

Teacher: Luís Mateus

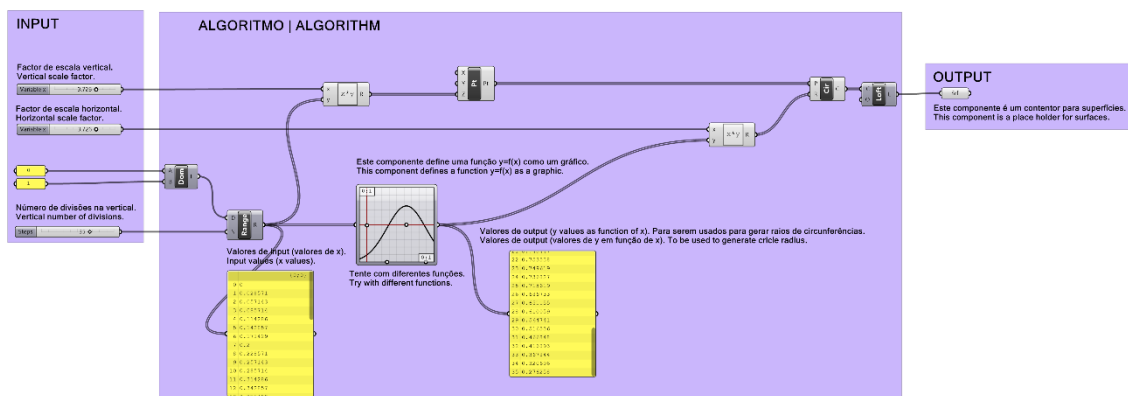
<p>Week 8 22/Nov – F &amp; G 23/Nov – E &amp; PL</p>	<ul style="list-style-type: none"> <li>• GH: A definition to draw a revolution surface with a profile based in a function (graph mapper component - 006)</li> <li>• GH: Difference between parametric space and geometric space (inserting Rhino geometry in GH definitions, notion of internalised data - 007)</li> <li>• GH: UV space of a surface (domain 2D - 008)</li> <li>• GH: Working with grids (repetition based in a grid, random component, series component, tree statistics component - 009)</li> <li>• GH: Using the data viewer component</li> </ul> <ul style="list-style-type: none"> <li>• Exercise (not for evaluation):             <ul style="list-style-type: none"> <li>- Manipulate definition 009 to have cylinders with different heights and different radius.</li> <li>- Manipulate definition 009 to have regular pyramids with different heights, and base polygons with different number of sides and sizes</li> </ul> </li> </ul> <ul style="list-style-type: none"> <li>• GH: A definition to draw three different types of vaults (010)</li> </ul> <ul style="list-style-type: none"> <li>• Exercise (not for evaluation):             <ul style="list-style-type: none"> <li>- Manipulate definition 010 to make sure the radius and sizes of the surfaces are always compatible.</li> </ul> </li> </ul>
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Download high resolution images from the above definitions:

([http://home.fa.ulisboa.pt/~lmmateus/1819\\_1\\_sem/MGG\\_aula9.zip](http://home.fa.ulisboa.pt/~lmmateus/1819_1_sem/MGG_aula9.zip)).

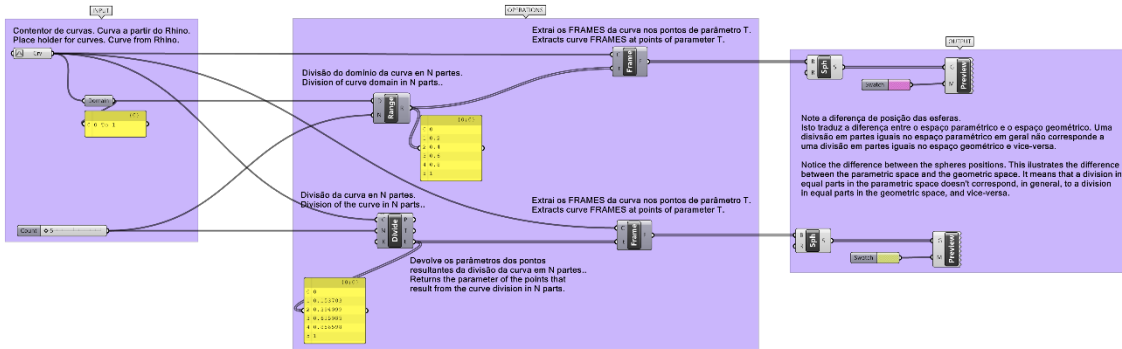
006. GERAR UMA SUPERFÍCIE COM BASE NUM PERFIL (Componente GRAPH MAPPER)

