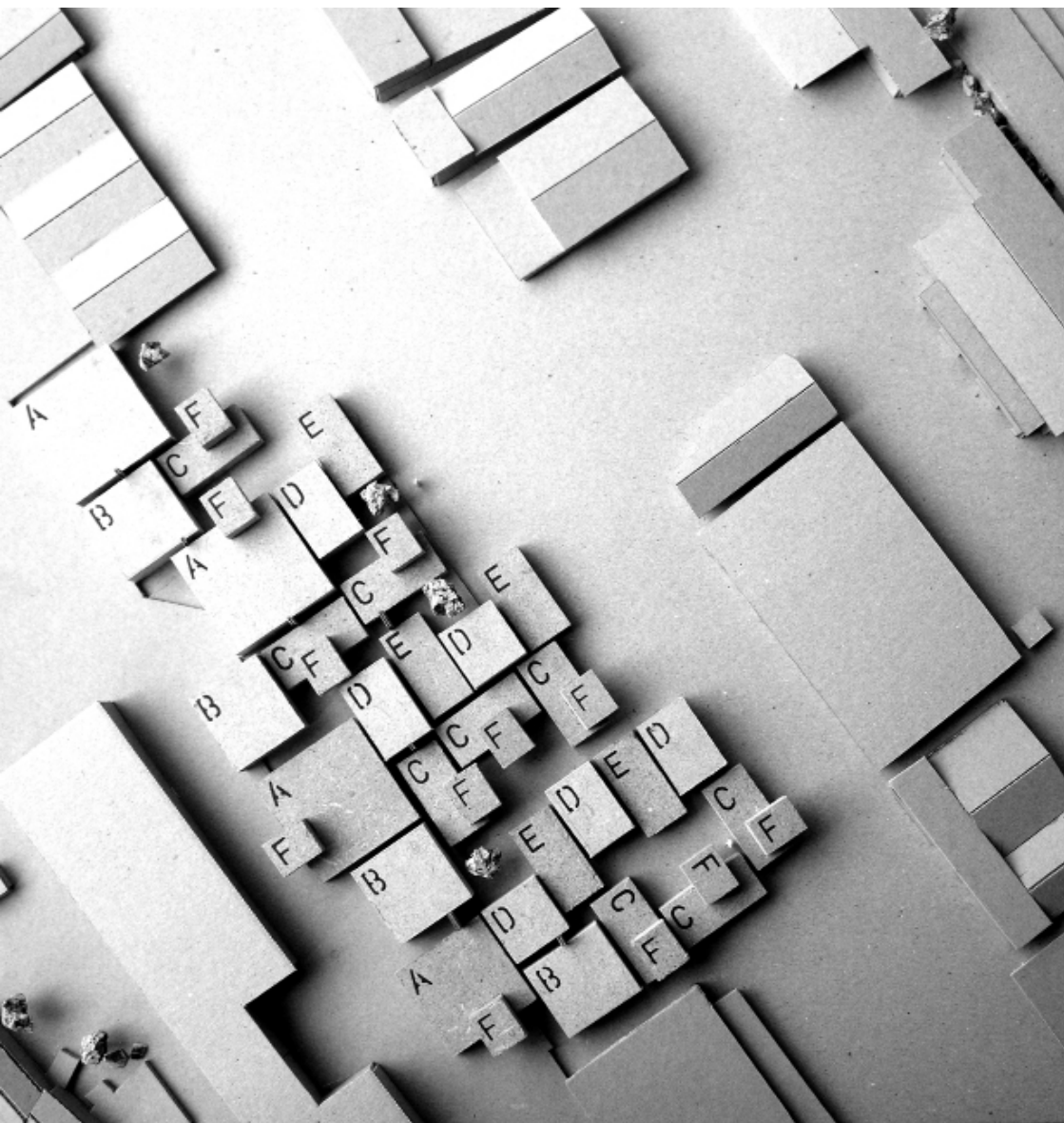# creative condensor

Elizabeth Lambert
09_05_18

This proposal for the new UCA campus seeks to establish a flexible framework in which a new pedagogic model may be formed promoting spontaneity, resisting hierarchy, and adjusting to the evolution of creative practice.

The Mat building typology as described by Alison Smithson in 1974 satisfies many of these objectives, however since the 70's technological advances, in CAD and production methods, as well as increased virtual connections means that this typology may be re-examined and a contemporary proposal formed.

Present-day context, depleting resources and climate change, must be addressed through a wider understanding of the complex systems that of which we are part. The proposal adopts several 'Permaculture' strategies, such as any intervention we make in a system ought to be productive. A 'light-touch', high-tech approach creates the interfaces between the systems parts.

Site Plan

The University does not act as a contained object, It is part of the global city.

The University resists hierarchy.

The learning experience is inherently linked with all social life.

The University supports spontaneity. The architecture is to do the job of framing the ever-changing content.

The project is conceived as an object in flux, transforming itself in relation to people's changing needs and aspirations.

Key

Local Connections

1 Canterbury Town centre
2 Underpass (existing)
3 Canterbury West Station
4 Existing Bus Stops
5 Park and Ride
6 A2 to London/ Dover

Landscape

7 Nature Reserve - Wetland
8 Urban Back-gardens
9 Cemetery - Managed
10 Heavily wooded
11 River Stour
12 Unmanaged Grassland

Commerce/ Industry

13 Light Industrial Units
14 Supermarket - Morrisons
15 Gas Supplier
16 Pub/ Restaurant

GF Plan

FF Plan

Flow of space of differing atmosphere.

Disciplines emerge within occupation.
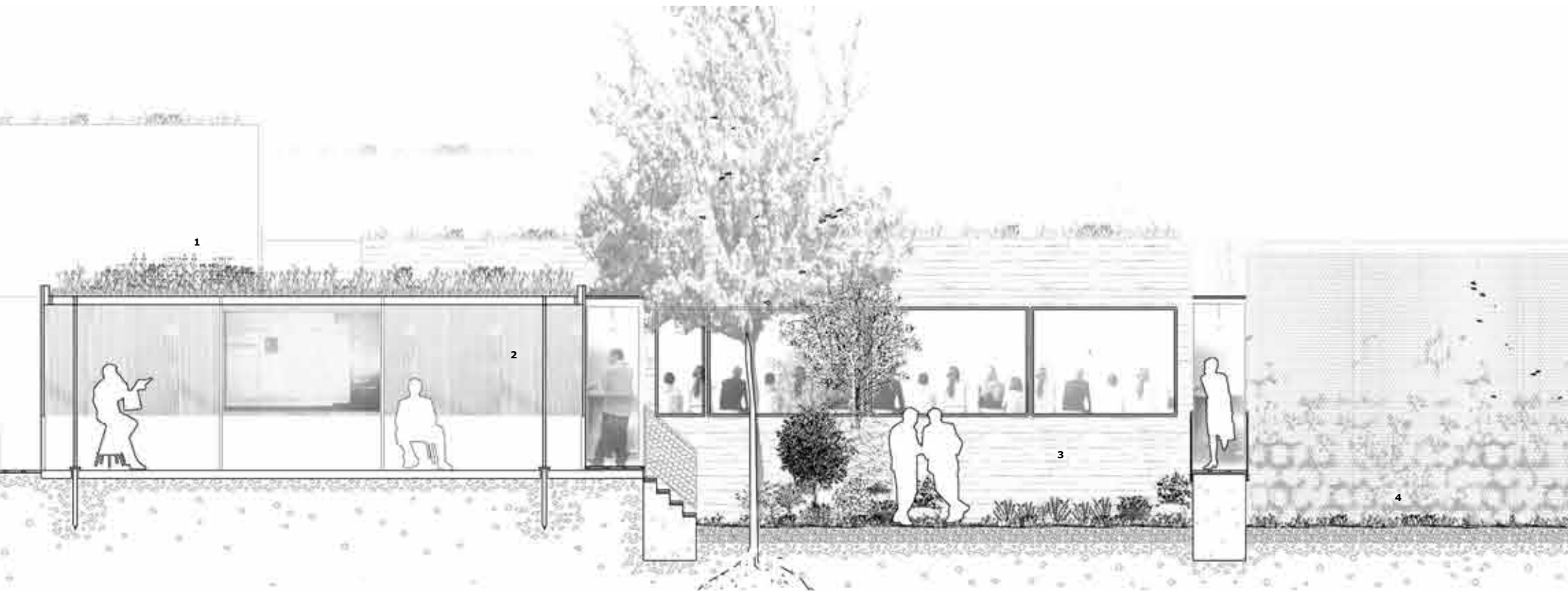
N

N

Section

5

6

7

4

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SPACE A
LOUD/ LIGHT/ 20-100/ OPEN

