

Tibor Pálóczi, Péter Lasso: Naturally Digital

This presentation intends to give an overview of the realisation of an experimental wooden structure, with the fantasy name „Ammoniterrace”. During the design and making of this structure, we analysed the practical usage of the algorithmic design and the generative method. In generative design the 3D shape of the real structure is created with an algorithm with predefined editing rules. With an algorithm it is possible to make a real time structure analysis, different kinds of optimization calculations, production methods, etc. The compilation of the algorithm is made either with scripts, or with a 3D graphical surface, which results in a flow chart, in another name a visual script. Unlike the traditional shaping methods, with generative design the result is not static, but a process which can offer countless results for the pre-defined design (e.g.: geometric) program. To say it with a biological analogy: in this way the designer is making the rules of a growing process.