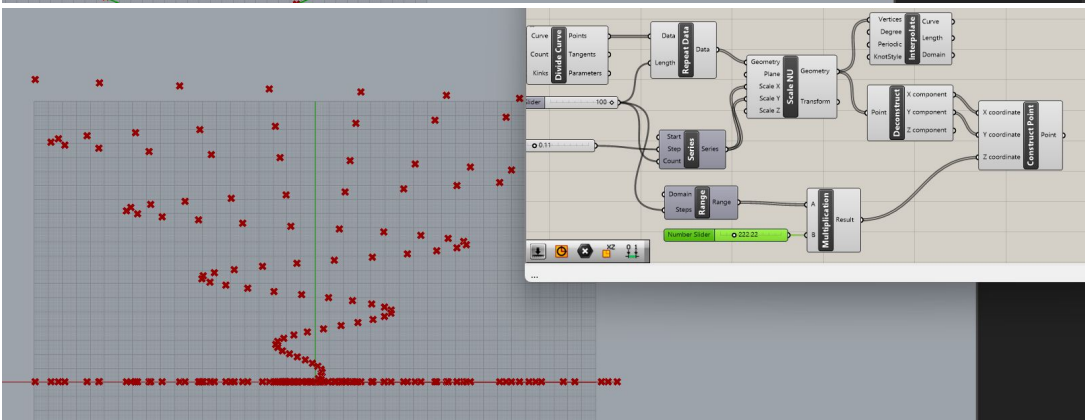
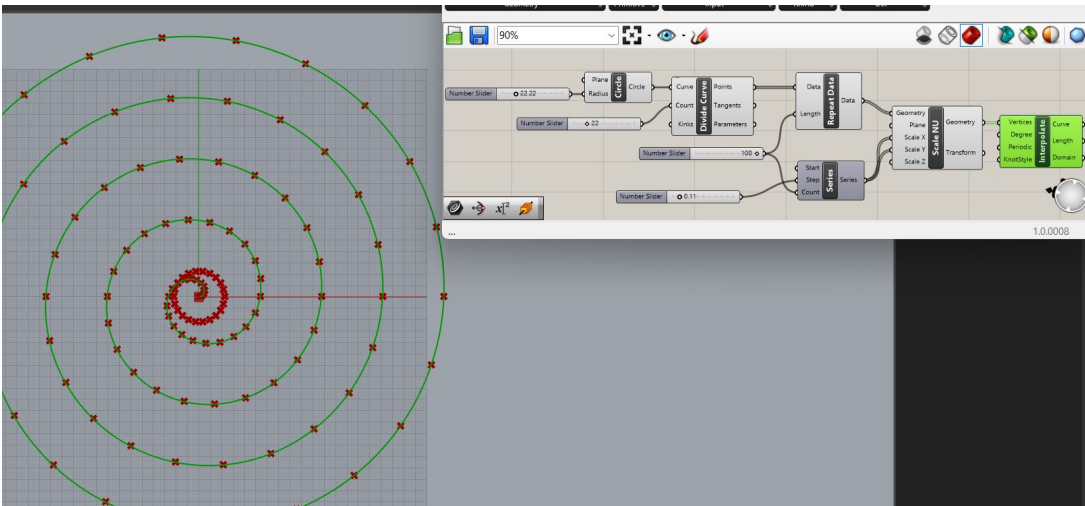


