COMPUTATIONAL DESIGN THINKING!

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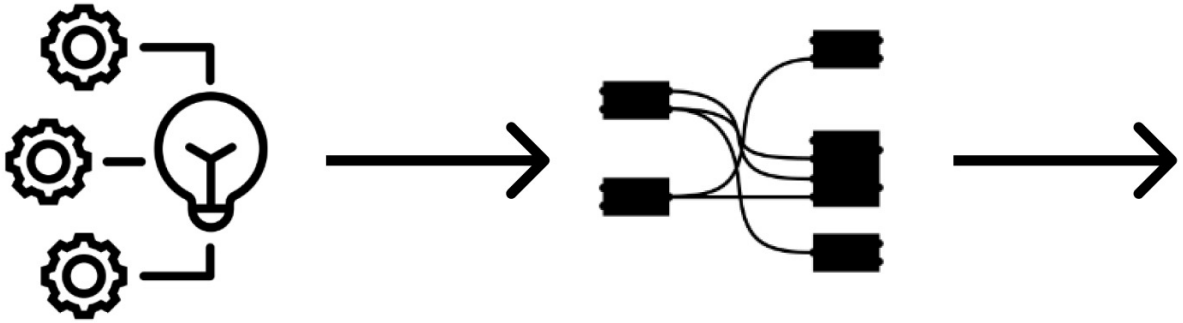
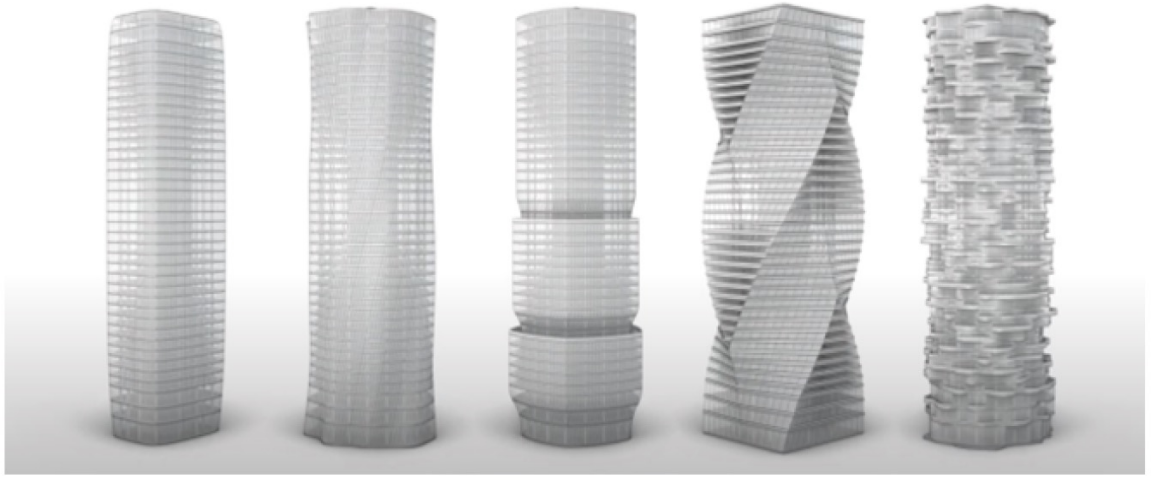
LIVE Q&A!

Computational Design - Approach

A method for combining Parameters and Algorithms to create opportunities

I. Translate repeatable, valuable processes into code
II. Create a new, collaborative and dynamic process
III. Reduce limitations of time and resources
IV. What about Generative Design?

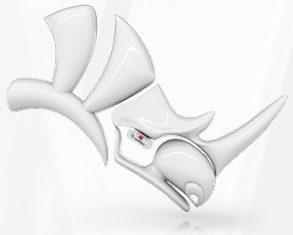




Computational Design - Access

Bridging art, science, and technology.

I. Hand Drafting + Physical Modeling
II. 2D CAD Drafting + Digital Fabrication
III. 3D Modeling + Advance Manufacturing
IV. Building Information Modeling + Data Structures
V. Computational Design + Data Simulation
VI. Machine Learning + Artificial Intelligence



AUTODESK

Computational Design - Thinking

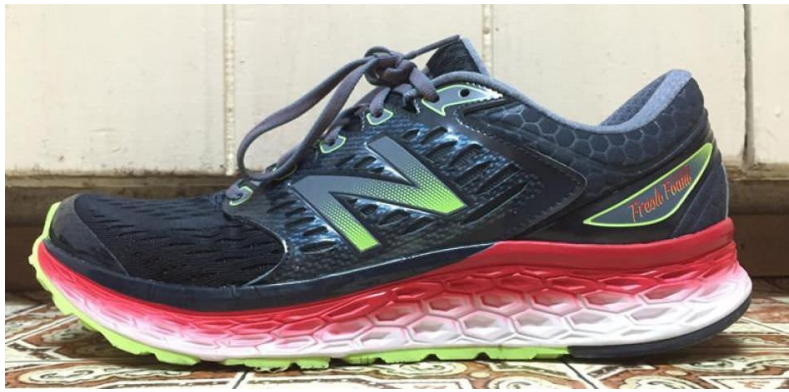
Harmonize human-centered creativity and algorithmic precision..

