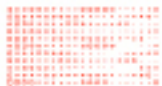




lightwarp





## startingpoint



milling gives you the ability to work into the surface of a material rather than just cutting around the edges of more or less 2d-objects.

in contemporary architecture the mill is used mostly as a 2d cutting tool.

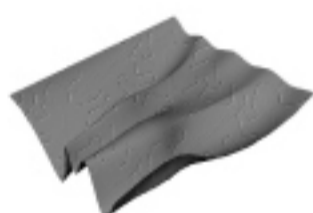
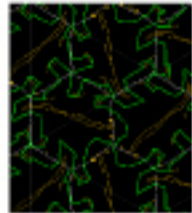
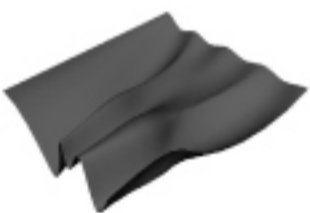
in addition to just carve out a modeled object the mill lets you control the surface appearance through creating different millingpaths.

after the ironic use of ornament in postmodernism there are now more and more examples of architects using ornaments as a natural element in their work.

ornament adapts to the structural and can be applied to any object. the structural form itself can be ornamental or something ornamental is added to it.



concept



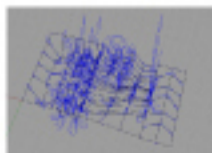
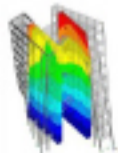
the structural form itself can be ornamental or something ornamental is added to it.

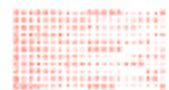
maya/mel - generating ornamental form

superposition - project patterns on form

using ,outside' influences to generate ornament (wind, music or any other logical data model).

using patterns contained within the form itself (stress lines, curvature, orientation).





## object

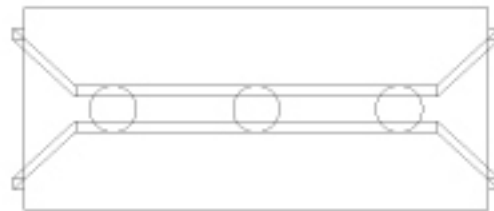


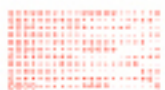
a influences: different lightsources projecting on a screen.

b influences: resulting out of the characteristics of a lightobject

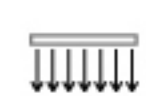
lightsources with different parameters can be defined.

the projected lightrays deform the surface.

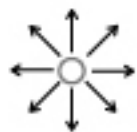




code



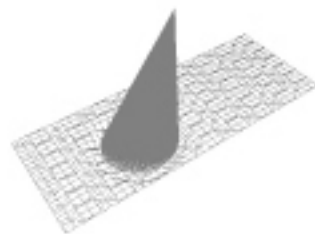
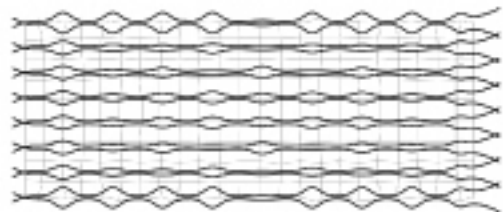
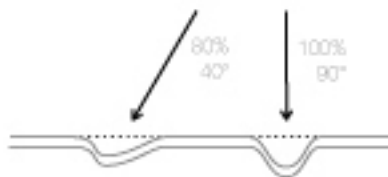
directional



point



spot

`$lightType`

-0:ambient  
 -1:area  
 -2:directional  
 -3:point  
 -4:spot

`$lightPivot`

-position of light to screen with  $\langle\langle 0,0,0 \rangle\rangle$  being the centre of the screen

`$intensity`

-intensity of light (range 0:100)

`$scrAngleX`

-angle of light to screen around x (lights 1,2 and 4)

`$scrAngleY`

-angle of light to screen around y (lights 1,2 and 4)

`$coneAngle`

-cone angle (light 4)

