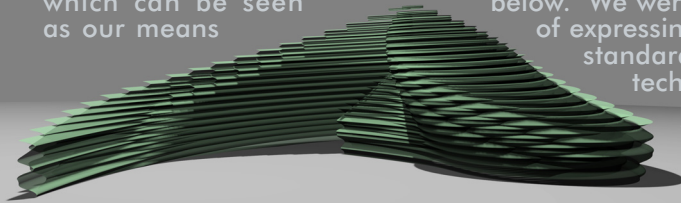
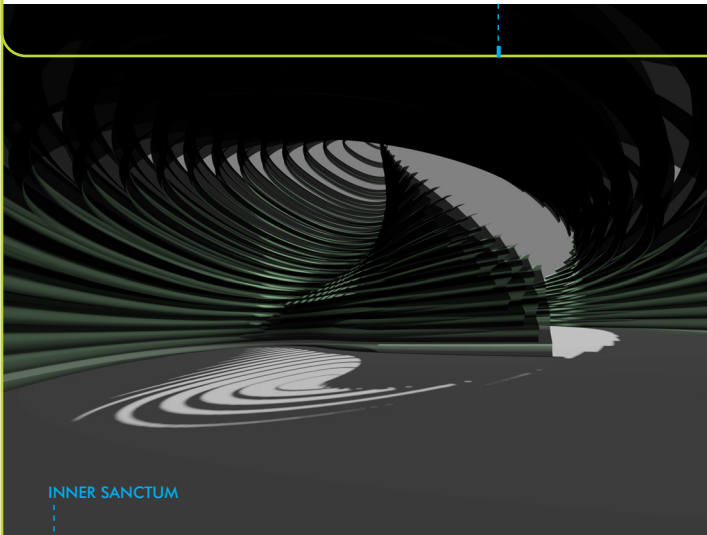


PROJECT DATA

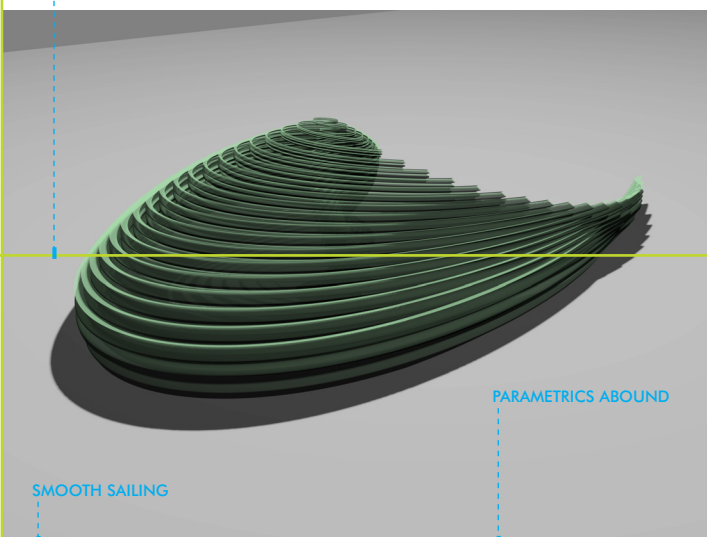
This project for Algorithmic Architecture is one of a number of explorations we did in the realm of algorithmically driven design. There is no manual manipulation (digitization) in this project except for rendering purposes (lighting, material). This divine space was created with Maya Embedded Language or MEL, the entire code for which can be seen below. We were taught basic programming techniques and utilized MEL of expressing them three dimensionally. This two-week project uses standard creation techniques (curves, extrusions), manipulation techniques (move, rotate) and loops with a small amount of randomness to generate complexity. It is parametric in that it can be tweaked and recreated in an instant.



ENTRY



INNER SANCTUM



SMOOTH SAILING

PARAMETRICS ABOUND

```

int $k = 1;
for($j=1; $j<20; $j++){

string $combinedA = "";

for($i=0; $i<=360; $i++){
if($i == 0)
continue;
float $cosag = 10.*cos(deg_to_rad($i));
float $sinag = 10.*sin(deg_to_rad($i));
float $gold = $i*(2/((sqrt(5) + 1)));
$combinedA = $combinedA + "-p "
+ ($cosag*$gold/200.) + " " + ($sinag/2.) + " " + (0);
}

$curveName = "MyCurve" + $i;
eval("curve -d 2 -name " + $curveName + " " + $combinedA);

MAKE ARC 1
string $combinedB = "";

for($i=165; $i<=180; $i++){
float $cosag = 10.*cos(deg_to_rad($i));
float $sinag = 10.*sin(deg_to_rad($i));
$combinedB = $combinedB + "-p "
+ (rand(.5)) + " " + ($cosag/4) + " " + ($sinag/2);
}

MAKE ARC 2
$arcName = "MyArc" + $i;
eval("curve -d 2 -name " + $arcName + " " + $combinedB);
refresh;

eval("extrude -et 2 -upn 1 " + $arcName + " " + $curveName);
refresh;

EXTRUDE ARC 1 ALONG ARC 2
eval("select -r extrudedSurface" + $k);
rotate -cp 0 0 (4*$j); //was 2*$j
scale (.99*$i) (.99*$i) (.99*$i);
move 0 0 (-4*$j);
$k++;
}

```

COPY, SCALE, ROTATE, MOVE, REPEAT

