





FORM-FINDING OF BRANCHING STRUCTURES  
SUPPORTING FREEFORM ARCHITECTURAL SURFACES

Alex Kouwenhoven

05-07-2018

# Background

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I Research Framework | II Theoretical Framework | III Calculation of structures | IV Design problem | V Design solution | VI Design | VII Conclusion

FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

## Background

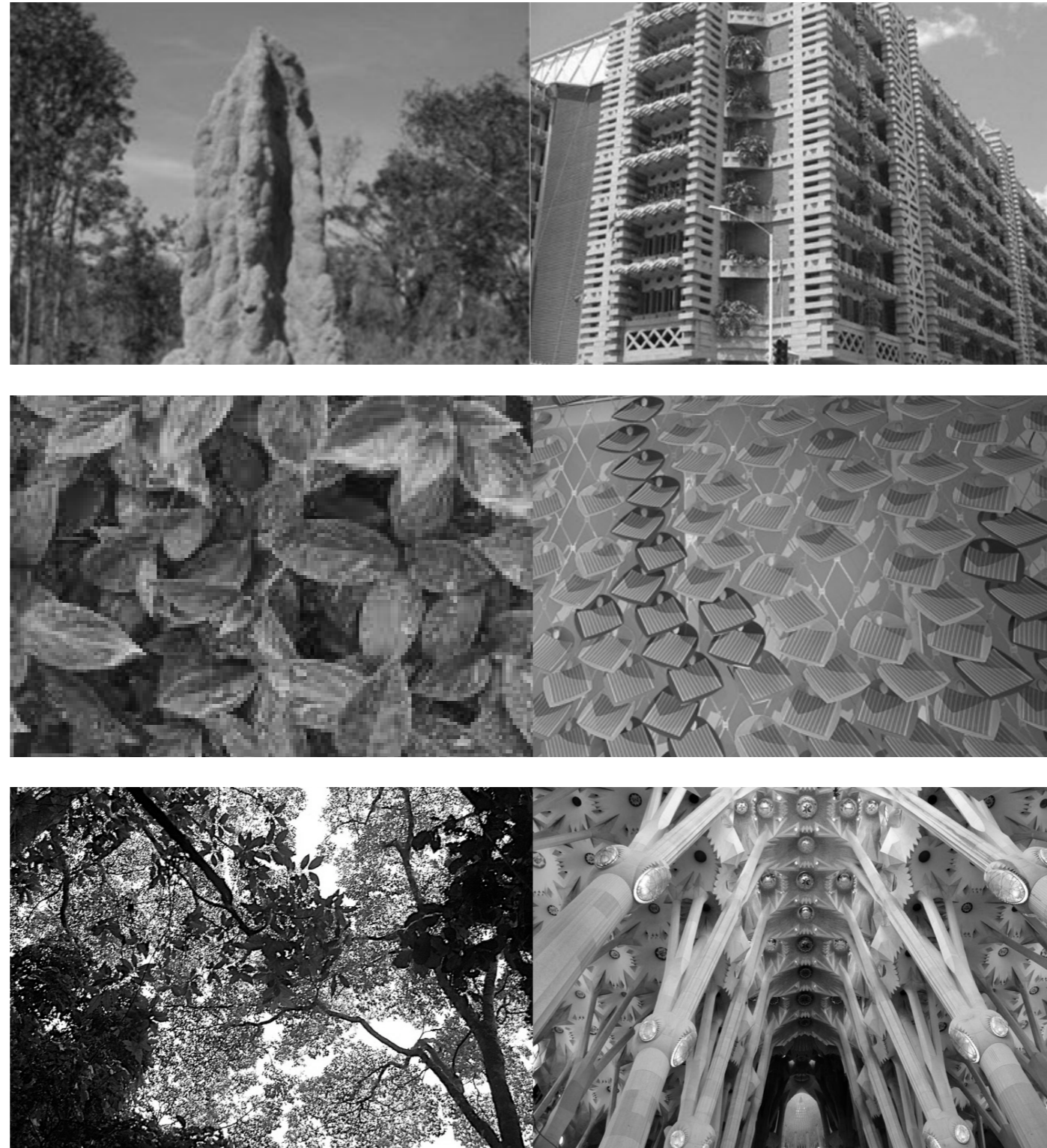
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*“You could look at nature as being like a catalog of products,  
and all of those have benefited from a 3.8 billion year research and development period.  
And given that level of investment, it makes sense to use it.”*

**Michael Pawlyn**

# Background

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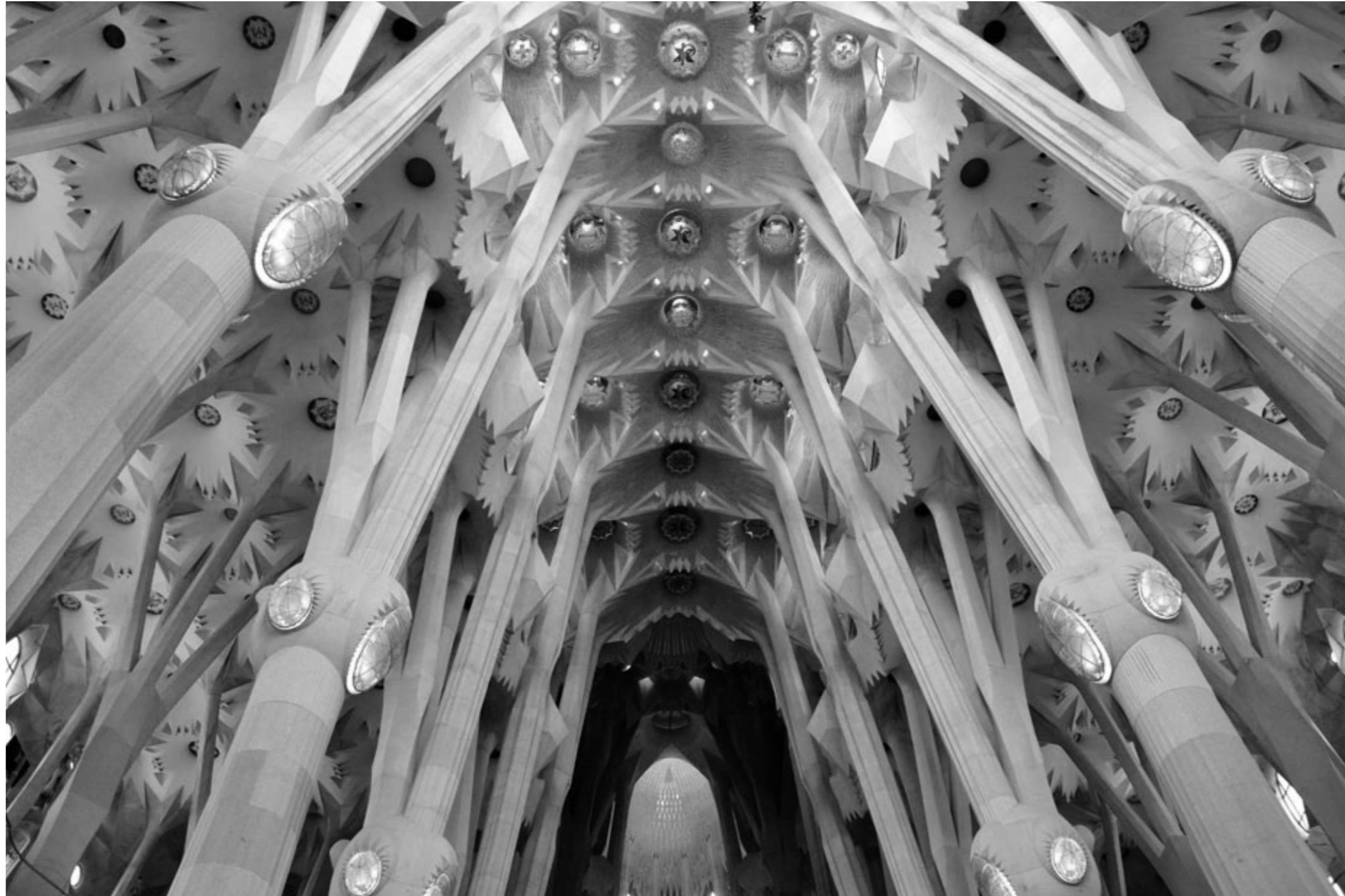


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# Background

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*'There is no better structure than the trunk of a tree or a human skeleton'*

**Antonio Gaudí**

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# Background

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*The main issue about these structures is finding the most reasonable form to solve the problem of actual project.*

## Background

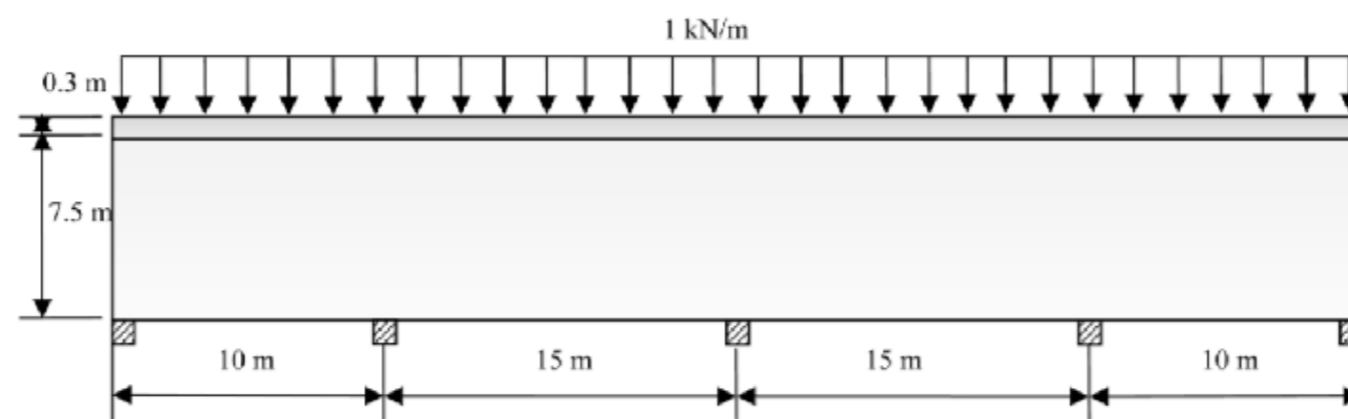
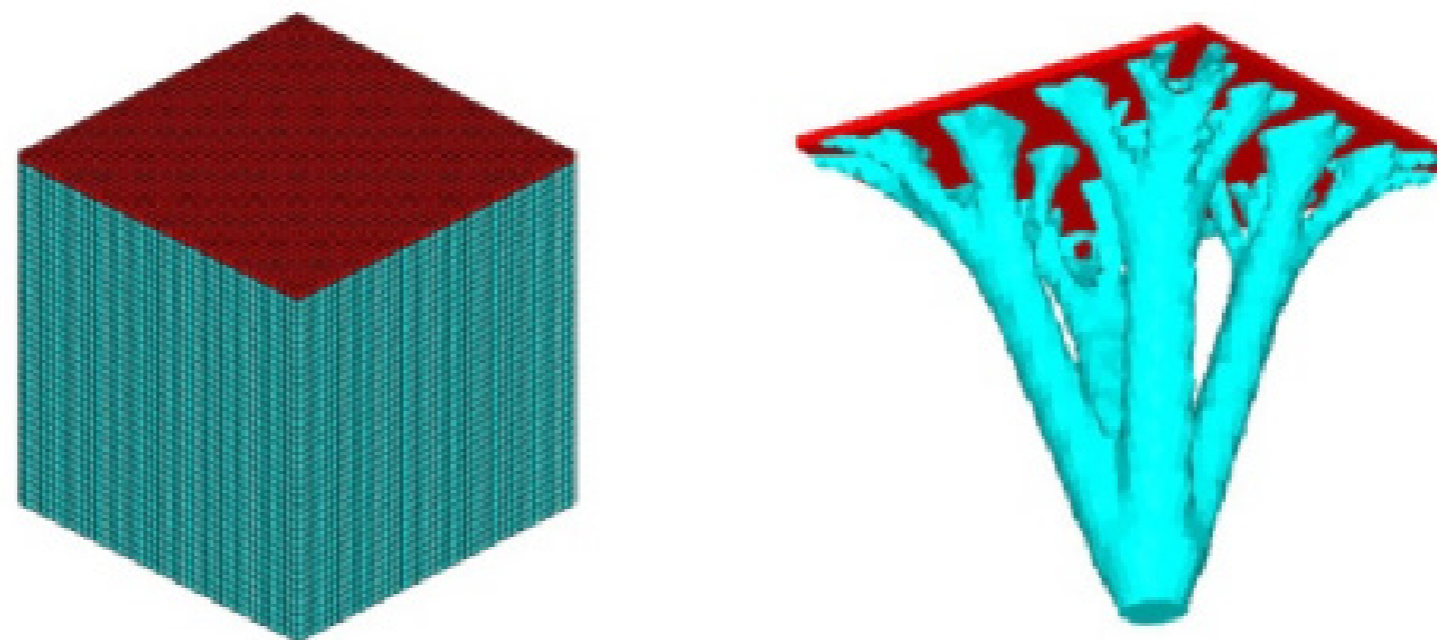
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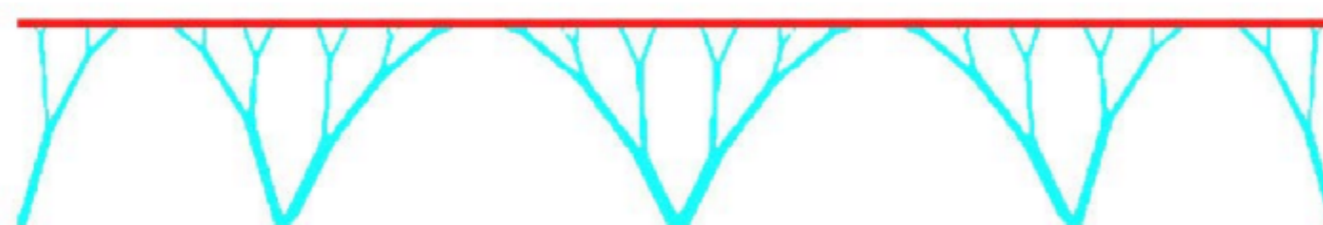
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# Problem statement



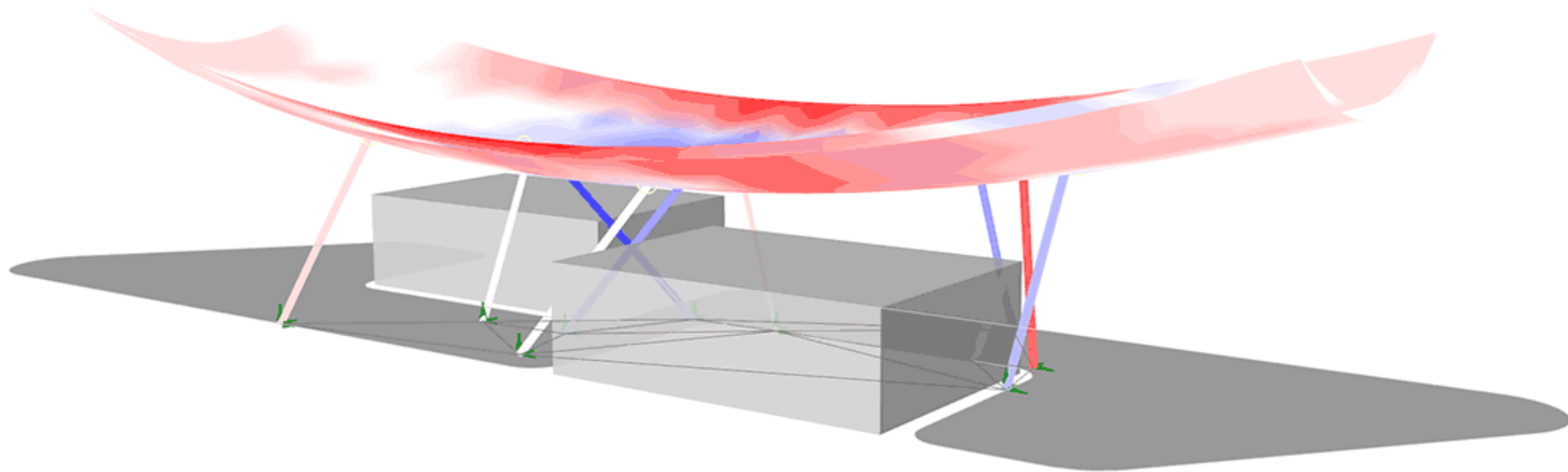
(a)



(b)

# Problem statement

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## Problem statement

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# Problem statement

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## Problem statement

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*There is no analytical method of form-finding the optimal branching structure as a support of freeform architectural expressions.*

## Research question

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*“How can we design structurally efficient three-dimensional branching structures as a support of freeform architectural surfaces?”*

# Presentation

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## Research question

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*“How can we design structurally efficient three-dimensional branching structures as a support of freeform architectural surfaces?”*

## Research question

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*“How can we design structurally efficient three-dimensional branching structures as a support of freeform architectural surfaces?”*

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## Research question

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*“How can we design structurally efficient **three-dimensional branching structures** as a support of freeform architectural surfaces?”*

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# Freeform surfaces

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## Freeform surfaces

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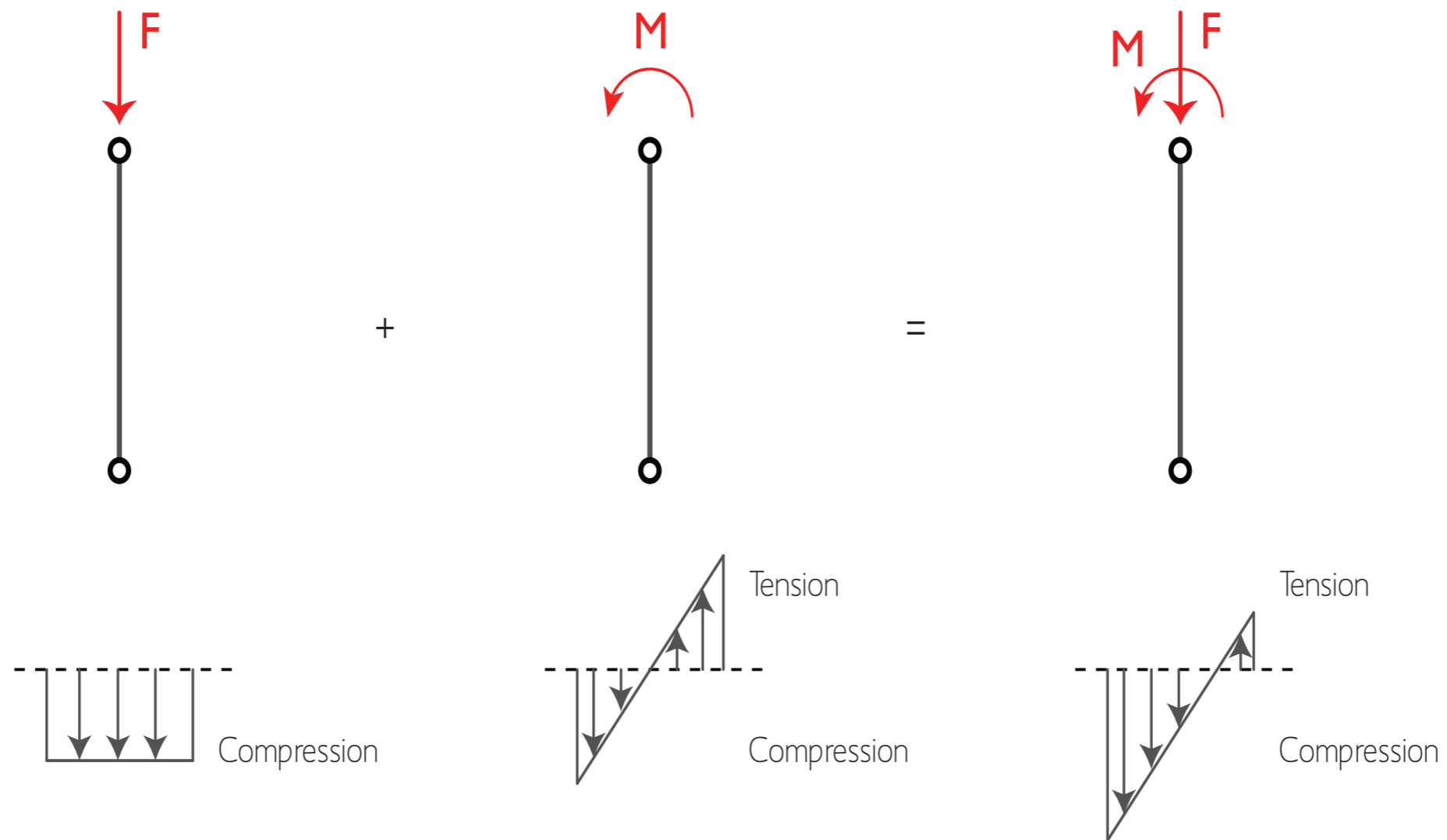


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# Structural efficient

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## Branching structures

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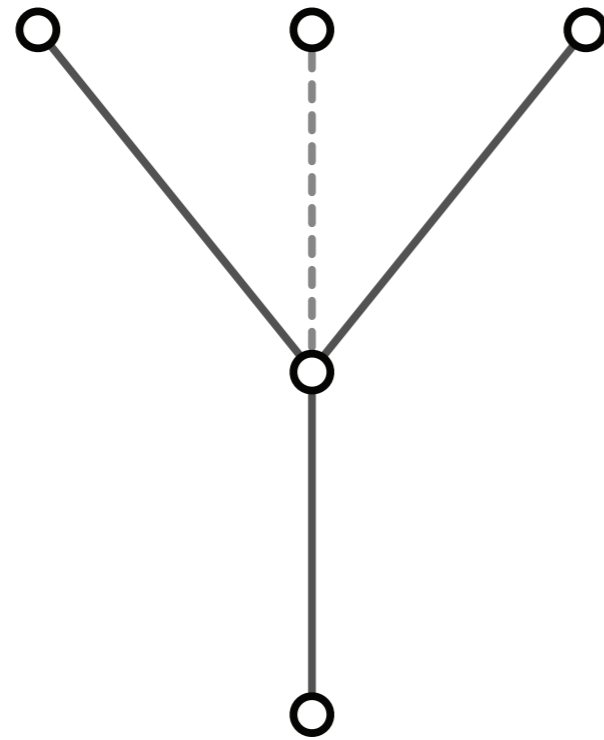


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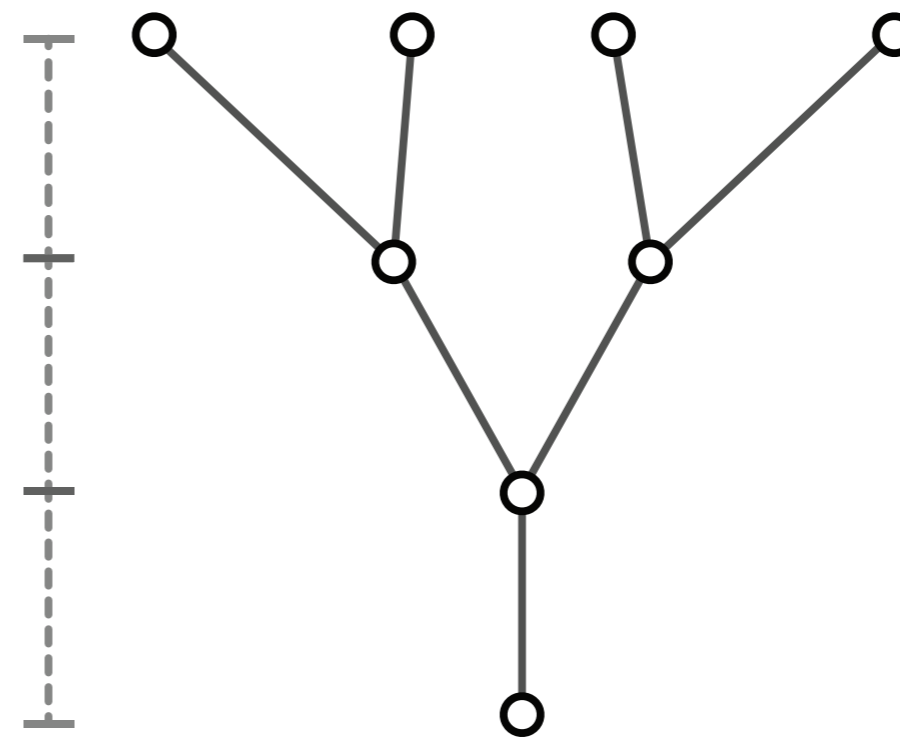
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# Branching structures

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branches



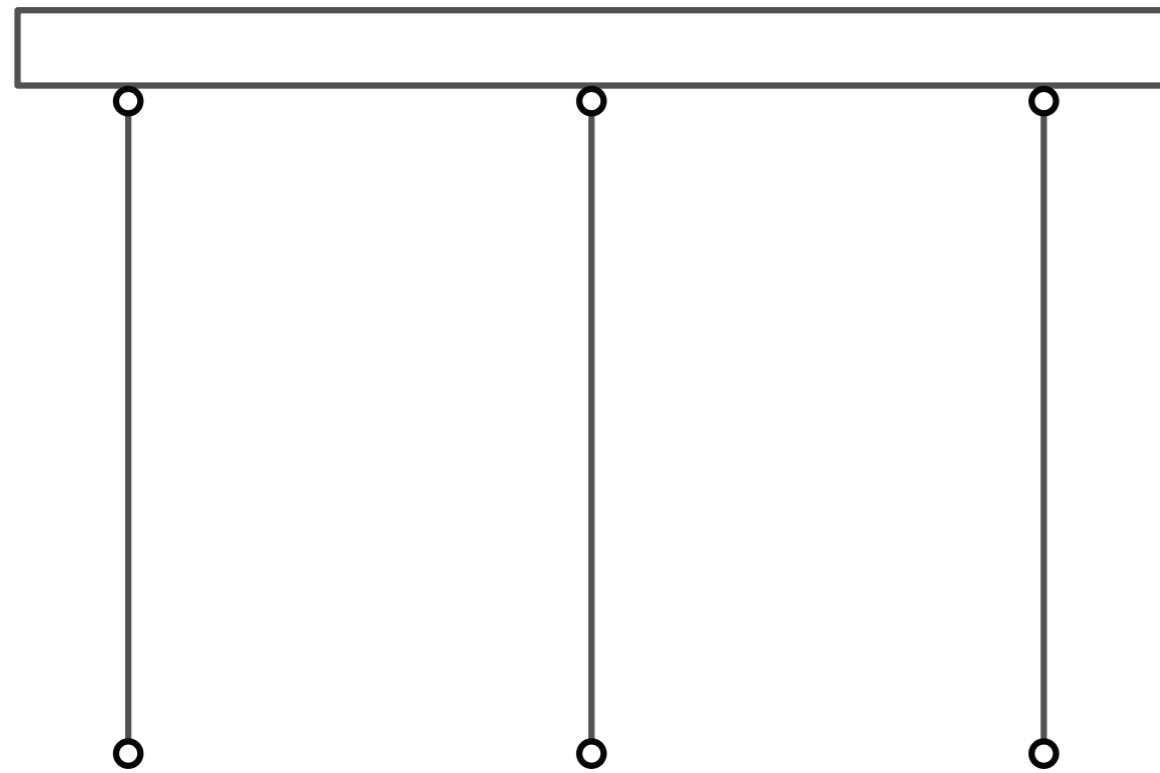
iterations

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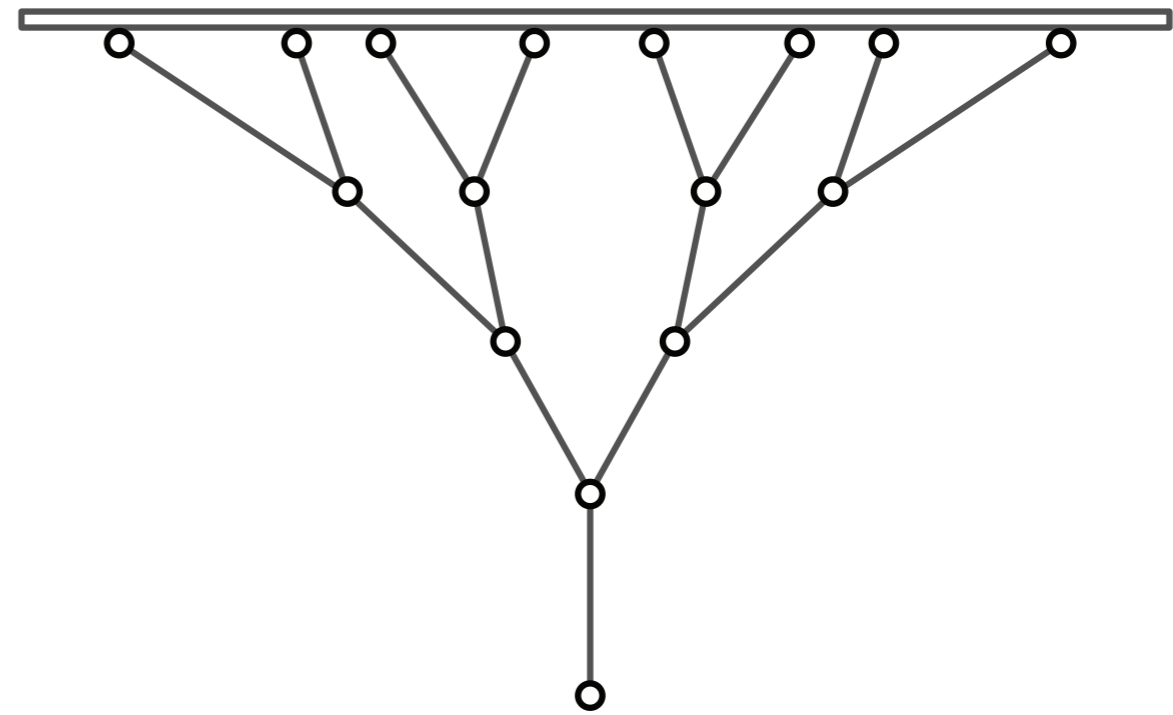
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# Branching structures

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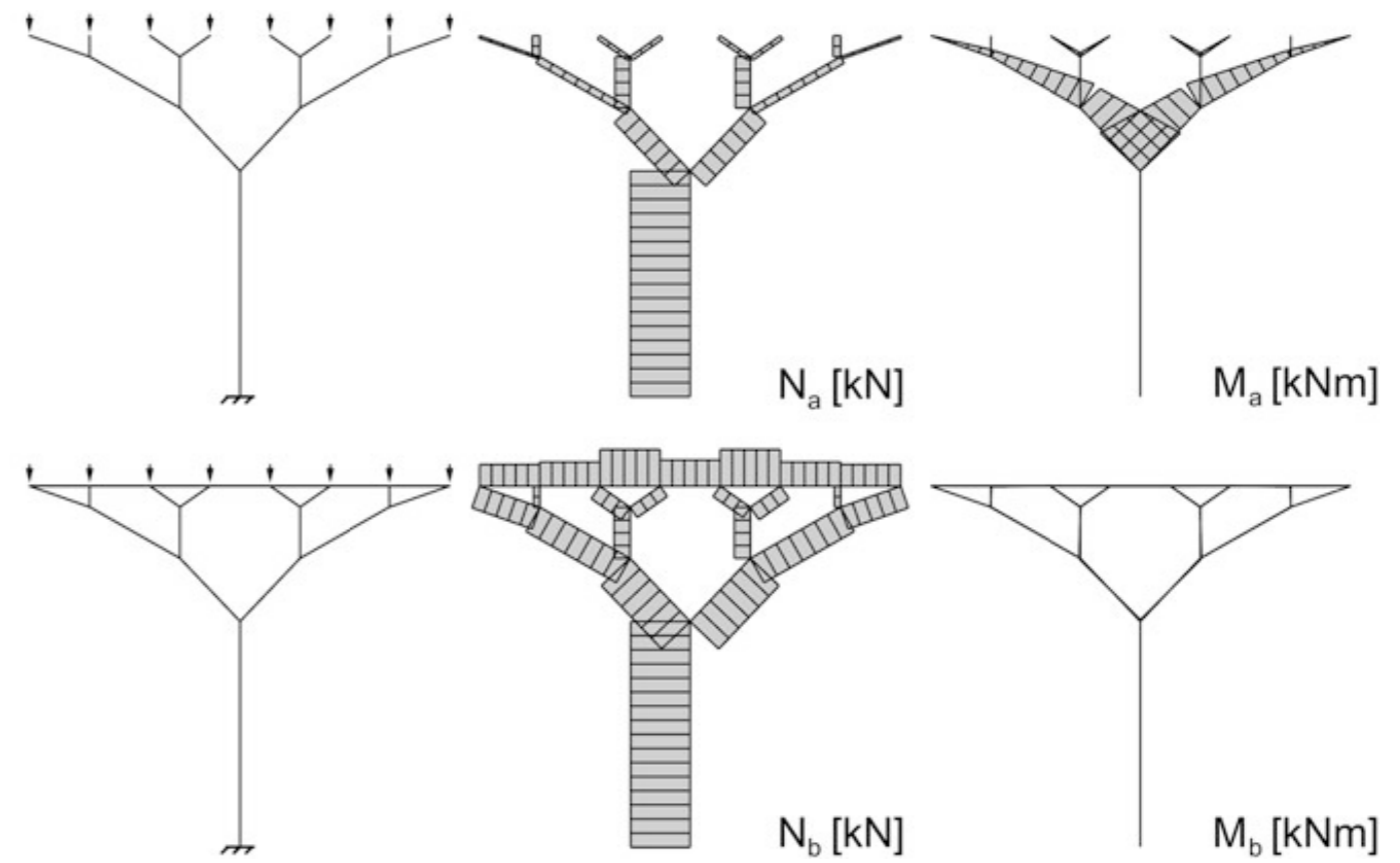
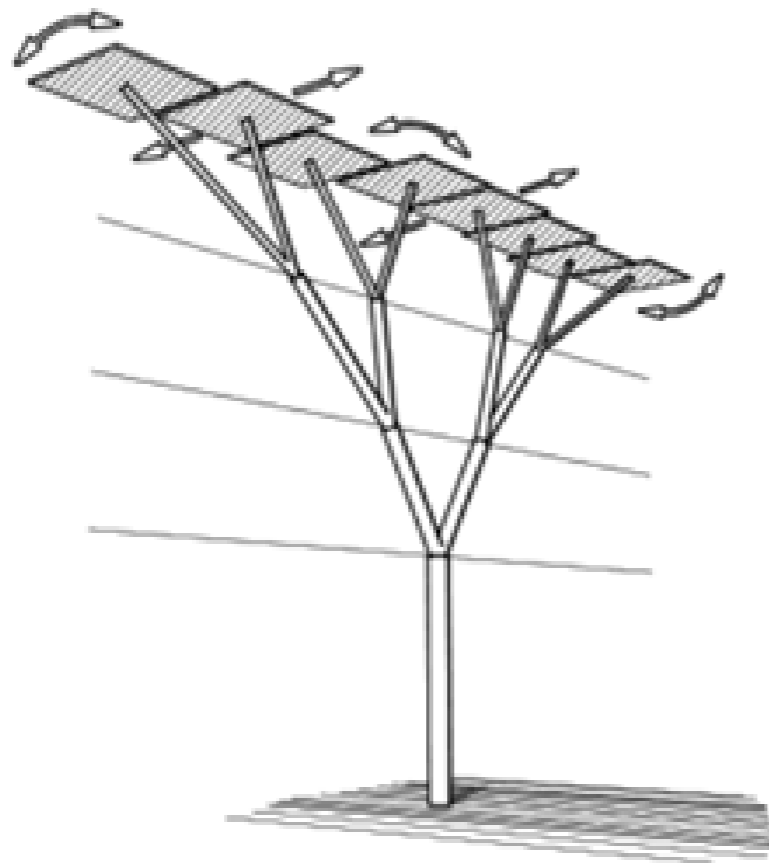


columns and beams



branching column

# Branching structures



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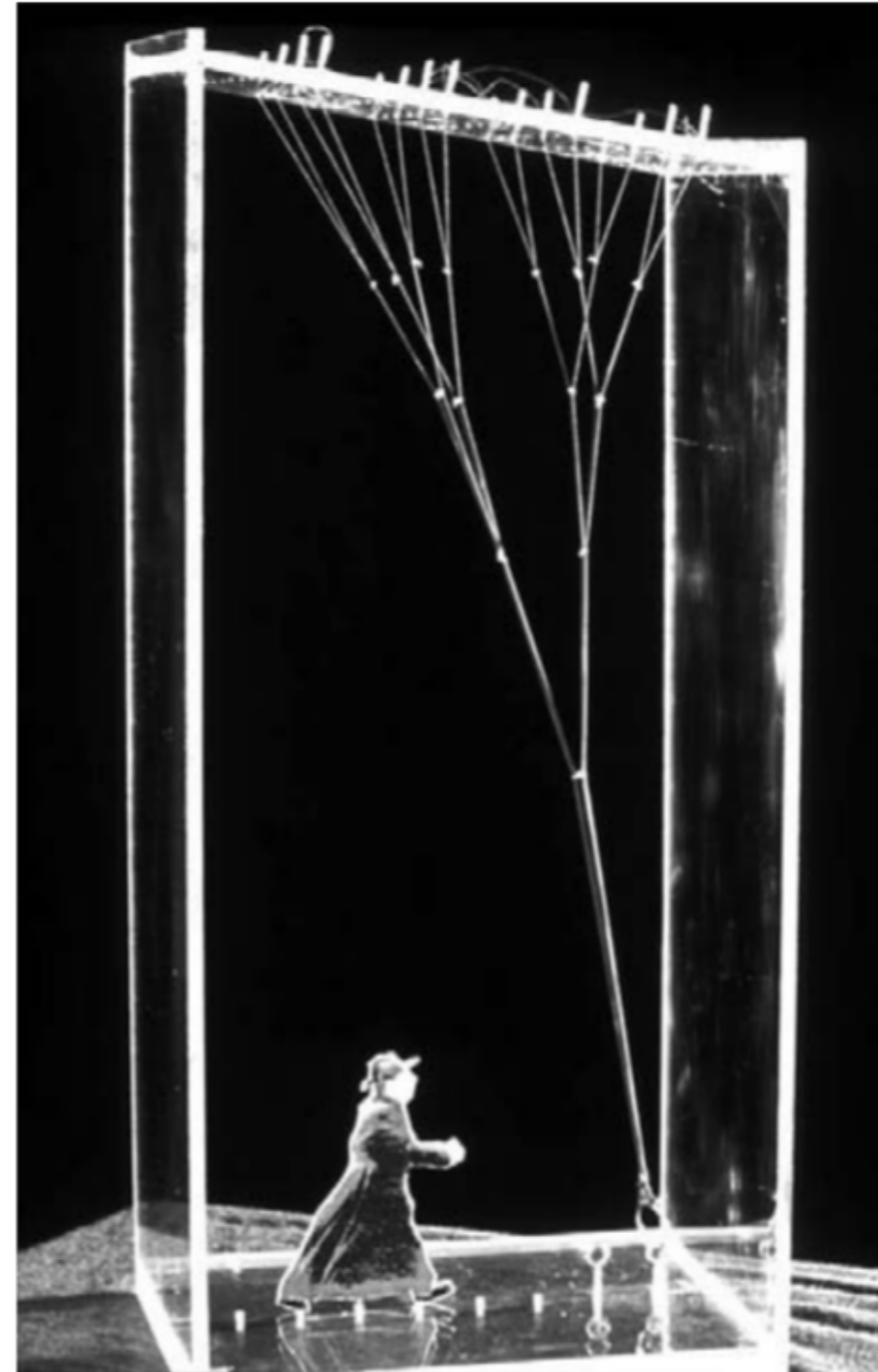
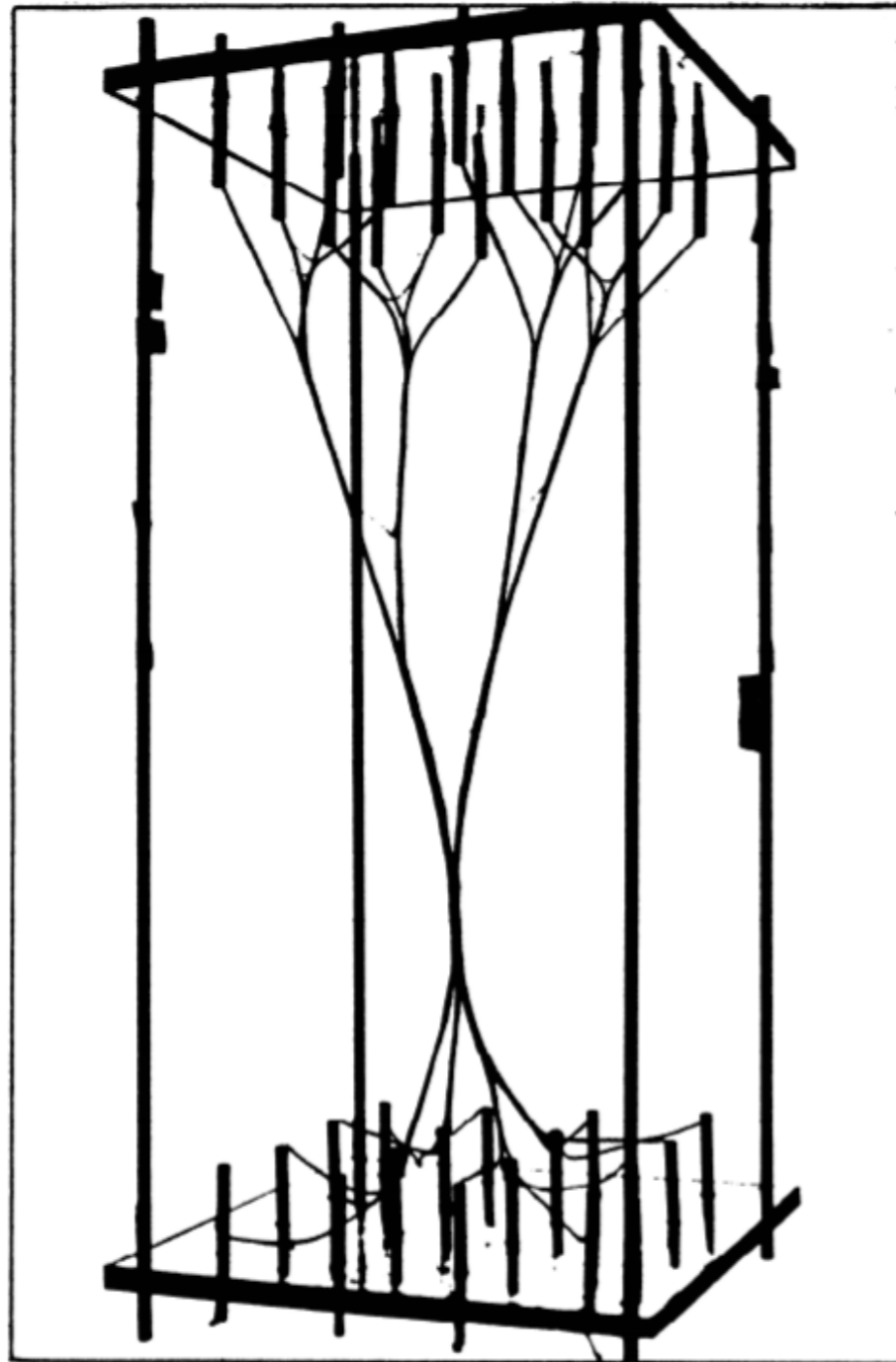
## Structural efficient

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*The main issue about these structures is finding the most reasonable form to solve the problem of actual project.*



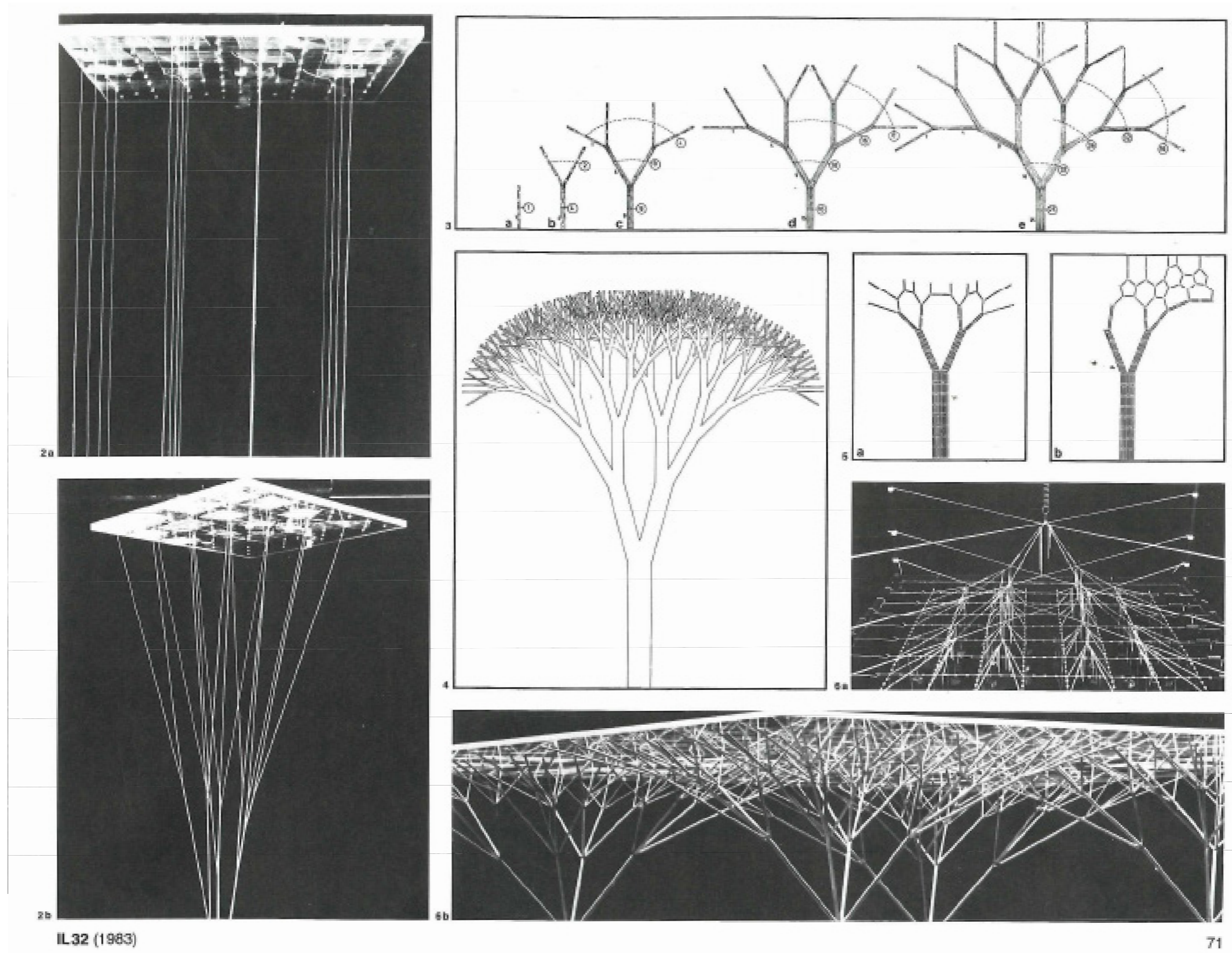
# Form finding



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# Form finding



## Form finding

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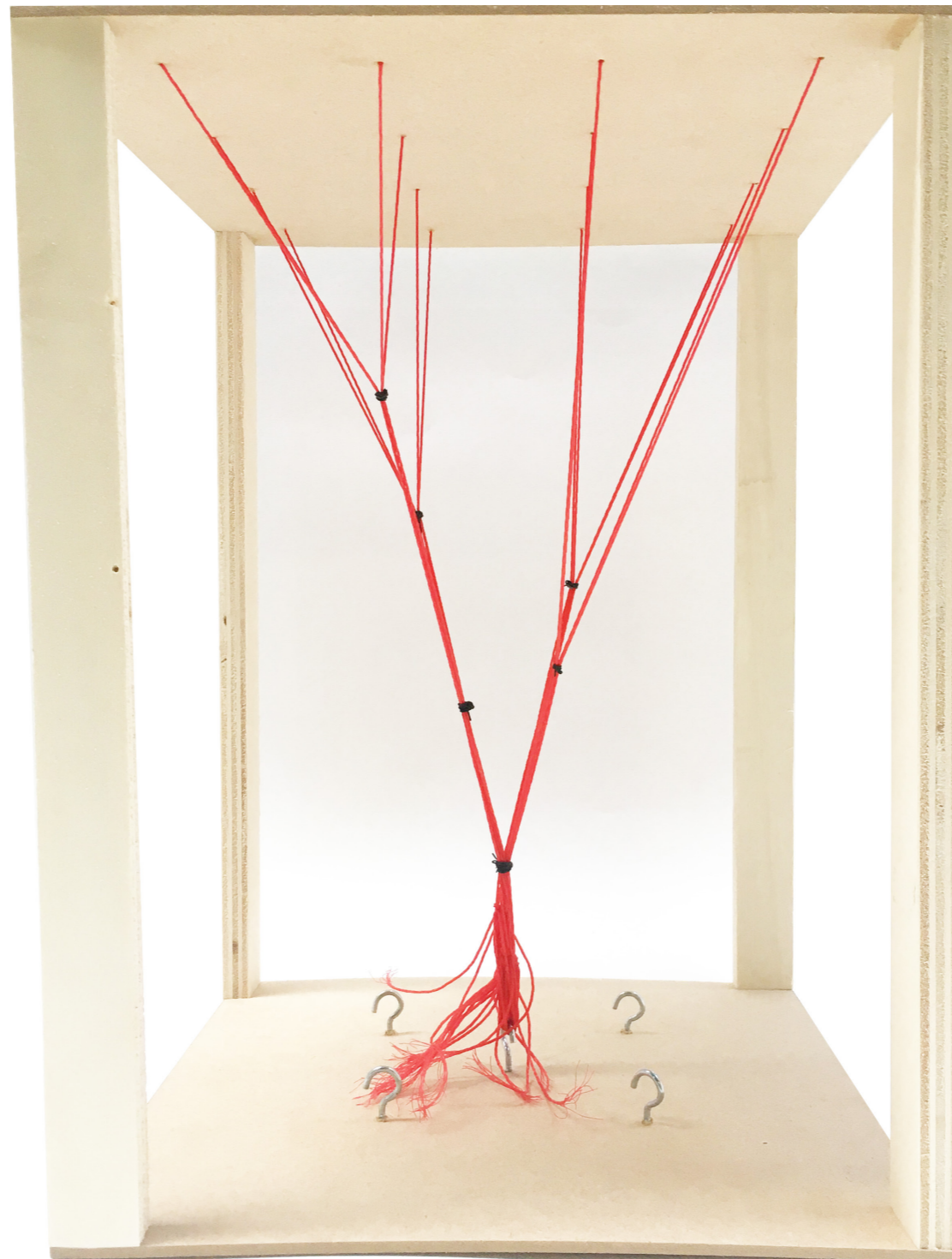


