

# DESIGNA

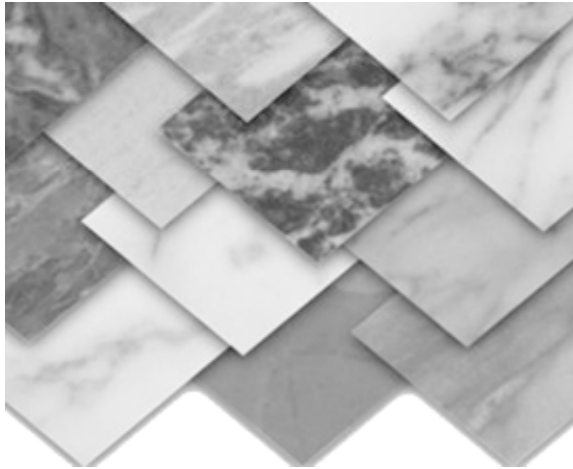
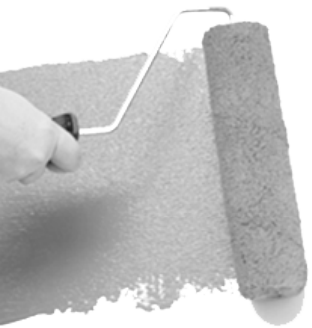
## A Shape Grammar Interpreter

