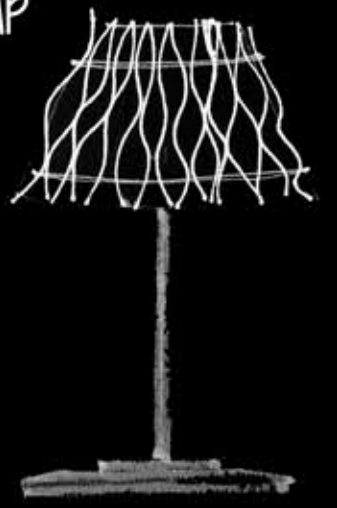


LIGHT DIFFUSERS

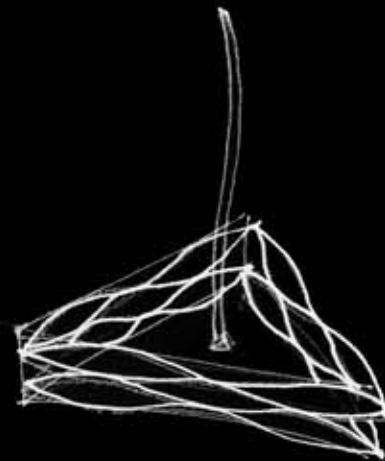
A FAMILY OF 5 LIGHT DIFFUSERS THAT SERVE INDIVIDUAL FUNCTIONS
OCCUPYING THE SAME DESIGN SPACE



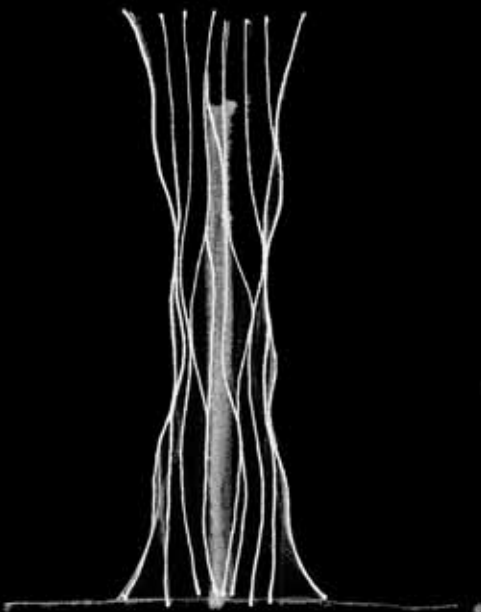
TABLE LAMP



PENDANT



FLOOR LAMP



WALL SCONCES



TABLE LAMP

PERSPECTIVE VIEW



FRONT VIEW



SLIDER VALUES :

RADIUS OF C1 : 8

RADIUS OF C 2 : 4

DISTANCE BETWEEN CIRCLES : 8

SHIFT VALUE : 0

GRID DIVISION

U VALUE : 20

V VALUE : 4

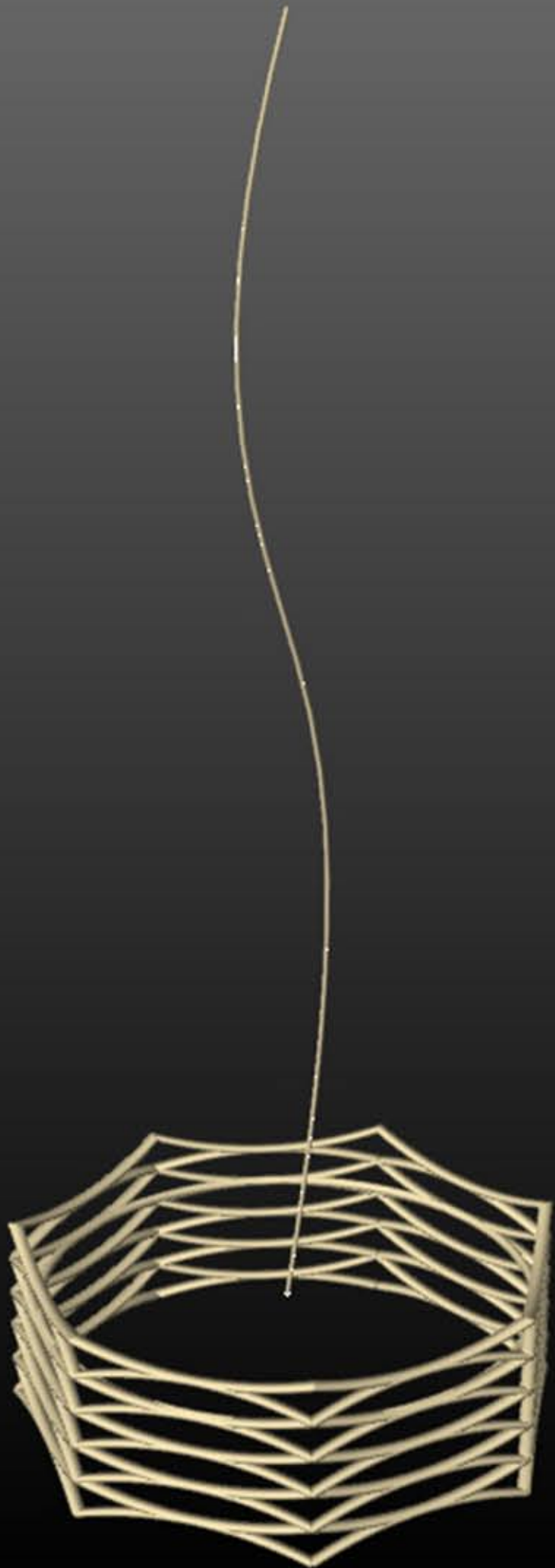
THICKNESS

THK VALUE : 0.3

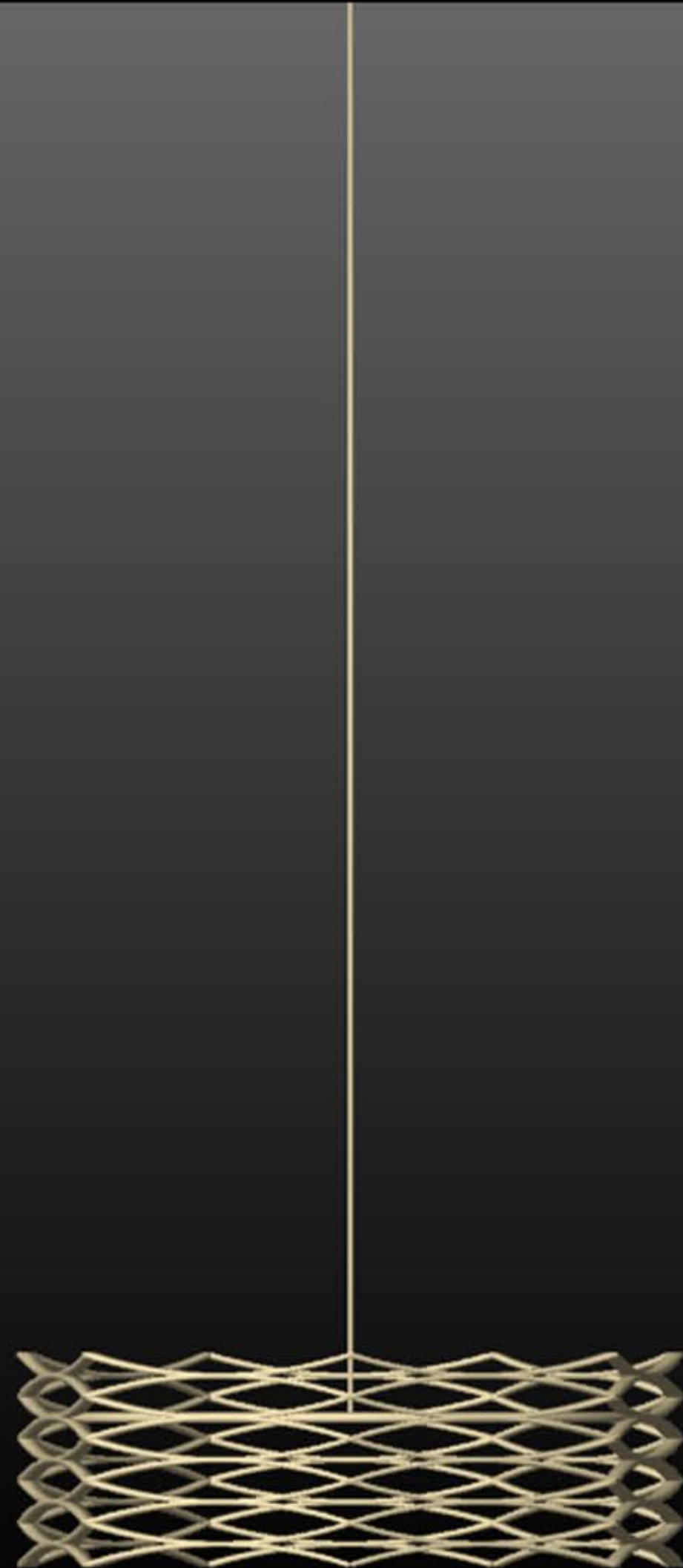
ALL VALUES ARE IN INCHES

PENDANT FIXTURE WITH 7 FACETS

PERSPECTIVE VIEW



FRONT VIEW



SLIDER VALUES:

RADIUS OF C1 : 6

RADIUS OF C 2 : 6

DISTANCE BETWEEN CIRCLES : 4

SHIFT VALUE : 0

GRID DIVISION

U VALUE : 7

V VALUE : 10

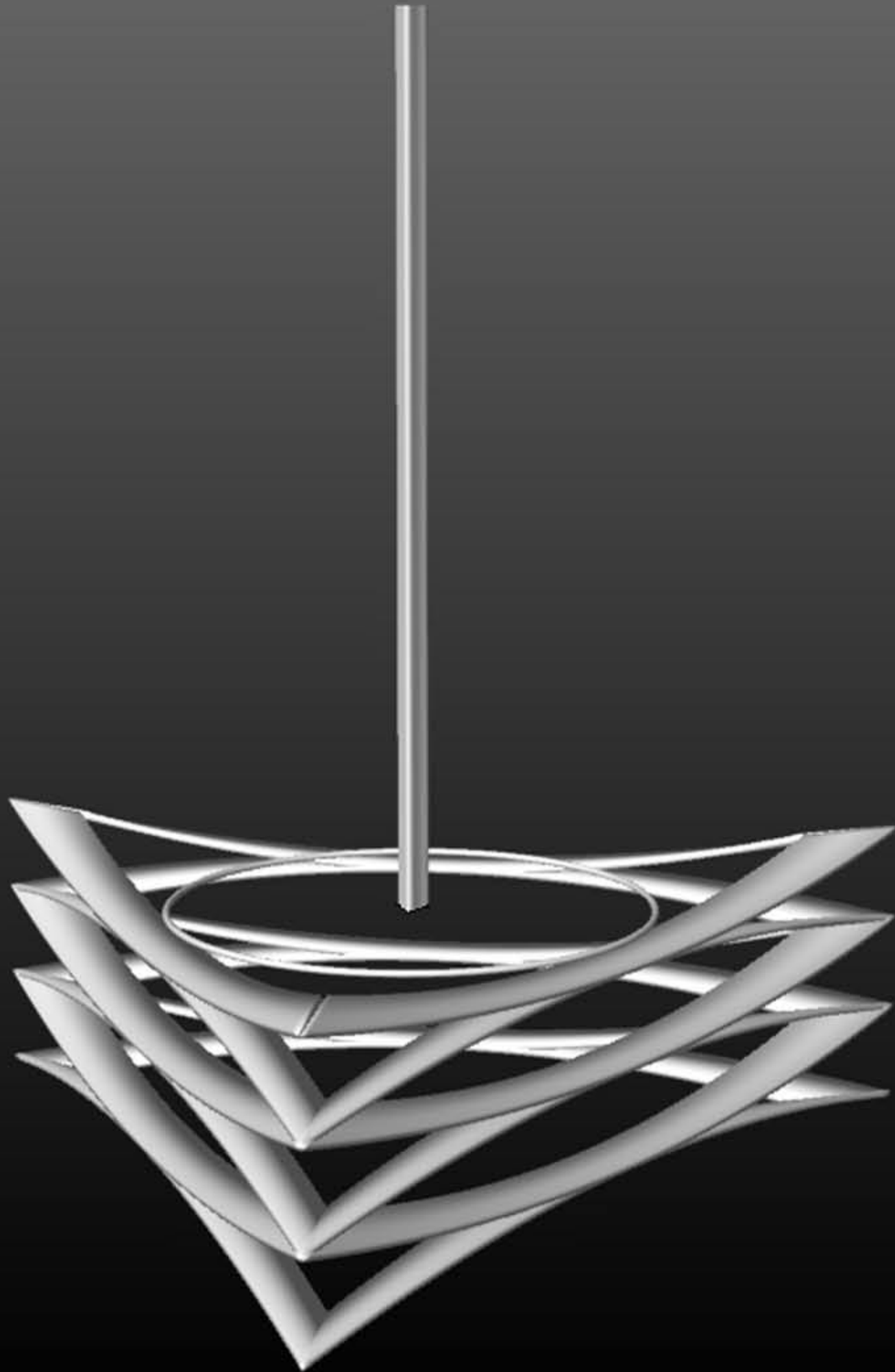
THICKNESS

THK VALUE : 0.3

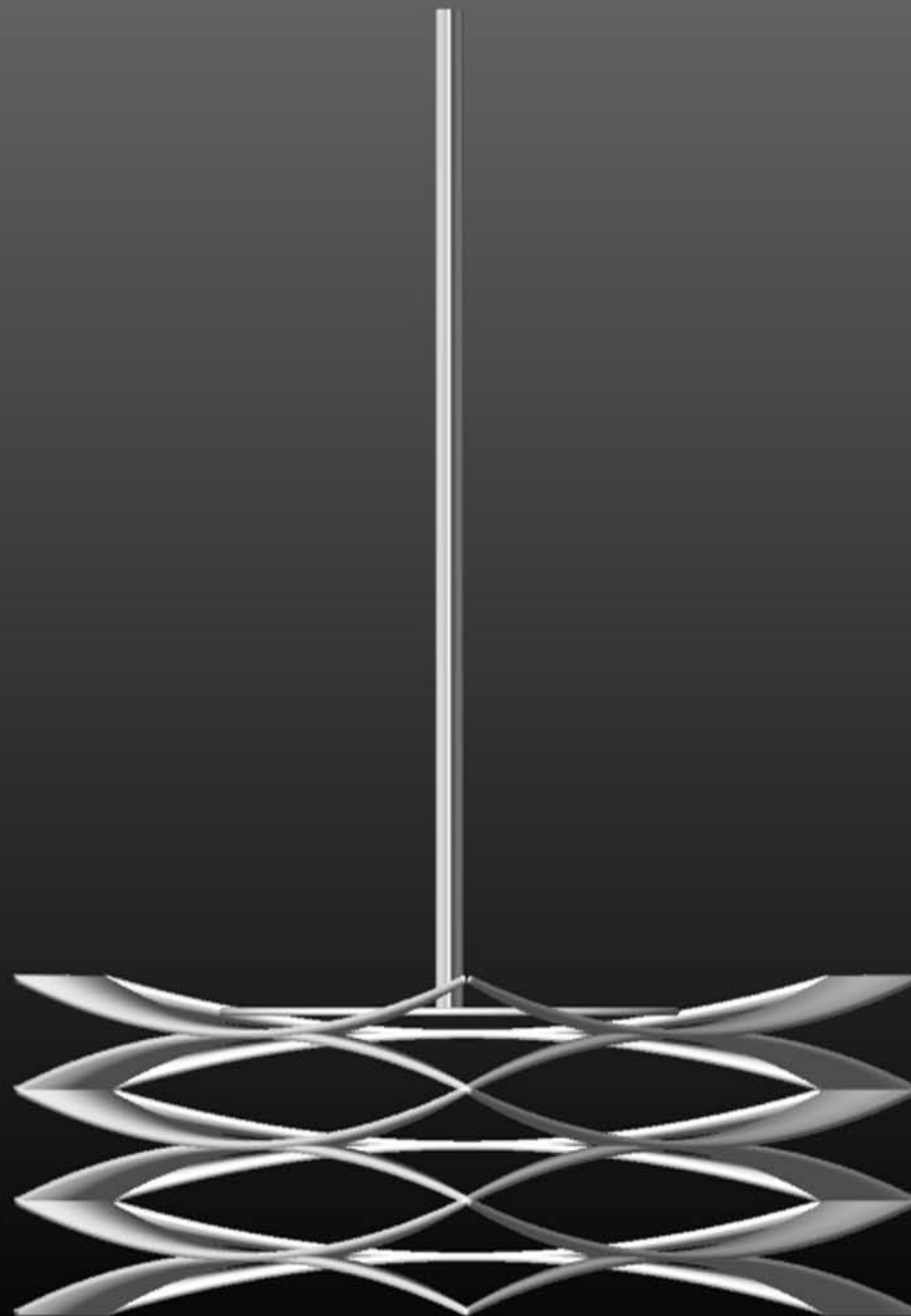
ALL VALUES ARE IN INCHES

PENDANT FIXTURE WITH 3 FACETS

PERSPECTIVE VIEW



FRONT VIEW



SLIDER VALUES :

RADIUS OF C1 : 6

RADIUS OF C 2 : 6

DISTANCE BETWEEN CIRCLES : 4

SHIFT VALUE : 0

GRID DIVISION

U VALUE : 3

V VALUE : 6

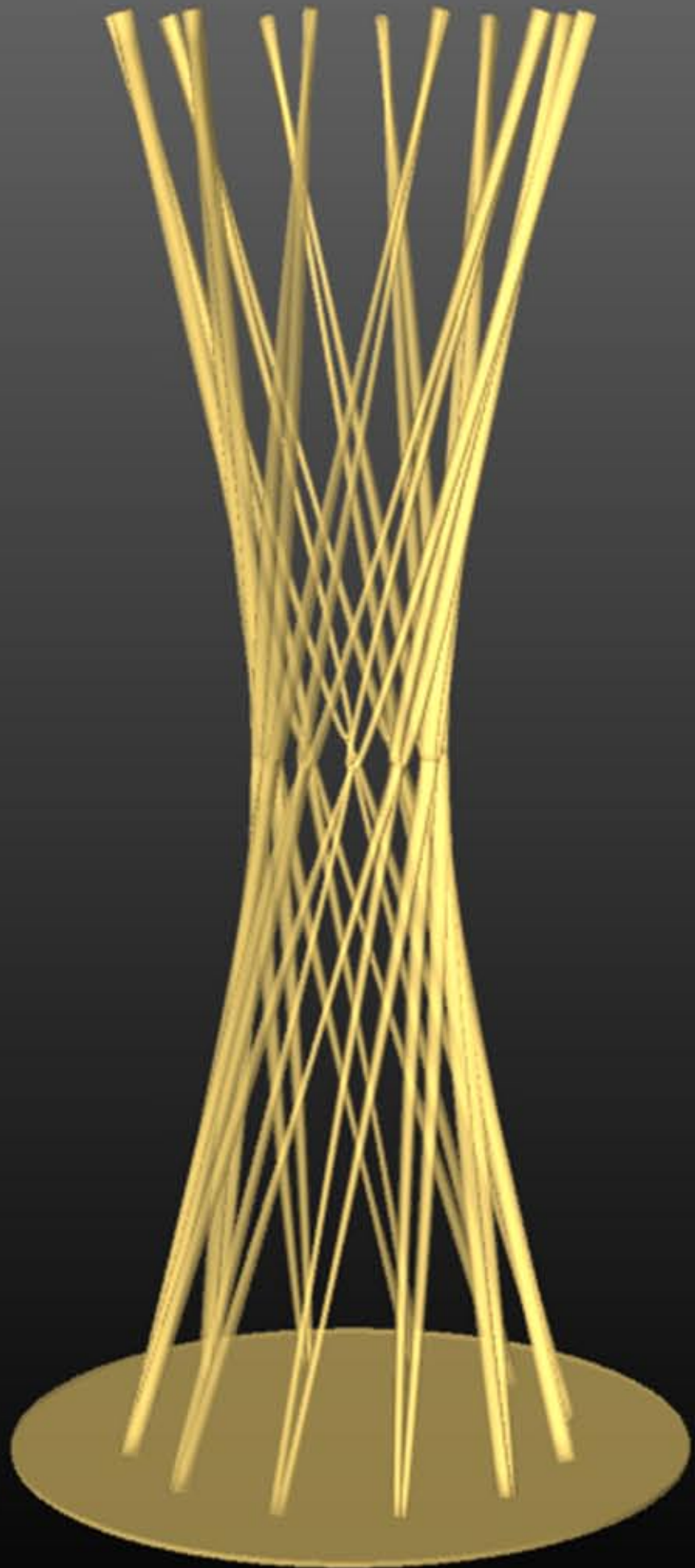
THICKNESS

THK VALUE : - 1.5

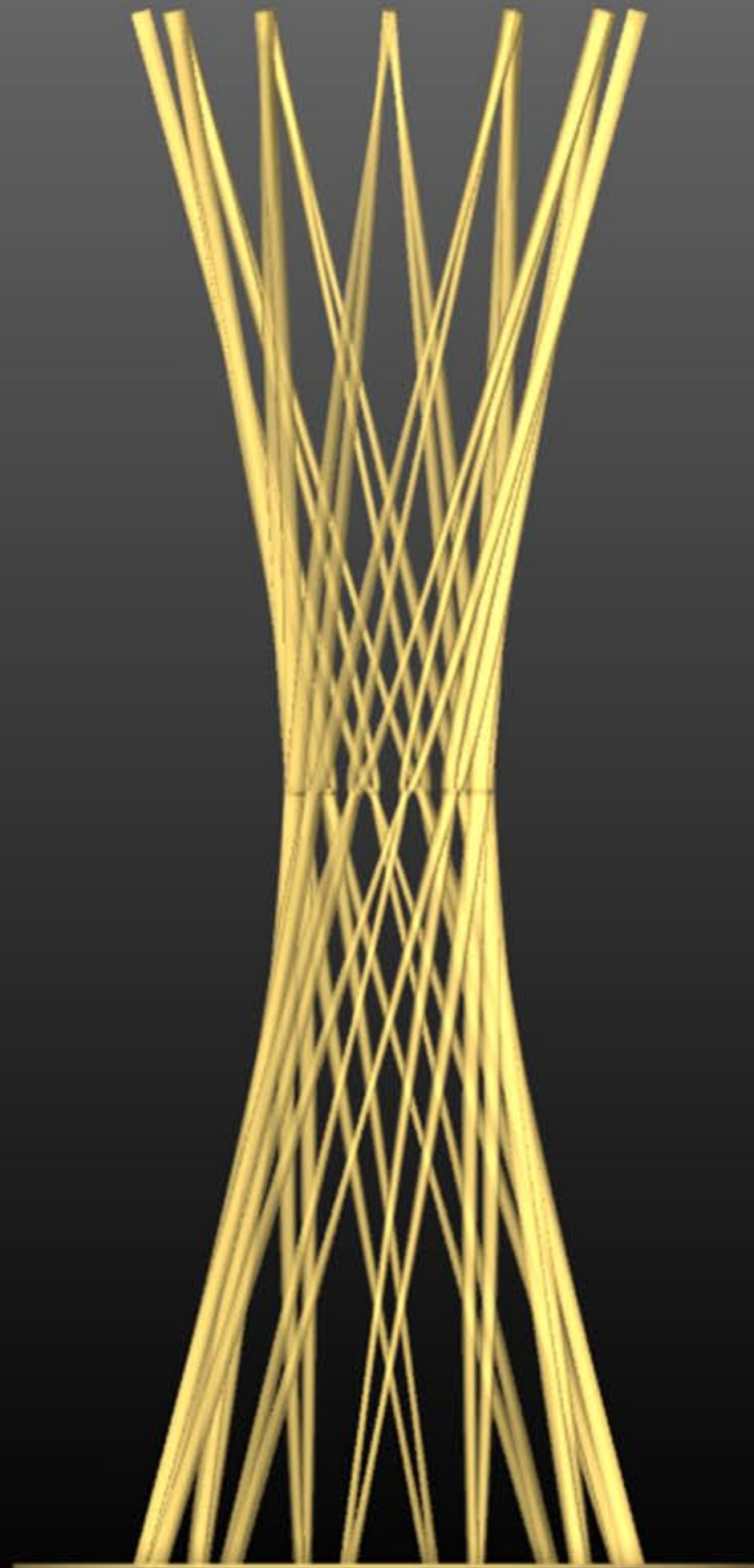
ALL VALUES ARE IN INCHES

FLOOR LAMP

PERSPECTIVE VIEW



FRONT VIEW



SLIDER VALUES :

