

CONTENTS

Acknowledgements	7
Foreword	9
Introduction AAD_Algorithms-Aided Design from traditional drawings to the parametric diagram	15
■	
1_algorithmic modeling with Grasshopper®	33
1.1 Prerequisites and installation	35
1.2 Grasshopper user interface	35
1.3 Components and data	40
1.4 Save and bake	53
1.5 Display and control	55
1.6 Grasshopper flow	59
1.7 Basic concepts and operations	61
2_data how to manage data in Grasshopper	69
2.1 Filters	69
2.2 Numerical sequences	87
2.3 Mathematical Functions	101
2.4 Conditions	107
2.5 Remapping numbers / Attractors	112

3_control curves and surfaces in Grasshopper	121	8_digital fabrication make ideas come true	309
3.1 NURBS curves	121	8.1 Fabrication Techniques	310
3.2 Parametric representation of a curve	124	8.2 Modeling Printable Objects	320
3.3 Analysis of curves in Grasshopper	126	8.3 Modeling objects for cutting based operations	330
3.4 Notion of Curvature for planar curves	136	8.4 NU:S Installation	338
3.5 Parametric representation of a surface	138	8.5 Large-scale objects	341
3.6 Surface creation	141	<i>Over the material, Past the Digital: Back to Cities</i>	343
3.7 Analysis of surfaces using Grasshopper	144	<i>(Digital) Form-finding</i>	353
3.8 Notion of Curvature for surfaces	166		
4_transformations	183	9_digital simulation particle-spring systems	361
4.1 Vectors	185	9.1 Kangaroo plug-in	363
4.2 Euclidean transformations	187	9.2 Kangaroo workflow	364
4.3 Affine transformations	196	9.3 Cable simulation	365
4.4 Other transformations: <i>Box Morph</i>	210	9.4 Elastic behavior: Hooke's law	370
5_skins advanced data management	217	9.5 Catenary simulation	375
5.1 Manipulating the <i>Data Tree</i>	220	9.6 Membrane simulation	382
5.2 Skins	226	9.7 Shell behavior	391
5.3 Sorting strategies using Data Tree	248	<i>Form as Unknown – Computational Methodology and Material Form Generation</i>	
		<i>in the AA Rome Visiting School Workshops</i>	395
6_smoothness	255	10_evolutive structures topology optimization	405
6.1 NURBS and Polygon Meshes	258	10.1 Shape Optimization	406
6.2 Polygon meshes	260	10.2 Topology	411
6.3 Creating meshes in Grasshopper	263	10.3 Topology optimization	412
6.4 SubD in Grasshopper: Weaverbird plug-in	273	10.4 Works	419
6.5 Subdivision of triangular meshes: Loop algorithm	274	10.5 Examples	422
6.6 Subdivision of quadrangular meshes: Catmull-Clark algorithm	277	10.6 Optimization: finding solutions with Grasshopper	432
<i>Digital informing creativity</i>	293		
7_loops	297	11_environmental analysis	441
7.1 Loops in Grasshopper: HoopSnake component	300	11.1 Tools	442
7.2 Fractals	301	11.2 GECO and Ecotect	446
7.3 Loops in Grasshopper: Loop component	306	11.3 About GECO's components	447
		11.4 Solar diagram and shadows	448
		11.5 Exporting geometries and importing data	453
		11.6 Insolation analysis	456
		11.7 Analysis Grids	459
		11.8 Light Control	461

Afterword_Post Digital Strategies Pragmatic computation in Grasshopper	467
Appendix	
I am City, we are City	473
Parametric Urbanism: a New Frontier for Smart Cities	475
Tools and methods for parametric urbanism	478
Playful computation – How Grasshopper3D & its Plugins increased my creativity with five project examples	482
The CloudBridge	491
Ilabo Shoes for United Nude	492
References	493
Decoded QR list	496