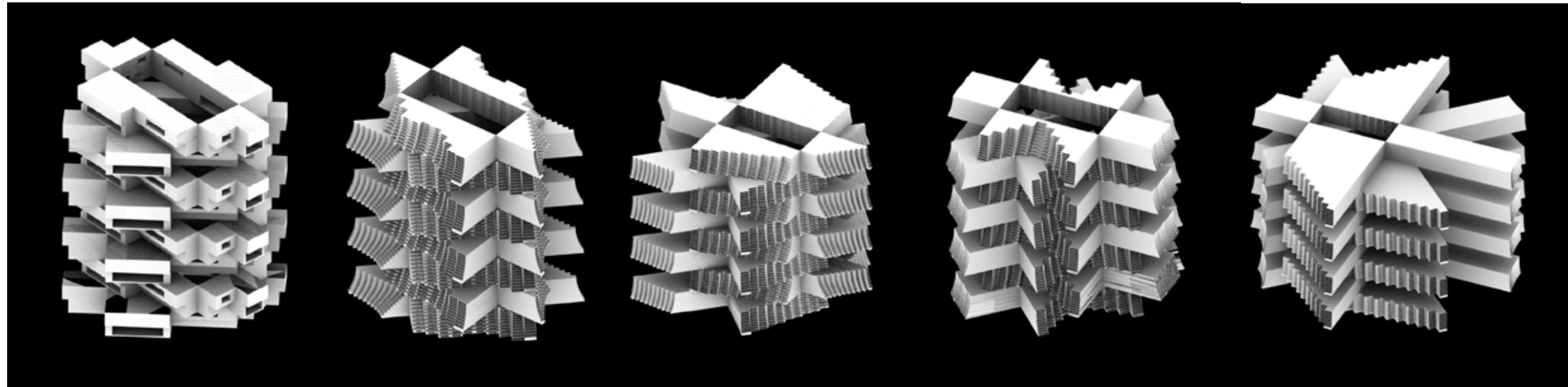


# Assignment 7

Part B: Algorithmic Manipulations

Sara Rennie

## Iterations



Change U and V domains from 10 to 2

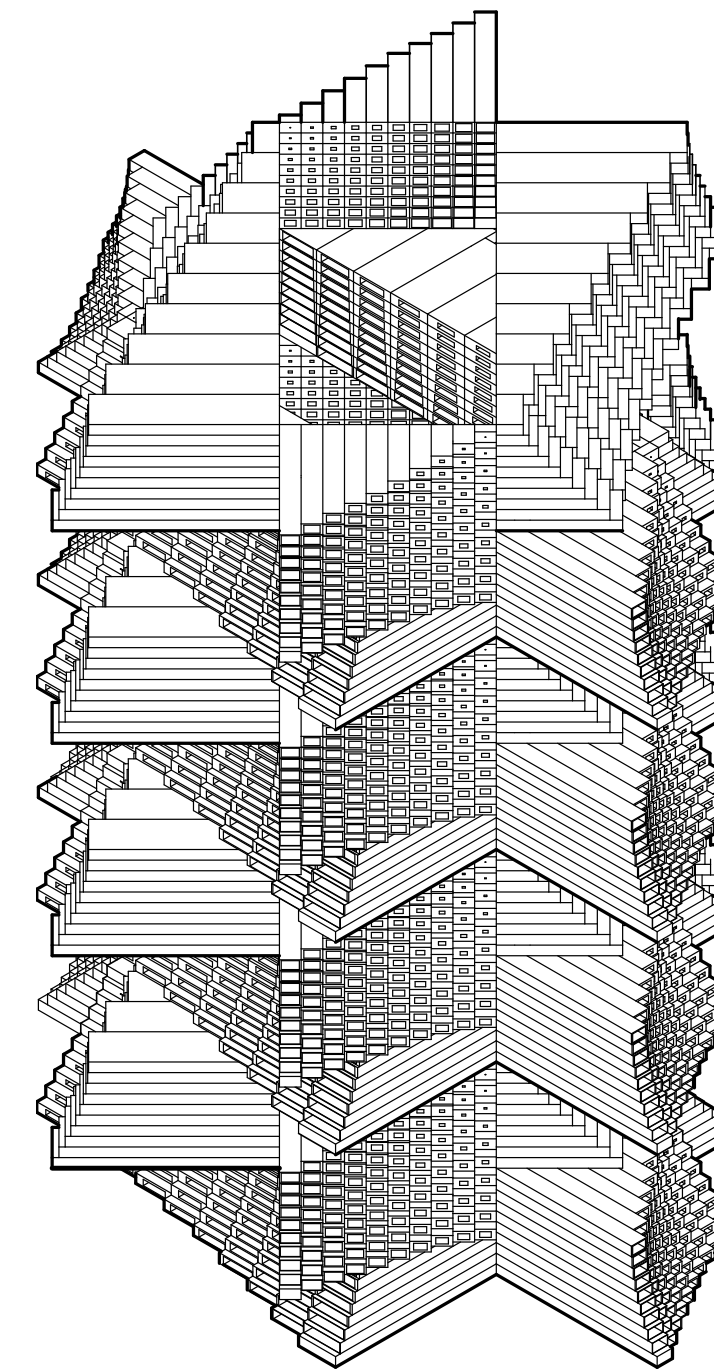
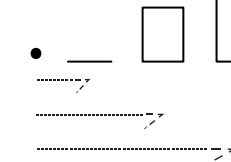
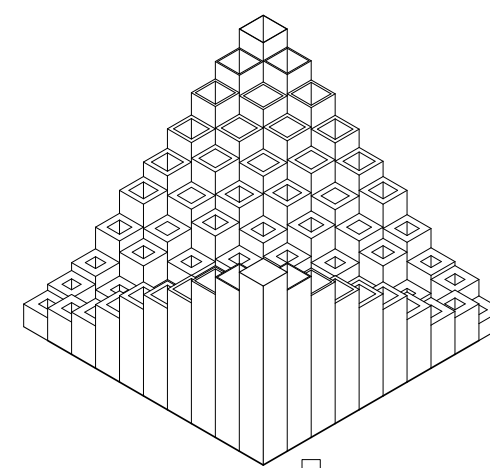
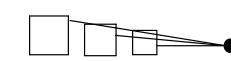
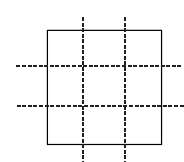
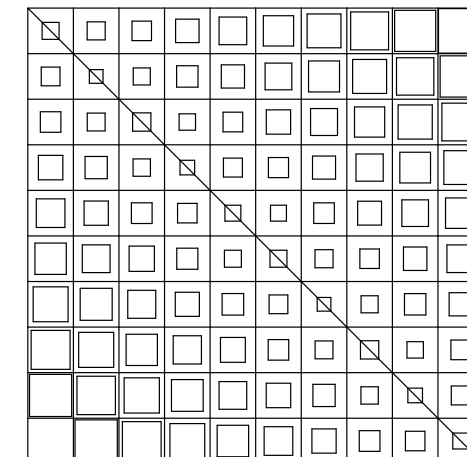
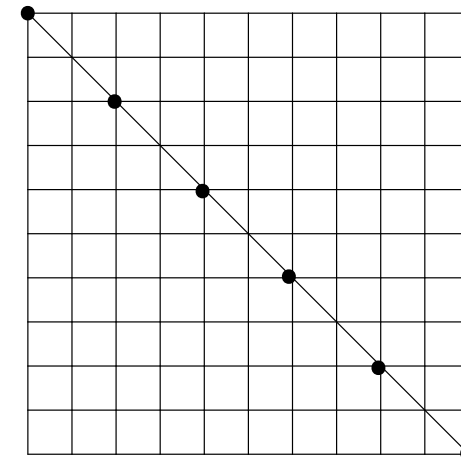