Mestrado em Engenharia Informática e de Computadores

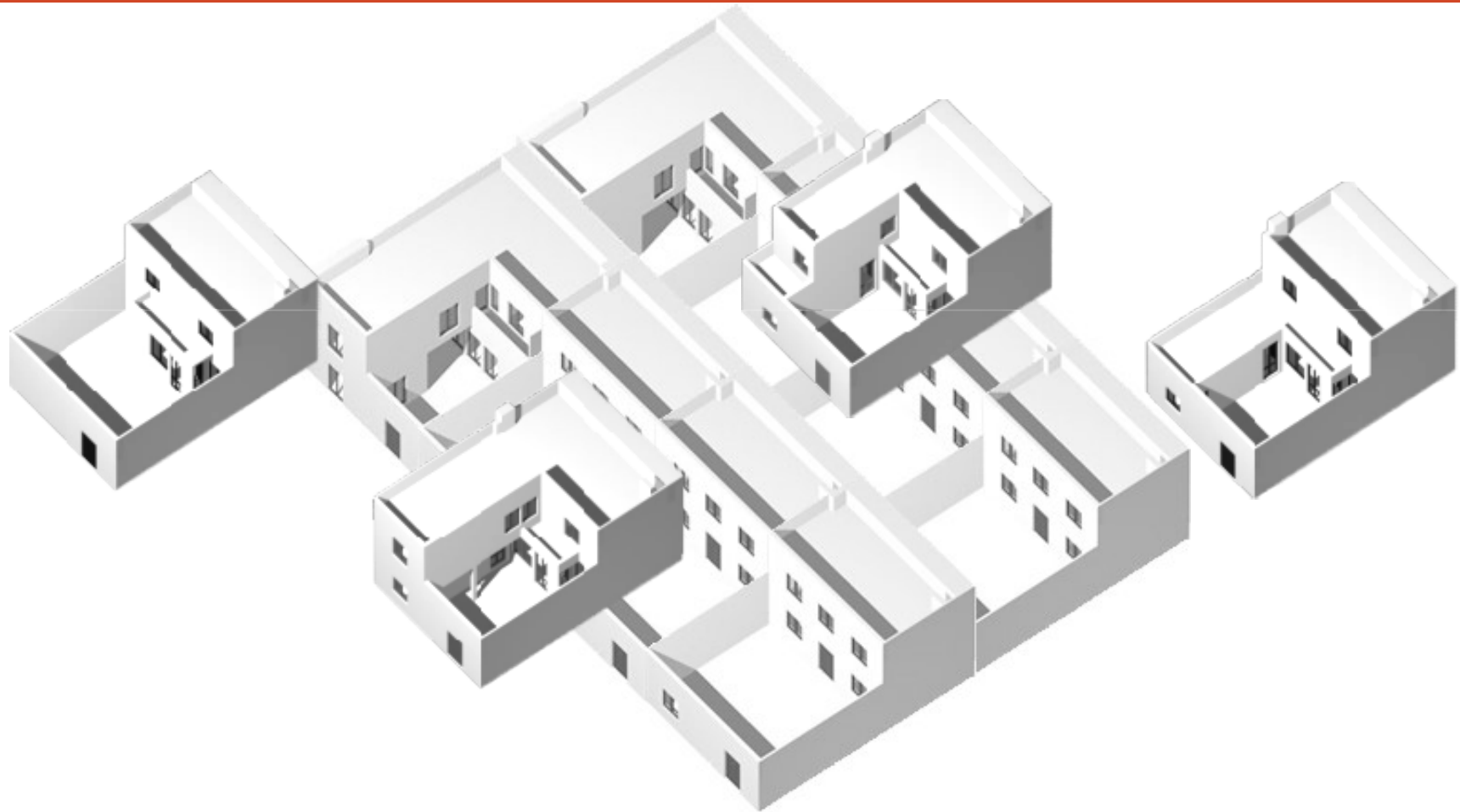
Rodrigo Coutinho Correia

5 Junho 2013

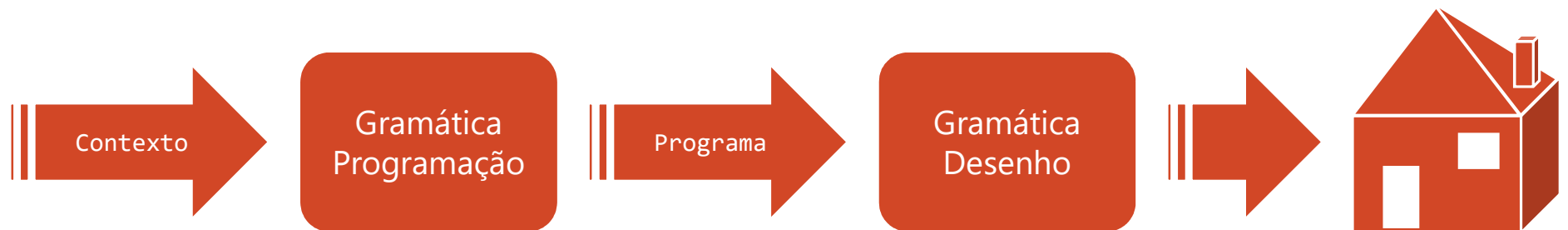
# Personalização



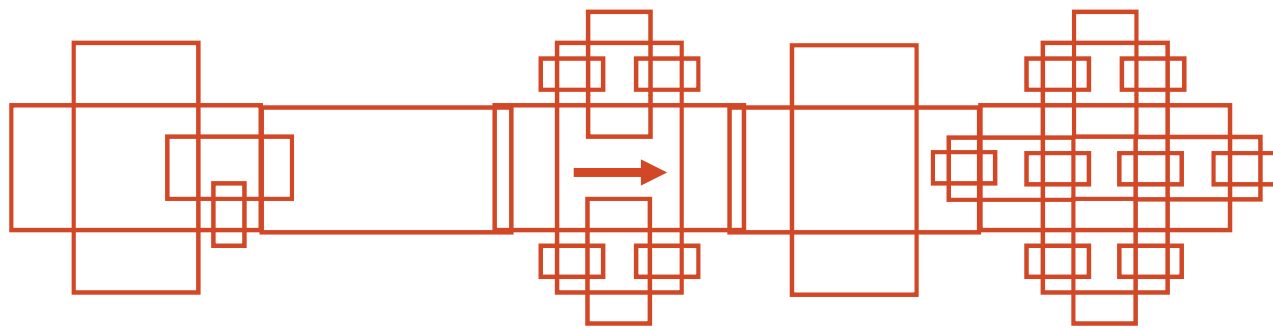
# Personalização



# Gramática Discursiva

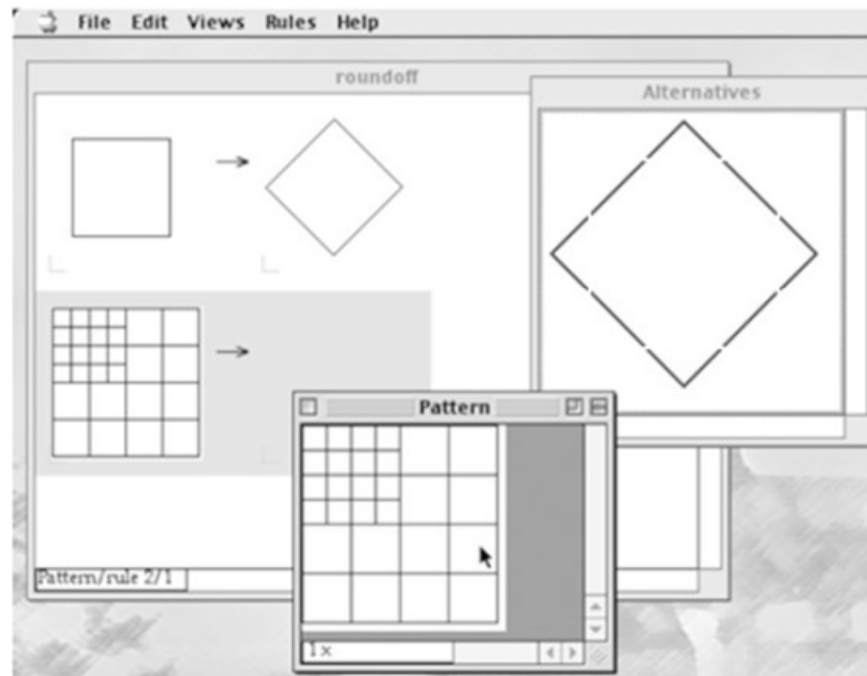


# Gramáticas da Forma



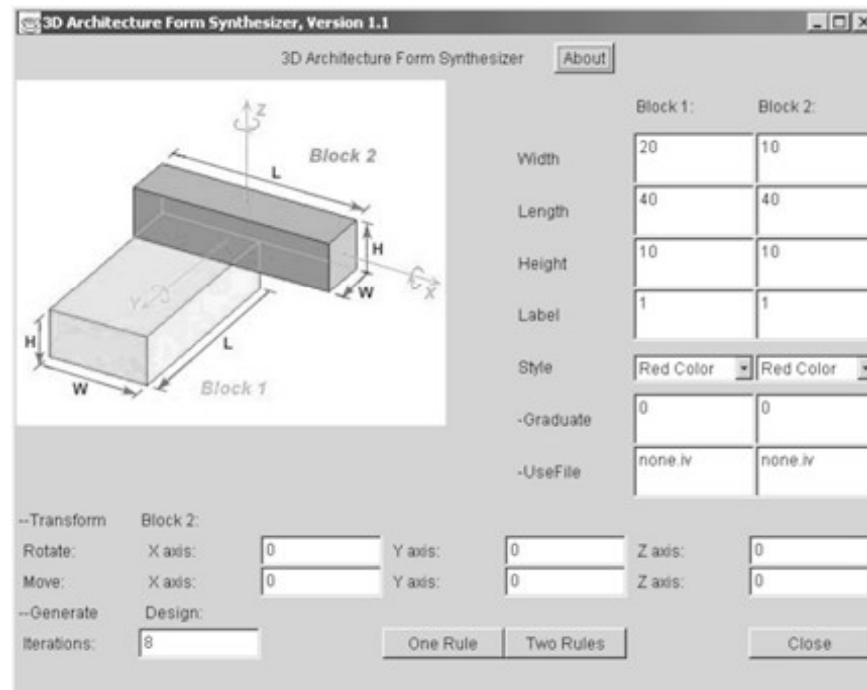
