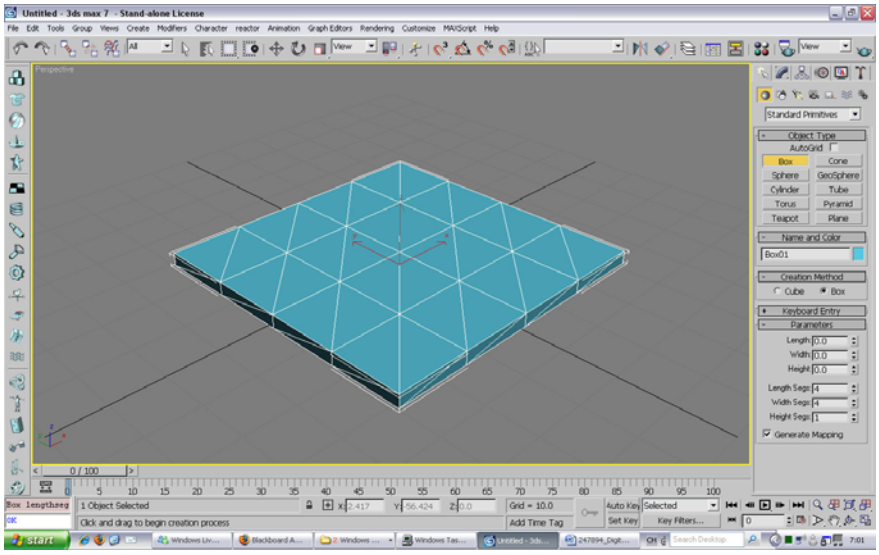
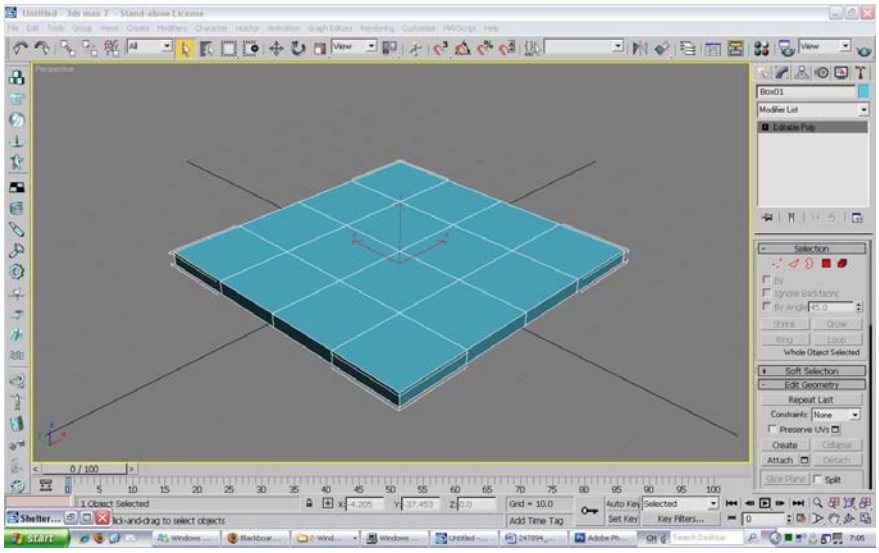
1.0 Conceptual Logic

The main idea of this project is to create 2 components; an array of shelters and lighting for corridor between Castro's Café and Brunetti's, using Max Script. This design features 2 set of scripts which is specifically designed for creation of shelter and lighting, throughout the settings from dialog boxes you can generate the components from controlled parameters with ease.

