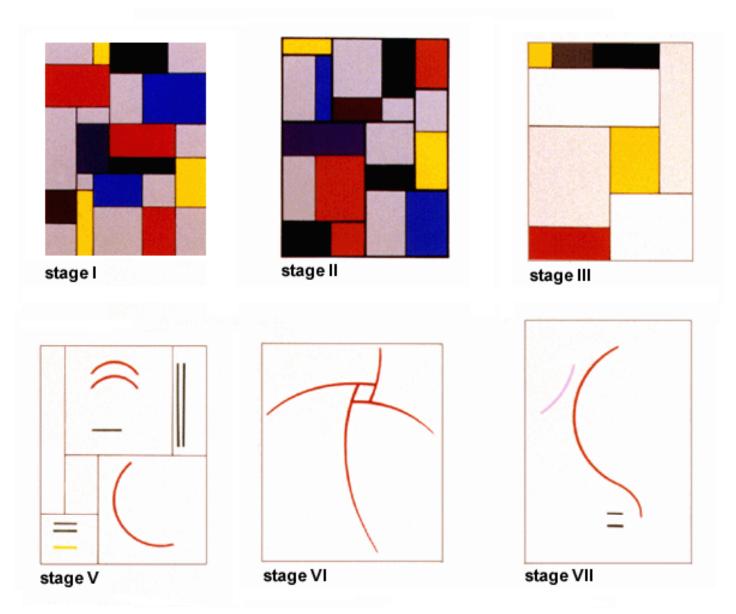
Queen Anne grammar



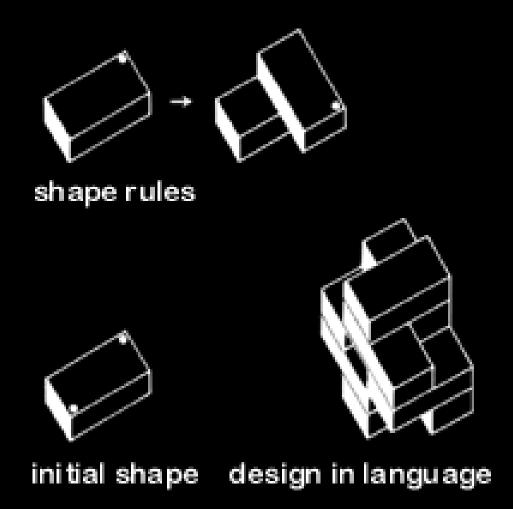
Hepplewhite chair grammar



Ancient Greek meander grammar



De Stijl painting grammar

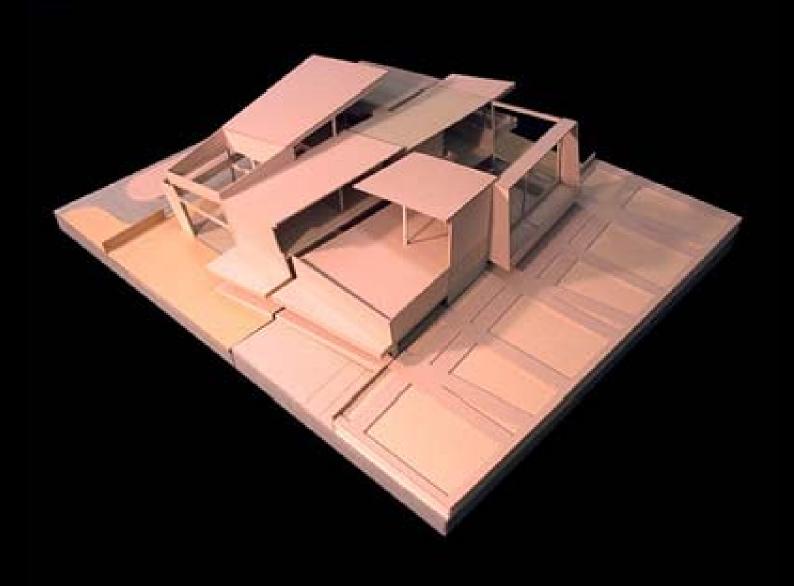


Froebel block grammar

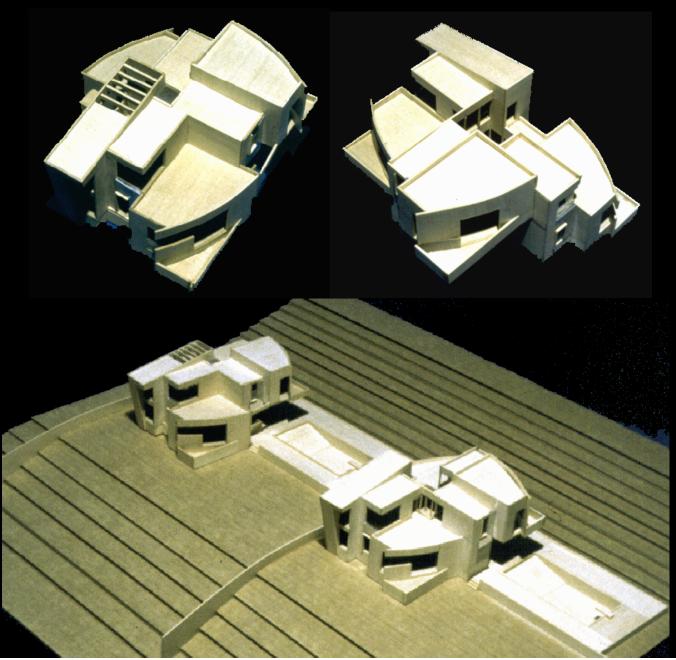
## Museum in Italy



## Elementary school in Los Angeles

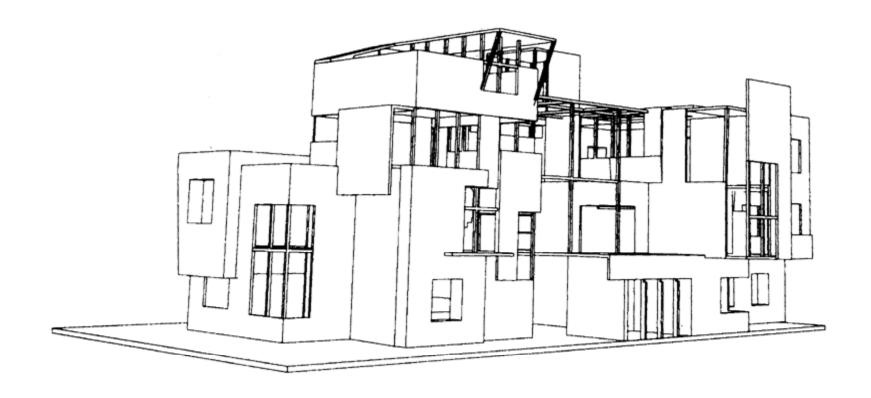


## Courtyard houses in Malibu



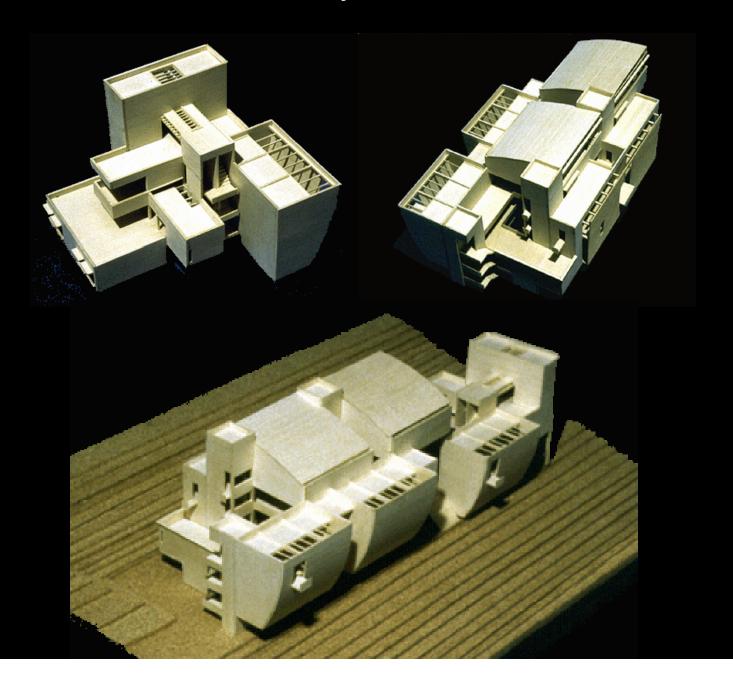