Noise
Loudness encouraged - informality - unrestricted
Light/ Views   Very light - external influences - changing
Occupance   Large group 20<g<100
Access
Open access - public - frequent traffic

SPACE B
MUTED/ DARK/ 20-100/ CONTROLLED

Noise   Minimal noise - discussions - controlled
Light/ Views   Dark - controlled light
Occupance   Large group 20<g<100
Access   Highly controlled - private - infrequent traffic

SPACE C
LOUD/ LIGHT/ 2-20/ OPEN

Noise   Loudness encouraged - informality - unrestricted
Light/ Views   Very light - external influences - changing
Occupance   Small group 2<g<20
Access   Open access - public - frequent traffic

SPACE D
MUTED/ LIGHT/ 2-20/ OPEN

Noise   Minimal noise - discussions - controlled
Light/ Views   Very light - external influences - changing
Occupance   Small group, 2<g<20
Access   Open access - public - frequent traffic
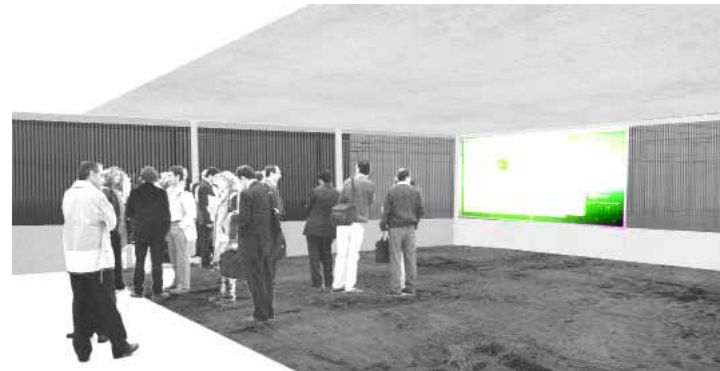
SPACE E
MUTED/ DARK/ 2-20/ CONTROLLED

Noise   Minimal noise - discussions - controlled
Light/ Views   Dark - controlled light
Occupance   Small group, 2<g<20
Access   Highly controlled - private - infrequent traffic

SPACE F
QUIET/ DARK/ 1-2/ CONTROLLED

Noise   Quiet - silence - isolation
Light/ Views   Dark - controlled light
Occupance   Individual, g<2
Access   Highly controlled - private - infrequent traffic

A/B/C/D/E/F/G

- Fields, grounds, carpets, matrices.

'The culture of the particular form is approaching it's end. The culture determined relations has begun.'
Mondrian.

'Many contemporary Architects have chosen to return to Mat building as a historical possibility that was never fully explored.'
Sarkis, Hashim, CASE p14.

'The individual using such buildings gains new freedoms of action through new and shuffled order, based on interconnections, close-knit patterns of association, and possibilities for growth, dimunition and change.'
*Smithson, Alison, How to Recognise and Read Mat building, 1974.*

MAT BUILDINGS PROMOTE:

* Efficient land use
* Indeterminacy in size
* Flexibility in building use
* Mixture in Program
*

WHAT CHARACTERISTICS DEFINE A MAT BUILDING:

* Low-rise, High density.

* Homogenous in it's layout - unvarying, alike, composed of parts of the same kind.

* Repetition that provides a framework for different possibilities of inhabitation and a means of generating increased social interaction across segregated uses.

* Building to act as a flexible framework rather than a rigid container for the shapeless functions (hospitals, schools, airports)

* Mat-building is a process: it structures high density patterns of living.

* Mat-building is governed by connections and thresholds rather than by geometric boundaries.

* The Mat is both City and Building, both Public and Private, both Structure and Infrastructure.

