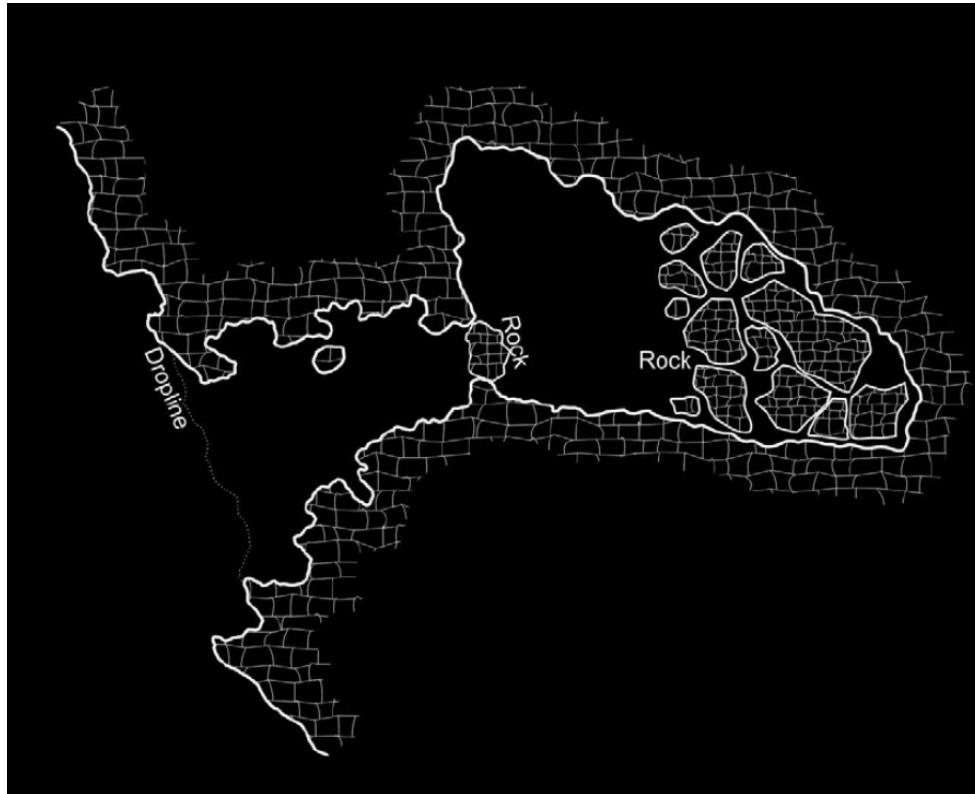


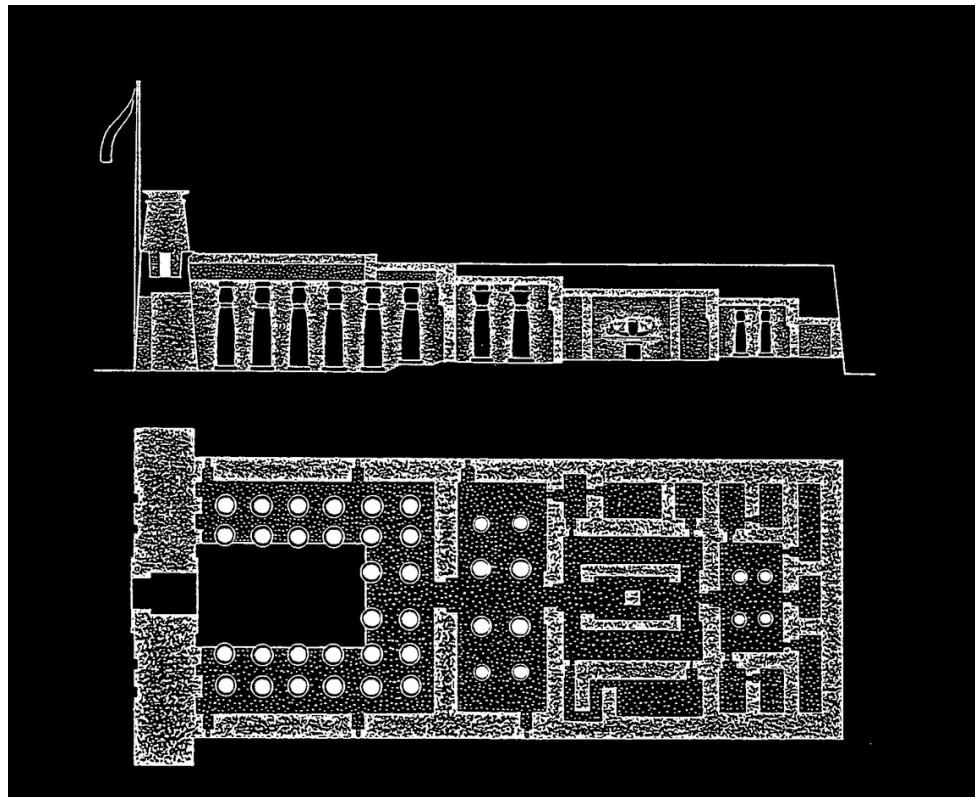
AI & Arch

| Representation methods |



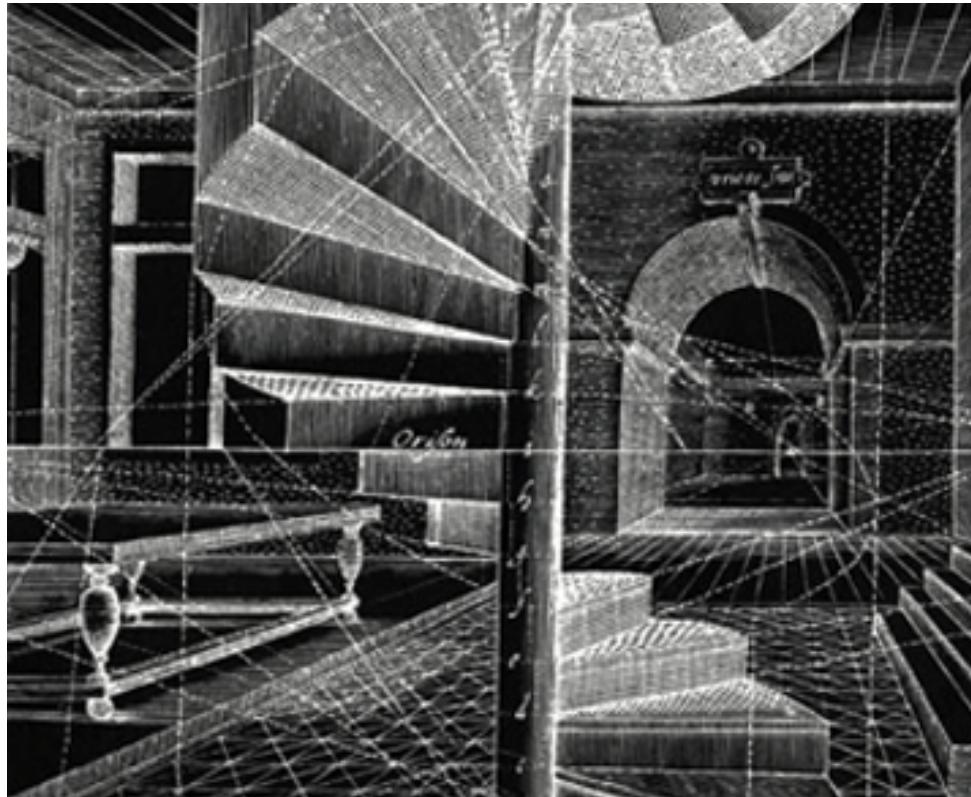
