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Computational Modeling of Gothic Microarchitecture

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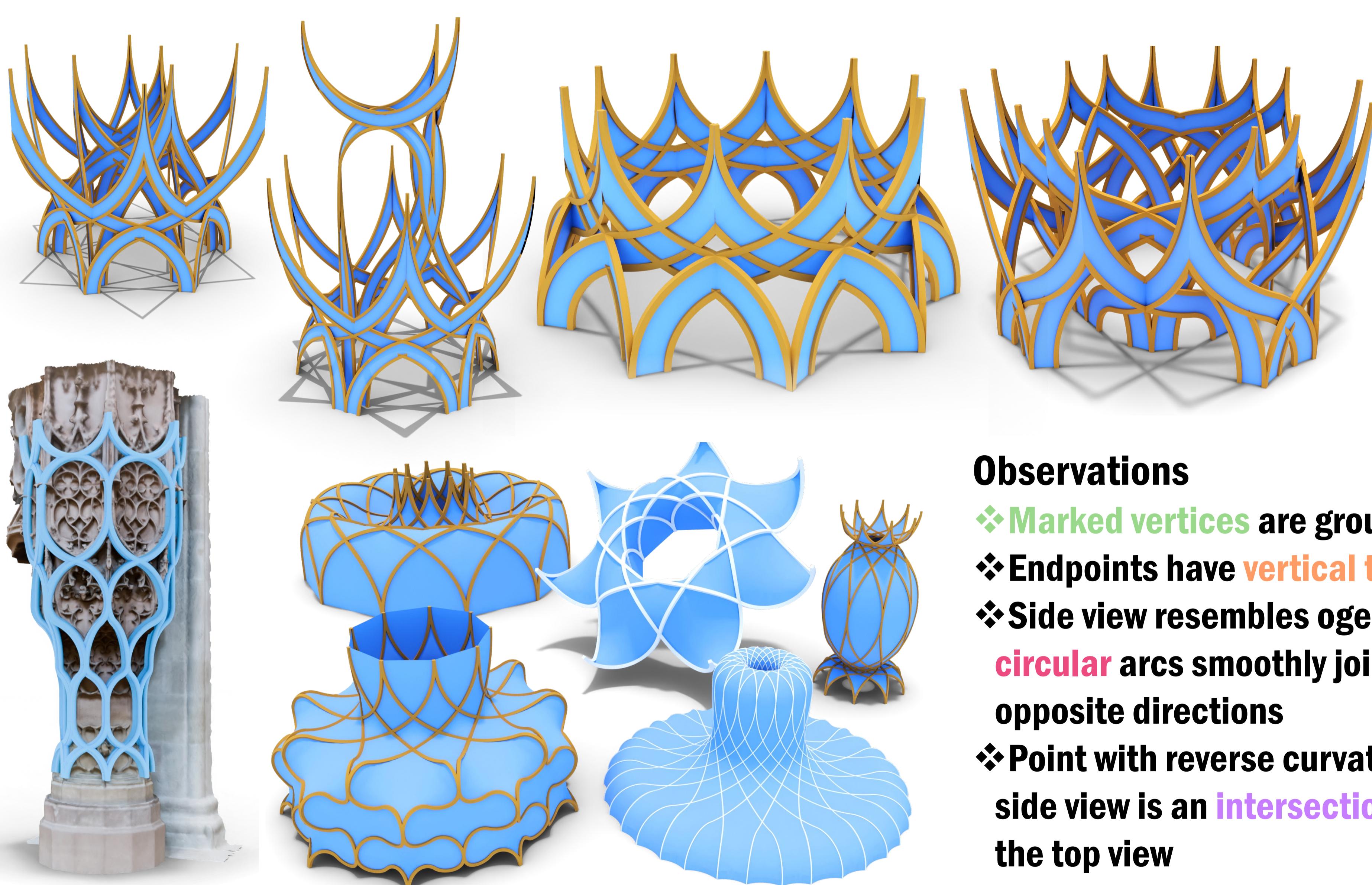