# MAT Building
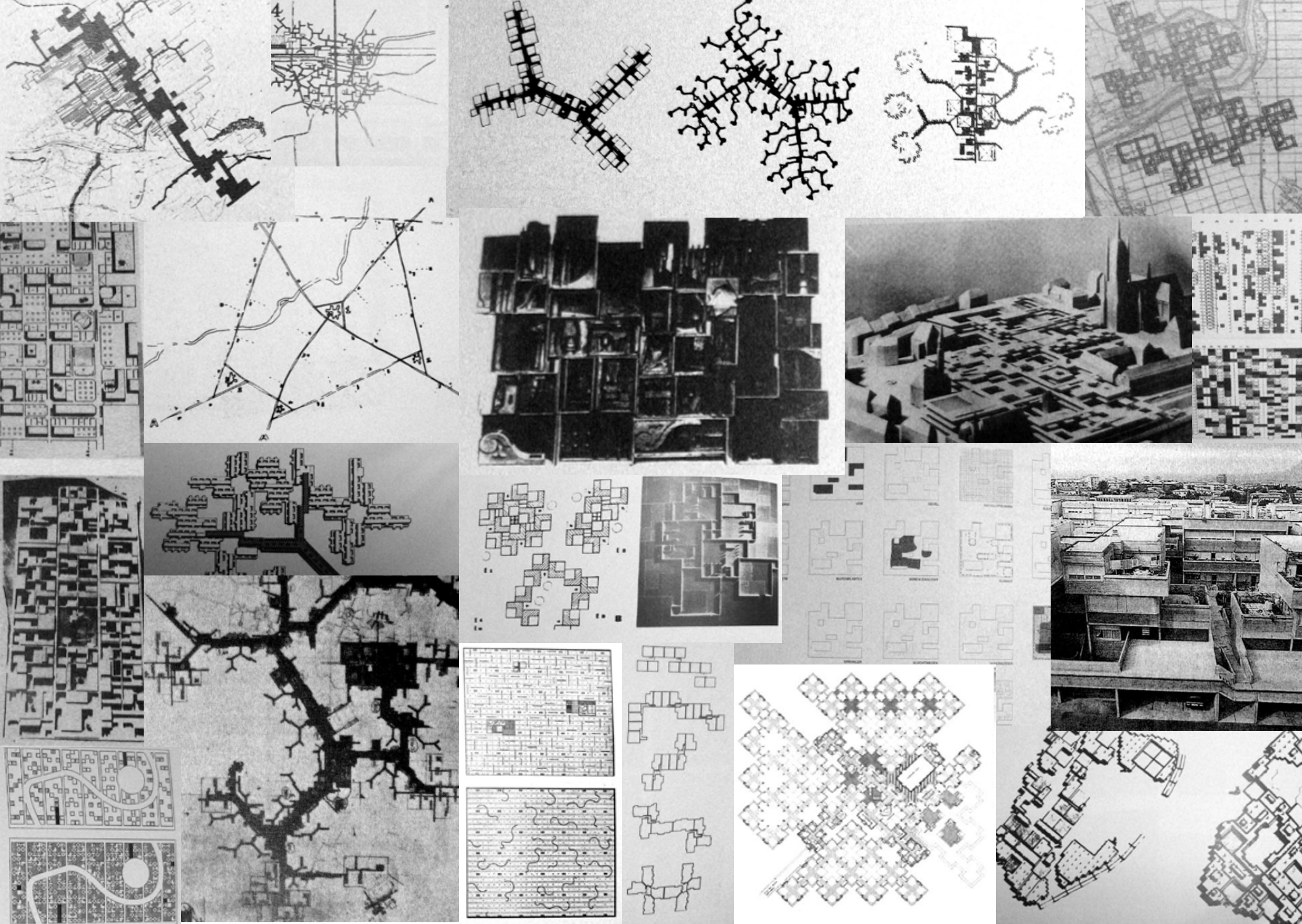
Berlin Free Uni

4   STEMS / STREET

- The two directions of the Free University grid are arranged into 'avenue' (Stems) and 'streets' which are spaced off the grid irregularly. The Main stems are spaced 200m apart.
- The Stem is a support system, it prescribes a topological order, a way of linking locations that accommodates human activity and interaction.
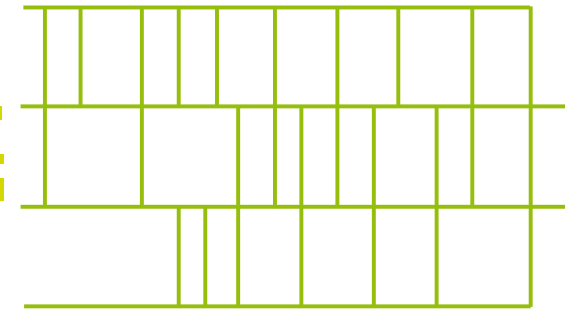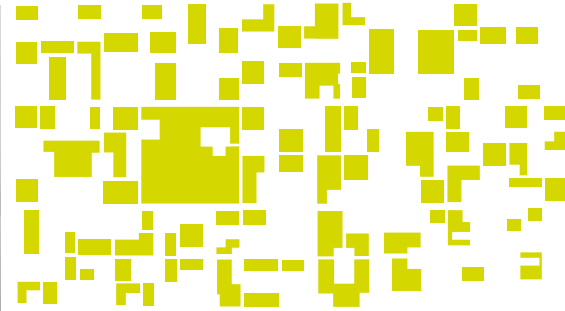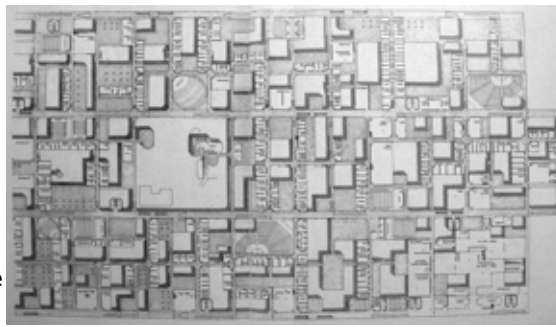
5   MOBILITY

- 'The 'Web' intends to find ways for man on foot to associate... It seeks to re-establish the human scale... In relation to speed, the measure of which is distance, the human scale is the pedestrian who moves at about 4 kms/h.'
- The rectilinear variant of the grid restored informality as well as versatility, allowing greater choice and social interaction.
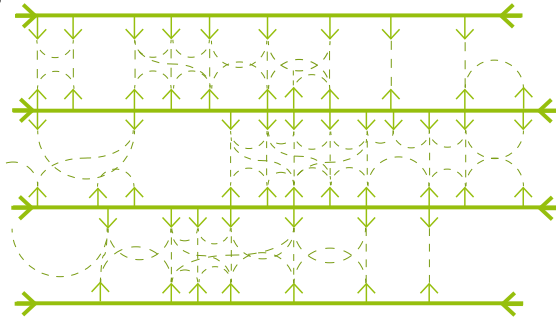
6   ACTIVITY

- The symbols here represent activity. Large symbols represent where groups of students and professors meet. The smaller are representative of smaller groups (up to 10 students) and one-to one discussions.
- These opportunities promote community, participation and exchange.

7   POLY-CENTRIC

- The poly-centric nature of the building pushes for a maximum of flexibility and interaction of the universities different departments.

8   FLUX

- 'Continuous change, passage, or movement - flowing or flow'
- Design as movement meant not just mobile people and objects circulating in space -the whole project was conceived as an object in flux, transforming itself in relation to people's changing needs and aspirations.

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L-Systems
An Organisational
stratergy
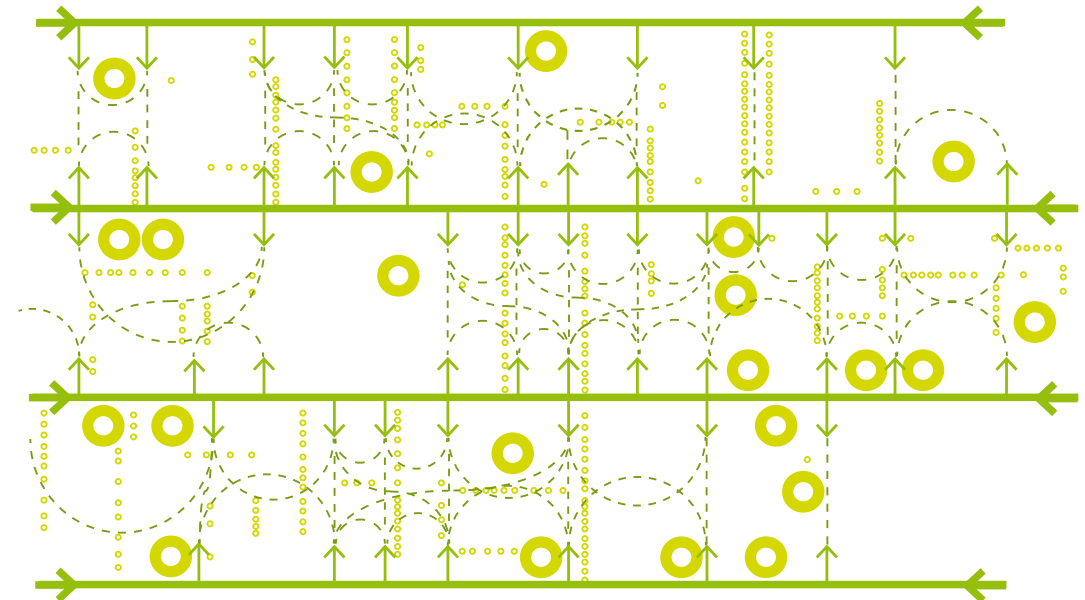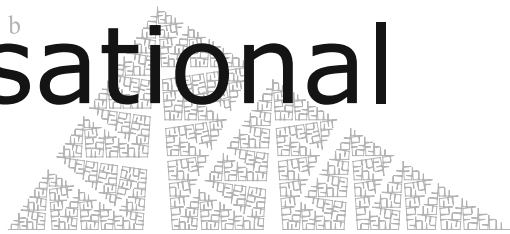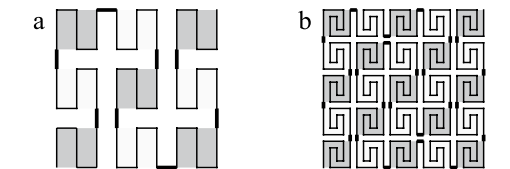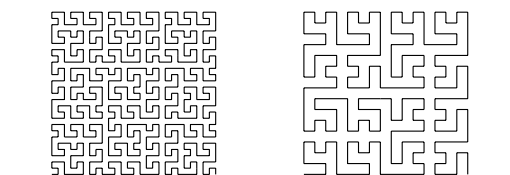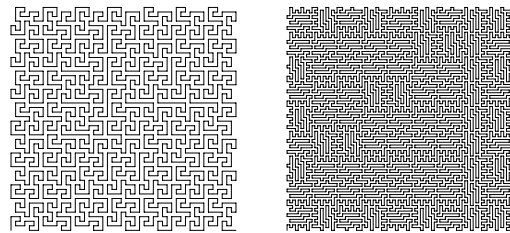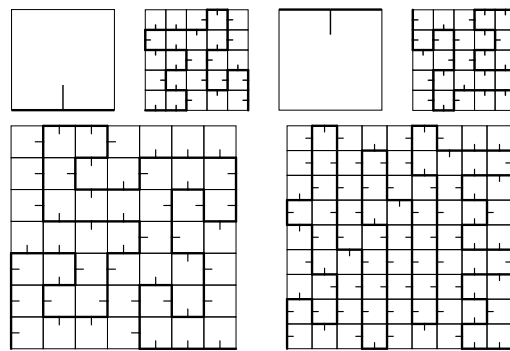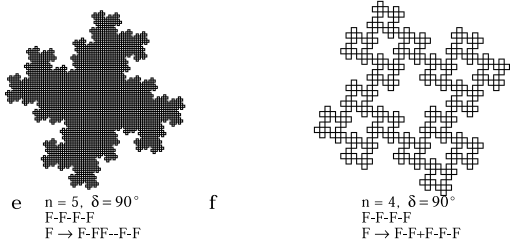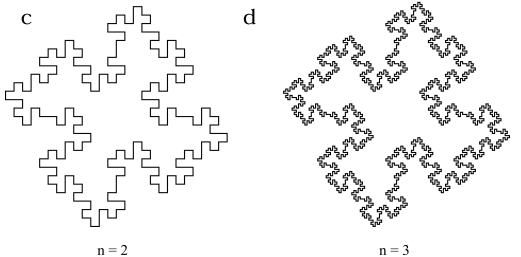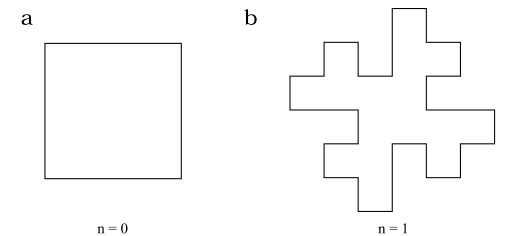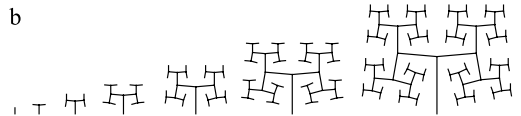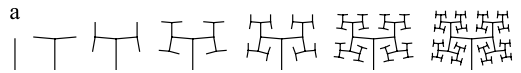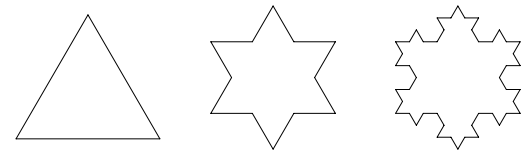
		A	B	C	D	E	F
NOISE	Loudness encouraged - informality - unrestricted	●		●			
	Minimal noise - discussions - controlled		●		●	●	
	Quiet - silence - isolation						●
LIGHT/ VIEWS	Very light - external influences - changing	●		●	●		
	Dark - controlled light		●			●	●
OCCU- PANCE	Large group, 20<g<100	●	●				
	Small group, 2<g<20			●	●	●	
	Individual, g<2						●
ACCESS / SECURITY	Open access - public - frequent traffic	●		●	●		
	Highly controlled - private - infrequent traffic		●			●	●