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# Form finding

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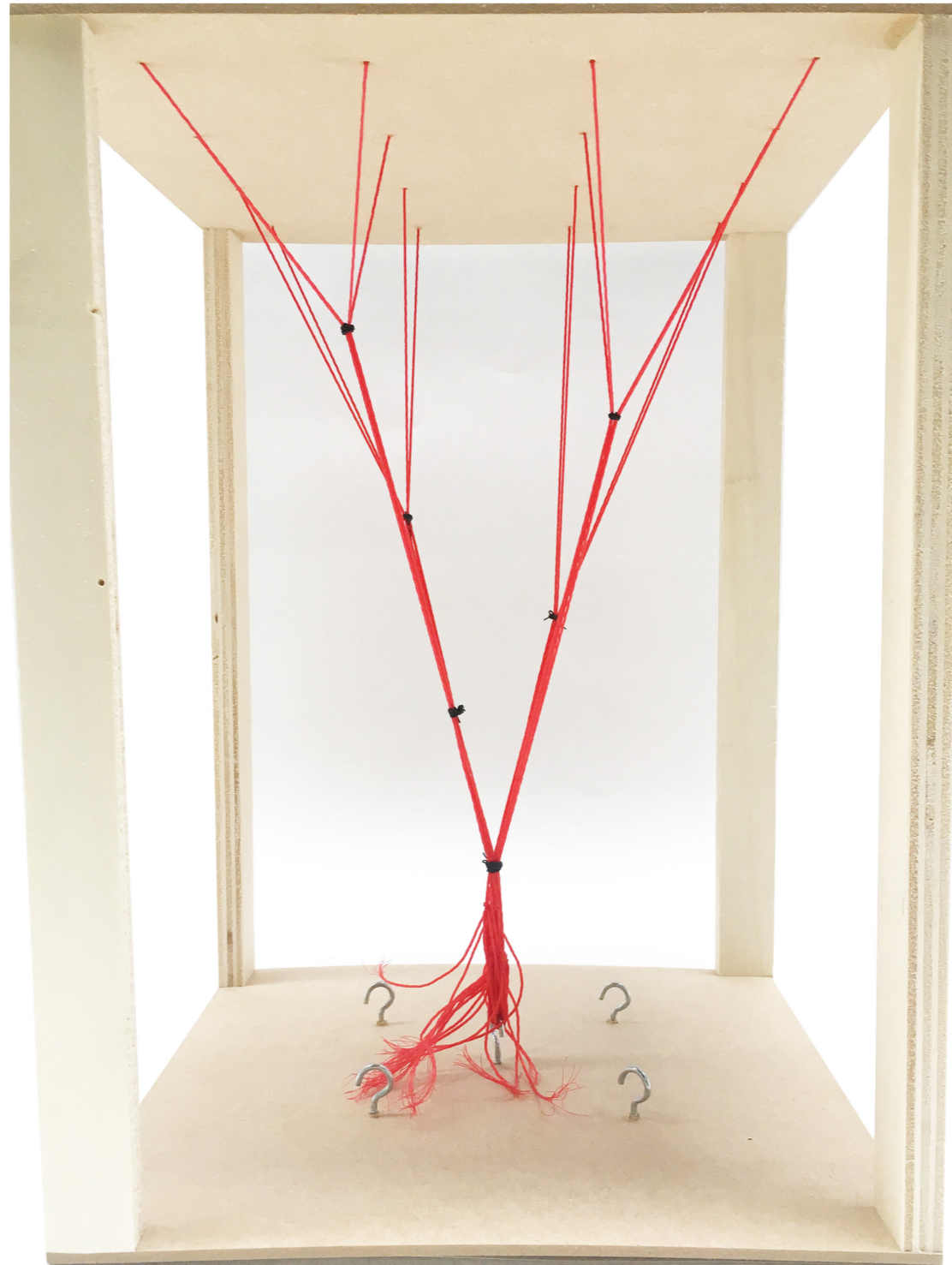


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# Form finding

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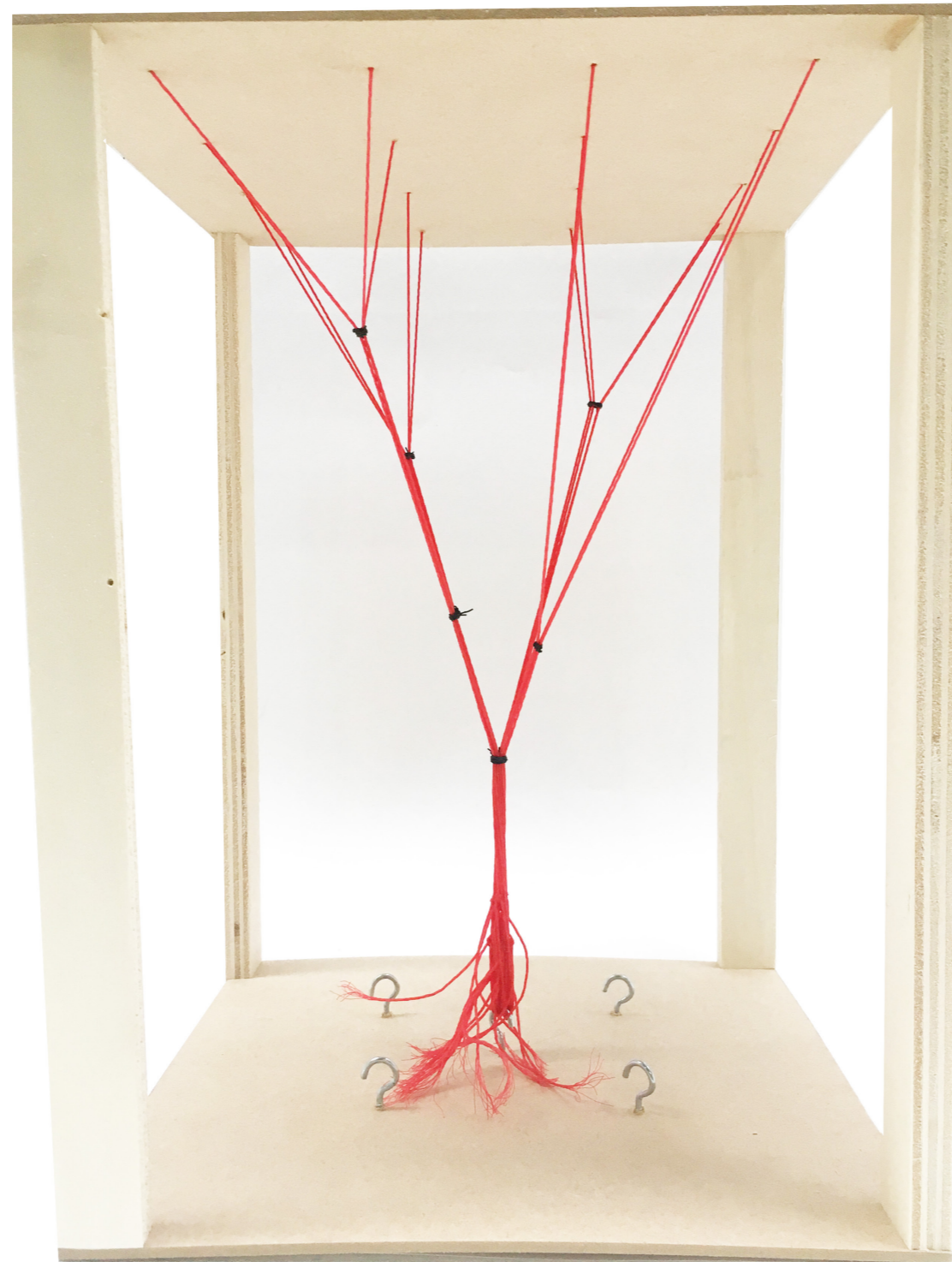


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# Form finding

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*Finding an (optimal) shape of a [form-active structure] that is in  
(or approximates) a state of static equilibrium.*

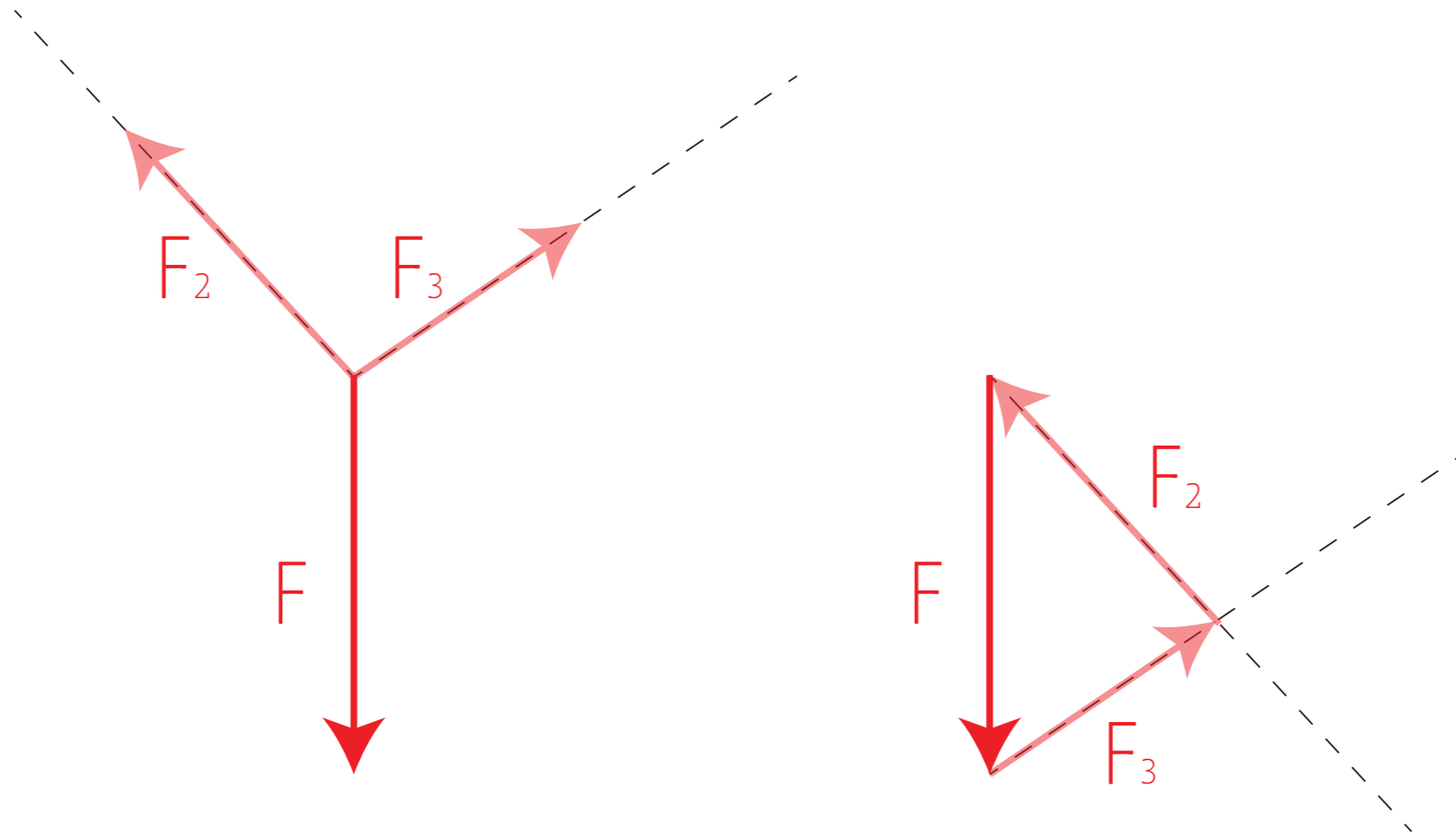
**J. Lewis**

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# Graphic statics

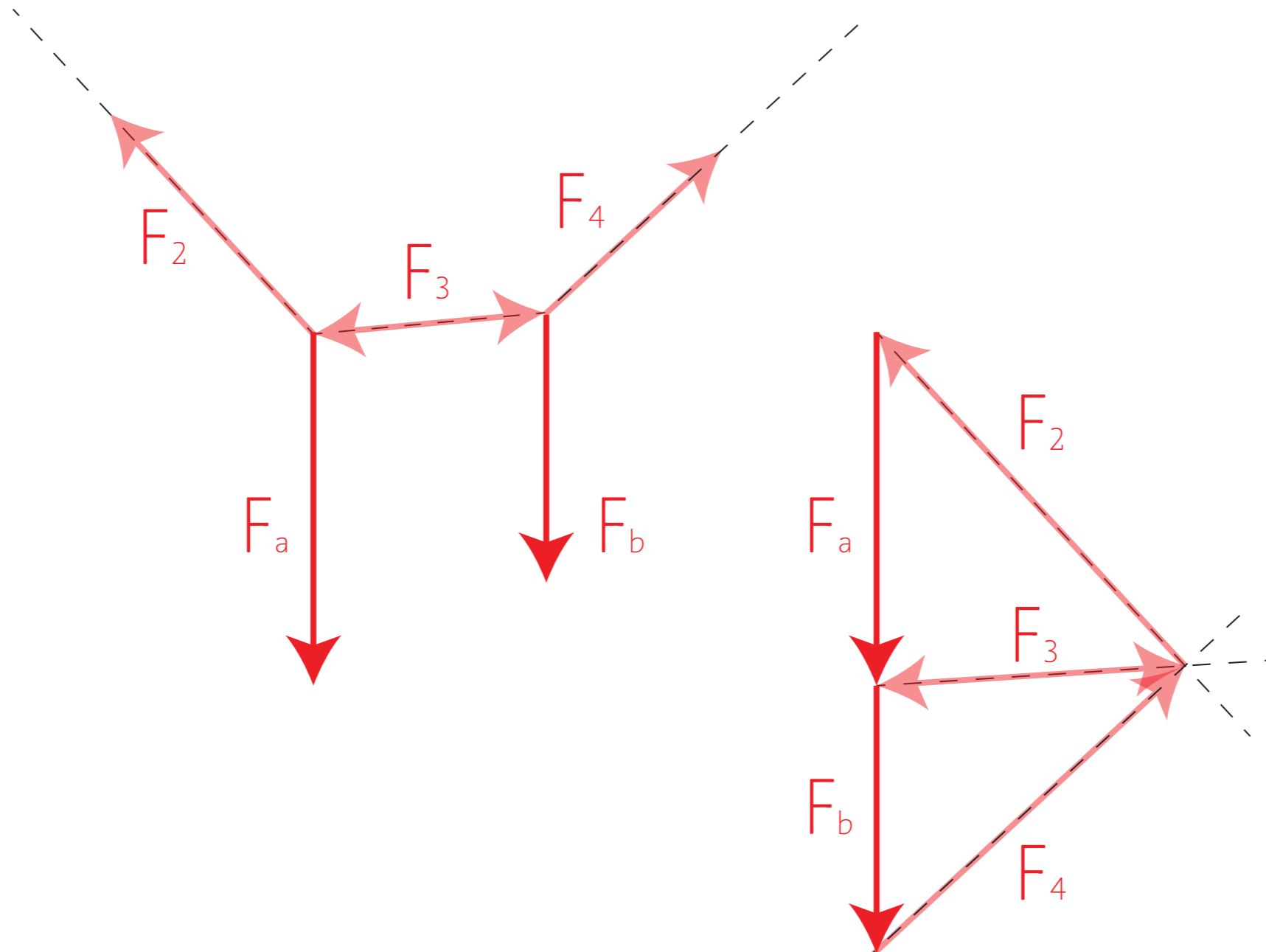
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# Graphic statics

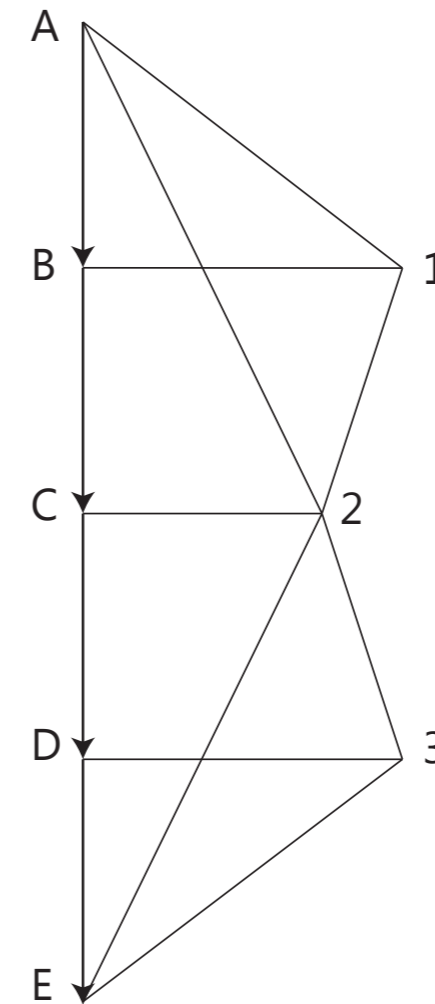
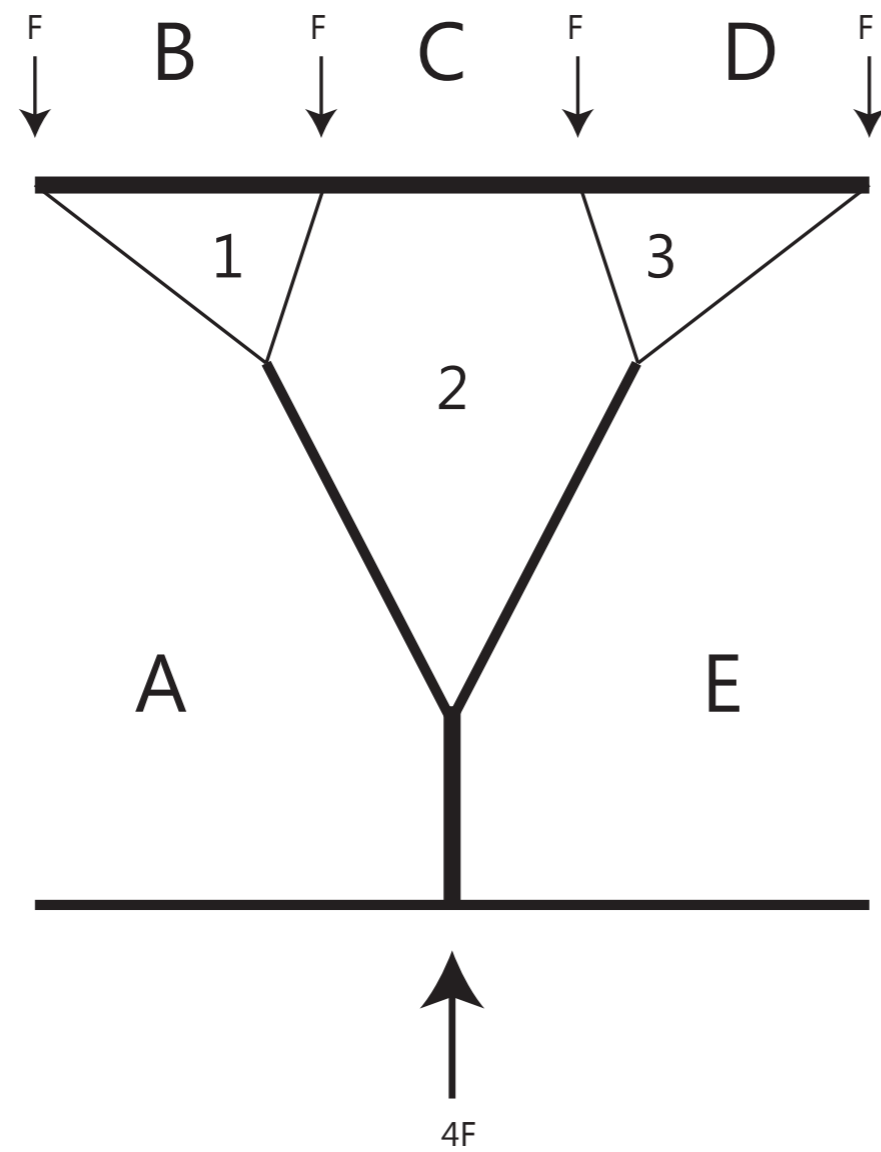
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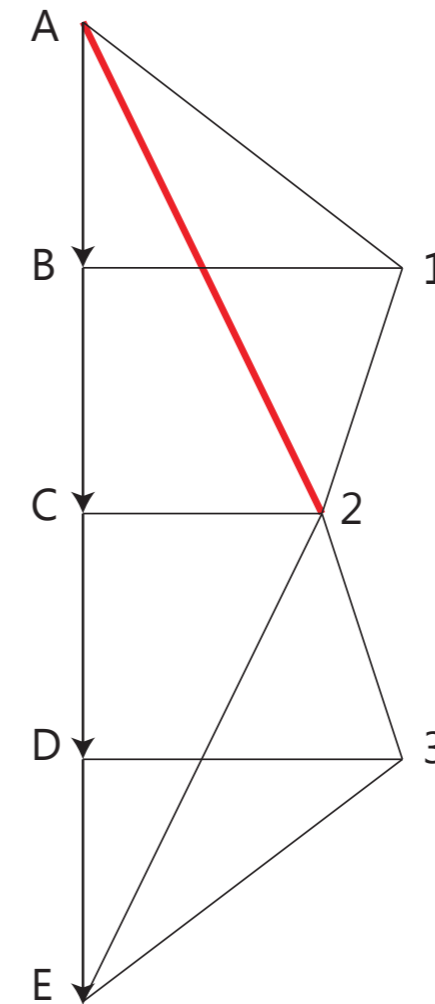
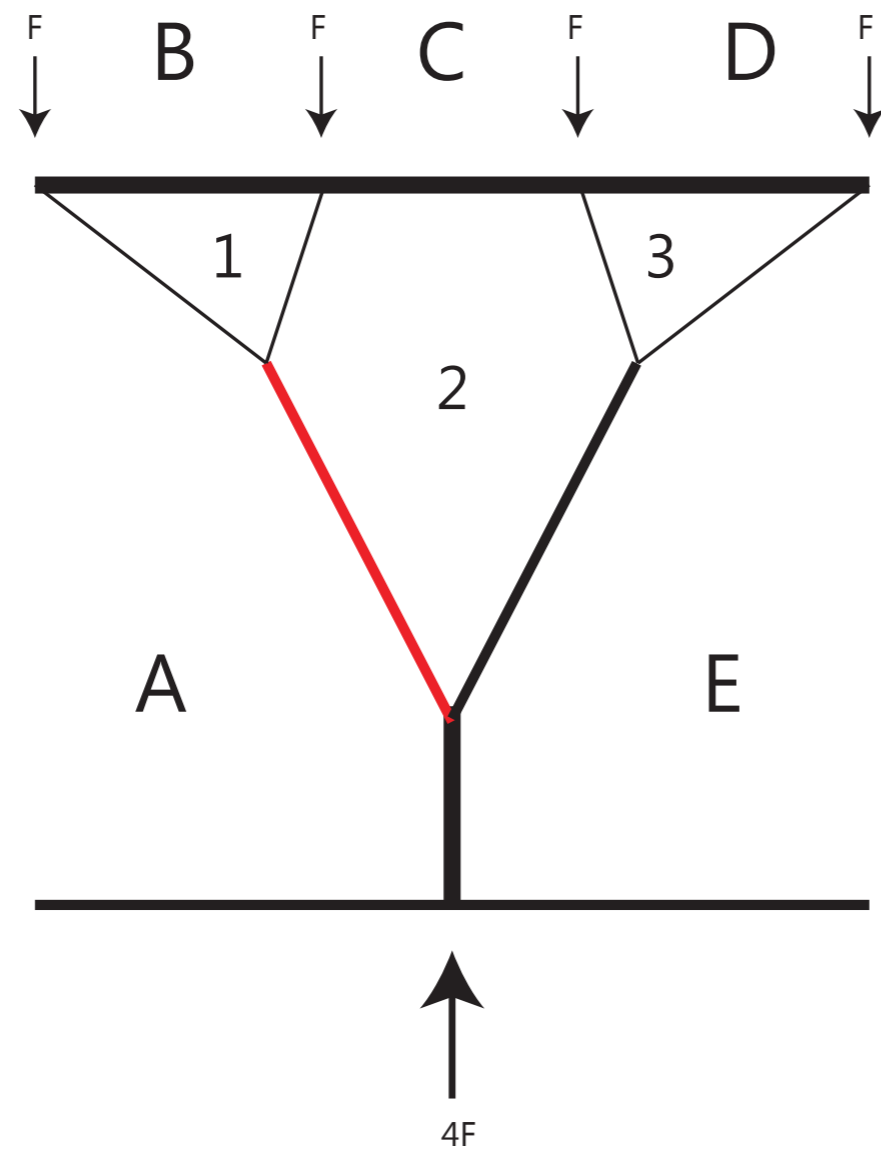
# Branching graphic statics



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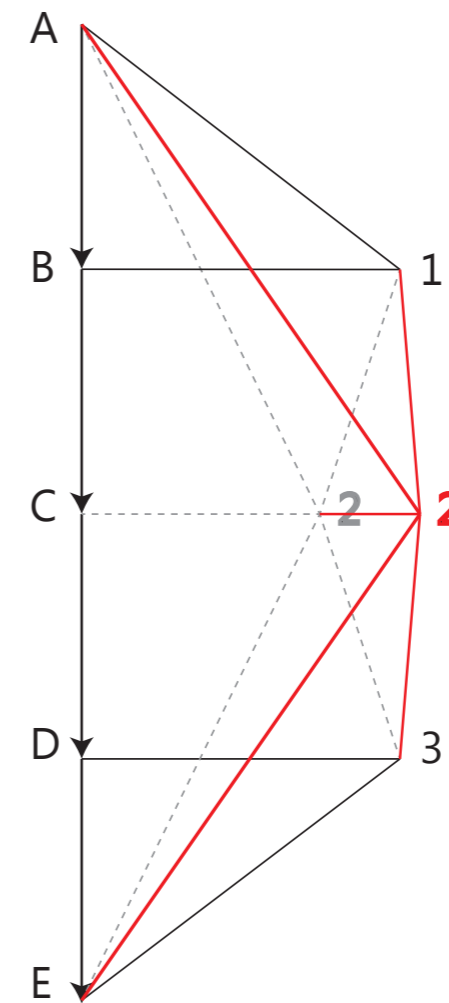
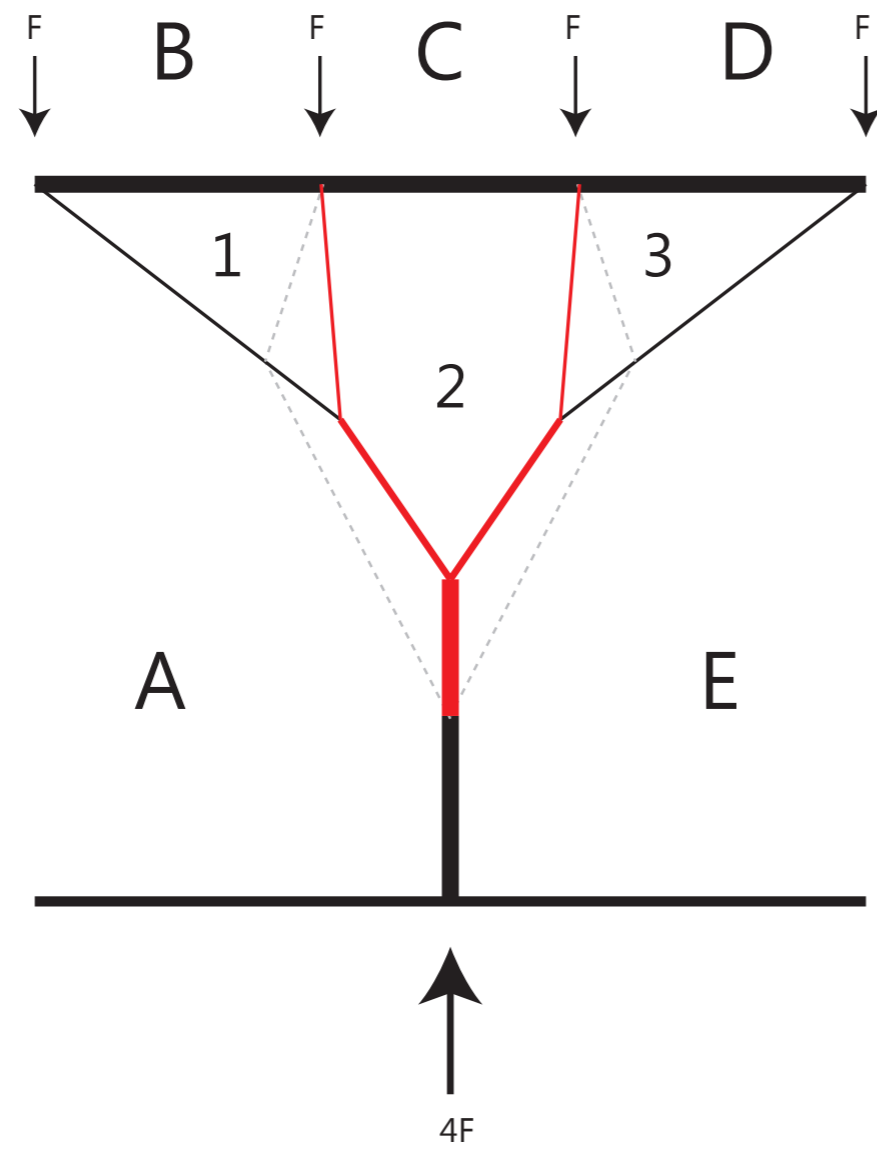
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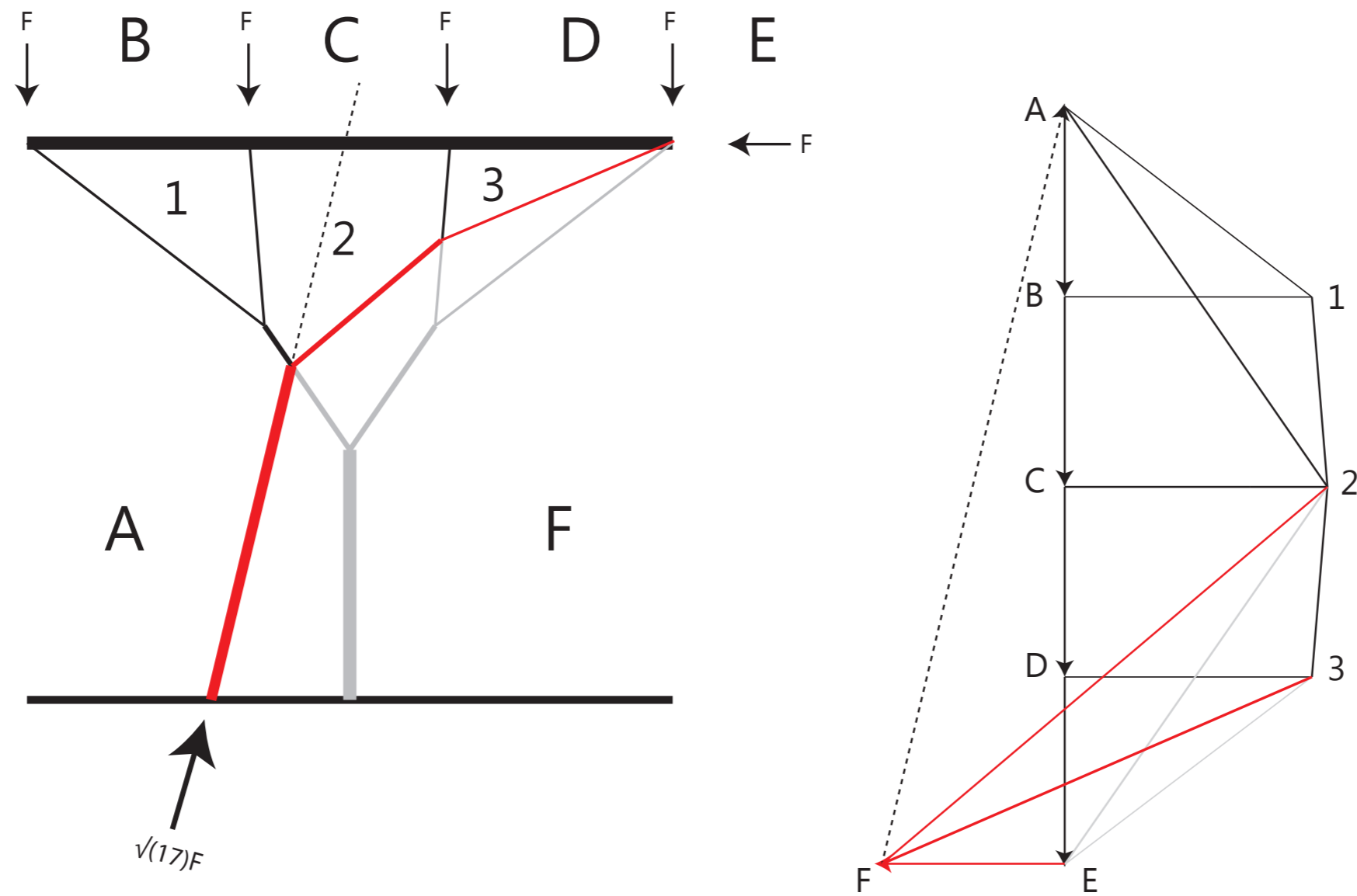
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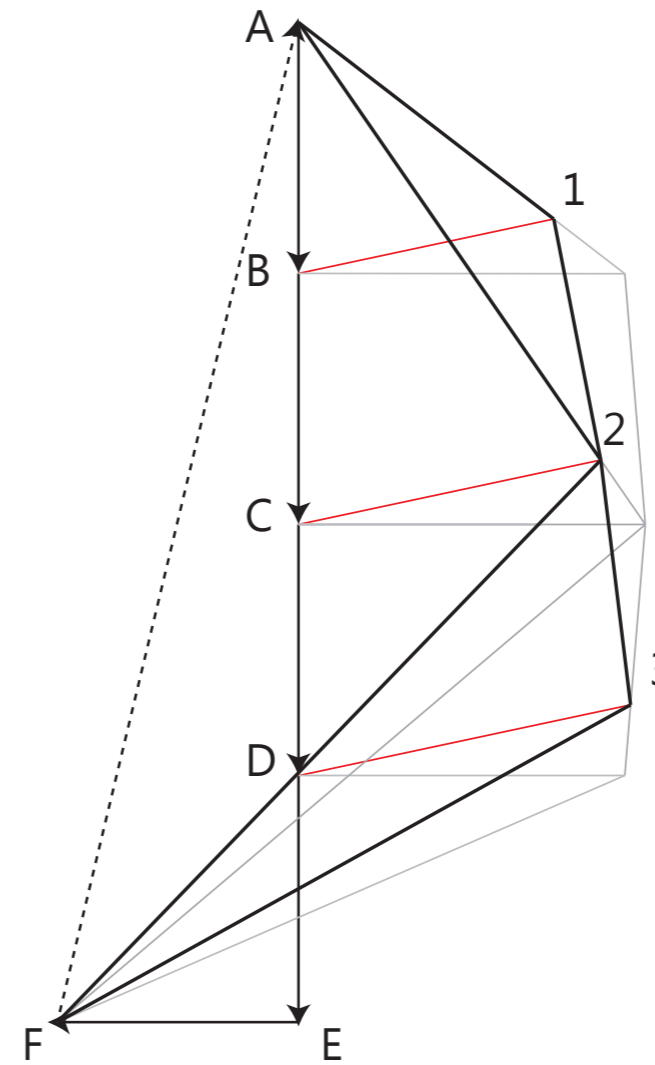
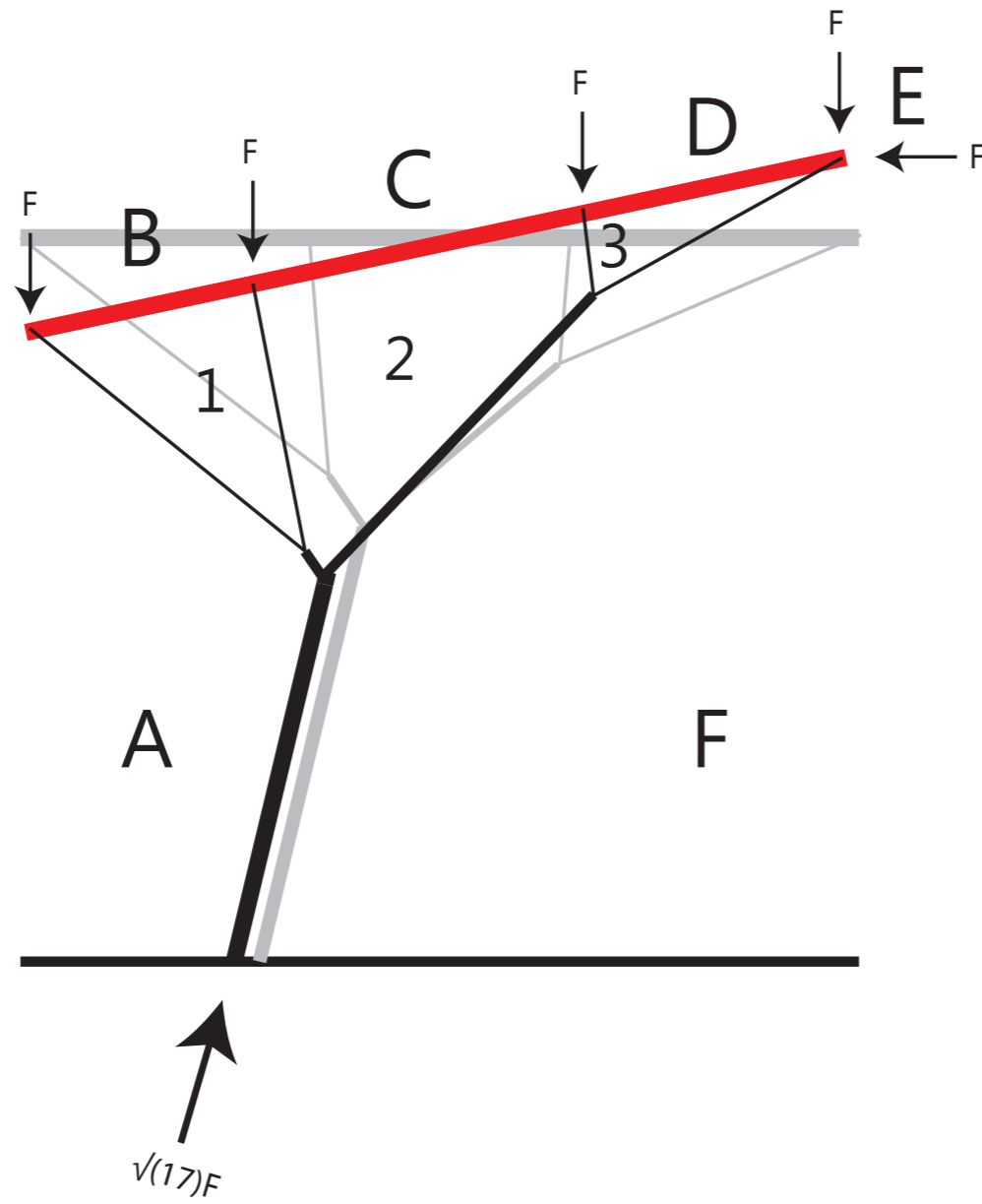
# Branching graphic statics



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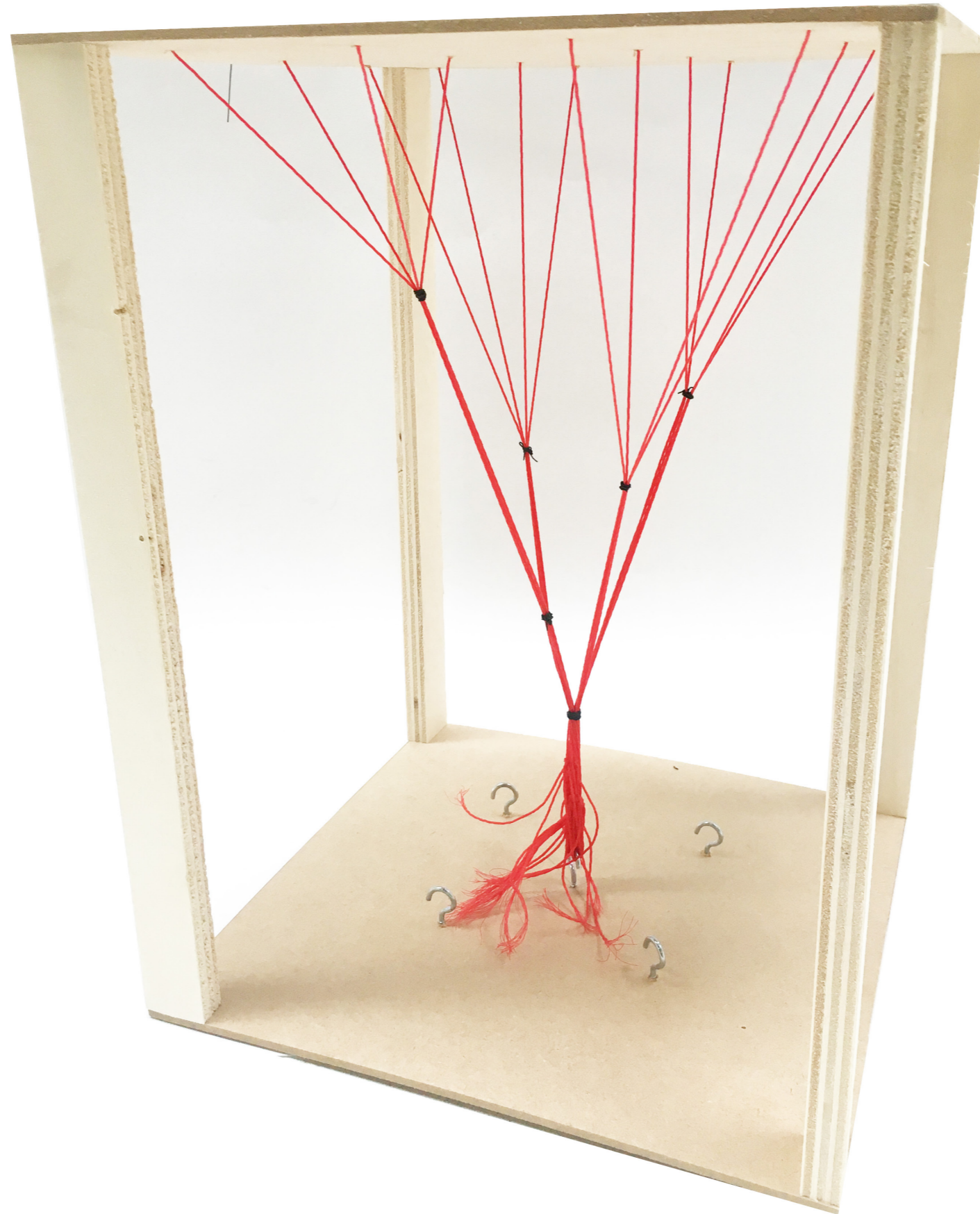
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## Calculation of arches and shells

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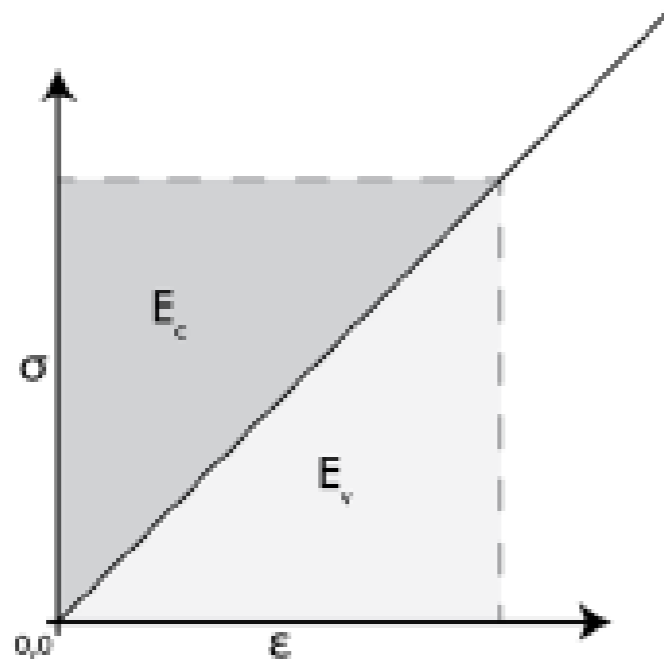