2.0 Component Assembly Process (Shelter)

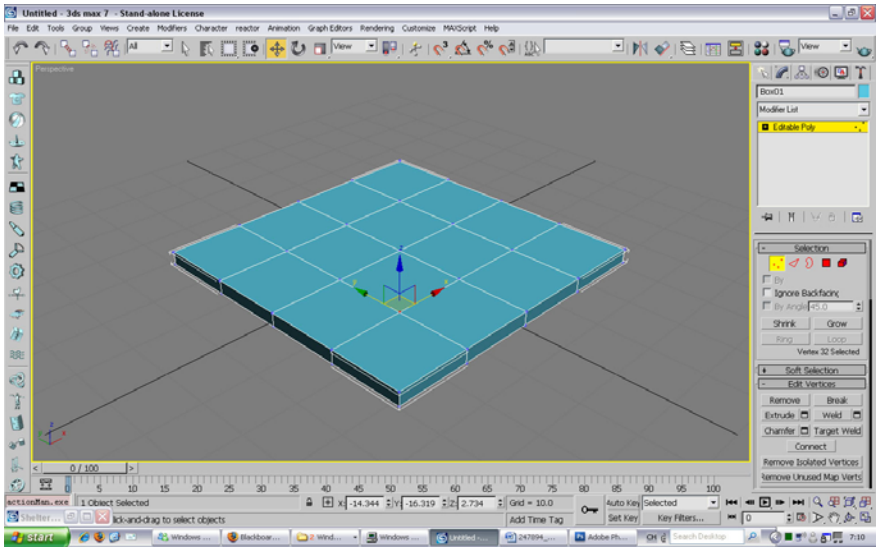


1) A box is created with the Length, Width and its segments entered from Dialog Box

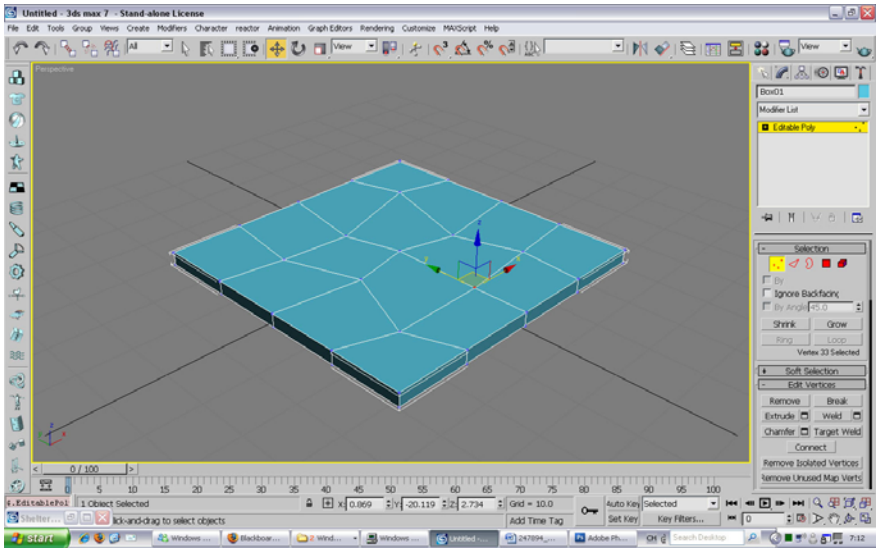


2) The created box is converted to Editable Poly

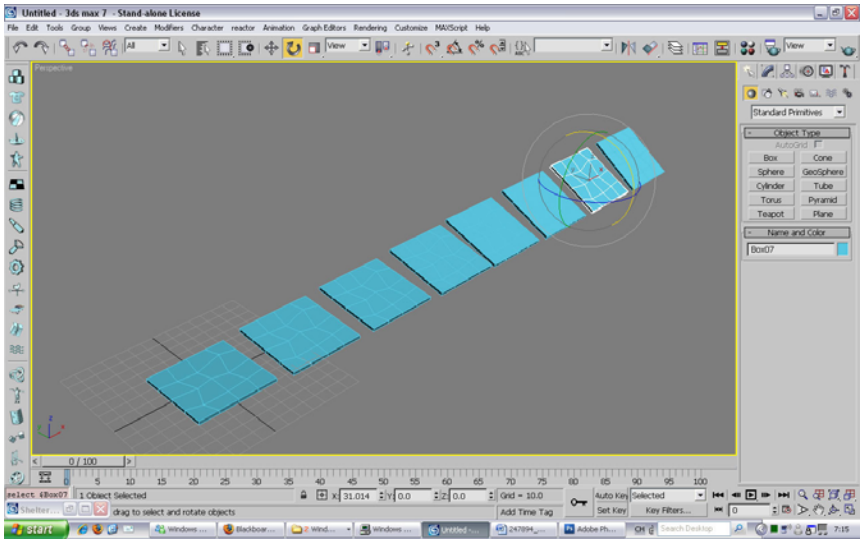
3) Color will changed according to the values in the Dialog Box



