

# ***Computational Mesh Geometry and Architectural Construction;***

*Generating Construction Aware Quadratic Meshes*

*Considering the Possibility of Torsion Free Nodes and Planar Faces*

**Thesis, M-CDC**

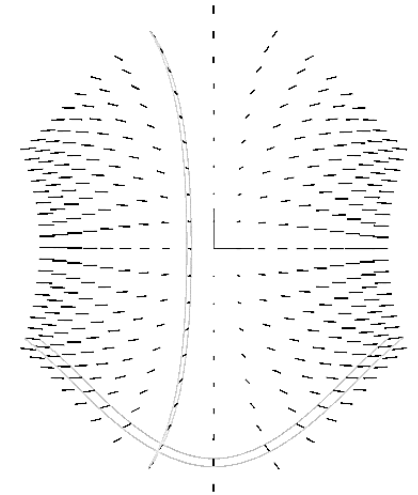
W.S 2016-17

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Structure Consultant: Prof, Jens Uwe Schulz

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## Contents

**Introduction**; Goal and Brief Review

**Background**; Surface Discretization and Architectural Practice

**Geometry**; Surfaces, Meshes and Form Finding

**Structure**; Simulation and Analysis

**Construction**; Executive Detailing and Digital Fabrication

**Results**; Summarizing and Further Studies

## Goal

Discretizing double curved surfaces, ***Complex***, into a mesh  
which is buildable with flat sheet of Material, ***Simple***

## Objectives

**Introducing** workflow from design to construction

**Explaining** relationship between geometry, construction and form finding

**Connecting** computation tools and experimental methods

**Reducing** complexity of construction

**Clarifying** Architectural approach as emerging process

## Design to Construction Process

Form finding Values

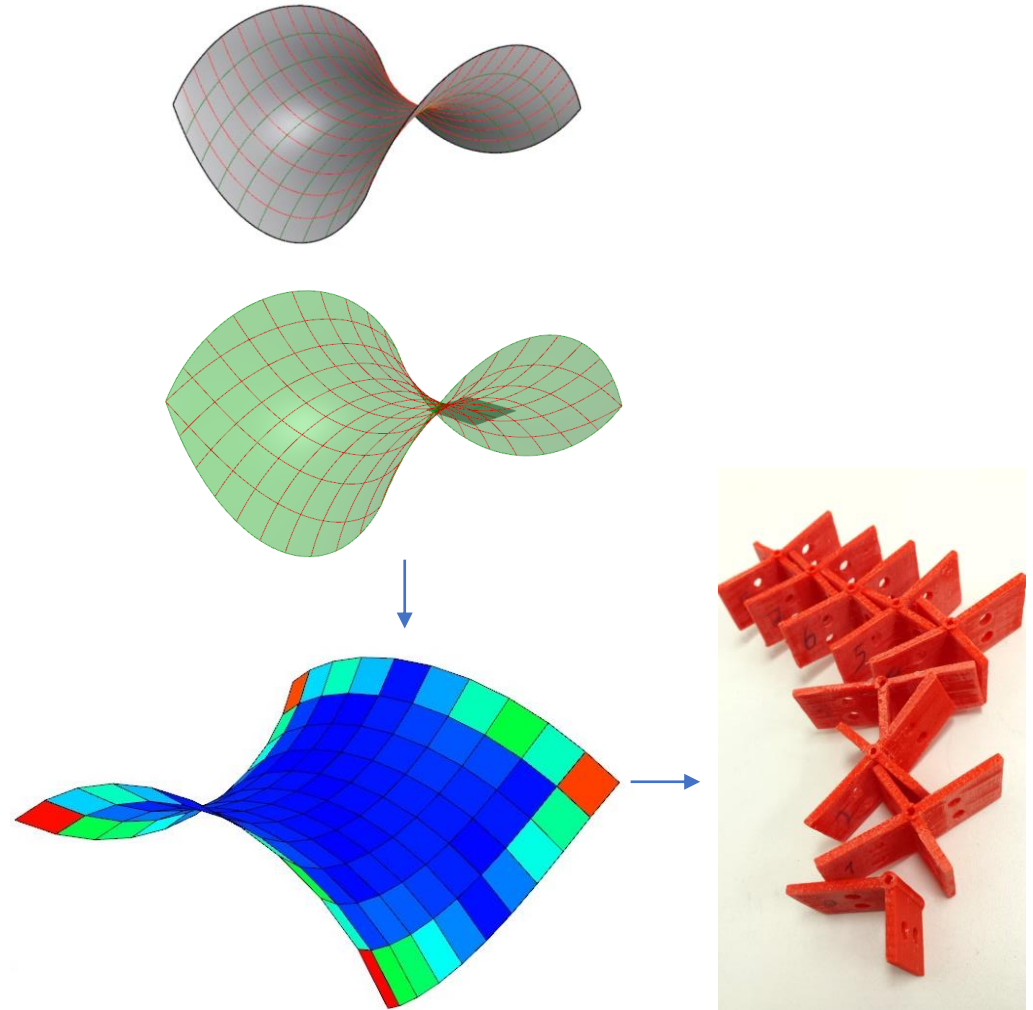
Simulation and extracting mesh

Surface from mesh

P.C lines network, P.Q mesh

Structural analysis

Executive Detailing and Construction



## Surface Design and Discretization:

- . Aeronautic and Manufacturing Industries
- . Gaming; Game Processing
- . Medical Data; MRI Scans
- and
- . **Architectural Manufacturing**

## Surface Discretization in Steel and Glass Architecture



Glashaus-Pavilion by Bruno Taut in Cologne

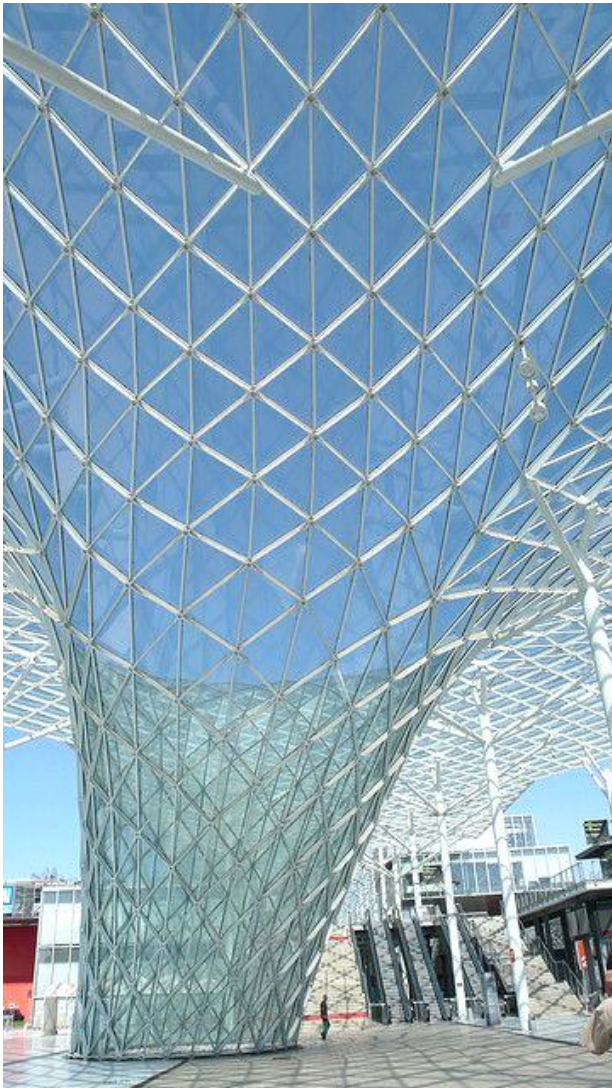
## Surface Discretization in Steel and Glass Architecture



Berlin Zoo by Schlaich Bergermann



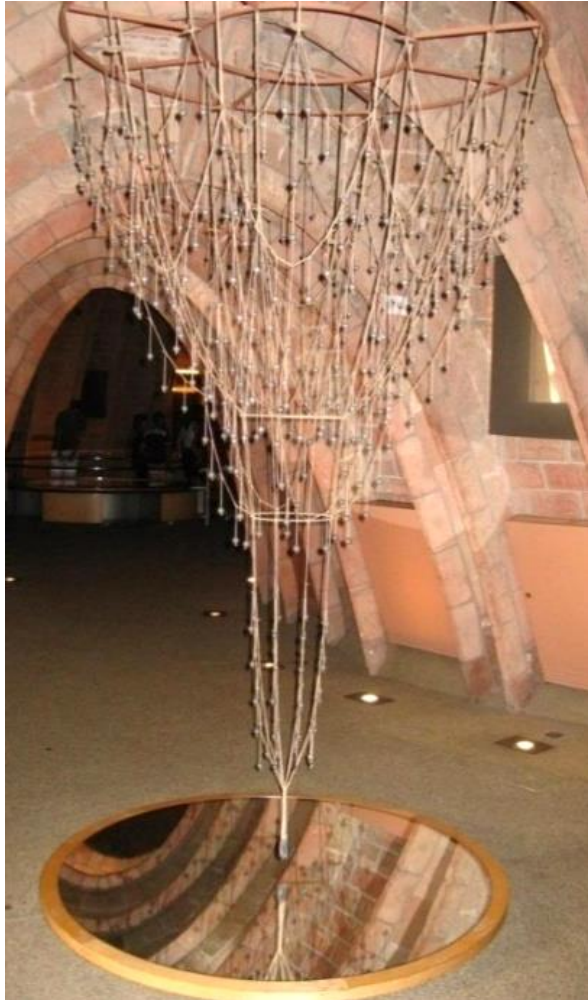
## Surface Discretization in Steel and Glass Architecture



Milan trade fair, by Studio Fuksas

## Form Finding Instead of Shape Drawing

### Hanging Model; Force Flow



Hanging Model experimental model by Antoni Gaudi

## Form Finding Instead of Shape Drawing

Soap Films; Minimum Material



Olympic Park Munich by Frei Otto  
Form Finding Based on Dynamic Relaxation and Soap Films

## Form Finding Instead of Shape Drawing

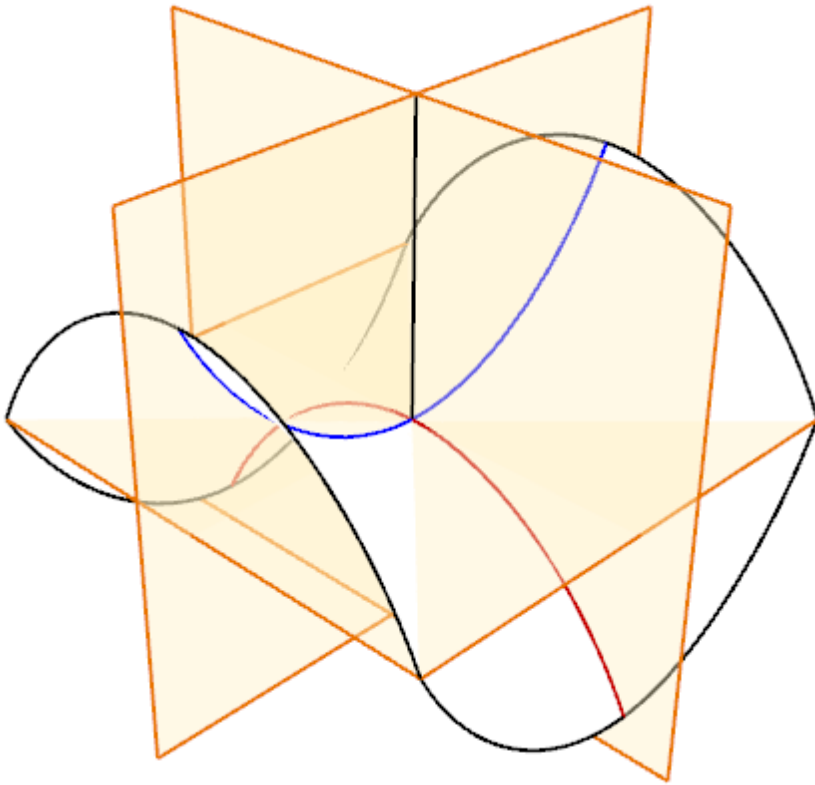
Wet Fabric; Force Flow



Service station, Deitingen Sud, Switzerland  
Form Finding Based Suspended Wet Fabric



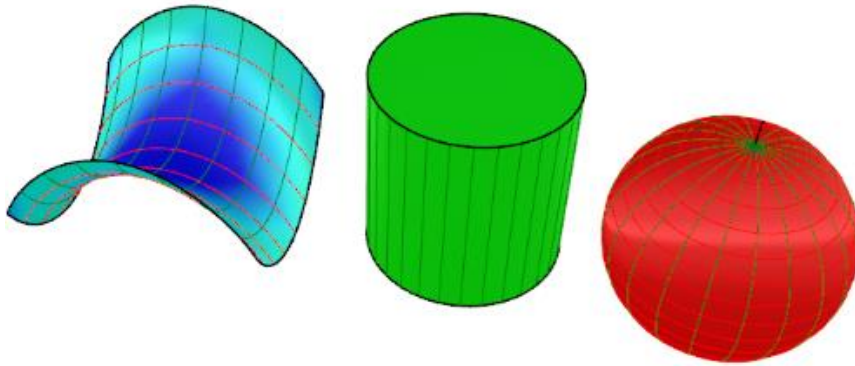
## Principal Curvature



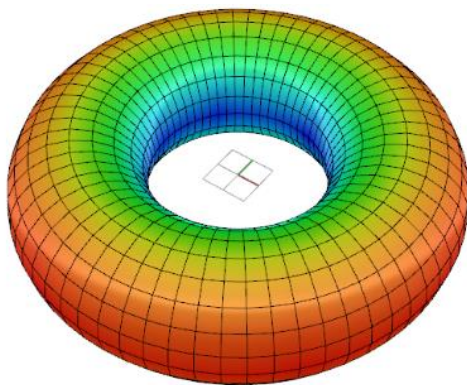
Maximum and Minimum amount of Bending  
 $K_1 = 1/R_1$ ,  $K_2 = 1/R_2$

