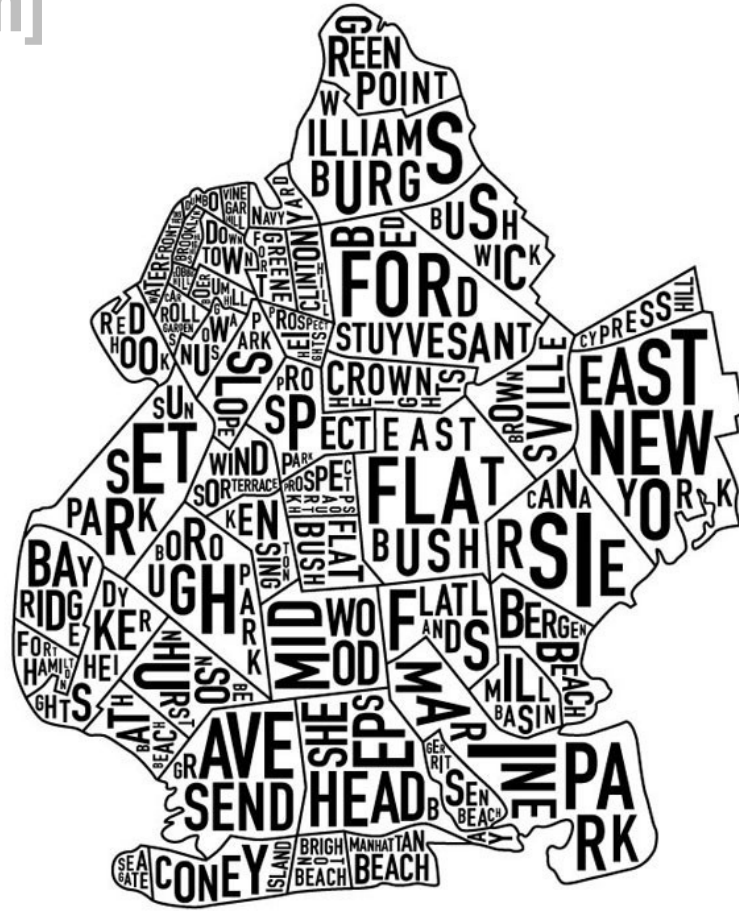
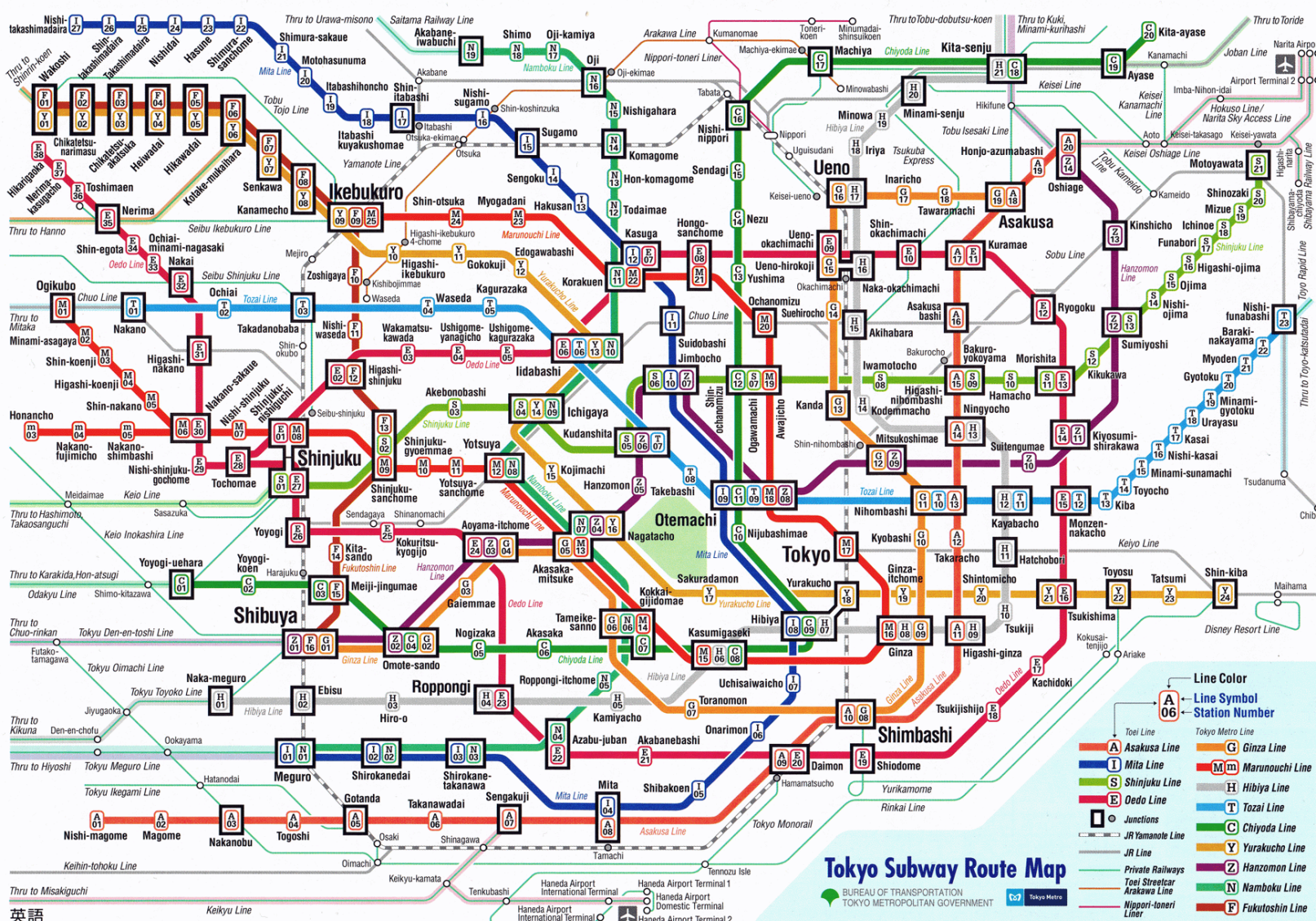


maps [what, where, when]



BROOKLYN



Line Color

Line Symbol

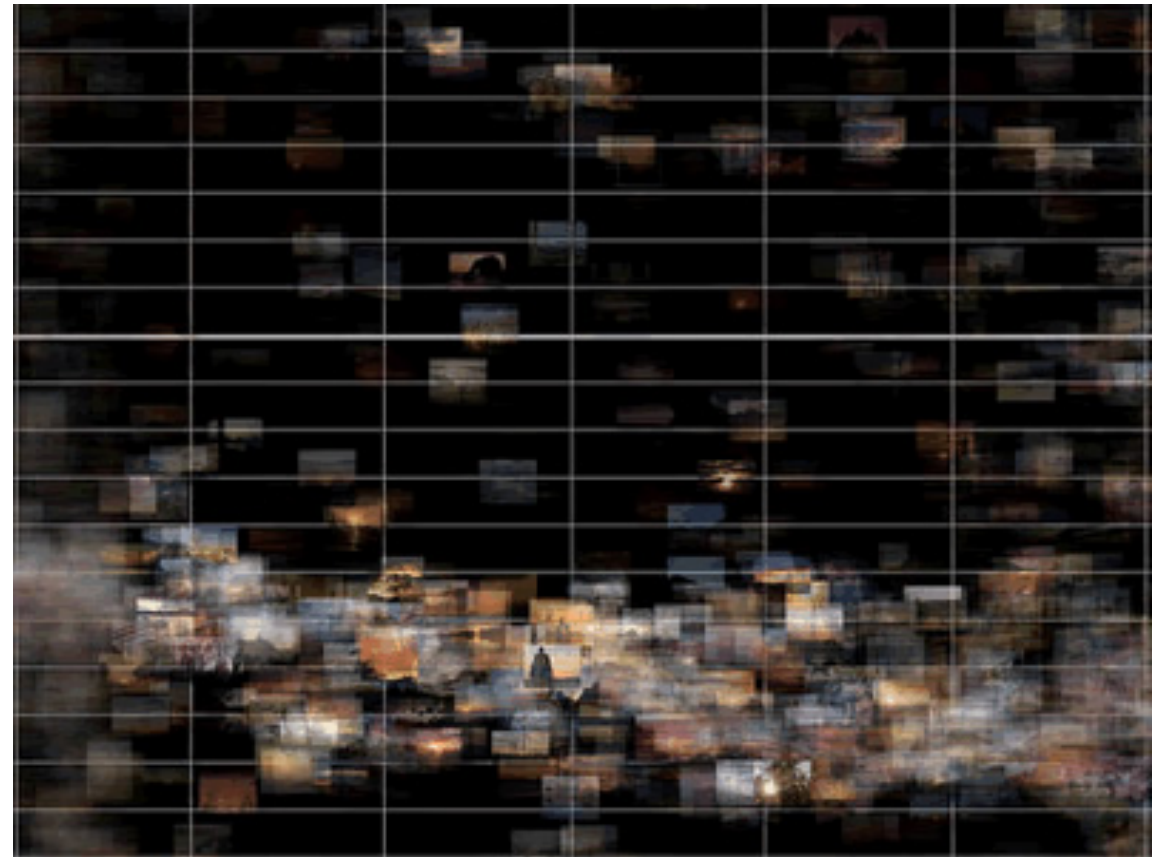
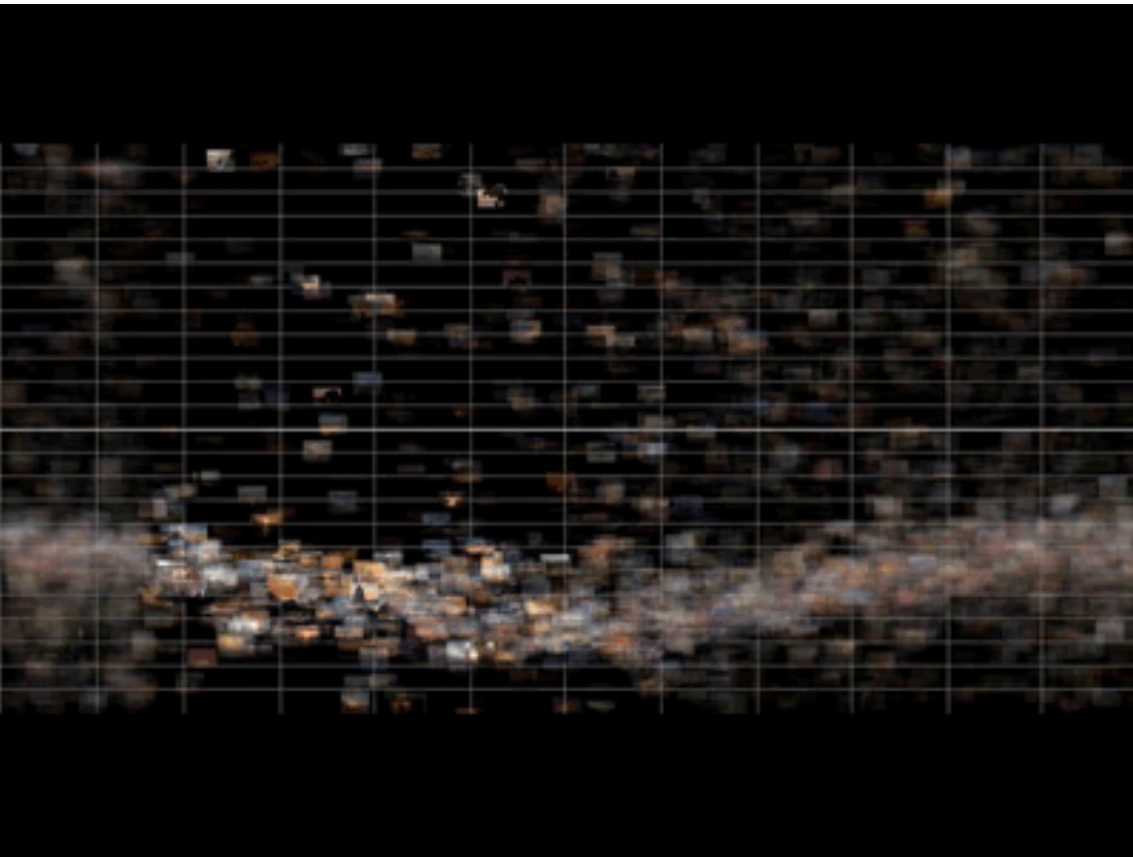
Station Number

