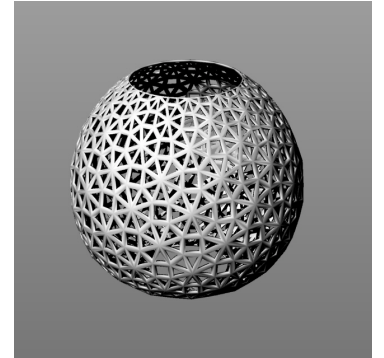
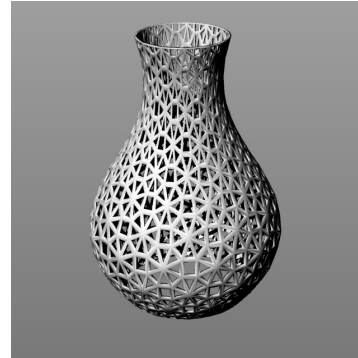
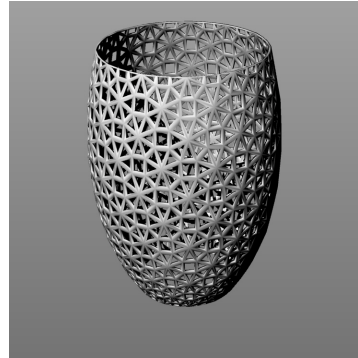
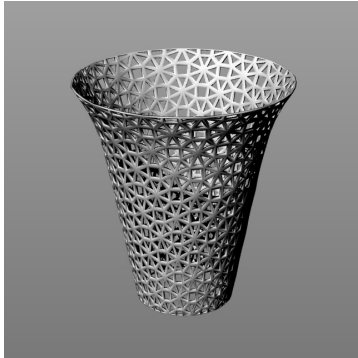
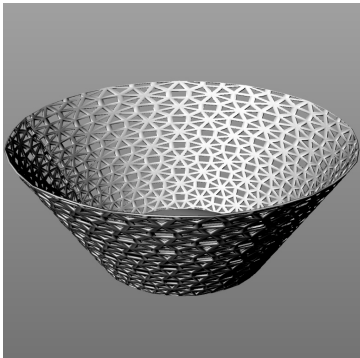
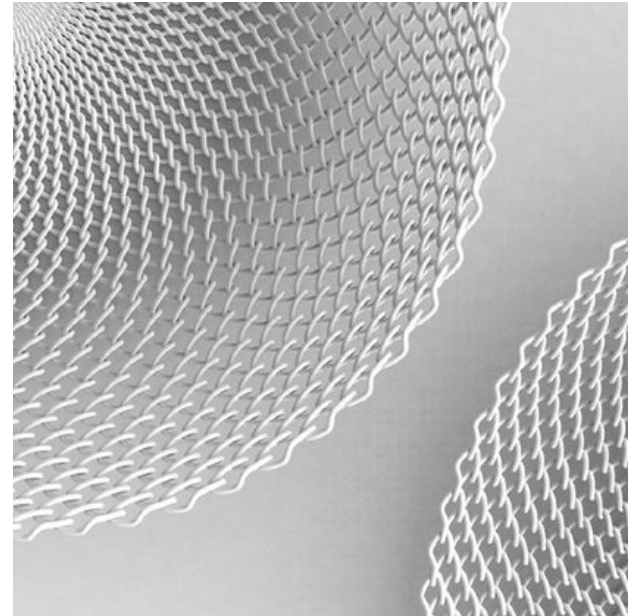
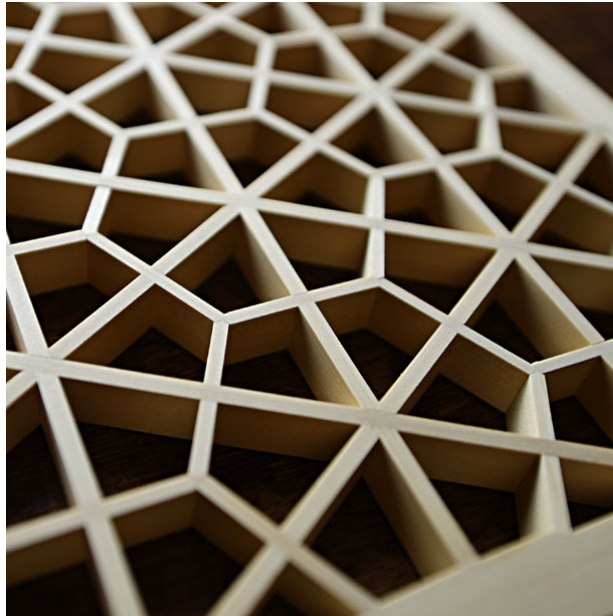
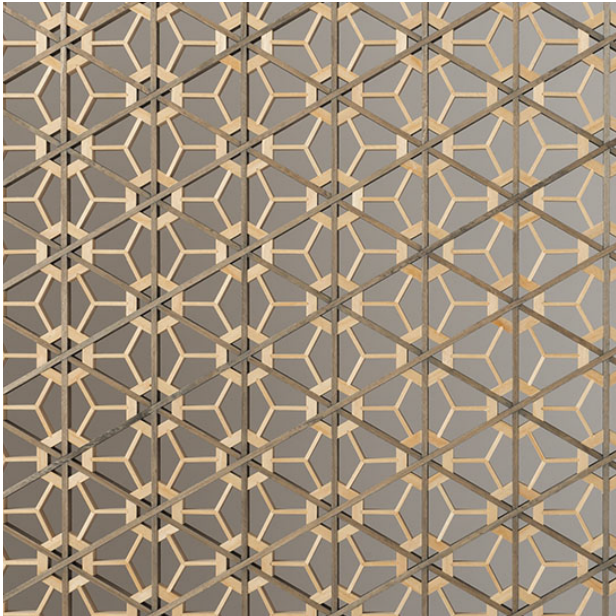