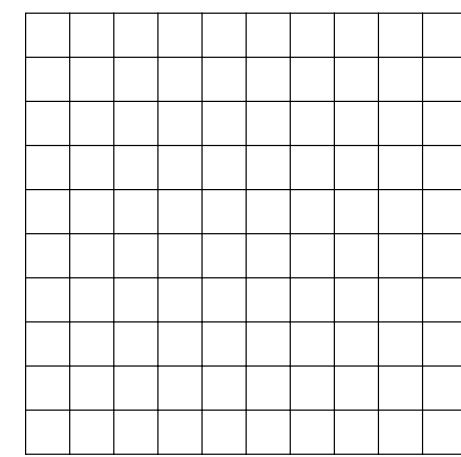
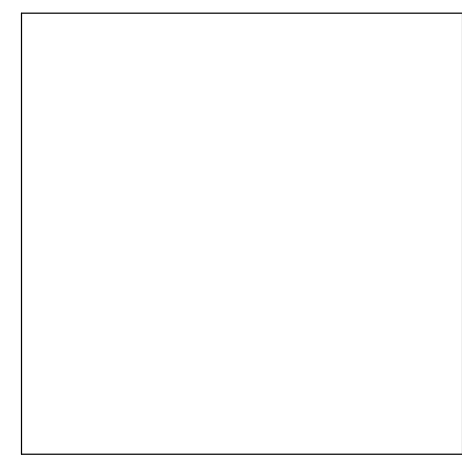
Rotate curve with attractor points 45 degrees.

Move curve with attractor points 14 points along the x-axis.

Rotate attractor curve 90 degrees

Move attractor curve 40 points along the y-axis.

## Pseudo Code



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.

Apply to the four outer surfaces of the rectangular forms of the original geometry

