Journal 10
Arch 565

Gunnar Vega

Contact info

gunnarvega@outlook.com

303-638-0318

Table of Context

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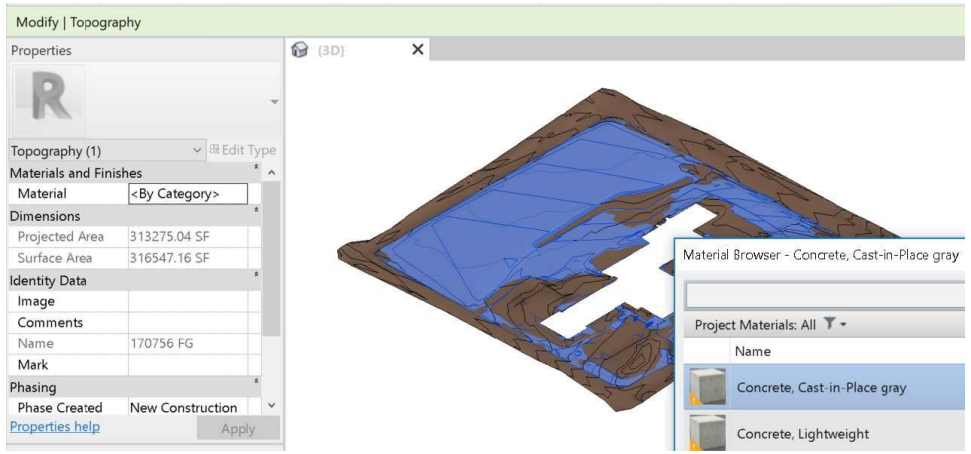
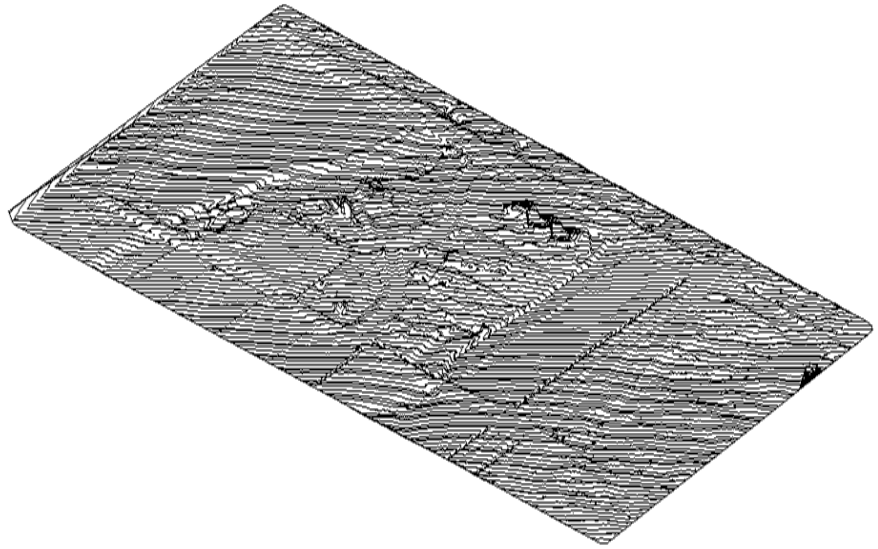
Revit topography

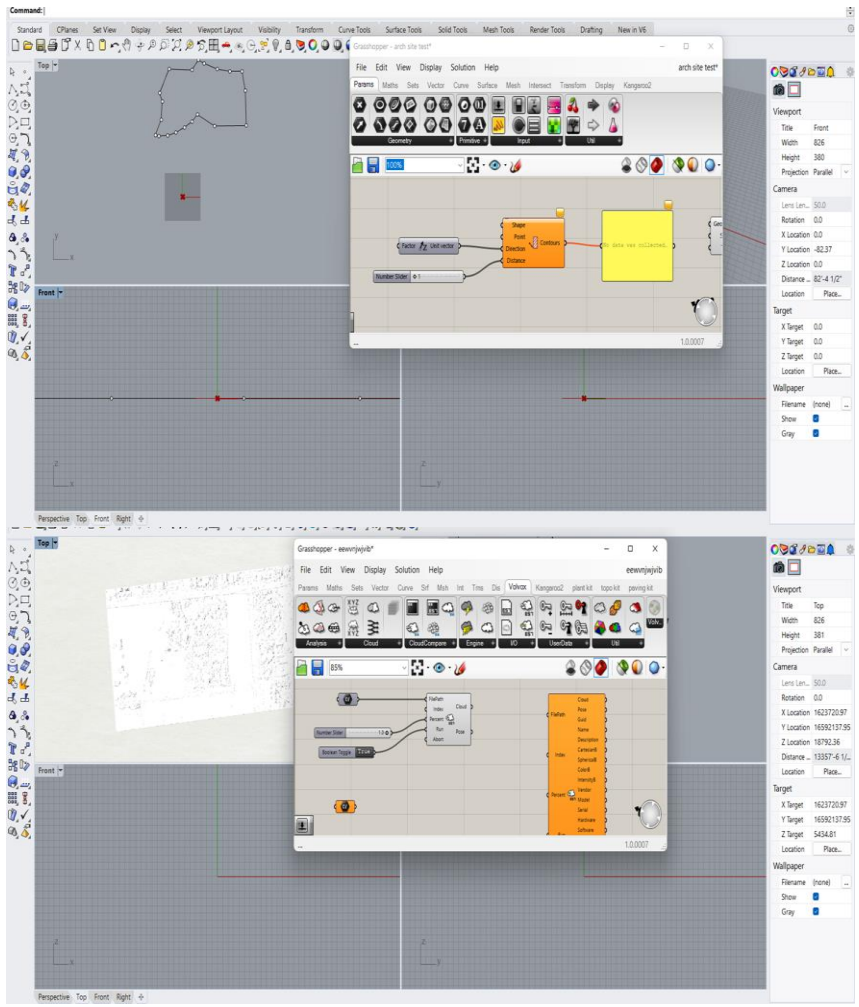
- Go to site then split surface
- This is for multiple materials on your landscape