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## Complementary energy

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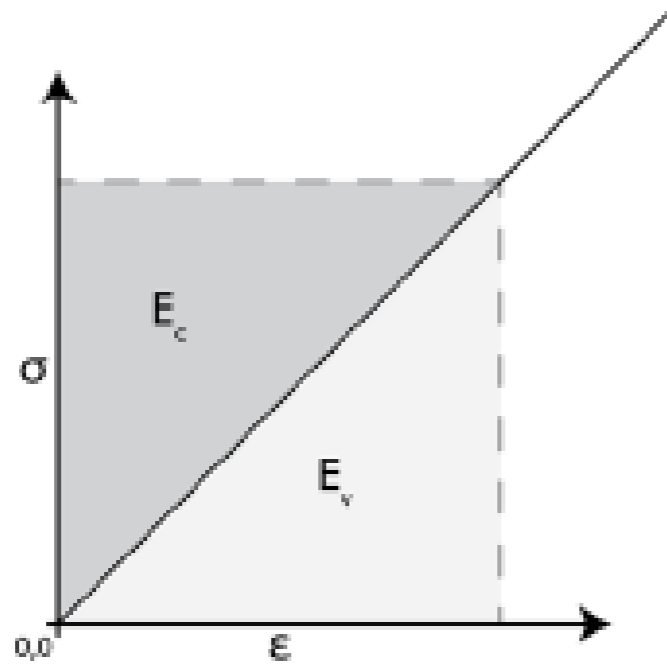


$$E_{compl} = \frac{1}{2} \sigma \epsilon = E_v$$

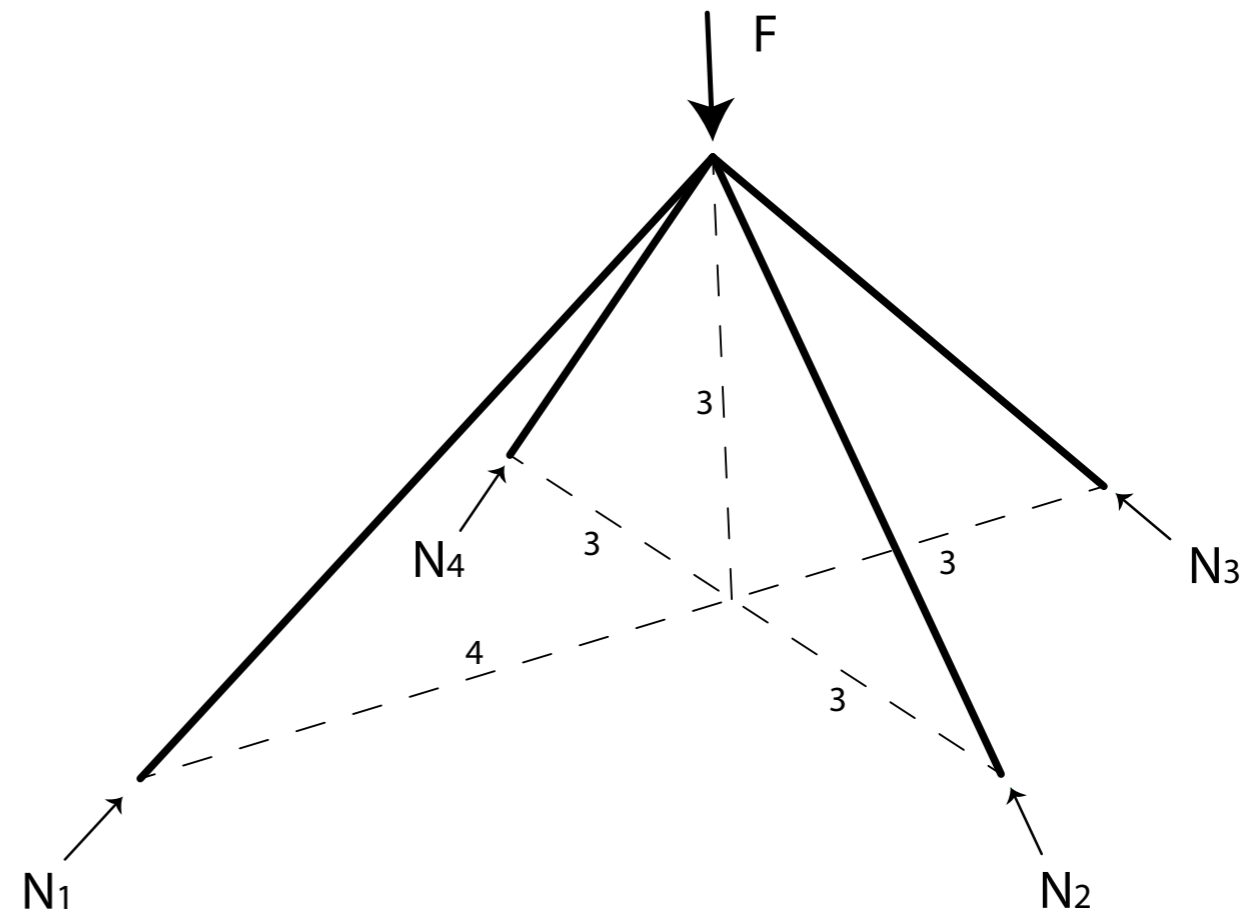
$$E_{compl,total} = \sum_{i=1}^n F_i^2 l_i$$

$$E_{compl,total} = \sum_{i=1}^n F_i^2 l_i = \textit{minimum}$$

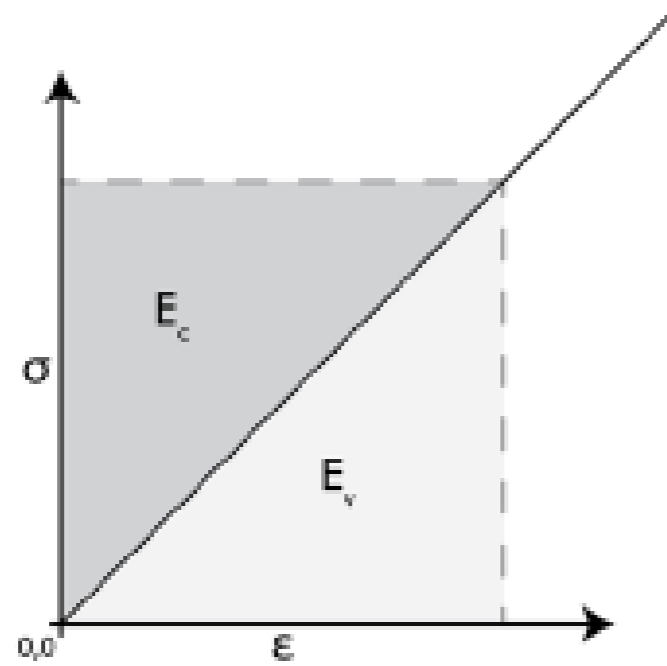
# Complementary energy



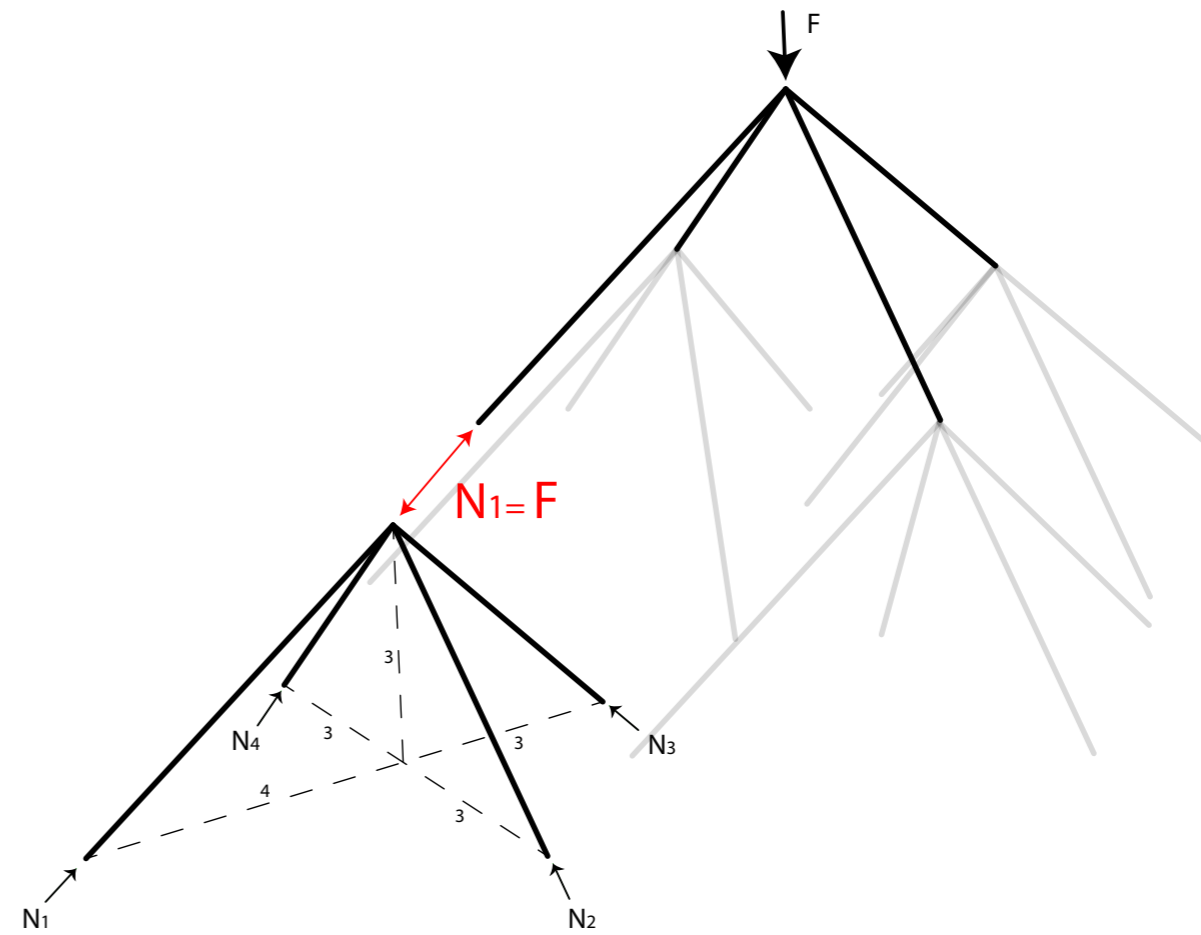
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# Complementary energy



$$E_{compl,total} = \sum_{i=1}^n F_i^2 l_i = \textit{minimum}$$



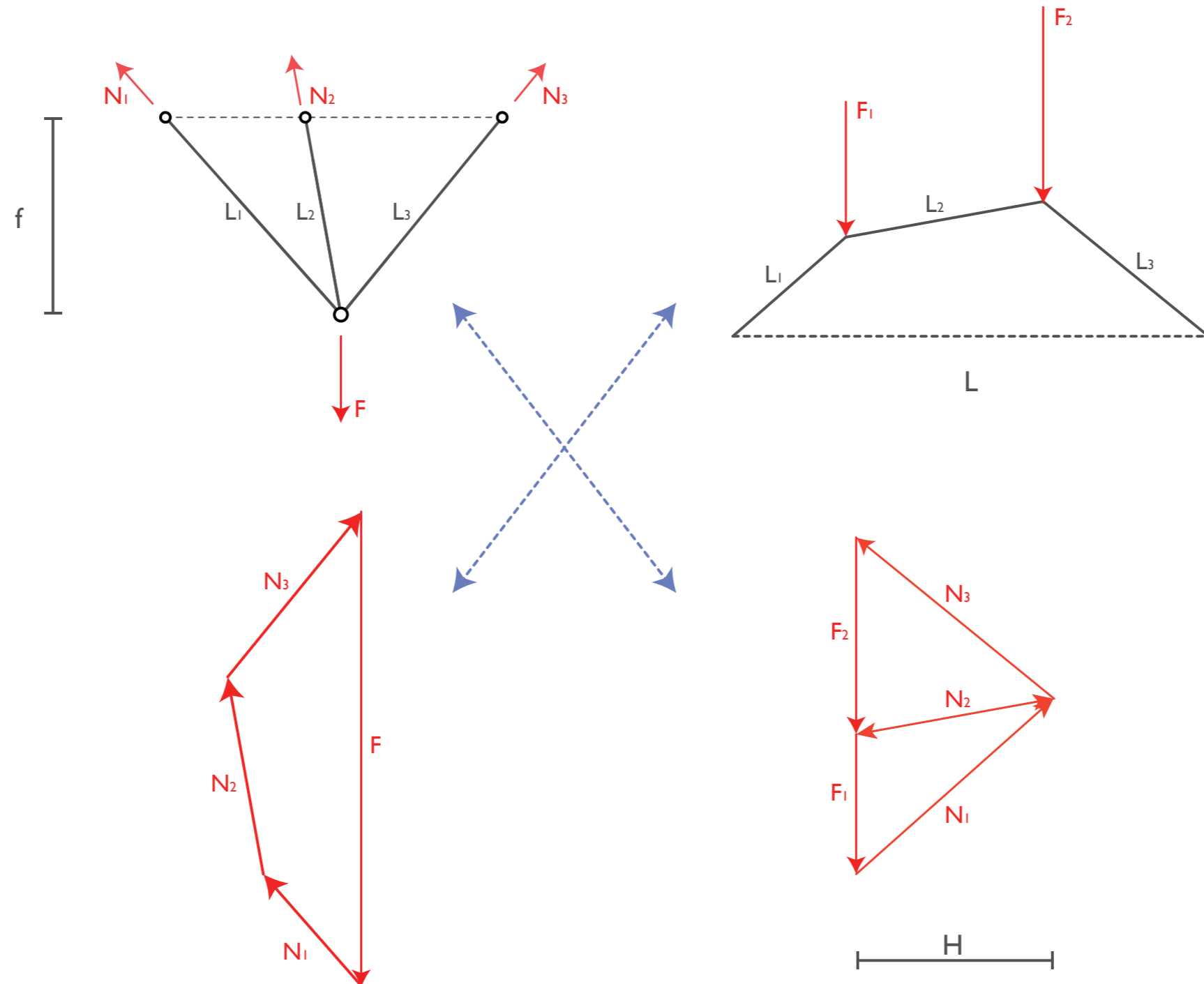
## **MAXWELL'S THEORY**

## MAXWELL'S THEORY

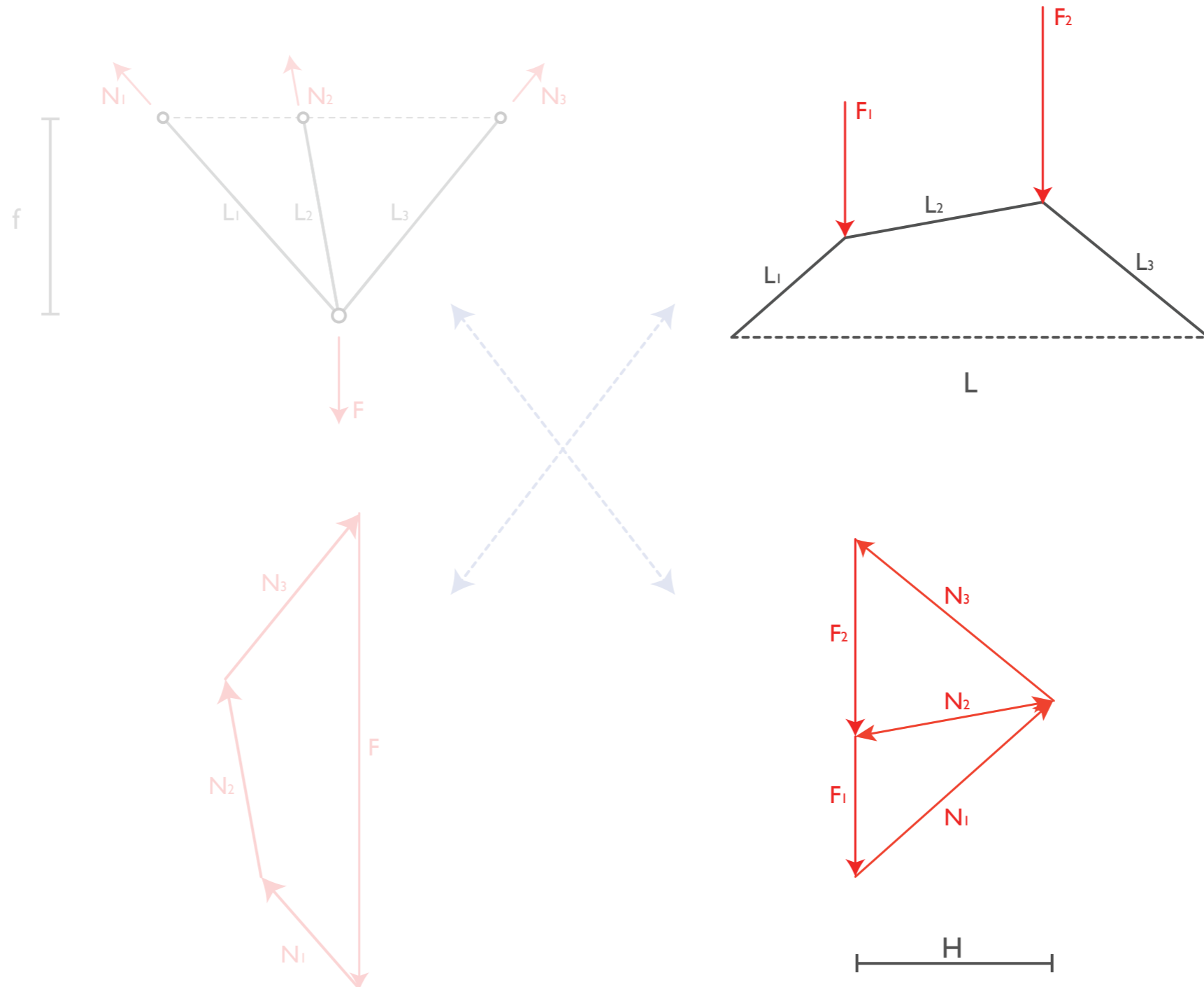
$$\min \sum V_i = \min \sum A_i l_i = \min \frac{1}{\sigma} \sum |F_i| l_i$$

$$\left( \sum F_i \cdot l_i \right)_{compression} + \left( \sum F_i \cdot l_i \right)_{tension} = \left( \sum \vec{\mathbf{P}} \cdot \vec{\mathbf{r}} \right)_{loads} + \left( \sum \vec{\mathbf{P}} \cdot \vec{\mathbf{r}} \right)_{reactions}$$

# Reciprocal figures: length and force

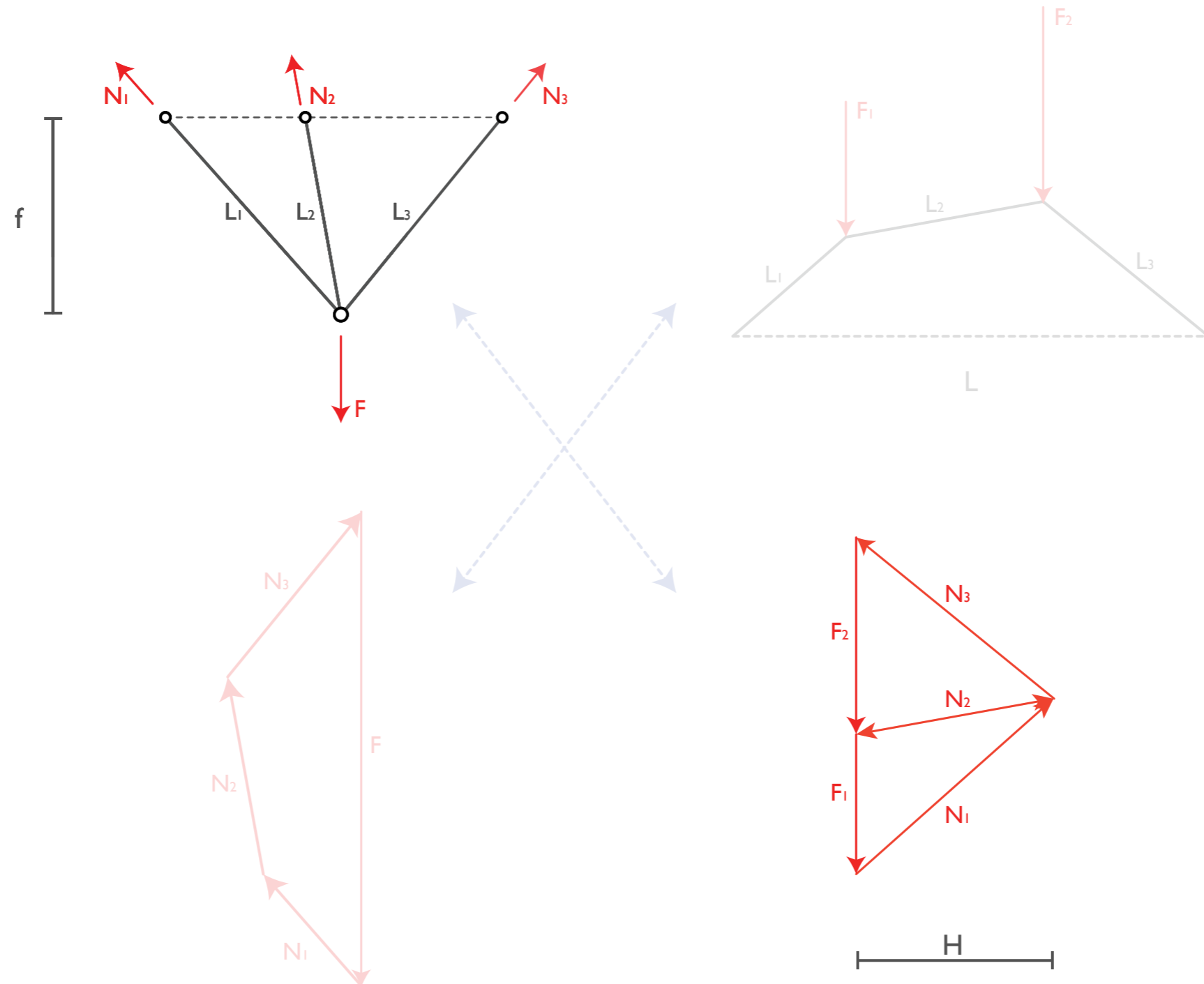


# Reciprocal figures: length and force





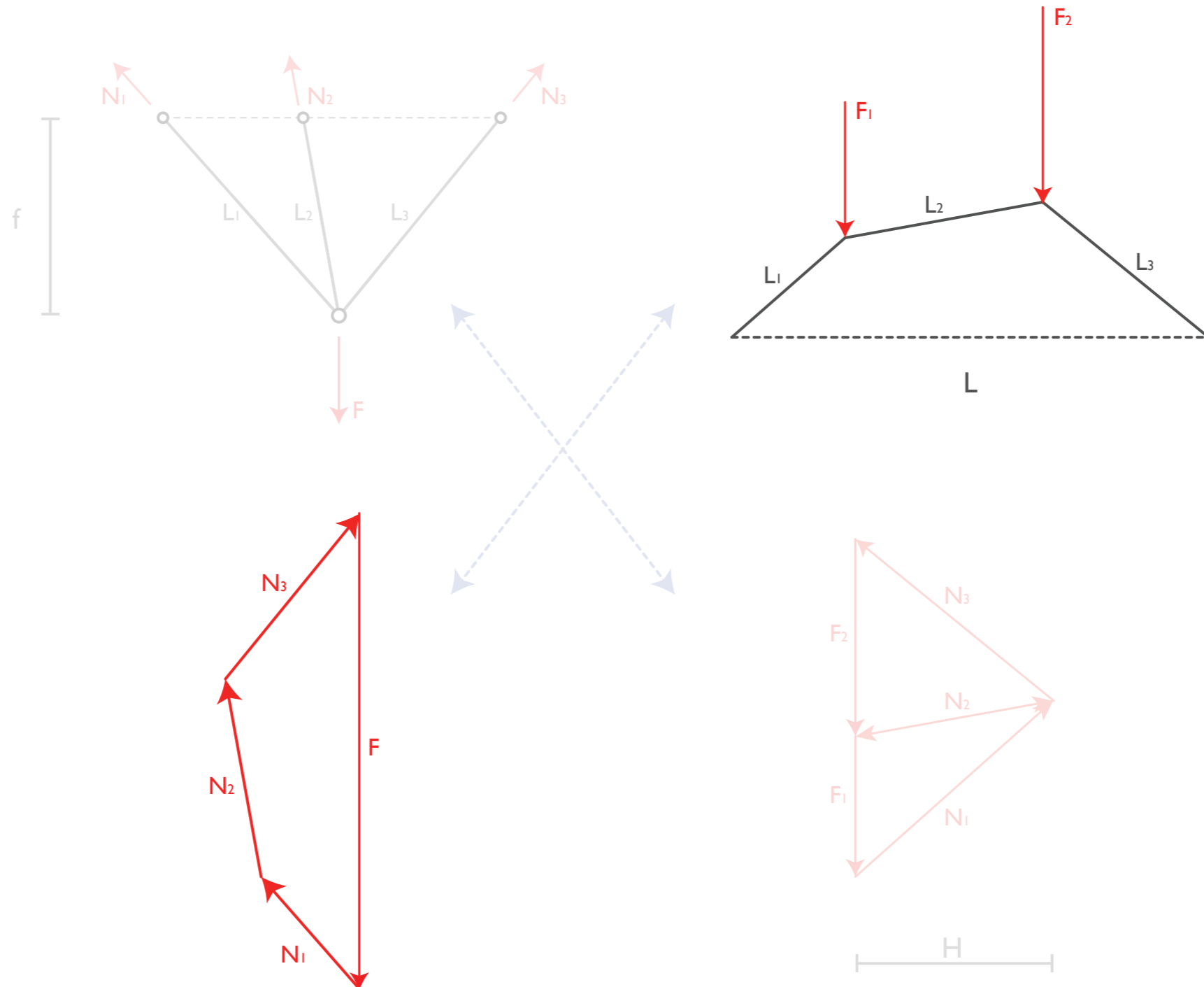
# Reciprocal figures: length and force



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# Reciprocal figures: length and force



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**IV**

## Translation to design problem

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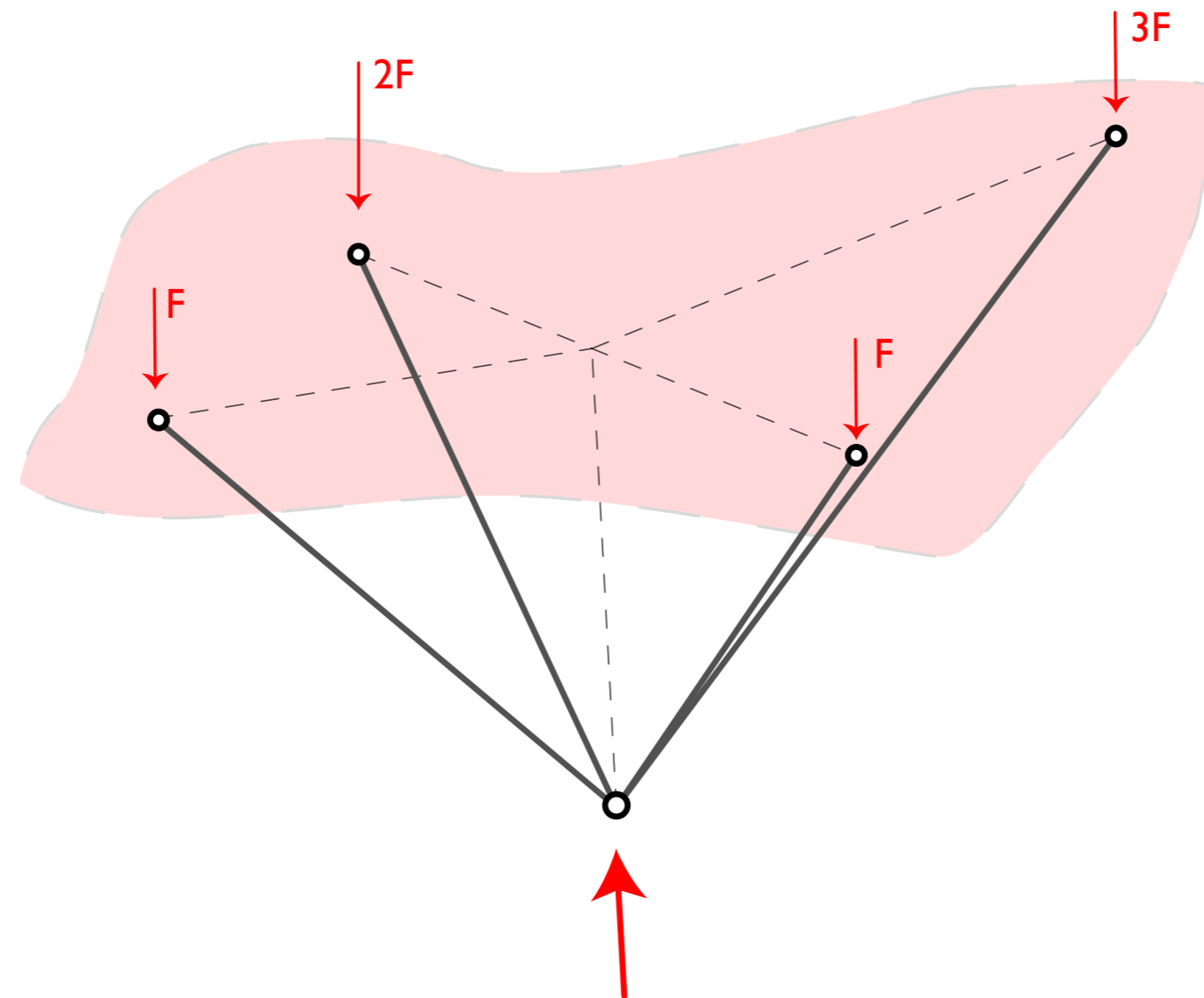


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# Reversed problem

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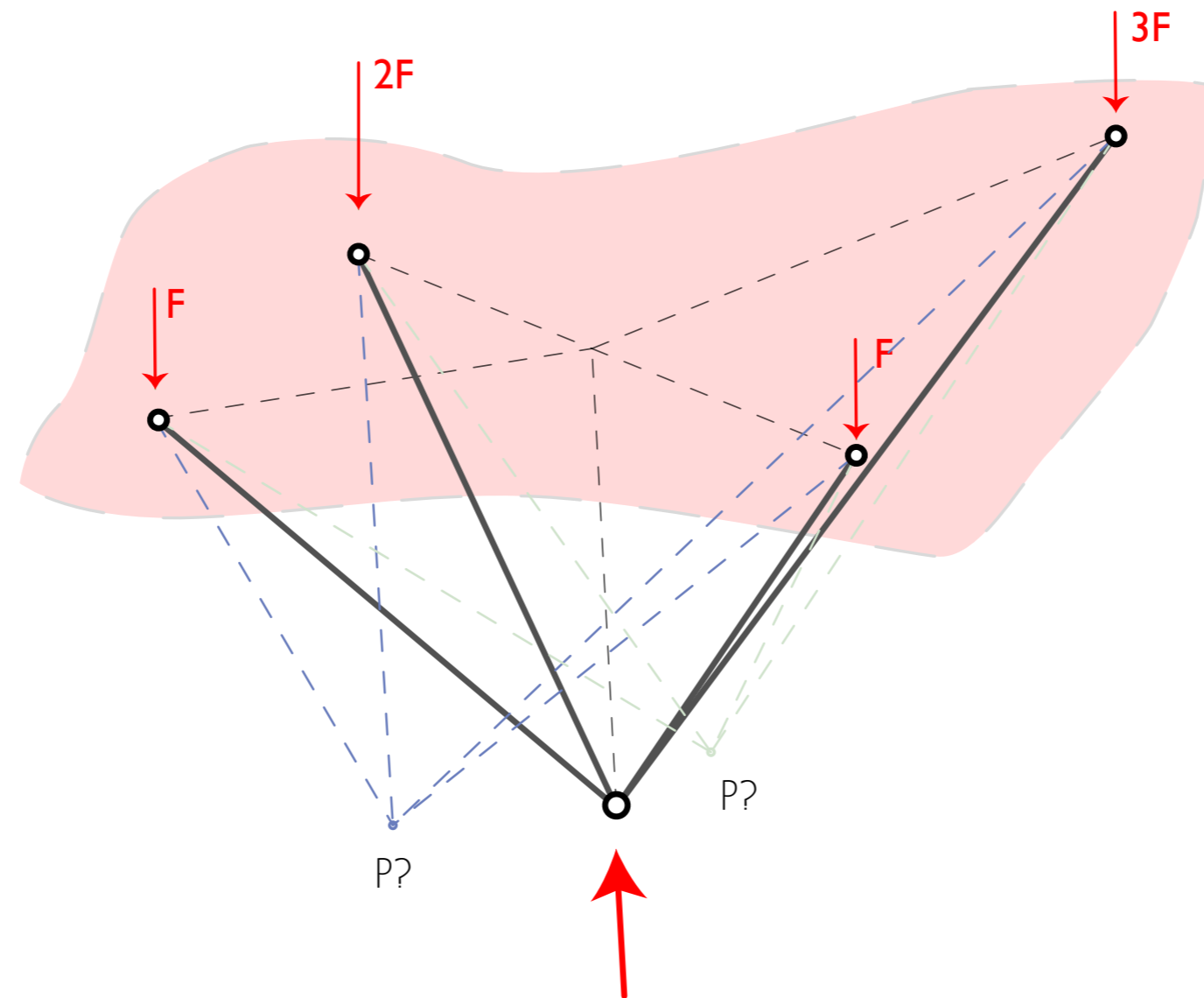


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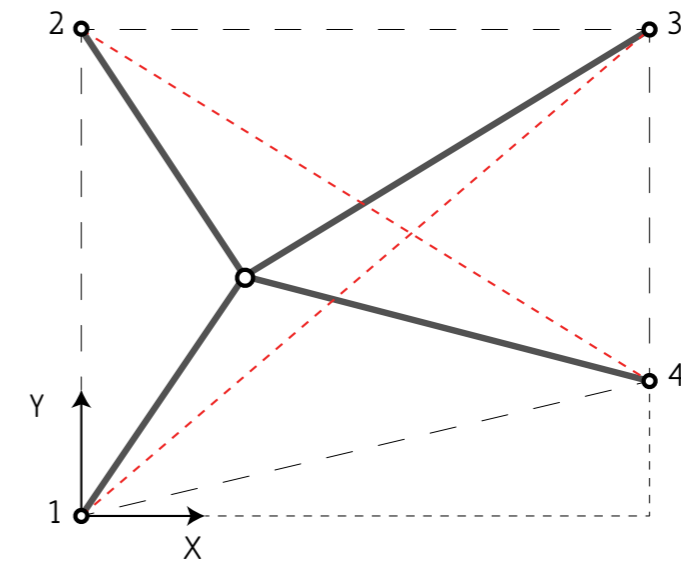
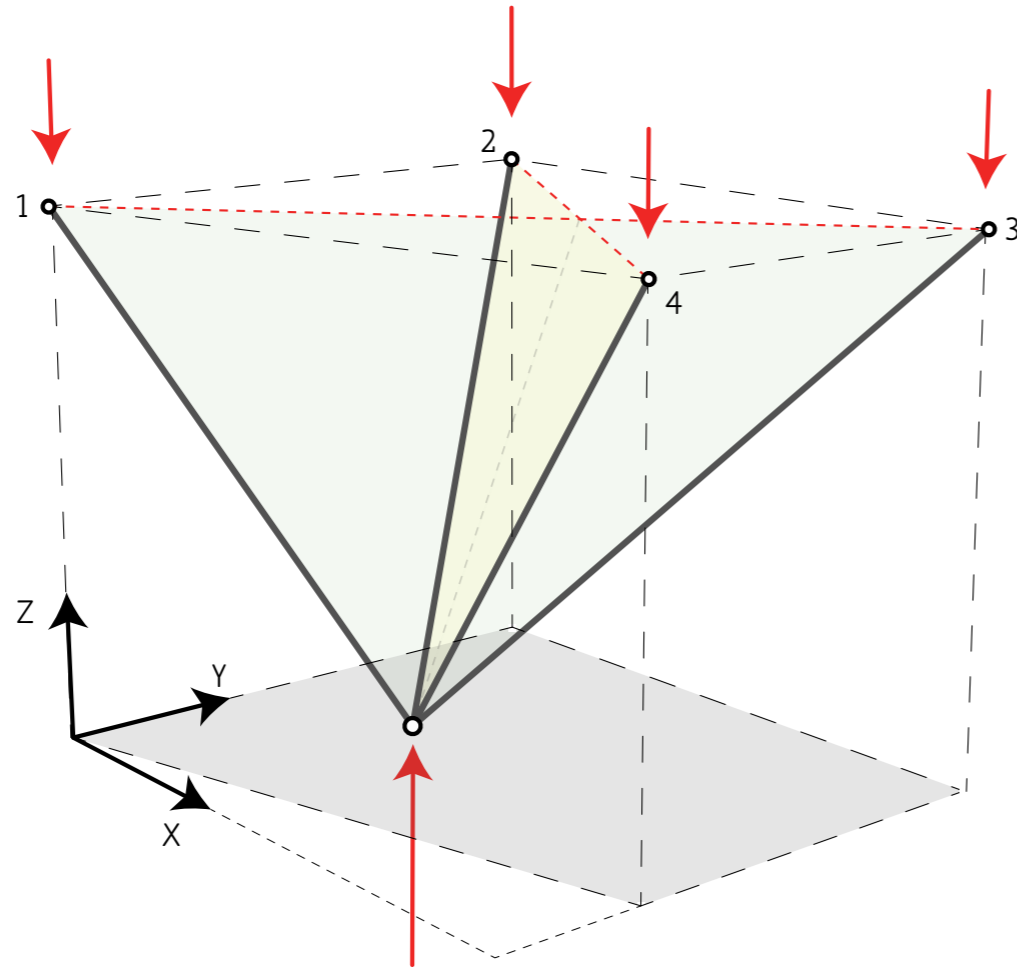
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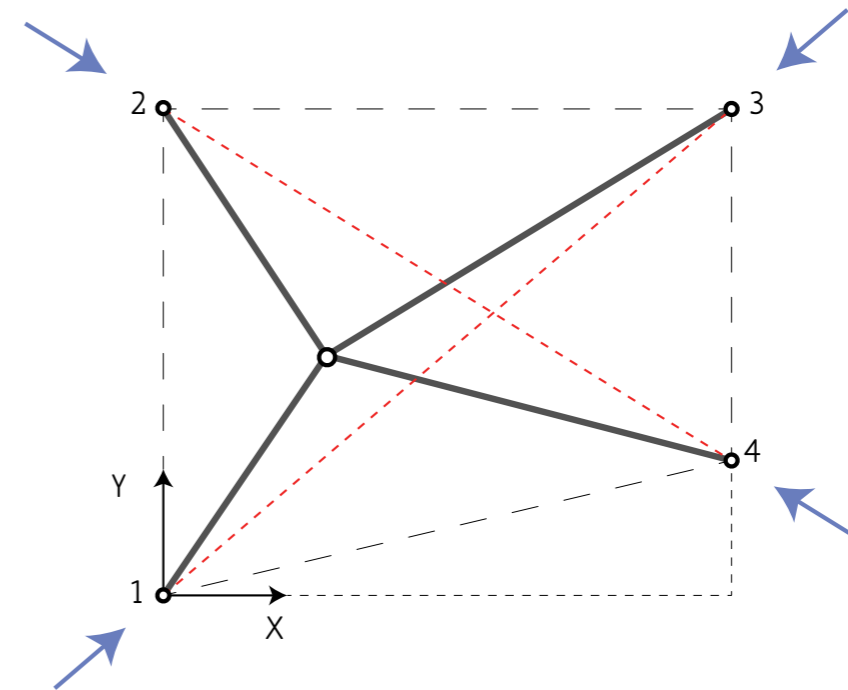
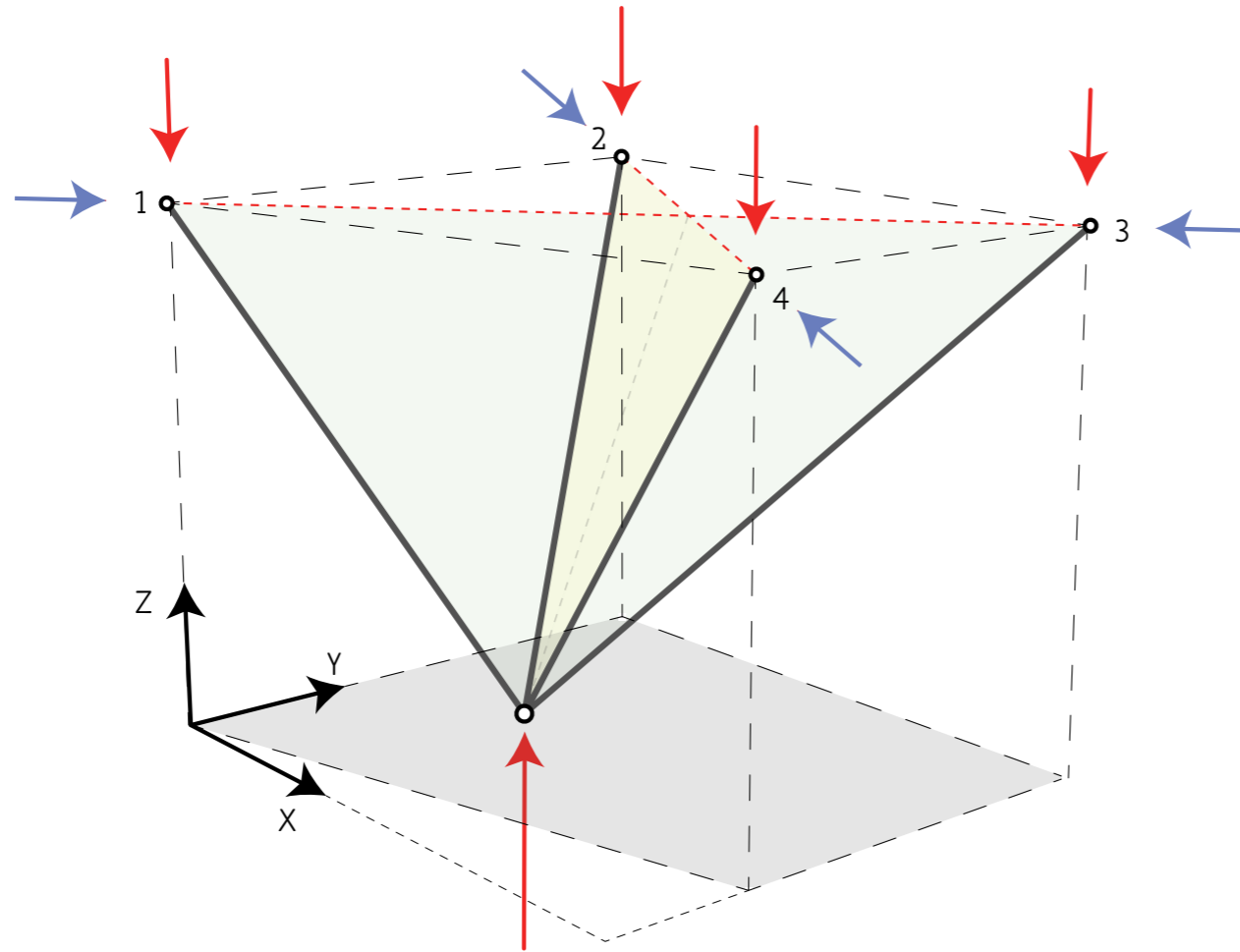
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# Reversed problem



# Reversed problem

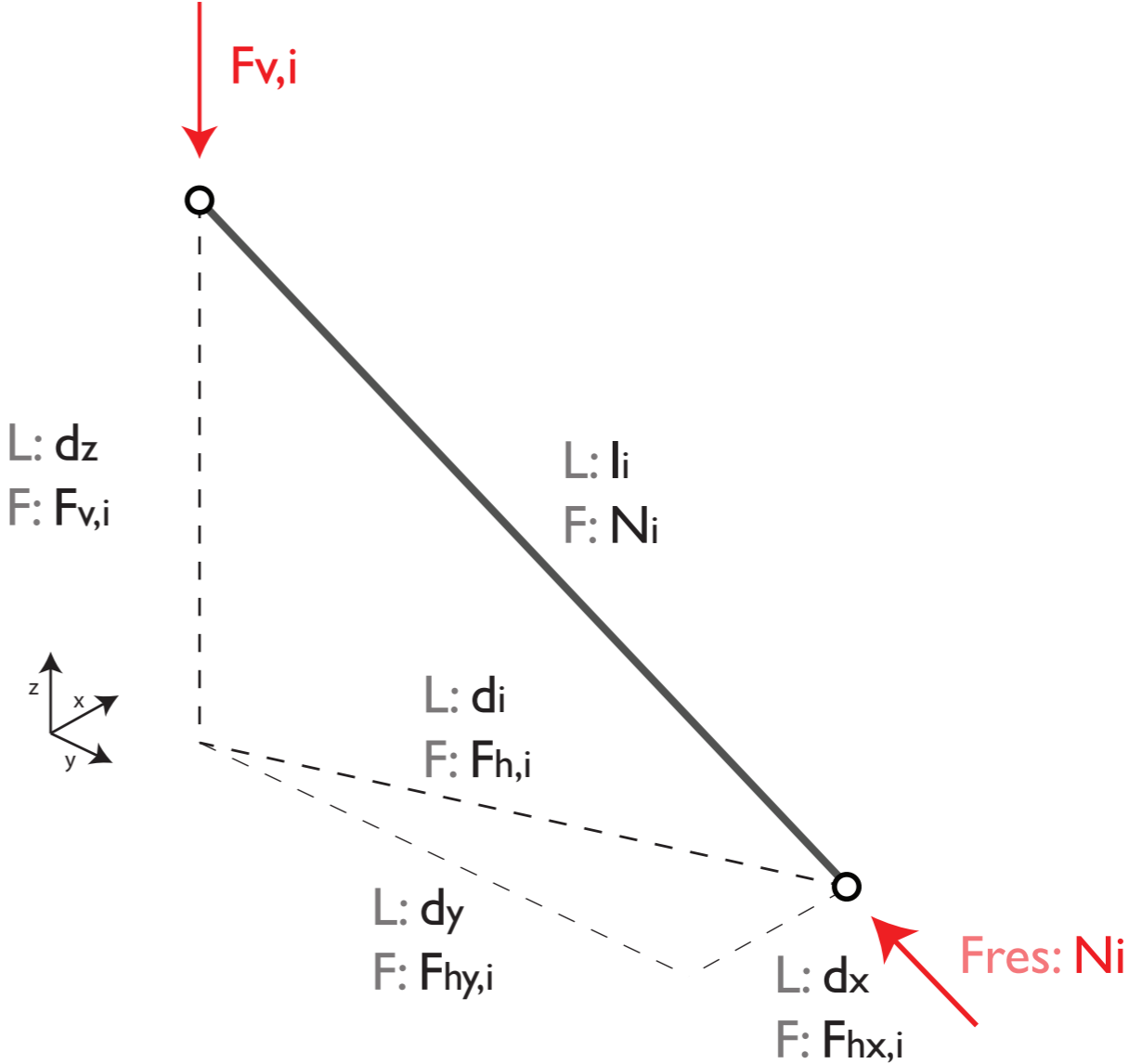
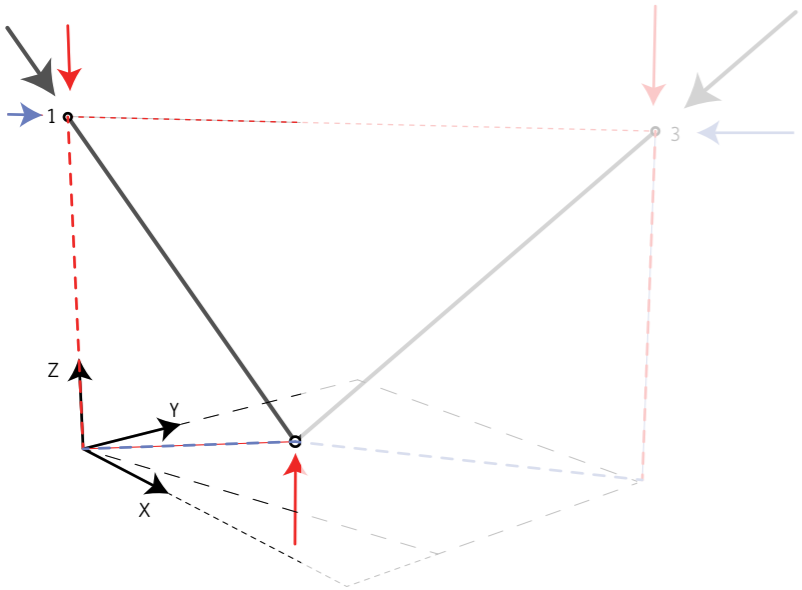