I. Empathize with user needs and break down complex problems
II. Frame problems and ideate creative solutions
III. Rapid prototype, test, and iterate
IV. Learn, optimize, integrate, and innovate

Everyday

Computational design is all around us.

I. Everyday products
II. Specialty products
III. Custom products

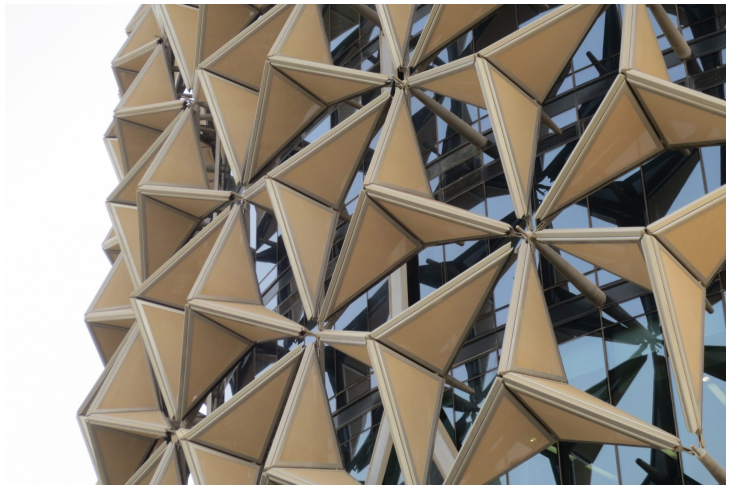


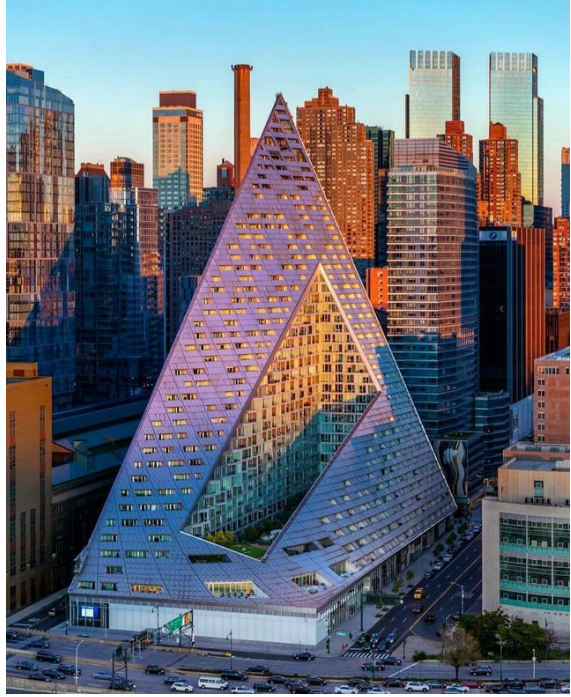
USE CASES

Architecture

Productize your processes.

I. Structures
II. Systems
III. Components

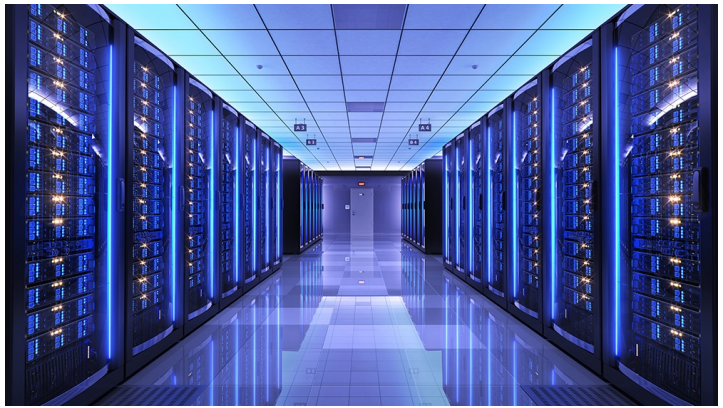




Infrastructure

Memorialize tribal knowledge.

