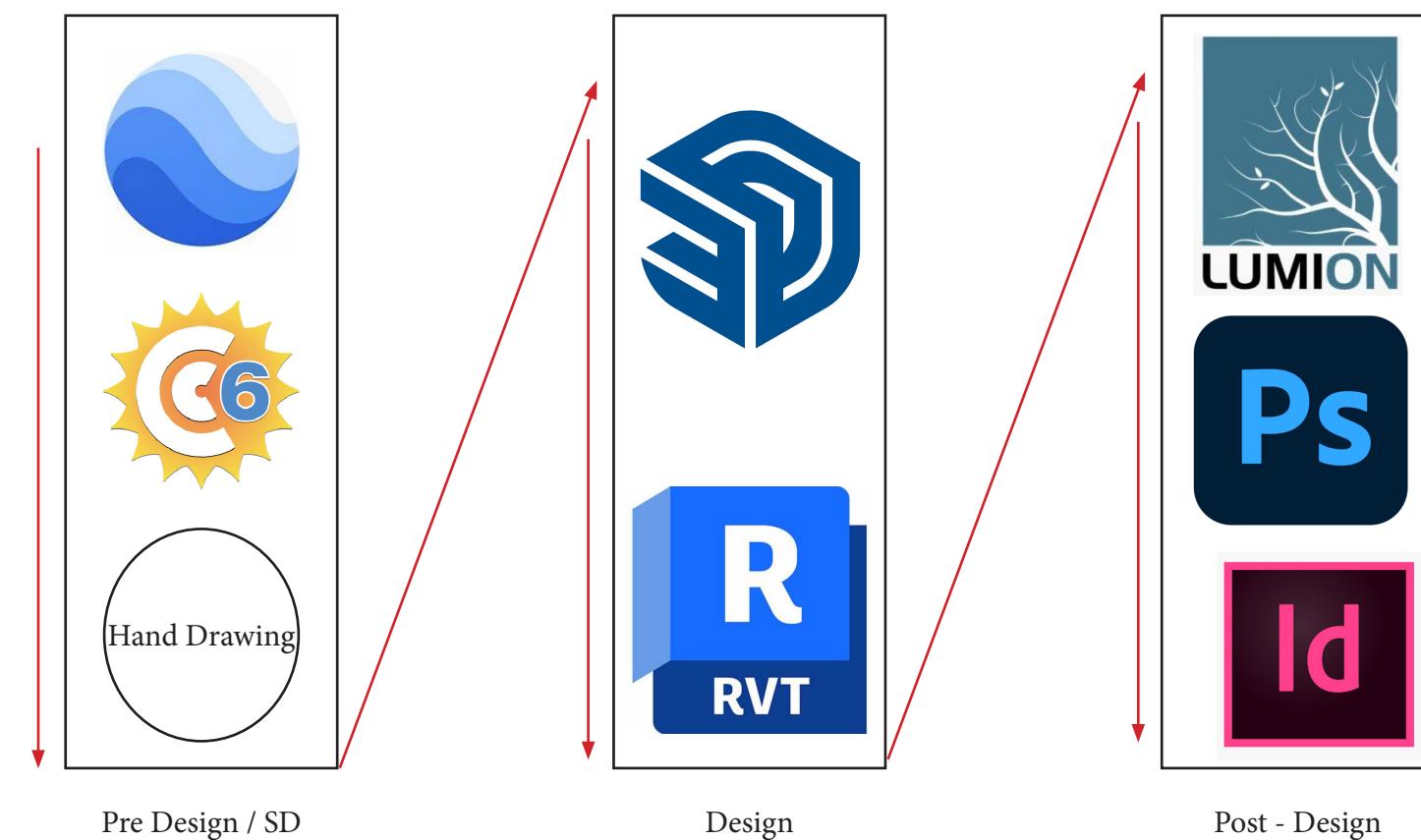


Cameron Sherrodd
Journal
Advance Computer Applications
565

Cameron Sherrodd

Journal 1



Week 2

Cameron Sherrodd

Journal 2

In the summer I saw this rendered video of a house inspired by the Dune series. It would be able to adapt to the weather conditions of the harsh desert. When sand storms came, walls would come down and protect the fragile glass.

I think the ability to open and close the building like this is super interesting and being able to do this in grass hopper would be sweet. Just like the panels of Al Bahr Towers. However making the form even more conceptional. Taking it a step further, using this video as inspiration it would be fun to render out a movie of this working in unreal engines.

