

A.I.U
CAD&CAM

DELTA DOT

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Qutaiba Qador

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Zena Alshebel

DESIGN PROCESS:

1-BRAN STORMING

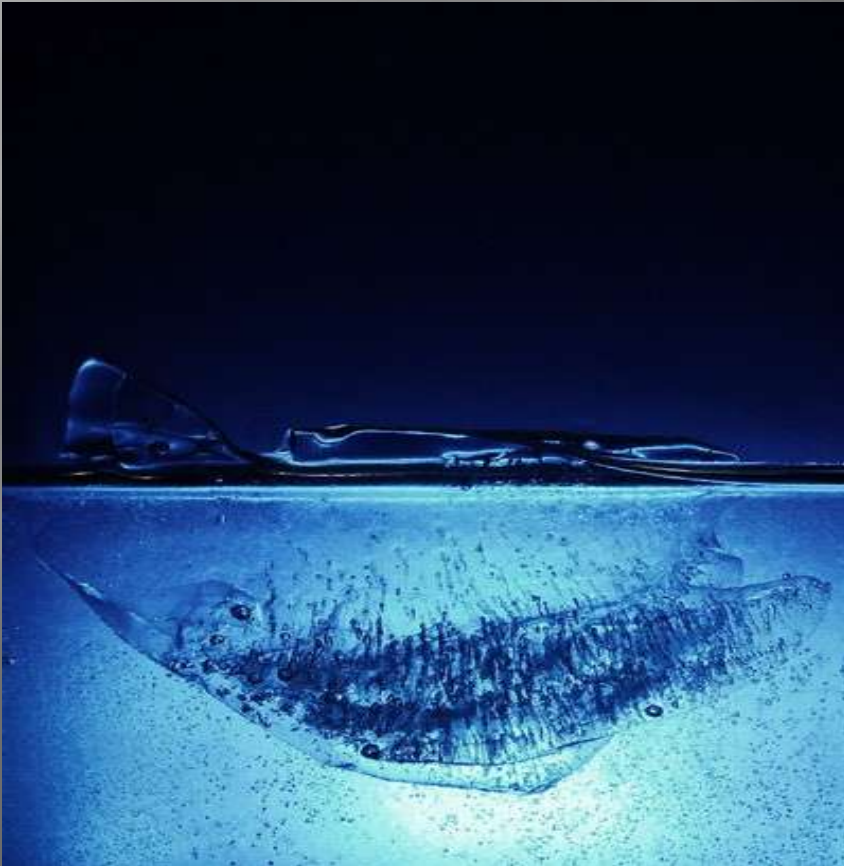
2- THE SYSTEM

(FORM-SKIN-STRUCTURE)

3- FUNCTION - PERFORMANCE

Design process: 2- 1-Bran storming

WATER:



WIND:



Pavilion in A.I.U

water

Location:

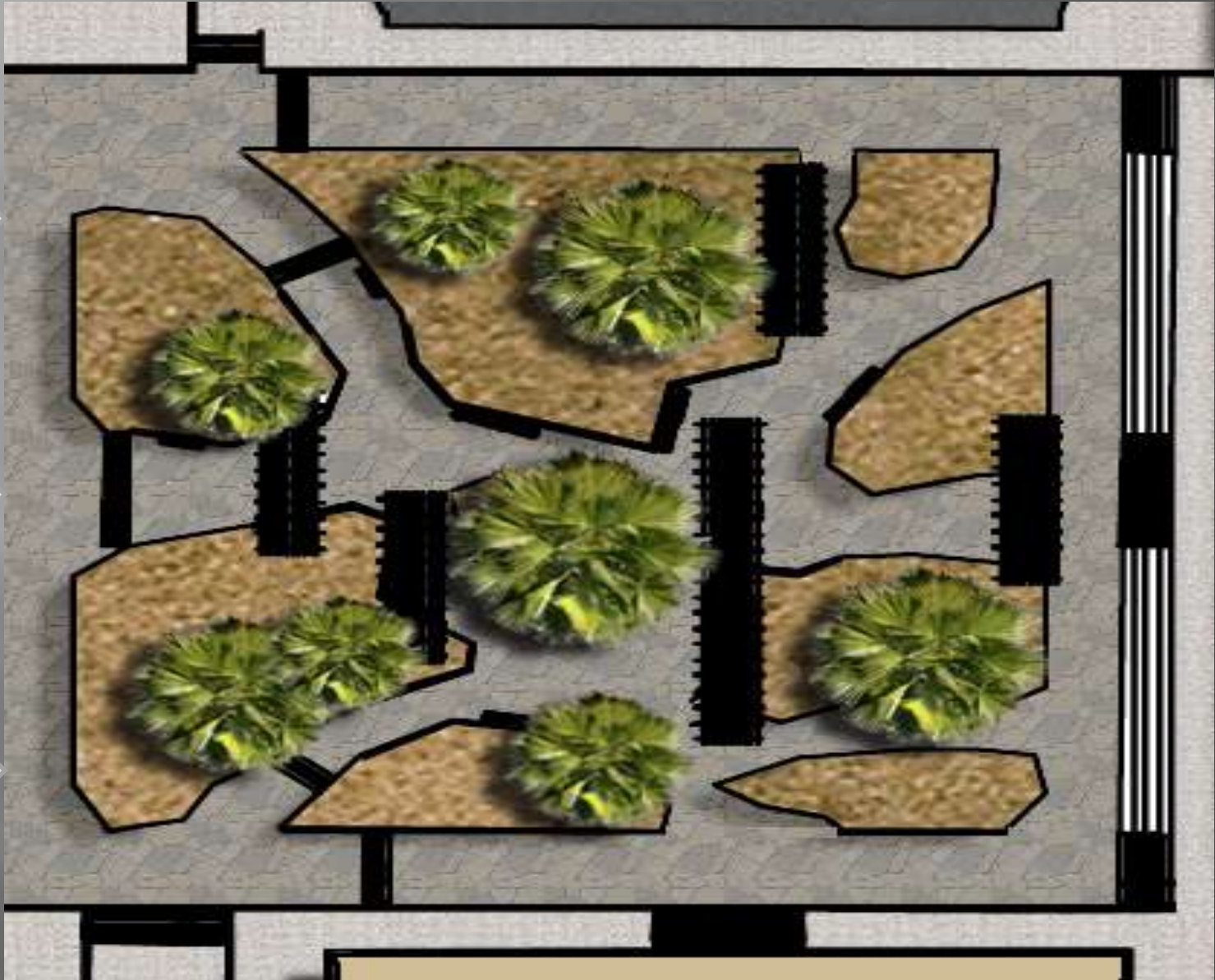
wind



WIND - LOCATION :



SITE PLAN



AREA

The project could be confined within a radius of 10 m.

Reasons

- The area of non-invested (sun –winds)
- Relationship pedestrian axes.



