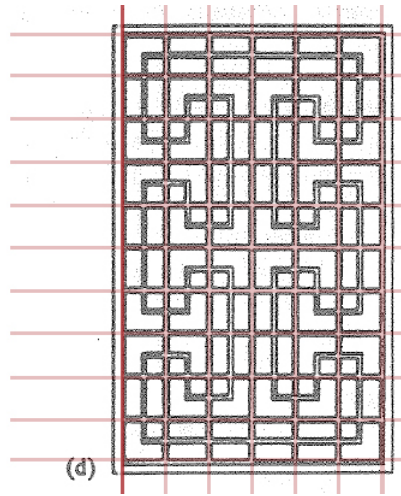
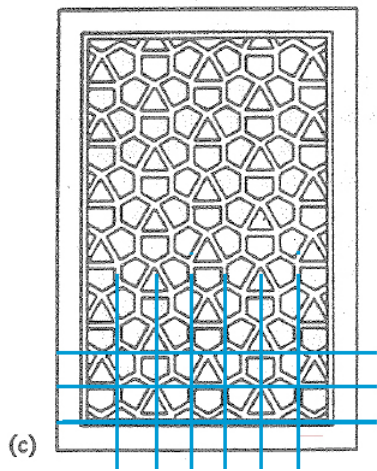


48-747 Shape Grammars

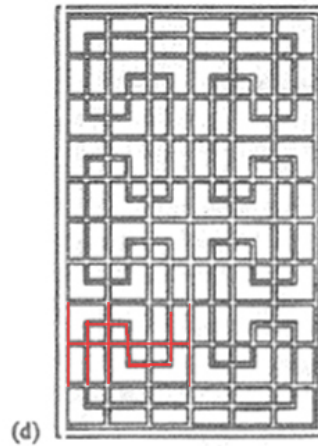
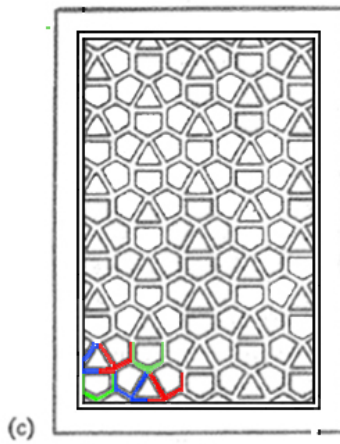
Shape, computation and languages of design

1

We can superimpose a grid as shown.

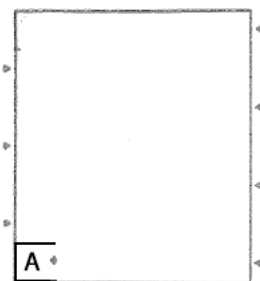


We can identify some basic patterns as shown below



(c) Lets call the three colored patterns as A, B and C. Let the half patterns be HA, HB, HC

Let the initial shape be



We can define the rules as

$$\begin{array}{l}
 \overline{A^*} \longrightarrow \overline{A B^*} \qquad \overline{A^*} \longrightarrow \overline{A} \begin{array}{l} \bullet B \quad HD \\ \hline \end{array} \\
 \overline{B^*} \longrightarrow \overline{B D^*} \qquad \overline{B^*} \longrightarrow \overline{B} \begin{array}{l} \bullet D \quad HA \\ \hline \end{array} \\
 \overline{D^*} \longrightarrow \overline{D A^*} \qquad \overline{D^*} \longrightarrow \overline{D} \begin{array}{l} \bullet A \quad HB \\ \hline \end{array}
 \end{array}$$

48-747 Shape Grammars

Shape, computation and languages of design



d) Most of you figured out the pattern, which is reflected about the central horizontal axis

M

A

V

A

V

W

Each these patterns is straightforward to generate

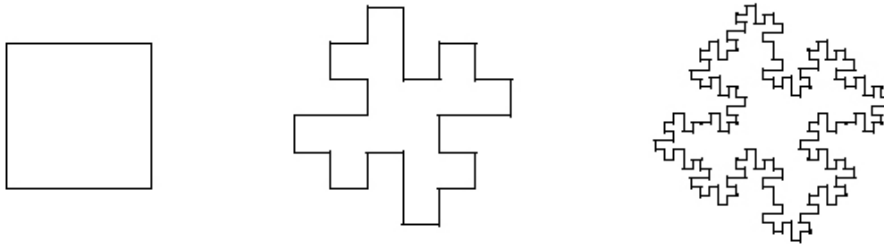
48-747 Shape Grammars

Shape, computation and languages of design

2

“I see an uncanny resemblance between the approximate fractals ... and the successive stages of turbulent dispersion of black ink in milk.”

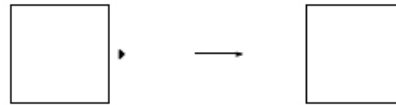
Benoit Mandelbrot, *Fractals*, 1977



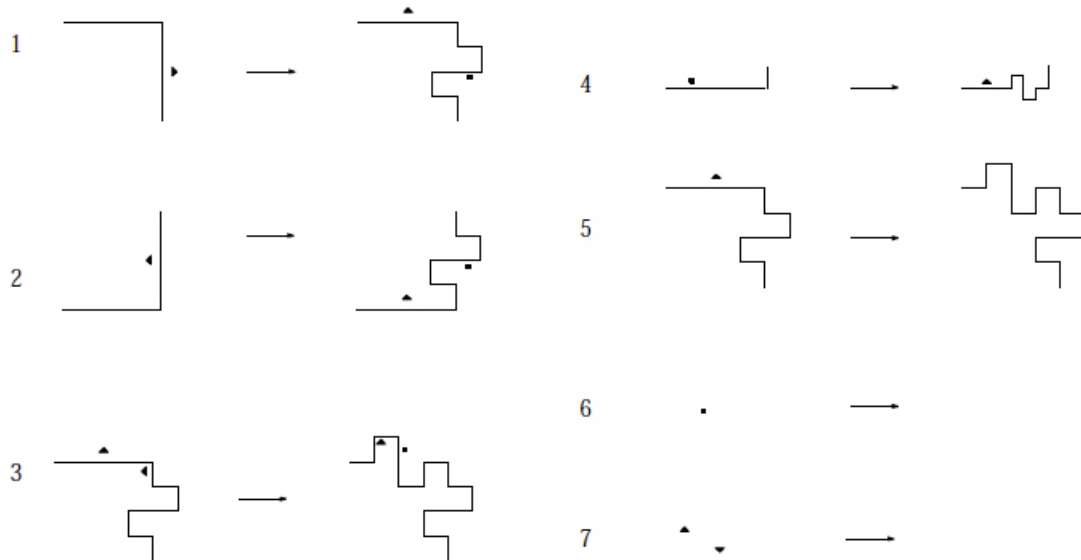
Vocabulary

{ — }
 { ▲, ● }

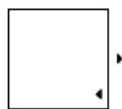
Labels



Rules



Initial Shape



Example using two types of labels, one for generation within a stage and one to start the next stage


48-747 Shape Grammars

Shape, computation and languages of design

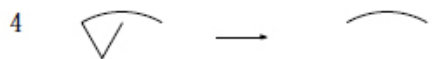
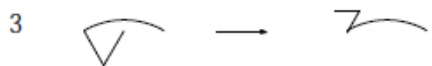
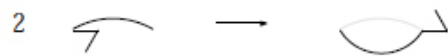


Vocabulary

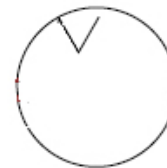
Terminal {  }

Nonterminal {  }

Rules



Initial Shape



Example using a shape as a label