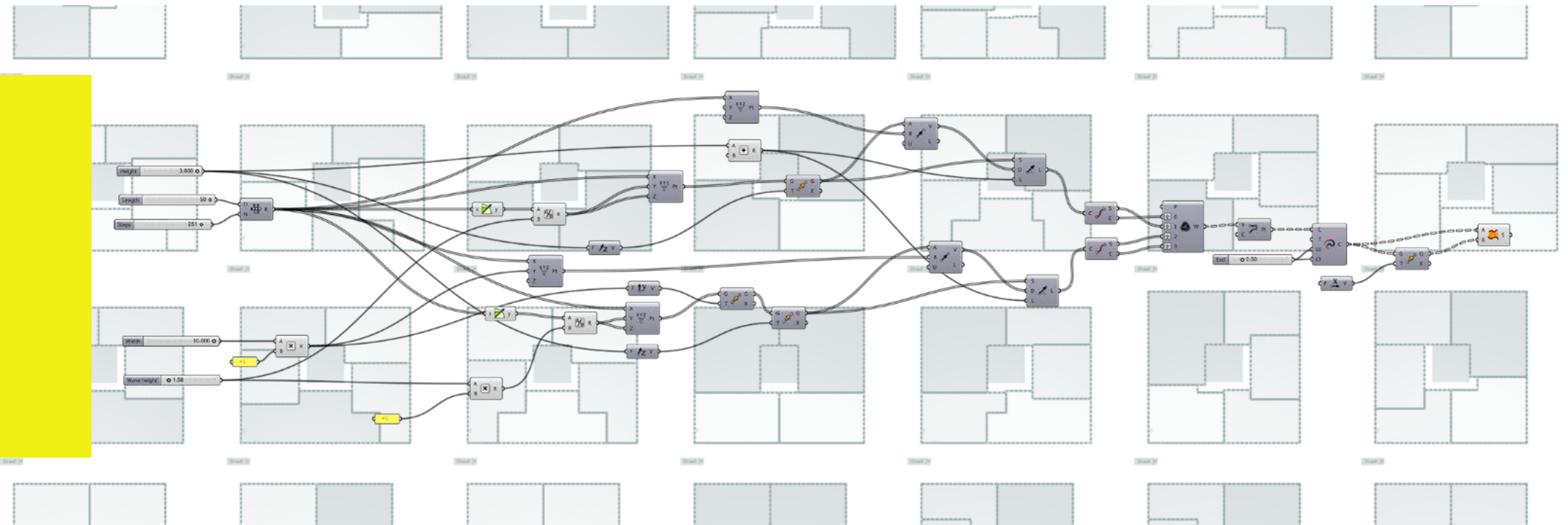


Parametrisierung als Methode zur Unterstützung des Entwurfsprozesses



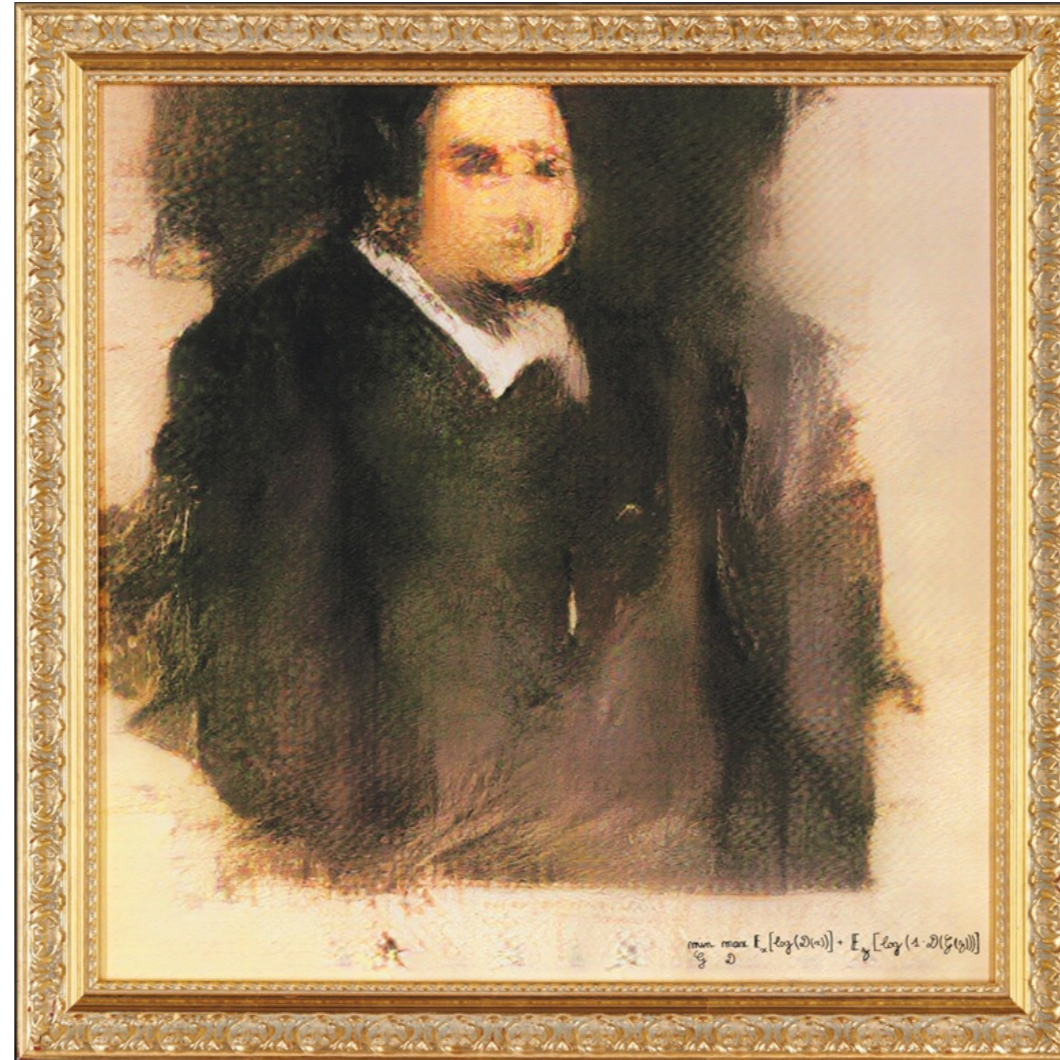
Wissam Wahbeh

- Dipl. Arch. (Damascus University, Syria)
- European Master (Roma Tre University, Italy)
- Ph.D. (Sapienza University, Italy)
- Post-Doc (IGEO, FHNW University of Applied Sciences and Arts, Switzerland)
- Wissenschaftlicher Mitarbeiter (Institute Digitales Bauen FHNW, Switzerland)
- **Schwerpunkte:**
 - VDC
 - Parametrisches Design
 - Scan-to-BIM
 - Bildbasierte 3D-Rekonstruktion

Portrait of Edmond Belamy, 2018

Created by GAN (Generative
Adversarial Network).

Sold for **\$ 432,500**
on 25 October 2018
at Christie's in New York.



Quelle: www.christies.com

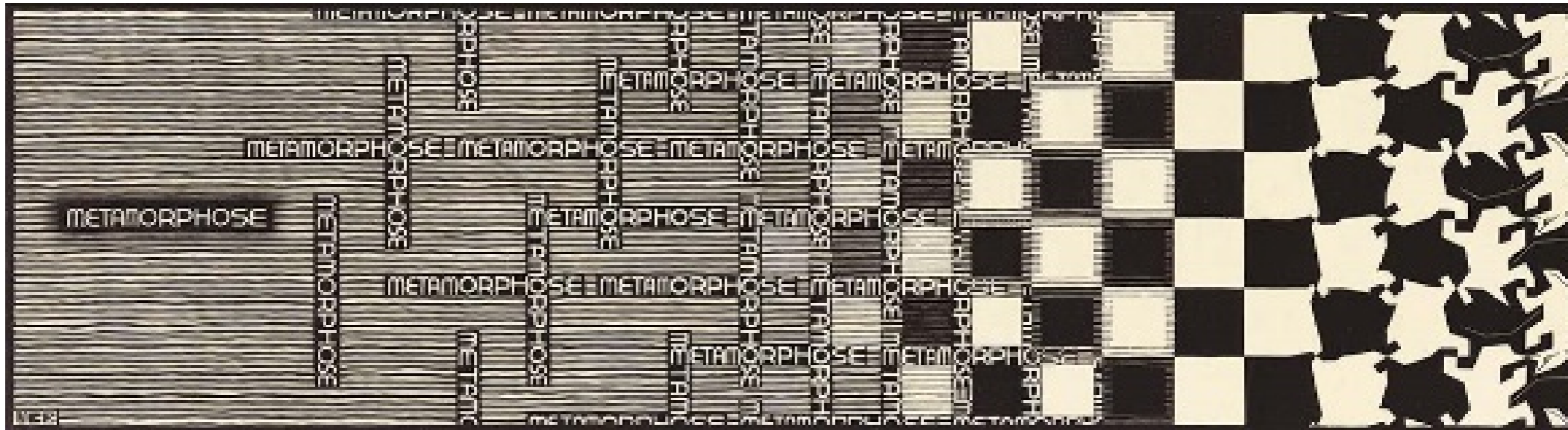


Quelle: www.mcescher.com



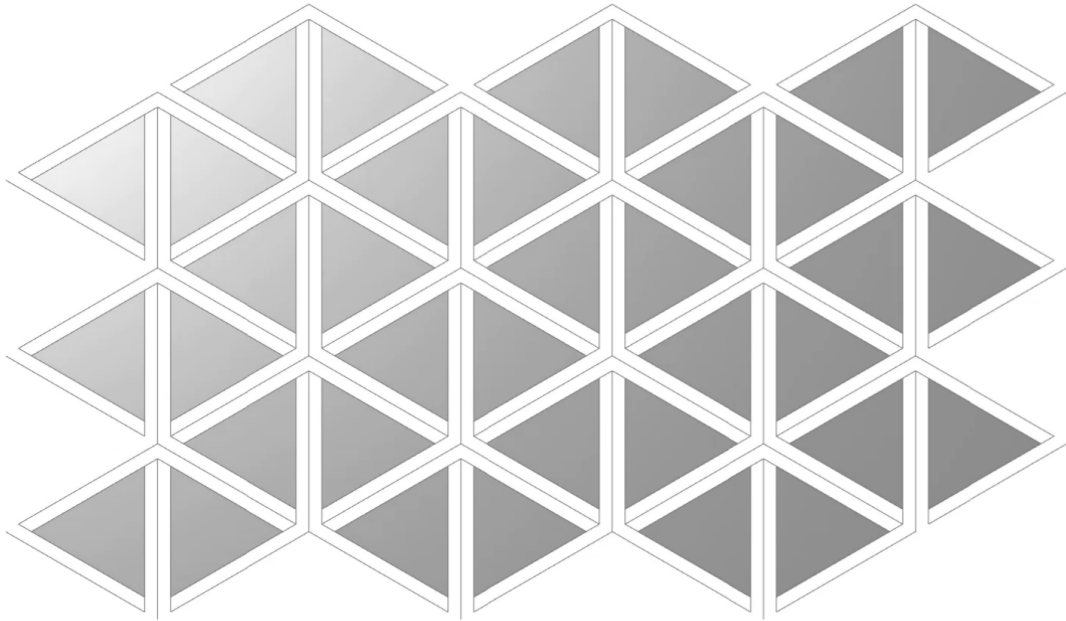
Quelle: www.mcescher.com

Metamorphosis II

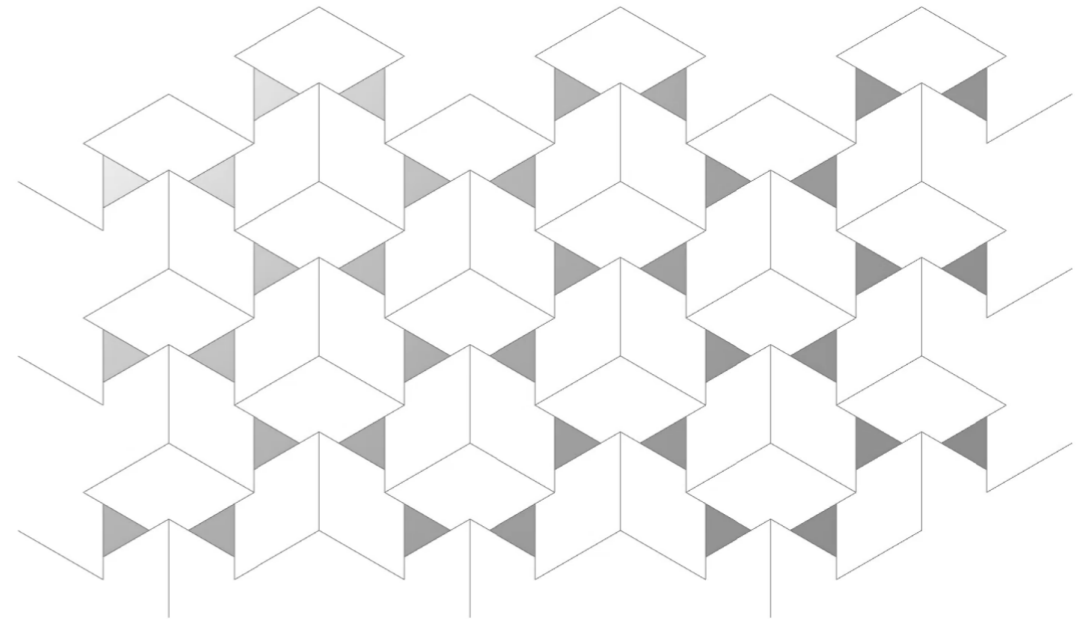


Quelle: www.mcescher.com

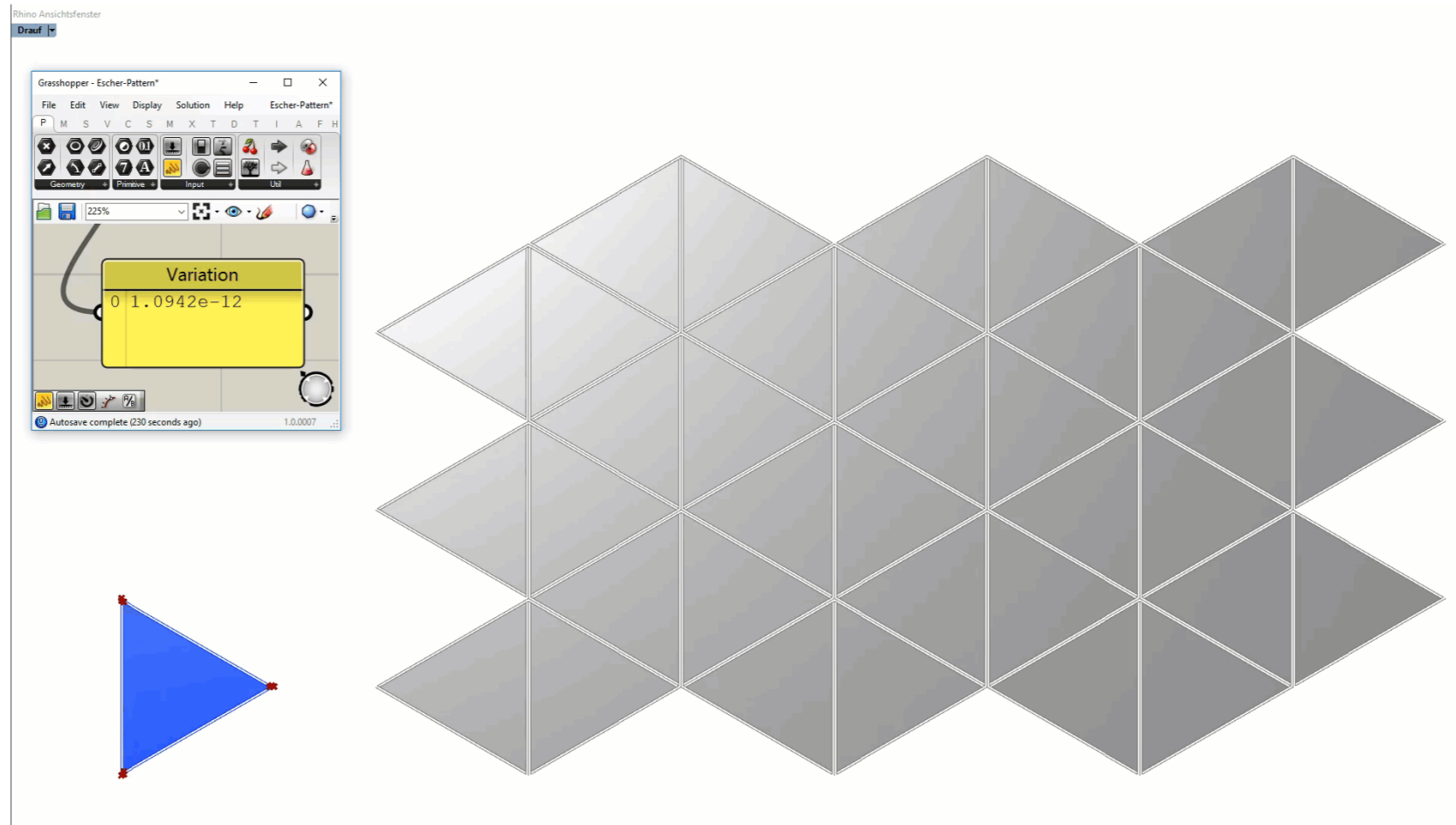
Muster 1



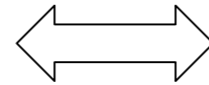
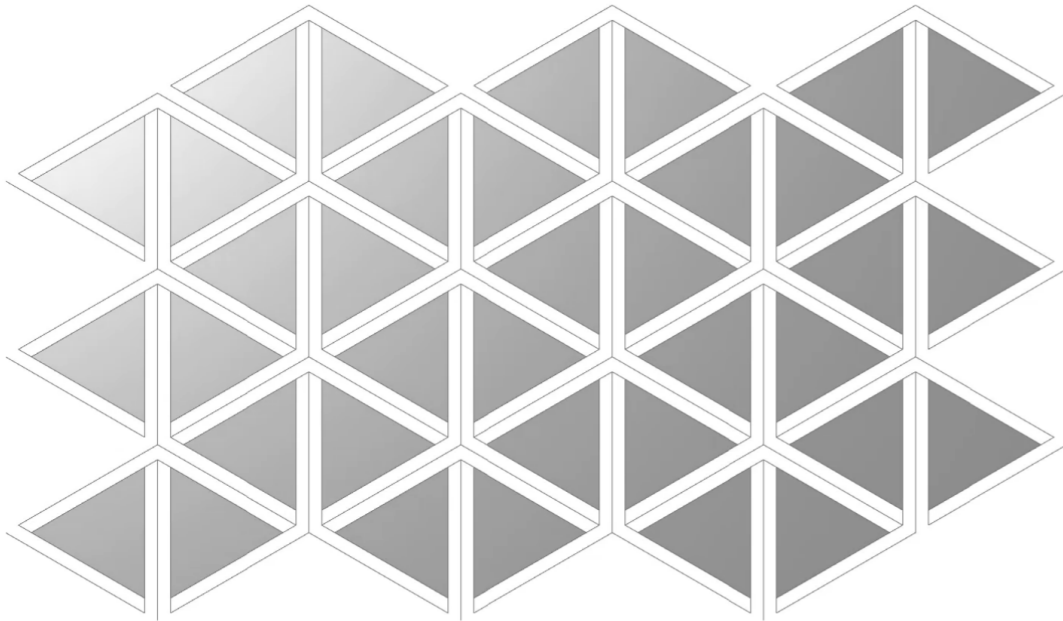
Muster 2