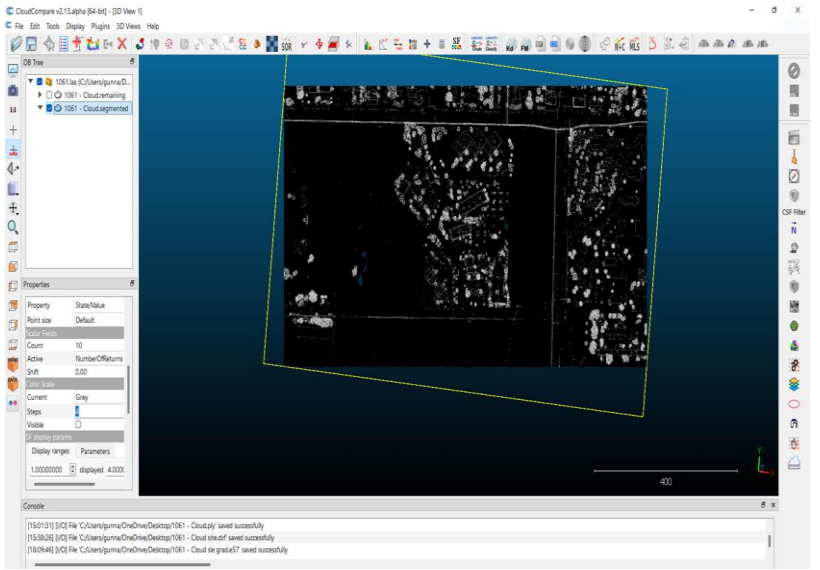


- Import polysurface as CAD import
- Make sure the measurements matchup (millimeters possibility
- Then Toposurface the mass under the site tab