Cave

prehistoric/no representations



Egypt

3150 aC - 31aC



Perspective

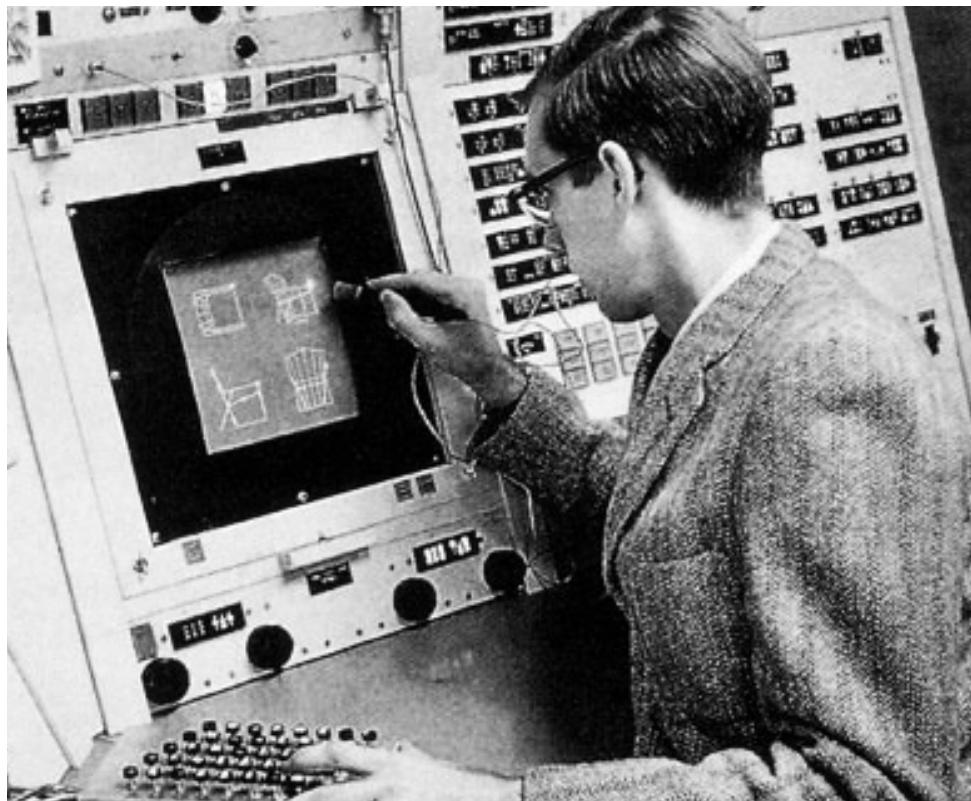
