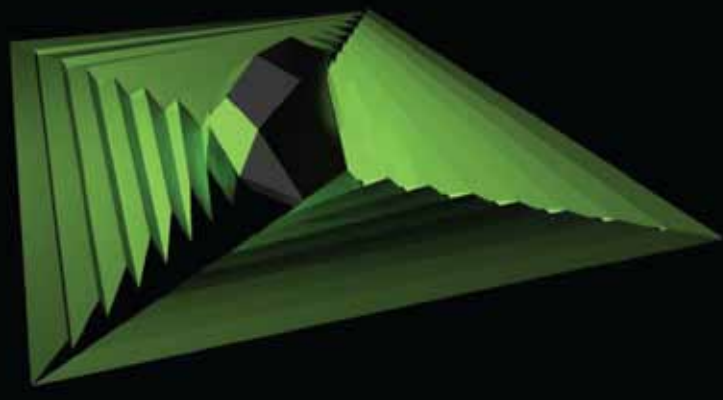


# GENERATIVE PROCESS

folding and creasing.....  
layering .....  
outward movement.....

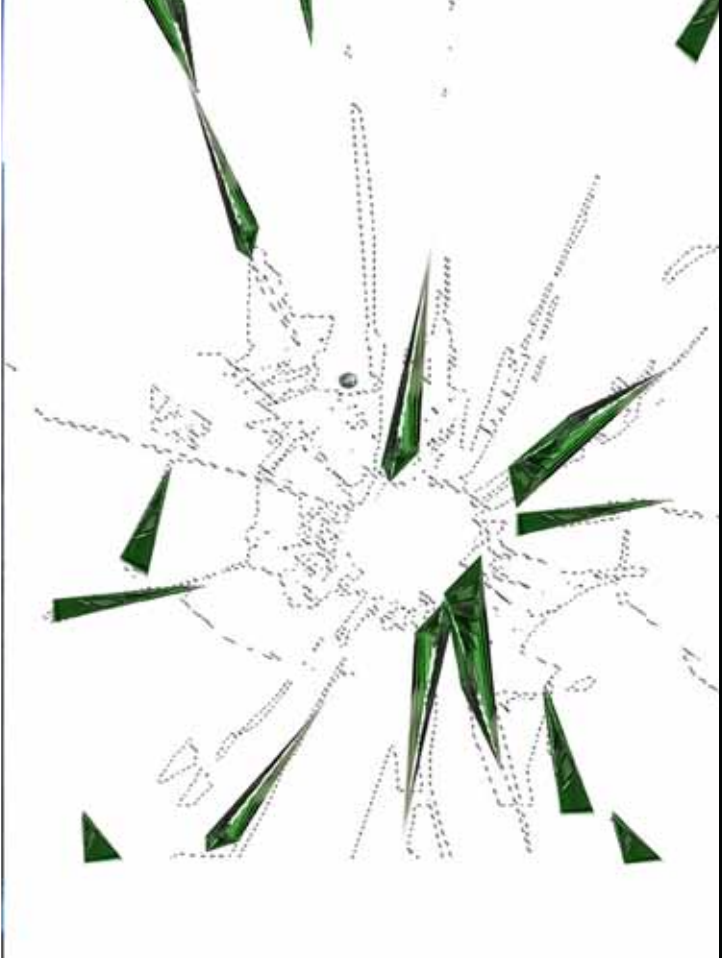
