

Teacher: Luís Mateus

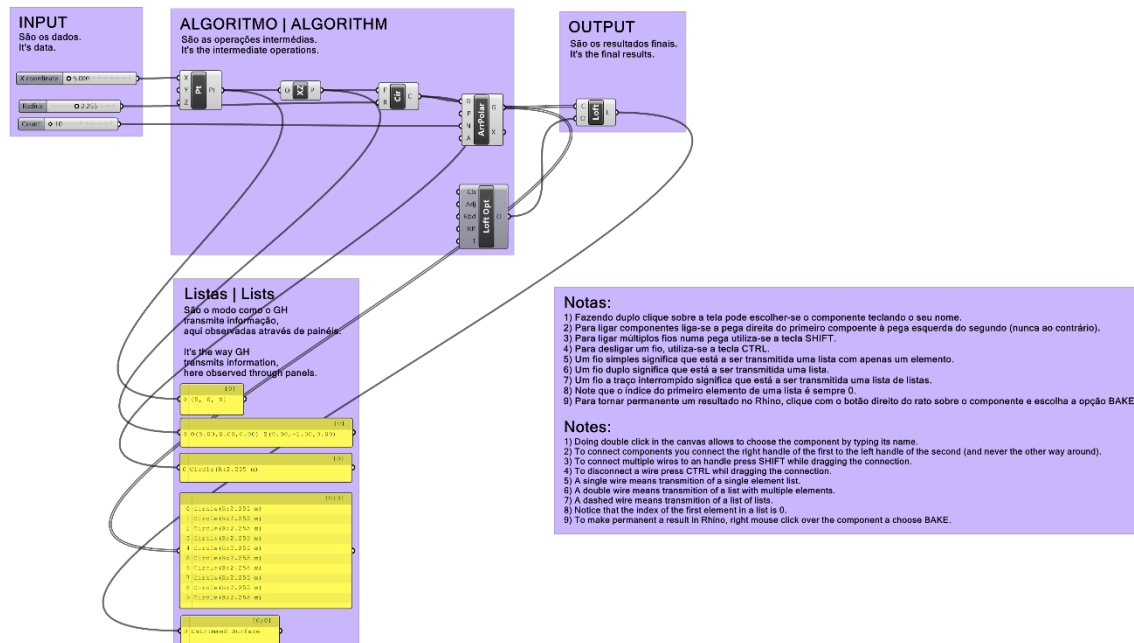
<p>Week 8 15/Nov – F & G 16/Nov – E & PL</p>	<ul style="list-style-type: none"> • Introduction to Grasshopper: <ul style="list-style-type: none"> - the working environment (canvas, menus, tabs, panels, preview modes, view menu, display menu) - definitions (components, connecting and disconnecting components, types of wires) - getting started with some definitions to draw a torus, a surface from a grid of points and a surface from a curve network (data, lists, list items, item index, lists of lists as a tree, tree branches, flipping lists) <p>Grasshopper Primer in an online resource to learn visual programming (http://grasshopperprimer.com/en/index.html?index.html).</p> <p>Grasshopper tutorials page (https://www.grasshopper3d.com/page/tutorials-1)</p>
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Download high resolution images from the above definitions:

(http://home.fa.ulisboa.pt/~lmmateus/1819_1_sem/MGG_aula8.zip).

