



# Week 8

## GRASSHOPPER

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This week we will be exploring Grasshopper, which is the visual programming language and environment runs as a plug-in for Rhinoceros 3D.



# Outline

## 01

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### Introduction of Grasshopper

Differences between modelling in Grasshopper and in Rhino 3D.

## 02

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### Links to tutorial

Suggested resources platforms and links to tutorial on YouTube will be presented.

## 03

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### Design precedents

Sitting pod design precedents which might be useful for the assignment.

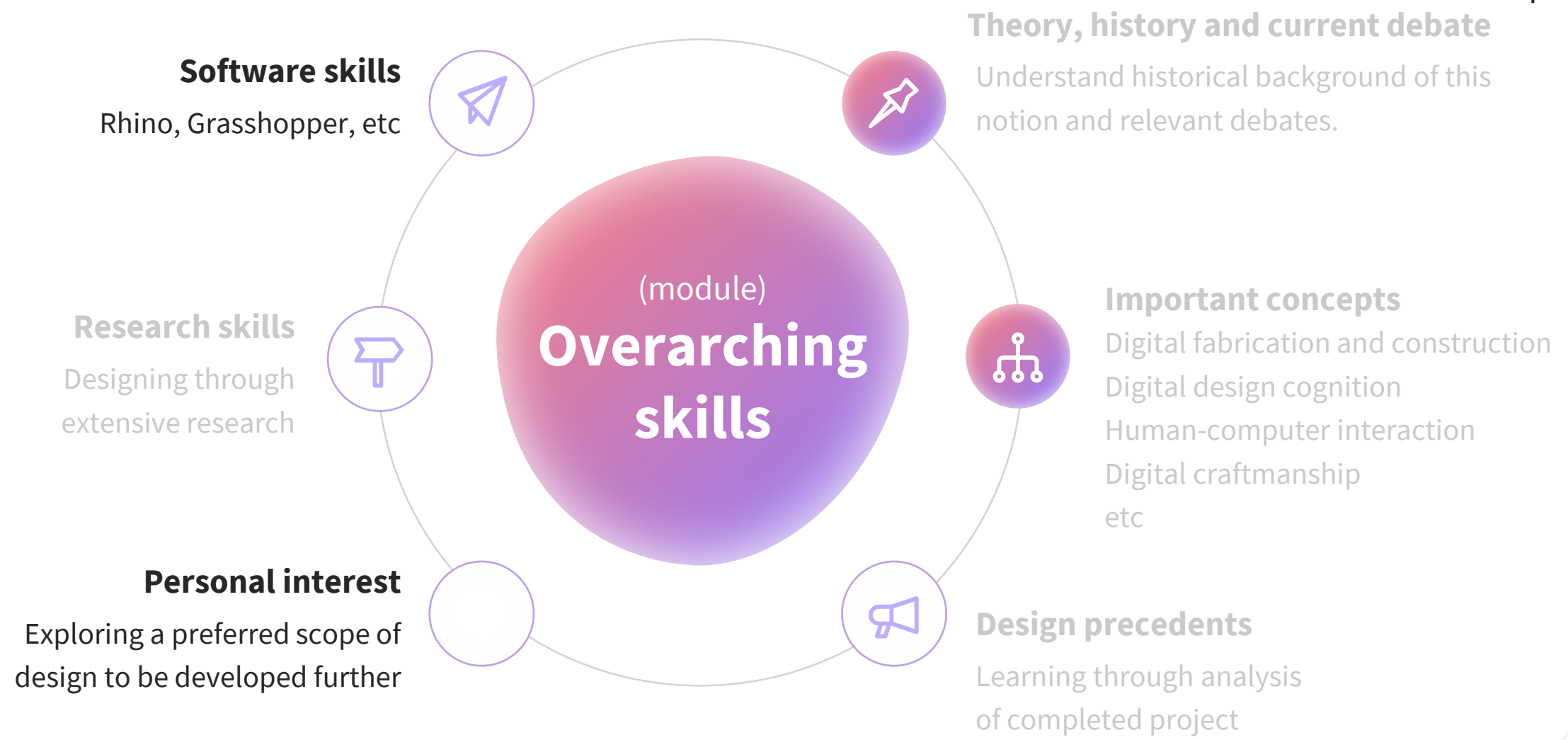
# Aims and objectives

- To reiterate the **relation** between Rhino 3D and Grasshopper
- To elicit **other related parametric software**
- To inform other available **plug-ins**
- To provide **alternative tutorials** by using available links from the video sharing platform.
- To illustrate **design examples of sitting pod** as required for the assessment.

