F8 Framer Plugin

Forum8 Summer Workshop
June 30th, 2015

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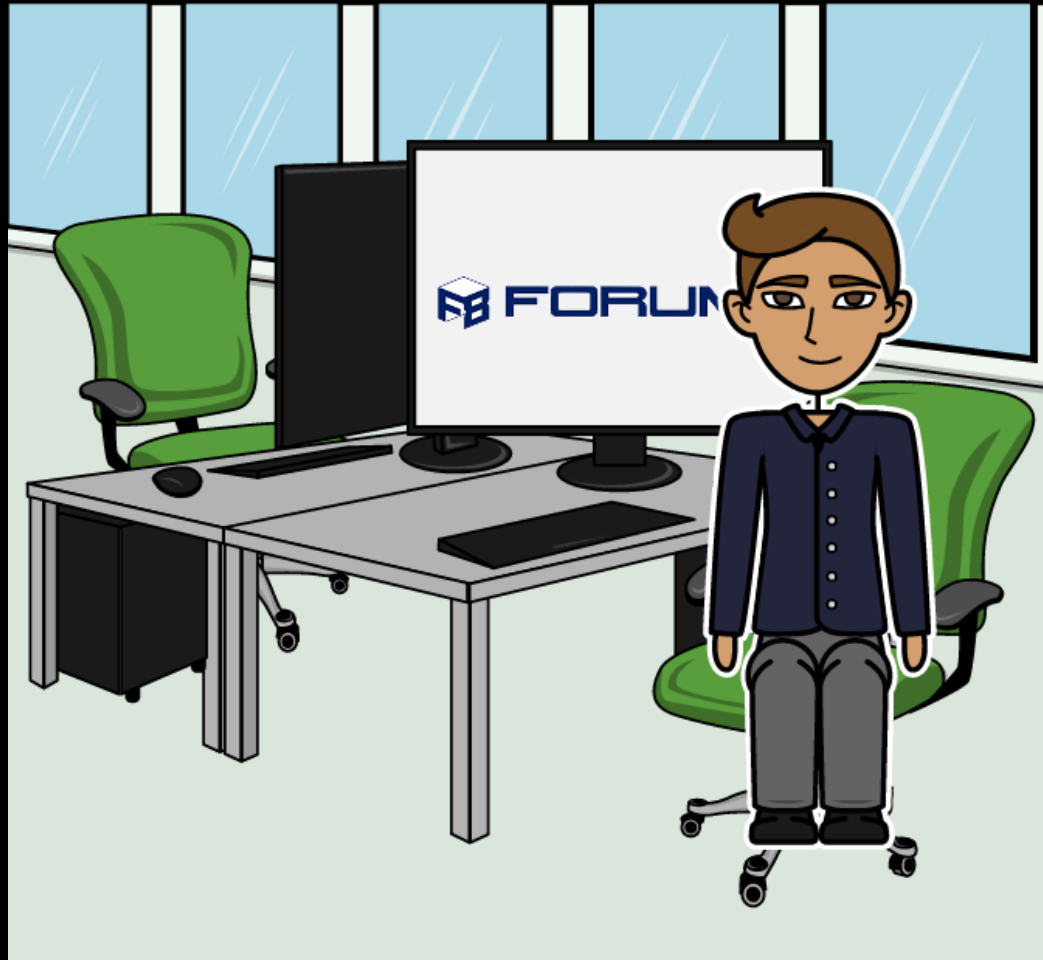Interactive Product Design Lab
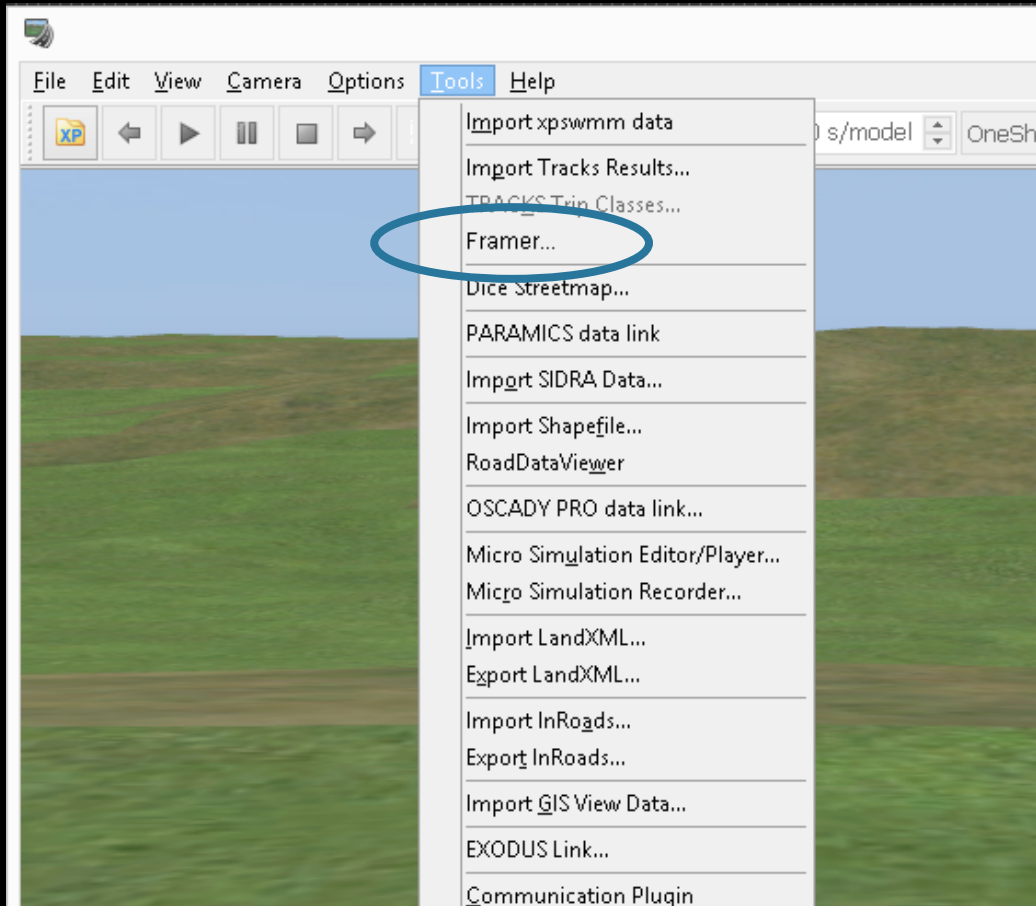MITTO Design LLC