THE CONCEPT

➤ Wind Indoor

Kassar alzabade



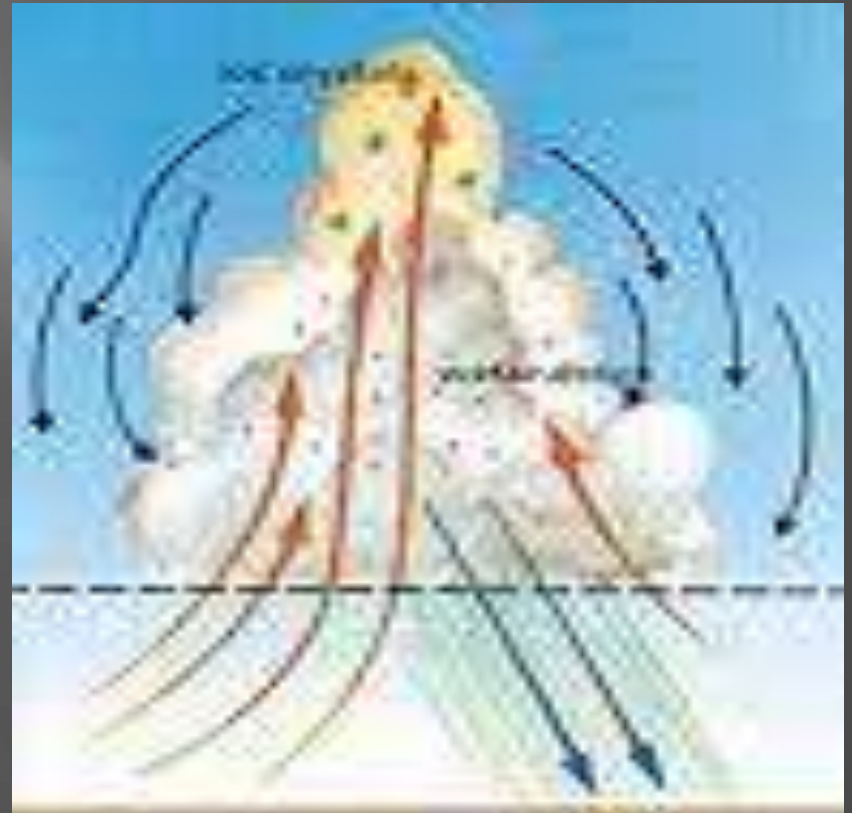
P1010519MOV



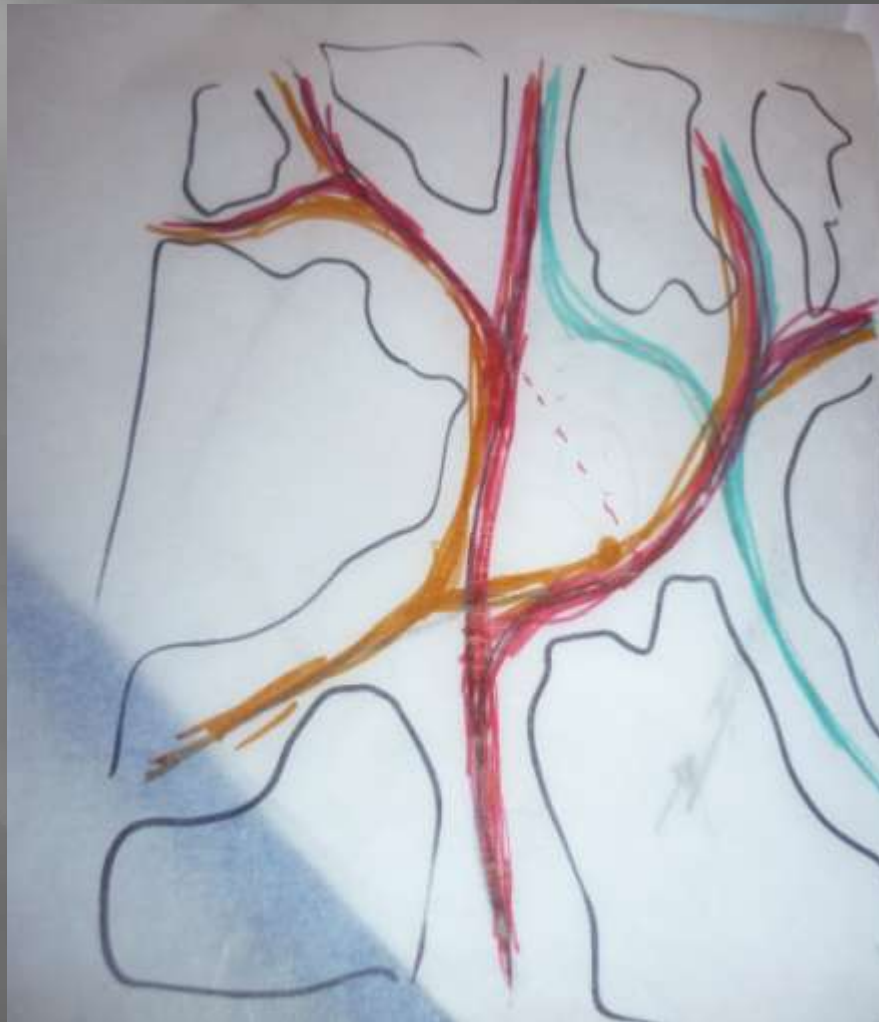
➤ Wind Outdoor

▣ Threads

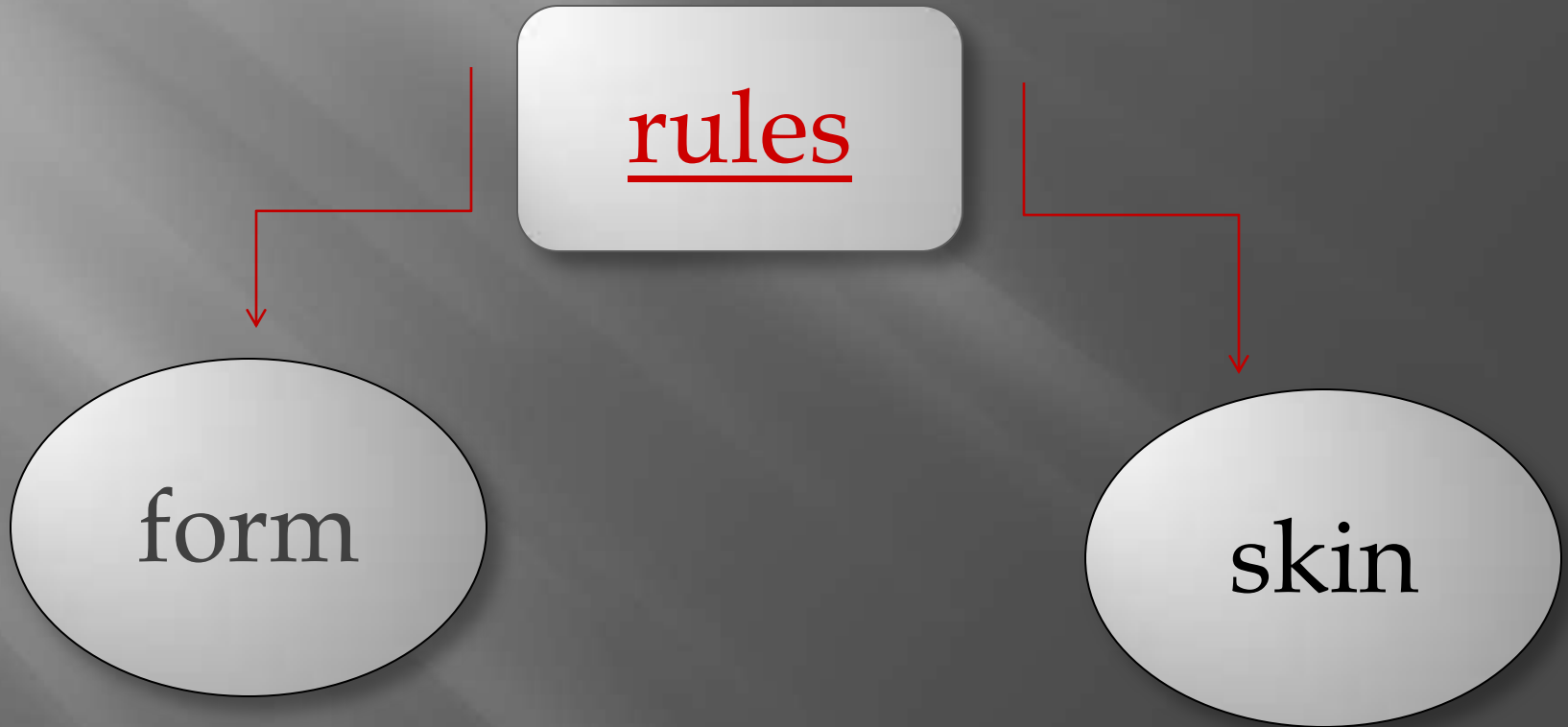
THE HEAT AND INTENSITY
OF THE WIND



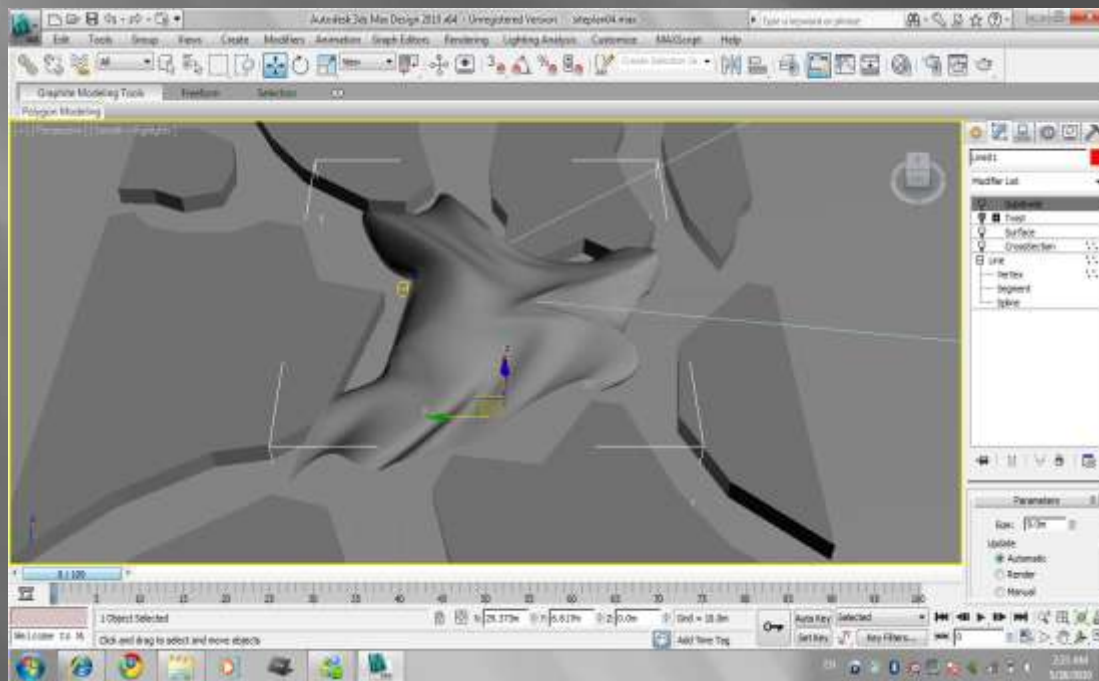
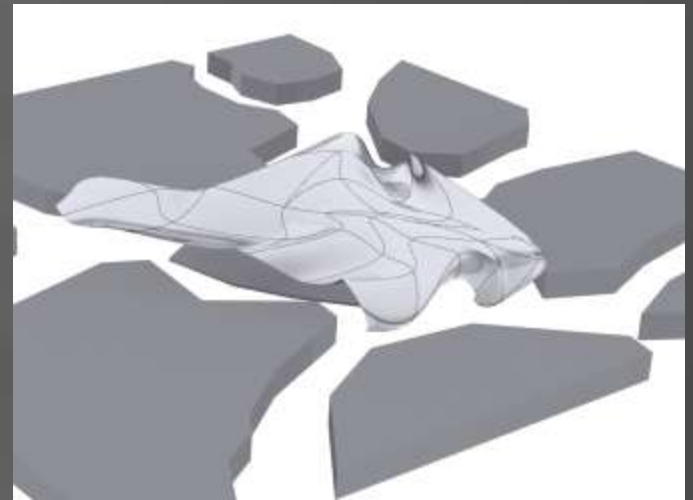
Sketche



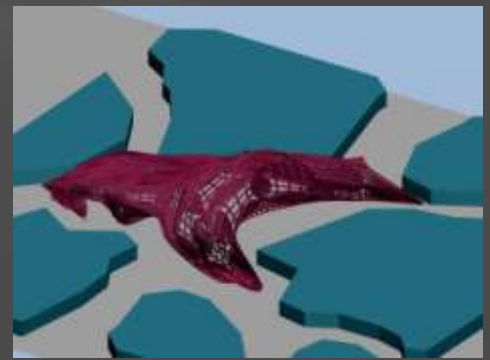
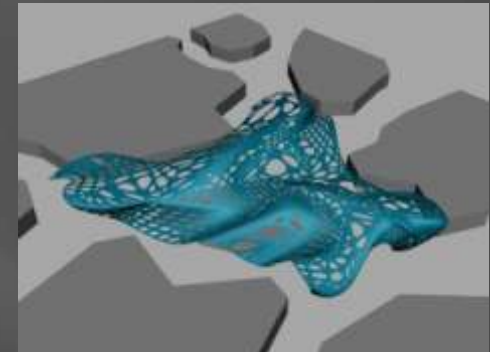
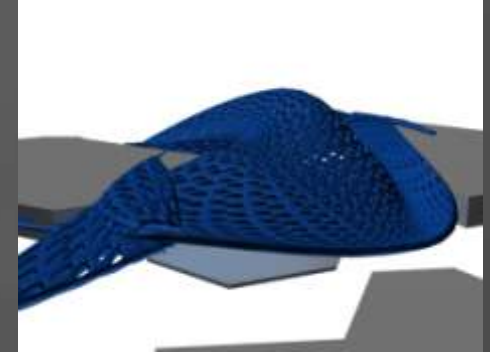
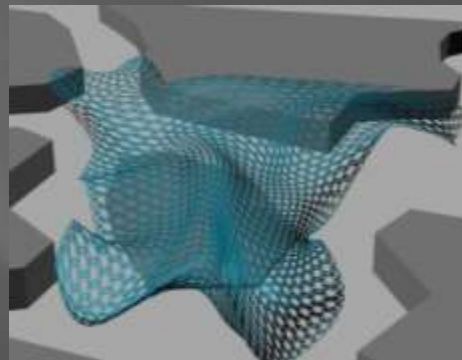
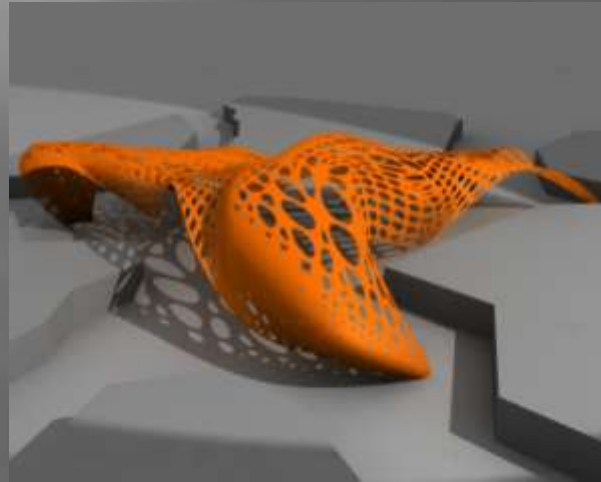
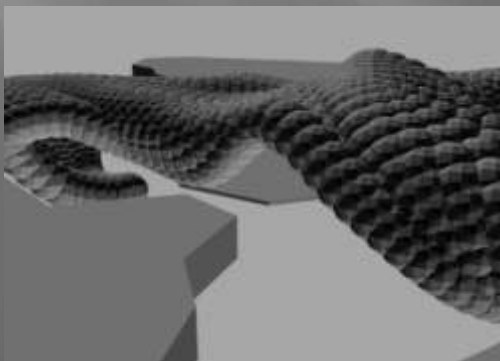
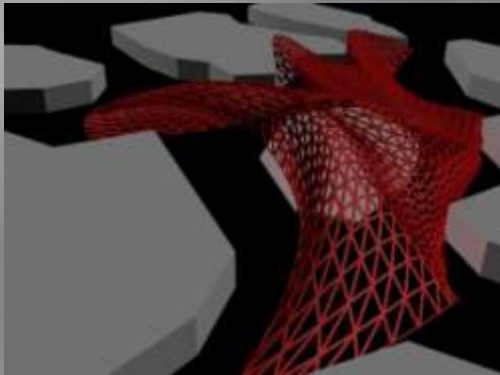
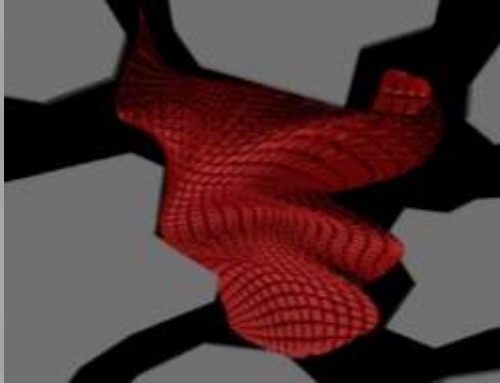
Design process:
2- The system