# Gramáticas da Forma – Interpretadores

## GEdit



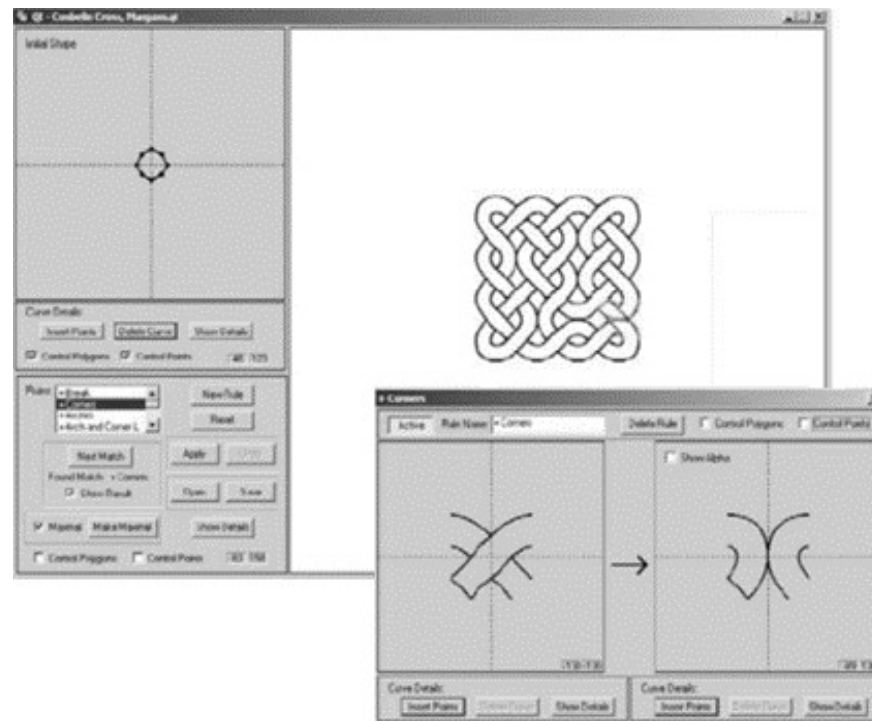
# Gramáticas da Forma – Interpretadores

## 3D Shaper



# Gramáticas da Forma – Interpretadores

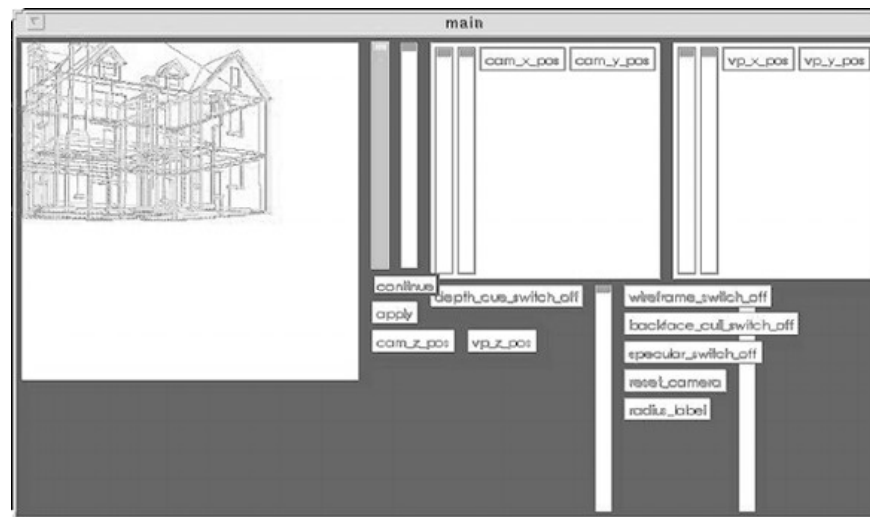
Qi





# Gramáticas da Forma – Interpretadores

## Genesis

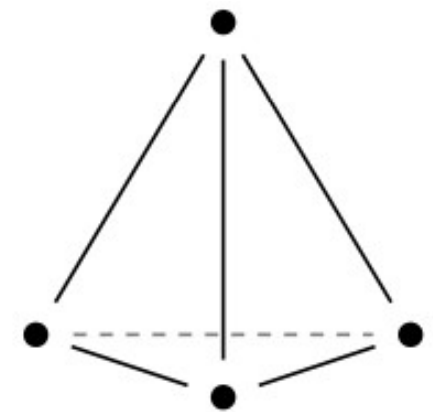
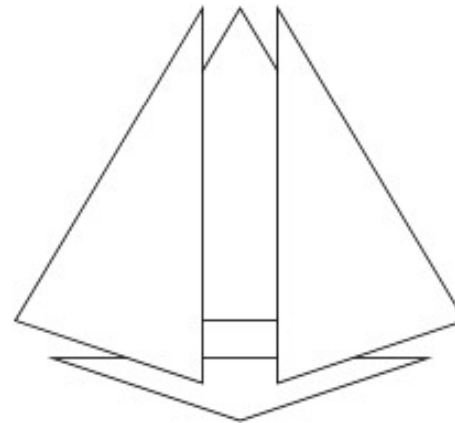
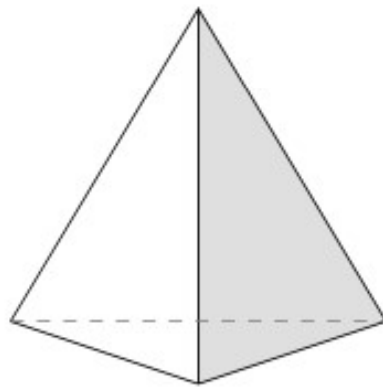