Saddle surface with principal curvatures in an Arbitrary Point

## Gaussian Curvature



$K(-)$  Blue,  $K(0)$  Green,  $K(+)$  Red



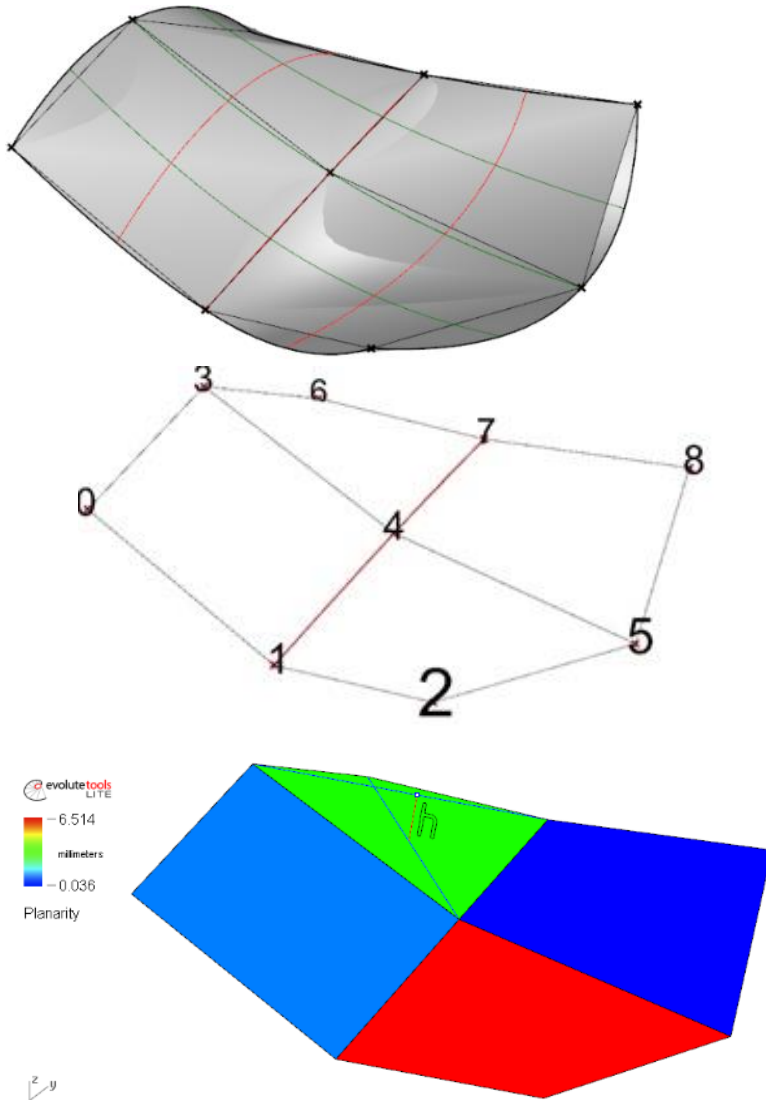
**Gaussian Curvature:**

$$K = k_1 \cdot k_2$$

**If  $K = 0$  : Developable Surface**

**If  $K \neq 0$  : Double Curved Surface**

## Surface Discretization

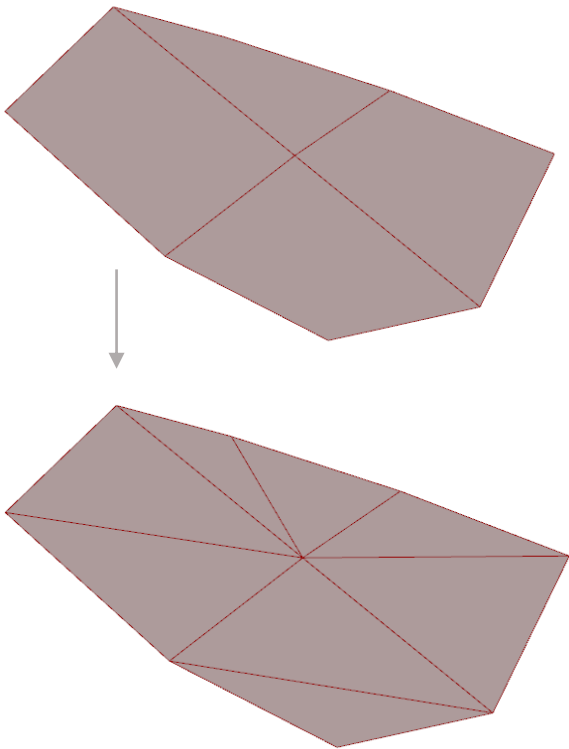


U,V Parametrization of Certain Parameters in U and V Domain on Surface and Connecting them in Certain Rule of Connection, **Mesh**

First Visible Problem  
Nonplanarity

Surface Discretization

First Solution



If  
Planarity

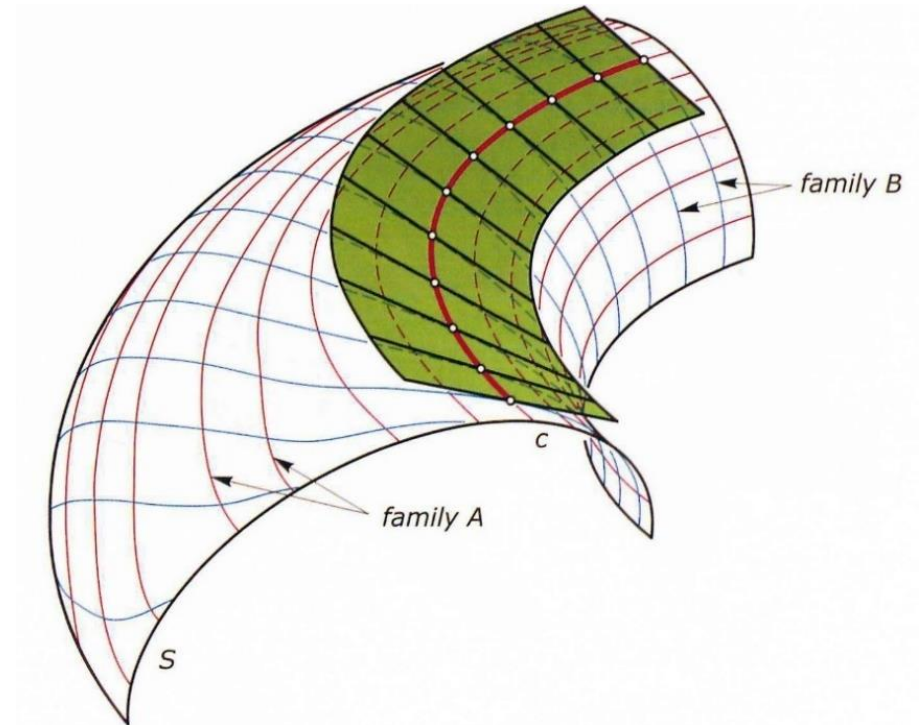
Valence:4	Valence:6
Panel Cut: Easier	Panel Cut: Harder
Steel: Less	Steel: More
Glass: More	Glass: Less
Exact Offset with Normal Vector: possible	Exact Offset with Normal Vector: Impossible



## Planar-Quadratic Meshes; Conjugate Curve Network

Curve network is conjugate if:

Tangents Build a Developable Surface



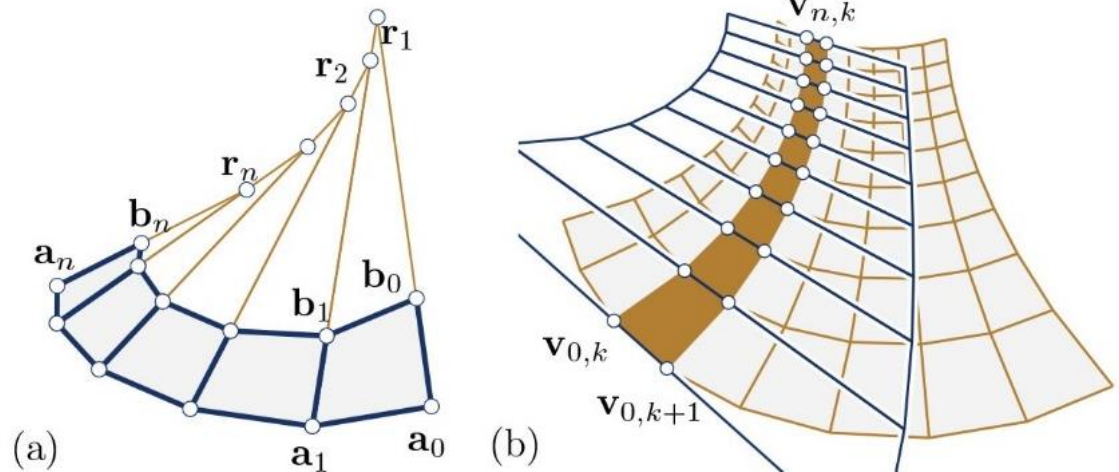
conjugate curve network of two family of A and B

# Planar Quadratic Meshes; Principal Curvature Lines Network

## Conjugate and Orthogonal

Only one Possibility:

## Principal Curvature Lines Network



- (a) PQ strip as a discrete model of a developable surface.
- (b) Discrete developable surface tangent to PQ mesh along a row of faces

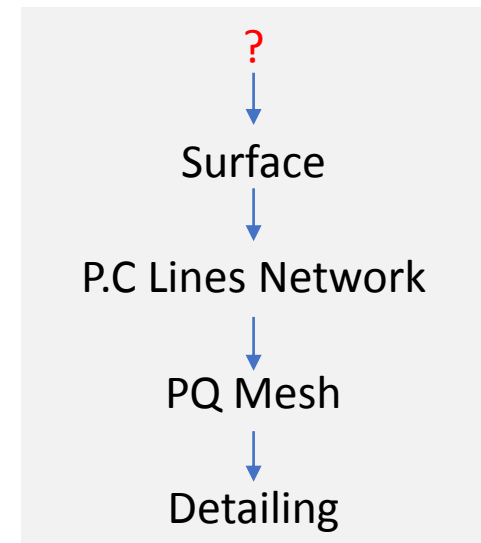
## Review

PC Lines Network Process:

1. Finding **Principal Directions** at an arbitrary Point on **Surface**
2. Moving toward Directions in a very small Distance
3. Finding Closest Point on the Surface
4. Iteration Process
5. Finishing the Iteration Process at the edge of the Surface

PQ Mesh Generation Process:

1. Preparing **Conjugate and Orthogonal Network of Curves**
2. Intersection of Family A and Family B
3. Putting the Intersections in a certain Order
4. Connecting the Ordered Points; Extracting Mesh

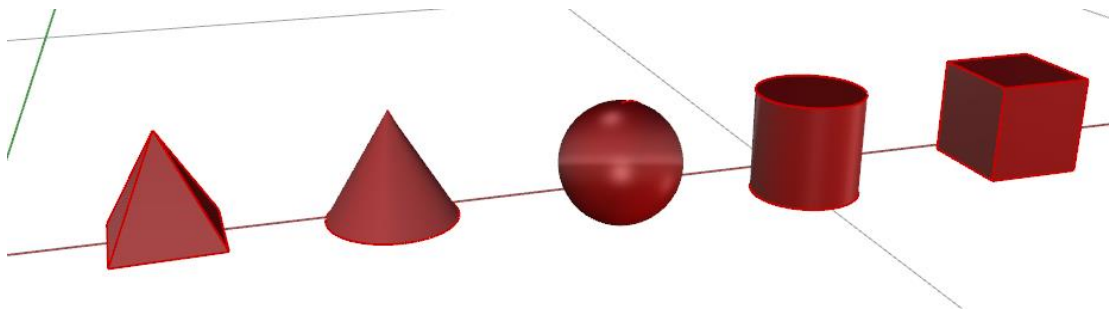


## Form Finding and PQ Mesh;

### Minimal Surface

Values to Find Smooth Surfaces;

Minimum **Material** Usage and **Force** Flow



Volume: 1000 m<sup>3</sup>

Areas: 758, 729, 484, 554, 600m<sup>2</sup>

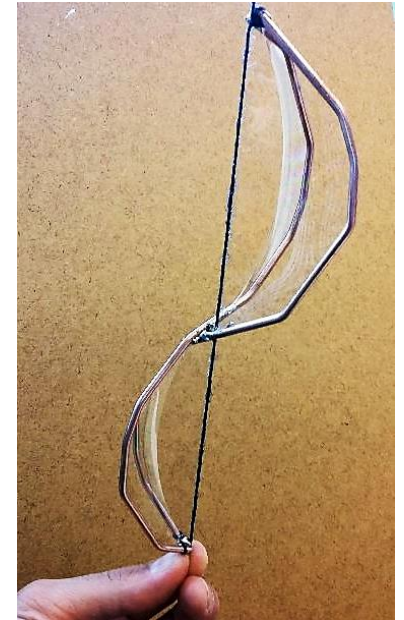
## Form Finding and PQ Mesh;