The overall concept is to have a small space that would be used as a place to stop and take a moment to enjoy the scenery. Then when weather hits such as rain, snow, wind or hail, the small space would be able to shut down like the Dune precedent. I believe the first installment should be in Puerto Rico since it has a mild climate so this space would get used year round however Puerto Rico is known for having some of the most aggressive and quickly developing storms, allowing it to become a place of safety and possibly even an observation of the storm.



Location : Puerto Rico



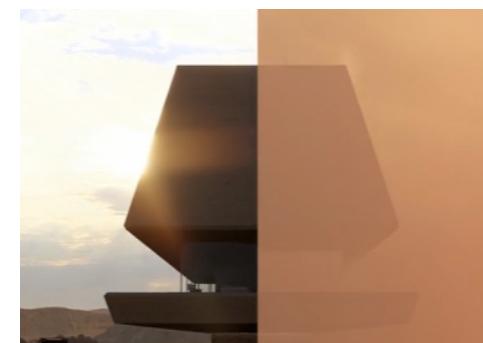
Open



Closing



Closed



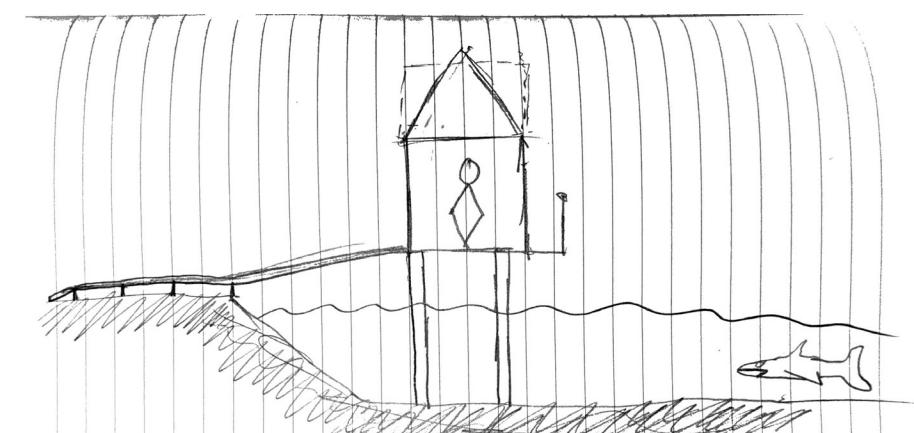
Adaptable



Open



Closed



Final product will be much more conceptual

Week 3

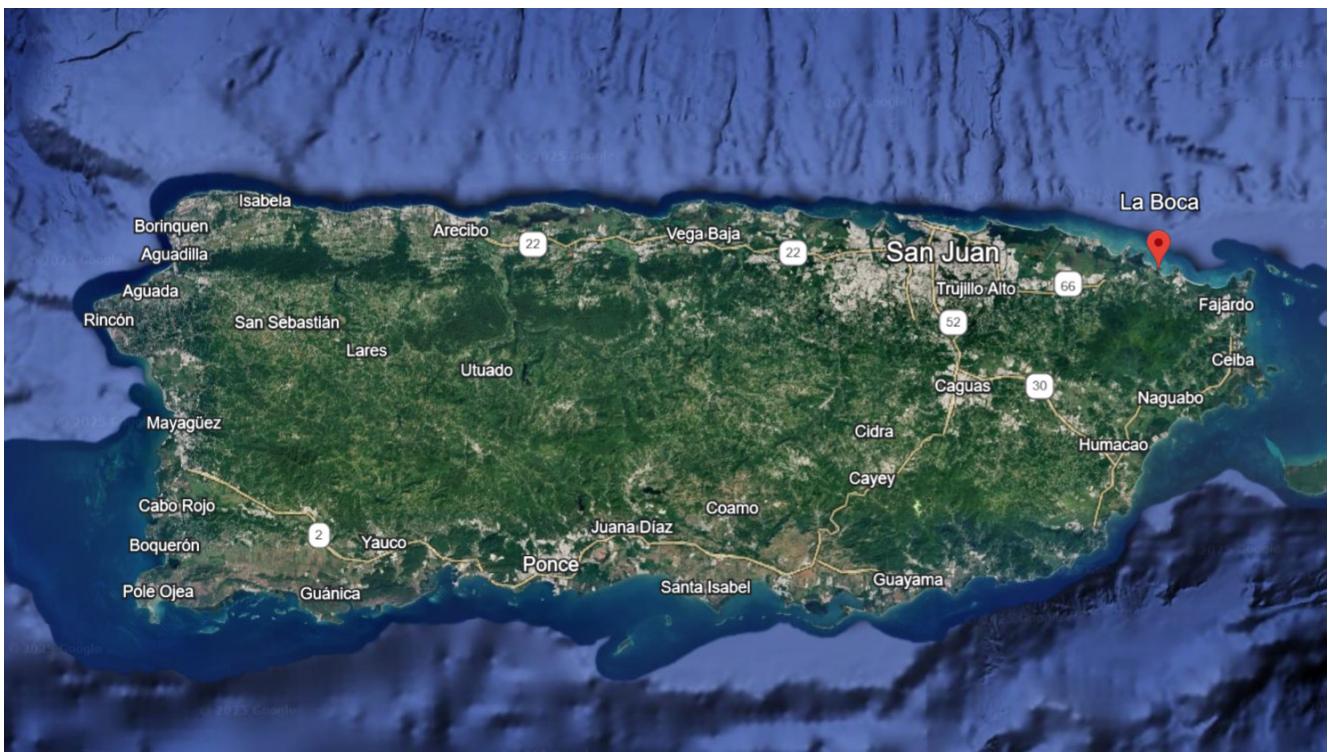
Cameron Sherrodd

Journal 3

With my location being in Puerto Rico, I looked into where storms were most likely going to hit in regards to the island. I found that the North East portion of the island is hit the most during storms. From there I looked into popular beach locations within the NE corner