* middle ages - 1428 *

| Working methods |



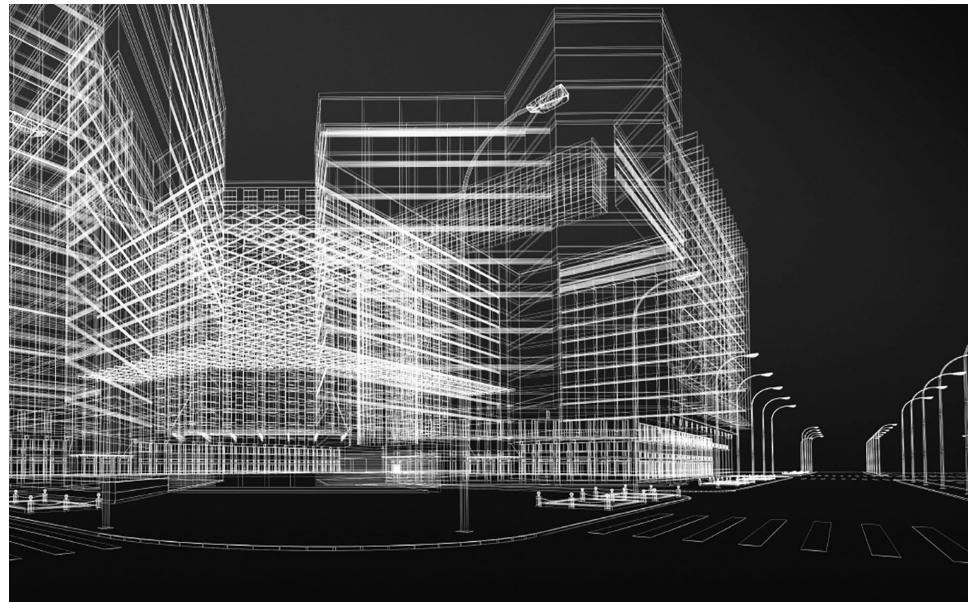
Hand-drawing

1918



Computer Aided Design

1982