SUPERFÍCIE DE MOLUSCOS GASTRÓPODES

Modelação Geométrica e Generativa

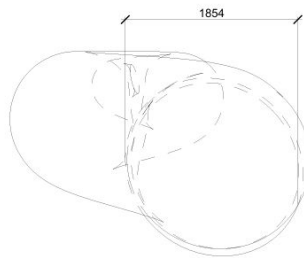
CARACOL

CARACOL —



TOP VIEW

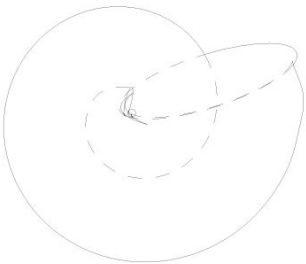
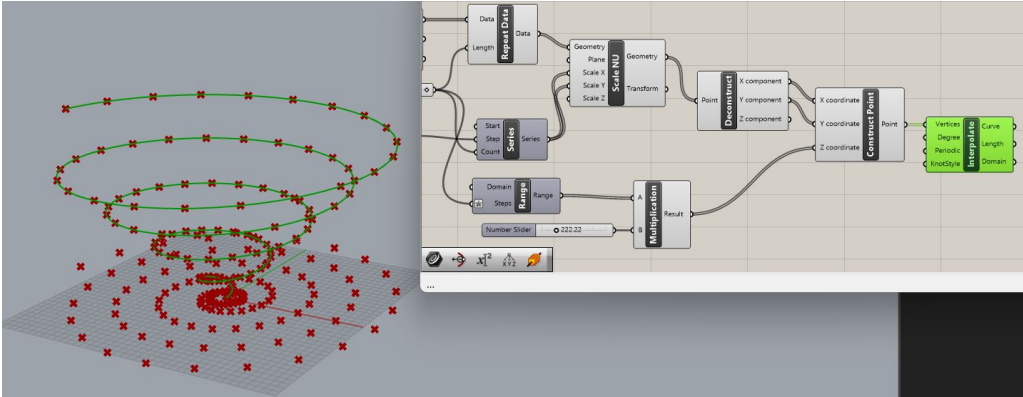
PERSPECTIVE VIEW



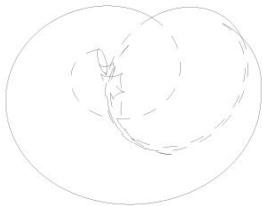
FRONT VIEW

RIGHT VIEW

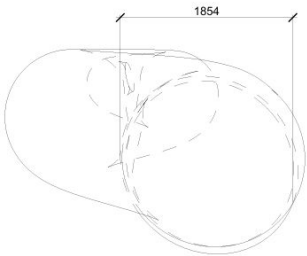
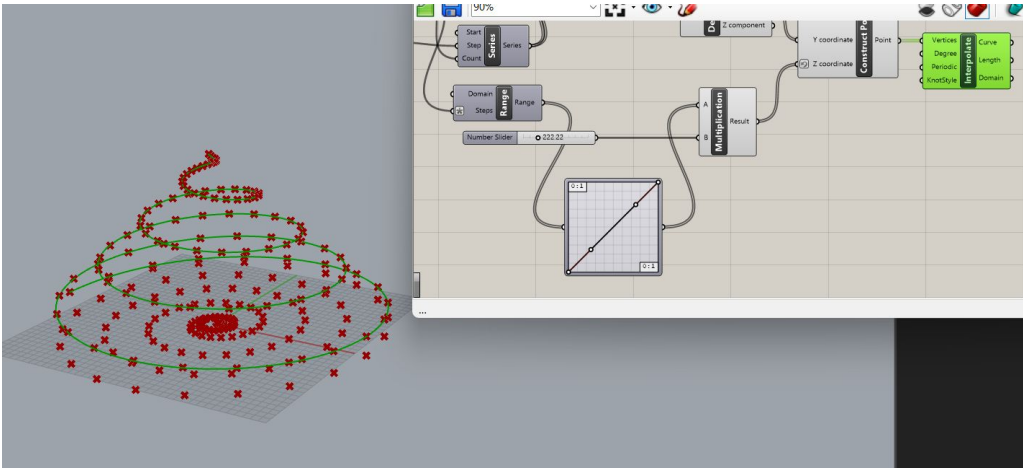
CARACOL —-----



