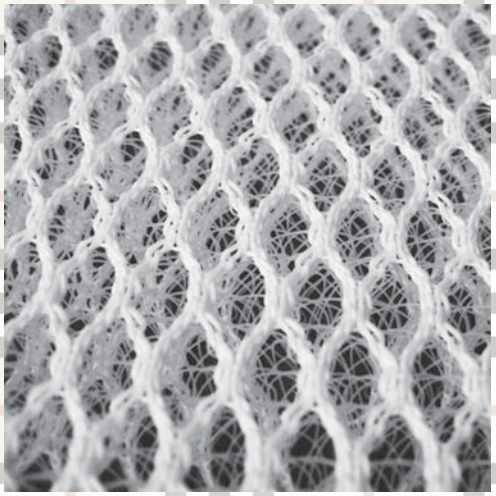

WEAVING

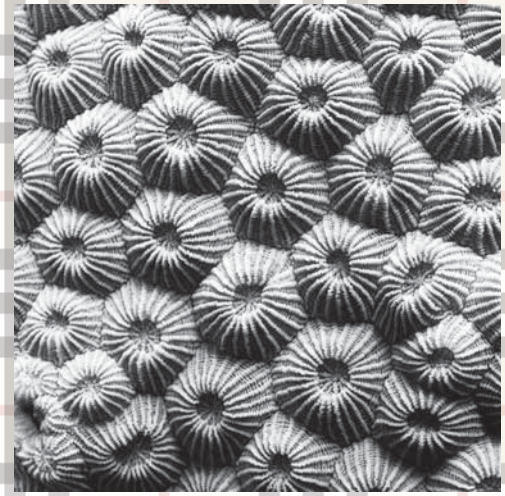
TEXTURING

UNIFORMY AND FUNCTIONALITY BY PUTTING DIVERSITY WITHIN FRAMEWORK

DIMENSION

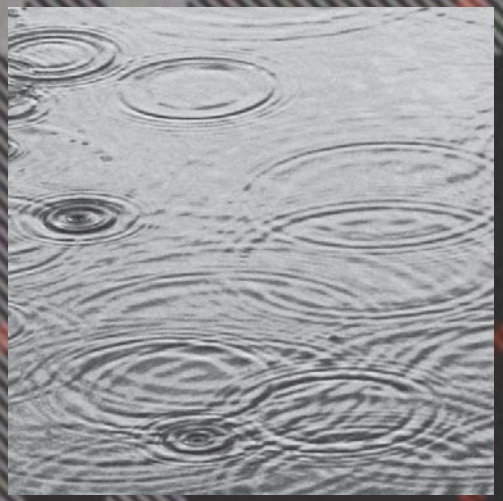


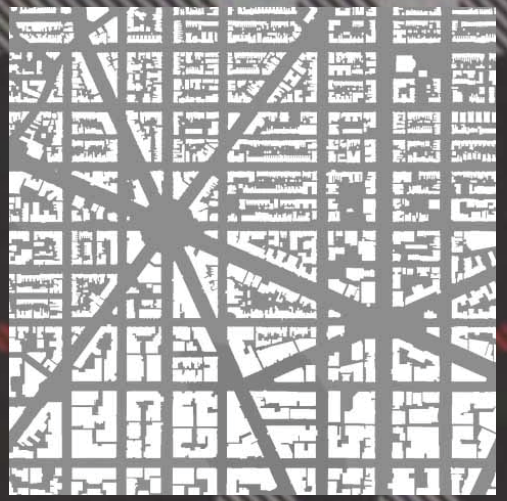
GEOMETRY



FORM

HIERARCHY



