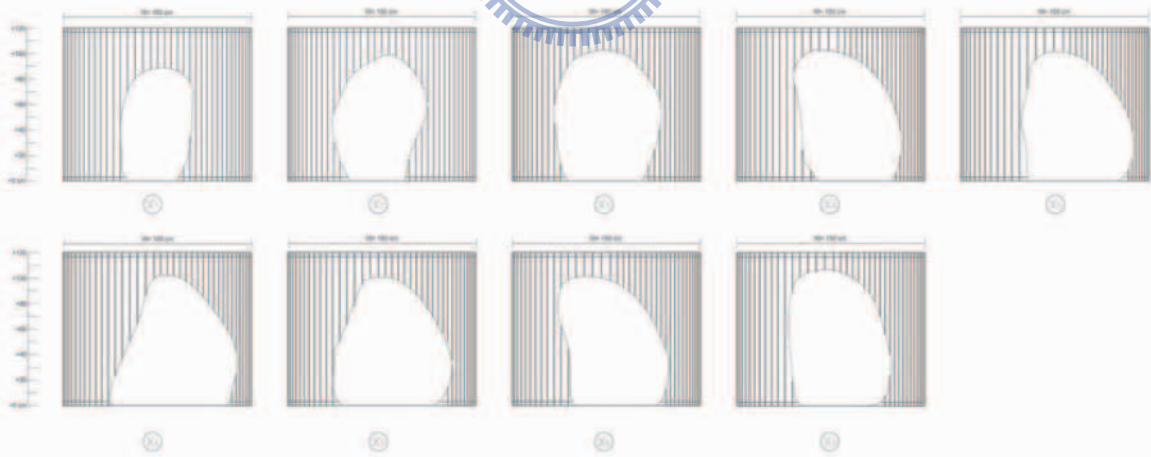
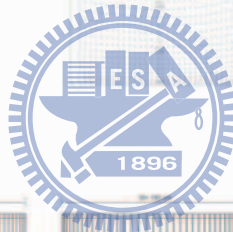
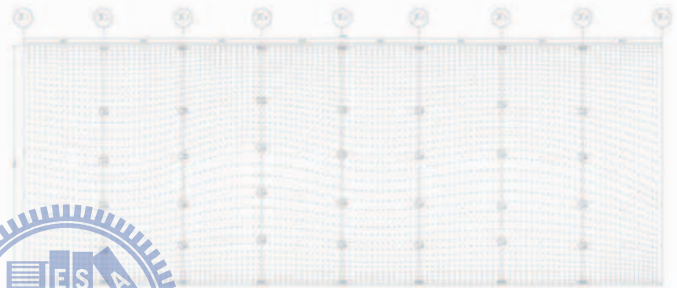
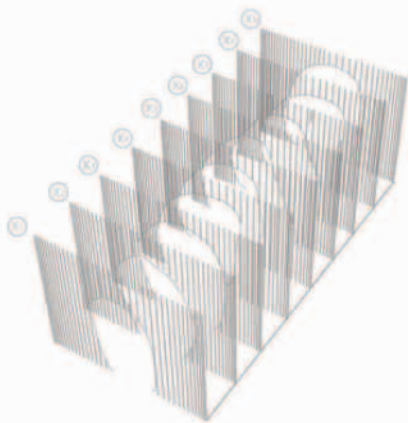
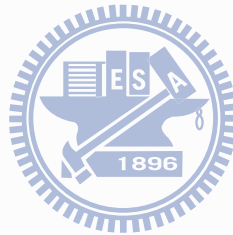