### Fine arts museum in Taipei



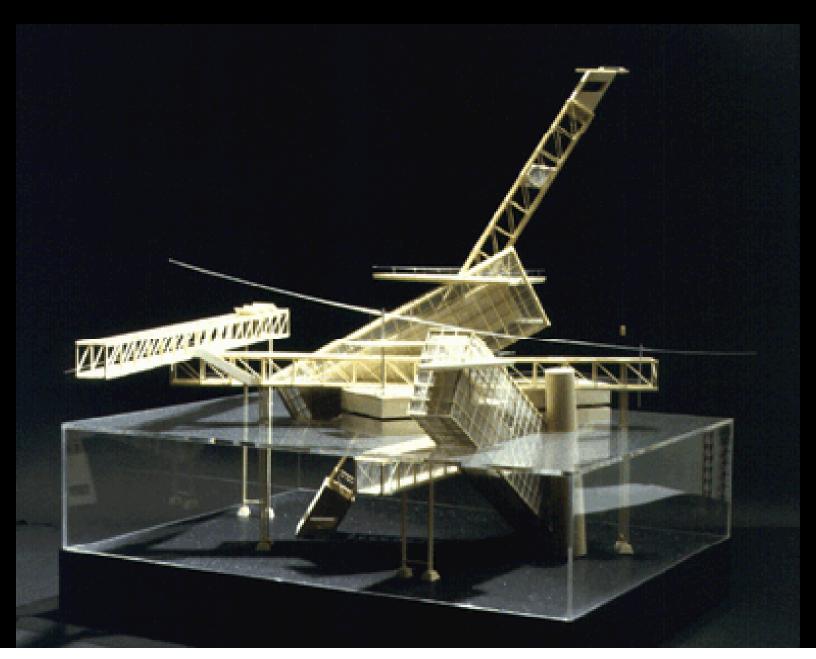


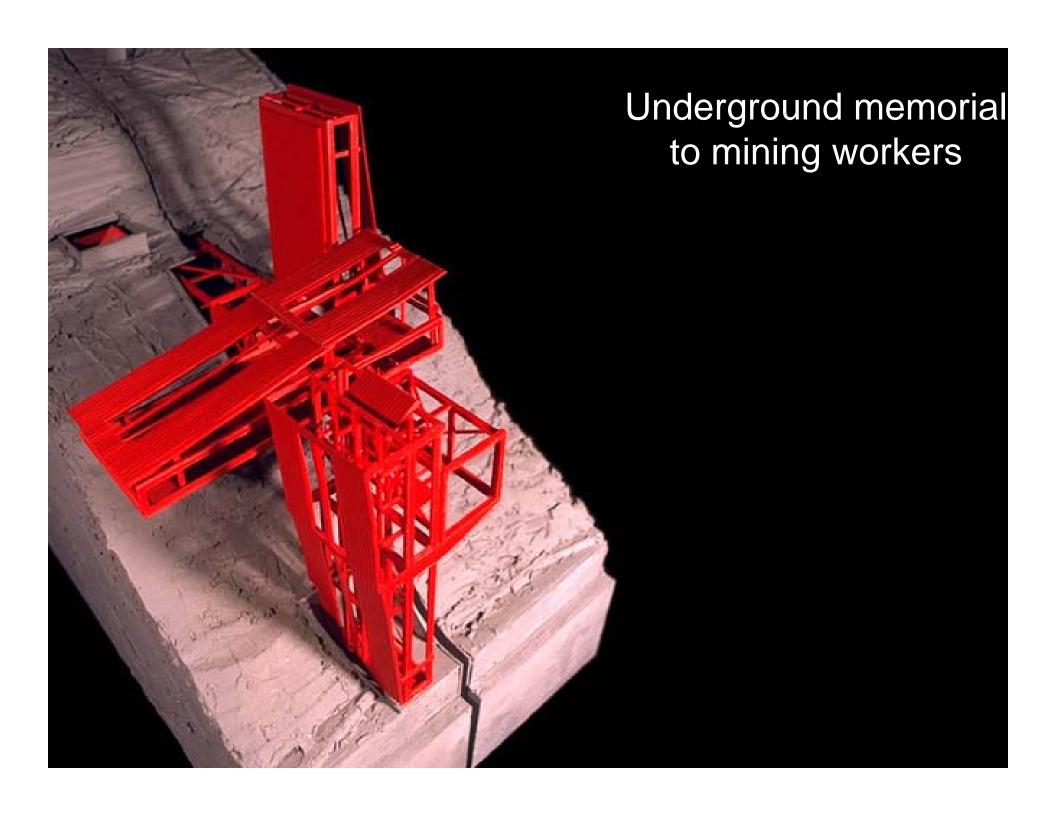
Apartment building in Manhattan

## Cultural history museum in LA



#### Ocean museum in California





# Developing and applying a standard shape grammar

#### **Spatial transformations**

translation

rotation

reflection

scale

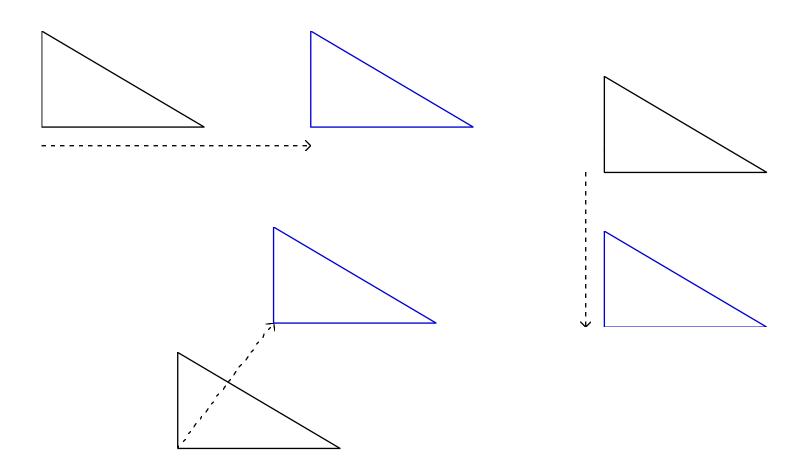
#### Boolean operations

union

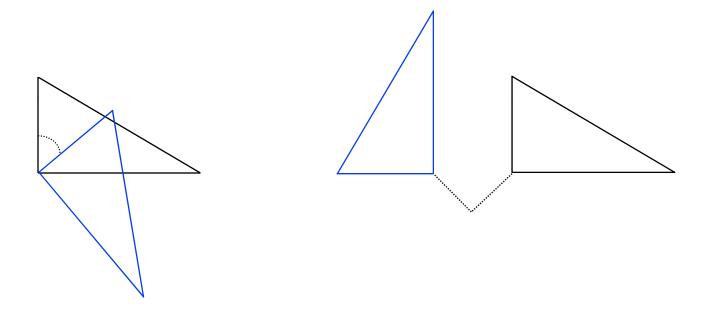
intersection

subtraction

