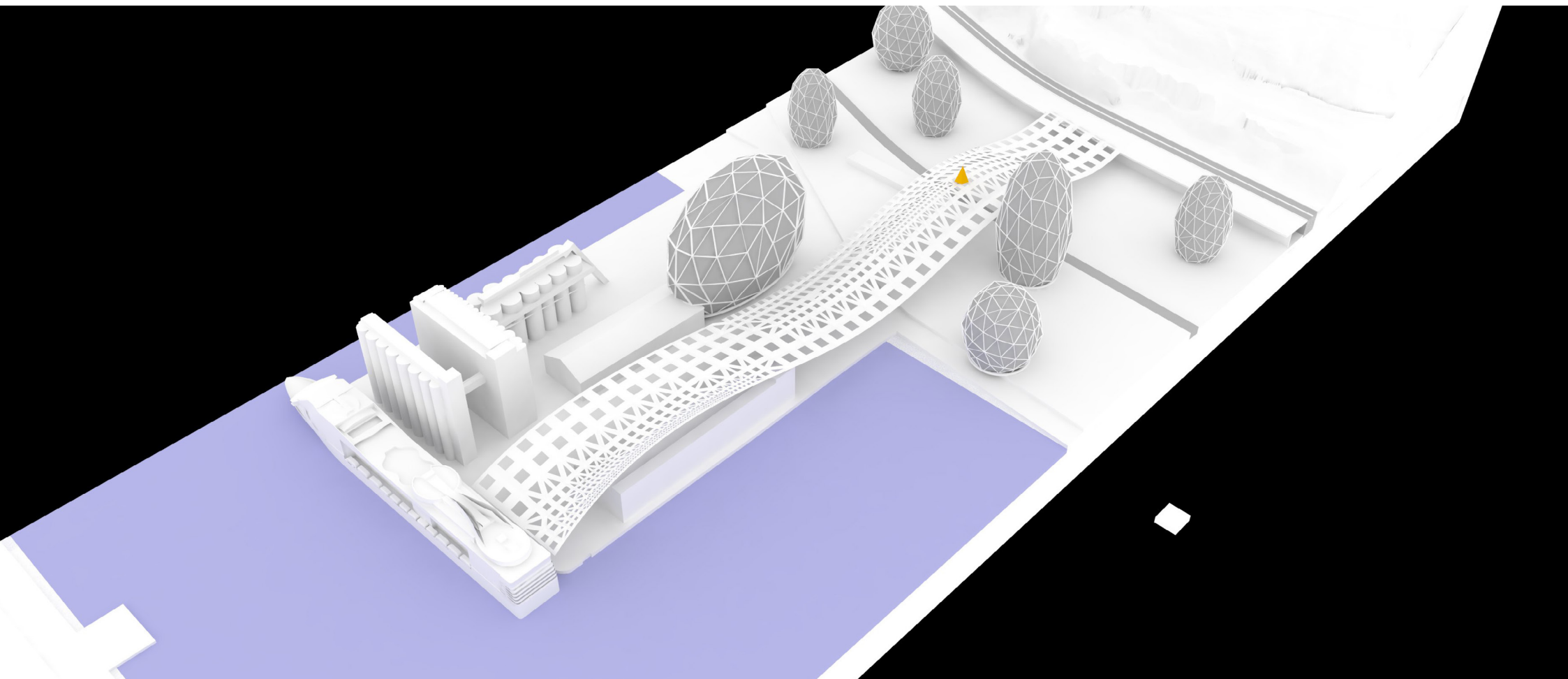


Institute for Advanced Architecture of Catalonia

2015 | Design Associativity; Assignment 03

Instructor: Luis Fraguada | Rodrigo Aguirre by Joy Alexandre Harb Kadiri & Yanna Haddad



Design Concept:

Landscape of experience

The purpose of our design concept is to create a reactive landscape of experience that is linked to the number of monumental sites in barcelona, and most importantly in the designated lot.

Tourists arriving to the city will be able to see the landmarks from a certain point that optimizes their view of that monument. As the years pass and the monument's number increase, the landscape of experience surface changes and adjust itself in order to provide the tourists with several optimized views.

The surface will change its form over time having its highest peak according to the best viewpoint to those monuments.

