

Contact info

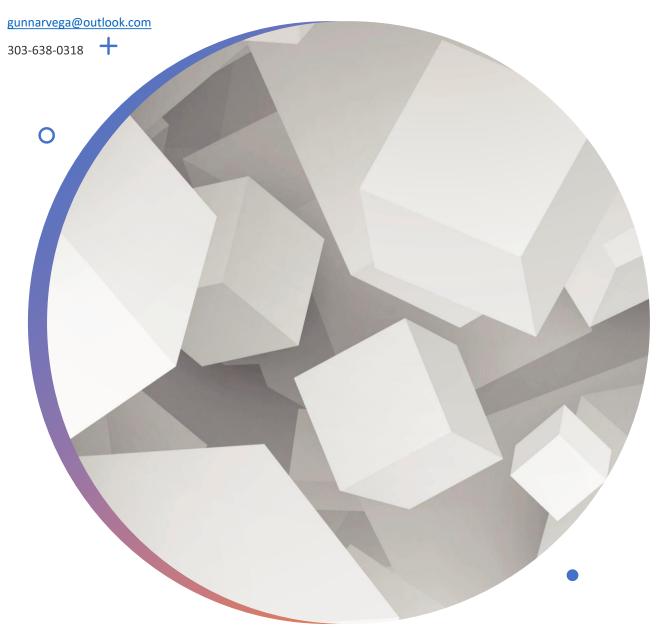


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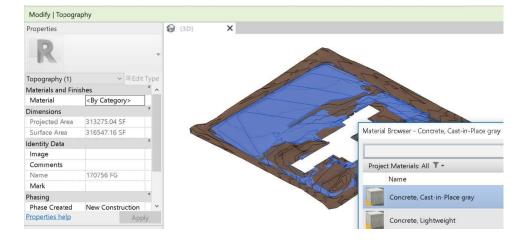
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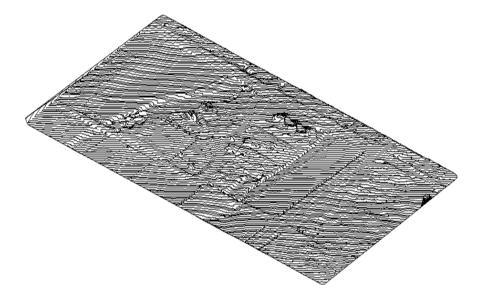
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Revit topography

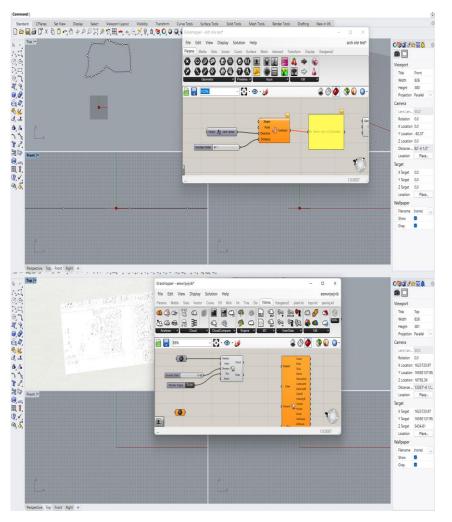
- Go to site then split surface
- This is for multiple materials on your landscape



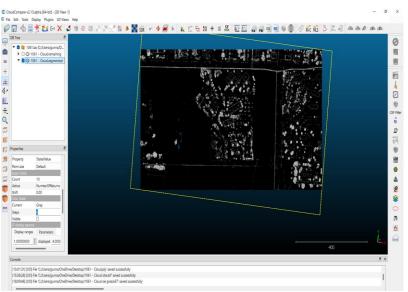
- Import polysurface as CAD import
- Make sure the measurements matchup (millimeters possibility
- Then Toposurface the mass under the site tab



Problems in code

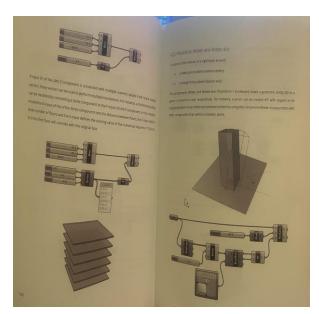


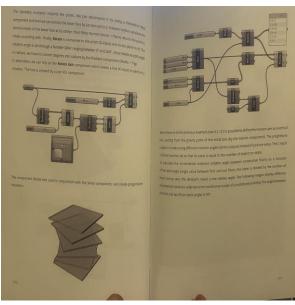
https://www.youtube.com/watch?v=A_8lfcp 1z-M&t=1361s