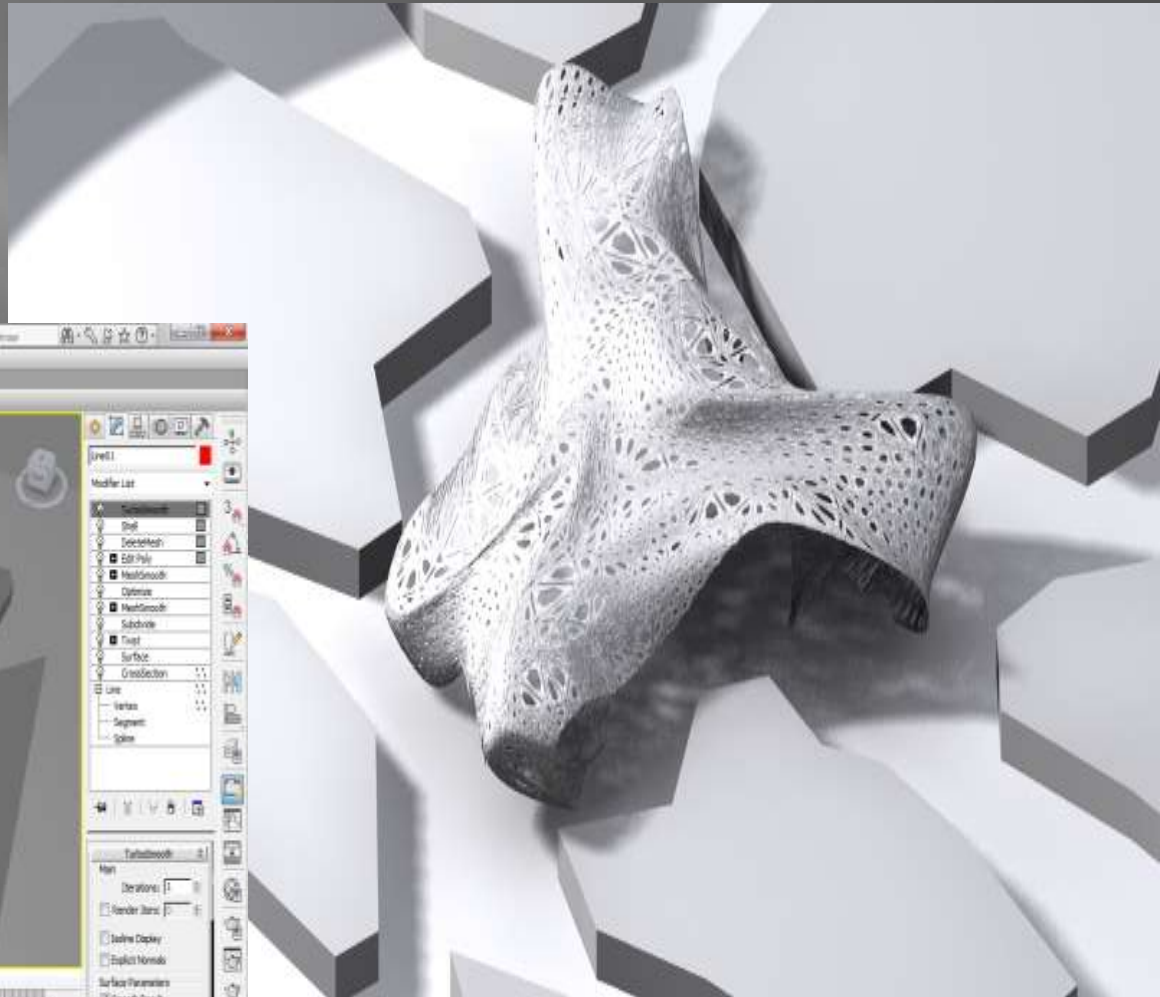
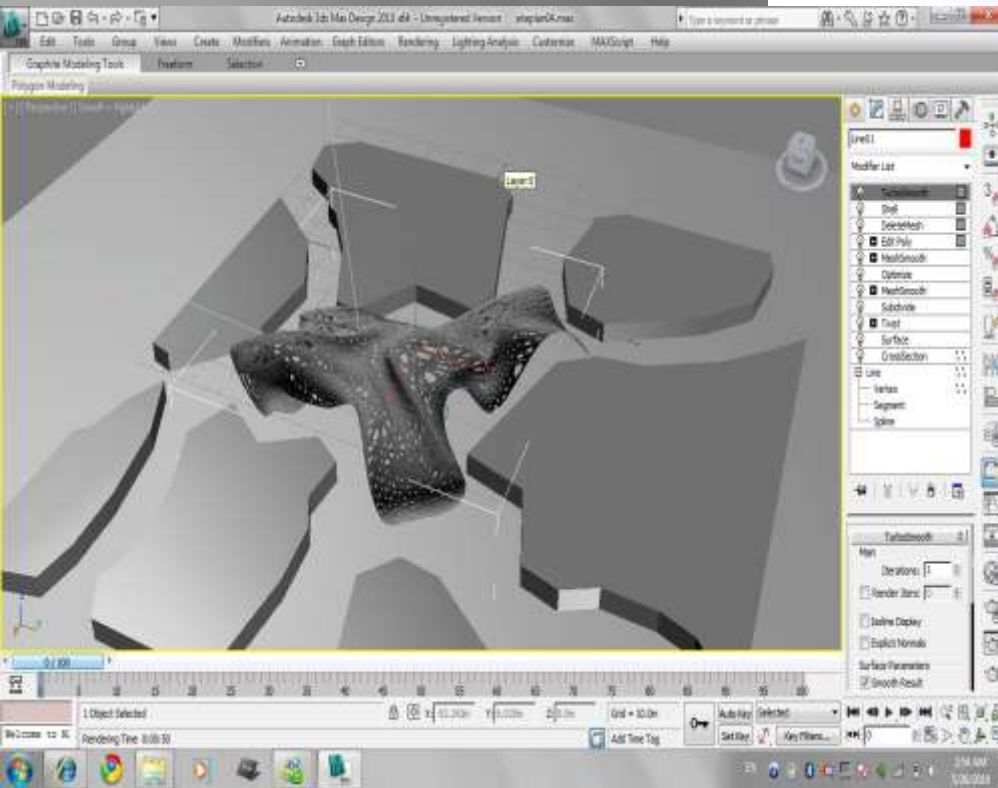
FORM Experiments



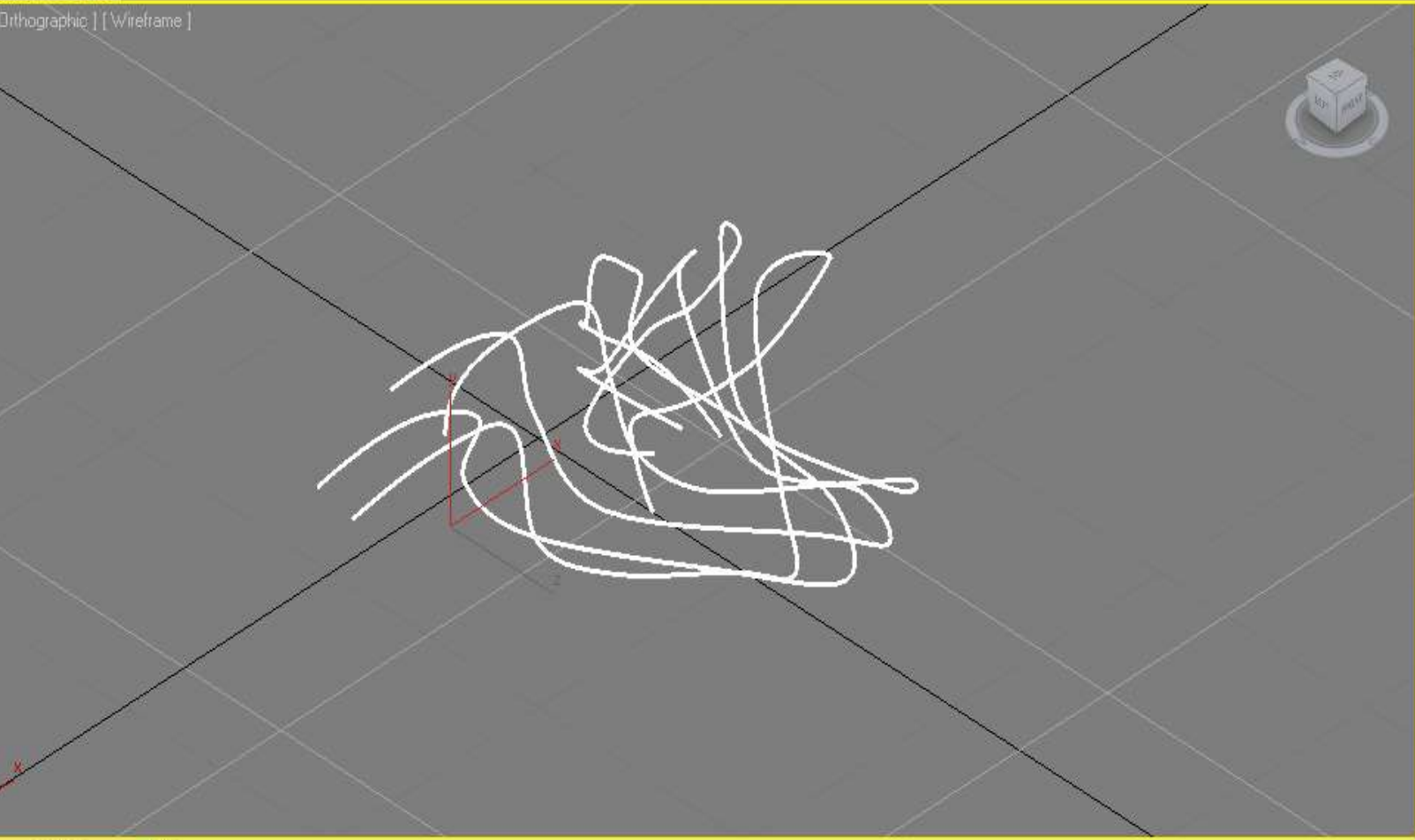
Form and Skin Experiments



Final Skin



**FURTHER
FORM
EXPERIMENTING**



Line01

Modifier List

- TurboSmooth
- Shell
- DeleteMesh
- Edit Poly
- Optimize
- MeshSmooth
- Surface
- CrossSection

Line

- Vertex
- Segment
- Spline

TurboSmooth

Main

Iterations: 1

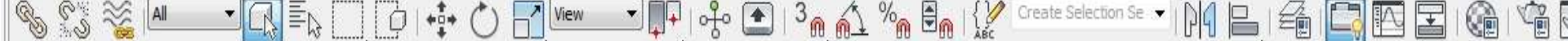
Render Iters: 0

Isoline Display

Explicit Normals

Surface Parameters





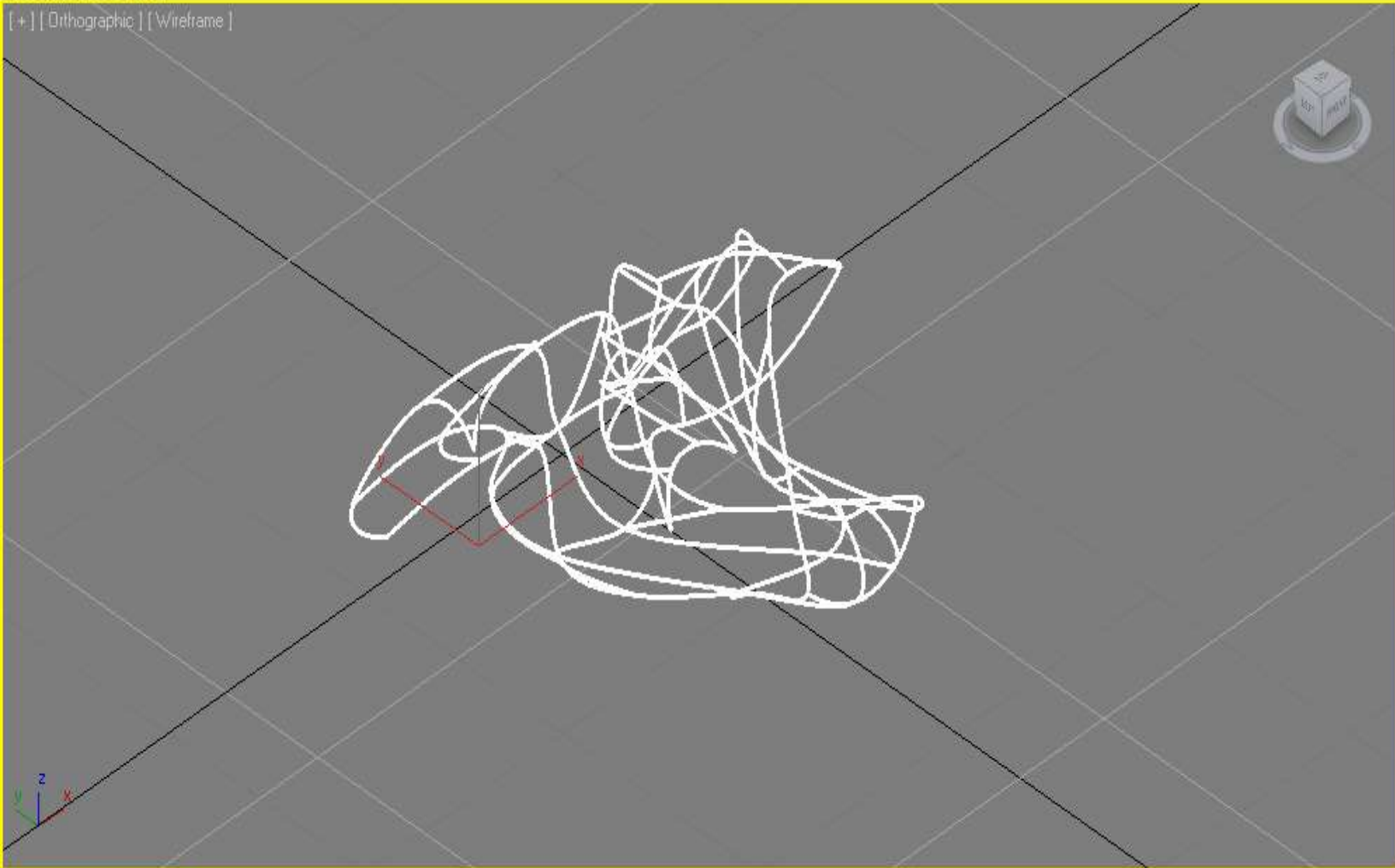
Graphite Modeling Tools

Freeform

Selection

Polygon Modeling

[+] [Orthographic] [Wireframe]



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TurboSmooth

Main

Iterations:

Render Iters:

Isoline Display

Explicit Normals

Surface Dramators

0 / 100



1 Shape Selected

X: Y: Z:

Grid = 10.0

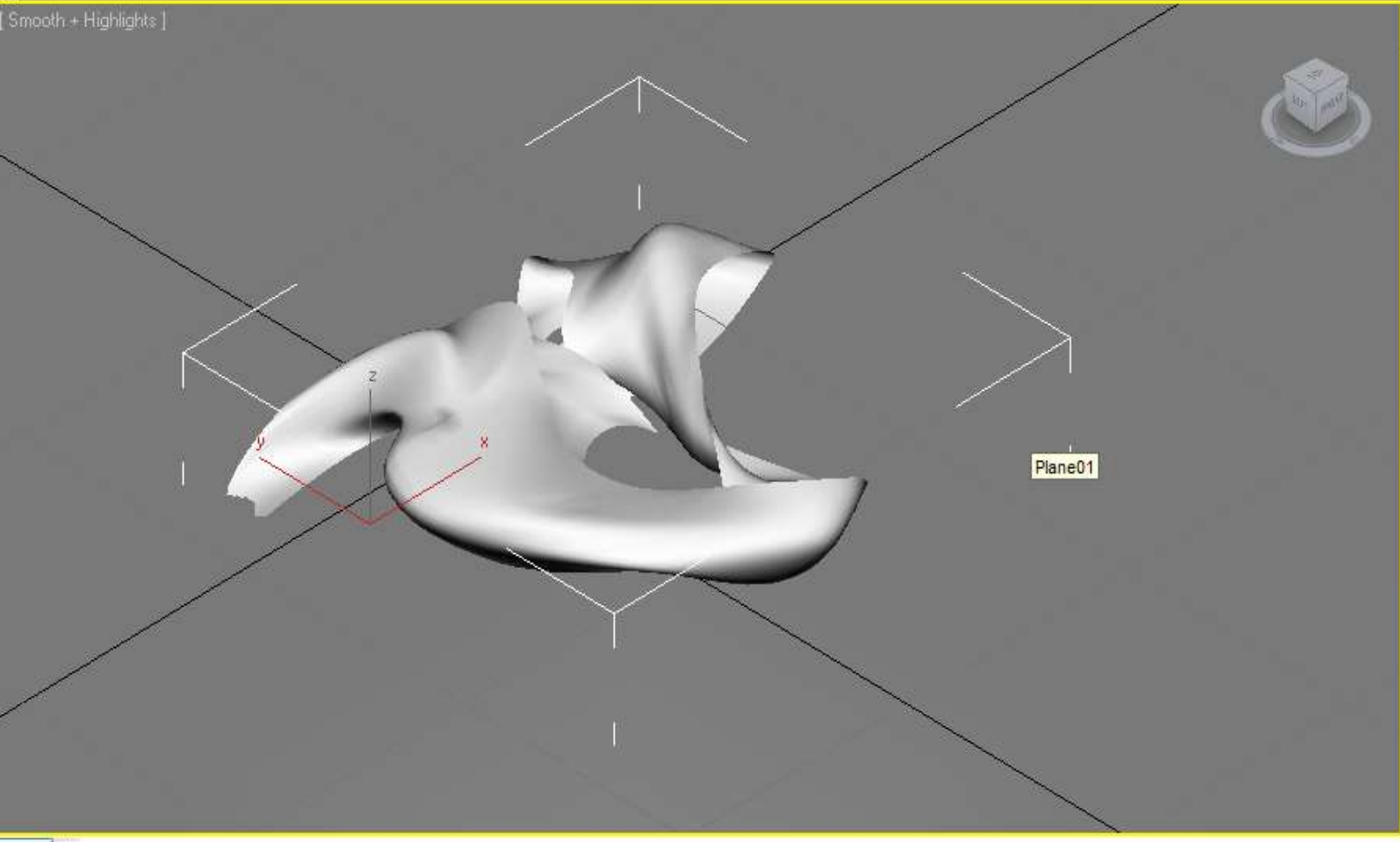
Auto Key Selected

Click or click-and-drag to select objects

Add Time Tag

Set Key Key Filters...





Line01

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Parameters

Spline Options

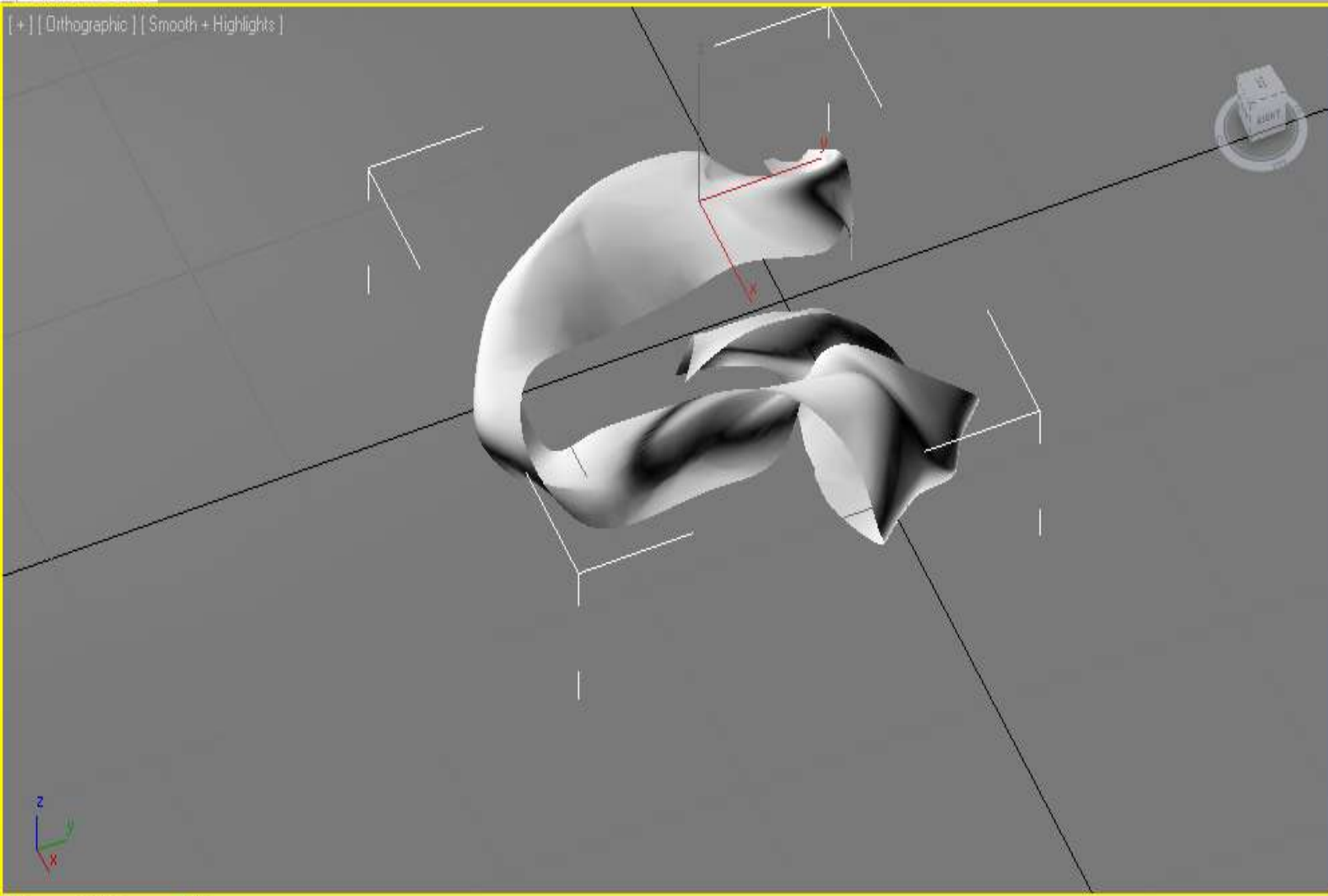
Threshold: 0.0

Flip Normals

Remove Interior Patches

Use Only Selected Segs.





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Parameters

Level of Detail:

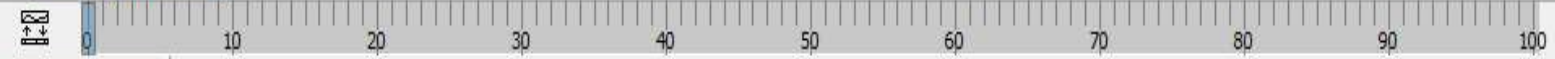
Renderer: L1 L2

Viewports: L1 L2

Optimize:

Face Thresh:

0 / 100



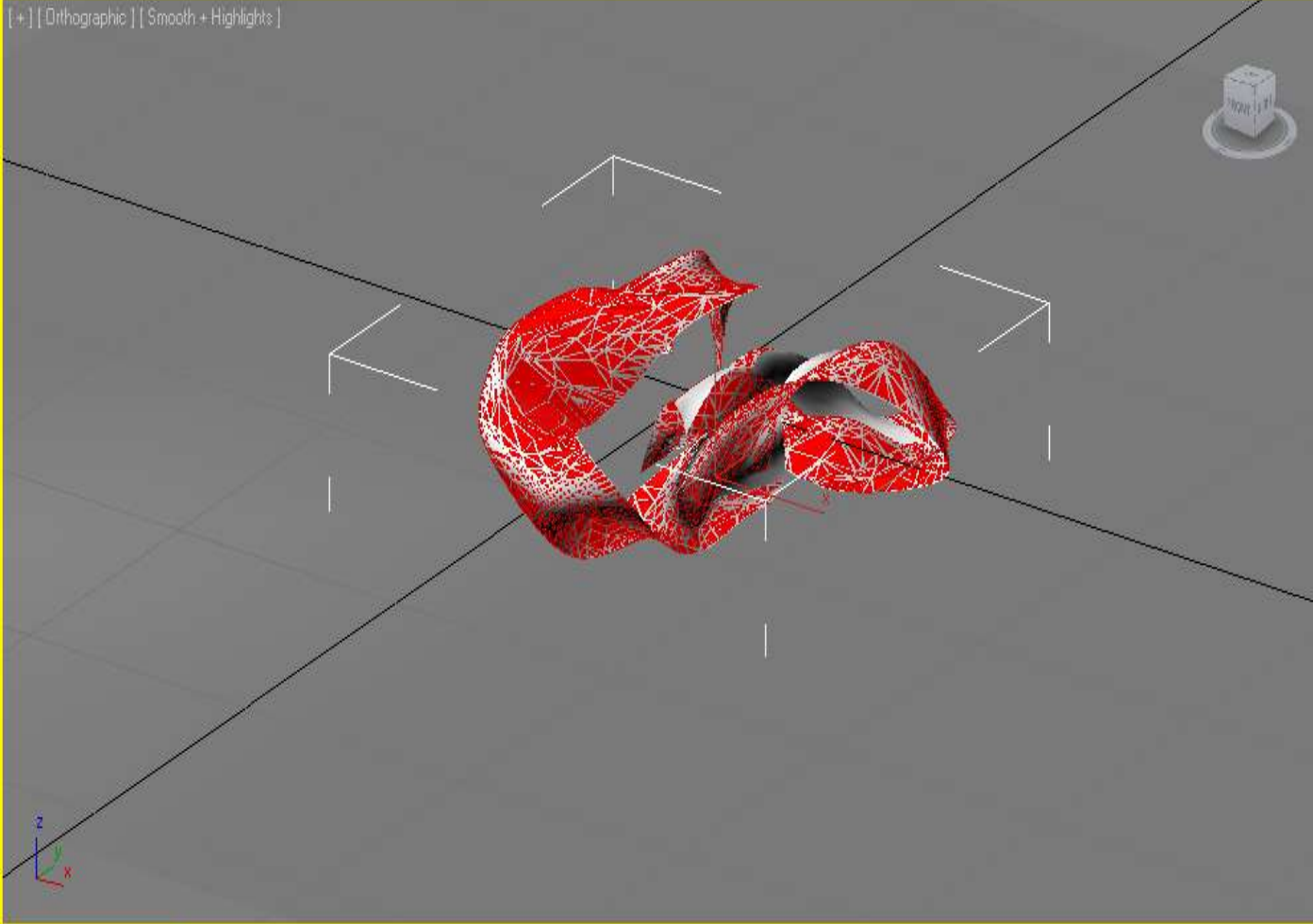
1 Object Selected

Welcome to M Click or click-and-drag to select objects





Graphite Modeling Tools Freeform Selection Polygon Modeling Modify Selection Edit Geometry (All) Polygons Loops Subdivision Triangulation Align Visibility Properties