## a. inspirational model



## b. thought process



shatter generation

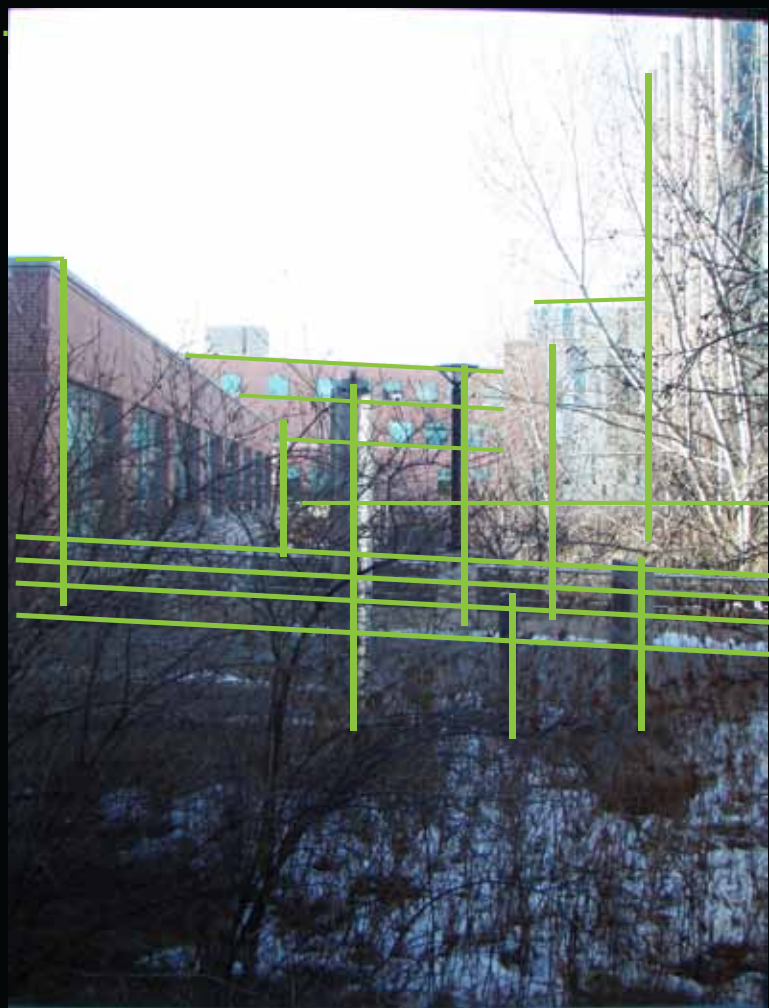


surface deployment

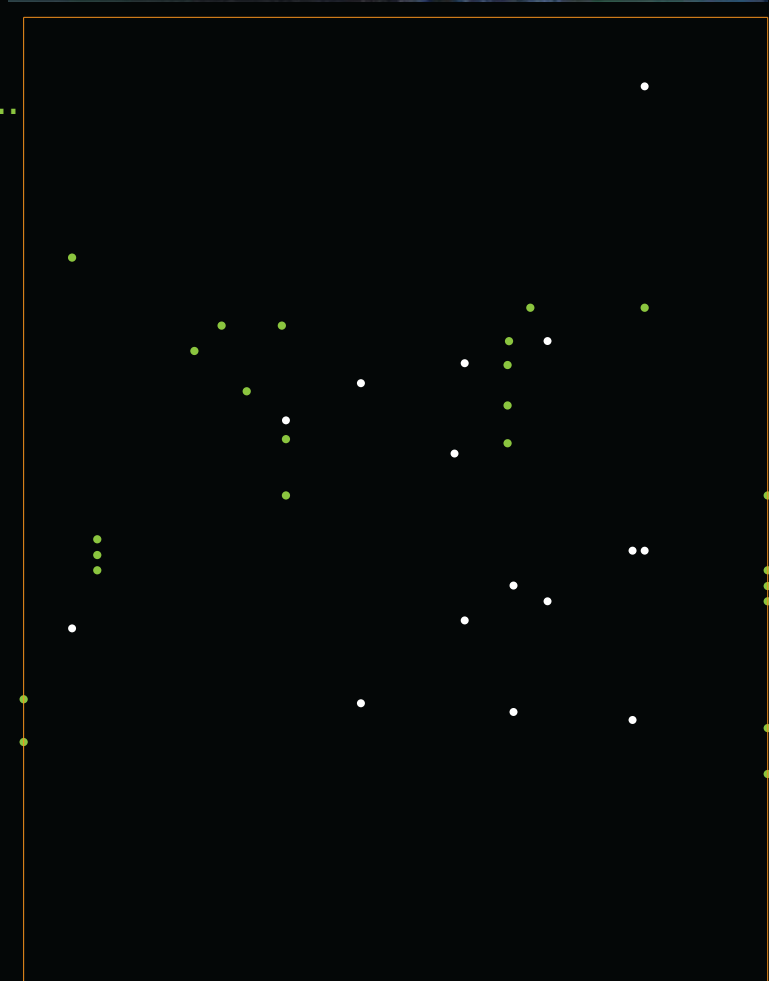


