Architecture morphologies

Architecture morphologies:

Usage of biometric data to simulate human activities, flows and actions to recreate virtual scenarios,

and integrate them into a process of design.

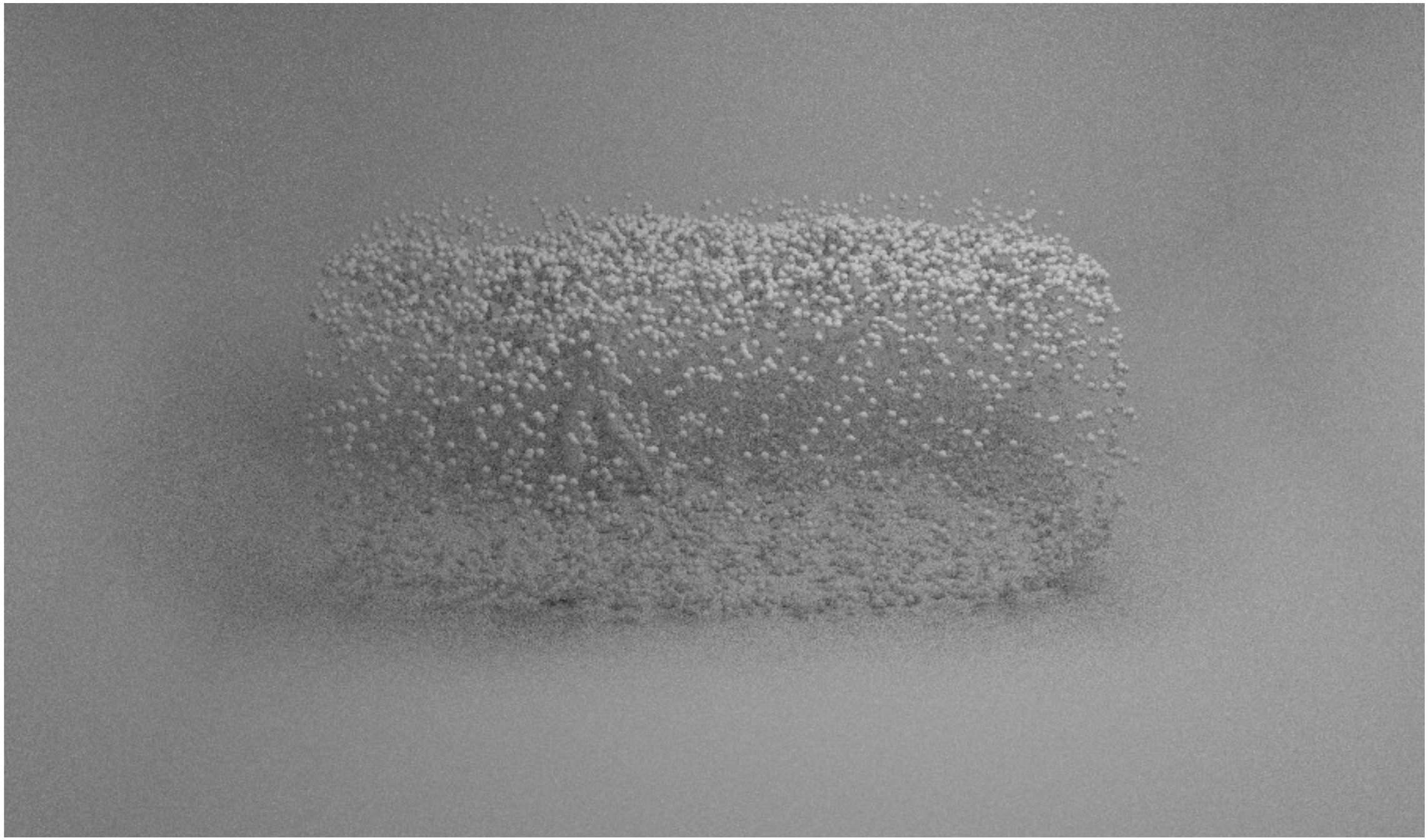
Understand the phenomena of occupy, space and activities in a different way

