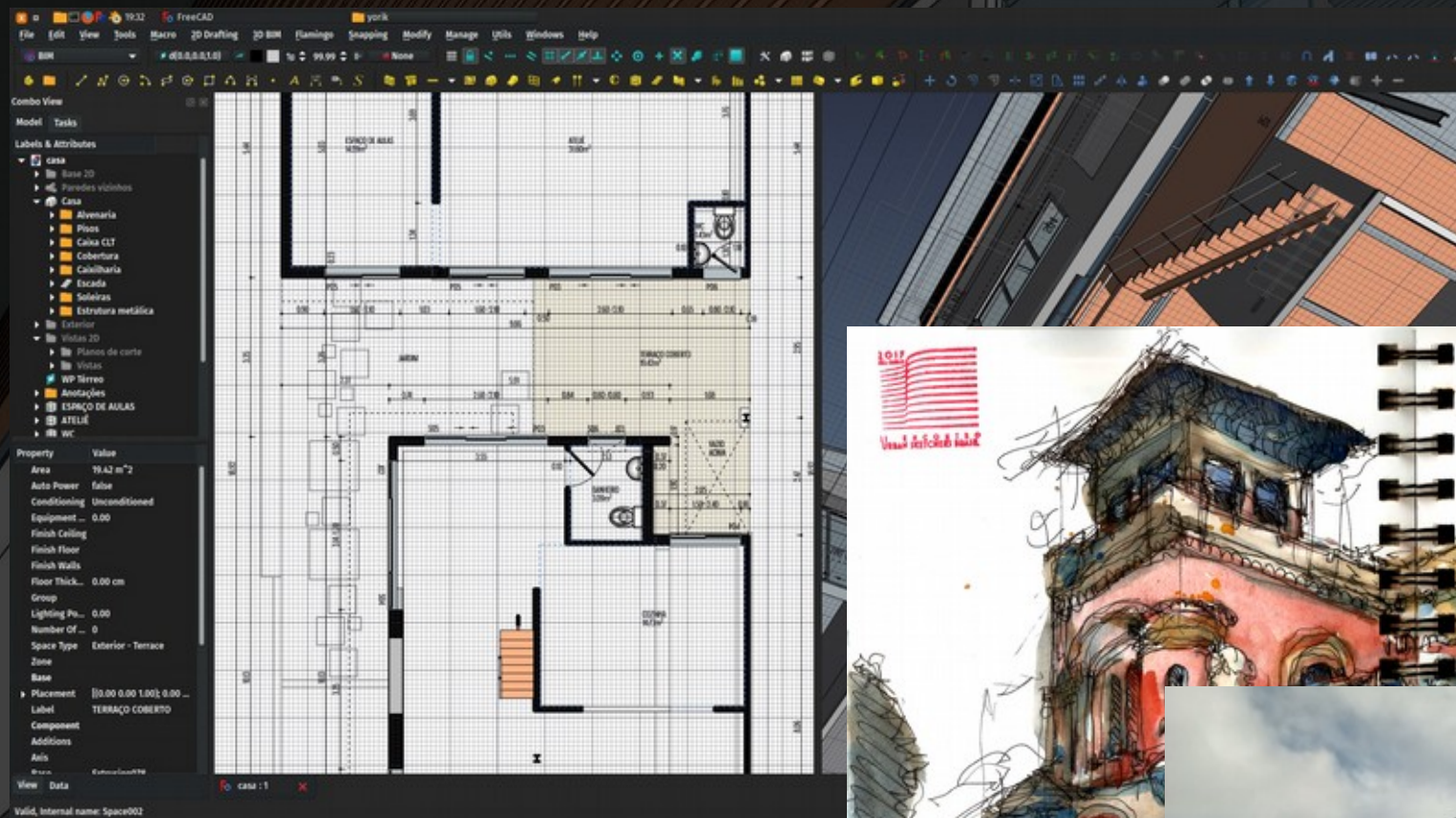
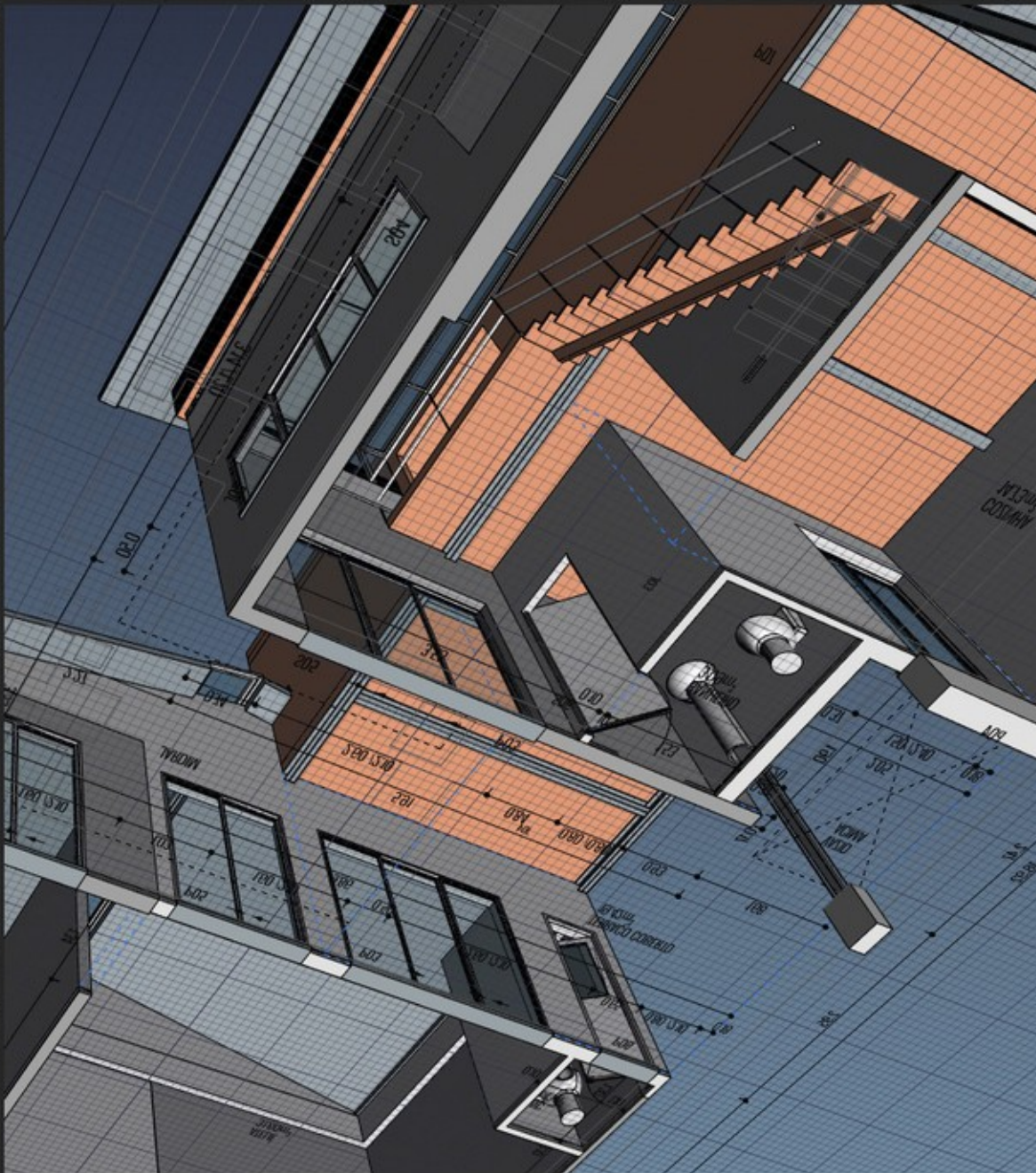


