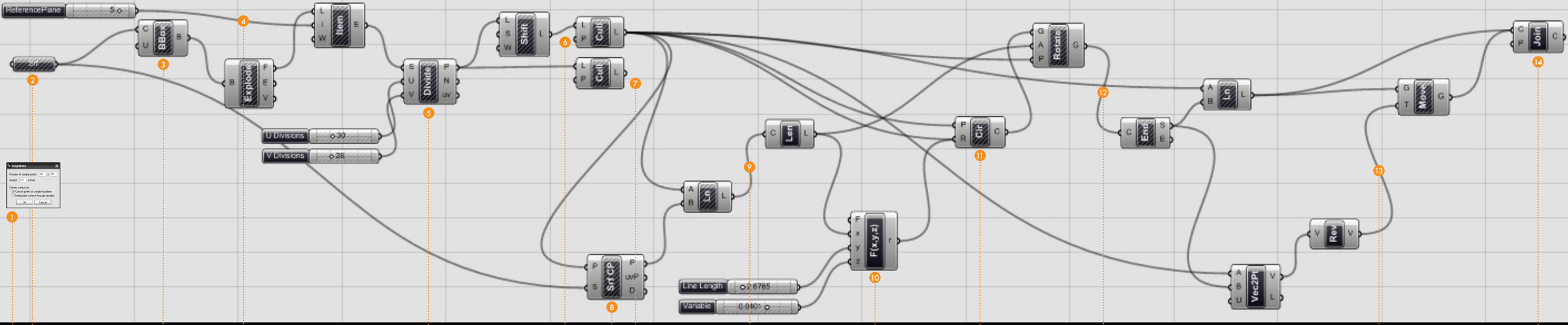
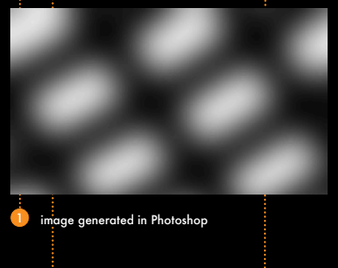
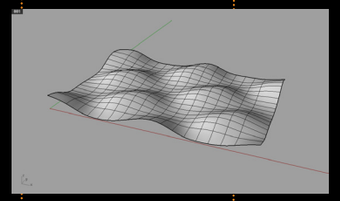
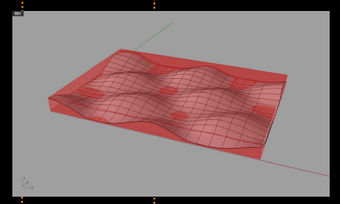




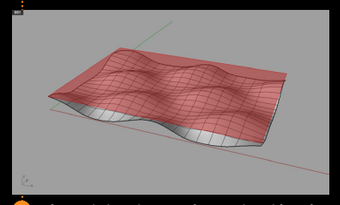
1 image generated in Photoshop



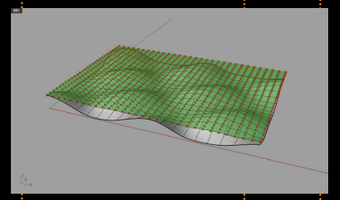
2 heightfield generated in Rhino from tonal values



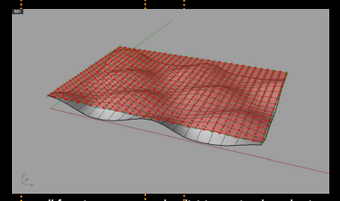
3 bounding box of surface



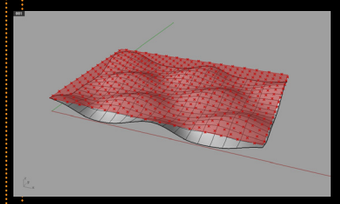
4 after exploding, the top surface is selected for reference



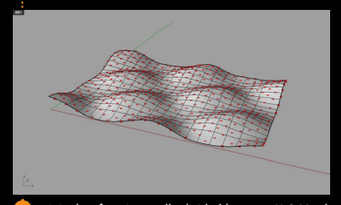
5 surface is divided evenly from U & V values stored in sliders



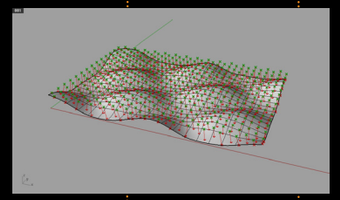
6 cull function separates the division points by selecting every other point



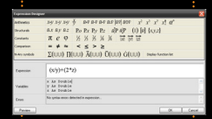
7 first set of cull points are removed from selection



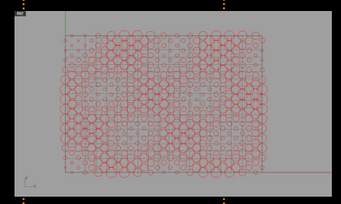
8 original surface is equally divided by same U & V values



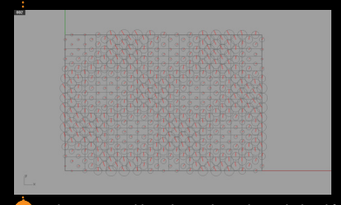
9 vectors connect corresponding points in both surfaces to measure the offset distance of each point



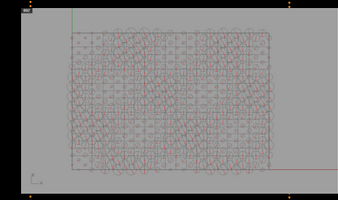
10 a simple function translates the distance into circle radii



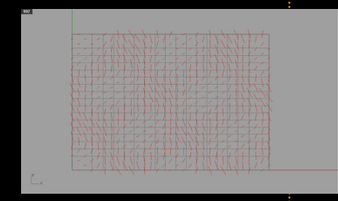
11 circles drawn at points with defined radii



12 circles are rotated based on radian values calculated from distance and a line defining the center and endpoint is drawn



13 vectors of radii are reversed to form complete diameter



14 circles hidden to reveal pattern