Problems in code

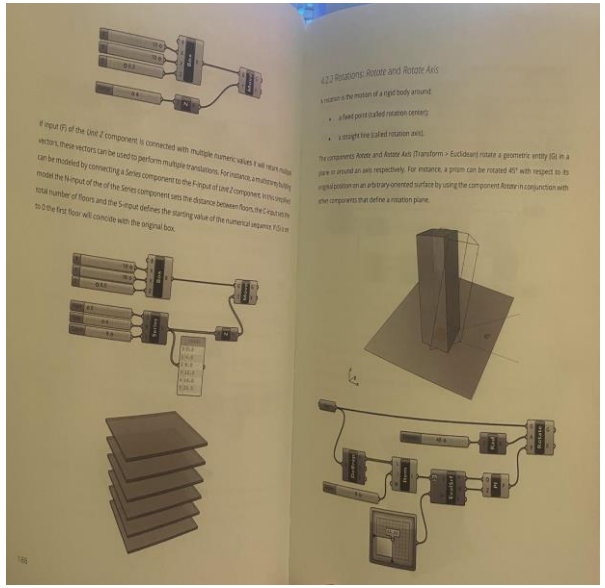


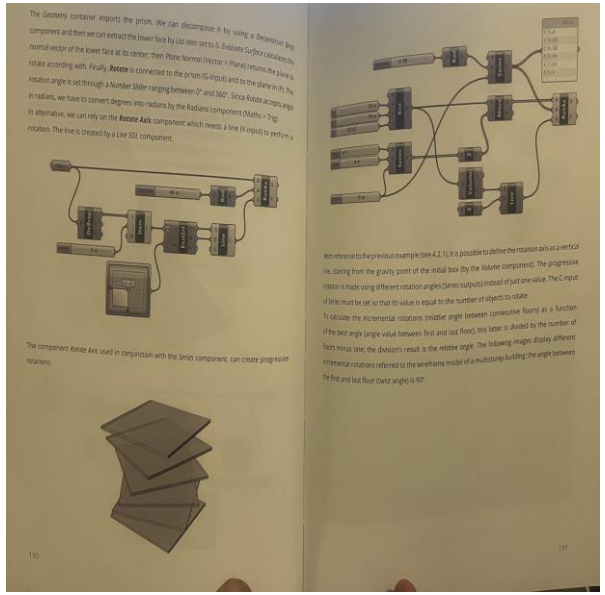


- Downloaded as E47 file
- Did Not work with code

https://www.youtube.com/watch?v=A_8lfcp1z-M&t=1361s

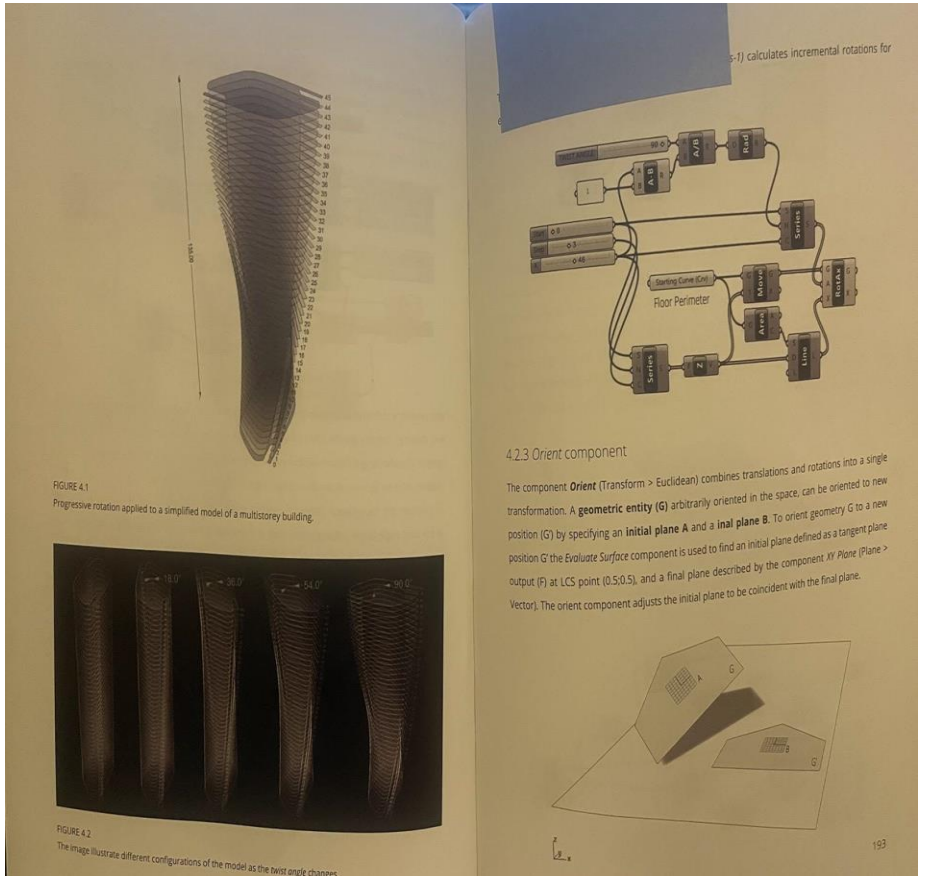
Cool Code Unused



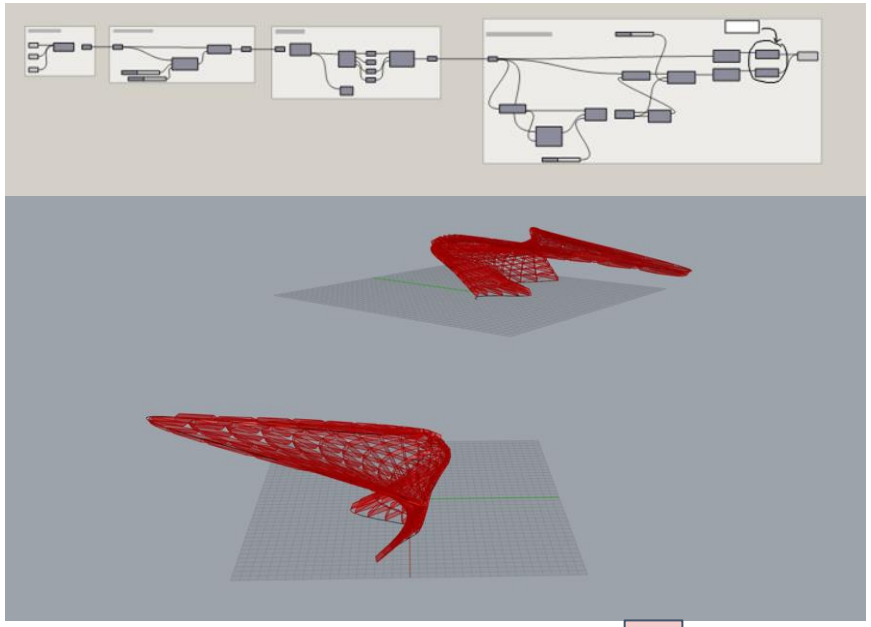