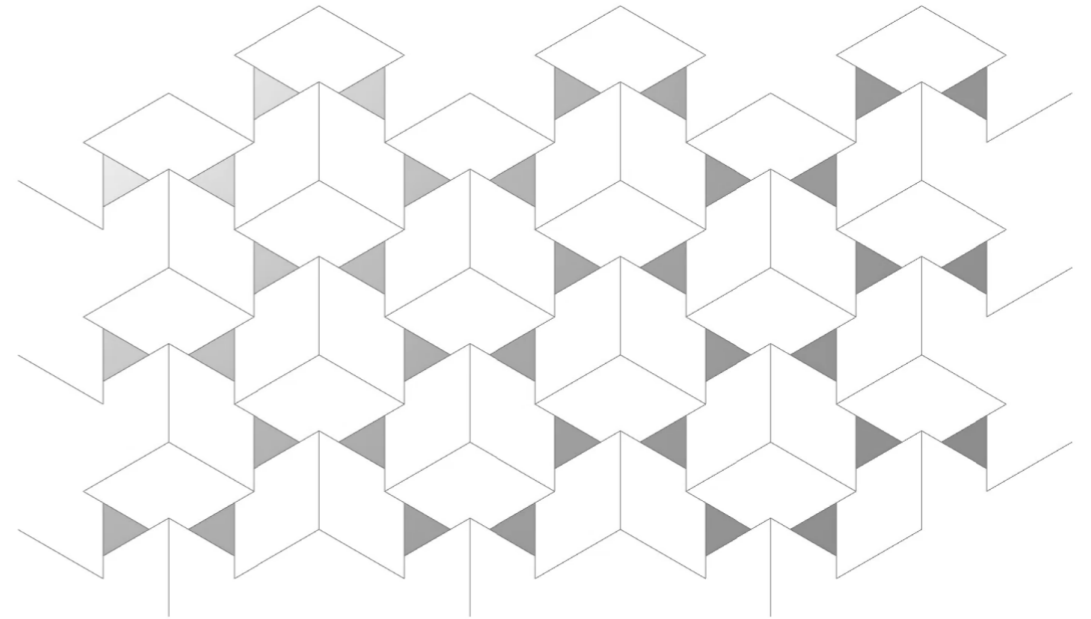
Muster Unendliche Varianten



Muster 1



Muster 2



die Fähigkeit zur Abstraktion und Regeln zu extrahieren

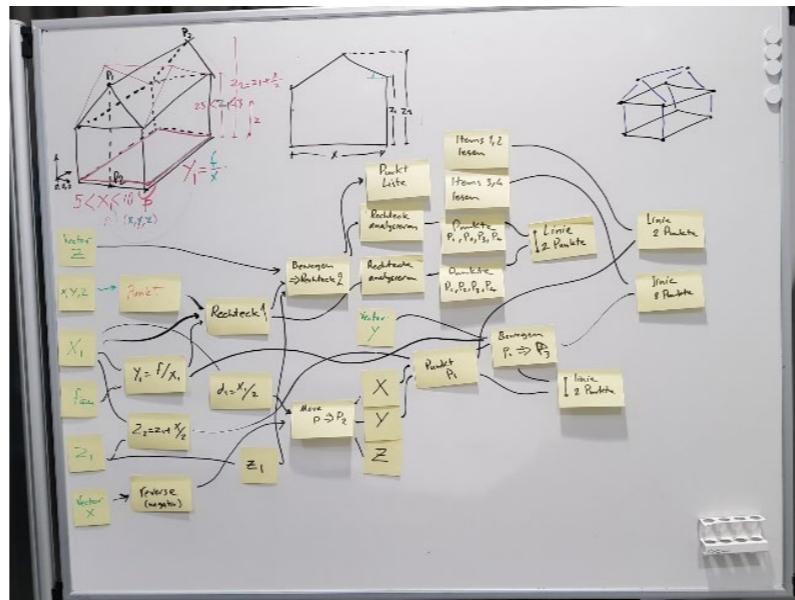
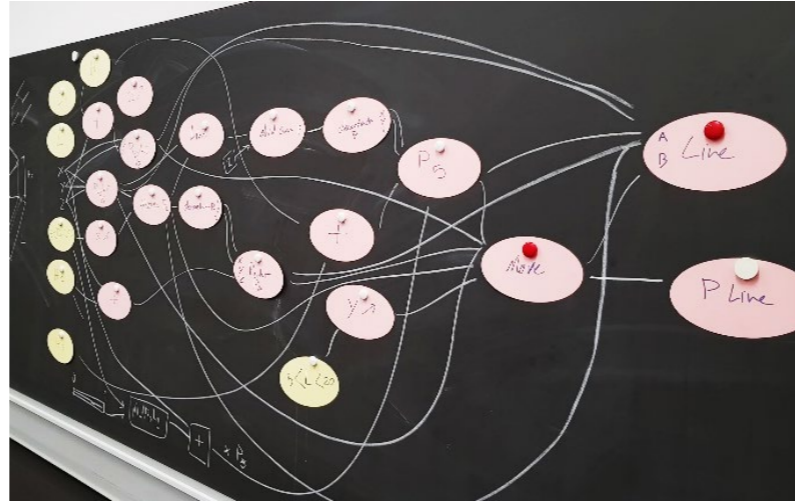
Mittelpunkt: x, y, z
Position: x in z -Achse (Mittelp.)

$X = A - S + A$

$z \cdot GV_2 = z \cdot GV_1 - h$

- Schnittvolumen: A (\rightarrow Mesh Intersection: GV_1 / Gebäude)
- Aufschüttung: S ($GV_2 - [\dots]$ GV_2 / Gebäude)

$X \rightarrow MIN$



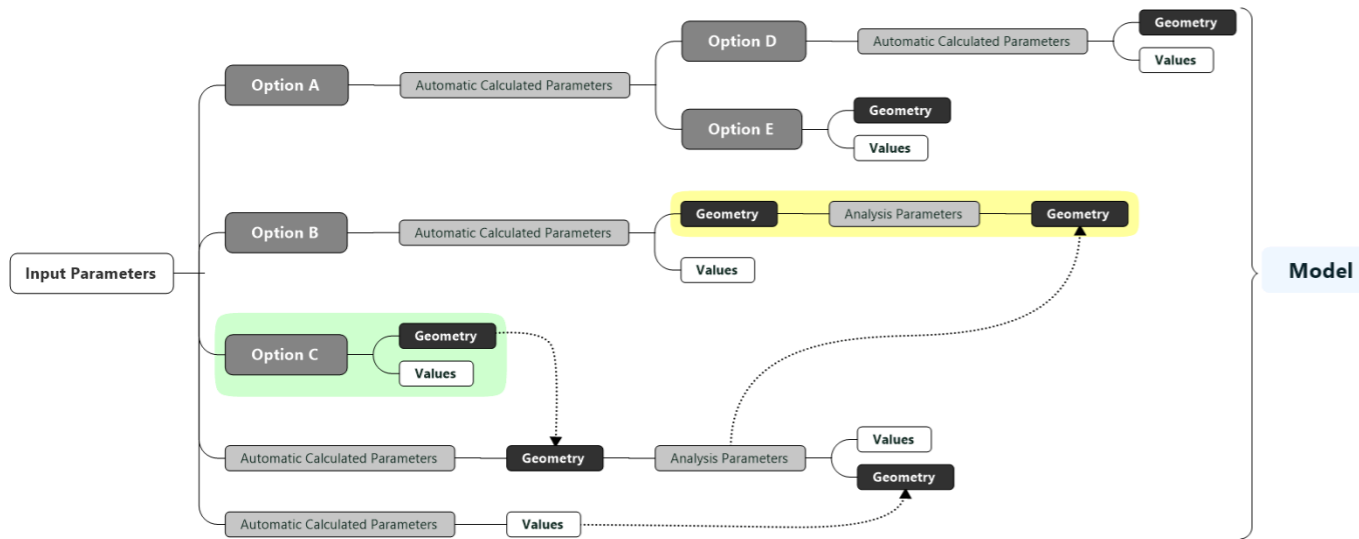
$MIN X = |A - B| + A$ ~~SOLVER~~ \rightarrow **SOLVER**

$x = fix$
 $y = fix$
 $z = var.$
 $z = var.$

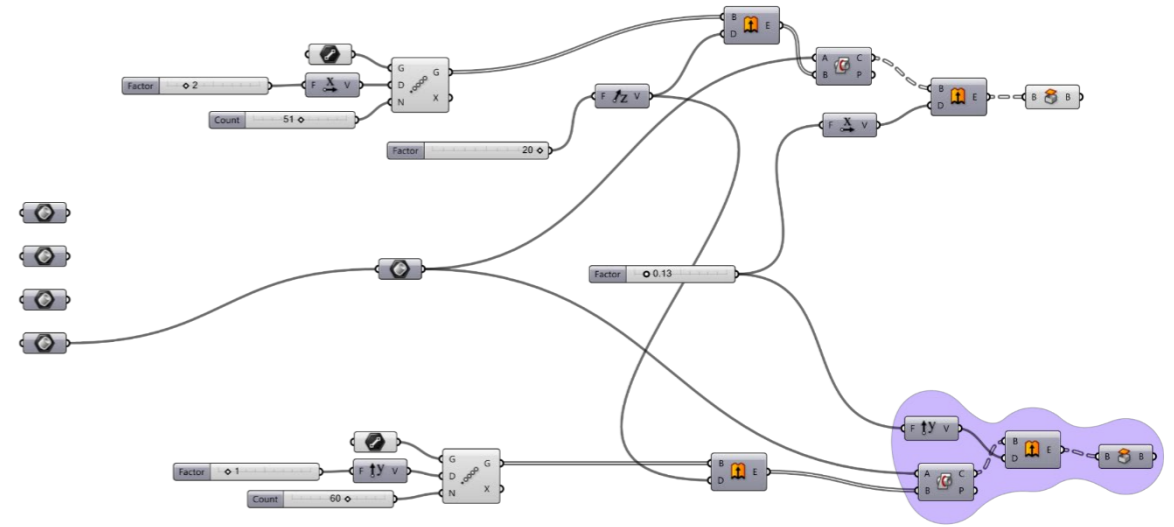
$B = D - C$
 $W \cdot A - INTERSECT.$

Sub. Körper - Proj. Gebäude

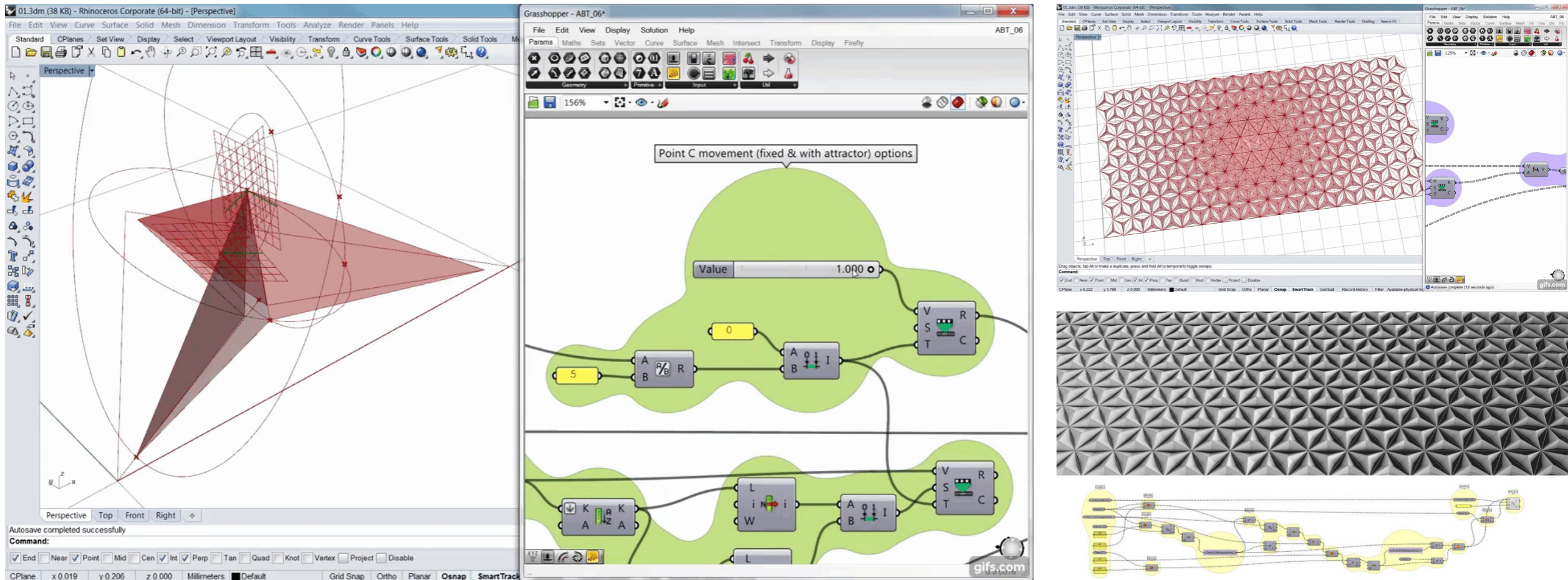
Logical Model



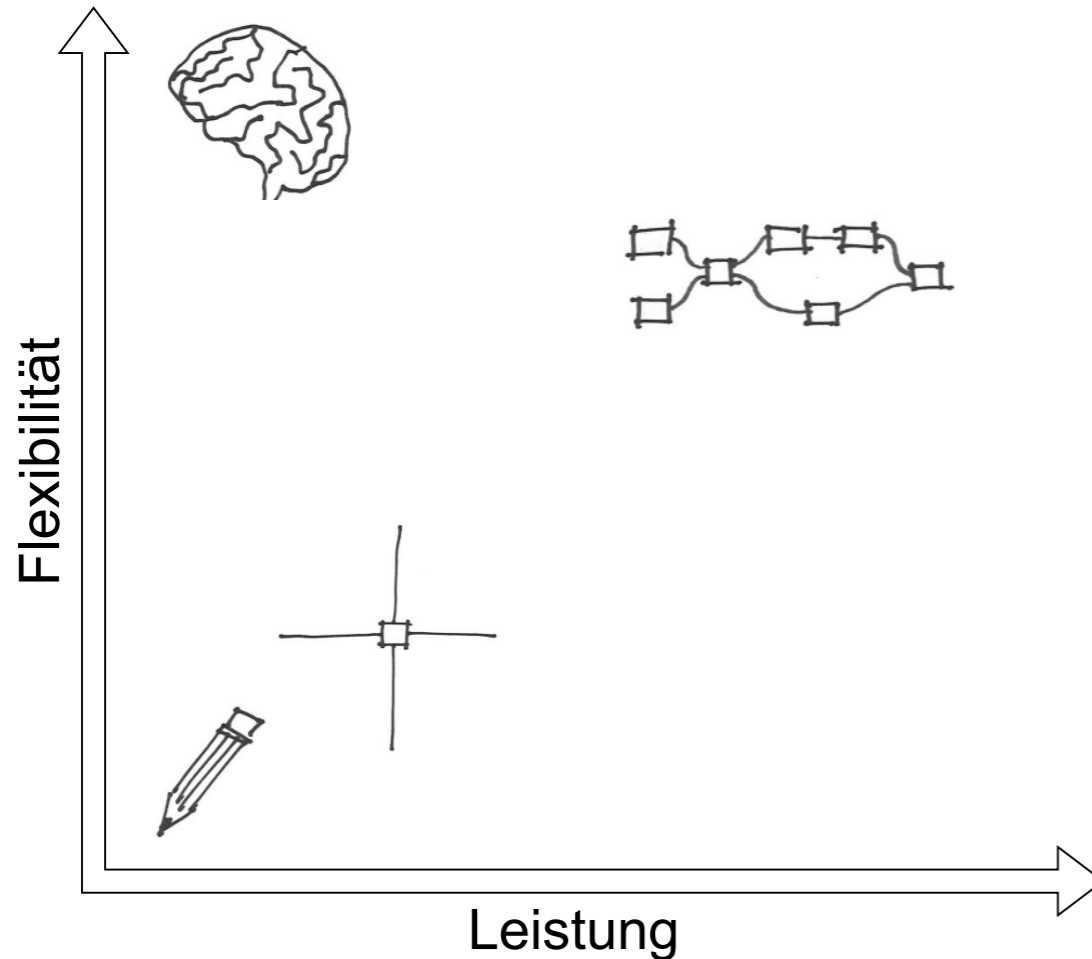
Code



Wir können komplexe Probleme lösen, indem wir mit Abstraktion denken.