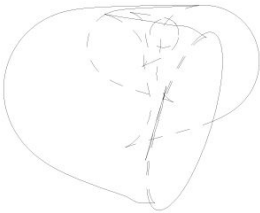
TOP VIEW



PERSPETIVE VIEW

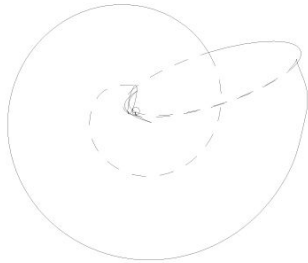
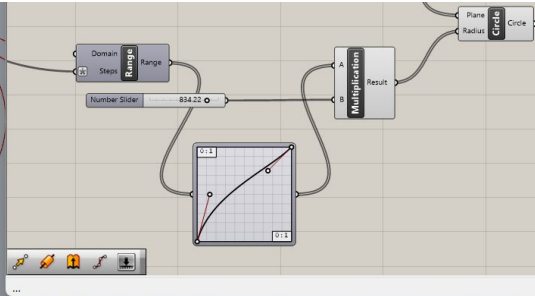
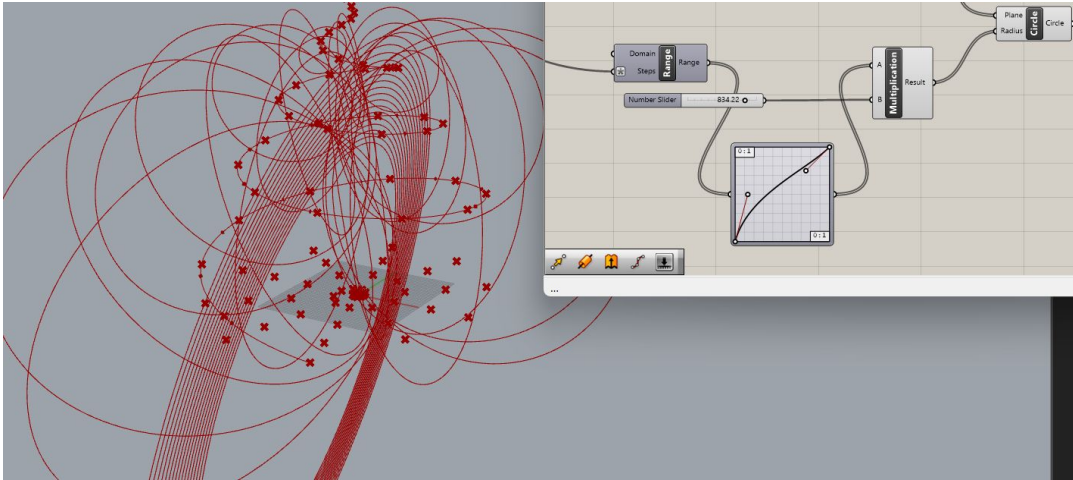
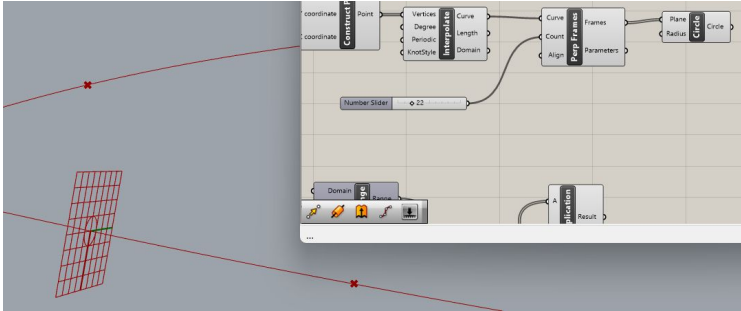
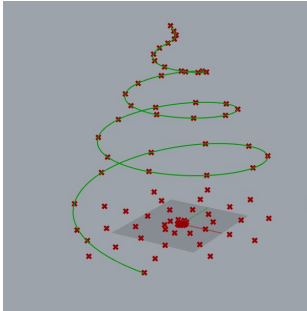