- Would love this to note for future models

Cited from Algorithms Aided Design
By: Fulvio Wirz



Messing with lofted patterns(class code)



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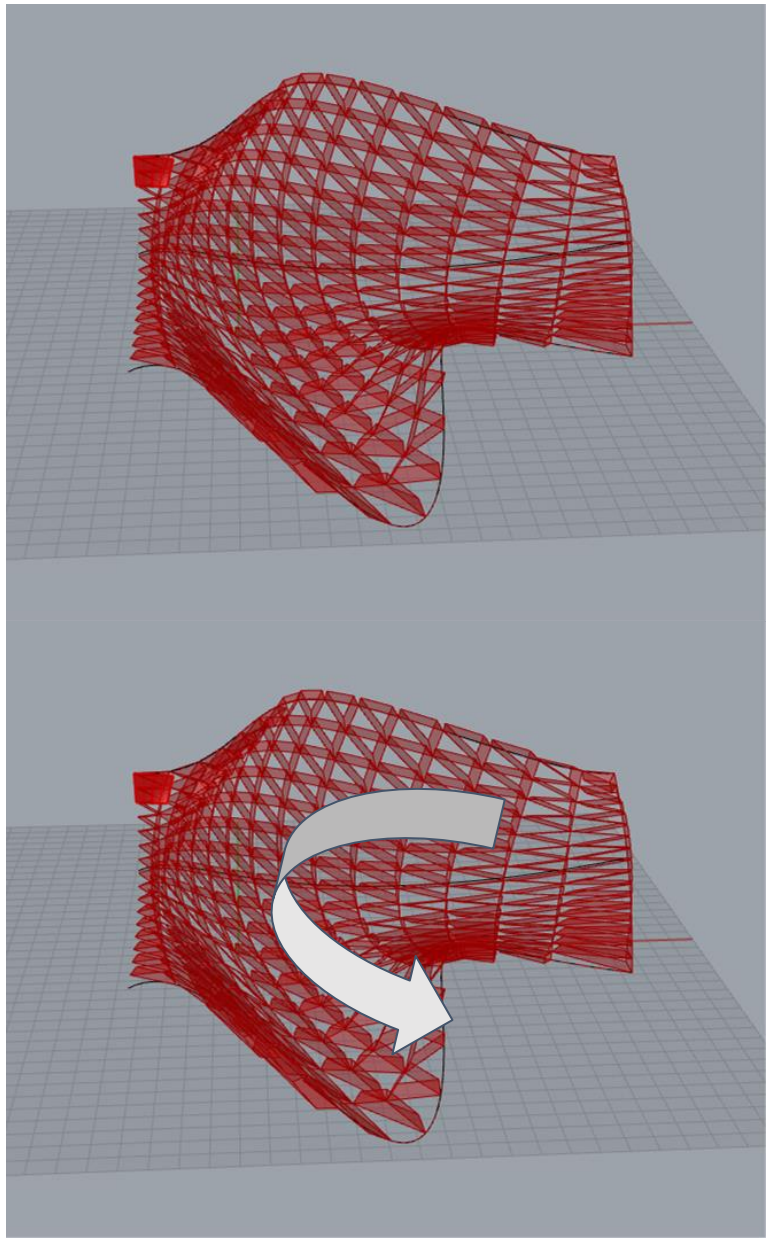
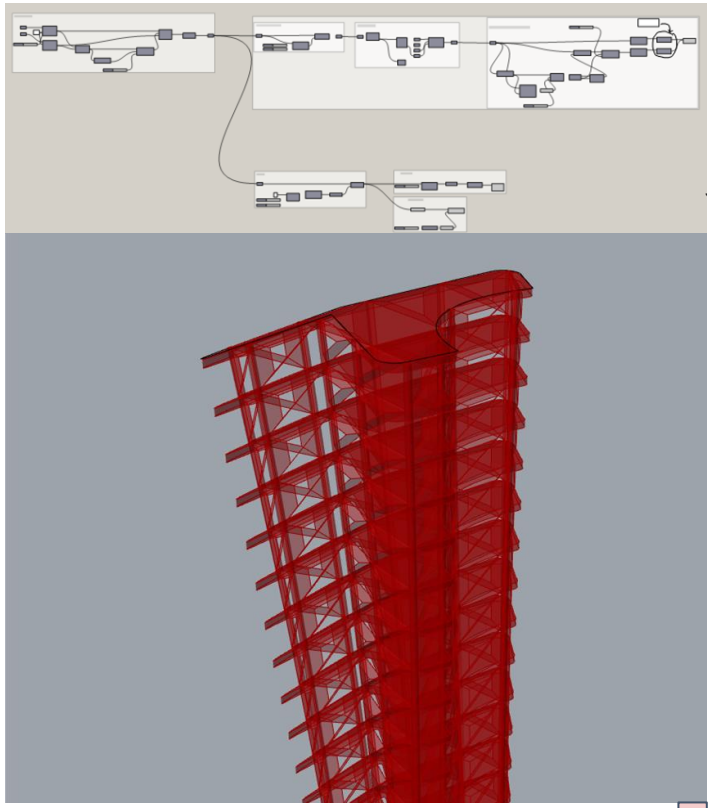