### Minimal Surface

#### Soap Films

minimal surfaces are curvature-continuous  
surfaces with vanishing mean curvature

minimizing surface area under given boundary conditions

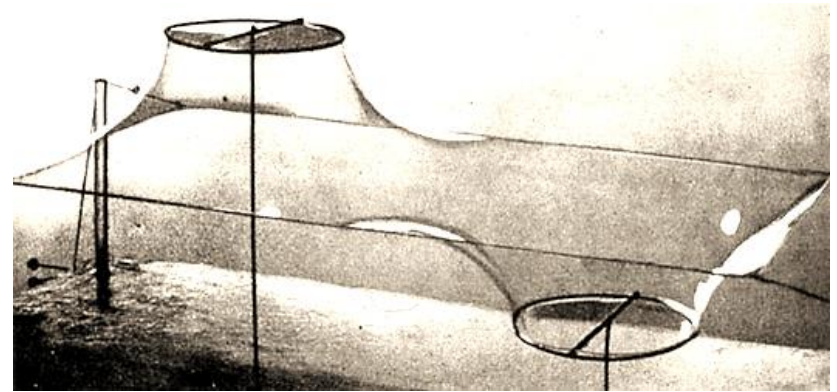


## Form Finding and PQ Mesh;

Minimal Surface

## Soap Films

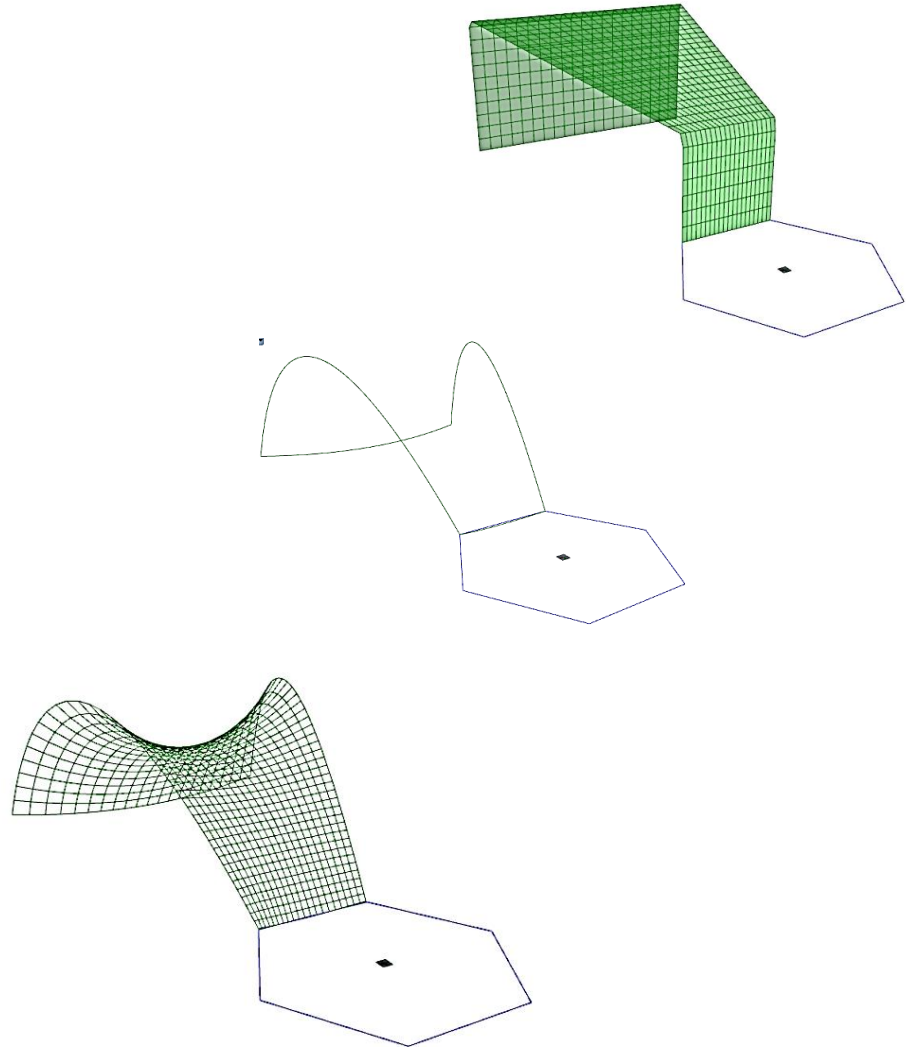
Frei Otto's experimental form finding samples



## Form Finding and PQ Mesh; Minimal Surface Simulation by Dynamic Relaxation

### Procedure:

1. Base Mesh
2. Frame and Boundary Condition
3. Setting Values
4. Simulation





# Form Finding and PQ Mesh; Minimal Surface Simulation by Dynamic Relaxation

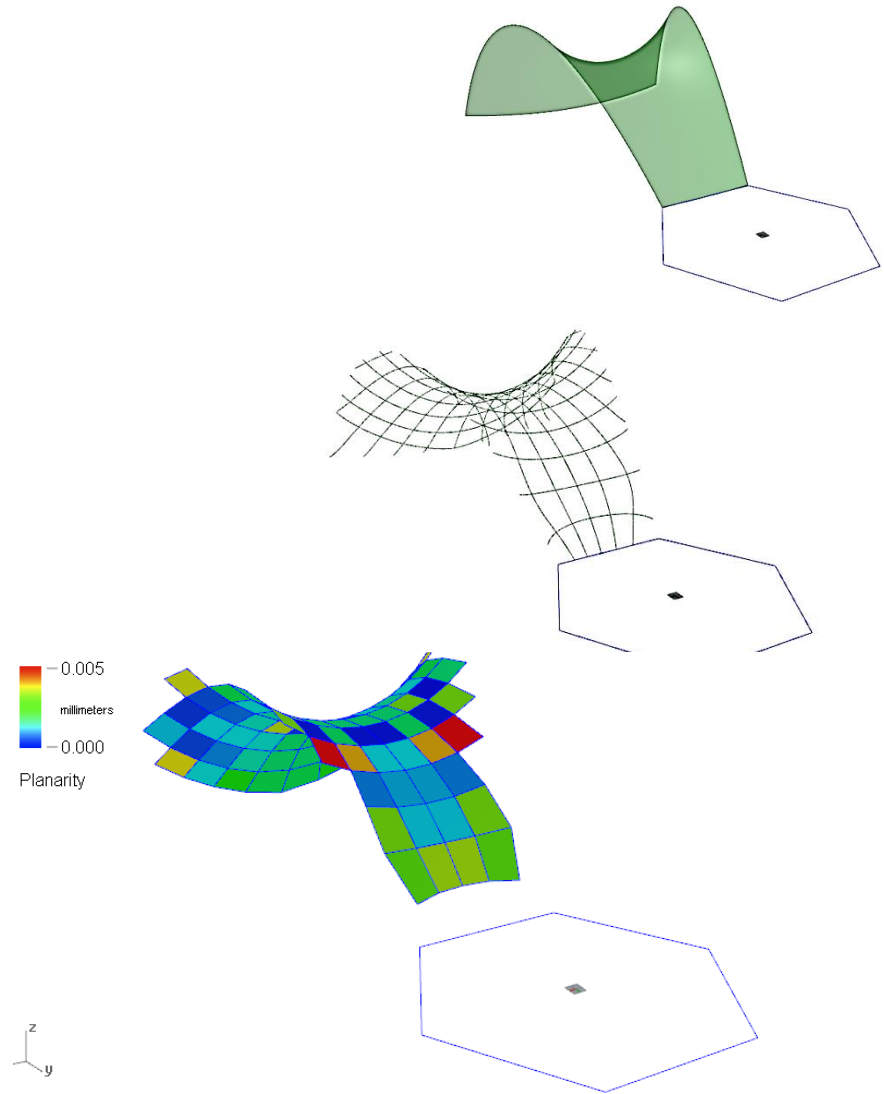
## Procedure:

5. Geometry out of Simulation

6. PC Lines Network

7. PQ Mesh

8. Prototype





## Form Finding and PQ Mesh;

### Hanging Models

#### Catenary

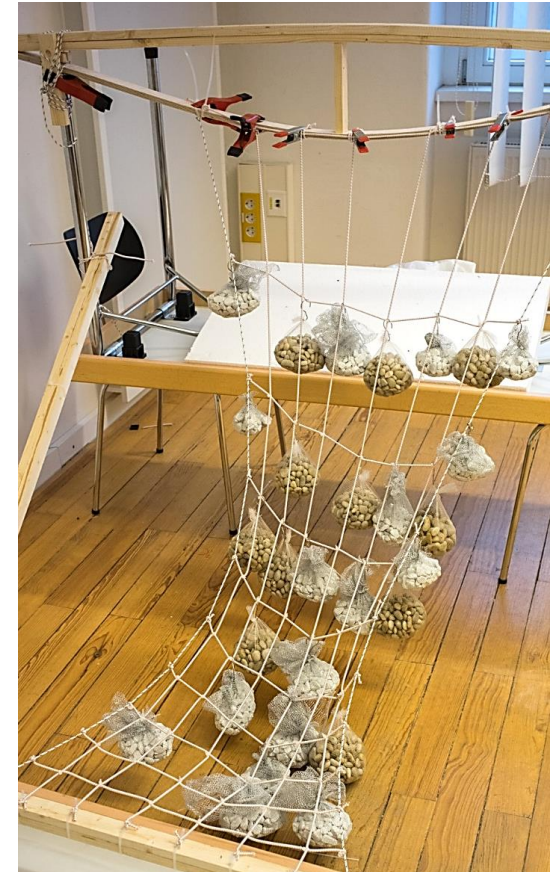
Hanging chain or cable formed under its own weight  
when supported only at its ends

With good manner of force flow

And preserves materials avoiding bending



## Form Finding and PQ Mesh; Hanging Models

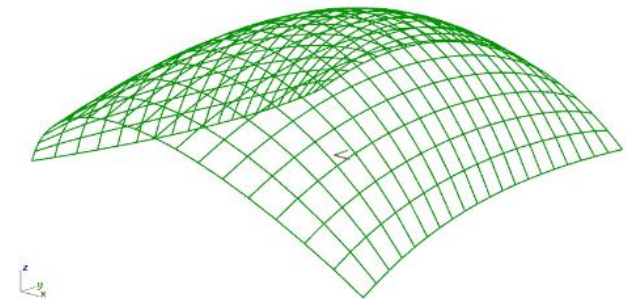
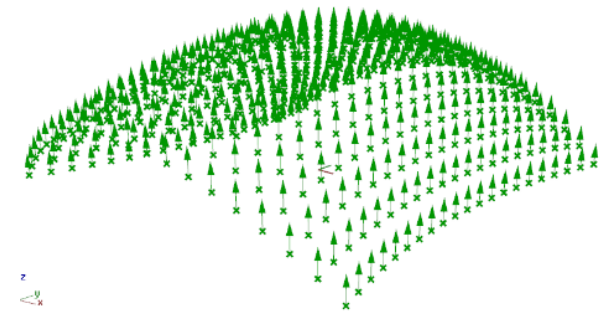
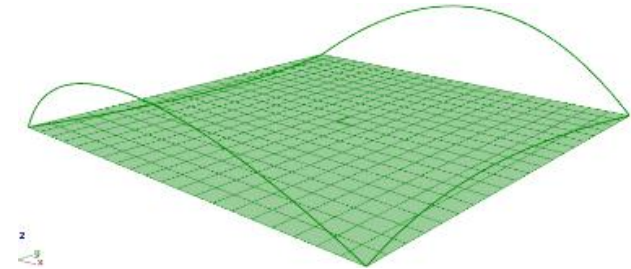


Experimental Hanging Model Form Finding

## Form Finding and PQ Mesh; Hanging Models

### Procedure:

1. Base Mesh
2. Frame and Boundary Condition
3. Setting Values
4. Simulation



## Form Finding and PQ Mesh;

### Hanging Models

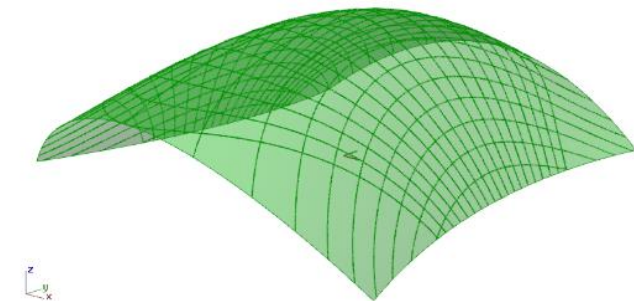
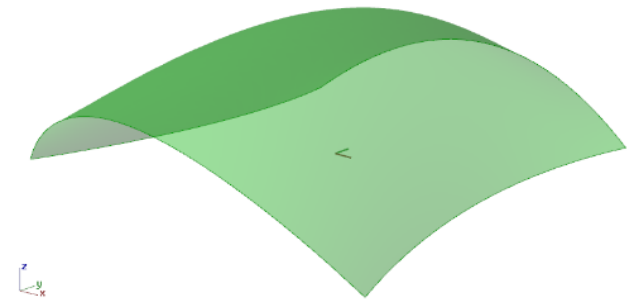
#### Procedure:

5. Geometry out of Simulation

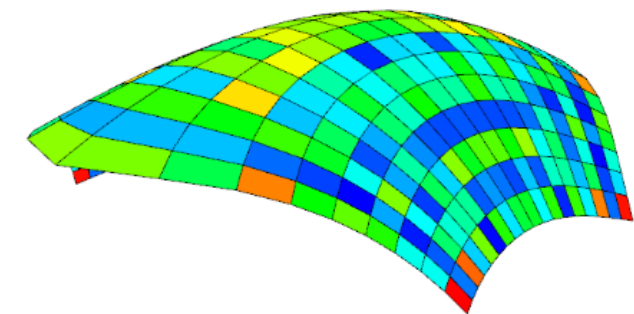
6. PC Lines Network

7. PQ Mesh

8. Prototype



— 0.002  
millimeters  
— 0.000  
Planarity



# Structural Simulation

## Anticlastic Beam

Preprocessing:

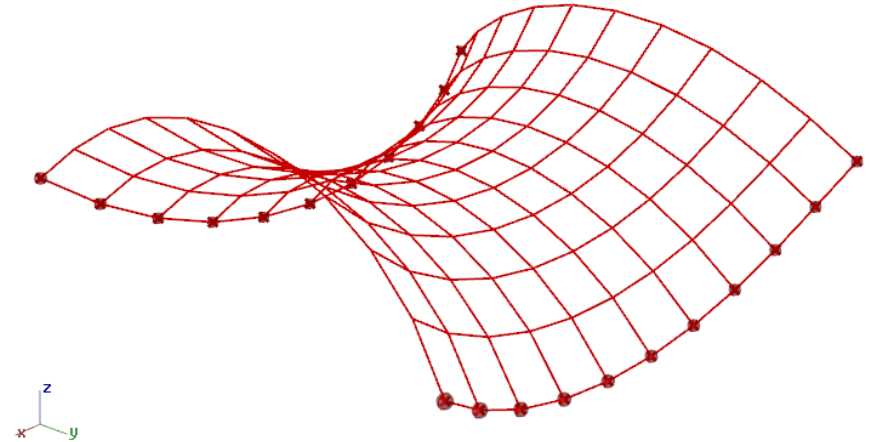
Rhino Geometry (Nodes and Curves- Structural)

&

Border Condition

&

Material and Cross Section Properties



### Material:

Structural Steel; S-355

### Material Properties:

Self-weight: 78.5 [kN/m<sup>3</sup>]

Density: 7850 [kg/m<sup>3</sup>]

Elastic modulus: 2.100e+5[N/mm<sup>2</sup>]

Poisson ratio: 0.300

### Cross Section:

Rectangular; B/H = 75<sup>mm</sup>/120<sup>mm</sup>



# Structural Simulation

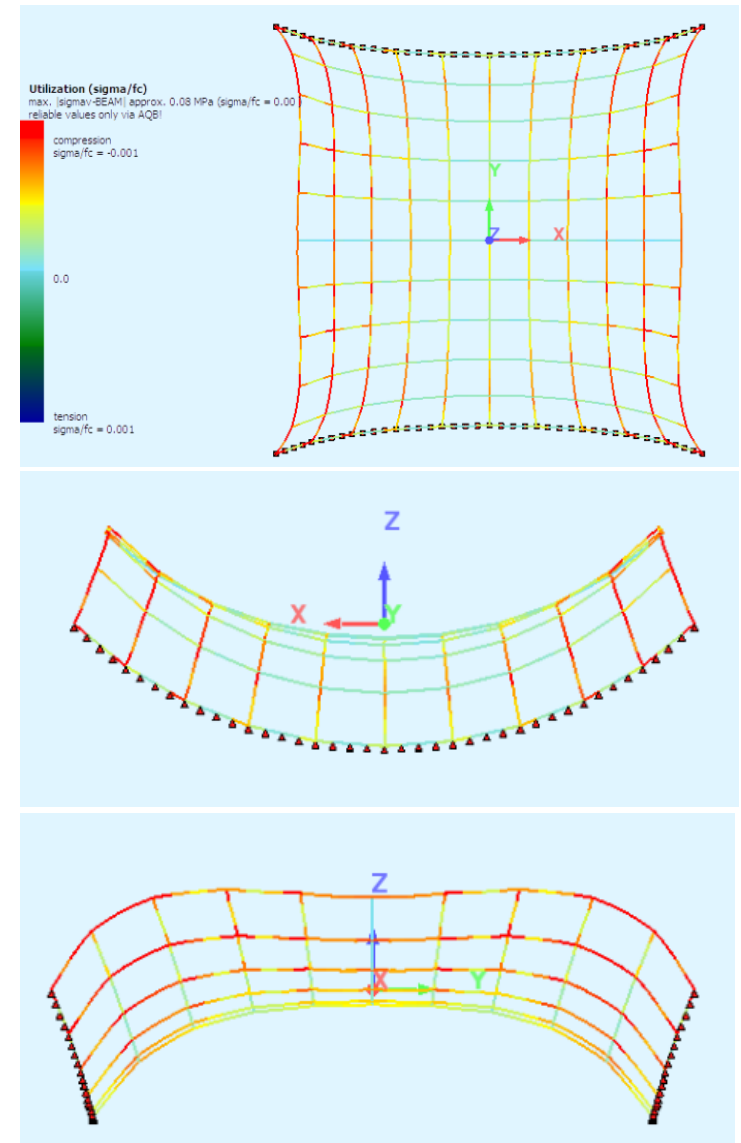
## Anticlastic Beam

Processing:

FEM – Sofistik

Solvers:

Load, ASE



# Structural Simulation

## Synclastic Beam

### Preprocessing:

Rhino Geometry

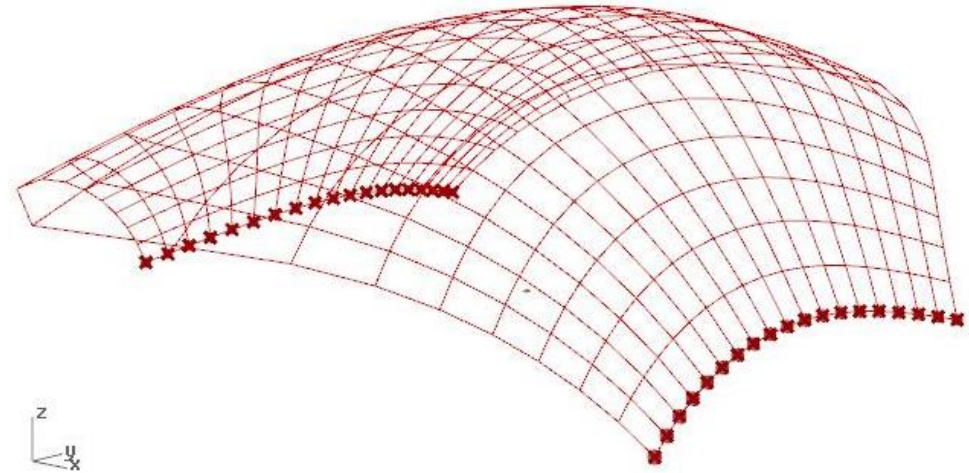
(Nodes and Curves- Structural)

&

Border Condition

&

Material and Cross Section Properties



### Material:

Structural Steel; S-355

### Material Properties:

Self-weight: 78.5 [kN/m<sup>3</sup>]

Density: 7850 [kg/m<sup>3</sup>]

Elastic modulus: 2.100e+5[N/mm<sup>2</sup>]

Poisson ratio: 0.300

### Cross Section:

Rectangular; B/H = 120<sup>mm</sup>/220<sup>mm</sup>

## Structural Simulation

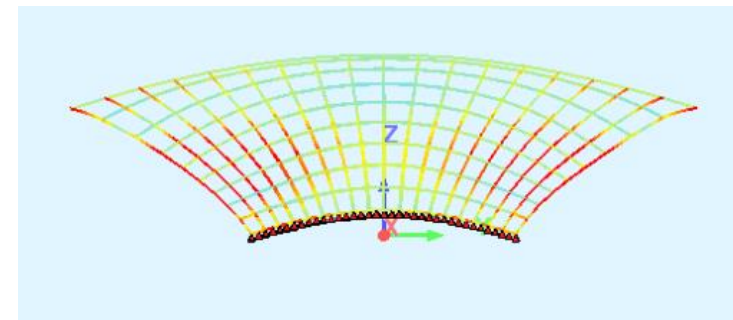
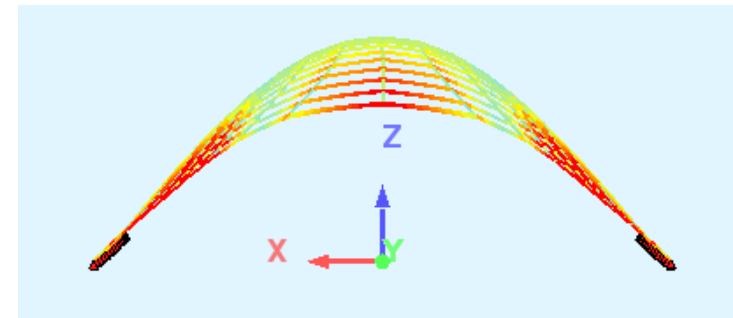
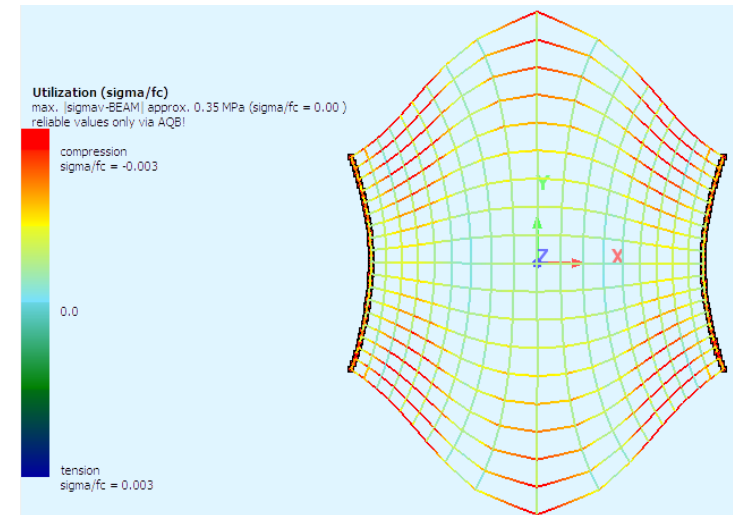
### Synclastic Beam

Processing:

FEM – Sofistik

Solvers:

Load, ASE





## Structural Analysis

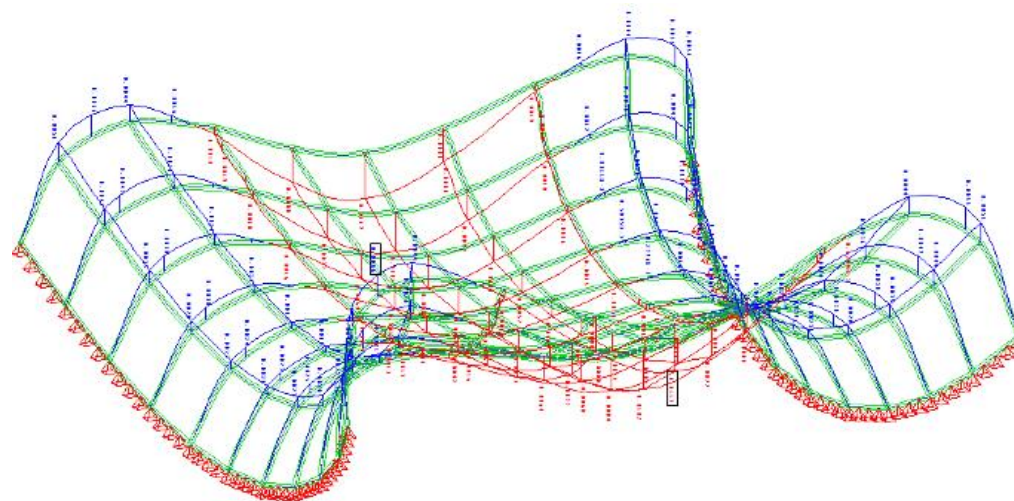
### Anticlastic Beam

#### Nodal Displacement

Node Number	X-Coordinate(m)	Y-Coordinate(m)	Z-Coordinate(m)	Z-Displaced Node Numbers	Z-Displacement(mm)
1001	7.791	8.838	-1.271	1019	0.1401
1002	7.792	-8.838	-1.275	1020	0.1153
1003	6.019	8.501	-2.305	1021	-0.0582
1004	6.020	-8.501	-2.309	1022	-0.2466
1005	4.096	8.284	-3.063	1023	-0.3254
1006	4.096	-8.284	-3.066	1024	-0.2459
1007	2.072	8.161	-3.524	1025	-0.0570
1008	2.073	-8.161	-3.528	1026	0.1165
1009	0.000	8.122	-3.679	1027	0.1408
1010	0.000	-8.121	-3.683	1028	0.1121
1011	-2.073	8.161	-3.524	1029	0.0896
1012	-2.073	-8.161	-3.527	1030	-0.0516
1013	-4.096	8.284	-3.061	1031	-0.2043

Nodal displacement for parabolic beam structure in Z.