## c. generating points

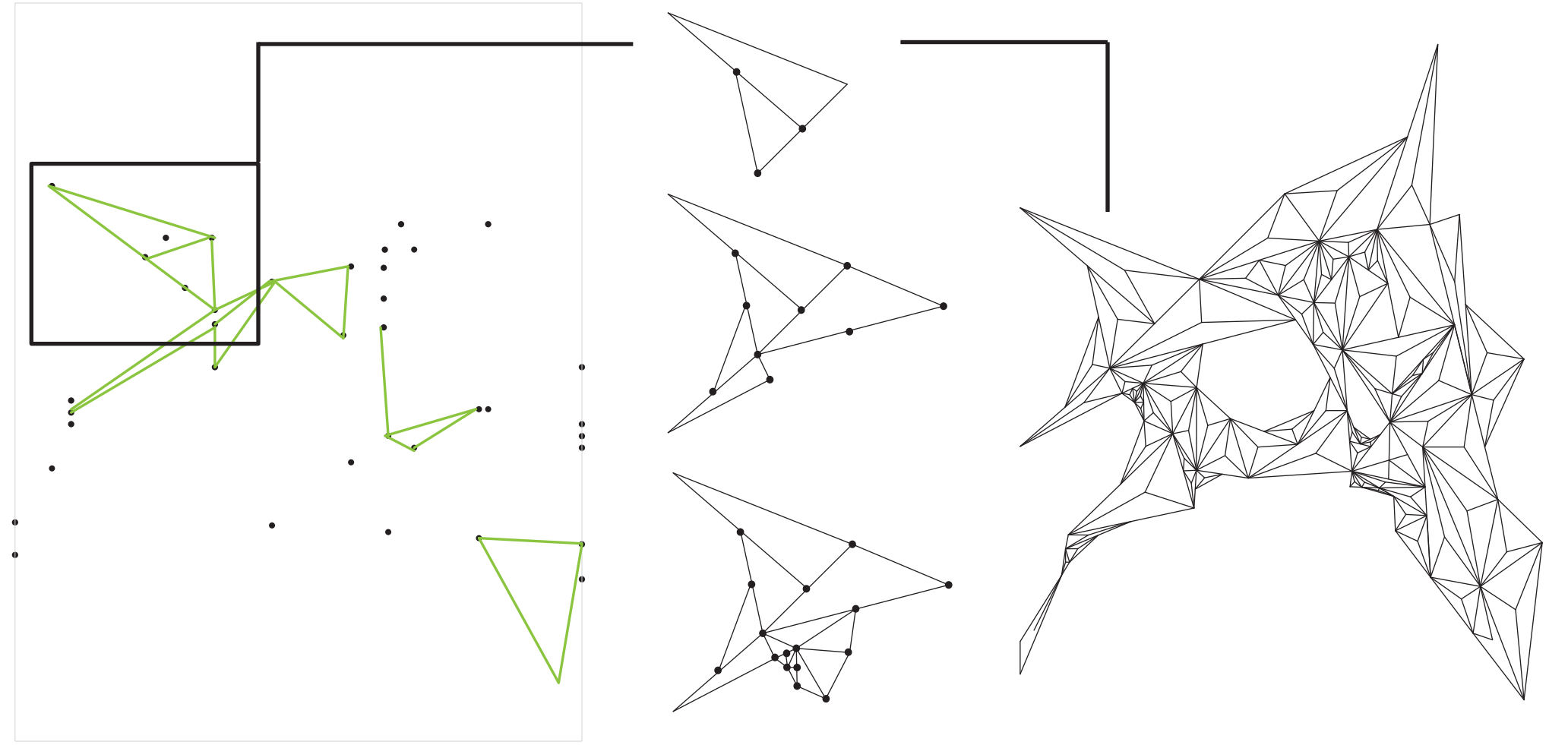
vertical and horizontal elements.....



start and end points of vertical and horizontal lines.....