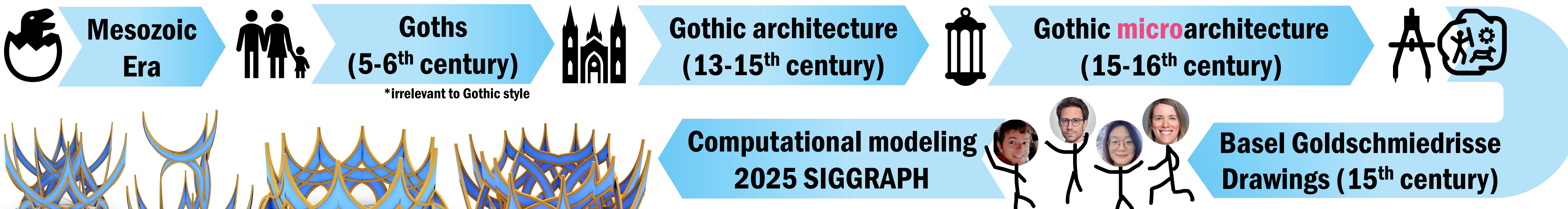
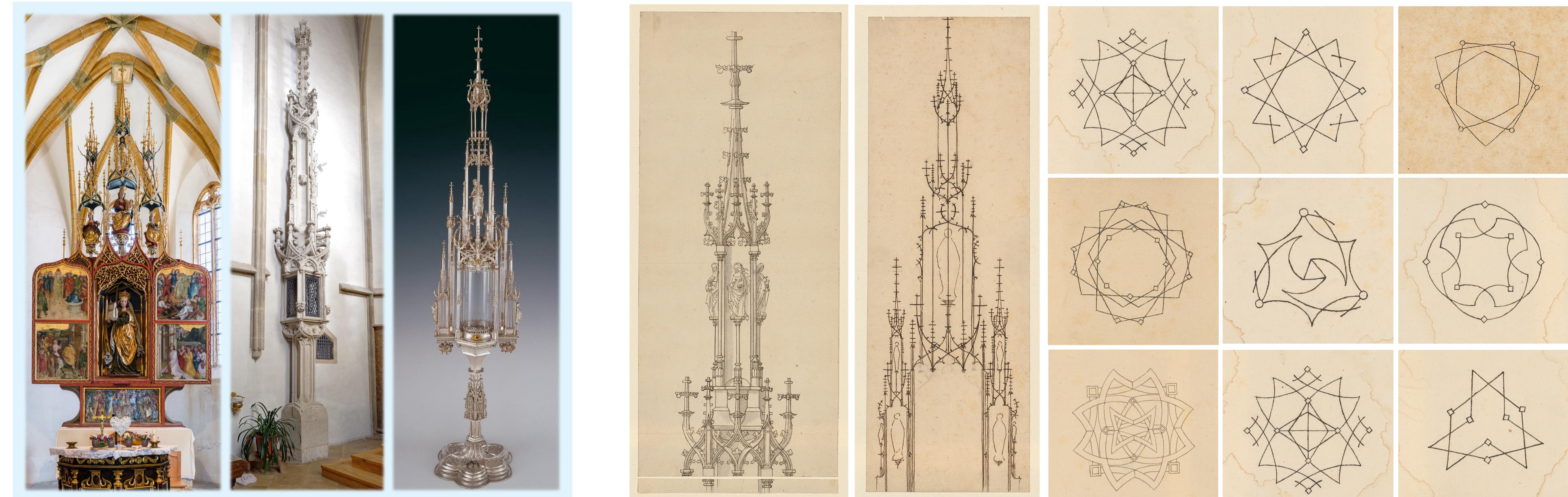
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It all starts from dinosaurs...

