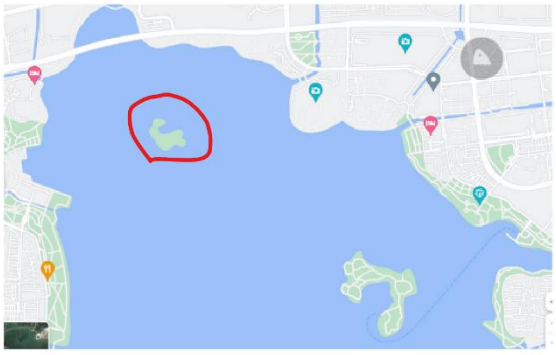
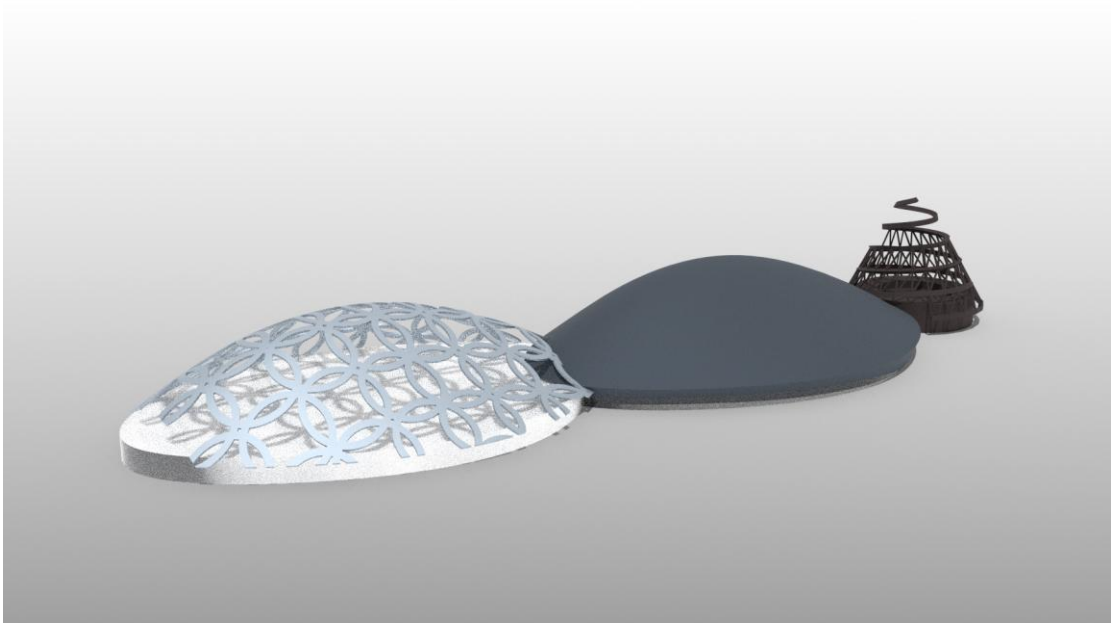
Basic Description

This is a biomedical research annex located in a island of the Suzhou city of China. The island



is in the center of a lake in this city and commuting to this location is mainly through ferries. This building is mainly composed of three different zones. The first zone is a presentation hall where scientific research can be shown to the public. The whole hall is made up of glass to best utilize the sun lights in the day time. The second zone is the research center. It has a untransparent top to ensure the privacy of the research environment and the third Zone is a complex of caffe and restaurant. It is located at the end of the building where the researchers can enjoy the fresh air and privacy at the same time.



The left-most part is the first zone, the middle part is the second zone and the right-most part is the third zone.

Commands Lists:

circle rebuild loft copy curve Patch Selectionfilter Gumball Convertextrusion Cap light PlanarSrf Pointson Pointsoff Trim Booleanintersection GroundPlane Unroll QuadRemesh Creaseedge