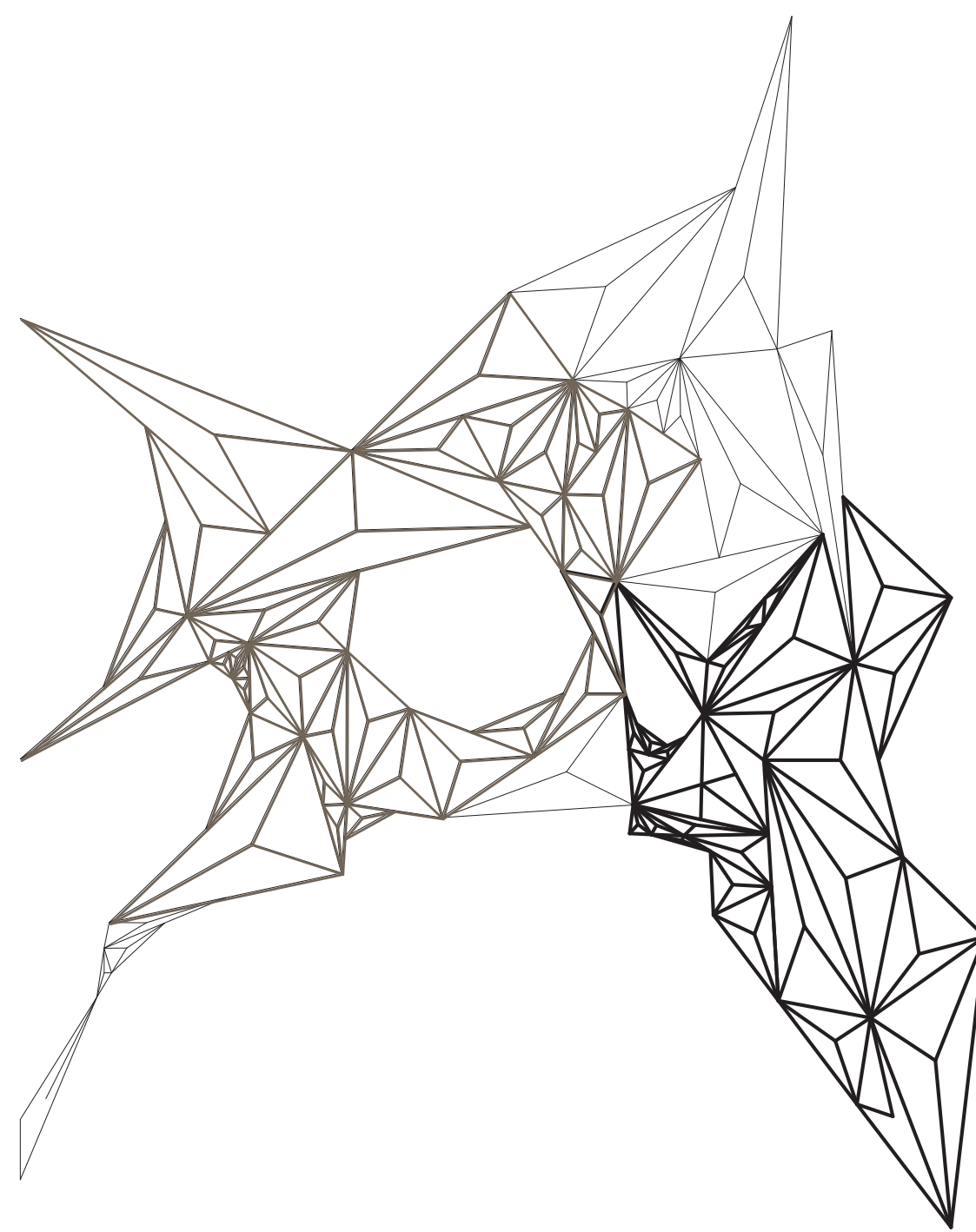
## d. creating triangulated spaces using points



