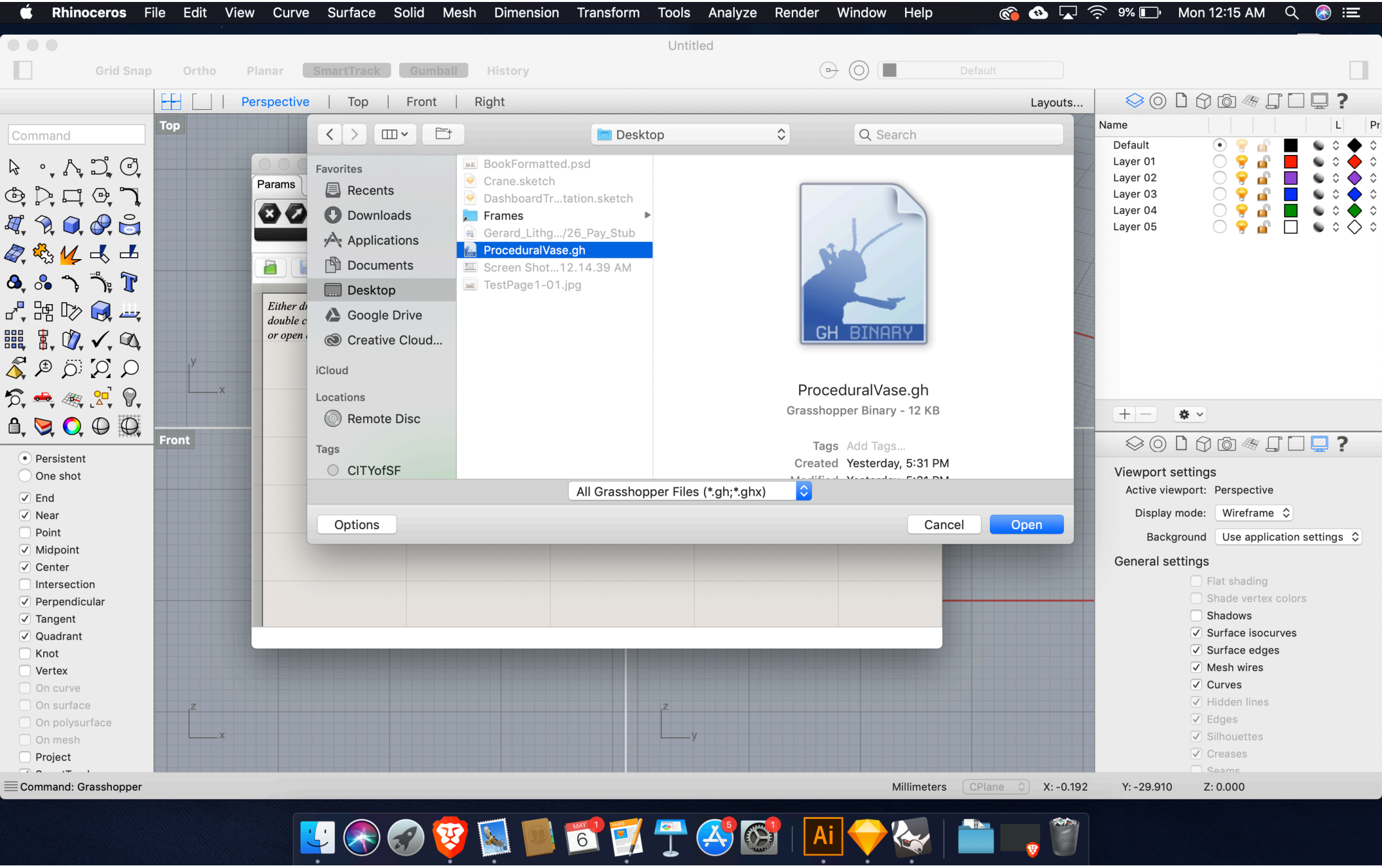
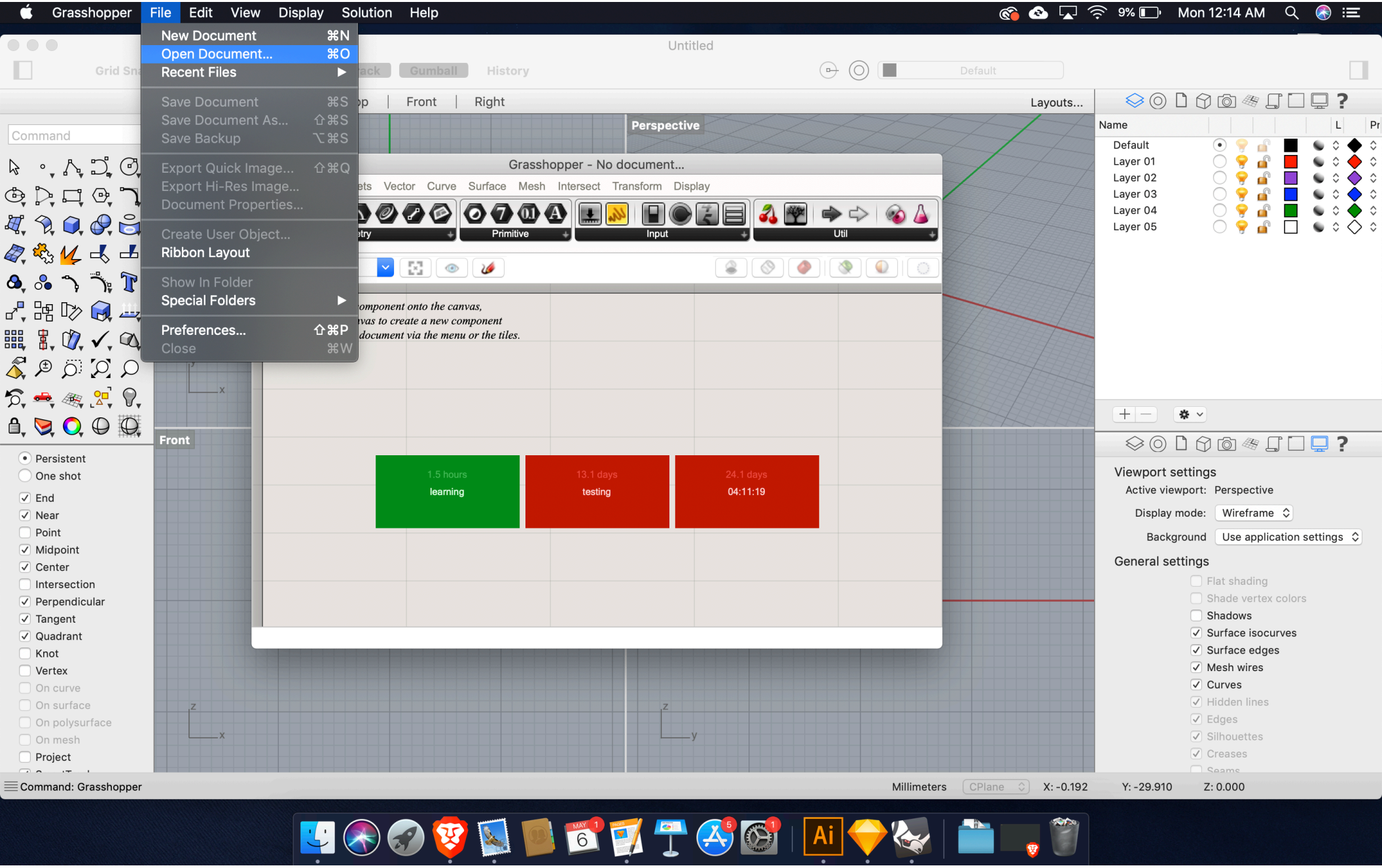