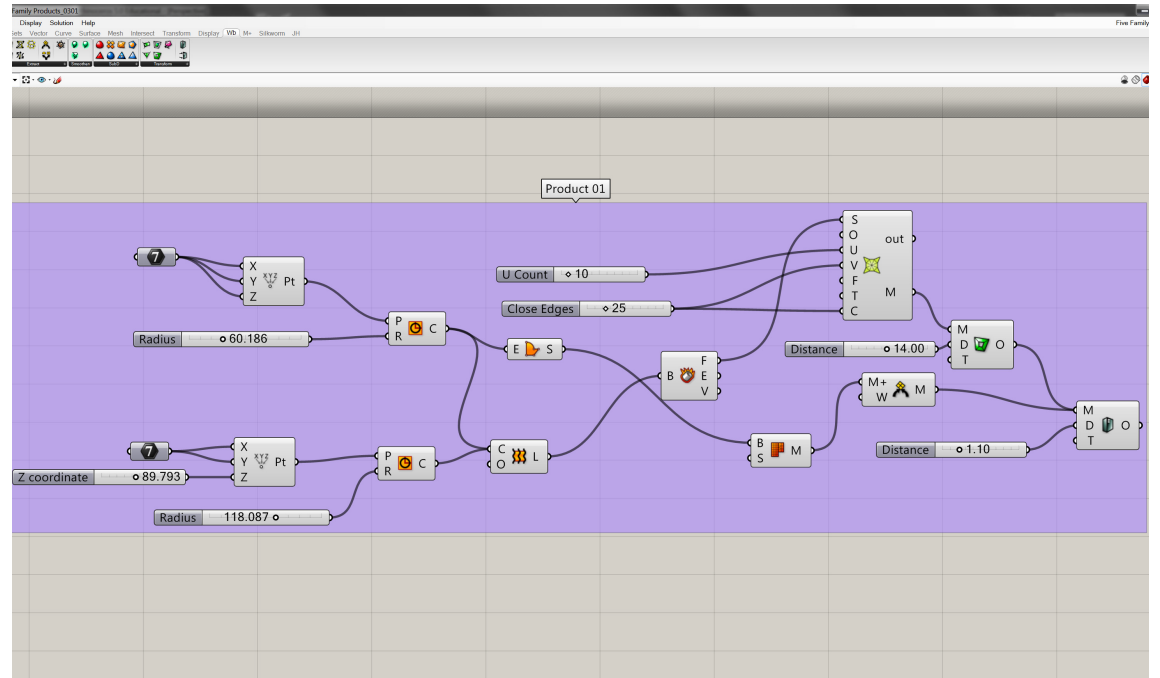
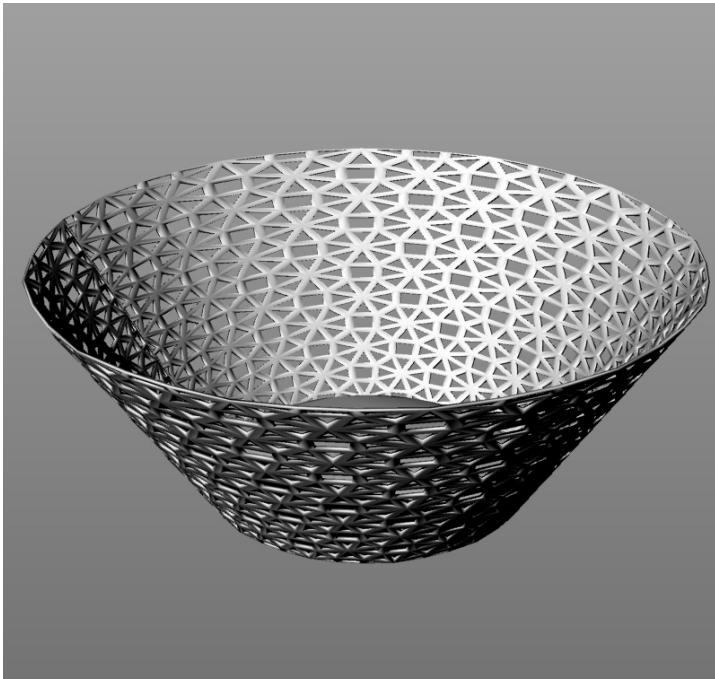
FIVE PRODUCT FAMILIES - CANDLE HOLDERS