# DESIGNA – Interpretador de Gramáticas da Forma

- Formas
- Regras
- Visualização

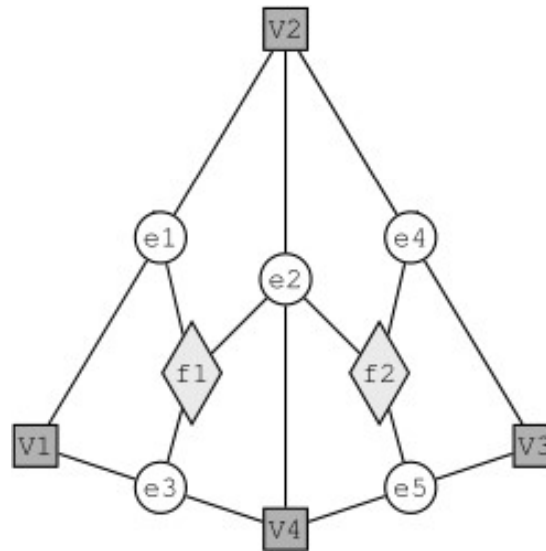
# DESIGNA

- **Formas**
- Regras
- Visualização



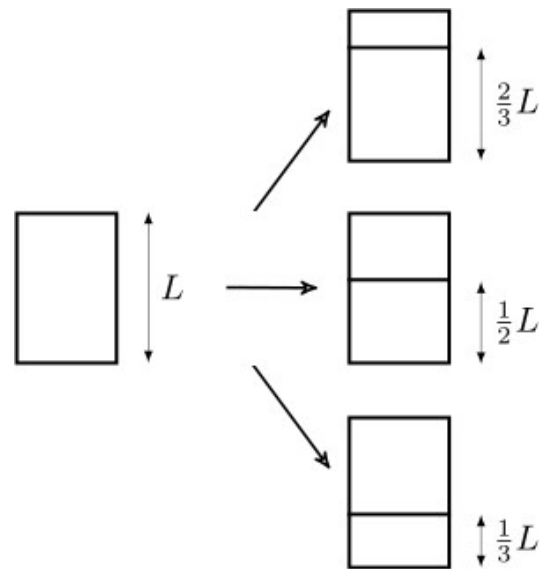
# DESIGNA

- **Formas**
- Regras
- Visualização



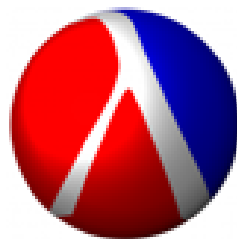
# DESIGNA

- Formas
- **Regras**
- Visualização

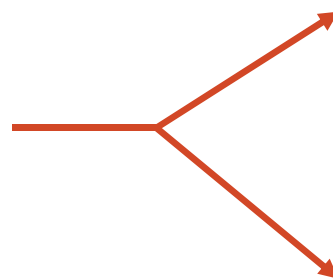


# DESIGNA

- Formas
- Regras
- **Visualização**



Rosetta



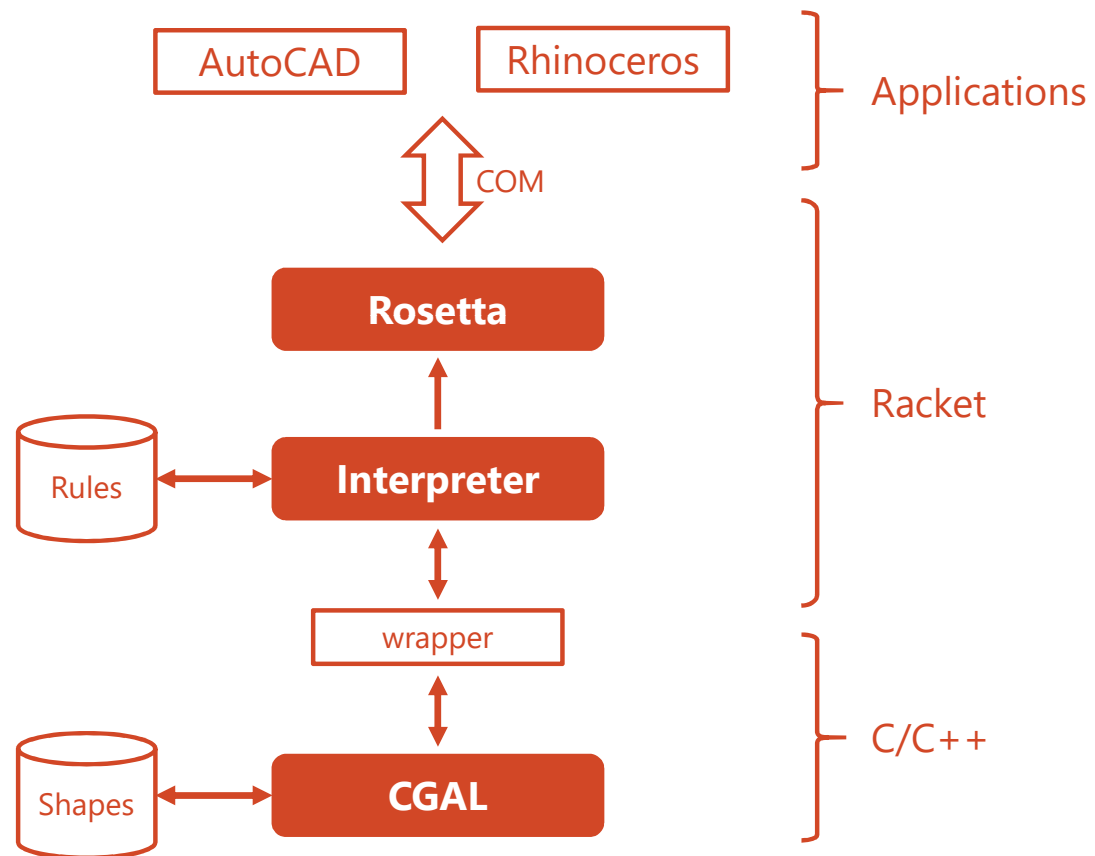
AutoCAD



Rhinoceros

# DESIGNA

- **Arquitectura**



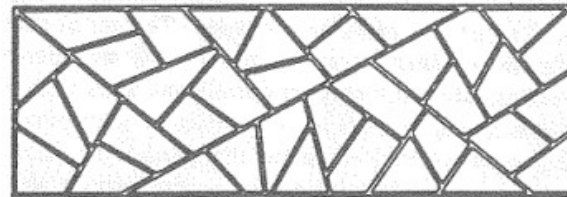
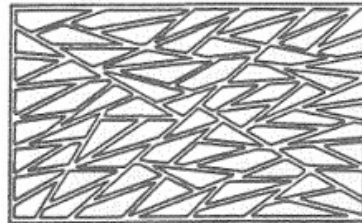
# Avaliação