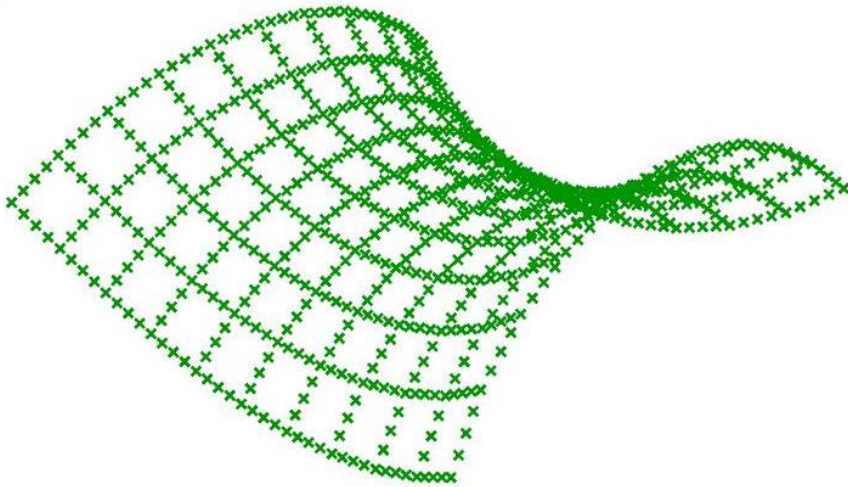
(Min = -0.376mm, Max = 0.178mm)



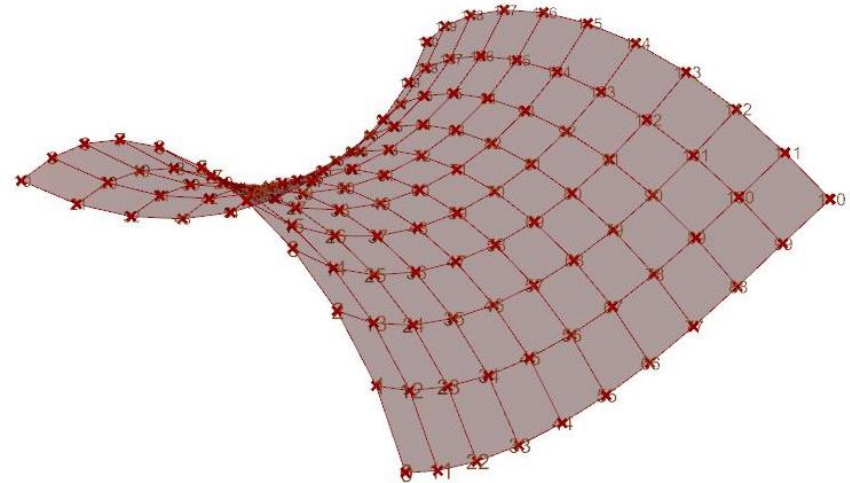
## Structural Analysis

### Anticlastic Beam

Data Exchange, Sofistik to Rhino



Sofistik Nodes

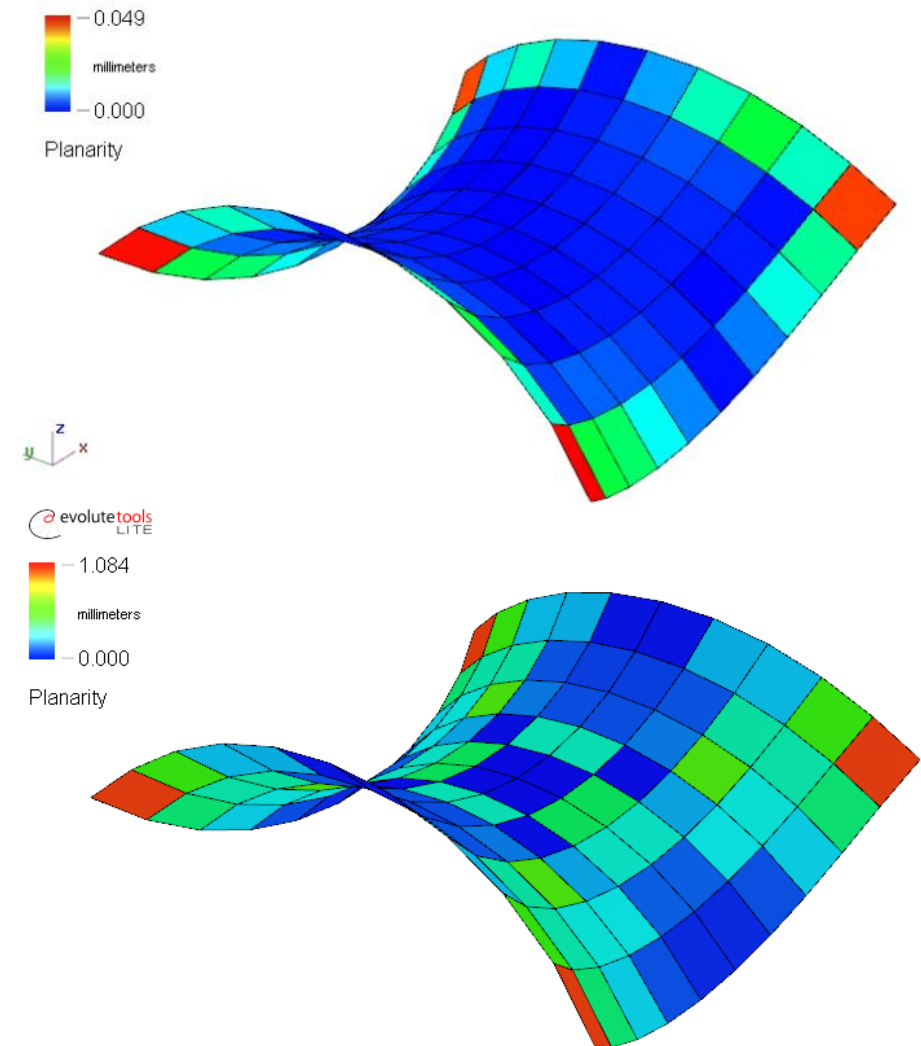


Mesh after Displacement

## Structural Analysis

### Anticlastic Beam

Planarity Before-After



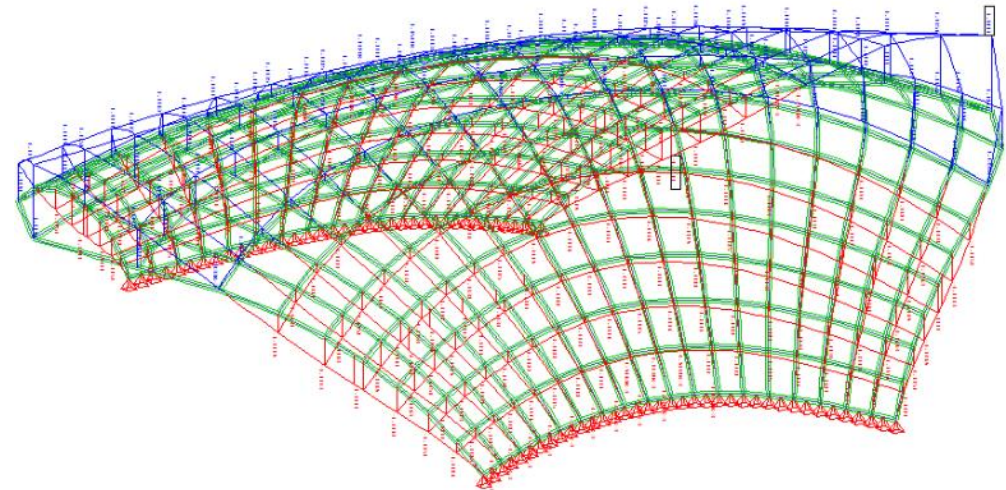
## Structural Analysis

### Synclastic Beam

#### Nodal Displacement

Node Number	X-Coordinate(m)	Y-Coordinate(m)	Z-Coordinate(m)	Z-Displaced Node Numbers	Z-Displacement (mm)
1001	13.220	7.495	0.063	1002	-0.1339
1002	12.499	8.125	1.095	1003	-0.2536
1003	11.779	8.820	2.021	1004	-0.3425
1004	11.055	9.586	2.844	1005	-0.3868
1005	10.297	10.437	3.583	1006	-0.3674
1006	9.433	11.409	4.272	1007	-0.2476
1007	8.337	12.566	4.936	1008	0.0368
1008	6.761	13.992	5.575	1009	0.5187
1009	4.335	15.692	6.043	1010	1.0067
1010	-0.031	17.448	5.970	1011	0.4957
1011	-4.355	15.679	6.042	1012	0.0106
1012	-6.772	13.985	5.572	1013	-0.2710
1013	-8.342	12.566	4.934	1014	-0.3867

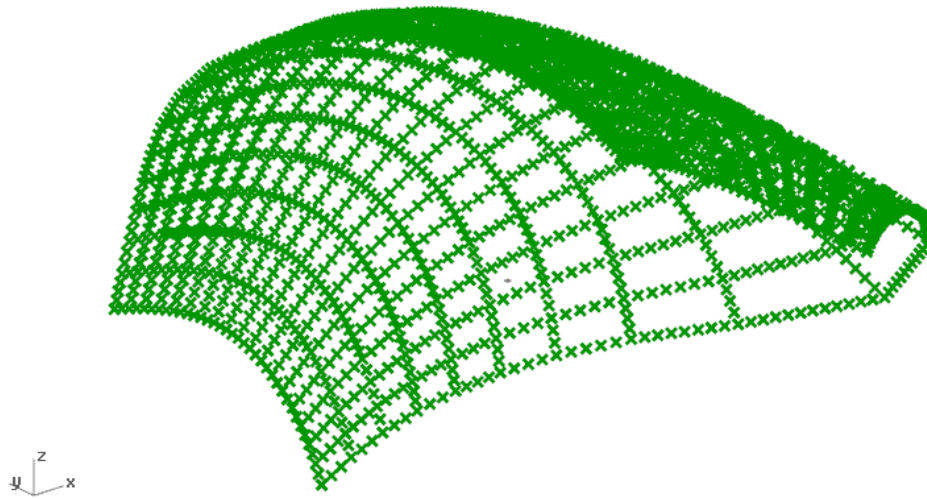
Nodal displacement for synclastic beam structure in Z. (Min = -0.405mm, Max = 1.1mm)



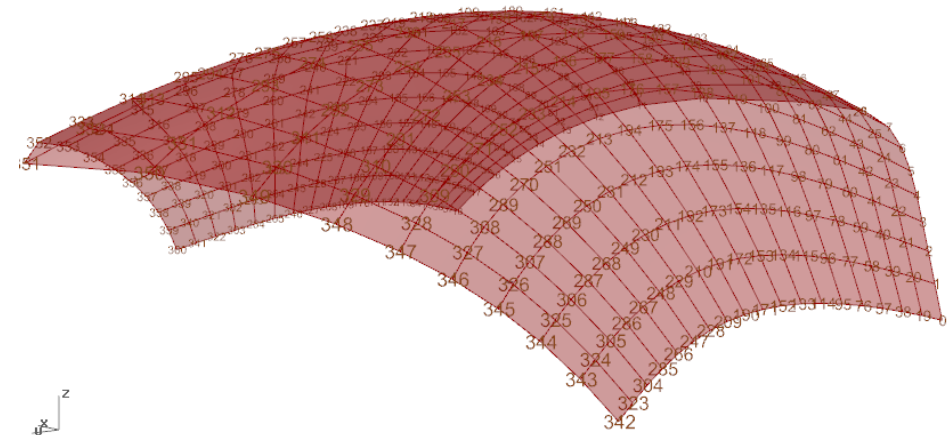
## Structural Analysis

### Synclastic Beam

Data Exchange, Sofistik to Rhino



Sofistik Nodes

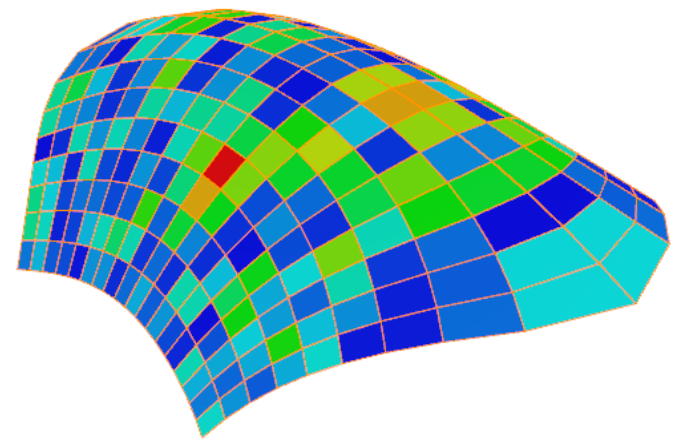
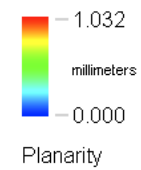
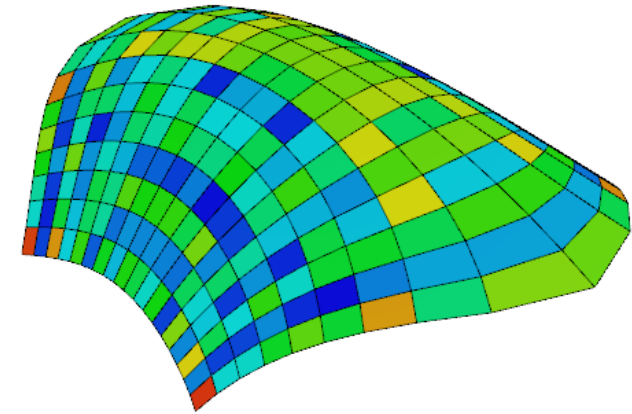
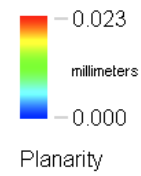