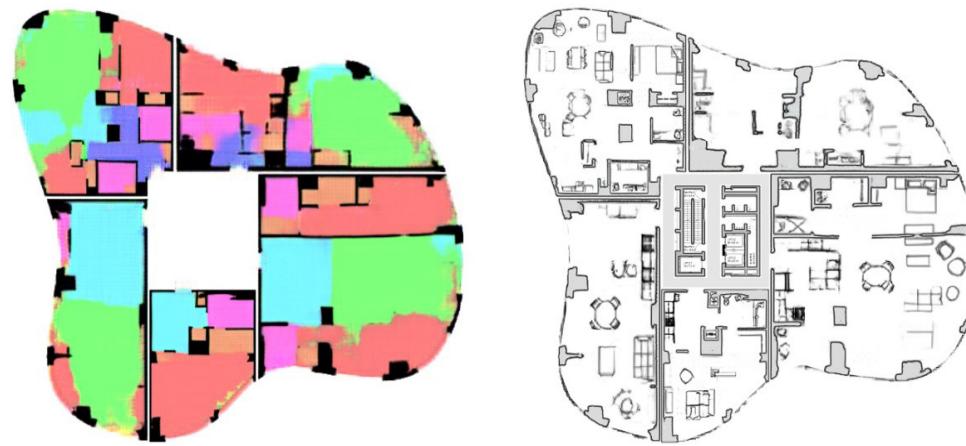
Building Information Modeling

2000



Generative Design - Parametric

2017

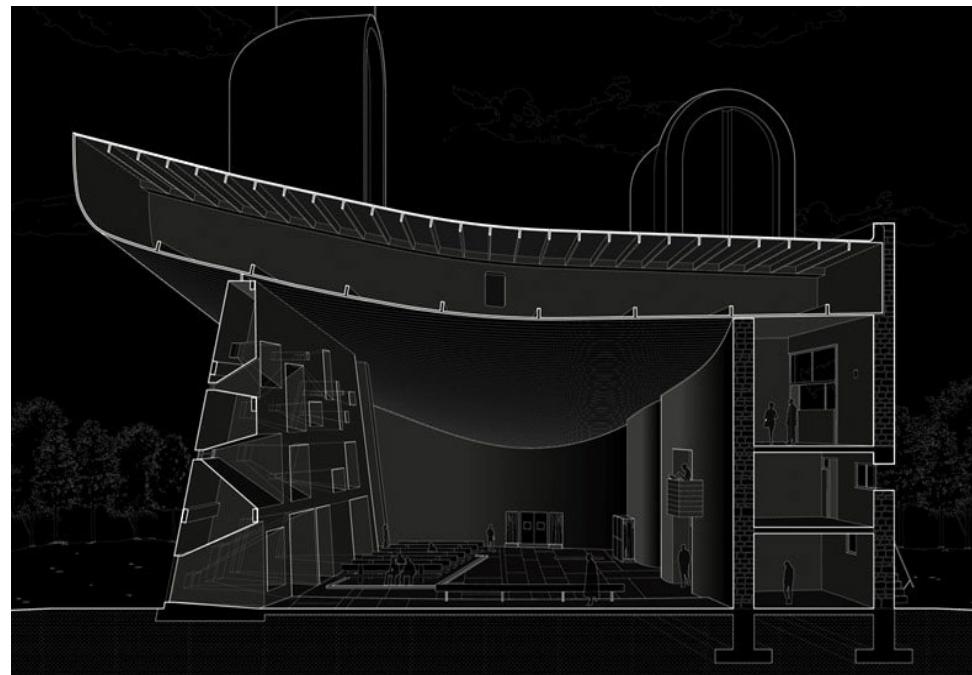


