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Problem Statement

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Abstract

This problem statement will describe our CS 361 senior capstone project, ICreate - Generative Design in Virtual Reality, and propose a handful of solutions to the requests of our group's client, assistant and research professor, Raffaele De Amicis. Overall, Professor Raffaele De Amicis would like to view our project more as a valuable learning opportunity throughout our group's progression within this academic 2017-2018 school year. The ICreate - Generative Design in Virtual Reality project focuses on generative designing, and learning how to implement the concept virtually, and possibly even programming a robot to build in such ways also. In addition, in order to complete such tasks, further research, practice, and testing in further understanding our outputs and solutions.

I. PROBLEM

In the words of Professor Raffaele De Amicis, "designing with numbers," that is what our project can be described in three simple words. The project ICreate - Generative Design in Virtual Reality proposes the problem or possibilities of creating a virtual reality program in regards to generative design, and being able to have that program realistically fabricate such structures.

II. PROPOSED SOLUTION

III. PERFORMANCE METRICS

As the year progress, our project further develops in complexity.