FRONT VIEW

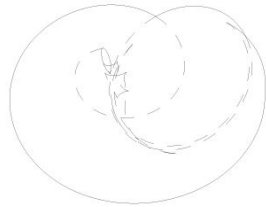


RIGHT VIEW

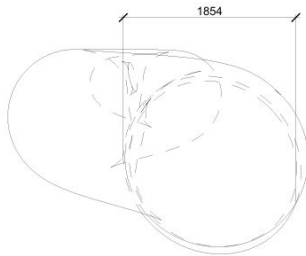
CARACOL —————



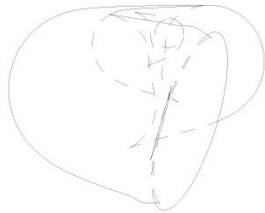
TOP VIEW



PERSPETIVE VIEW

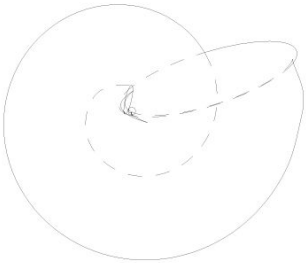
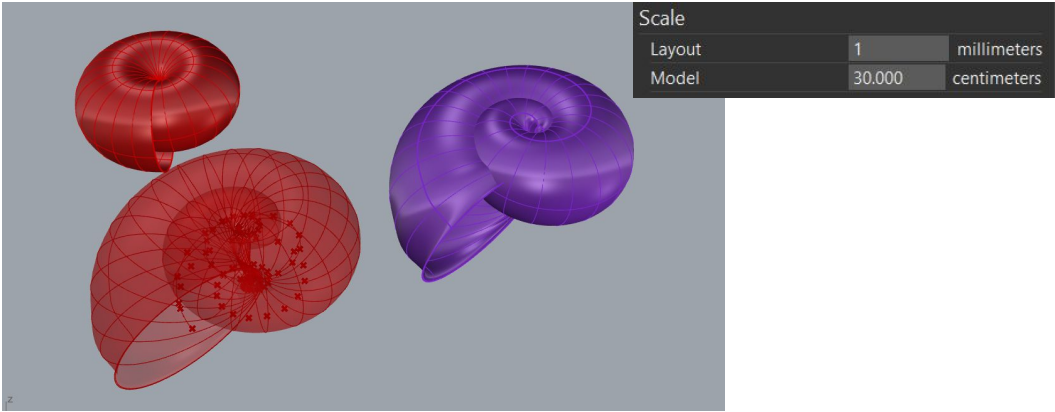
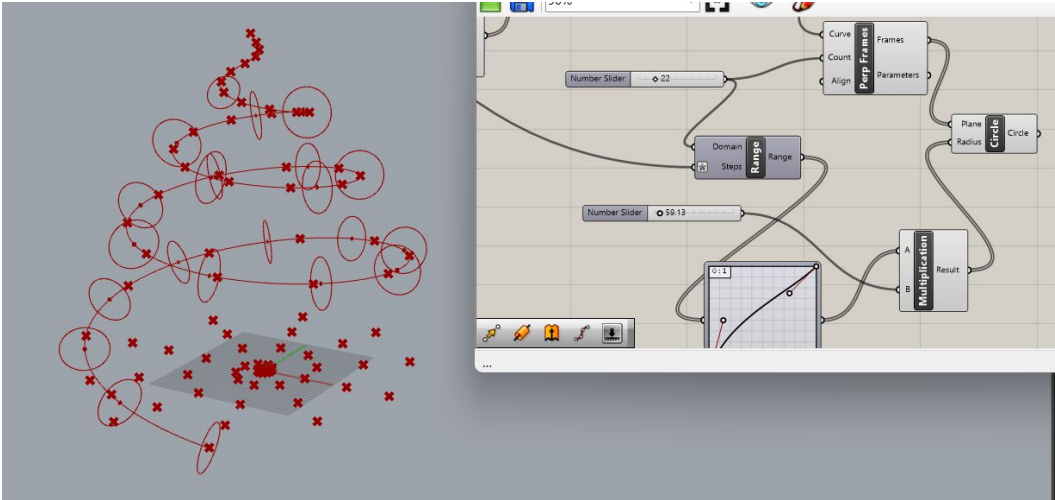


