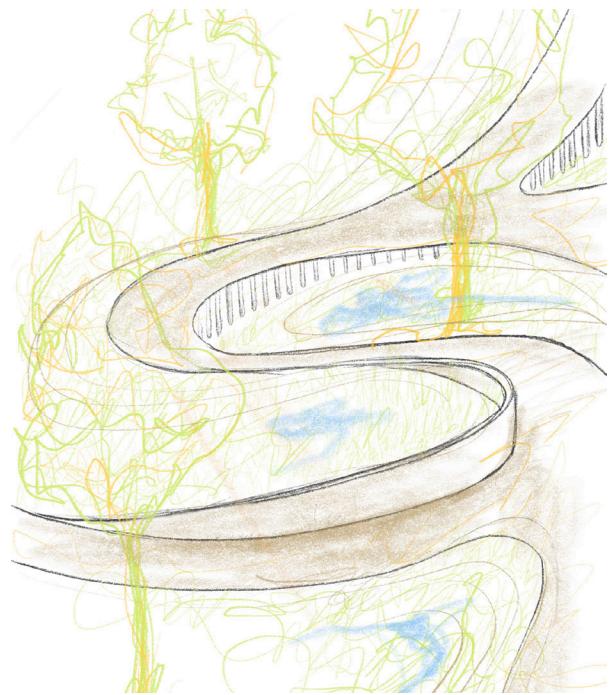


DESIGN INTENT

03 INSPIRATION

SOMETHING FUN

QUICK SKETCH



These images capture my design intentions/inspirations for the boardwalk: to choreograph movement, pause, and transition within the landscape. The images explore how built form can flow with terrain, integrating, exploring and blurring the lines of architecture and landscape.

DYNAMIC LANDSCAPES: HARDSCAPE VS SOFTSCAPE

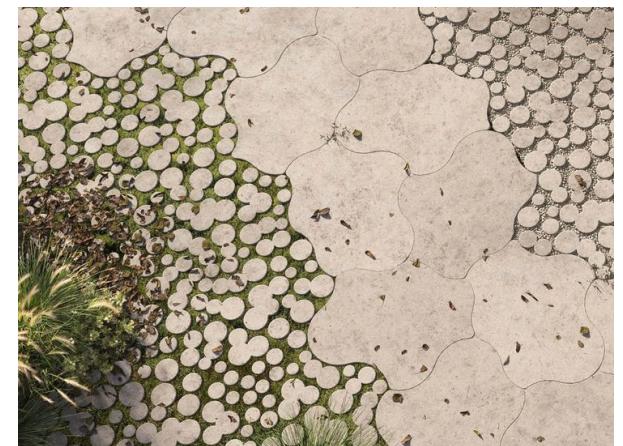
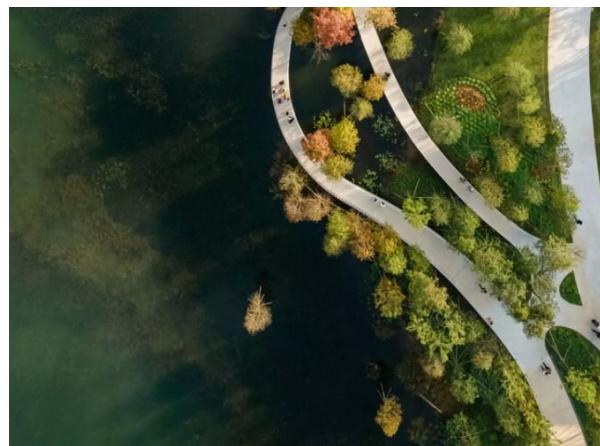
MOVEMENT: BOARDWALKS