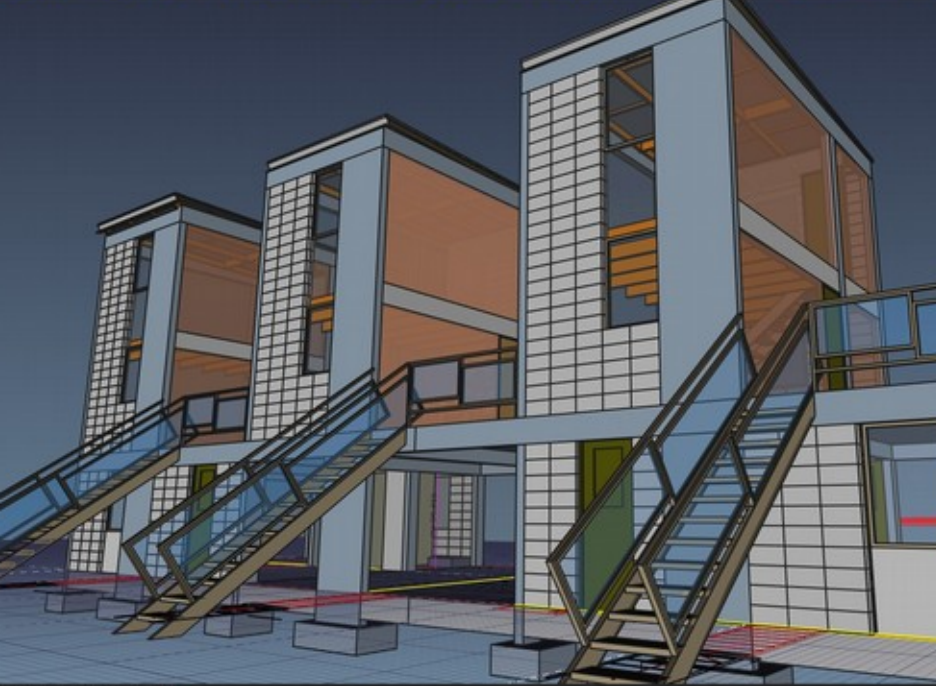
An architectural rendering of a modern building's interior. The scene features a staircase with wooden steps and a metal railing, set against a backdrop of large glass panels and dark structural elements. The lighting is dramatic, with strong shadows and highlights, creating a sense of depth and modernity.

Ferramentas programáveis

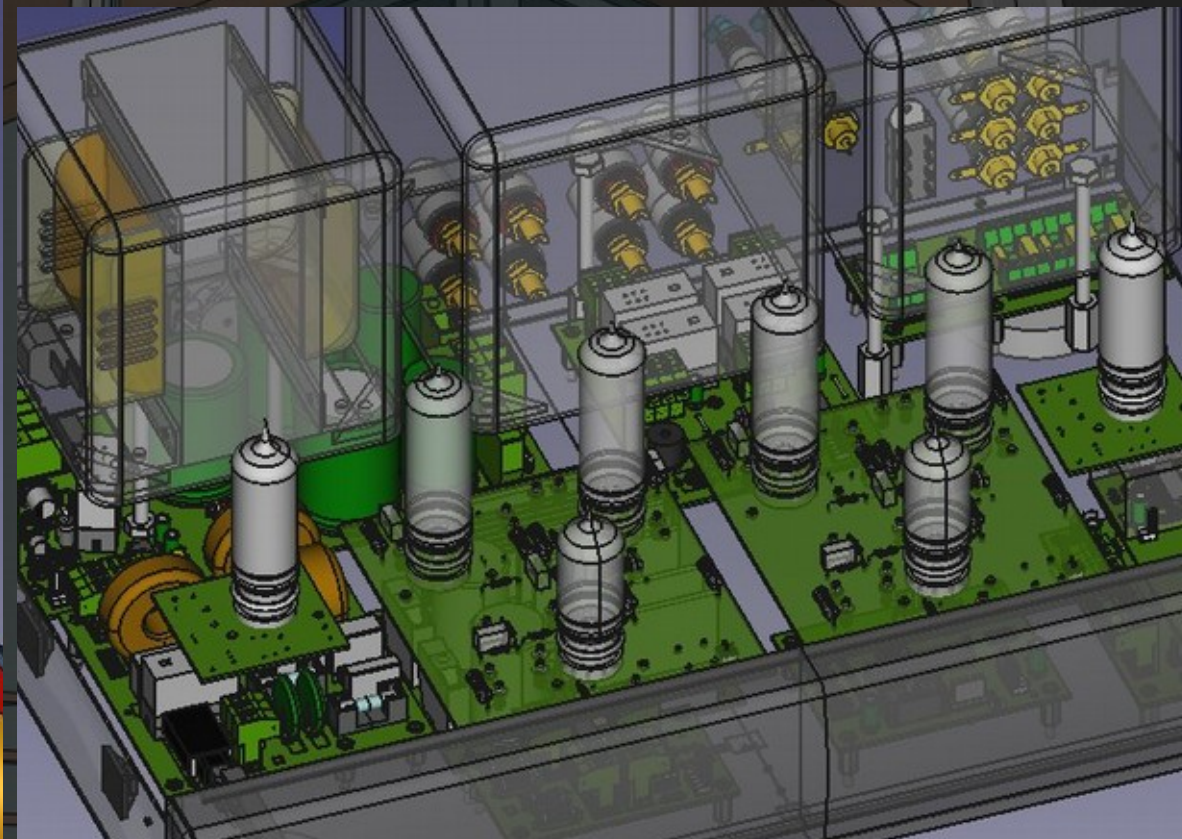
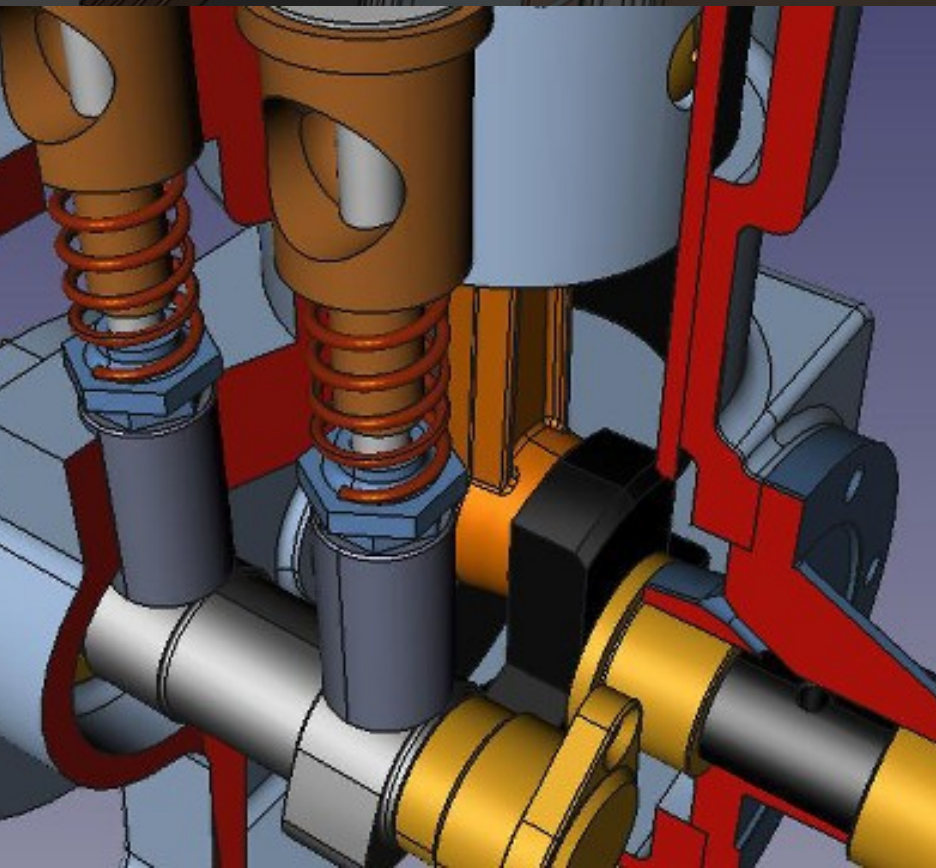
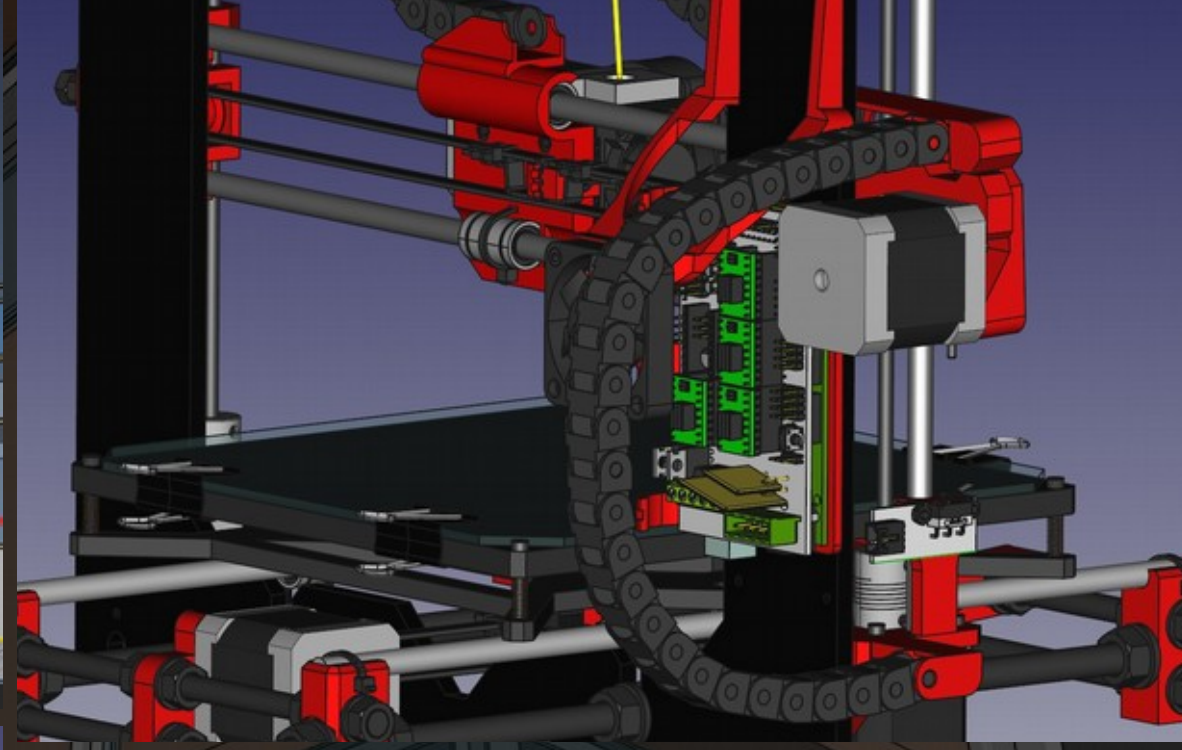
Yorik van Havre
Fronteiras da tecnologia na cultura
UFABC 2018