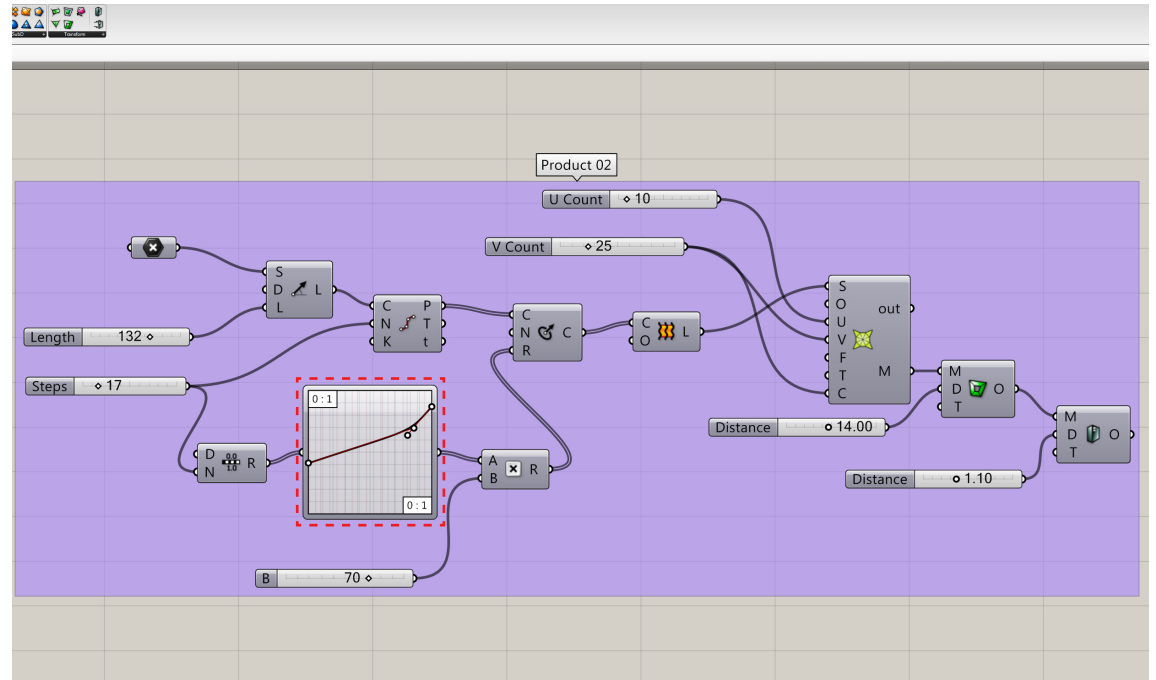
INSPIRATIONS



PRODUCT 01