Quelle: W.Wahbeh <https://youtu.be/kIL8KrPKi24>



Was wir uns vorstellen und was wir ausdrücken

Mentales Design Bild:

Flexibel, mehrere Lösungen, kleine Leistung

Ausdruck des Designs:

Handzeichnung:

Nicht Flexibel, ein Lösungen, geringer Aufwand

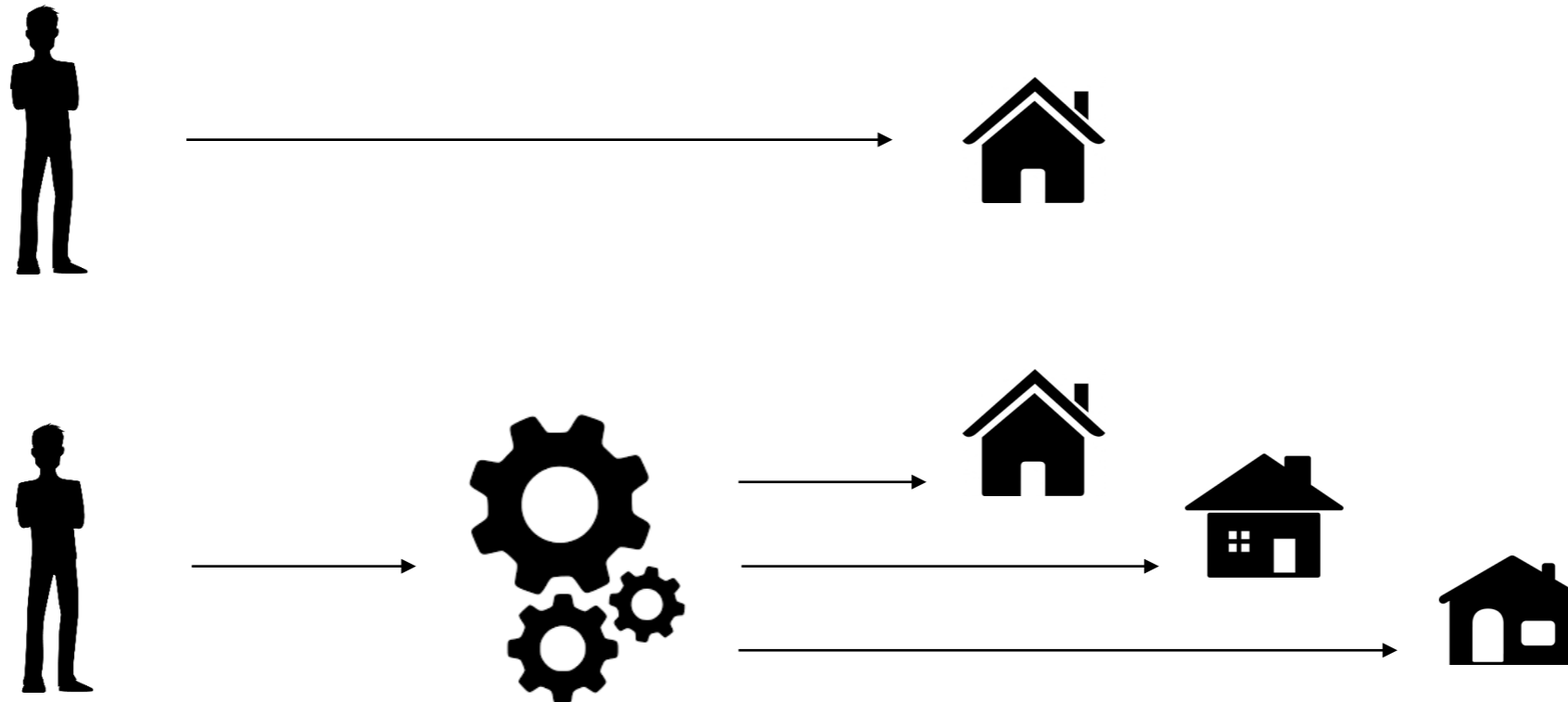
Digitale Zeichnung:

Nicht Flexibel aber leicht modifizierbar, ein Lösungen, mittlerer Aufwand

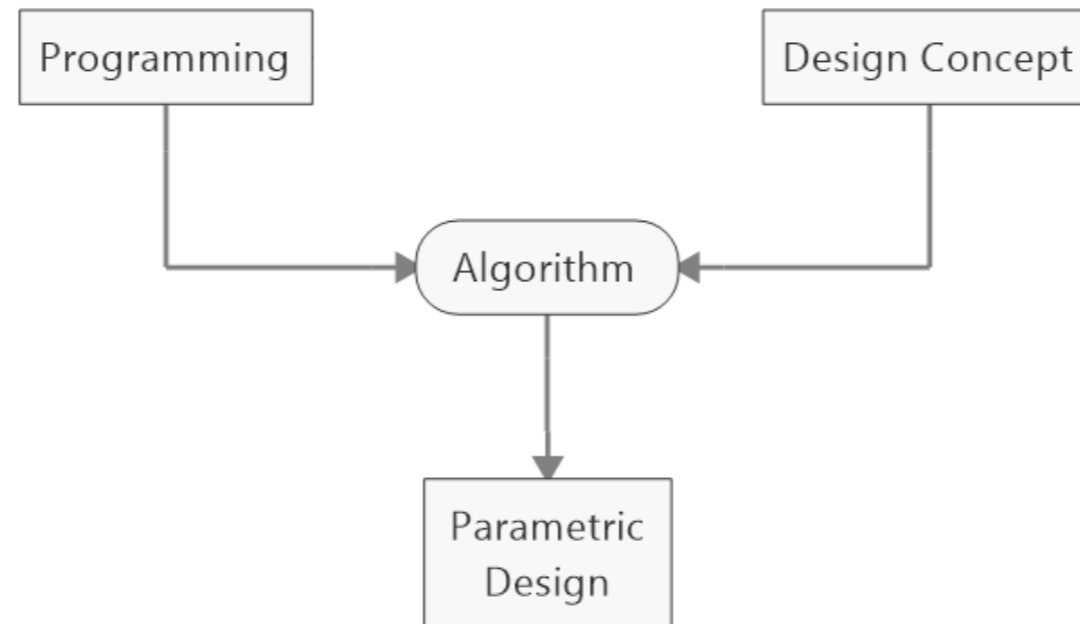
Parametrische Zeichnung:

Flexibel aber nicht leicht modifizierbar, mehrere Lösungen, Grosser Aufwand

Der parametrische Designprozess unterscheidet sich vom traditionellen Designansatz.
Im parametrischen Design **erstellt der Designer ein System und dieses System erstellt das Modell**
auf Basis von Variablen. (Verschiedene Werte → Verschiedene Modelle)

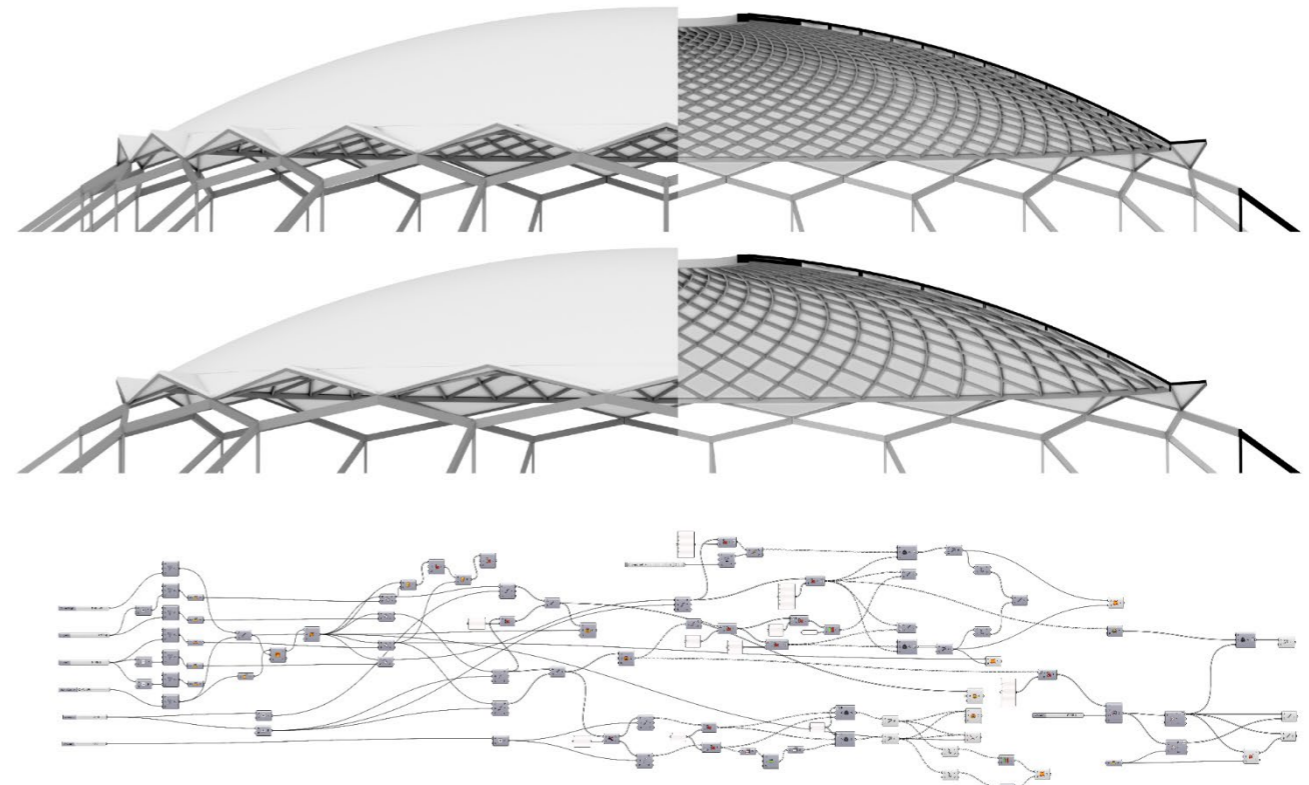
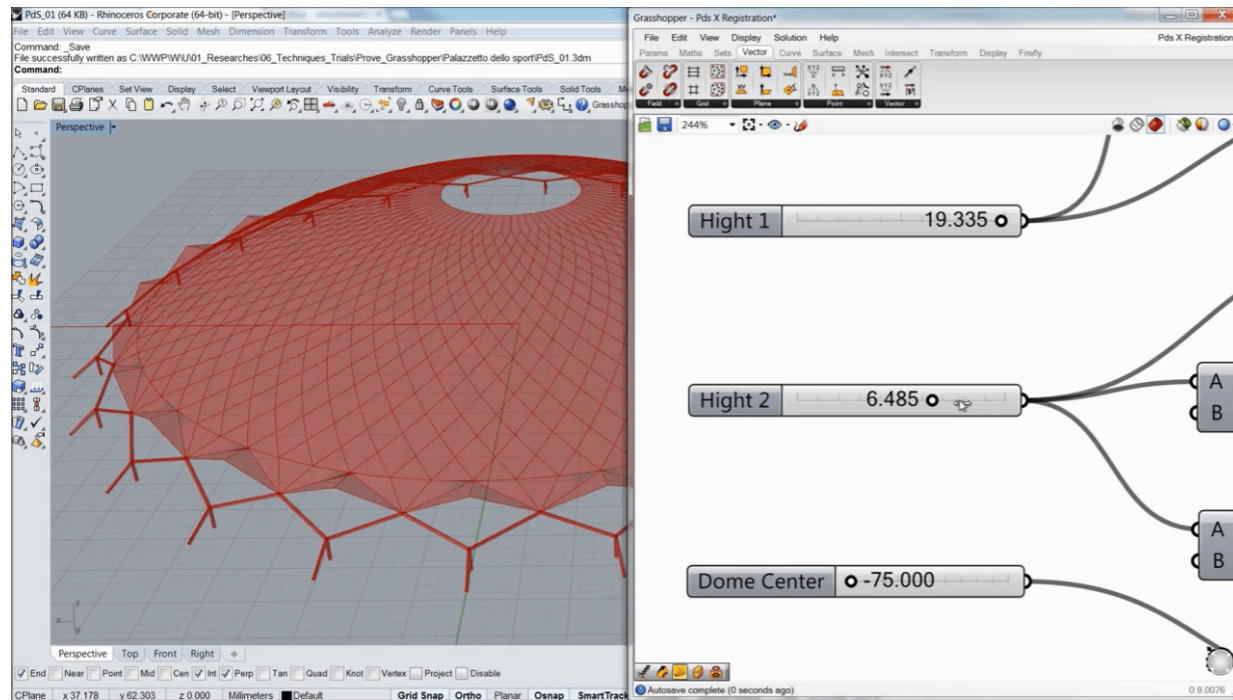