Tom received a call on Friday from a client requesting a visualization proposal by the following Monday.
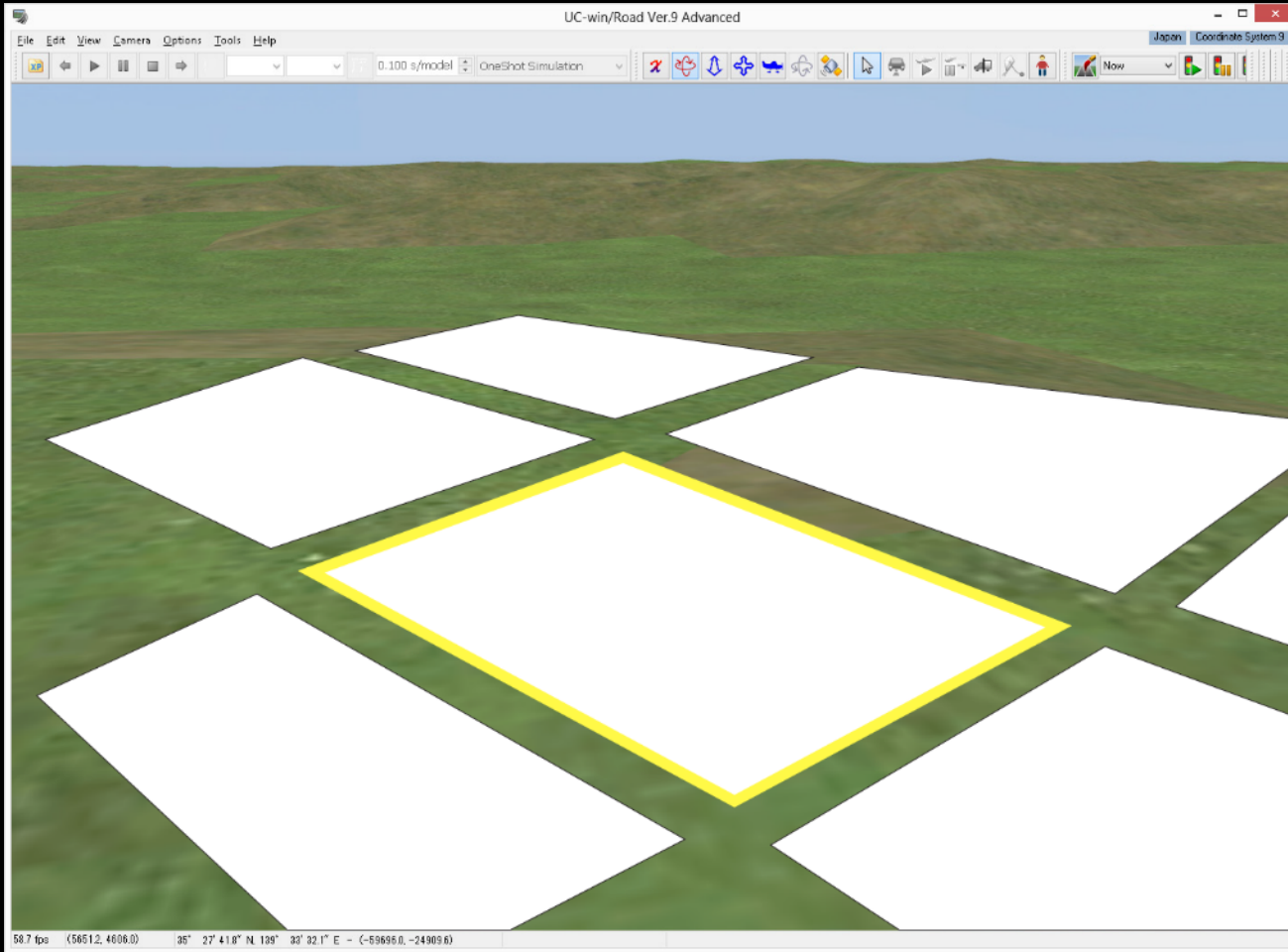
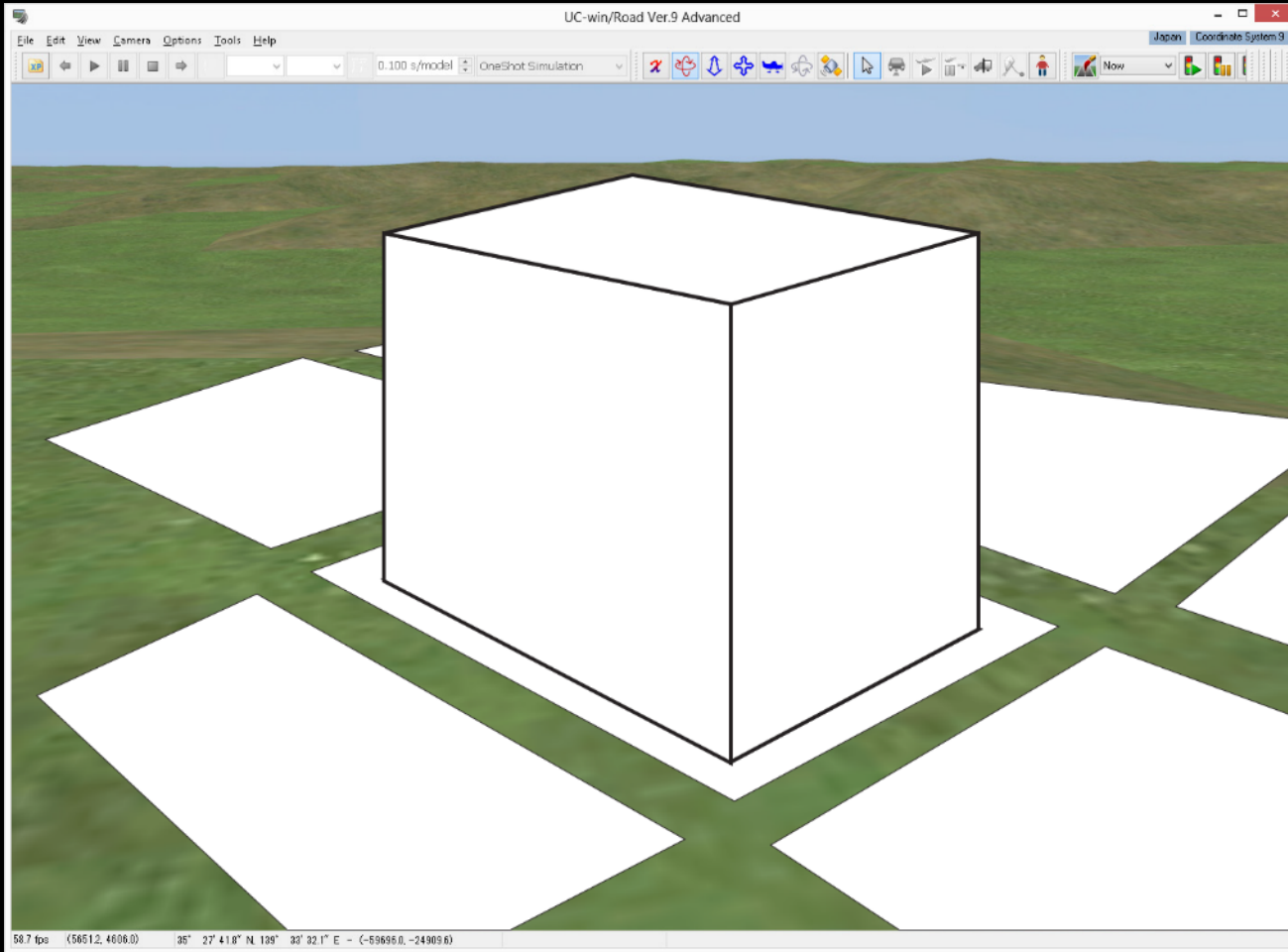Unfortunately, everyone in the office had already left for the weekend.