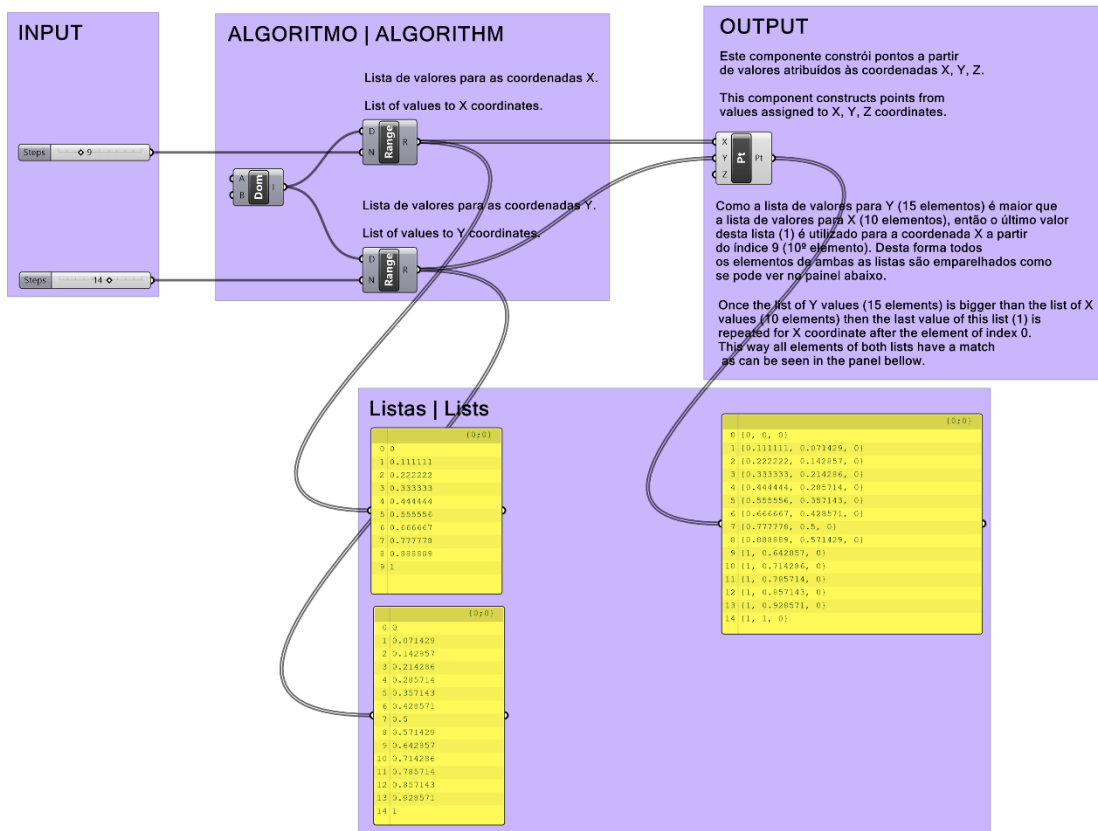
001. UMA DEFINIÇÃO PARA DESENHAR UM TORO