Rhinoceros File Edit View Curve Surface Solid Mesh Dimension Transform Tools Analyze Render Window Help
Mon 12:15 AM
Untitled
Grid Snap Ortho Planar SmartTrack Gumball History
Perspective Top Front Right Layouts...
Command
Top
Front
Params
Desktop
Search
Favorites
Recents
Downloads
Applications
Documents
Desktop
Google Drive
Creative Cloud...
iCloud
Locations
Remote Disc
Tags
CITYofSF
BookFormatted.psd
Crane.sketch
DashboardTr...tation.sketch
Frames
Gerard_Lithg.../26_Pay_Stub
ProceduralVase.gh
Screen Shot...12.14.39 AM
TestPage1-01.jpg
GH BINARY
ProceduralVase.gh
Grasshopper Binary - 12 KB
Tags Add Tags...
Created Yesterday, 5:31 PM
All Grasshopper Files (*.gh;*.ghx)
Options
Cancel
Open
Name L Pr
Default
Layer 01
Layer 02
Layer 03
Layer 04
Layer 05
Viewport settings
Active viewport: Perspective
Display mode: Wireframe
Background Use application settings
General settings
Flat shading
Shade vertex colors
Shadows
Surface isocurves
Surface edges
Mesh wires
Curves
Hidden lines
Edges
Silhouettes
Creases
Persistent
One shot
End
Near
Point
Midpoint
Center
Intersection
Perpendicular
Tangent
Quadrant
Knot
Vertex
On curve
On surface
On polysurface
On mesh
Project
Command: Grasshopper
Millimeters CPlane X: -0.192 Y: -29.910 Z: 0.000