RADIUS OF C1 : 4

RADIUS OF C 2 : 4

DISTANCE BETWEEN CIRCLES : 24

SHIFT VALUE : 16

GRID DIVISION

U VALUE : 12

V VALUE : 2

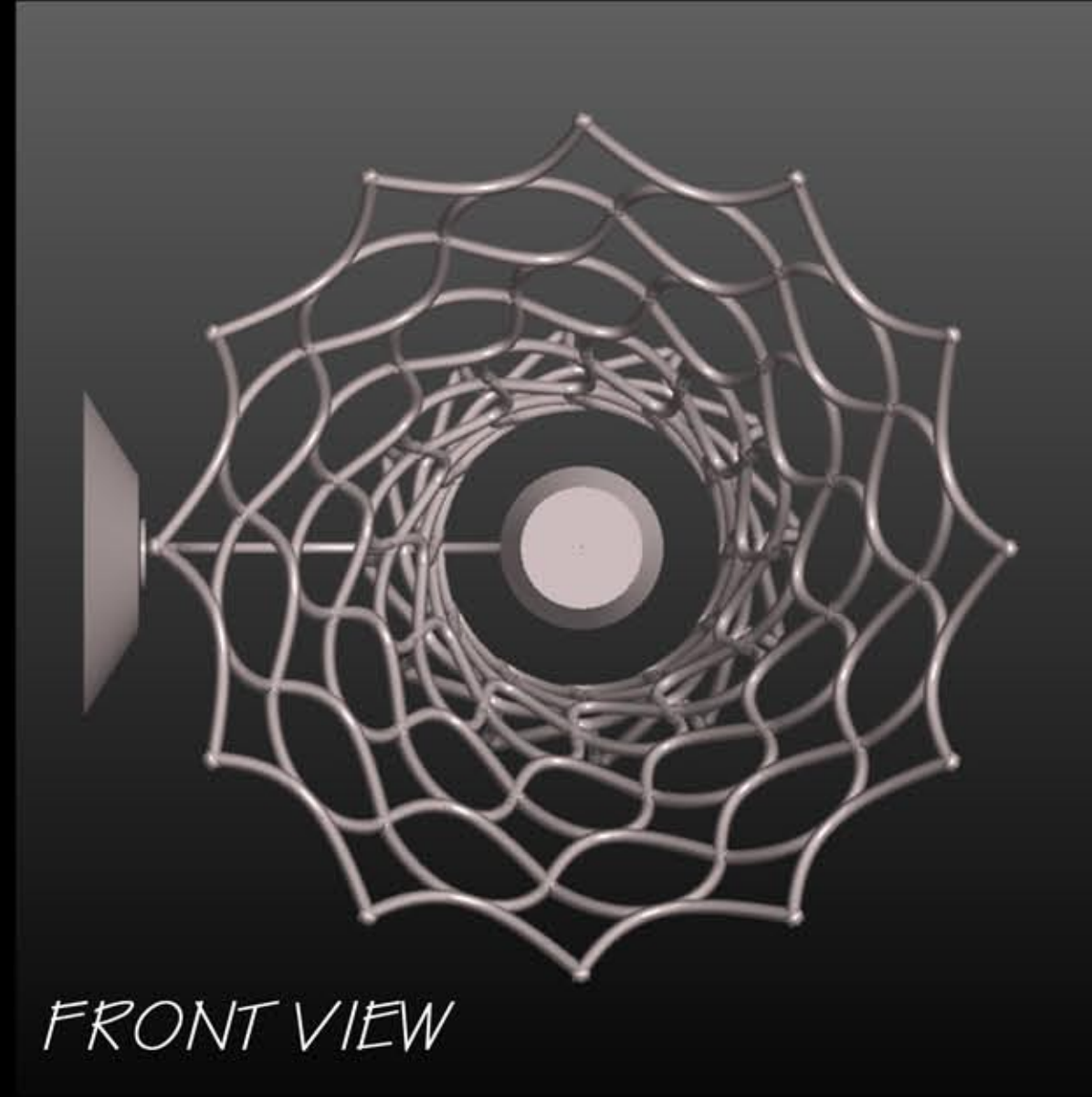
THICKNESS

THK VALUE : 0.3

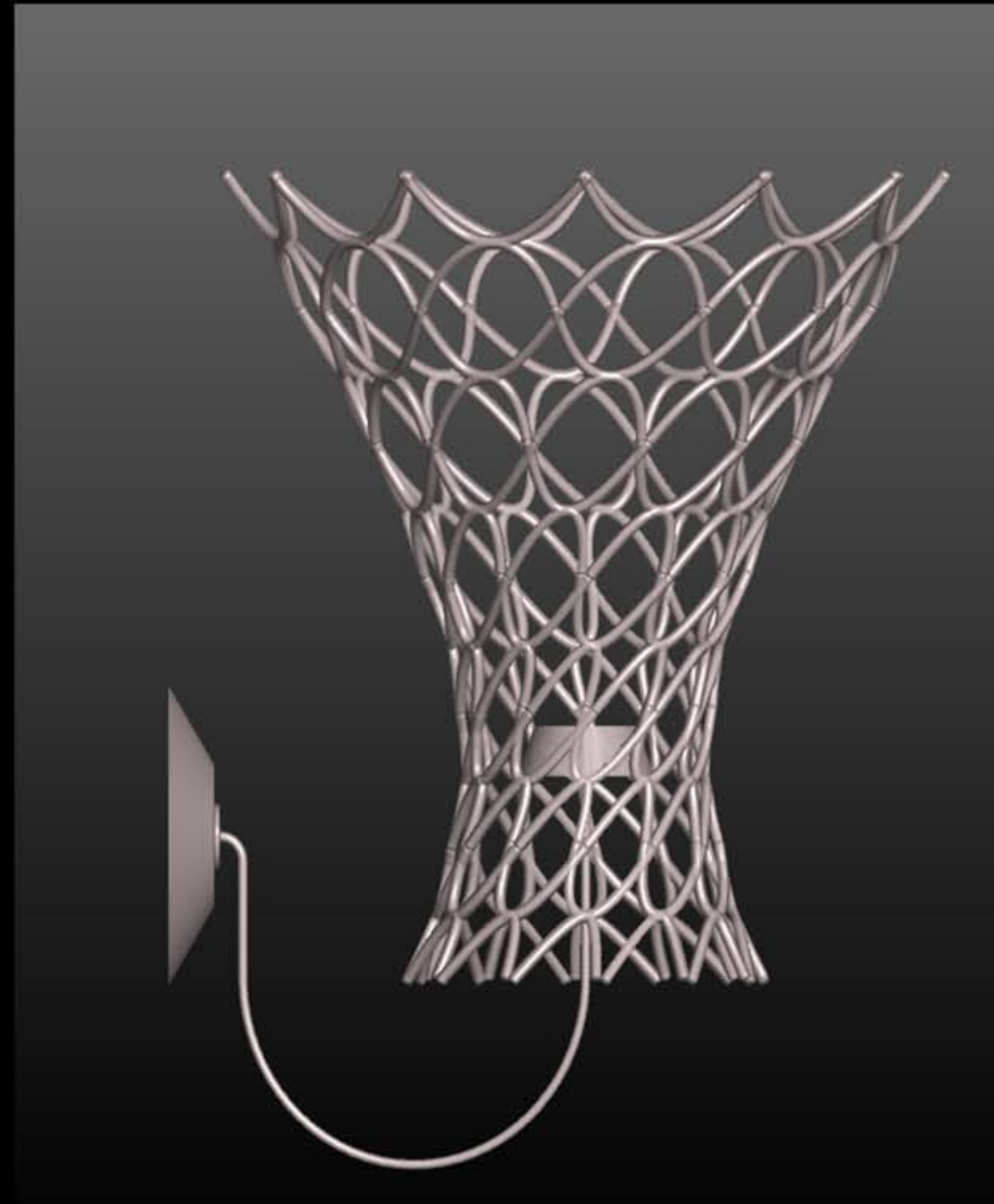
ALL VALUES ARE IN INCHES

WALL SCONCE

TOP VIEW



FRONT VIEW



SLIDER VALUES :

RADIUS OF C1 : 2

RADIUS OF C 2 : 4

DISTANCE BETWEEN CIRCLES : 6

SHIFT VALUE : 8

GRID DIVISION

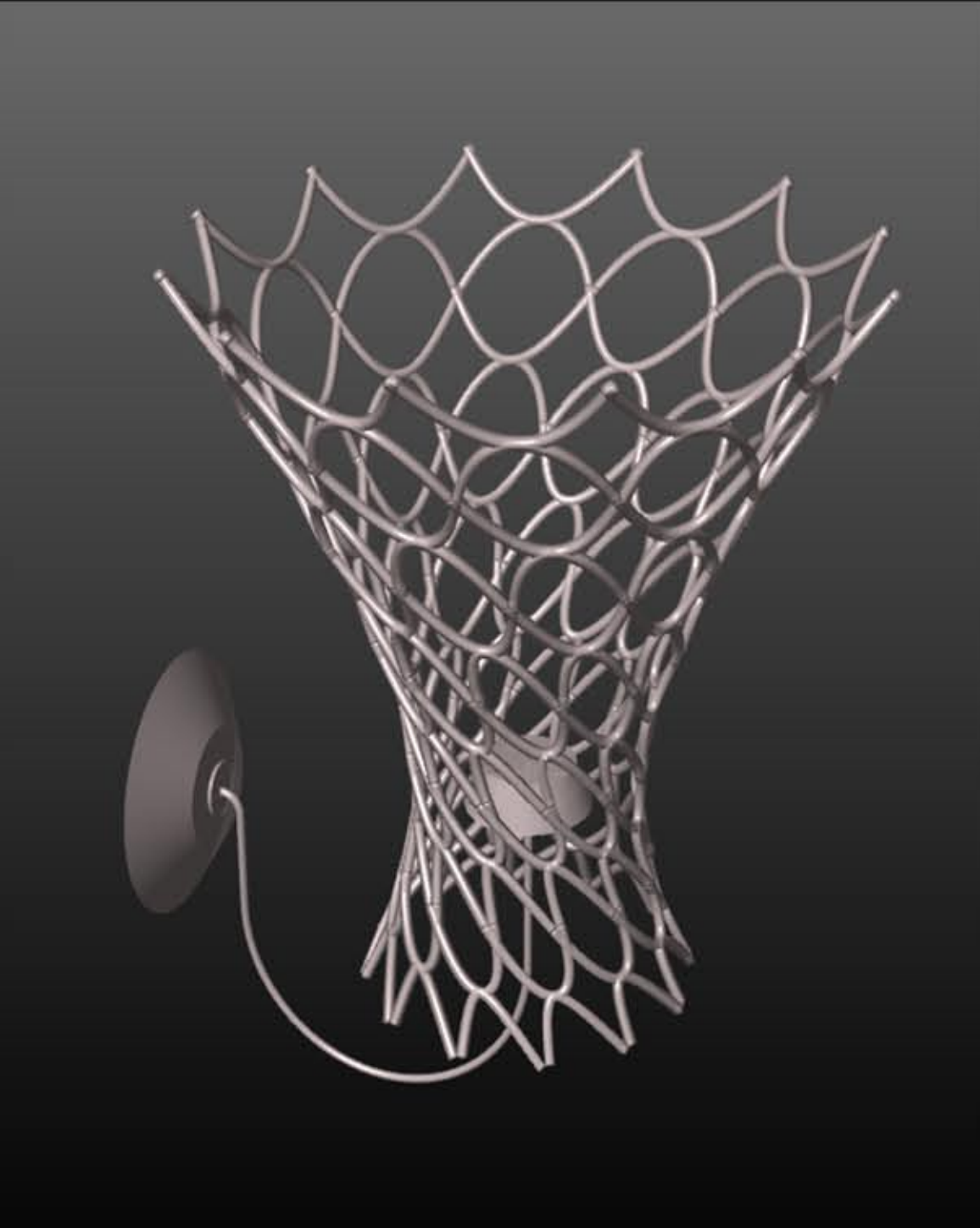
U VALUE : 12

V VALUE : 12

THICKNESS

THK VALUE : 0.1

PERSPECTIVE VIEW



ALL VALUES ARE IN INCHES

GRASSHOPPER DEFINITION

STEPS OF CONSTRUCTION :