- Ice Ray
- 3D
- Malagueira



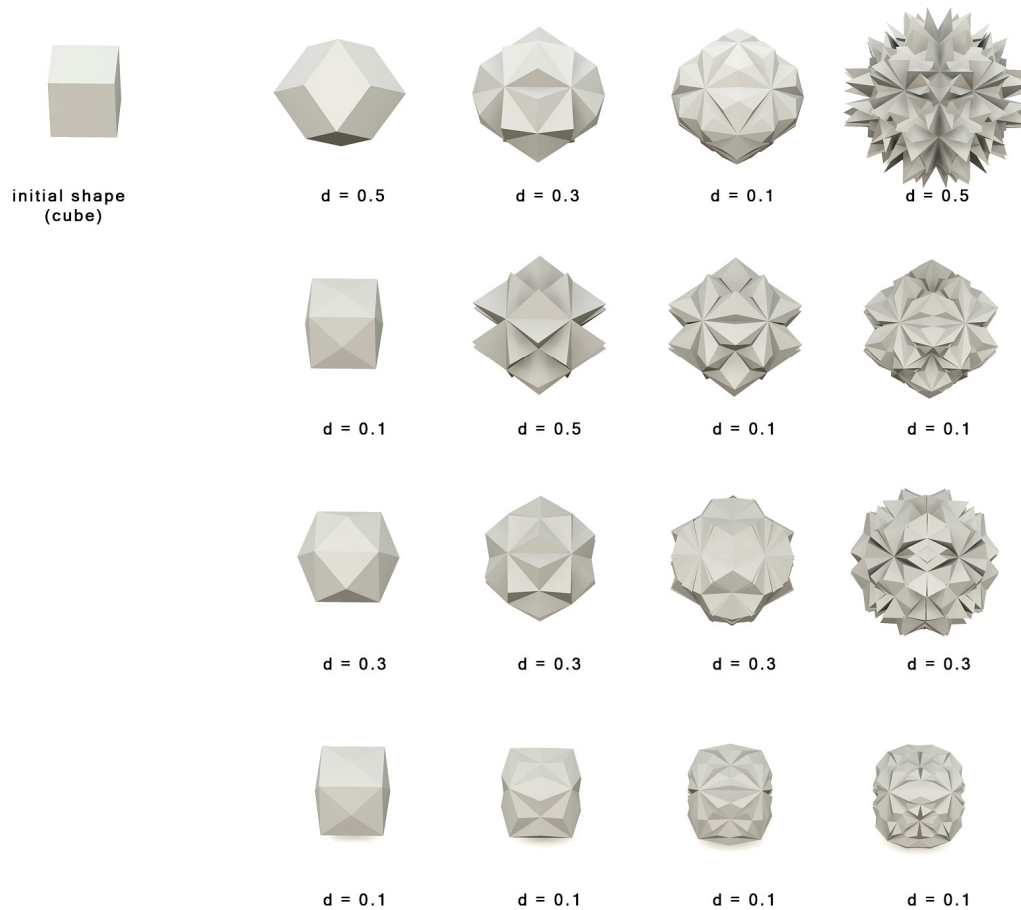
# Avaliação

- **Ice Ray**
- 3D
- Malagueira



# Avaliação

- Ice Ray
- 3D
- Malagueira



# Avaliação

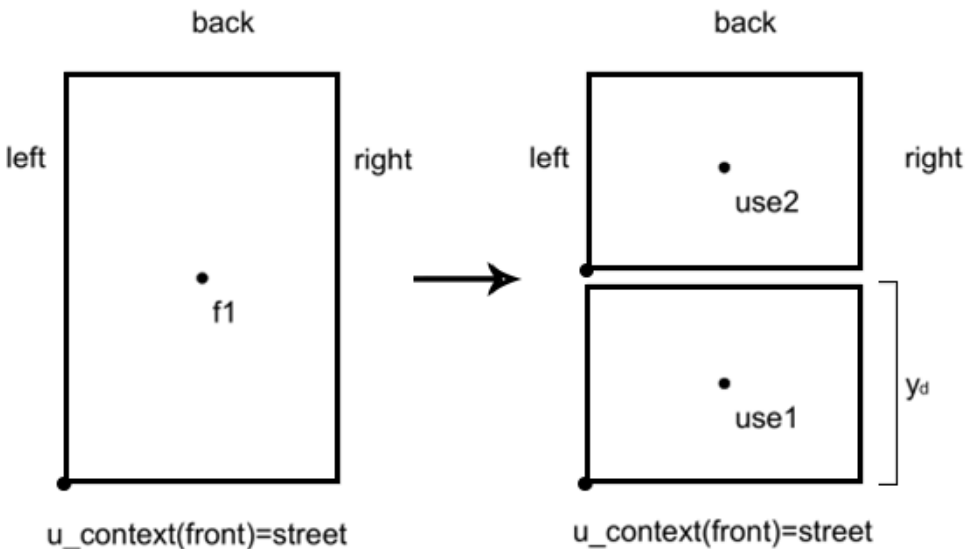
- Ice Ray
- 3D
- **Malagueira**

# Malagueira



# Malagueira

## R5: Locate inside/outside zones on the first floor



$$\alpha_1 \leftarrow \alpha_1$$

$$\alpha_8 \leftarrow \alpha_8$$

$$\alpha_9 \leftarrow \alpha_9, \forall \alpha_1, \alpha_8 = \text{frontyard} \wedge \alpha_9 = \text{true}$$

$$\Rightarrow \text{use1} = \text{outside1} \wedge \text{use2} = \text{inside1} \wedge y_d = 6.00 \wedge a_{in} = a_{use2} \wedge a_{ou} = a_{use1}$$

$$\forall \alpha_1, \alpha_8 = \text{frontyard} \wedge \alpha_9 = \text{false}$$

$$\Rightarrow \text{use1} = \text{outside1} \wedge \text{use2} = \text{inside1} \wedge y_d = 7.00 \wedge a_{in} = a_{use2} \wedge a_{ou} = a_{use1}$$

$$\alpha_1 = \langle \text{street}, ?\text{use}, \text{street}, ?\text{use} \rangle, \forall ?\text{use} \wedge \alpha_8 = \text{backyard}, \forall \alpha_9$$

$$\Rightarrow \text{use1} = \text{inside1} \wedge \text{use2} = \text{outside1} \wedge y_d = 7.00 \wedge a_{in} = a_{use1} \wedge a_{ou} = a_{use2}$$

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$$\delta_{13} \leftarrow \delta_{13} - \langle [(f1, id_{f1}, \emptyset, ((x_{f1}, y_{f1}, z_{f1}), dx_{f1}, dy_{f1}, dz_{f1}, a_{f1})) >$$

$$+ \langle [(use1, id_{f1}, \emptyset, ((x_{f1}, y_{f1}, z_{f1}), dx_{f1}, dy_{f1} - (dx_{f1} - y_d + 2 \cdot 0.10), dz_{f1}, dx_{f1} \cdot dy_{f1} - (f1_{dy} - y_d + 2 \cdot 0.10)),$$

$$[(use2, \max(id) + 1, \emptyset, ((x_{f1}, y_{f1} + y_d, z_{f1}), dx_{f1}, dy_{f1} - y_d, dz_{f1}, dx_{f1} \cdot dy_{f1} - y_d)] >$$

$$\delta_{15} \leftarrow \delta_{15} + \langle \text{available}, (f1_{dx} \cdot 0.20, a_{in}, - (a_{in} + f1_{dx} \cdot 0.20), - f1_{dx} \cdot 0.20), - A_u / A_g + A_u - f1_{dx} \cdot 0.20 / A_g >$$

$$\delta_{17} \leftarrow \delta_{17} - \langle [id_{f1}, id_{?space}, \text{adjacent}], ?\text{space} \in \{\text{front}, \text{left}, \text{back}, \text{right}\}$$

$$+ \langle [id_{inside1}, id_{?left}, \text{adjacent}],$$

$$[id_{inside1}, id_{?right}, \text{adjacent}],$$

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$$\alpha_8 = \text{frontyard} \Rightarrow ?\text{space}_1 = \text{back} \wedge ?\text{space}_2 = \text{front}$$

$$\alpha_8 = \text{backyard} \Rightarrow ?\text{space}_1 = \text{front} \wedge ?\text{space}_2 = \text{back}$$

$$\delta_{20} \leftarrow \delta_{20} + \langle [\text{wall}, \max(id) + 1, (\text{inside}, \text{outside}), ((x_{f1}, y_d - 0.10, z_{f1}), dx_{f1}, 0.20, dz_{f1}, dx_{f1} \cdot dz_{f1})] >$$