connecting one dot to the two closest dots to generate triangular shapes

populated and connected between shapes using midpoints and endpoints of surfaces

## e. layering and zoning of triangulated spaces

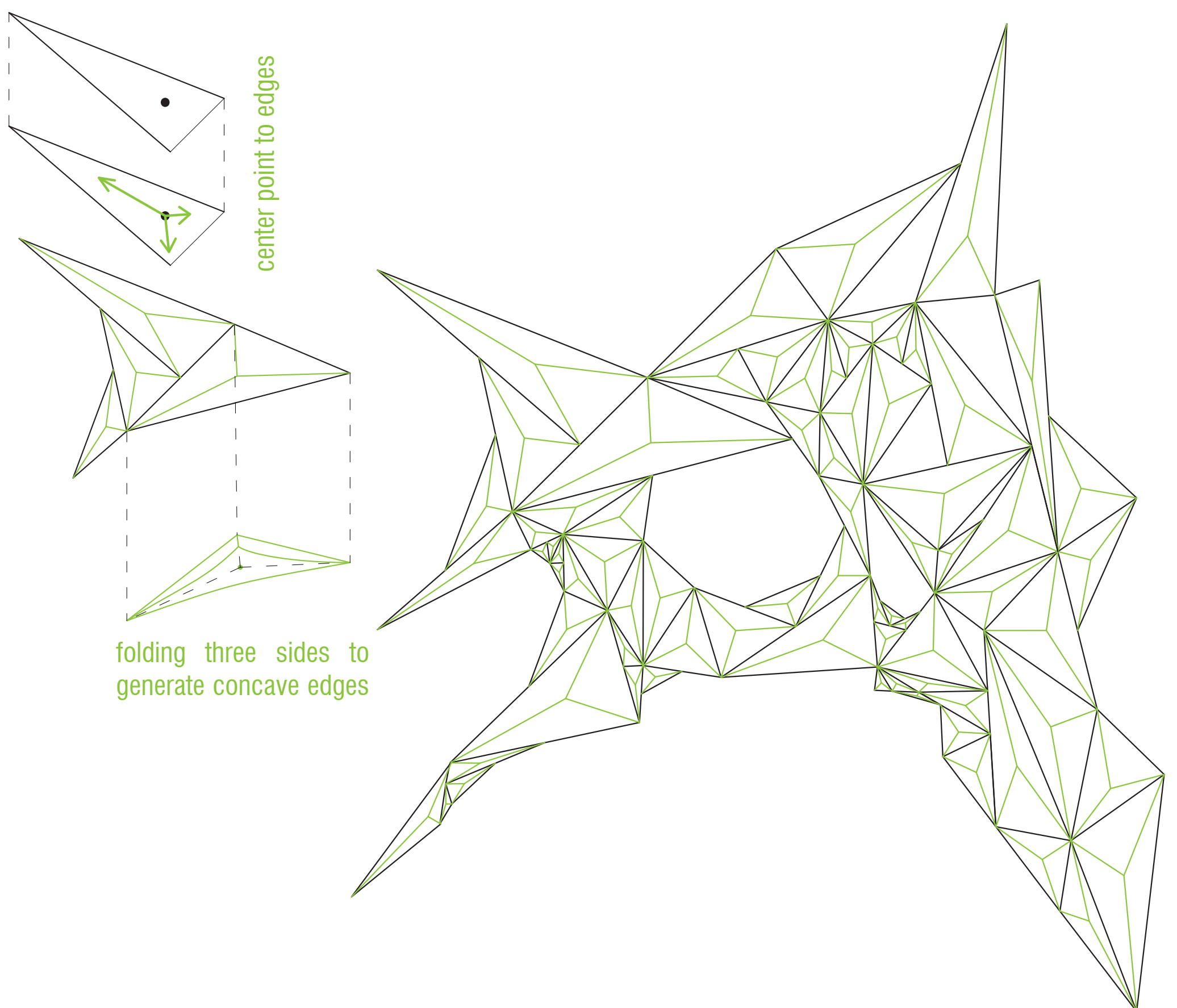


acylic top layer.....

mylar middle layer.....

black bottom layer.....

## g. generating folds



center point to edges

folding three sides to generate concave edges