PAUSE: SEATING

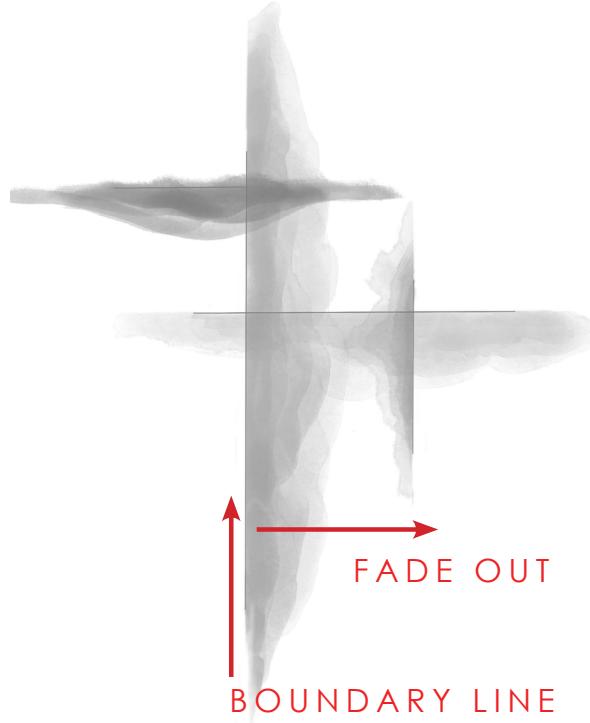


BLURRING LINES: FADE

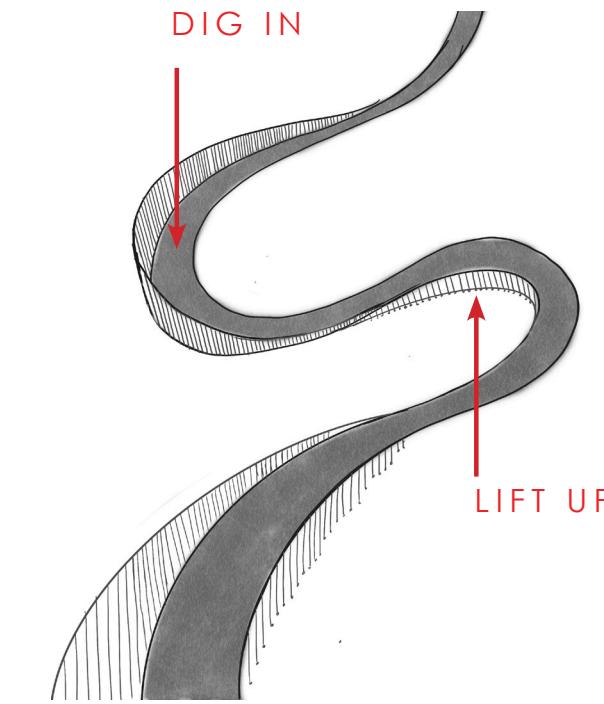
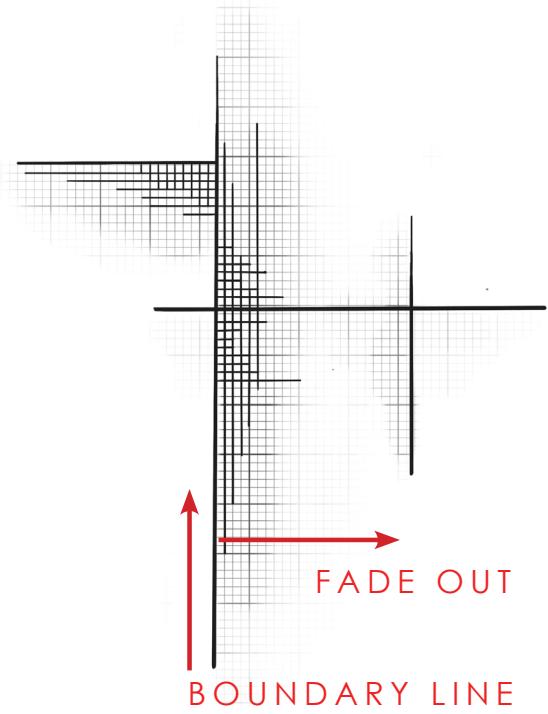