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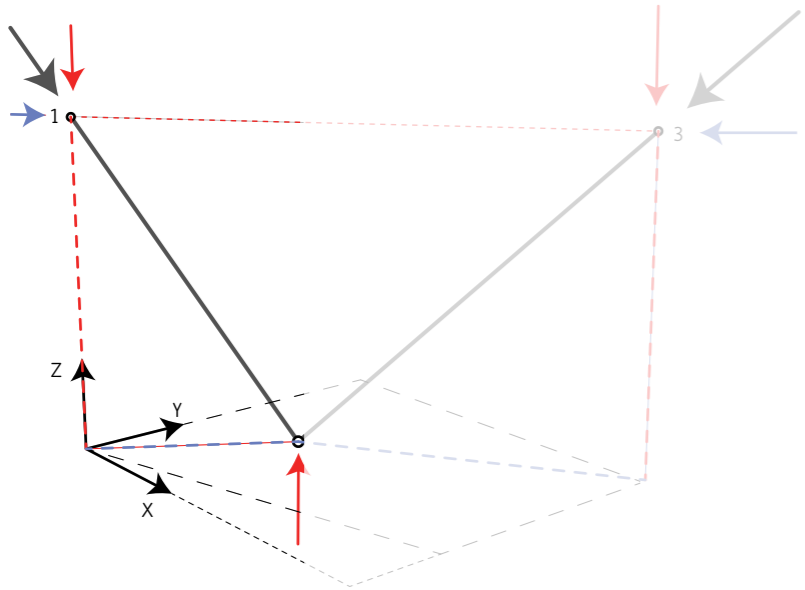
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# Proportions: force and length

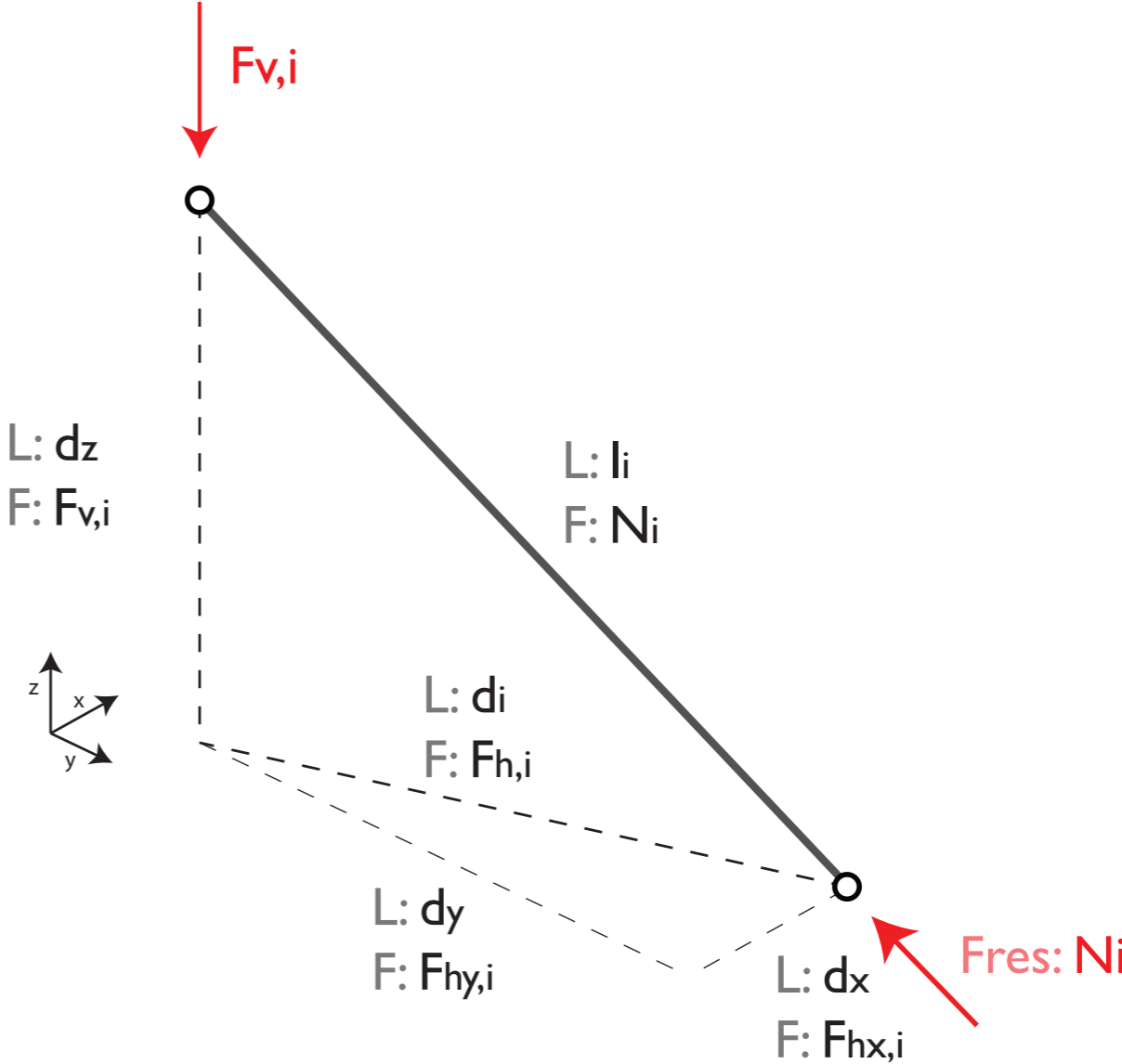


# Proportions: force and length

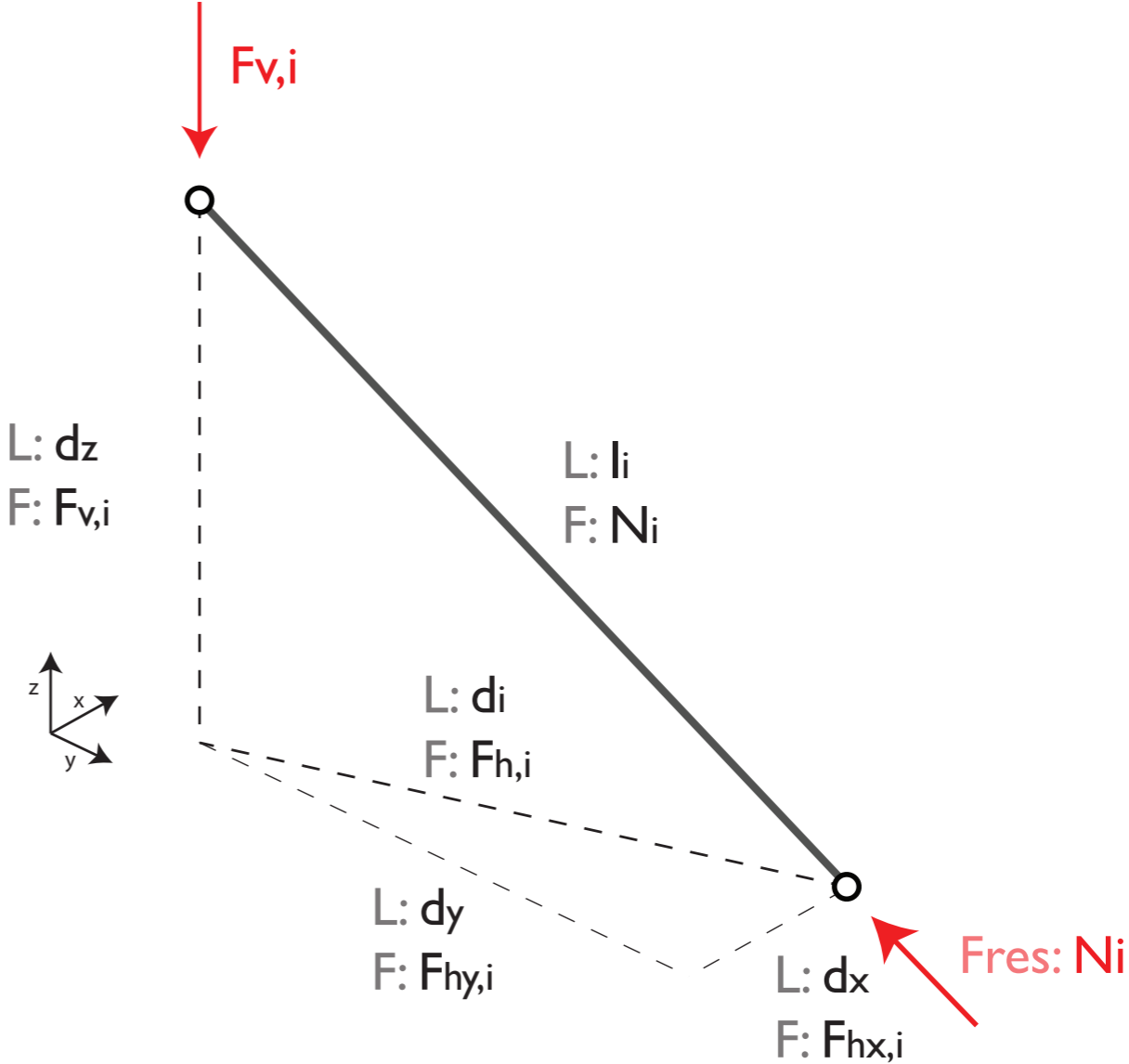
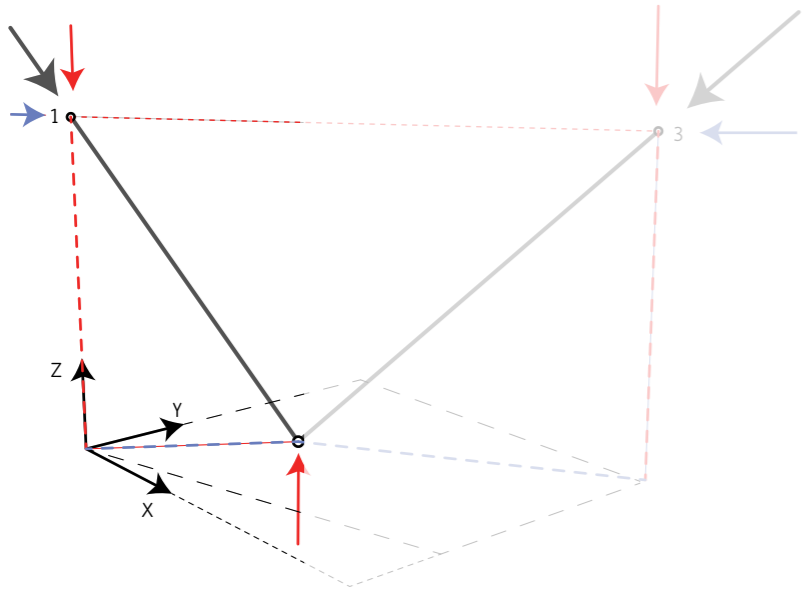


$$\frac{F_{v,i}}{d_z} = \frac{N_i}{l_i}$$

$$N_i = \frac{l_i \cdot F_{v,i}}{d_z}$$



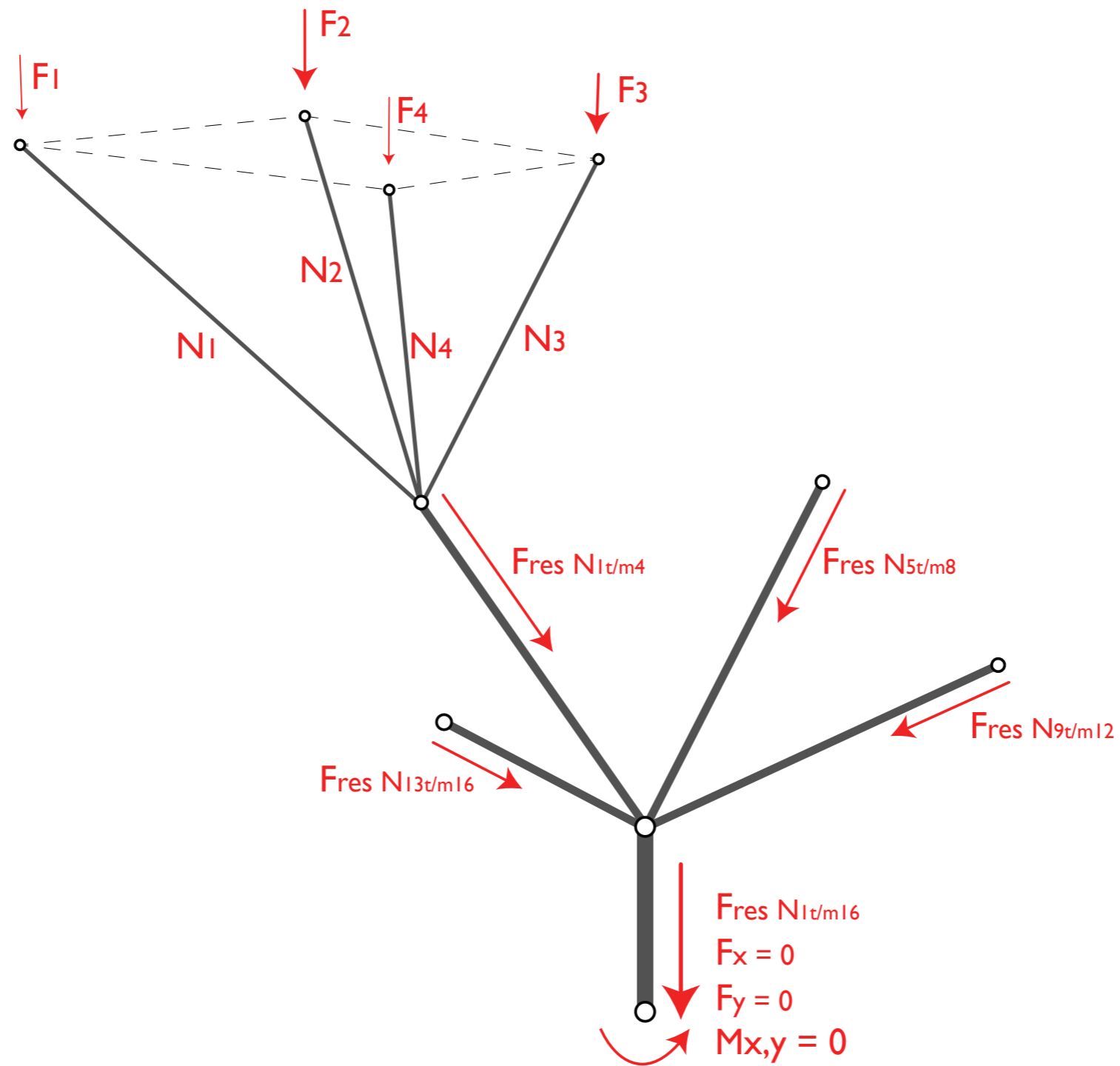
# Proportions: force and length



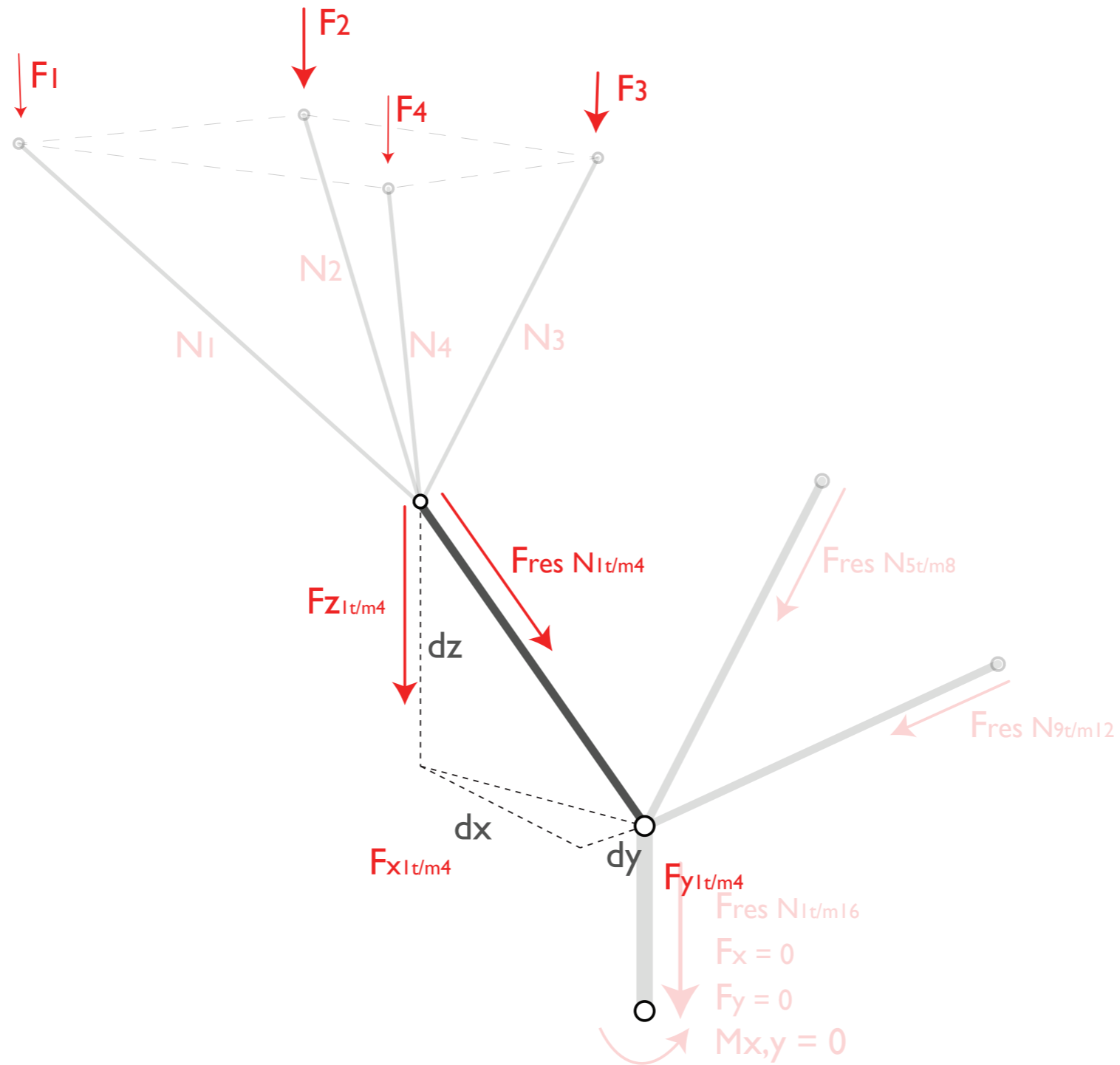
$$\frac{F_{v,i}}{d_z} = \frac{F_{h,i}}{d_i} \quad \frac{F_{v,i}}{d_z} = \frac{F_{hx,i}}{d_x} \quad \frac{F_{v,i}}{d_z} = \frac{F_{hy,i}}{d_y}$$

$$F_{h,i} = \frac{d_i \cdot F_{v,i}}{d_z} \quad F_{hx,i} = \frac{d_x \cdot F_{v,i}}{d_z} \quad F_{hy,i} = \frac{d_y \cdot F_{v,i}}{d_z}$$

# Multiple layers



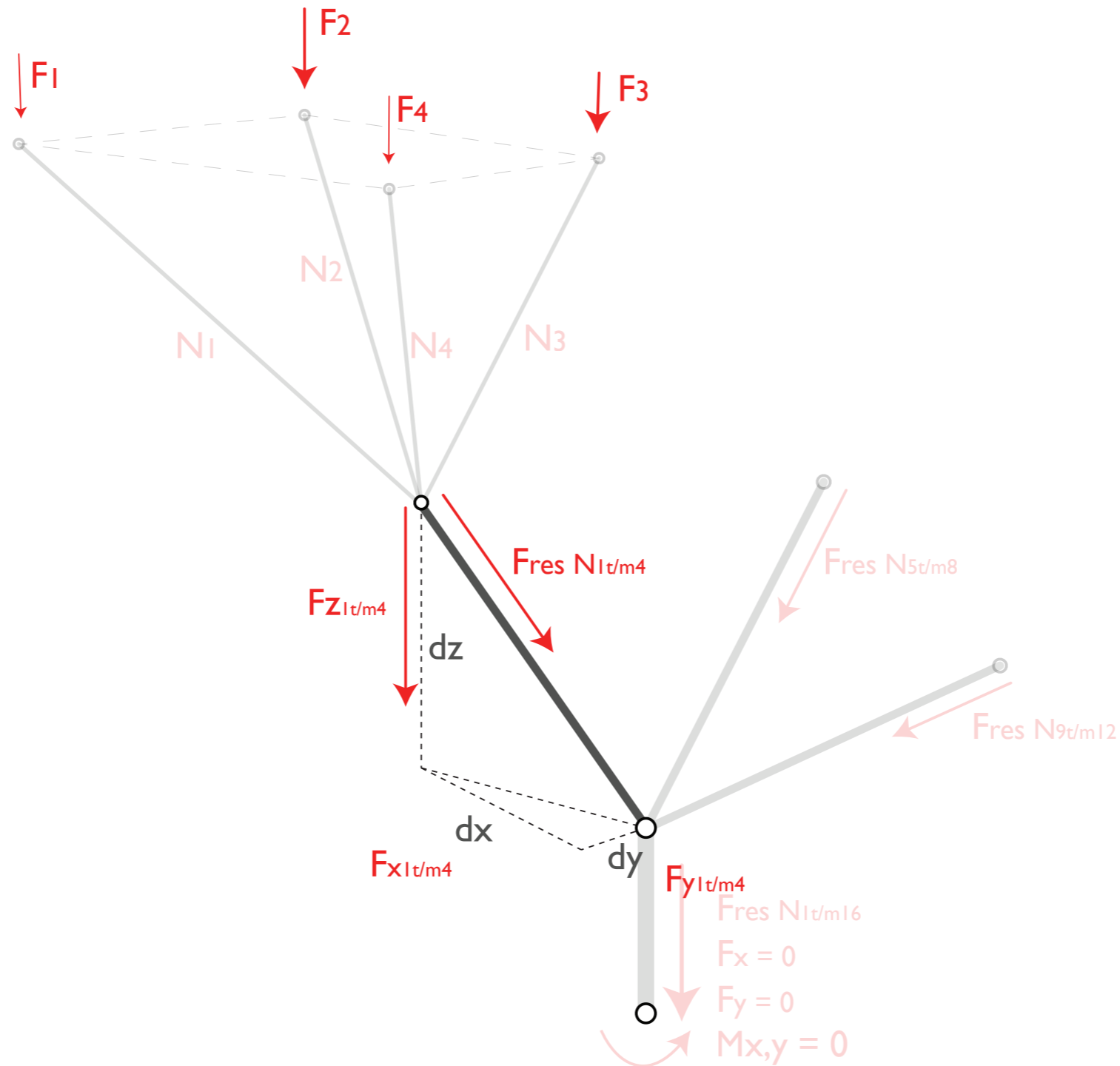
# Multiple layers



I Research Framework | II Theoretical Framework | III Calculation of structures | IV Design problem | V Design solution | VI Design | VII Conclusion

FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

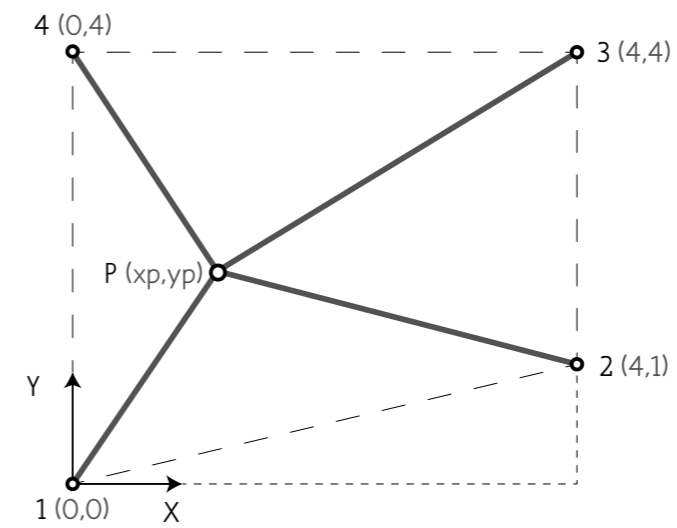
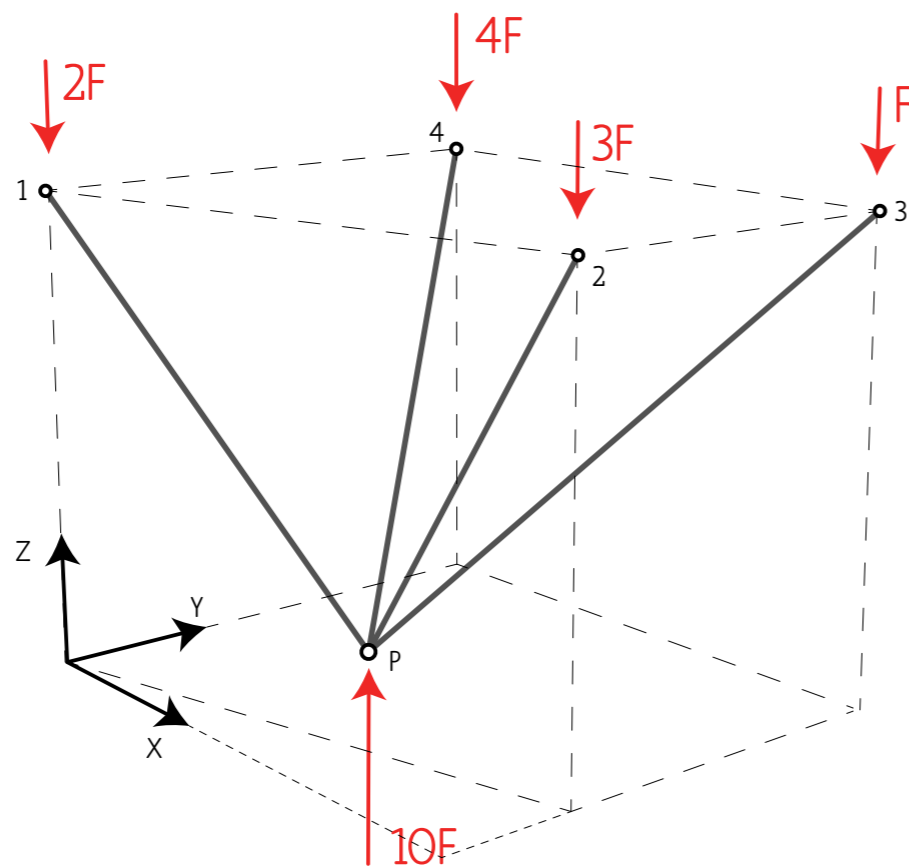
# Multiple layers



$$\sum_{r=1}^n Fx_r = \frac{dx_{next\ member} \cdot \sum_{r=1}^n Fz_r}{dz_{next\ member}}$$

$$\sum_{r=1}^n Fy_r = \frac{dy_{next\ member} \cdot \sum_{r=1}^n Fz_r}{dz_{next\ member}}$$

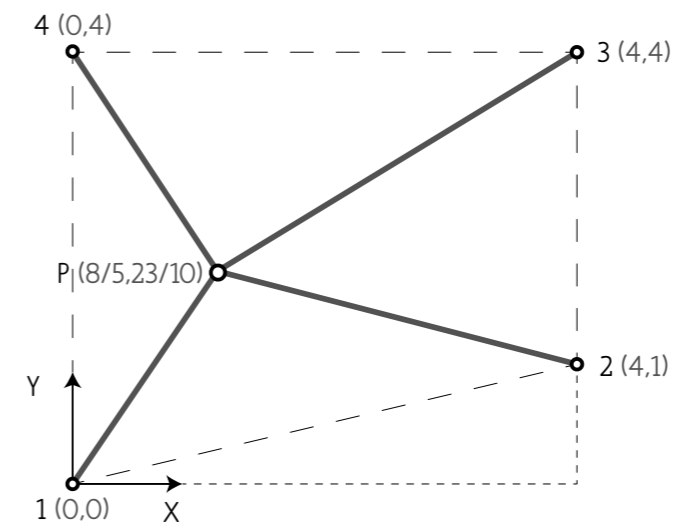
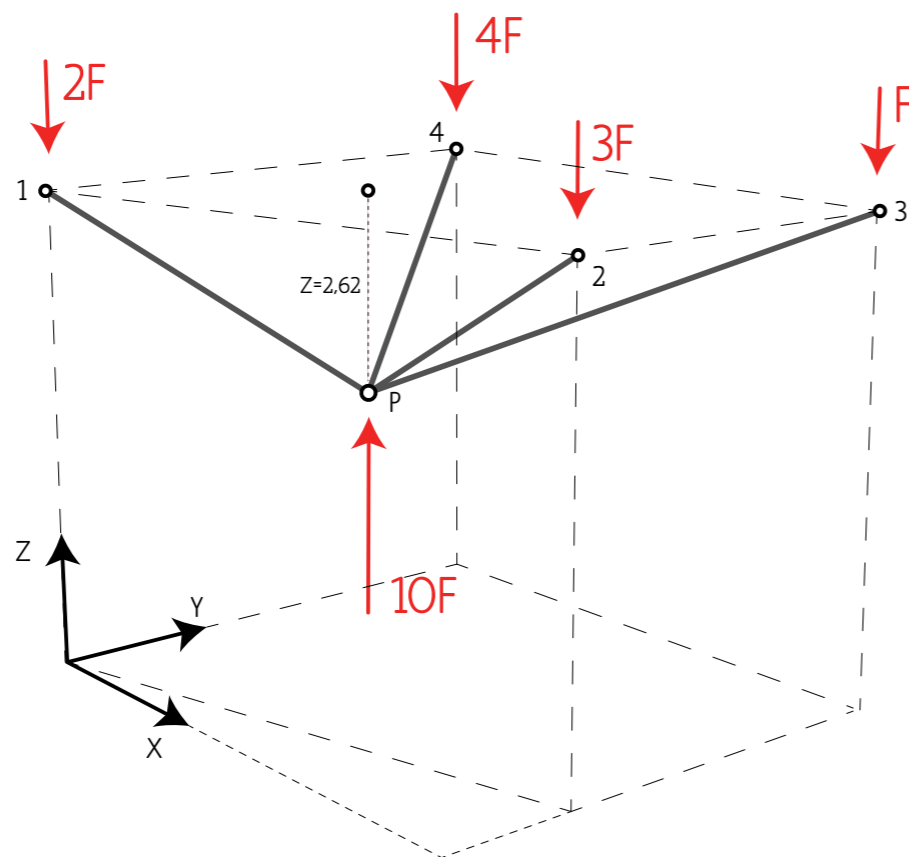
# Example



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FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

# Example

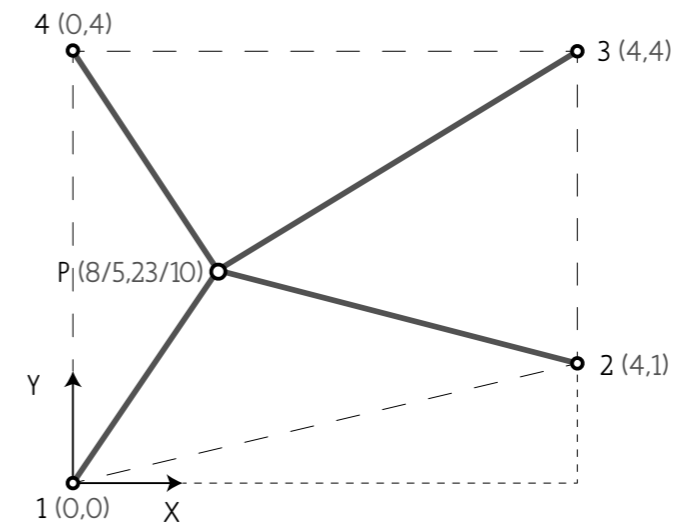
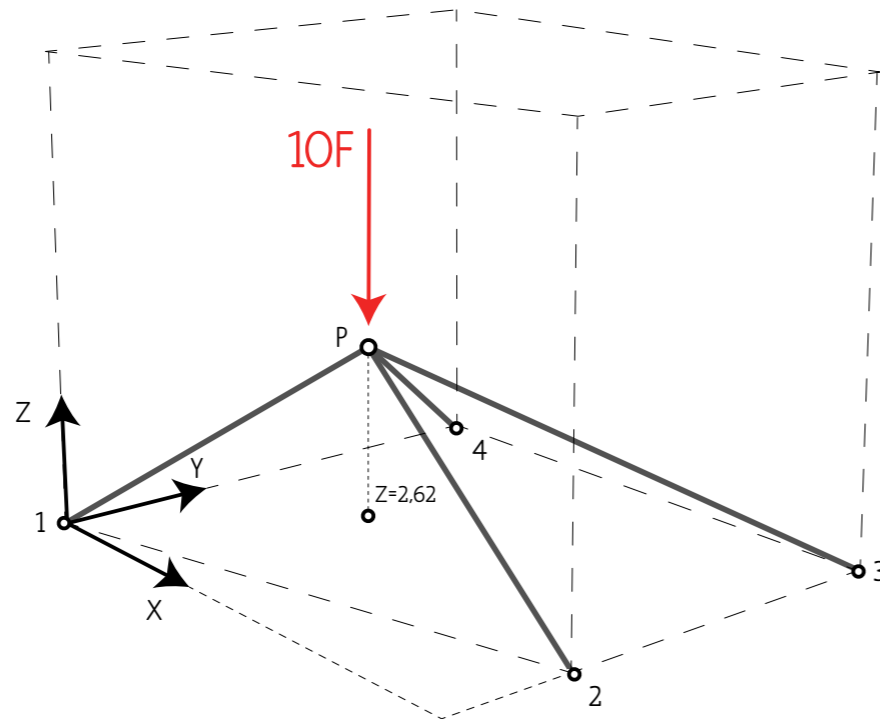


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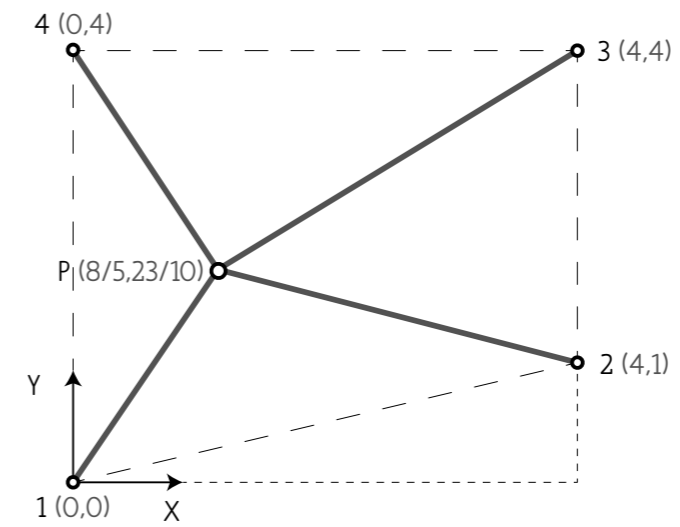
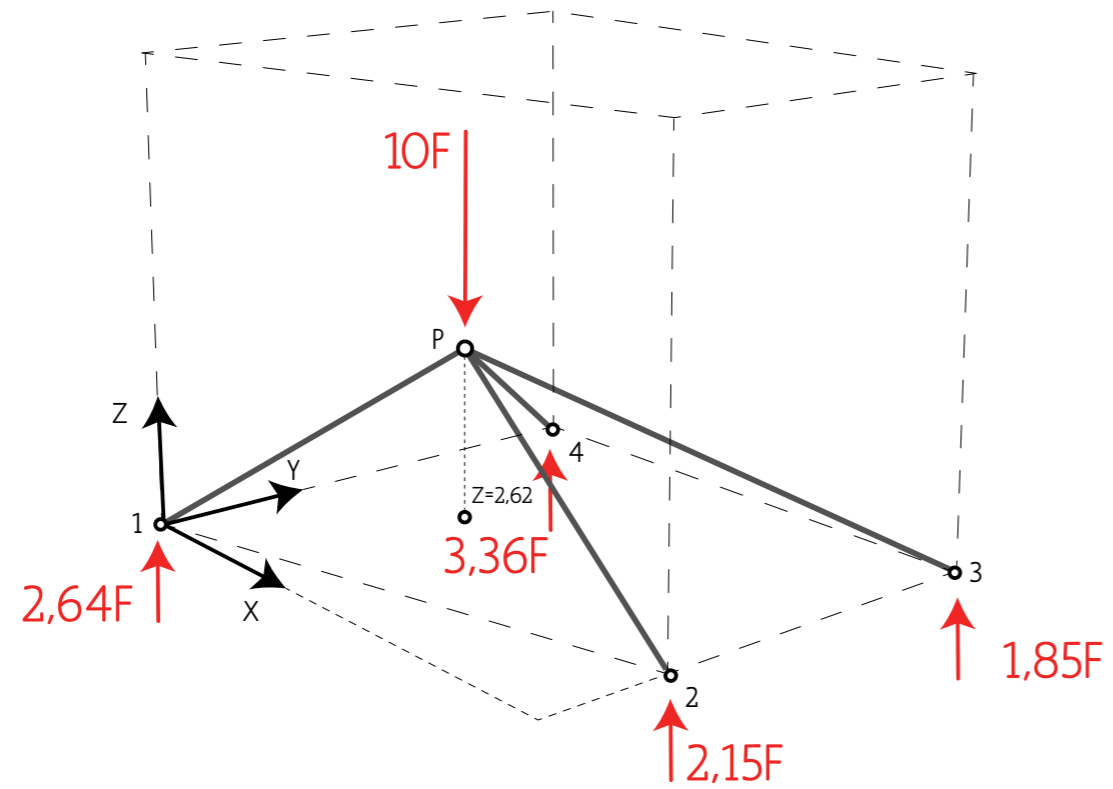
# Example



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FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

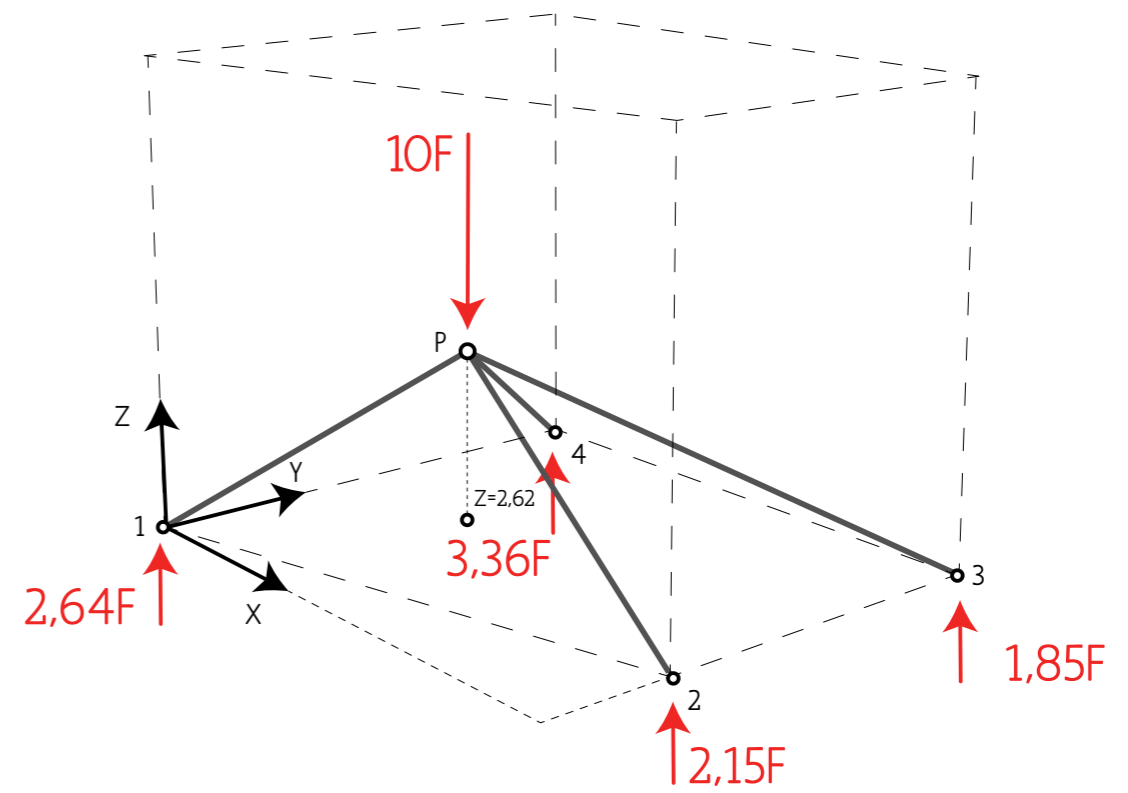
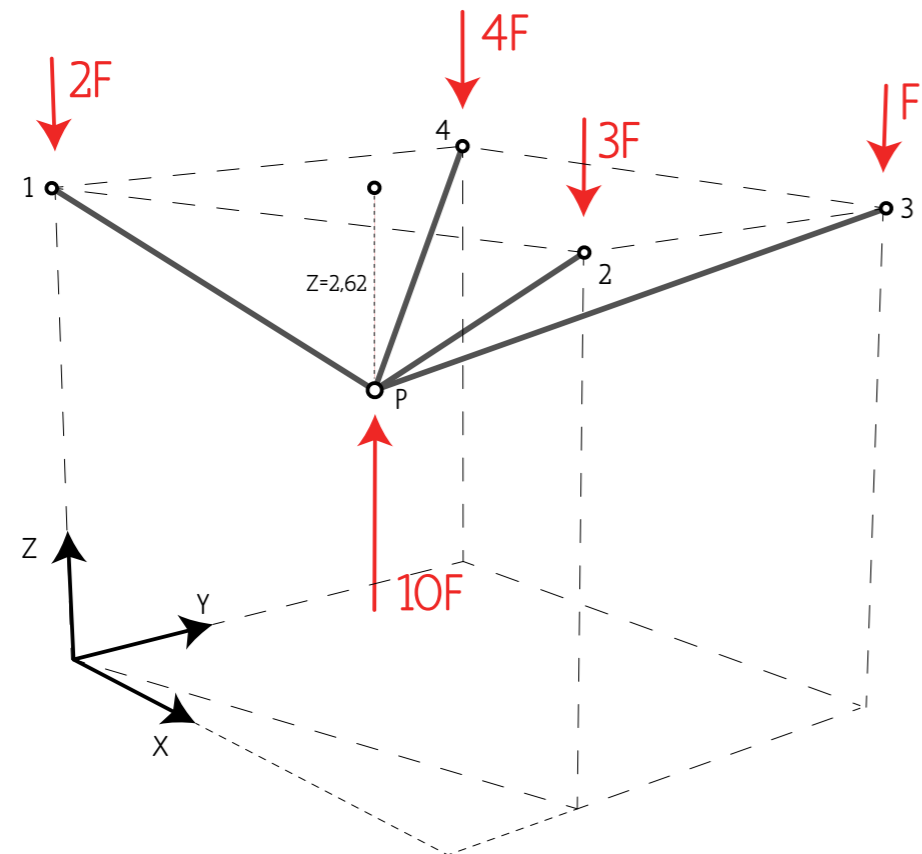
# Example



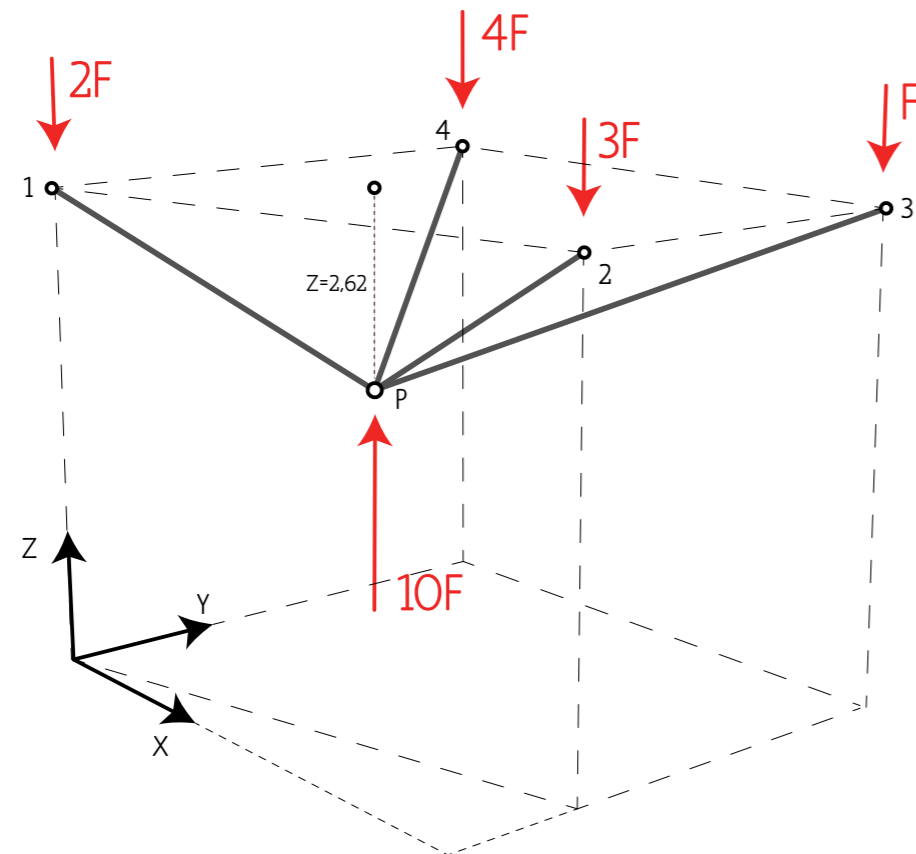
I Research Framework | II Theoretical Framework | III Calculation of structures | IV Design problem | V Design solution | VI Design | VII Conclusion

FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

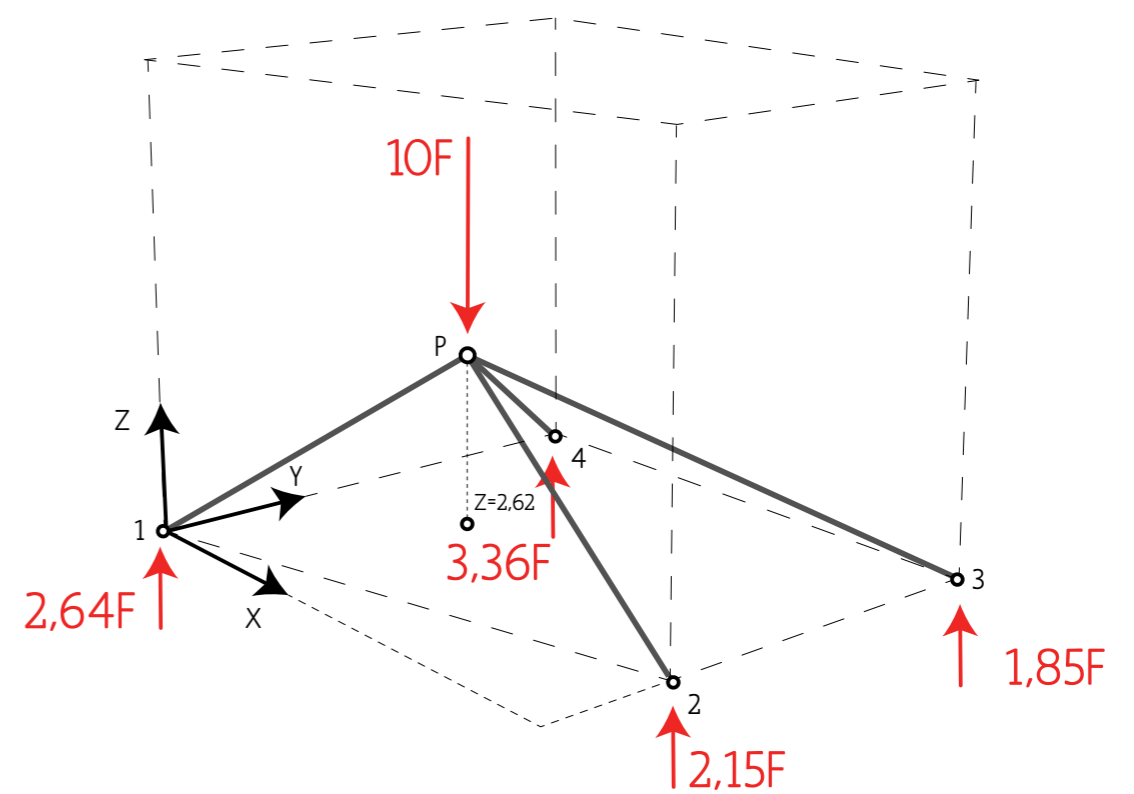
# Discrepancy



# Discrepancy



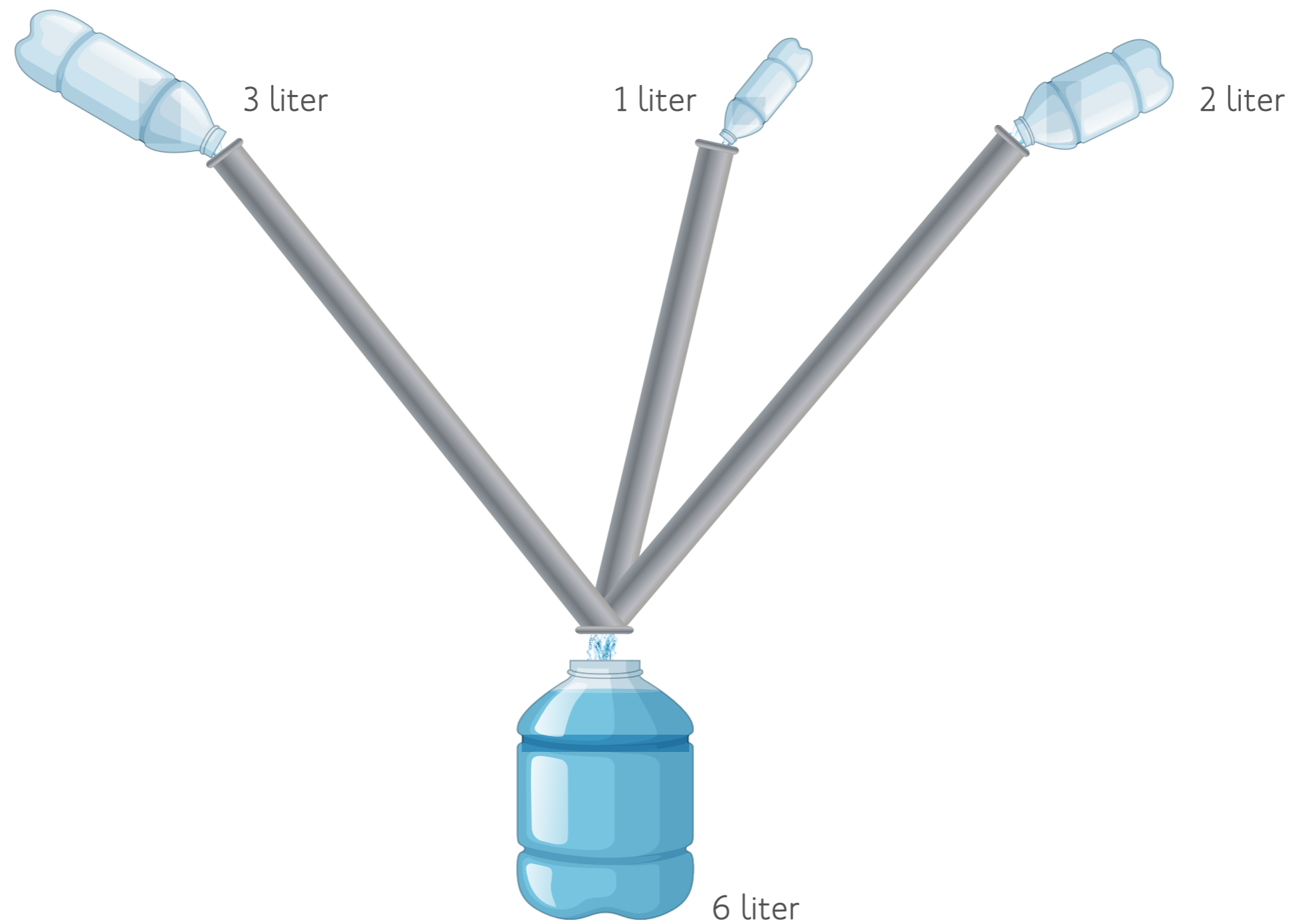
Optimal load path



Optimal distribution of forces

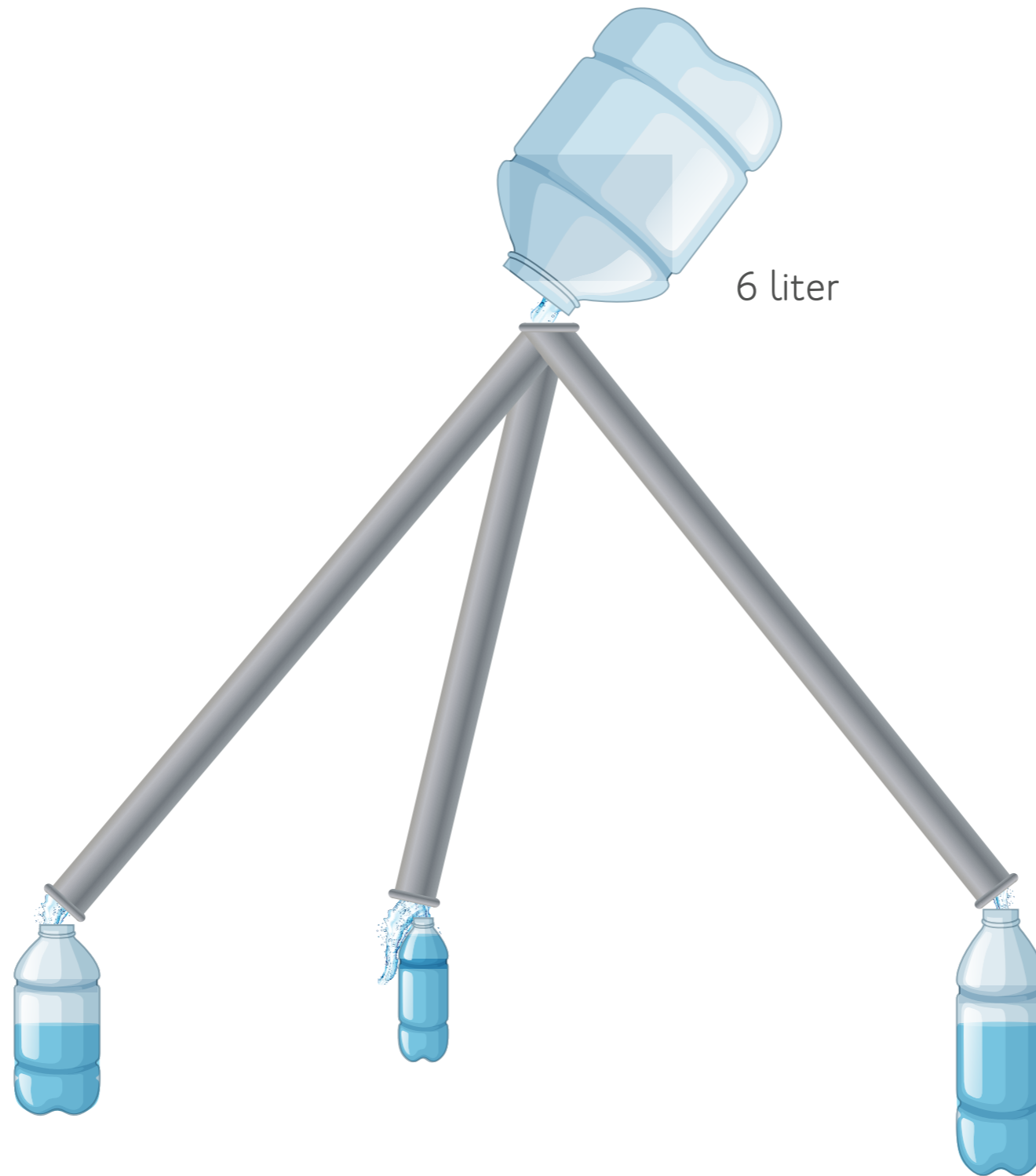
# Discrepancy

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## Discrepancy

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*Optimal configuration can be found for a given load case.*

*This load case, however, is not the most efficient distribution of forces in the found configuration.*

## Discrepancy

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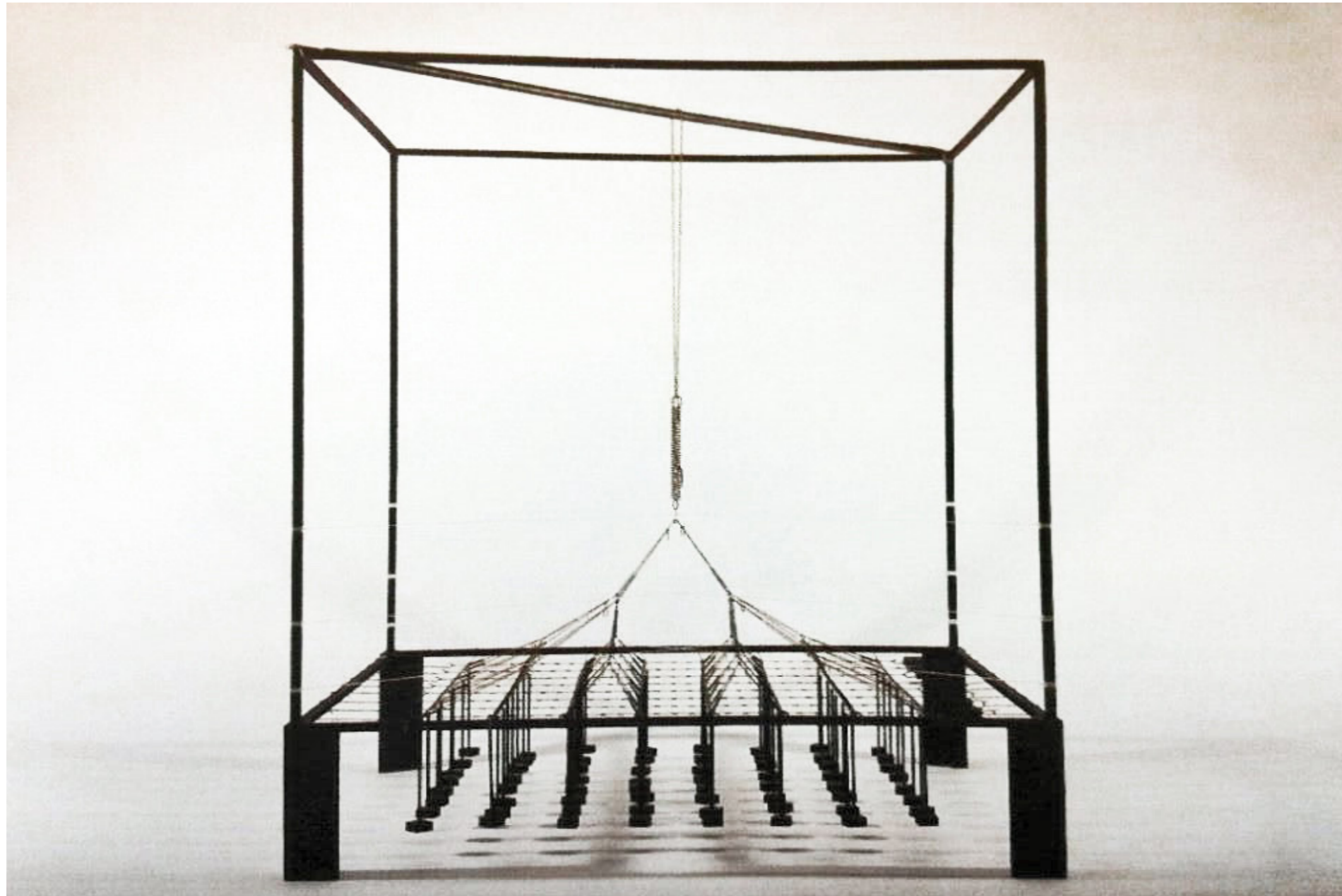
*Optimal configuration can be found for a given load case.*

*This load case, however, is not the most efficient distribution of forces in the found configuration.*



# Discrepancy

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FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

# Discrepancy

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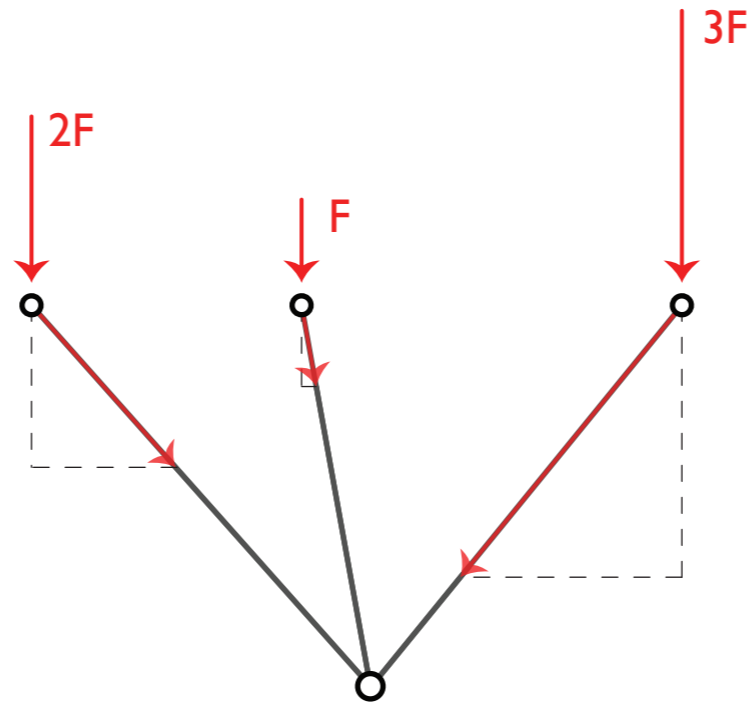
I Research Framework | II Theoretical Framework | III Calculation of structures | IV Design problem | V Design solution | VI Design | VII Conclusion

FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

**V**

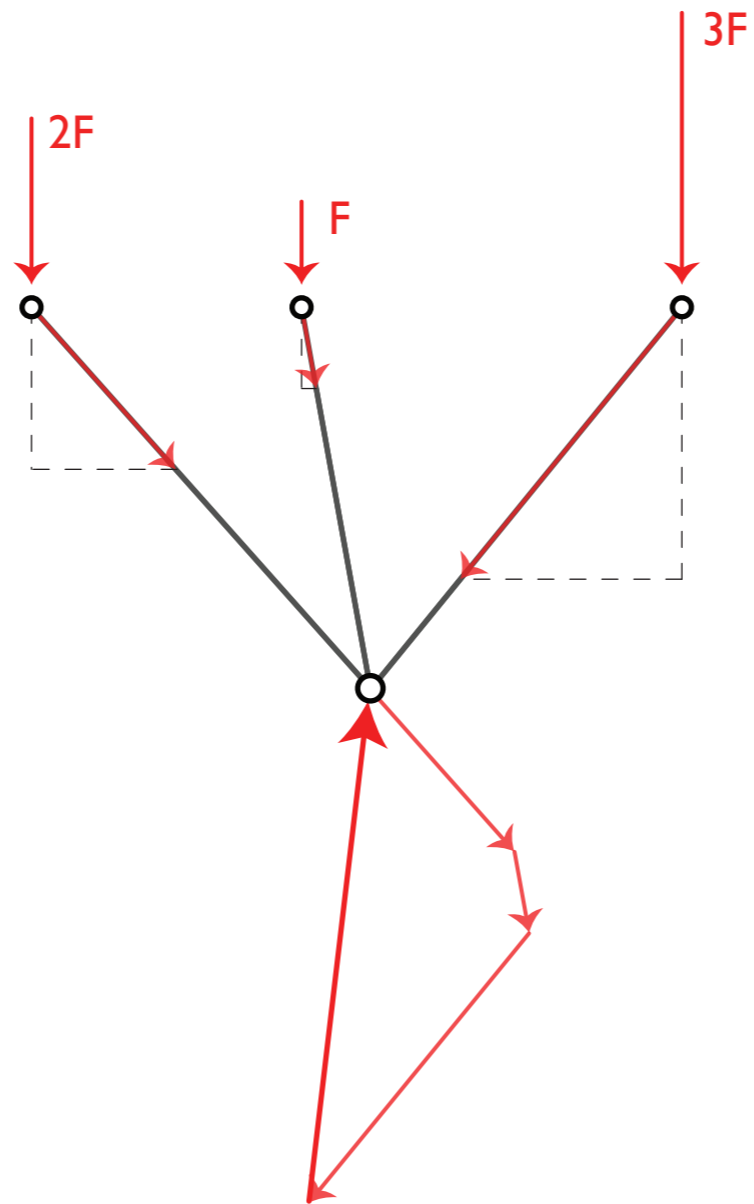
## 2D working lines: horizontal

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## 2D working lines: horizontal

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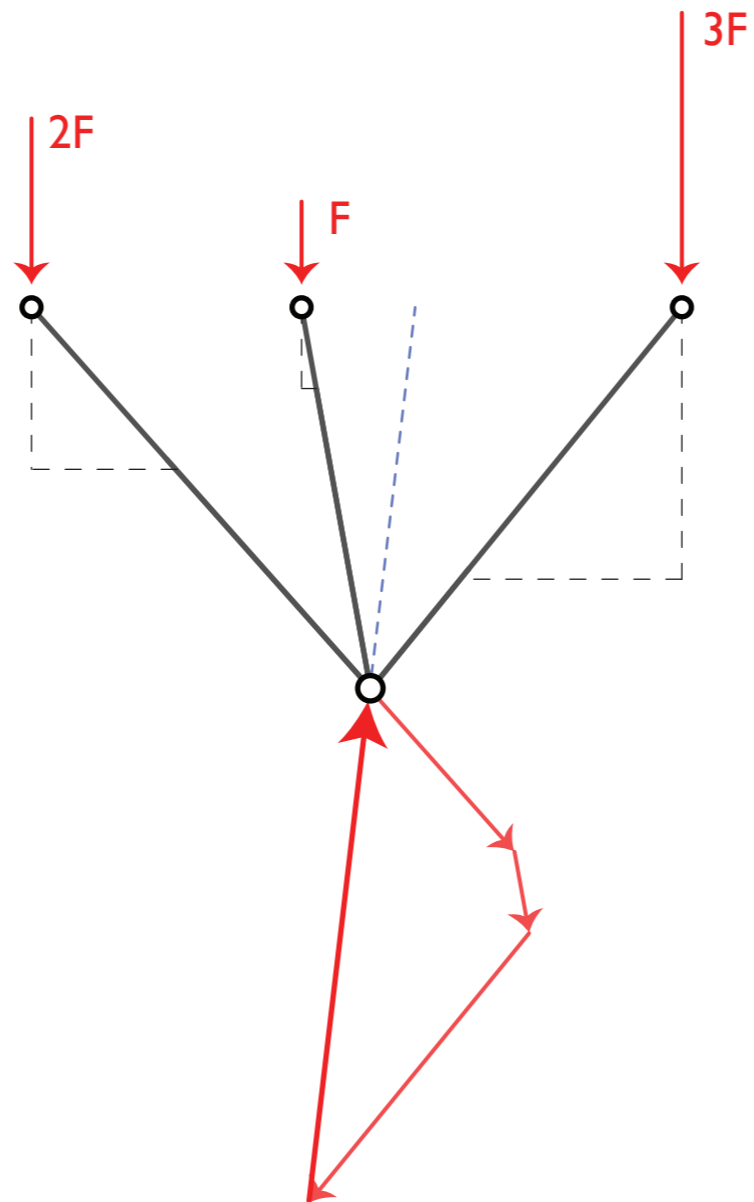


I Research Framework | II Theoretical Framework | III Calculation of structures | IV Design problem | V Design solution | VI Design | VII Conclusion

FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

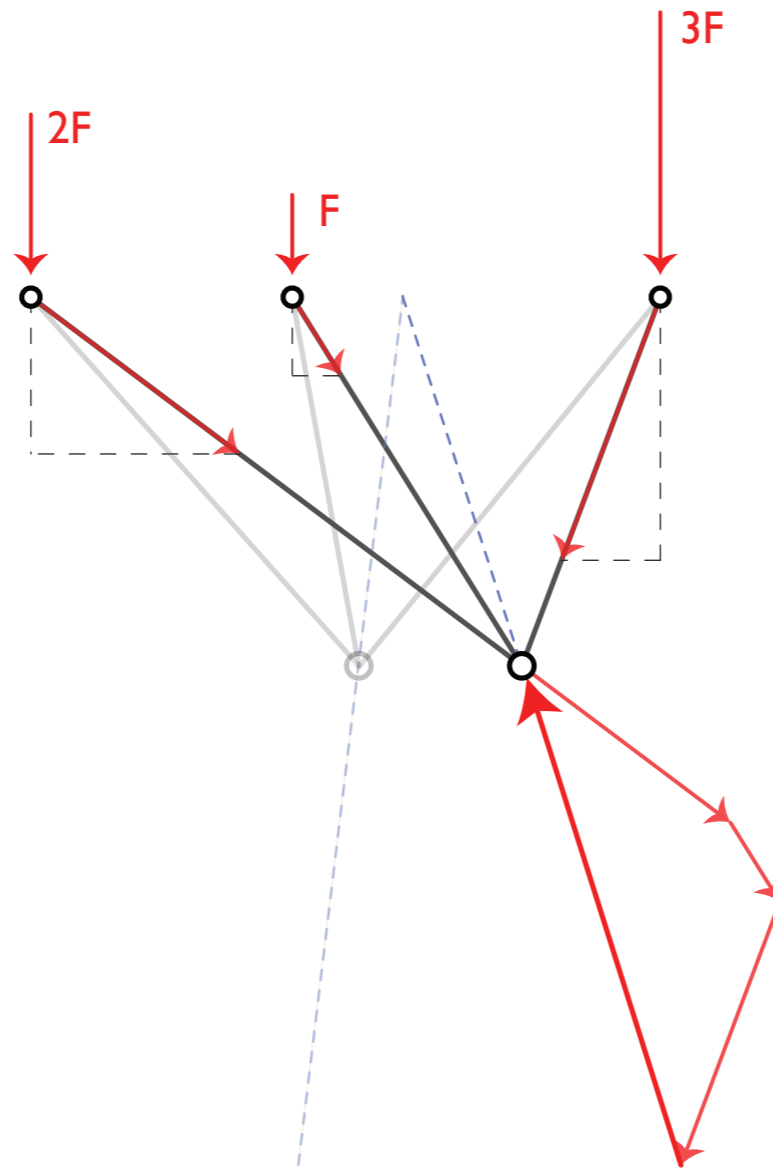
## 2D working lines: horizontal

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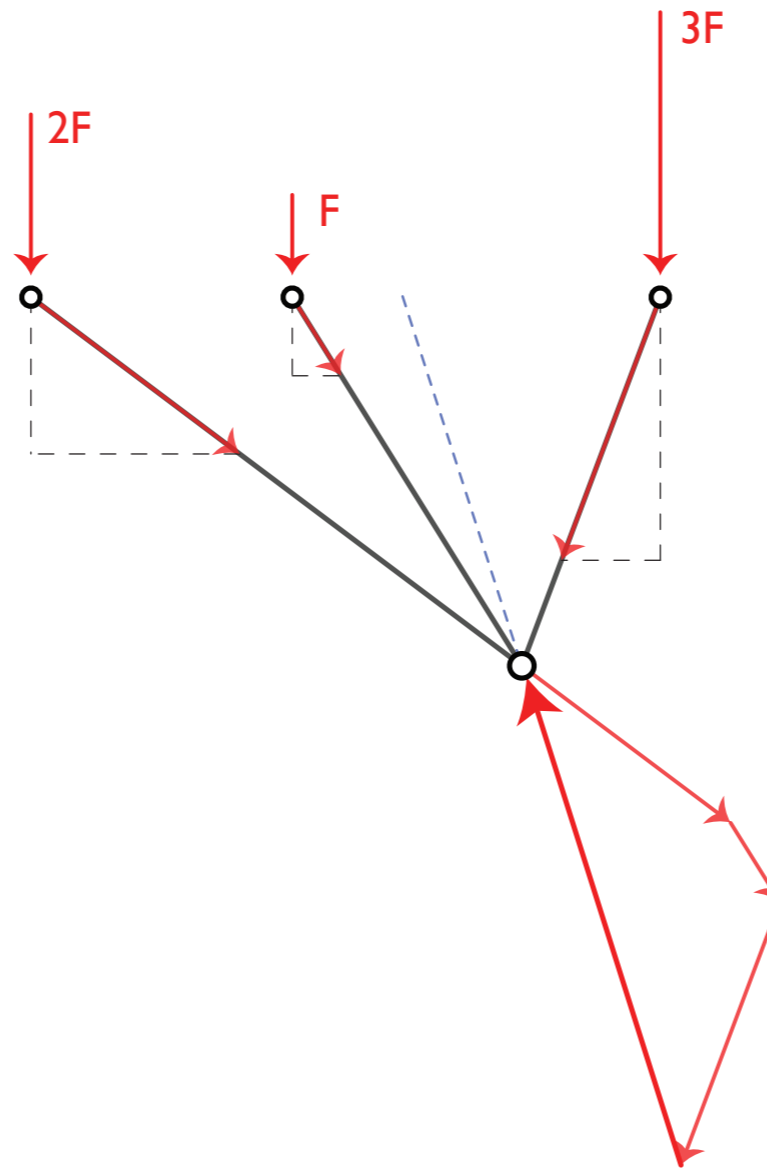
## 2D working lines: horizontal

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## 2D working lines: horizontal

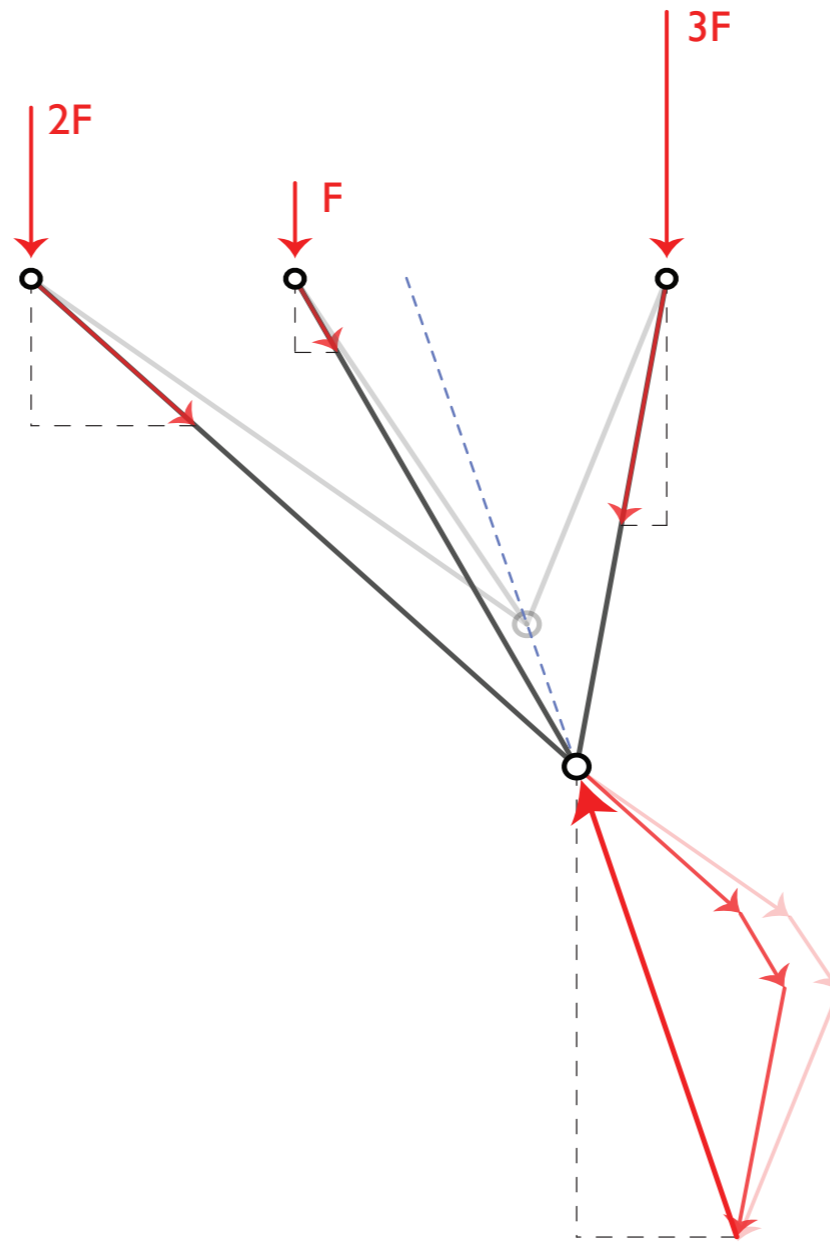
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## 2D working lines: horizontal

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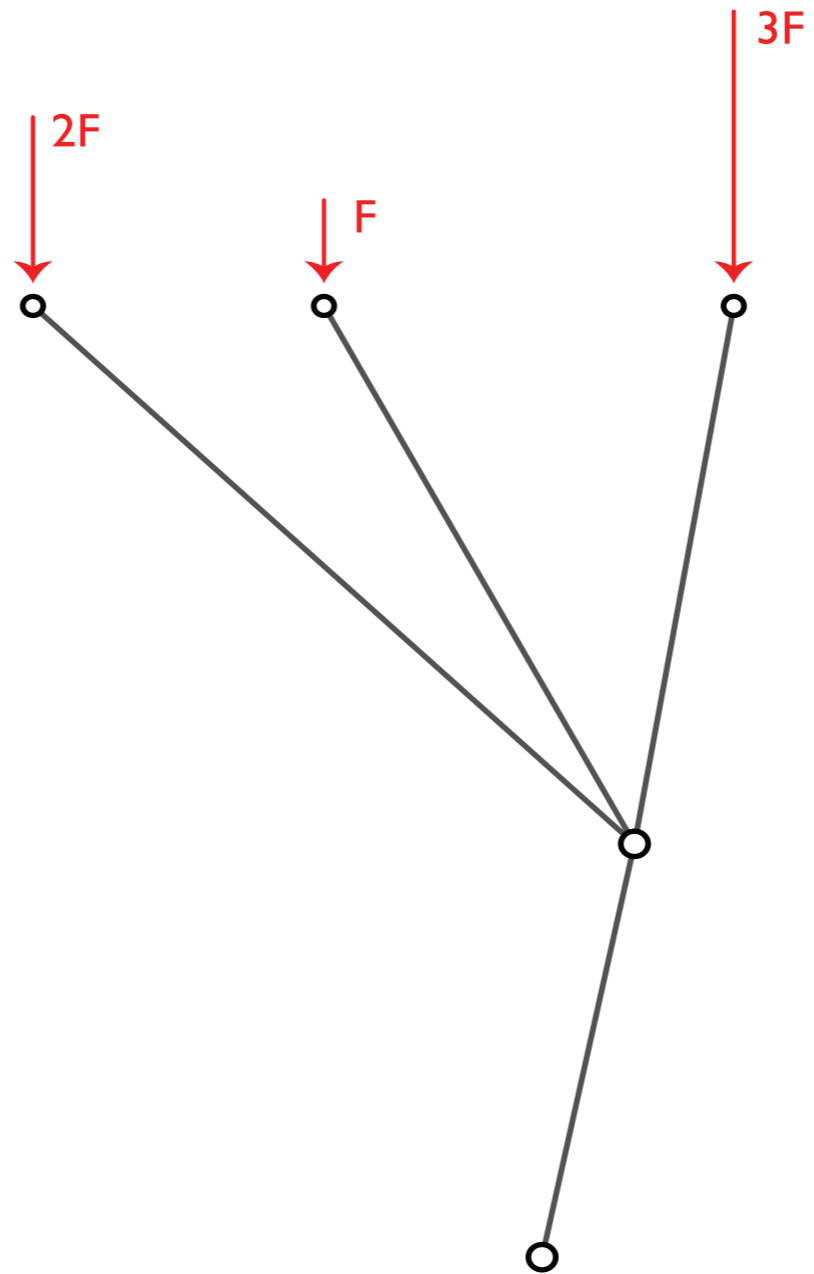


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FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

## 2D working lines: horizontal

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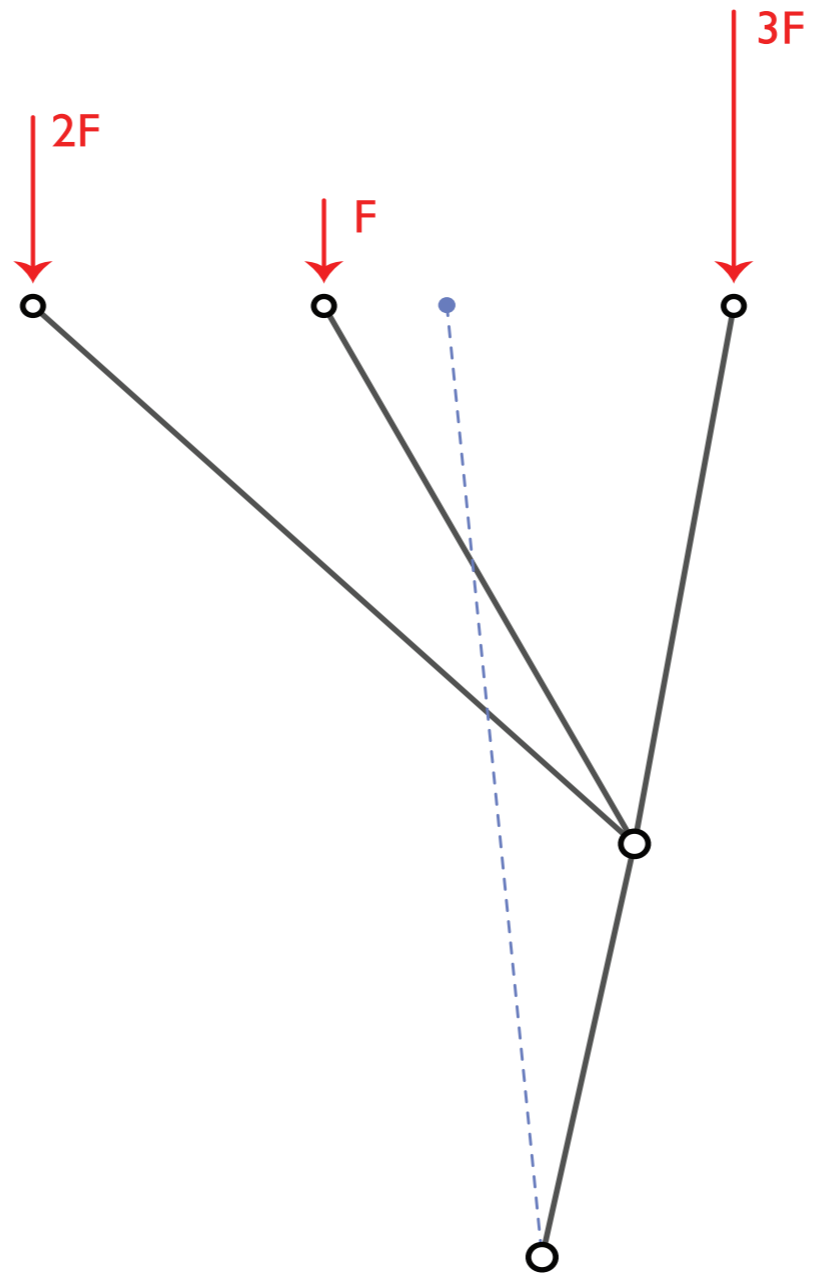


I Research Framework | II Theoretical Framework | III Calculation of structures | IV Design problem | V Design solution | VI Design | VII Conclusion

FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

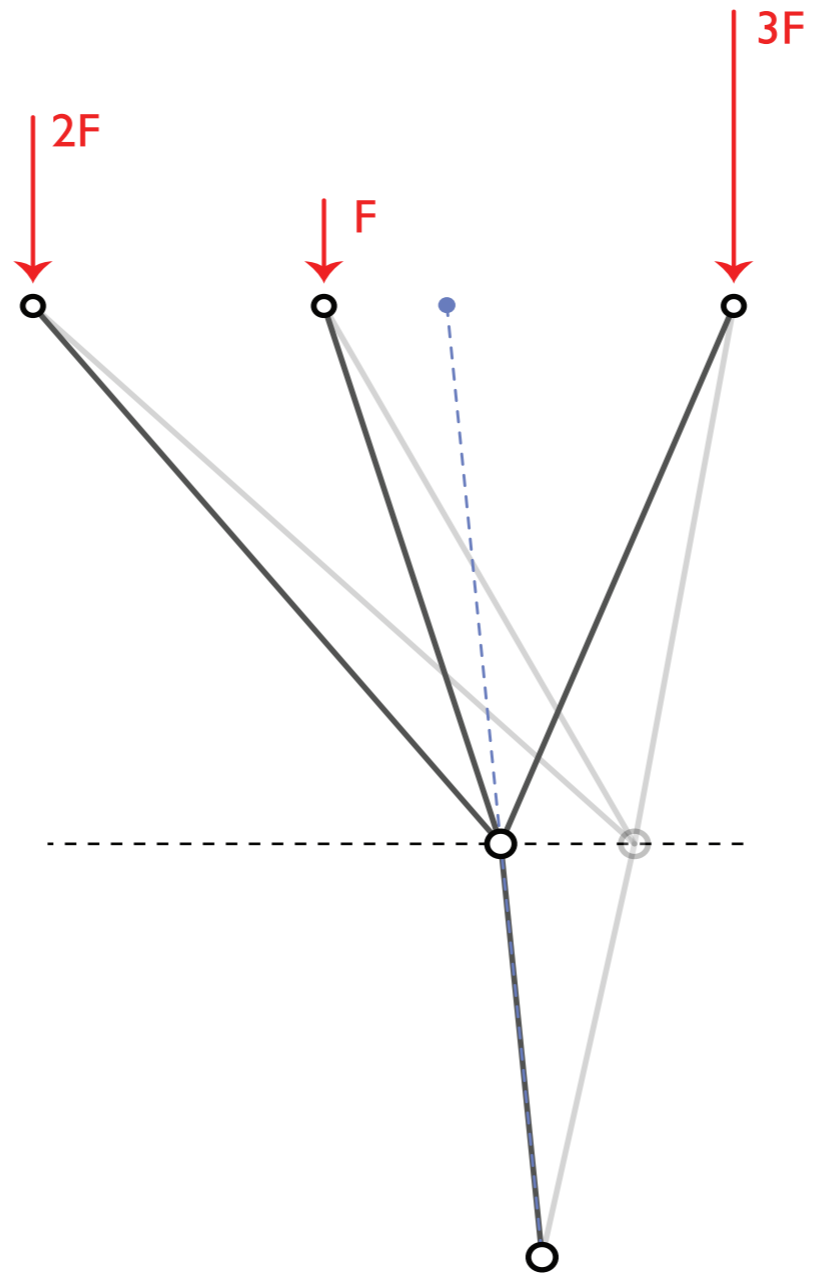
## 2D working lines: horizontal

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## 2D working lines: horizontal

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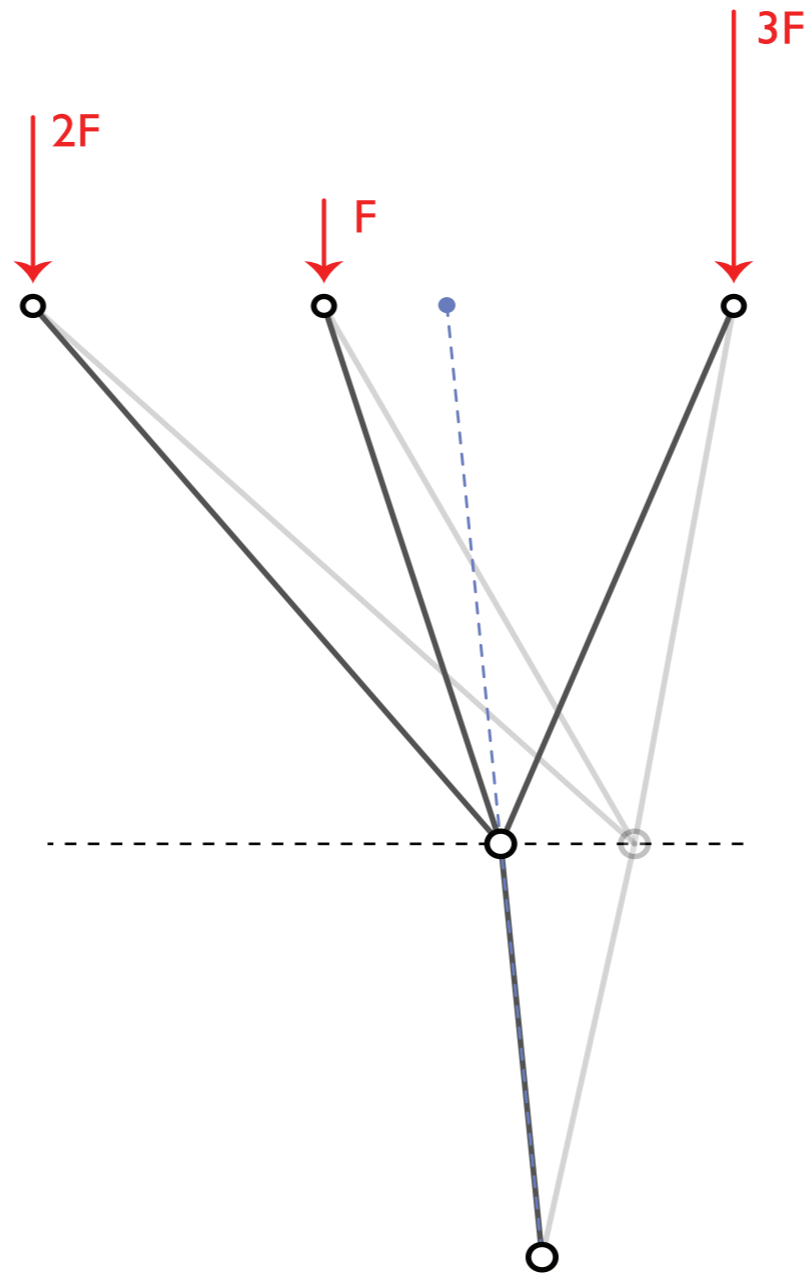


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FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

# Describe working line

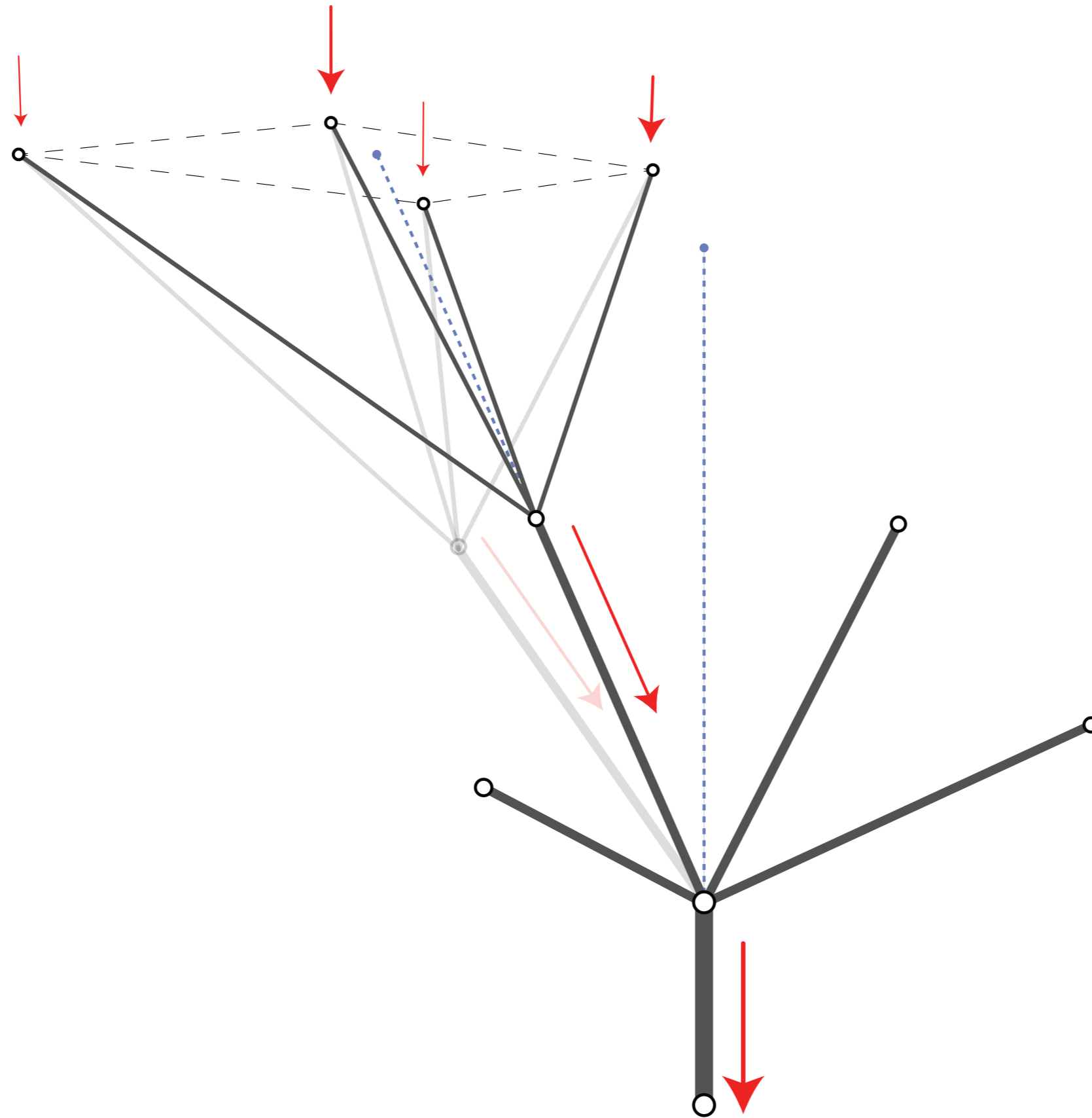
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I Research Framework | II Theoretical Framework | III Calculation of structures | IV Design problem | V Design solution | VI Design | VII Conclusion

FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

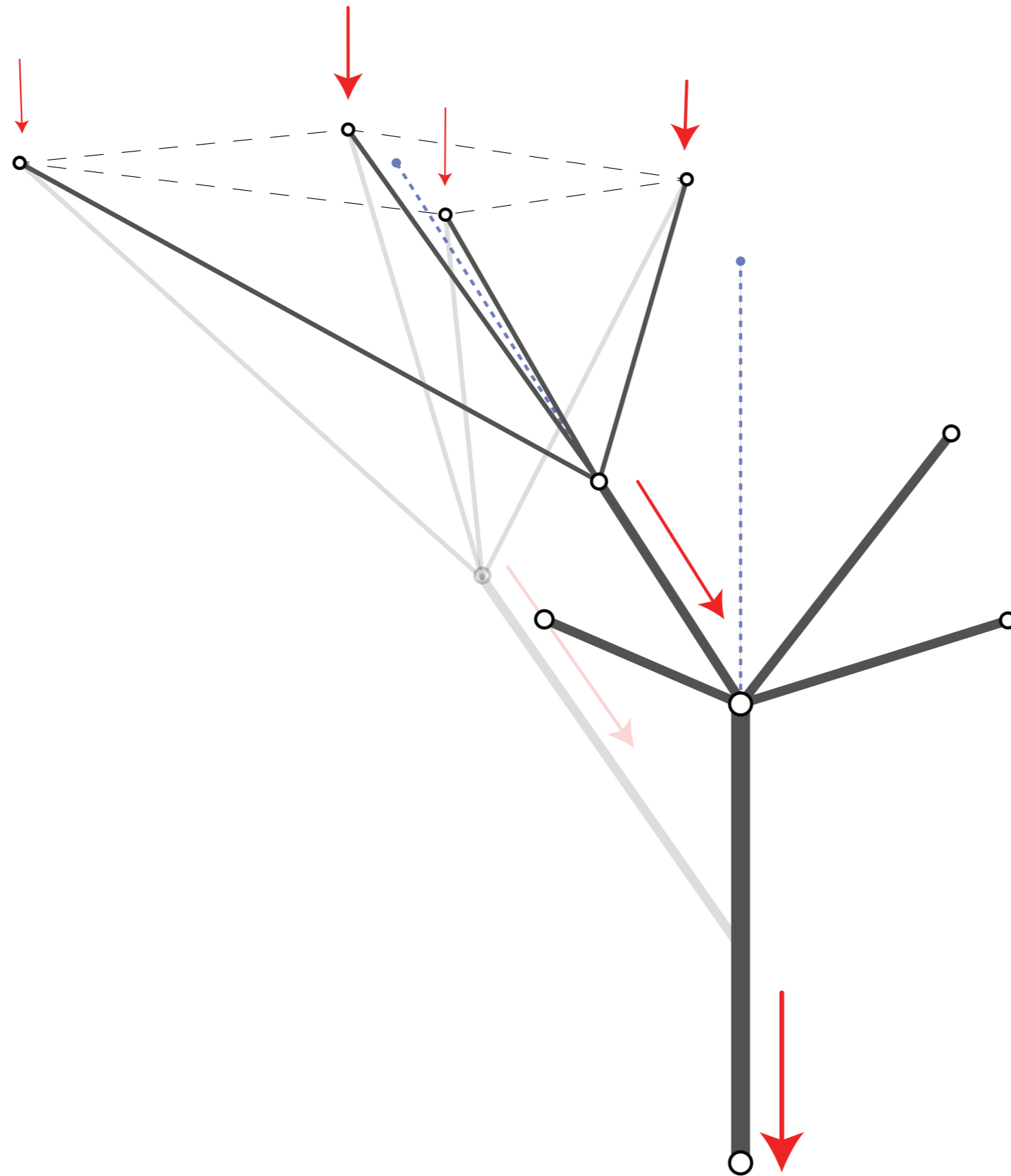
# 3D working lines: horizontal



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FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

# 3D working lines: horizontal

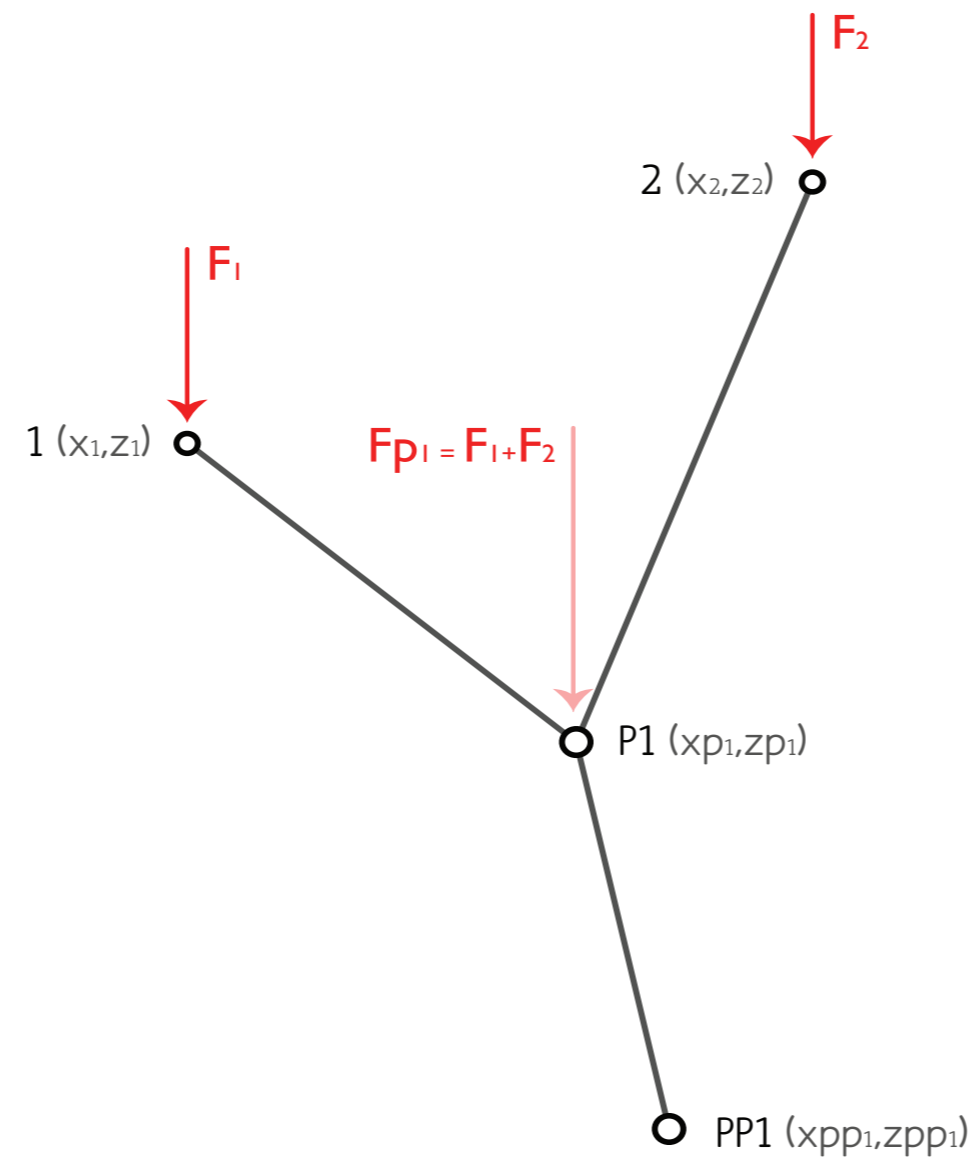


I Research Framework | II Theoretical Framework | III Calculation of structures | IV Design problem | V Design solution | VI Design | VII Conclusion

FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

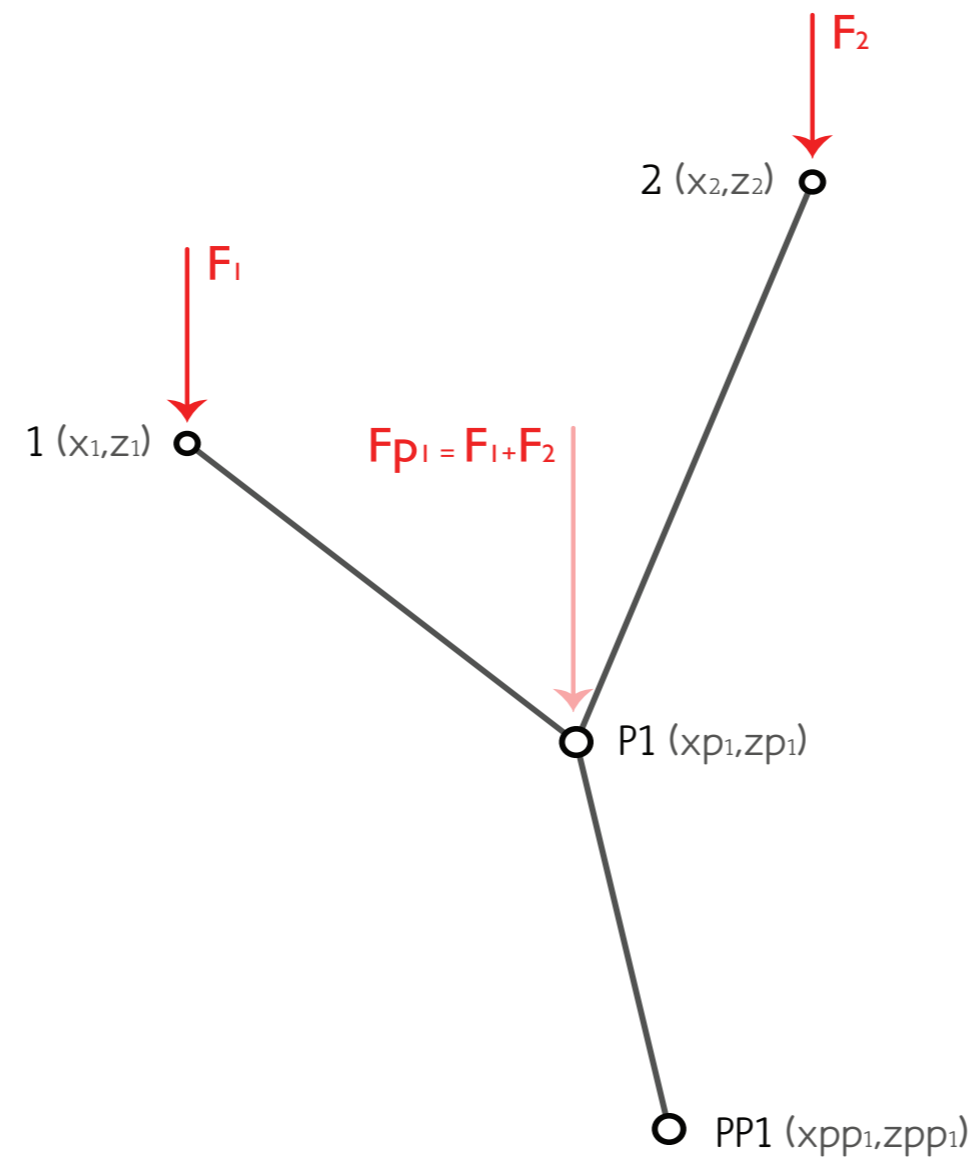
## 2D working line: non-linear

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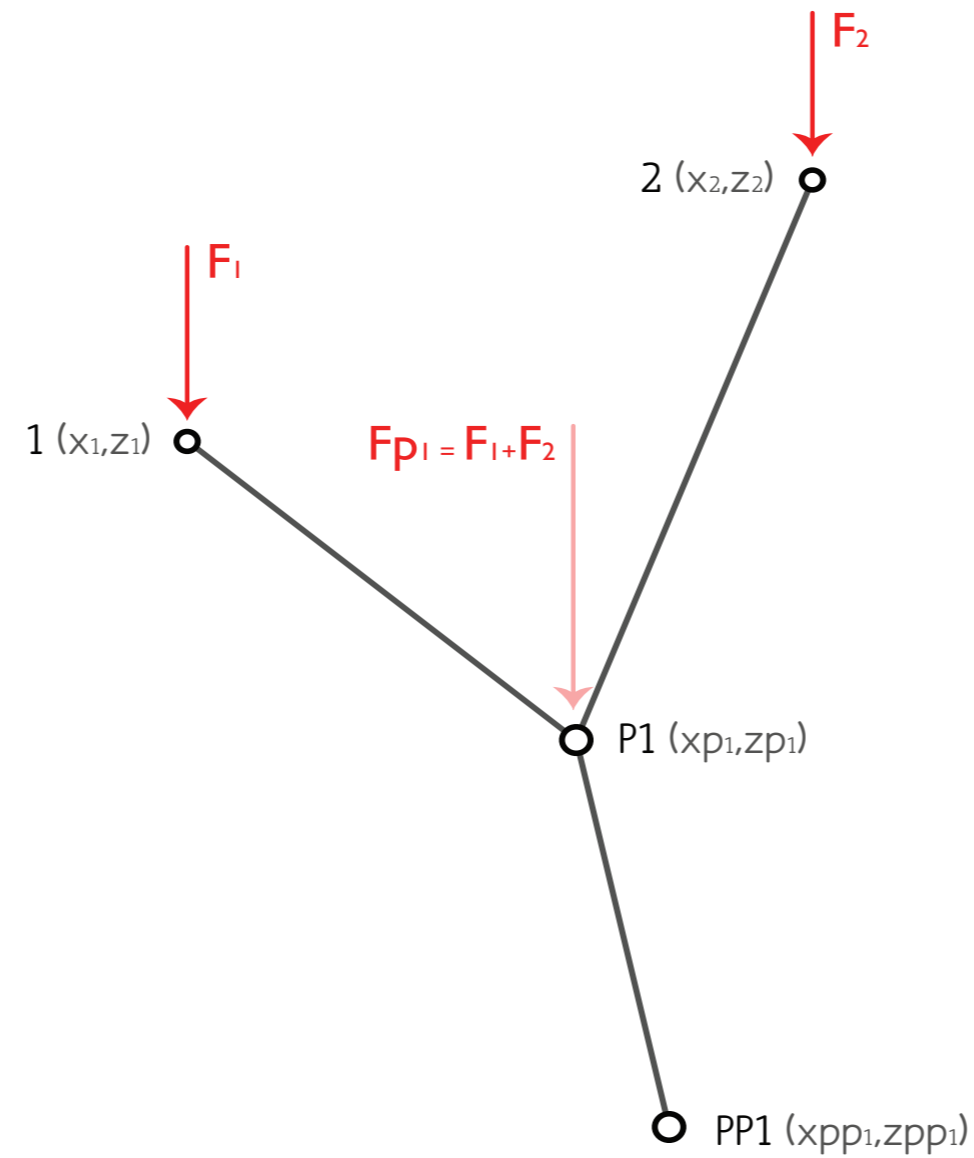


## 2D working line: non-linear



$$\sum_{r=1}^n Fx_r = \frac{dx_{next\ member} \cdot \sum_{r=1}^n Fz_r}{dz_{next\ member}}$$

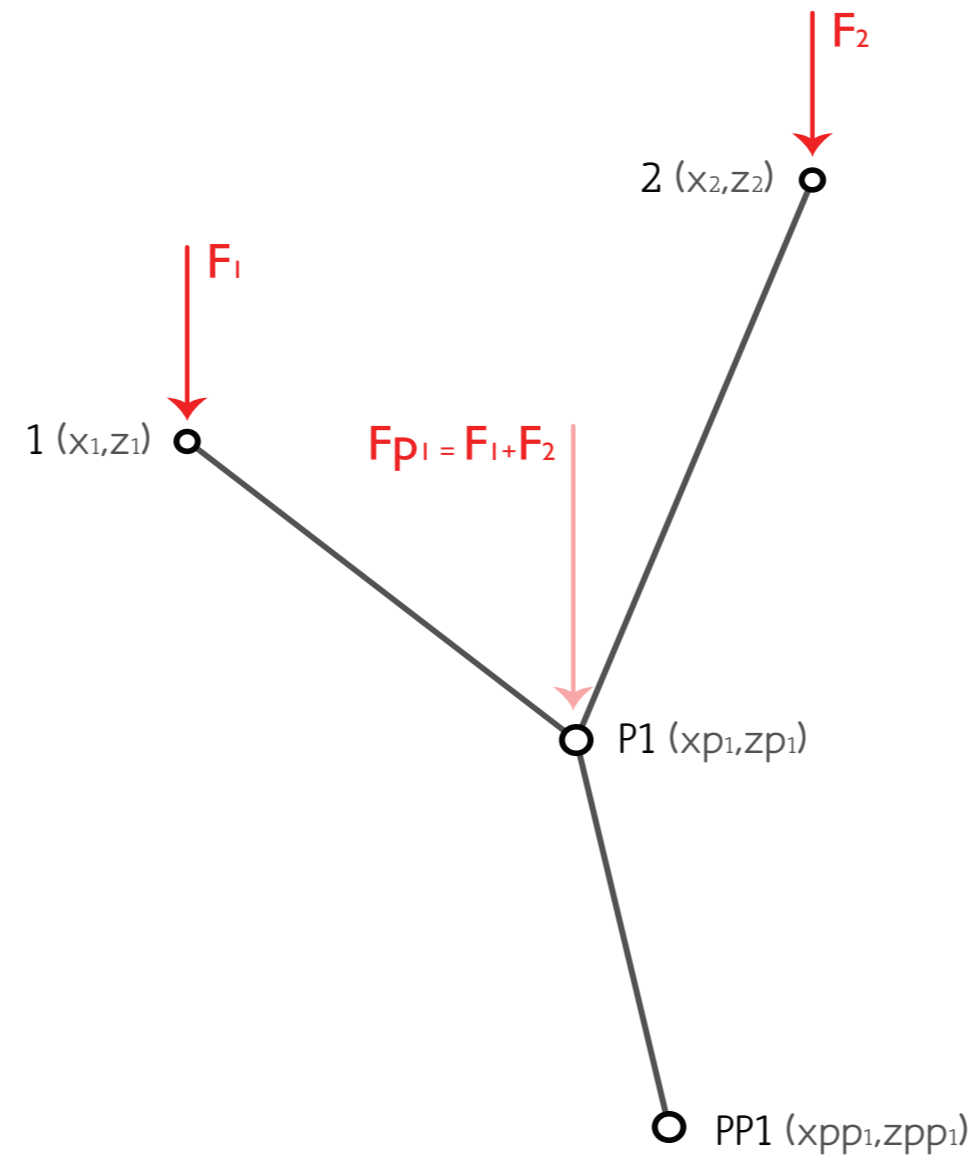
## 2D working line: non-linear



$$\sum_{r=1}^n Fx_r = \frac{dx_{next\ member} \cdot \sum_{r=1}^n Fz_r}{dz_{next\ member}}$$

$$\frac{(x_1 - x_{p1}) \cdot F_1}{z_{p1} - z_1} + \frac{(x_2 - x_{p1}) \cdot F_2}{z_{p1} - z_2} = \frac{(x_{p1} - x_{pp1}) \cdot F_{p1}}{z_{pp1} - z_{p1}}$$

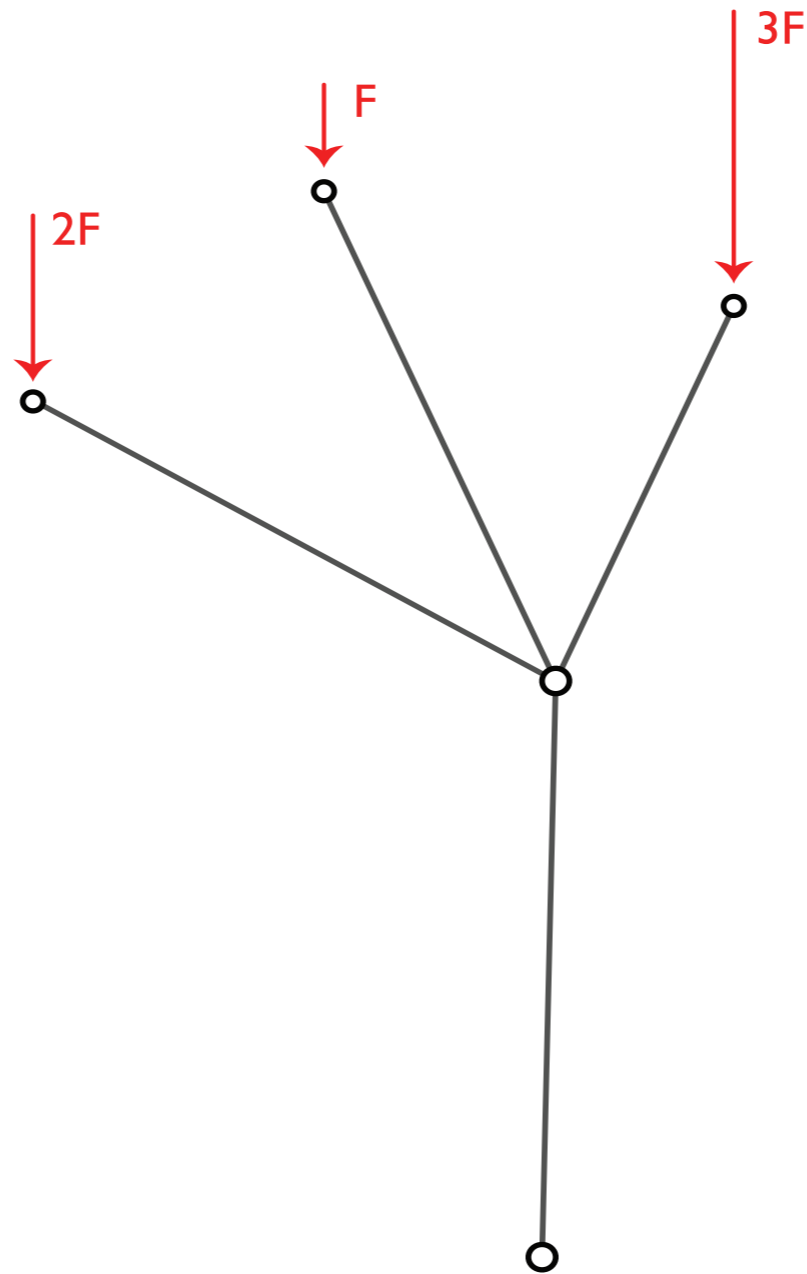
## 2D working line: non-linear



$$x_{p1} = \frac{F_1 \cdot x_1 \cdot z_2 \cdot z_{p1} - F_1 \cdot x_1 \cdot z_2 \cdot z_{pp1} - F_1 \cdot x_1 \cdot z_{p1}^2 + F_1 \cdot x_1 \cdot z_{p1} \cdot z_{pp1} + F_2 \cdot x_2 \cdot z_1 \cdot z_{p1} - F_2 \cdot x_2 \cdot z_1 \cdot z_{pp1} - F_2 \cdot x_2 \cdot z_{p1}^2 + F_2 \cdot x_2 \cdot z_{p1} \cdot z_{pp1} + F_{p1} \cdot x_{pp1} \cdot z_1 \cdot z_2 - F_{p1} \cdot x_{pp1} \cdot z_1 \cdot z_{p1} - F_{p1} \cdot x_{pp1} \cdot z_2 \cdot z_{p1} + F_{p1} \cdot x_{pp1} \cdot z_{p1}^2}{F_1 \cdot z_2 \cdot z_{p1} - F_1 \cdot z_2 \cdot z_{pp1} - F_1 \cdot z_{p1}^2 + F_1 \cdot z_{p1} \cdot z_{pp1} + F_2 \cdot z_1 \cdot z_{p1} - F_2 \cdot z_1 \cdot z_{pp1} - F_2 \cdot z_{p1}^2 + F_2 \cdot z_{p1} \cdot z_{pp1} + F_{p1} \cdot z_1 \cdot z_2 - F_{p1} \cdot z_1 \cdot z_{p1} - F_{p1} \cdot z_2 \cdot z_{p1} + F_{p1} \cdot z_{p1}^2}$$

## 2D working line: non-linear

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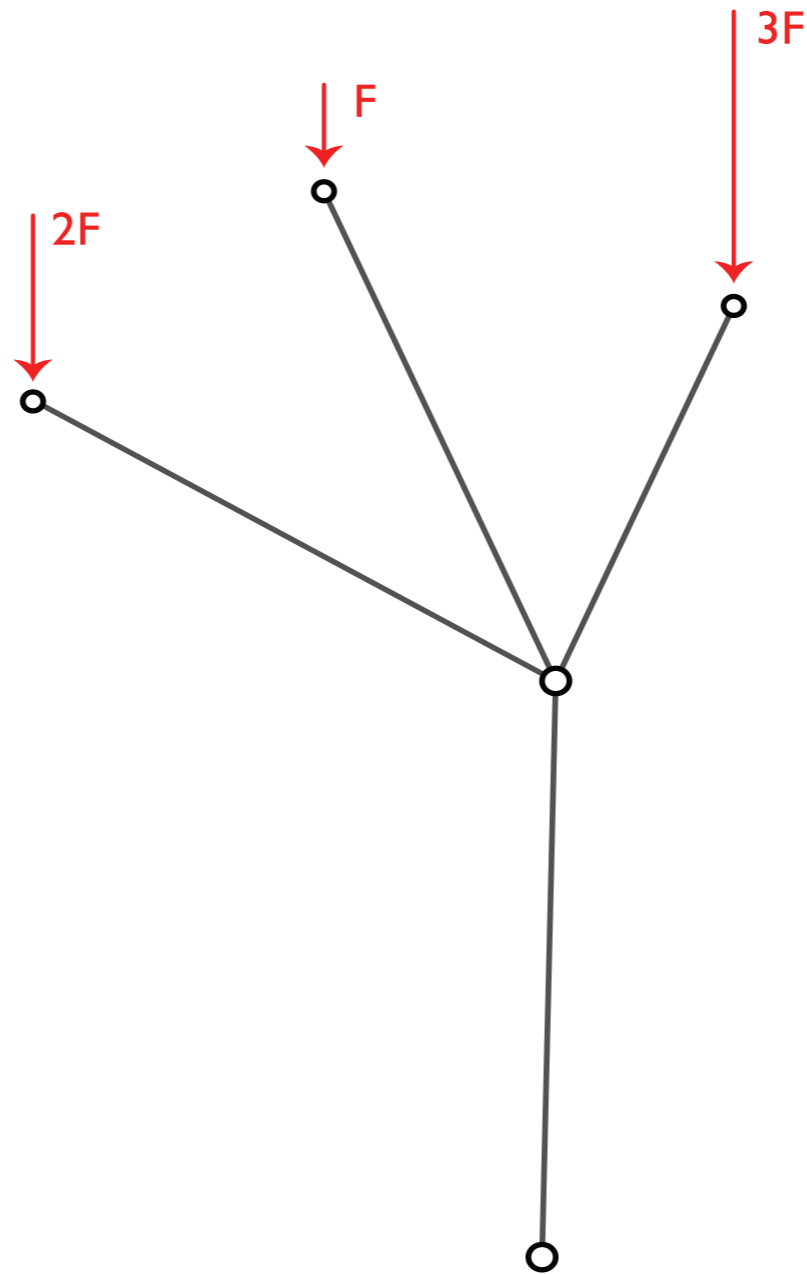


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FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

## 2D working line: non-linear

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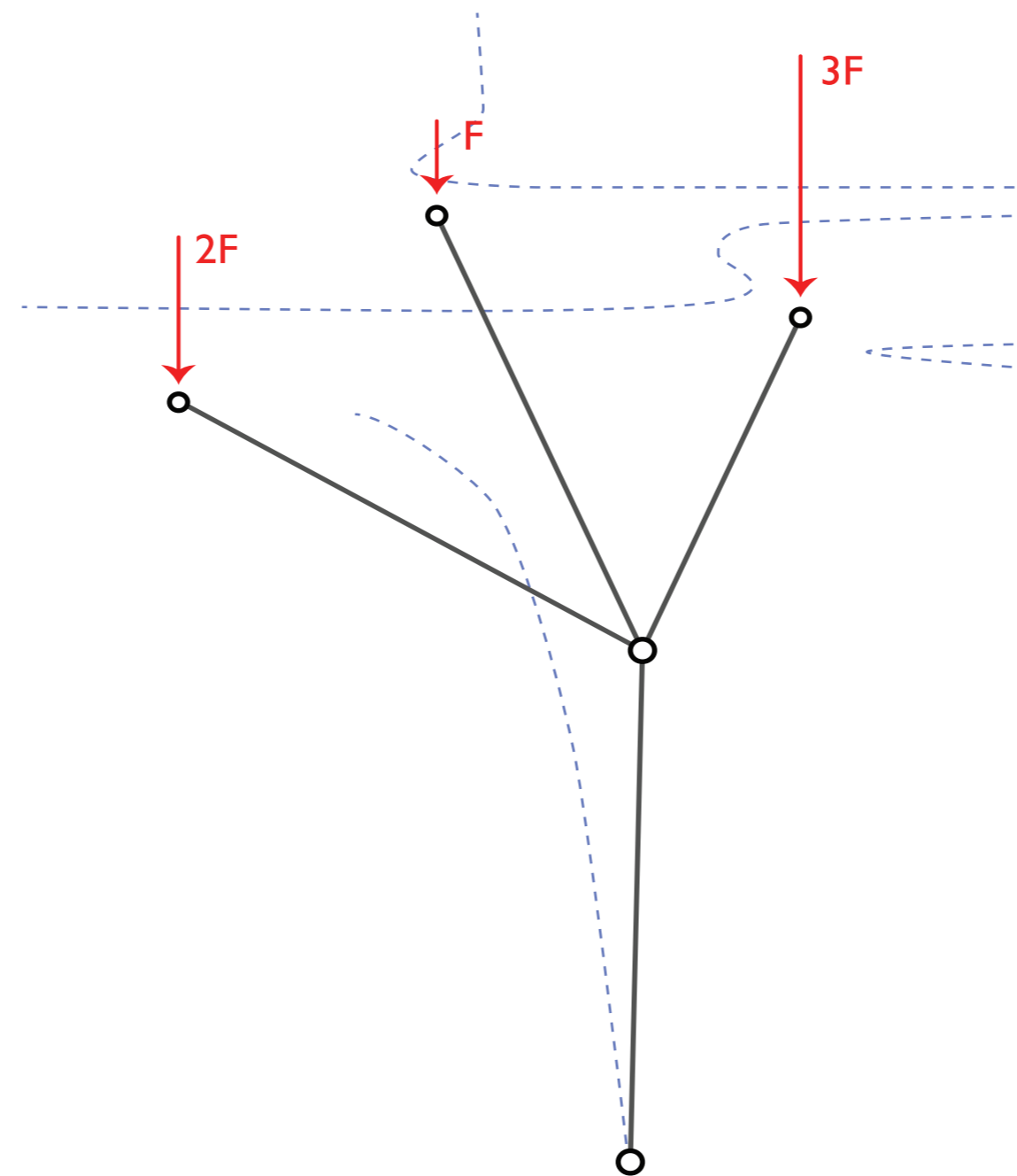


$$\sum_{r=1}^n Fx_r = \frac{dx_{next\ member} \cdot \sum_{r=1}^n Fz_r}{dz_{next\ member}}$$

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FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

## 2D working line: non-linear

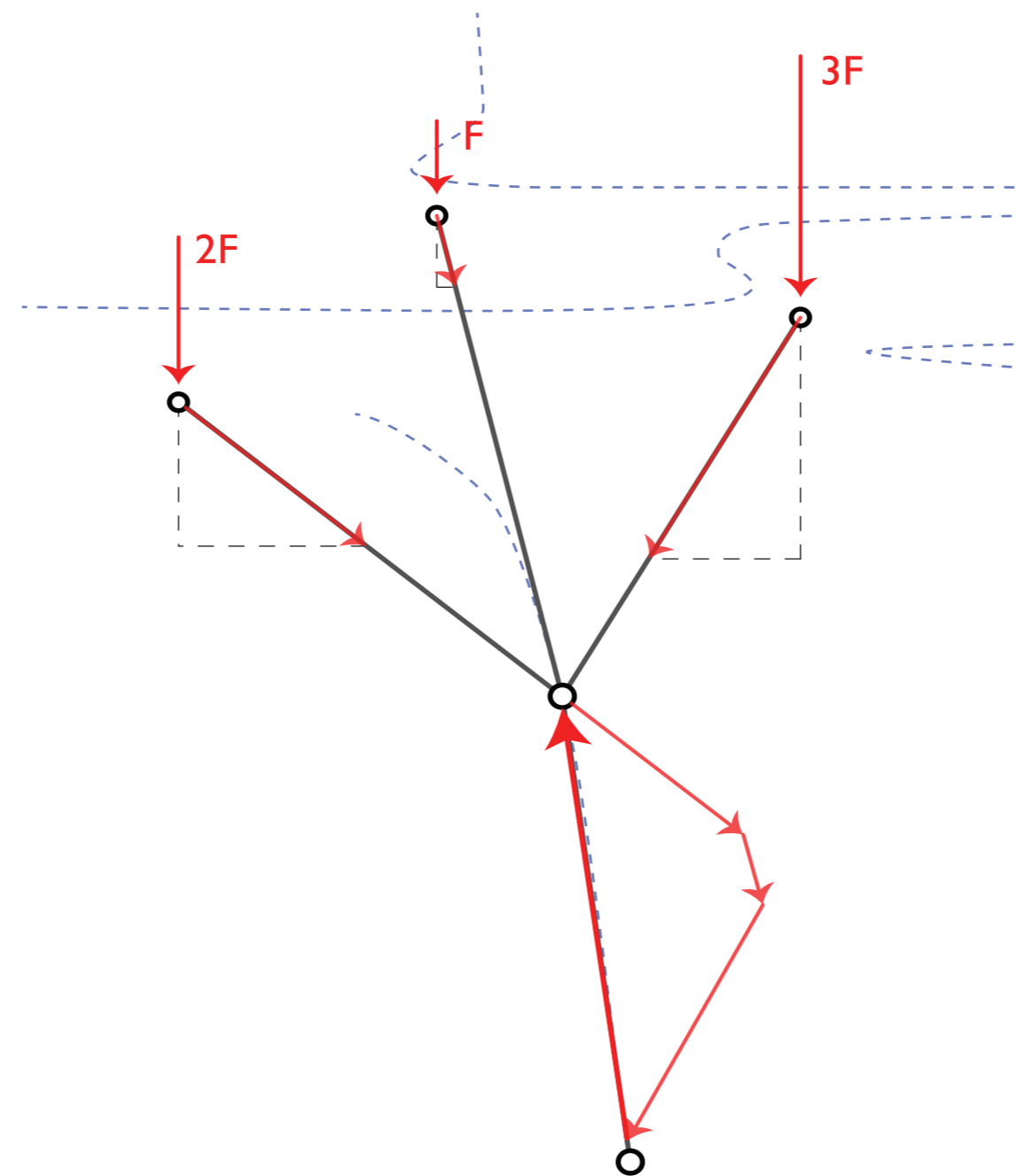


$$\sum_{r=1}^n Fx_r = \frac{dx_{next\ member} \cdot \sum_{r=1}^n Fz_r}{dz_{next\ member}}$$

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FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

## 2D working line: non-linear

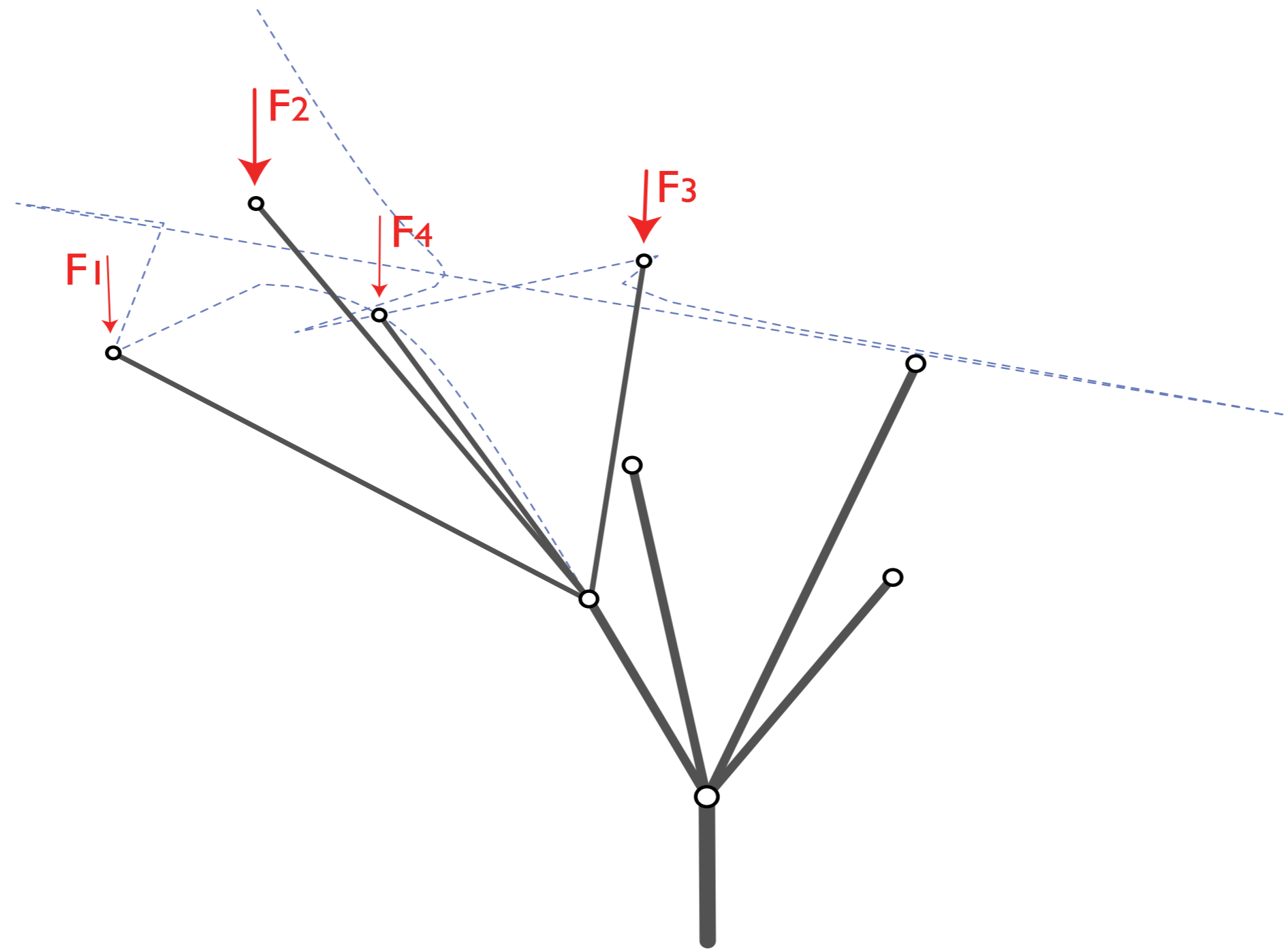


$$\sum_{r=1}^n Fx_r = \frac{dx_{next\ member} \cdot \sum_{r=1}^n Fz_r}{dz_{next\ member}}$$

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# 3D working line: non-linear



$$\sum_{r=1}^n Fx_r = \frac{dx_{next\ member} \cdot \sum_{r=1}^n Fz_r}{dz_{next\ member}}$$

$$\sum_{r=1}^n Fy_r = \frac{dy_{next\ member} \cdot \sum_{r=1}^n Fz_r}{dz_{next\ member}}$$

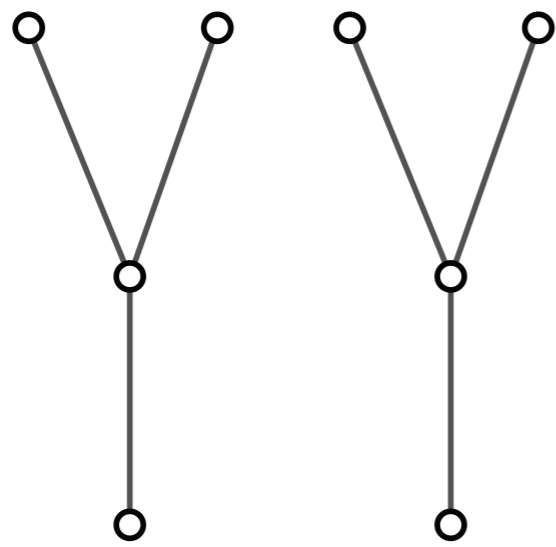
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FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

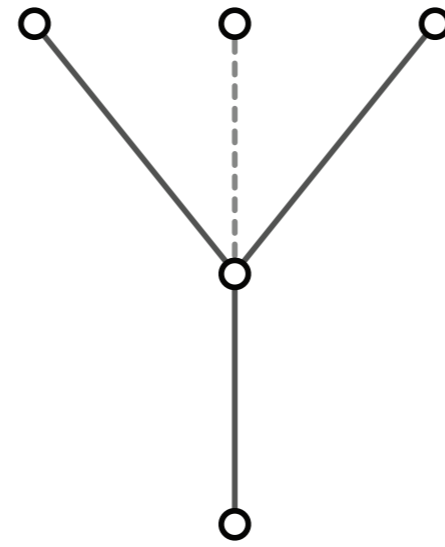


# Design decisions

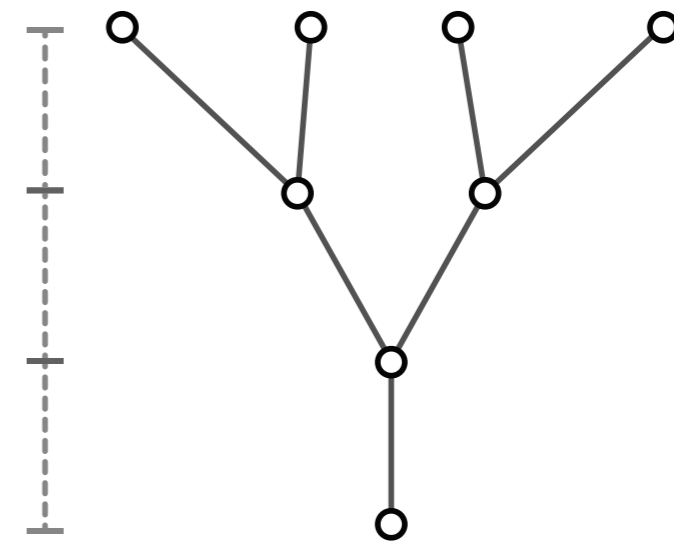
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number of  
trees



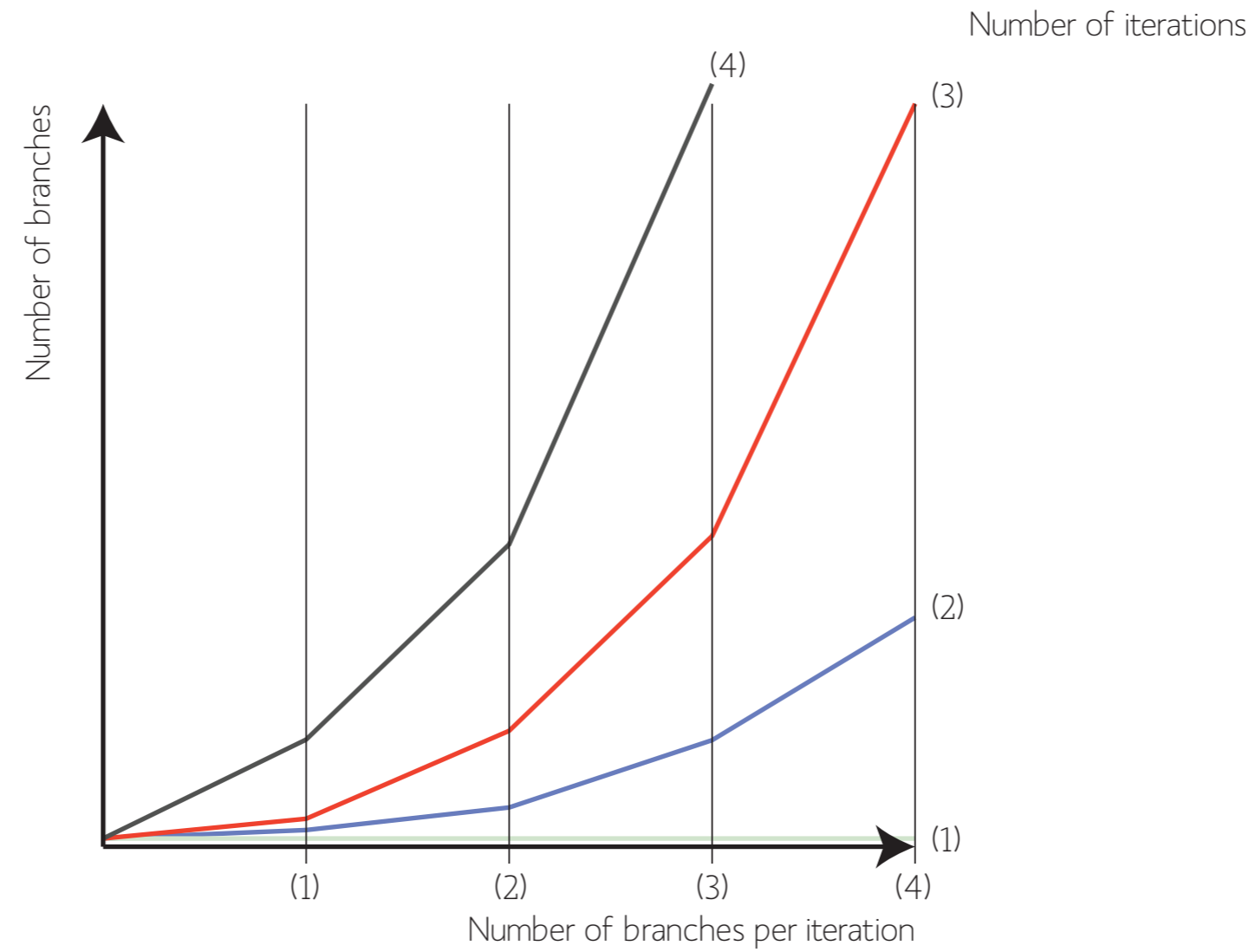
number of  
branches



number of  
iterations

# Design decisions

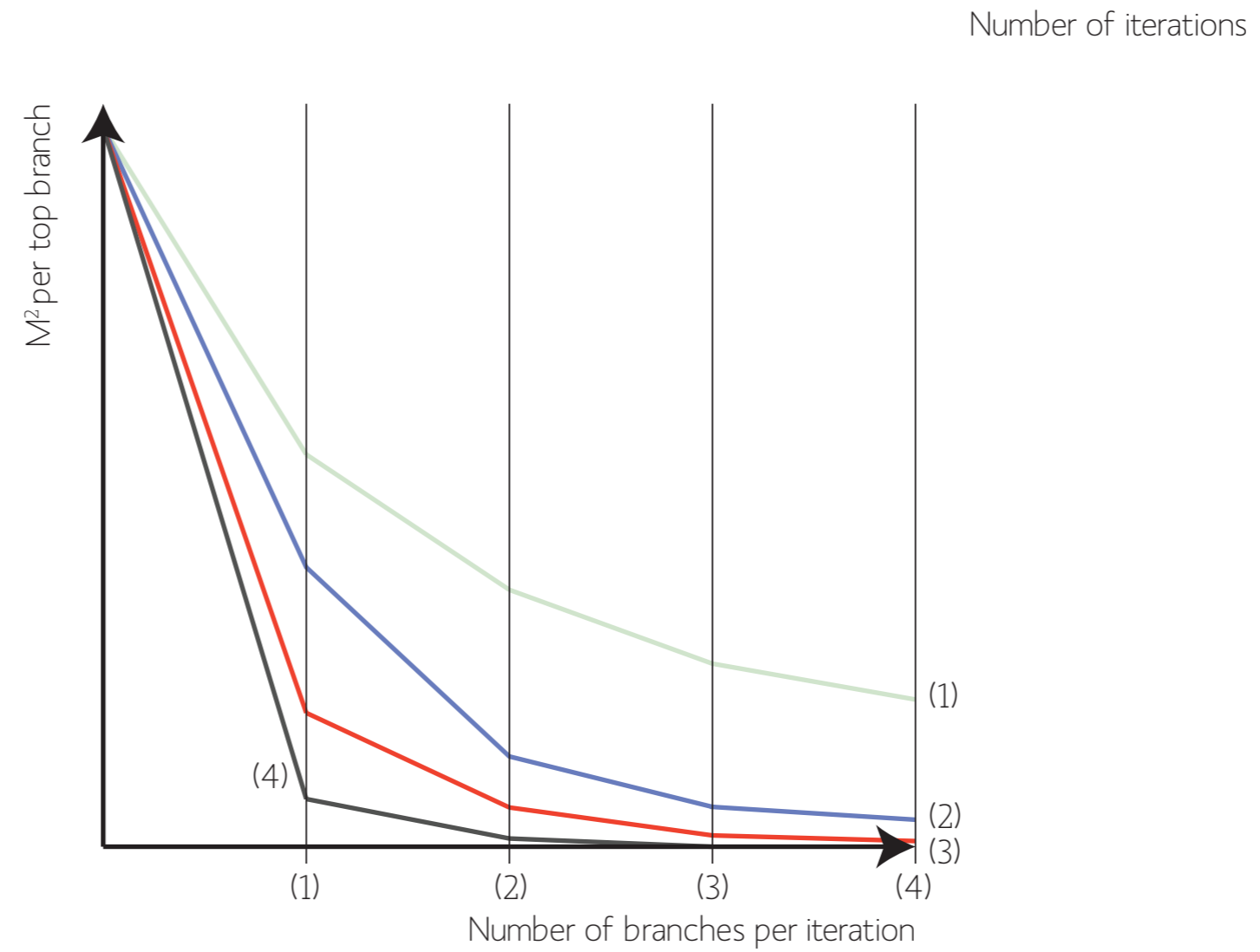
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# Design decisions