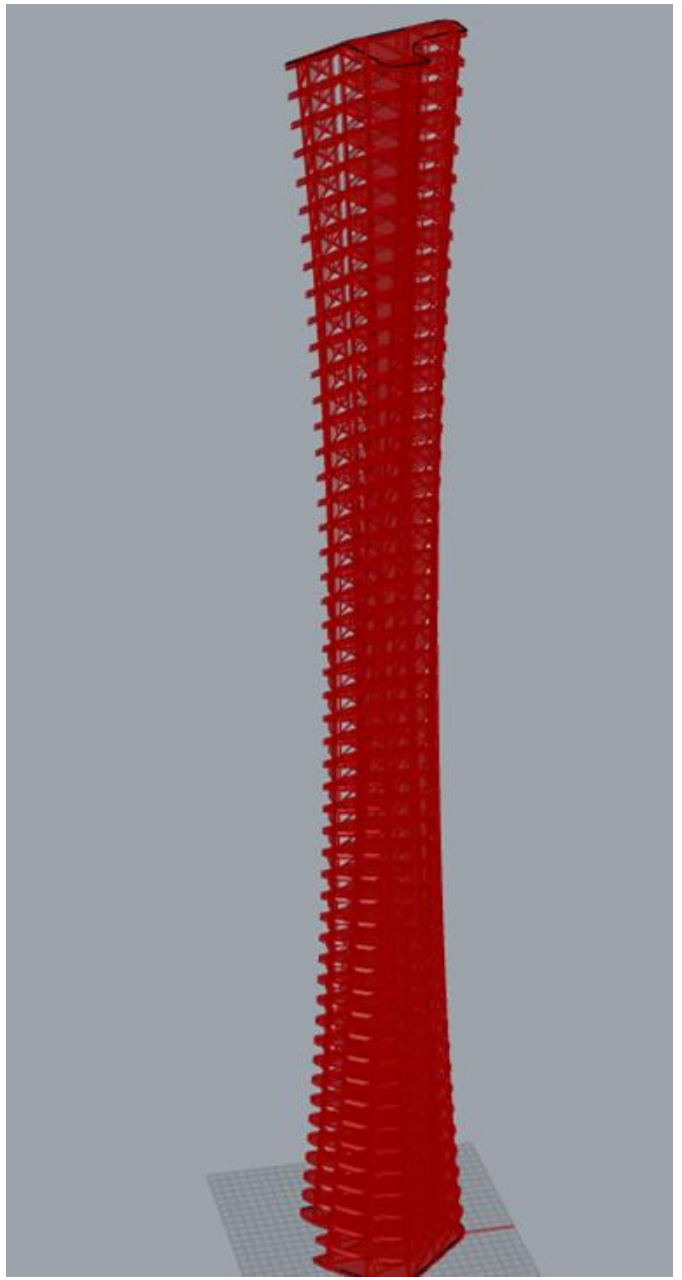
Potential to be a organic structure for Auditorium seating

Tower with structure

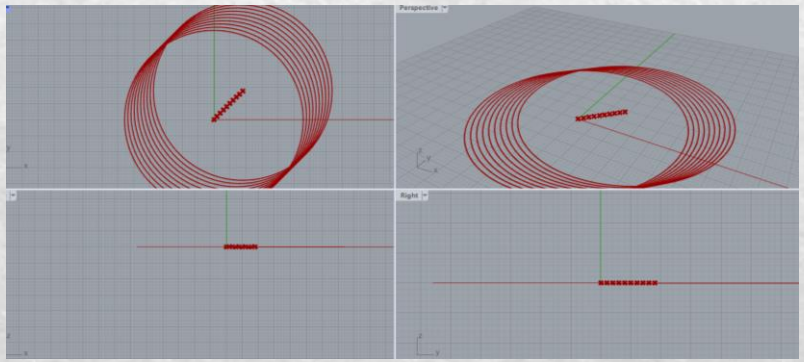


Reference code back to save file

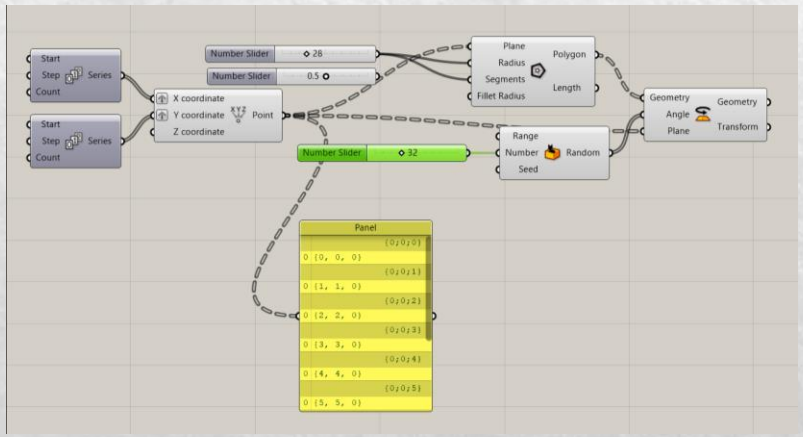
Can make it so the structure sticks out
of the operating building and creates a
Cool effect



