

# Assignment 7:

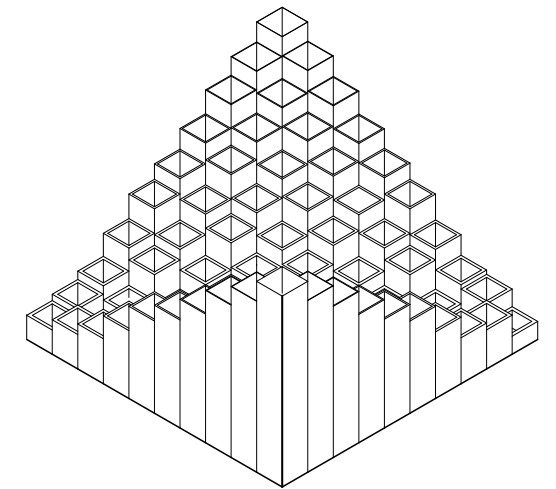
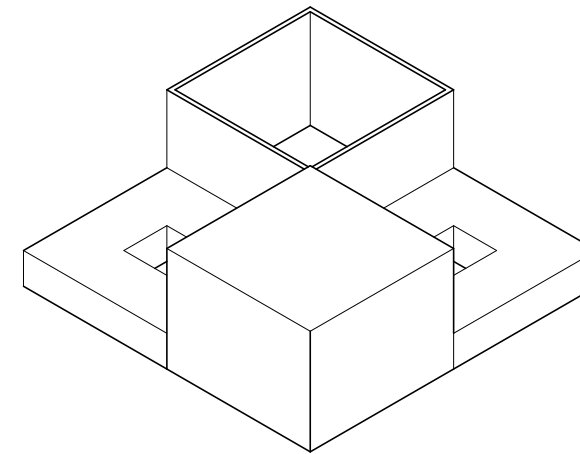
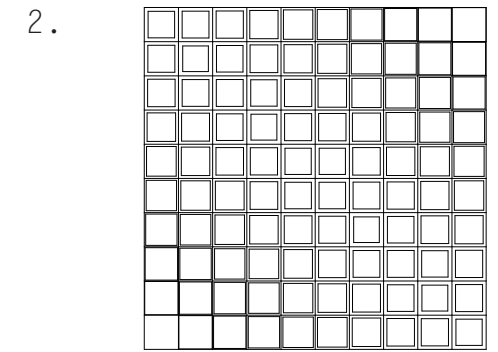
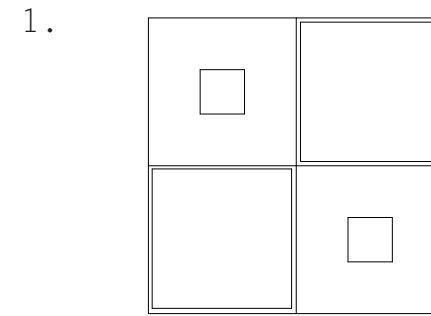
## PART A