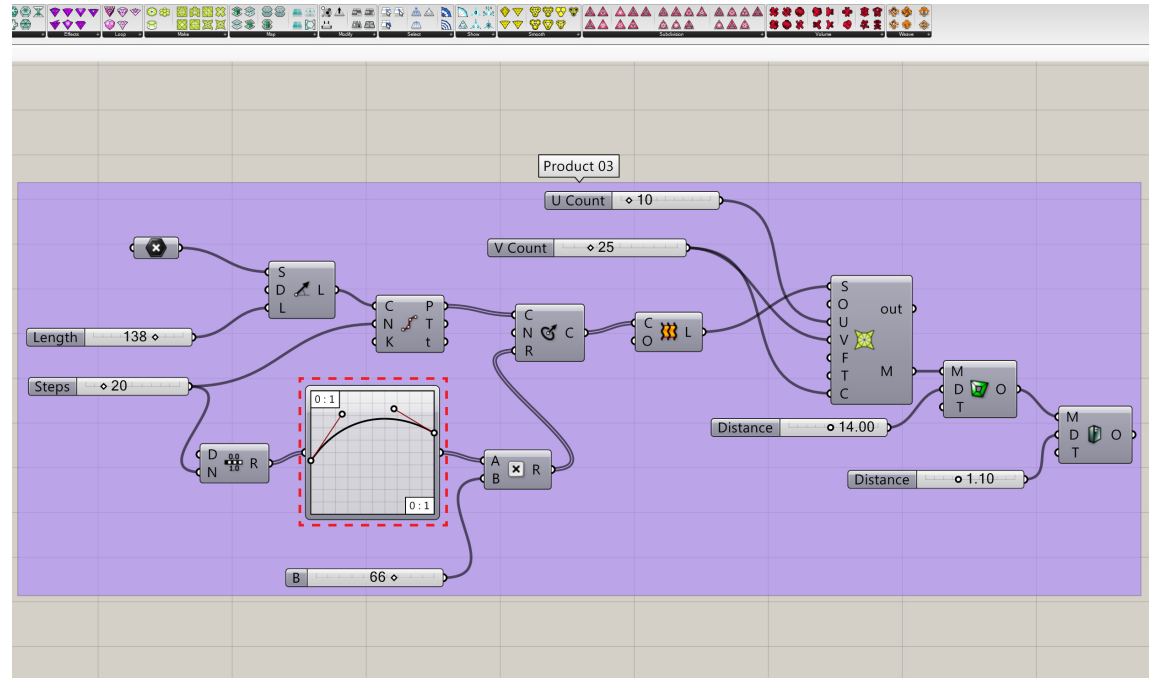
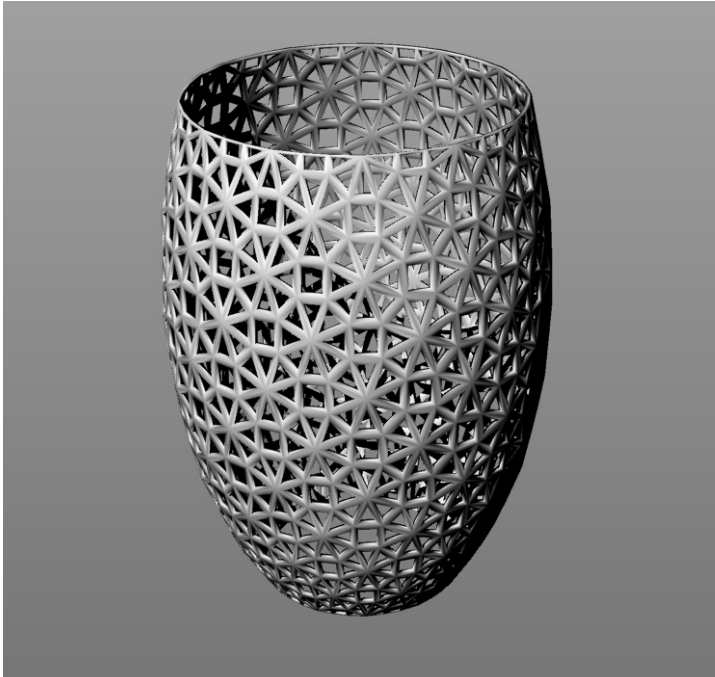