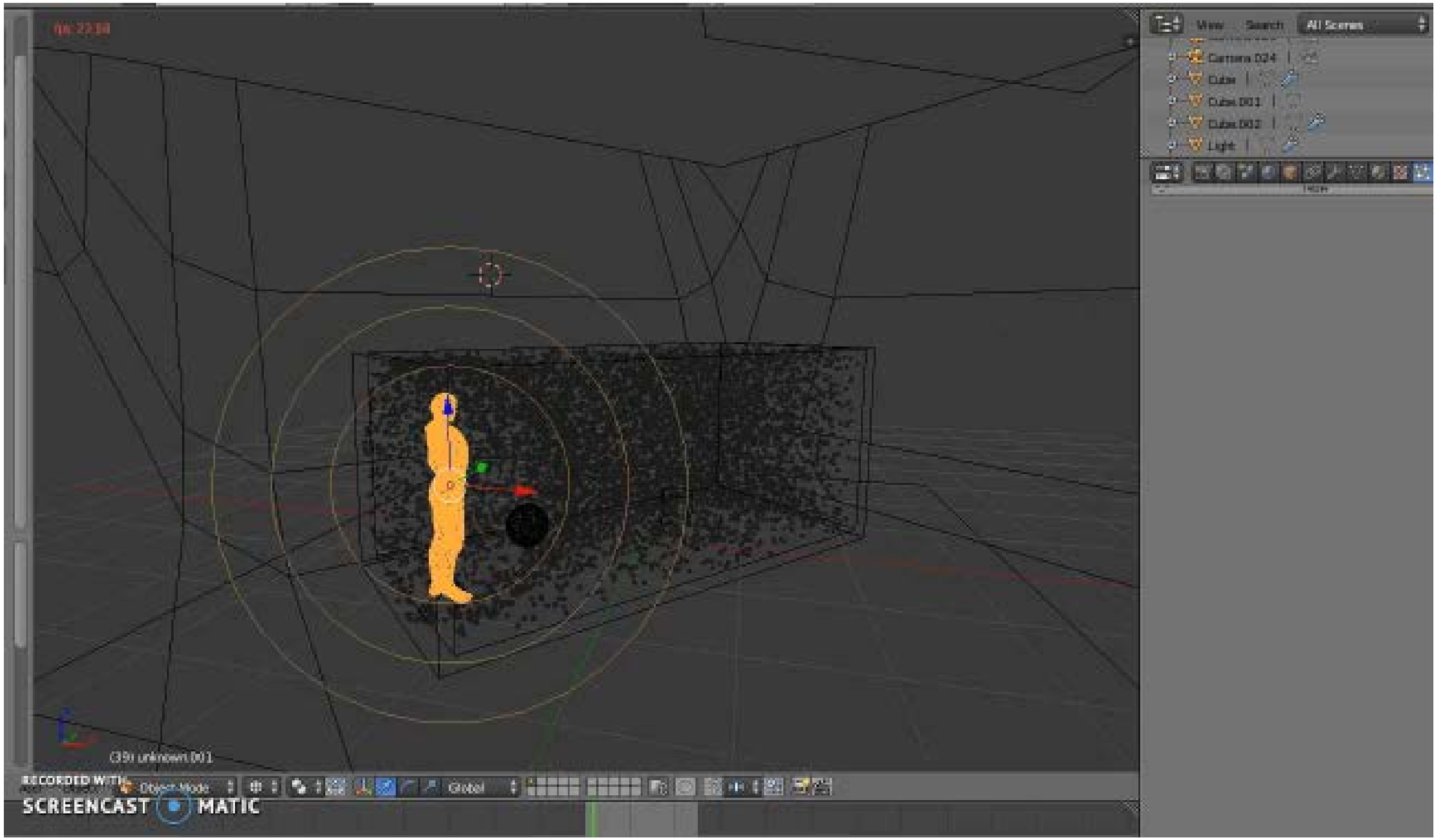
Using Particles:

The definition of space will be crated by modifying the density of particles in certain areas and also by printing body postures on particles, using the body as a tool of design.

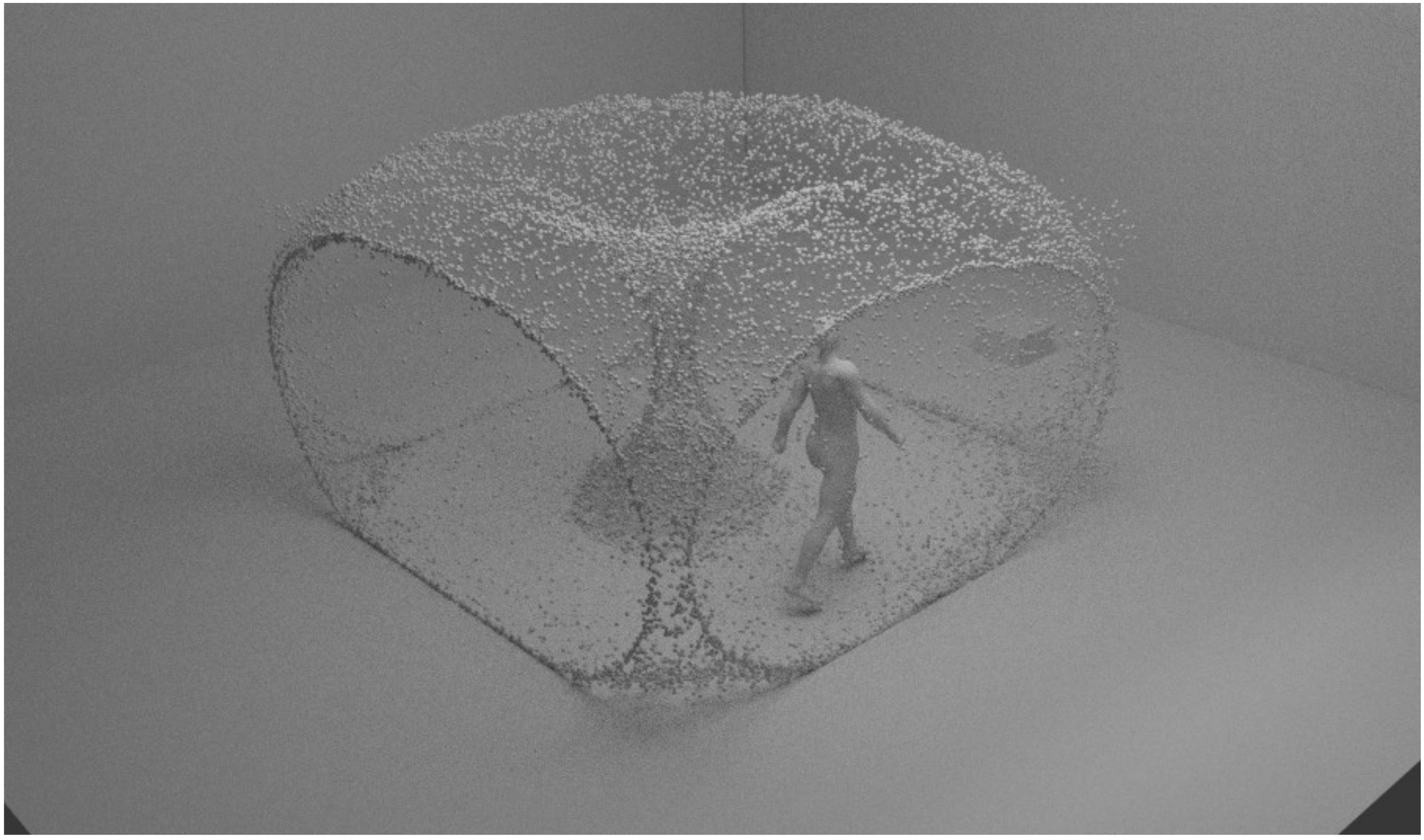
With particles we can recreate different physical phenomena using forces (gravity, turbulence, gravity), events (collisions, flows) and properties.