006. GENERATE A SURFACE BASED IN A PROFILE (GRAPH MAPPER component)



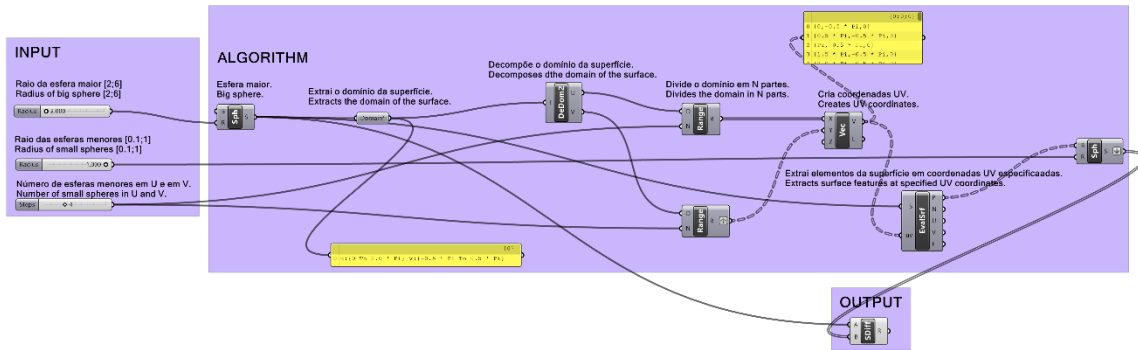
007. COMPREENDENDO A DIFERENÇA ENTRE O ESPAÇO GEOMÉTRICO E O ESPAÇO PARAMÉTRICO

007. UNDERSTANDING THE DIFFERENCE BETWEEN THE GEOMETRIC SPACE AND THE PARAMETRIC SPACE



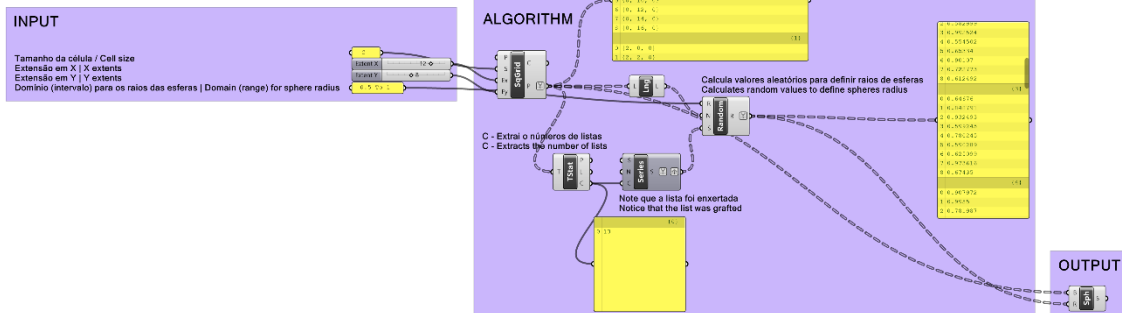
008. ENTENDENDO O ESPAÇO UV DE UMA SUPERFÍCIE (DOMÍNIO 2D)

008. UNDERSTANDING THE UV SPACE OF A SURFACE (2D DOMAIN)



009. REPTIÇÃO EM GRELHA 2D

009. REPETITION IN GRID 2D



010. MODELANDO DIFERENTES TIPOS DE ABÓBODAS

010. DRAWING DIFFERENT TYPES OF VAULTS