Parametric Design: Ein neuer Designansatz



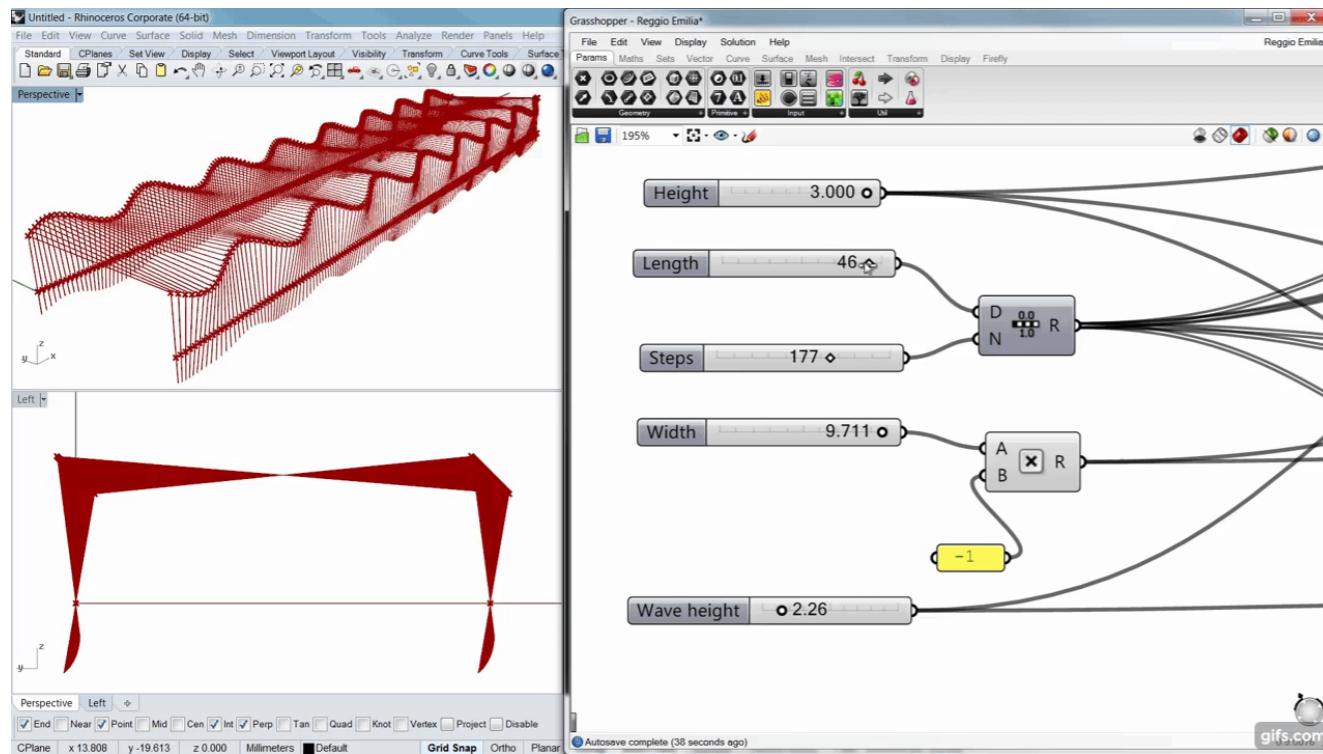
Quelle: W.Wahbeh

Complex Structures

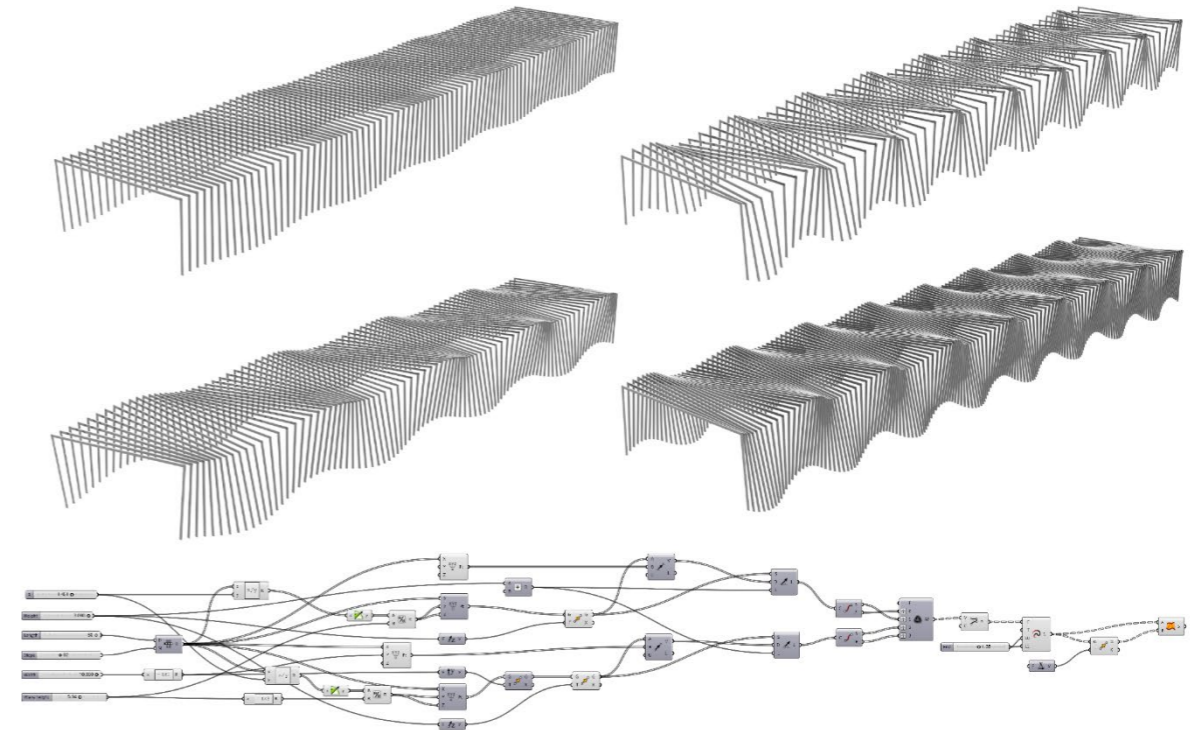


Quelle: W.Wahbeh

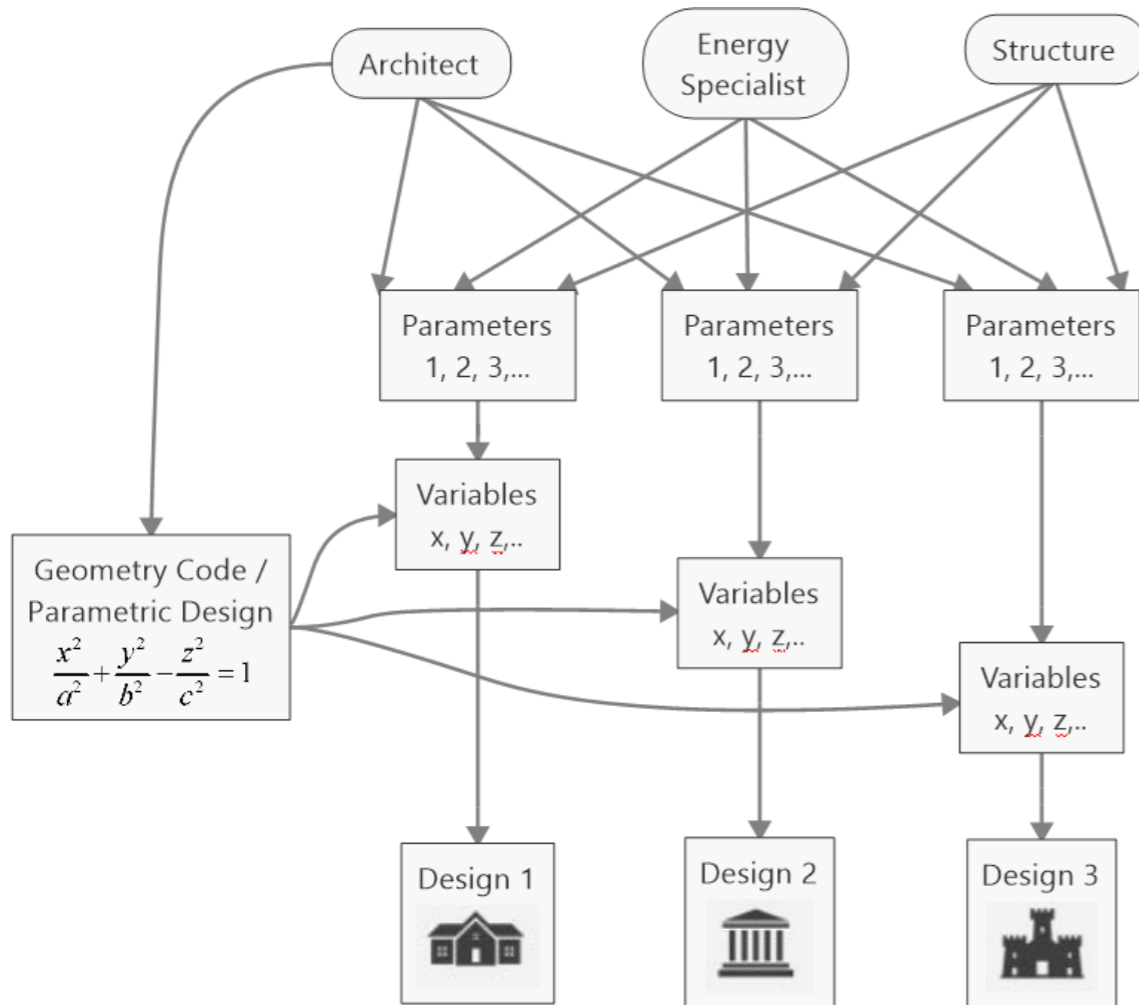
Mathematical Functions



Quelle: W.Wahbeh <https://youtu.be/fi0TVO7X4ck>



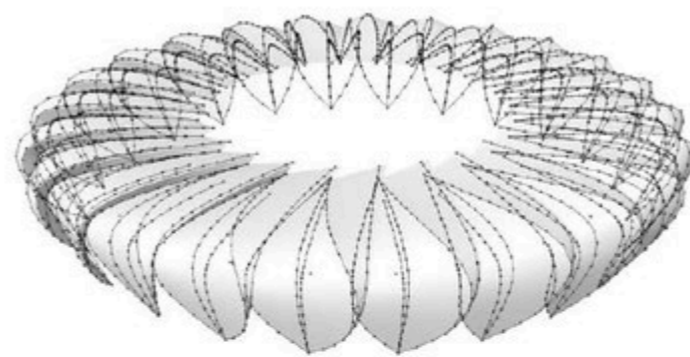
Quelle: W.Wahbeh



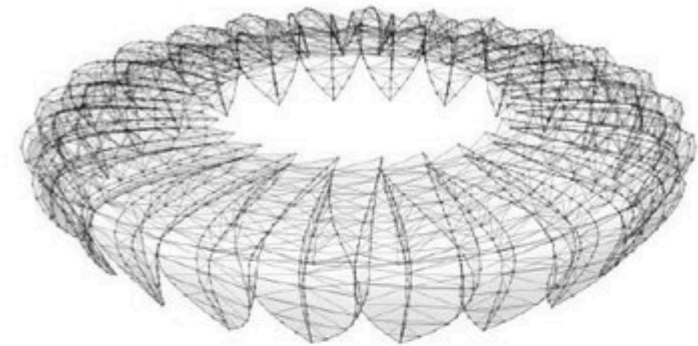
Interdisziplinärer Designansatz

Parametrisches Design kann auf mehr als eine Disziplin ausgedehnt werden, um ein interdisziplinäres Design zu erhalten.

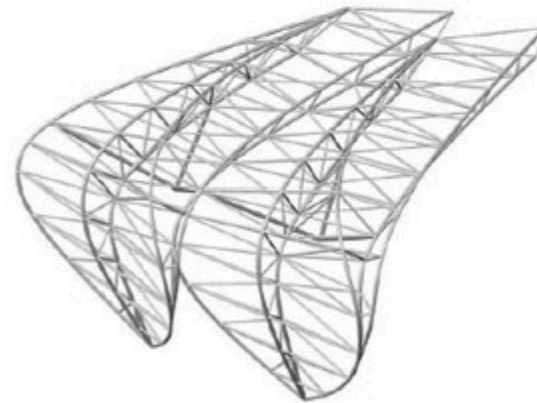
Complex structures: An interaction between Design and Structure



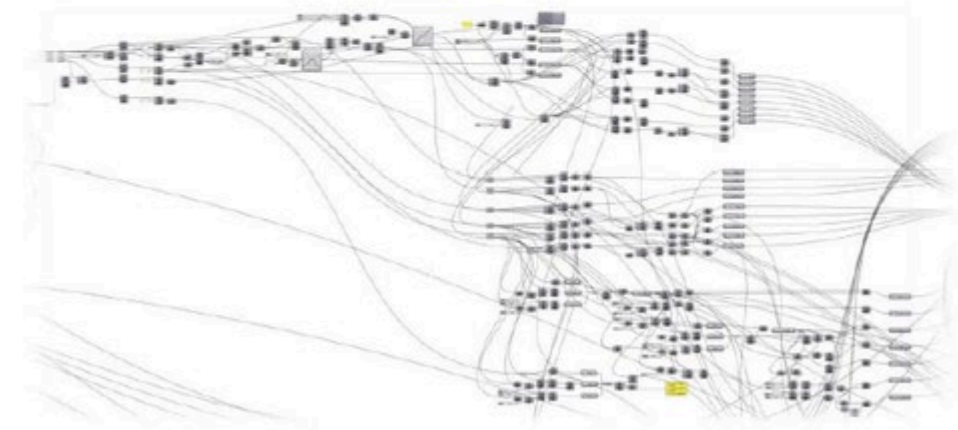
1. STRUCTURE NODES DEFINITION



2. TRUSS CENTERLINE DEFINITION

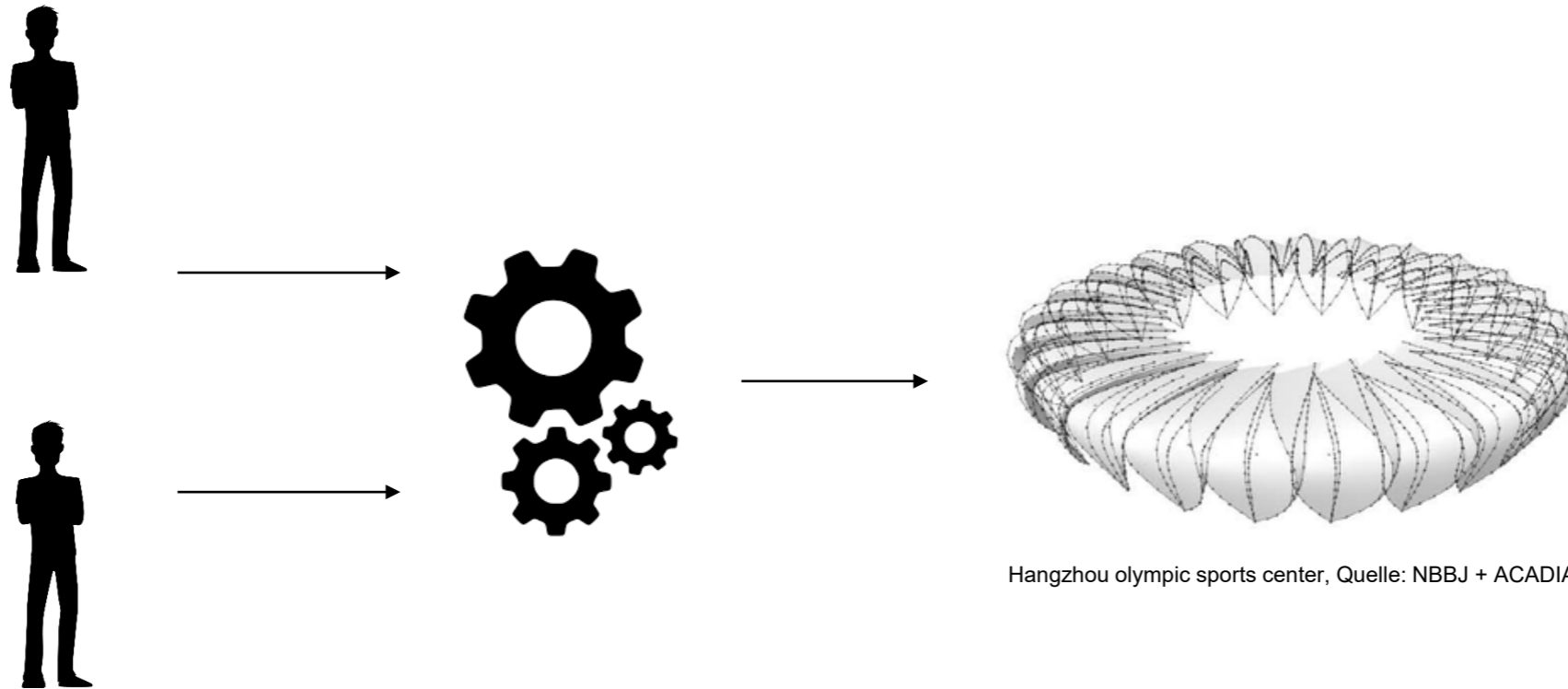


3. TRUSS MEMBER SIZE COORDINATION

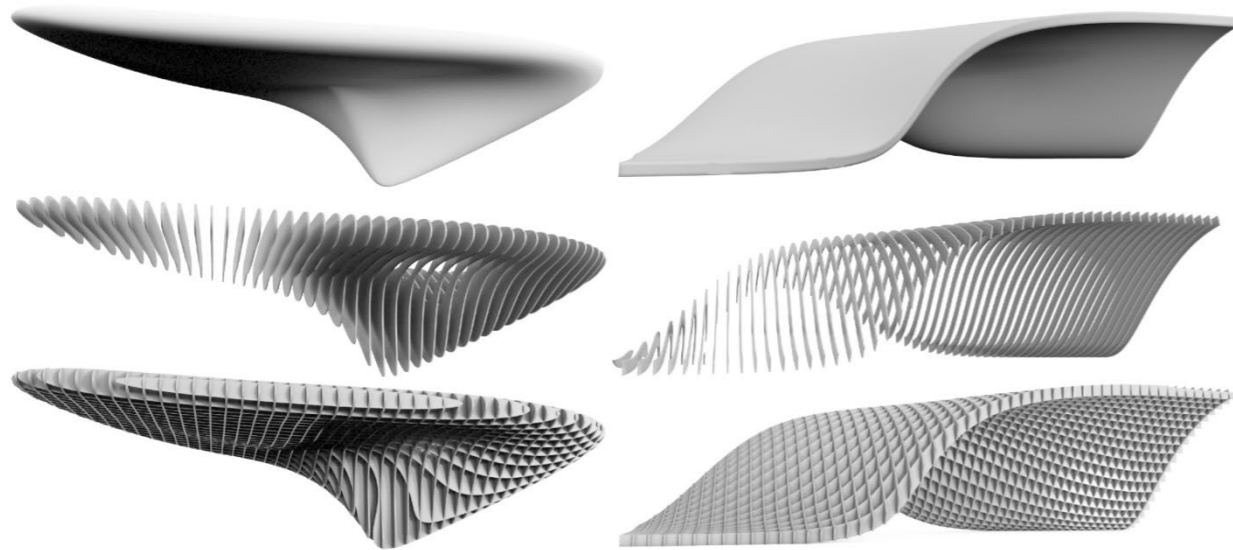


Hangzhou olympic sports center, Quelle: NBBJ + ACADIA

Dieses System kann mehrere Eingaben des Designers (interdisziplinäres parametrisches Design), Berechnungsprozesse, Skripte und sogar künstliche Intelligenz beinhalten. Es kann sehr komplexe Ebenen erreichen.

