

# Journal 6

2/27/25

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I took the time to throw together a rudimentary Grasshopper scrip as a first attempt at modeling my greenhouse. By forcing myself to do the entirety of the modeling in Grasshopper I learned a lot of new ticks and tools. The trickiest part ended up being the mullions, this was because when I arrayed the line it ended up going the other 180 degrees than what I wanted. To solve this problem I ended up doing a combination of mirror and scale to get the desired outcome. Although it is tricky to see all of the open areas are glass.

For my next steps I would like to work on making this design feel more organic (I am still exploring what this means). The other main thing I know I want to do is create a shield that comes up during storms to protect the glass. I have sketched up the idea I was thinking of next to the rendering. Hopefully I can incorporate Ladybug to achieve this goal.