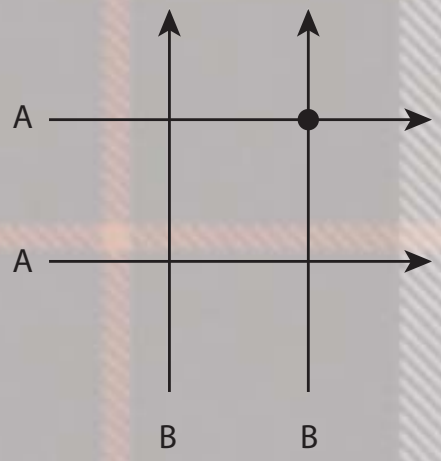


PHASES

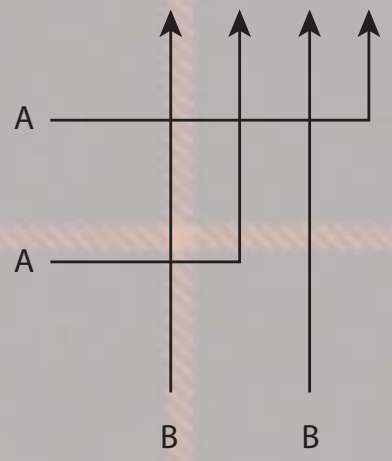
SEPARATIONS AND OVERLAPS GENERATE DIVERSE MEANINGS AND QUALITIES

ABSTRACTIONS

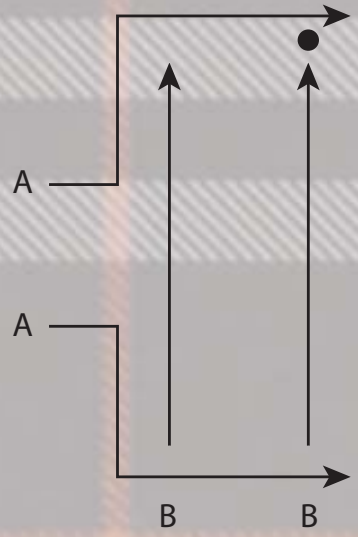
1 AB STATE (WEAVE)



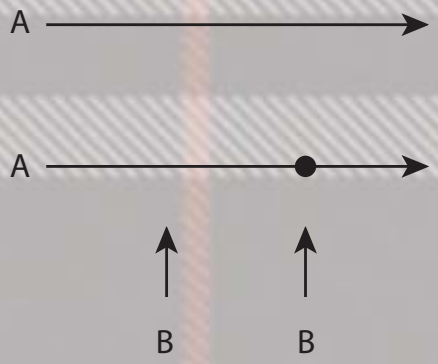
2 AB STATE (CORRELATE)