	Toei Line		Tokyo Metro Line
	Asakusa Line		Ginza Line
	Mita Line		Marunouchi Line
	Shinjuku Line		Hibiya Line
	Oedo Line		Tozai Line
	Junctions		Chiyoda Line
	JR Yamanote Line		Yurakucho Line
	JR Line		Hanzomon Line
	Private Railways		Namboku Line
	Toei Streetcar		Fukutoshin Line
	Arakawa Line		
	Nippori-toneri Liner		

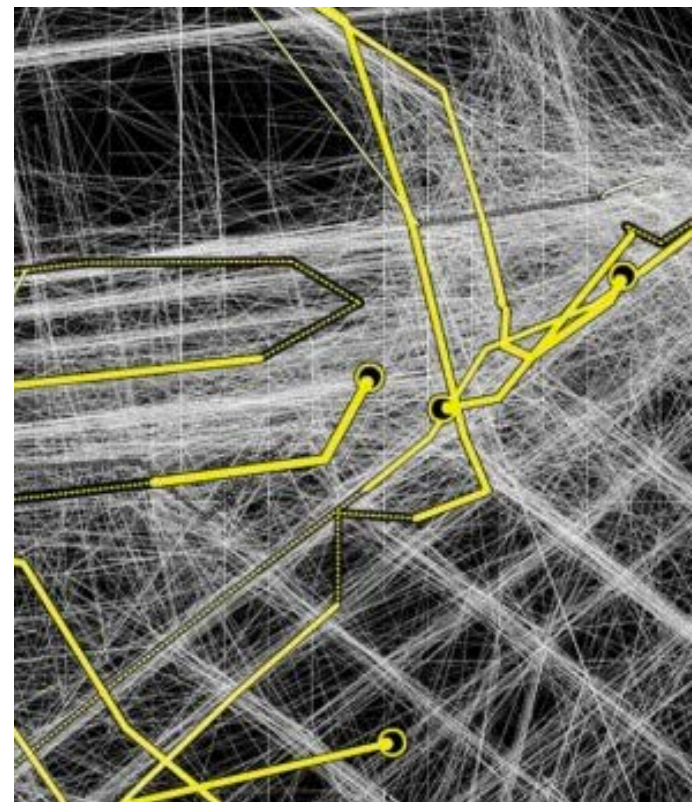
Tokyo Subway Route Map
 BUREAU OF TRANSPORTATION
 TOKYO METROPOLITAN GOVERNMENT

Tokyo Subway Route Map
 City of Tokyo Transportation Bureau

英語

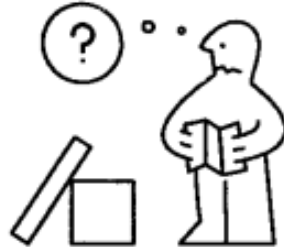
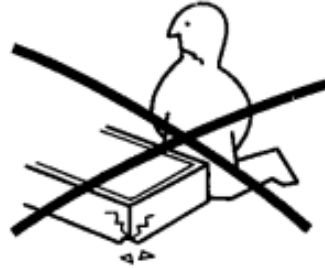
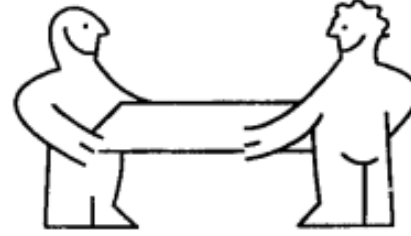


Time Graphs: Sunsets by time
Jim Bumgardner





operational diagrams [what, how]



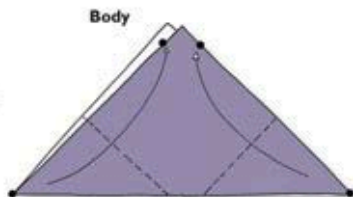
Bull

Advanced

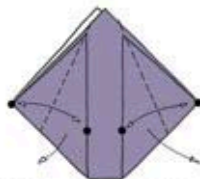
Throughout the centuries and in many civilizations, the bull has been revered for his strength. In Roman times, he enlivened the circus games, a custom that continues to this day in the south of France and in Spain. The bull you find here is quite harmless.



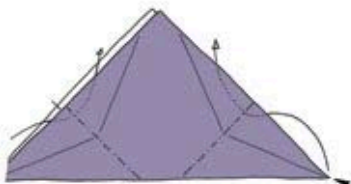
Body



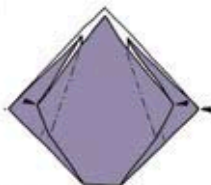
1. Fold a square (slightly larger than the one for the head) in half diagonally, then fold the points up leaving a space as shown.



2. Fold through all layers while folding the points in two. Unfold.

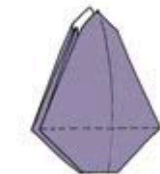


3. Make reverse folds on both sides.

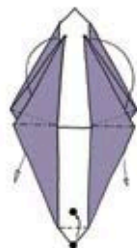


4. Following existing creases, make reverse folds on the four corners.

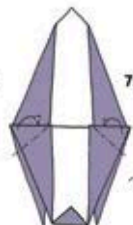
Origami Paper Animals



5. Fold the top layer down.



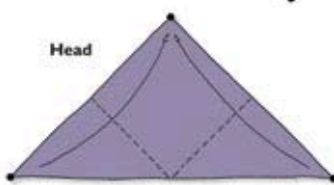
6. Bring the two points down with reverse folds, leaving them slightly open. Fold up the small triangle at the bottom. And invert.



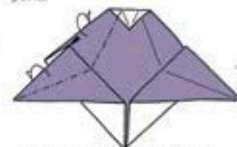
7. Fold the corners behind, then turn model over.

8. Pinch the upper point. This will receive the head.

Head



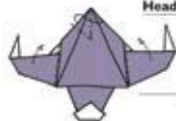
1. Bring the points of a half-square to the top, joining the points.



4. Mountain fold the left side on existing creases, then turn over.



7. Fold the raw edges to the outside edge. To make the horns, reverse fold the tips.



8. Crease along the bottom edge of the horns; then make the head three-dimensional by folding as indicated, tucking the left side under the right-side layer.

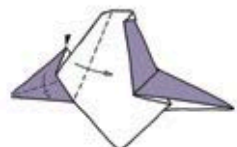
Head Details



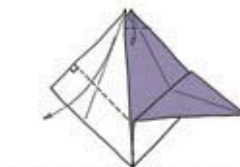
- 8a. Fold the point that sticks out behind. Leave this point slightly open to help hold the head on the body.



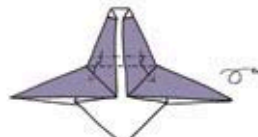
2. Fold and unfold edges of all layers to center.



5. Fold the other side in the same manner.



3. Fold down the points to the outside, noting the right angle, then fold down the tip of the triangle.



6. Pleat fold, tucking the corners between the layers, then turn over and invert.



9. To finish the muzzle, curve the bottom and curl the tip down. Shape the eyes with your thumbs on the horizontal edge. Shape the muzzle vertically also. Place the head on the body as shown in Step 8a.