`$dropoff`

-dropoff of light intensity towards edges

`$mySurf`

-name of surface to project on

`$uAcc`

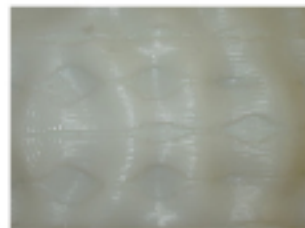
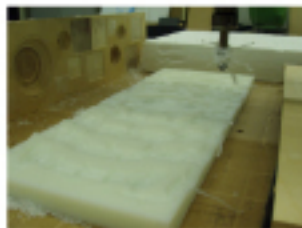
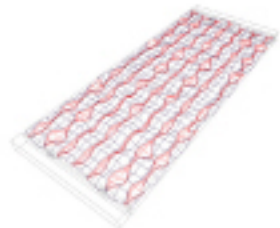
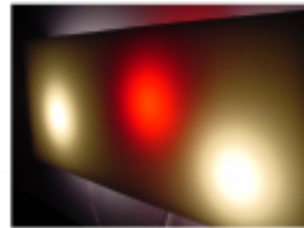
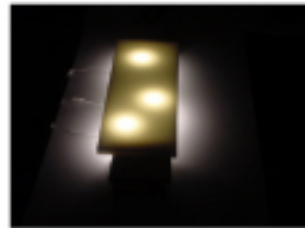
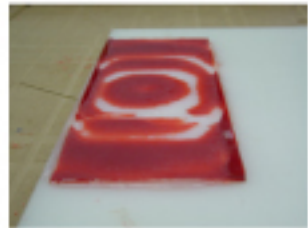
-number of u-spans of screen to determine deforming accuracy

`$vAcc`

-number of v-spans of screen to determine deforming accuracy

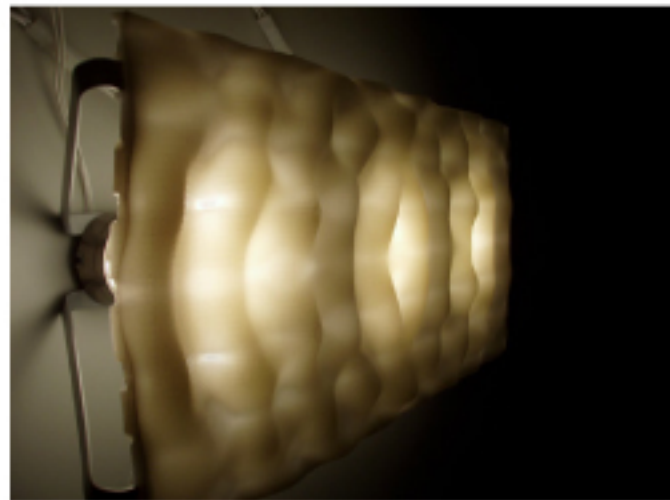


# production



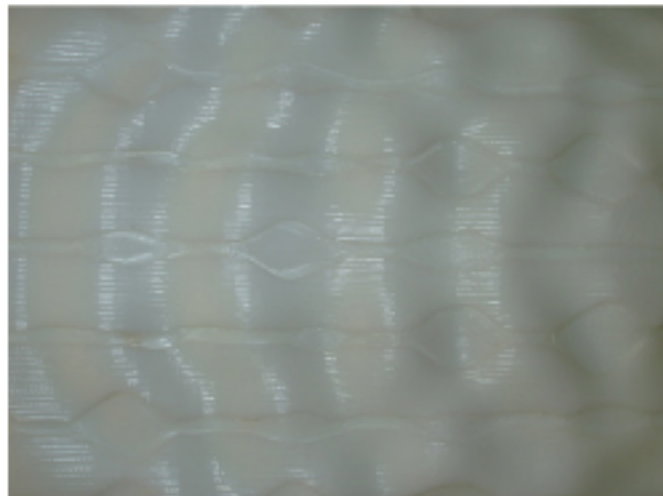


final product





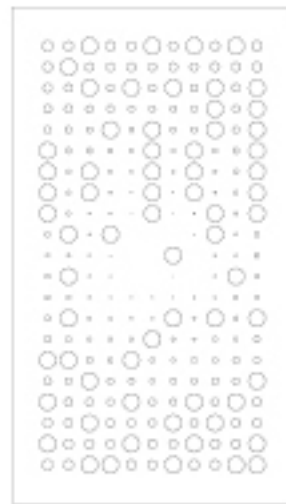
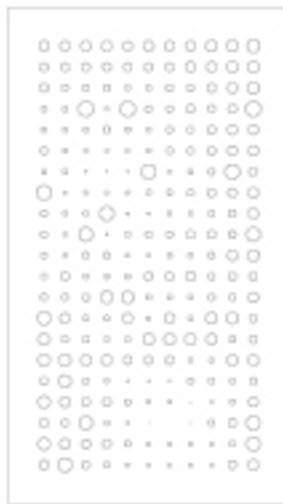
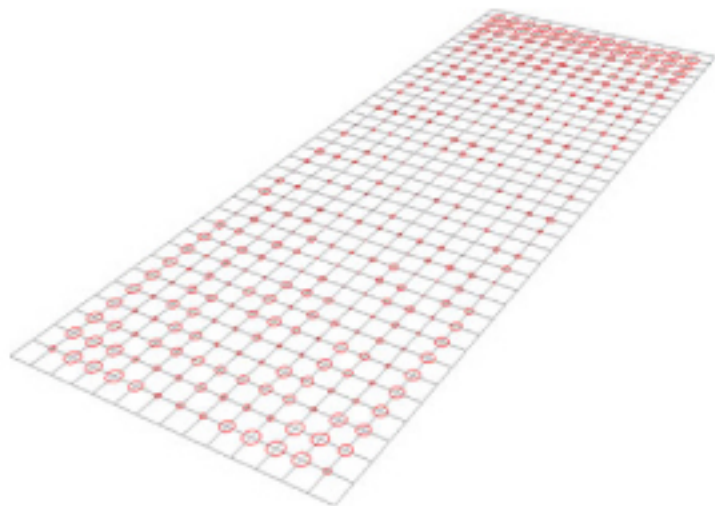
final product