STEP ONE : ASSIGNING DESIGN DRIVERS, CREATING CIRCLES WITH RADIUS CONTROLLED BY SLIDER VALUES

STEP TWO : MOVING THE SHIFTING THE CICLES ALONG THE Z AXIS, CONTROLLED WITH SLIDER VALUES

STEP THREE : DIVIDING THE CIRCLES EQUALLY WITH LINES

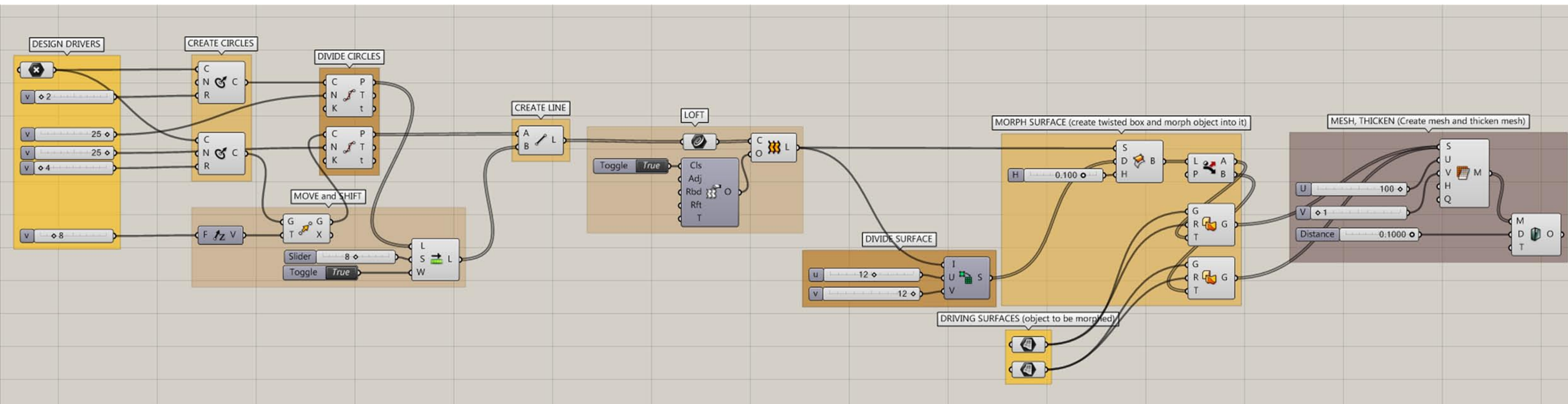
STEP FOUR : LOFTING THE CIRCLES

STEP FIVE : DIVING THE SURFACE

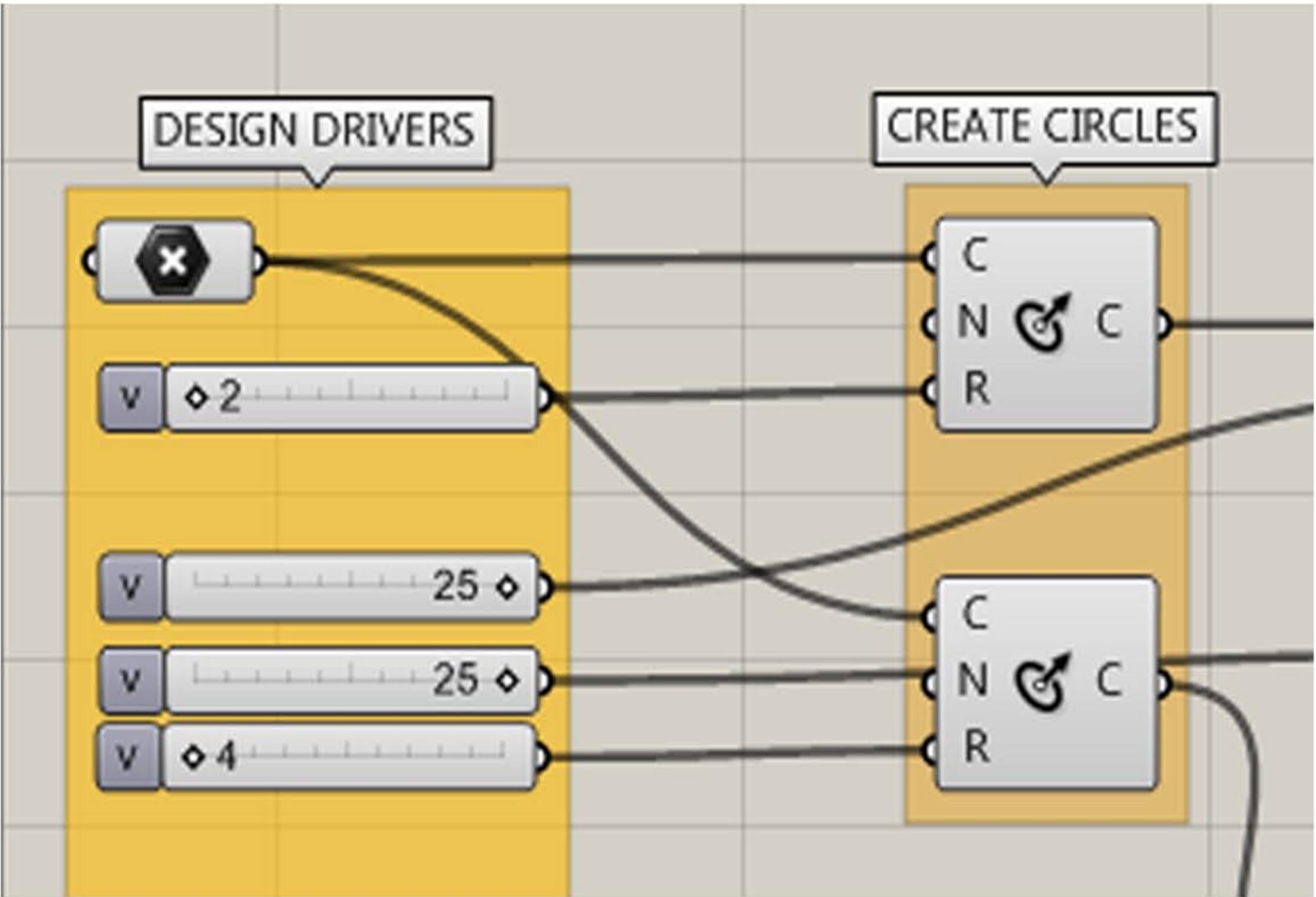
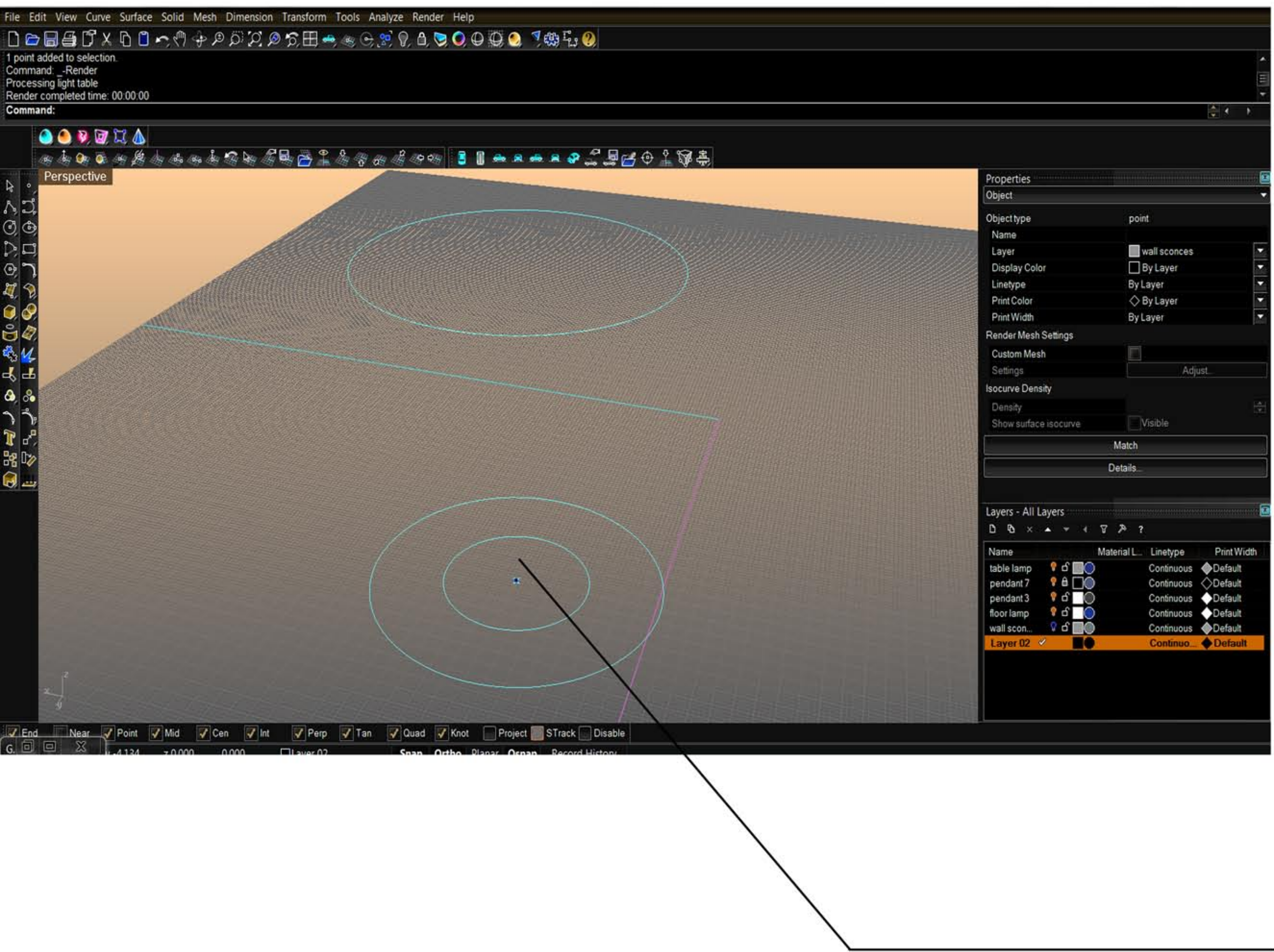
STEP SIX : CREATING OBJECTS (USED AS PATTERNS) TO BE MORPHED ON SURFACE