001. A DEFINITION TO DRAW A TORUS



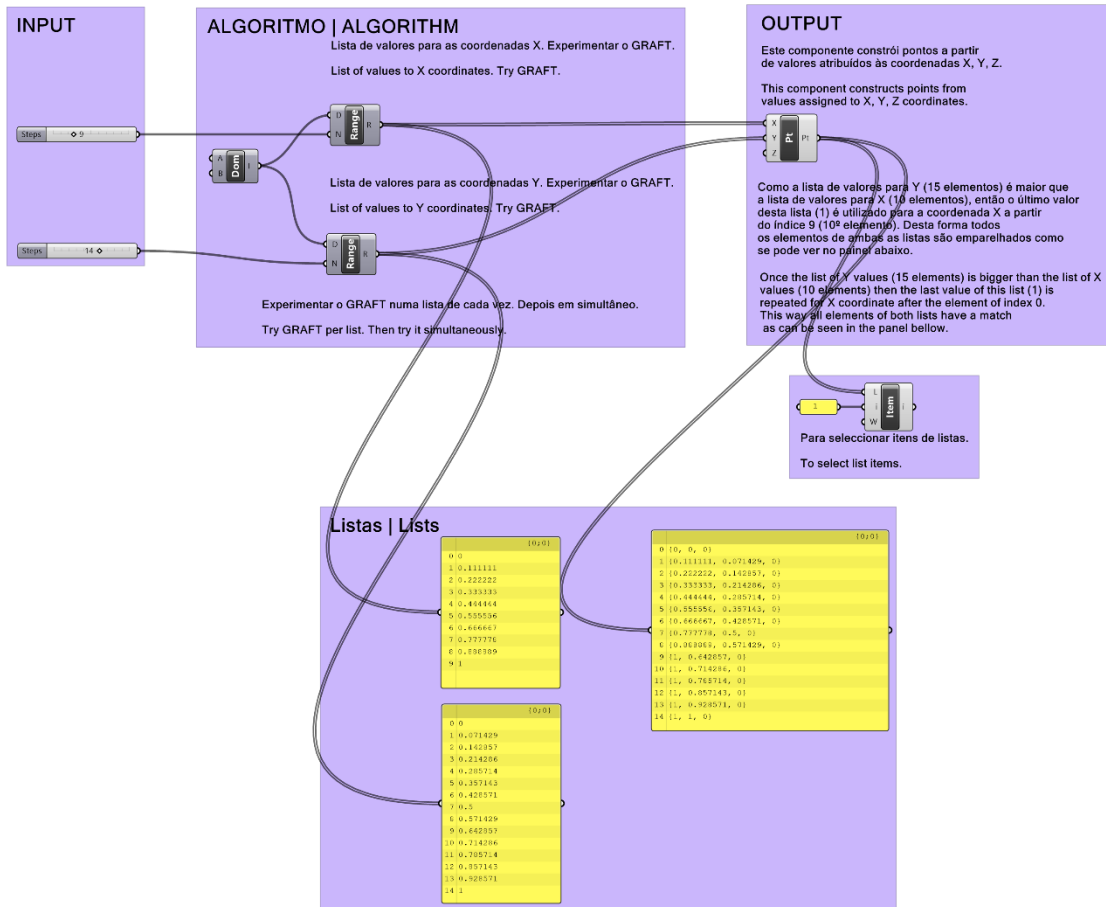
002. COMPREENDENDO O EFEITO DE LISTAS DE TAMANHOS DIFERENTES COMO INPUT

002. UNDERSTANDING THE EFFECT OF DIFFERENT SIZES OF INPUT LISTS



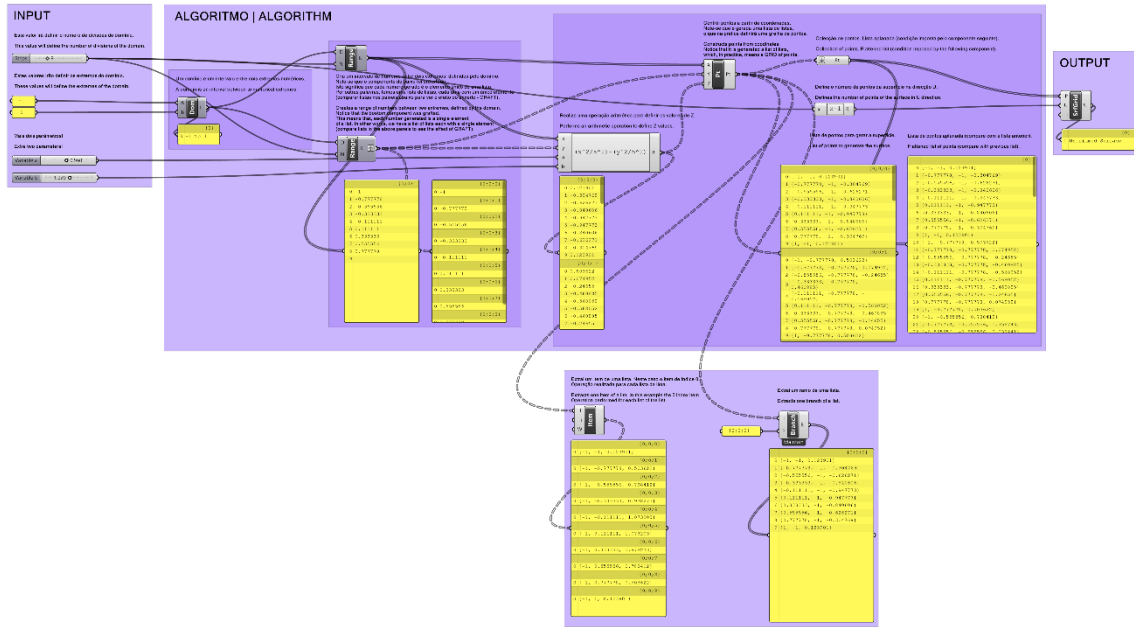
002.a. COMPREENDENDO O EFEITO DE LISTAS DE TAMANHOS DIFERENTES COMO INPUT

002.a. UNDERSTANDING THE EFFECT OF DIFFERENT SIZES OF INPUT LISTS



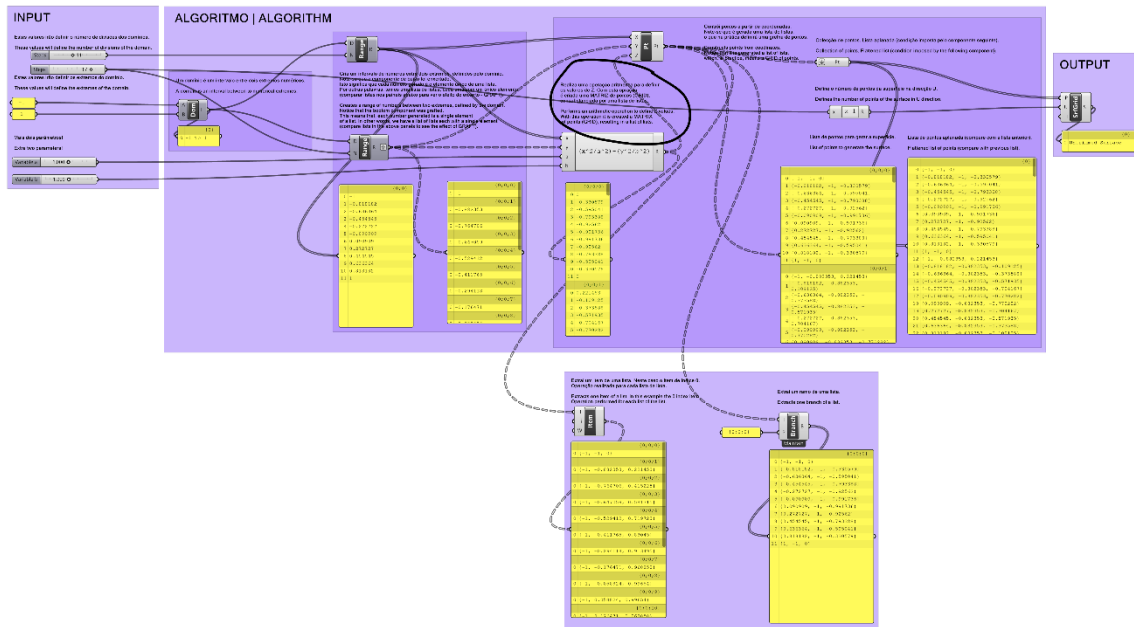
003. GERAR UMA SUPERFÍCIE A PARTIR DE UMA GRELHA DE PONTOS