DESIGN INTENT

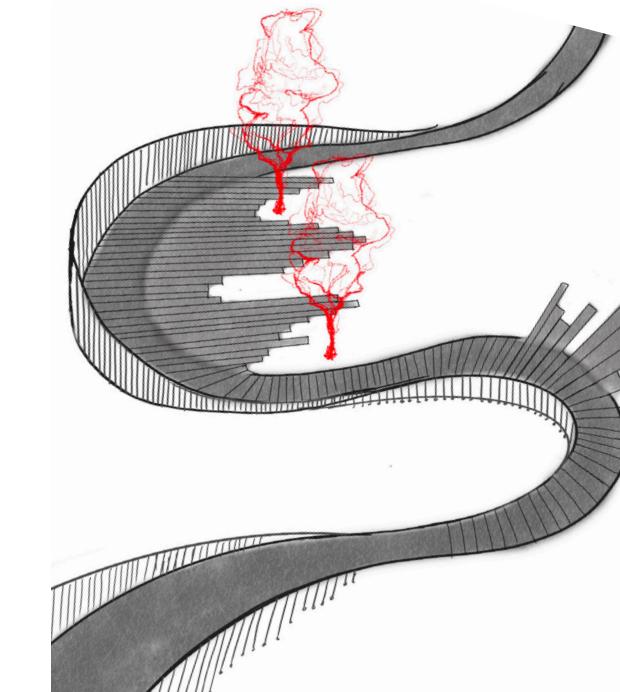
03 LANDSCAPE IN MOTION | IDEA GENERATION



These sketches showcase the desire to have the boardwalk 'fadeout' into the landscape. Maintaining lines that define it in the X and Y direction.



These sketches showcase movement in a different direction: digging in or lifting up at turning points or special moments. creating an experience where you are literally inside the landscape or above it, changing perspective and view points.

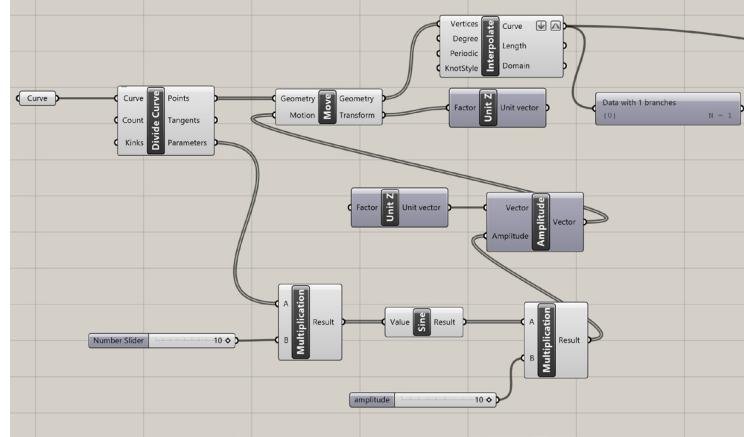


Here the desires are combined where the boardwalk both undulates and responds to existing features of the landscape, pushing out towards views and curving in towards existing features like trees, rocks, water.