FRONT VIEW

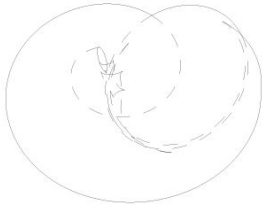


RIGHT VIEW

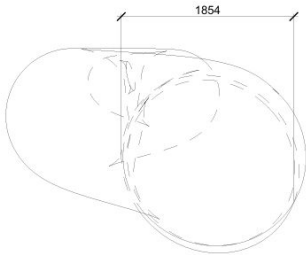
CARACOL —————



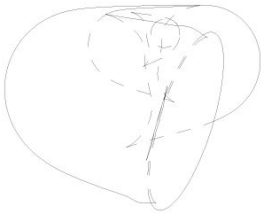
TOP VIEW



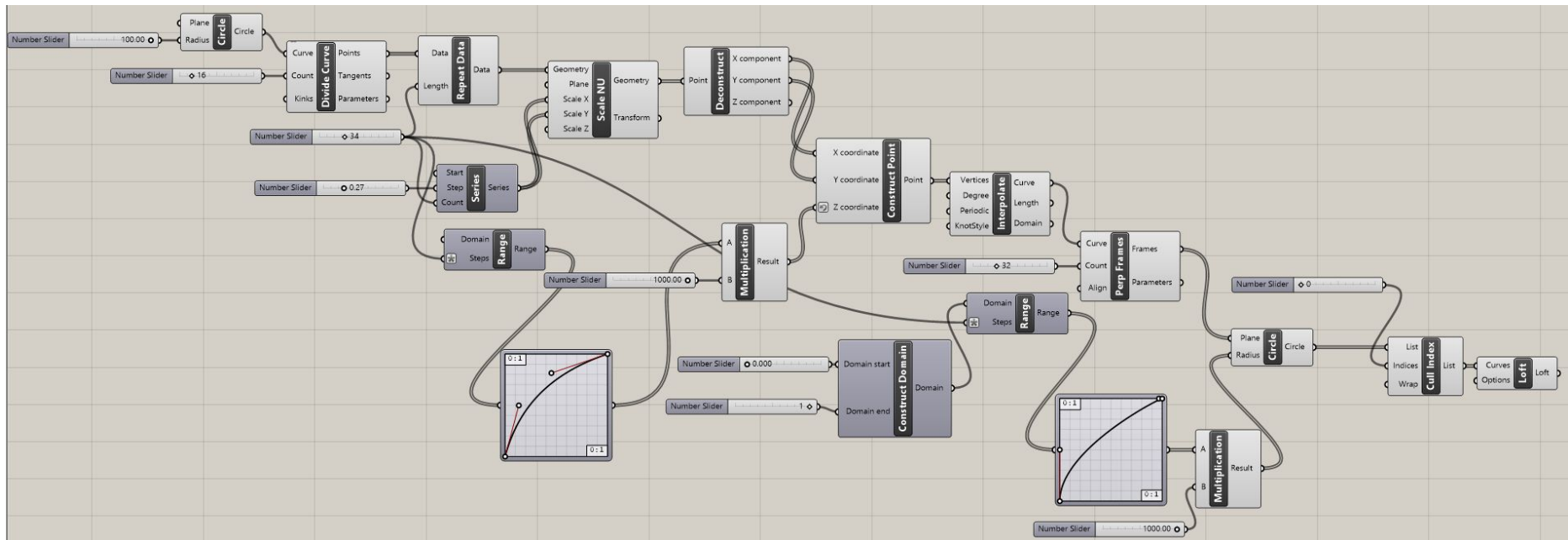