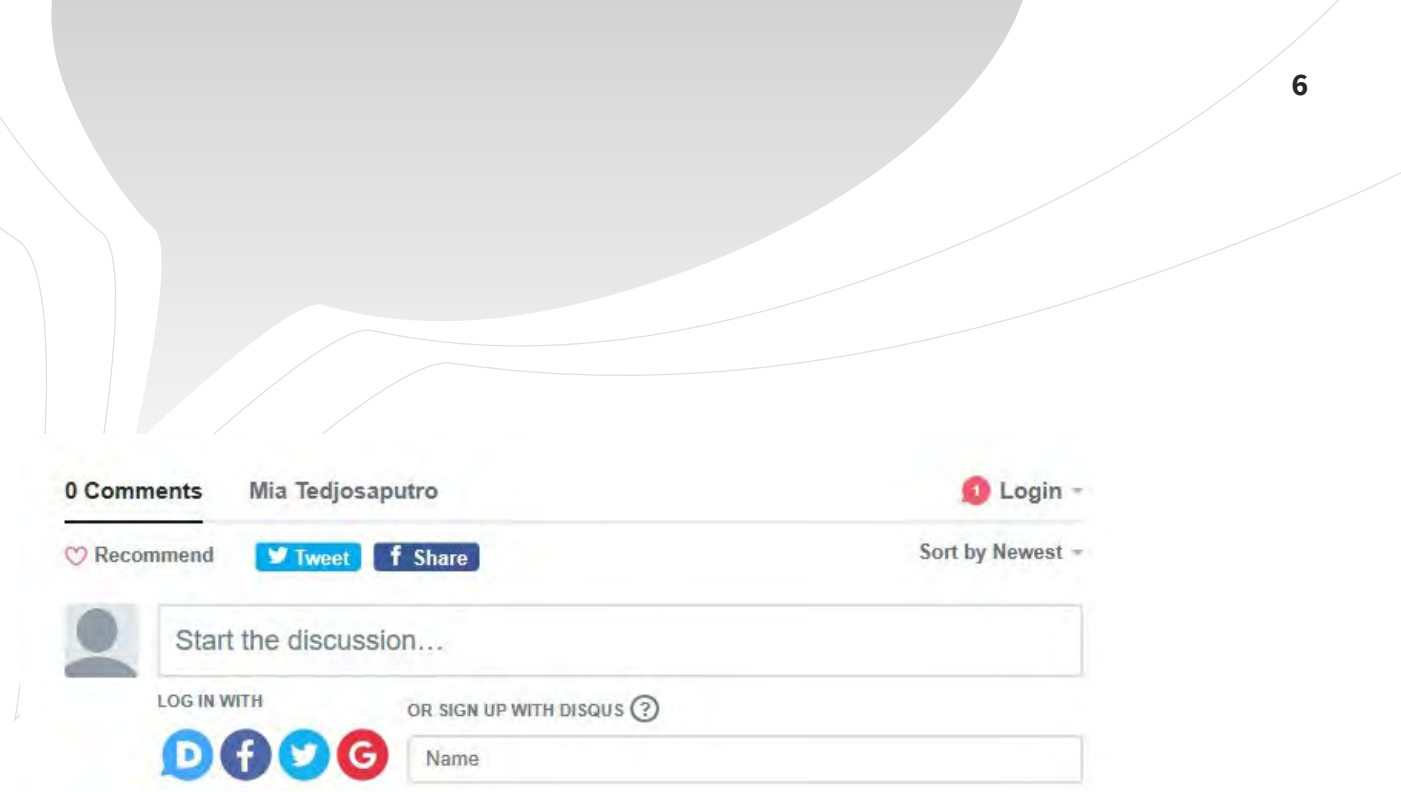
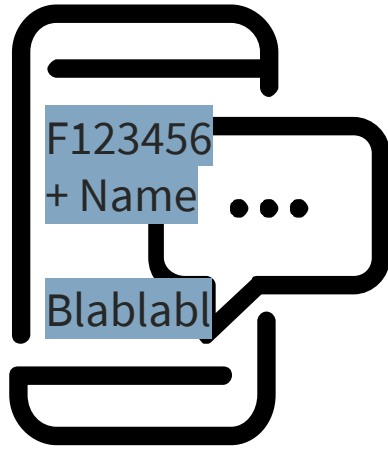
# Learning outcomes