PARAMETRIC DEFINITION

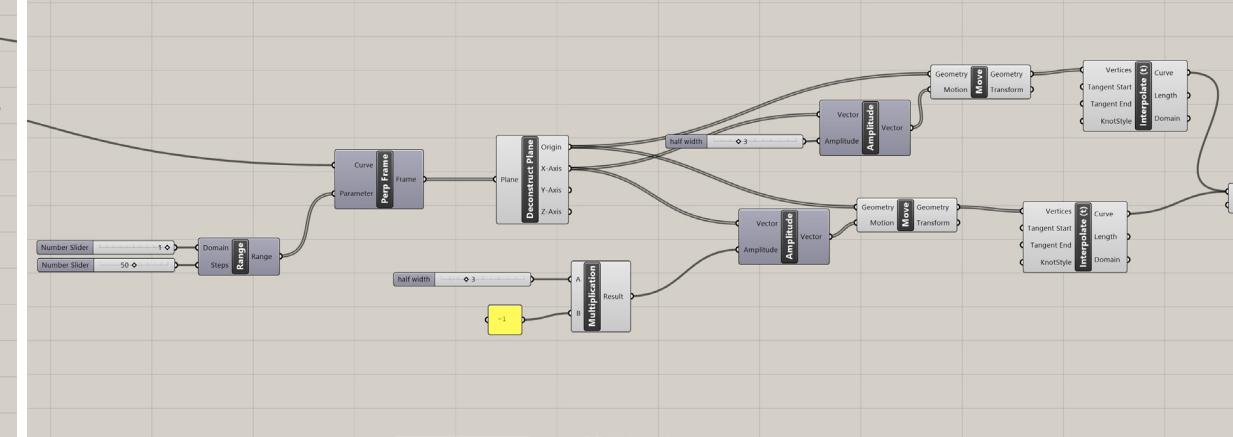
02 SCRIPT BUILDING | WAVES

WAVE GENERATOR



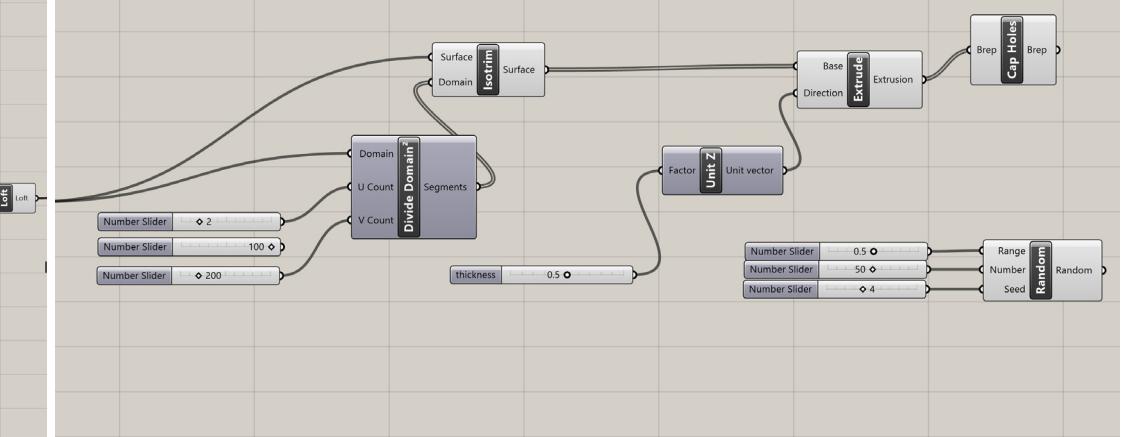
Generating an undulating line based on sketch curve. The frequency slider