Generative Design - AI - Plans

2019



| Project |



Generative Design - AI

Sections

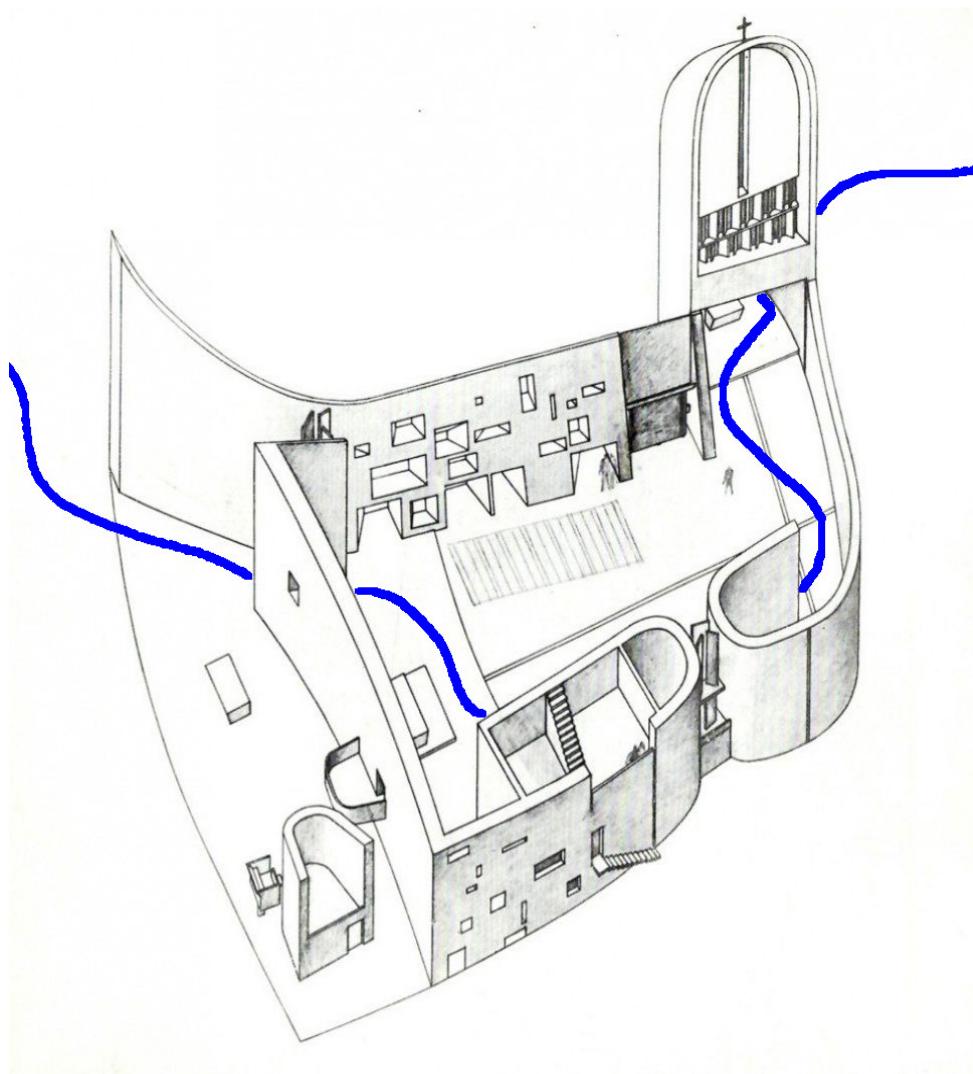


Generative Design - AI