STEP SEVEN : MORPH THE OBJECTS ONTO THE SURFACE

STEP EIGHT : CREATE A MESH OF THE MORPHED SURFACE AND CONTROL ITS THICKNESS

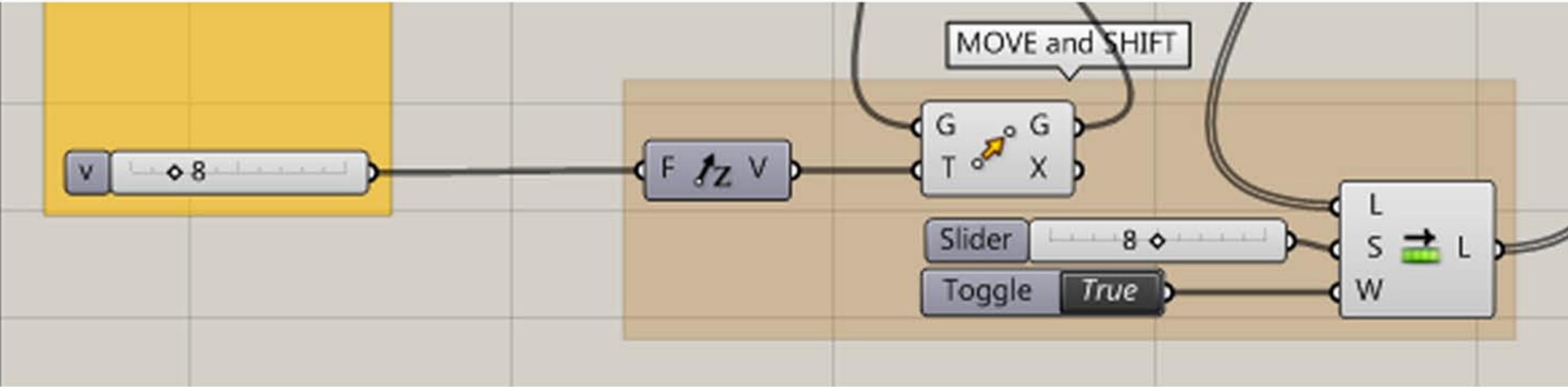
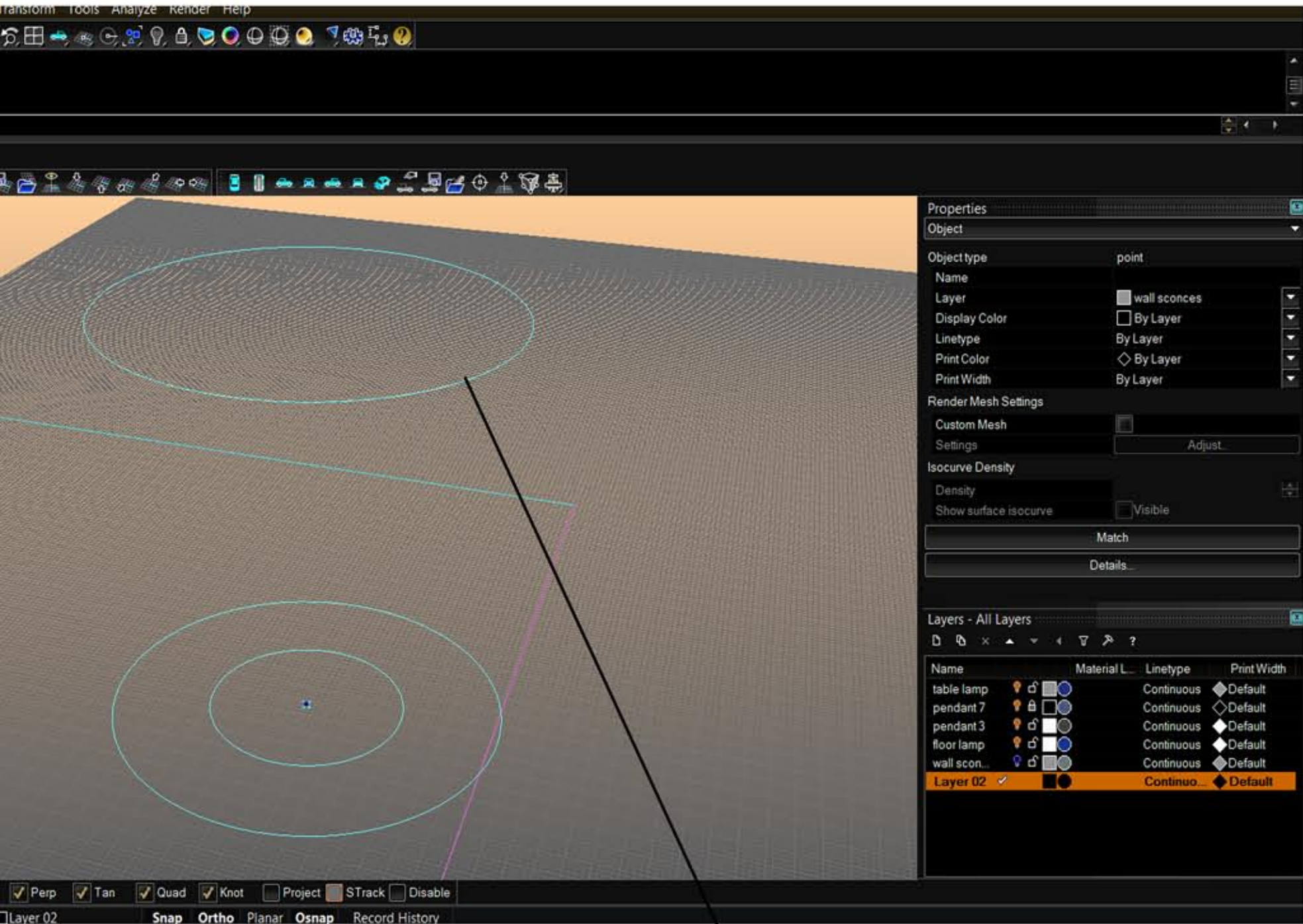


DESIGN DRIVERS



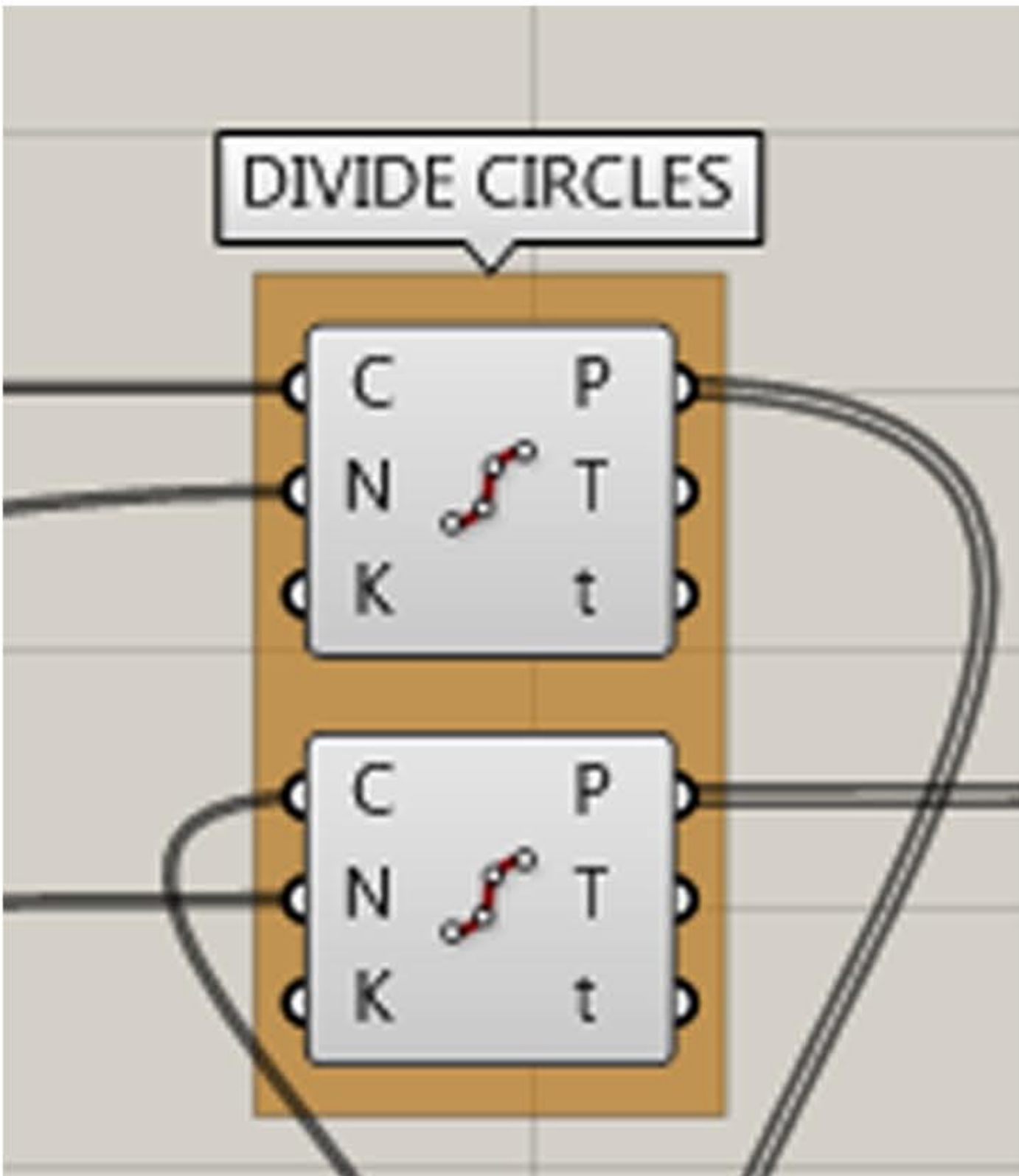
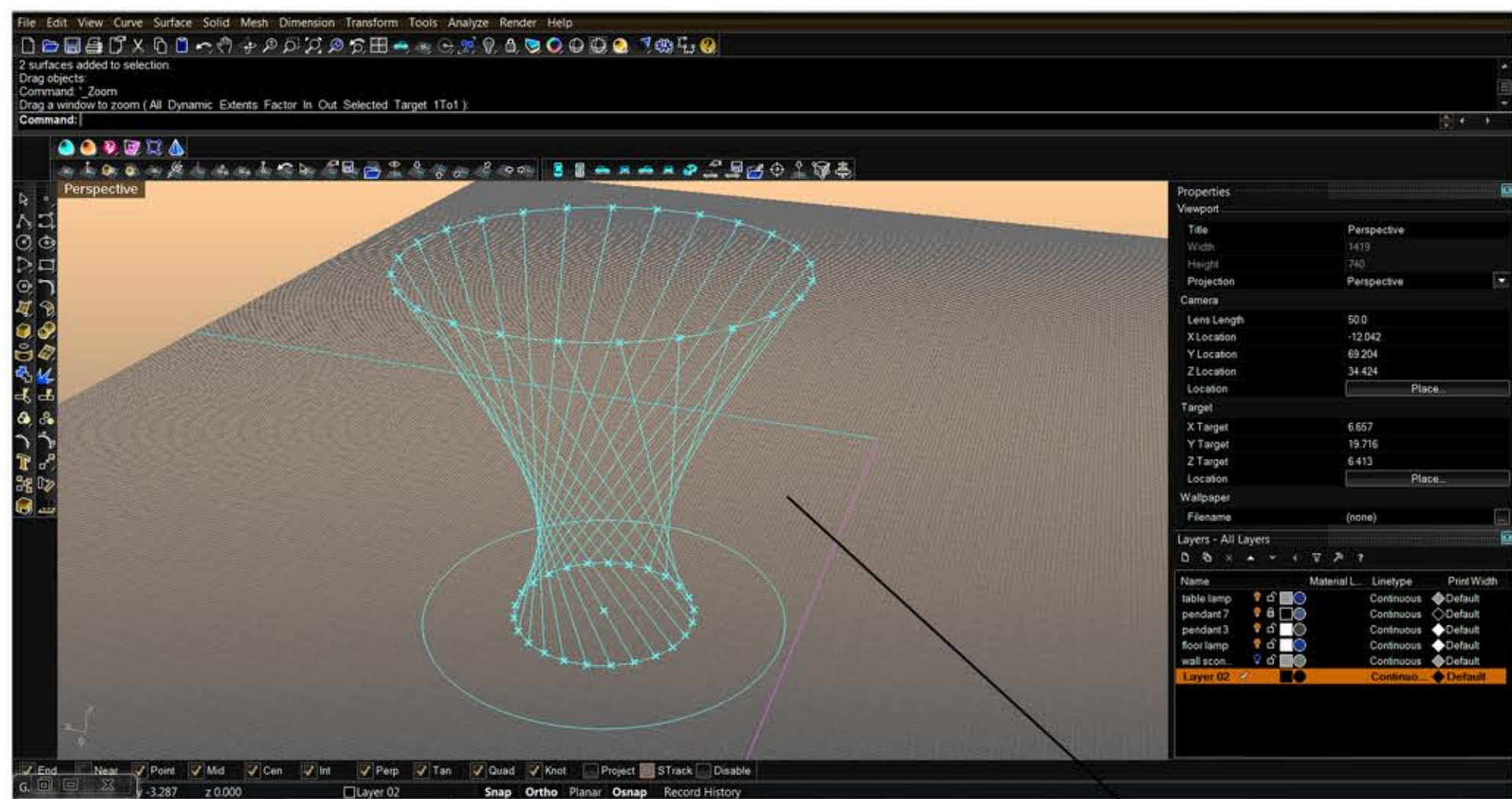
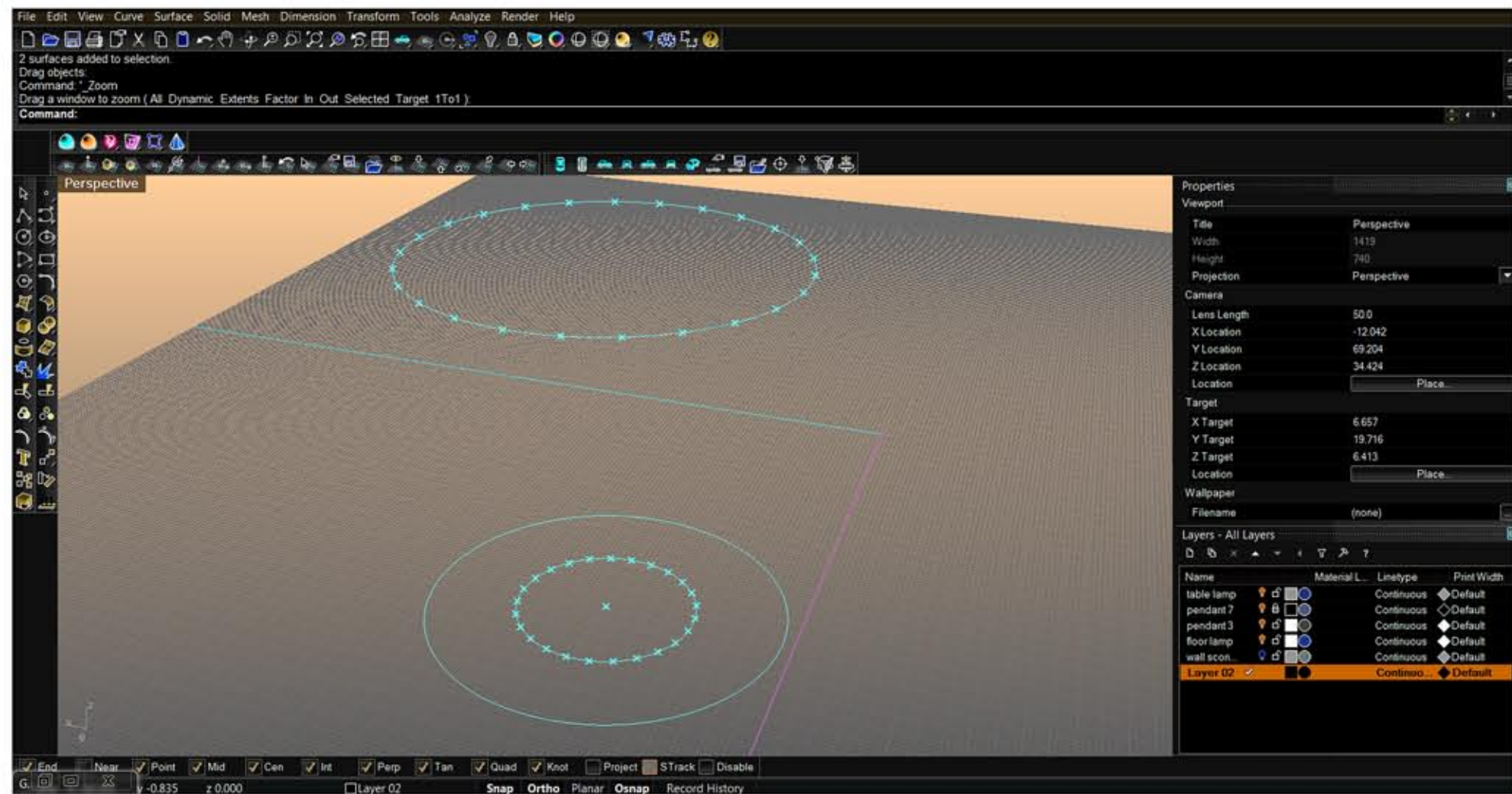
CREATING CIRCLES WITH A CENTER POINT
AND RADIUS - CONTROLLED BY SLIDER VALUES