GENERATING INPUTS - SPATIAL QUALITIES

The building is driven by the spatial requirements to generate spaces that can allow for a flexible (flux) framework.

Rules:
0. A->BCF
1. B->AF
2. C->DE
3. D->C
4. E->F

Output:
A: A
G0: BCF
G1: AFDE
G2: BCFCF
G3: AFDEDE
G4: BCFCFCF
G5: AFDEDEDE
G6: BCFCFCFCF
G7: AFDEDEDEDE
G8: BCFCFCFCFCF
G9: AFDEDEDEDEDE
G10: BCFCFCFCFCFCF

Rules:
0. A->BFA
1. B->FC
2. C->D
3. D->E
4. E->A

Output:
A: A
G0: BFA
G1: FCBFA
G2: DFCBFA
G3: EDFCBFA
G4: AEDFCBFA
G5: BFAAEDFCBFA
G6: FCBFABFAAEDFCBFA
G7: DFCBFAFCBFABFAAEDFCBFA
G8: EDFCBFADFCBFAFCBFABFAAEDFCBFA
G9: AEDFCBFAEDFCBFADFCBFAFCBFABFAAEDFCBFA
G10: BFAAEDFCBFAAEDFCBFAEDFCBFADFCBFAFCBFABFAAEDFCBFA

Rules:
0. A->BCF
1. B->AF
2. C->DE
3. D->CA
4. E->F

Output:
A: A
G0: BCF
G1: AFDE
G2: BCFCAF
G3: AFDEDEBCF
G4: BCFCAFCAFAFDE
G5: AFDEDEBCFDEBCFBCFCAF
G6: BCFCAFCAFAFDECAFAFDEAFDEDEBCF
G7: AFDEDEBCFDEBCFBCFCAFDEBCFBCFCAFBCFCAFCAFAFDE
G8: BCFCAFCAFAFDECAFAFDEAFDEDEBCFCAFAFDEAFDEDEBCFAFDEDEB-
CFDEBCFBCFCAF
G9: AFDEDEBCFDEBCFBCFCAFDEBCFBCFCAFBCFCAFCAFAFDEDEBCFBCF-
CAFBCFCAFCAFAFDEBCFCAFCAFAFDECAFAFDEAFDEDEBCF
G10: BCFCAFCAFAFDECAFAFDEAFDEDEBCFCAFAFDEAFDEDEBCFAFDEDEB-
CFDEBCFBCFCAFCAFAFDEAFDEDEBCFAFDEDEBCFDEBCFBCFCAFAFDEDEB-
CFDEBCFBCFCAFDEBCFBCFCAFBCFCAFCAFAFDE

Rules:
0. A->BFA
1. B->FC
2. C->E
3. D->A
4. E->D

Output:
A: A
G0: BFA
G1: FCBFA
G2: EFCBFA
G3: DEFCBFA
G4: ADEFCBFA
G5: BFAADEFCBFA
G6: FCBFABFAADEFCBFA
G7: EFCBFAFCBFABFAADEFCBFA
G8: DEFCBFAEFCBFAFCBFABFAADEFCBFA
G9: ADEFCBFADEFCBFAEFCBFAFCBFABFAADEFCBFA
G10: BFAADEFCBFAADEFCBFADEFCBFAEFCBFAFCBFABFAADEFCBFA

Rules:
0. A->BCF
1. B->FC
2. C->DE
3. D->E
4. E->A

Output:
A: A
G0: BCF
G1: FCDE
G2: DEEA
G3: EAABCF
G4: ABCFBCFFCDE
G5: BCFFCDEFCDEDEEA
G6: FCDEDEEADEEAEAAABCF
G7: DEEAEAABCFEAABCFABCFBCFCFFCDE
G8: EAABCFABCFBCFFCDEABCFBCFFCDEBCFFCDEFCDEDEEA
G9: ABCFBCFFCDEBCFFCDEFCDEDEEAABCFFCDEFCDEDEEAEAFCDEDEEADEE-
AEAABCF
G10: BCFFCDEFCDEDEEAFCDEDEEADEEAEAAABCFFCDEDEEADEEAEAAABCF-
DEEAEAABCFEAABCFABCFBCFCFFCDE

Rules:
0. A->BCF
1. B->AFC
2. C->DE
3. D->E
4. E->FA

Output:
A: A
G0: BCF
G1: AFCDE
G2: BCFDEEFA
G3: AFCDEEFAFABCF
G4: BCFDEEFAFABCFBCFAFCDE
G5: AFCDEEFAFABCFBCFAFCDEAFCDEBCFDEEFA
G6: BCFDEEFAFABCFBCFAFCDEAFCDEBCFDEEFABCFDEEFAAFCDEEFAFABCF
G7: AFCDEEFAFABCFBCFAFCDEAFCDEBCFDEEFABCFDEEFAAFCDEEFAFABC-
FAFCDEEFAFABCFBCFDEEFAFABCFBCFAFCDE
G8: BCFDEEFAFABCFBCFAFCDEAFCDEBCFDEEFABCFDEEFAAFCDEEFAFAB-
CFAFCDEEFAFABCFBCFDEEFAFABCFBCFAFCDEBCFDEEFAFABCFBCFAFC-
DEAFCDEEFAFABCFBCFAFCDEAFCDEBCFDEEFA
G9: AFCDEEFAFABCFBCFAFCDEAFCDEBCFDEEFABCFDEEFAAFCDEEFAFAB-
CFAFCDEEFAFABCFBCFDEEFAFABCFBCFAFCDEBCFDEEFAFABCFBCFAFC-
DEAFCDEEFAFABCFBCFAFCDEAFCDEBCFDEEFAFABCFBCFAFCDEBCFAFC-
DEAFCDEBCFDEEFABCFDEEFAFABCFBCFAFCDEAFCDEBCFDEEFABCFDEE-
FAAFCDEEFAFABCF
G10: BCFDEEFAFABCFBCFAFCDEAFCDEBCFDEEFABCFDEEFAAFCDEEFAFAB-
CFAFCDEEFAFABCFBCFDEEFAFABCFBCFAFCDEBCFDEEFAFABCFBCFAFC-
DEAFCDEEFAFABCFBCFAFCDEAFCDEBCFDEEFAFABCFBCFAFCDEBCFAFC-
DEAFCDEBCFDEEFABCFDEEFAFABCFBCFAFCDEAFCDEBCFDEEFABCFDEE-
FAAFCDEEFAFABCFAFCDEEFAFABCFBCFCDEEFAFABCFBCFAFCDEAFCDE-
FAAFCDEEFAFABCFBCFAFCDEEFAFABCFBCFCDEEFAFABCFBCFAFCDE

Inputs:

- Iterations: 8

- Initial String: A

- Replacement rules

  1) A → BCF
  2) B → AF
  3) C → DE
  4) D → C
  5) E → F

A

B   C   F

A   F D E

B   C F C F

A F   D E   D E

B   C F   C F   C F

A F D E   D E   D E

E D E
F C E D E D
F C F C D E D A
F C F C F C E D E D B
E F C F C E D E D F C B
F C E D E D F C A
E D F C E D C F A F
F A C F C B
C F A B
A B

F 5m E 4m
D 3.5m
A 2m
C 3m F 6m
B 2.5m
A 2m
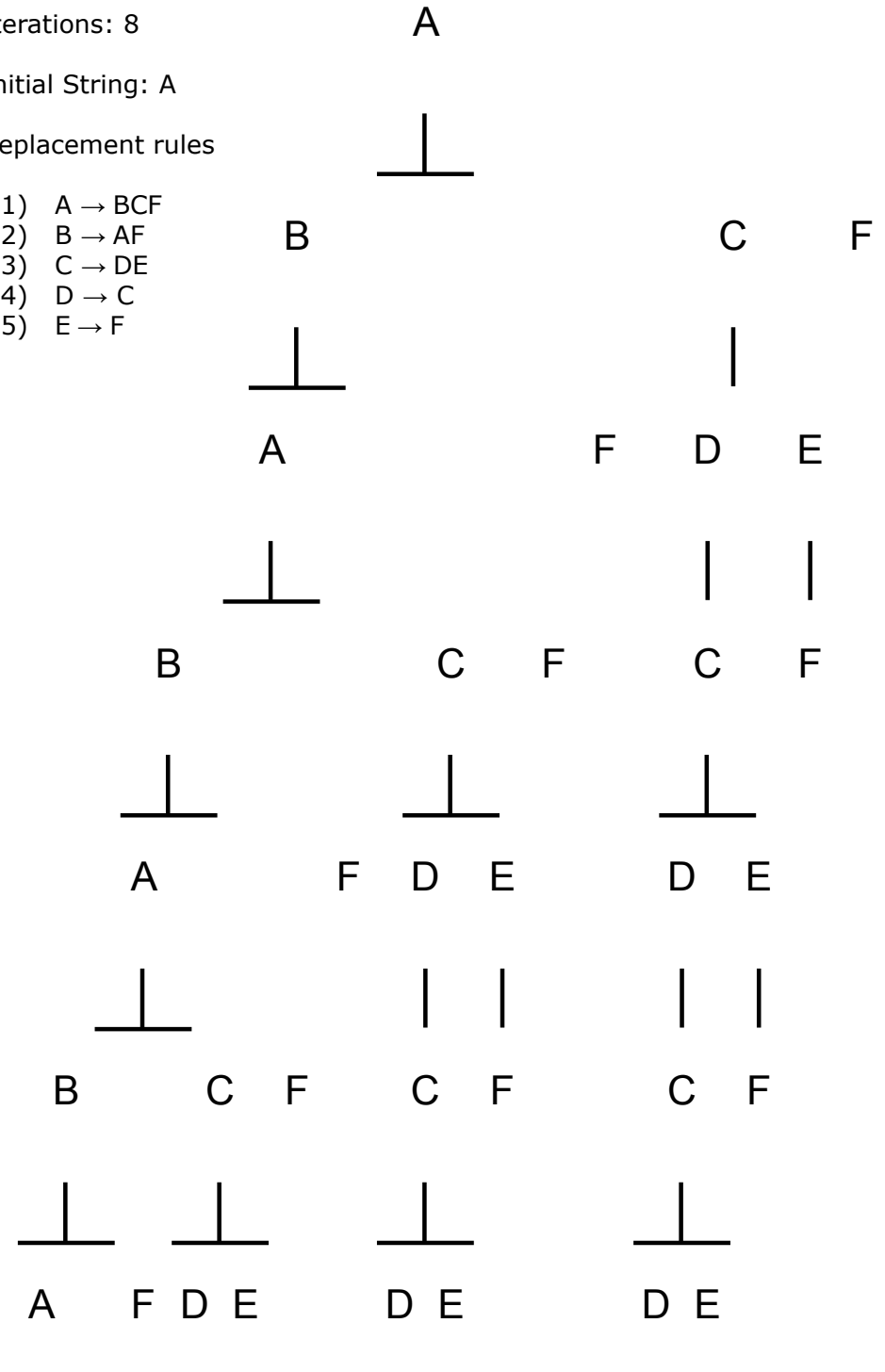
'Consciously designed landscapes which mimic the patterns and relationships found in nature, while yielding an abundance of food, fibre and energy for provision of local needs.'
Holmgren, David. Permaculture Principles & pathways beyond sustainability'

The scientific foundation for permaculture design principles lies generally within the modern science of ecology, and more particularly within the branch of ecology called 'systems ecology'.

Permaculture states that good design is dependent on a free and harmonious relationship between nature and people, in which careful observation and thoughtful interaction provide the design inspiration, repertoire and patterns. It is not something that is generated in isolation, but through a continuous and reciprocal interaction with the subject.

The commonality of patterns observable in nature and society allows us to make sense of what we see, but to use a pattern from one context and scale, to design in another. Pattern recognition is the necessary precursor to the process of design.

Permaculture

Plant	Name	Found	Used in
	Tansy	Grassy and waste places	omelettes
	Ground Ivy	Woods, hedges	Herbal Tea
	St George's Mushroom	Open Pasture, roadside, lawns, woodland margins	With Spring Greens
	Hawthorn Leaves	Woods, Hedges	Cheese Sandwiches

Plant	Name	Found	Used in
	Cow Parsley	Roadsides, hedges, pastures, woodlands	Salads
	Stinging Nettle	Waste-ground, Wet woods, Hedgebanks, River valleys	Nettle Soup
	Hairy Bittercress	Gardens, waste-grounds, paths, walls	Ham Sandwiches

Canopy (Large Fruit + Nut trees)

Vertical layer (climbers, vines)

Low tree layer (dwarf fruit trees)

Shrub Layer (currents + berries)

Herbaceous (comfreys, beets, herbs)

Soil surface (ground cover)

Rhizobaceous (root vegetables)

Obtain a Yield (and Wild Productivity)

- Any intervention we make in a system, any changes we make or elements we introduce ought to be productive, e.g. Productive trees in public places, edible roof gardens, or urban edible landscaping.
- Increase the role of trees and other perennial plants, in order to stabilise the landscape and provide for human needs.

Proposal 1: **Forage (un-managed)**

Highlighting local species such as Hairy Bittercress, Cow Parsley, Ground Ivy and more.
- Wild foods are local and sustainable, minimising food miles and reducing carbon footprint. Also promotes a greater appreciation of nature and the seasons, reconnecting the forager to the origins of the food.

Objective: To promote the appropriate retention, incorporation, and management of wasteland habitats within the proposals framework.

'*whole families out blackberrying, picnicking, taking short cuts. The land here was as bizarre and artificial an ecosystem as you could find. There was a coot's nest on a float-ing car seat…close by you could stand and look down across a wonderful jungle of plants from three continents…'* (Mabey, 1998)

Proposal 2: **Replicated Woodland edges (managed)**

Planting of "useful" species in arrays to mimic natural systems. Not only in the courtyards of the building, but out over the site. This is not only key in aligning the building with the permaculture principles, but in extending the mat into the urban and semi-urban context.

- Potentially the most productive system for growing food, it requires far less work to maintain and also provides habitats for our native wildlife.

Plant species in layers to gain maximum food production:

- Layer 1: The Canopy. Typical species may include: Pears, Apples, Plums, Cherries and Mulberries.
- Layer 2: The Shrub Layer. Typical species may include: Blackcurrents, Gooseberries, Rosemary and Sage.
- Layer 3: The Herbaceous Layer. Typical species may include: Mints, Oregano, Lemon balm, Rocket.
- Layer 4: Bulbs. Typical species may include: Leeks, Wild Garlic, Chives.
- Layer 5: Ground Cover. Typical species may include: Docks, Sweet Violet.
- Layer 6: Climbing Plants. Typical species may include: Blackberries, Grapes, Kiwi Fruits.

Human Activity Systems are our purposeful creations.. They are less tangible than natural and designed physical systems, They are manifested in sets of activities (relationships) carried out by people who select and organize these activities to attain a purpose, These activities often involve various natural and designed physical systems and/or abstractions of the way we think about and reason these activities, such as theories of action.