Point Clouds

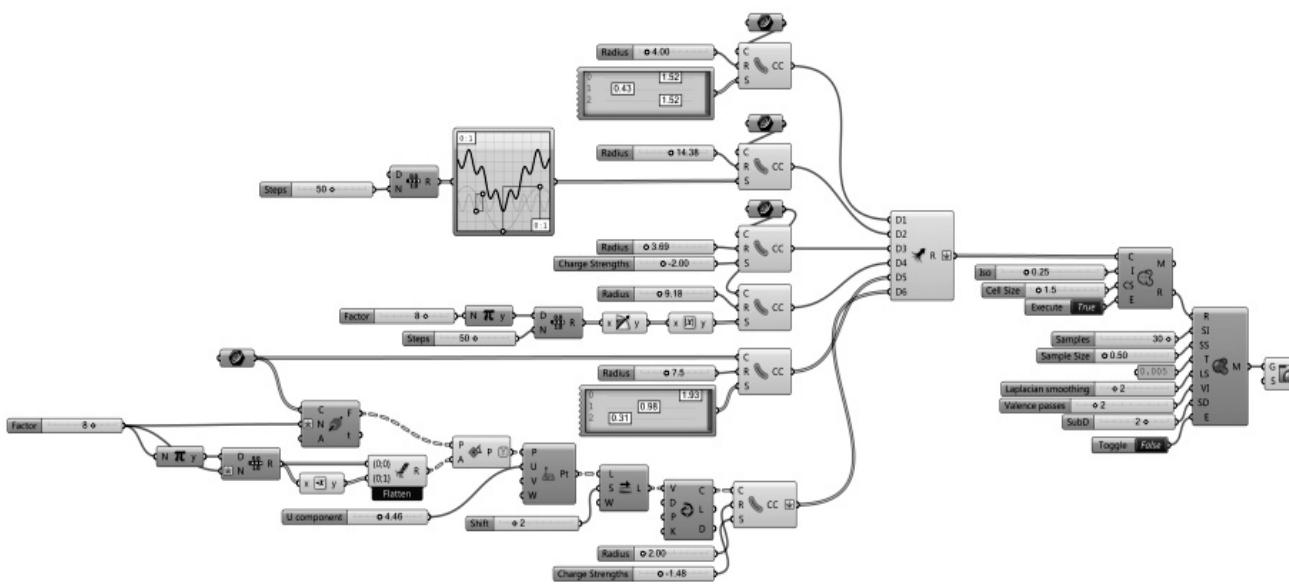


Data - Base

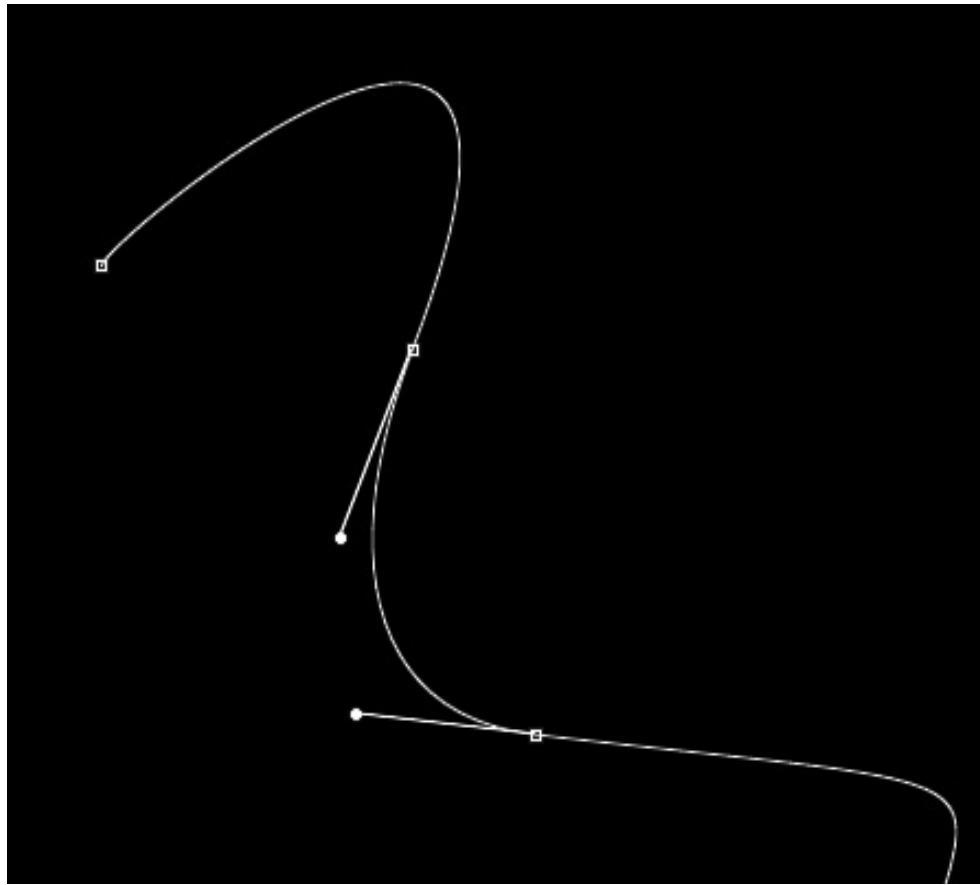
Le Corbusier Buildings 3d Models