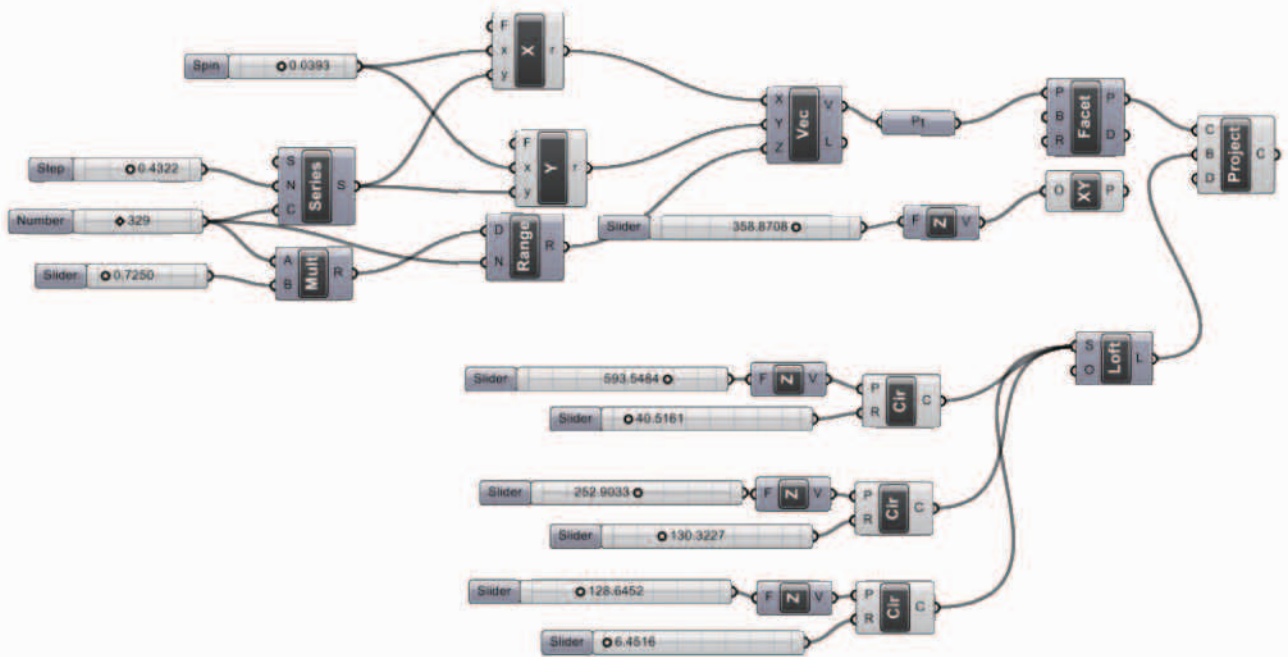
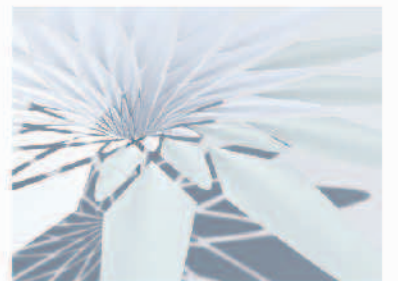
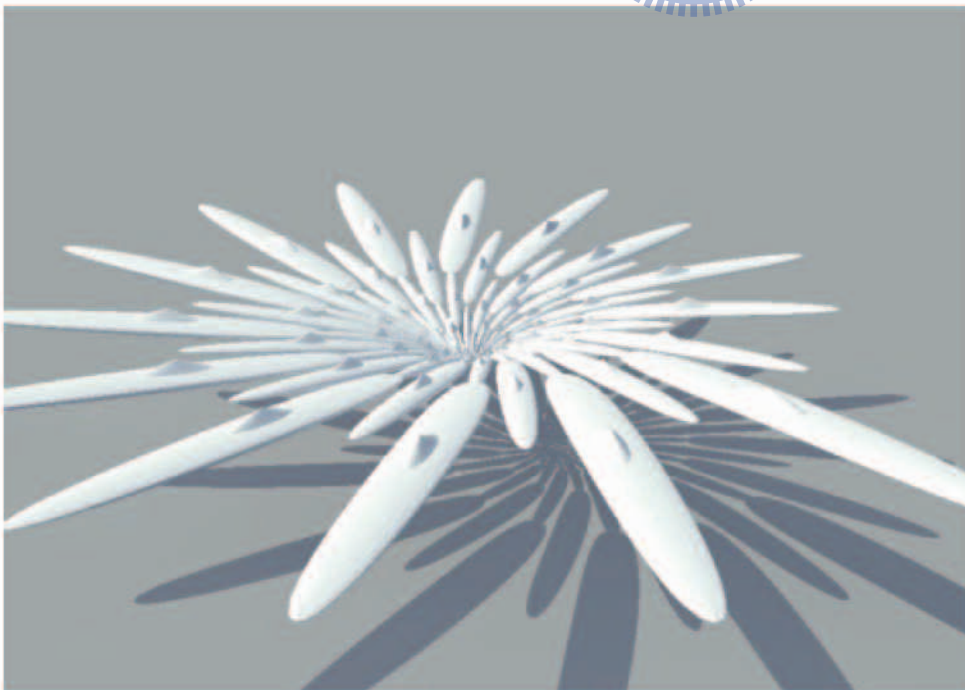
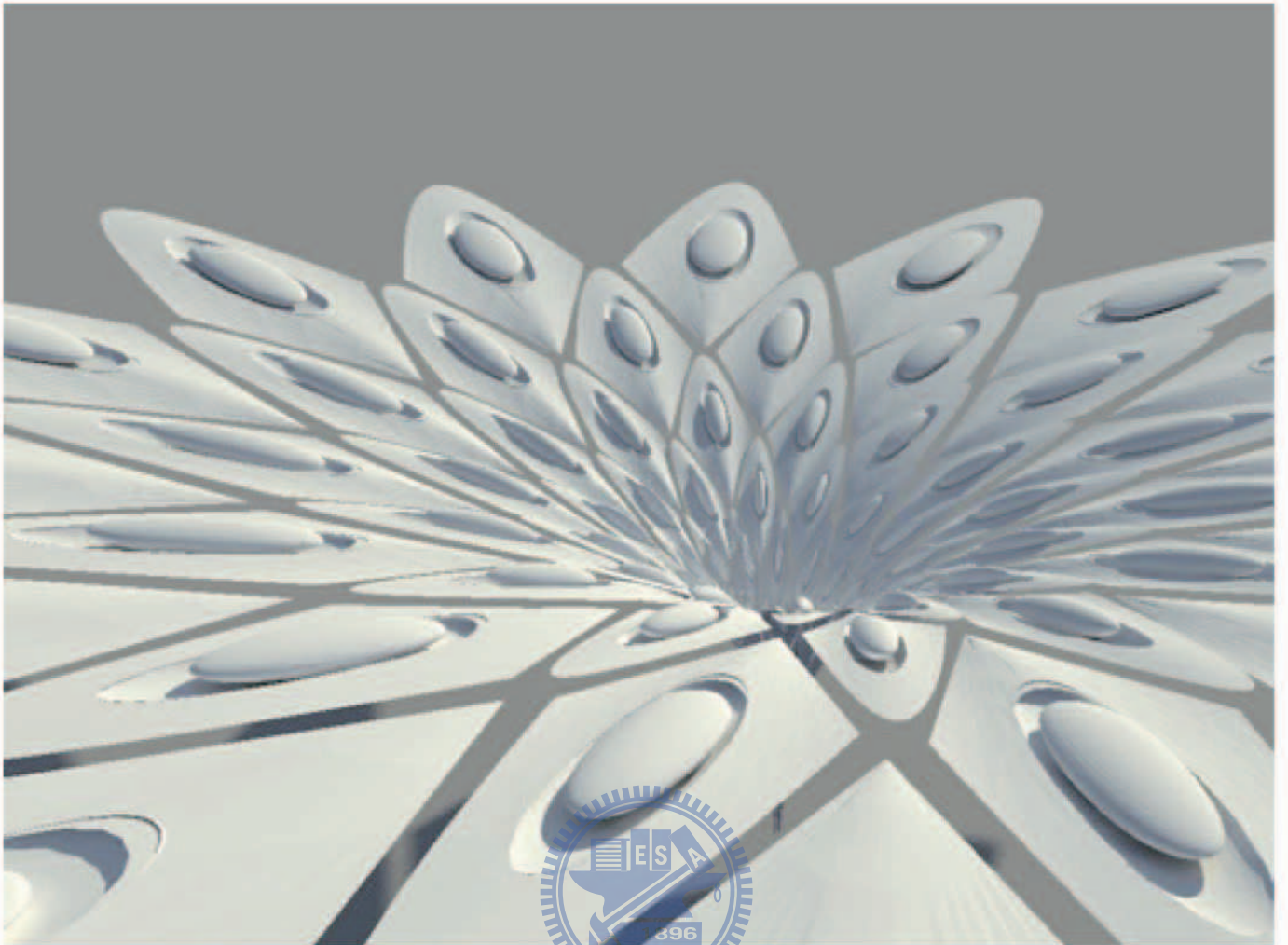


