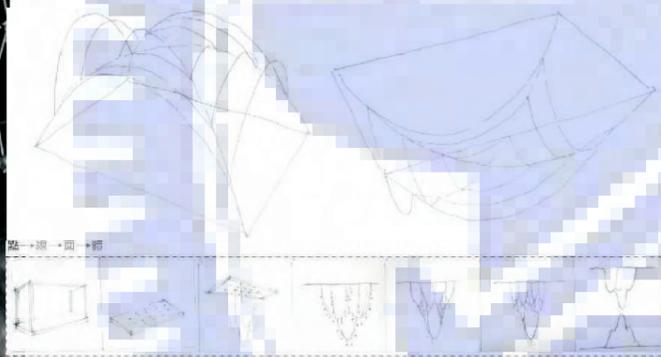


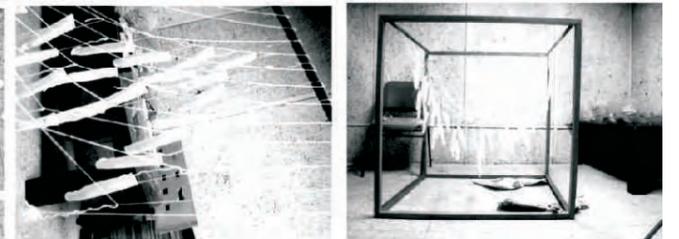
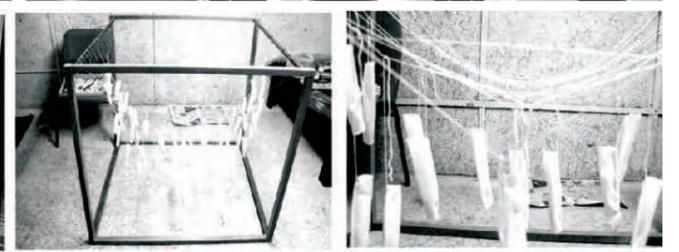
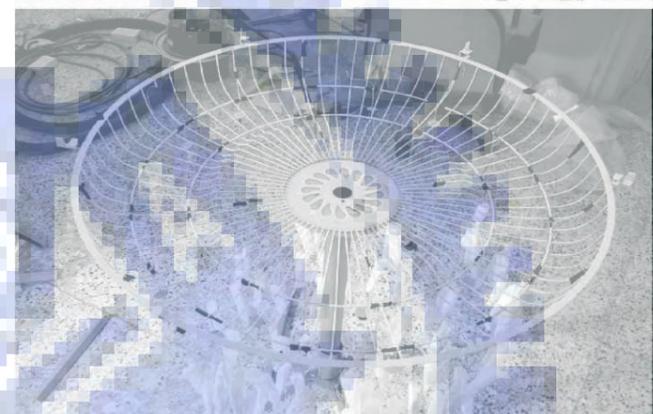
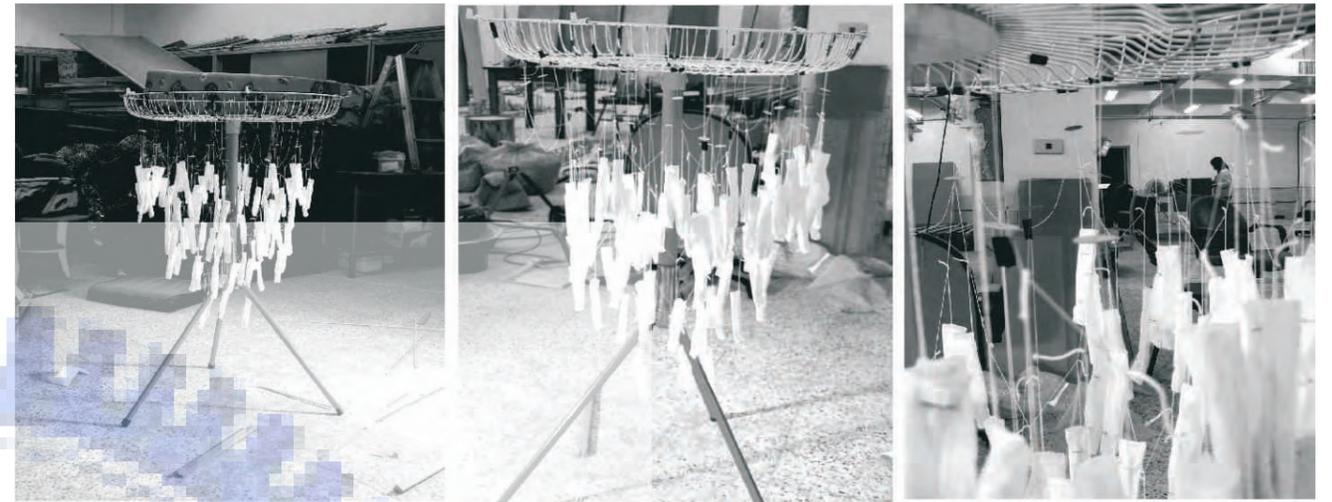
Mechanical study for the arcade, crypt, chapel and domes of the Colonia guell church.

