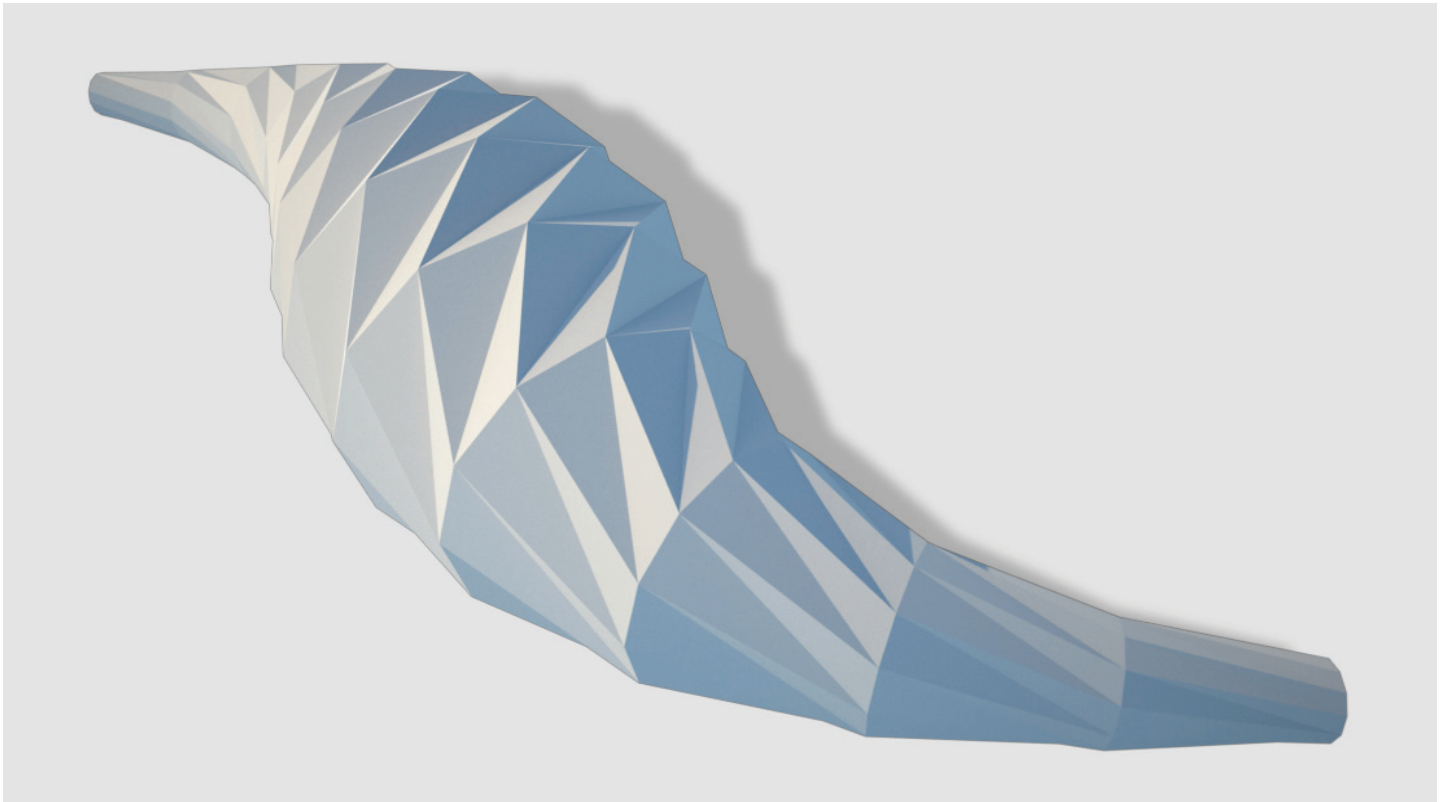
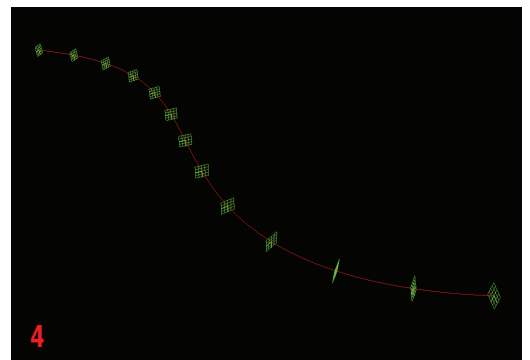
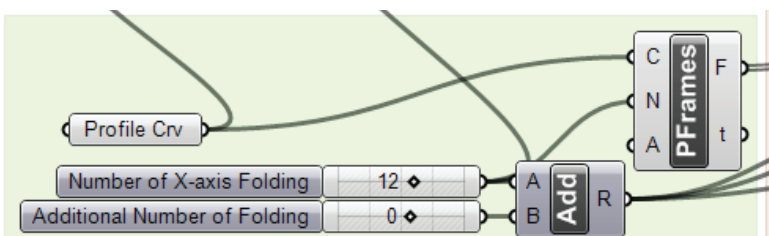
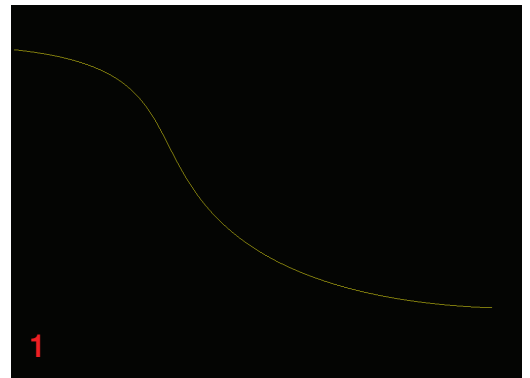