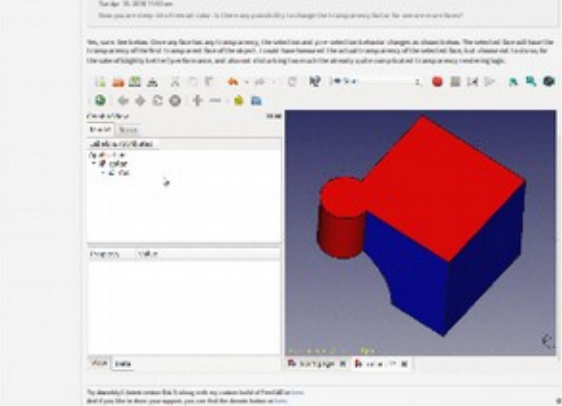
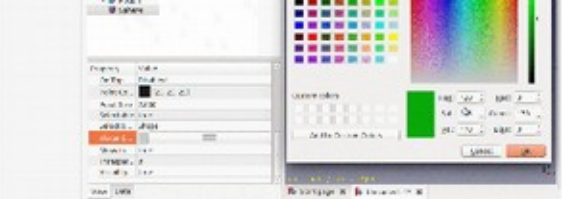
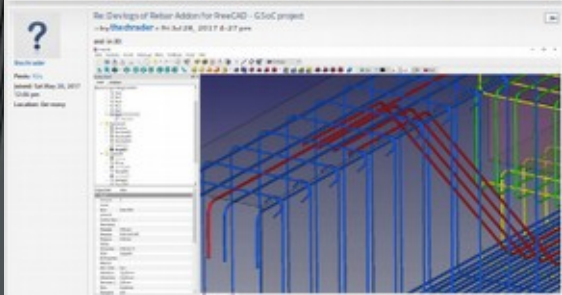
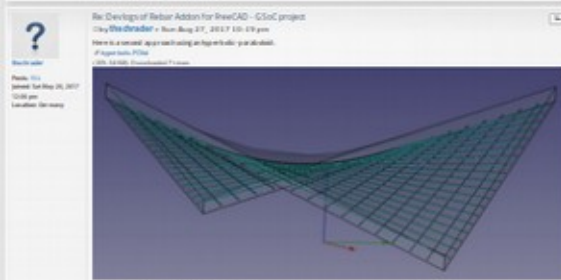
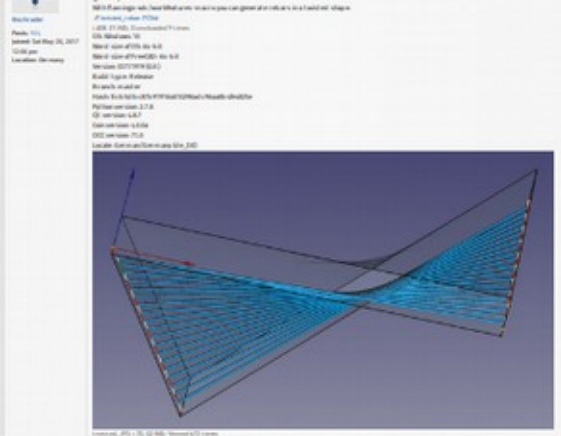






AL - QUINTA - MONROY - ARQ - 13 / 1







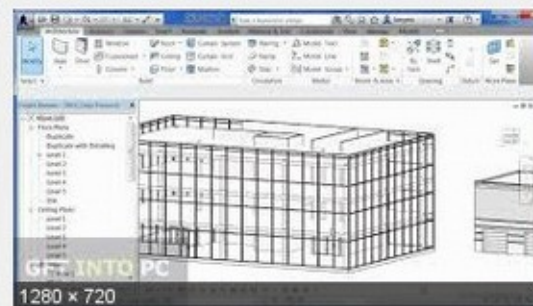
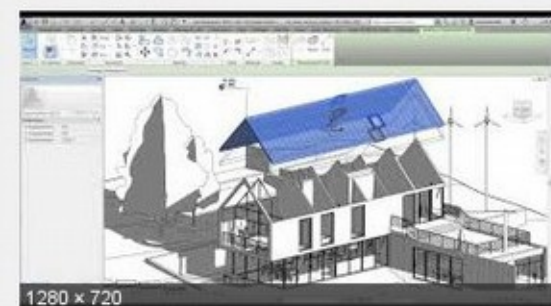
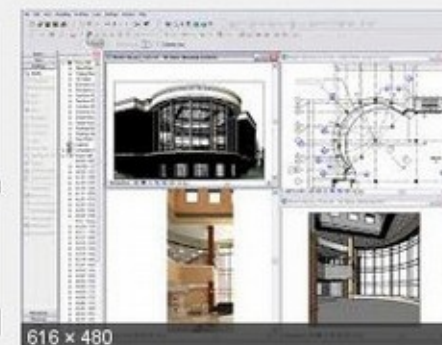
AUTODESK®
REVIT®

