

This project aims at designing a parametric pavilion that makes use of triangular perforations on the entirety of its structure. The process - involved creating a **Surface** on Rhino which can be linked on grasshopper. The next step was to create a **2D triangular pattern** which can be used to cast over the surface modeled on rhino. The triangular pattern was made with **3 curve attractors** and components like **scale, rotate, cull pattern and graph mapper** to create interesting and parametrically manipulative 2D triangular geometric patterns. I then used the **Boundary surface** to extrude the surface of the geometric patterns created. To finally cast the pattern onto the surface, I used the Box Morph (Union) and Surface Morph (Reparametrized) settings.

Baked 01







Baked 02







Baked 03









Grasshopper Definition





Grasshopper Definition

• **Triangular Grid** made use of to achieve the desired pattern.



Grasshopper Definition

- **Triangular Grid** made use of to achieve the desired pattern.
- Rotational Increment
- Cull Pattern for variations in pattern
- Graph Mapper



- Scale Component
- Surface Extrusion
- Box Morph + Surface Morph to reflect the 2D Pattern on a 3d Surface





• Thank You