3 B STATE (A BYPASSES)



4 A STATE (B STOPS)



COMBINATIONS

Visual

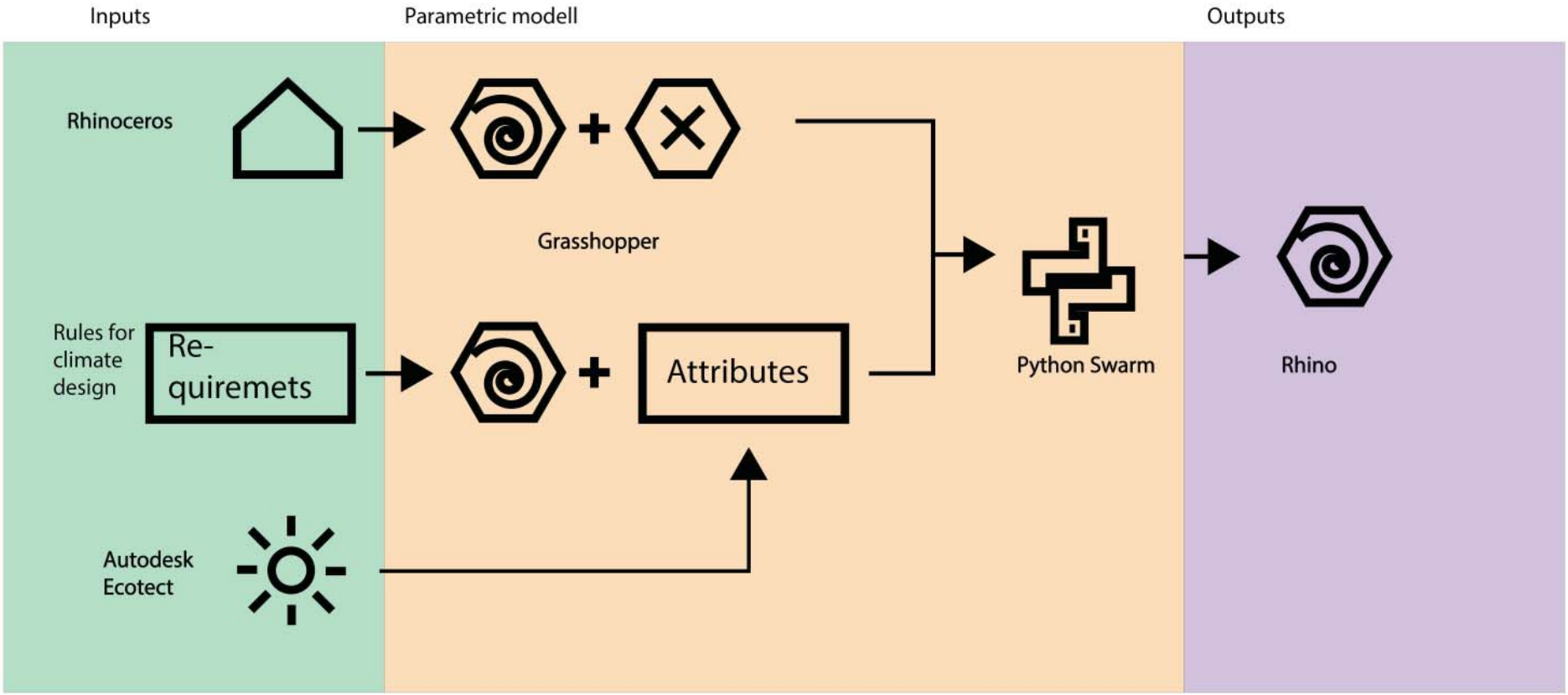
Volumetric

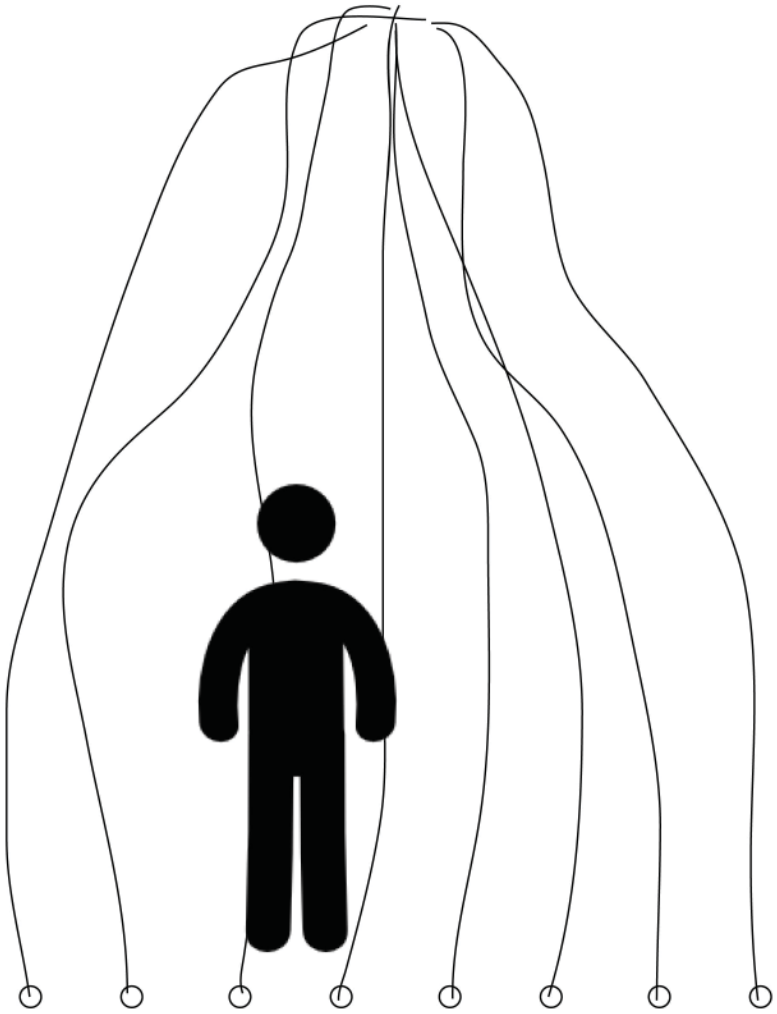
Inputs:

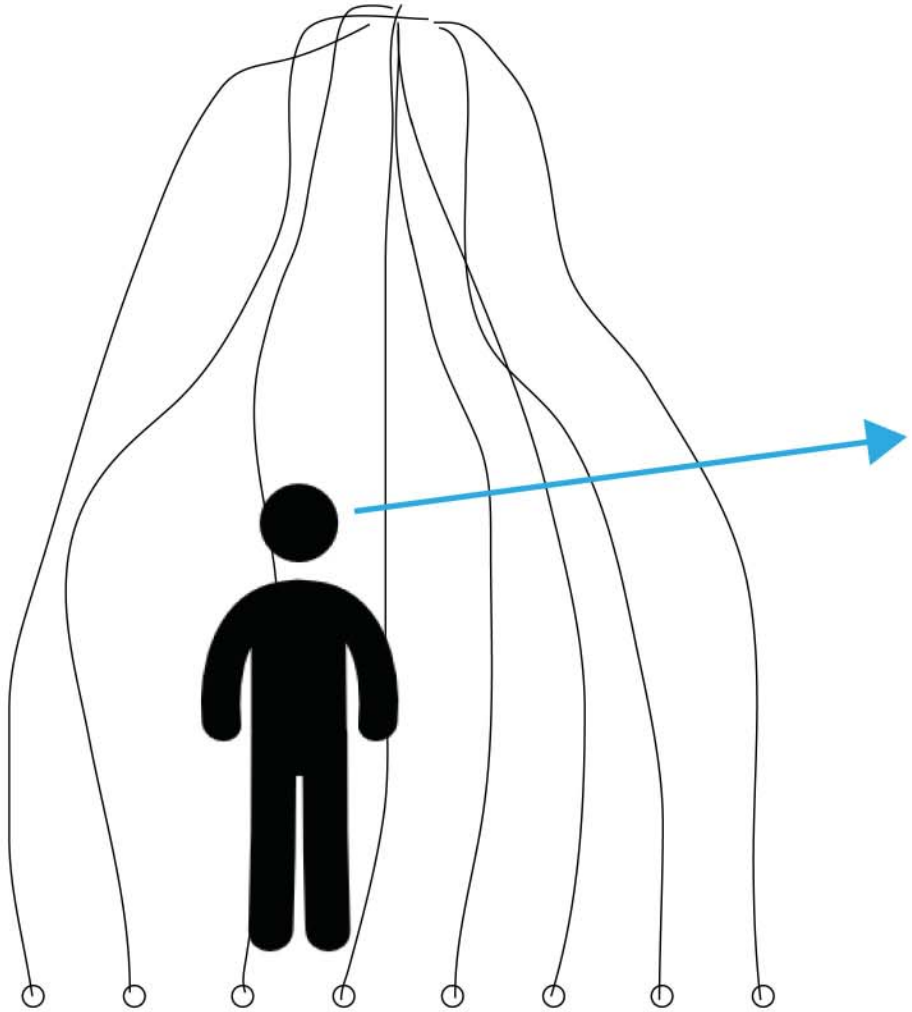
1. Room you need for each activity in a student house.
2. Climatic preferences in that room.

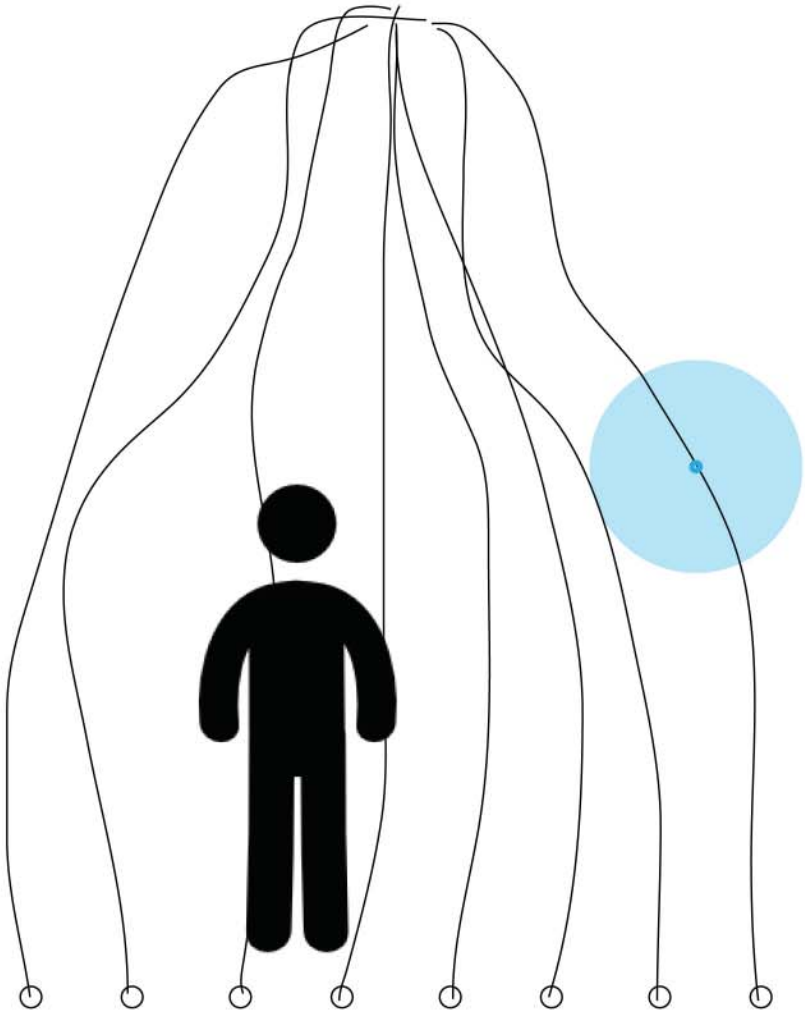
for example: amount of light, amount of ventilation