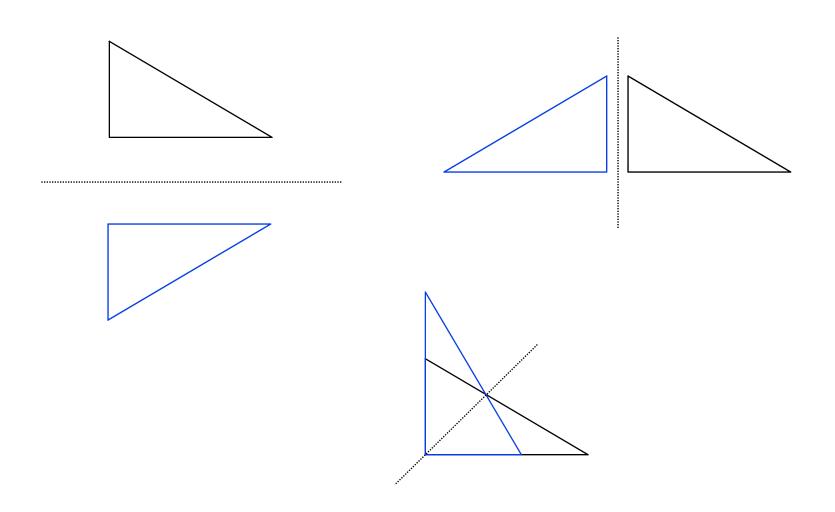
#### **Translation**



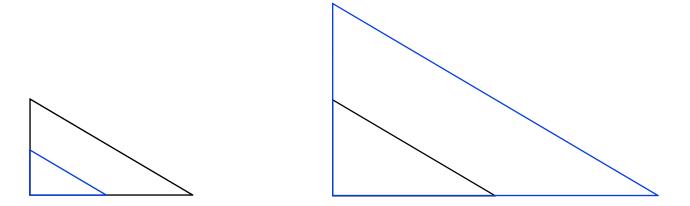
#### Rotation



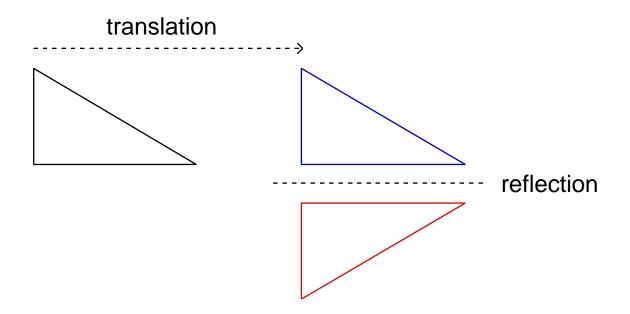
#### Reflection



# Scale



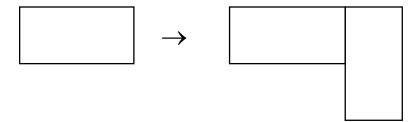
# Combinations of transformations



Shape rule:

 $A \rightarrow B$ 

example:



# Shape rule: $A \rightarrow B$

# Design

#### A rule applies to a Design:

whenever there is a transformation *t* that makes the left-side A a part of the Design.