003. GENERATE A SURFACE FROM A GRID OF POINTS



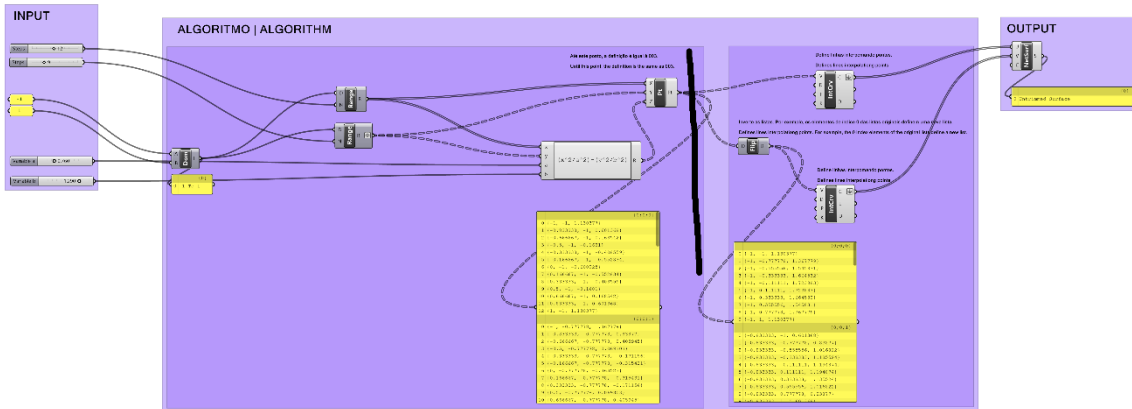
003.a. GERAR UMA SUPERFÍCIE A PARTIR DE UMA GRELHA DE PONTOS

003.a. GENERATE A SURFACE FROM GRID OF POINTS



004. GERAR UMA SUPERFÍCIE A PARTIR DE UMA REDE DE LINHAS (INVERTER LISTAS)

004. GENERATE A SURFACE FROM A NETWORK OF LINES (FLIP LISTS)



005. GERAR UM TORO A PARTIR DOS PARALELOS (INVERTER LISTAS)

005. GENERATE A TORUS FROM HORIZONTAL CIRCLES (FLIP LISTS)