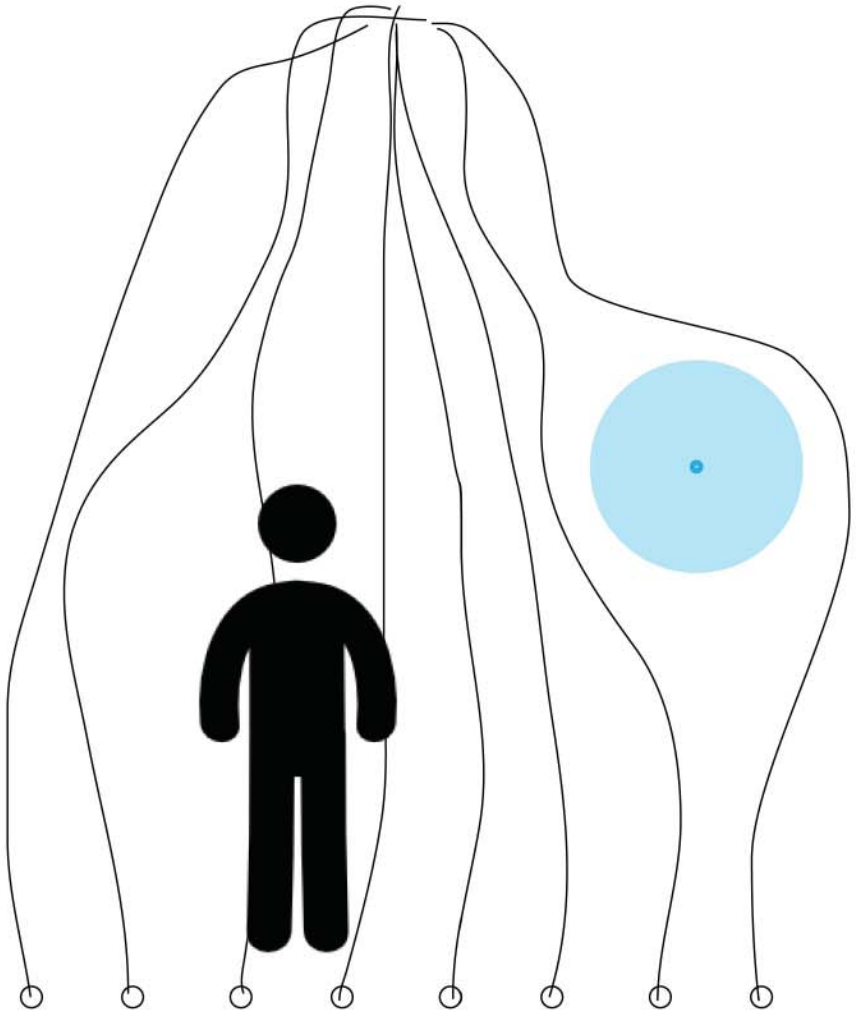
3. Properties of at least 2 material.











