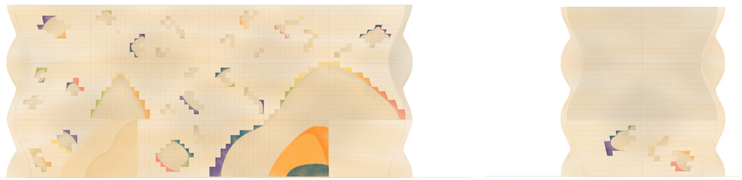
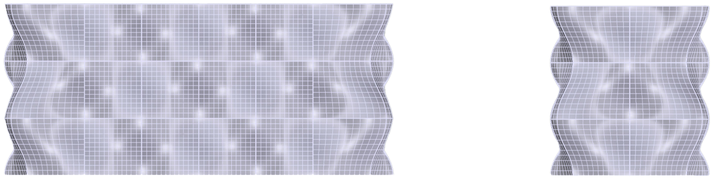
Project Development

Skin & Other Experiments

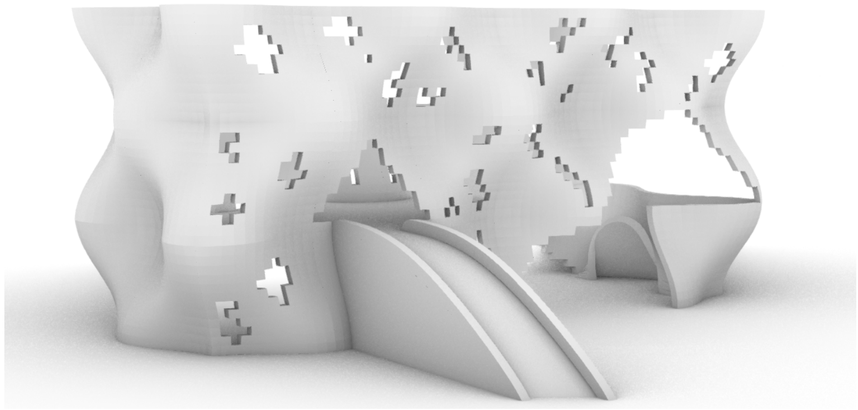
Because the play structure is comprised of light, interlocking panels, the skin and the structure are essentially the same, so I struggled to decide what to add for this journal. Ultimately, I decided to to add detail to the panels and work towards making my current model look more like my earlier sketches, which included elaborate openings, colorful elements, and play equipment attachments. After sketching a few different versions with curved openings over my Rhino model by using Adobe Fresco, I decided that true curved openings did not work well with the rectilinear-dimension panels, despite the curved surface of the panels. So to resolve this, I decided to create the openings by deleting individual faces from the mesh panels, creating irregular openings that sometimes imitate curves. There is probably a way to do this in grasshopper, but I am unsure what it would be. My plan for the color sections is to add a secondary layer to the inside face of the panels that is comprised of painted wood or plastic and would likely attach to other play implements inside.



Openings, Colors, and Basic Attachments Sketch: Elevations

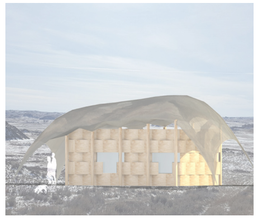


Divided Mesh Panels from Rhino: Elevations



Current Rhino Model with Openings, Slide, and Reading Nest

Aside from the opening strategy, I have also been considering implementing an idea that I have been working on all semester for my studio project: a tensile roof. Because the play space is intended to be used indooors or outdoors (thus the logic fo the interlocking panels allowing for easy disassembly and reassembly), I was thinking that at least part of the structure should have a roof or shading element for outdoor use. Throughout the semester, I have been using the Kangaroo and Weaverbird plugins for grasshopper to create the tensile roof form of the cabin, going through several iterations before settling on this design for the mid-review (now the tensile fabric forms more than the roof of my project, but this iteration is more relevant to how I might use similar ideas for this class). For the play structure, I was thinking the tensile element would be more playful and irregular like my earlier iterations (on the right side of the image to the right), with anchor points at different heights withing the structure. I have yet to model this as I am unsure whether it is what I want to do, but I hope to try it soon.



Studio Mid-Review Collage Render

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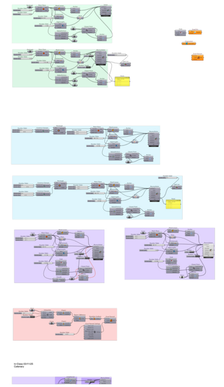
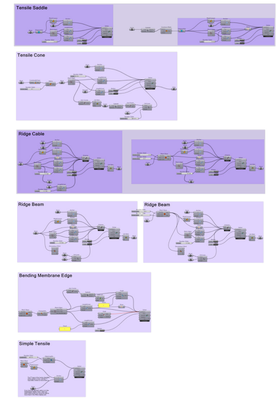
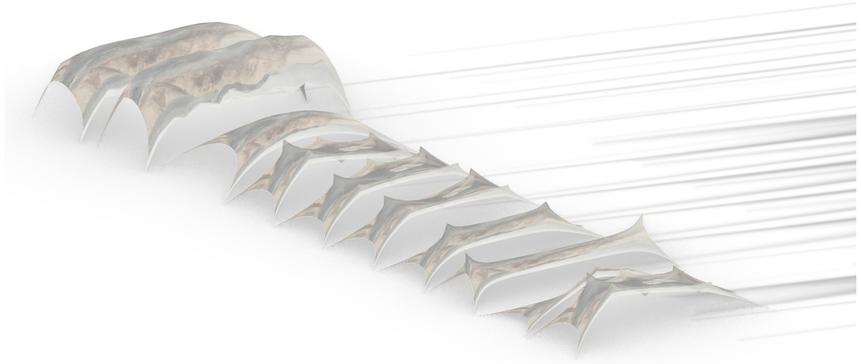


Tensile Roof Iterations Grasshopper Script





Studio Tensile Roof Iterations with Watercolor Pattern