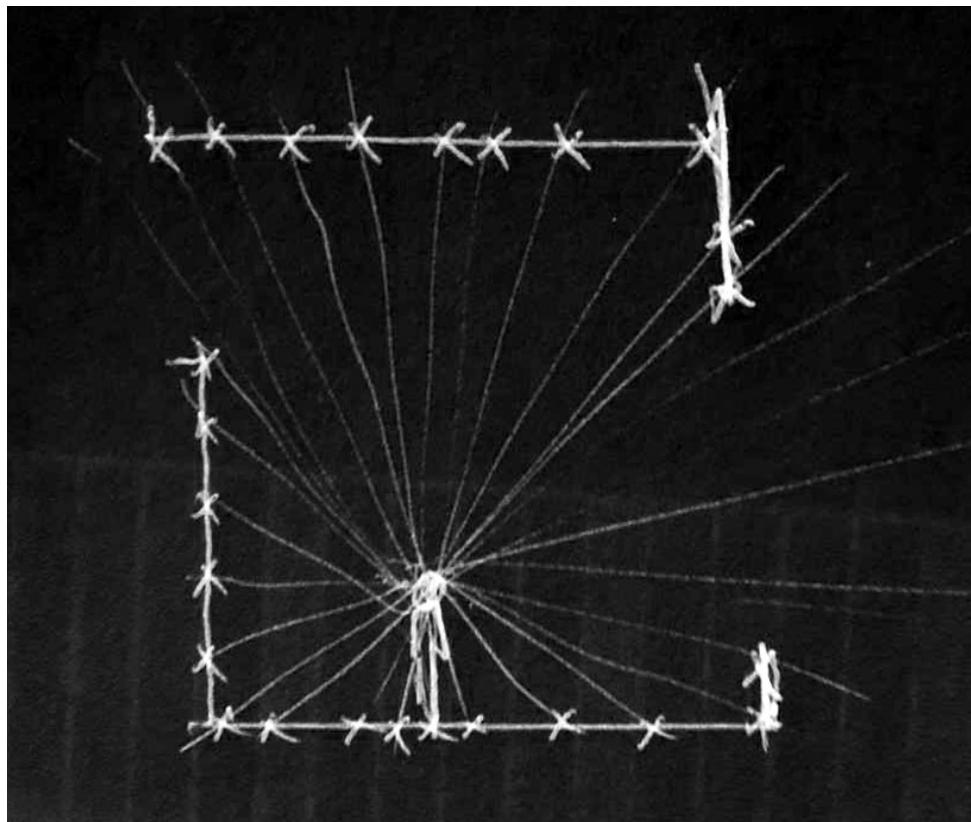
Late - Motiv = Path



Grasshopper script

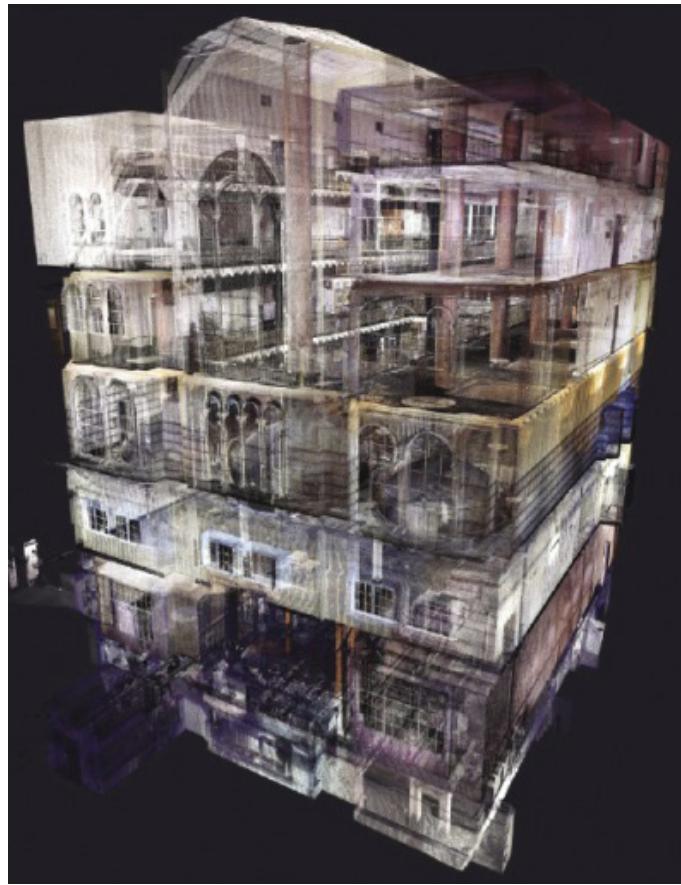