controls how many waves appear, and the amplitude slider controls how tall or deep those waves are. Interp creates the line

WIDTH AND SURFACE

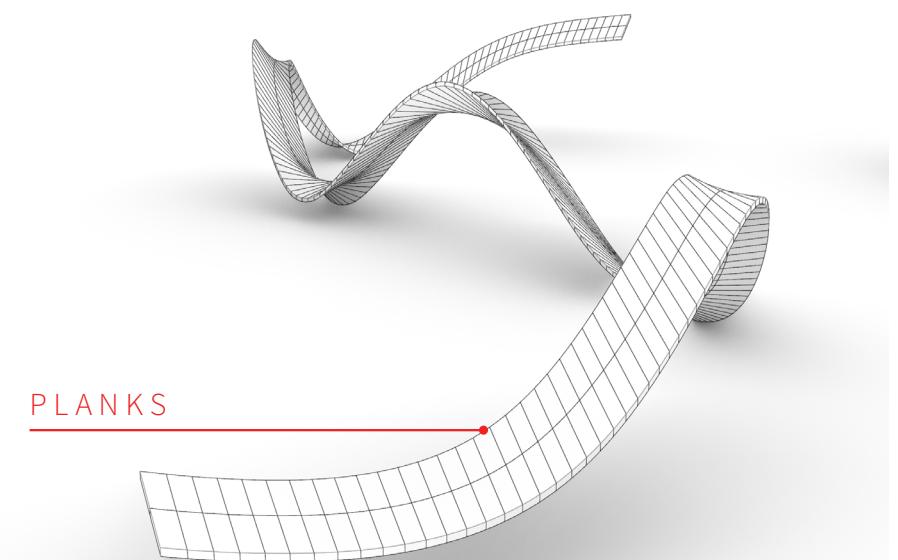
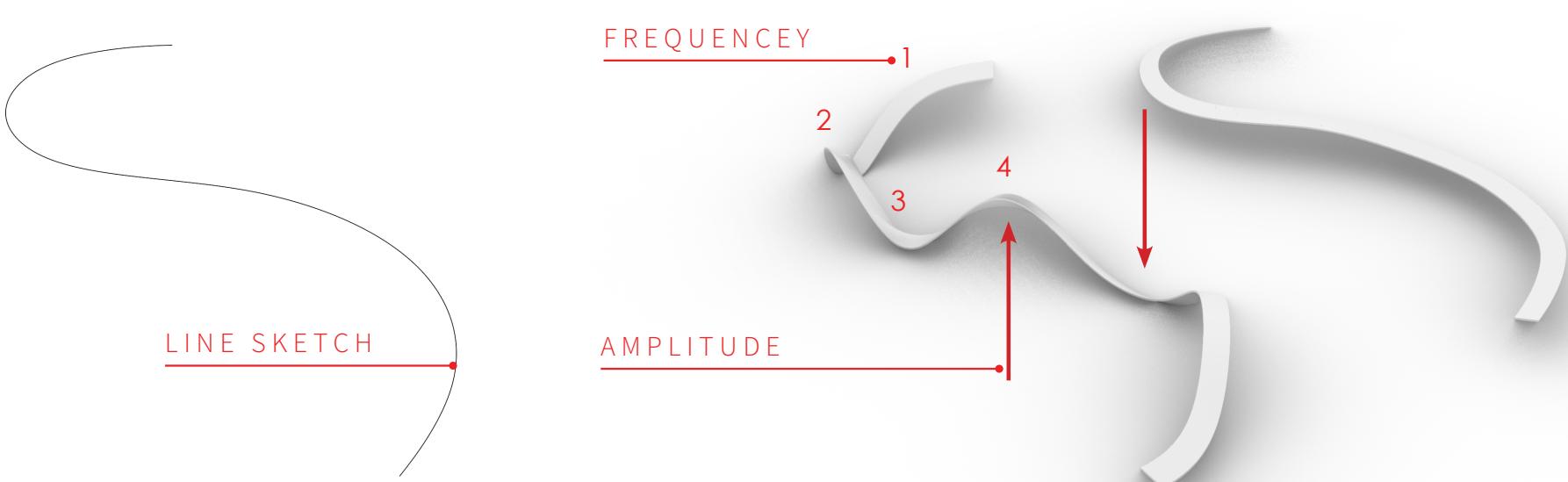