Natural systems range from subatomic systems to living systems of all kinds, our planet, the solar system, galactic systems and the Universe. The genesis of these systems is the origin of the universe and the result of the forces and events of evolution.

NATURAL SYSTEMS

HUMAN ACTIVITY SYSTEMS

Global system of humanity

World population

Political parties

Cultures

Couples

Social organisations

Families

Households

Housemates

Transport network

London Kings Cross St. Pancras
London Airports
Global Network
Europe
London Underground
Ebsfleet International
London Victoria
Canterbury East

City/ Canterbury

Local Bus

Walking/ Cycle

Residential areas

University housing co-op

Student Accommodation

Sports teams

Faculties - subject areas

Seeds Blown in by the wind

herbs and plants

Medicine

Layered gardens

Canopy (Large Fruit and Nut trees)
Low tree layer (dwarf fruit trees)
Shrub Layer (currents and berries)
Herbaceous (comfreys, beets, herbs)
Rhizobaceous (root vegetables)
Soil surface (ground cover)

Vertical layer (climbers, vines)

Bees - pollination

Blackberry bushes.

Food Production

Livestock

Agriculture

foraging

nitrogen cycle

Nitrogen in air
Lightening
animal protein
de-nitrifying bacteria
death
plant protein
Nitrates in the soil

water
sunlight
oxygen
Chlorophyll
CO²
glucose

nematodes
protozoa
birds
arthropods
bacteria
animals
organic matter
fungi
plants

Fauna

Flora

Photosynthesis

Ecosystem

Weather systems

greenhouse effect

rain

sunlight

greenhouse gasses

outgoing solar radiation

increasing infrared radiation

Solar Gain

Pollution

Food web

acid rain

Carbon Cycle

net atmospheric emissions

CO² uptake by plants
carbon from biomass
carbon stored in plants and soil microbes
conversion to fuels, electricity, and chemical products
Fossil Fuel feedstocks, petroleum, coal, natural gas.
carbon stored in ocean microbial communities

transportation, Industrial, commercial, residential

FUELS

sunlight

photosynthesis
biomass
heat
winds
windpower
wavepower

UCA

UCA Virtual Library

UCA Virtual University

Public

Flikr
twitter
facebook
blogs

Internet

WILL TO TEACH
PROF. KNOWLEDGE
TEACHING PRACTICE
KNOWLEDGE FEEDBACK
WILL TO LEARN
STUDENT KNOWLEDGE

Pedagogic model

Modem
ATM router
Wireless transport
Laptop
Mobile Phone
PC/Mac Workstation

UCAAdministration

APPLICATION OF KNOWLEDGE

failure
approval
Interview discussion
Application
student place

designed conceptual systems

e-commerce

commerce

money

1 purchase
2 acknowledgement
5 confirmation
Buyer
supplier
master supplier/ distributor

Billets and structural components
heavy section mill
continuous casting
Liquid steel
electric arc furnace steel making
scrap steel
direct reduction iron

Importation of food and medicines

transportation systems

Economic Growth and Innovation
Trade
Competition
Profit Loss

fabricated-engineered systems

Manufacturing Systems

steel components

Material processing
Manufacture
Recycled material
Industrial Product
Raw material extraction
Use
Maintenance
Disposal

distribution as biomethane
upgrading
use in vehicles
production
waste collection
Organic waste

hybrid systems
(combine physical construction and natural)

Waste management

Orchard

Designed Systems are our creations and include several major types: (a) fabricated-engineered-physical systems (manmade artifacts): (b) hybrid systems that combine physical construction and nature, e.g., a hydroelectric plant; (c) designed conceptual systems (such as theories, philosophies, mathematics, logic, etc.) and their representations in the forms of books, records, and descriptive of prescriptive models.

DESIGNED SYSTEMS

Choreography of change

Creatively use and respond to change:

- Natural systems are constantly in flux, evolving and growing.
- Remaining observant of the changes around you, and not fixing onto the idea that anything around you is fixed or permanent.
- An approach is to start with no complete plan, to allow the process to be emergent.
- This is not a time when we can work to a rigid plan as conditions will change so fast.

Forced Change:

Plants 'push through'

- Very thin layers of concrete on a sandy bed allow seedling to push through over time.
- Temporary use as car parking/ storage while University 'Hardens' to become a productive garden.

Virtual Campus
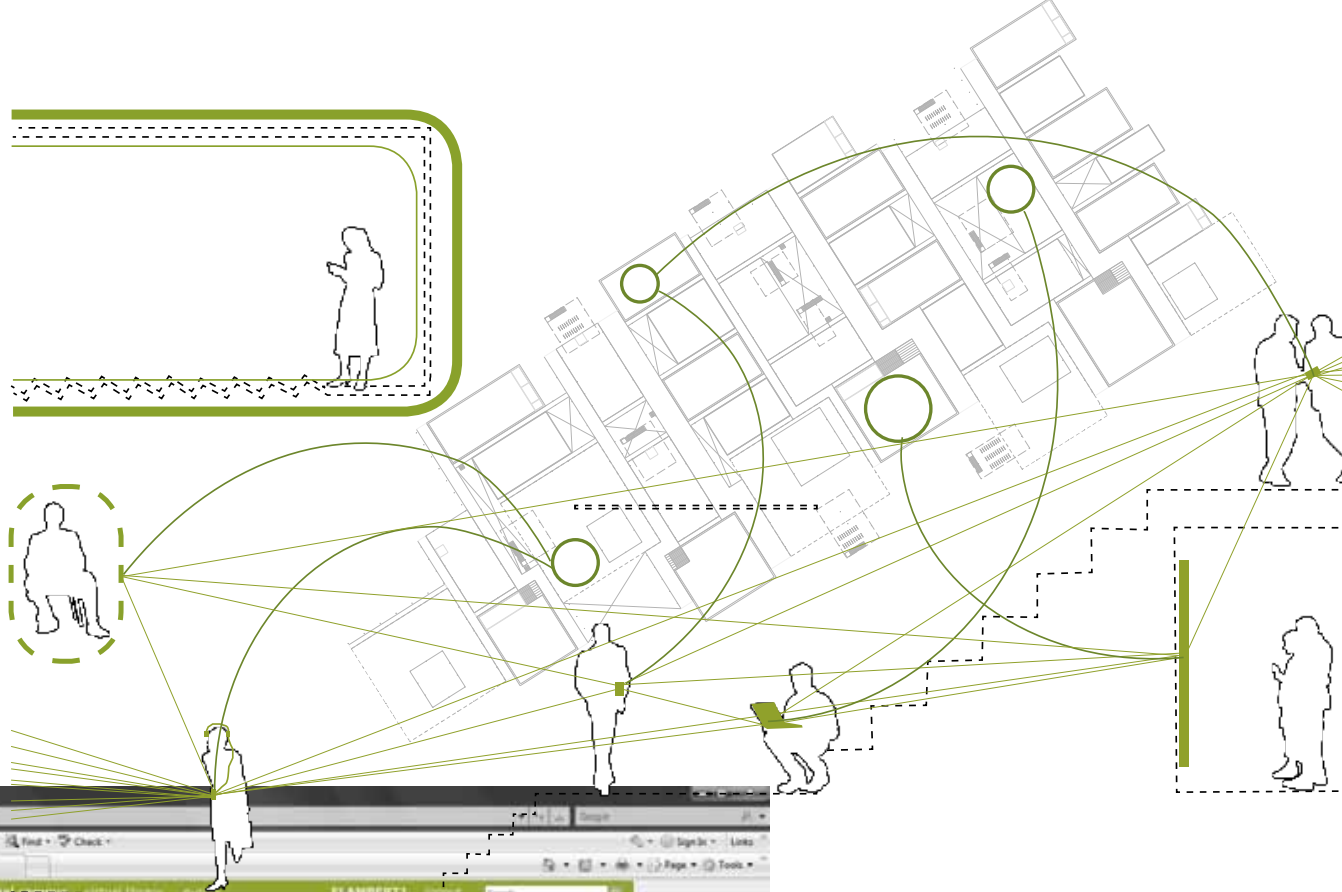
Virtual Windows:

Remote controlled cameras are placed in exhibition spaces, they pulse their images online to data-projectors in the interior of other spaces. Through sensors students can activate these projectors. Online access allows off campus students and the public to remotely engage with real-time events. This also allows for a continual and 'live' storage of work and progression.