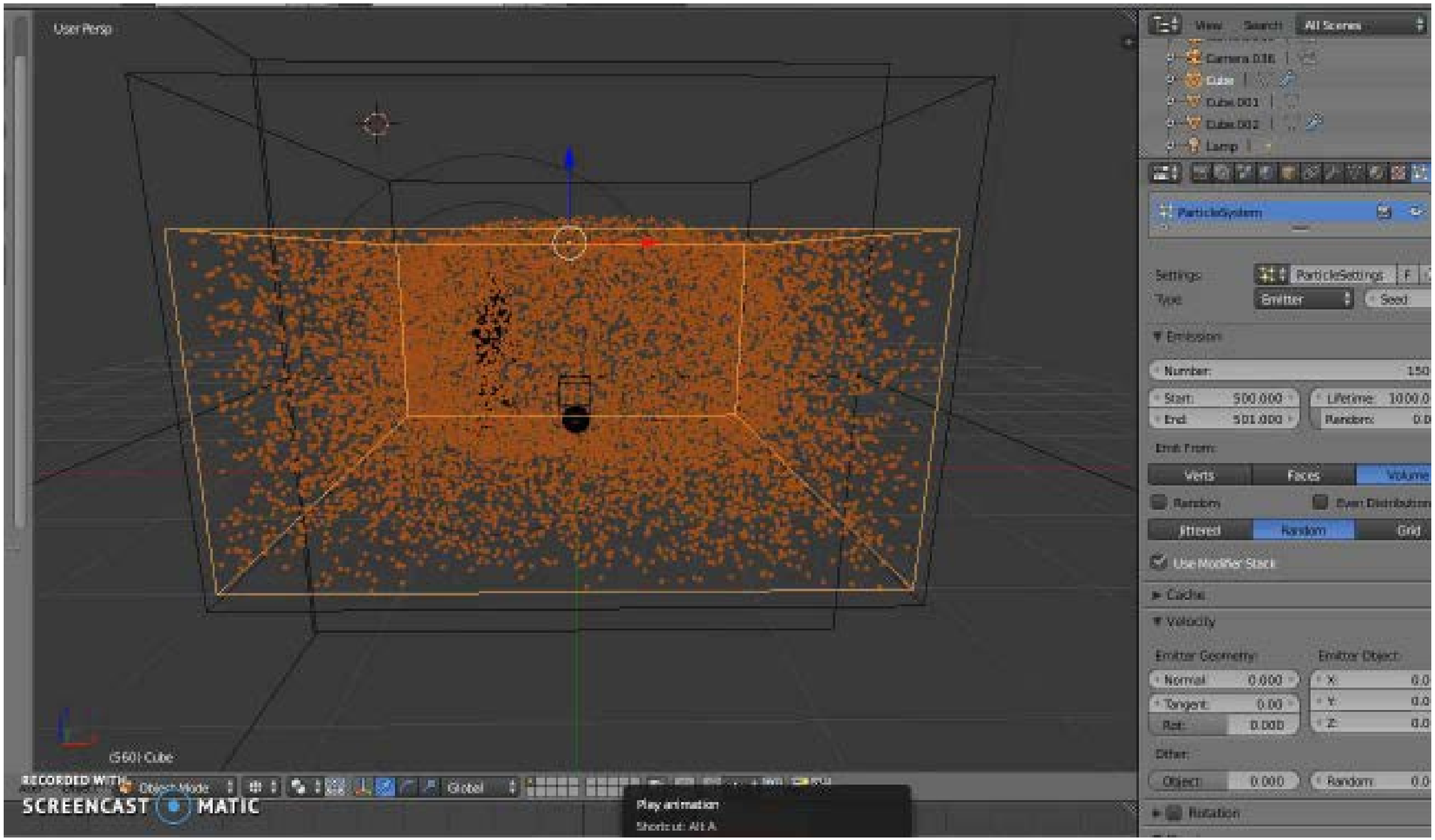
Walking



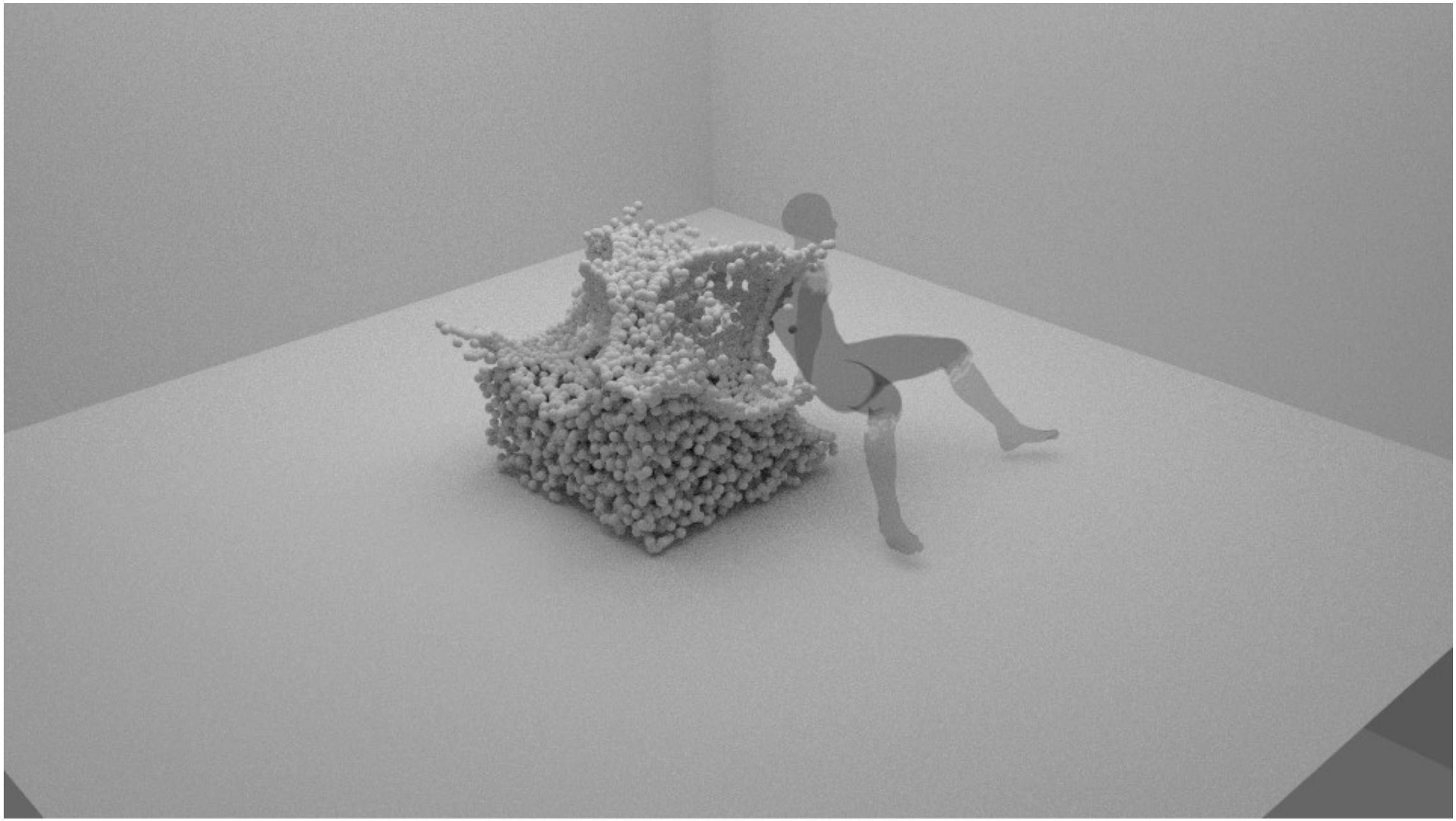

View
Search
All Scenes
Camera.024
Cube
Cube.001
Cube.002
Light
(39) unknown.001
Object Mode
Global
RECORDED WITH
SCREENCAST MATIC

