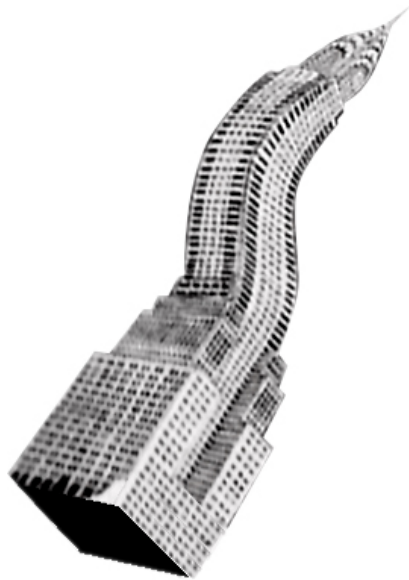


# 49 Skyscrapers.



## Module 01: Mini-Assignment IV: Vectorscript Programming for 3D.

### Parametric Skyscraper

Choose your favourite Skyscraper and analyse its "Shape-Grammar".

Try to parametrize its structure and character. Translate the constraints into Vectorscript. Build a 3D Plugin-Object and make it configurable.

Don't be afraid of strange-looking Mutations.

Please documentate the different Parameter-Settings of each OutPut. The parameters "length" and "width" of your rectangular Site are obligatory.

### Output

Create the original Building and at least 6 different Variations out of it.

3DPrint the results in scale 1/2000. Place all of your 3dModels on a base like this:

The rectangular Base has a height of 6m. Your site has a height of 1m with a distance of 6m to the boundary of the base. The site has rounded corners with 4m radius.

3D Printer maximumSize:  
203 x 254 x 203 mm

### Links and Books:

**L. Sullivan:** „The tall office building artistically considered“, published 1896  
<http://www.njit.edu/v2/Library/archlib/pub-domain/sullivan-1896-tall-bldg.html>

**Skyscraper Database**  
<http://skyscraperpage.com/>

**Campi, Mario:** Skyscrapers. An Architectural Type of Modern Urbanism.

**Mitchell, William:** Computer Aided Architectural Design

caad **DARCH**

Prof. Dr. Ludger Hovestadt  
Computer Aided Architectural Design