*Students will be able to..*

- 01** Start to operate Grasshopper plug-in.  
—
- 02** Exercise basic Grasshopper commands.  
—
- 03** Be informed on where to find resources for further study.  
—
- 04** Be informed on the design precedents for the assignment.



# Upload



**There is no forum discussion post this week, but it is expected that you upload **one** **screenshot** of your **Grasshopper exploration**.**

**Alternative 1:** Try to utilise Rhino free trial. Grasshopper would have been there, built-in

**Alternative 2:** For those who do not have access to the software, I have created a virtual learning system for you to have a go. Message me if you need this.

**Alternative 3:** If you can't access the virtual machine, leave a 150 words of comment on the software based on tutorials, or your friends' uploaded try-outs.

<https://miatedjosaputro.com/2020/04/21/week-9-upload/>

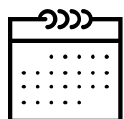
# Grasshopper

Developed by:

**David Rutten**, at

**Robert McNeel & Associates**

<https://www.grasshopper3d.com/>



**2007**

FIRST RELEASED



# Grasshopper

<https://www.grasshopper3d.com/forum/topics/gh-s-origin>

According to David Rutten, GH was developed for Rhino customers as a way to automate task without the need to write textual code. Originally called *explicit History* because it was a different approach to Rhino's history feature which is implicit. Means that Rhino history is recorded while we model and can be played back, whilst GH history is defined from scratch while model is created as an afterthought.





# Other parametric software

**Solidworks**  
**CATIA**  
**FreeCAD**  
**Creo Parametric**  
**Siemens NX**  
**Fusion 360**  
**Inventor**

<https://www.sculpteo.com/blog/2018/03/07/to-p-8-of-the-best-parametric-modeling-software/>

**Direct  
modelling:  
On-the-fly  
design  
modification**

**RHINOCEROS 3D**

**VS**

**Parametric  
modelling:  
Associative  
relationship**

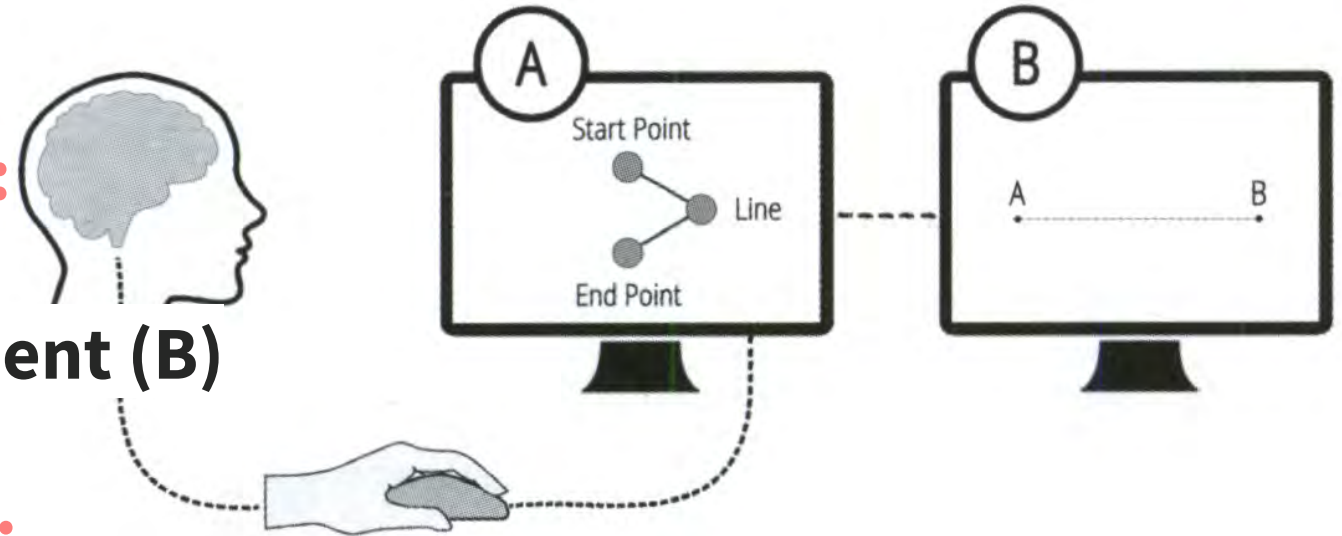
**PLUG-IN FOR RHINOCEROS 3D  
SUCH AS GRASSHOPPER**

Previously in Week 5 and 8..