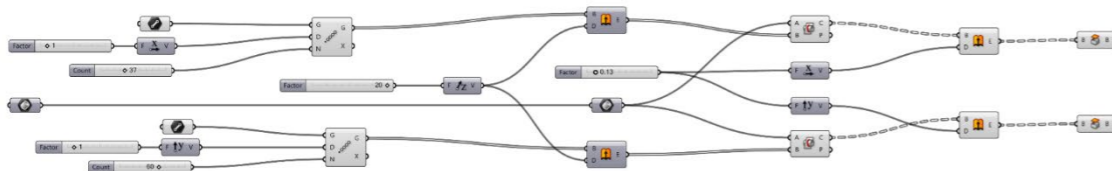


Hangzhou olympic sports center, Quelle: NBBJ + ACADIA

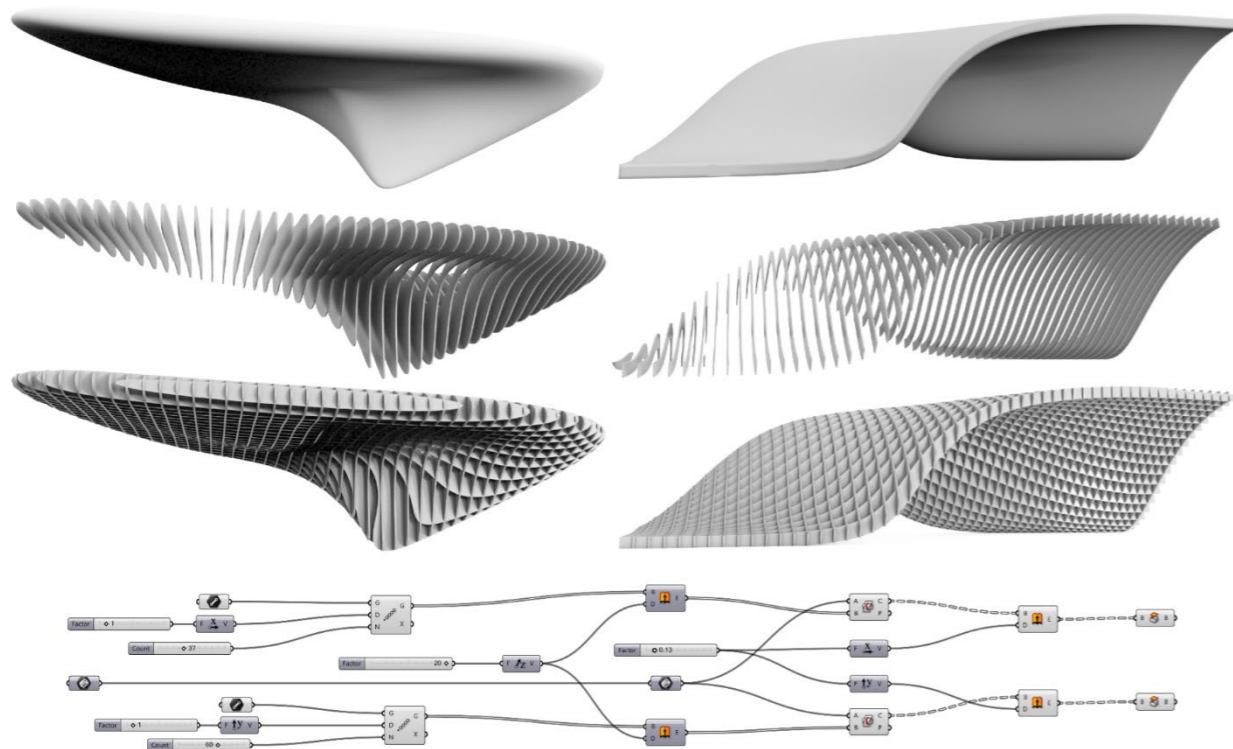


Routineaufgaben

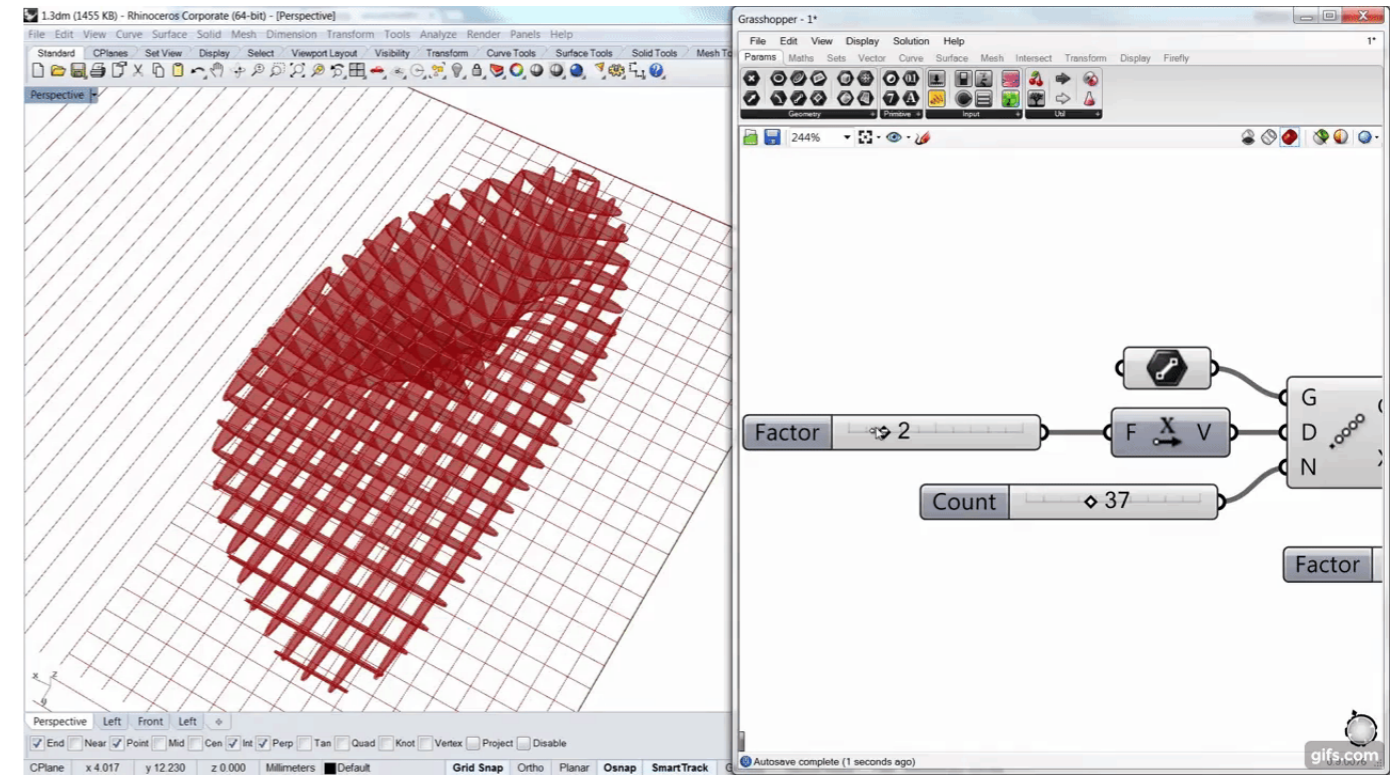
Das Stichwort der Automatisierung führt zum Bereich des parametrischen Designs. Das parametrische Design entlastet Architekten von **Routineaufgaben** sowie unterstützt bei der Findung von neuen oder anderen architektonischen Lösungen. (Huber 2018)



Quelle: W.Wahbeh

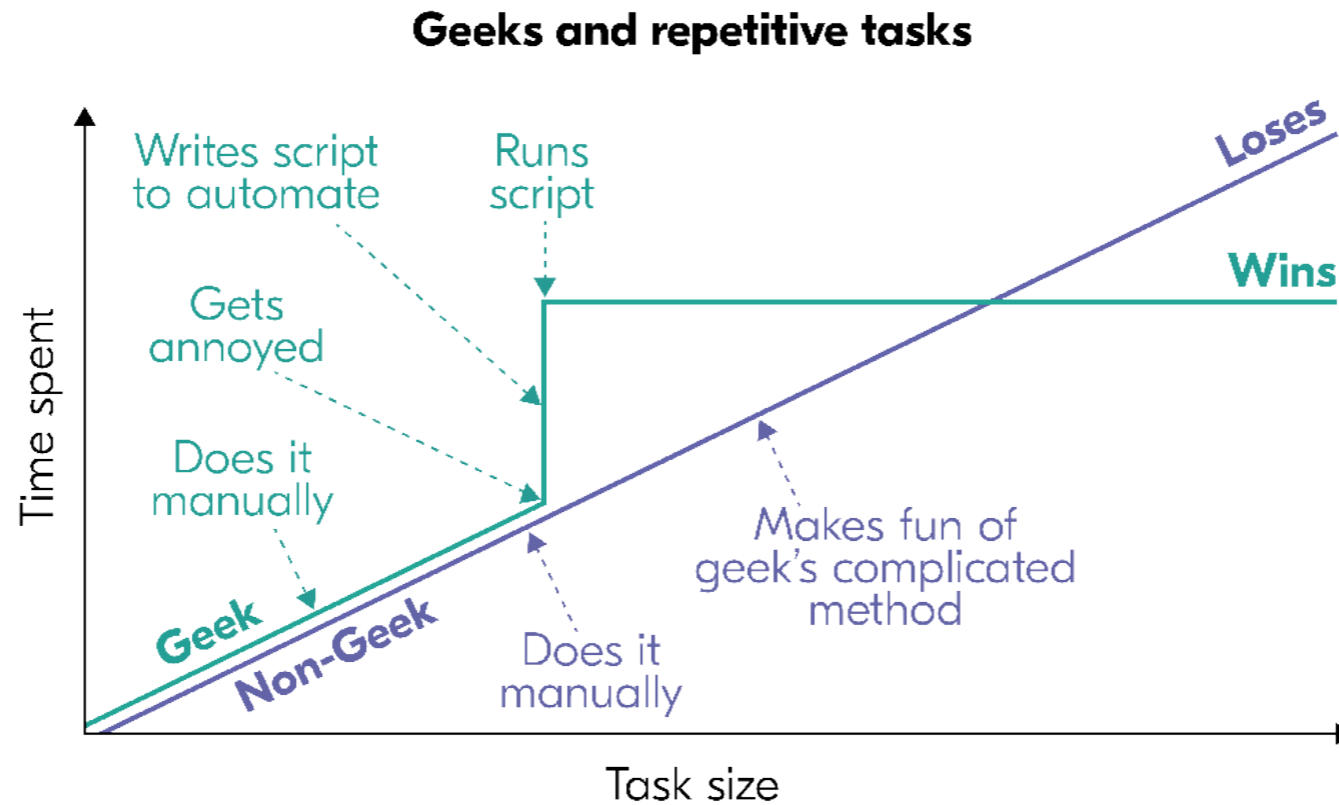


Routineaufgaben



Quelle: W.Wahbeh <https://youtu.be/apJaJ1TjNfQ>

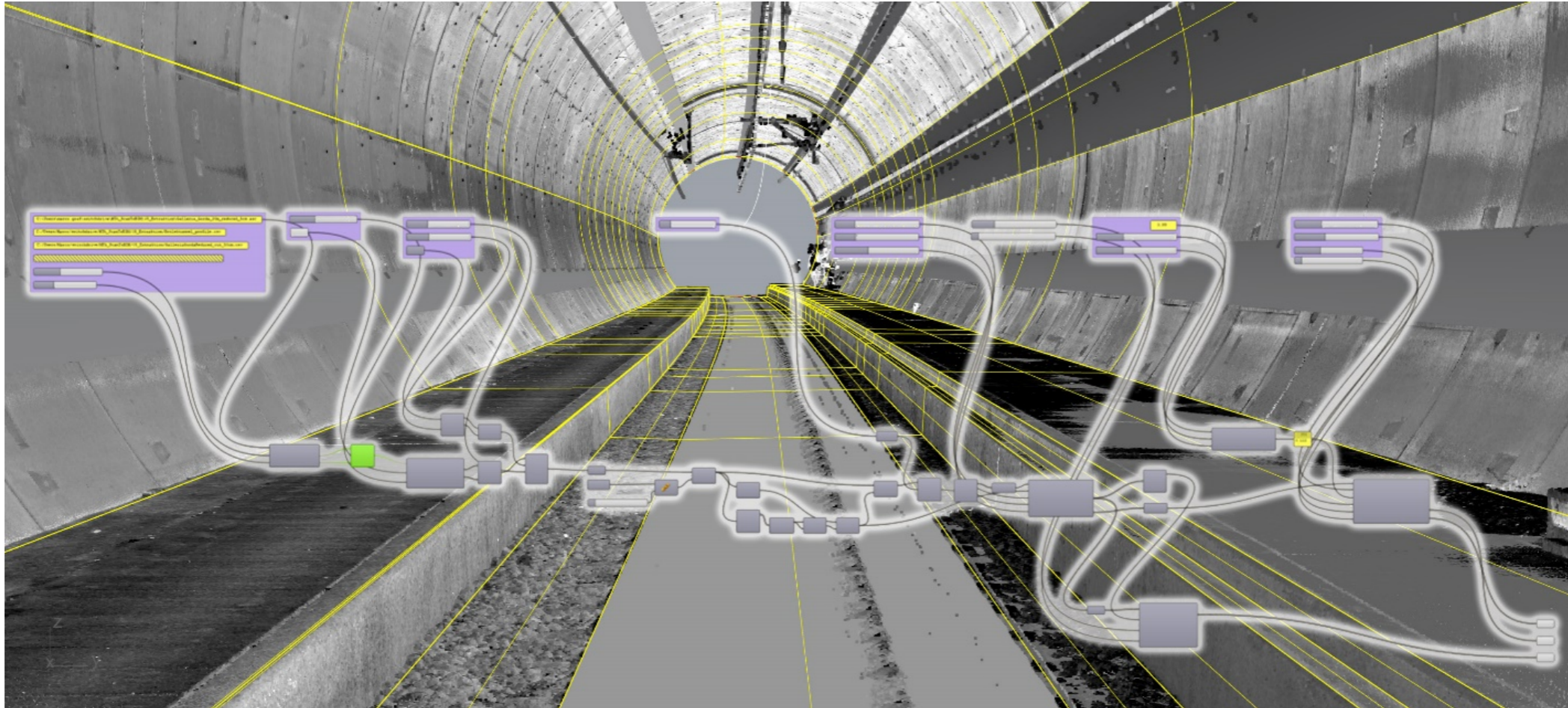
Wenn du den Geek-Modus ausprobierst, wirst du die Arbeitspferdementalität verlassen.
Dein Slogan wird lauten: **"Ich hätte das automatisieren sollen"**.



Source: pipedrive Blog



Source: Manuela Ammann, IGEO, FHNW



Quelle: Master thesis by M.Graf (FHNW Institut Geomatik)

Source: Manuela Ammann, IGEO, FHNW

Die DNA oder ein einzelnes Meisterwerk zu schaffen?



Quelle: <https://texentes.com/asia/larmee-de-terre-cuite/>



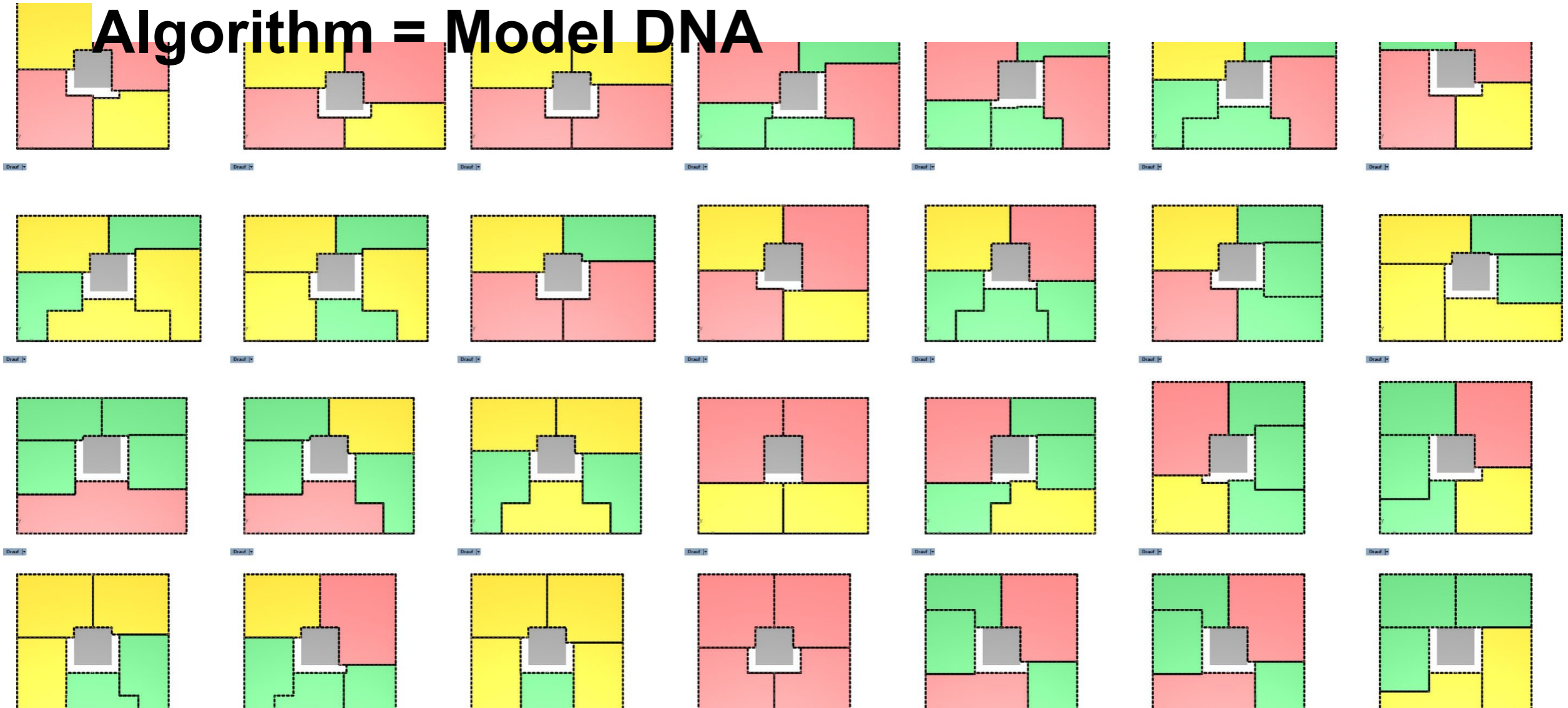
Die DNA oder ein einzelnes Meisterwerk zu schaffen?

If we have the Algorithm of Terracotta soldier we can generate many different soldiers using different Parameters



Quelle: Pixabay

Algorithm = Model DNA



Quelle: W.Wahbeh

Routineaufgaben



Shanghai Tower, Arch. Jun Xia Quelle: Wikipedia



Yas Hotel Abu Dhabi, Arch. Asymptote Architecture Quelle: ArchDaily

Unterstützung der Kreativität durch Generative Design

Parametricism als Architekturstil

“Contemporary avant-garde architecture is addressing the demand for an increased level of articulated complexity by means of retooling its methods on the basis of parametric design systems. The contemporary architectural style that has achieved pervasive hegemony within the contemporary architectural avant-garde can be best understood as a research programme based upon the parametric paradigm. We propose to call this style: ***Parametricism***.”