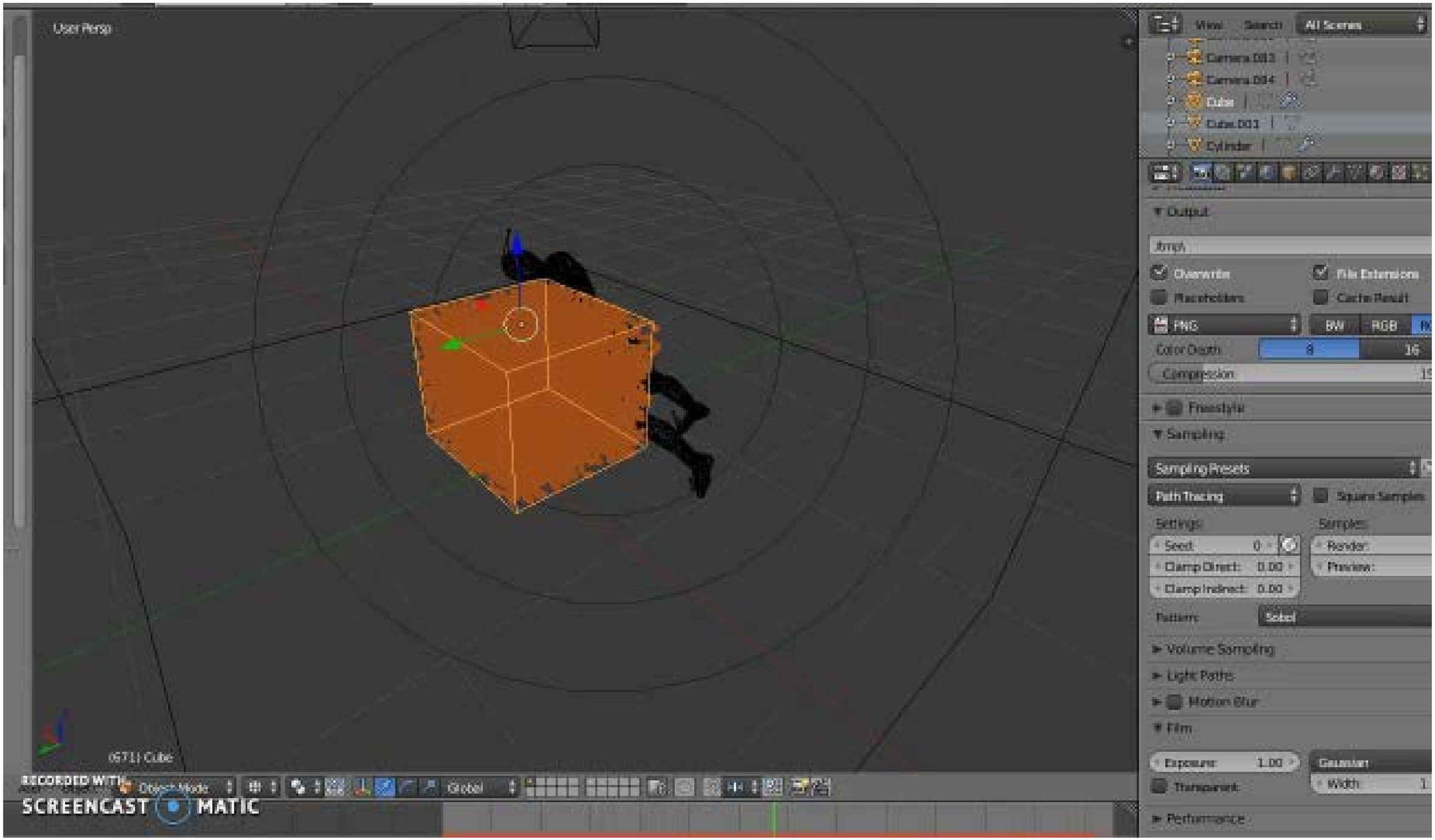
Defining space with movements



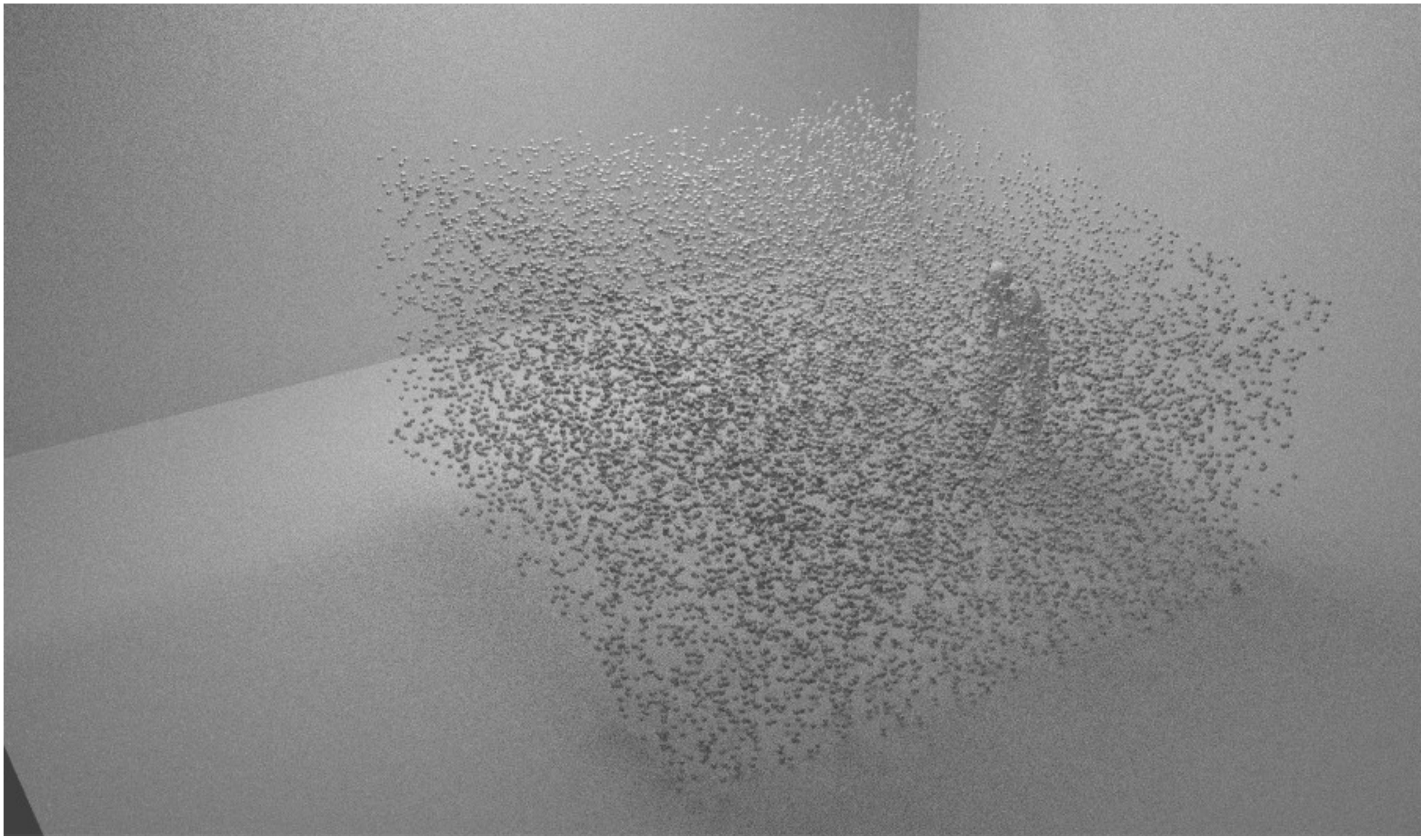

User Persp
(560) Cube
RECORDED WITH SCREENCAST MATIC
Play animation
Shortcut: Alt A
View
Search
All Scenes
Camera.036
Cube
Cube.003
Cube.002
Lamp
ParticleSystem
Settings:
ParticleSettings
Type:
Emitter
Seed:
Emission
Number:
150
Start:
500.000
End:
501.000
Lifetime:
Random:
Emit From:
Verts
Faces
Volume
Random
Even Distribution
Jittered
Random
Grid
Use Modifier Stack
Cache
Velocity
Emitter Geometry:
Normal:
0.000
Tangent:
0.00
Rot:
0.000
Emitter Object:
X:
Y:
Z:
Other:
Object:
0.000
Random:
Rotation