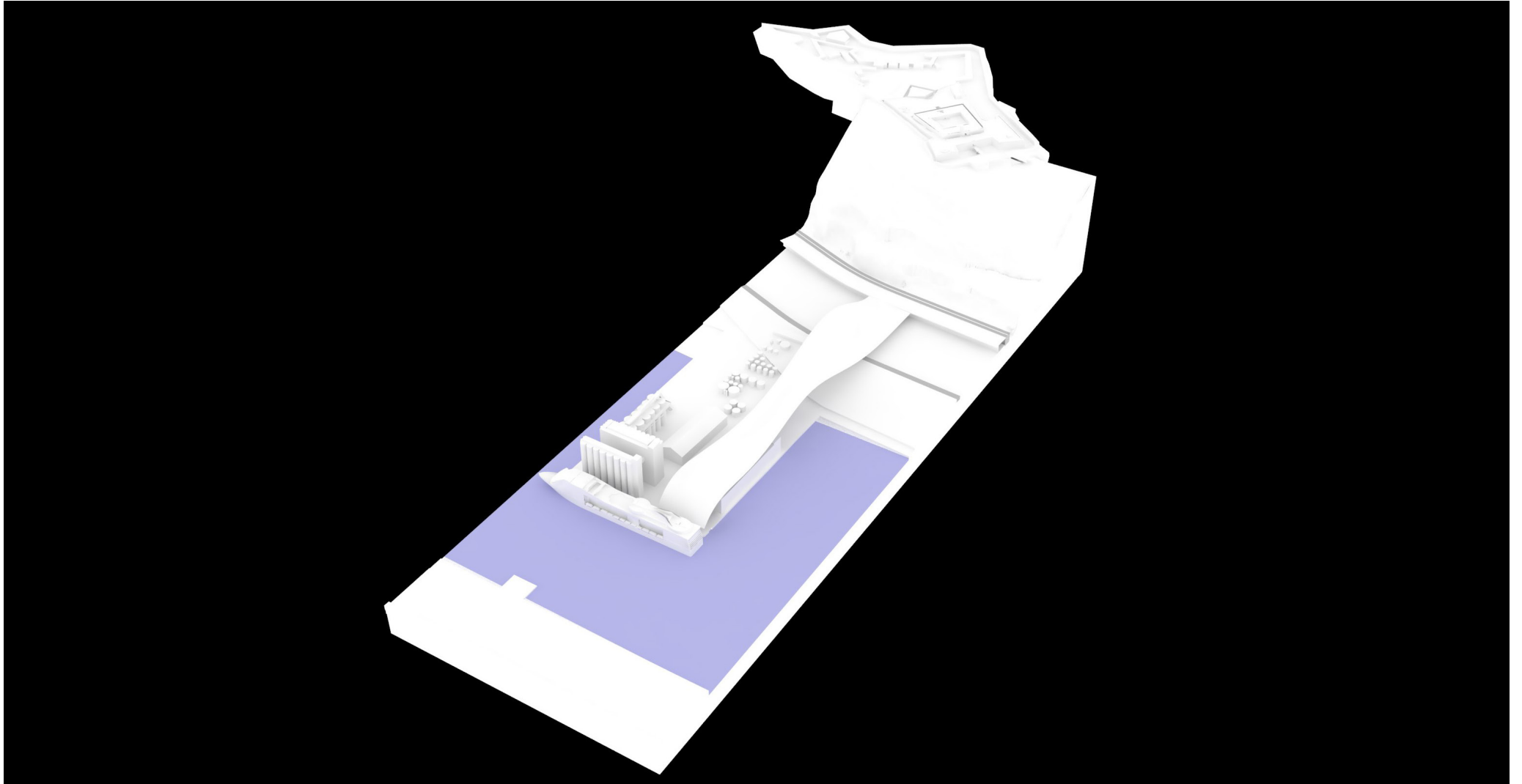
Objective:

Place a monument in a random location around the site and have Galapagos search for the best Viewpoint on the designed surface to be able to see this monument.