- Downloaded as E47 file
- Did Not work with code

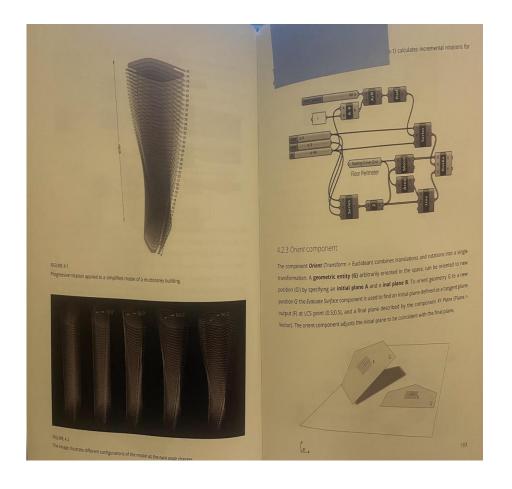
Cool Code Unused



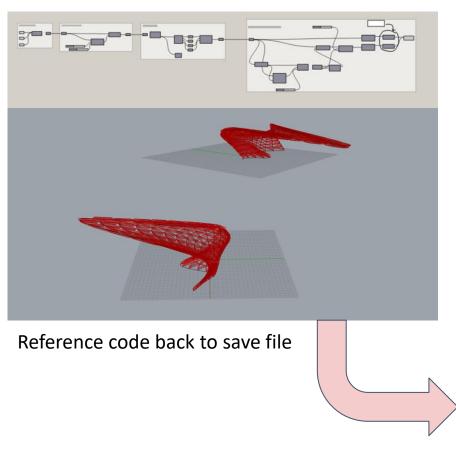


 Would love this to note for future models

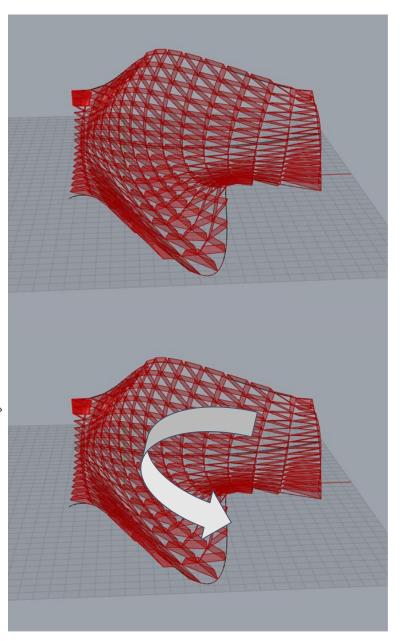
Cited from Algorithms Aided Design By: Fulvio Wirz



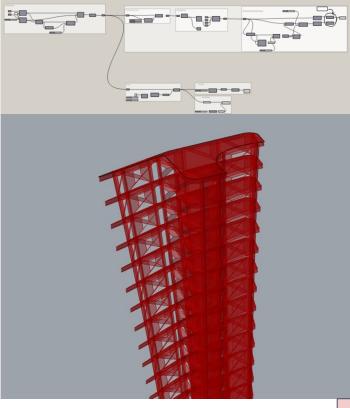
Messing with lofted patterns(class code)



Potential to be a organic structure for Auditorium seating

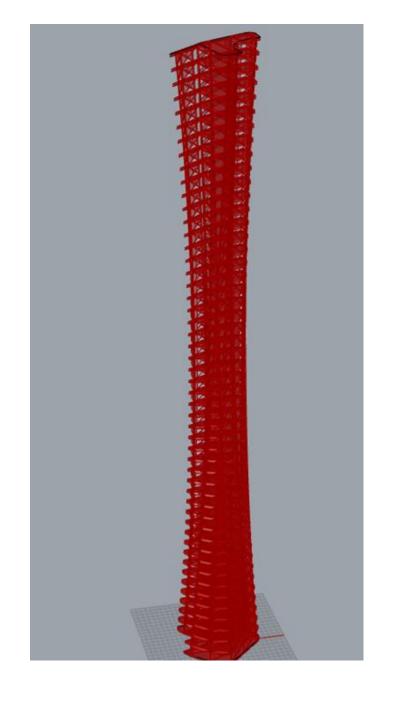


Tower with structure



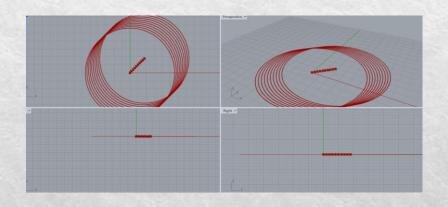
Reference code back to save file

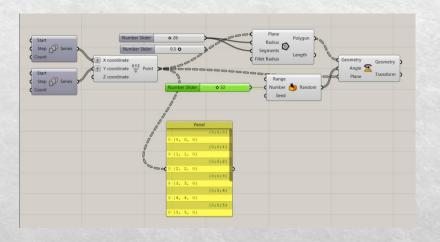
Can make it so the structure sticks out of the operating building and creates a Cool effect