After sketching out the plan, he went to load up VR-Design Studio to begin modeling.
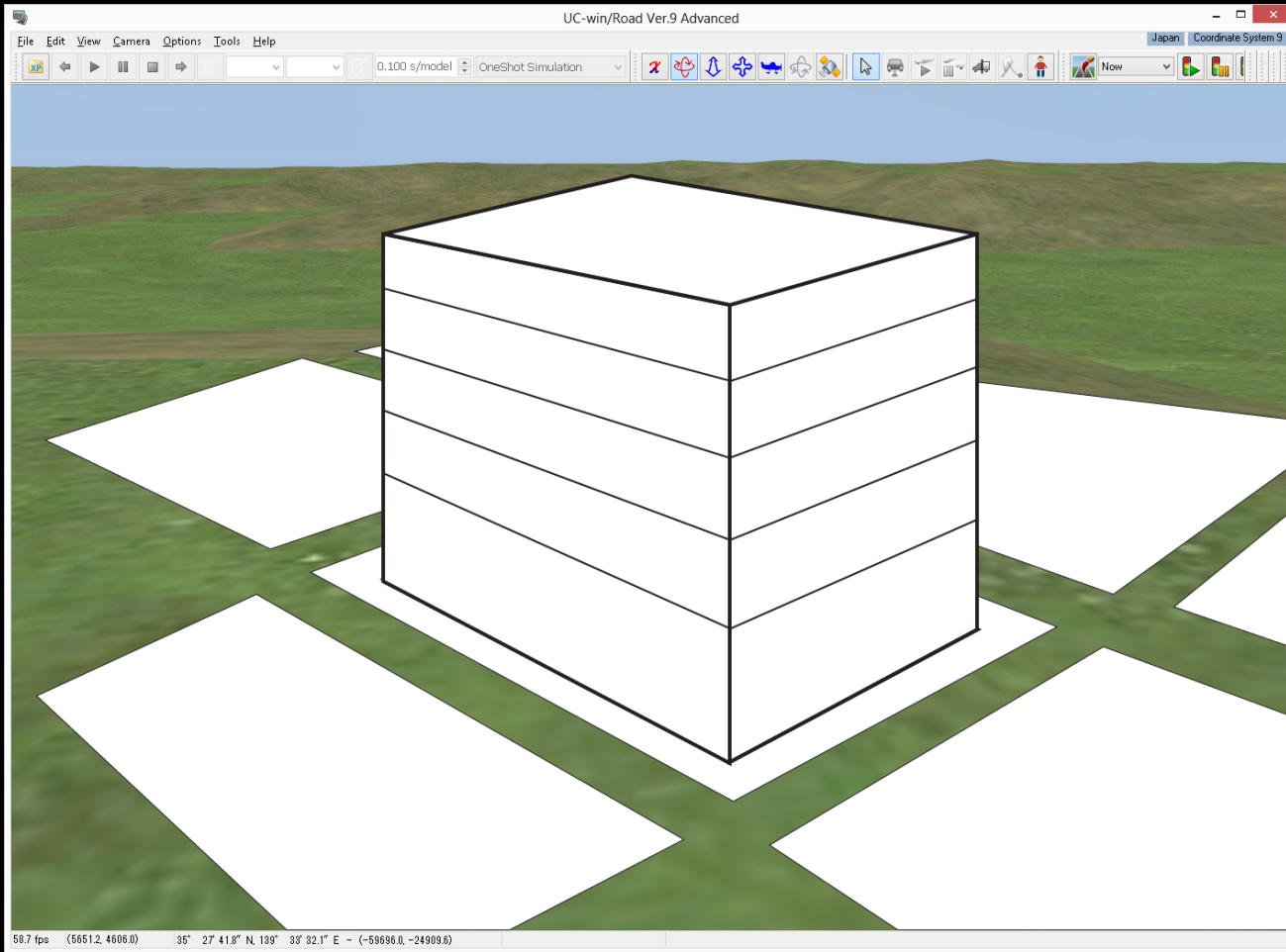