4_5 Tessellated Folding



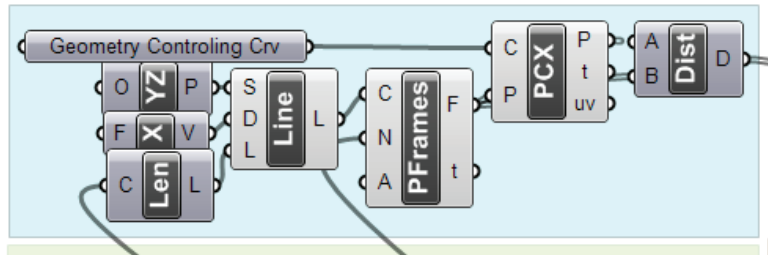
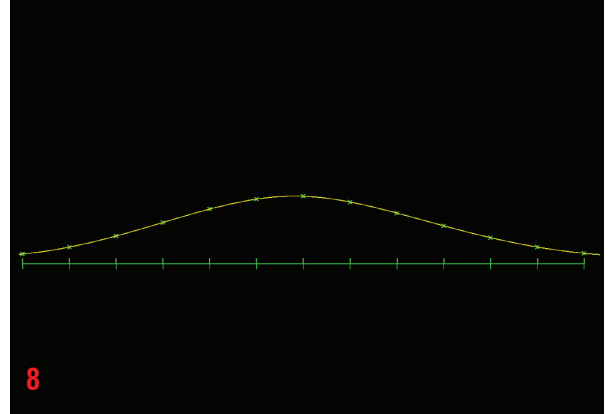
Step1 : Base Curve Profile

1. **Curve** (Params/Geometry/Curve) : "Profile Crv"
 - Draw one Rhino Curve on x-y plane (on Top view)
 - Right click and Set One Curve
2. **Slider** (Params/Special/Number Slider)
 - "Number of X-axis Folding" : Integer, Lower limit=0, Upper limit=20, Value=12
 - "Additional Number of Folding" : Integer, Lower limit=-5, Upper limit=5, Value=0
3. **Add** (Scalar/Operators/Addition)
 - A : *Slider* "Number of X-axis Folding"
 - B : *Slider* "Additional Number of Folding"
4. **PFrames** (Curve/Division/Perp Frames)
 - C : "Profile Crv"
 - N : *Slider* "Number of X-axis Folding"



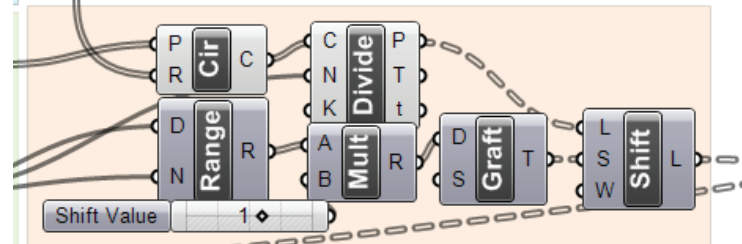
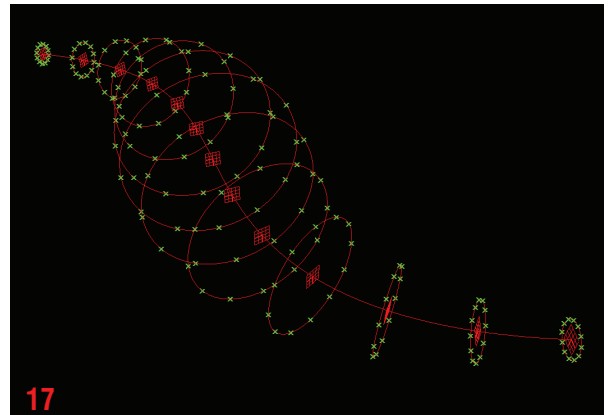
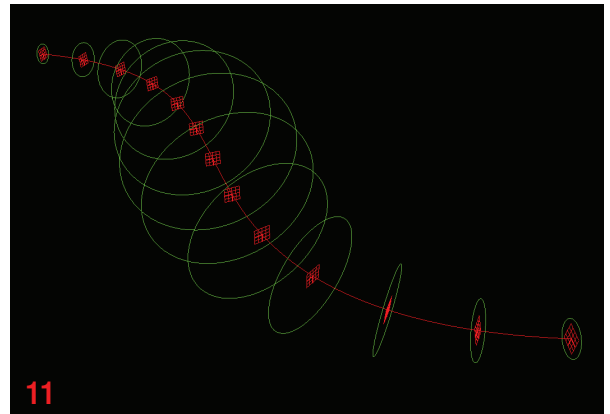
Step2 : Sectional Geometry Controller