Mesh after Displacement

## Structural Analysis

### Synclastic Beam

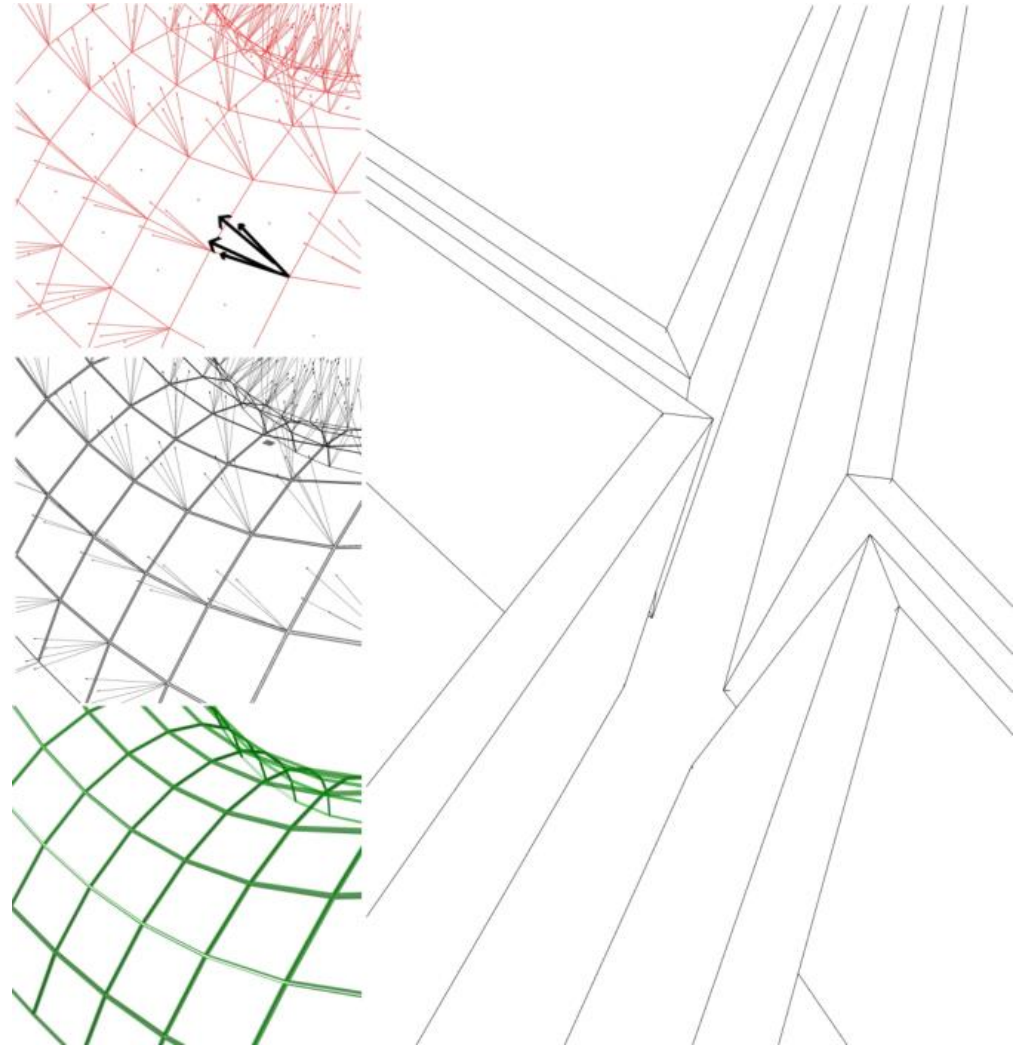
#### Planarity Before-After



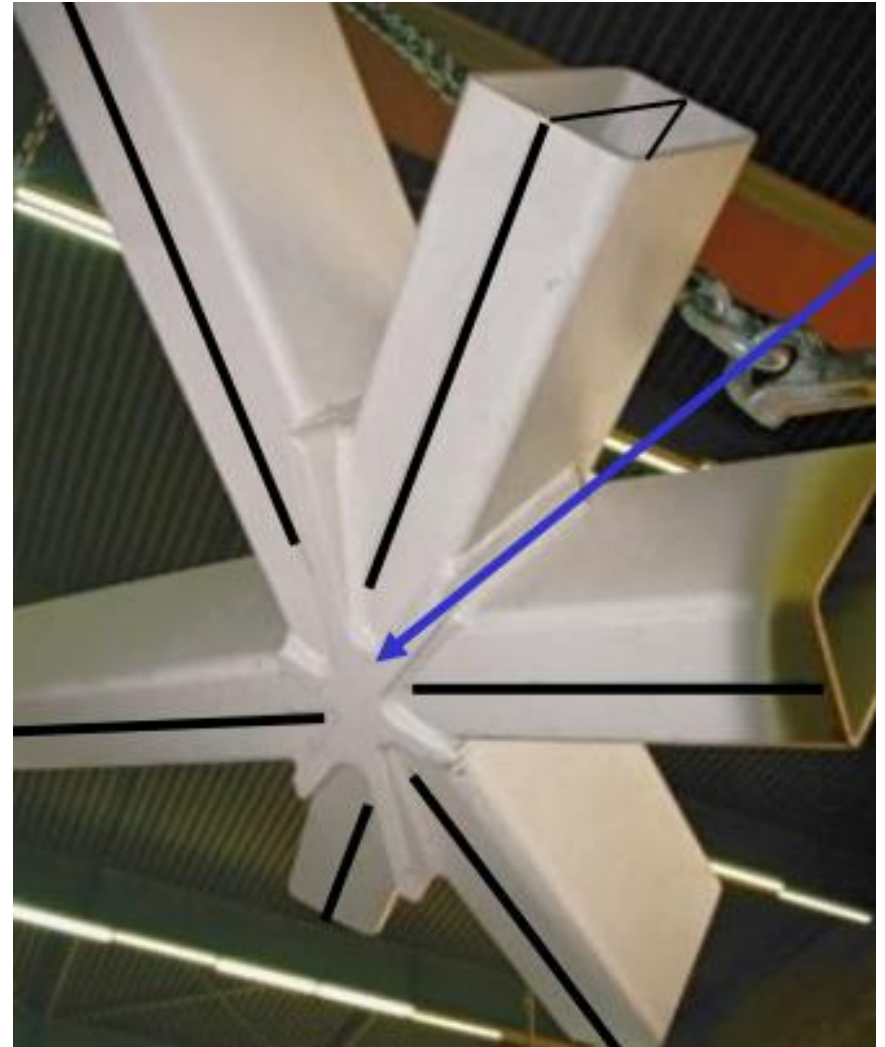


## Conventional Meshes and Node Construction

Construction  
when  
neighboring normal vectors are not coplanar



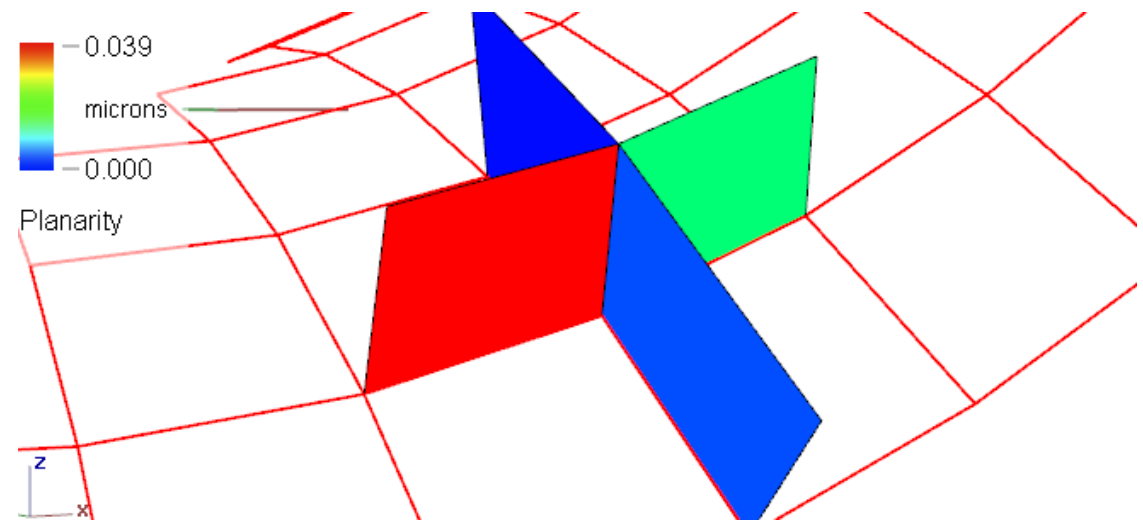
## Conventional Meshes and Node Construction



Node Construction  
in Triangular Meshes

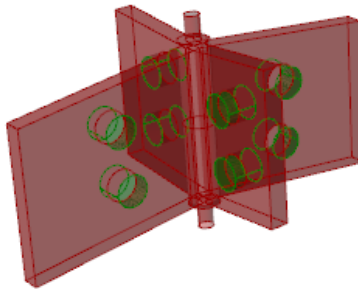
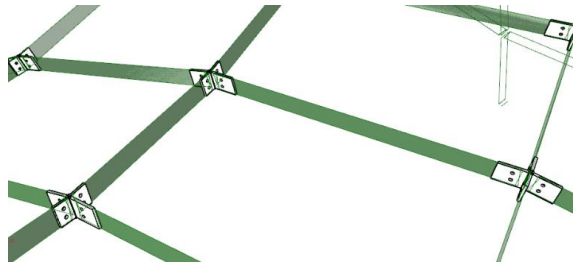
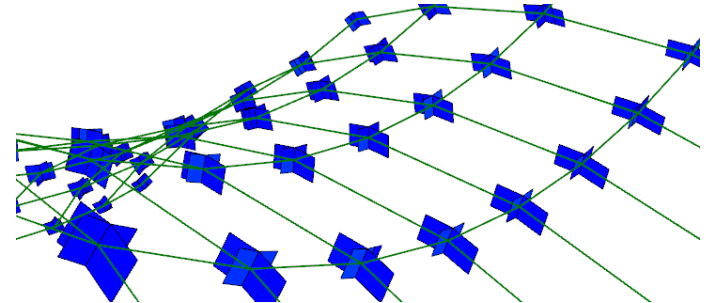
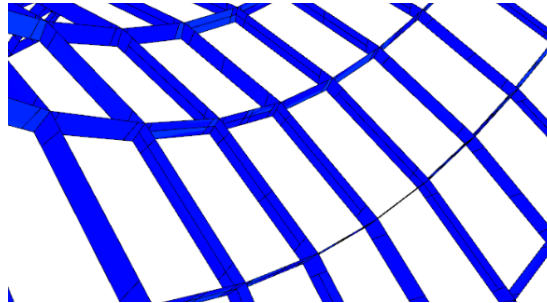
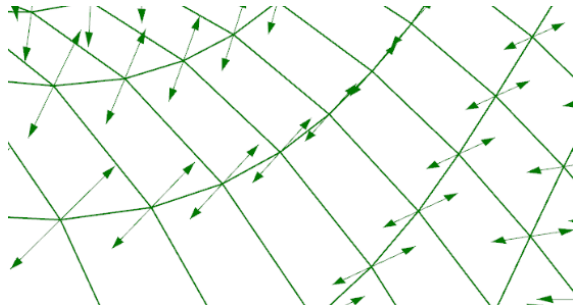


## PQ Meshes and Torsion Free Nodes



Coplanarity of neighboring normal vectors in PQ mesh

# PQ Meshes and Torsion Free Nodes



Node Design Process

# PQ Meshes and Torsion Free Nodes

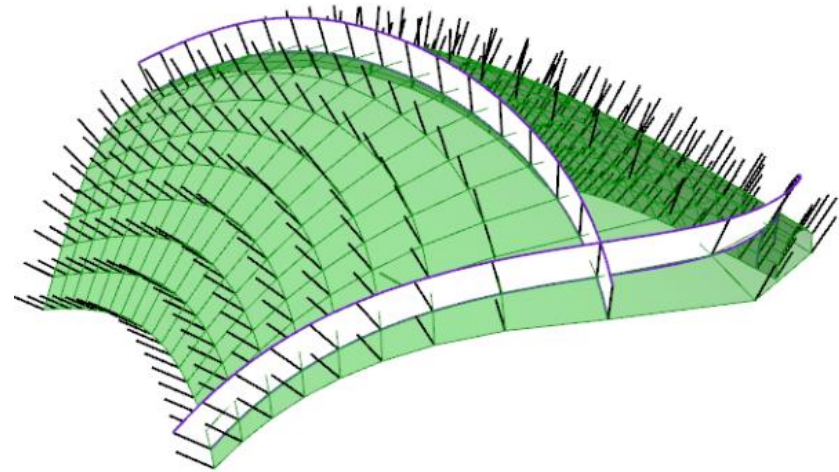


## Construction Benefits

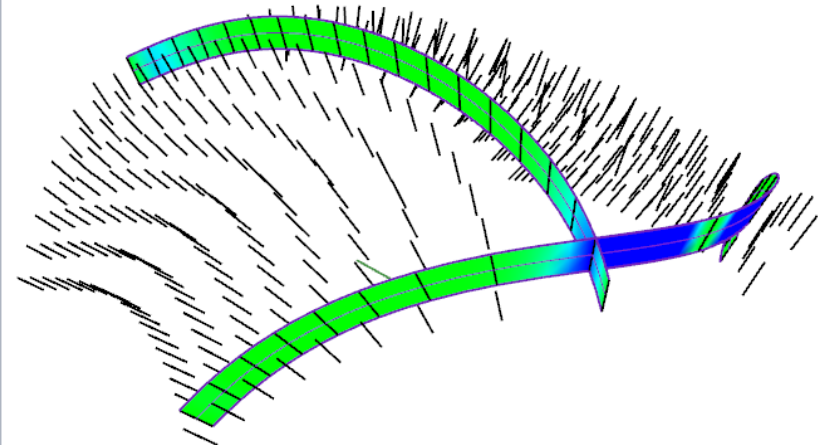
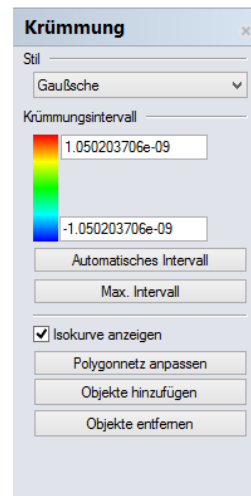
1. Alignment of Axes' Plane
2. No torsion Force in Nodes
3. Capability of Offset Meshes
4. Less Complexity in the Node Construction
5. Vertical Extruded Central Element