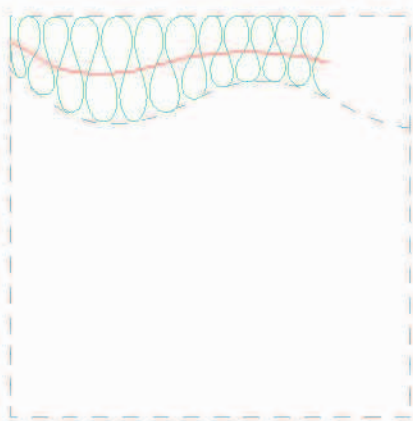
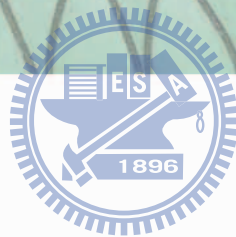
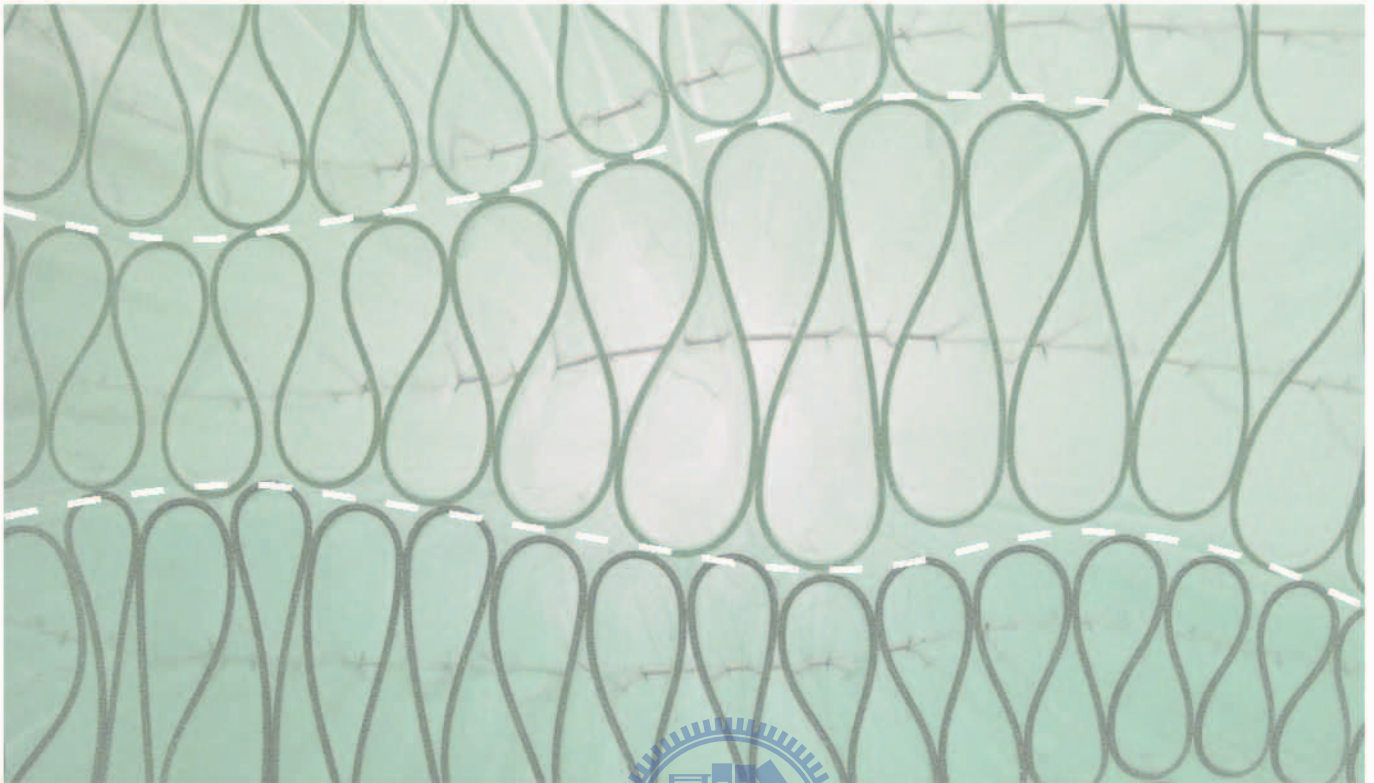
An Experiencing Art - digital design process from grasshopper
體驗性藝術- 參數化設計過程思考