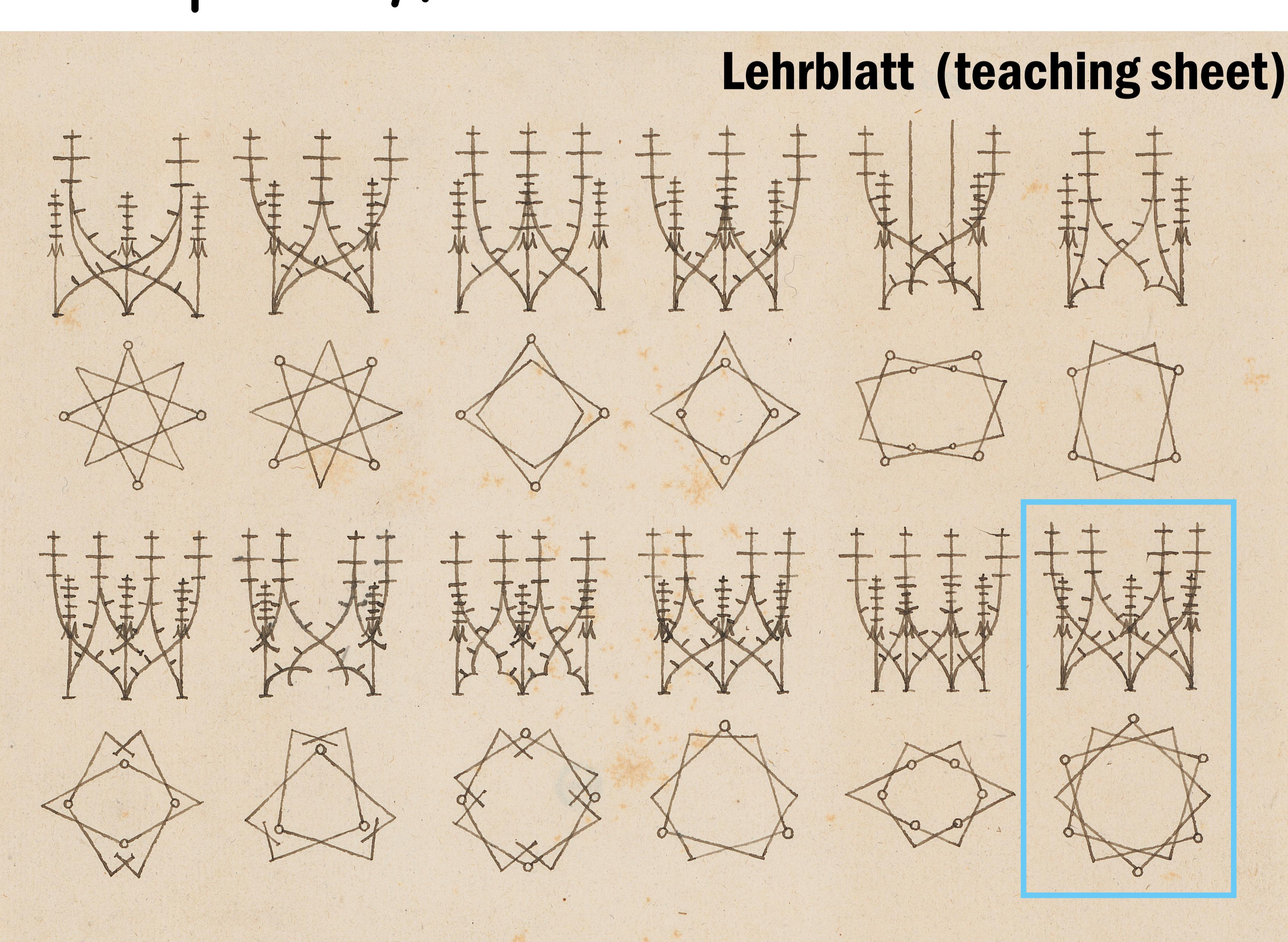
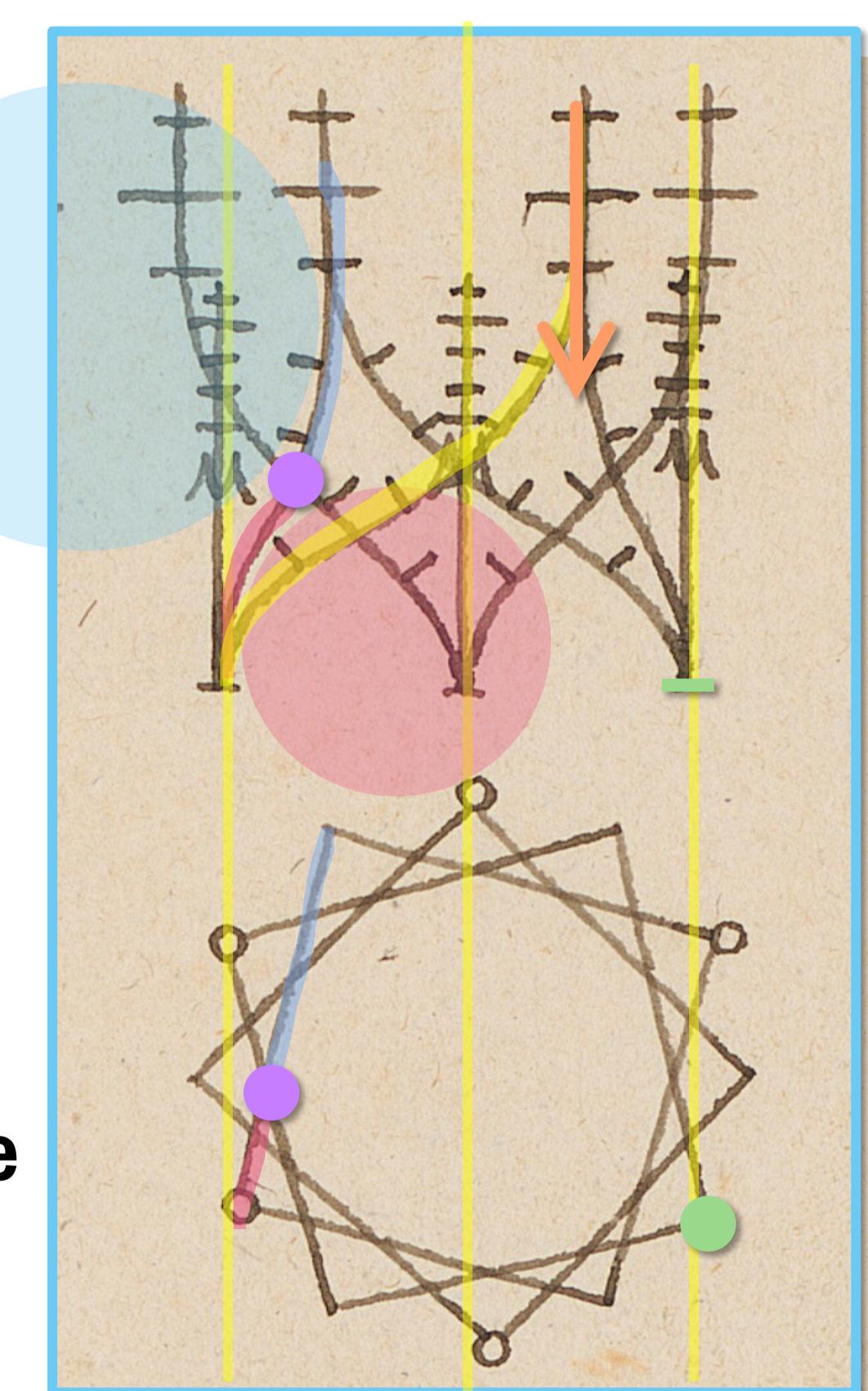


"... I will discuss Gothic architecture, geometry..."
"I'm going to start off with dinosaurs because that's what I came to first...They're big, powerful, exciting, and we haven't seen their like in our living experience..."
- Robert Bork, "Gothic Architecture, Geometry, and the Aesthetics of Transcendence"



Observations

- ❖ Marked vertices are ground points
- ❖ Endpoints have vertical tangents
- ❖ Side view resembles ogee arc: two circular arcs smoothly joint in opposite directions
- ❖ Point with reverse curvatures in the side view is an intersection point in the top view



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