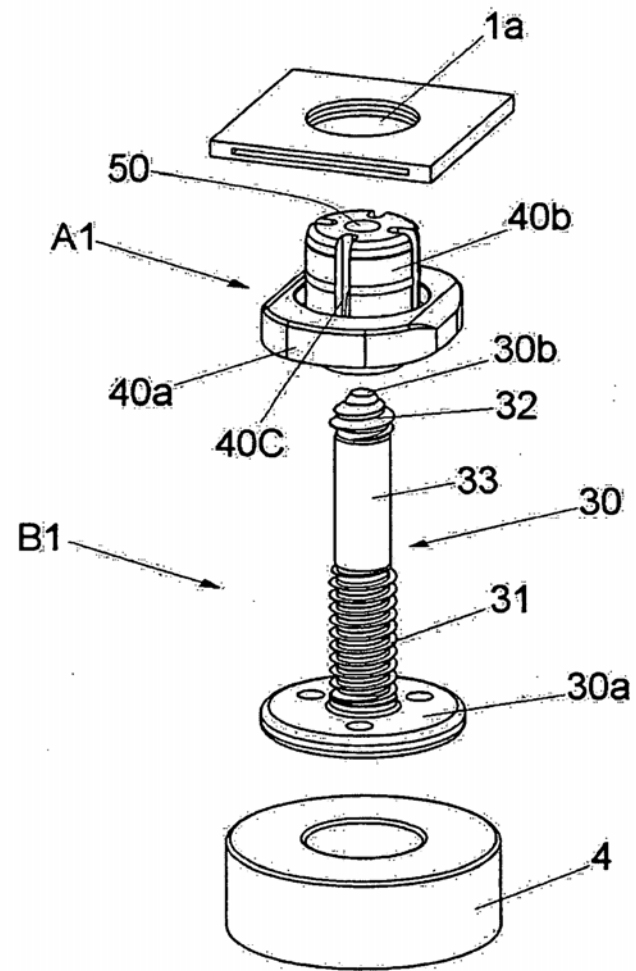
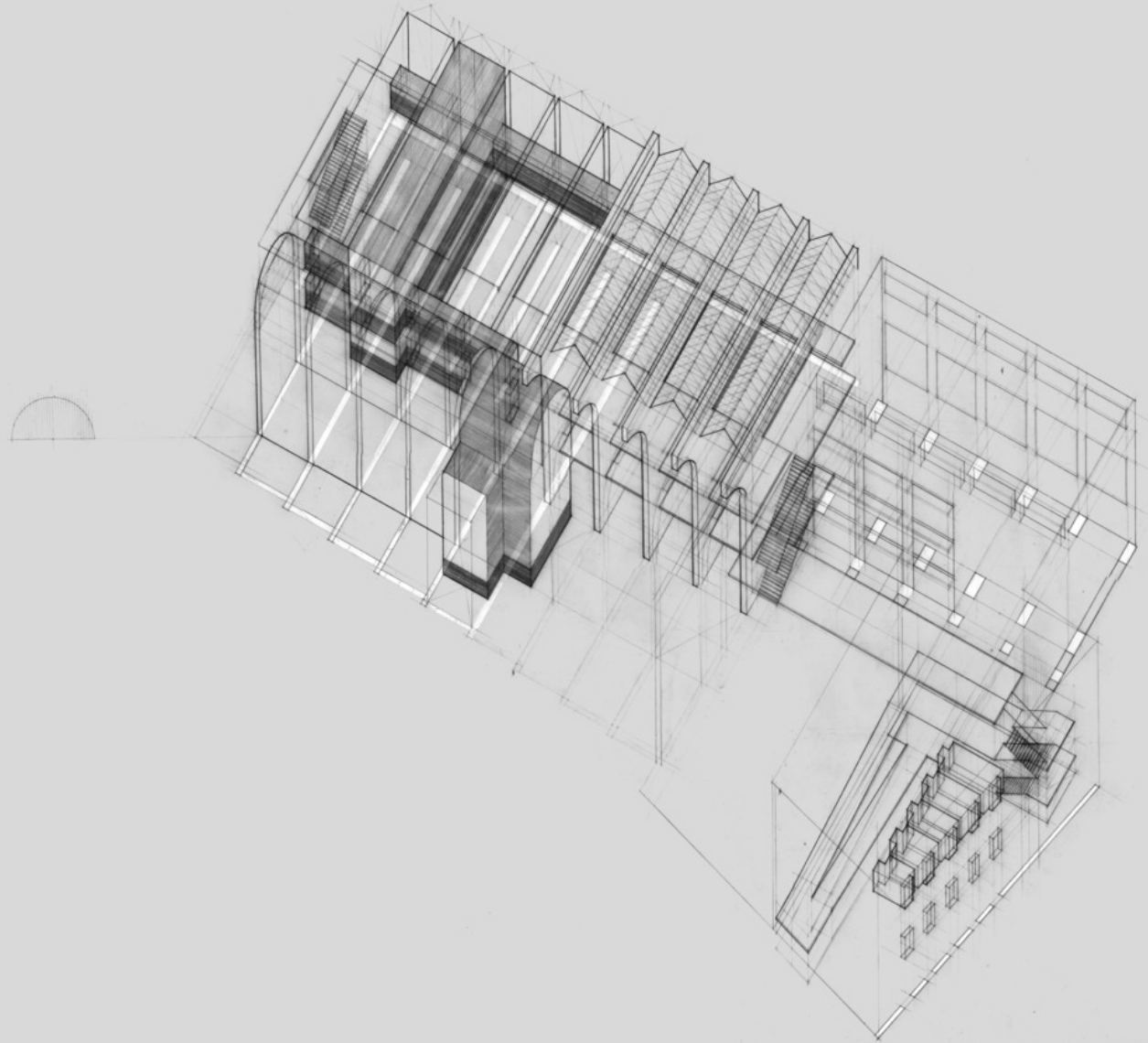
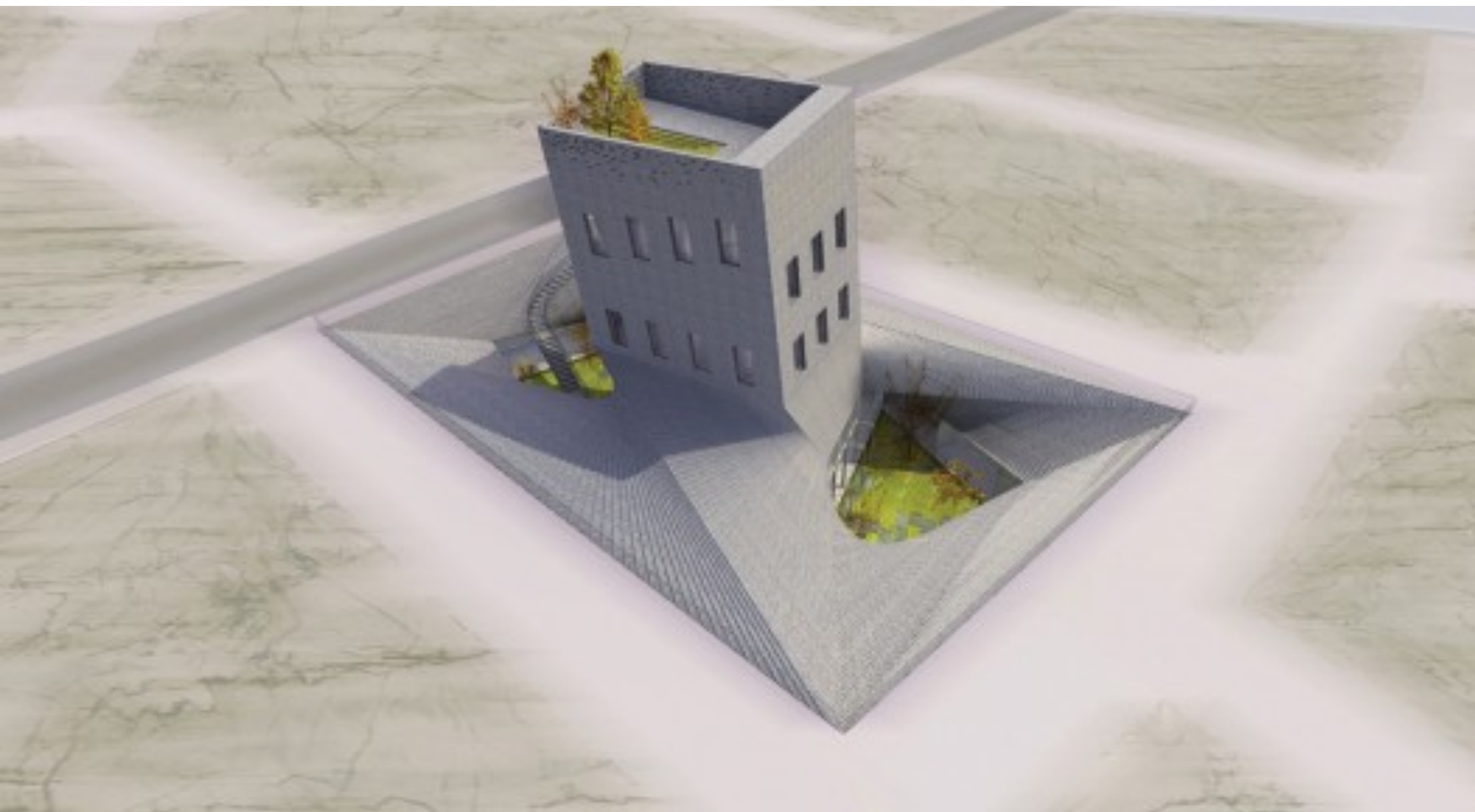
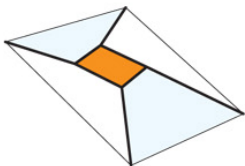


FIG. 5

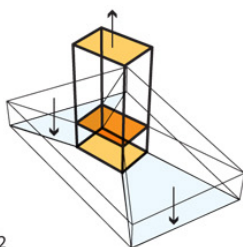




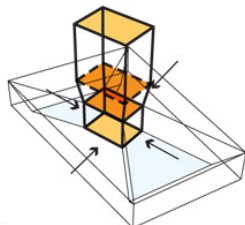
Preston Scott Cohen
Ordos House



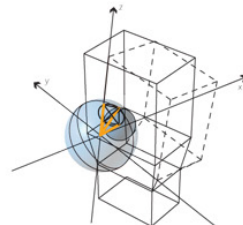
1



2

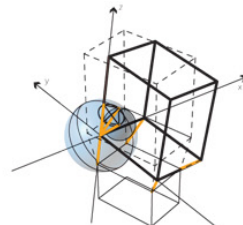


3



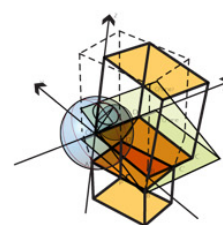
10

$$\begin{aligned} |A1A4| &= |AA4| \cdot \cos\alpha = |A3A4| \cdot \cos\alpha \cdot \cos\alpha = \\ &= 2^2 \cdot |Z| \cdot \cos^2\alpha \\ (1 + \tan^2\alpha)^2 \cdot |a^2/b^2| \cdot 2^2 \cdot |Z| \cdot \sin^2\alpha \cdot \cos^2\alpha &= \\ &= 2^2 \cdot |Z| \cdot \cos^2\alpha \cdot \sin^2\alpha \\ \Rightarrow a^2/b^2 \cdot (1 + \tan^2\alpha)^2 &= \cos^2\alpha / \sin^2\alpha \\ \Rightarrow \tan\alpha &= \cos\beta \cdot b/a \end{aligned}$$

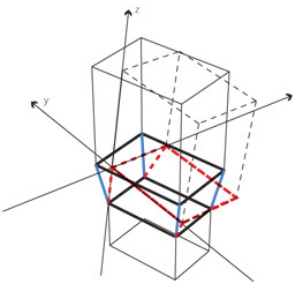


11

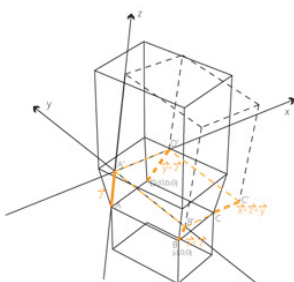
$\tan \alpha = \cos \beta \cdot b/a$,
 $\beta = 21$, $a = 7250$, $b = 10500 \Rightarrow \cos \alpha = 0.59464$
 $|Z| = 4500 \Rightarrow R = 2675$
 With the above radius, we get such a rectangle of
 $|Z|, |Z+X|, |Z+Y|, |Z+X+Y|$



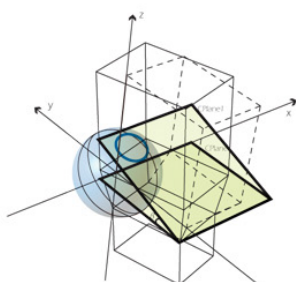
12



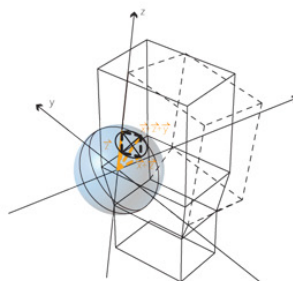
4 Two black rectangles connected by four blue edges with EQUAL LENGTH, the purpose is to form a non-parallel / non-intersection rectangle with remains the equal length of edges.