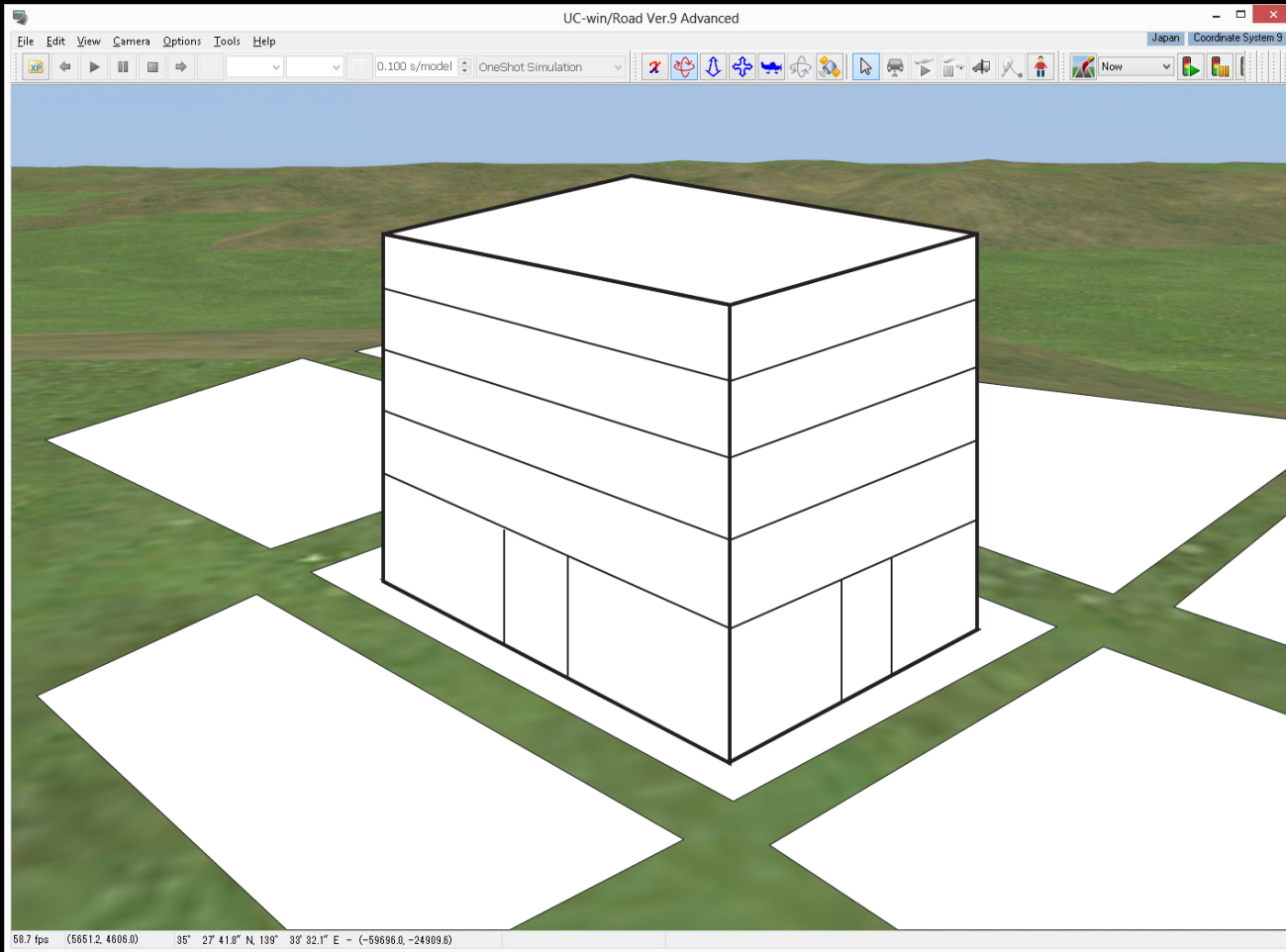He remembered that they had just added the 'Framer' plugin to their suite.