4) A vertex in the Box is randomly selected

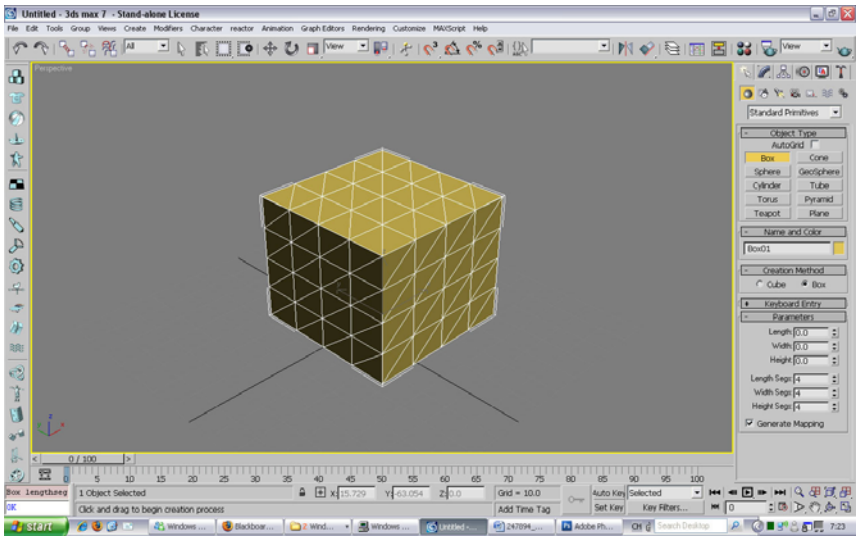


5) The selected vertex will be moved in X and Y axis so the panels are slightly distorted
6) Step 5 will be done for N times depending on the ‘Complexity Number’ entered or Preset Density option selected.

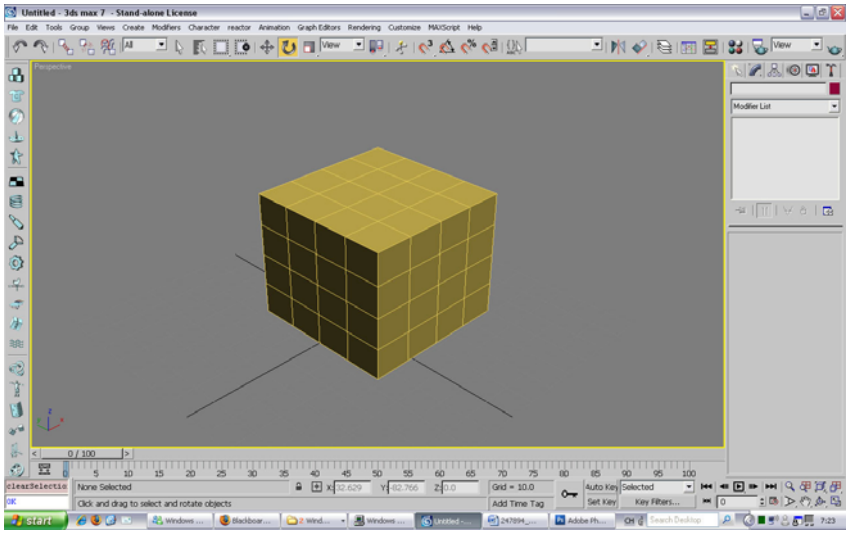


7) Step 1 to 6 will be repeated for N times depends on the number of shelters. Stepping and twisting exists along the shelters according the values in the dialog box.

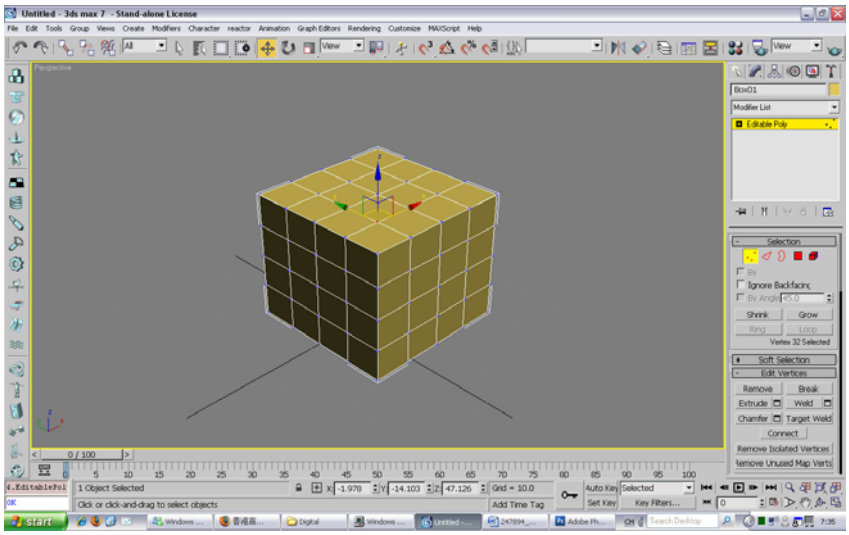
3.0 Component Assembly Process (Lighting)