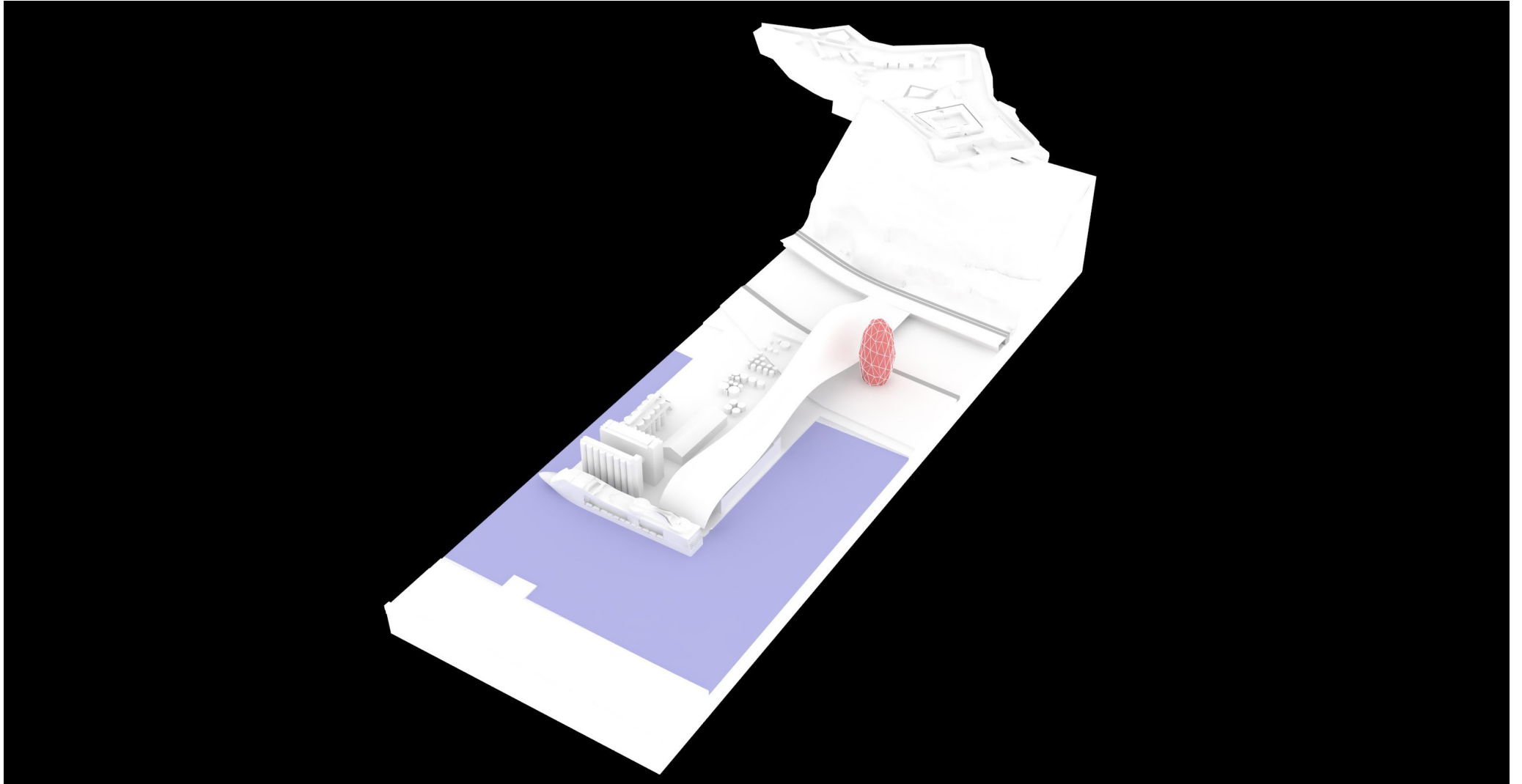
Impact:

Modify the surface in order to have the best viewpoint that Galapagos gave us at the highest peak.

