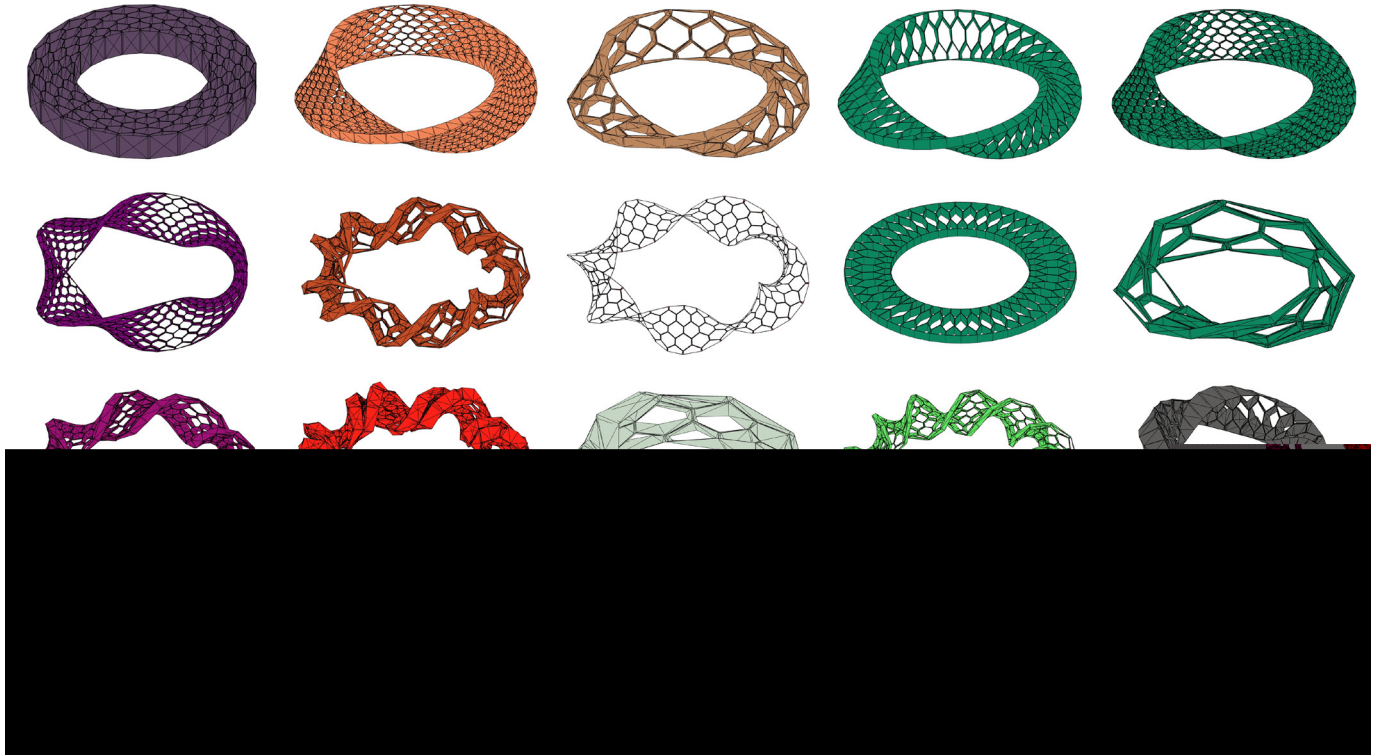


ASSIGNMENT 7 BIOMORPHER EVOLUTIONARY SOLVER
MOBIUS ITERATIONS



Project: Use Biomorpher to show (20) different iterations. Use Mesh + to add effect.

Objective: Learn the basics of Biomorpher and Mesh +. 'Skill build' for the Final.

Process: Use Grasshopper to generate a surface
Use Biomorpher to develop (20) different iterations
Use Mesh + to add a pattern to the meshes as shown in the Mesh + video

Schedule: Class-11 - Submit the deliverables listed below before the start of class-11:

Deliverables Produce (1) 11x17 sheet at 200 ppi with the following drawings
Use Biomorpher to show (20) different iterations
Use Mesh + to add a pattern to the meshes
Include the Grasshopper definition

Submit: **Submit:** Submit all deliverables to the shared drive
Please save your files in a folder Firstname_Lastname
Please save your work as a PDF Firstname_Lastname_Assignment#

HOMEWORK ASSIGNMENTS MUST INCLUDE THE FOLLOWING:

- YOUR NAME
- ARCH 436 - Advanced Modeling
- SEMESTER / YEAR
- HOMEWORK ASSIGNMENT #