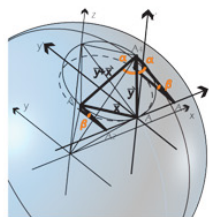
5 Suppose the dashed box is the final geometry $A'B' = X + AB - X + \{a, 0, 0\}$ $A'D' = Y + AD - Y + \{0, b, 0\}$
 $|Z| = |Z + X| = |Z + Y| = |Z + X + Y|$
 $\{x + \{a, 0, 0\}\} \cdot \{y + \{0, b, 0\}\} = 0$



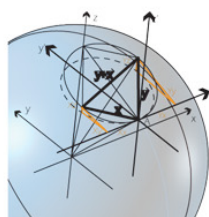
6 Blue circle is the intersection of CPlane in coordinate XY. β is the angle between CPlane and CPlane1. $\beta = 21.0$



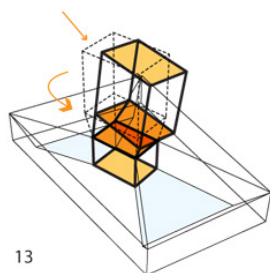
7 Having both diagonal line crossing the center of the CPlane, the blue shape will become a rectangle with edge X and Y, which means $Z, Y+Z, X+Y+Z, X+Z$ forms such a rectangle! $[X:[a,0,0]] \cdot [Y:[0,b,0]] = 0$
 $\Rightarrow Xy^*b + Yx^*a = 0 \Rightarrow Xy/Yx = -a/b$



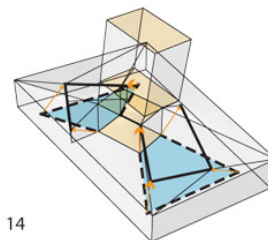
8 The angles between all pairs of highlighted orange lines are equal to the angle of β .
also, $\angle A2A3 = \angle A1A4 = \angle A3A4 = \angle A2A = \angle A1A$,
 $A2A = A3A \cdot \cos \alpha = A3A4 \cdot \sin \alpha$
 $A1A = A4A \cdot \sin \alpha = A3A4 \cdot \cos \sin \alpha$



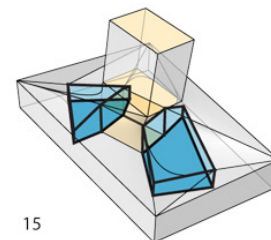
9 $A^2A = AA^1 \Rightarrow |Yx| = |Xx|$
 $|Yx| = 2 * |Z| * \sin\alpha * \cos\alpha$
 $|AA^1|^2 = |Xx^2 + Yx^2| = (1 + \tan^2\alpha^2) * Yx^2$
 $= (1 + \tan^2\alpha^2) * (a^2/b^2) * Yx^2$
 $= (1 + \tan^2\alpha^2) * (a^2/b^2) * |Z|^2 * \sin^2\alpha * \cos^2\alpha^2$



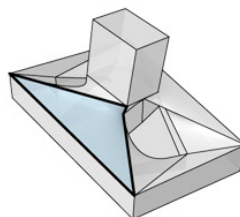
13



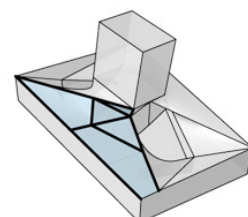
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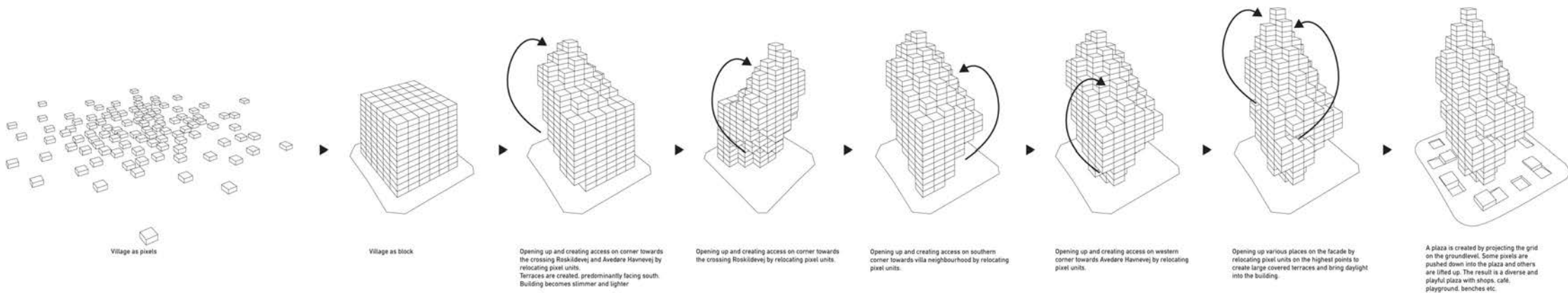
15



16



17



Village as pixels

Village as block

Neighborhood

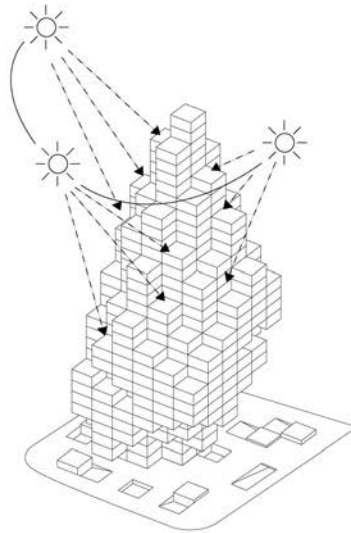
Street

South facing
terraces

Access

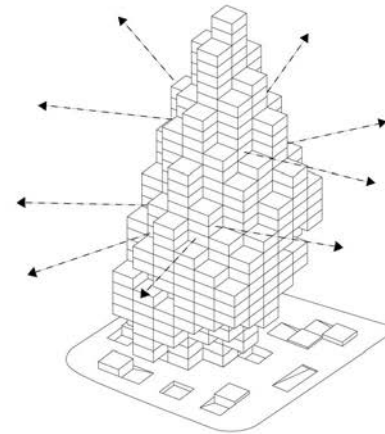
Covered terraces

Plaza and
public space



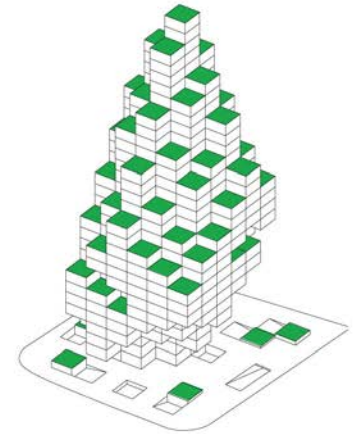
Light
 - no floor level is the same, and no level is 'complete'.
 All floors are opened up in various places which allows
 for daylight to enter, even deep into the building.

Light



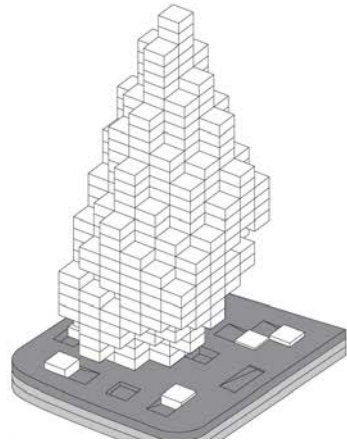
Views
 - the differentiated floor plan increases the amount of
 views on each level.

Views

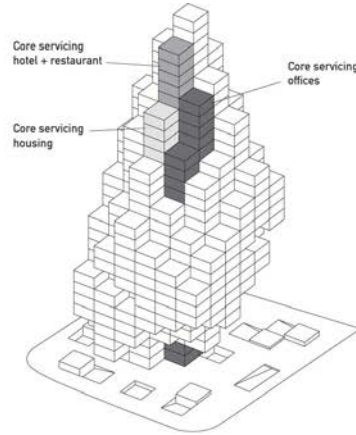


Terraces
 - the Sky Village has, as any other village, a large
 amount of outdoor spaces. The terraces are a mix of
 private and semi-public ones, covered or under open
 sky. Many are in corners and thus in most cases pro-
 tected from the wind.

