

# Wood construction systems



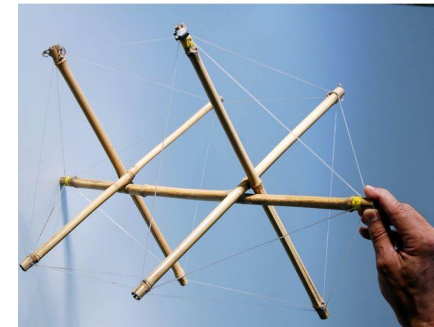
post + beam



timber framing



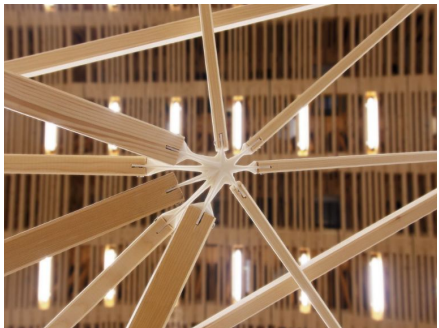
wood truss



tensegrity



reciprocal



space frames with nodes



folded plates



sequential structures



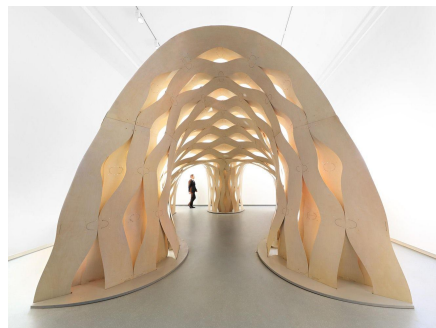
whole timber



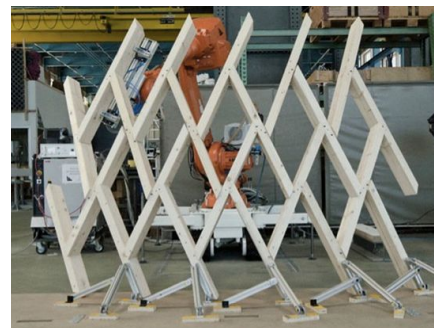
grid shell



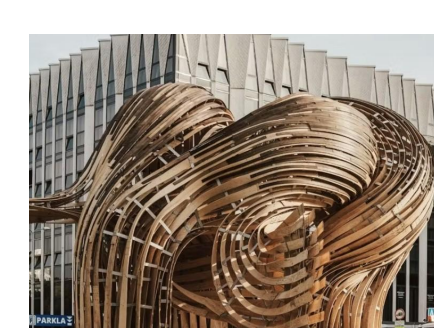
space frames with cuts



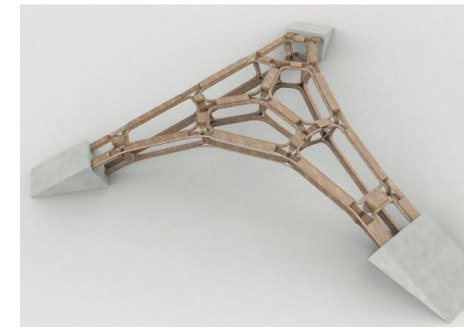
folded veneer



zoolinger/lamella



steam bent



kerf bent

# Wood Joinery

- ☐ lap
- ☐ half-lap
- ☐ scarf joint
- ☐ tenon-mortise
- ☐ dovetail (not in the model but it would be good to have it)



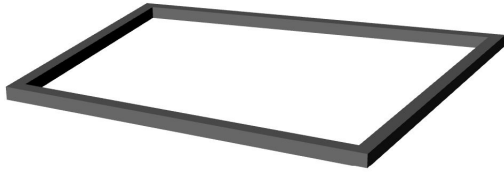




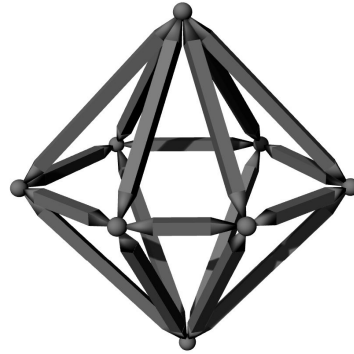
	1	2	3	4	5
ADD	2D				3D
SUB					

- how big are the elements
- density of network/how close are the joints
- number of elements/joints
- geometric distinctiveness of joinery (e.g. half lap is hard)

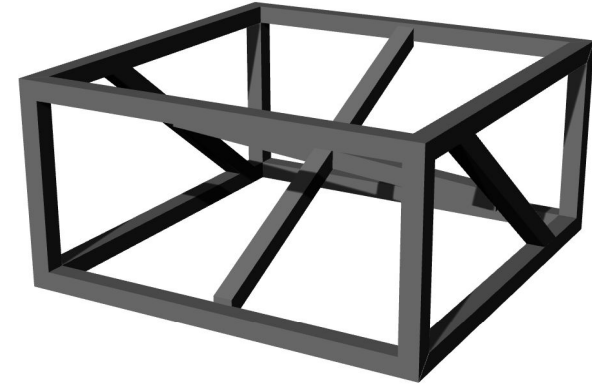
## DataSet Additive



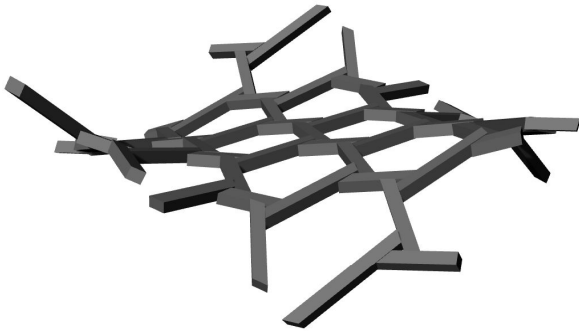
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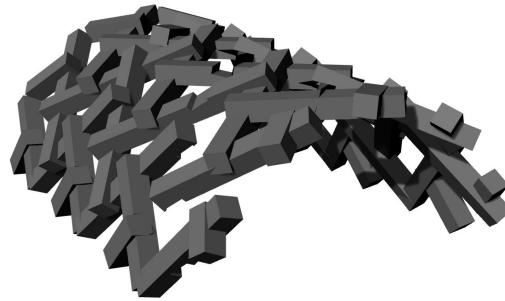
1