Grasshopper File Edit View Display Solution Help
9% Mon 12:14 AM
New Document ⌘N
Open Document... ⌘O
Recent Files
Save Document ⌘S
Save Document As... ⇧⌘S
Save Backup ⌥⌘S
Export Quick Image... ⇧⌘Q
Export Hi-Res Image...
Document Properties...
Create User Object...
Ribbon Layout
Show In Folder
Special Folders
Preferences... ⇧⌘P
Close ⌘W
Untitled
Front
Right
Perspective
Layouts...
Grasshopper - No document...
Vector Curve Surface Mesh Intersect Transform Display
Primitive
Input
Util
1.5 hours
learning
13.1 days
testing
24.1 days
04:11:19
Name
Default
Layer 01
Layer 02
Layer 03
Layer 04
Layer 05
Viewport settings
Active viewport: Perspective
Display mode: Wireframe
Background Use application settings
General settings
Flat shading
Shade vertex colors
Shadows
Surface isocurves
Surface edges
Mesh wires
Curves
Hidden lines
Edges
Silhouettes
Creases
Persistent
One shot
End
Near
Point
Midpoint
Center
Intersection
Perpendicular
Tangent
Quadrant
Knot
Vertex
On curve
On surface
On polysurface
On mesh
Project
Command: Grasshopper
Millimeters
CPlane
X: -0.192
Y: -29.910
Z: 0.000

Grasshopper File Edit View Display Solution Help ProceduralVase — 9% Mon 12:15 AM

Untitled

Grid Snap | Ortho | Planar | SmartTrack | Gumball | History | Default

Perspective | Top | Front | Right | Layouts...

Command

Top

Perspective

Grasshopper - ProceduralVase*

Params | Maths | Sets | Vector | Curve | Surface | Mesh | Intersect | Transform | Display

Geometry | Primitive | Input | Util

106%

Python

Show "code" input parameter
Show output "out" parameter
Open editor...

Avoid marshalling output Guids

✓ Preview
✓ Enabled
Bake...

Variable Parameters

Help...

```
{0}
0 2
1 ('Point Amount', 6)
2 ('Shore Point Amount', 6)
3 ('Knot Amount', 8)
  ('arrPoints', [<System.Guid
  object at 0x0000000000000003
  [0cc7aec4-3063-4126-84d3-
  f557292cc95f]>, <System.Gui
  object at 0x0000000000000003
  [8a1b4437-0211-4d82-8f3d-1a
  e3cc9f53]>, <System.Guid
  object at 0x0000000000000003
  [13d1640c-c83f-410f-
  b71d-7367a7a263b3]>,
4 <System.Guid object at
  0x0000000000000034
```

Front

Persistent
One shot

End
Near
Point
Midpoint
Center
Intersection
Perpendicular
Tangent
Quadrant
Knot
Vertex
On curve
On surface
On polysurface
On mesh
Project