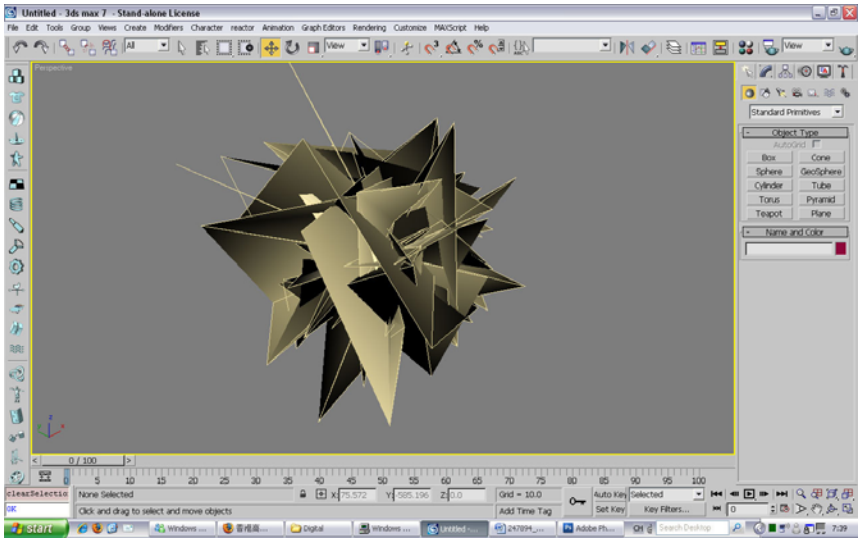
1) A box is created with the Length, Width and its segments entered from Dialog Box



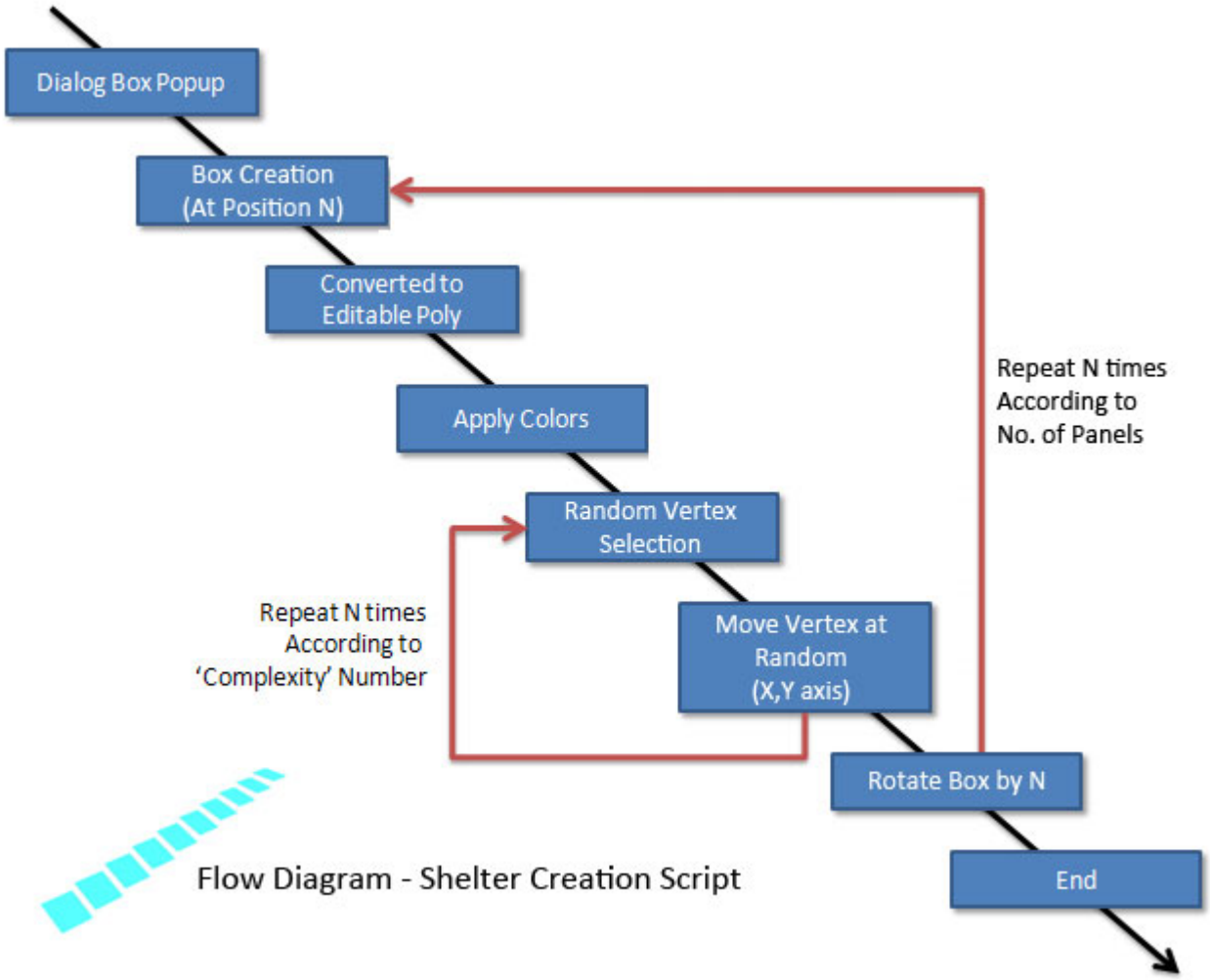
2) The created box is converted to Editable Poly
3) Color is assigned to the box according to the values in the Dialog Box