$$\delta_{24} \leftarrow \delta_{24} + \text{wall\_cost} (dx_{f1} \cdot dz_{f1}, \text{unit\_cost} (\text{wall}, 0.20, \text{material}))$$

$$\alpha_{25} \leftarrow \alpha_{25} + \langle [R4, 0] >$$

# Malagueira

Introduzir laje

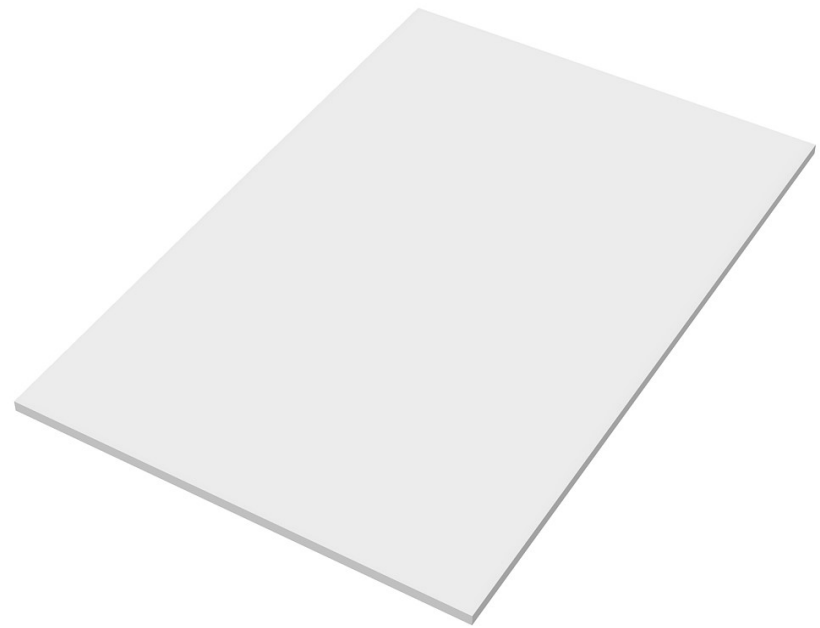
Dividir interior/exterior

Localizar corredor

Localizar zonas funcionais

Localizar espaços

Introduzir detalhes



# Malagueira

Introduzir laje

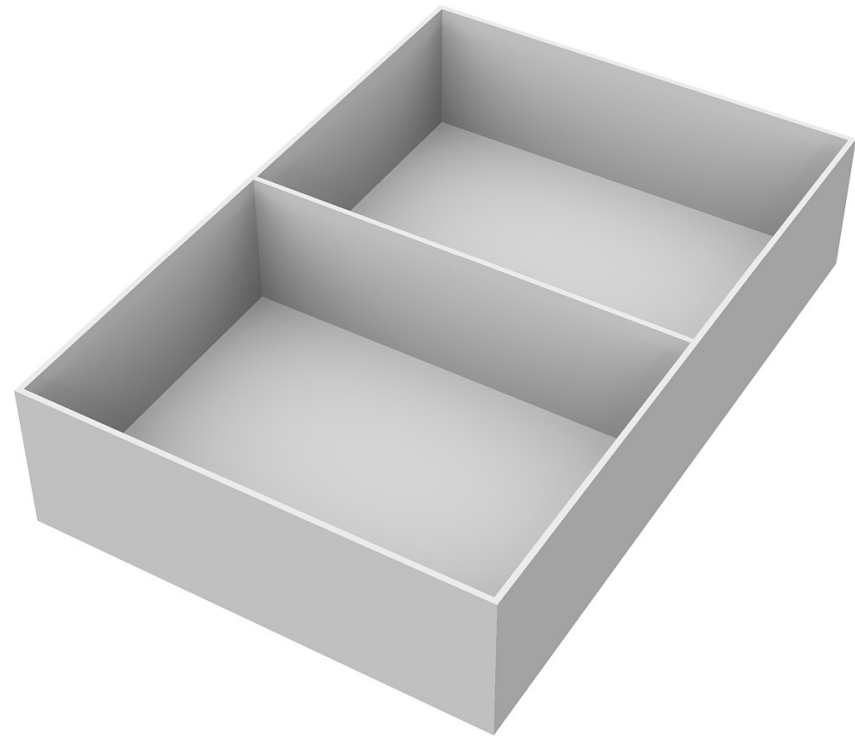
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# Malagueira

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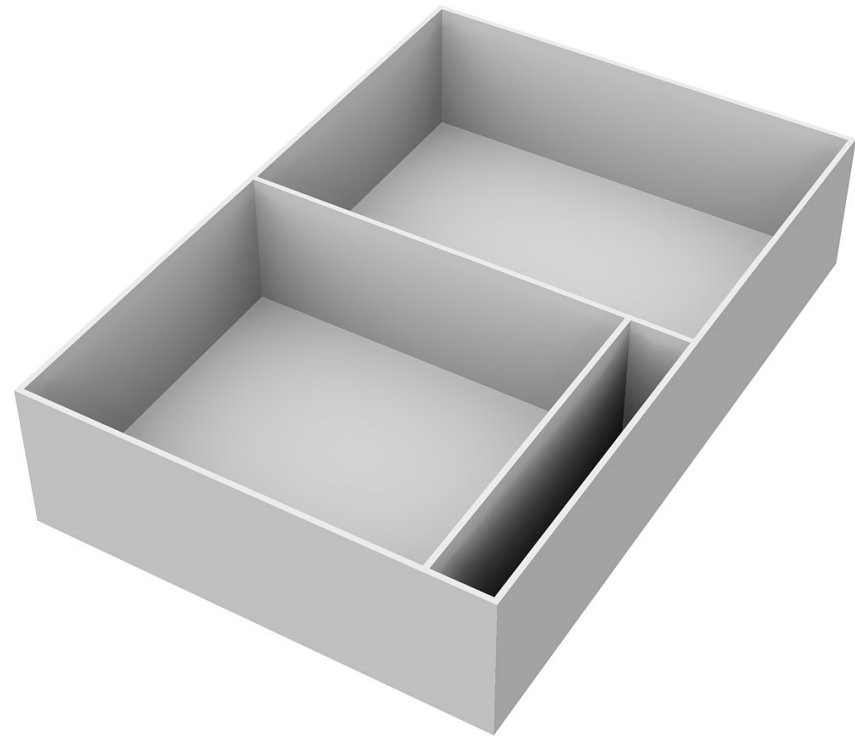
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# Malagueira