## To apply the rule:

first subtract the transformation t of the left-side A from the Design, and then add the same transformation t of the right-side B to the Design.

## The result of applying the rule is a New Design:

New Design = [Design - t(A)] + t(B)

possible rule applications rule or or or

initial shape

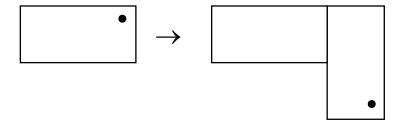
rule

## **DERIVATION**

# Labels

symbols, numbers, or words that restrict the way that rules apply

# labeled rule



erasing rule



initial shape	•	
rules	$\boxed{\hspace{0.3cm}} \hspace{0.3cm} \bullet \hspace{0.3cm} \boxed{\hspace{0.3cm}}$	
	•	

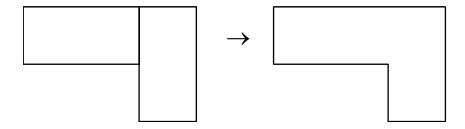
initial shape	•
rules	$\begin{array}{ c c c c c c c c c c c c c c c c c c c$
	• \

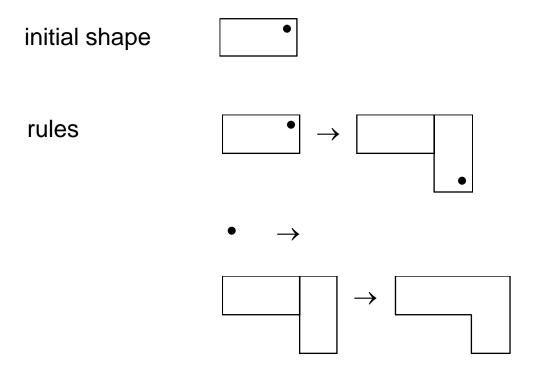
rules

•

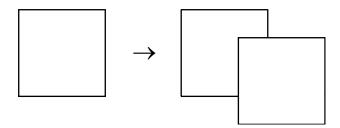
initial shape	•	
rules	$\boxed{\hspace{0.2cm}}^{\bullet} \hspace{0.2cm} \rightarrow \hspace{0.2cm} \boxed{\hspace{0.2cm}}^{\hspace{0.2cm}}$	•
	•	