of the island. I found a very interesting river delta that was near some private homes and a resort. Being that my program is a storm shelter for people who get caught in storms with nowhere else to go I decided this peninsula near the delta was perfect.

My idea for this location is that people may be snorkeling near this delta and unaware of the changing weather conditions. If you are caught on the East side of the delta on the beach away from the resort your only option is to cross the wide river or swim back in the ocean. Instead you would be able to take refuge within my storm shelter, once the storm passes you would then be able to make your way back to the resort.

Note, CC keeps crashing. I am going to try and find a solution by tomorrow.



Location : Puerto Rico - Coco Beach



Site

Topography

[HOME](#)[DATA](#)[RESOURCES](#)[LEARN](#)

Data ?

[Download Results](#)

- Download point cloud data in LAZ format [points.laz](#) (585.3 MB)

[Download Products](#)

- Download DEM (TIN) [output.tin.tar.gz](#) (27.5 MB)

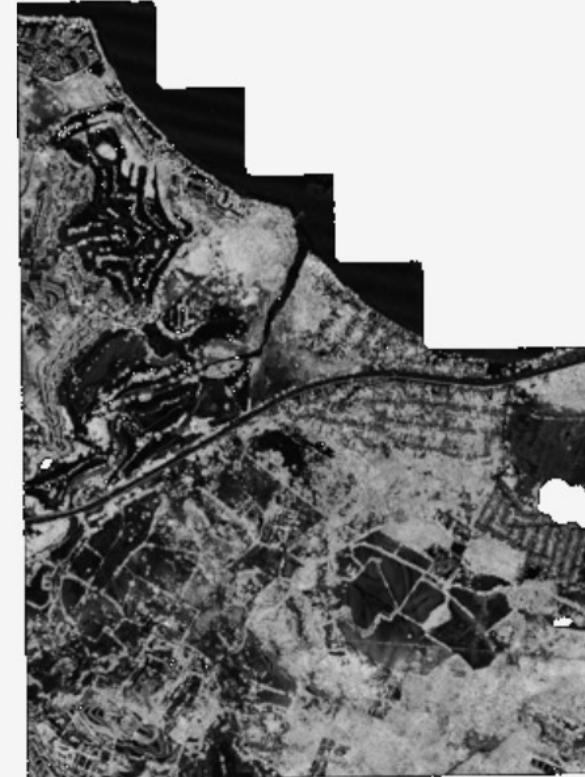
[Download Visualization Products](#)