Introduzir laje

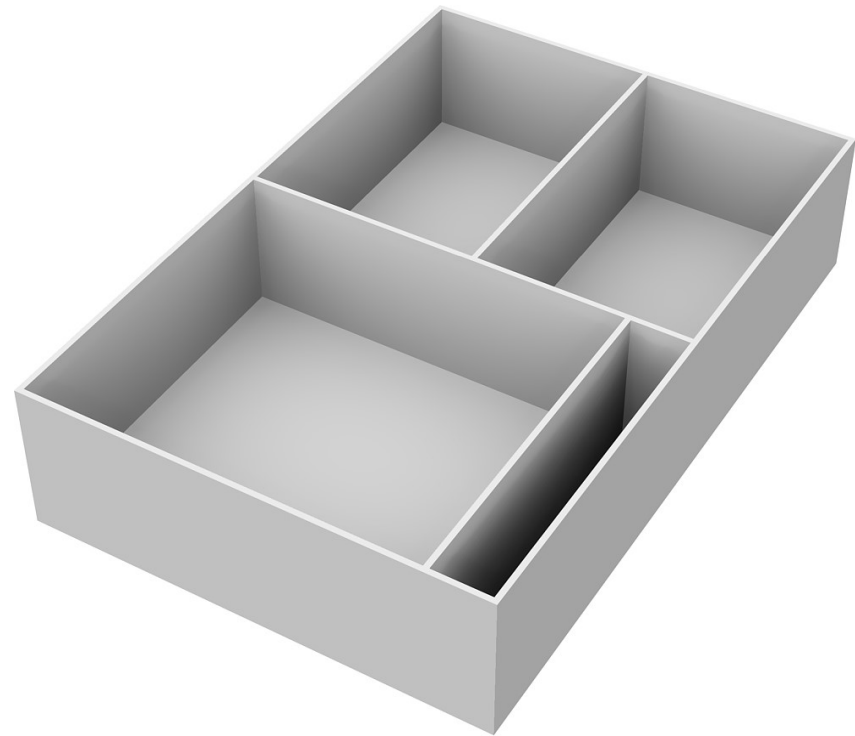
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Localizar espaços

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Introduzir laje

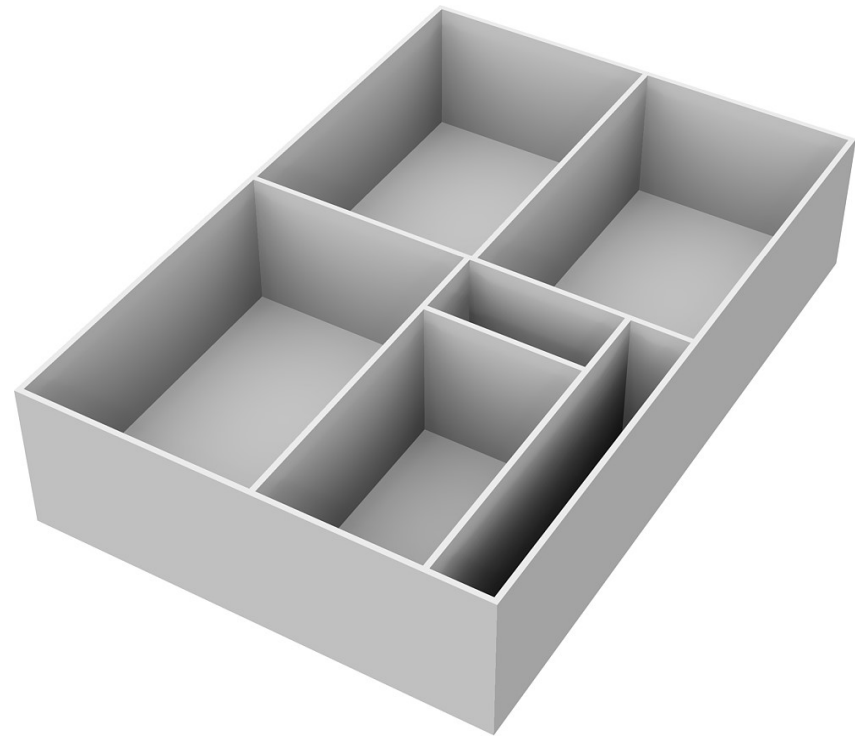
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# Malagueira