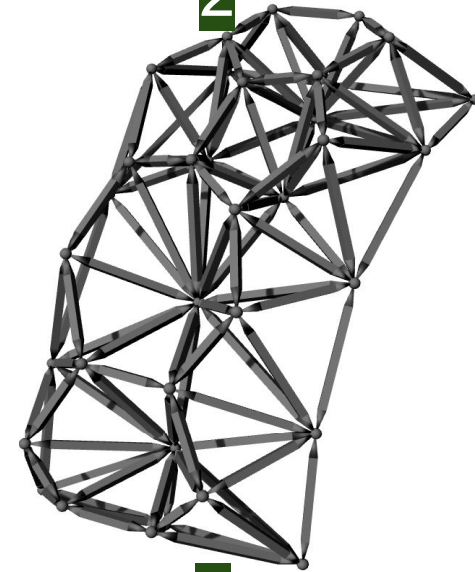
2



3

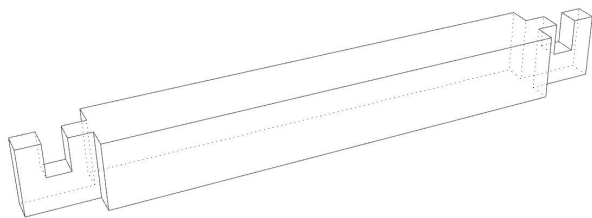


4

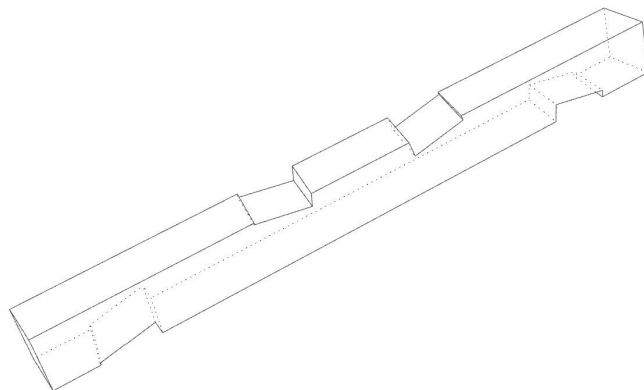


5

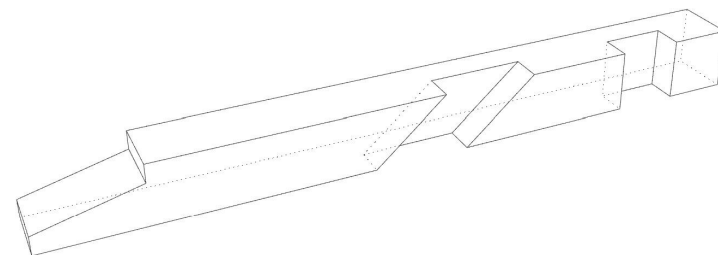
# DataSet Subtractive



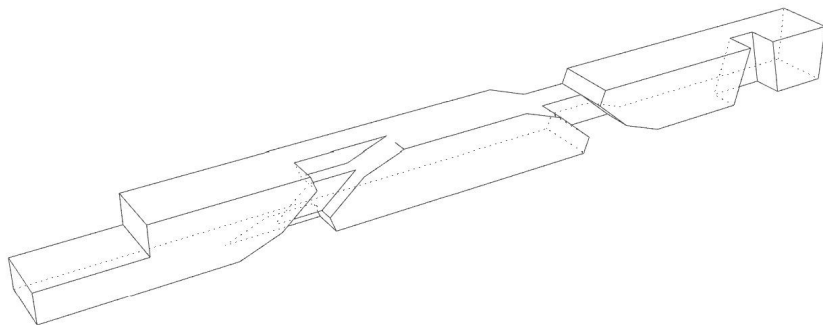
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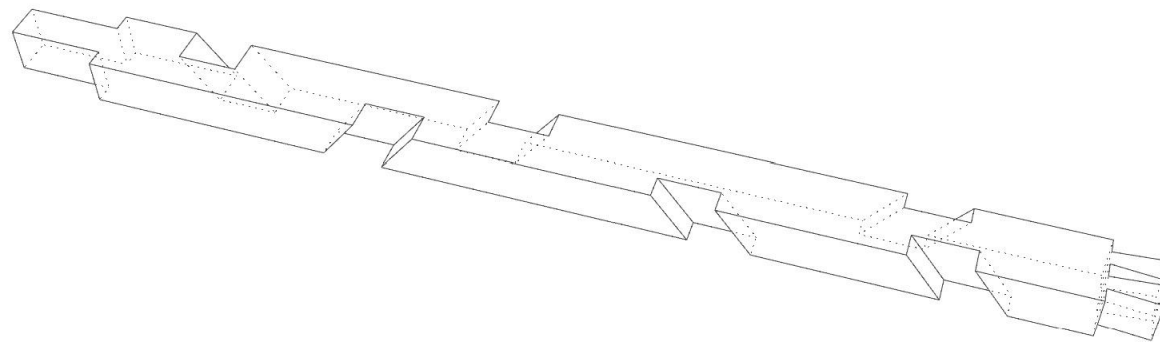
1



2



3



4