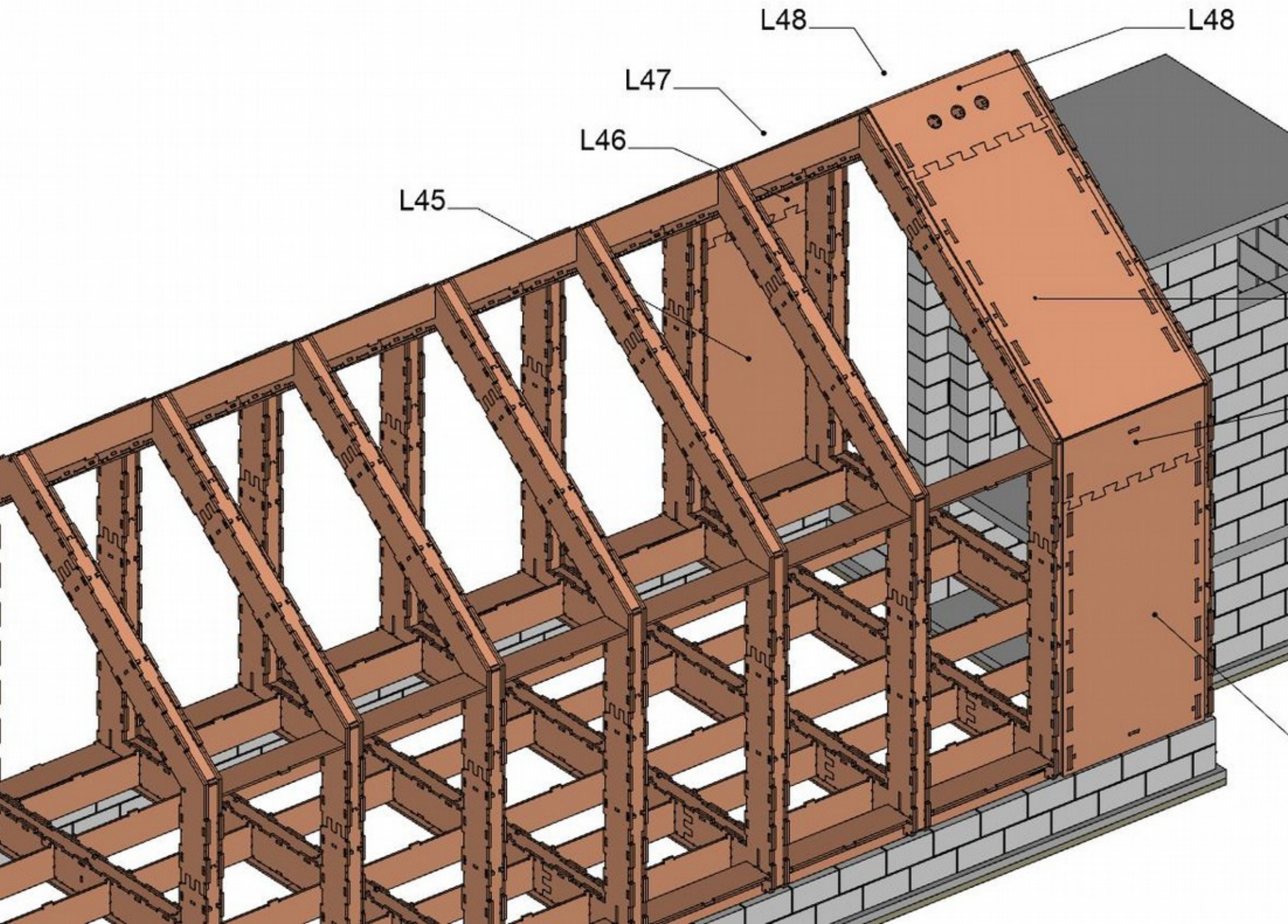


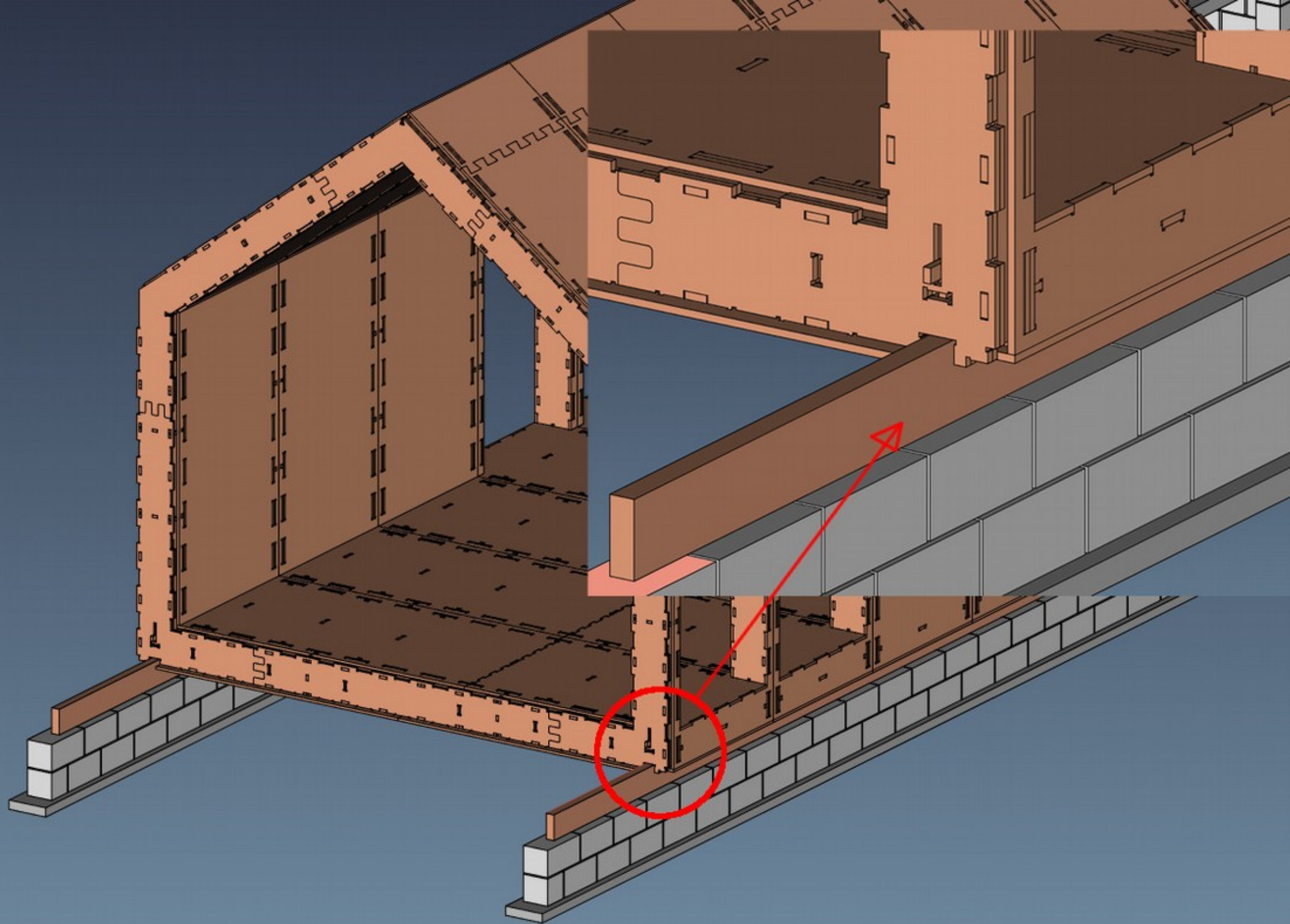
Web **Images** Videos Books News More Search tools