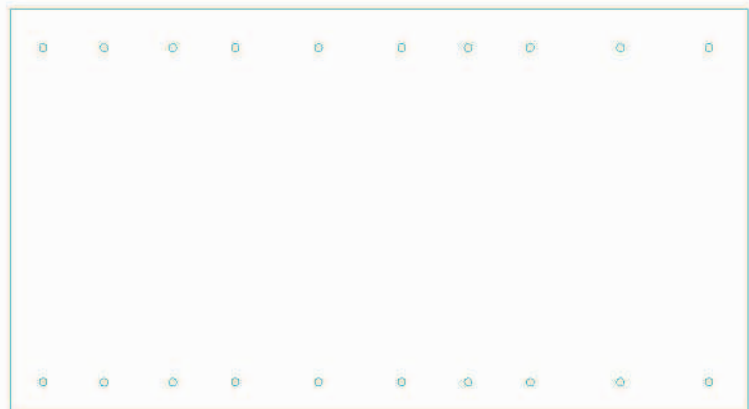






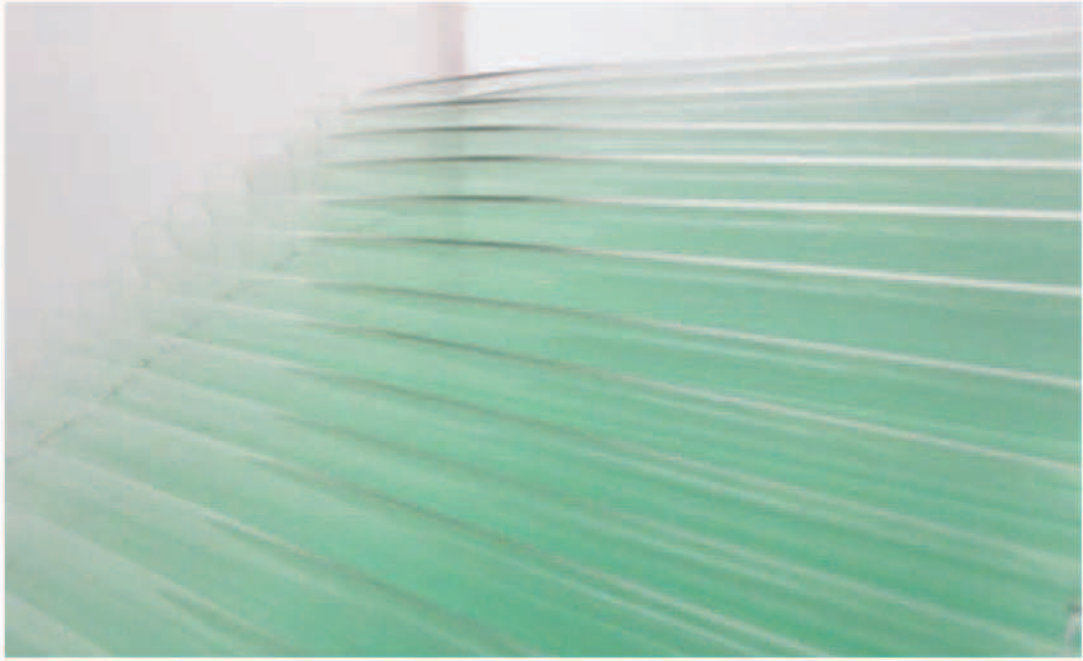


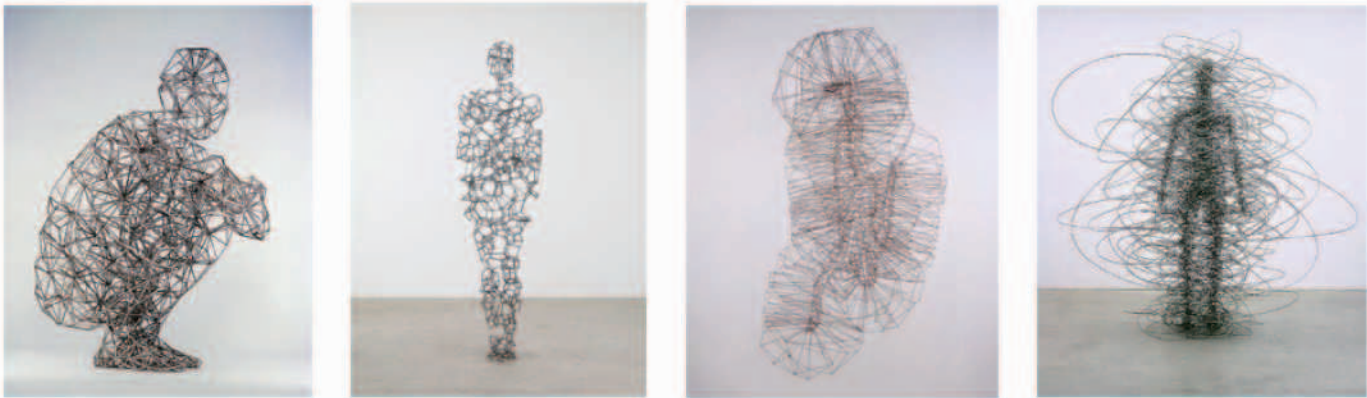
Computer Model Making



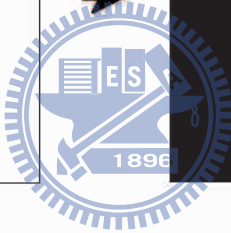