Further Development in Construction;

## PQ Meshes and Flat Sheets of Material

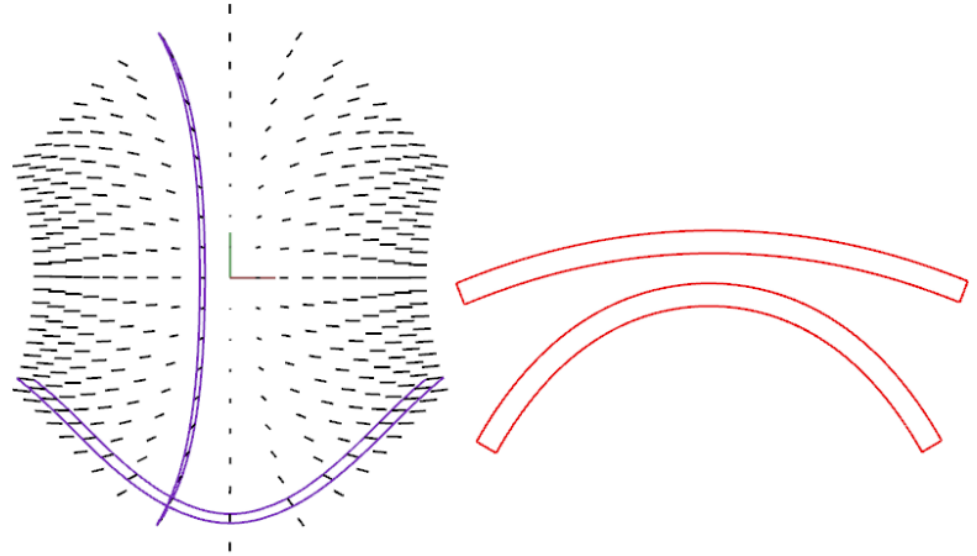


Gaussian curvature of normal stripes

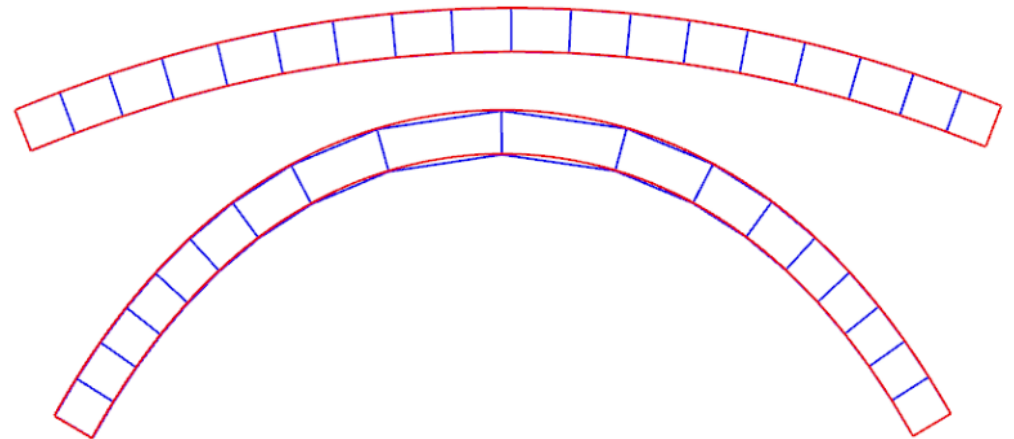


Further Development in Construction;

## PQ Meshes and Flat Sheets of Material



Unrolling Normal Stripes

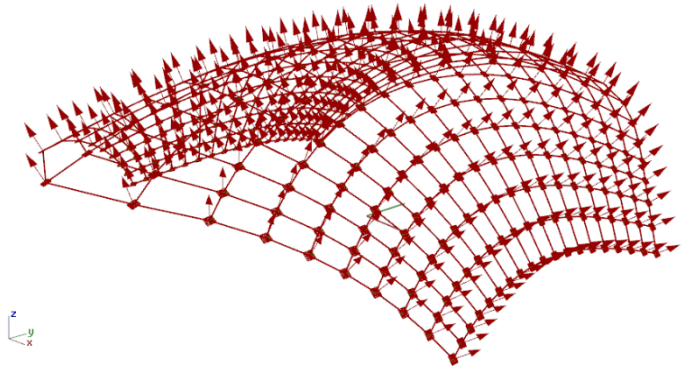


Discretized version of developable surface

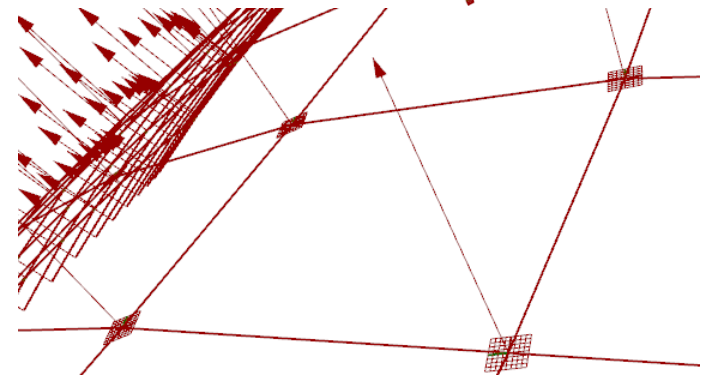
Further Development in Construction;

## Detailing Process

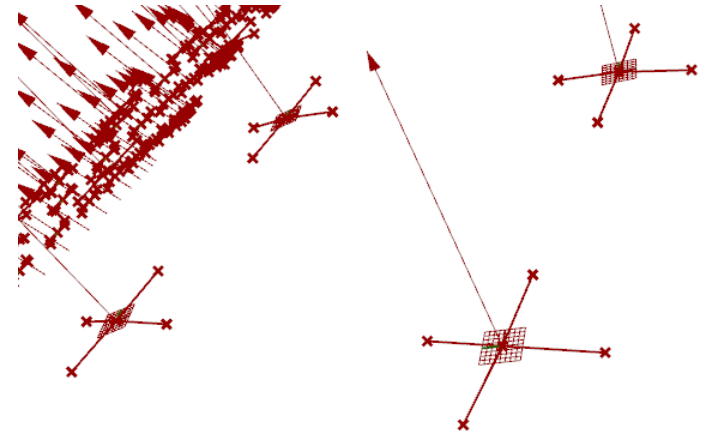
Mesh, normal vectors and normal plane at each node



Nodes and Neighbor edges



Specifying the length of connectors (evaluating edges)

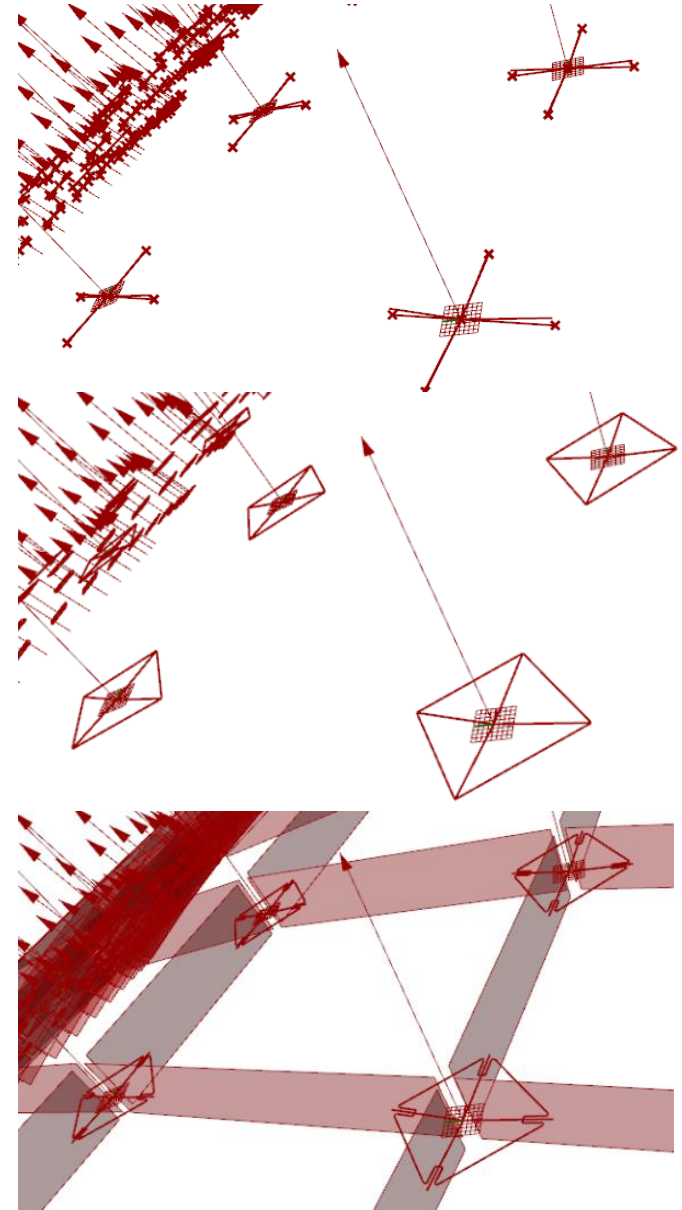


## Further Development in Construction; Detailing Process

Projecting the evaluated curve on normal plane

Extracting connector's boundary

Generating cuts on connectors based on beam's thickness





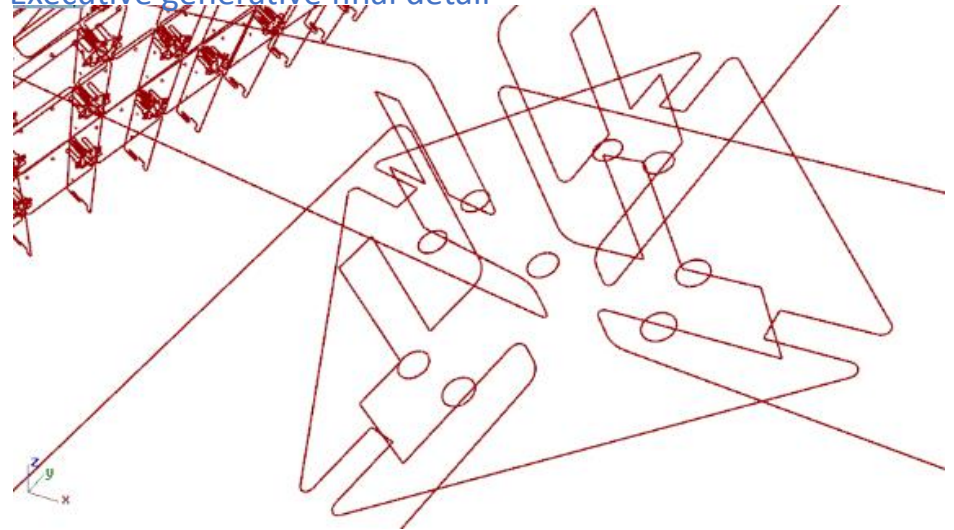
Further Development in Construction;