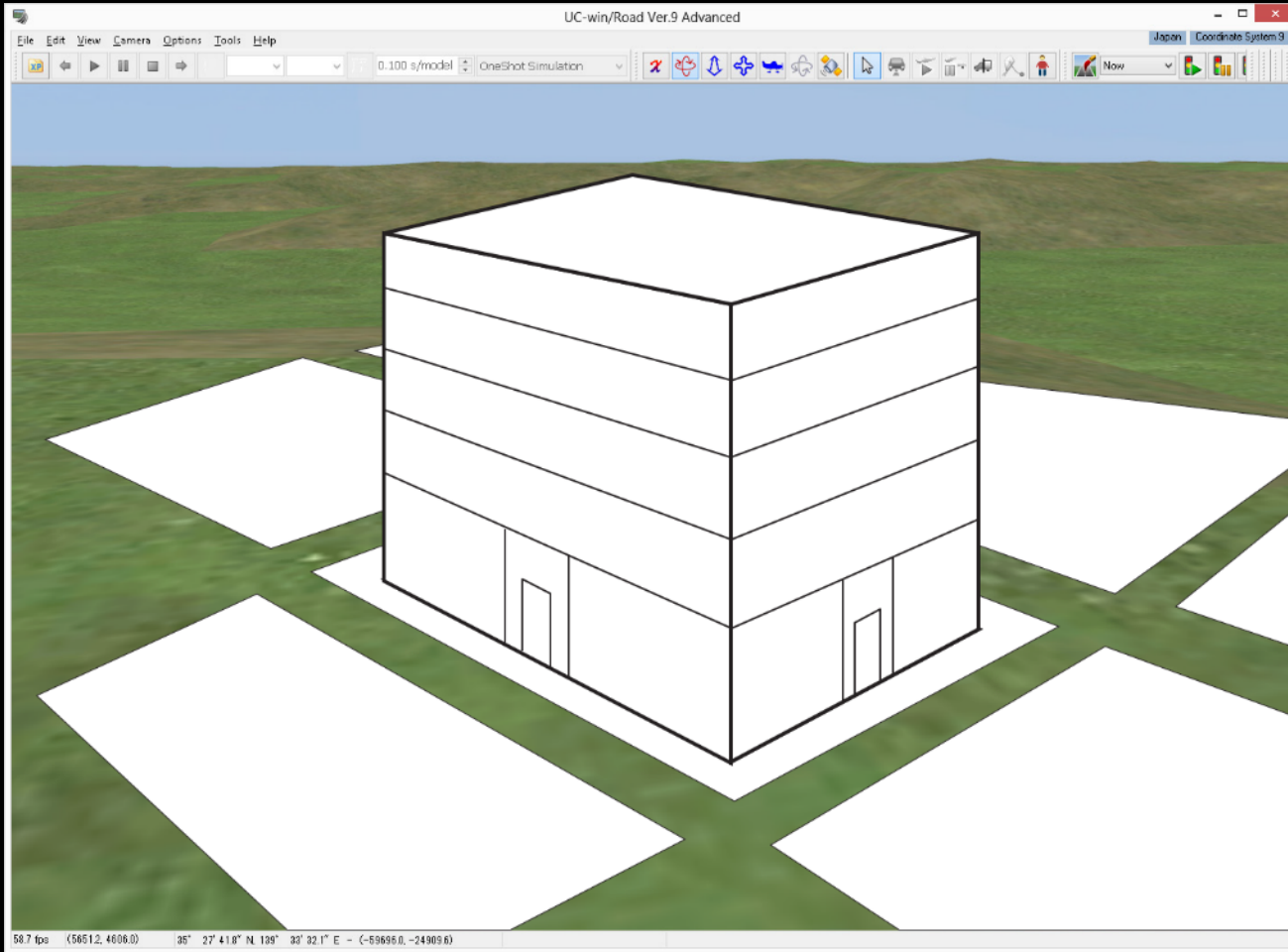He loaded in his block and parcel data and selected one on which to work.