Patrik Schumacher, London 2008

Presented and discussed at the Dark Side Club1 ,

11th Architecture Biennale, Venice 2008



Quelle: PatrickSchumacher.com

GAME OVER: KASPAROV AND THE MACHINE



THINKFILM AND ALLIANCE ATLANTIS PRESENT
AN ALLIANCE ATLANTIS AND NATIONAL FILM BOARD OF CANADA PRODUCTION
GAME OVER: KASPAROV AND THE MACHINE
A WORLD DOCUMENTARY FUND FILM
AN INITIATIVE OF THE UK FILM COUNCIL NEW CINEMA FUND,
THE NATIONAL FILM BOARD OF CANADA AND THE BBC
WITH THE ASSISTANCE OF MOVIE CENTRAL - A CORUS ENTERTAINMENT COMPANY
DIRECTED BY VIKRAM JAYANTI PRODUCED BY HAL VOBEL
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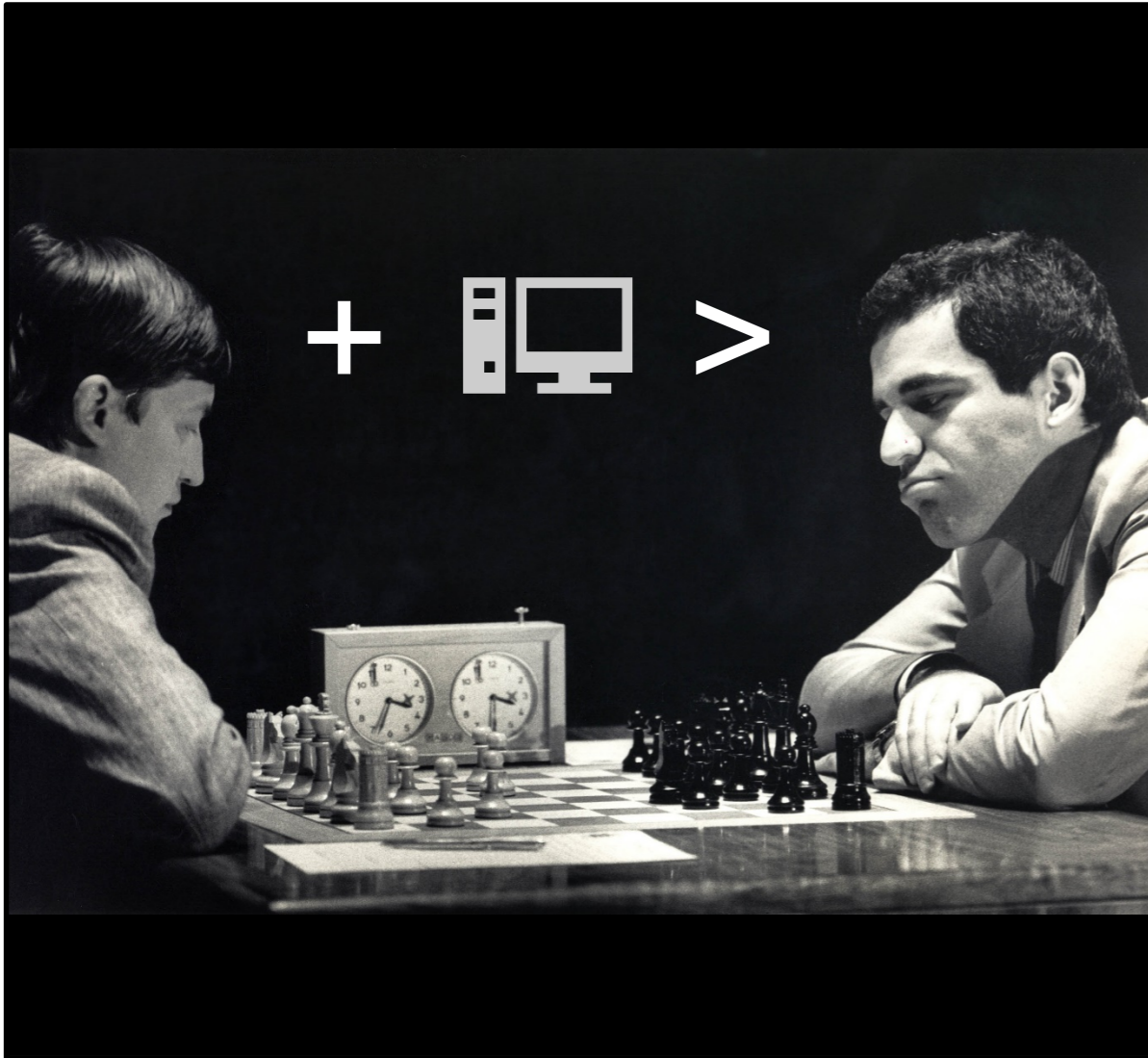
ATLANTIS
UK FILM COUNCIL
BBC
THINKFilm

The Human Mind or the Machine Algorithm?

May 11, 1997: held in New York City, New York

Result: Deep Blue – Kasparov (3½ – 2½)

Deep Blue was the first computer program to defeat a world champion in a match under tournament regulations.



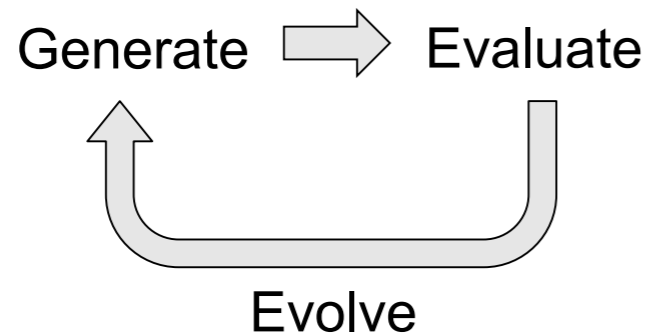
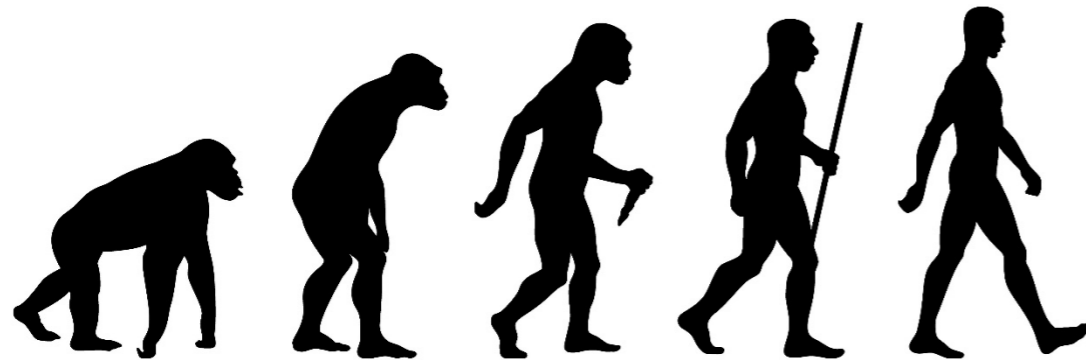
The Human Mind or the Machine Algorithm? Or both together?

May 3. 1997 game 1 of 6, Deep Blue's **44th move** in this game puzzled Kasparov, and he attributed it to "**superior intelligence**"

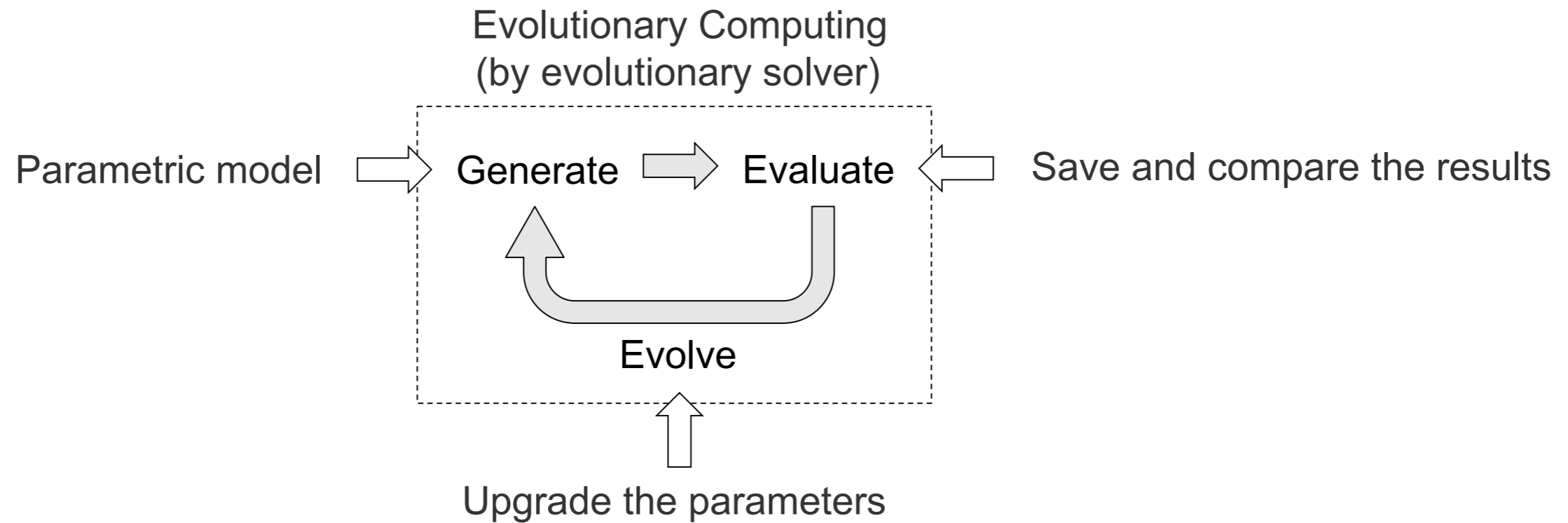
In May 4. 1997 in the game 2 of 6 Kasparov accused IBM of cheating, by alleging that a grandmaster (**presumably a top rival**) had been behind a move.

<http://www.kasparov.com> (edited)

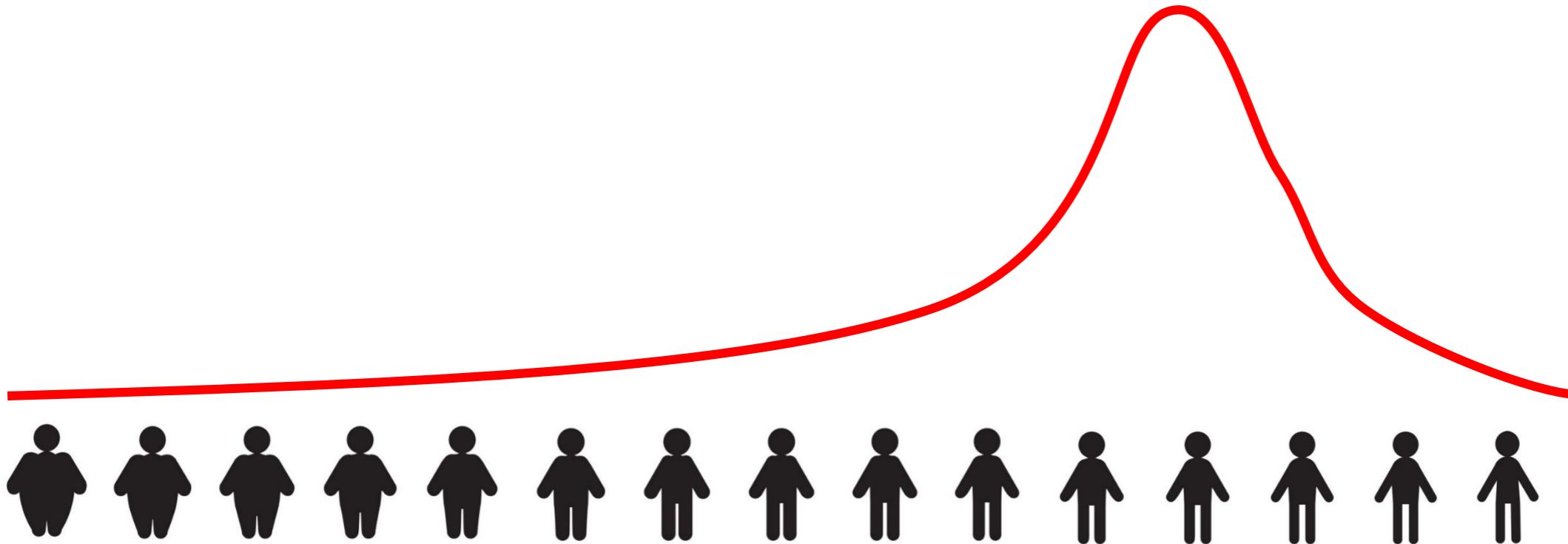
Generative Design



Wenn das System in der Lage ist, Lösungen zu bevorzugen oder Entscheidungen zu treffen, dann kann es das Design innerhalb vordefinierter Bereiche und der von uns festgelegten Grenzen weiterentwickeln. Dann nennen wir es **Generative Design**.

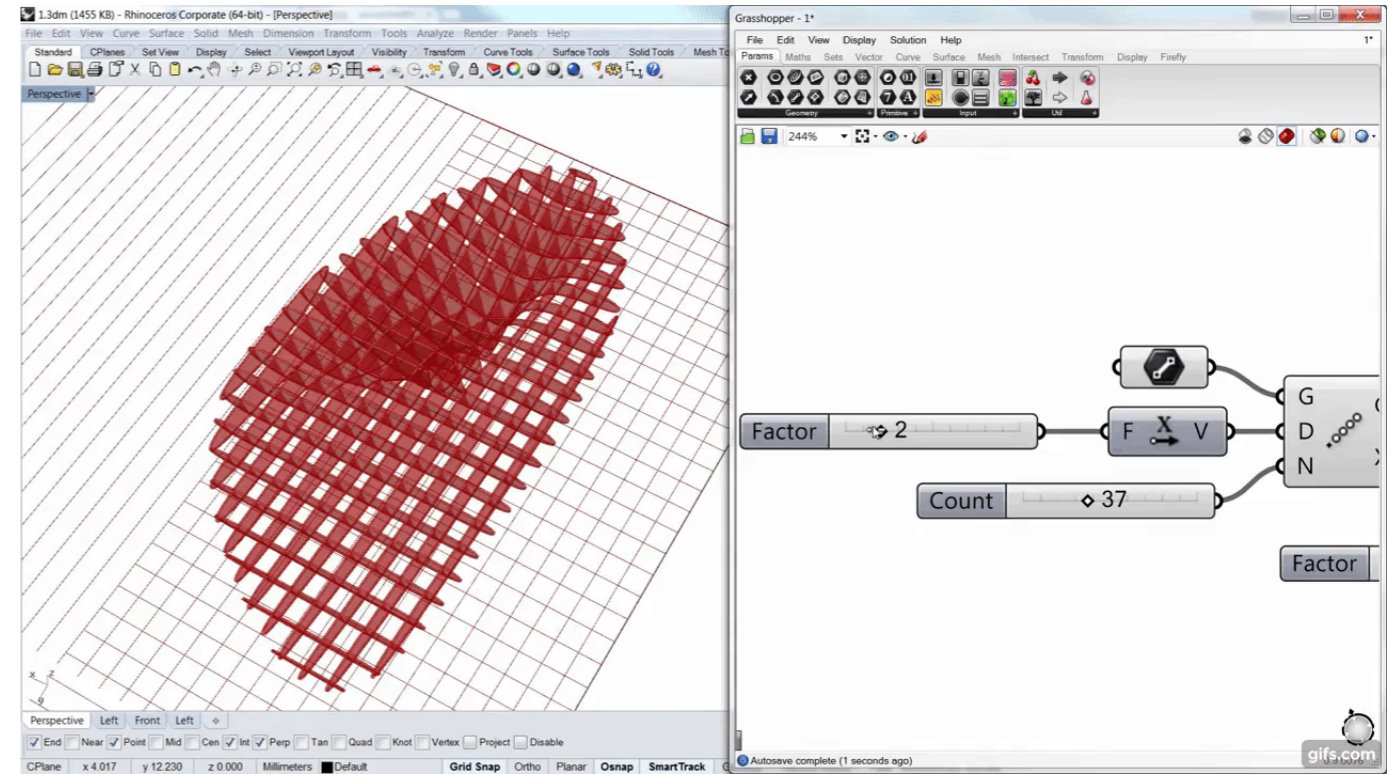


Fitness Funktion (Ziel Vorgabe)

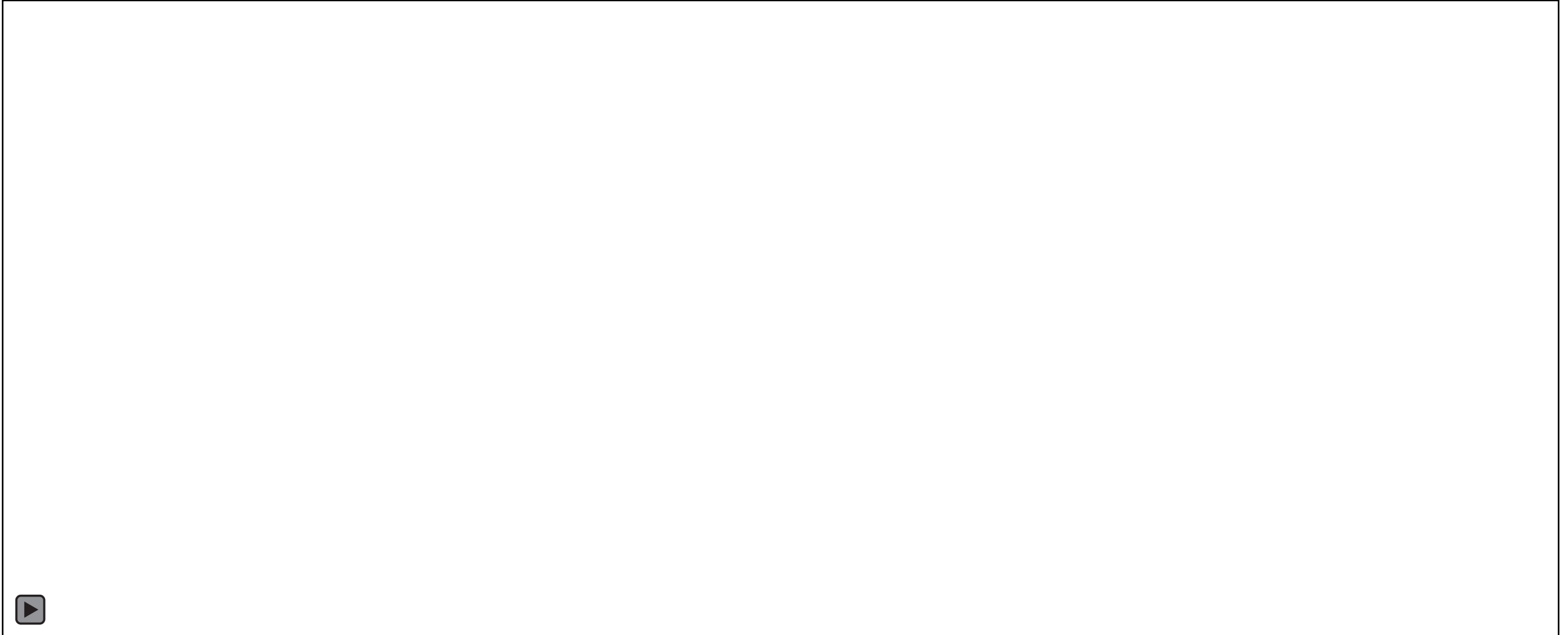


Source: Vectorstock.com (modified)