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Selection

- Use Stack Selection
- By Vertex
- Ignore Backfacing
- By Angle: 45.0

Shrink Grow

Ring Loop

Get Stack Selection

Preview Selection

Off SubObj Multi

3048 Polygons Selected

Edit Poly Mode

Model Animate

<No Current Operation>

Commit

Settings Cancel

Show Cage

Soft Selection

Edit Polygons

Insert Vertex

Extrude Outline

Bevel Inset

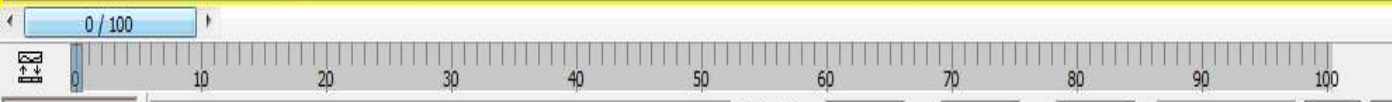
Bridge Flip

Hinge From Edge

Extrude Along Spline

Edit Triangulation

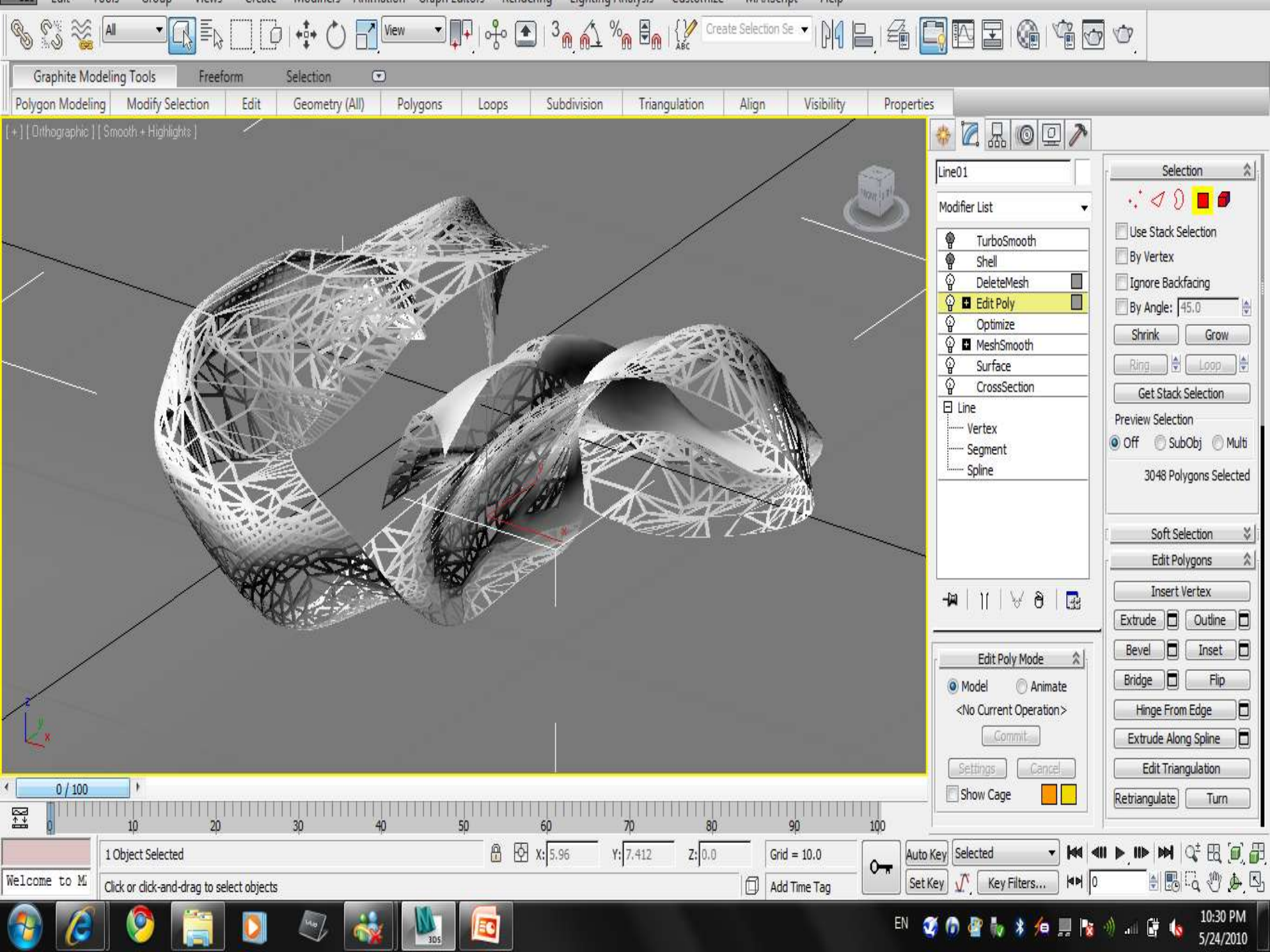
Retriangulate Turn



0 / 100 1 Object Selected Grid = 10.0

Auto Key Selected

Set Key Key Filters...

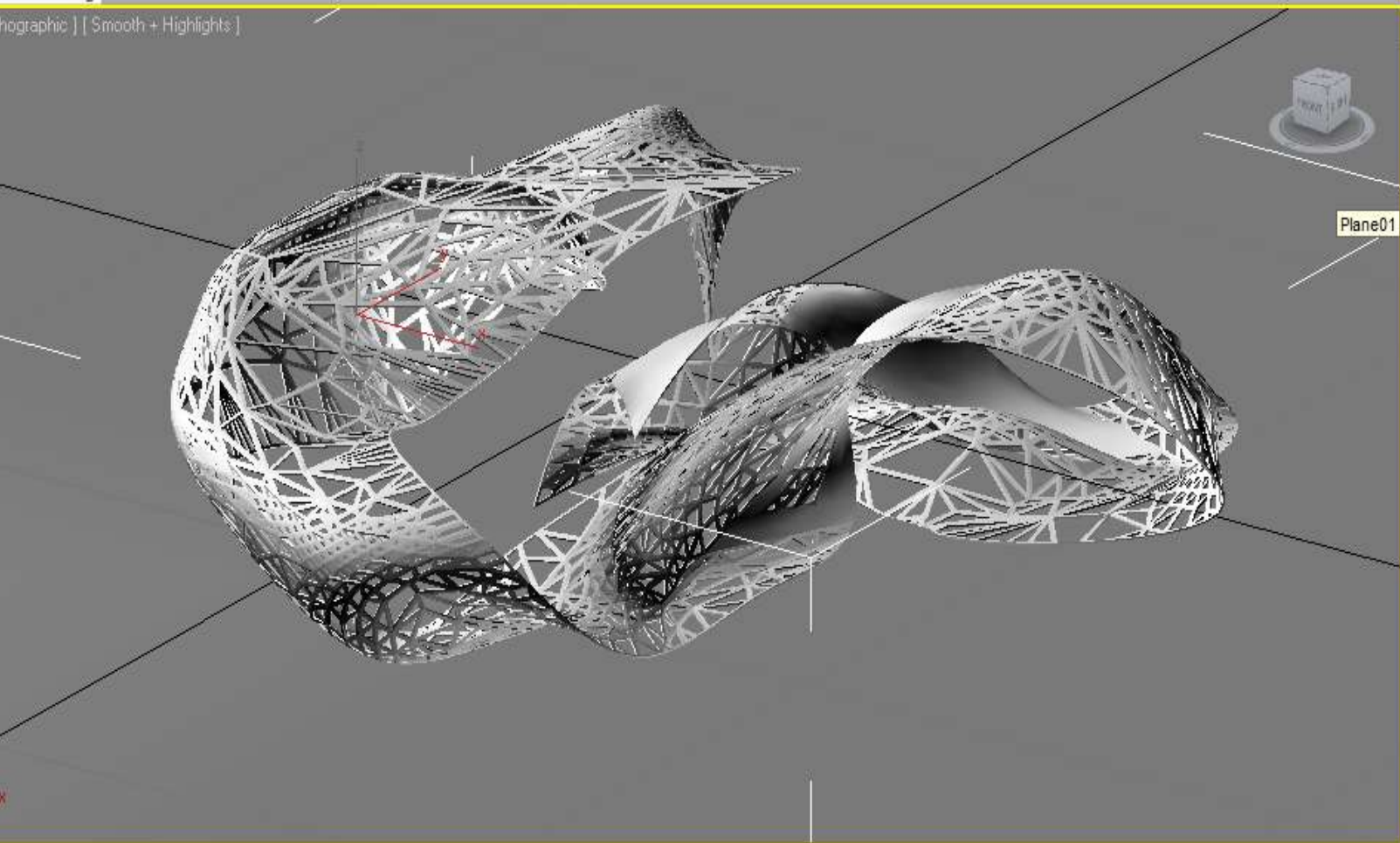




White Modeling Tools Freeform Selection

on Modeling

ographic | Smooth + Highlights |



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Parameters

Inner Amount: 0.0

Outer Amount: 0.03

Segments: 1

Bevel Edges

Bevel Spline: None



0 / 100

1 Object Selected X: 7.351 Y: 11.271 Z: 0.0 Grid = 10.0

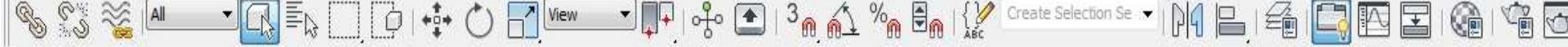
Click or click-and-drag to select objects

Add Time Tag

Auto Key Selected

Set Key Key Filters...

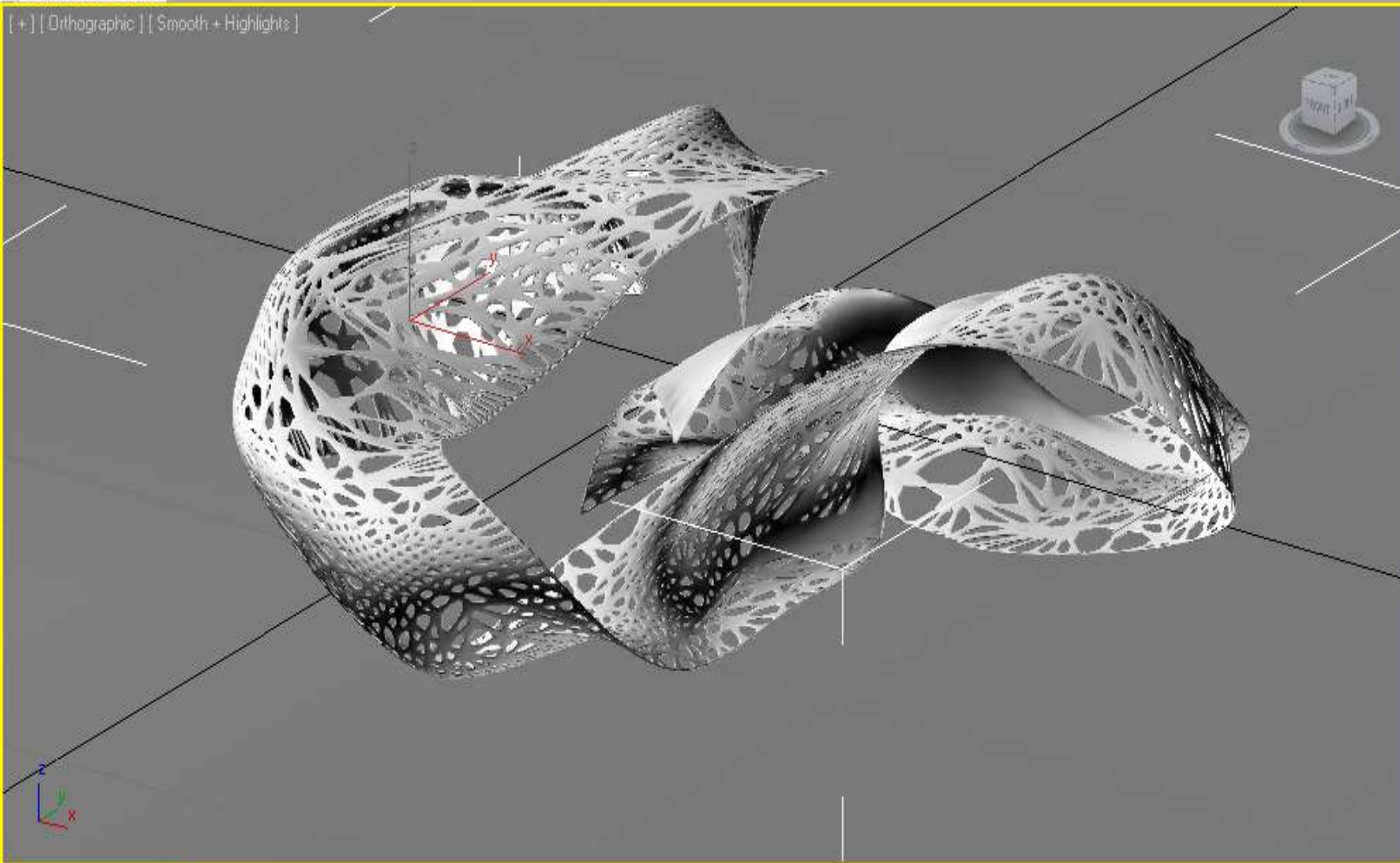




Graphite Modeling Tools Freeform Selection

Polygon Modeling

[+] [Orthographic] [Smooth + Highlights]



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TurboSmooth

Main

Iterations: 1

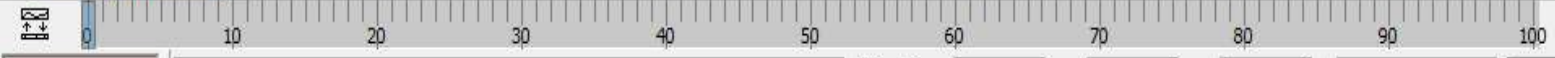
Render Iters: 0

Isoline Display

Explicit Normals

Surface Parameters

0 / 100



1 Object Selected

Welcome to M

Click or click-and-drag to select objects

Grid = 10.0

Auto Key Selected

Set Key Key Filters...



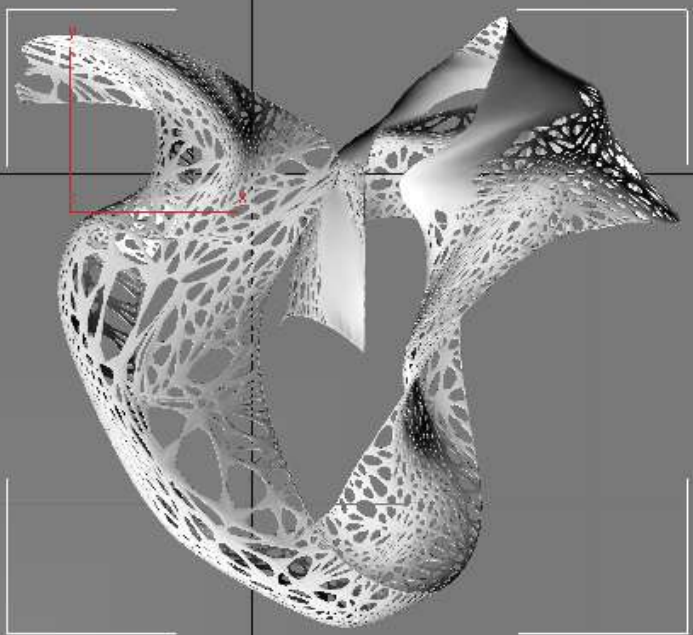
Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Lighting Analysis Customize MAXScript Help



Graphite Modeling Tools Freeform Selection

on Modeling

op | [Smooth + Highlights]