I. Variables
II. Logic
III. Analysis
IV. Collective Intelligence



Why use computational design?

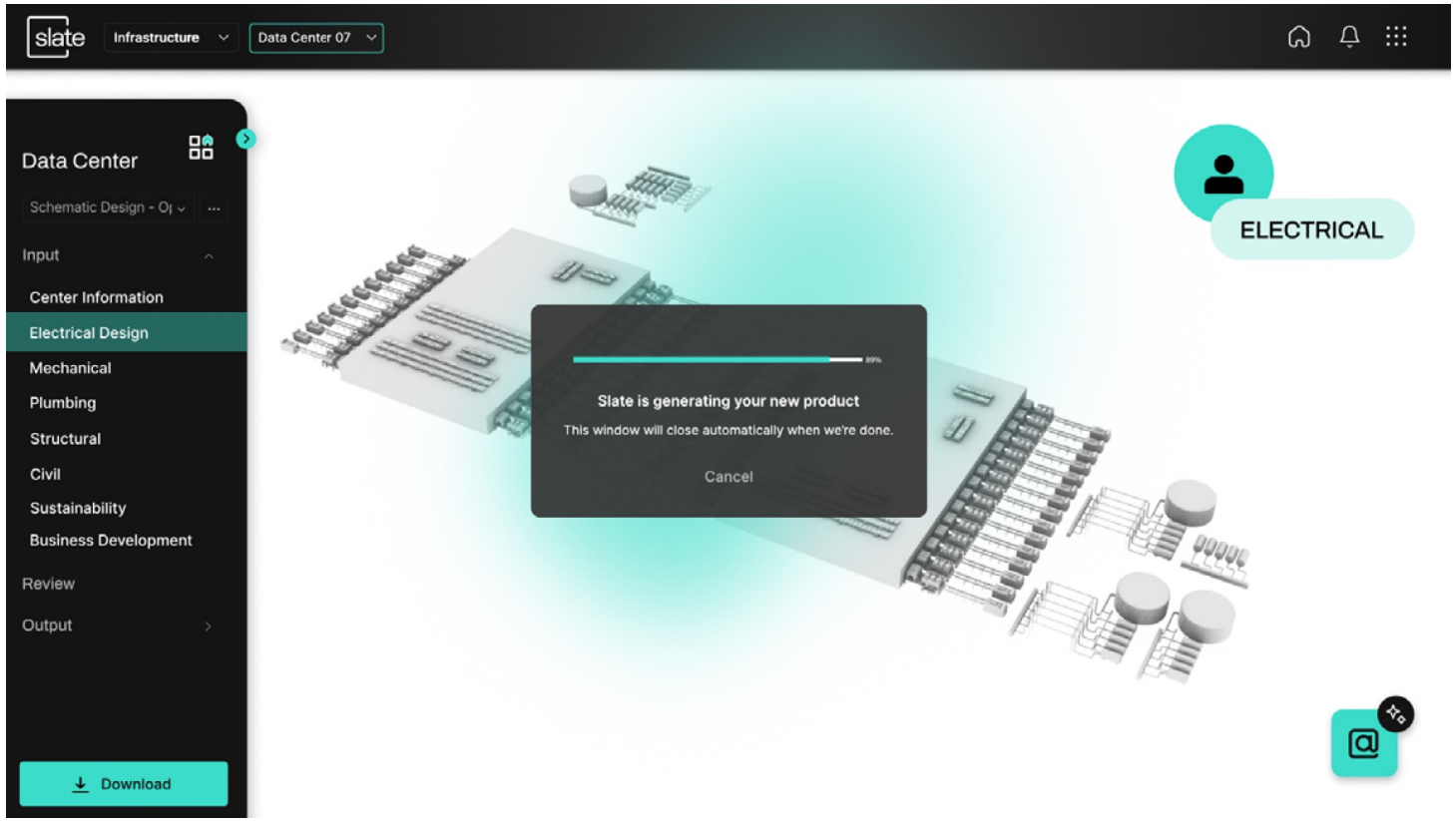
A place to collaborate and innovate.

I. Increase speed for deliverables
II. Achieve consistent results
III. Reduce risk
IV. Increase resiliency
V. Create confident estimates
VI. Bid more business
VII. Deliver better projects

LEARN MORE

Want to learn more?

Head over to the link in the chat and sign up for our demonstration of Slate Generate on August 14th, 2024!