# Visual scripting

Tedeschi, A. (2014). *AAD, Algorithms-aided design: parametric strategies using Grasshopper*, Le penseur publisher.

There are two  
**working environments:**  
Visual Editor (A)  
3D Modelling Environment (B)



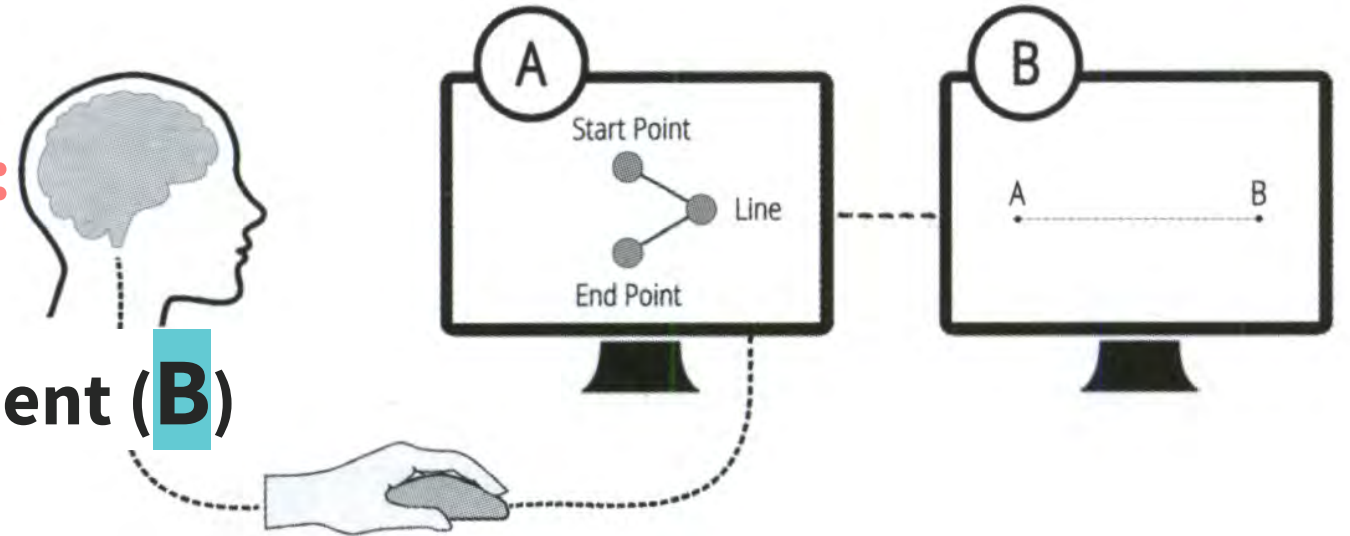
Producing **two outputs:**  
Node diagram, called *parametric diagram*  
Output of *parametric diagram* constituted  
by parametric 3D or 2D geometry.

Previously in Week 5 and 8..