4) A vertex in the Box is randomly selected



5) The lighting is created through moving the selected vertex in X, Y and Z axis. Distortion of the original box happened as a result.



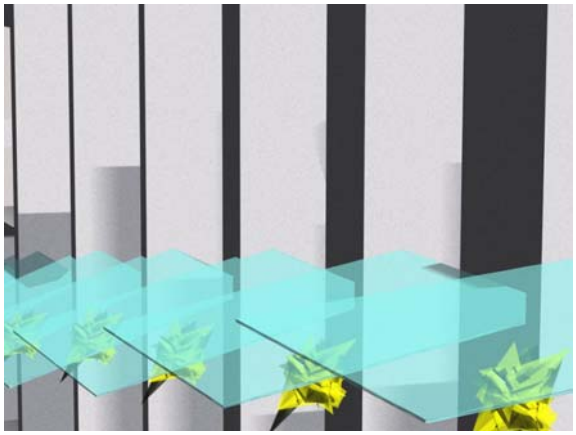
Flow Diagram - Shelter Creation Script

4.0 Control Factors in the Program

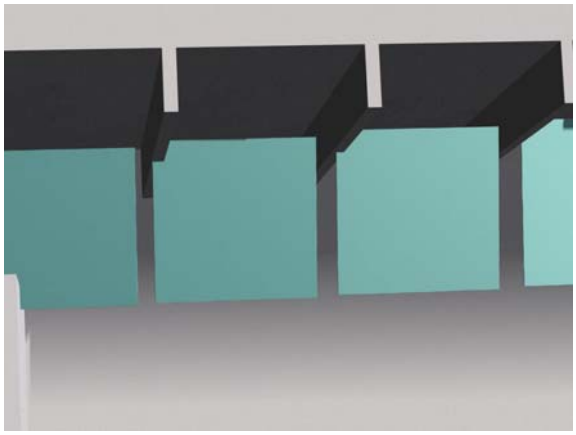
> The 'Complexity value' (Number of iterations) is always keep in proportion with the number of vertex of the box (which is figured out by the sum of vertexes at 6 sides of the box), so to ensure every vertex is covered and be moved through the script.
> Created Box is unselected in the script to give path for creation of next object
> Rotation Value in Shelter Creation is in relation to the power of number entered instead of multiple, so each subsequent panel is rotated at a much higher angle instead of constant increase.
> Stepping of shelter is also controlled by power of number instead of multiple of number to give a more dramatic curve.

5.0 Final Assembly Process

> Sloping Panels are hanging up between the buildings from 5-10m above the ground
> The panels are fixed on buildings on both sides above the corridor
> The closest panel to Swanston street is horizontal, gradually sloping towards Elisabeth Murdoch Building as it travels into Spencer Road
> Lighting is attached to the centre of each panel
> Card board will be used to create this model for illustration



Panels are rotating at different angles along the corridor



Panels are fitted in ‘slots’ around 3m long x 3m wide with ~30cm intervals between them