MOVE AND SHIFT



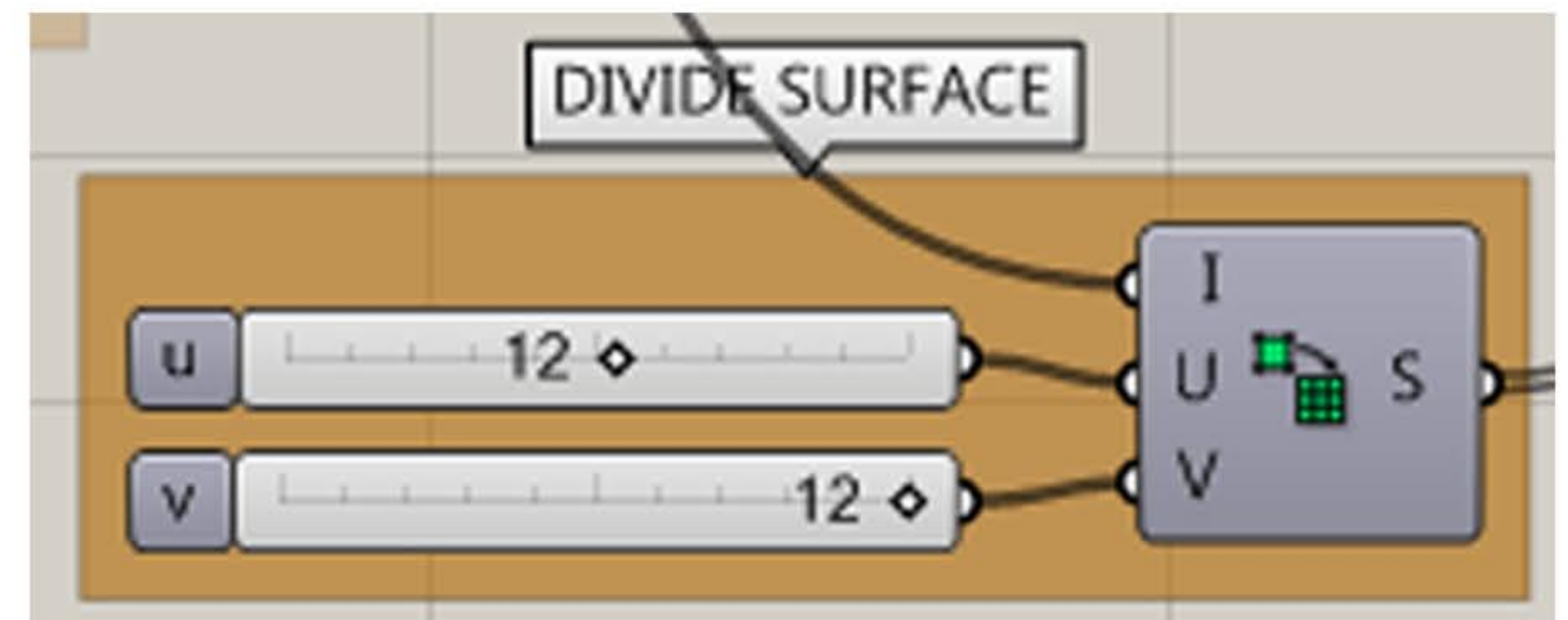
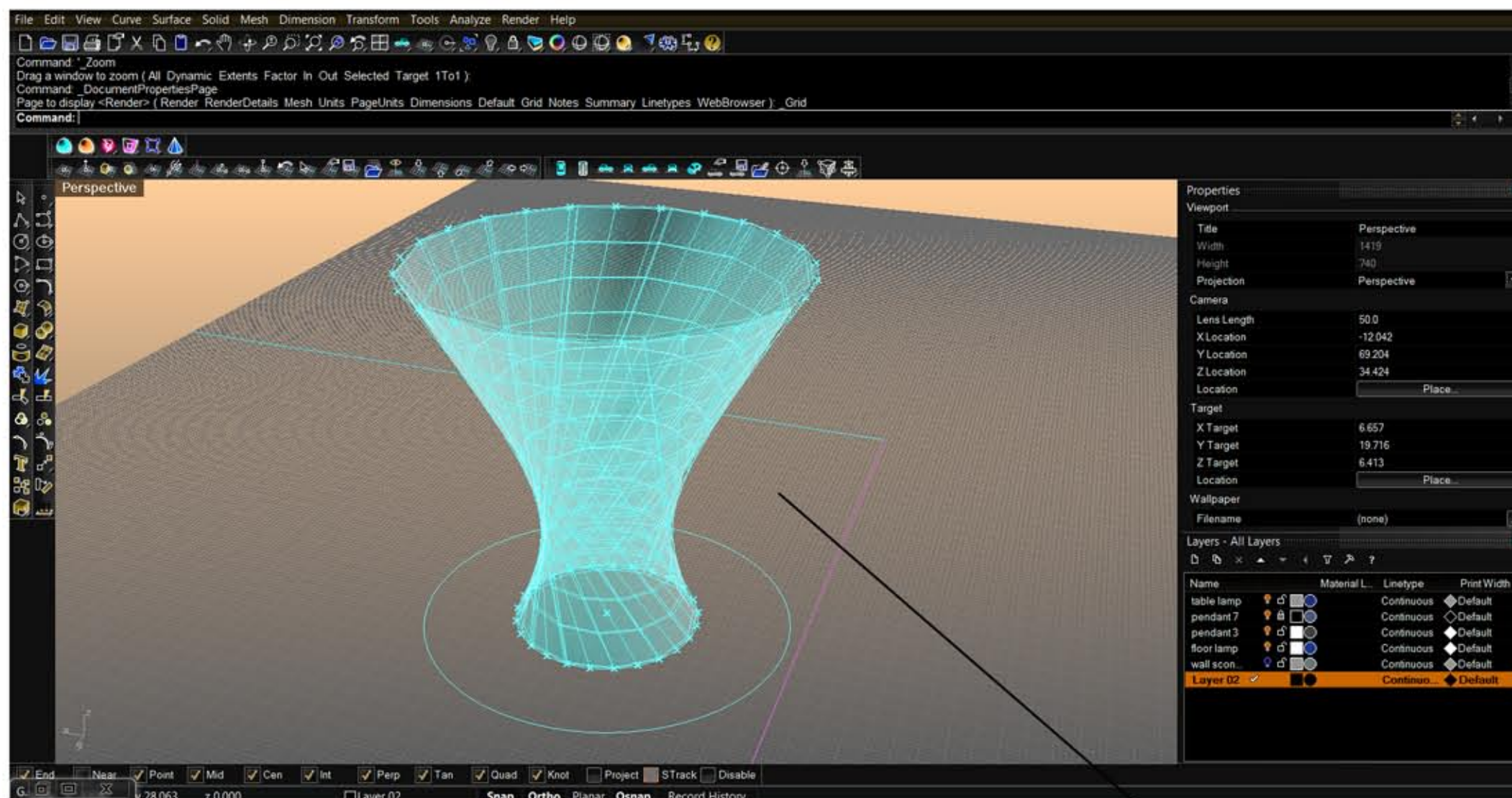
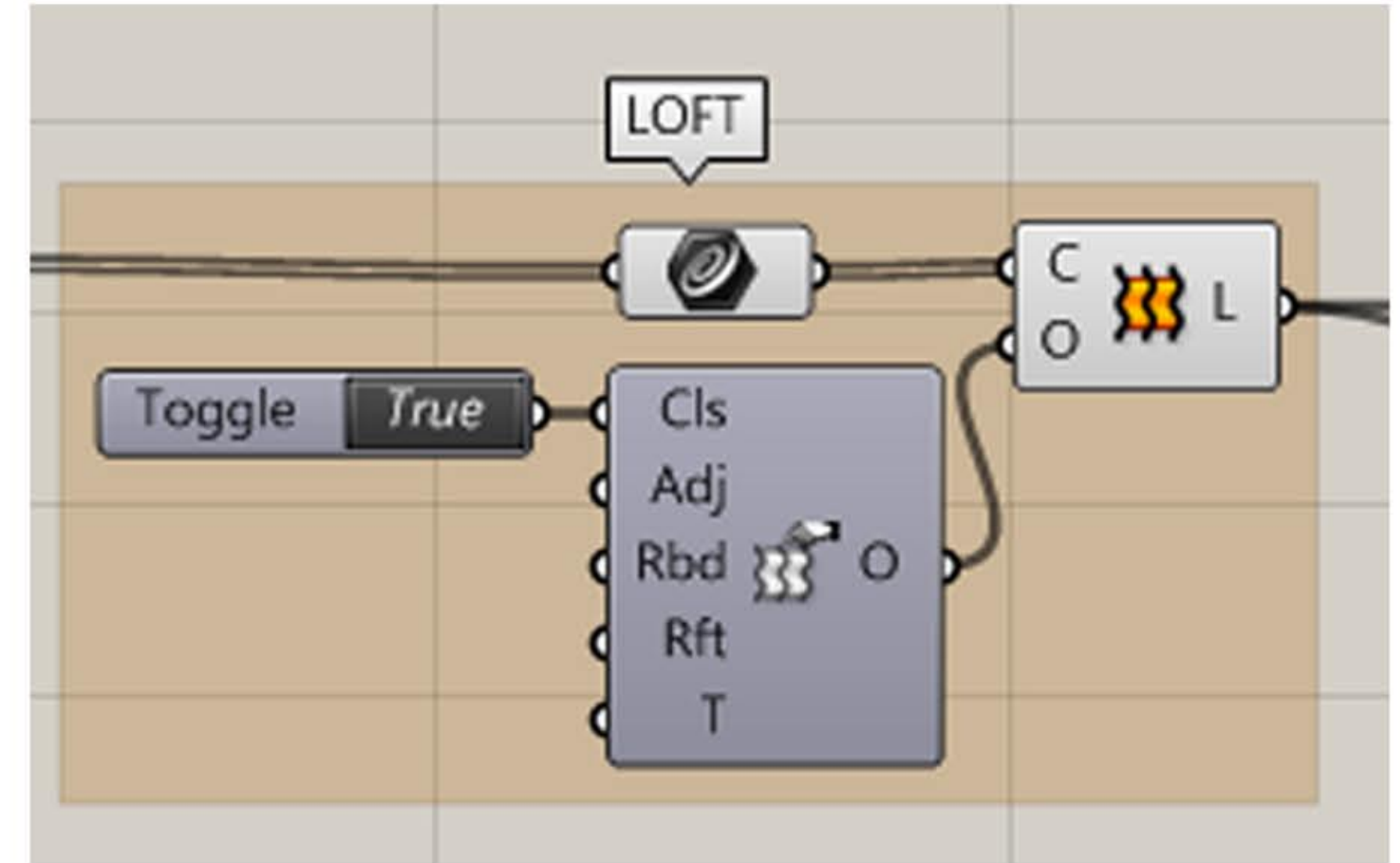
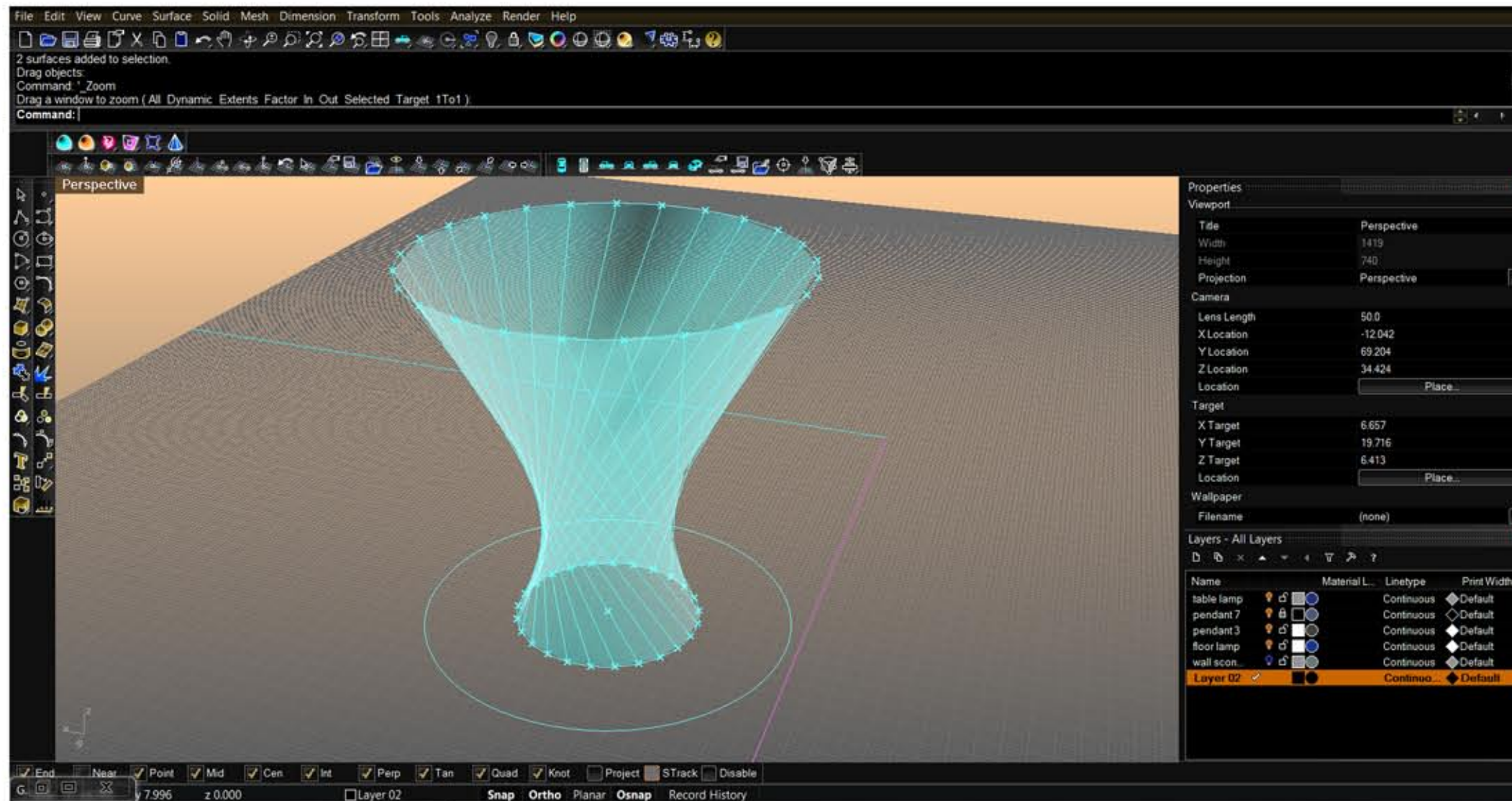
MOVING AND SHIFTING THE CIRCLES ALONG Z AXIS
THE HEIGHT CONTROLLED BY SLIDER VALUES