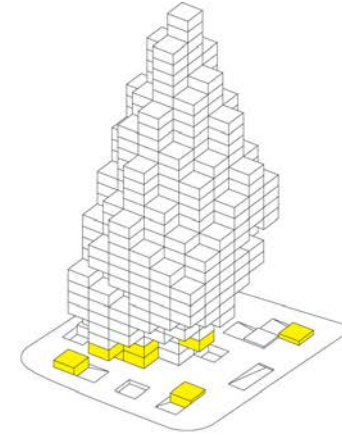
Terraces



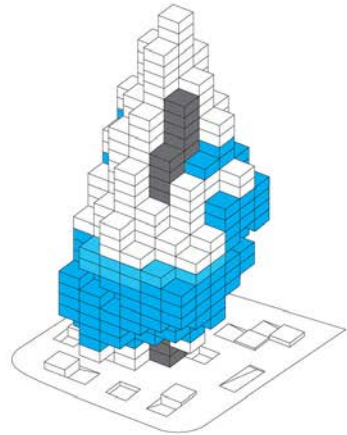
Parking



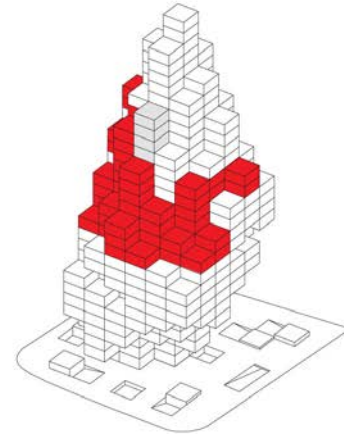
Cores



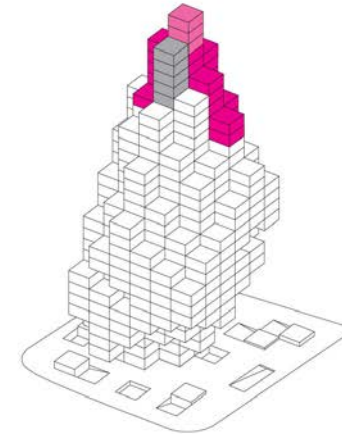
Commercial



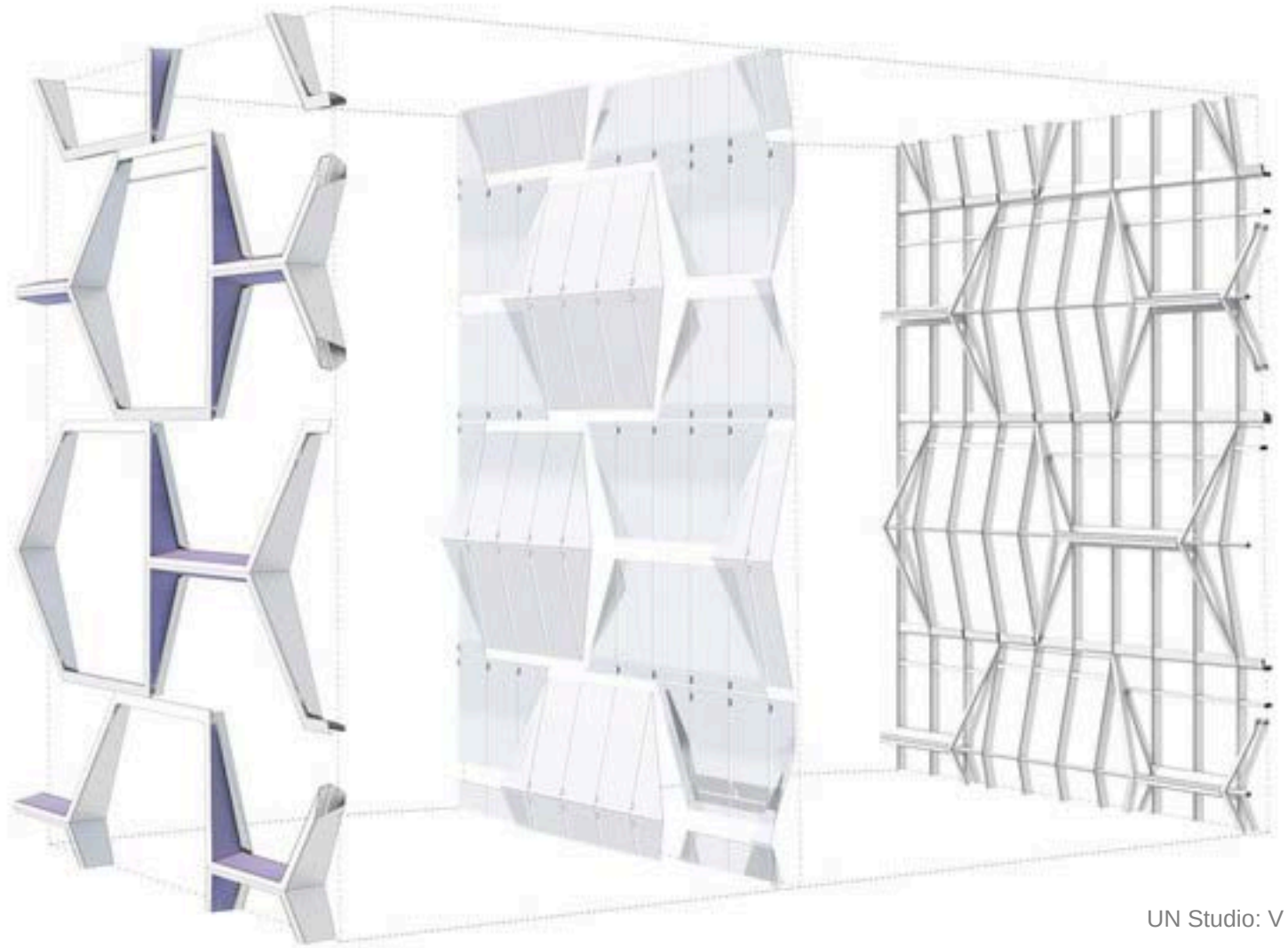
Offices



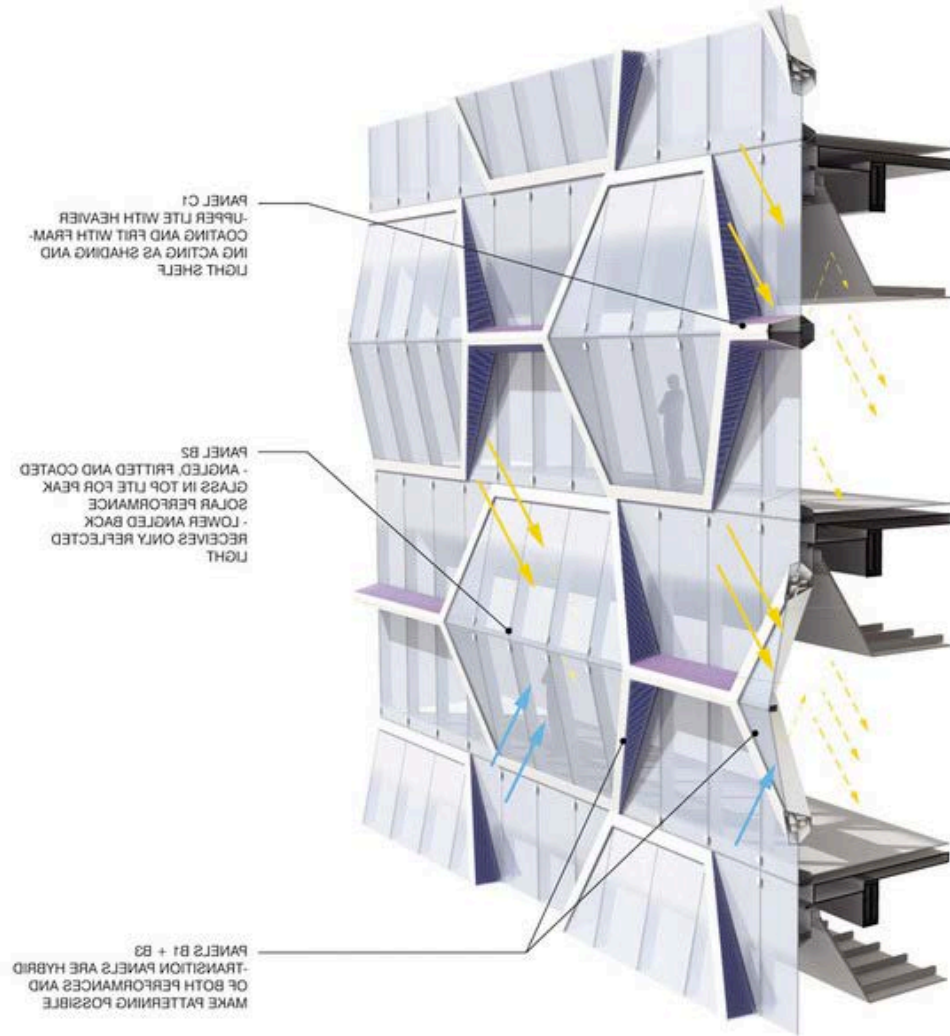
Housing

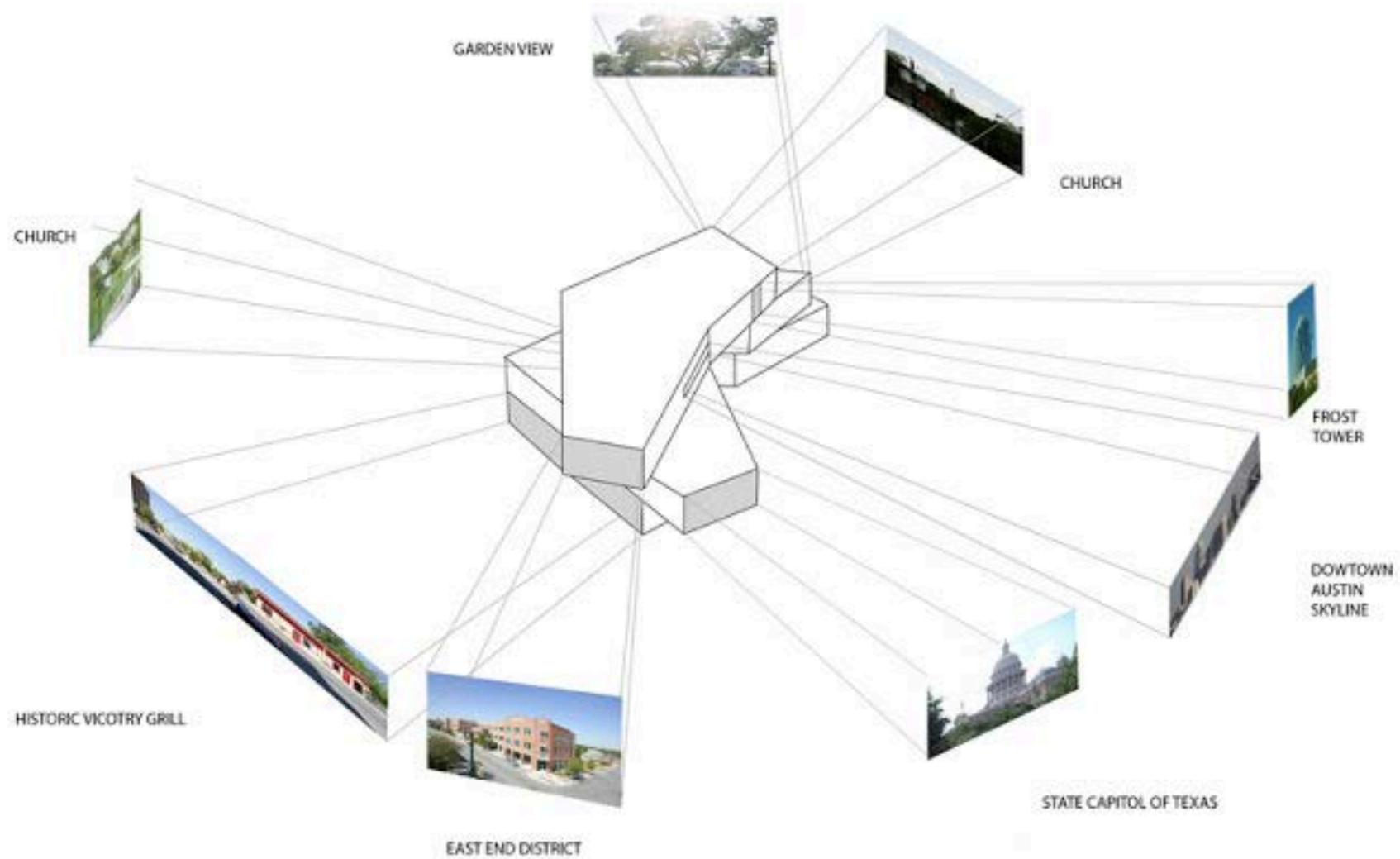


Hotel - Restaurant



UN Studio: V on Venton
Singapore