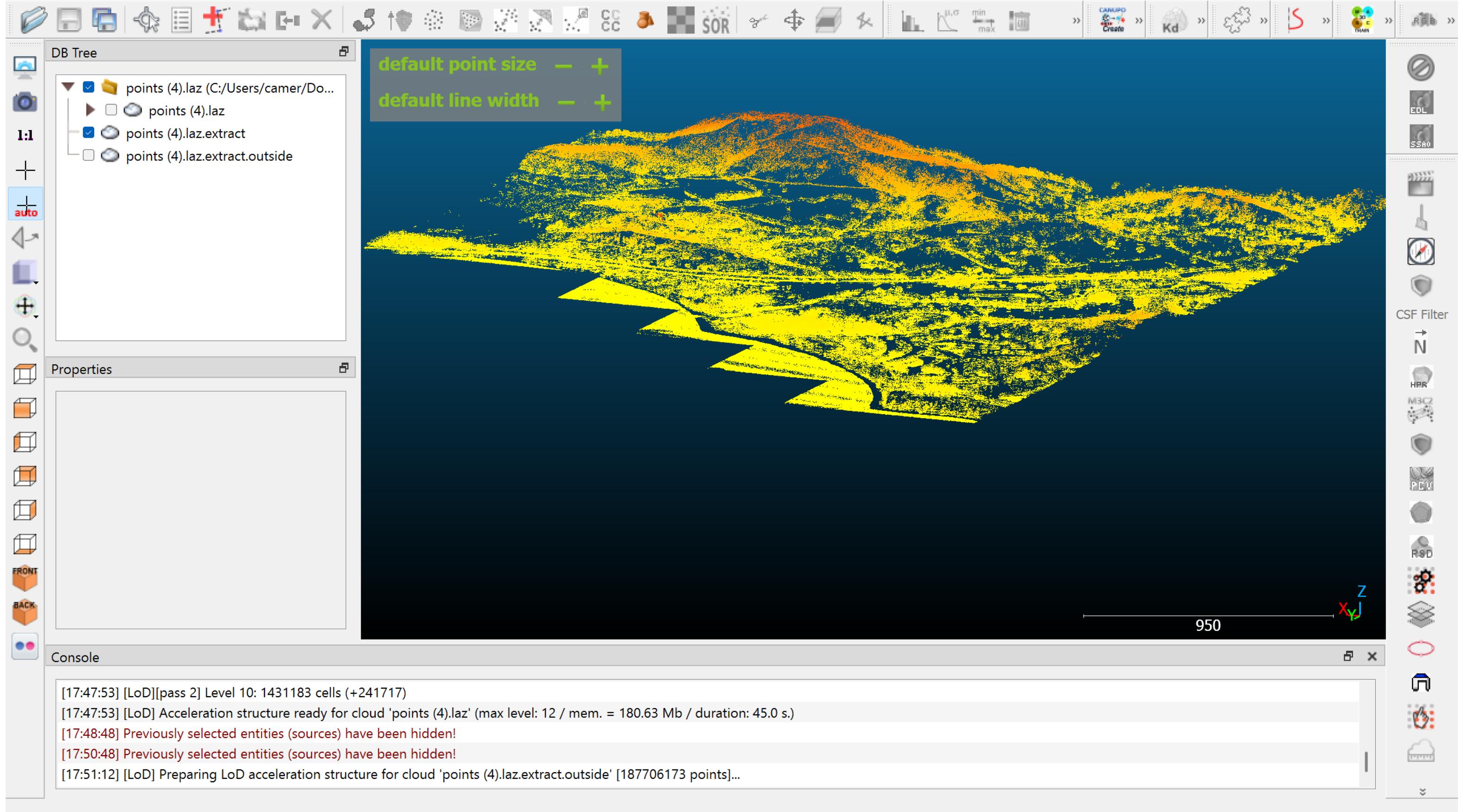
- Download Visualization Products (TIN) [viz.tin.tar.gz](#) (44.4 MB)

Visualization Products

Slope

- [View on map](#)