## Detailing Process

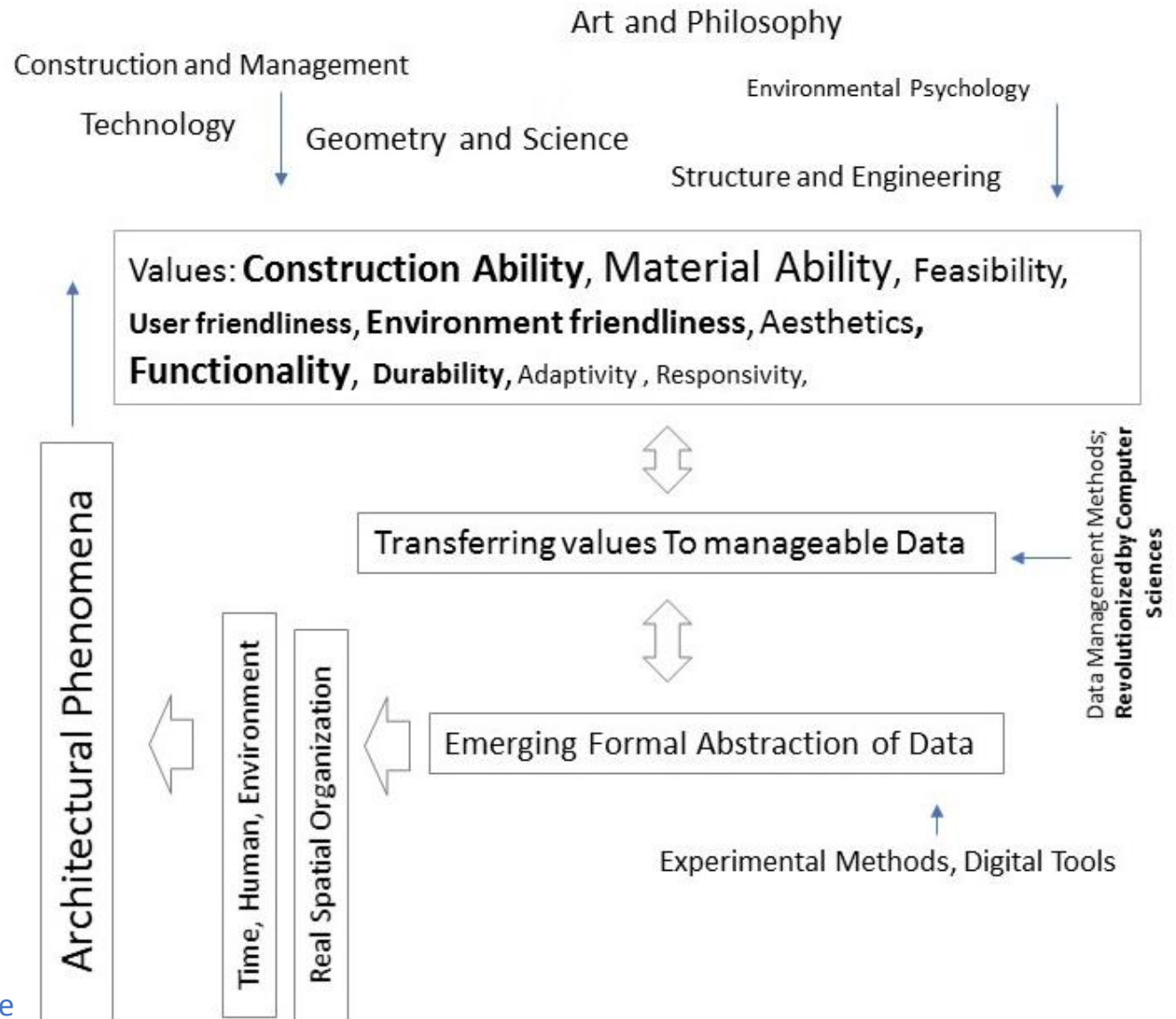
### Parameters

1. Beam Thickness
2. Connector Thickness
3. Beam Height
4. Thickness Tolerance
5. Pin Height
6. Pin Leg Radius
7. Scale Factor
8. Beam's Corner Fillet Radius
9. Connector's Corner Fillet Radius
10. Position of the Connectors on their Normal
11. Pin position Radius
12. Connector's Size
13. Position of Pin on Connectors

Executive generative final detail

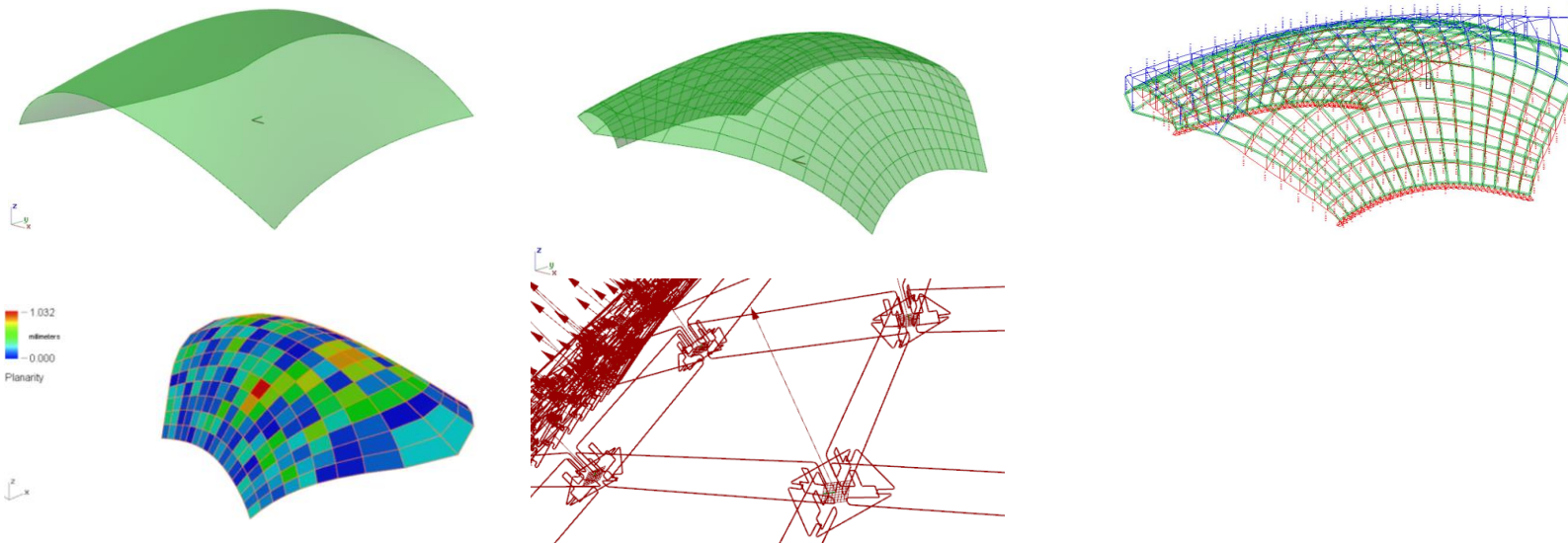
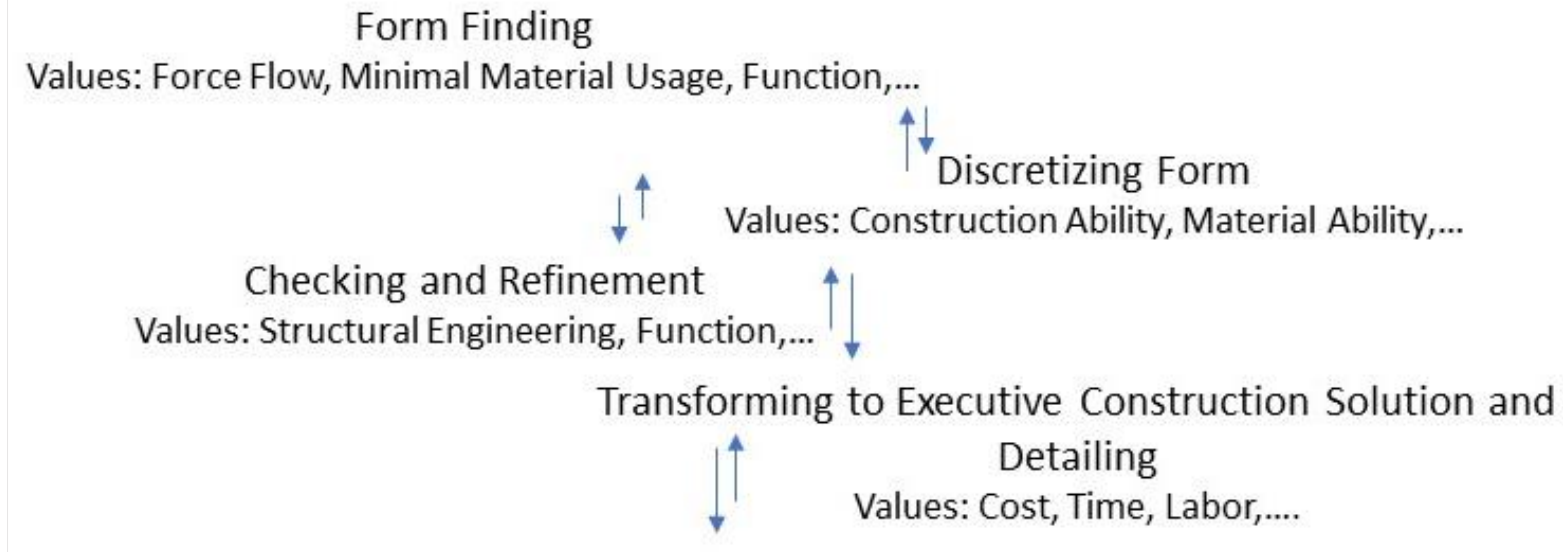


## Emerging Architecture



Process of Emerging Architecture

## Project Process



## Benefits and Necessity of the Project

### Benefits

#### Geometry

PQ Faces

Coplanar Normal Vectors

Multi-Layer Mesh

#### Material

Flat Sheets of Material

#### Construction

Not Complex Connectors

Faster Production

Low Cost Production

Fast Assembling and Disassembling

Easy Transportation

### Necessity

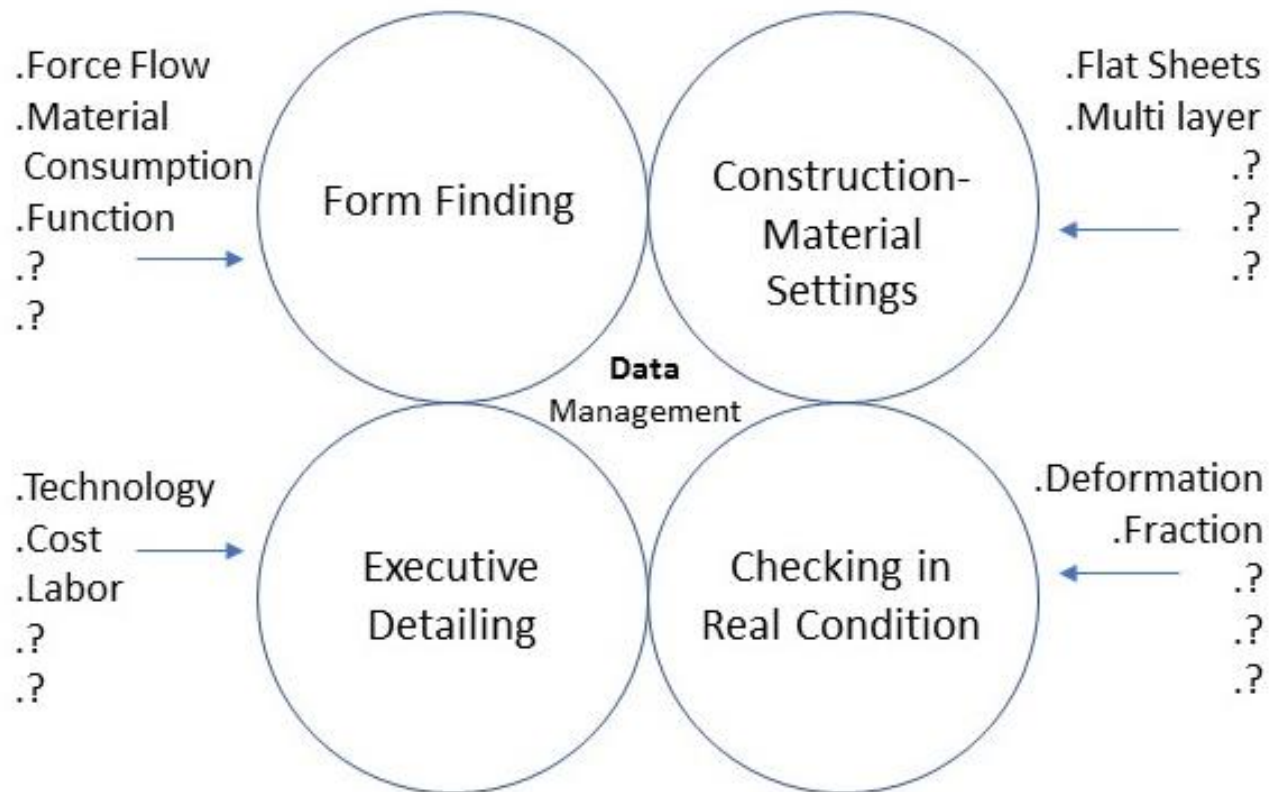
Accentuating on Process and Objectives

Implementing Values in Design-Construction Process

Showing Practical Data Transformation

## Conclusion

### Process and Values



## Conclusion

### Other Possible Values

Form Finding Values:

- Natural light penetration
- Gathering and Meeting Points Density
- Access and transition

Construction and Material Settings:

- Type of Material (Masonry, Steel, Composites, Recycling ....)
- Same Parts
- ...

Checking in Real Condition:

- Users' Reaction
- Recycling duration
- Environmental Affects
- ...

Executive Detailing:

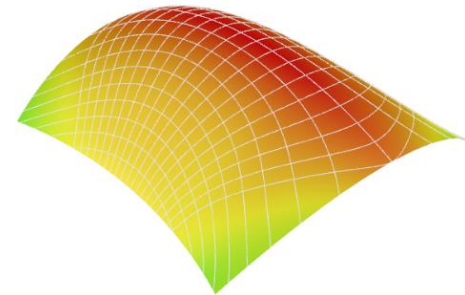
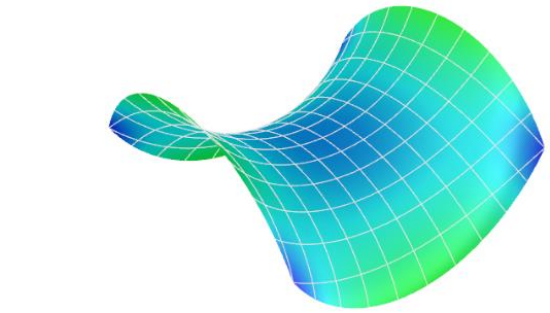
- Transportation
- Local or International Technology
- Gray Energy
- ...



## Conclusion

### Further Question about PQ Mesh

Surfaces with Constant -(Blue) and +(Red) Gaussian curvature



Surface with variable - and +Gaussian curvature