DIVIDING THE CIRCLES



DIVIDING THE CIRCLES
LINES CONNECTING THE POINTS

LOFTING AND DIVIDING

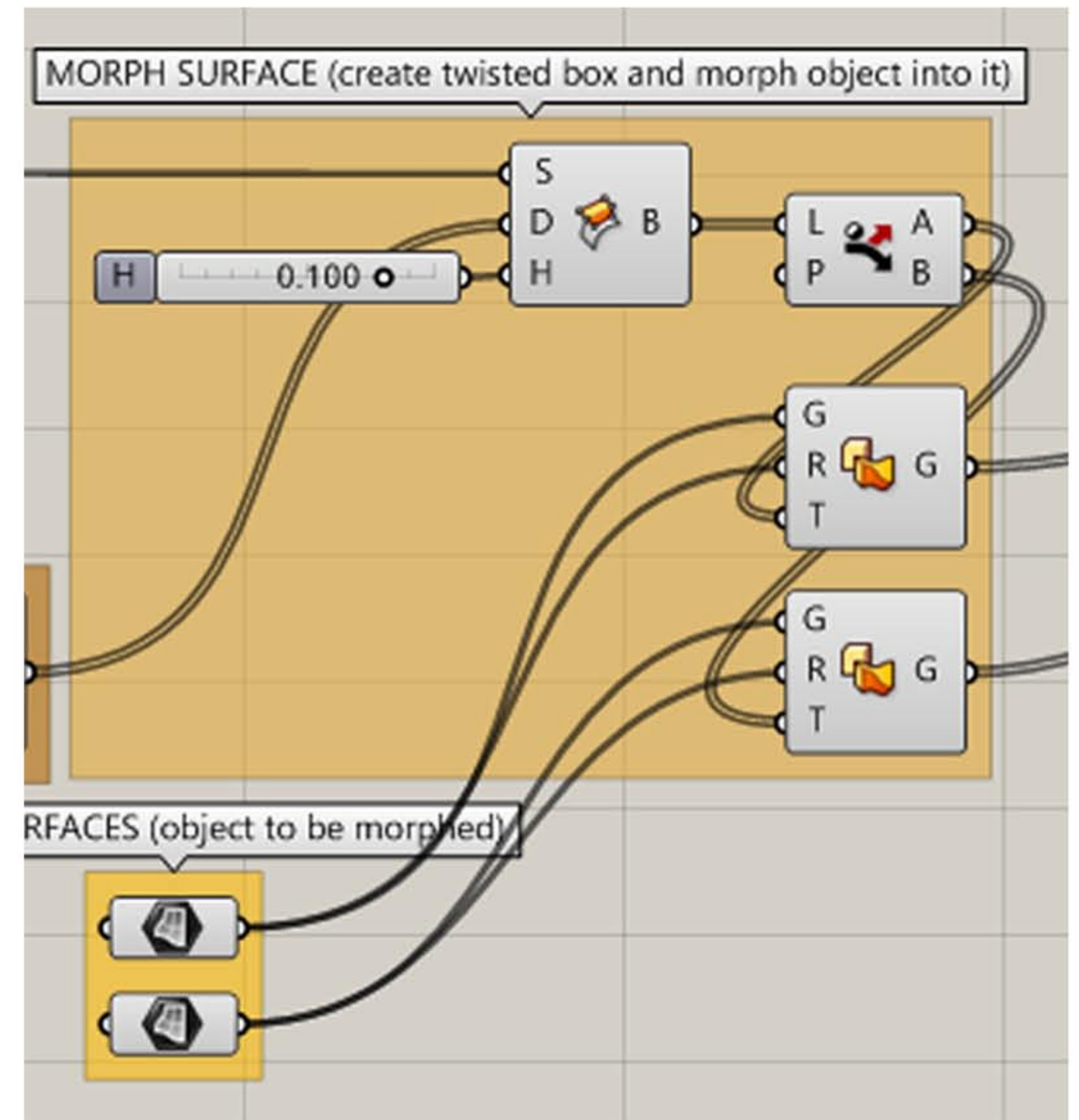
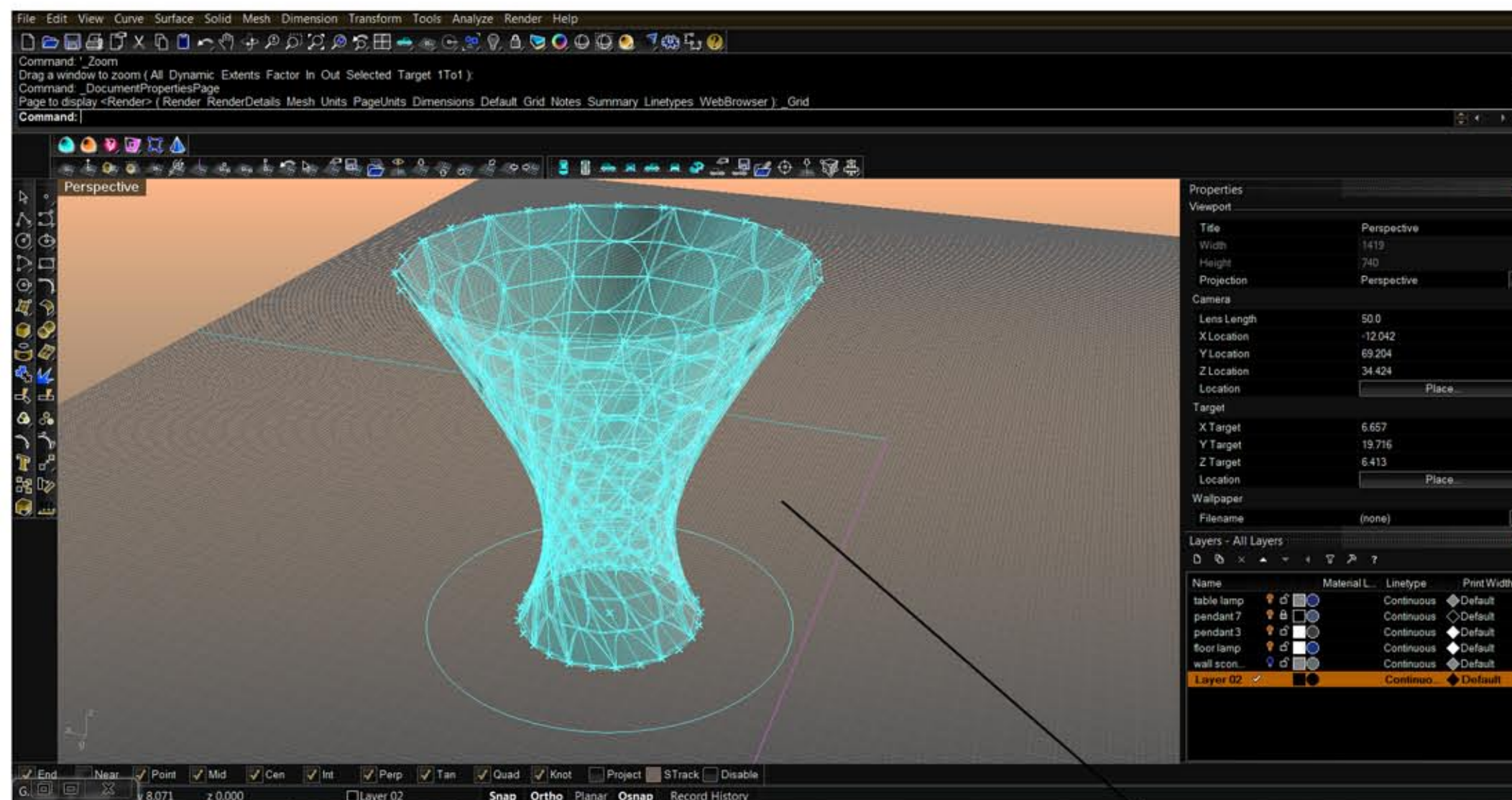
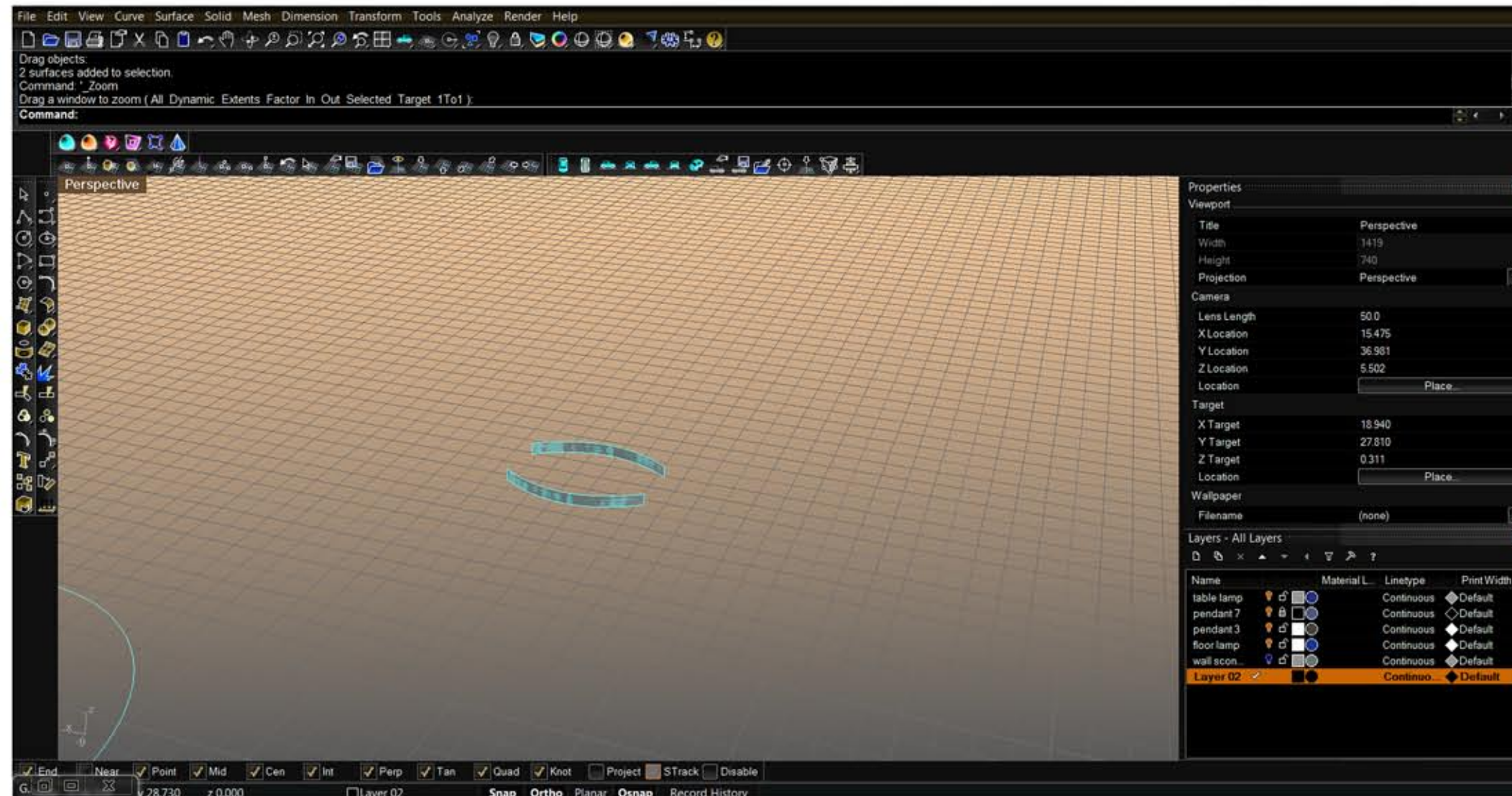