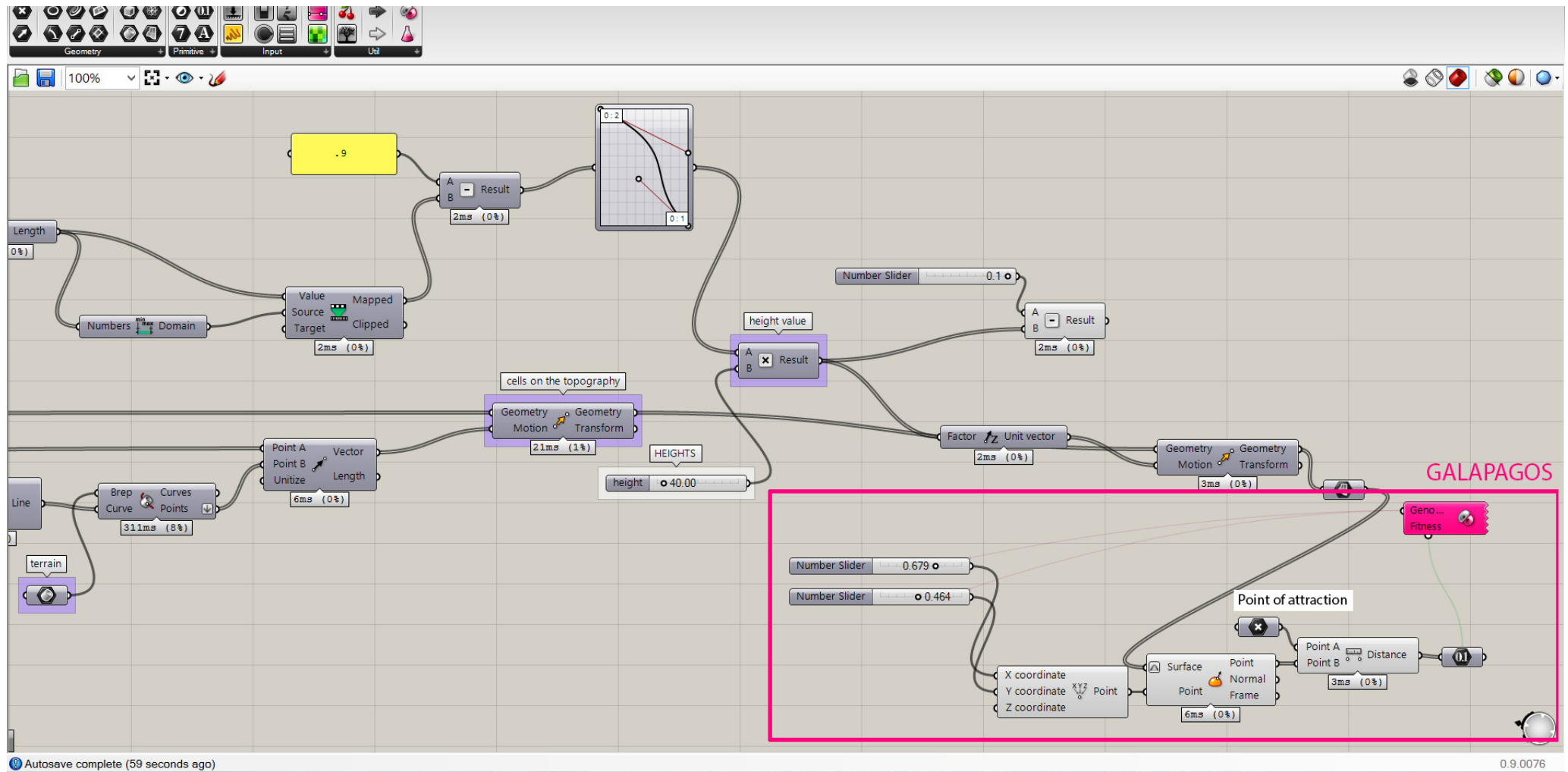
Initial state of the Landscape of Experience