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# Visual scripting

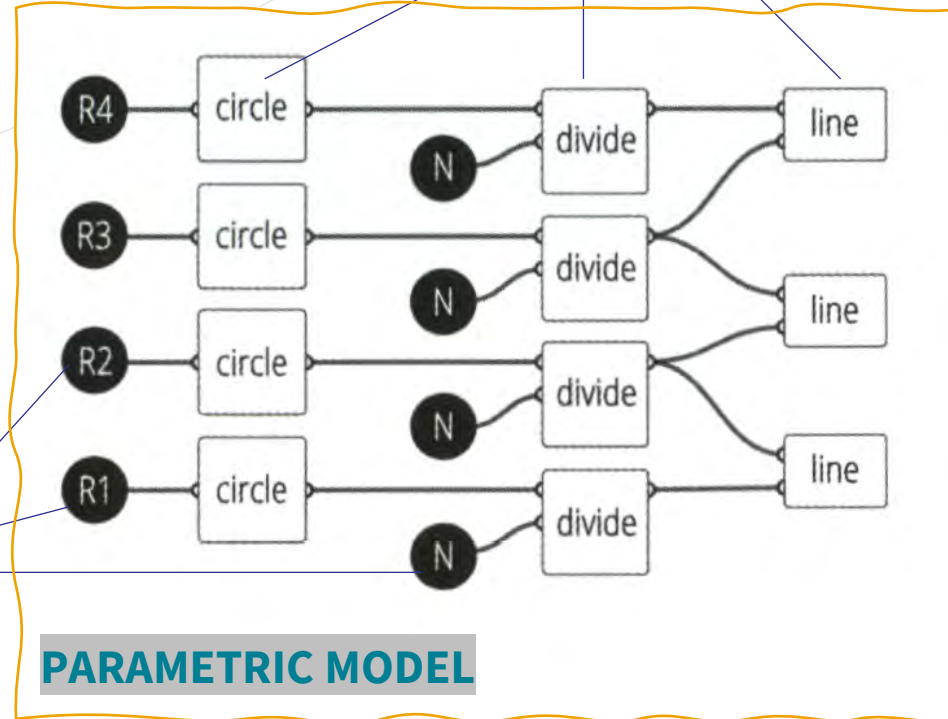
Tedeschi, A. (2014). *AAD, Algorithms-aided design: parametric strategies using Grasshopper*, Le penseur publisher.

0. Draw four circle
1. Subdivide the four circles into  $N$  parts, we get  $N$  points for each circle
2. Connect the corresponding points

PARAMETERS

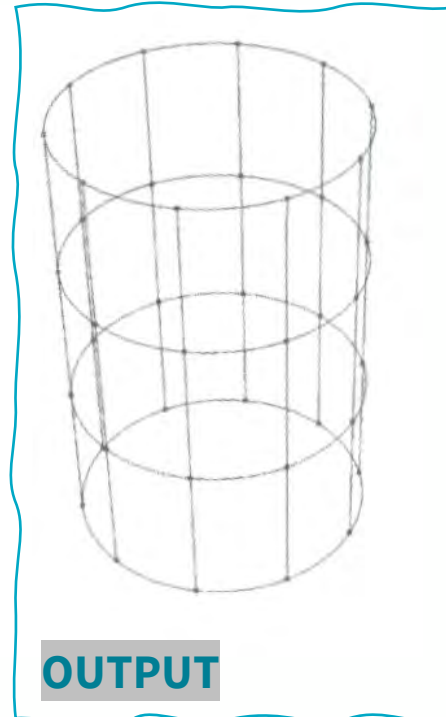
## A IS GRASSHOPPER PLUG-IN

### MAIN FUNCTIONS



PARAMETRIC MODEL

## B IS RHINOCEROS 3D



OUTPUT

### VISUAL TRANSPOSITION OF THE ALGORITHM

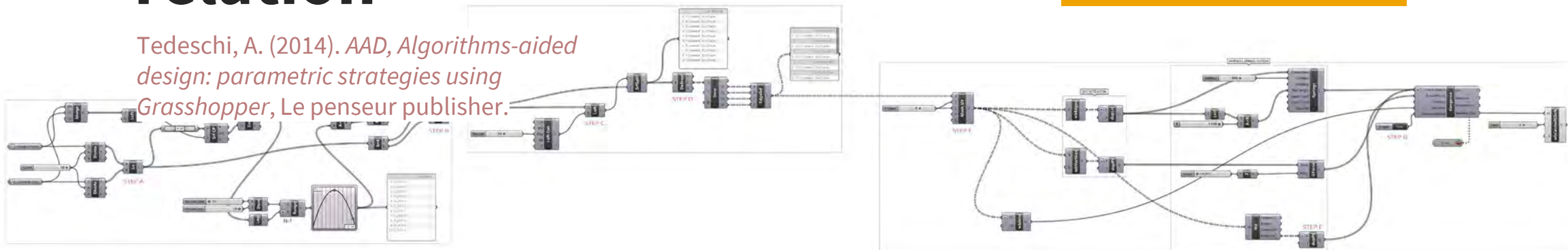
The advantage of the *parametric diagram* is in the intuitive logic, which allows designers to manipulate parameters.

