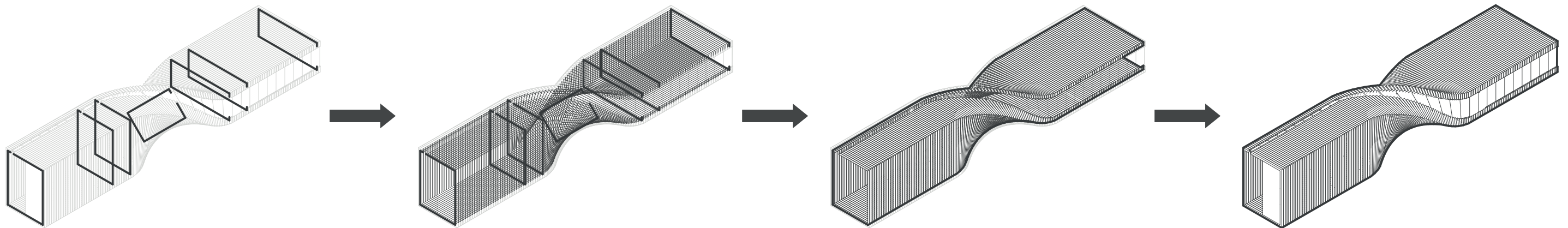




# THE OTHER TWIST

DM2 | WS24 | Astl Daniel



## STEP 1 Base Outlines

The script begins by defining a series of 2D base polylines for different segments of the structure. These represent the initial outlines of various sections, including straight and twisted segments.

It uses parameters like width, height, and twist angle to create geometrically accurate outlines.

## STEP 2 Contours

The outlines are lofted together to form 3D surfaces. The twist in the middle segment is applied by rotating a central polyline around its axis.

Additional 2D contours are generated along the lofted surfaces for further processing and visualization.

## STEP 3 Extruding Contours

The contours are extruded along predefined paths to create solid geometry for the main structural elements.

Surfaces are joined or manipulated to create complex 3D forms, including walls and connecting elements.

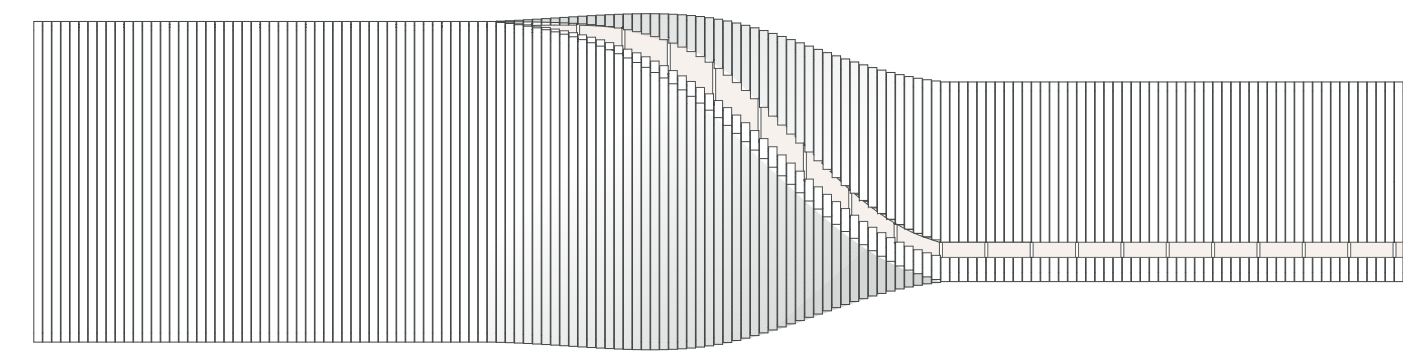
## STEP 4 Offsetting Surfaces and Windows

Offset operations are applied to the surfaces and solids to add thickness or create hollow regions, such as windows and support structures.

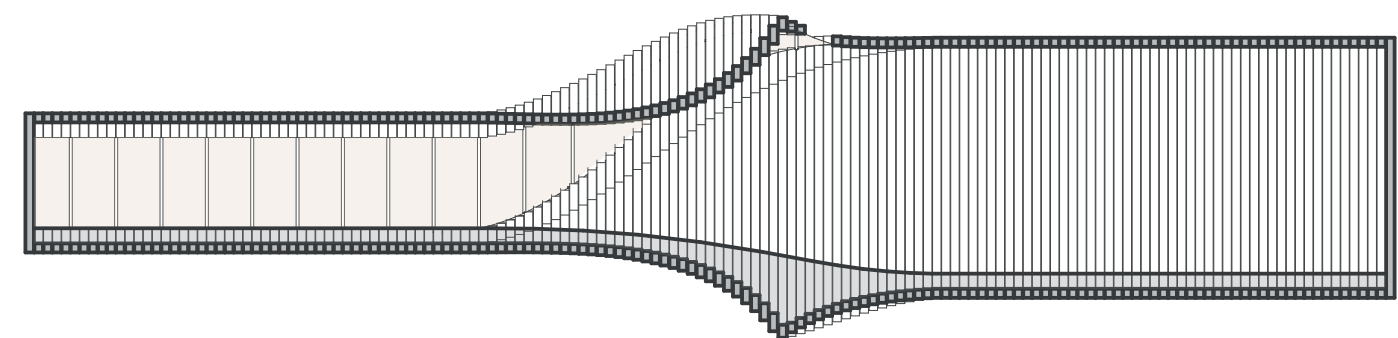
Pipes are added along the contour curves to represent structural supports, and materials with transparency are applied for visualization.



TOP VIEW



SECTION



DM2 | WS24 | Astl Daniel