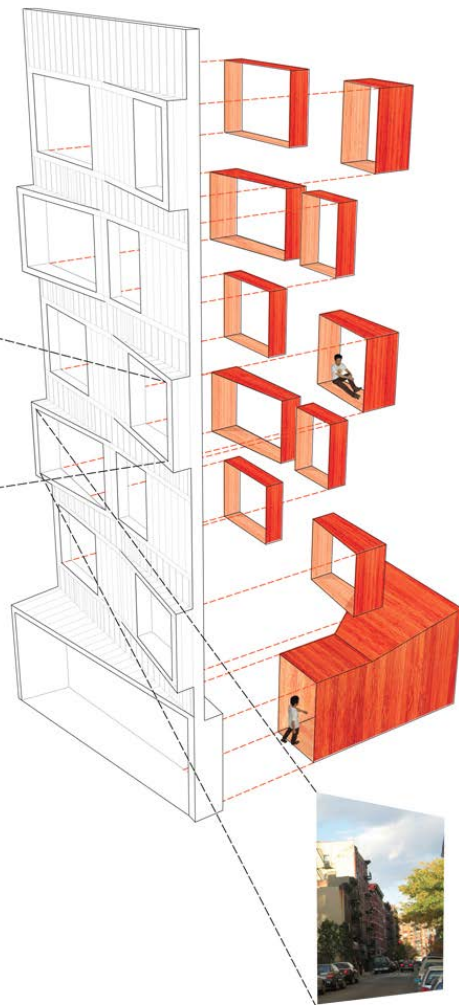


Dominic Stevens Architect: Mimetic House
Ireland

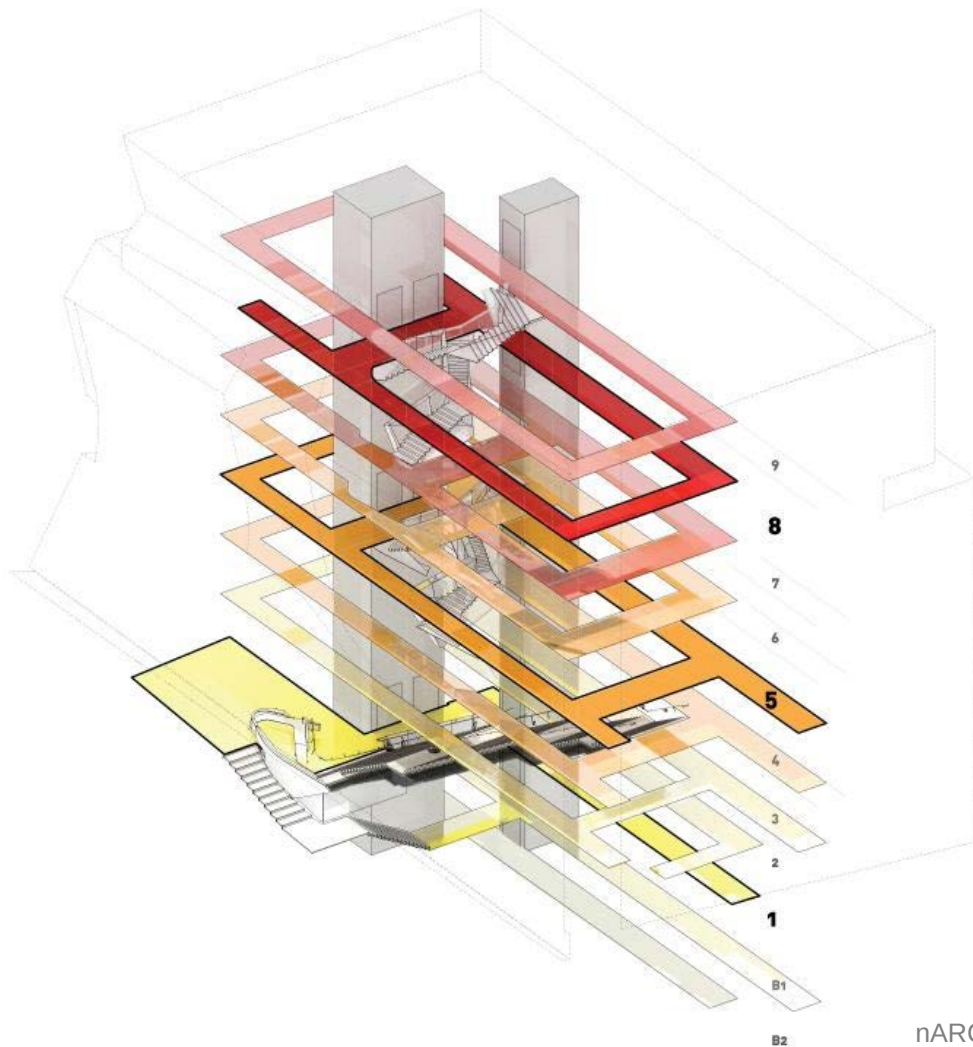




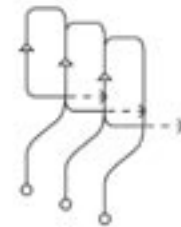
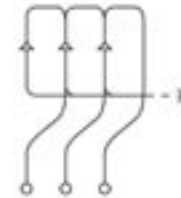
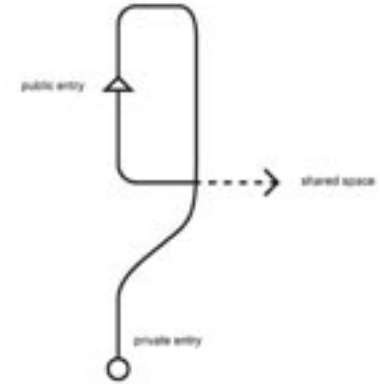
SOUTH VIEW

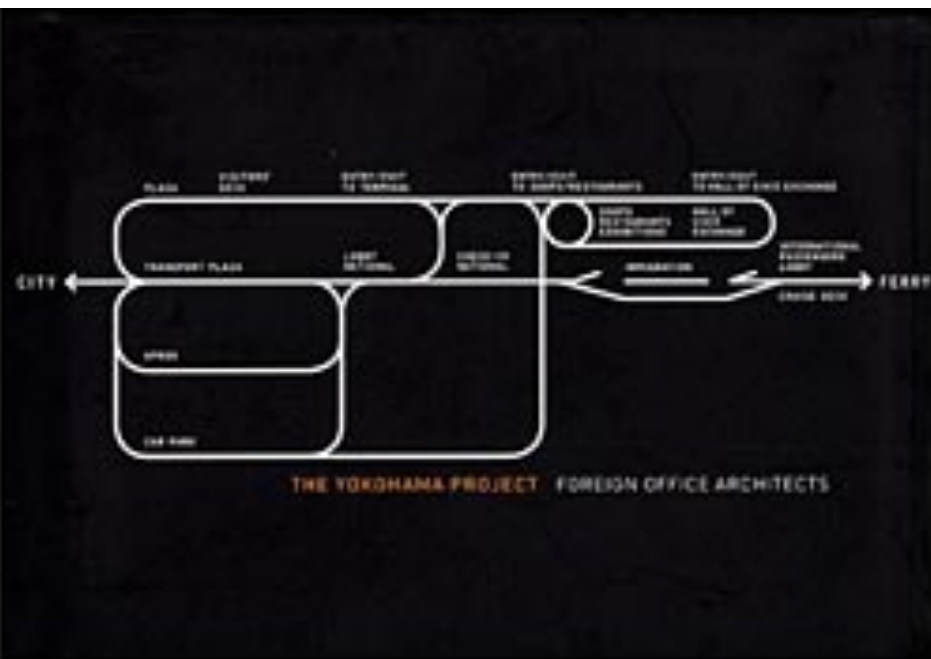


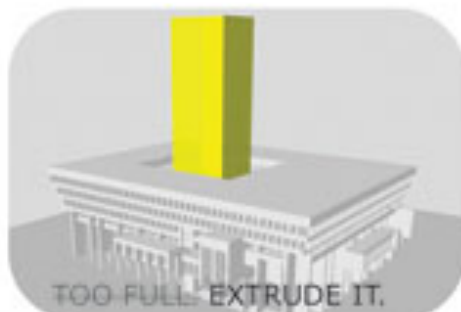
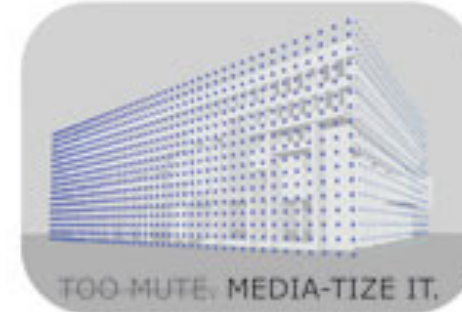
NORTH VIEW



generative diagrams [why]