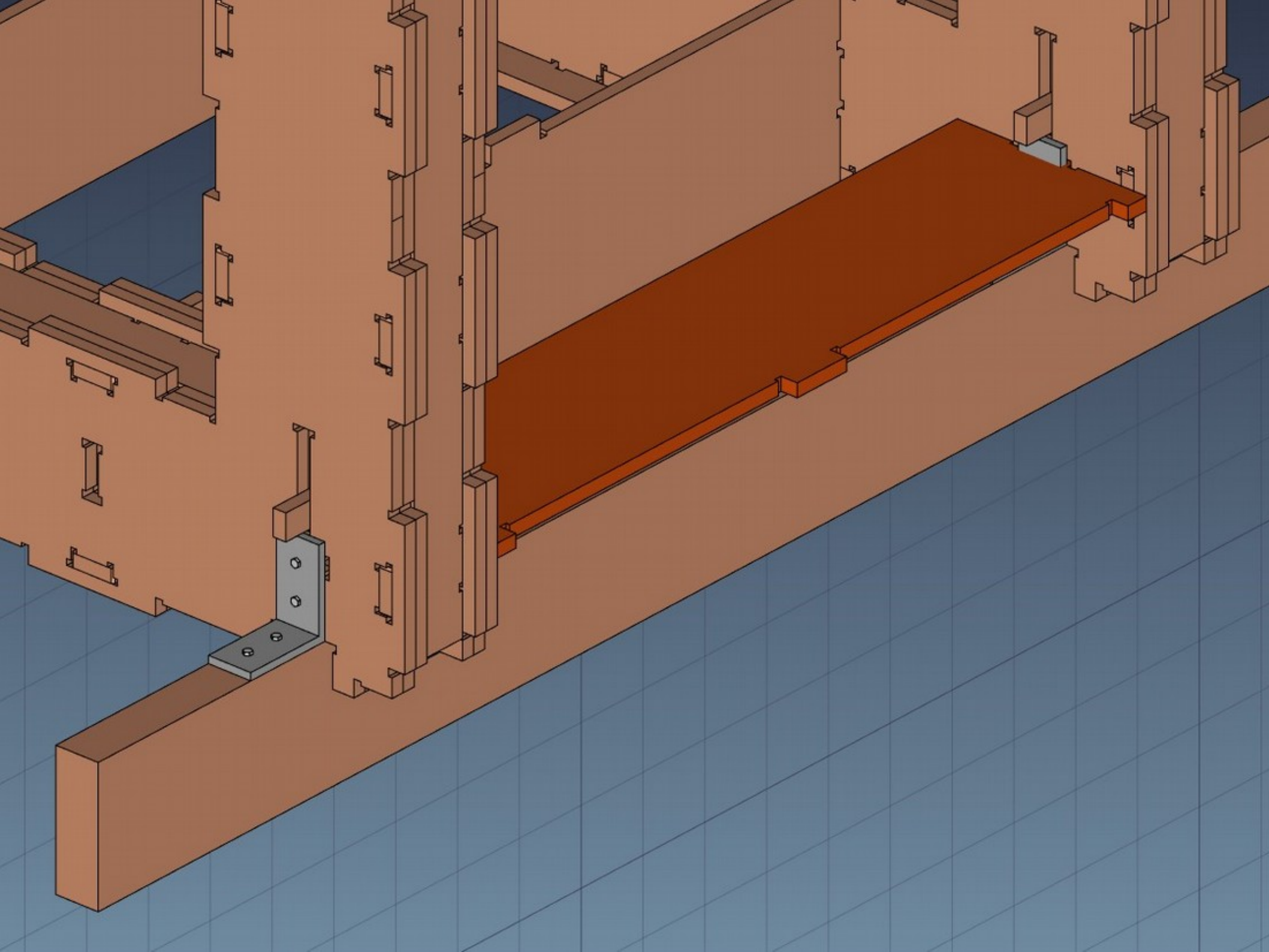
SafeSearch

Size Color Type Time Usage rights Show sizes Clear

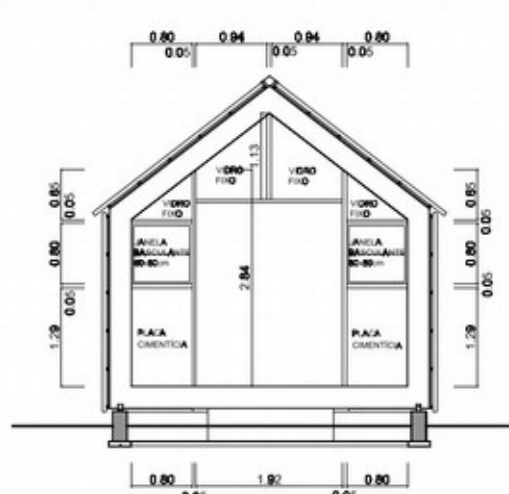






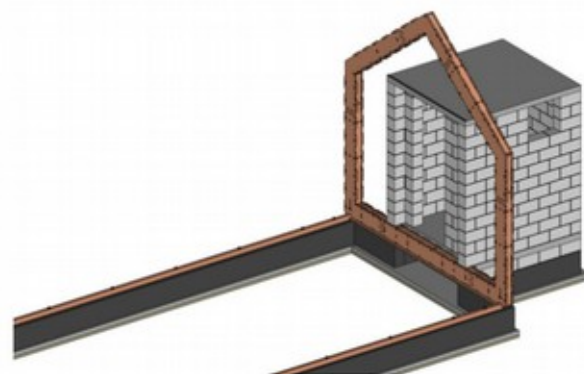
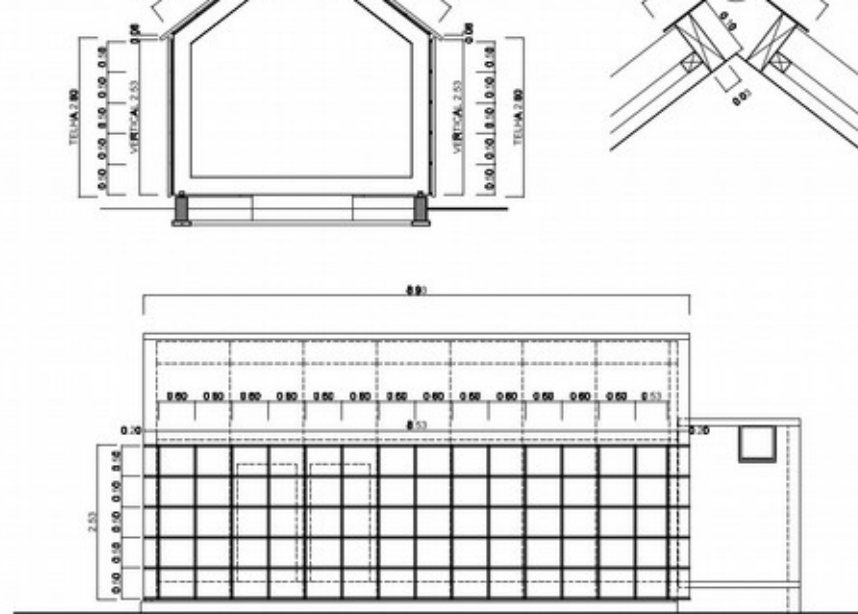






CAIBROS 5x5cm COMPRIMENTO
TOTAL: 11,93m

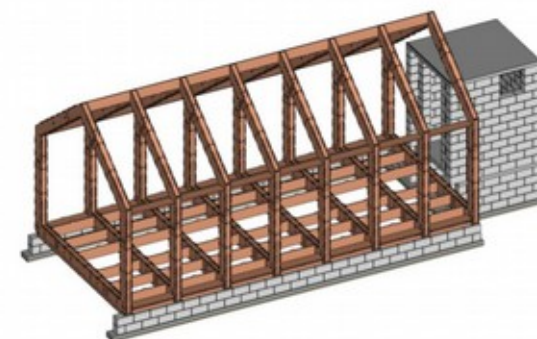
TRÁS



This technical drawing illustrates the connection of a wooden beam to a concrete wall. A metal bracket is used to secure the beam to the wall, and a screw is shown passing through the bracket into the concrete.

Uma vez a estrutura erguida, os painéis de fechamento interiores e exteriores são colocados em cada módulo. São 3 módulos inteiramente fechados, e 4 módulos com janela. A disposição desses módulos pode ser mudada na hora de montar, no projeto original, a sequência é:

-
- A 3D exploded view of a mechanical assembly. The assembly consists of several rectangular blocks and plates, primarily colored in orange and tan. The components are arranged in a staggered, overlapping fashion, suggesting they are parts of a larger structure. Some components have visible internal features like slots or holes. The perspective is from an isometric view, showing the top, front, and side of the components.



O último elemento coincide exatamente com o fim da viga-guia:

My Documents

Sketches

Processing

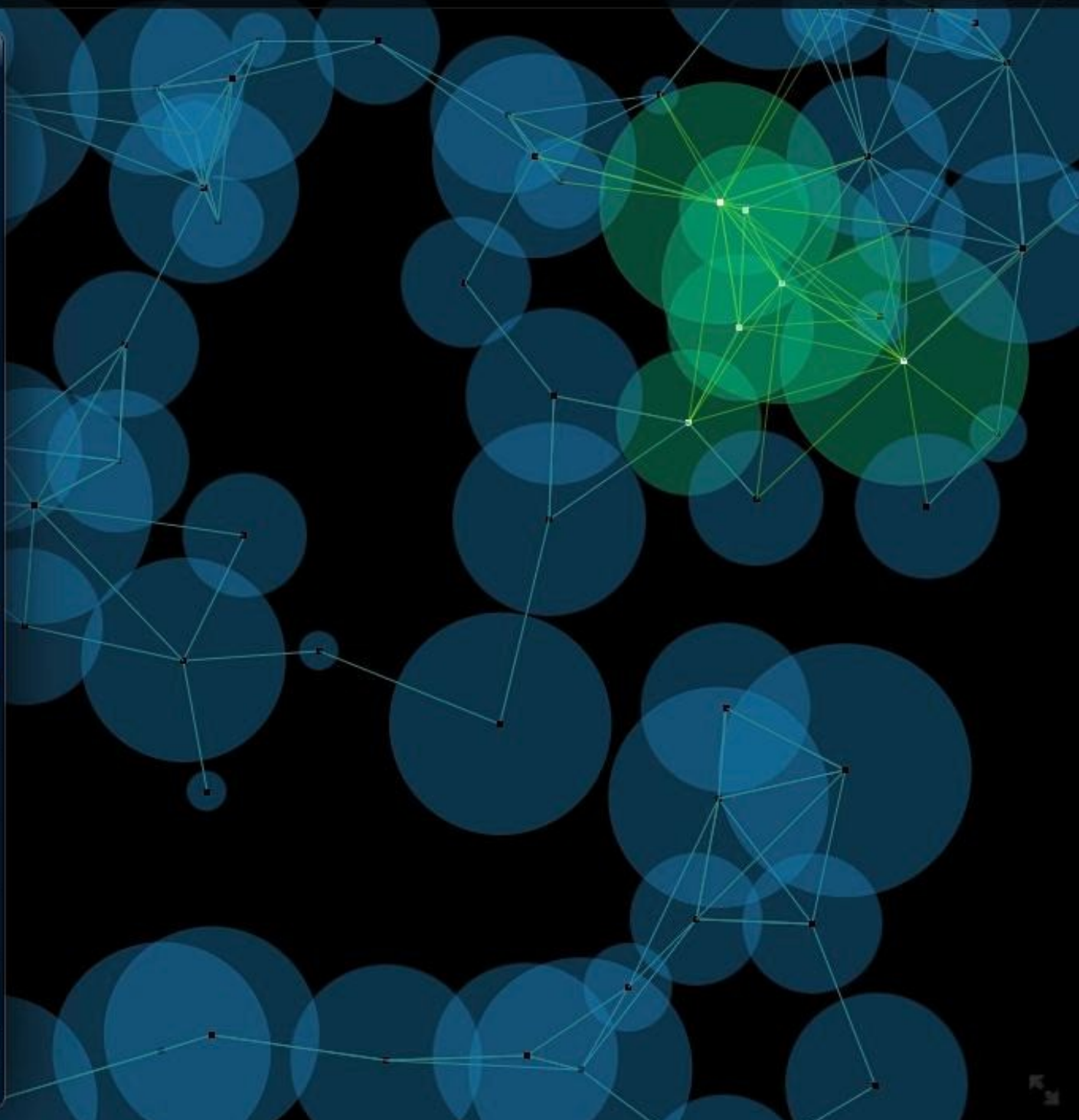
Keys Edit

iProcessing

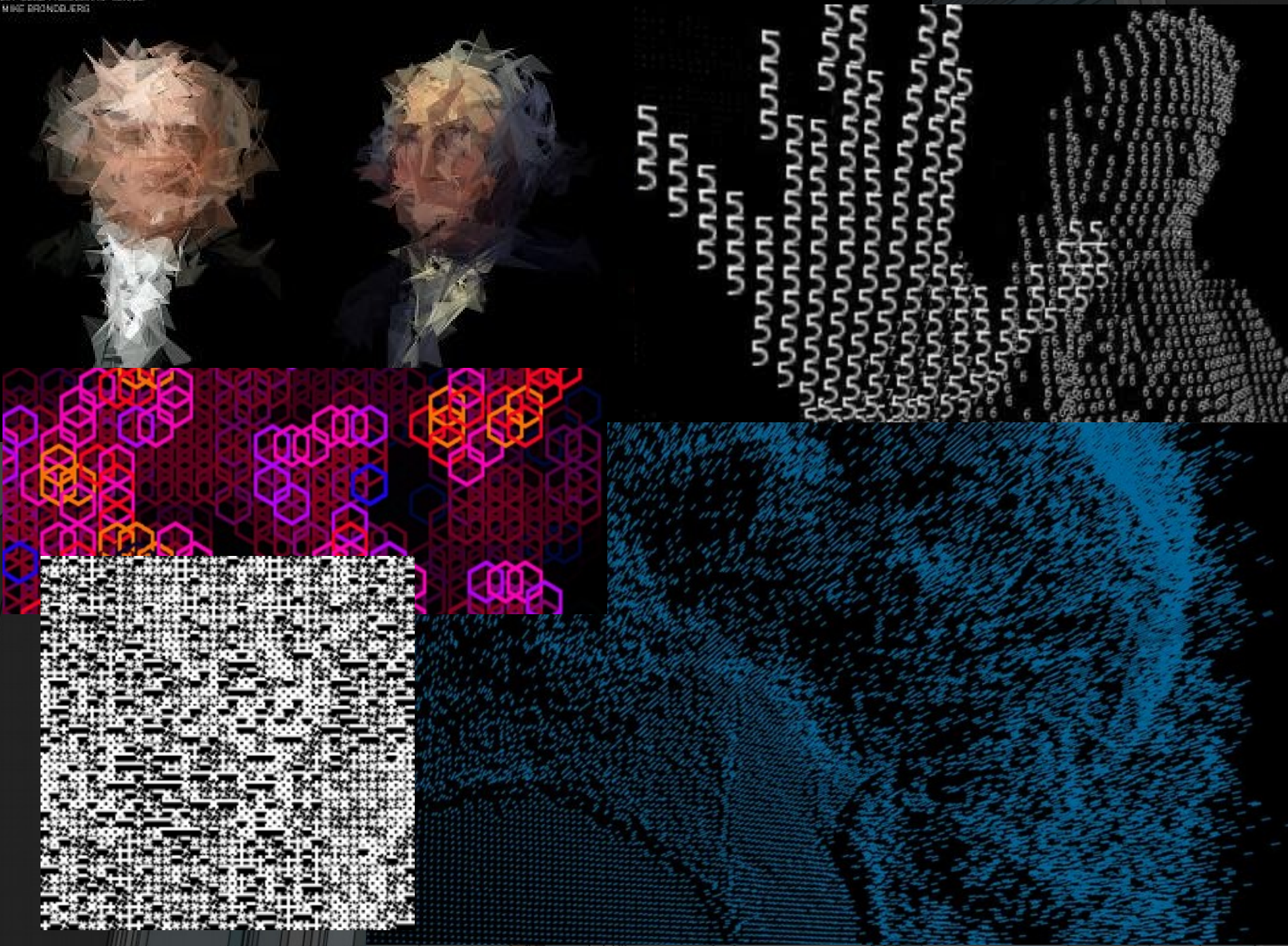
Edit

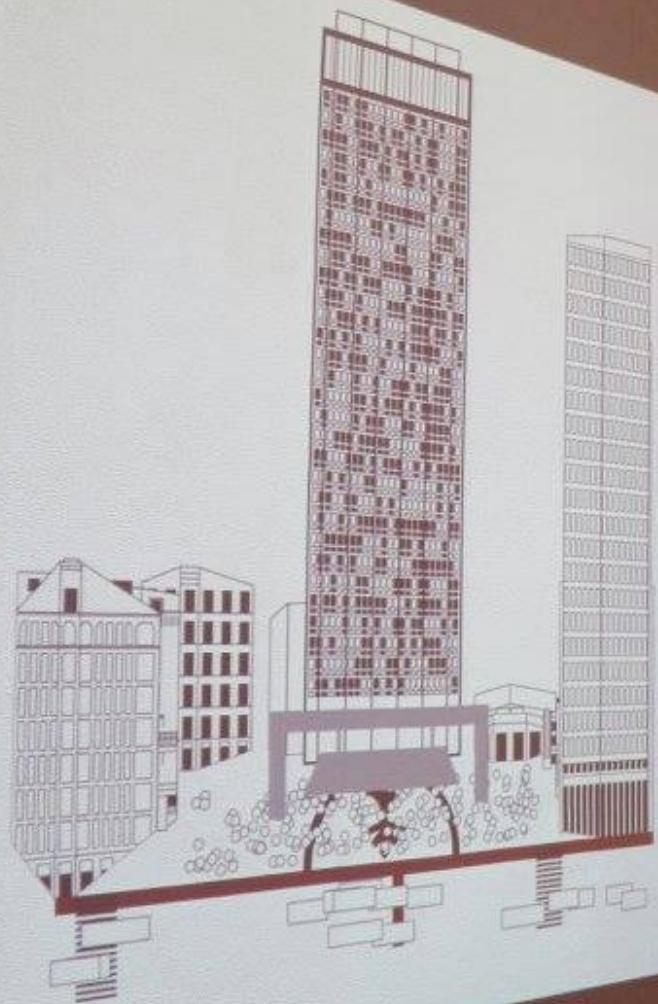
- Hallo_Welt
- Image
- Keyboard_Klex
- Klex_1
- Klex_2
- Klex_3
- LineAgents
- Processing**
- Punkt
- QuadTiles
- Stripes
- Ugly_Circle
- Zini

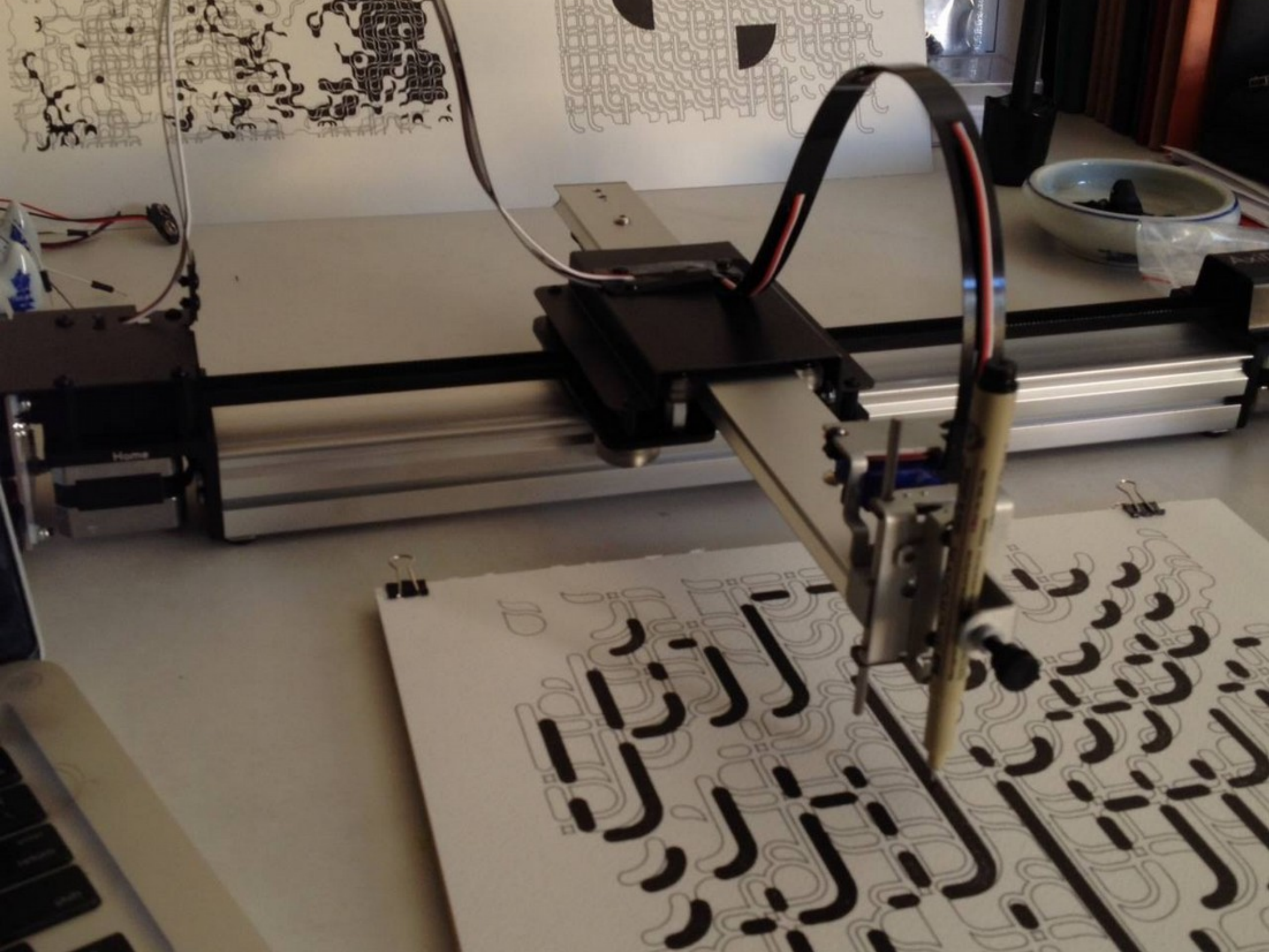
Navigation icons: back, forward, search, and other controls.