The Mass



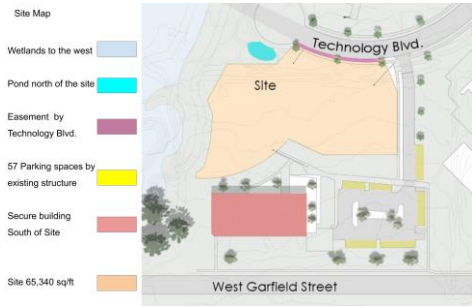
Messing with code

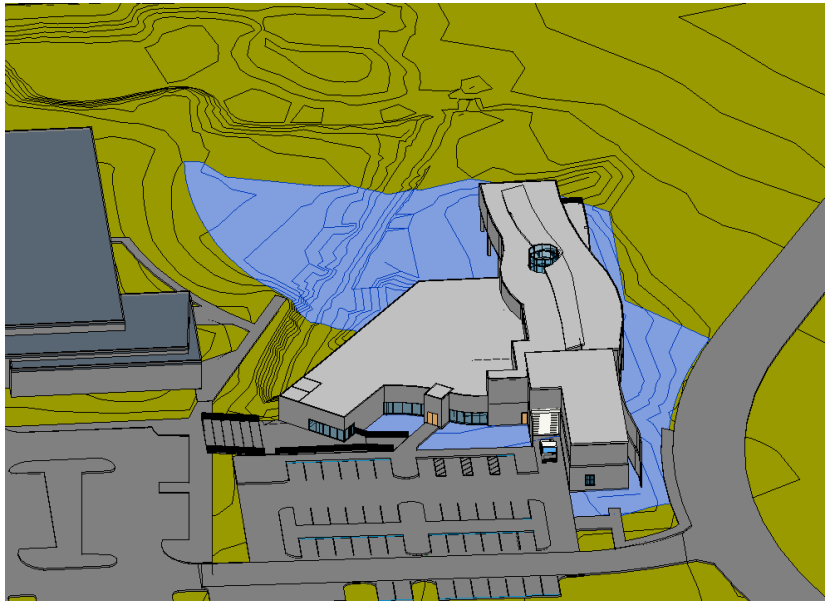


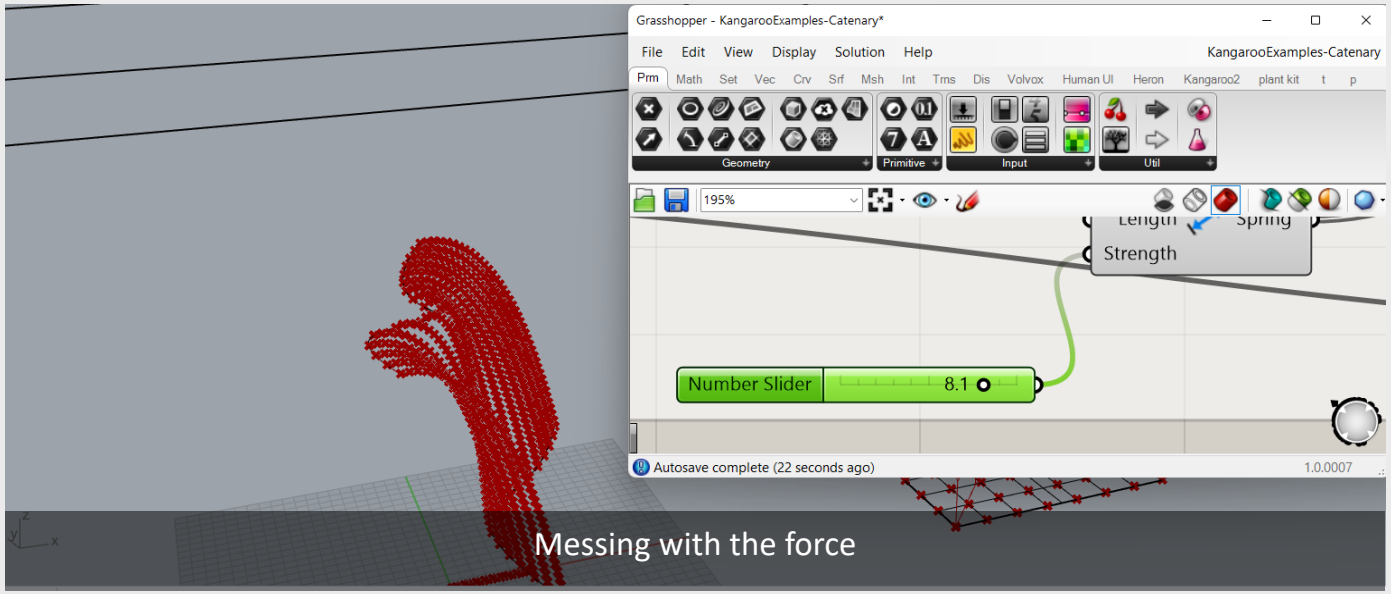
Studio Revit topo

- 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







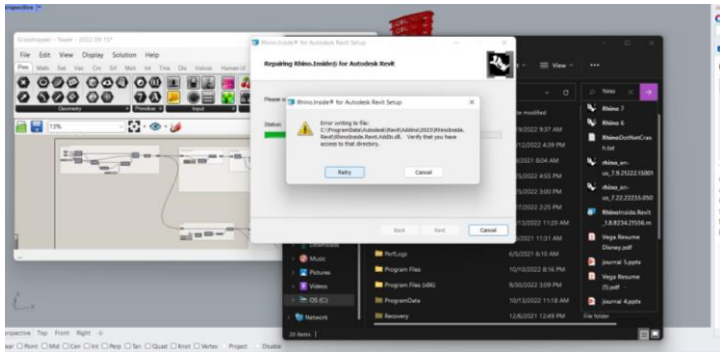
Messing with the force

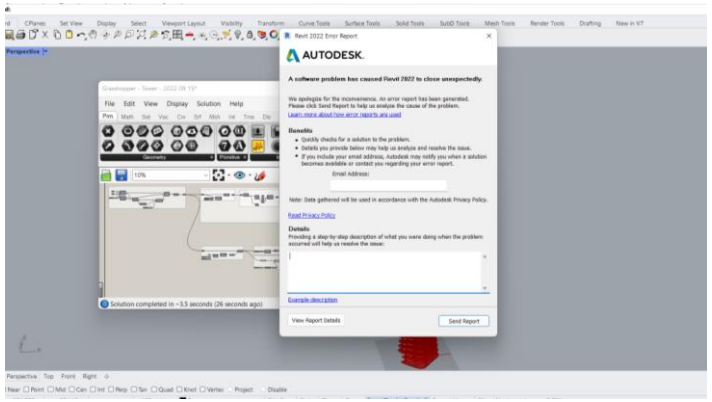

Messing with connection

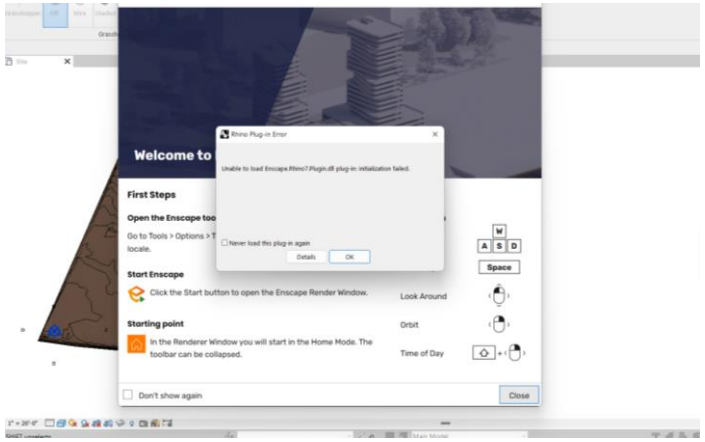

Messing with exploding the points

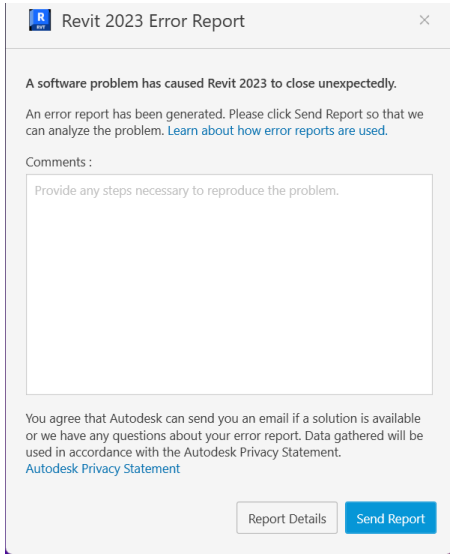
Rhino Inside

- 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.