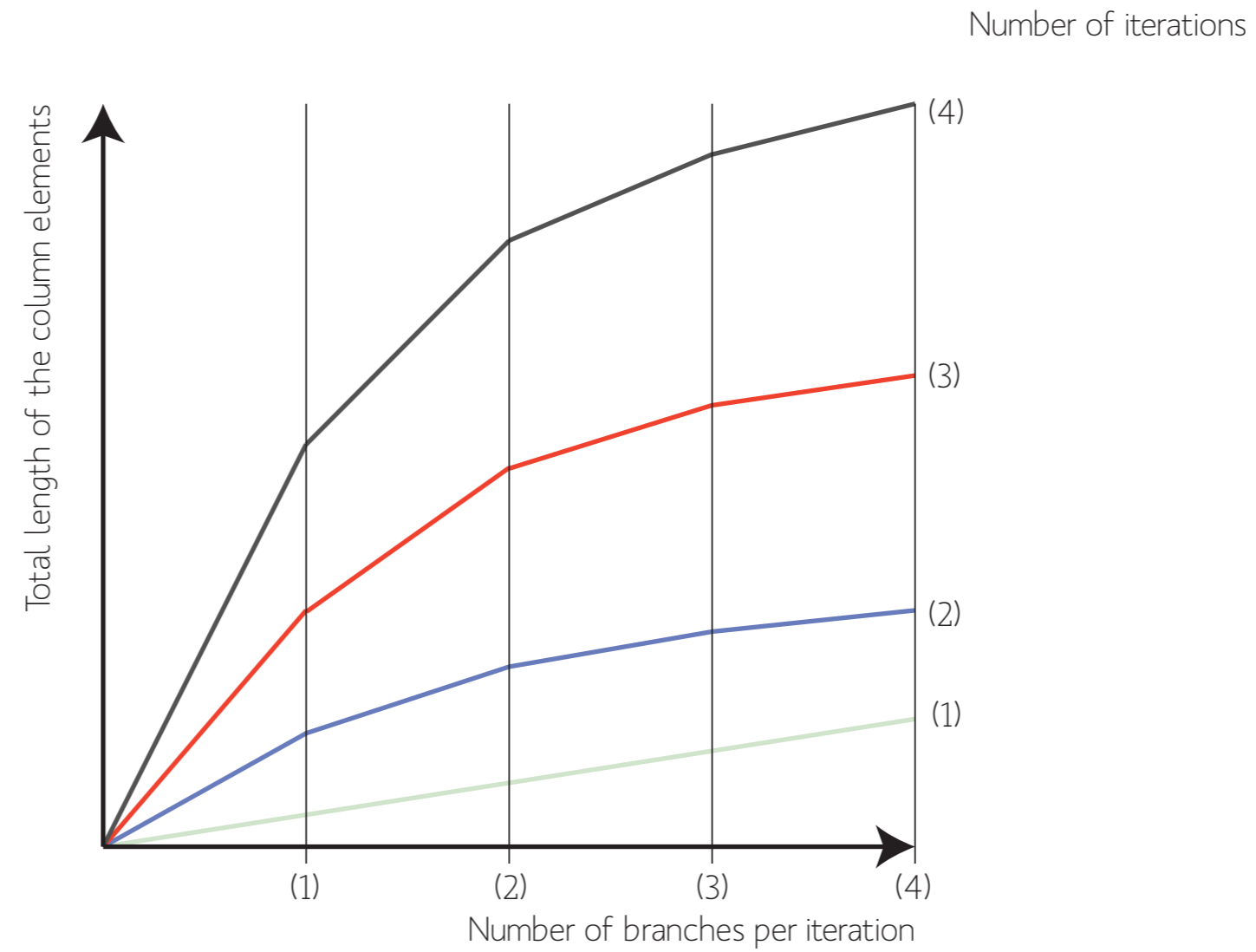


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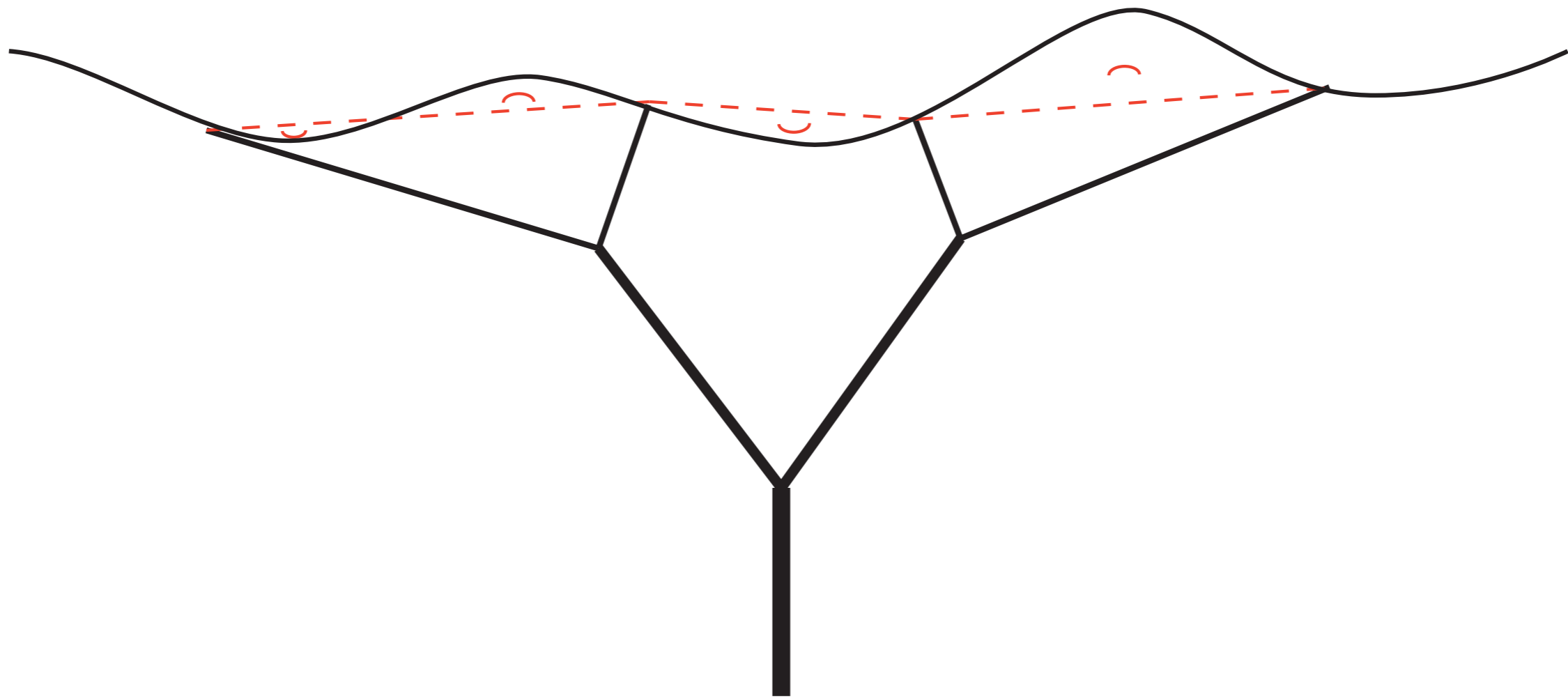
# Design decisions

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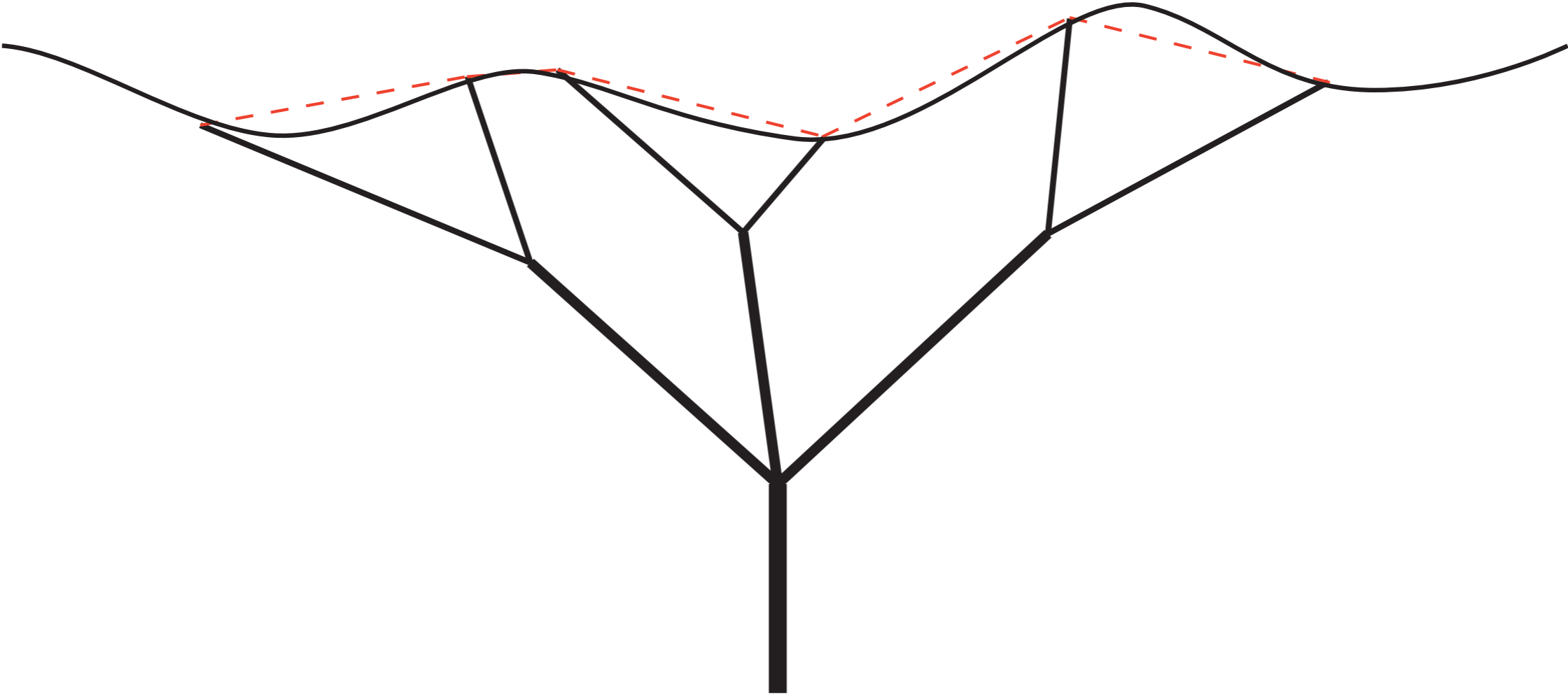
# Surface attachment points

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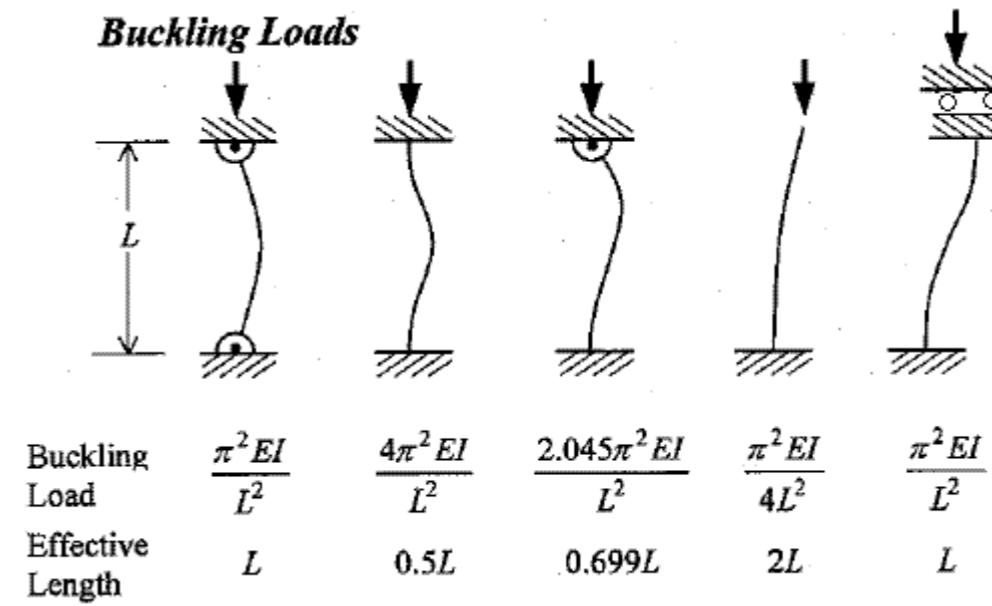
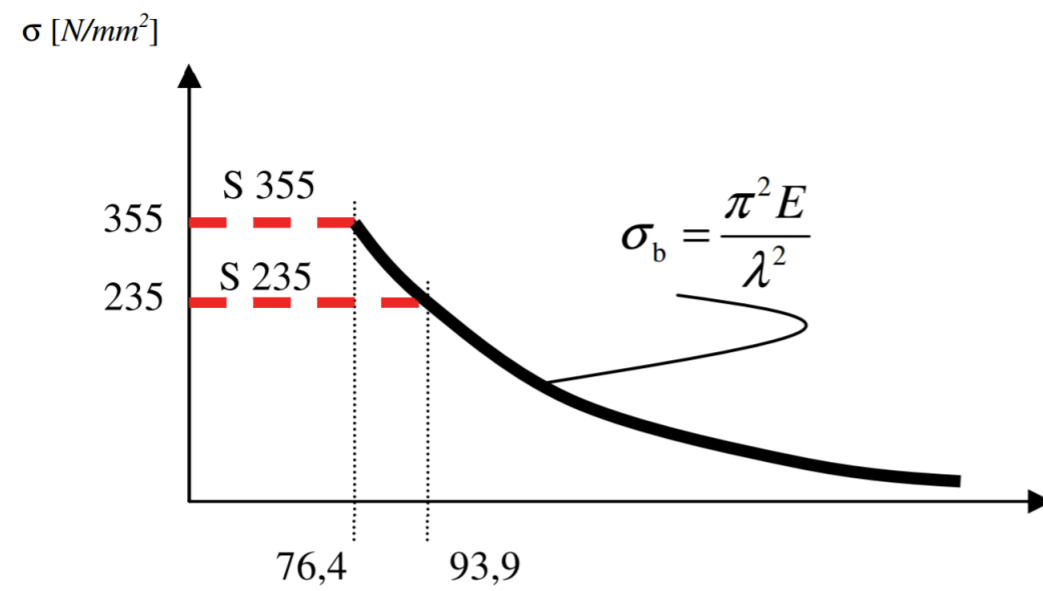


# Surface attachment points

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# Optimization



## Optimization:

*Minimum weight*

$$mass = A \cdot l \cdot \rho = \min$$



## Optimization:

*Minimum weight*

$$mass = A \cdot l \cdot \rho = \min$$

*Same profiles*

$$\Delta A = (A_{\max} - A_{\min}) = \min$$

## Optimization:

*Minimum weight*

$$mass = A \cdot l \cdot \rho = \min$$

*Same profiles*

$$\Delta A = (A_{\max} - A_{\min}) = \min$$

*Maximum material use*

$$lowest \sigma_b = \max$$

## Optimization:

*Minimum weight*

$$mass = A \cdot l \cdot \rho = \min$$

*Same profiles*

$$\Delta A = (A_{\max} - A_{\min}) = \min$$

*Maximum material use*

$$lowest \sigma_b = \max$$

*Minimum costs*

$$cost = \text{€} \cdot profile \cdot l = \min$$

## Optimization:

*Minimum weight*

$$mass = A \cdot l \cdot \rho = \min$$

*Same profiles*

$$\Delta A = (A_{\max} - A_{\min}) = \min$$

*Maximum material use*

$$lowest \sigma_b = \max$$

*Minimum costs*

$$cost = \text{€} \cdot profile \cdot l = \min$$

*Minimum embodied energy*

$$E_{\text{embodied}} = E \cdot profile \cdot l = \min$$

## Optimization:

*Minimum weight*

$$mass = A \cdot l \cdot \rho = \min$$

*Same profiles*

$$\Delta A = (A_{\max} - A_{\min}) = \min$$

*Maximum material use*

$$lowest \sigma_b = \max$$

*Minimum costs*

$$cost = \text{€} \cdot profile \cdot l = \min$$

*Minimum embodied energy*

$$E_{\text{embodied}} = E \cdot profile \cdot l = \min$$

*Minimize forces in the roof*

## Optimization:

*Minimum weight*

$$mass = A \cdot l \cdot \rho = \min$$

*Same profiles*

$$\Delta A = (A_{\max} - A_{\min}) = \min$$

*Maximum material use*

$$lowest \sigma_b = \max$$

*Minimum costs*

$$cost = \text{€} \cdot profile \cdot l = \min$$

*Minimum embodied energy*

$$E_{\text{embodied}} = E \cdot profile \cdot l = \min$$

*Minimize forces in the roof*

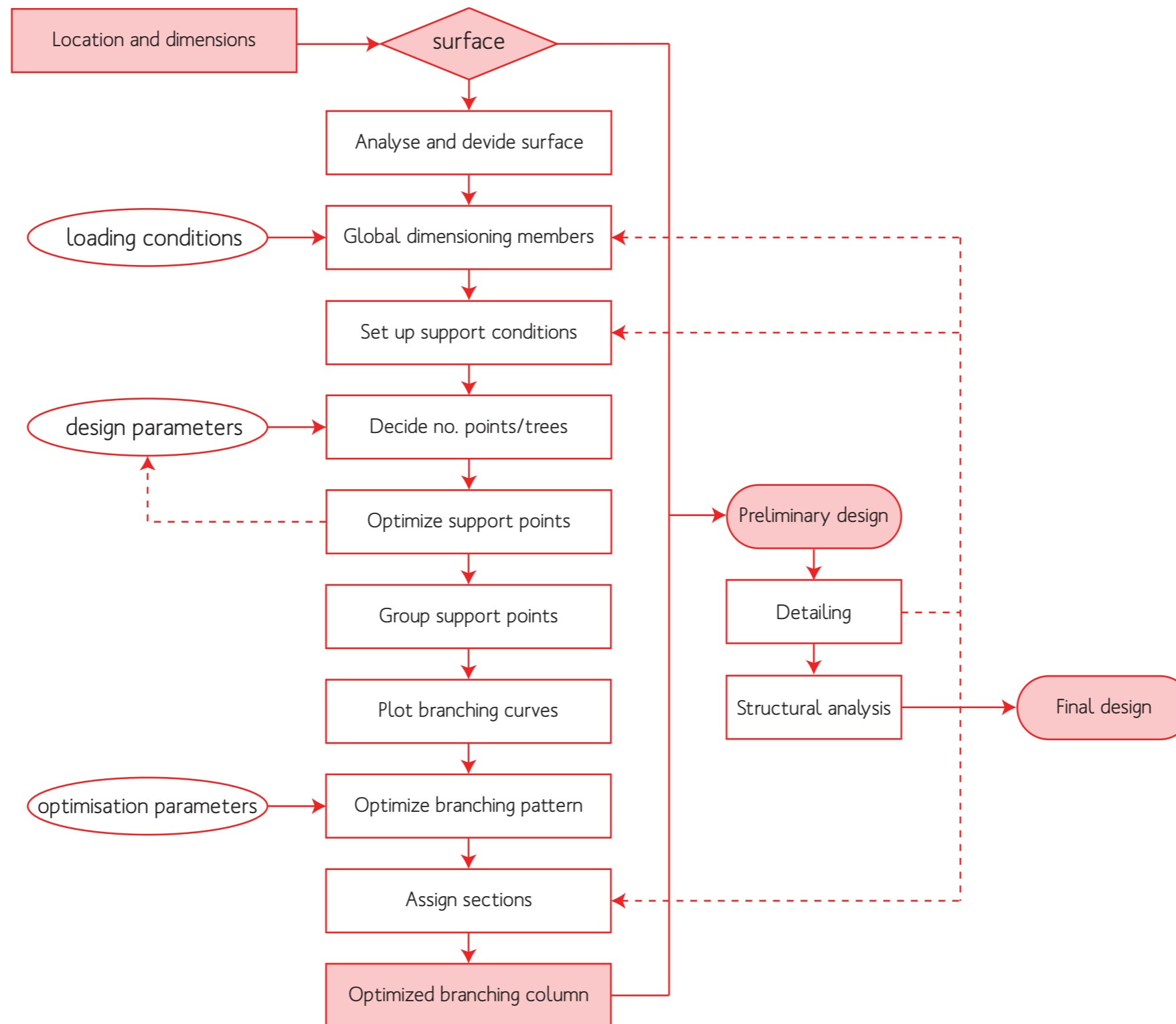
*Other design conditions*

## Multicriteria optimization

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Optimisation	Factor of importance
Minimal weight	4
Same profiles	2
Maximal material use	3
Minimal costs	1
Minimal Embodied Energy	5
Reduce forces roofstructure	2
Other design conditions	3

# Design strategy



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**VI**

## Design: location

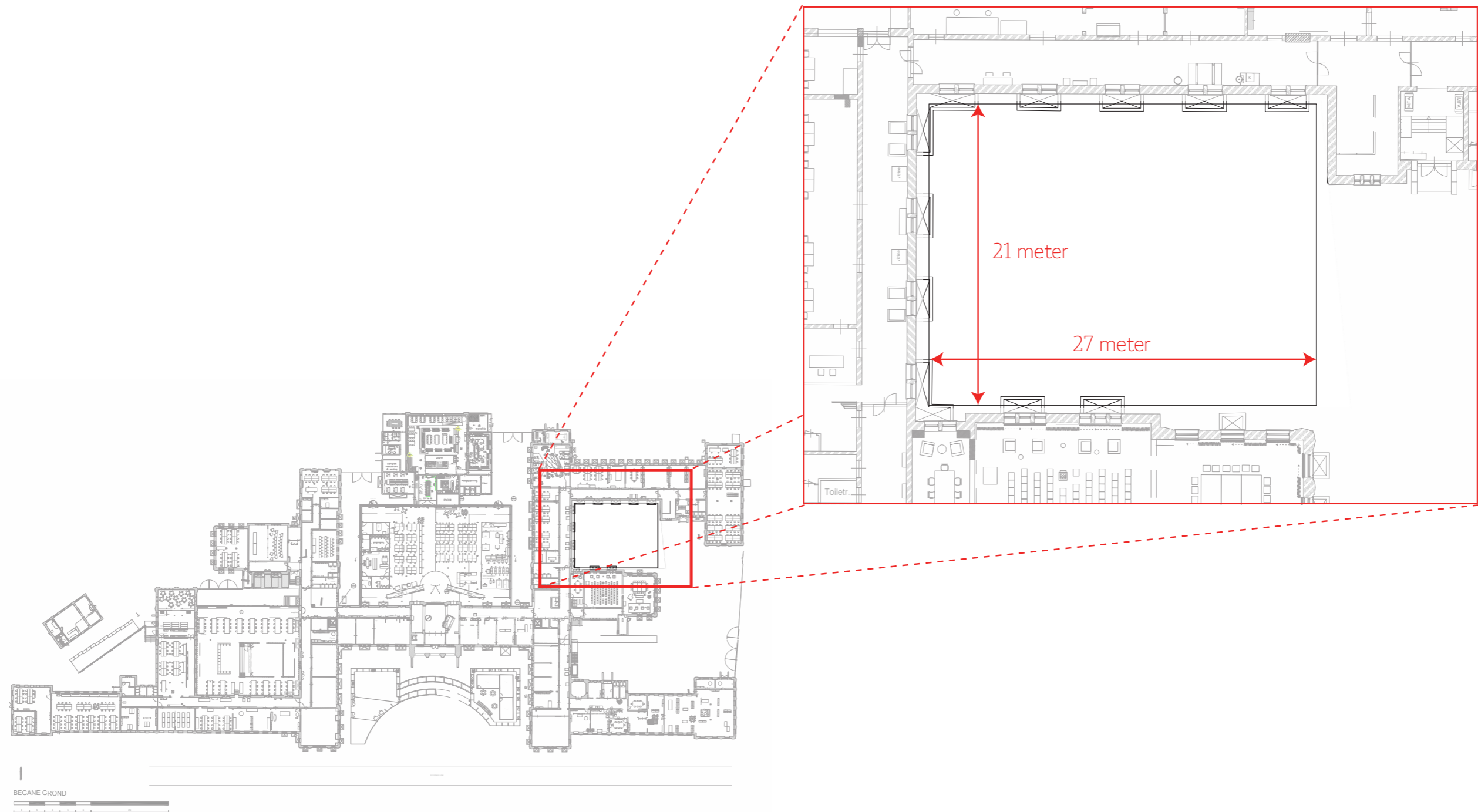
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# Design: location

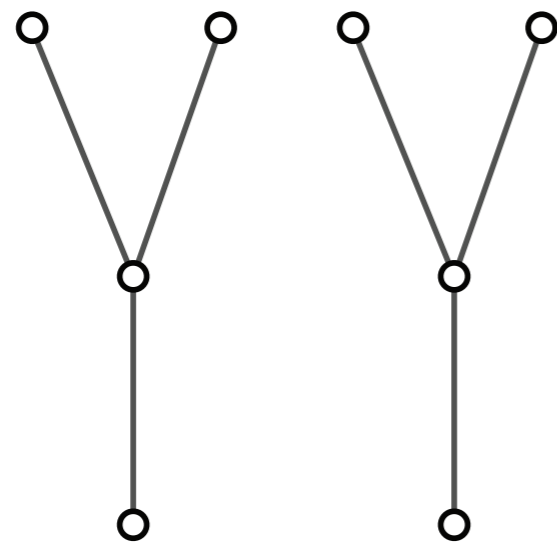


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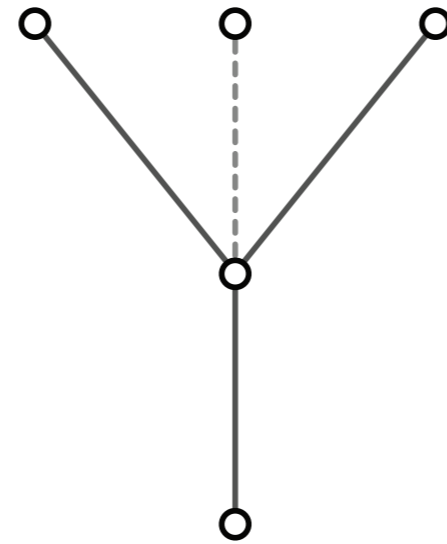
FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

# Design: trees

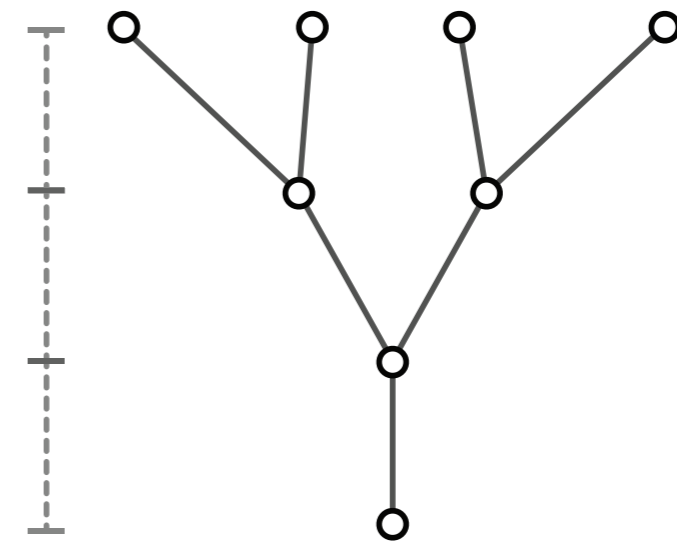
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4 trees



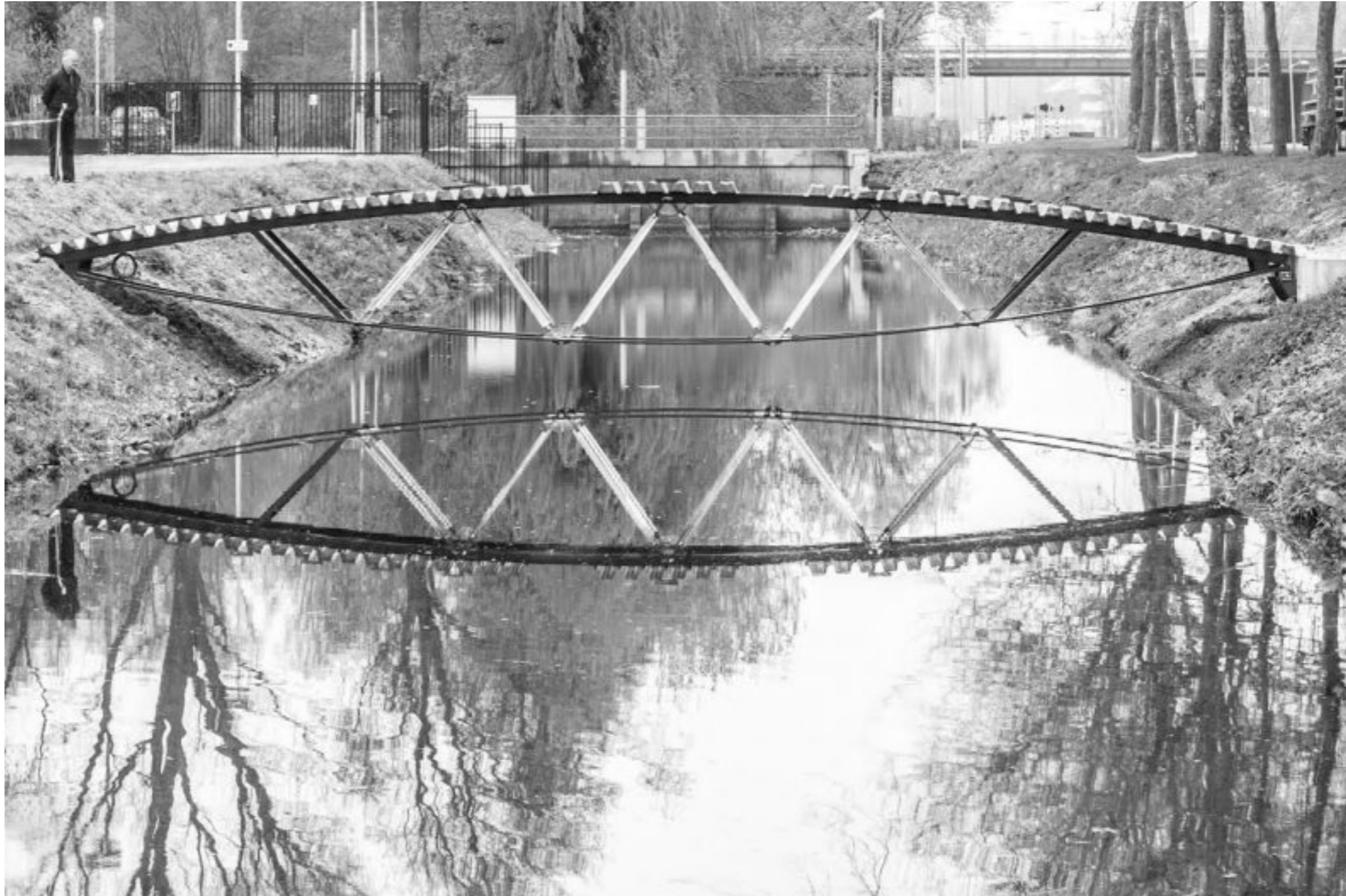
4 branches



2 iterations

## Design: material

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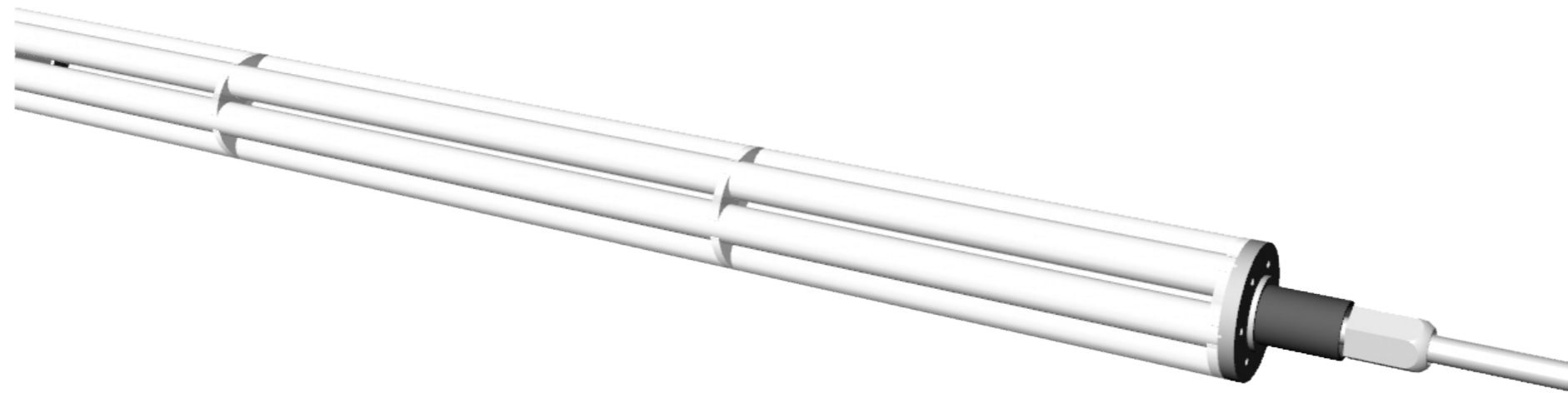
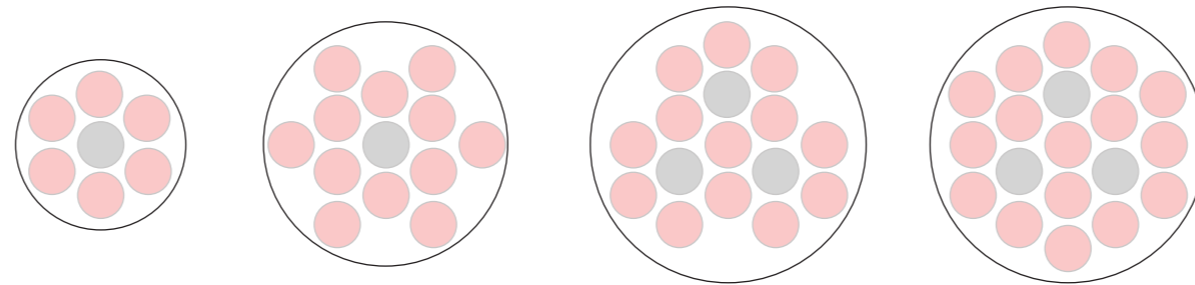


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FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

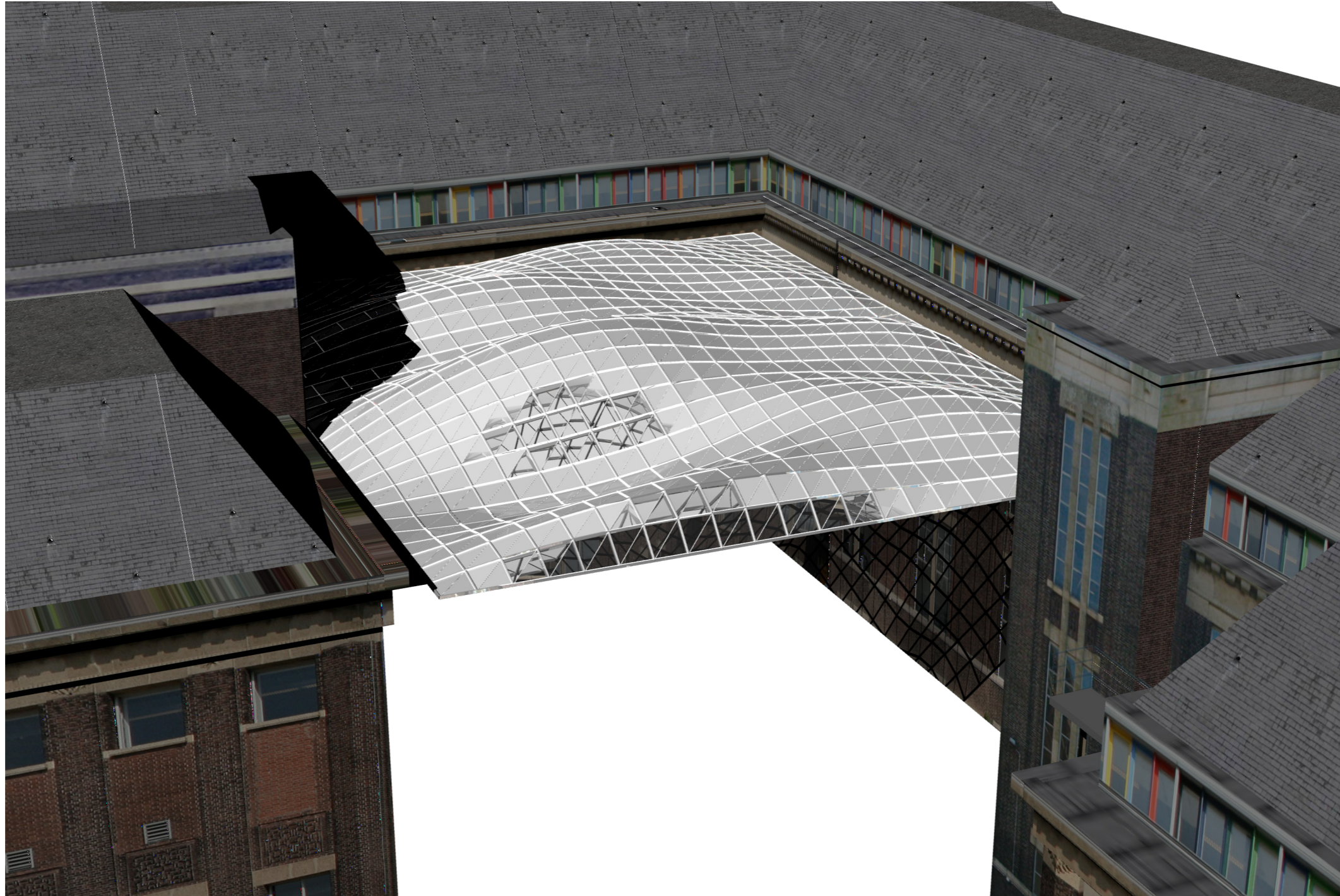
# Design: material

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# Design

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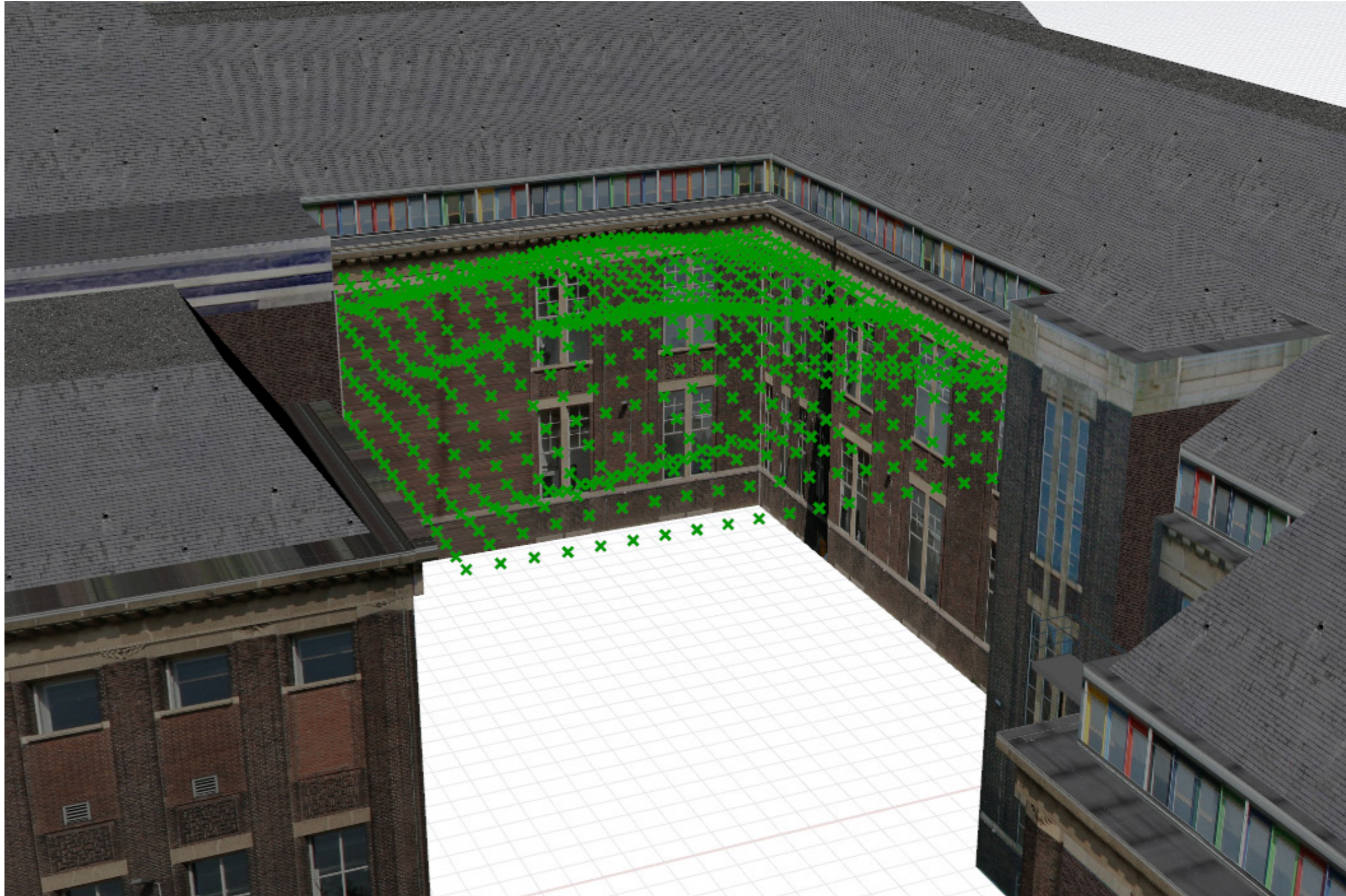


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# Design

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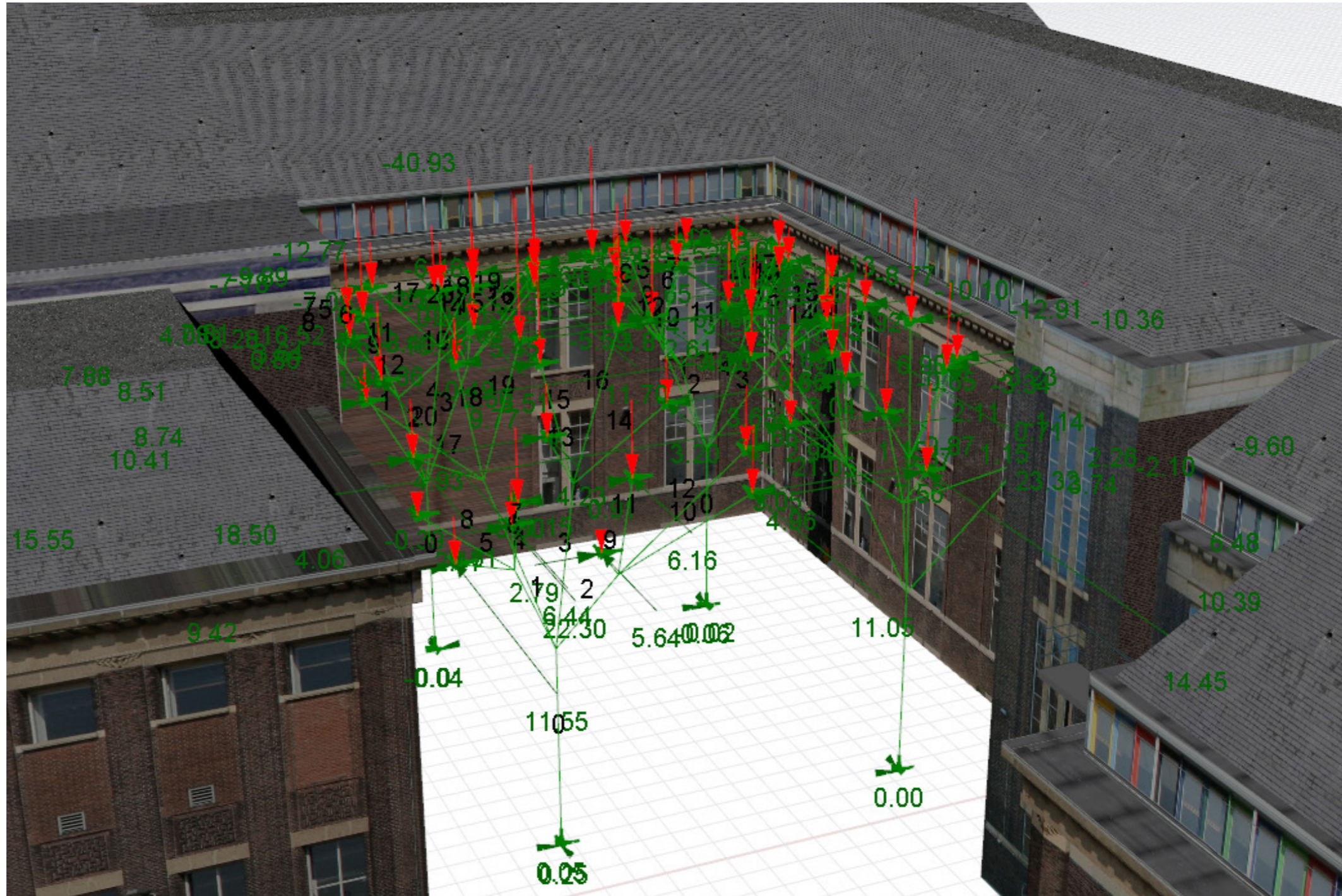


I Research Framework | II Theoretical Framework | III Calculation of structures | IV Design problem | V Design solution | VI Design | VII Conclusion