PERSPETIVE VIEW



FRONT VIEW



RIGHT VIEW



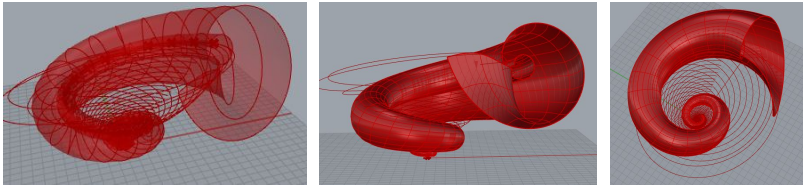
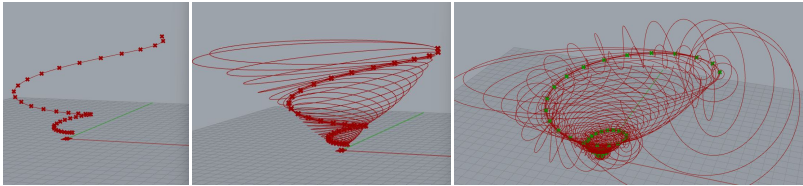
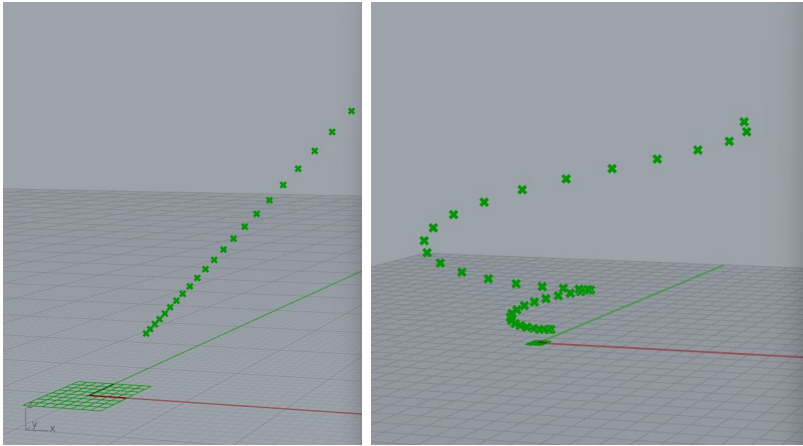
CARACOL —