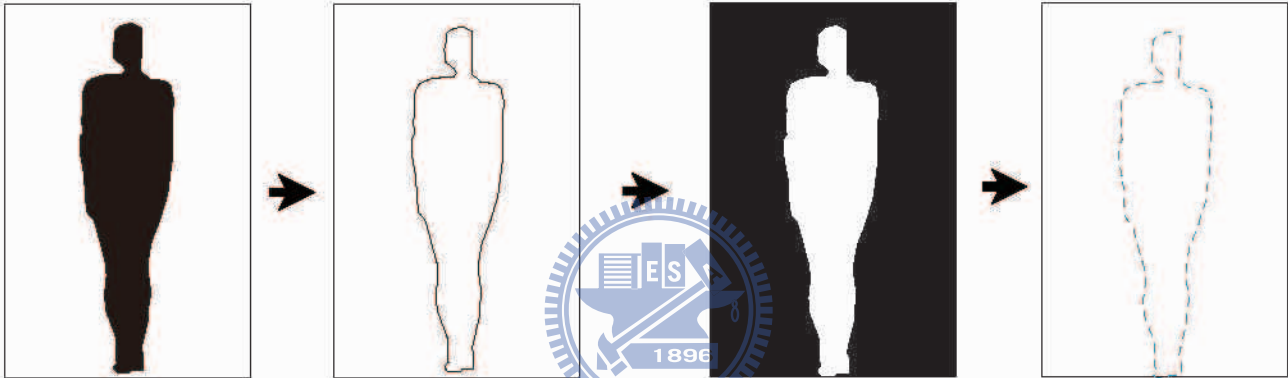
Shape Define







Antony Gormly



Analyze process



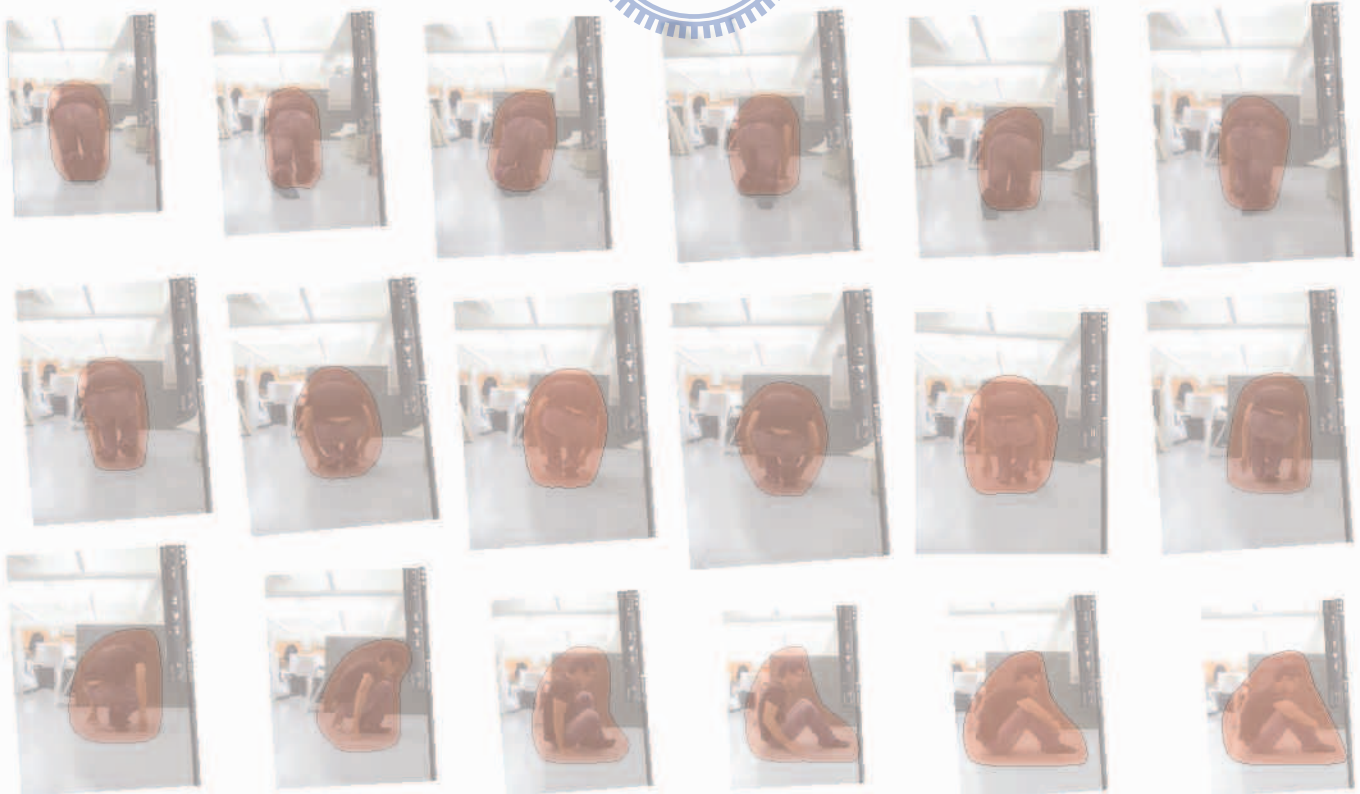
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Space define boundary
Space define activity?