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TurboSmooth

Main

Iterations: 1

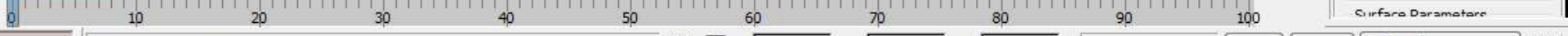
Render Iters: 0

Isoline Display

Explicit Normals

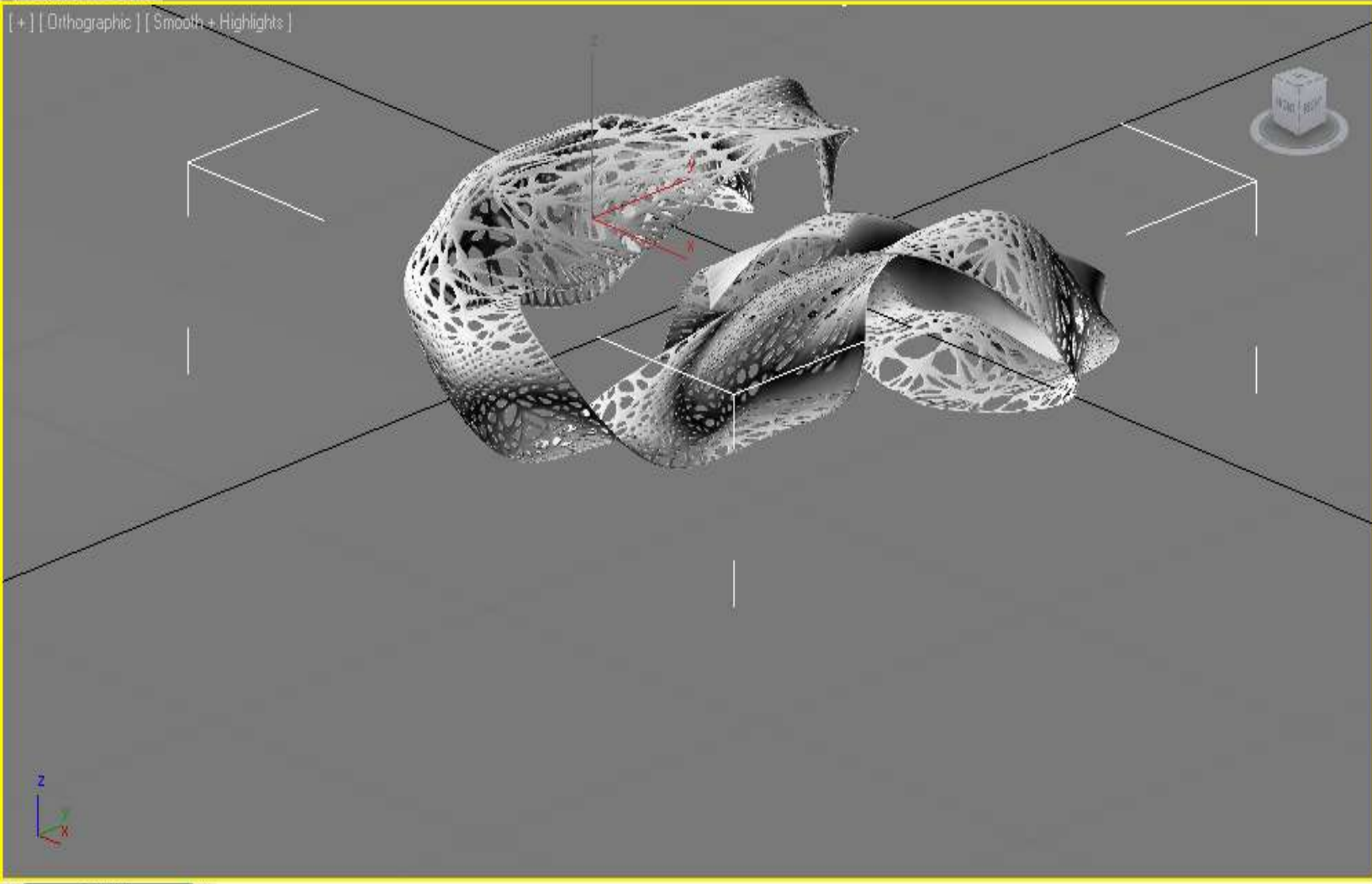
Surface Parameters

0 / 100



1 Object Selected Grid = 10.0 Add Time Tag





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TurboSmooth

Main

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Render Iters: 0

Isoline Display

Explicit Normals

Surface Parameters

0 / 100



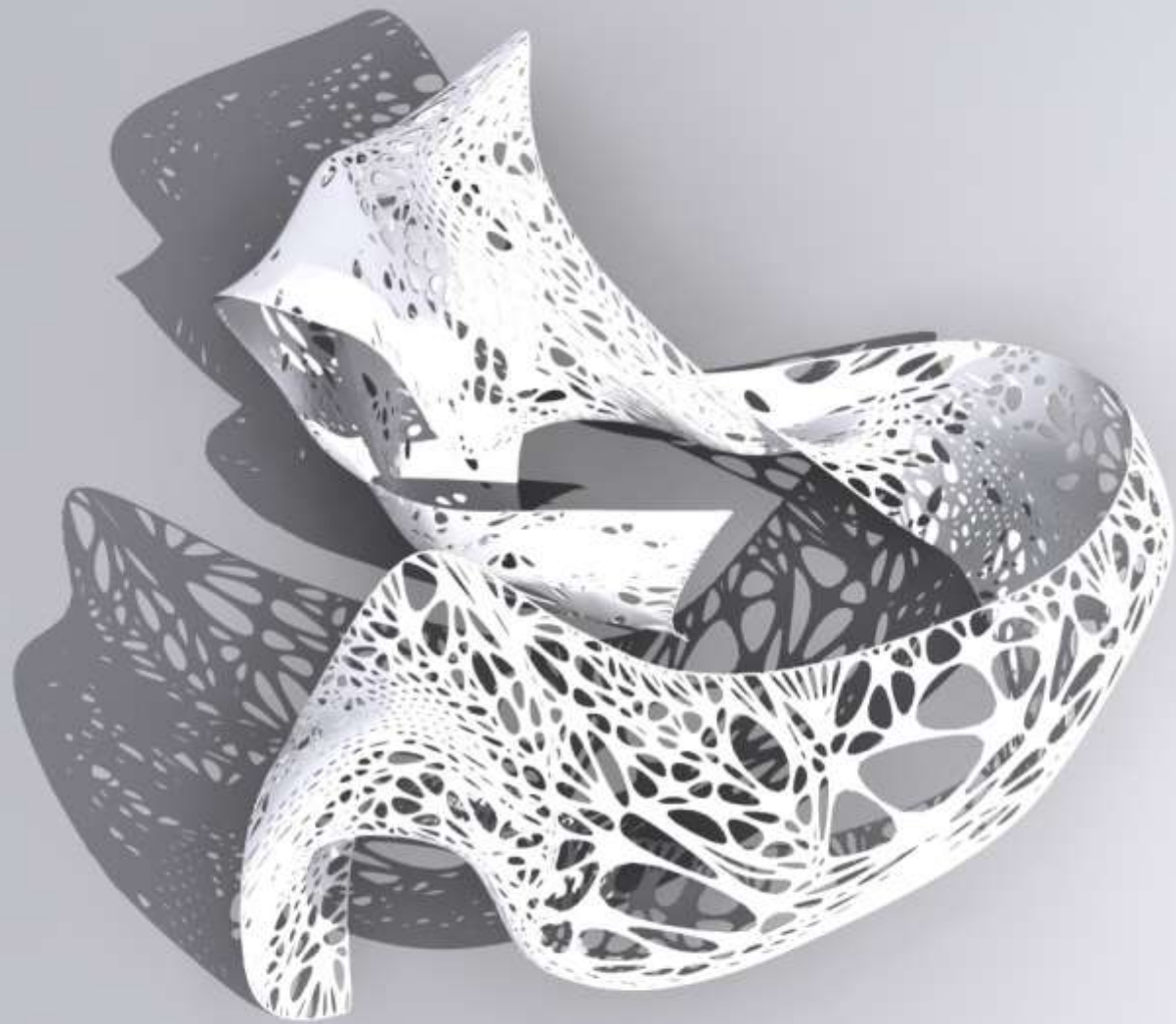
1 Object Selected

Welcome to M... Click or click-and-drag to select objects

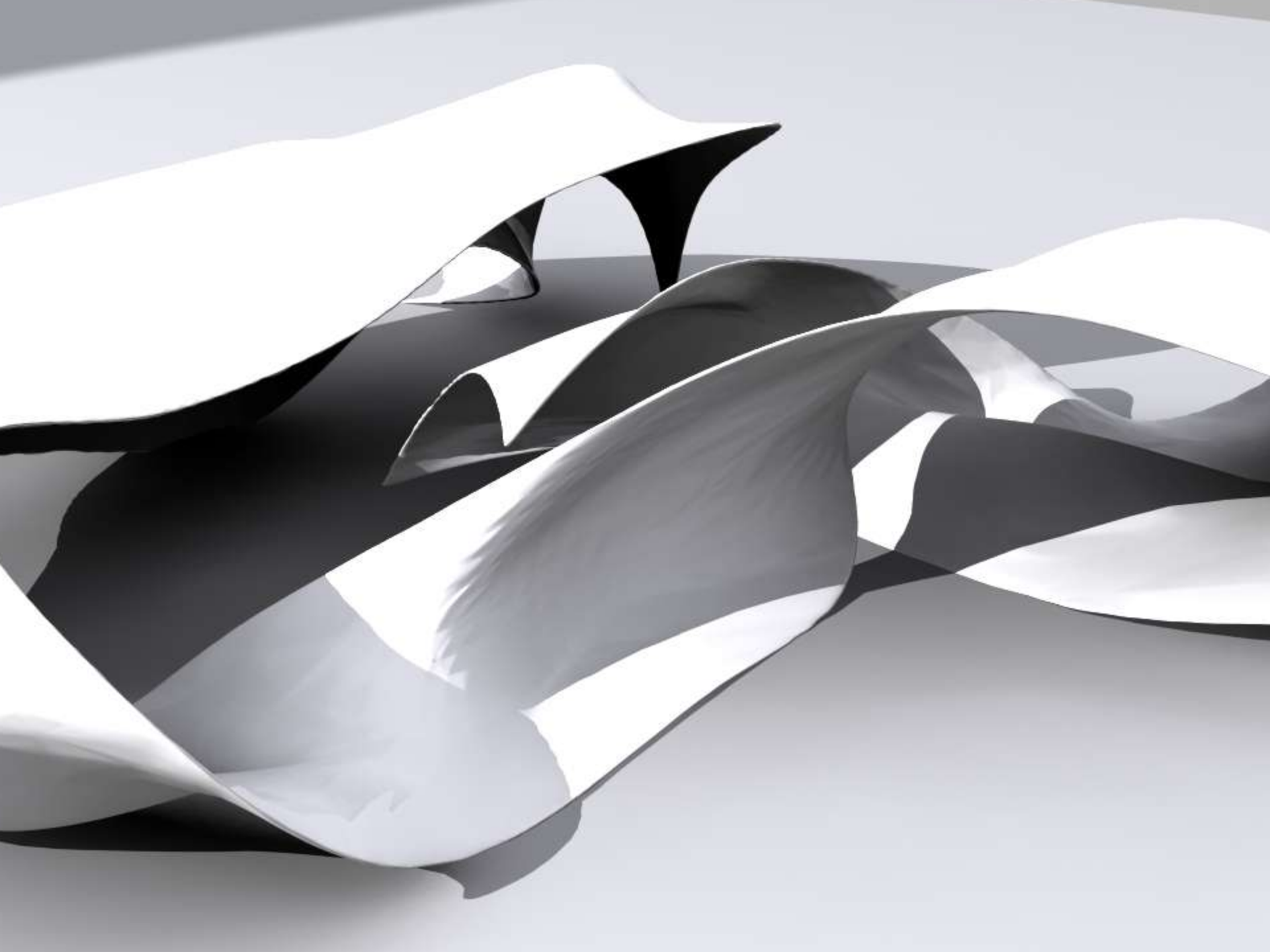
Add Time Tag

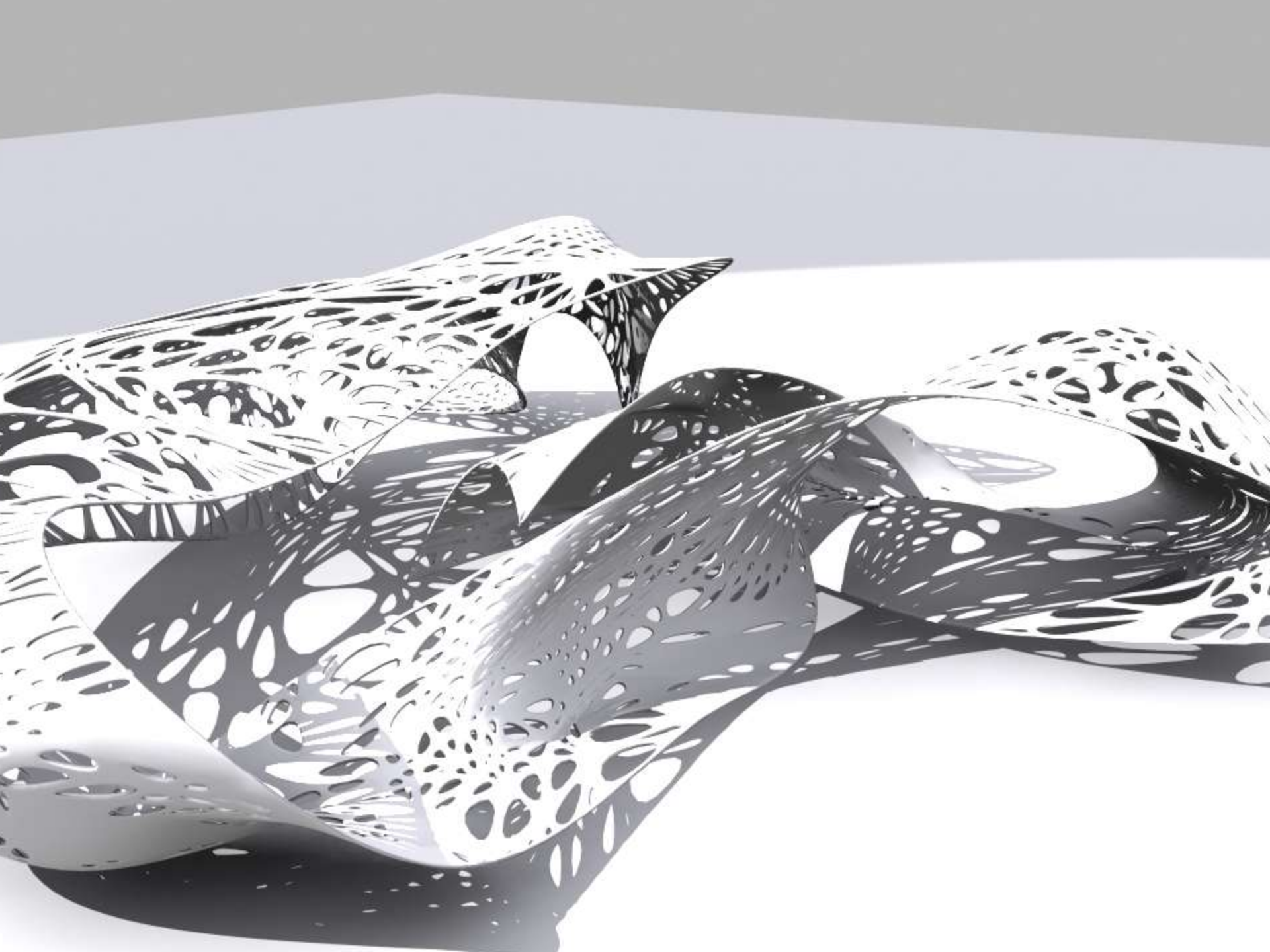
Auto Key Selected

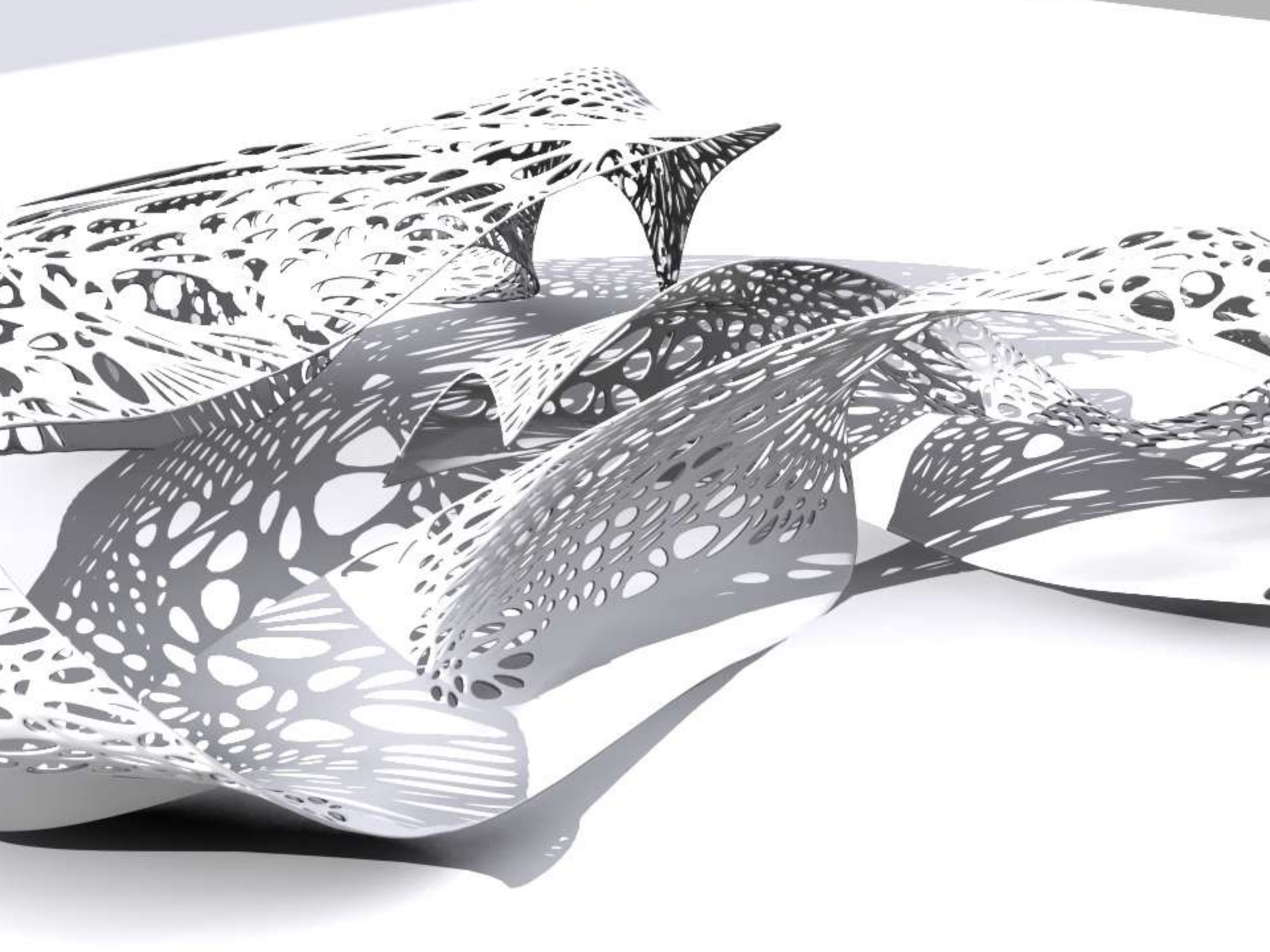
Set Key Key Filters...



