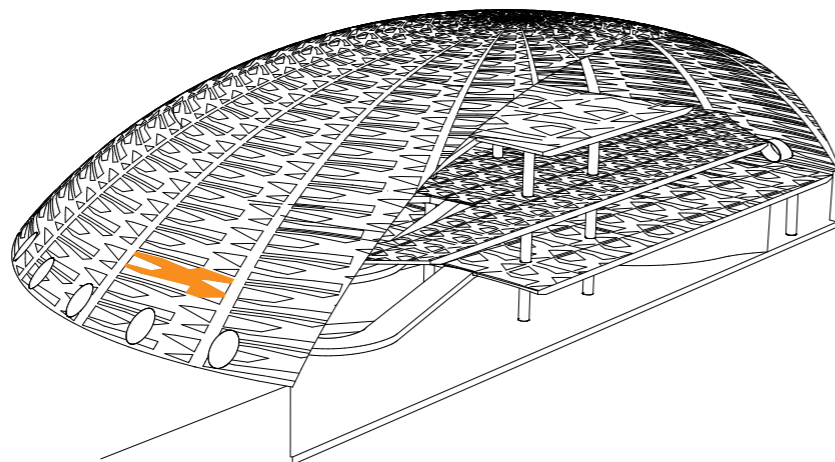
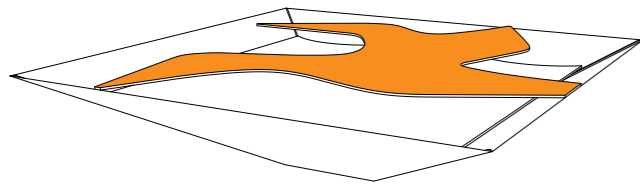




Throughout Niemeyer's body of work is the central figure of a woman. In early component design and development, a polygonal reference to this form was used.



Component Development

blend shape		
2	16	30
3	17	31
4	18	32
5	19	33
6	20	34
7	21	35
8	22	36
9	23	37
10	24	38
11	25	39
12	26	40
13	27	41
14	28	42
15	29	43
polygon		
5	47	89
8	50	92
11	53	95
14	56	98
17	59	101
20	62	104
23	65	107
26	68	110
29	71	113
32	74	116
35	77	119
38	80	122
41	83	125
44	86	128

blendShape38.nurbsToPoly3 = .95\*blendShape39.nurbsToPoly3  
 blendShape40.nurbsToPoly3 = .95\*blendShape39.nurbsToPoly3  
 blendShape37.nurbsToPoly3 = .9\*blendShape38.nurbsToPoly3;  
 blendShape41.nurbsToPoly3 = .9\*blendShape38.nurbsToPoly3;  
 blendShape36.nurbsToPoly3 = .85\*blendShape37.nurbsToPoly3  
 blendShape42.nurbsToPoly3 = .85\*blendShape39.nurbsToPoly3  
 blendShape35.nurbsToPoly3 = .8\*blendShape36.nurbsToPoly3;  
 blendShape43.nurbsToPoly3 = .8\*blendShape38.nurbsToPoly3;  
 blendShape34.nurbsToPoly3 = .75\*blendShape35.nurbsToPoly3  
 blendShape33.nurbsToPoly3 = .7\*blendShape34.nurbsToPoly3;  
 blendShape32.nurbsToPoly3 = .65\*blendShape33.nurbsToPoly3  
 blendShape31.nurbsToPoly3 = .6\*blendShape32.nurbsToPoly3;  
 blendShape30.nurbsToPoly3 = .55\*blendShape31.nurbsToPoly3

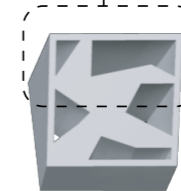
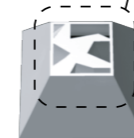
blendShape24.nurbsToPoly3 = .95\*blendShape39.nurbsToPoly3

blendShape23.nurbsToPoly3 = .90\*blendShape24.nurbsToPoly3  
 blendShape25.nurbsToPoly3 = .90\*blendShape24.nurbsToPoly3  
 blendShape22.nurbsToPoly3 = .85\*blendShape23.nurbsToPoly3  
 blendShape26.nurbsToPoly3 = .85\*blendShape25.nurbsToPoly3  
 blendShape21.nurbsToPoly3 = .8\*blendShape22.nurbsToPoly3;  
 blendShape27.nurbsToPoly3 = .8\*blendShape26.nurbsToPoly3;  
 blendShape20.nurbsToPoly3 = .75\*blendShape21.nurbsToPoly3  
 blendShape28.nurbsToPoly3 = .75\*blendShape27.nurbsToPoly3  
 blendShape19.nurbsToPoly3 = .7\*blendShape20.nurbsToPoly3;  
 blendShape29.nurbsToPoly3 = .7\*blendShape28.nurbsToPoly3;  
 blendShape18.nurbsToPoly3 = .65\*blendShape19.nurbsToPoly3  
 blendShape17.nurbsToPoly3 = .6\*blendShape18.nurbsToPoly3;  
 blendShape16.nurbsToPoly3 = .55\*blendShape17.nurbsToPoly3

blendShape9.nurbsToPoly3 = .95\*blendShape24.nurbsToPoly3;

blendShape8.nurbsToPoly3 = .95\*blendShape9.nurbsToPoly3;  
 blendShape10.nurbsToPoly3 = .95\*blendShape9.nurbsToPoly3;  
 blendShape7.nurbsToPoly3 = .9\*blendShape8.nurbsToPoly3;  
 blendShape11.nurbsToPoly3 = .95\*blendShape10.nurbsToPoly3  
 blendShape6.nurbsToPoly3 = .85\*blendShape7.nurbsToPoly3;  
 blendShape12.nurbsToPoly3 = .95\*blendShape11.nurbsToPoly3  
 blendShape5.nurbsToPoly3 = .8\*blendShape6.nurbsToPoly3;  
 blendShape13.nurbsToPoly3 = .95\*blendShape12.nurbsToPoly3  
 blendShape4.nurbsToPoly3 = .75\*blendShape5.nurbsToPoly3;  
 blendShape14.nurbsToPoly3 = .95\*blendShape13.nurbsToPoly3  
 blendShape3.nurbsToPoly3 = .7\*blendShape4.nurbsToPoly3;  
 blendShape15.nurbsToPoly3 = .95\*blendShape14.nurbsToPoly3  
 blendShape2.nurbsToPoly3 = .65\*blendShape3.nurbsToPoly3;

Blend shapes refer to the contortion of the component. In this case either tilting forward for shading or scaling the face to restrict aperture.



In order to develop tools to maximize the effectiveness of the component, animation and scripting techniques were implemented to build in intelligence.

The matrices indicate the individual components and their corresponding polygon designations. The orange band indicates the location and direction of the sun path and implies its highest intensity.

The expressions illustrate the gradient falloff rate of the corresponding components and their settings.

Expression Editor