

Informations-Visualisierung HU 1

In this exercise class we have learned how to duplicate/copy objects inside Grasshopper through the help of number lists. We also learned different methods to generate such number lists (Range, Series, Random, Fibonacci, etc...)

Exercise:

Generate an interesting and visually intriguing pattern or special configuration using numerical lists in Grasshopper. Ensure that geometric objects (points, curves, boxes, spheres, etc...) are being copied using numerical lists.

Submission:

Submit the following **three files** in the TeachCenter until the Deadline

1. The Grasshopper file with the following naming scheme:
Lastname_Firstname_UE1.gh
2. A screenshot of the Grasshopper Canvas (for example through *File-Export Quick Image*)
Lastname_Firstname_UE1_GH.png
3. A Screenshot of the Rhino Viewport with your final output visible (for example through Rhino Command: *ScreenCaptureToFile*)
Lastname_Firstname_UE1_RH.png

Deadline:

Thursday March 27th – 4:30 pm (until next exercise class)