## subtraction rule





#### addition and subtraction rule





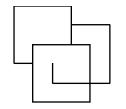
initial shape

rule

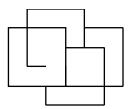
#### **DERIVATION**

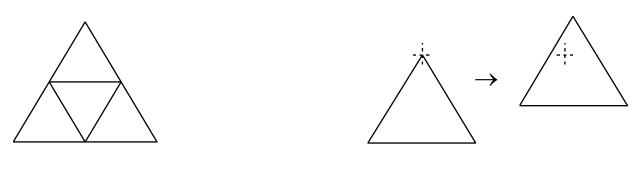
$$\Rightarrow$$

 $\Rightarrow$ 





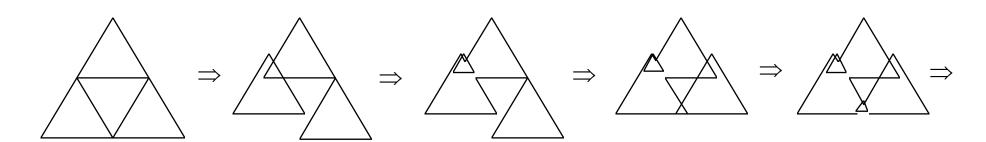




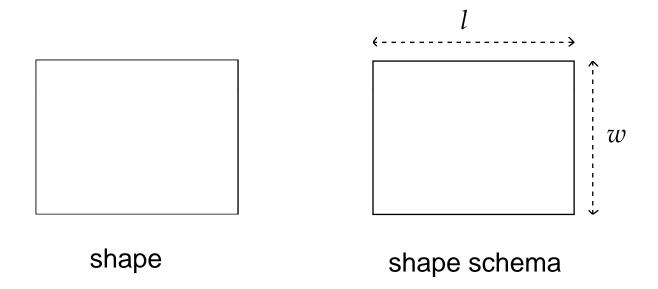
initial shape

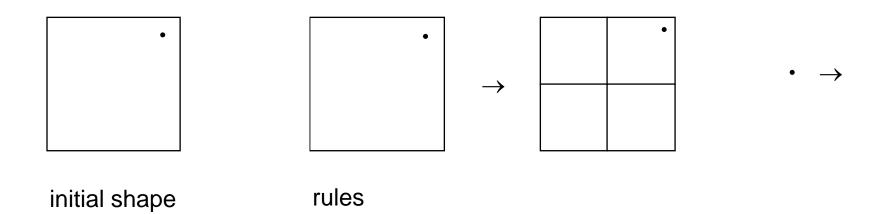
rule

#### **DERIVATION**

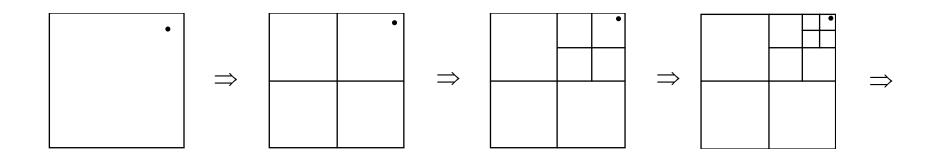


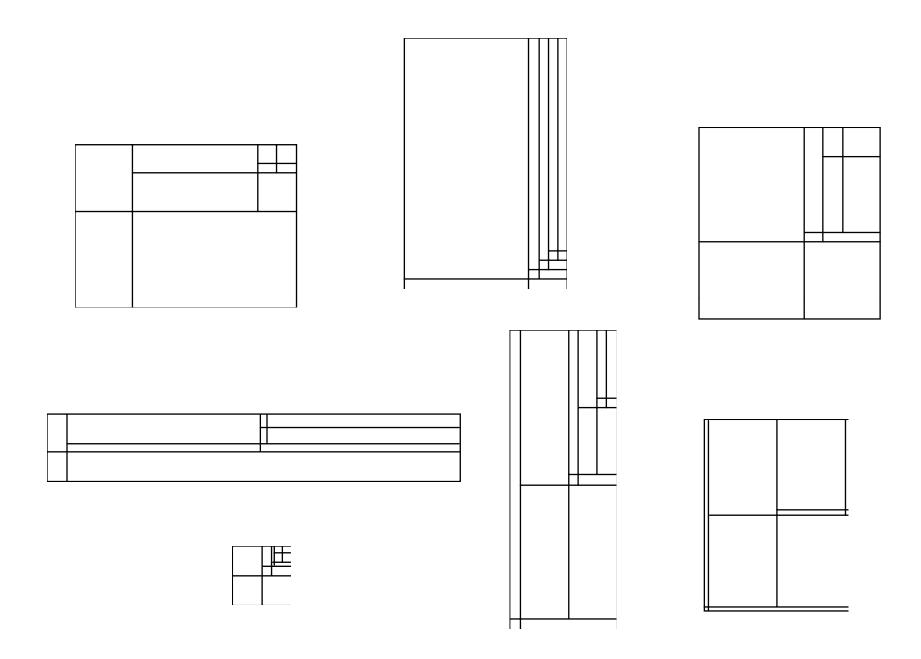
# Developing and applying a parametric shape grammar