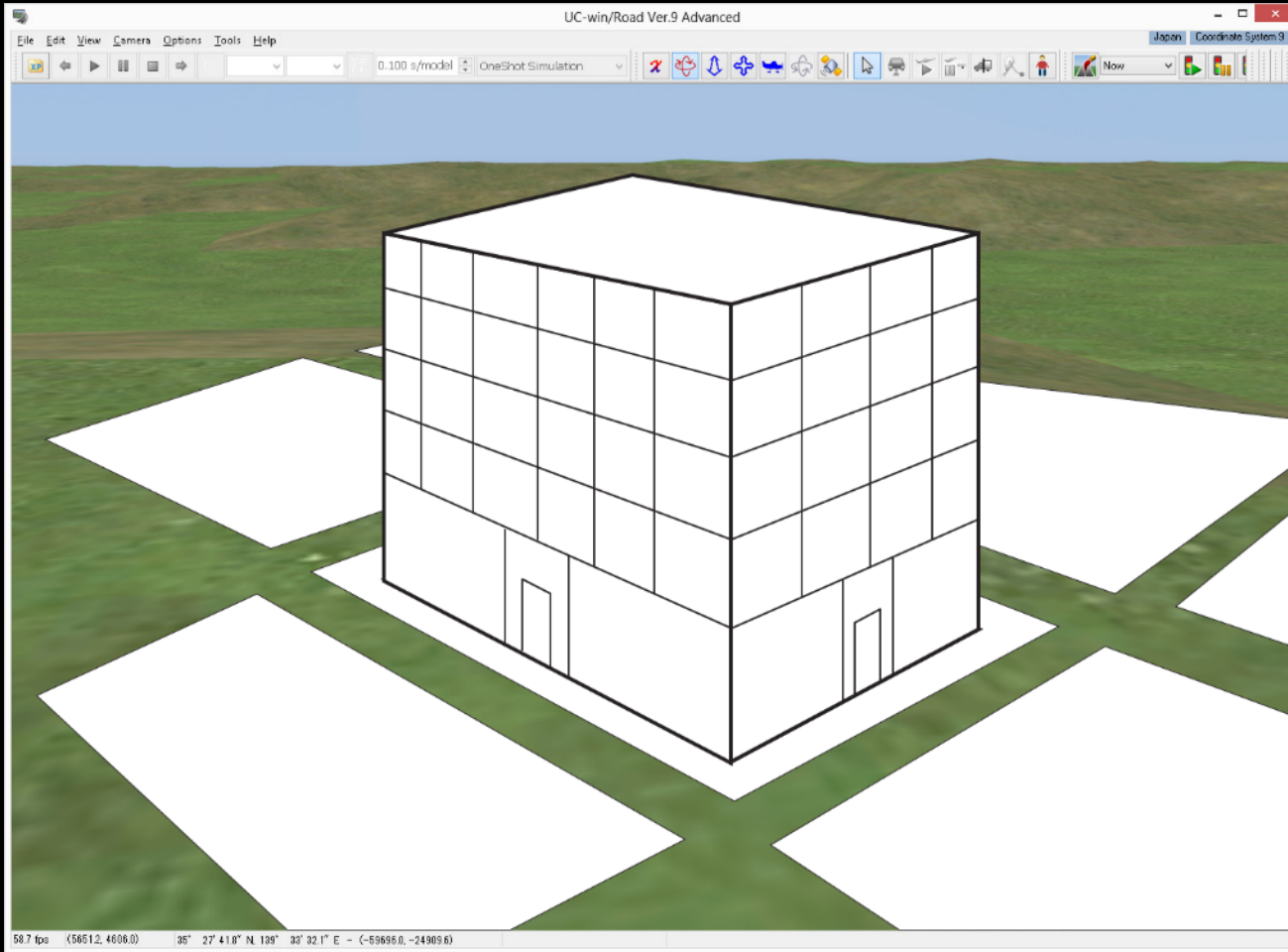
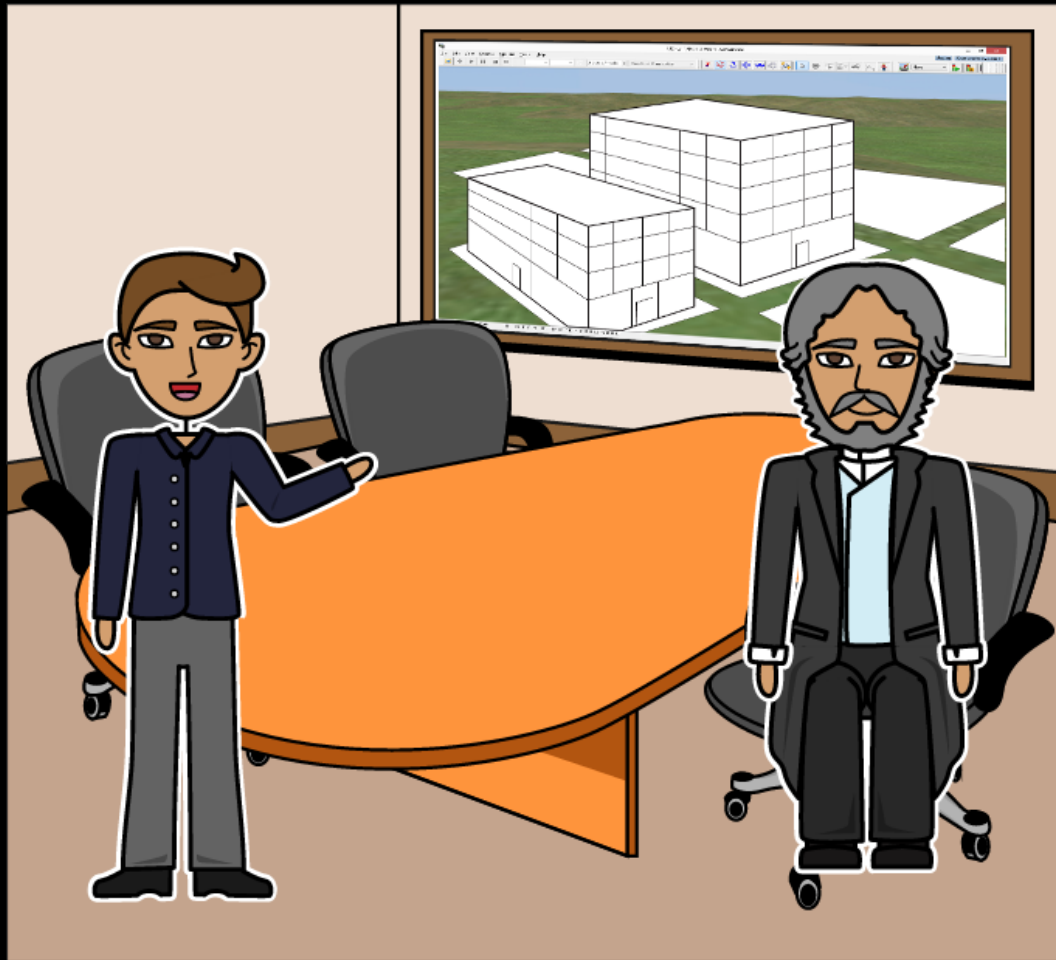He inset and extruded the shape.