DB Tree

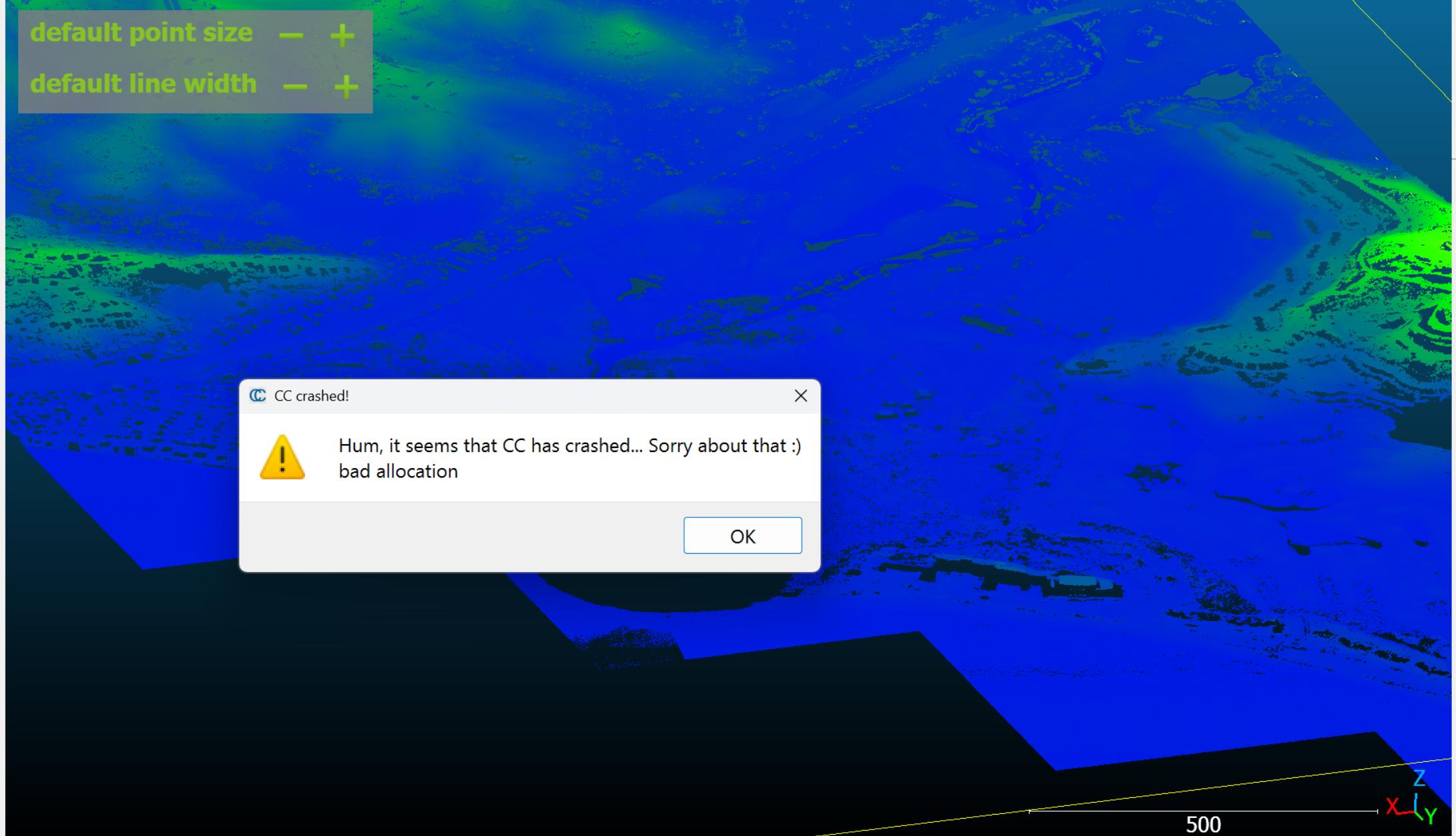
- points (4).laz (C:/Users/camer/Do...)
 - points (4).laz
 - points (4).laz_CSF
 - Ground points
 - Off-ground points
 - Ground points.extract

Properties

Property	State/Value
CC Object	
Name	Ground points.extract
Visible	<input checked="" type="checkbox"/>
Colors	RGB
Show name (in 3D)	<input type="checkbox"/>
Box dimensions	X: 3286.38 (-1286.39 : 1 Y: 4408.78 (91.21 : 4499 Z: 197.67 (-6.79 : 190.88 X: 356.8

Console

```
[18:32:04] [LoD][pass 2] Level 7: 10876 cells (+121)
[18:32:04] [LoD][pass 2] Level 8: 45057 cells (+1148)
[18:32:04] [LoD][pass 2] Level 9: 172946 cells (+17383)
[18:32:04] [LoD][pass 2] Level 10: 686417 cells (+192736)
[18:32:04] [LoD] Acceleration structure ready for cloud 'Ground points.extract' (max level: 12 / mem. = 92.48 Mb / duration: 22.5 s.)
```