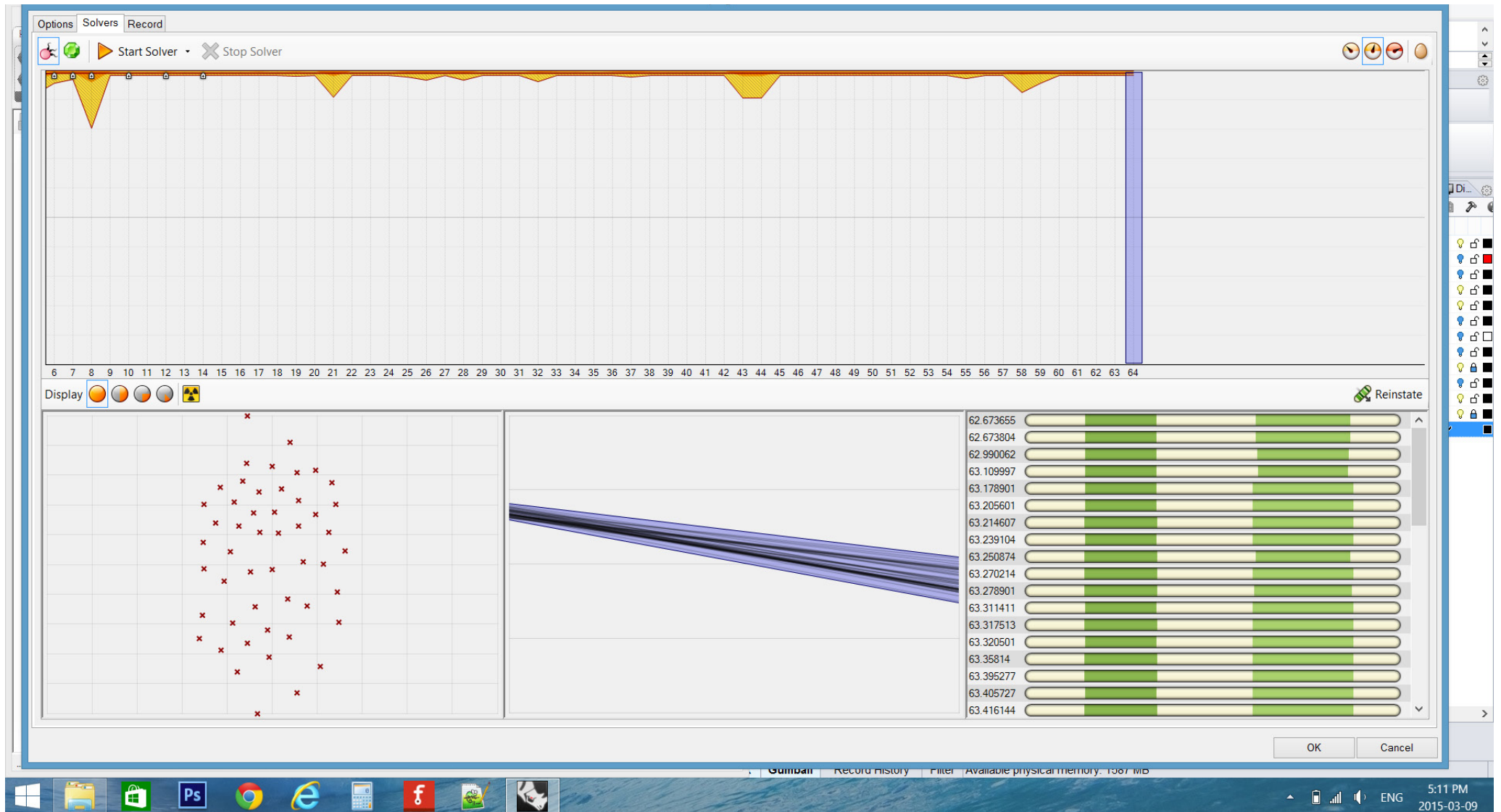
Add a Monument



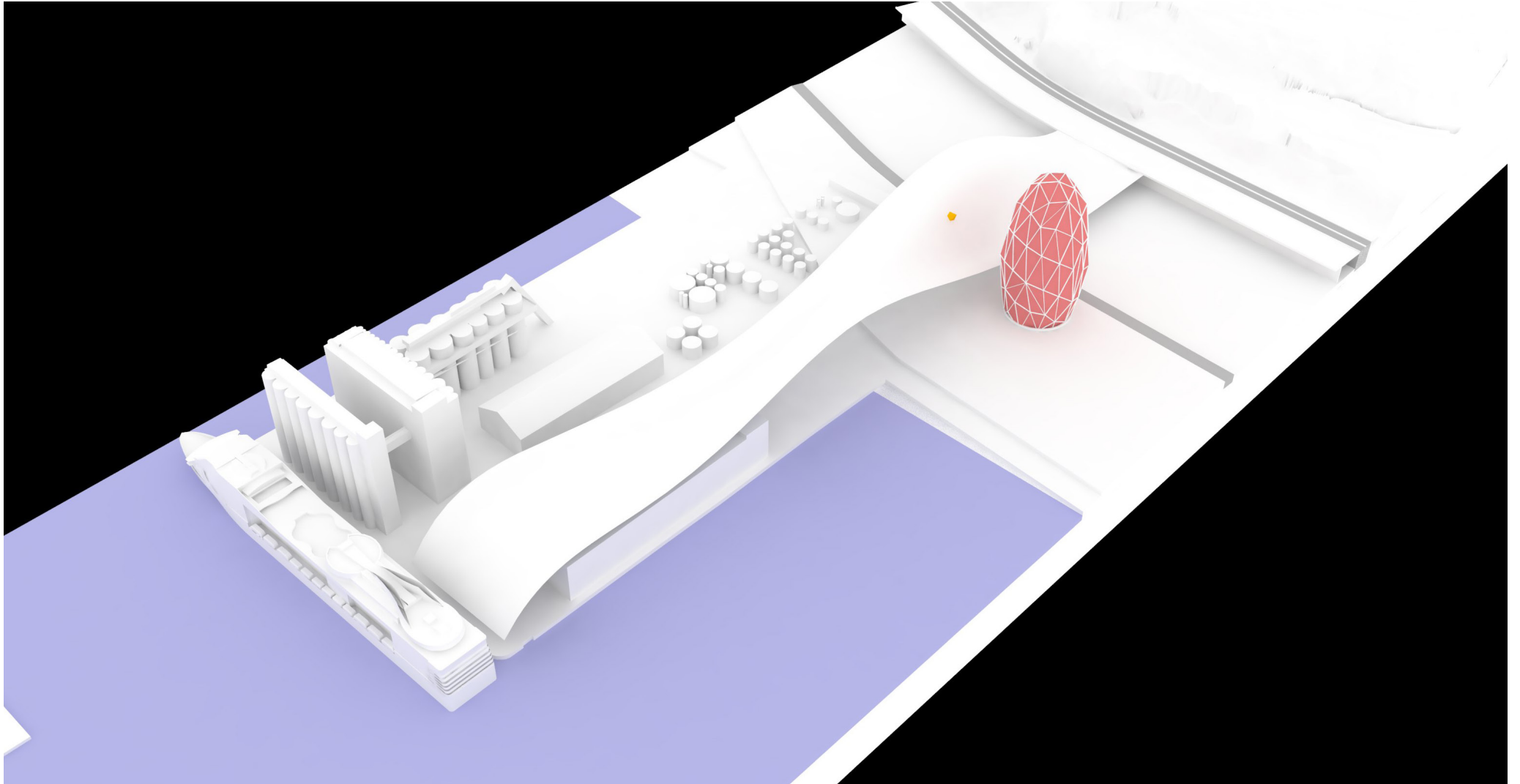
Add Galapagos to Grasshopper in order to identify the best location to view the monument from the landscape.