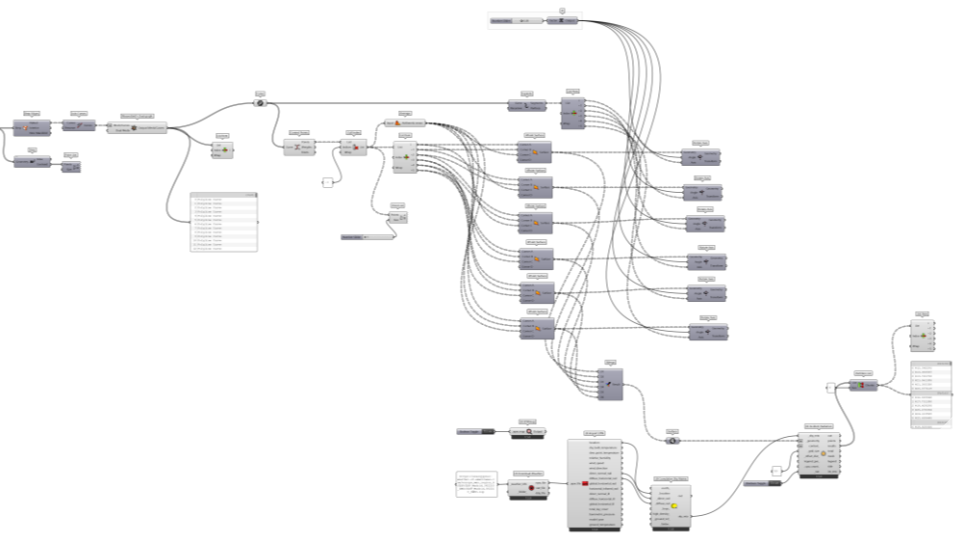
Before

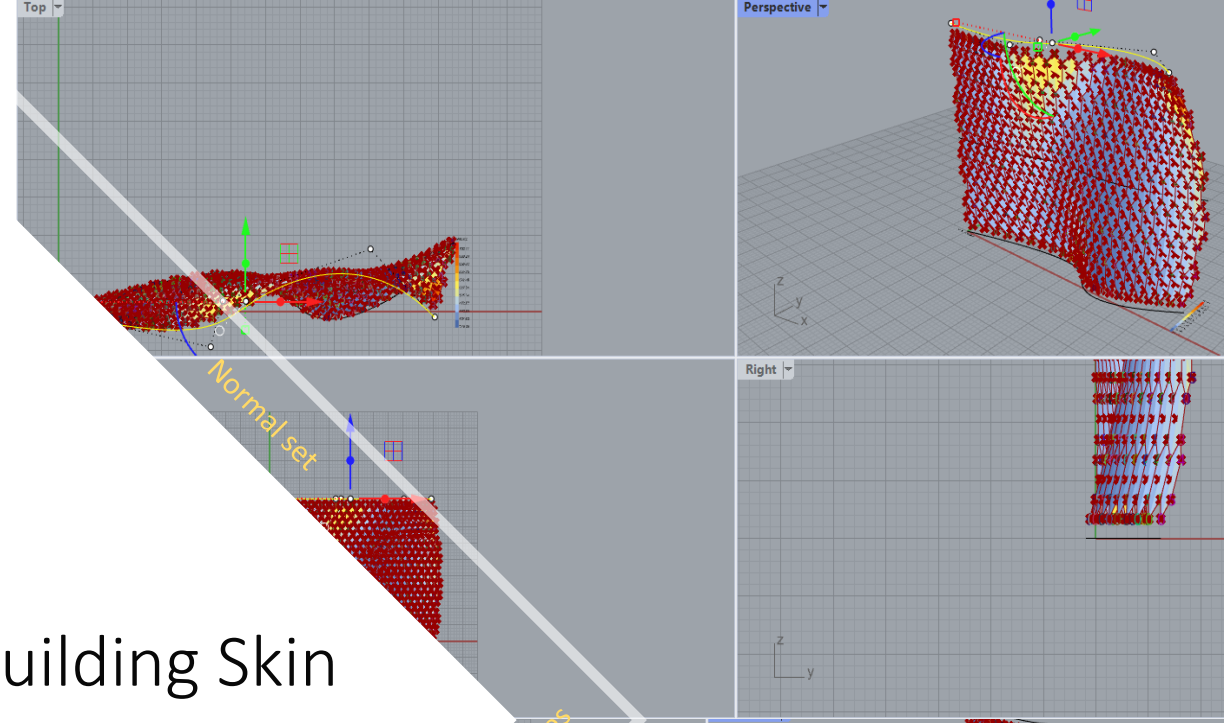
After

Twin Motion

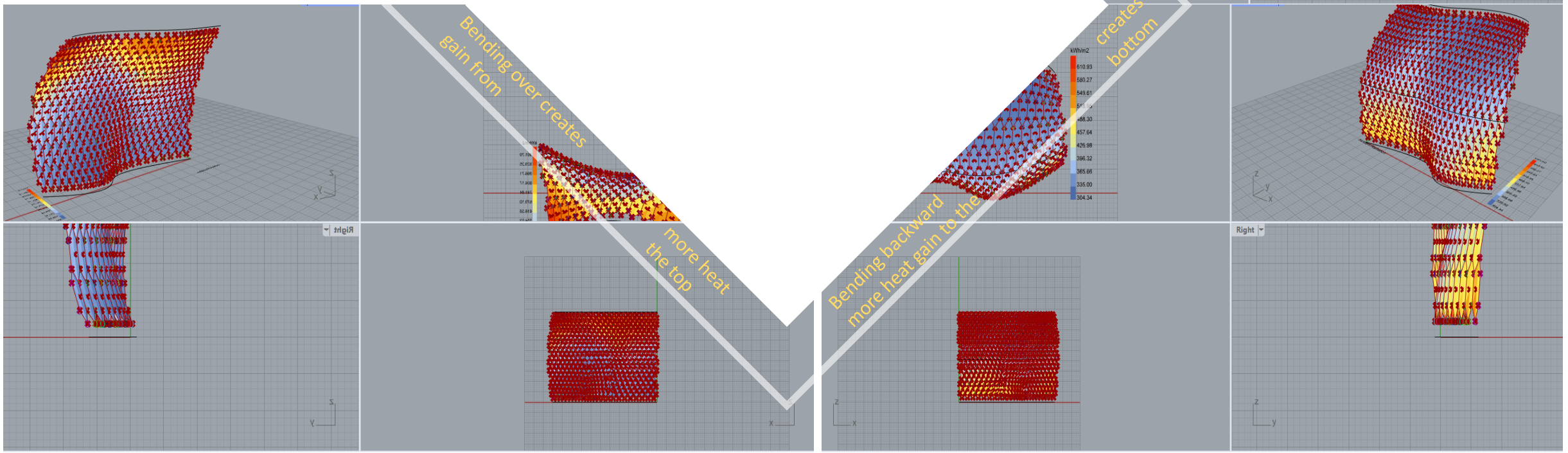
Lecture room/event space in escape. What I like about escape is the quickness of renders and how well it takes custom materials and brings them to life.

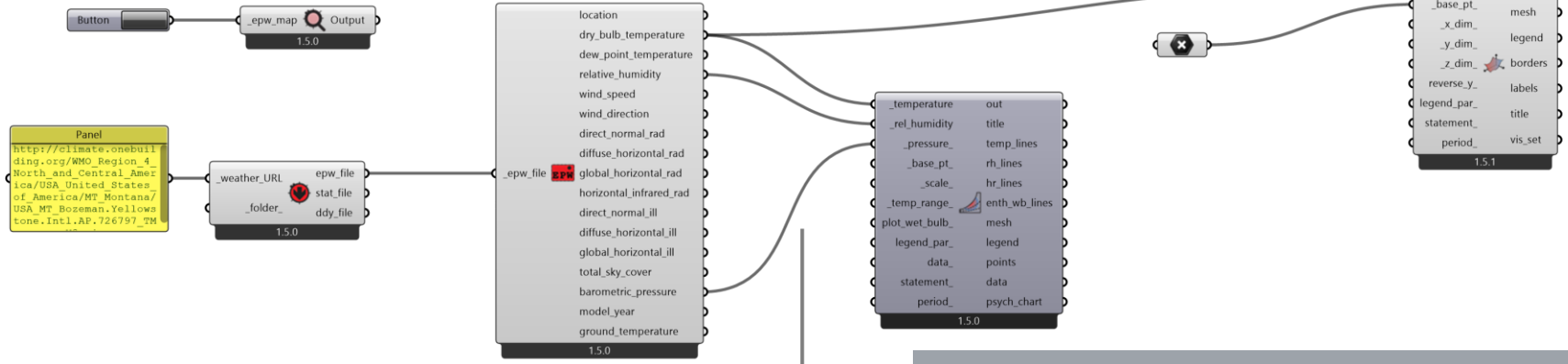
Lecture room/event space in Twin Motion this was one space where it was easy to tell the difference between lighting and materials to better show the story you're trying to tell through material detail.