Added levels

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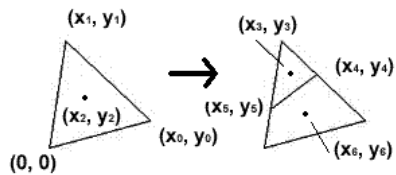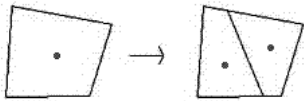He loaded in his block and parcel data and selected one on which to work.

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Tom was able to complete the visualization for Monday's proposal. He was also able to save his parametric building for later.
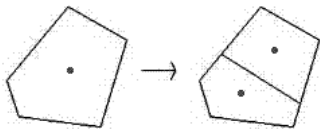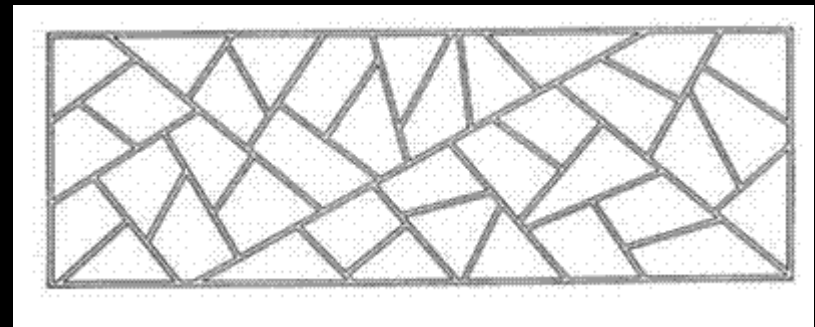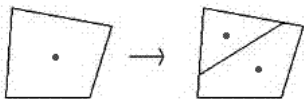
Shape Grammars

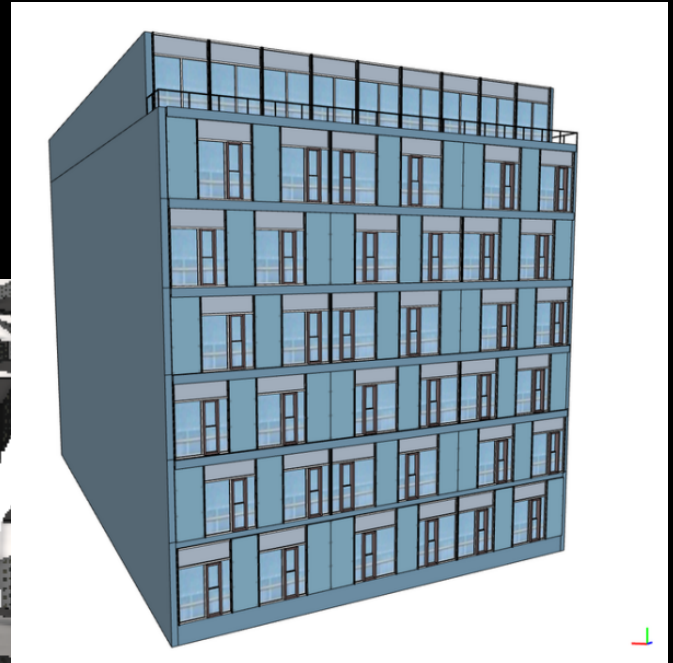The second rule takes a quadrilateral and inserts a line to create two quadrilaterals.
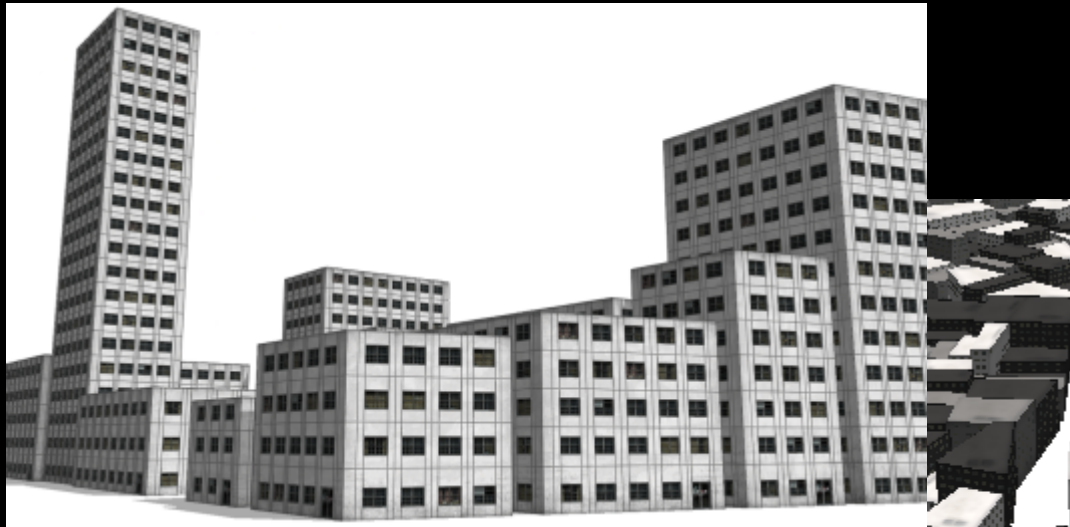
The third rule takes a pentagon and inserts a line to create a quadrilateral and a pentagon.

