

"το λακονίζειν εστί φιλοσοφείν"

to say a few words is philosophy

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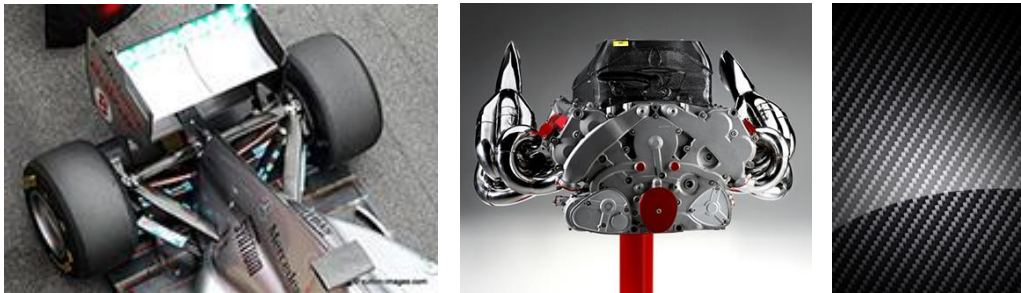
Erasmus Exchange Student from Athens

During the Generative Design course every student from the first lesson had to define his own identity described by three simple attributes, just words, then images referred to the attributes. Everyone had to find his one design rules that had to use not in just one project but always as these rules are a part of each ones design identity. After the apply of this approach in a self chosen project everyone us had to reuse the same rules in a different project and compare the results.

Generative Characters

Attributes: dynamic, fast, glossy

References:



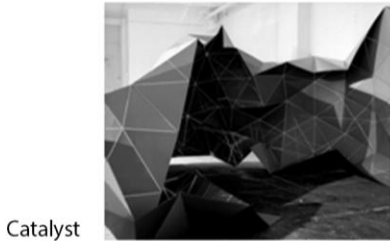
Transforming rules:

To make something more dynamic I add edges in the surfaces in way that when someone or something folds the surface, it becomes stronger. The more edges the more strong the surface becomes.

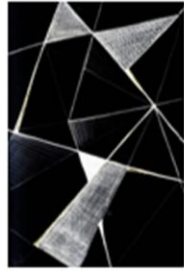
To make it fast or faster I had to think in an aerodynamic way, that is why I am making triangle faces that can easily be removed from the surfaces, make the whole construction lighter and help the air flow better.

To have glossiness means to have big and shiny surfaces but in strange triangle way. according to the previous rules and methods.

The first project I have to show is a formula1 rear wing with specific catalyst (picture), catalyst impression and paradigm, three tools completely different for every different project. The second project is a seat for two.



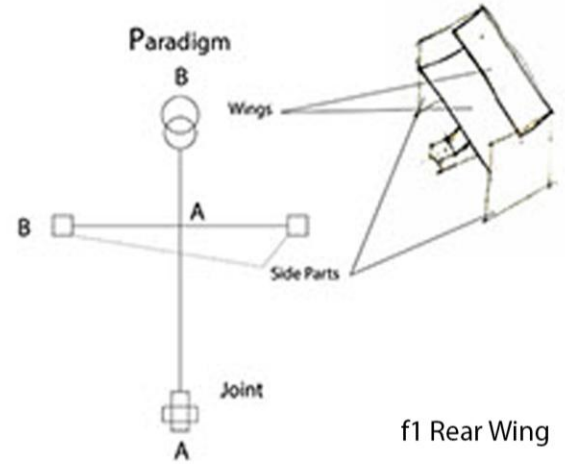
Catalyst



Catalyst Impression



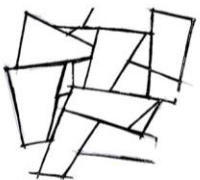
A _ dynamic
B _ fast
C _ glossy



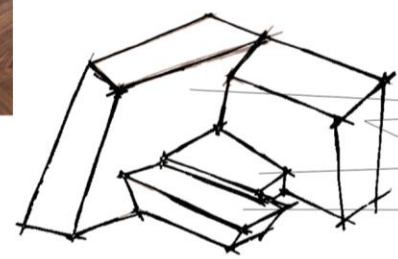
f1 Rear Wing



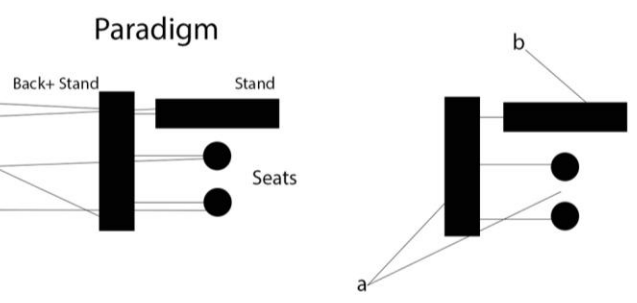
Catalyst



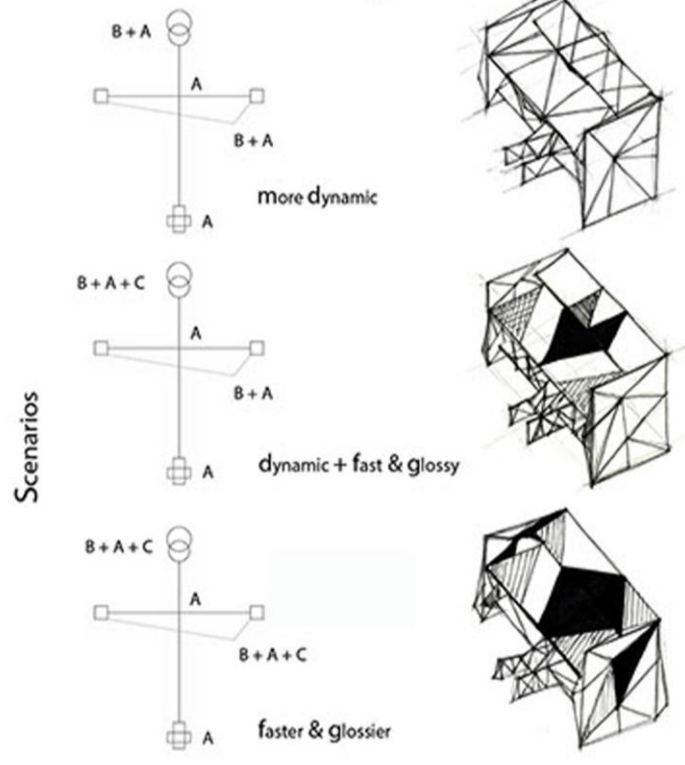
Catalyst Impression



Construction_ Seat for two



F1 Rear Wing Variations



Seat For Two Variations