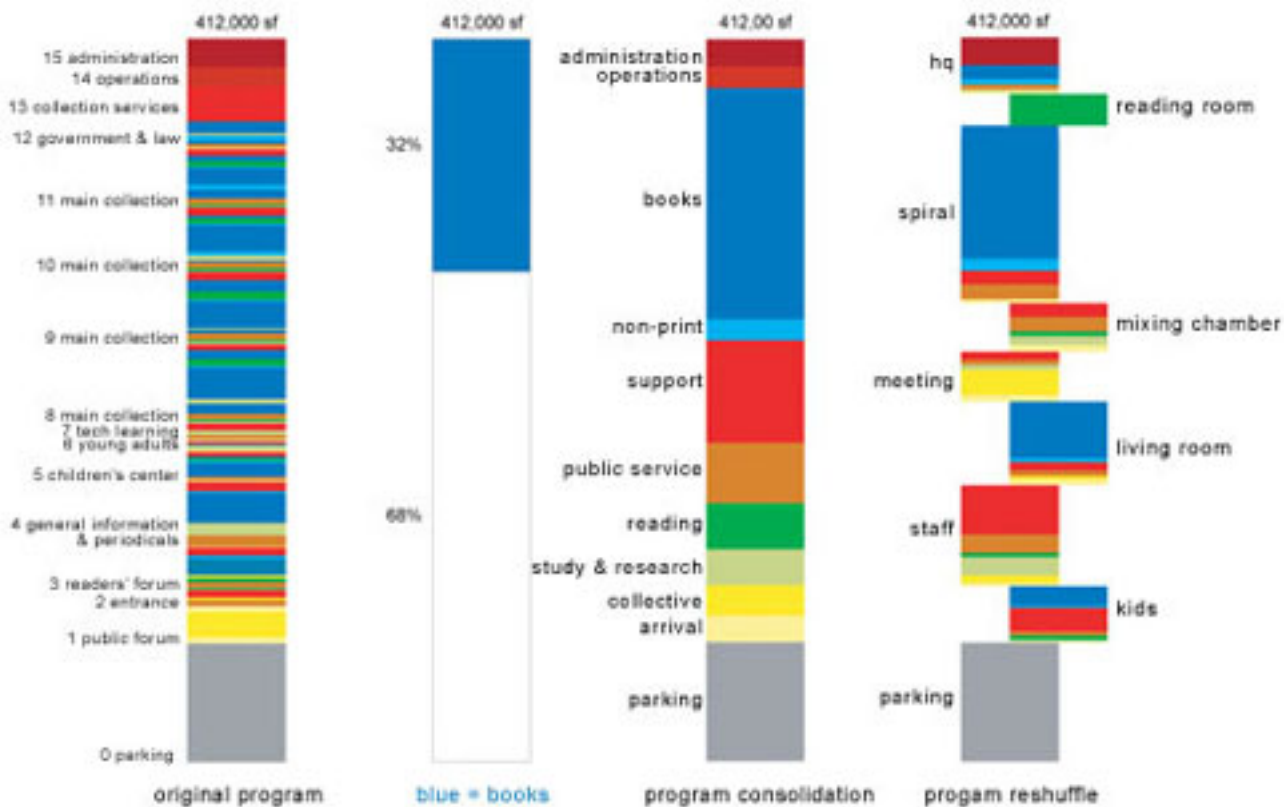


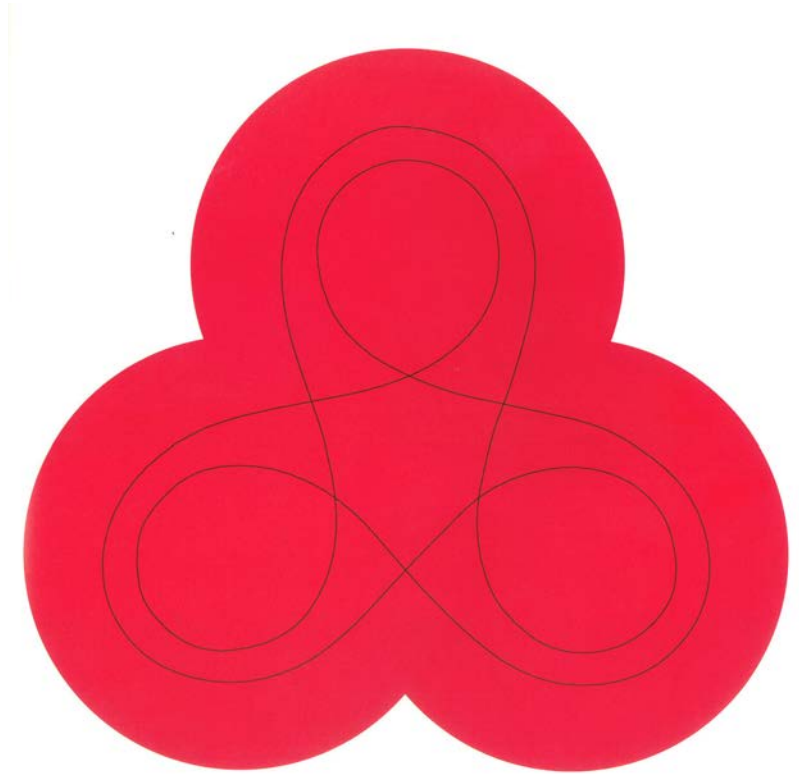


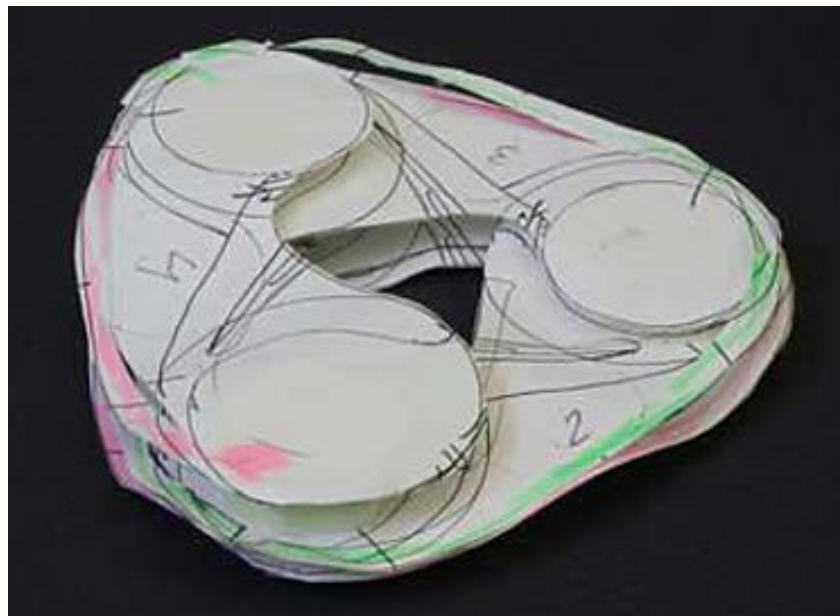
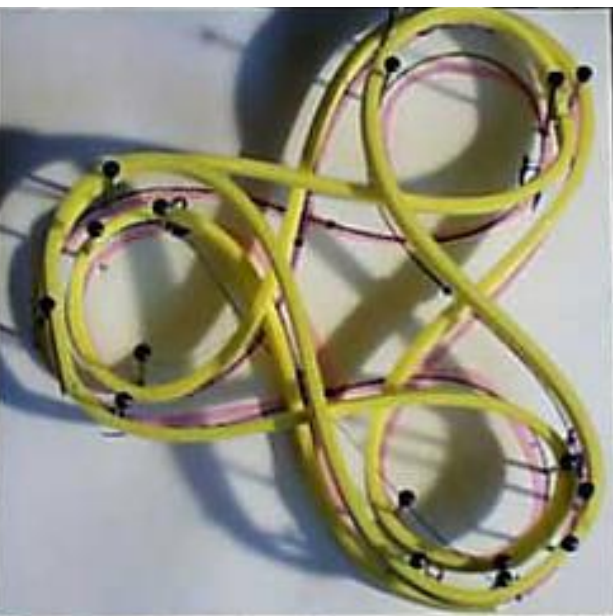