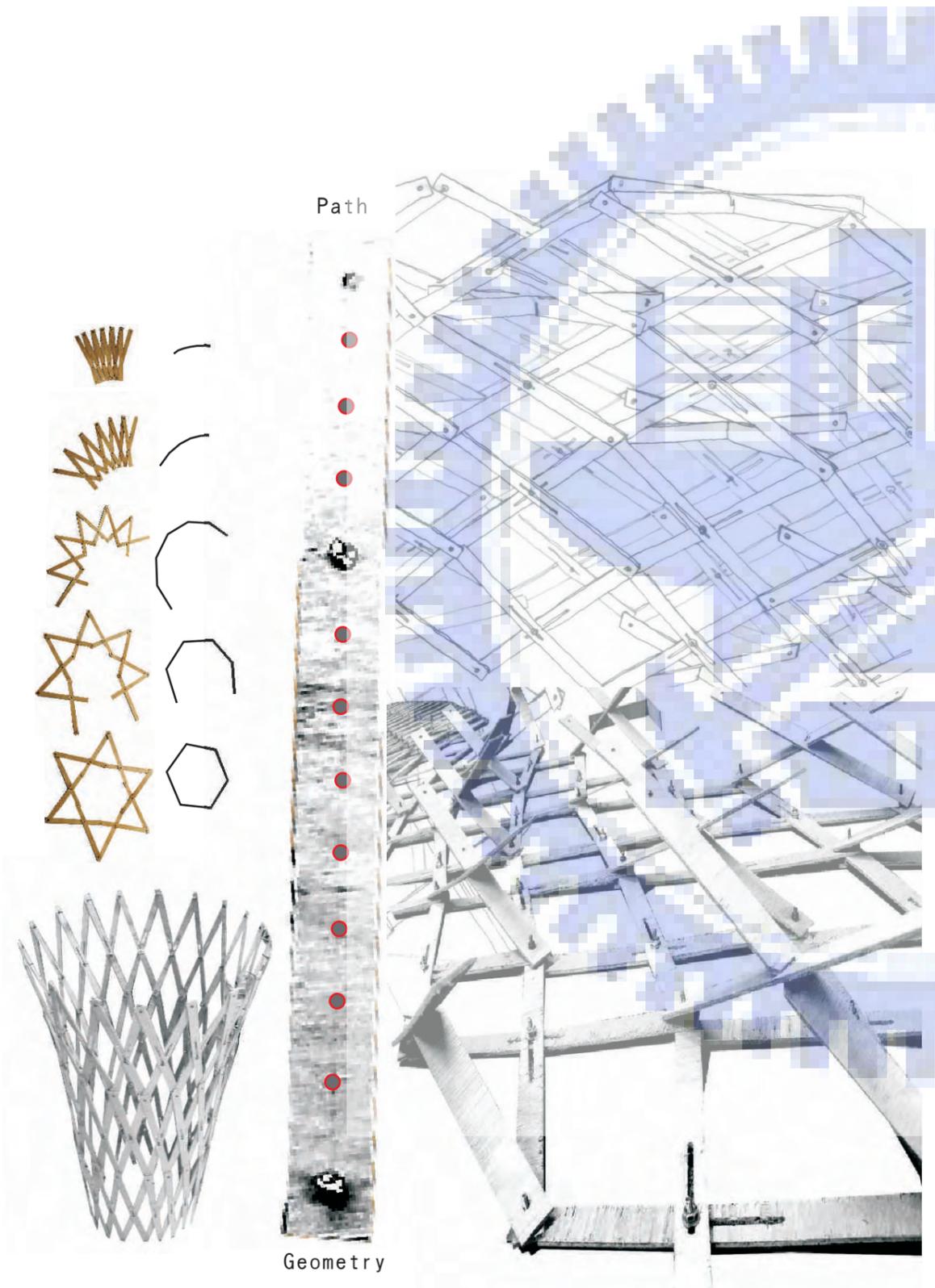


I calculate everything: first I suspend a number of weight to find the funicular; the shape the resulting funicular with forms and materials; then I revise their weights, sometimes changing them slightly again. In this way, I find the logical shape resulting from the requirements, I found the funiculars for the church of the holy family in a graphical manner, and those of the colonia guell by experiment. But the two procedures are the same, one is the fruit of the other. This procedure of trial and error is required by the limited human intelligence. The basis of all reason is the rule of three, mathematical proportion, syllogism.



由操作過程發現層的關係 型態的放大吊置系統的一段曲線





當數量變大時 可改變其變位縫來調整整個形體
 節點位置控制了路徑去向，而幾何數量的多寡影響了最後節點間的間距

