Analysis of the Site

Identifying Ideal Location for Housing Indoor-Outdoor Interactions Geometry Generation Indoor-Indoor Interactions Analysis **Element Generation** Elements on site (Trees, Topography)

Identify points of maximum sunlight

side-Inside Relation: Openings)

ing information about Sunlight

mum value of sunlight

Sunlight Radiation levels on the site(Lux)

Informative Grid: 1x1m with each point hold-

Growth towards nearest point of next maxi-

Lines informing how architectural space (voxels)

interact with inputs from the environment (Out-

Generation of Geometry Using above lines, vox-

Mapping of 24/7 Student Activity

els, Iso-surfaces and Minimal Surface

Line connections informing porosity between spaces (Indoor-Indoor Relations: Openings)

Analysing Sound Levels (Decibles)

Mapping of Sound levels in and around interior space according to student activity

Line connections informing audio porosity between spaces (Indoor-Indoor Relations: Openings)

Creation of Indoor elements using above lines, Iso-surfaces and Minimal Surfaces.

Interior functions and furnishings included in















Rhinoceros







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the geometry through informing lines.



Analysis

Structural Ananlysis of elements for optimal shape and material distribution.



Production and Experimentation

Robotic production of Prototypes

Experimentation with different material processes



ELEMENTS