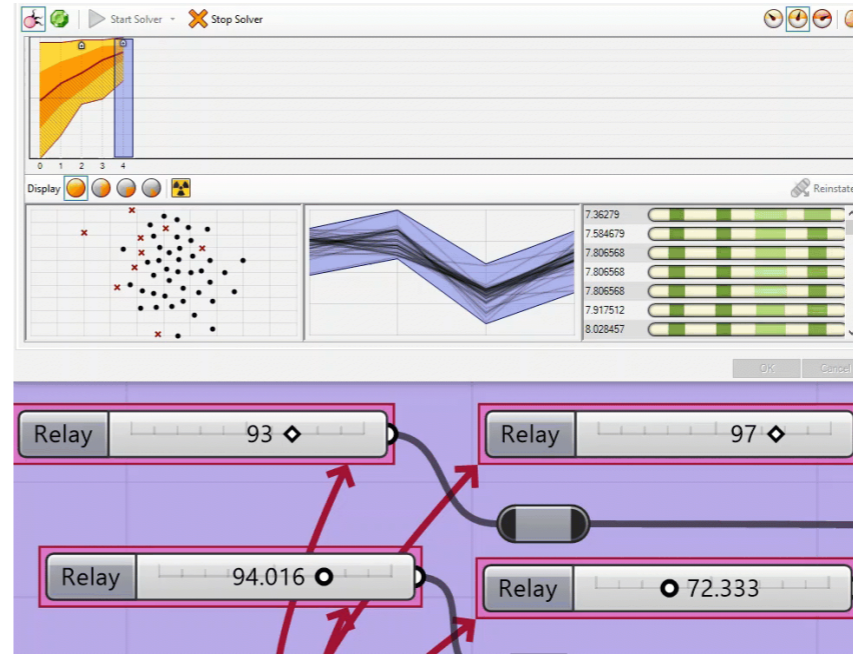
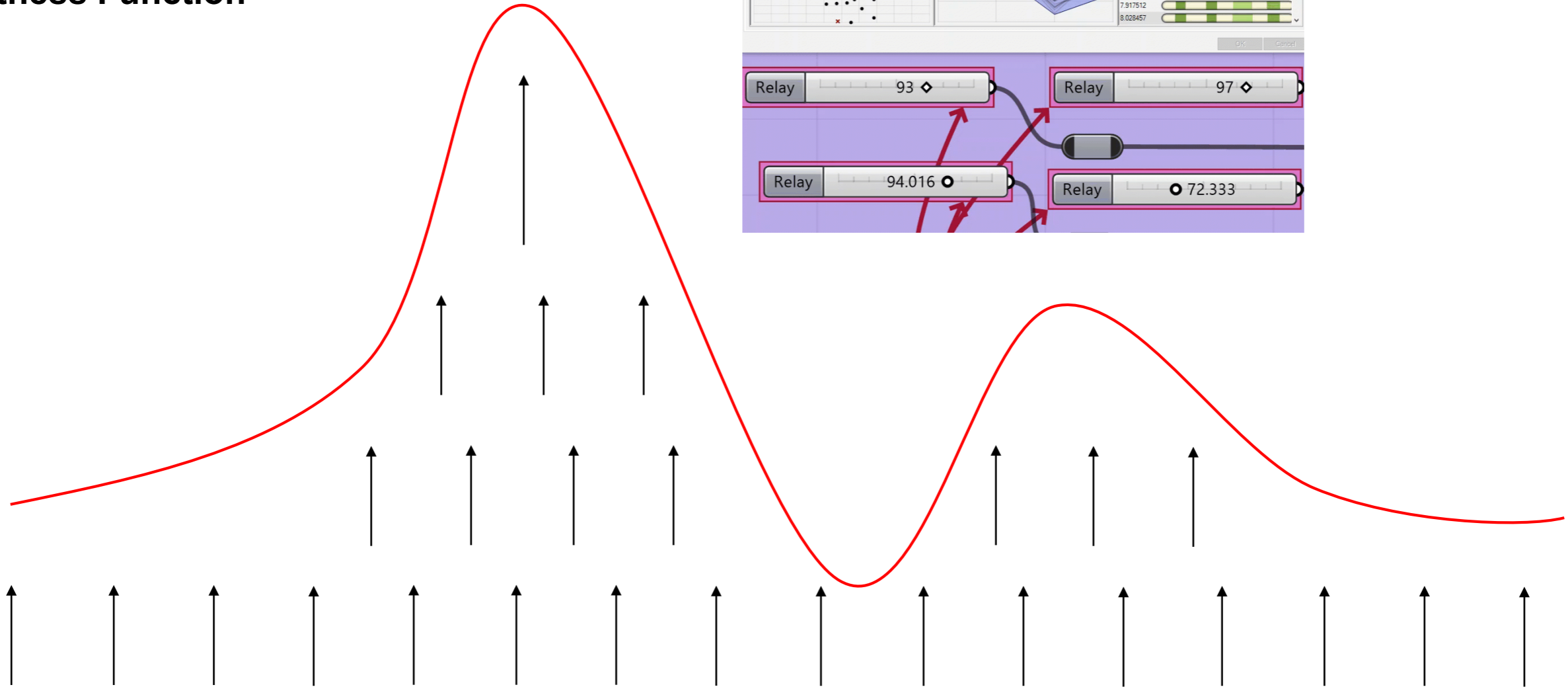
Fitness Funktion Beispiel



Placing a Building minimizing excavating and filling (*Aushub und Aufschüttung minimieren*)