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# Design

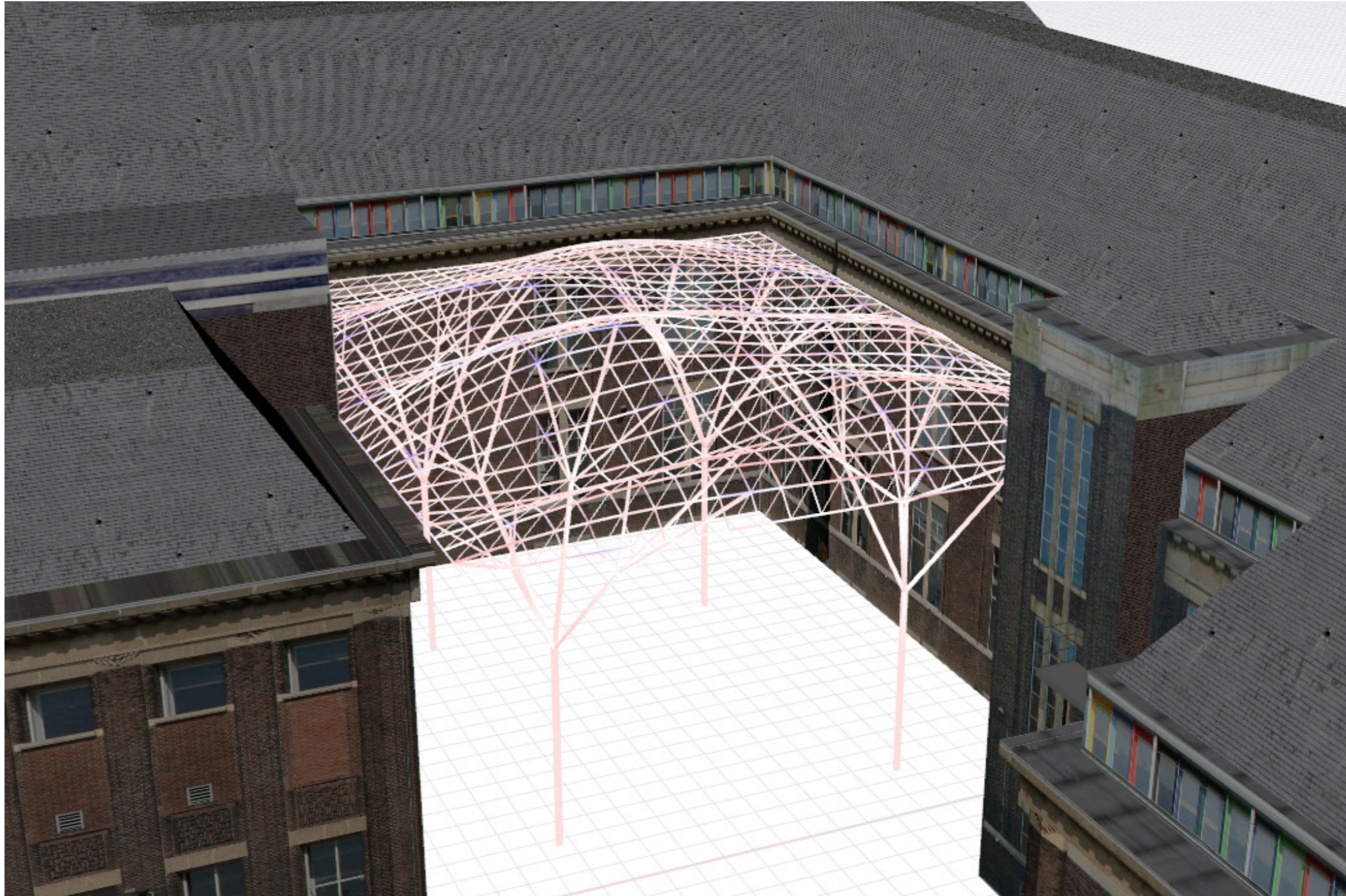


I Research Framework | II Theoretical Framework | III Calculation of structures | IV Design problem | V Design solution | VI Design | VII Conclusion

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# Design

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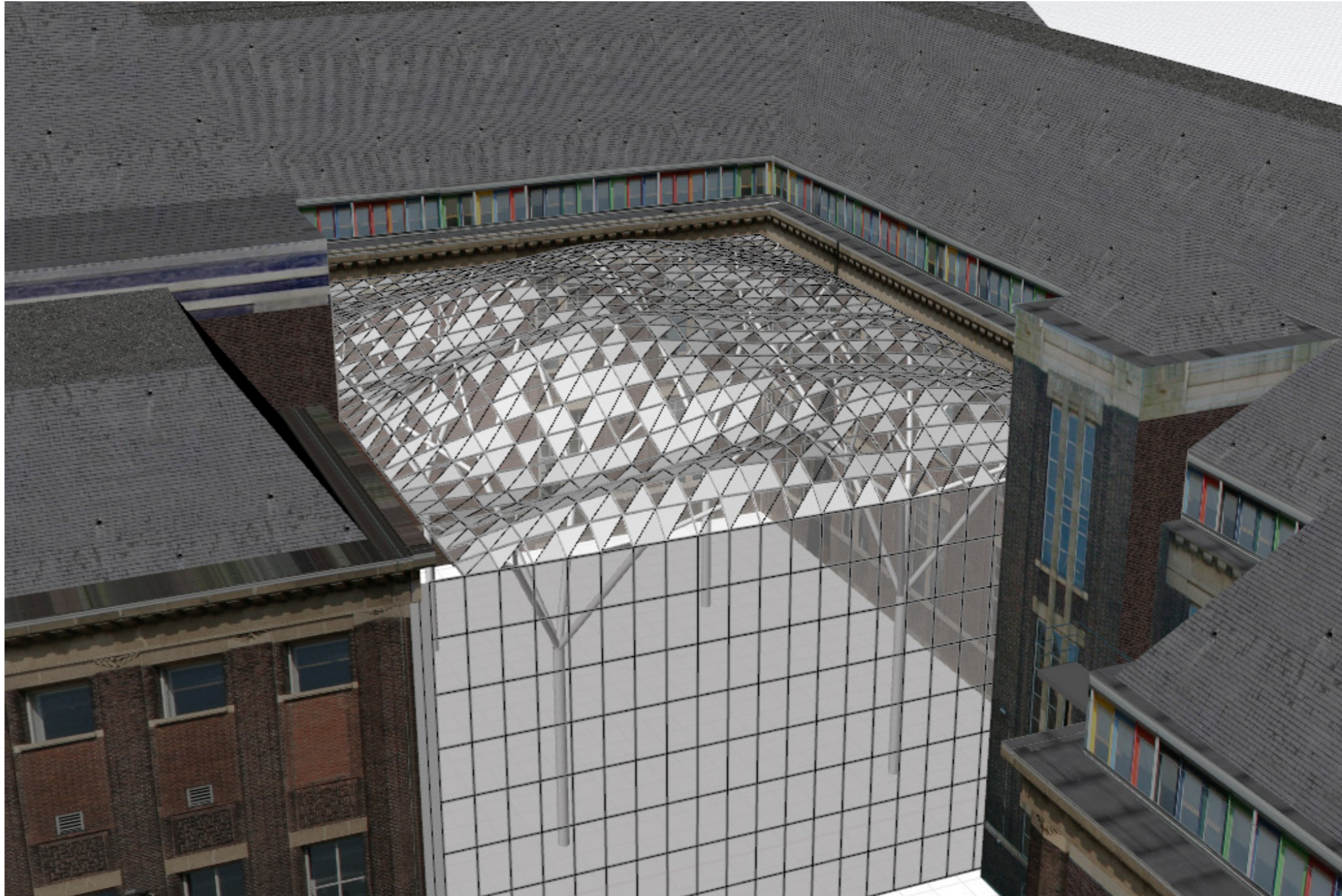


I Research Framework | II Theoretical Framework | III Calculation of structures | IV Design problem | V Design solution | VI Design | VII Conclusion

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# Design

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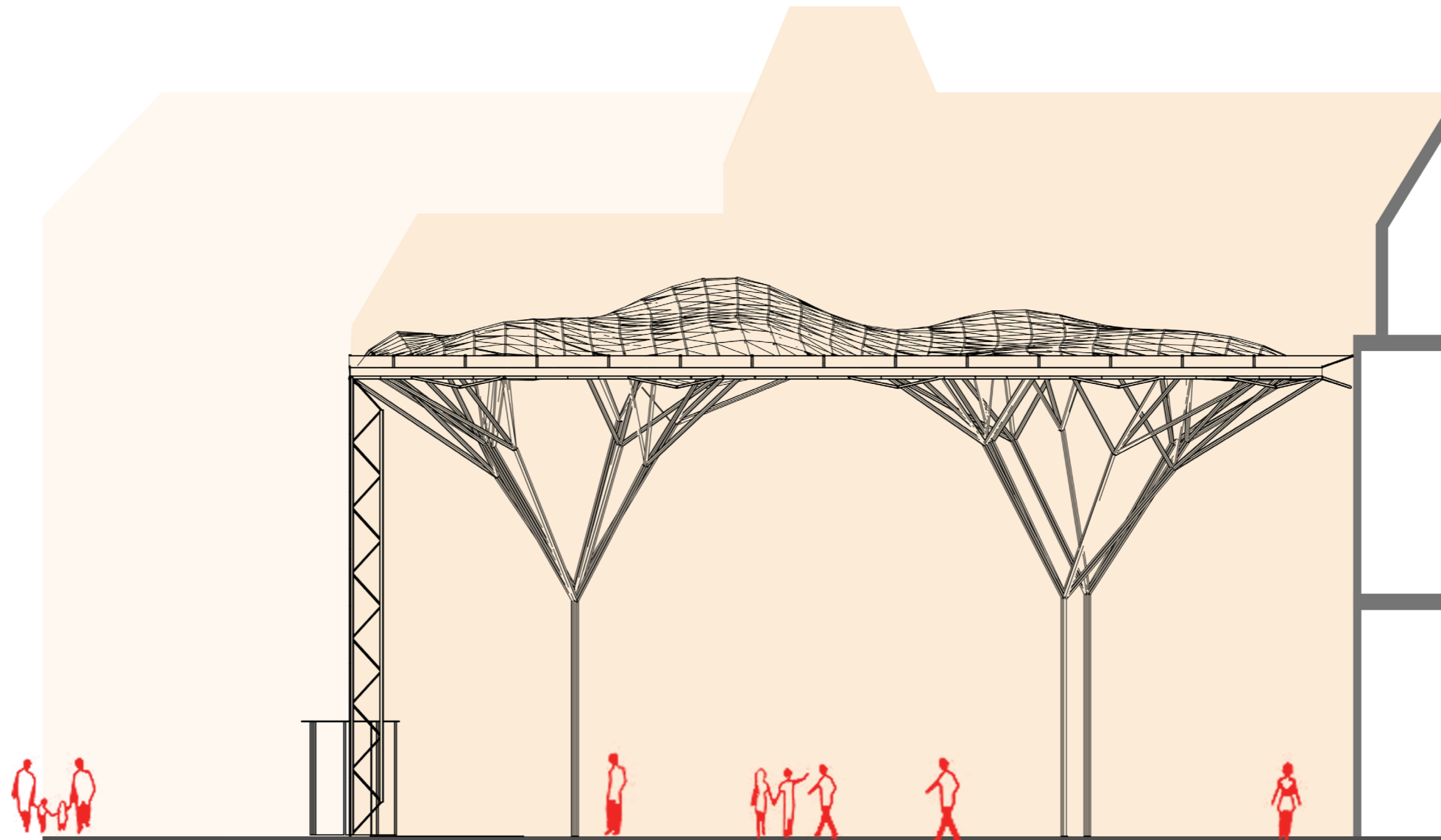


I Research Framework | II Theoretical Framework | III Calculation of structures | IV Design problem | V Design solution | VI Design | VII Conclusion

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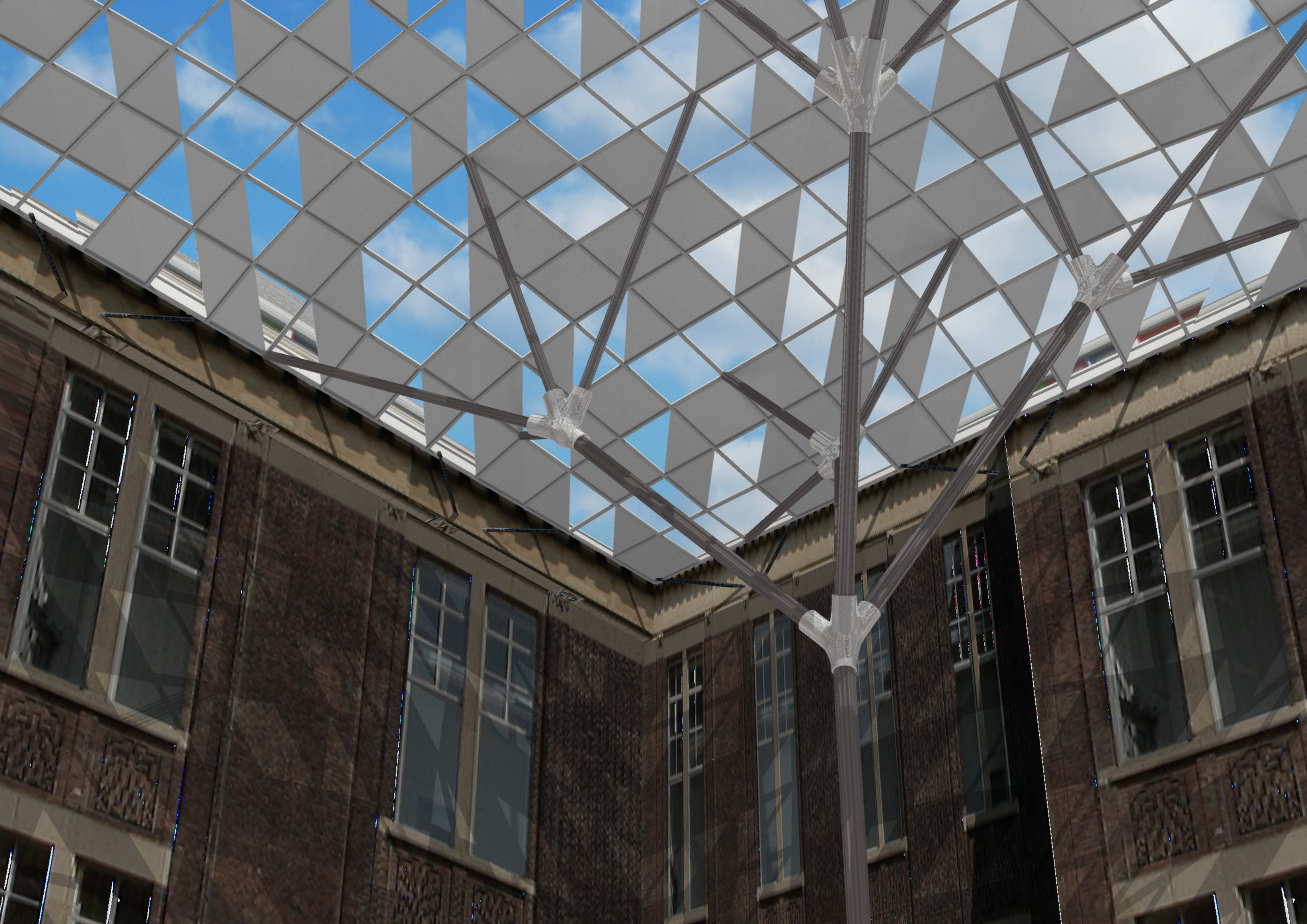
# Section

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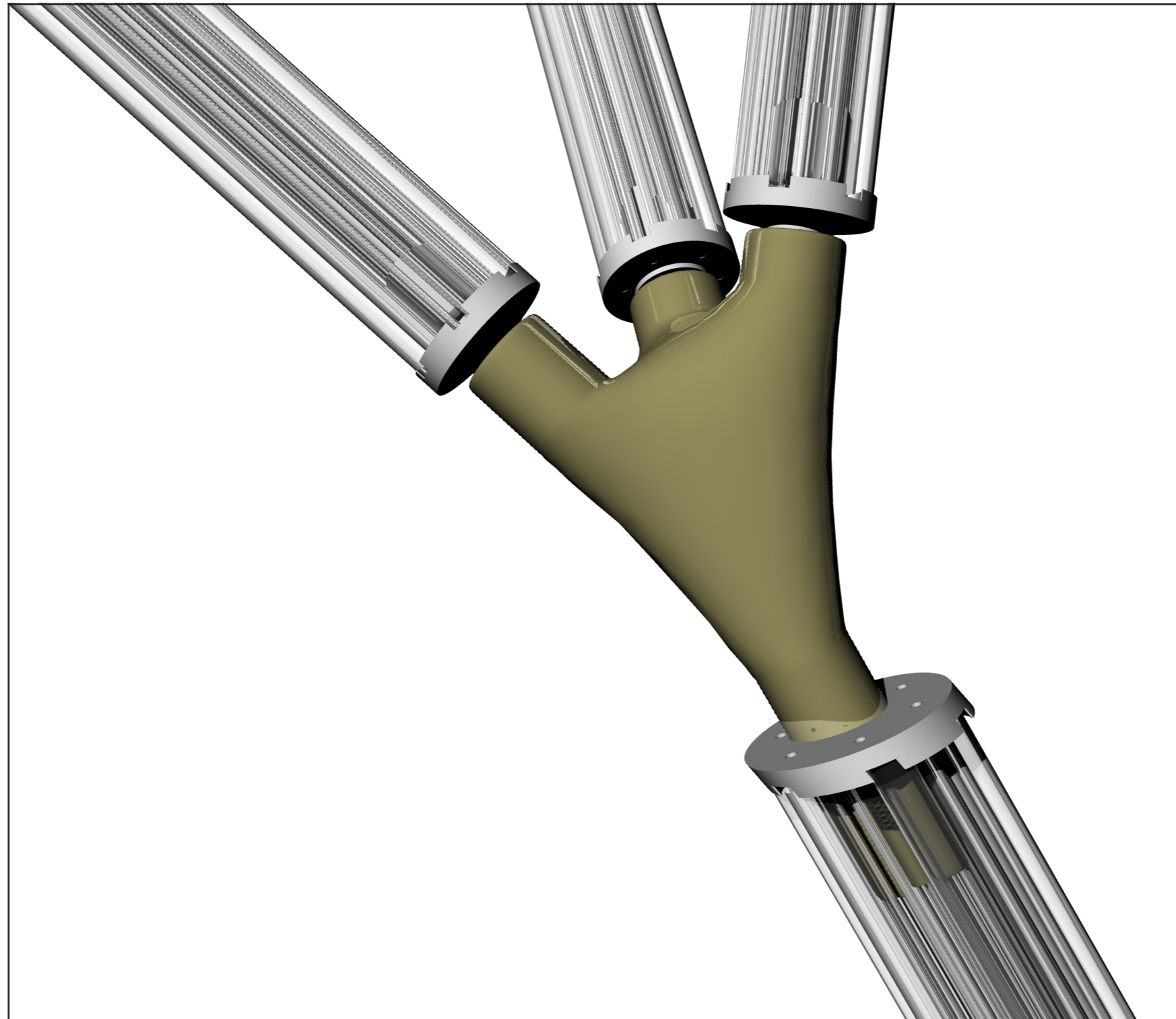
I Research Framework | II Theoretical Framework | III Calculation of structures | IV Design problem | V Design solution | VI Design | VII Conclusion

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## Details

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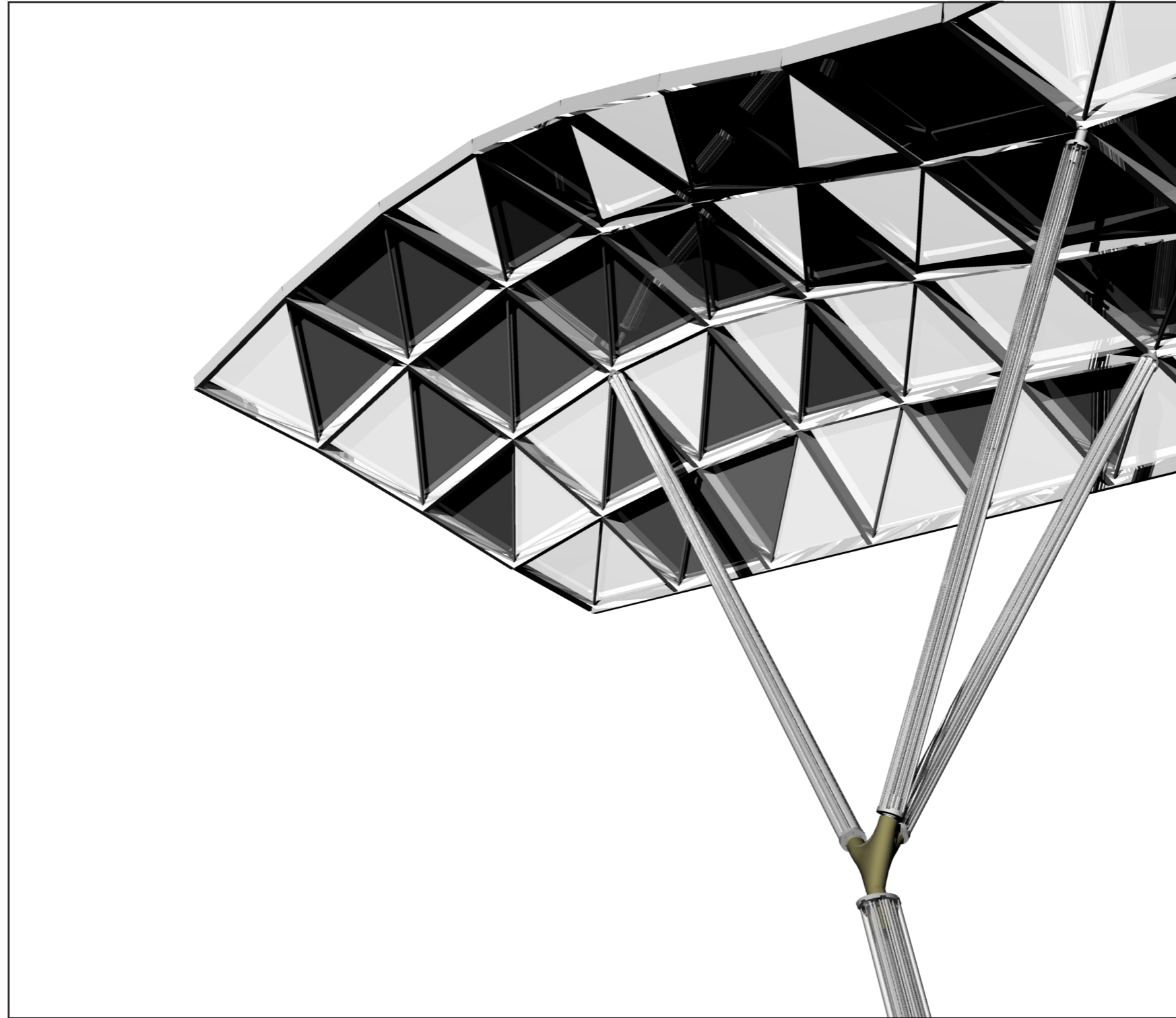


I Research Framework | II Theoretical Framework | III Calculation of structures | IV Design problem | V Design solution | VI Design | VII Conclusion

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## Details

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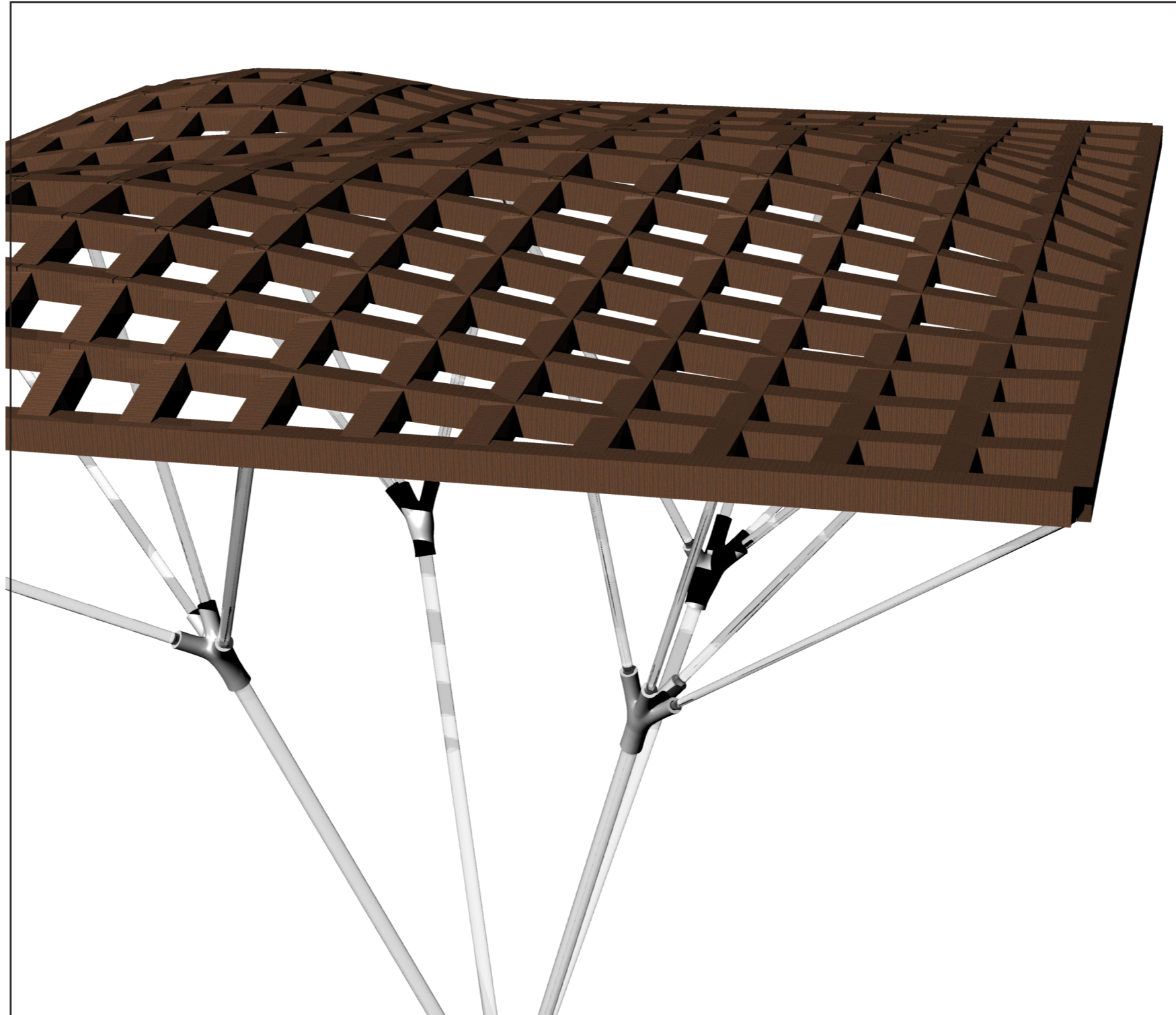


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# Model

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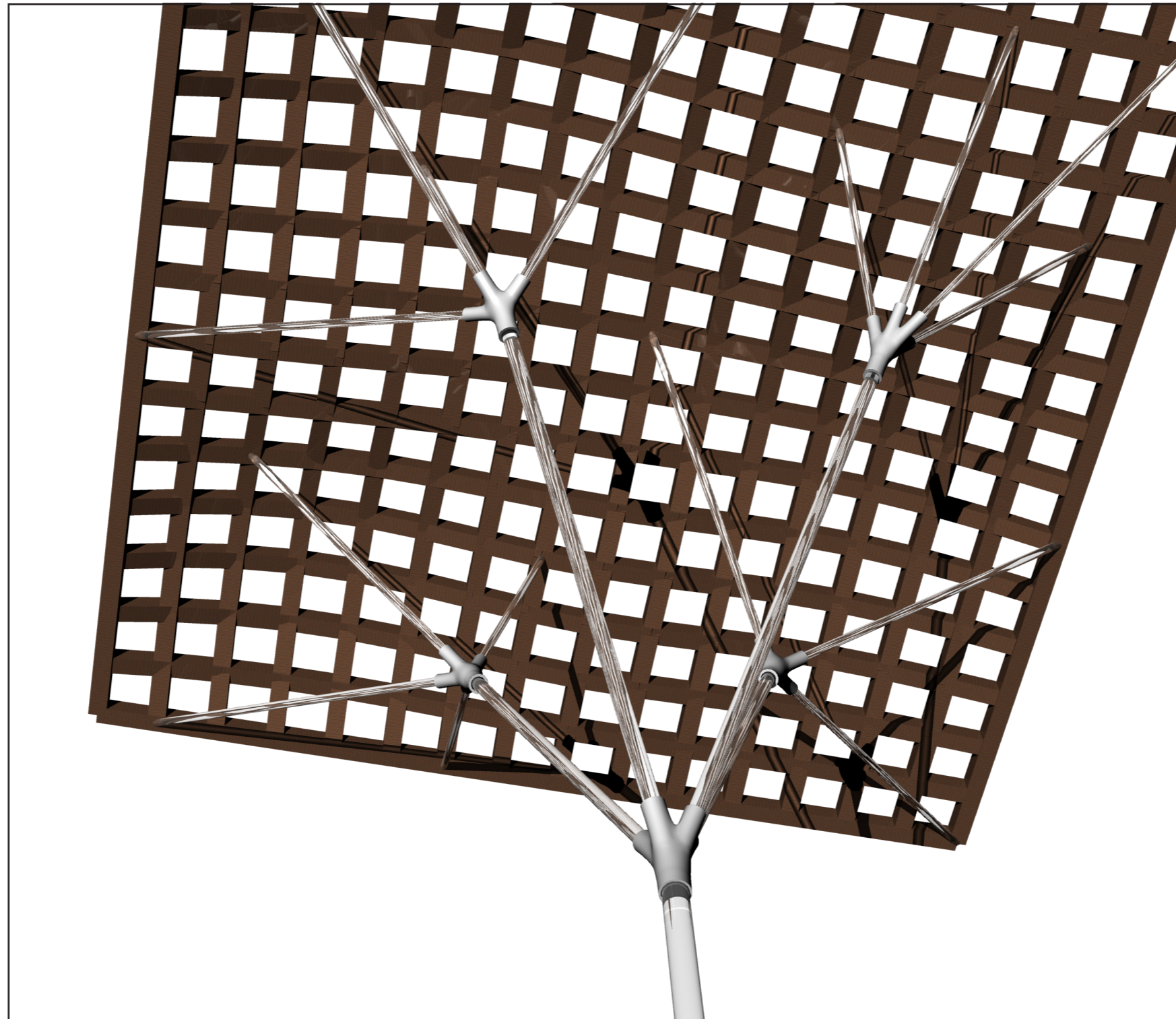
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# Model

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# VII

I Research Framework | II Theoretical Framework | III Calculation of structures | IV Design problem | V Design solution | VI Design | VII Conclusion

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## Conclusion

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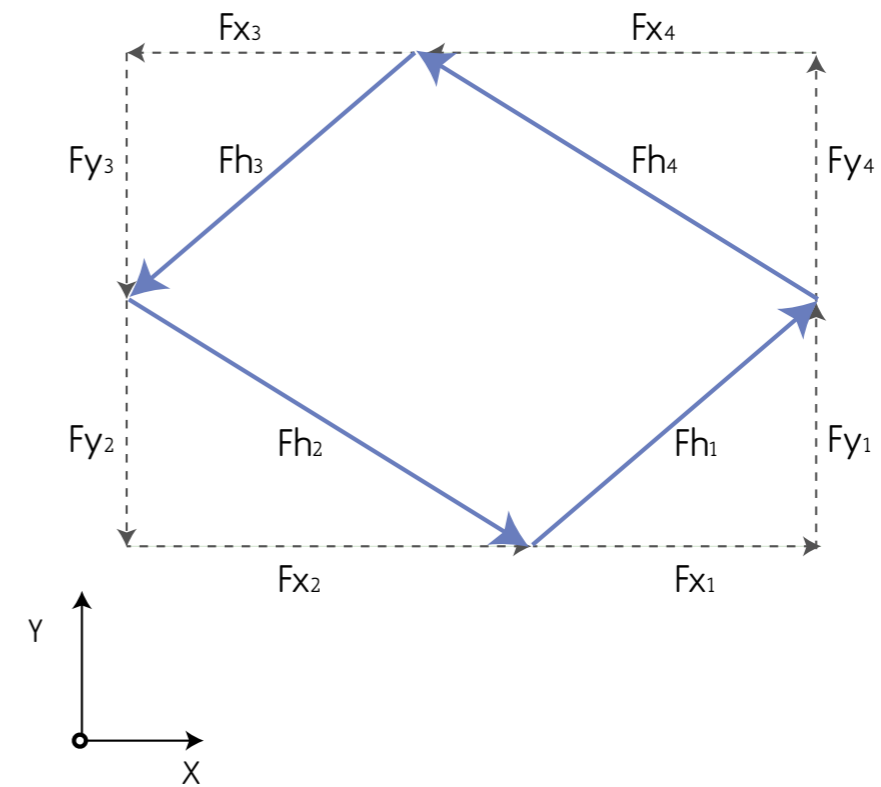
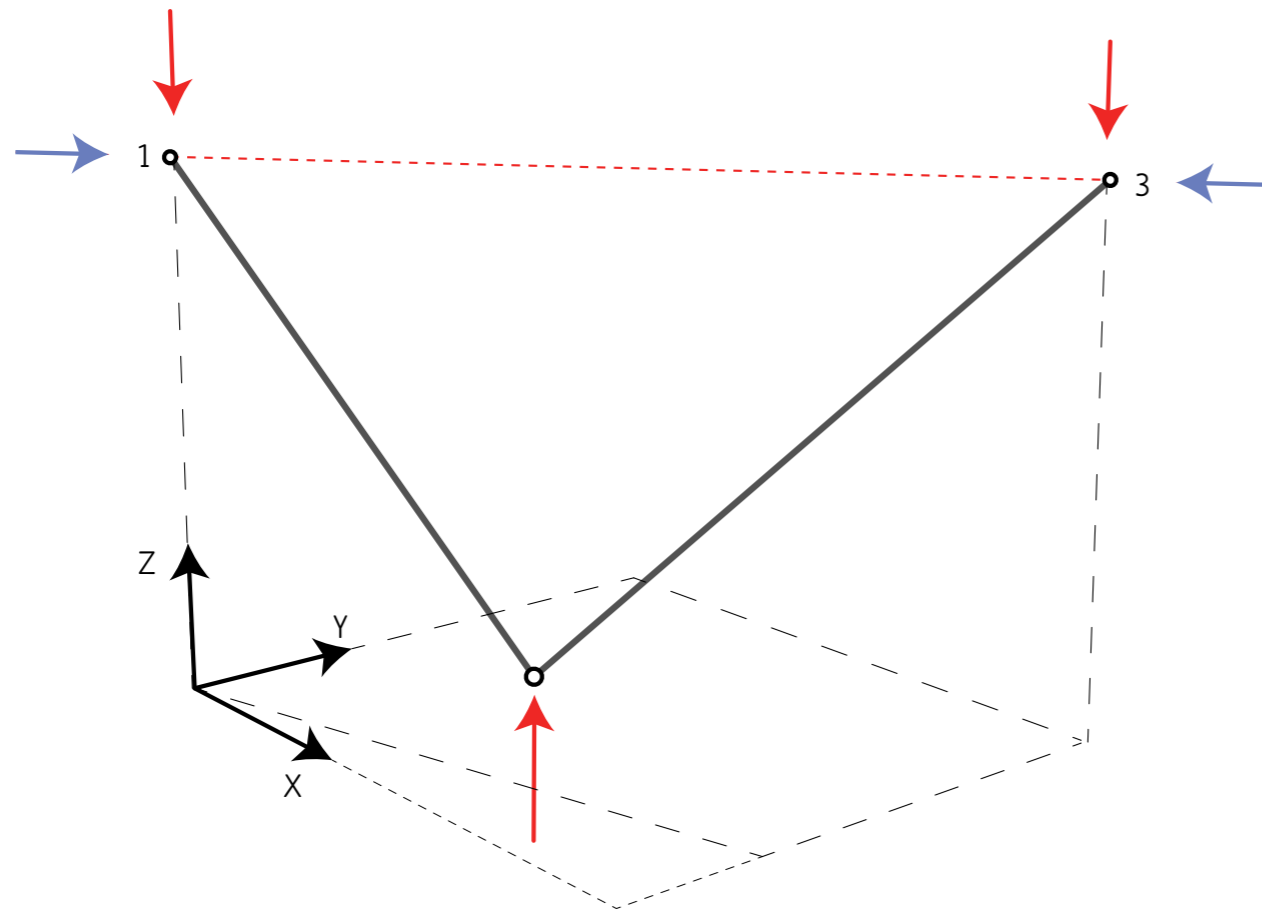
*“How can we design structurally efficient three-dimensional branching structures as a support of freeform architectural surfaces?”*



Thank you



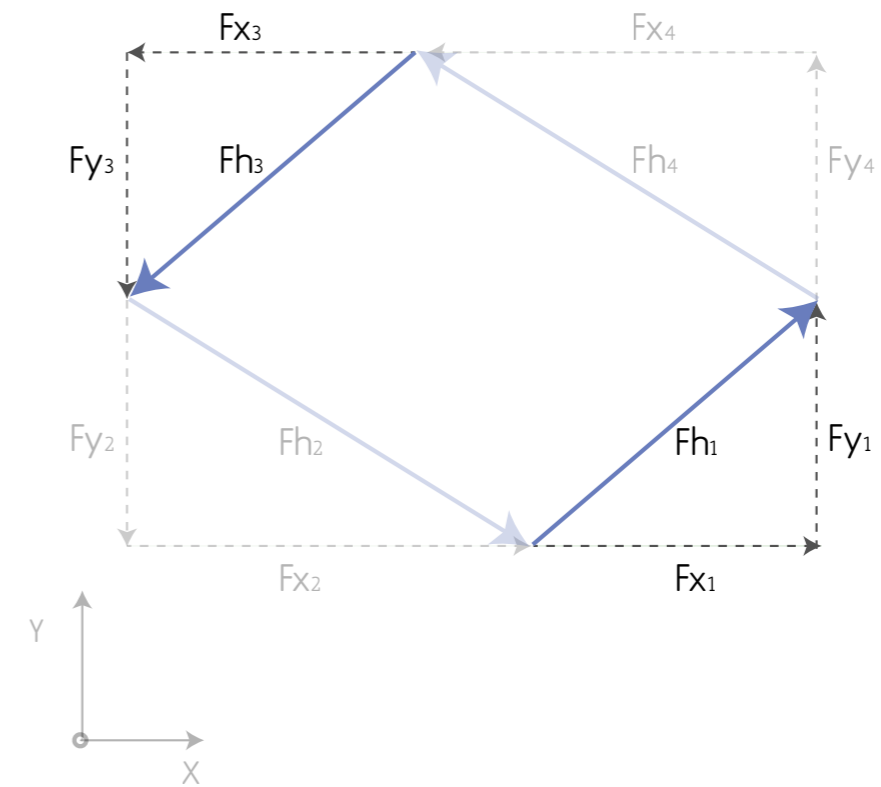
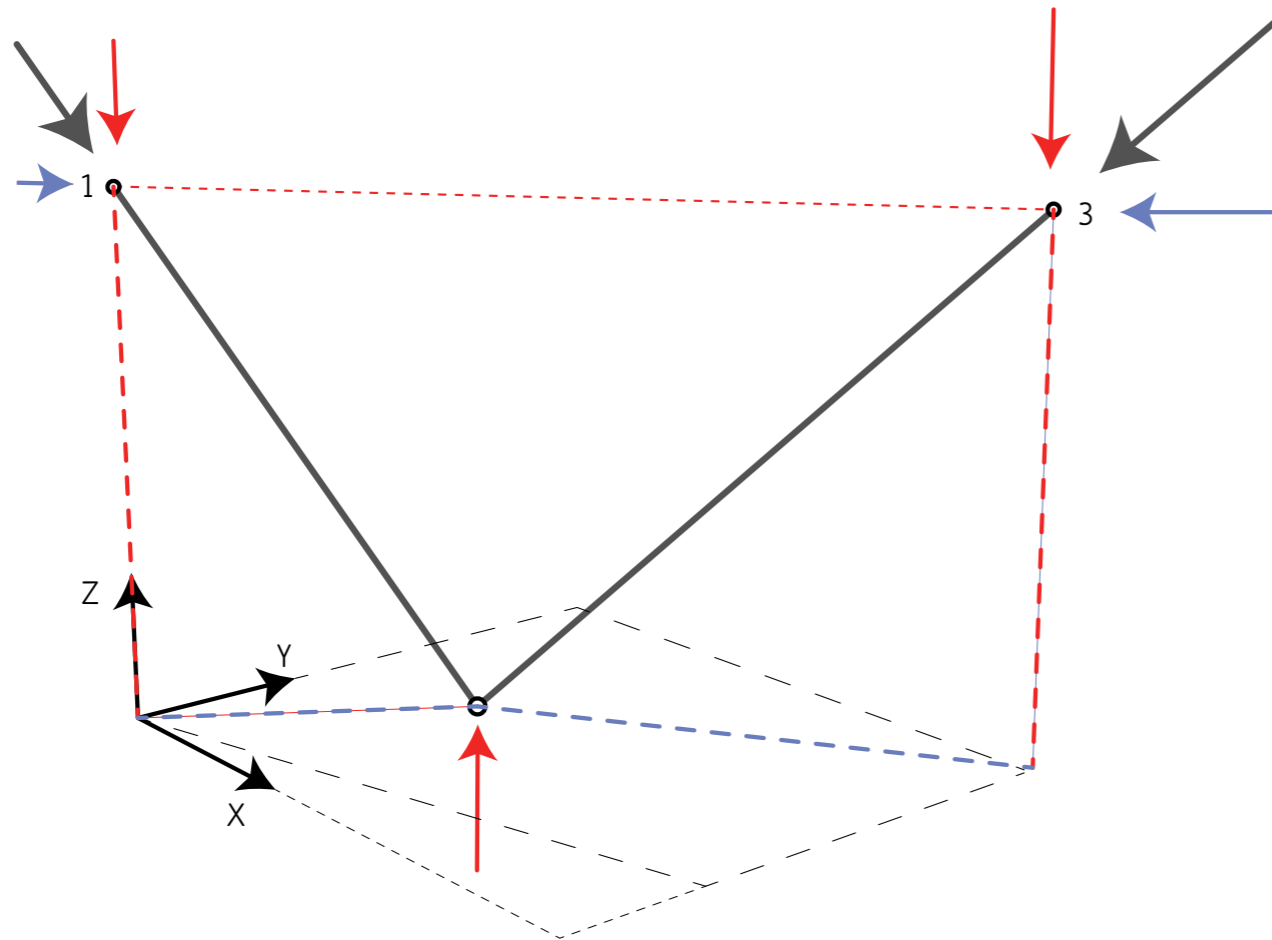
# Reversed problem



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FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

# Reversed problem

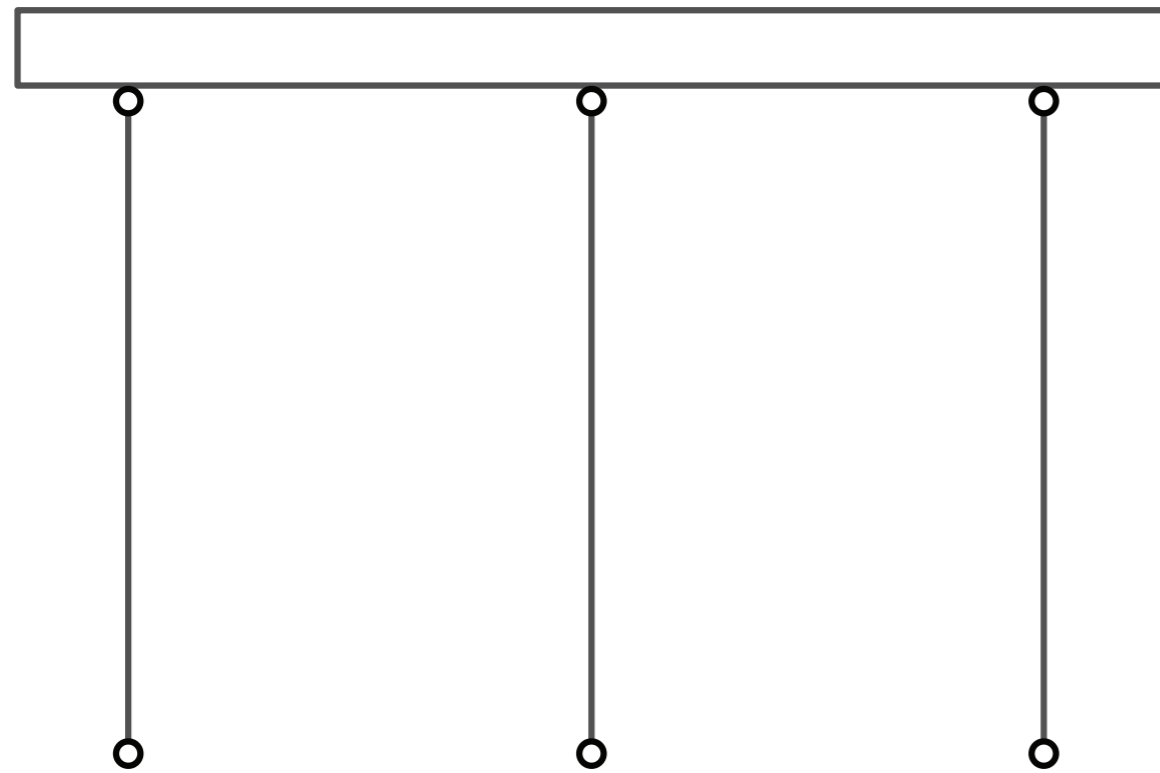


I Research Framework | II Theoretical Framework | III Calculation of structures | IV Design problem | V Design solution | VI Design | VII Conclusion

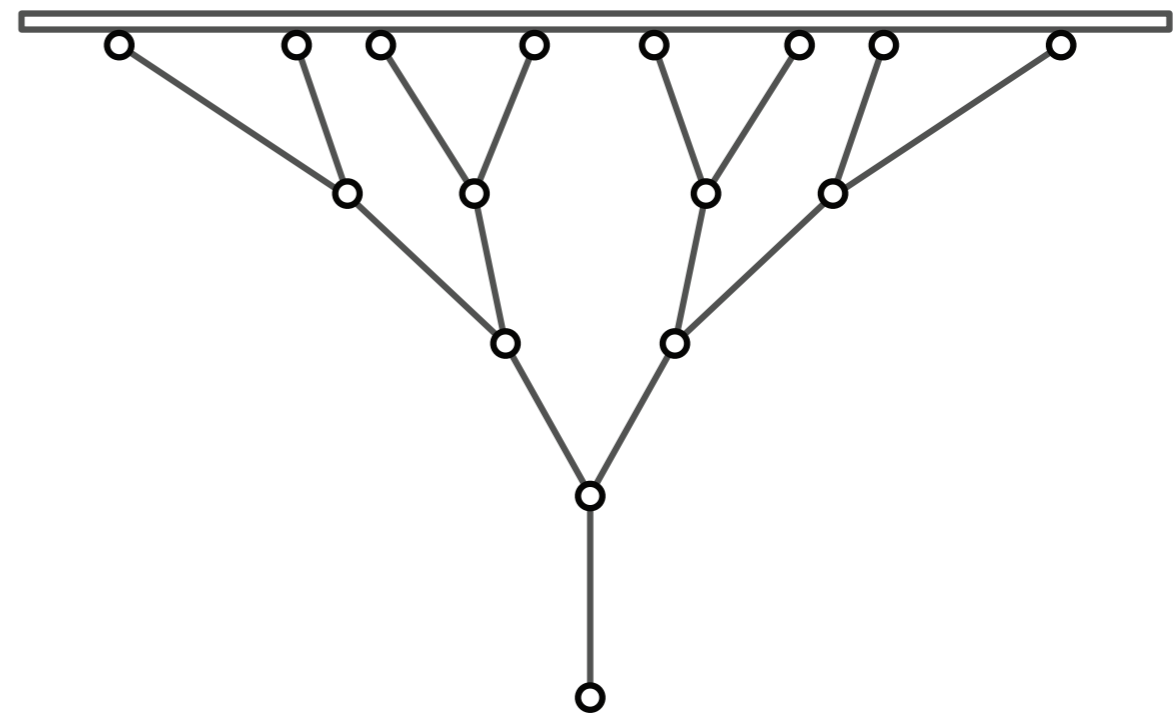
FORM-FINDING OF BRANCHING STRUCTURES SUPPORTING FREEFORM ARCHITECTURAL SURFACES

# Branching structures

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columns and beams



branching column