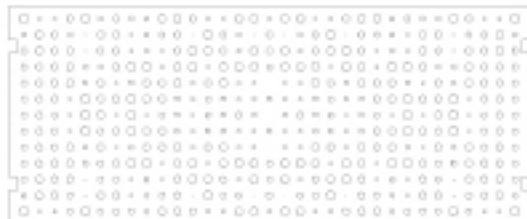
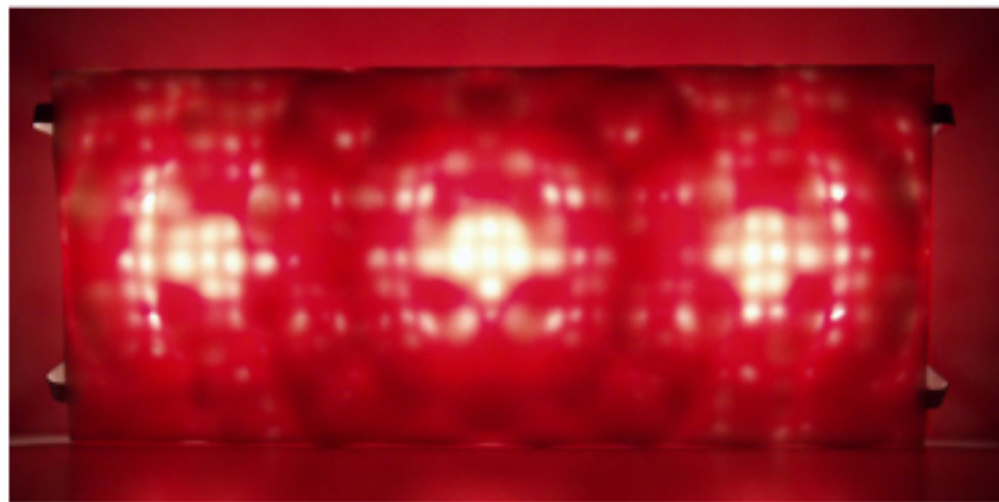


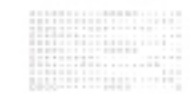
leftover material



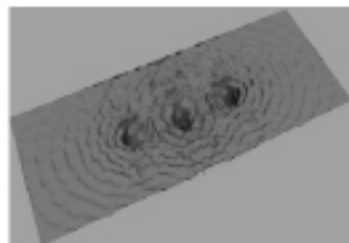
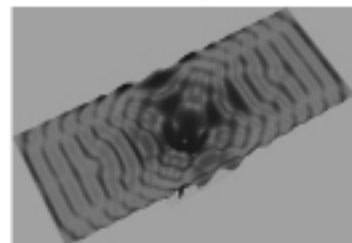
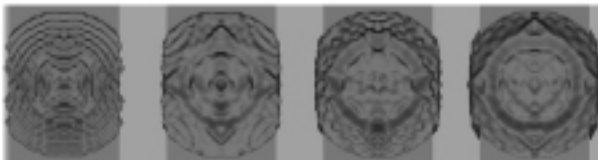
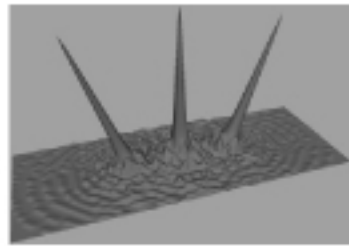
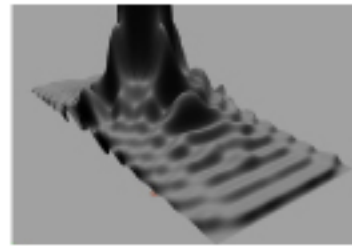


leftover material





# conclusion





## conclusion