3- FUNCTION & PERFORMANCE



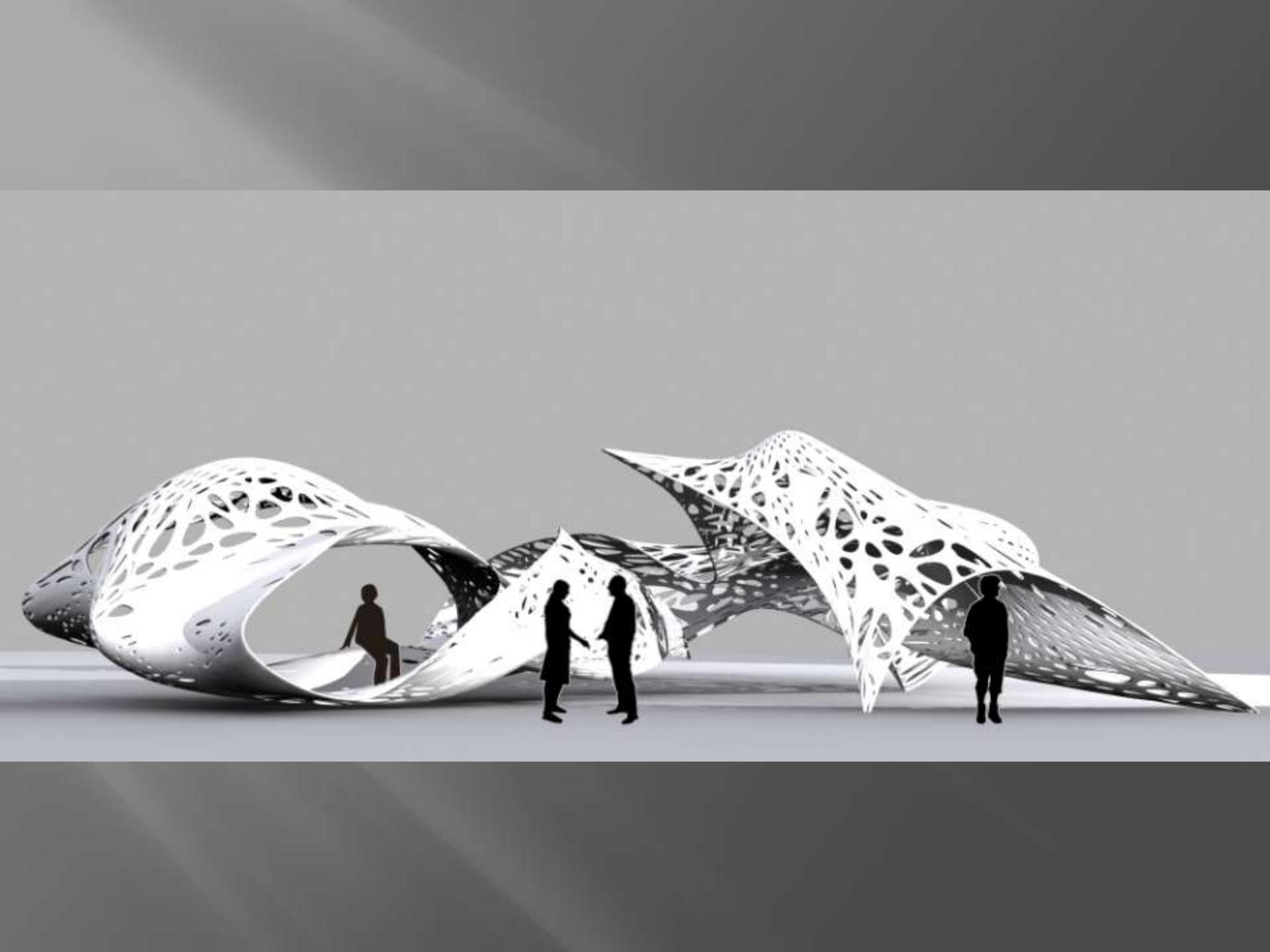


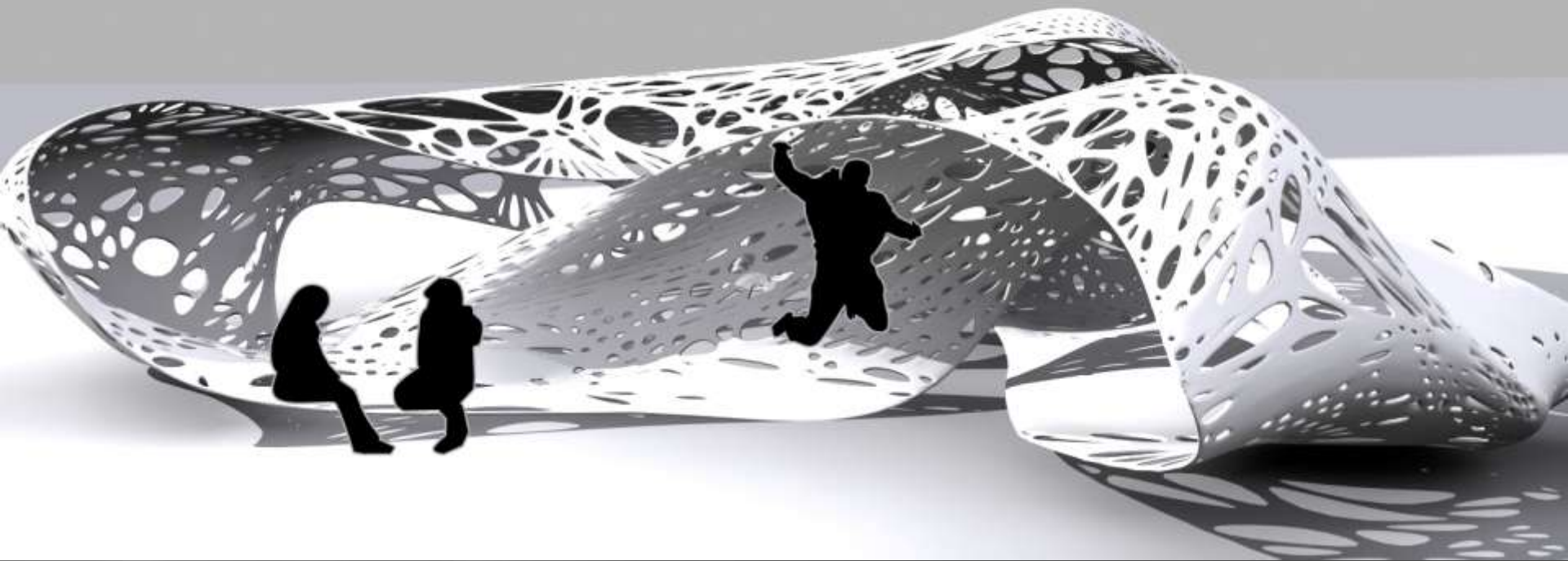


Final shape

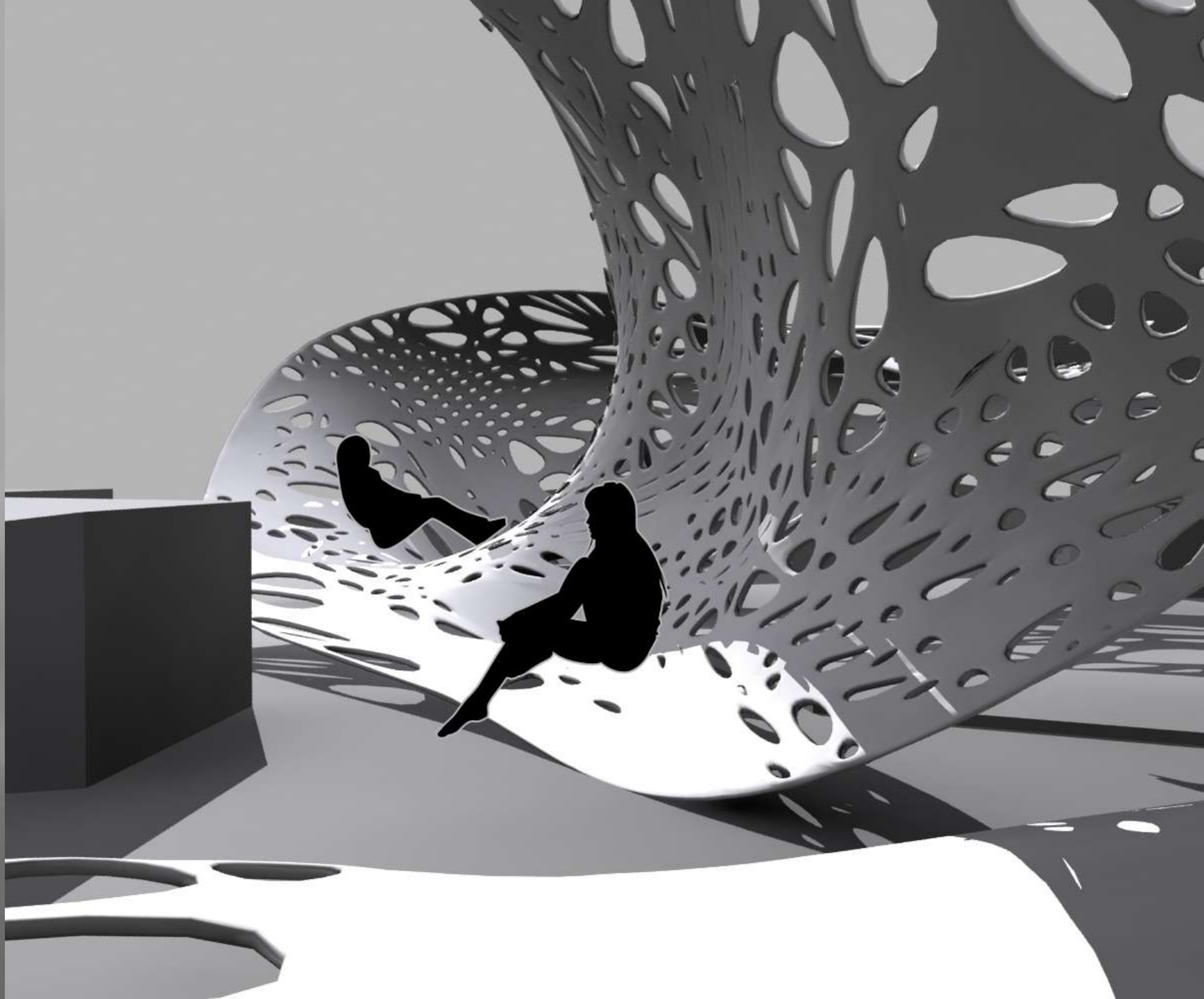