Virtual Network:

The virtual network present in the university allows connections to be made irrelevant of distance and physical separation. This is significant in allowing external influences to be more prevalent, as well as allowing for stronger associations to be maintained between faculties. By establishing highly networked spaces you are able to increase adaptability and flexibility and make it easier for the students to become involved in the common project by sharing their own previous experience, knowledge, and assets in order to achieve common as well as individual objectives.

How does the building interact with other non-physical networks?

The advances and progression of technology is inherently linked with creative practice. Creatively we continually adapt and evolve in the virtual sense, at a rate that manifests itself only intermittently in the physical context. How can the building become malleable in order to allow extension of the virtual, increasing flux and a reciprocal negotiation between self and environment - an interactive uncertainty.

F, Autonomous space:

Consciously separate from networks, to allow for completely independent reflection and production. Blocking of wireless signals through material.
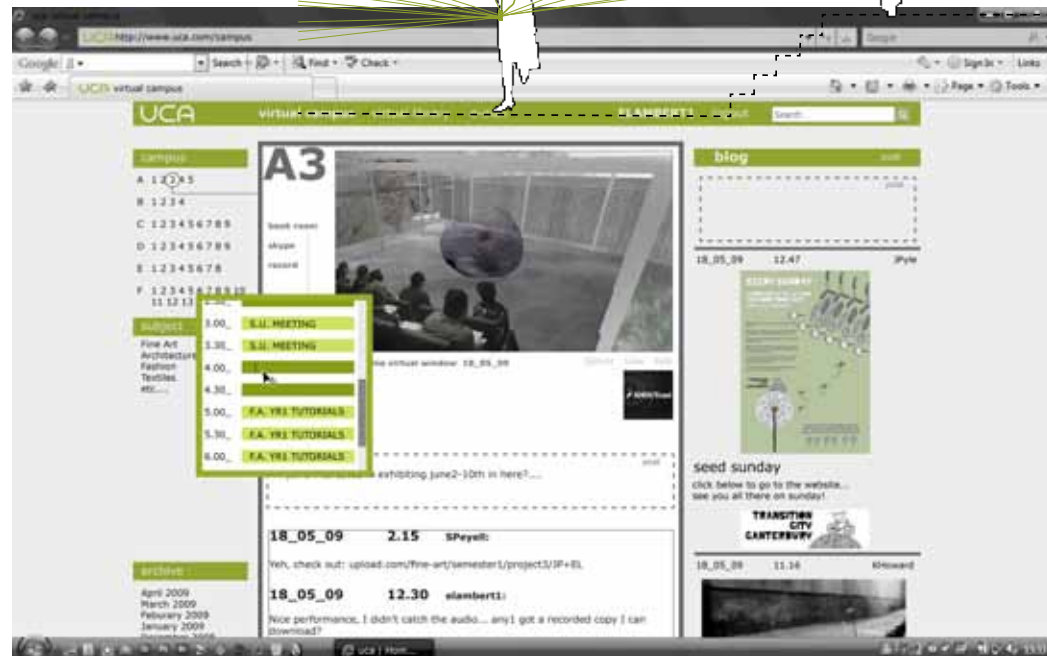
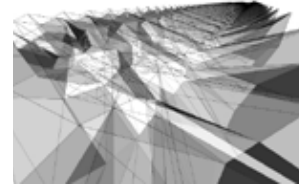# L-System
The inter... v...
process a...
Materials approach

```
100
10
80
A=BF+^CZ^GZ%
B=AztGZ%
C=DF$EF|
D=CZ^
E=GZ%
@
```

```
10
38
59
ABCDEG
A=CAB^Df<
B=GJIc(8)zB&&^
C=z%w
D=|HEZ(100.00)-ff
E=[f>z]&z^
G=^ff^
H=>^Af
I=c(2)t>&{f.}
J=F-$
@
```
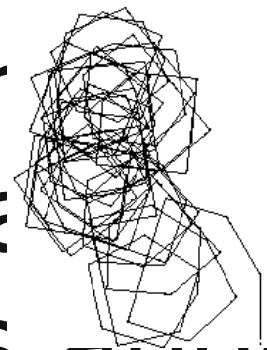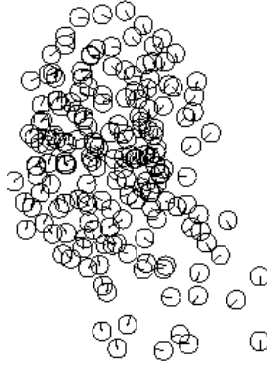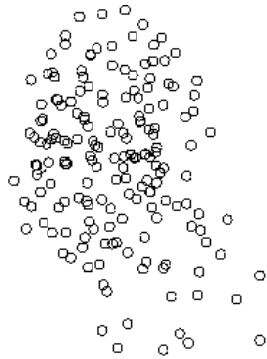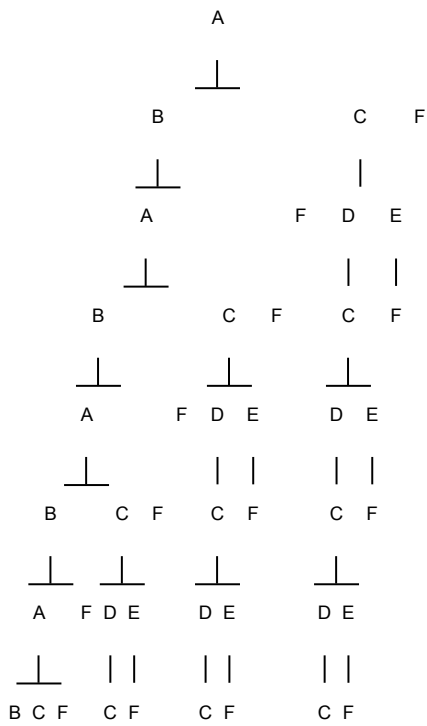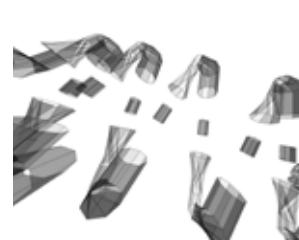
```
10
35
35
ABCDEG
A=DFEBAz-c(8)
B=CAc(10)^(37)
C=<Zc(6)c(2)Zf-{-(40)}Zw
D=DfZF
E=%Z+-(48)Zc(10)
F(130.00)FG|
G=Z{FZZ-g}|c(4)Ff
@
```

```
10
62
195
ABCDEG
A=BzfFAZE
B=F(70.00)C<DAZF
C=>(72)zEF"-
D=B+F<+'
E=fZ+(90)
@
```

```
10
61
38
ABCDEG
A=FAZ(90.00)F<B[Z]
B=-F^.
@
```

```
10
75
186
ABCDEG
A=AZEBCz'
B=?<c(3).F
C=ZF&D
D=^+<{t.}fZ^<
E=[f+(80)>+]&FC+
@
```

```
10
73
67
ABCDEG
A=BAz(90.00)C<Fc(3)
B=Z-++$Fc(7)F(80.00)z
C=DZc(7)-&(79)<Z
D=Z"fF->
@
```
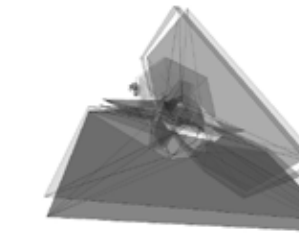
```
10
45
64
ABCDEG
A=-+{Fc(5)BAC^(79)}+
B=fF>c(9)[c(3)<-c(2)[<]{[
fz(90.00)g}
C=<c(3)-+C>(49)
z(60.00)>-:^Z&Af<&(58)
@
```

```
10
32
103
ABCDEG
A=^c(6)AZ(100.00)
F<&;f(70.00)
zFAZzB&||fFfzf
B=c(6)zF(100.00)>:C&c(9)
fzZf
C=Z&-ZZ(120.00)Z%F:.
ZZ(80.00)^fB%f!c(5)
z(60.00)
@
```

```
10
12
12
ABCDEG
A=>B-"AF&ZB&(66)
B=+[Z:C[DZ]]
C=[F<?"(0.60)]
D=FZtF
@
```

```
10
38
59
ABCDEG
A=CAB^Df<
B=GJIc(8)zB&&^
C=z%w
D=|HEZ(100.00)-ff
E=[f>z]&z^
G=^ff^
H=>^Af
I=c(2)t>&{f.}
J=F-$
@
```
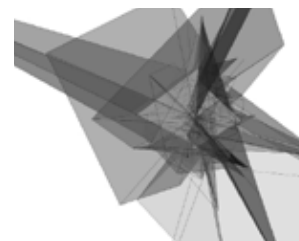
```
10
48
173
ABCDEG
A=-AB[DEC]
B=zc(7)FCZ<+(68)f
C=zz+c(7)
D=Cc(1)ZFCf&
E=f<Zz
@
```
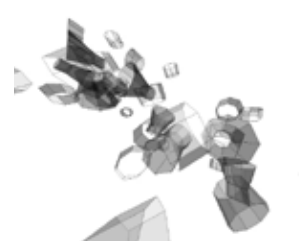
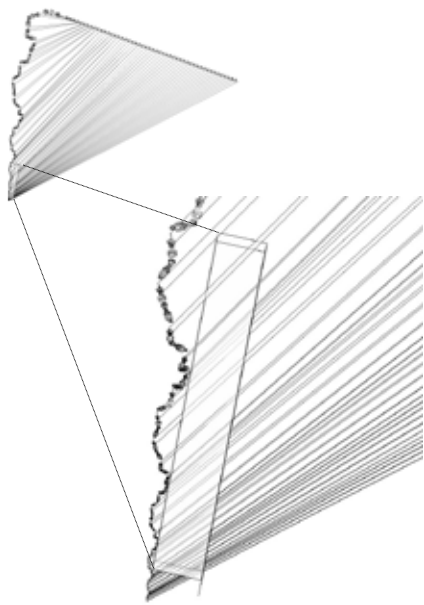**Inputs:**