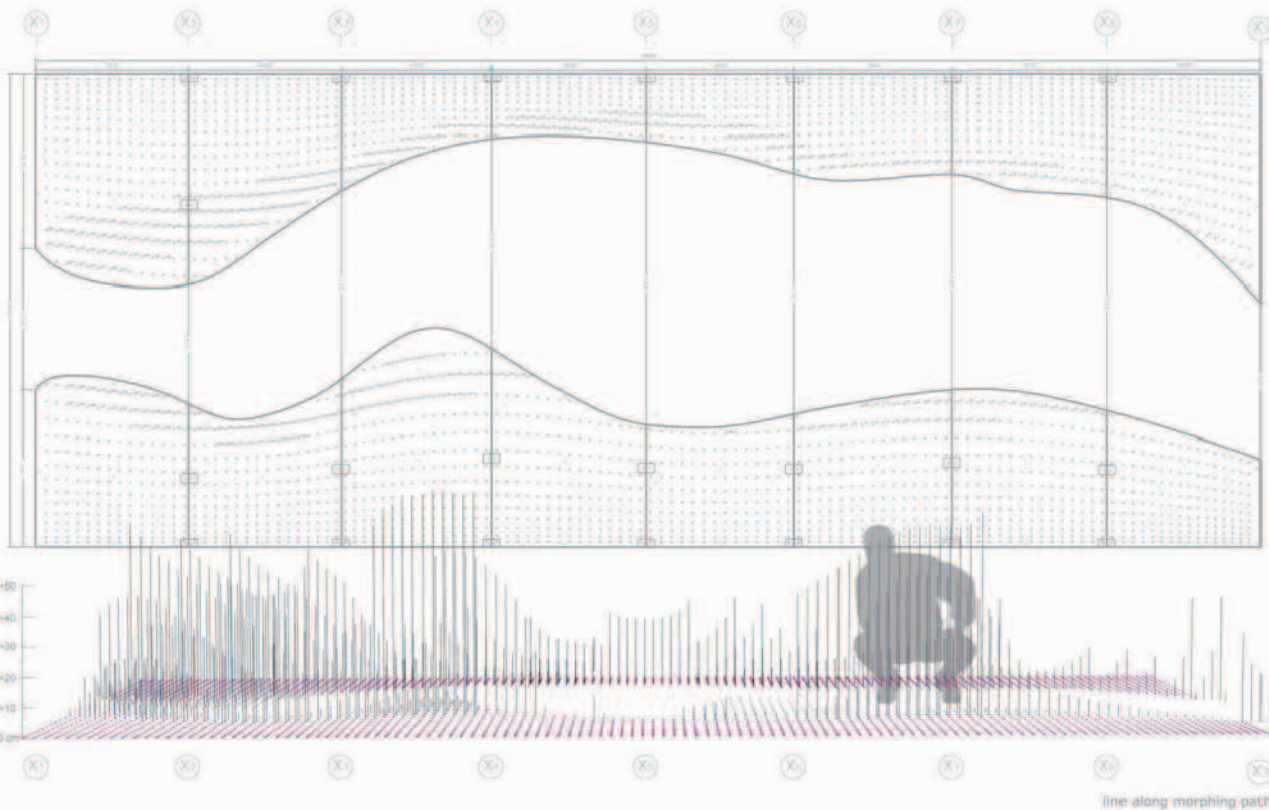
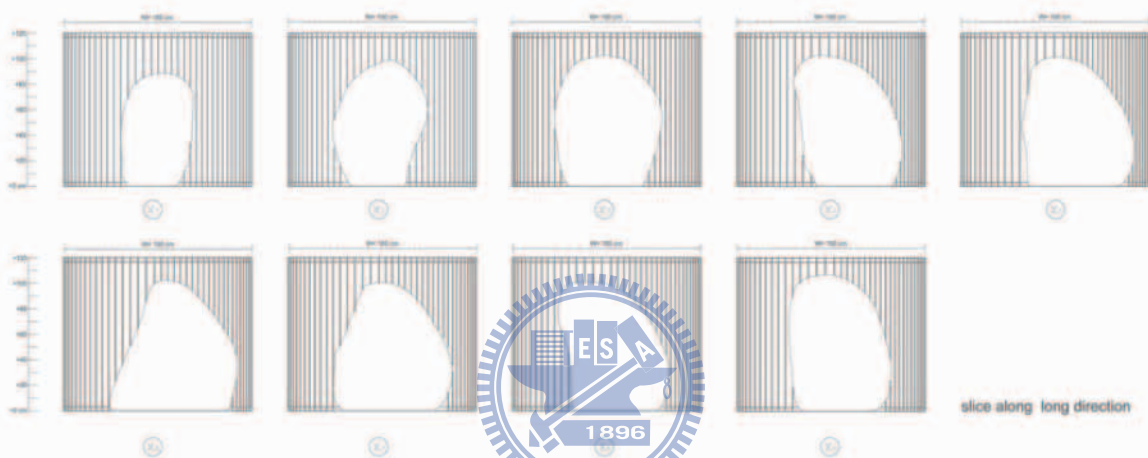
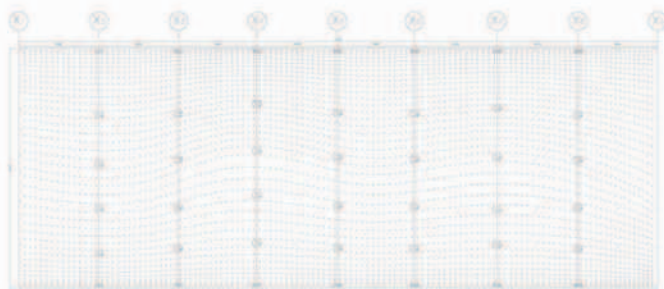
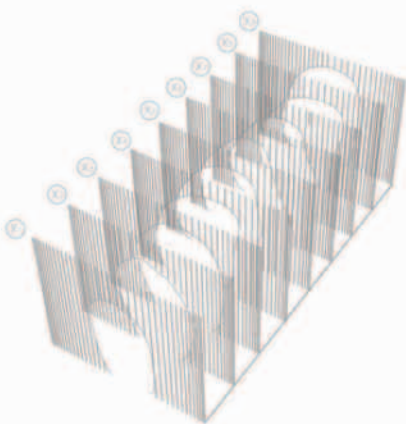