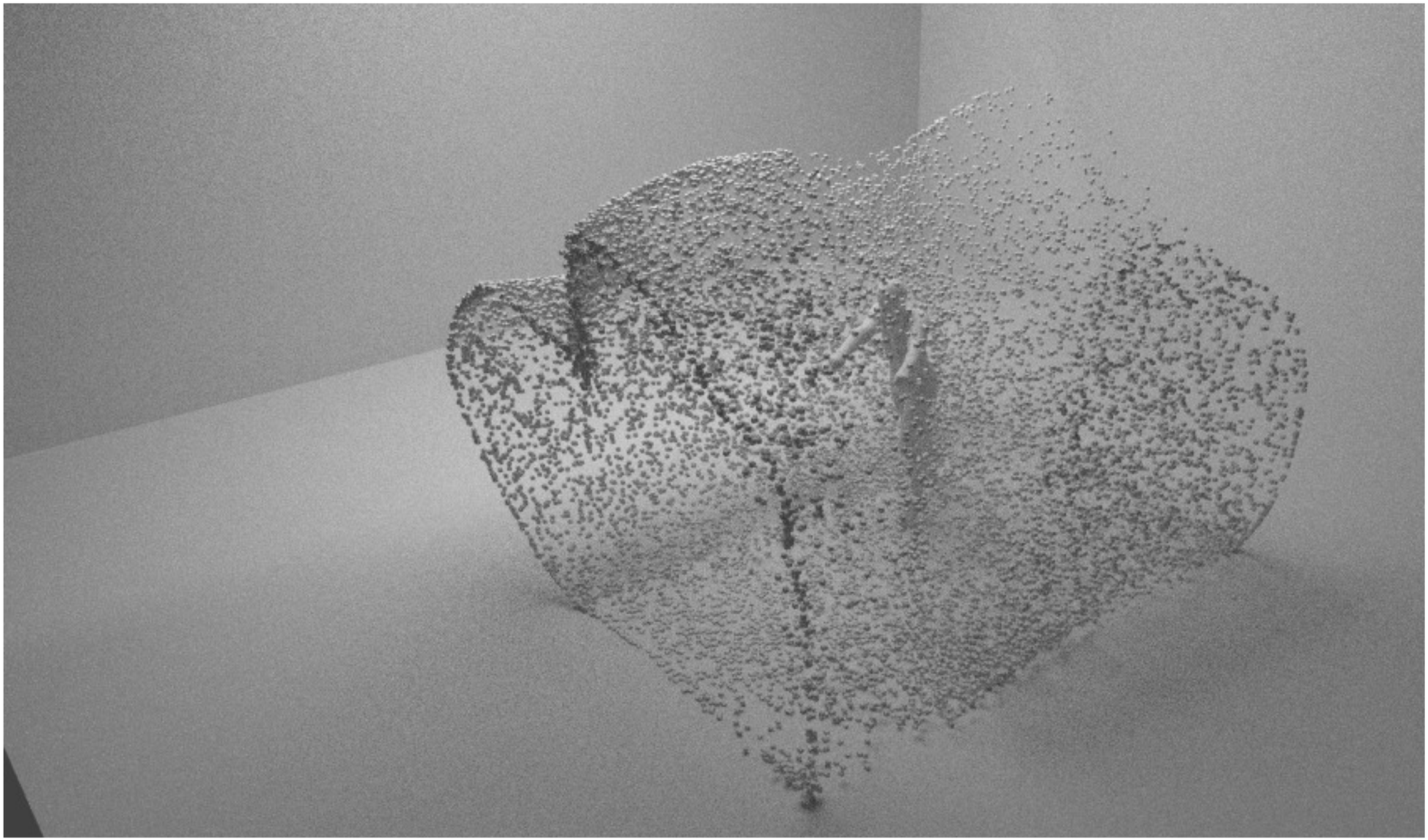
Posture prints

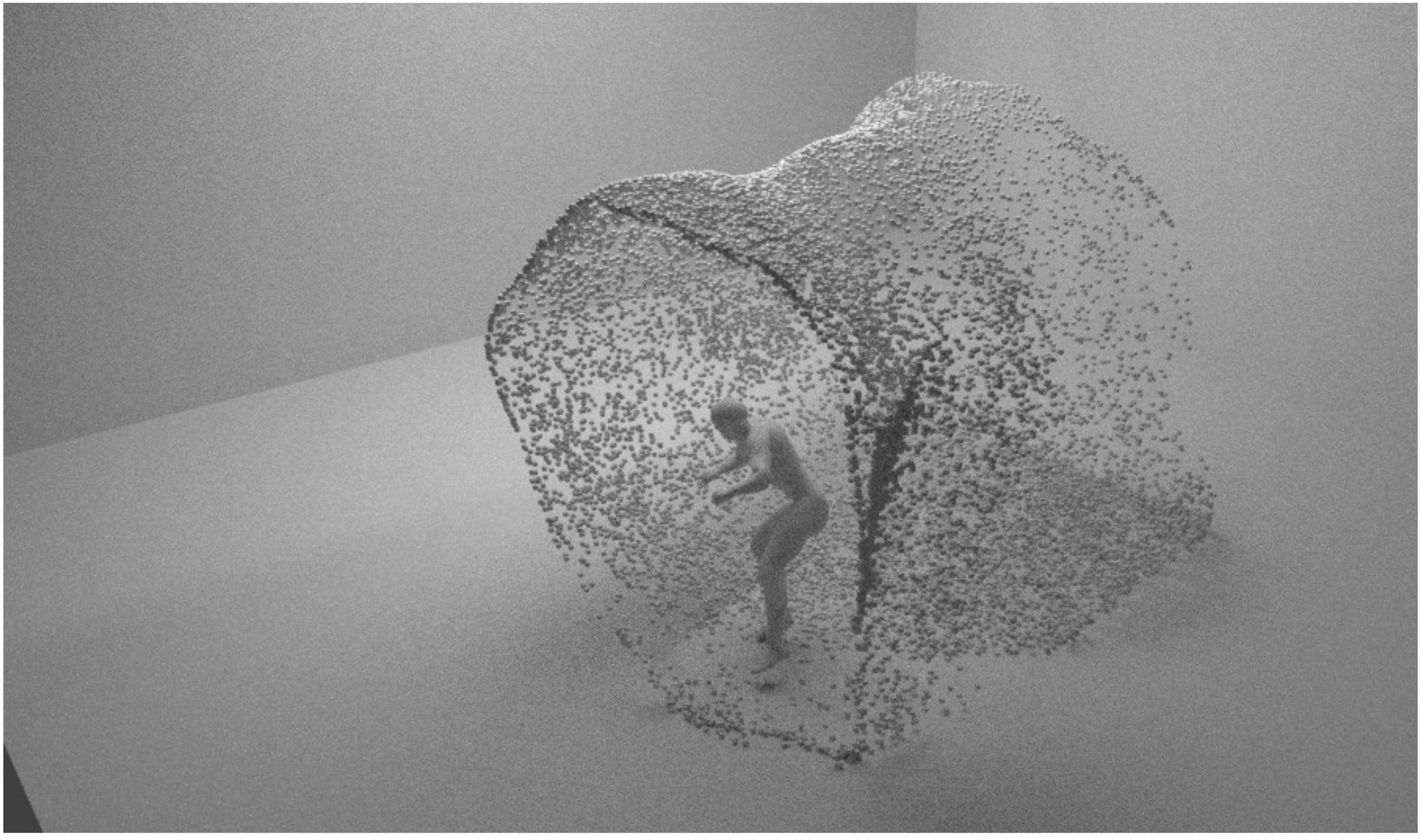


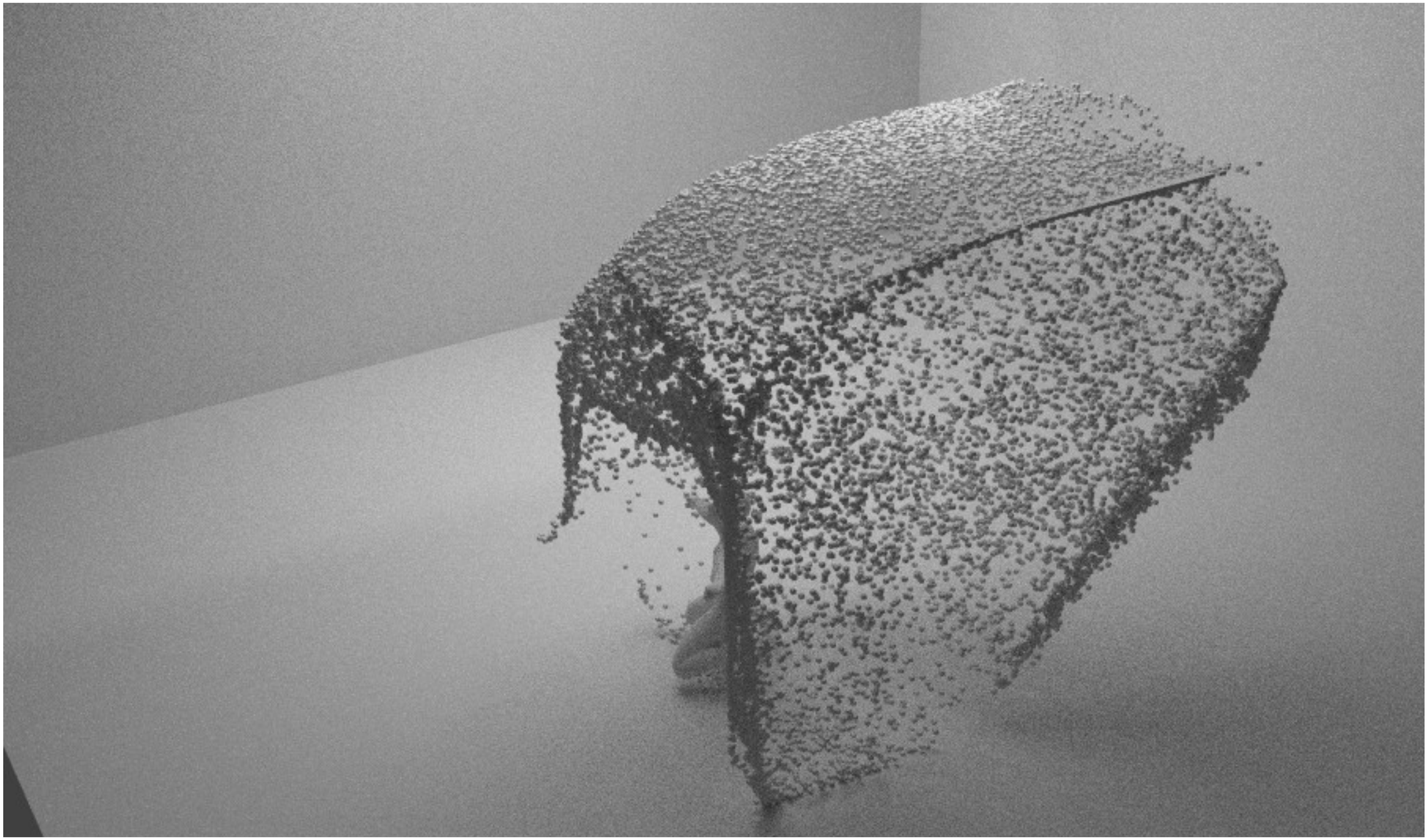

User Persp
View
Search
All Scenes
Camera.003
Camera.004
Cube
Cube.003
Cylinder
Output
Overwrite
File Extensions
Placeholders
Cache Result
PNG
BW
RGB
Color Depth
8
16
Compression
Freestyle
Sampling
Sampling Presets
Path Tracing
Square Samples
Settings
Samples
Seed
0
Render
Clamp Direct