- 5. **Length** (Curve/Analysis/Length)
 - C : "Profile Crv"
- 6. **Line** (Curve/Primitive/Line SDL)
 - S : YZ Plane
 - D : X axis
 - L : Length
- 7. **PFrames** (Curve/Division/Perp Frames)
 - C : 6.Line(L)
 - N : Slider "Number of X-axis Folding"
- 8. **Curve** (Params/Geometry/Curve) : "Geometry Controlling Crv"
 - Draw one Rhino Curve closed to 6.Line on x-y plane (on Top view)
 - Right click and Set One Curve
- 9. **PCX** (Intersect/Mathematical/Curve | Plane)
 - C : Slider "Geometry Controlling Crv"
 - P : PFrames (F)
- 10. **Dist** (Vector/Point/Distance)
 - A : PCX (P)
 - P : PFrames(F)



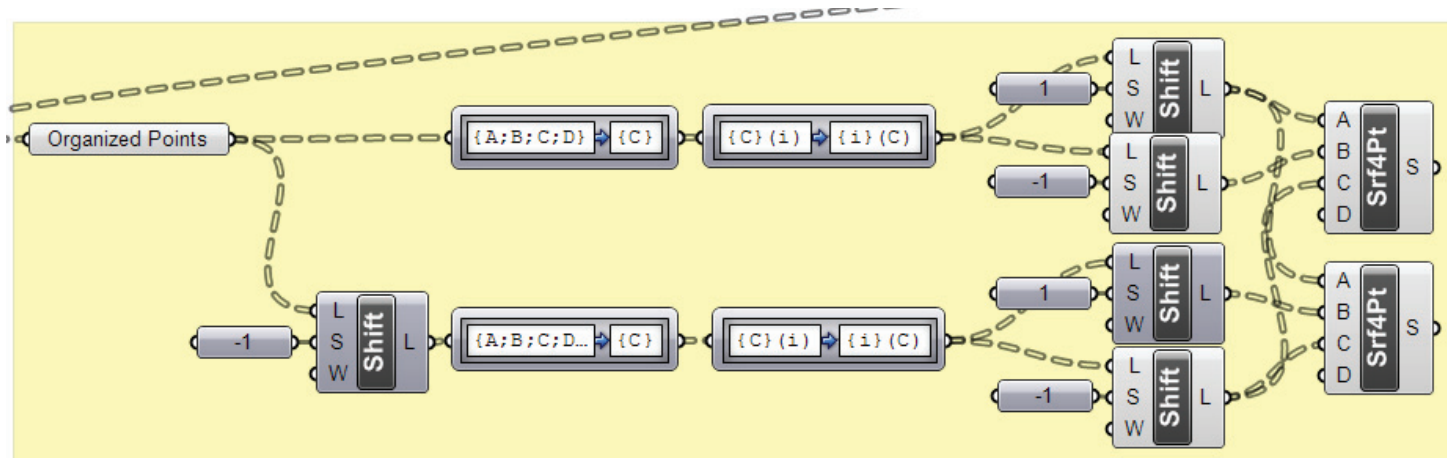
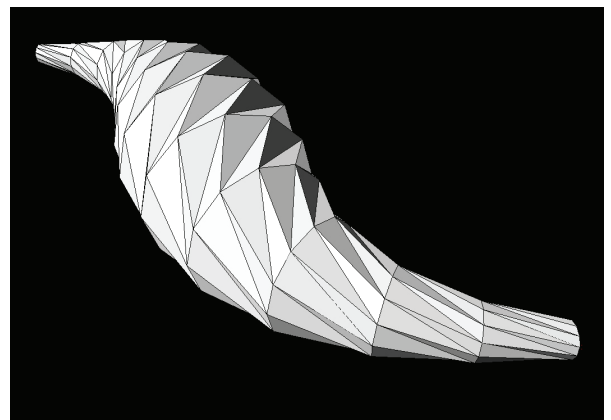
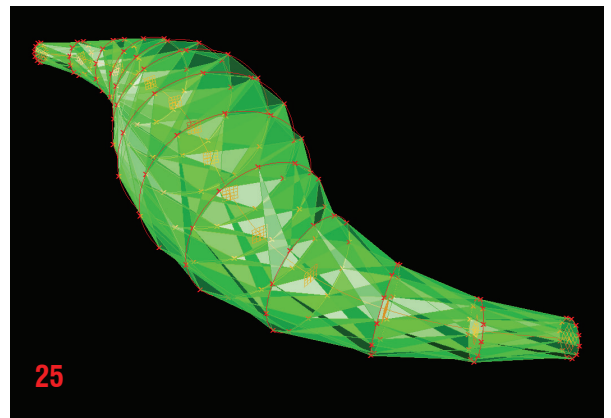
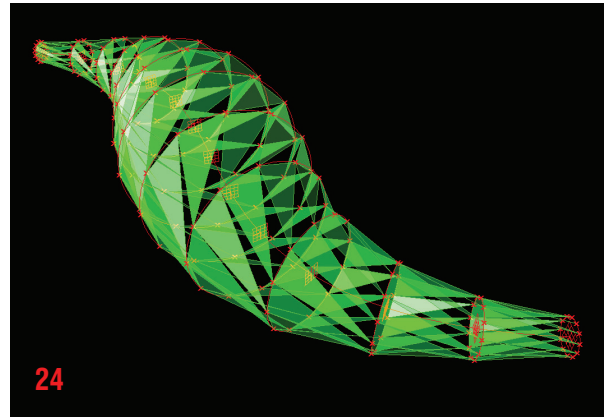
Step3 : Points Distribution