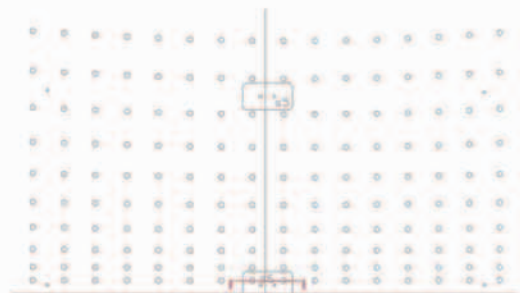
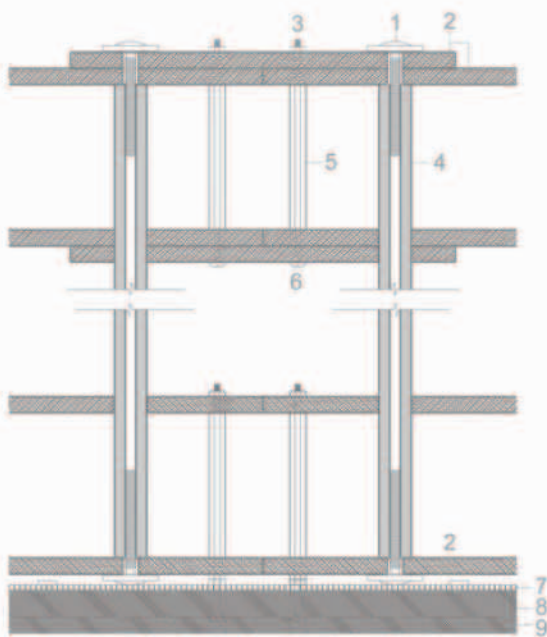
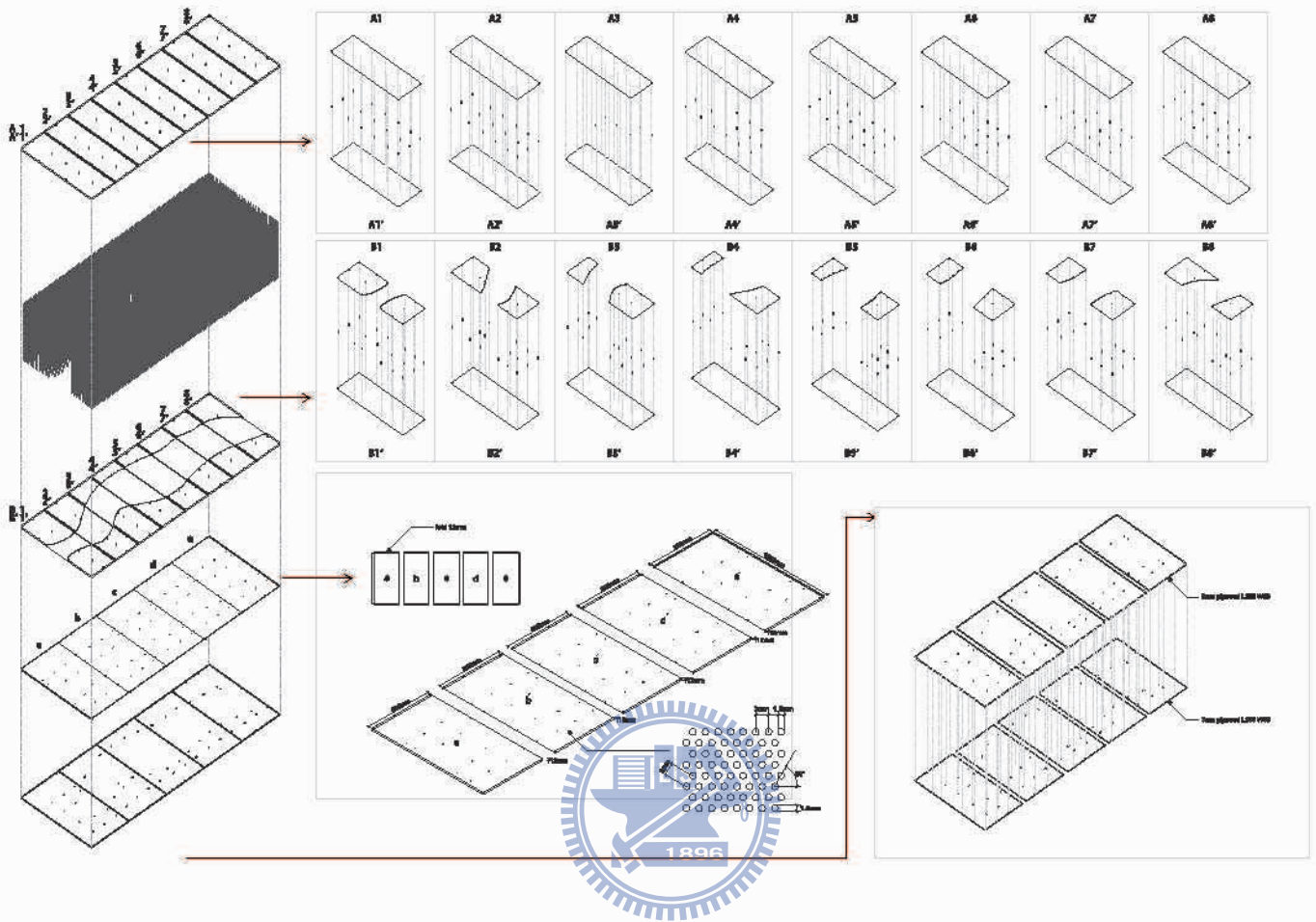
we extend the human body boundary and use it to define the space which also define by the transparent tube