0.00
Preview
Clamp Indirect
0.00
Pattern
Sobol
Volume Sampling
Light Paths
Motion Blur
Film
Exposure
1.00
Gaussian
Transparent
Width
Performance
(671) Cube
Object Mode
Global
RECORDED WITH
SCREENCAST MATIC

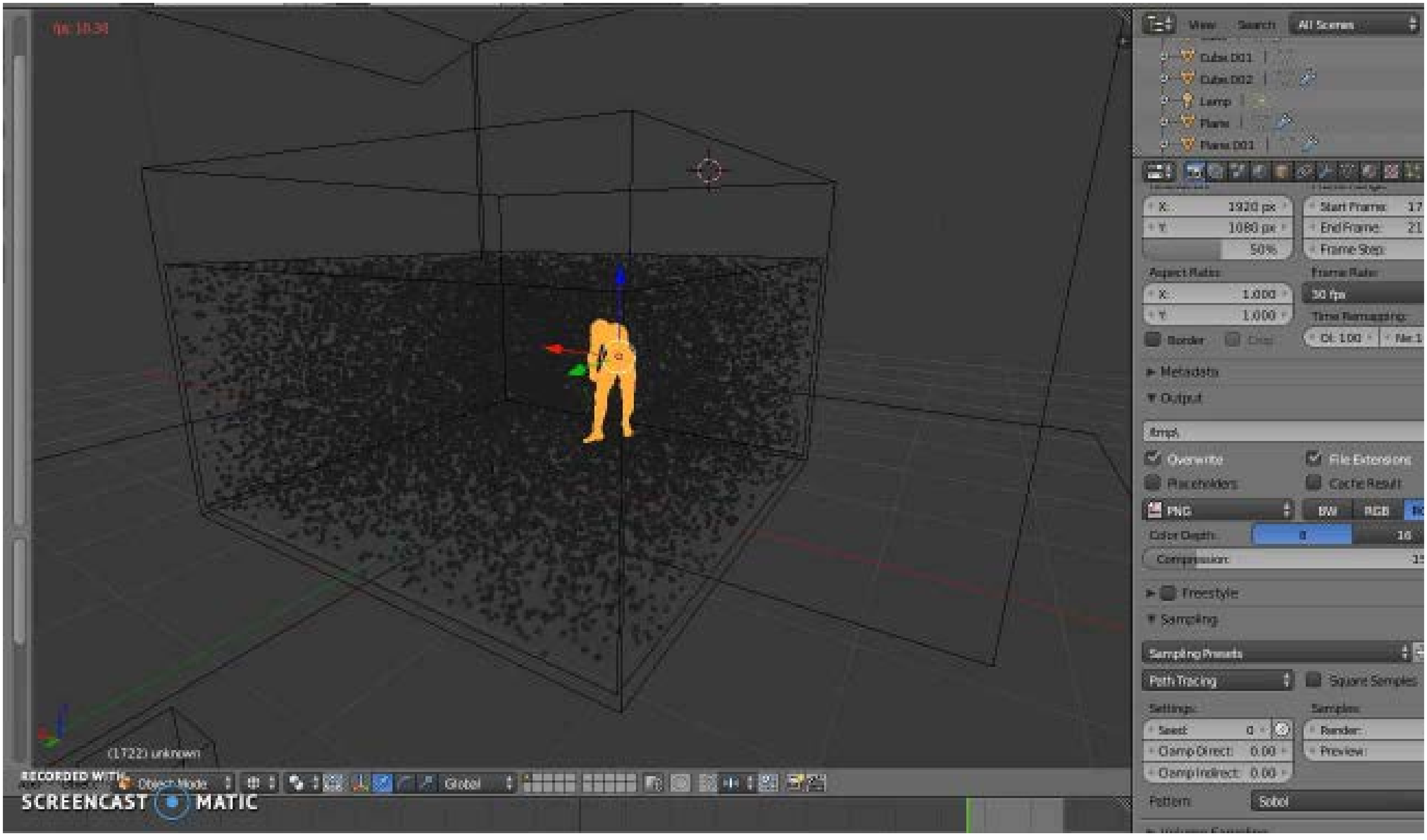
Movements and forces










View
Search
All Scenes
Cube.001
Cube.002
Lamp
Plane
Plane.001
X: 1920 px
Y: 1080 px
50%
Start Frame: 17
End Frame: 21
Frame Step:
Aspect Ratio:
X: 1.000
Y: 1.000
Frame Rate:
30 fps
Time Remapping:
Border
Crop
Old: 100
New: 1
Metadata
Output
/tmp\
Overwrite
File Extensions
Placeholders
Cache Result
PNG
BW
RGB
Color Depth:
8
16
Compression:
Freestyle
Sampling
Sampling Presets
Path Tracing
Square Samples
Settings:
Samples:
Seed:
0
Render:
Clamp Direct:
0.00
Preview:
Clamp Indirect:
0.00
Pattern:
Sobol
(1722) unknown
Object Mode
Global
RECORDED WITH
SCREENCAST MATIC