LOFTING THE CIRCLES

DIVING THE LOFTED SURFACE ALONG THE X AND Z AXIS

TO CREATE A GRID

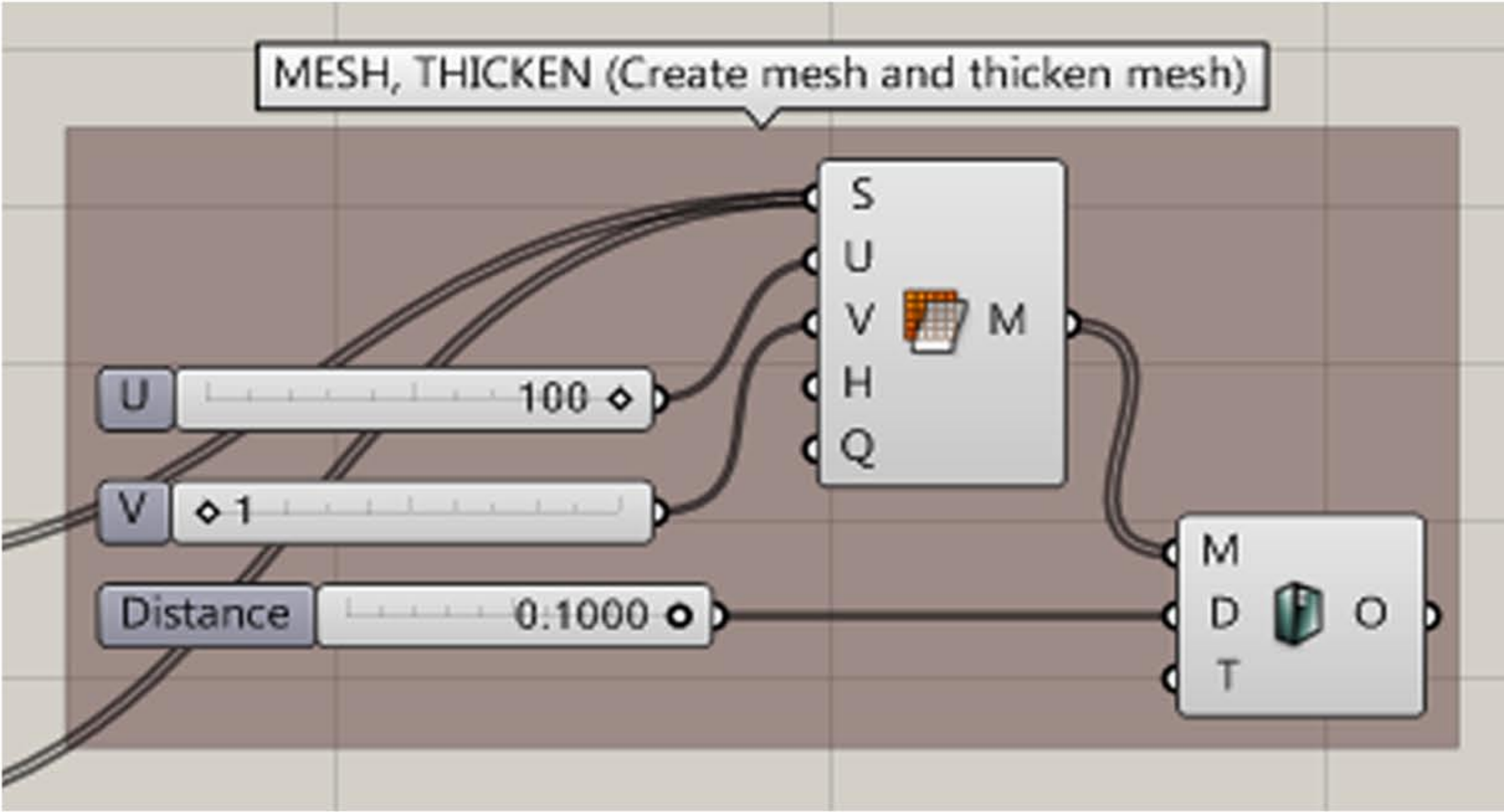
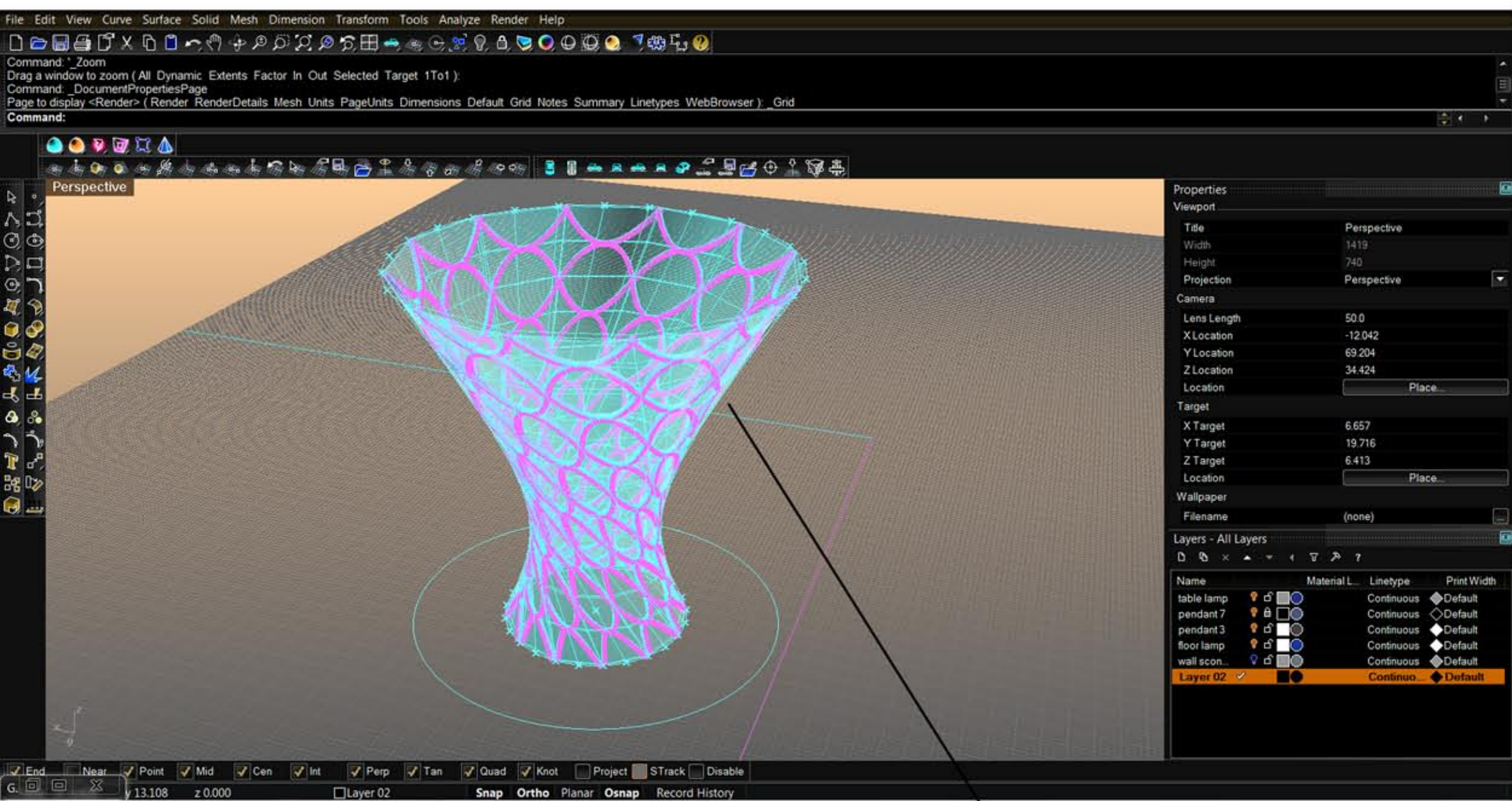
MORPHING OBJECTS ON SURFACE



CREATING OBJECTS IN RHINO

MORPHING THE OBJECTS ON TO THE LOFTED SURFACE

CREATE MESH AND THICKEN



CREATING OBJECTS IN RHINO
MORPHING THE OBJECTS ON TO THE LOFTED SURFACE