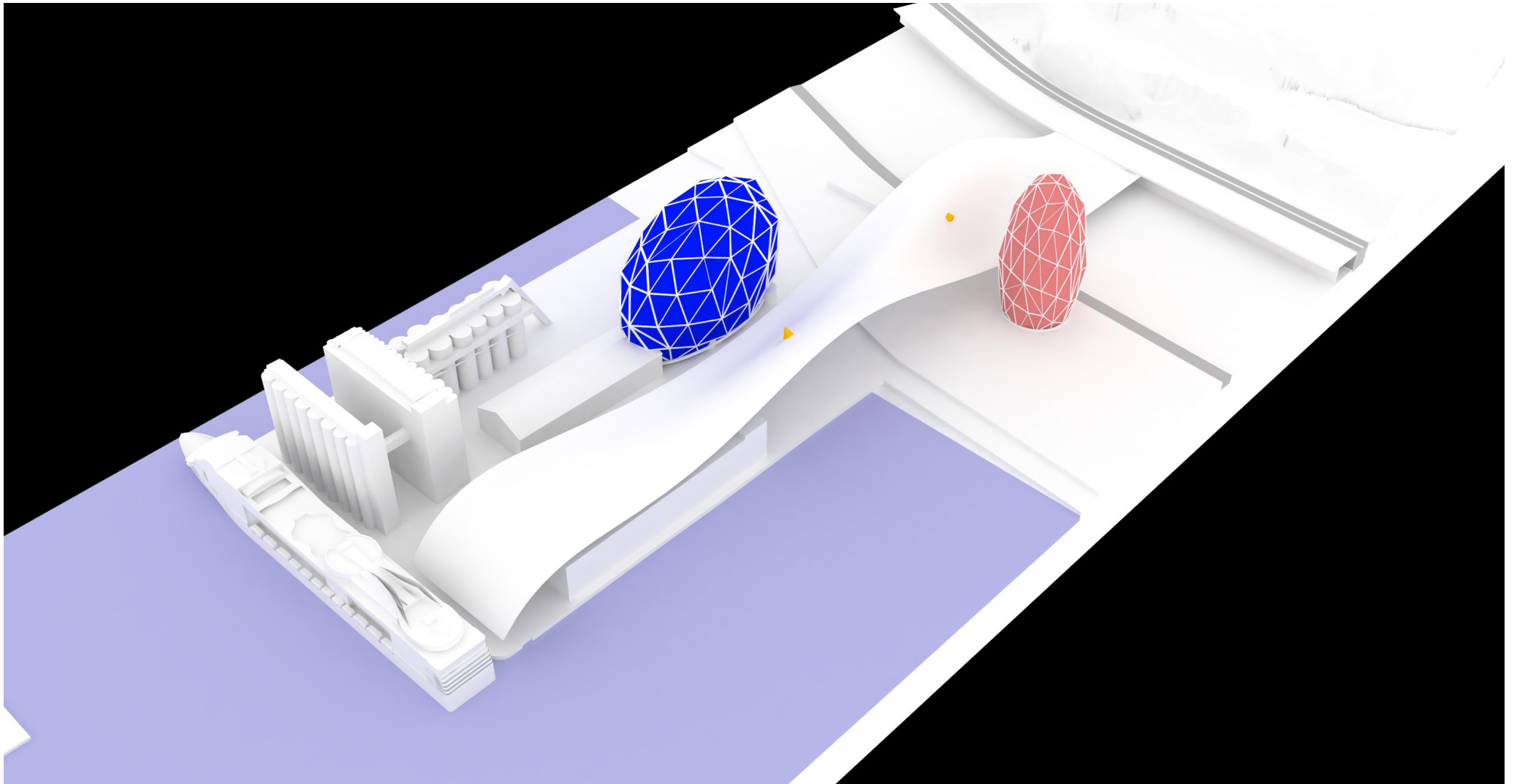
Record the Data



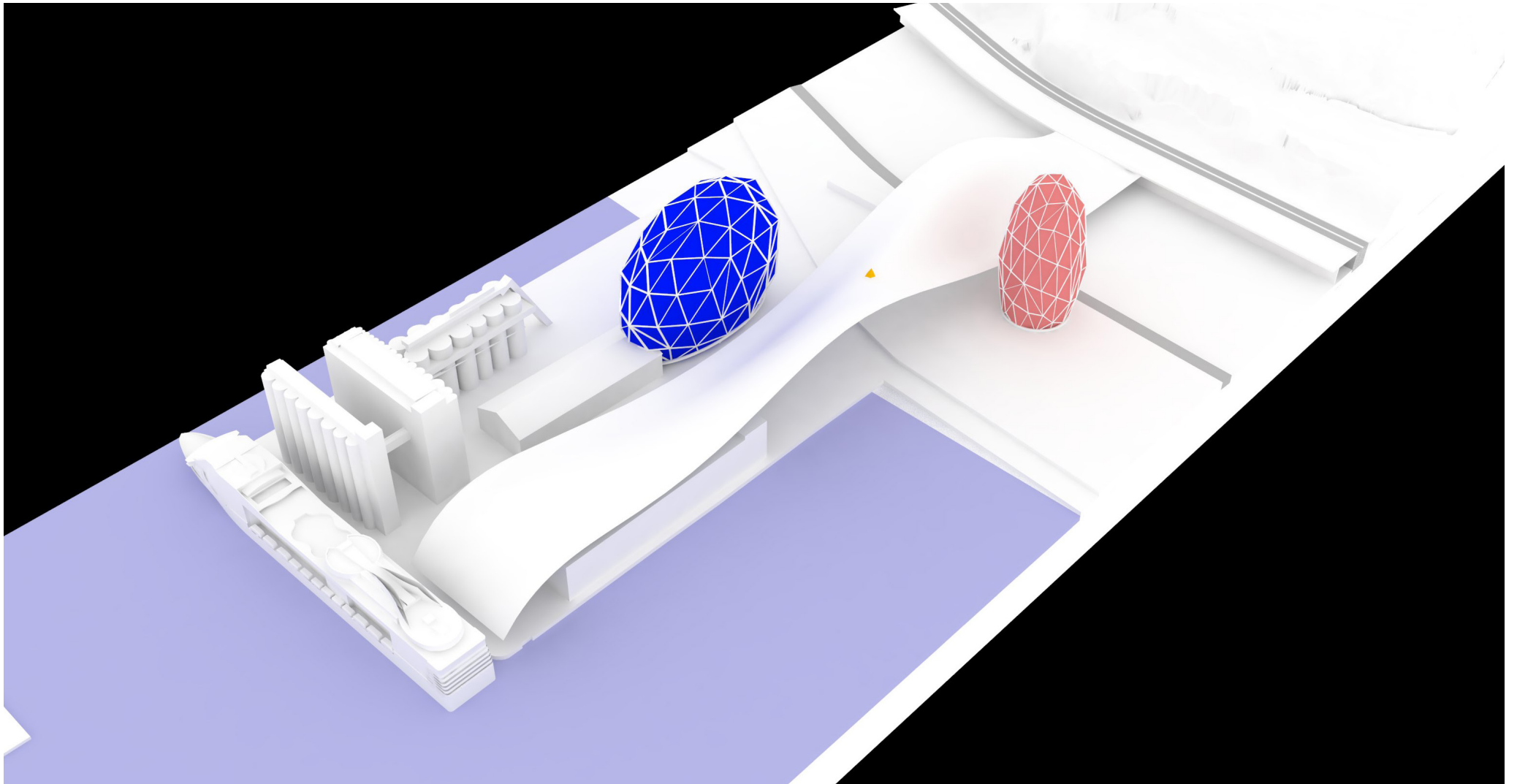
Best viewpoint to observe monument 01



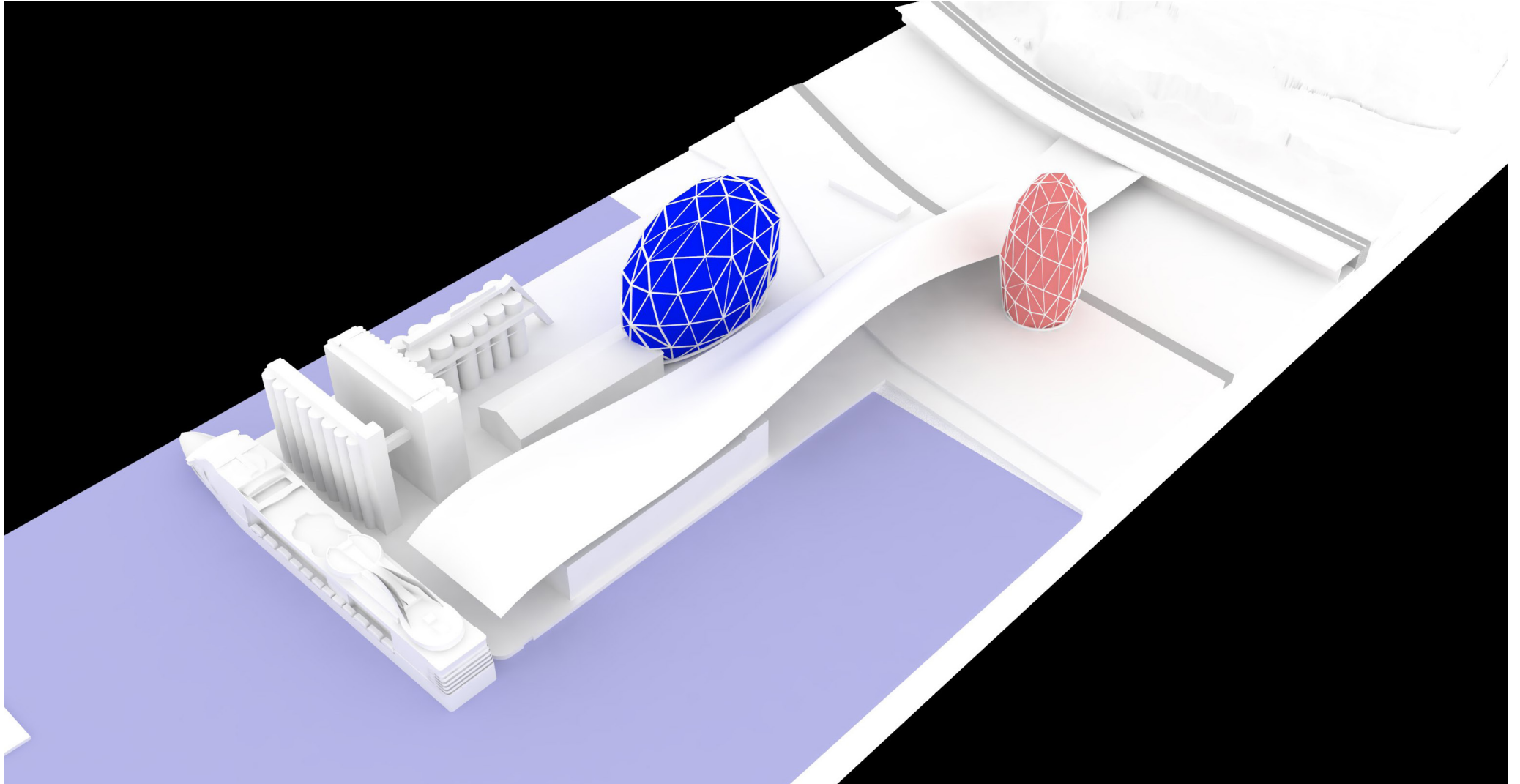
a second monument is added, new viewports are depicted to reflect the most suitable place to see the monuments.



The best location to see both monuments at the same time



Surface changed in order to adapt to the largest span between both monuments



Many Monuments are added, generating another change in the landscape in order to depict the most suitable location to see the maximum of all monuments