MARTIN VAN BUREN / GEORGE WASHINGTON / JOHN ADAMS
FROM "DEAD PRESIDENTS" SERIES
BY MINE BRONKHORST







[↔ Code](#)[🔔 Issues](#) 0[🔗 Pull requests](#) 0[📁 Projects](#) 0[📖 Wiki](#)[📊 Insights](#)Branch: **master** ▾**from-home-to-supermarket** / **code.pde**[Find file](#)[Copy path](#) **MonicaRizzolli** Create code.pde

ebf66a0 on Jan 4, 2017

1 contributor

2512 lines (2078 sloc) | 59.6 KB

[Raw](#)[Blame](#)[History](#)

```
1  /* Monica Rizzolli 004_2015_LOS ANGELES (2015) pde 1280X800 pixels
2
3  Acknowledgments
4  Ivan Korkischko
5  Daniel Shiffman, Flocking code
6  Anthony Carfello, MAK Center LA
7  */
8
9  import processing.pdf.*;
10
11  // IMAGENS
12  PImage palm, palm2, veg, veg1, veg2, veg3, veg4, veg5,
13  veg6, veg7, veg8, veg9, veg10, veg11, veg12, veg13, veg14,
14  veg15;
15
16
17  // GLOBALS
18  boolean onoff; // crossing signal
19  int m = 54;
20  float semaforo = (random (200, 350));
21  int tra;
22  float po = 255; // poor
23  float fa = 205; // fair
```


city: 1.00 Size: 27.00 px



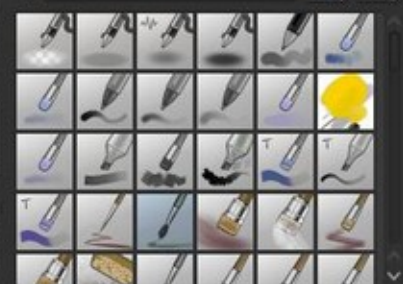
Palette Advanced Color Selector Tool Options

Advanced Color Selector



Brush Presets

Tag: All Presets



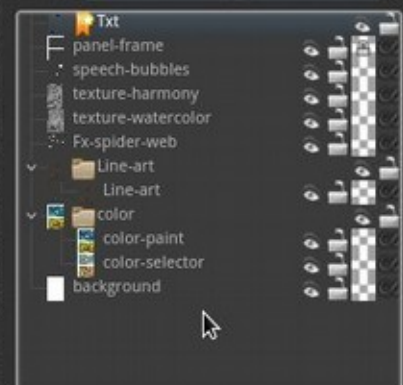
Enter resource filters here

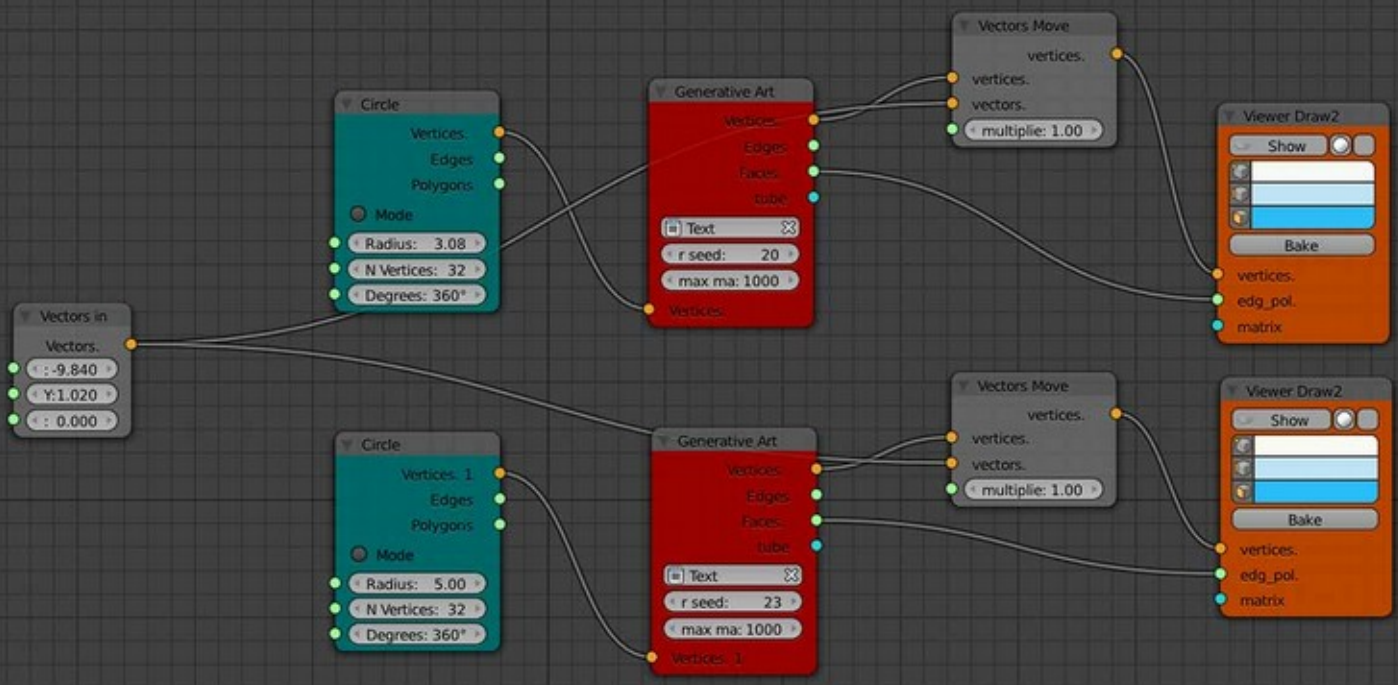
Channels Layers

Layers

Normal

Opacity: 100%





Node

Name: Vectors M...