- String: ABCFAFDEBCFCFAFDED
  EBCFCFCFAFDEDEDEBCFCFCFCF
- Interpretation rules:
  10
  62
  195
  ABCDEG
  A=BzfFAZE
  B=F(70.00)C<DAZF
  C=>(72)zEF"-
  D=B+F<+'
  E=fZ+(90)
  @

Iteration 2

Iteration 3

Iteration 4

Iteration 5

Iteration 10

Section Cut
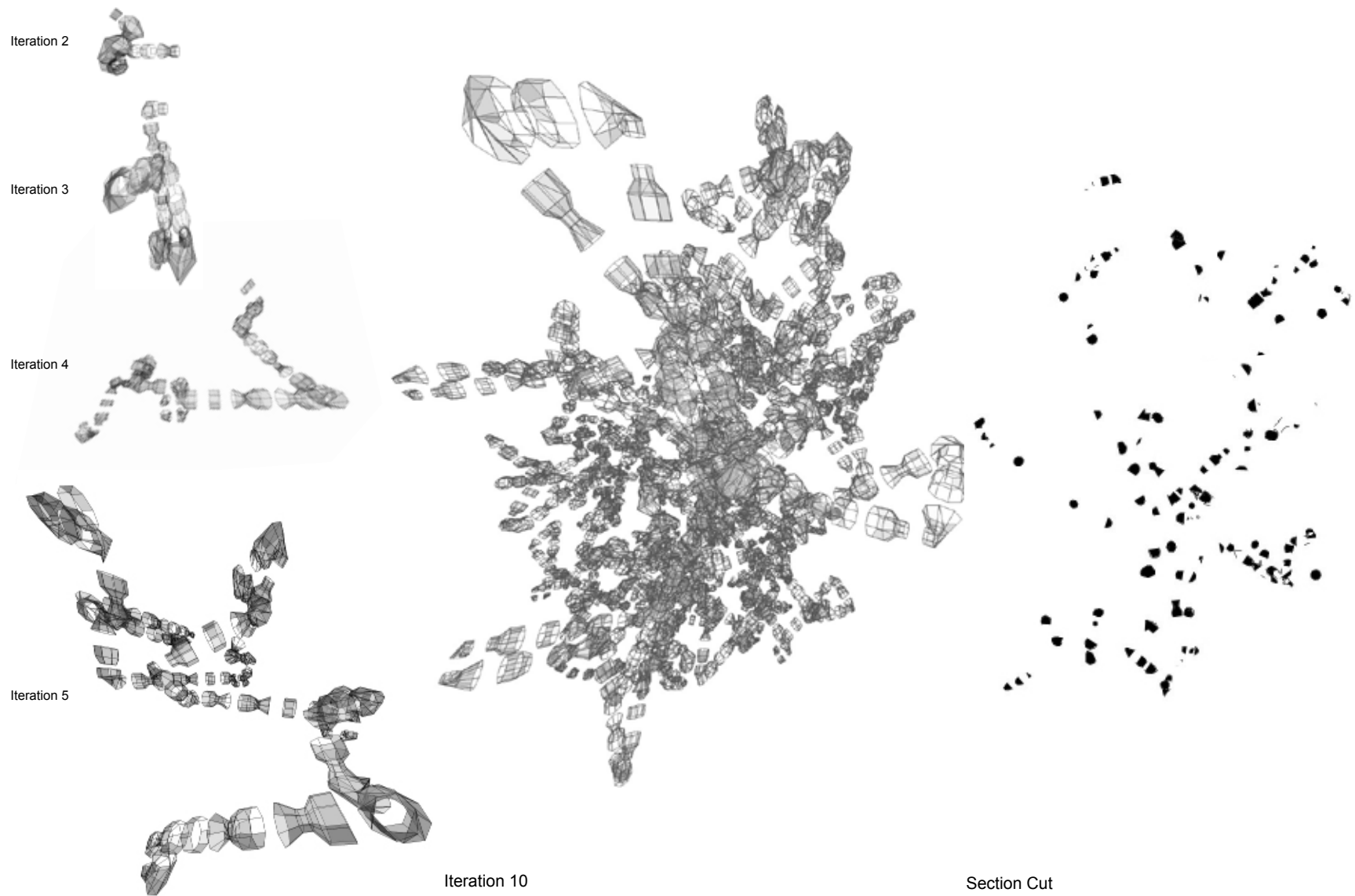
1.   Patterning-Cutting
- 'Lanterns'

Inputs:

- String: ABCFAFDEBCFCFAFDED EBCFC FCFAFDEDEDEBCFCFCFCF
- Interpretation rules:
    20
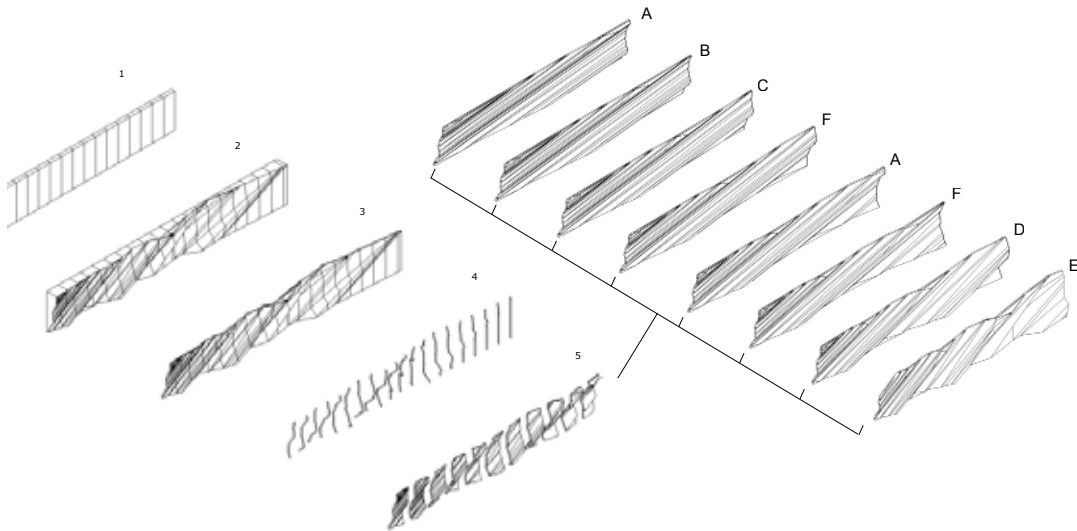   183
    A
    A={f<B+A{Zz}z}
    B=CEFZ&"&fFfZFff
    C=DF<F
    D=+<z[f(120.00)Zc(8)]^(50)

f<

    E=ZZZ&
    @

Step 1 - Intersect generated form

Step 2 - 1000x3000mm panels

Step 3 - Offset form

2. Corridor Panels

Steps 4 & 5 - Separate into panels