Introduzir laje

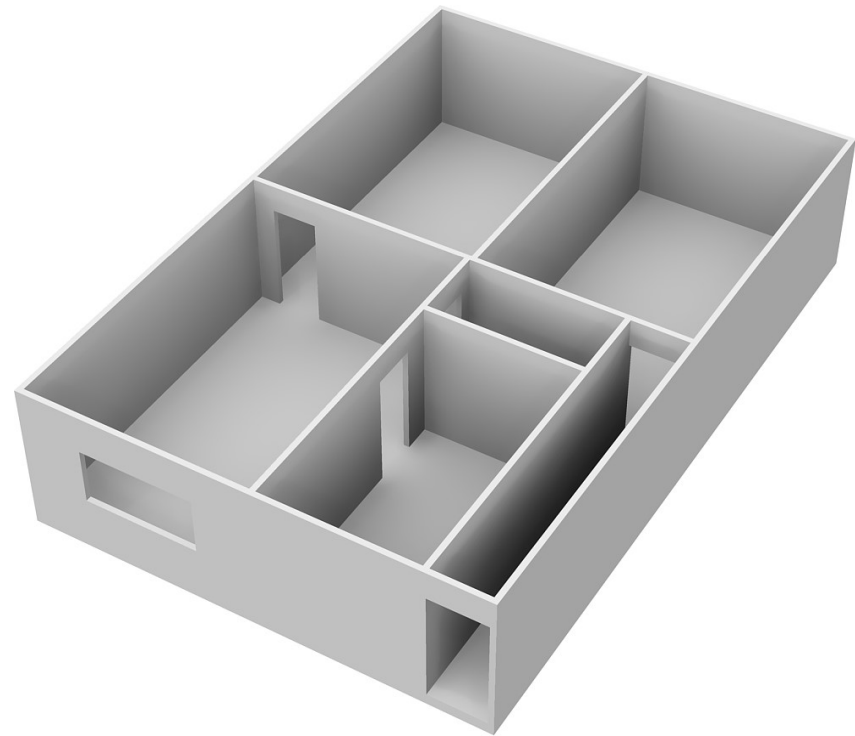
Dividir interior/exterior

Localizar corredor

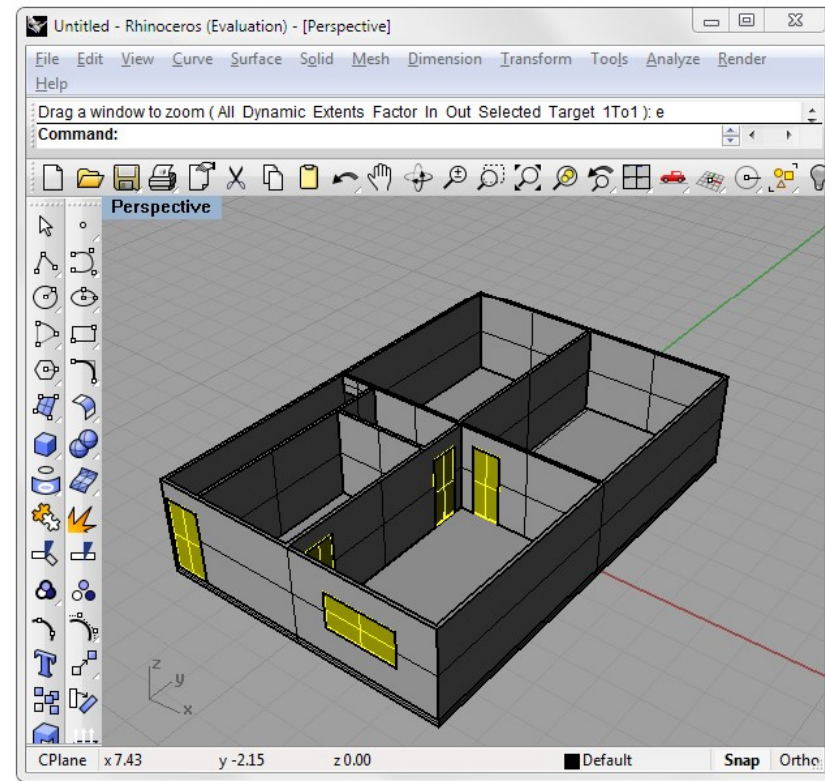
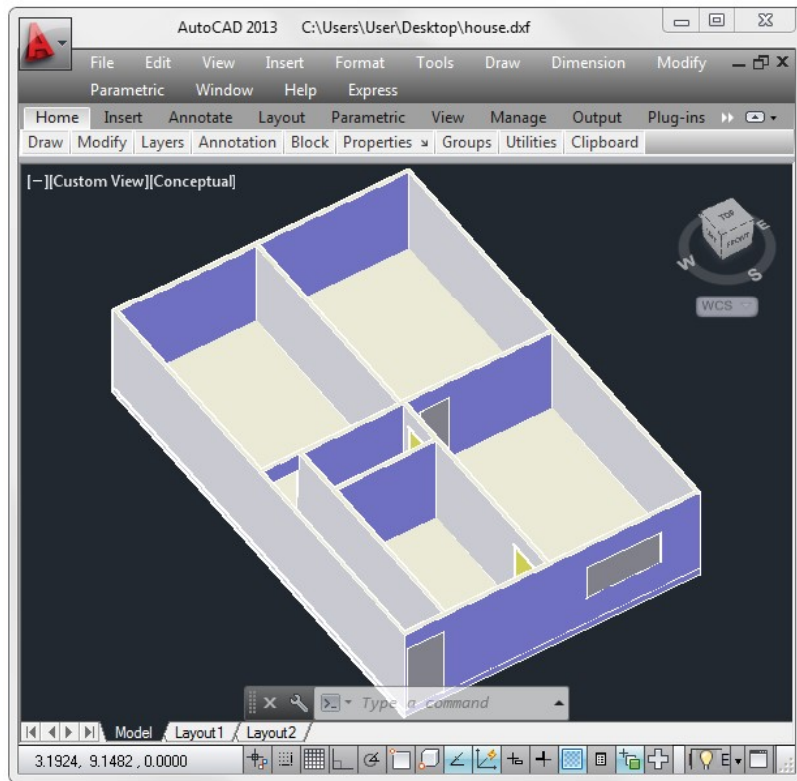
Localizar zonas funcionais

Localizar espaços

**Introduzir detalhes**

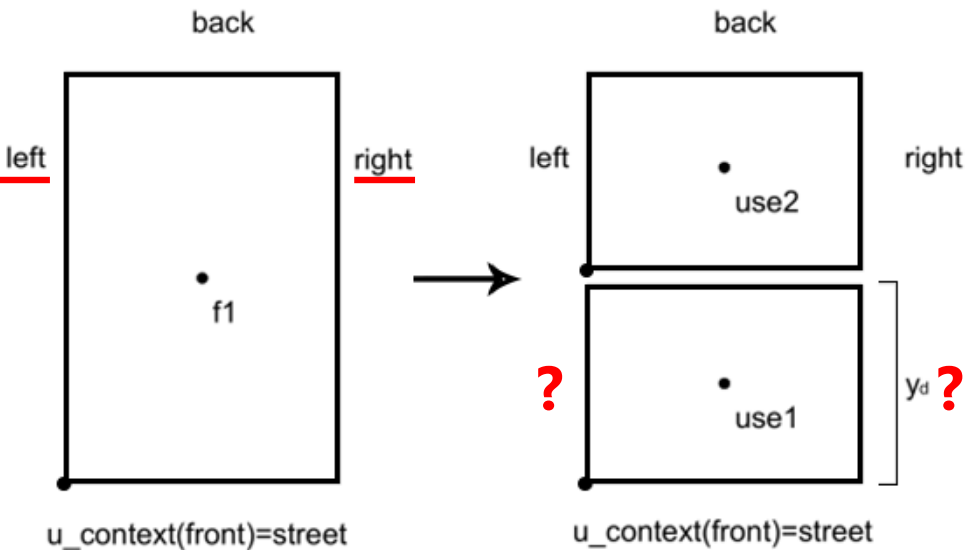


# Malagueira



# Discussão

R5: Locate inside/outside zones on the first floor



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# Conclusões

- Interpretador de Gramáticas da Forma (GF)
- Modelador 3D Exacto + Procura
- Portabilidade das GF
- **GF são difíceis de implementar**

## Trabalho Futuro

- Graph Systems
- Implementar outras GF
- Continuar a implementar GF Malagueira

# Contribuições

MALAG: a discursive grammar interpreter for the online generation of mass customized housing

DCC10: "Shape Grammar Implementation: From Theory to Useable Software"

DESIGNA: A General 3D Shape Grammar Interpreter  
Targeting the Mass Customization of Housing

eCAADe12: "Shape Studies 2"



Obrigado

Questões?