Polyline Shell

Techniques and Process

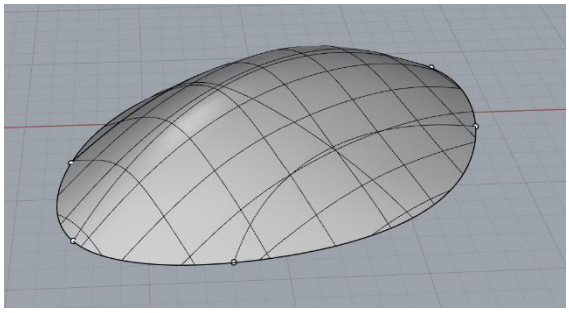


Fig 1

Fig 2

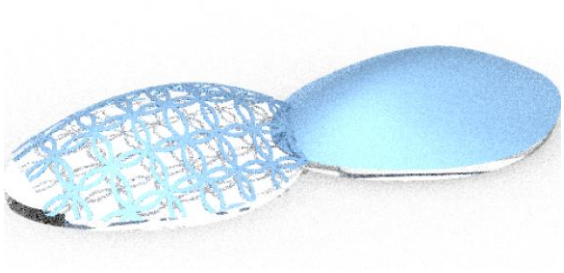


Fig 3

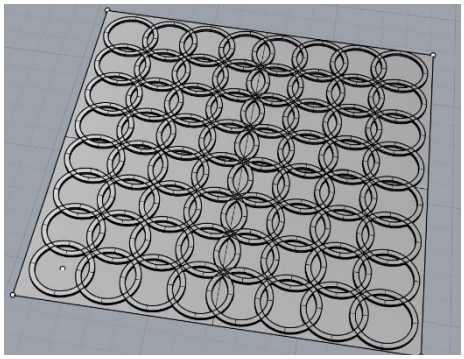


Fig 4

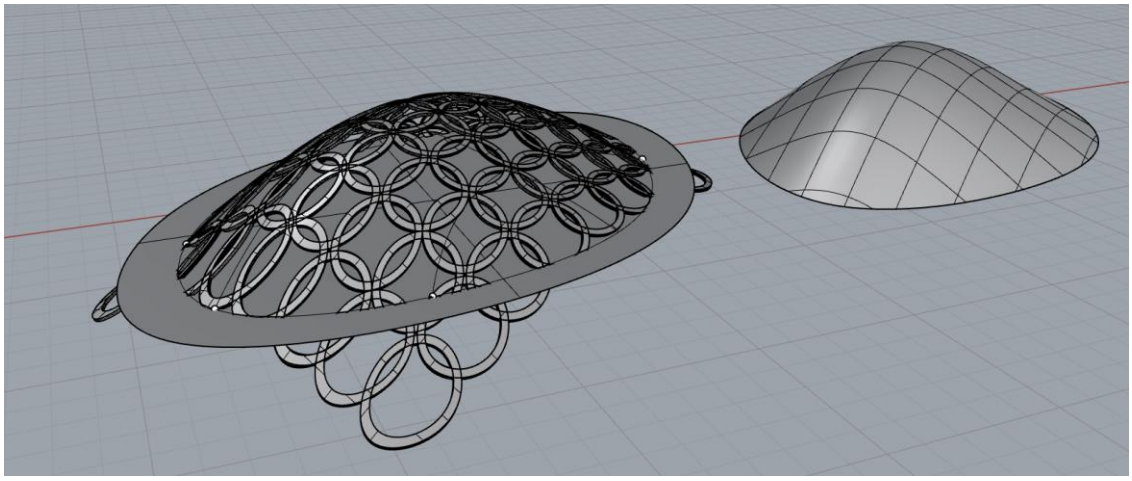


Fig 5

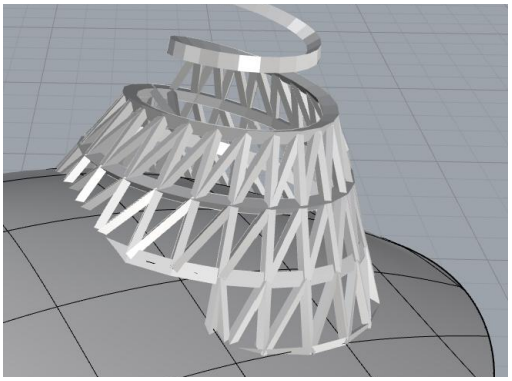


Fig 1

In this modeling process, I used a lot of curves and surface to achieve my goal. For example, In the fig 1, I used patch to create a surface out of several curves. Figure 4 is made up of a bunch of circles. Figure 6 is made up by helix command, which will give us a curve as well. I then create the support structure by hand.

Final rendering