Perpendicular frames are generated along the curve and points are moved outward by a controllable half width number slider. Two interpolated curves are lofted together to form a continuous surface (boardwalk)

PLANKS + THICKNESS



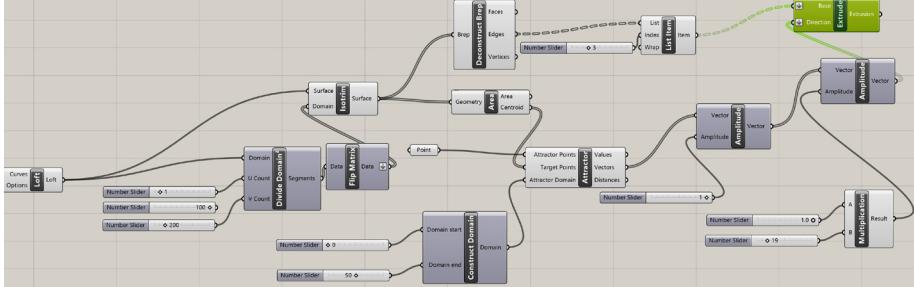
Here the surface is divided into planks/structural elements that make up the boardwalk. Then each plan is given physical thickness by extruding up on the Z-axis. The Random component introduces variation in the planks



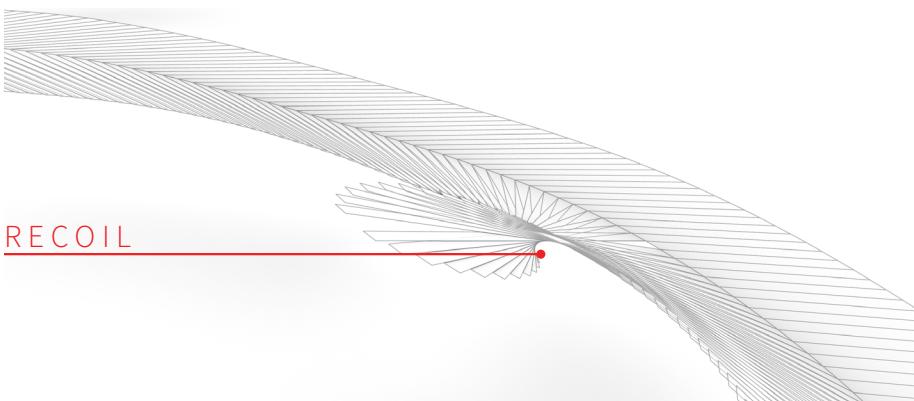
PARAMETRIC DEFINITION

02 SCRIPT BUILDING | REACHING

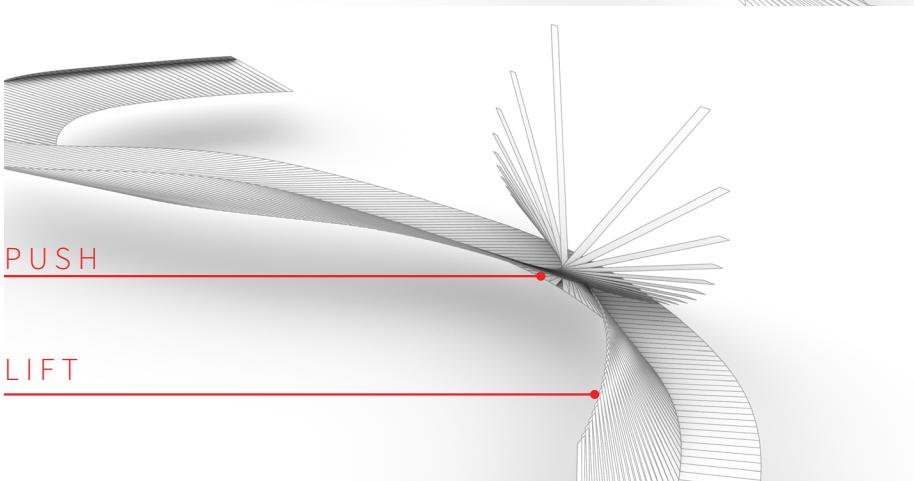
ATTRACTION POINT



PULL TO POINT



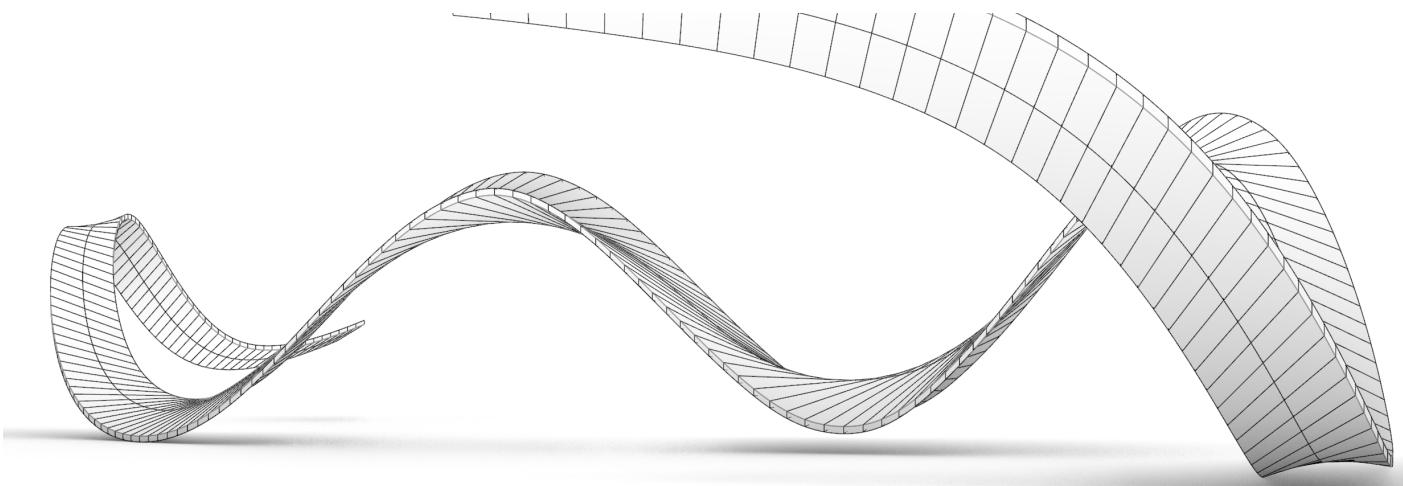
RECOIL



PUSH



LIFT



CONCLUDING THOUGHTS

The parametric method made me rethink my approach to the boardwalks. How they could respond to the environment by moving up and down, carving into the ground and lifting above it or undulating with the earth's flow. How they could reach out or recoil to features on the land like rocks, trees or water. It made me think about every element, how the guiding line, creates a response to the width and variability, what the limits are before the chain breaks.

The parametric capabilities are so variable in Grasshopper, there are so many unique ways to approach an idea or script (I'm almost positive the way I did it was not the most efficient) but I learned an incredible amount about how and why geometry will react, and in the end I was able to create something that moves and breathes! More to learn.

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