- Create 2 circles in Grasshopper
- Loft the surface
- Use M+ to subdivide an initial surface and generate a pattern
- Modify thickness by using Weaverbird



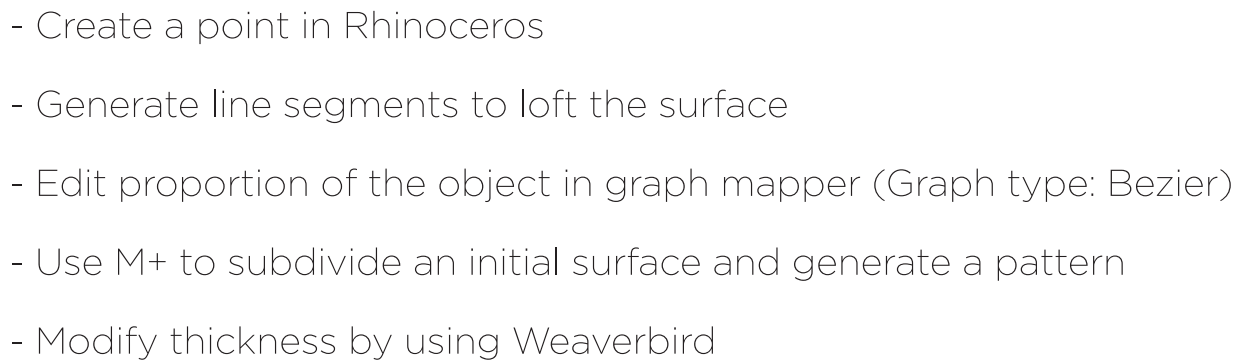
- Create a point in Rhinoceros
- Generate line segments to loft the surface
- Edit proportion of the object in graph mapper (Graph type: Bezier)
- Use M+ to subdivide an initial surface and generate a pattern
- Modify thickness by using Weaverbird