Ladybug building Skin

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Output
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location
dry_bulb_temperature
dew_point_temperature
relative_humidity
wind_speed
wind_direction
direct_normal_rad
diffuse_horizontal_rad
global_horizontal_rad
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direct_normal_ill
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global_horizontal_ill
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barometric_pressure
model_year
ground_temperature
1.5.0
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_rel_humidity
pressure
_base_pt_
scale
_temp_range_
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period_
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hr_lines
enth_wb_lines
mesh
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points
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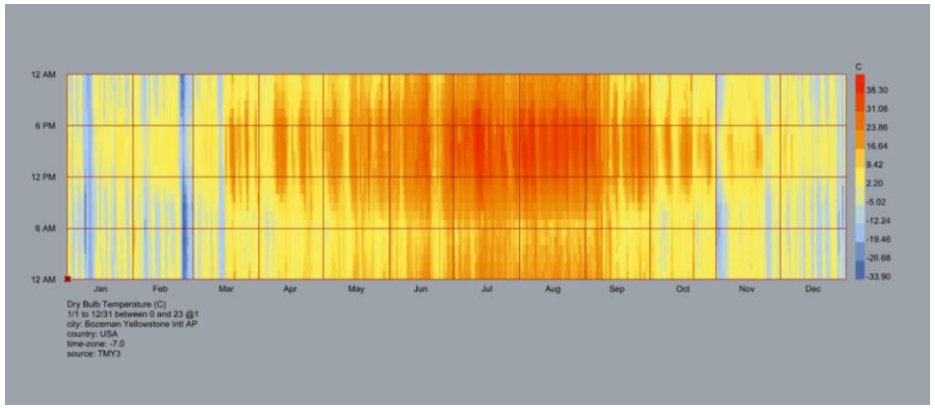
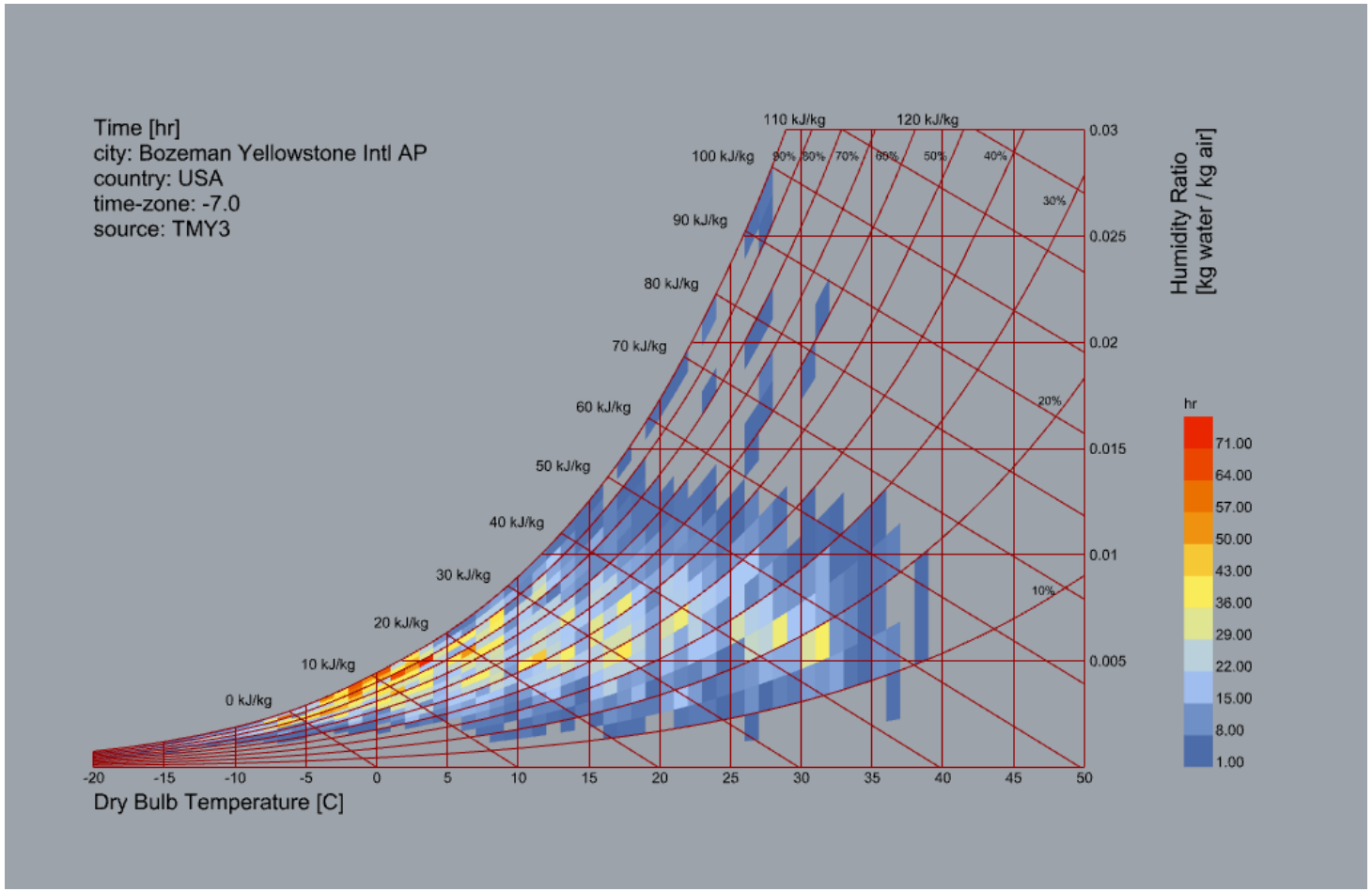

12 AM
6 PM
12 PM
6 AM
12 AM
Jan
Feb
Mar
Apr
May
Jun
Jul
Aug
Sep
Oct
Nov
Dec
C
38.30
31.08
23.86
16.64
9.42
2.20
-5.02
-12.24
-19.46
-26.68
-33.90
Dry Bulb Temperature (C)
1/1 to 12/31 between 0 and 23 @1
city: Bozeman Yellowstone Intl AP
country: USA
time-zone: -7.0
source: TMY3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country: USA
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source: TMY3
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120 kJ/kg
100 kJ/kg
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80 kJ/kg
70 kJ/kg
60 kJ/kg
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40 kJ/kg
30 kJ/kg
20 kJ/kg
10 kJ/kg
0 kJ/kg
90%
80%
70%
60%
50%
40%
30%
20%
10%
0.03
0.025
0.02
0.015
0.01
0.005
Humidity Ratio
[kg water / kg air]
hr
71.00
64.00
57.00
50.00
43.00
36.00
29.00
22.00
15.00
8.00
1.00
-20
-15
-10
-5
0
5
10
15
20
25
30
35
40
45
50
Dry Bulb Temperature [C]

I did the inspiration but with a future of global floods.

Image of inspiration

Exhibition space view in Twin Motion. I took advantage of the lighting use, fog use, materials, and physical assets that I could download.