

CONTENTS

Acknowledgements	7
Foreword	9
Introduction AAD_ Algorithms-Aided Design from traditional drawings to the parametric diagram	15
1_algorithmic modeling with Grasshopper®	33
1.1 Prerequisites and installation	35
1.2 Grasshopper user interface	35
1.3 Components and data	40
1.4 Save and bake	53
1.5 Display and control	55
1.6 Grasshopper flow	59
1.7 Basic concepts and operations	61
2_data how to manage data in Grasshopper	69
2.1 Filters	69
2.2 Numerical sequences	87
2.3 Mathematical Functions	101
2.4 Conditions	107
2.5 Remapping numbers / Attractors	112

3_control curves and surfaces in Grasshopper	121
3.1 NURBS curves	121
3.2 Parametric representation of a curve	124
3.3 Analysis of curves in Grasshopper	126
3.4 Notion of Curvature for planar curves	136
3.5 Parametric representation of a surface	138
3.6 Surface creation	141
3.7 Analysis of surfaces using Grasshopper	144
3.8 Notion of Curvature for surfaces	166
4_transformations	183
4.1 Vectors	185
4.2 Euclidean transformations	187
4.3 Affine transformations	196
4.4 Other transformations: <i>Box Morph</i>	210
5_skins advanced data management	217
5.1 Manipulating the <i>Data Tree</i>	220
5.2 Skins	226
5.3 Sorting strategies using Data Tree	248
6_smoothness	255
6.1 NURBS and Polygon Meshes	258
6.2 Polygon meshes	260
6.3 Creating meshes in Grasshopper	263
6.4 SubD in Grasshopper: Weaverbird plug-in	273
6.5 Subdivision of triangular meshes: Loop algorithm	274
6.6 Subdivision of quadrangular meshes: Catmull-Clark algorithm	277
<i>Digital informing creativity</i>	293
7_loops	297
7.1 Loops in Grasshopper: HoopSnake component	300
7.2 Fractals	301
7.3 Loops in Grasshopper: Loop component	306

8_digital fabrication make ideas come true	309
8.1 Fabrication Techniques	310
8.2 Modeling Printable Objects	320
8.3 Modeling objects for cutting based operations	330
8.4 NU:S Installation	338
8.5 Large-scale objects	341
<i>Over the material, Past the Digital: Back to Cities</i>	343
<i>(Digital) Form-finding</i>	353
9_digital simulation particle-spring systems	361
9.1 Kangaroo plug-in	363
9.2 Kangaroo workflow	364
9.3 Cable simulation	365
9.4 Elastic behavior: Hooke's law	370
9.5 Catenary simulation	375
9.6 Membrane simulation	382
9.7 Shell behavior	391
<i>Form as Unknown – Computational Methodology and Material Form Generation in the AA Rome Visiting School Workshops</i>	395
10_evolutionary structures topology optimization	405
10.1 Shape Optimization	406
10.2 Topology	411
10.3 Topology optimization	412
10.4 Works	419
10.5 Examples	422
10.6 Optimization: finding solutions with Grasshopper	432
11_environmental analysis	441
11.1 Tools	442
11.2 GECO and Ecotect	442
11.3 About GECO's components	446
11.4 Solar diagram and shadows	447
11.5 Exporting geometries and importing data	453
11.6 Insolation analysis	456
11.7 Analysis Grids	459
11.8 Light Control	461

Afterword_Post Digital Strategies	467
Pragmatic computation in Grasshopper	
Appendix	
I am City, we are City	473
Parametric Urbanism: a New Frontier for Smart Cities	475
Tools and methods for parametric urbanism	478
Playful computation – How Grasshopper3D & its Plugins increased my creativity with five project examples	482
The CloudBridge	491
References	492
Decoded QR list	495