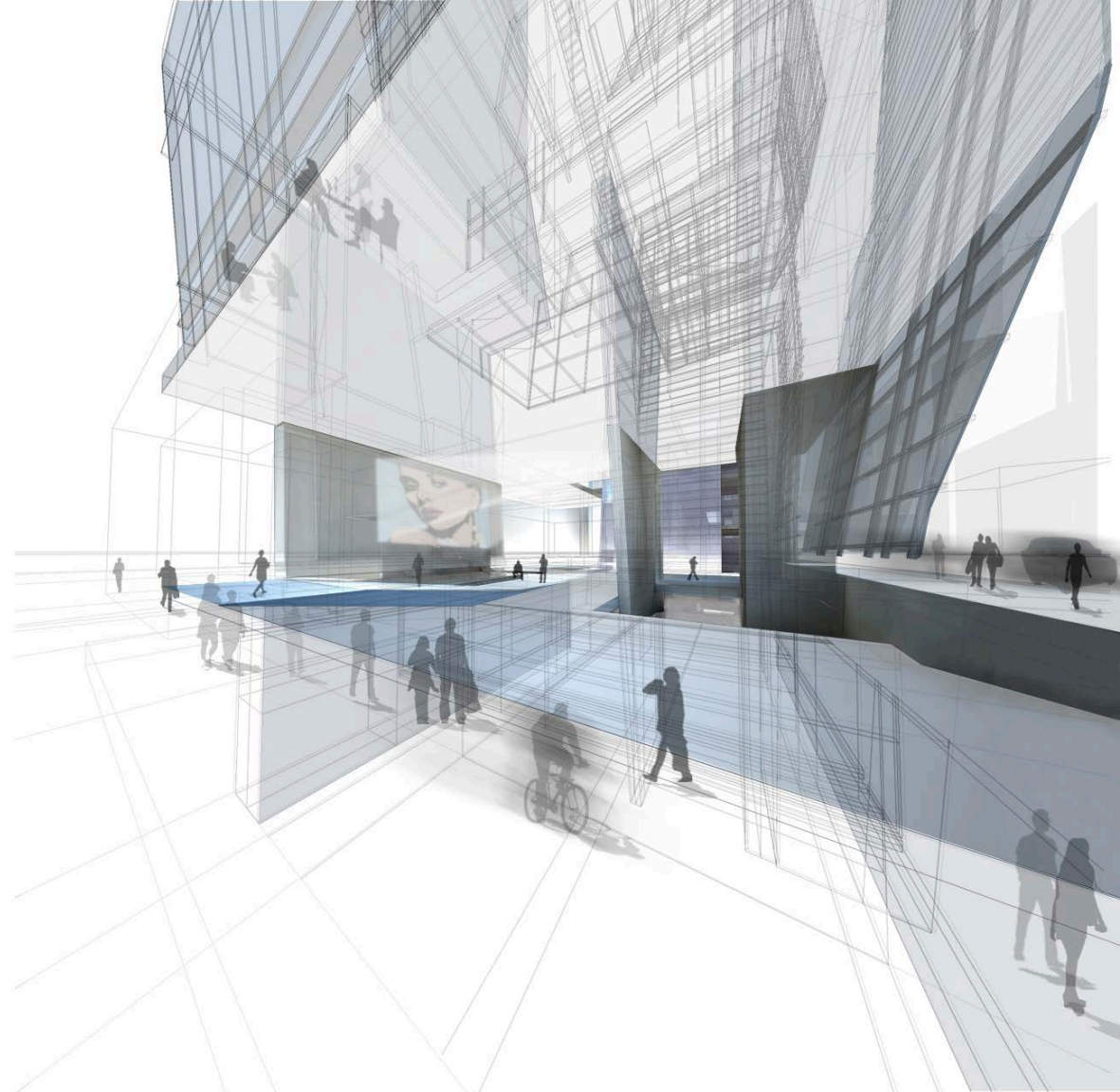
OMA
Seattle Public Library

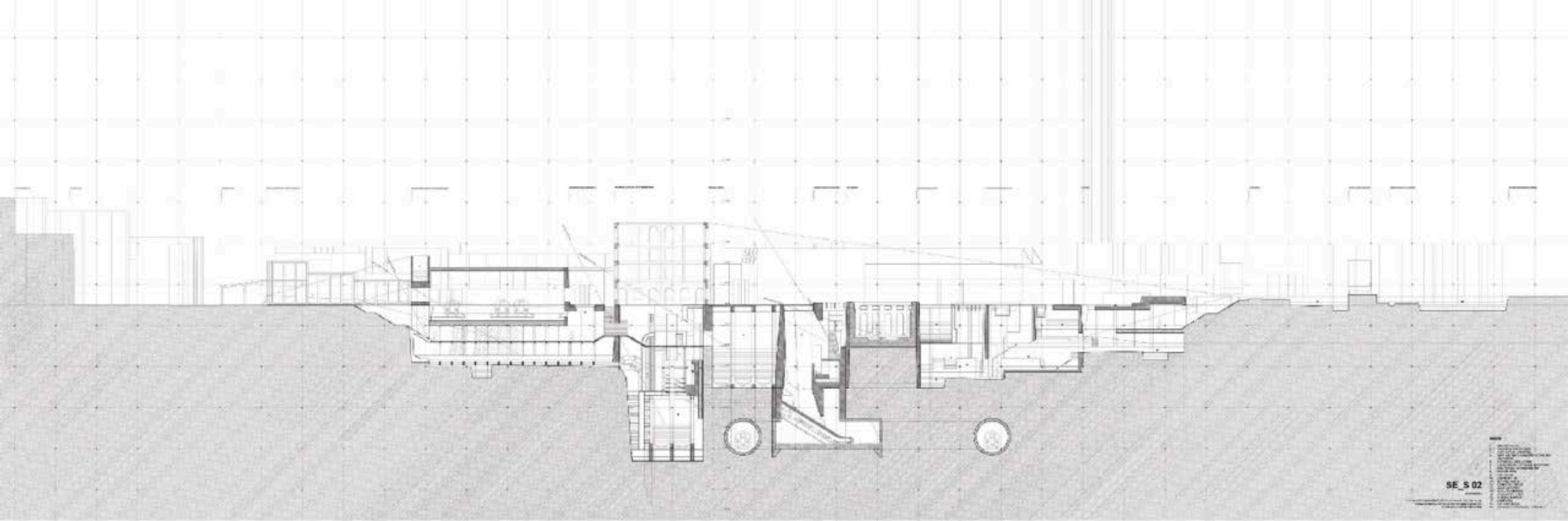


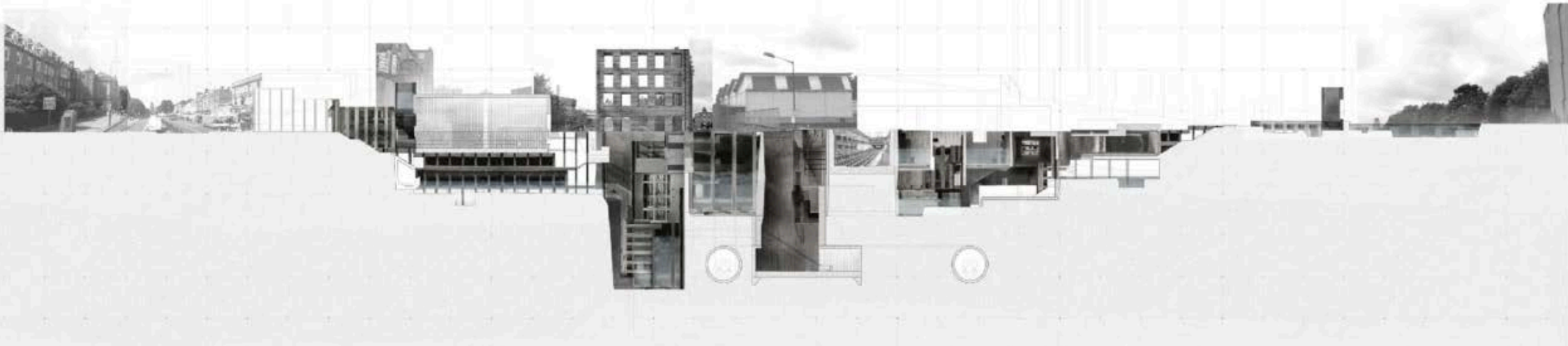


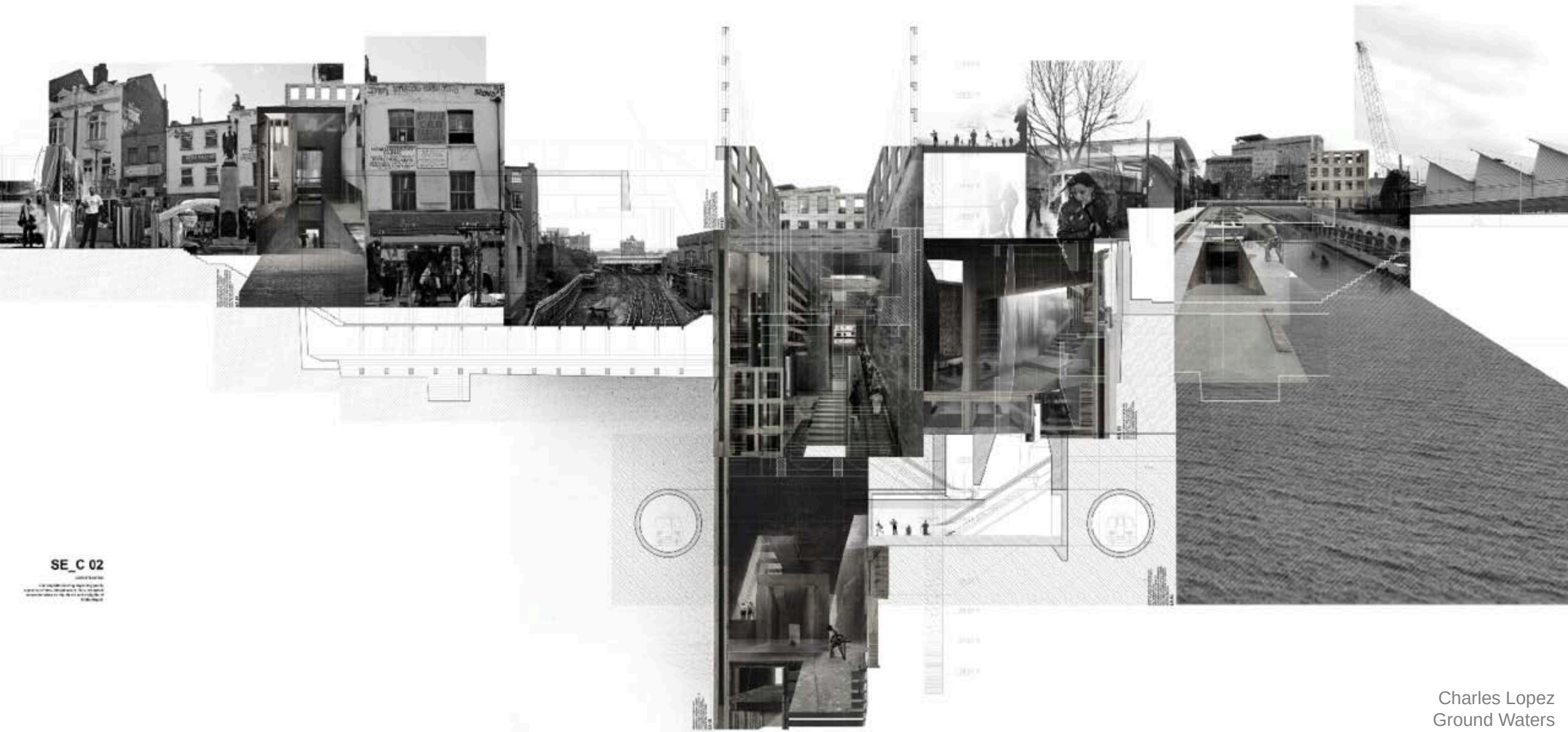


representation techniques



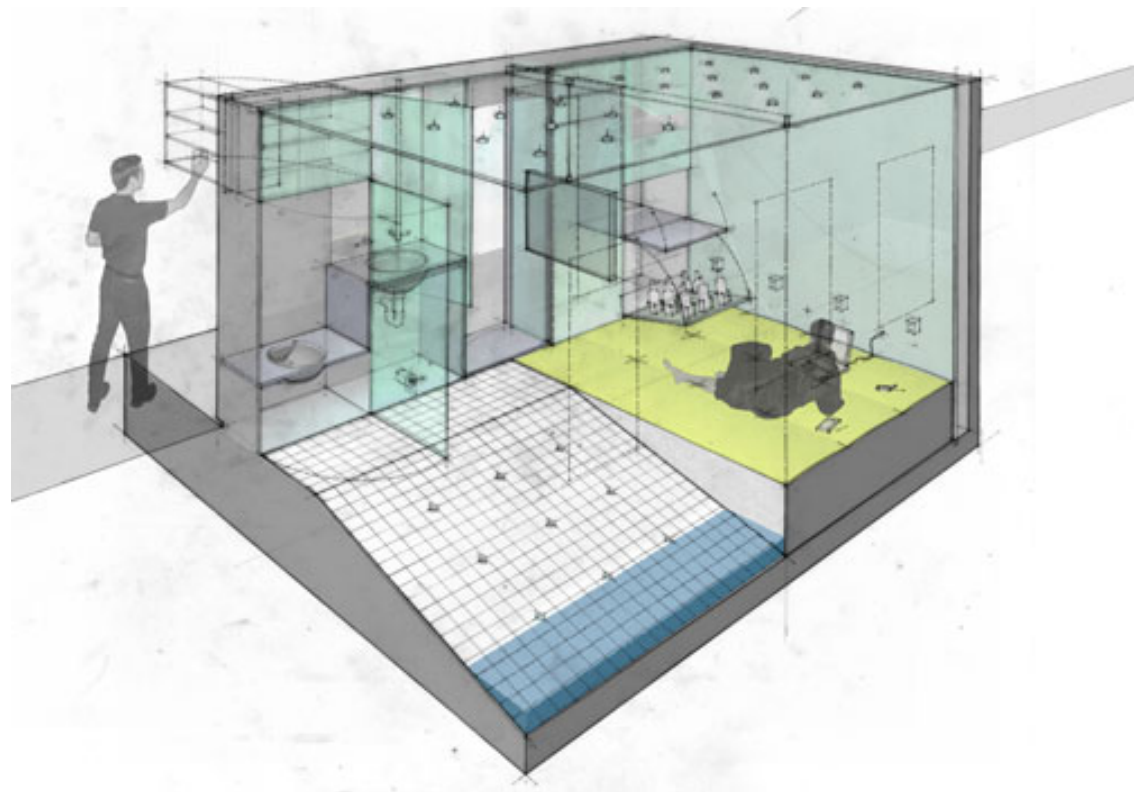
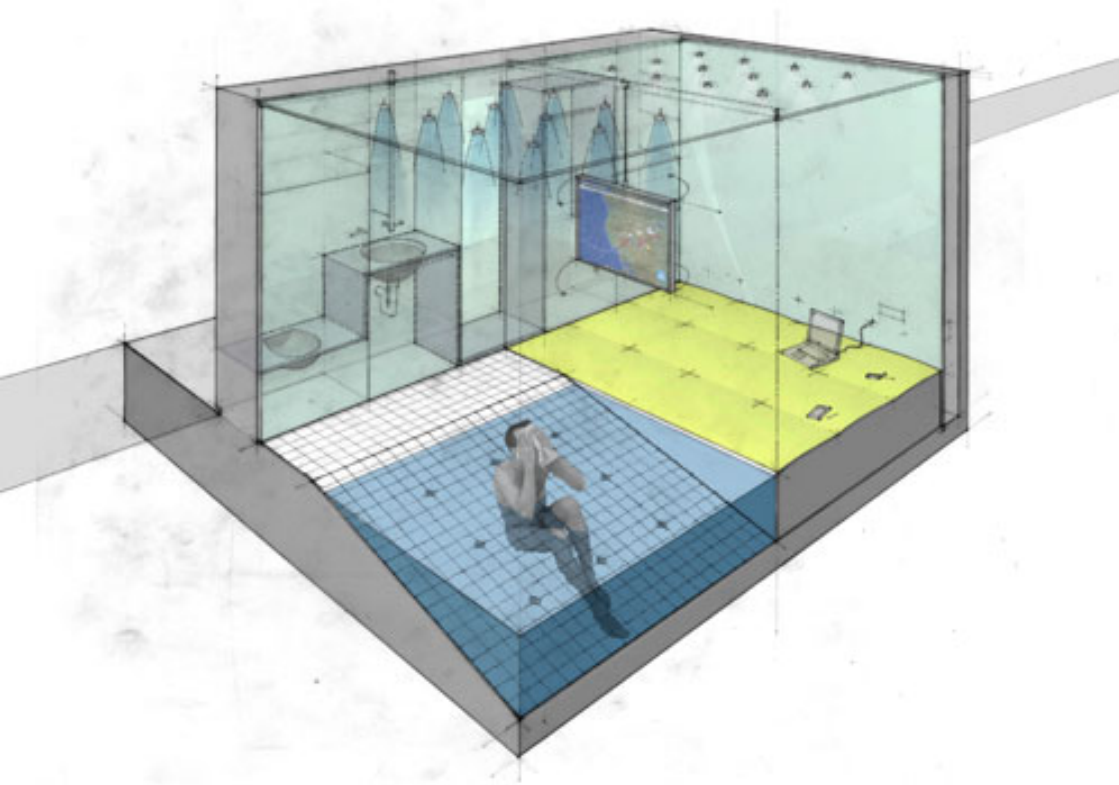






SE_C 02

Charles Lopez
Ground Waters





Diller Scofidio: Creative Arts Center
Brown University