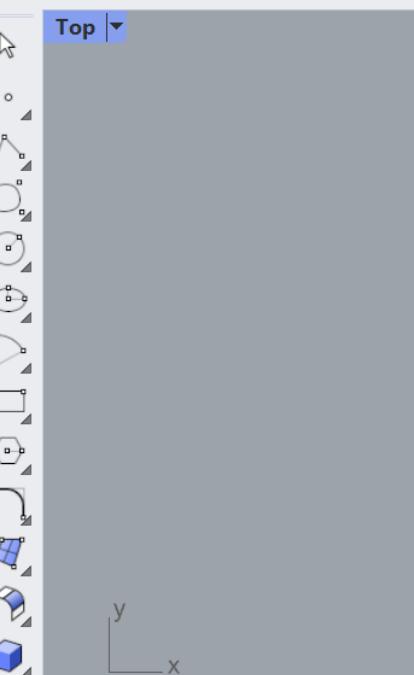
point mesh 2 - Rhino 7 Educational Lab License

File Edit View Curve Surface SubD Solid Mesh Dimension Transform Tools Analyze Render Panels Help

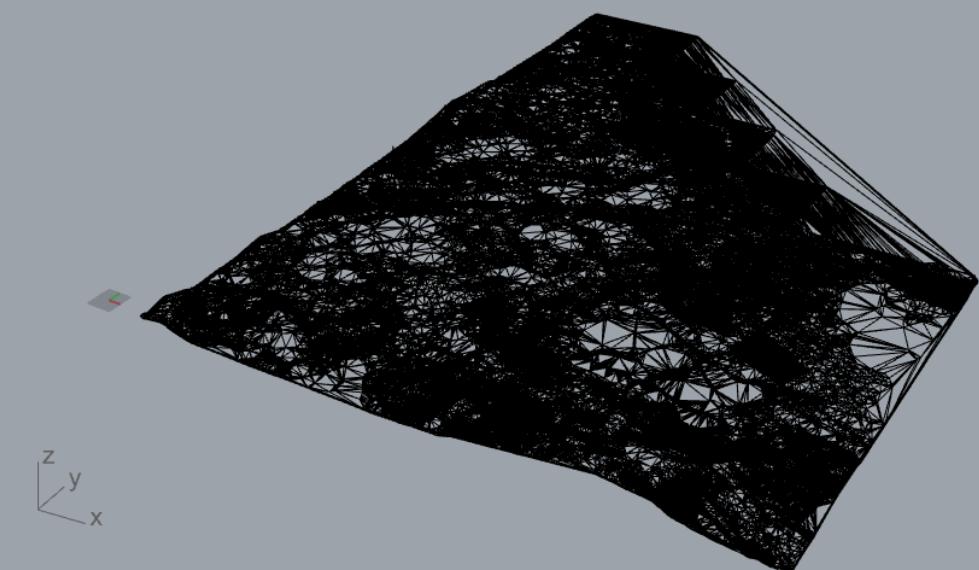
Standard CPlanes Set View

Command: '_Zoom
Drag a window to zoom (All Dynamic Extents Factor In Out Selected Target 1To1): _Extents

Command:

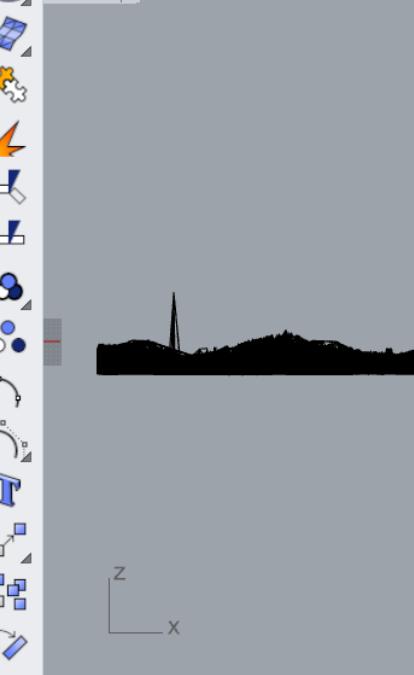


Perspective



Front

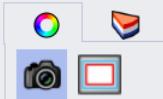
Right



Perspective Top Front Right +

End Near Point Mid Cen Int Perp Tan Quad Knot Vertex Project Disable

Properties: View properties



Viewport

Title	Top
Width	991
Height	602
Projection	Parallel
Locked	<input type="checkbox"/>