Grasshopper 2 - Surface Manipulation  
Sara Rennie

### Variation Possibilities

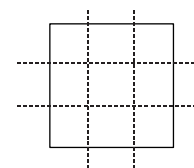
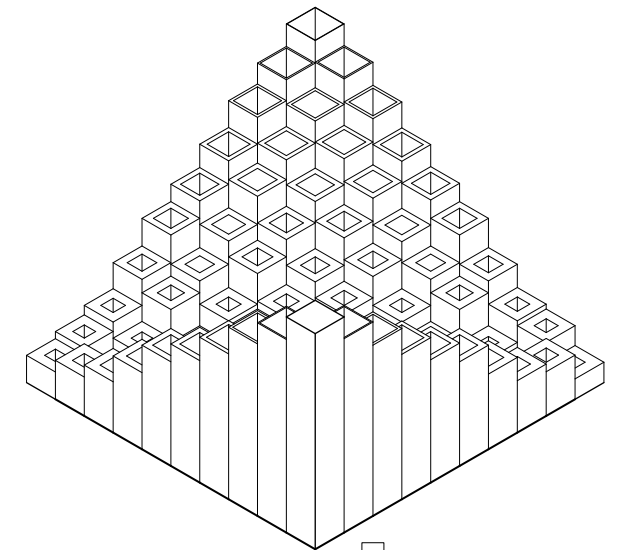
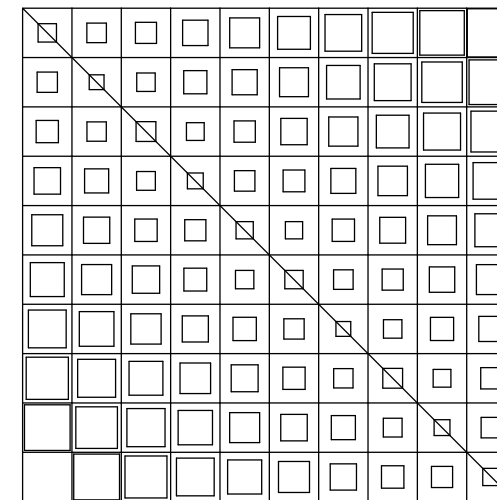
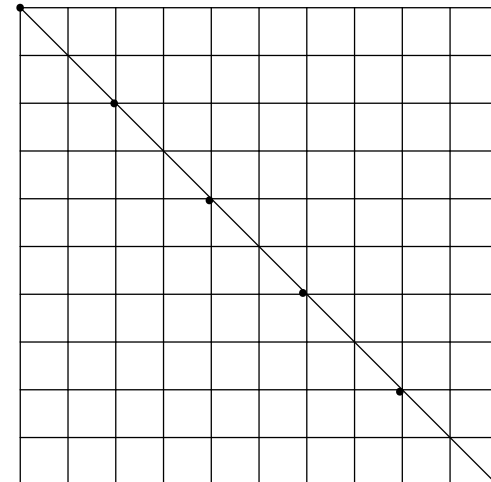
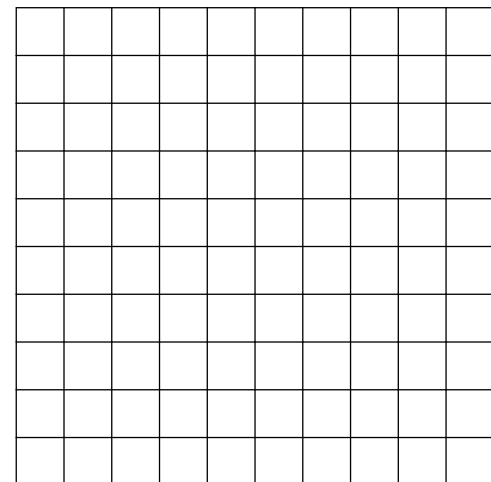
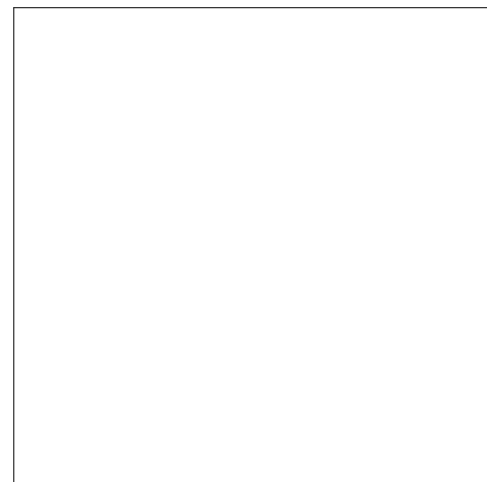
1. A change in the number of squares in the grid (change the u-count and v-count of the divide domain component in grasshopper.)

2. Change the minimum and maximum of the threshold that determines the thickness of the surface around the openings. (start and end of the construct domain component in grasshopper)



### Pseudo Code

Pseudo code will be applied to each of the surfaces of the original geometry

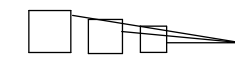


Define Surface by lofting curves.

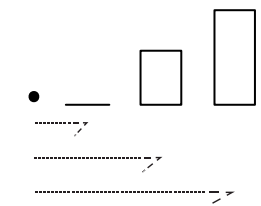
Create 10 x 10 grid to represent 10 floors of the original building.



Create 6 attractor points along a curve drawn at 45 degrees.



Scale Openings according to their proximity to the nearest attractor point.



Extrude surfaces according to their proximity to the nearest attractor point.