PRODUCT 03

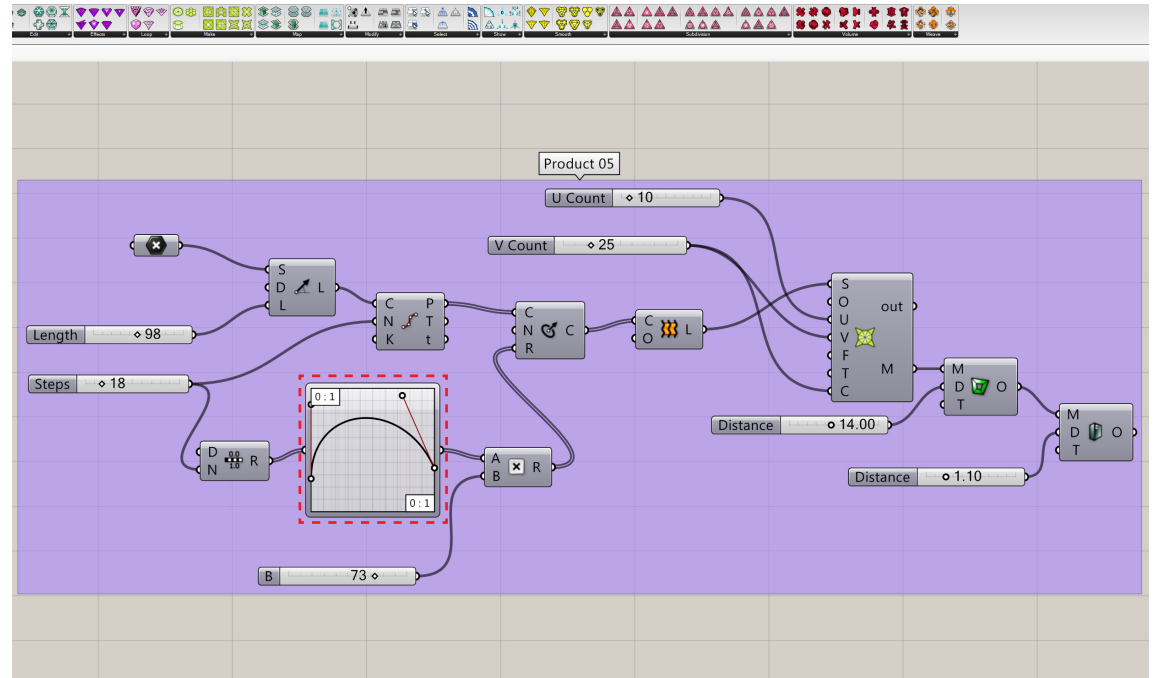
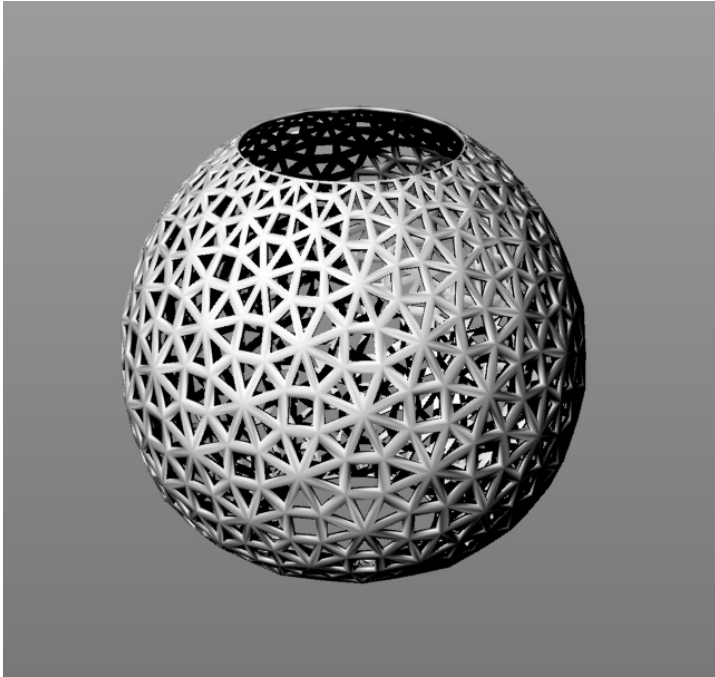


- Create a point in Rhinoceros
- Generate line segments to loft the surface
- Edit proportion of the object in graph mapper (Graph type: Bezier)
- Use M+ to subdivide an initial surface and generate a pattern
- Modify thickness by using Weaverbird

A 3D rendering of a white, lattice-structured vase. The vase has a bulbous body and a narrow neck. The entire surface is covered in a complex, repeating geometric pattern of interconnected triangles and stars, creating a highly textured, woven appearance. The vase is set against a plain, light gray background.



PRODUCT 05



- Create a point in Rhinoceros
- Generate line segments to loft the surface
- Edit proportion of the object in graph mapper (Graph type: Bezier)
- Use M+ to subdivide an initial surface and generate a pattern
- Modify thickness by using Weaverbird