CARACOL - GRASSHOPPER

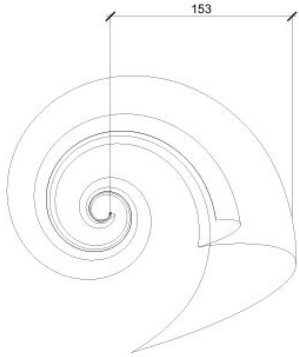
- `curve`, `primitive`, `CIRCLE` (`circle` ligado ao `curve` do `divide curve`)
- `number slider` com 22.22 (nº qualquer) (ligar ao `radius` do `circle`)
- `DIVIDE CURVE` (`points` ligado ao `data` do `repeat data`)
- `number slider` 22 (ligado ao `count` do `divide curve`)
- `REPEAT DATA` (`data` ligado ao `geometry` do `scale NU`)
- `NUMBER SLIDER` 100 (ligado ao `length` do `repeat data` e ao `count` das `series`)
- `SERIES` (`series` ligado ao `scale` x e y do `scale NU`)
- `SCALE NU`
- `NUMBER SLIDER` 0.11 (ligado ao `step` das `series`)
- `curve`, `spline`, `INTERPOLATE` (vértices ligado ao `geometry` do `scale NU`) (depois os vértices passam a tar ligados ao `point` do `constructo point`)
- `vector`, `point`, `deconstruct` e `constructo point` (`point` do `deconstruct` ligado ao `geometry` do `scale NU`) (x componente ligado ao x `coordinate` do `constructo point` - o mesmo para o y)
- `range` (`steps` ligado ao `number slider` 100)
- `multiplicaton` (A ligado ao `range`), (`result` ligado ao z `coordinate` do `constructo point`)
- `number slider` 222,22 (ligado ao B do `multiplication`)
- IR AO STEPS DO RANGE, BOTÃO DIREITO DO RATO, `EXPRESSION`, "x-1"
- IR AO Z `COORDINATE` DO `CONSTRUCT POINT`, BOTÃO DIREITO DO RATO, `REVERSE`
- `GRAFH MAPPER` (ligar ao `range` e ao A da `multiplication`), (carregar com o botão direito do rato "`graft types`", "`bezier`")
- mudar os `number sliders` para (`radius` 16.44), (`count` para 10), (`length` 39)(`step` para 0.72) (B para 834.22)
- `perp frames`, (`frames` ligado ao `plane` do `circle`) (`curve` ligado ao `curve` do `interpolate`), (`count` ligado ao `number slider` 22)
- `circle`
- `number slider` 22 (ligado ao `domain` do `range`)
- `multiplication` (`result` ligado ao `radius` do `circle`)
- `copy paste` do gráfico, `multiplication number slider` 834.22 e do `range` (ligar o `result` da `multiplication` ao `radius` do `circle`)
- DIMINUIR O VALOR DO `NUMBER SLIDER` LIGADO AO B
- `CULL INDEX` (`list` ao `curves` do `loft`) (`list` ao `circle` do `curve`)
- `loft`
- `number slider` 0 ligado ao índices do `cull index`

SPIRULA

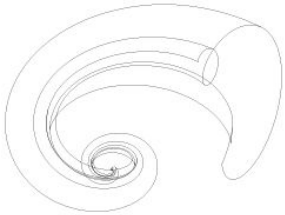
SPIRULA



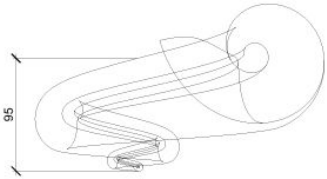
Scale		
Layout	1	millimeters
Model	2.500	centimeters