Fitness Function



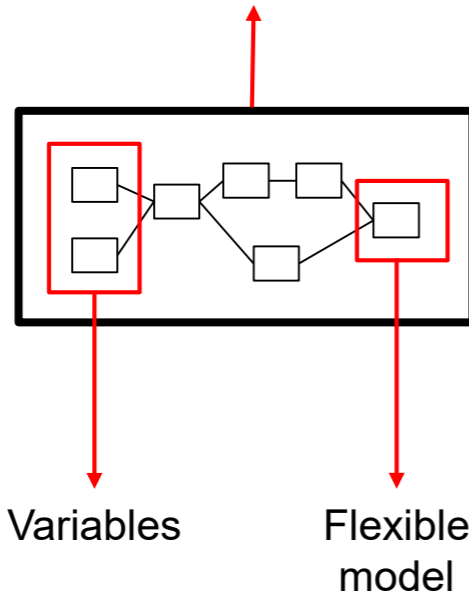
Generative Design

Form making



Form finding

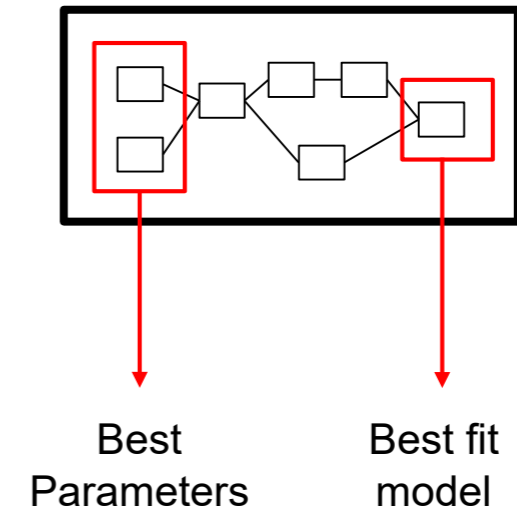
Parametric "Flexible" Model



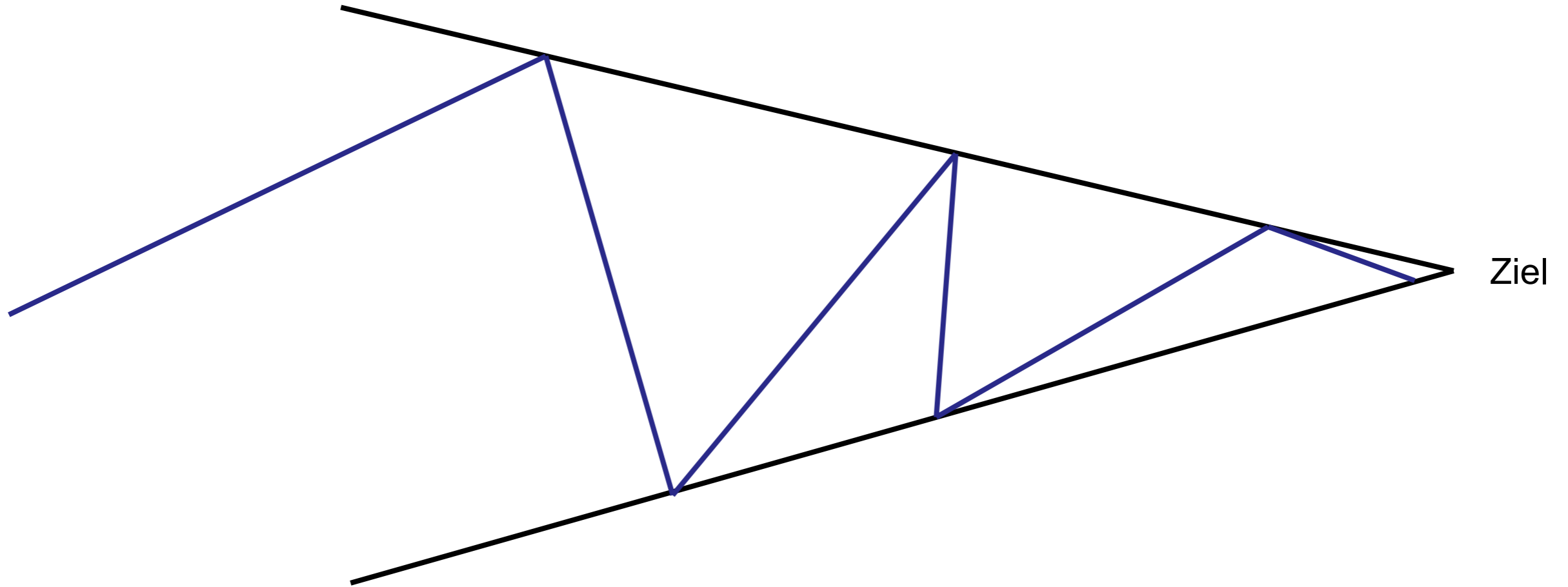
Fitness Definition



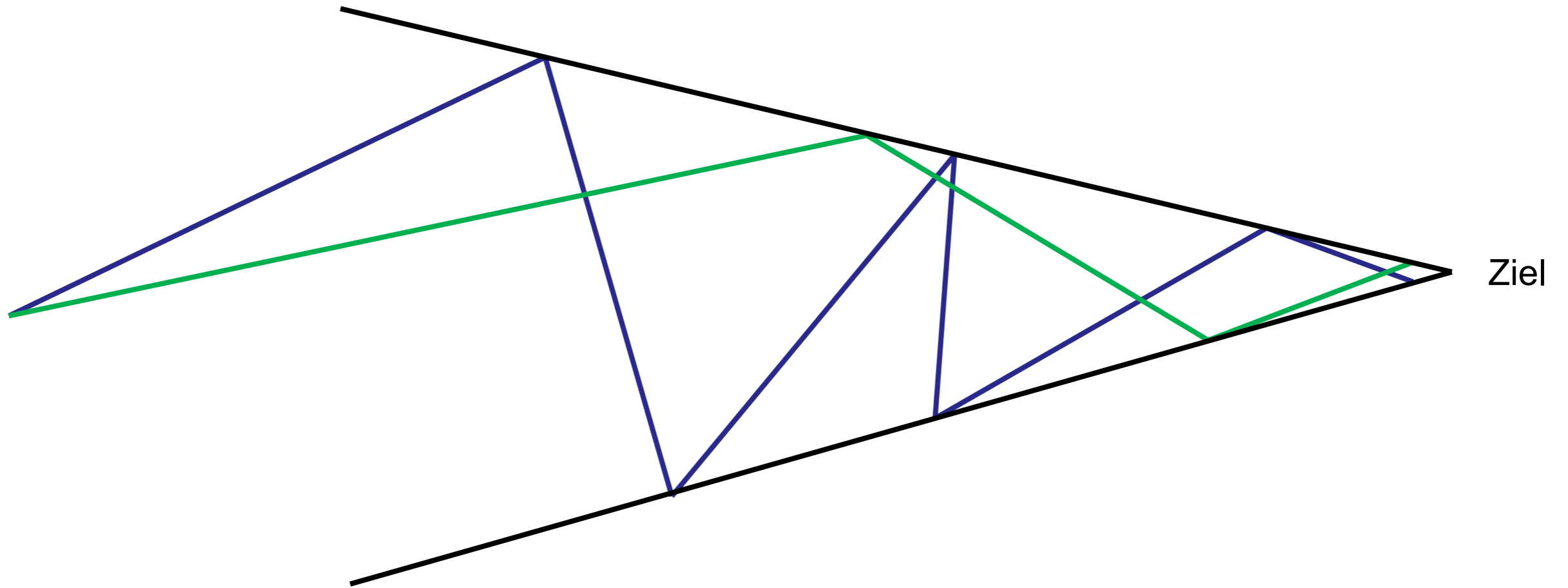
Generated Solution



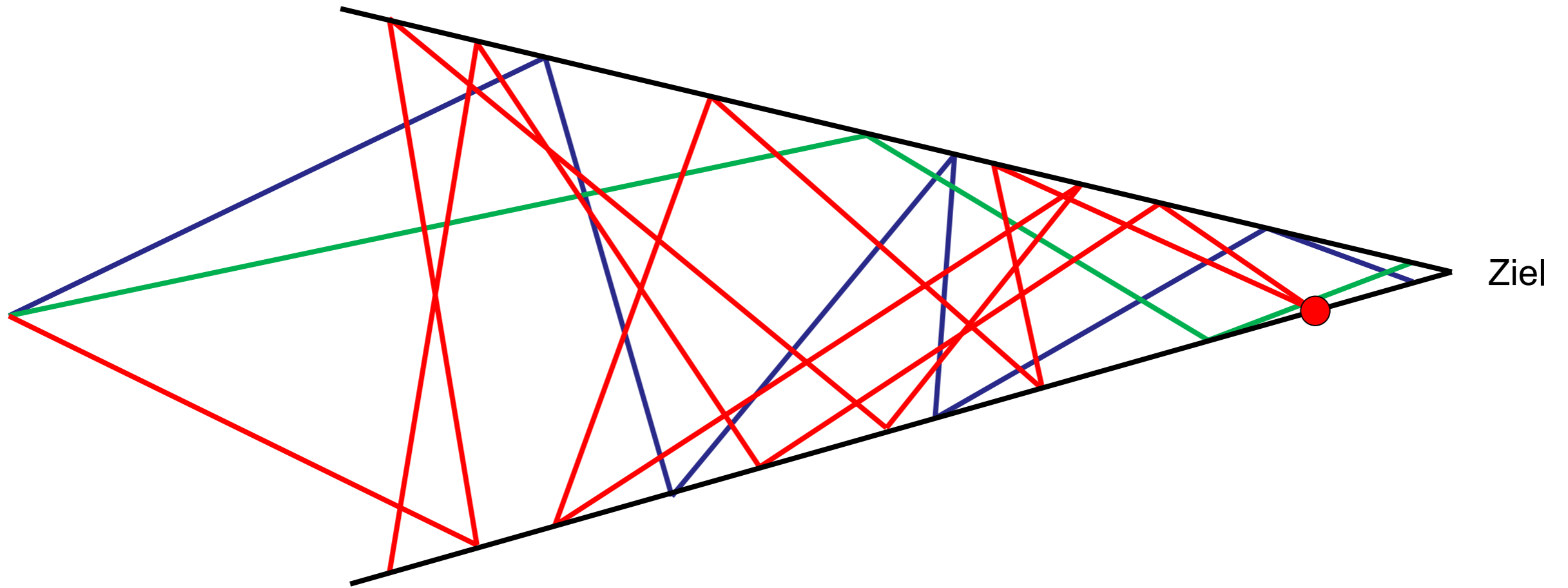
Von Grob zu fein



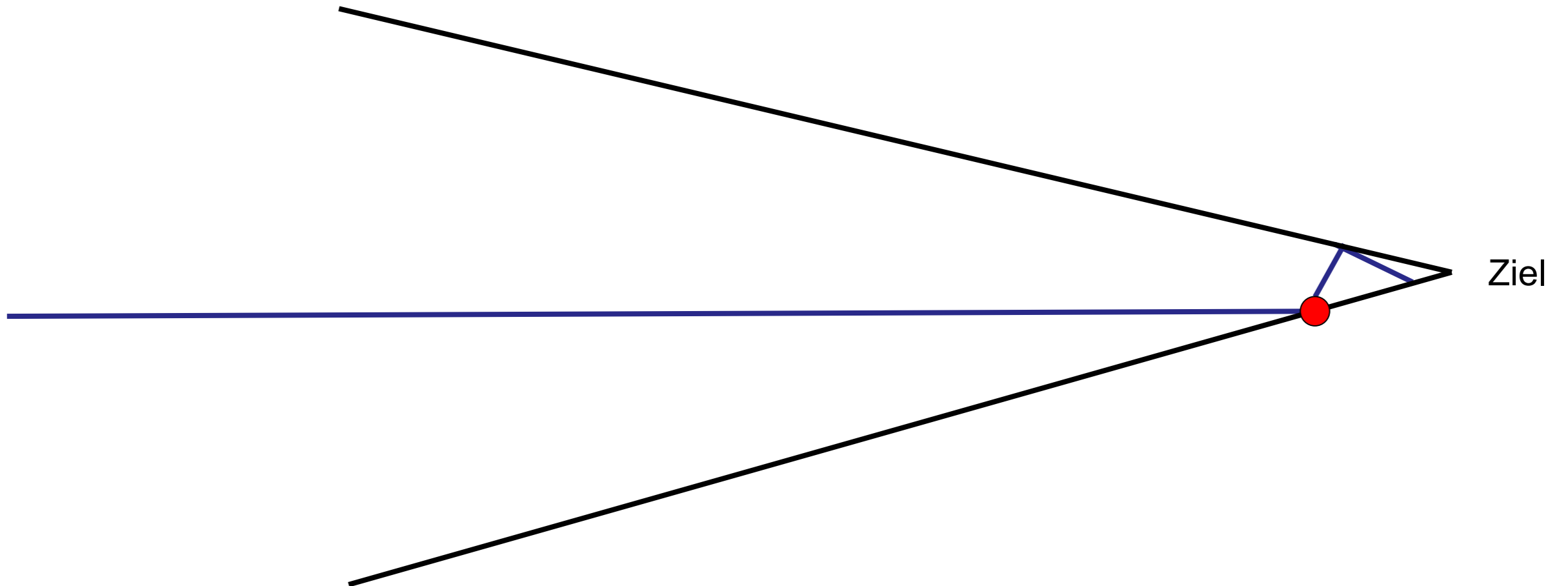
Von Grob zu fein



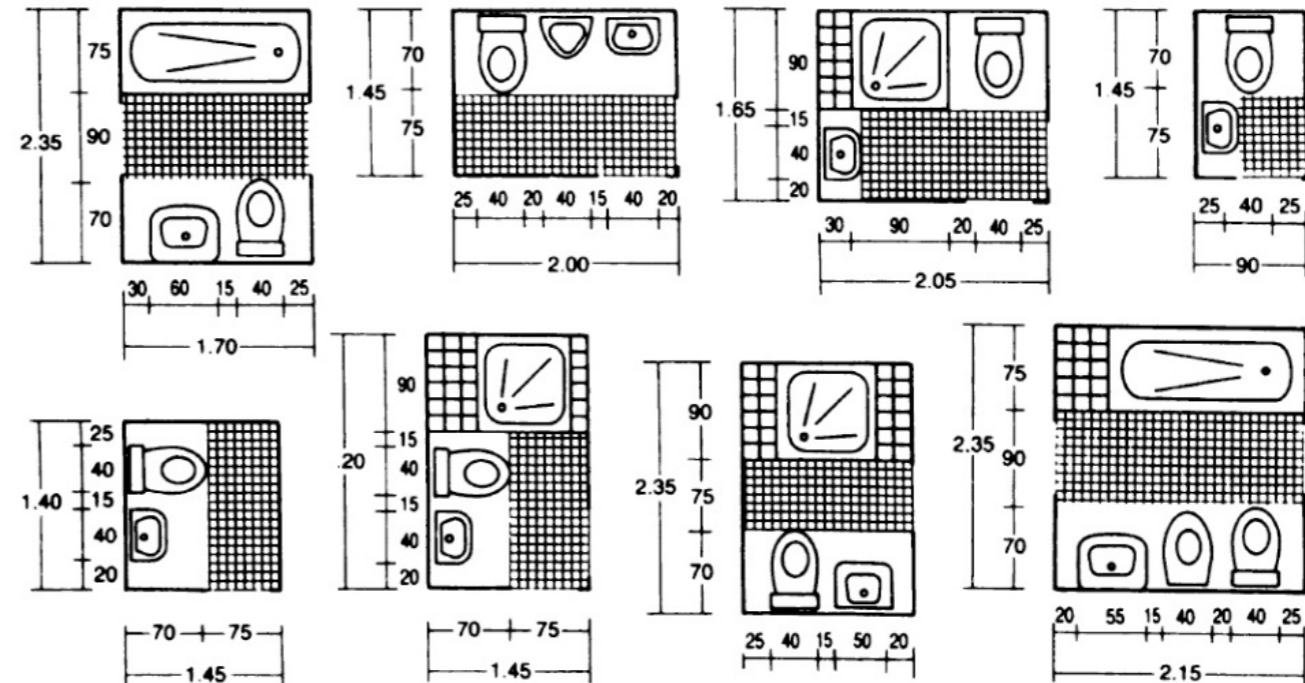
Von Grob zu fein



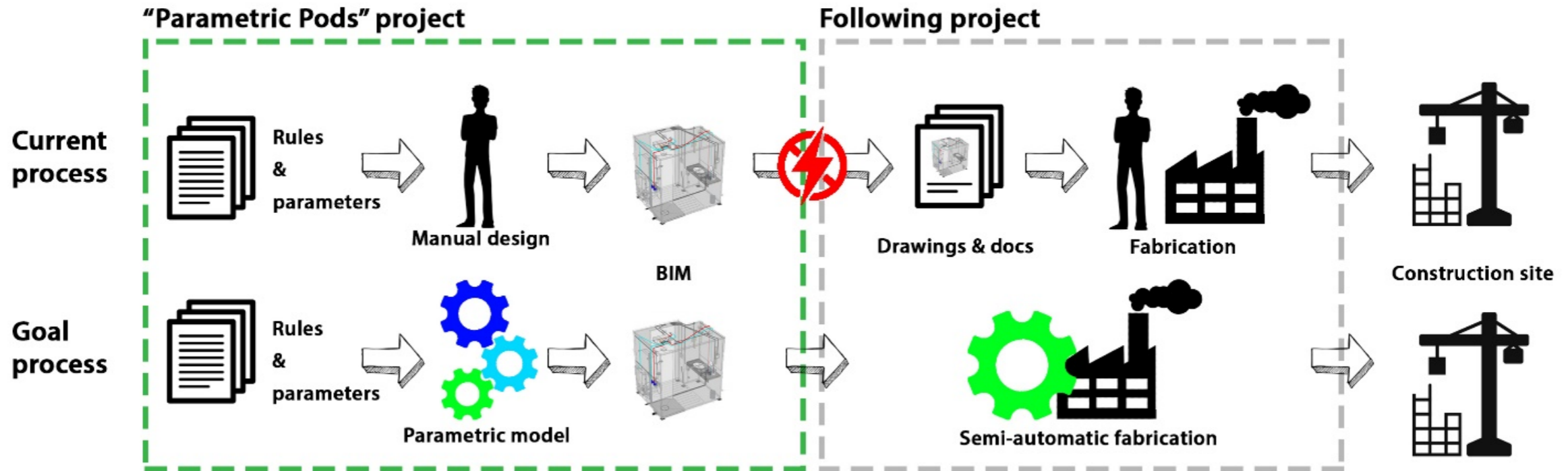
Von Grob zu fein



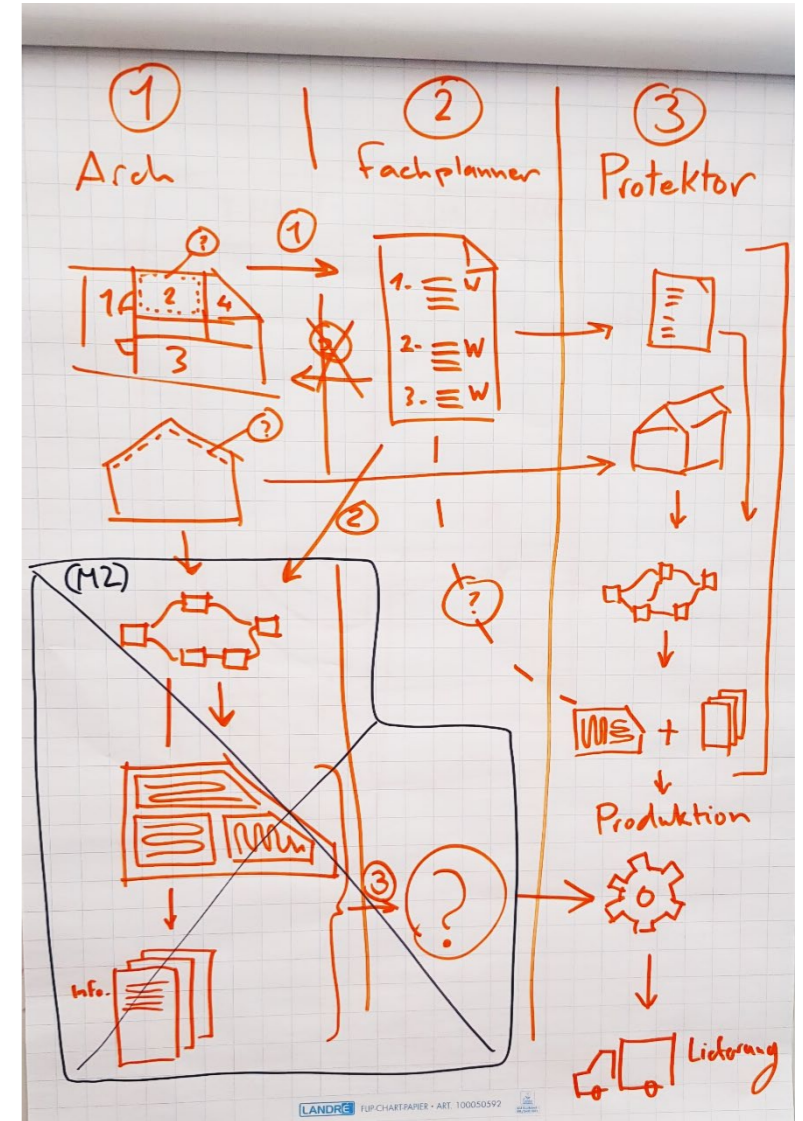
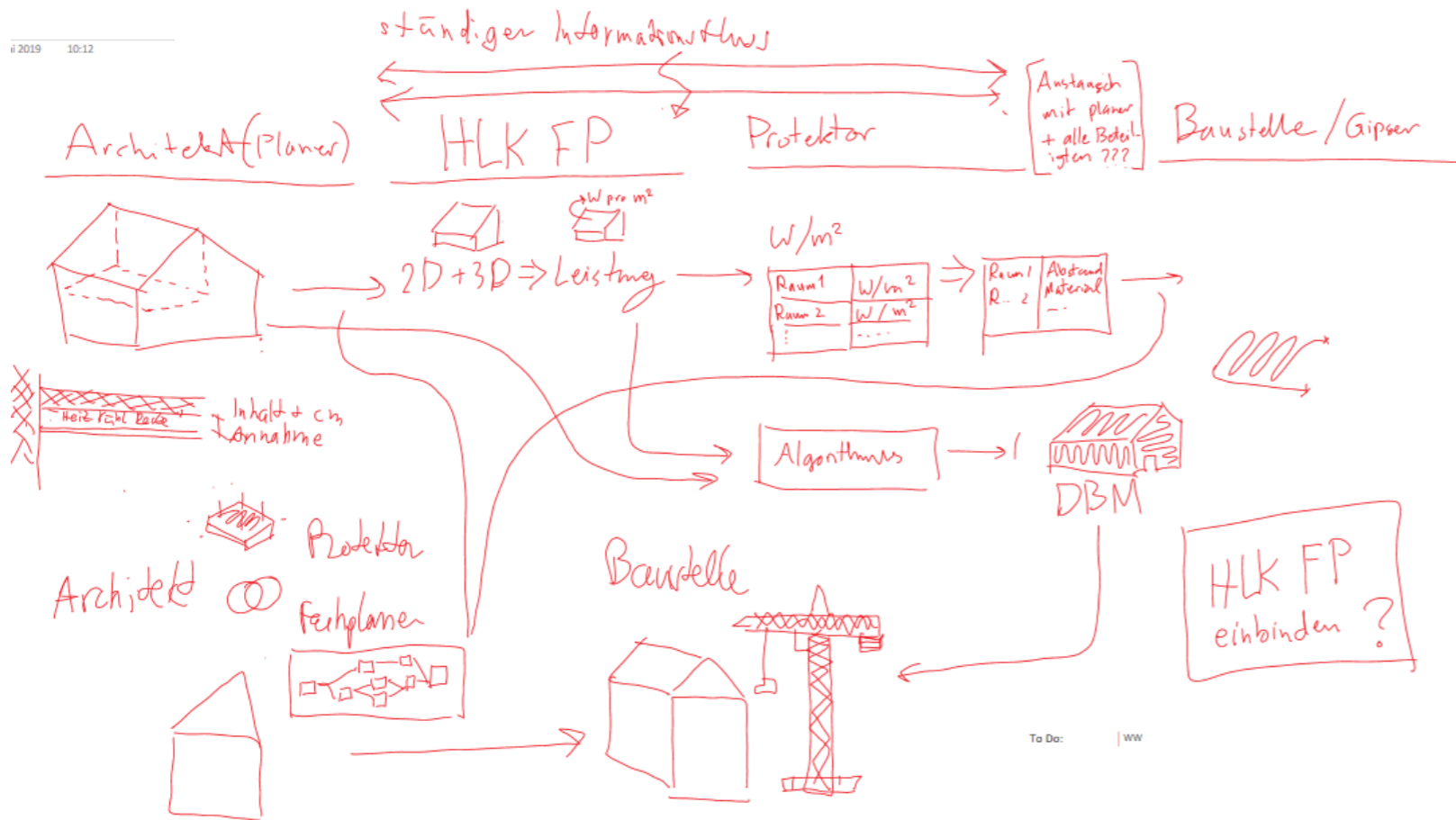
Parametric Pods: Forschung Projekt

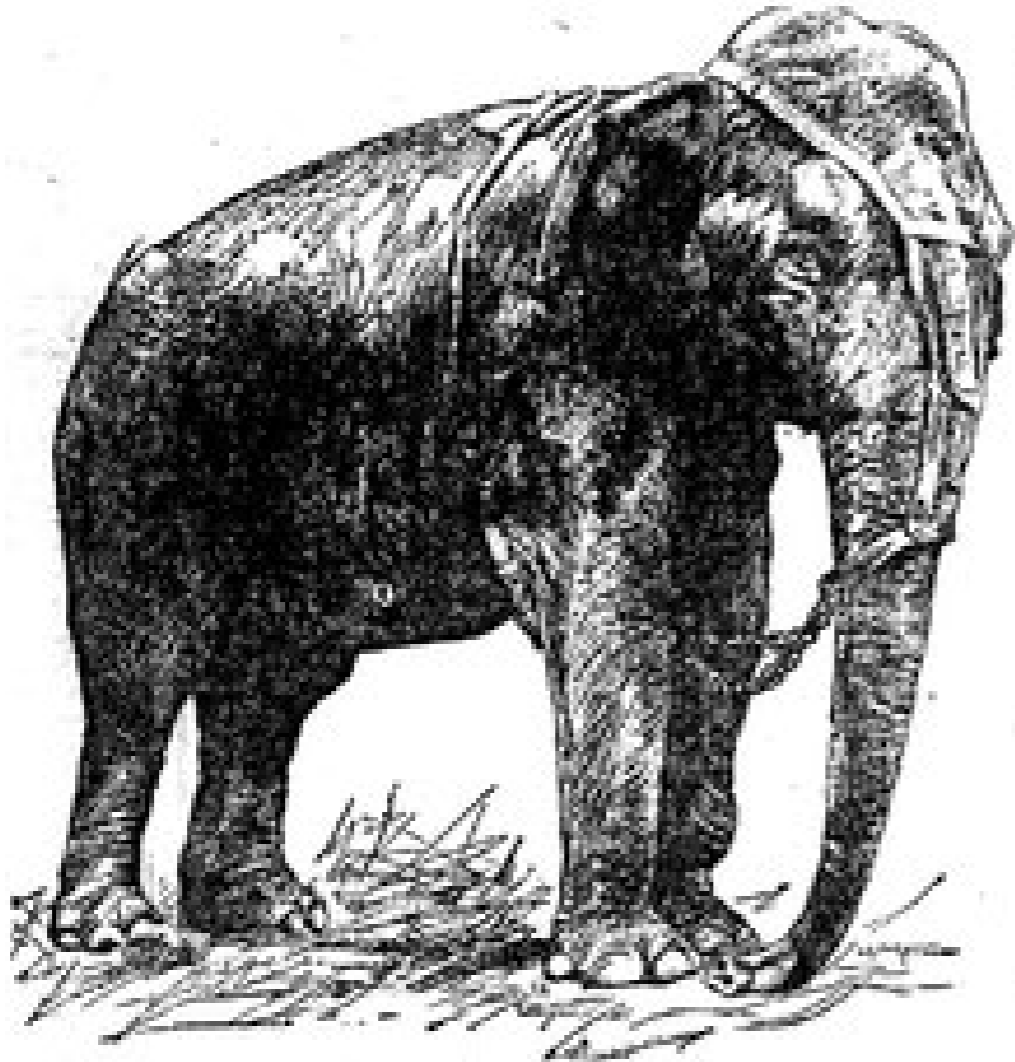


Parametric Pods: Forschung Projekt



Heating and cooling surface parametrisation





Quelle: Wikipedia

Computational Thinking ist für Parametric Design notwendig. In der Architektur weisen viele Kritiker auf kreative Aspekte hin.....

Sicher, es ist gefährlich für die Kreativität, genau wie Wechselstrom, wie er von Thomas Edison präsentiert wird, der Topsy den Elefanten tötet.....

(Der kreative Prozess der Problemlösung muss vollständig von der Programmierung getrennt sein.)