



content

001	// introduction //
003	particle cloud
009	hexagon
015	sponge structure
023	loop the bow
029	cubic sphere
035	fractal cube
041	penrose 3d
047	// modular constructs //
051	// processes for performative geometry //
055	thunder sweep
061	algorithmic (sur)faces
075	dazndruff
083	flowerZ
091	heaven 'n earth
097	moiré surface
103	dodecahedron
109	reflections
115	// the liberation of space //
120	// servo mesh //
126	// public demonstration architecture //
131	// credits //