HYBRILITY:

MATERIAL & PRODUCTION

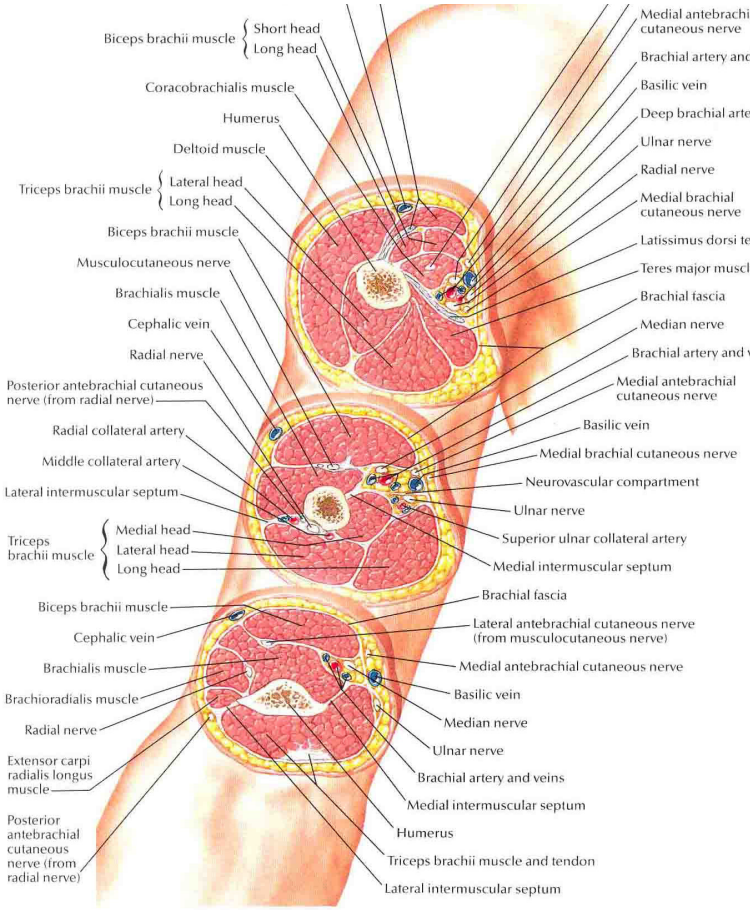
ANOLOGY OF BIOLOGY

Human Body:
Organic, Irregular

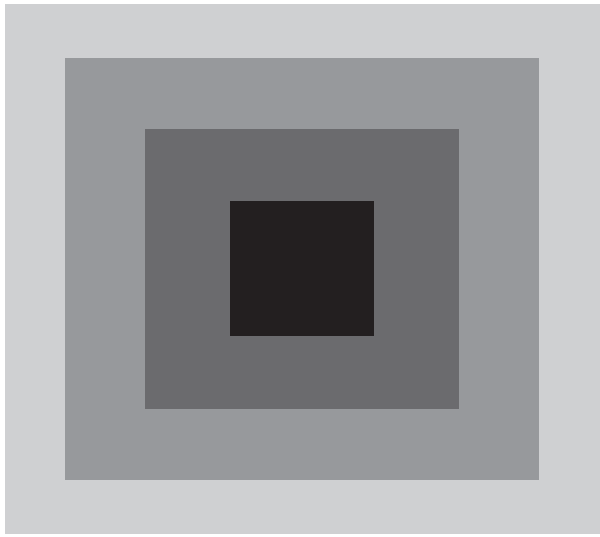
OR

?:
Rational, Regular

MATERIAL ARRANGEMENT



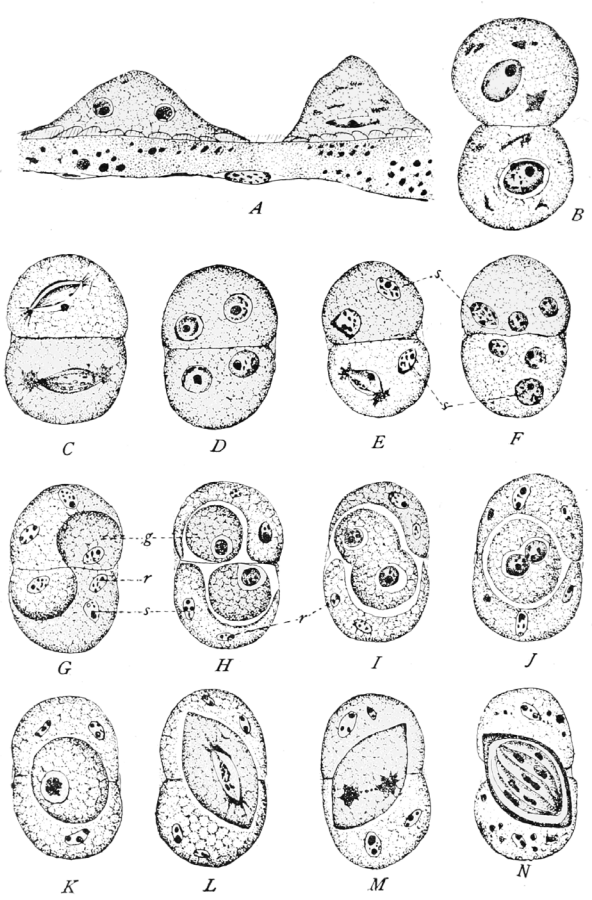
OR



Arm:
Varying, Integral

?:
Defined, Confined

PRODUCTION



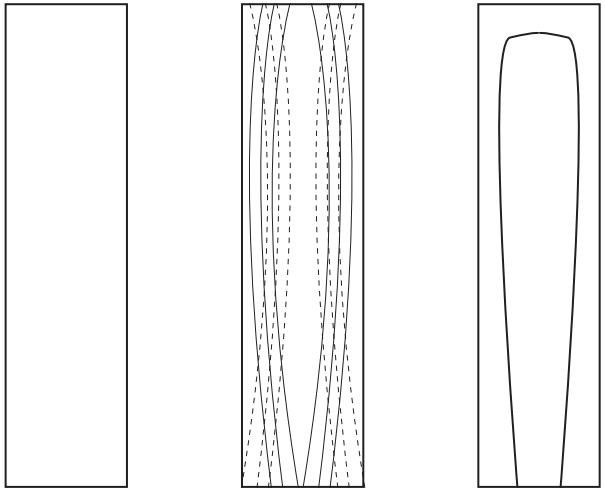
OR

Cell Division:
On micro scale, singular

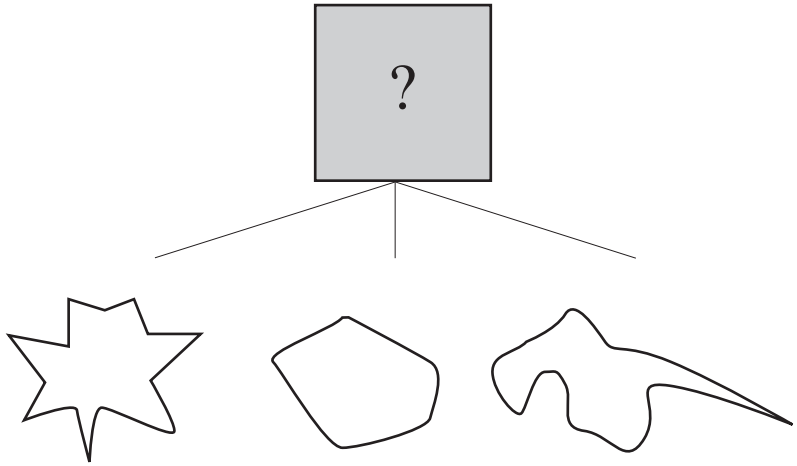
?:
On macro scale, multiple method

RESULT OF EVOLOTION

1. For each requirement, use Right Material, at the Right Place, in Right Combination



2. Singular System for multiple material Producing, Joining



Least consuption, used material
Most performance, efficiency

HYBRILITY

1. EFFICIENCY IN UTILIZING MULTIPLE MATERIAL:

An ideal state of material composition. Multiple materials are organized to form an organic integral, according to the needs and their properties, instead of being rigidly defined/confine.

2. EFFICIENCY IN PRODUCTION:

An ideal method of processing multiple materials. Everything is produced/ managed with the same system/priciple. No extra system is used.

Hybrility: Not an intention itself, not delibrately achieved, but a natural result of performativity (or performance driven design)

MULTIPLE MATERIAL ADDITIVE MANUFACTURING

MOLED AS PART OF STRUCTURE