Label:

Color

Properties

☒ Grease Pencil

SV Groups Beta

Create node...om selected

SV import/export

SV 0.5.4.55

Update Update NodeTree

Layo B P F
Nod B P F

Check for new version

☐ All Object Origins

☒ Relationship Lines

☒ Grid Floo X Y Z

Lines: 20

Scale: 0.010

Subdivisions: 10

Toggle Quad View

Shading

☐ Textured Solid

☐ Matcap

☐ Backface Culling

☐ Depth Of Field

☐ Ambient Occlusion

☒ Motion Tracking

☐ Background Images

Transform Orientations

Properties

User Ortho
Meters x 0.01



(1) Camera



Seed: 2



Reset View

Default.es

BinaryKite.es

```
set maxobjects 16000
10 * { y 1 } 10 * { z 1 } 1 *
set background #aaa
```

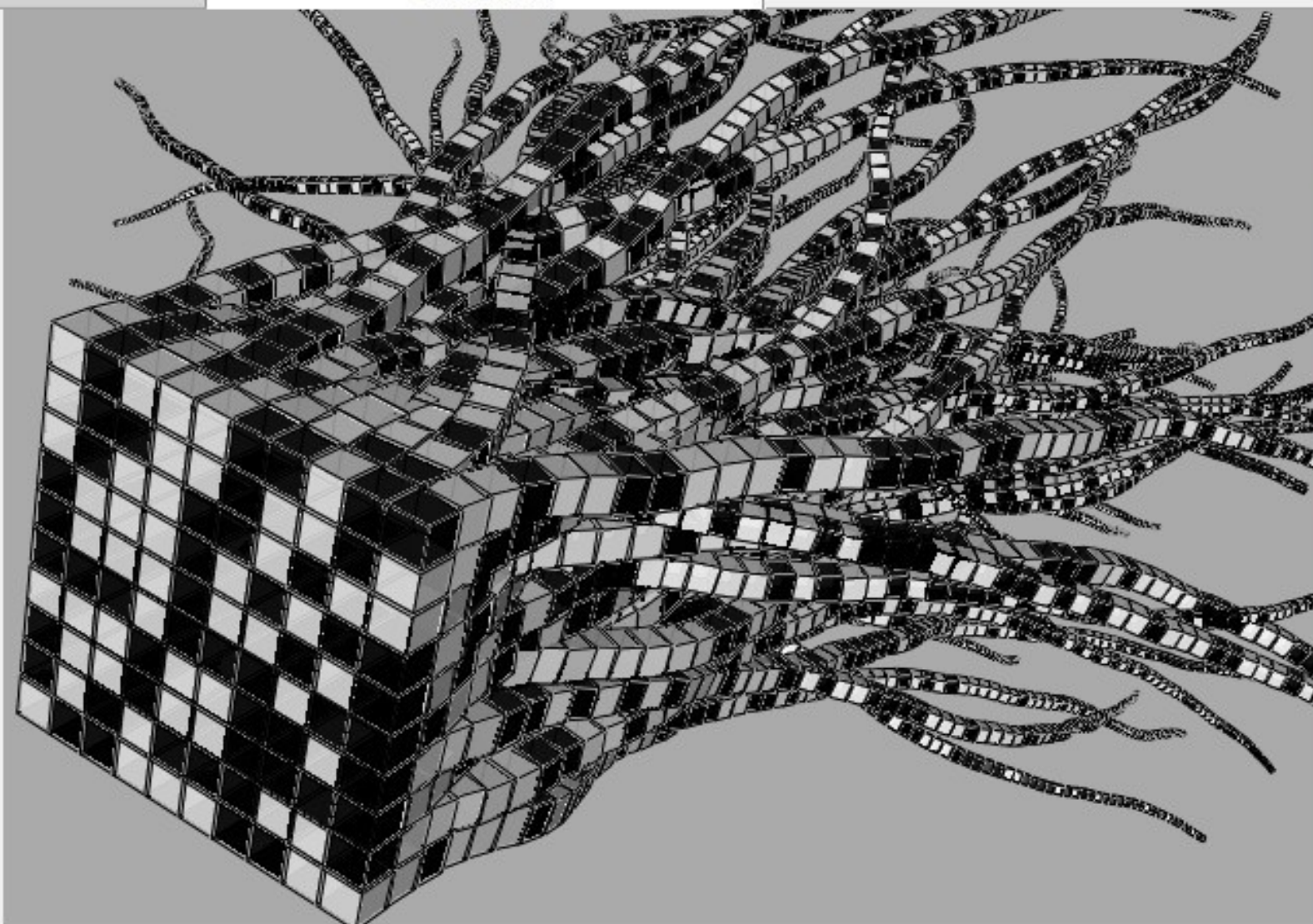
```
rule r1 {
  { x 1 ry 4 } r1
  xbox
}
```

```
rule r1 {
  { x 1 ry -4 } r1
  xbox
}
```

```
rule r1 {
  { x 1 rz -8 s 0.95 } r1
  xbox
}
```

```
rule r1 {
  { x 1 rz 8 s 0.95 } r1
  xbox
}
```

```
rule r2 maxdepth 36 {
  { ry 1 ry -13 x 1.2 b 0.99 h
  xbox
```



Log

Loaded 6 built-in rules.

Building....

Starting builder...

Total objects: 16000 (16000)





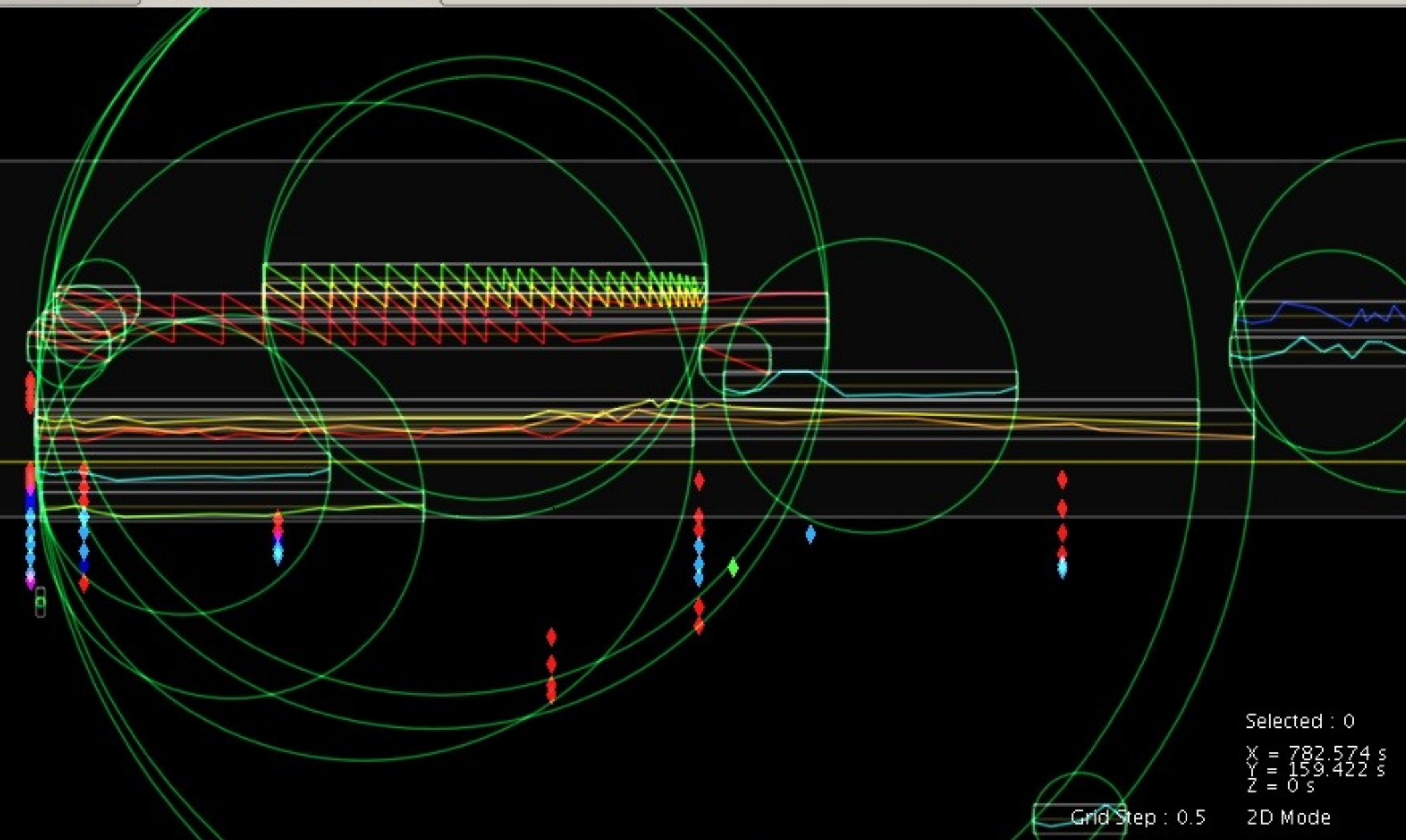
Time : 000:00:000

Speed : 1.19

Trajects ☒ Curves ☒
Cursors ☒ Triggers ☒

[10x10] ezrer

[2400x123] eros_agape2.4



Selected : 0

X = 782.574 s
Y = 159.422 s
Z = 0 s

Grid Step : 0.5

2D Mode

A low-angle, perspective view of a modern building's interior. The structure features a series of tall, slender, light-colored columns that support a dark, horizontal wooden beam. A staircase with wooden steps and a metal railing is visible in the background, ascending towards the upper levels. The lighting is dramatic, with strong shadows and highlights, emphasizing the geometric forms and textures of the materials.

Obrigado!

Yorik van Havre
<http://yorik.uncreated.net>
@yorikvanhavre