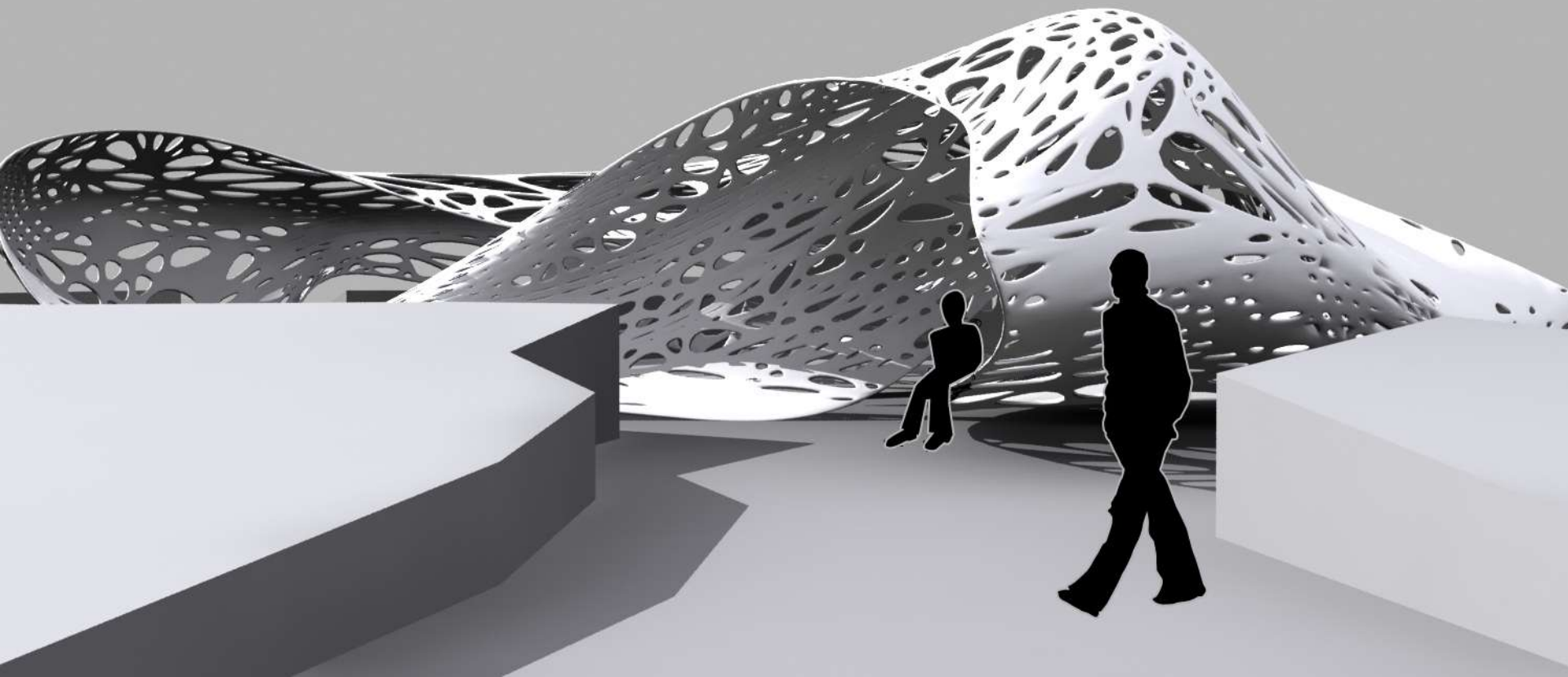


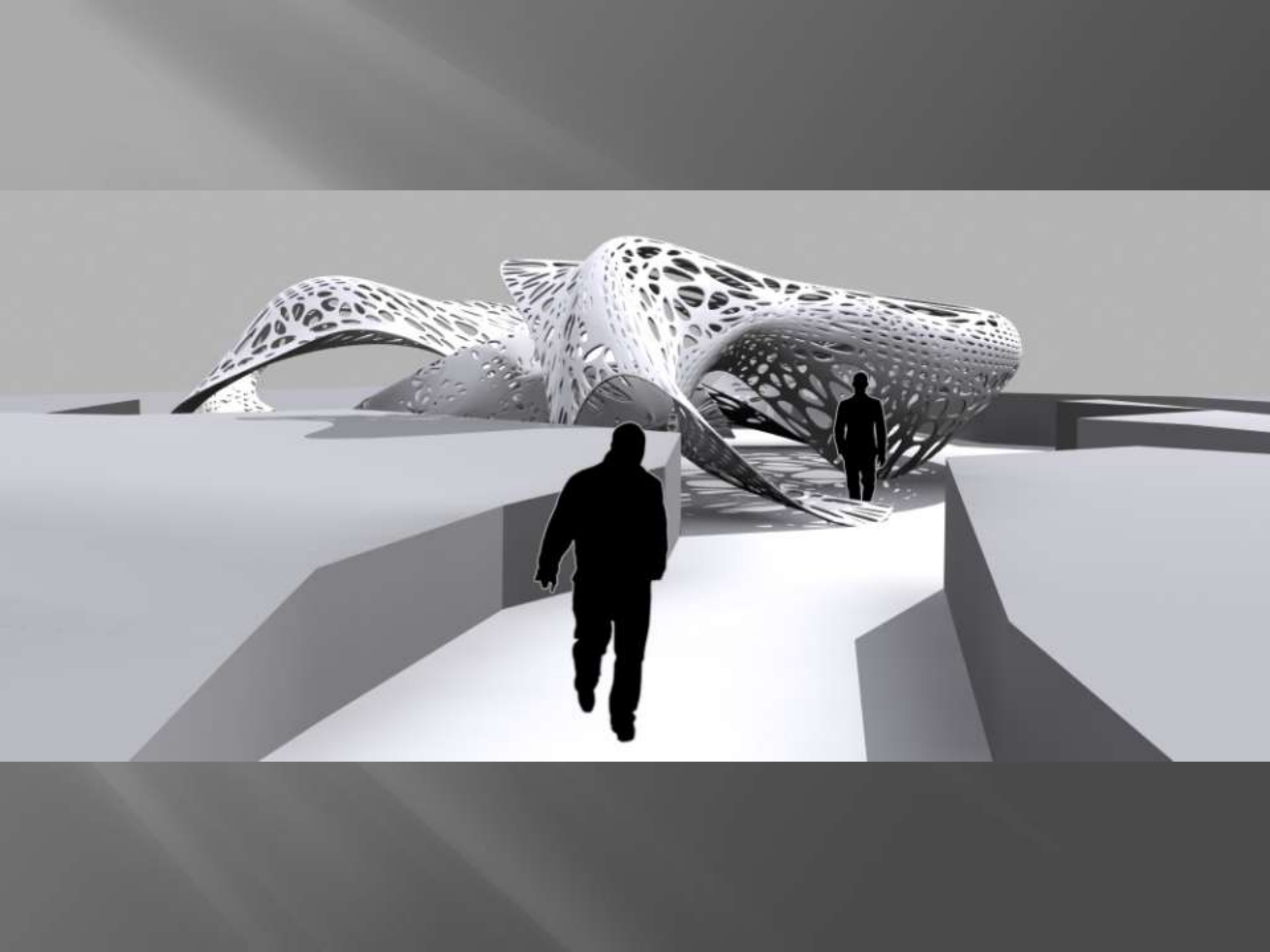




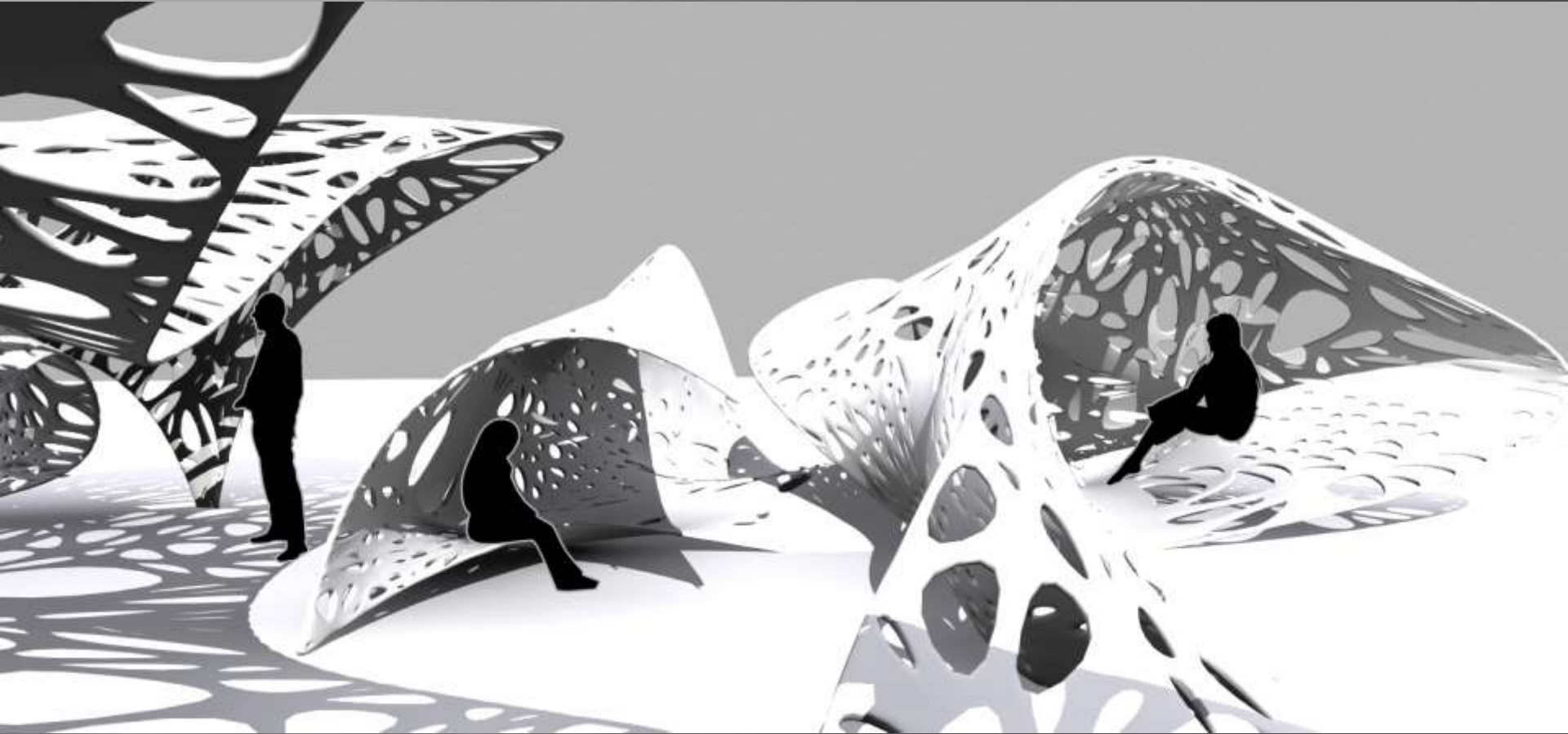




























**Thank you all for
listening**