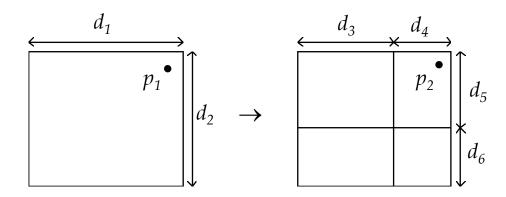


#### **DERIVATION**





#### rule schema



variables in rule schema:

dimensions  $d_1$ ,  $d_2$ ,  $d_3$ ,  $d_4$ ,  $d_5$ ,  $d_6$ points  $p_1$ ,  $p_2$ 

#### conditions on variables:

 $d_1$  and  $d_2$  are the sides of a rectangle

$$d_1, d_2 > 0$$

$$d_3 + d_4 = d_1$$
  $d_3, d_4 > 0$   
 $d_5 + d_6 = d_2$   $d_5, d_6 > 0$ 

$$d_3, d_4 > 0$$

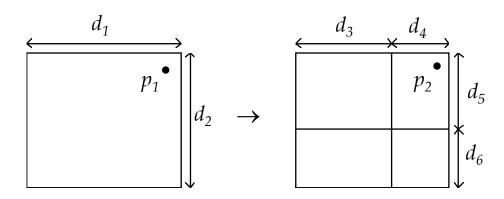
$$d_5 + d_6 = d_2$$

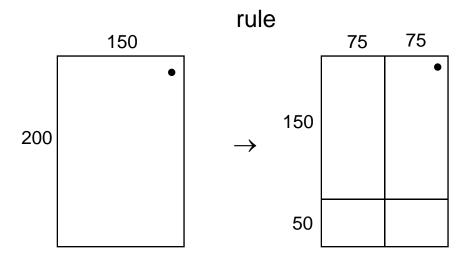
$$d_5, d_6 > 0$$

 $p_1$  is at the top right quadrant of the rectangle with sides  $d_1$  and  $d_2$ 

 $p_2$  is at the top right quadrant of the rectangle with sides  $d_4$  and  $d_5$ 

# rule schema





# Shape rule schema: $A \rightarrow B$

# Design

Define a standard shape rule from the rule schema: with an assignment g of values to all the variables in A and B.  $g(A) \rightarrow g(B)$ 

The shape rule  $g(A) \rightarrow g(B)$  applies to a Design in the usual way: whenever there is a transformation t that makes the left-side g(A) a part of the Design.

## To apply the rule $g(A) \rightarrow g(B)$ :

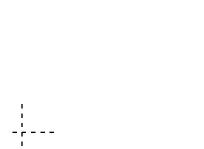
first subtract the transformation t of the left-side g (A) from the Design, and then add the same transformation t of the right-side g (B) to the Design.

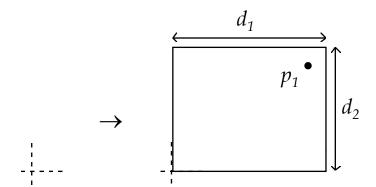
# The result of applying the rule is a New Design:

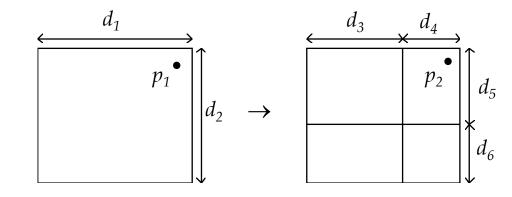
New Design = [Design - t(g(A))] + t(g(B))

initial shape

rules







## **DERIVATION**