Camera

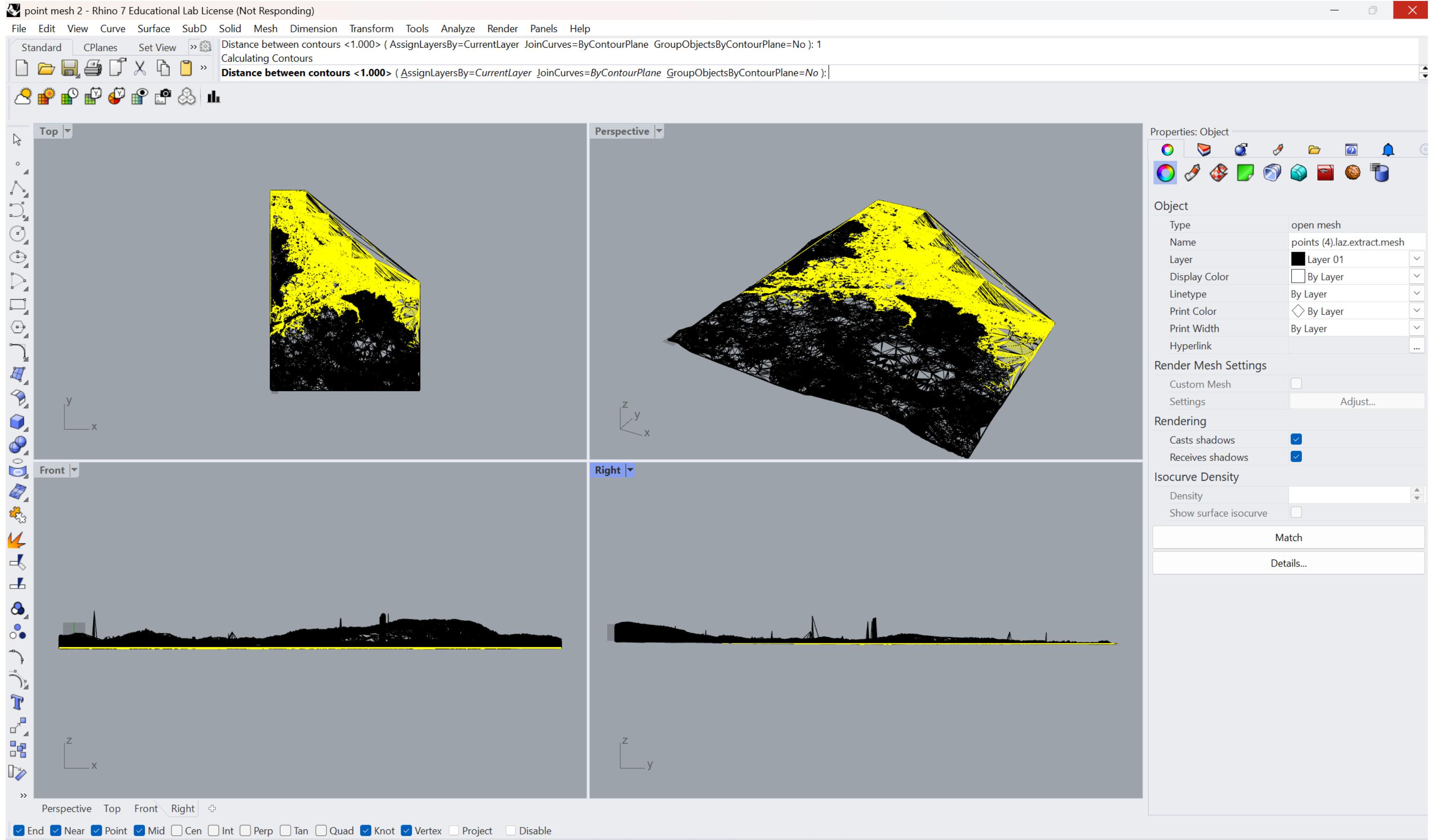
Lens Length(mm)	50.0
Rotation	0.0
X Location	860.874
Y Location	2332.435
Z Location	183.422
Distance to Target	160.192
Location	Place...

Target

X Target	860.874
Y Target	2332.435
Z Target	23.23
Location	Place...

Wallpaper

Filename	(none)
Show	<input checked="" type="checkbox"/>
Gray	<input checked="" type="checkbox"/>



Perspective ▾



Week 4

Cameron Sherrodd
Journal 4

The Stone wall and Structure
will be Parametric. this is
a simple
version