- 11. **Cir** (Curve/Primitive/Circle)
 - P : 4. PFrames(F)
 - R : Dist(D)
- 12. **Divide** (Curve/Division/Divide Curve)
 - C : Cir(C)
 - N : 3. Add(R)
- 13. **Range** (Logic/Sets/Range)
 - D : 3. Add(R)
 - N : 3. Add(R)
- 14. **Slider** (Params/Special/Number Slider)
 - "Shift Value" : Integer, Lower limit=-5, Upper limit=5, Value=1
- 15. **Mult** (Scalar/Operator/Multiplication)
 - A : Range(R)
 - B : Slider "Shift Value"
- 16. **Graft** (Logic/Tree/Graft Tree)
 - D : Mult(R)
- 17. **Shift** (Logic/List/Shift List)
 - L : Divide(P)
 - S : Graft(T)
 - W: True -> don't forget this!



Step4 : Making Surface

- 18. **Point** (Params/Geometry/Point)
- 17. *Shift* : named as "Organized Points"
- 19-1. **Path Mapper** (Logic/Tree/Path Mapper)
- 18. *point* "Organized Points"
- Mapping Editor : {A;B;C;D} = {C}
- 19-2. **Path Mapper** (Logic/Tree/Path Mapper)
- Mapping Editor : {C}(i) = {i}(C)
- 20-1. **Shift** (Logic/List/Shift List)
- L : 19-1. *Path Mapper*
- S : *integer* = 1
- 20-2. **Shift** (Logic/List/Shift List)
- L : 19-1. *Path Mapper*
- S : *integer* = -1
- 21. **Shift** (Logic/List/Shift List)
- L : *point* "Organized Points"
- S : *integer* = -1
- W : *True* (don't forget this)
- 22-1. **Path Mapper** (Logic/Tree/Path Mapper)
- 18. *point* "Organized Points"
- Mapping Editor : {A;B;C;D;E} = {C}
- 22-2. **Path Mapper** (Logic/Tree/Path Mapper)
- Mapping Editor : {C}(i) = {i}(C)
- 23-1. **Shift** (Logic/List/Shift List)
- L : 19-1. *Path Mapper*
- S : *integer* = 1
- 23-2. **Shift** (Logic/List/Shift List)
- L : 19-1. *Path Mapper*
- S : *integer* = -1
- 24. **Srf4Pt** (Surface/Freeform/4Point Surface)
- A : 20-1. *Shift(L)*
- B : 20-2. *Shift(L)*
- C : 23-2. *Shift(L)*
- 25. **Srf4Pt** (Surface/Freeform/4Point Surface)
- A : 20-1. *Shift(L)*
- B : 23-1. *Shift(L)*
- C : 23-2. *Shift(L)*



Appendix
- Definition map