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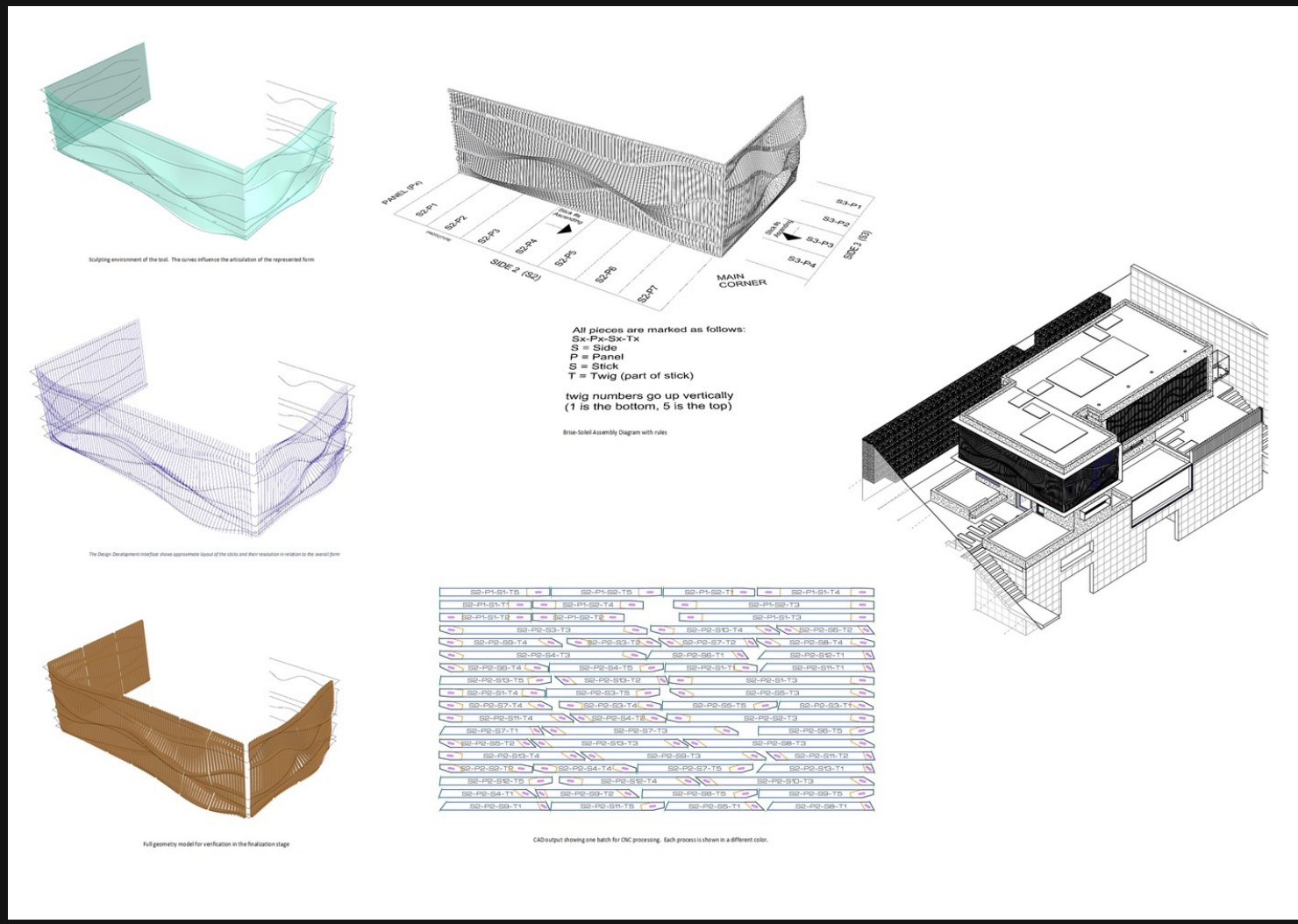
Q & A


Sculpting environment of the tool. The curves influence the articulation of the represented form
PANEL (P1)
S2-P1
S2-P2
S2-P3
S2-P4
S2-P5
S2-P6
S2-P7
SIDE 2 (S2)
MAIN CORNER
S3-P1
S3-P2
S3-P3
S3-P4
SIDE 3 (S3)
All pieces are marked as follows:
Sx-Px-Sx-Tx
S = Side
P = Panel
S = Stick
T = Twig (part of stick)
twig numbers go up vertically
(1 is the bottom, 5 is the top)
Brise-Soleil Assembly Diagram with rules
The Design Development interface shows approximate layout of the sticks and their resolution in relation to the overall form
Full geometry model for verification in the finalization stage
CAD output showing one batch for CNC processing. Each process is shown in a different color.