The fourth rule takes a quadrilateral and inserts a line to create a triangle and a pentagon.

http://wiki.ece.cmu.edu/ddl/index.php/Shape_grammer

City Engine

Grasshopper
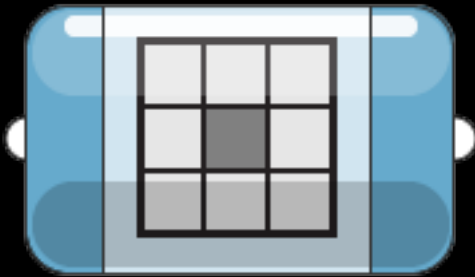
Framer Initial Elements

Split Horizontal

- This node takes in a rectangle and splits it horizontally with absolute, percent, and ratio syntax.

Split Vertical

- This node takes in a rectangle and splits it vertically with absolute, percent, and ratio syntax.
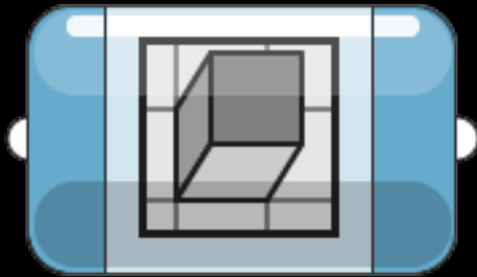
Inset

- This node takes in a rectangle and insets it in a slice-9 pattern. This is useful for the base rectangular parcel setbacks and for windows.

Door Inset

- This node takes in a rectangle and insets it in a slice-6 pattern. This is useful for door patterns on the first floor.
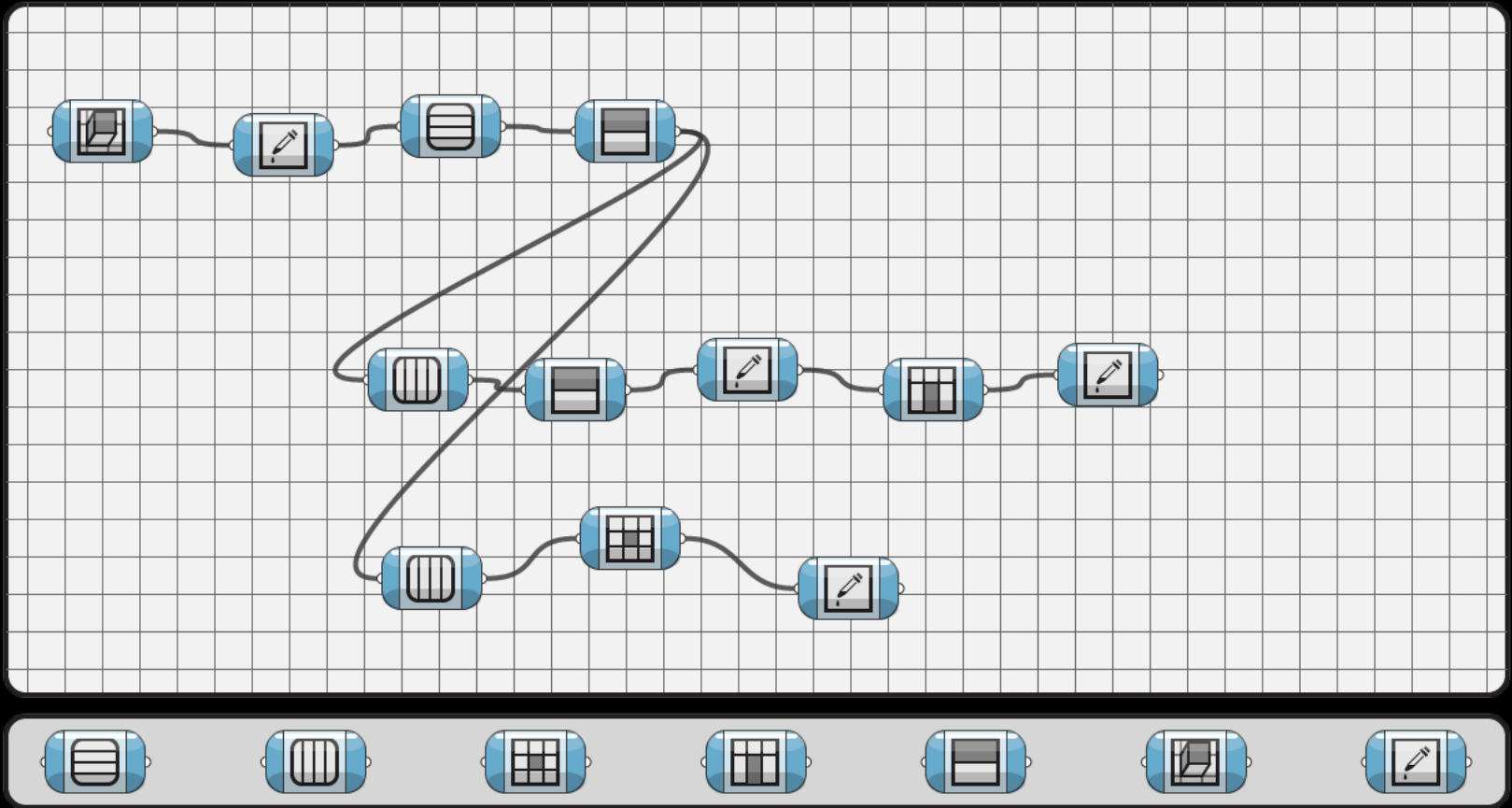
Extrude

- This node takes in a rectangle and extrudes it out or in. This is useful for the initial parcel extrusion or for extrusions in the façade for more detail.

Color

- This node takes in a rectangle assigns a color to the rectangle.

Framer Node Graph

Thank you

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