people inside are in the space within a space that create a sense of coated room that you can hide yourself in



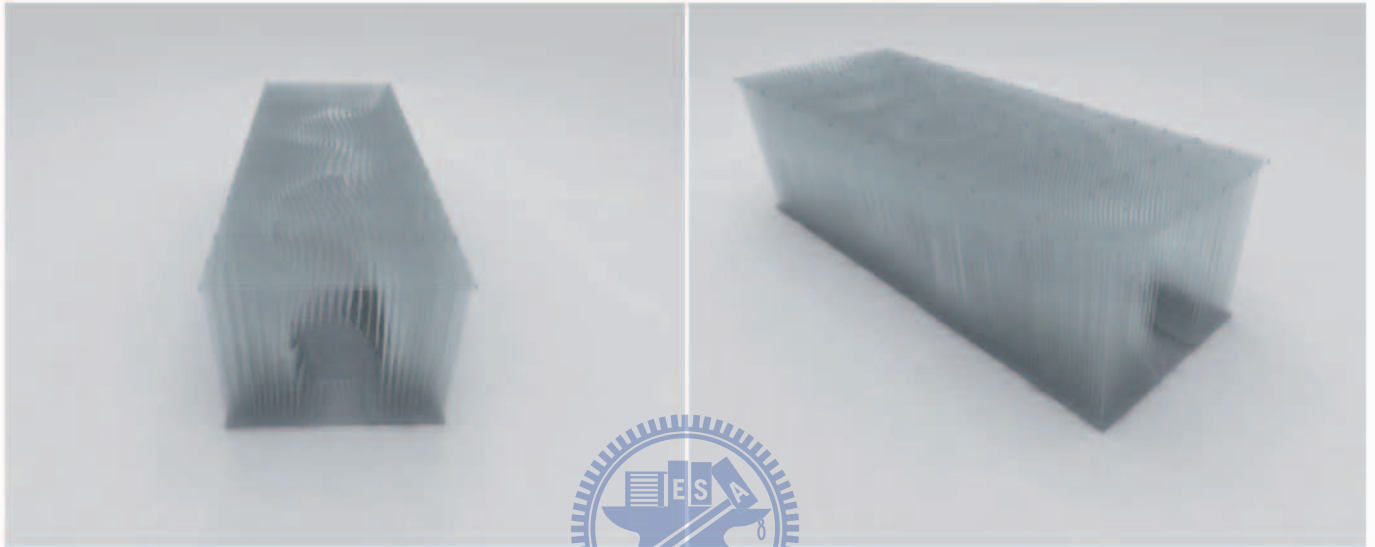
a series of movement of hiding into a small space define a series of boundary

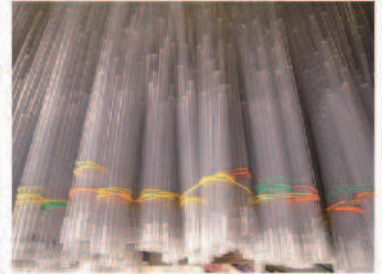
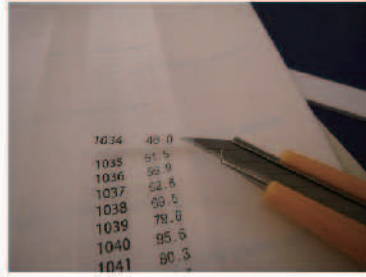




- 1 20mm M3 screw
- 2 3mm laser-cut hole acrylic board
- 3 1mm M1 screw nut
- 4 R=6mm PVC pipe
- 5 30mm M3 bolts
- 6 10mm M1 screw
- 7 1mm perforated iron plate
- 8 5mm wood plate
- 9 3mm wood plate

Render Simulation





Fabrication