Path.points.tangentsections

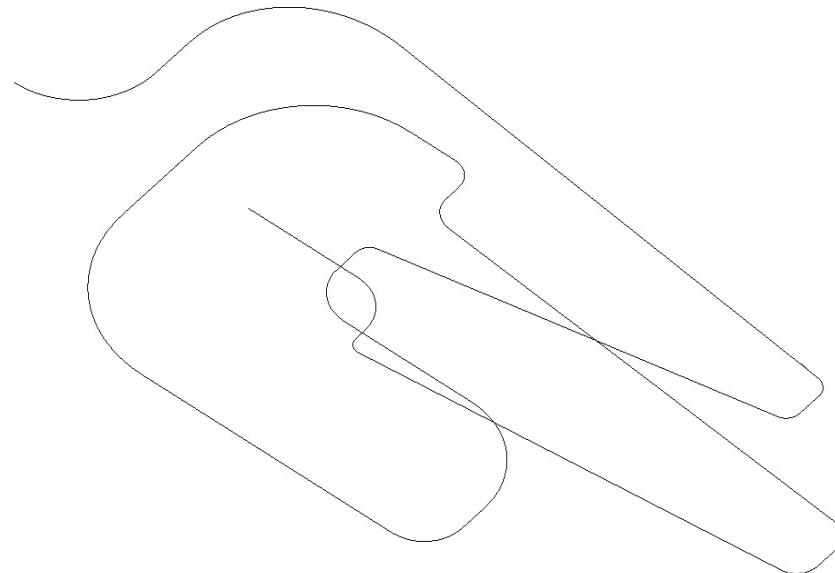


Visuals

Origin = Observer



Points cloud extraction



Input = Path [3d curve]