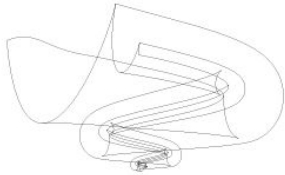
TOP VIEW



PERSPECTIVE VIEW

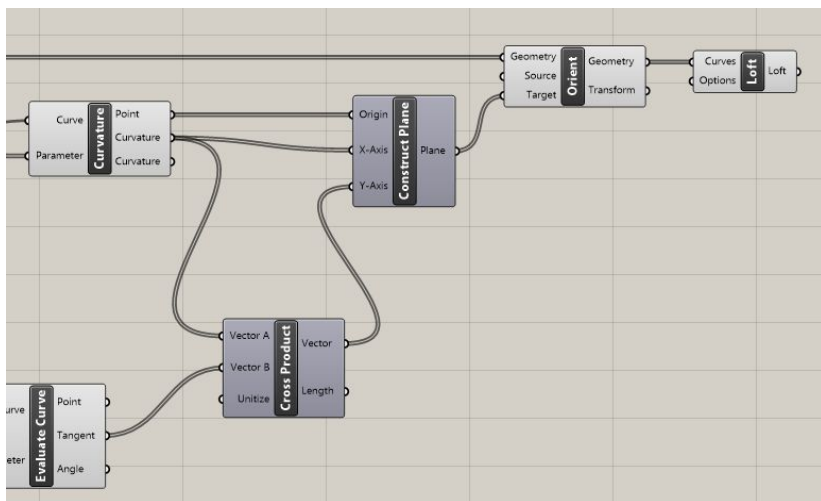
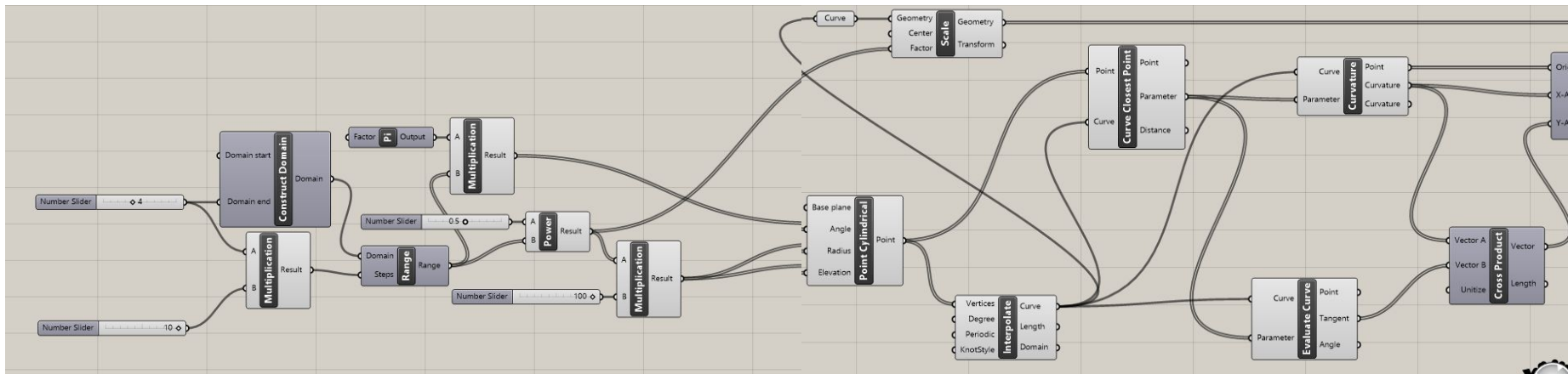


FRONT VIEW



RIGHT VIEW

SPRUA _____



SPIRULA - GRASSHOPPER

- `range` (ligar o `domain` ao `domain` do `construct` `domain`)
- `construct domain` (`domain` end ligado ao `number slider` 4)
- `1 multiplication` (A ligado ao `number slider` 4) (B ligado ao `number slider` 10) (`result` ligado ao `steps` do `range`)
- `power` (A ligado a um `number slider` 0.5), (B ligado ao `range` do `range`)
- `2 multiplication` (A ligado ao output do `pi`) (B ligado ao `range` do `range`)
- `Pi`
- `3 multiplication` (A ligado ao `result` do `power`) (B ligado a um `number slider` de 100)
- `point cylindrical` (`radius` e o `elevation` ligado ao `result` da `multiplication` 3) (`Angle` ligado ao `result` da `multiplication` 2)
- `scale` (`geometry` ligado ao `curve`) (`factor` ligado ao `result` do `power`)
- `curve` (ligado ao `curve` do `interpolate`)
- `curve closest point` (`point` ligado `point` do `point cylindrical`) (`curve` ligado ao `curve` do `interpolate`)
- `interpolate` (vértices ligado ao `point` do `point cylindrical`)
- `curvature` (`parameter` ligado ao `parameter` do `curve closest` `point`)
- `evaluate curve` (`parameter` ligado ao `parameter` do `curve closest` `point`) (`curve` ligado ao `curve` do `interpolate`)
- `construct plane` (`origin` ligado ao `point` da `curvature`) (X `axis` ligado ao `curvature` da `curvature`)
- `cross product` (`vetor` A ligado ao `curvature` da `curvature`) (`vetor` B ligado ao `tangente` do `evaluate curve`) (`vetor` ligado ao Y `axis` do `construct` `plane`)
- `orient` (`target` ligado ao `plane` do `construct` `plane`) (`geometry` ligado ao `geometry` do `scale`)
- `loft` (`curves` ligado ao `geometry` do `orient`), `faça` `bake`