The Mass

Messing with code



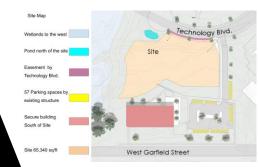


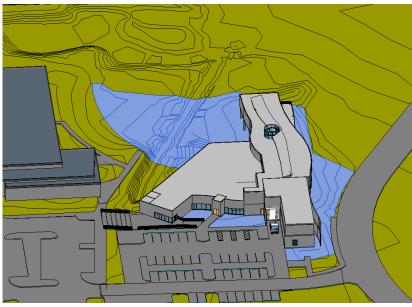


Studio Revit topo

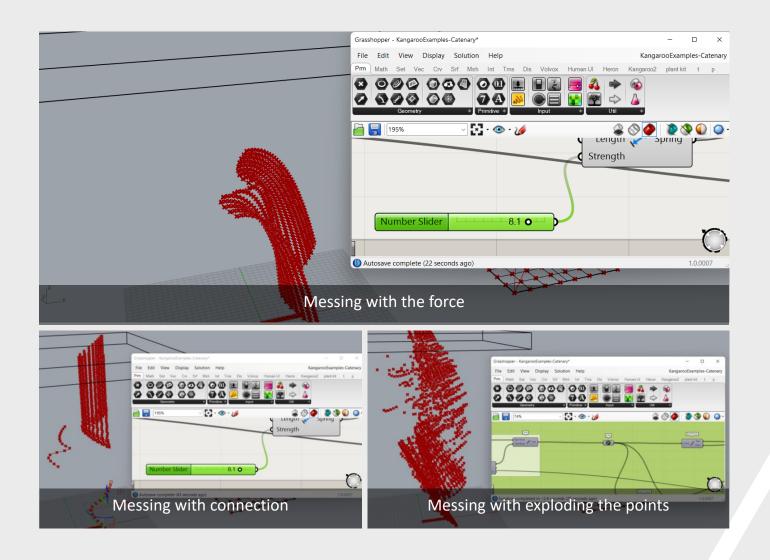
- From class I took what I learned and applied it to my studio's topo
- I changed the existing drainage path from the north side of the new structure to the south side of the new structure
- Then I lifted the topo surface where the new structure is to have a better relation to the existing structure to the south
- I also used the split surface to temporarily show where the site is in relation to the new structure

Before



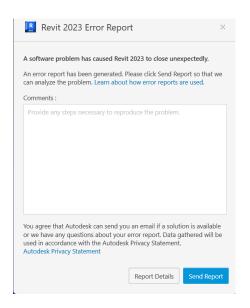




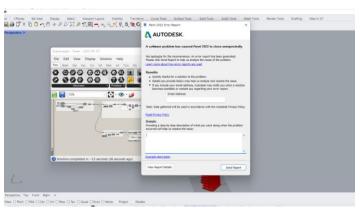


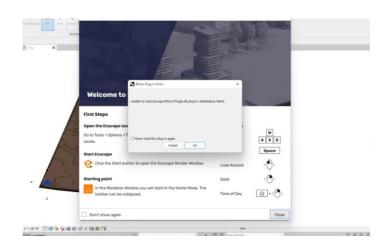
Rhino Inside

- After many errors in class I went home to try to make this work
- I changed the type of site and downloaded Revit 2023
- After using Revit 2023
 with rhino inside the file
 worked and was able to
 put the tower on the site
 I had in Revit.











Twin Motion

Twin Motion reminds me of Lumiom. The control and edit types are very similar. Although both types are very useful, I do think the families are better with Lumion. I don't like that the materials have a size max. Where some of them would look better if you could go beyond the max. Where I see twin motion being a great rendering platform is the interior renders. My biggest dislike of Twin Motion is it has no human figures who can sit. People who can sit can help tell a story.









Twin Motion



Lecture room/event space in escape. What I like about escape is the quickness of renders and how well it takes custom materials and brings them to life.

Lecture room/event space in Twin Motion this was one space where it was easy to tell the difference between lighting and materials to better show the story you're trying to tell through material detail.