Name | L | Pr

Default
Layer 01
Layer 02
Layer 03
Layer 04
Layer 05

Viewport settings

Active viewport: Perspective

Display mode: Wireframe

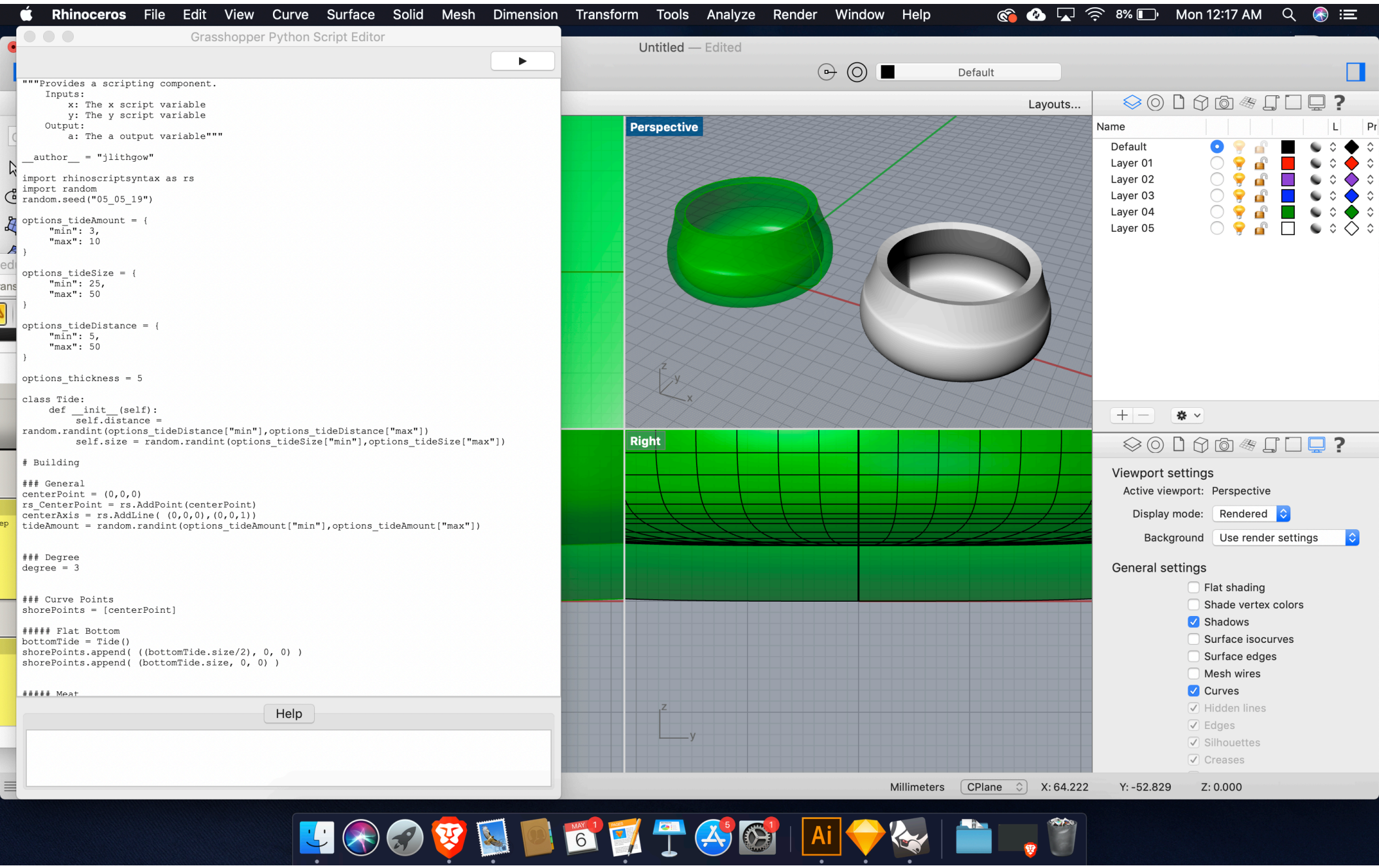
Background: Use application settings

General settings

Flat shading
Shade vertex colors
Shadows
Surface isocurves
Surface edges
Mesh wires
Curves
Hidden lines
Edges
Silhouettes
Creases
Seams

Command: Grasshopper

Millimeters | CPlane | X: -3.477 | Y: -22.468 | Z: 0.000


Rhinoceros File Edit View Curve Surface Solid Mesh Dimension Transform Tools Analyze Render Window Help
8% Mon 12:17 AM
Grasshopper Python Script Editor
"""Provides a scripting component.
Inputs:
x: The x script variable
y: The y script variable
Output:
a: The a output variable"""
__author__ = "jlithgow"
import rhinoscriptsyntax as rs
import random
random.seed("05_05_19")
options_tideAmount = {
"min": 3,
"max": 10
}
options_tideSize = {
"min": 25,
"max": 50
}
options_tideDistance = {
"min": 5,
"max": 50
}
options_thickness = 5
class Tide:
def __init__(self):
self.distance =
random.randint(options_tideDistance["min"],options_tideDistance["max"])
self.size = random.randint(options_tideSize["min"],options_tideSize["max"])
# Building
General
centerPoint = (0,0,0)
rs_CenterPoint = rs.AddPoint(centerPoint)
centerAxis = rs.AddLine((0,0,0),(0,0,1))
tideAmount = random.randint(options_tideAmount["min"],options_tideAmount["max"])
Degree
degree = 3
Curve Points
shorePoints = [centerPoint]
Flat Bottom
bottomTide = Tide()
shorePoints.append(((bottomTide.size/2), 0, 0))
shorePoints.append((bottomTide.size, 0, 0))
Meat
Help
Untitled — Edited
Default
Layouts...
Perspective
Right
Name
Default
Layer 01
Layer 02
Layer 03
Layer 04
Layer 05
Viewport settings
Active viewport: Perspective
Display mode: Rendered
Background Use render settings
General settings
Flat shading
Shade vertex colors
Shadows
Surface isocurves
Surface edges
Mesh wires
Curves
Hidden lines
Edges
Silhouettes
Creases
Millimeters CPlane X: 64.222 Y: -52.829 Z: 0.000