

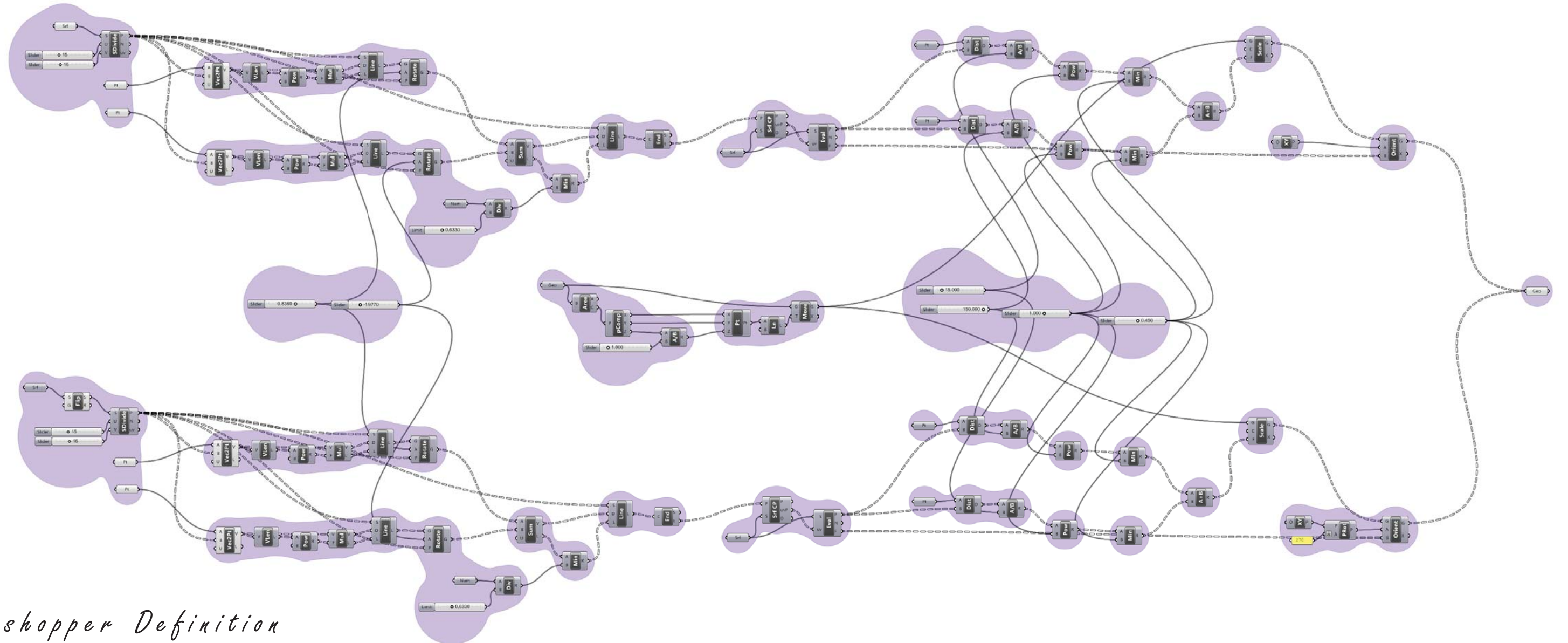
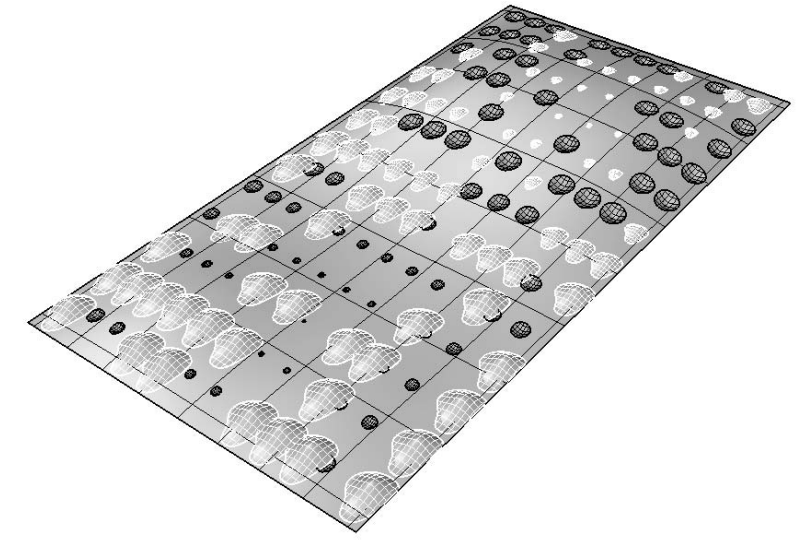
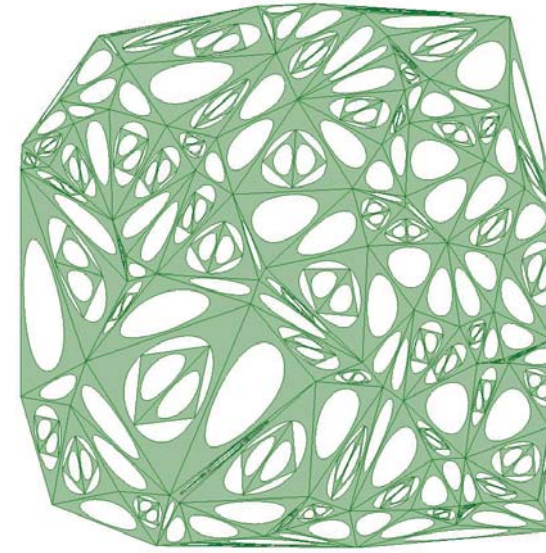
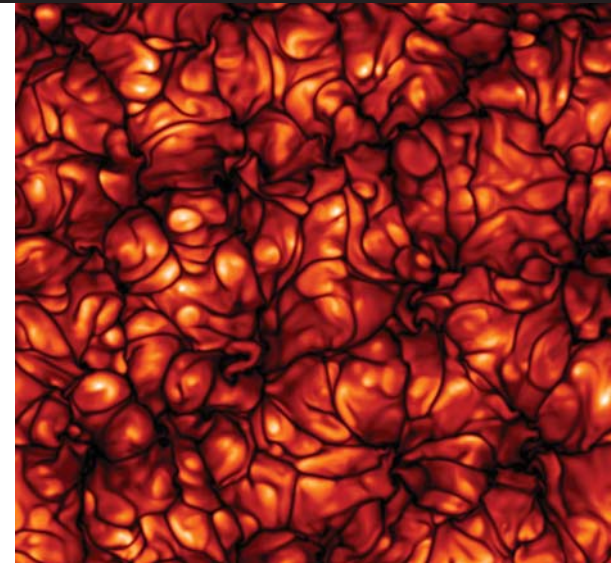
# Pattern Redux

Convection Oven

Random Point Field

Final Grasshopper Pattern

In this project I started by looking at random patterns. The first picture is a thermal image of a convection oven. I was interested in how the pattern looked random yet followed specific rules. The second image is my experiment with a random point field and creating a pattern from that. I ended up creating a pattern that is based on surface height to determine if the objects go up from the surface or into it. I used a jitter to randomly disperse the objects to the surface points to give it a more random appearance. I also used baltic birch for my material so that the changes in height would be emphasized by the material. The layers created a contoured look to the final milled surface.



Grasshopper Definition

*Pattern Redux*

*Final Milled Surface*