Previously in Week 8..

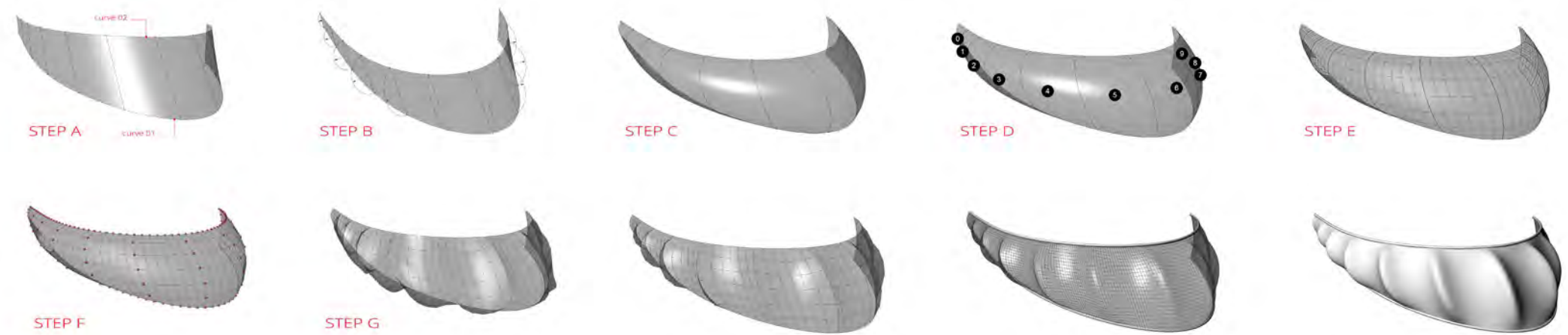
# Example of Rhino and Grasshopper relation

Tedeschi, A. (2014). *AAD, Algorithms-aided design: parametric strategies using Grasshopper*, Le penseur publisher.

TOP: GRASSHOPPER PLUG-IN



BOTTOM: RHINOCEROS 3D



# Review on Grasshopper (for Rhino 5)

Ericson, M. (2017). Review: Grasshopper Algorithmic Modeling for Rhinoceros 5. *Journal of the Society of Architectural Historians*, 76, 580-583.

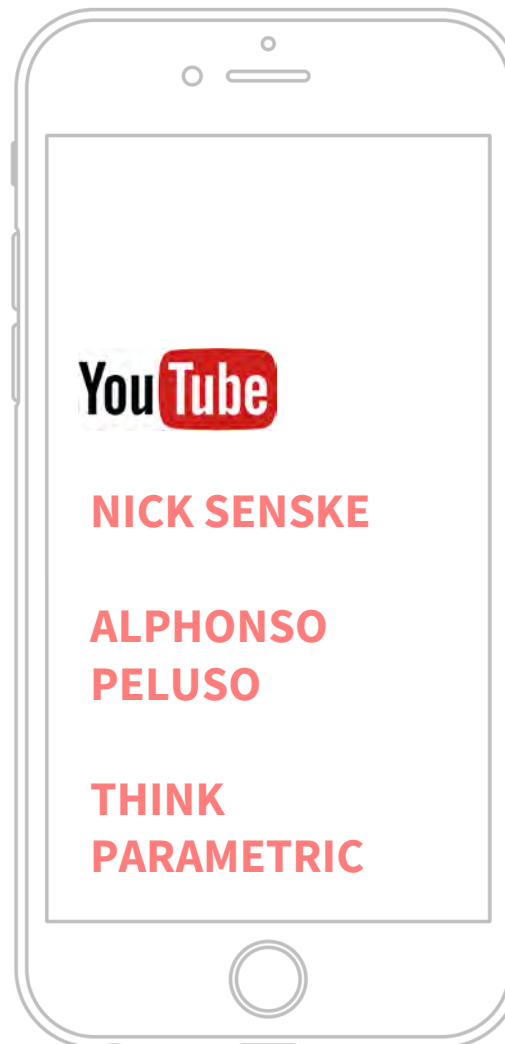
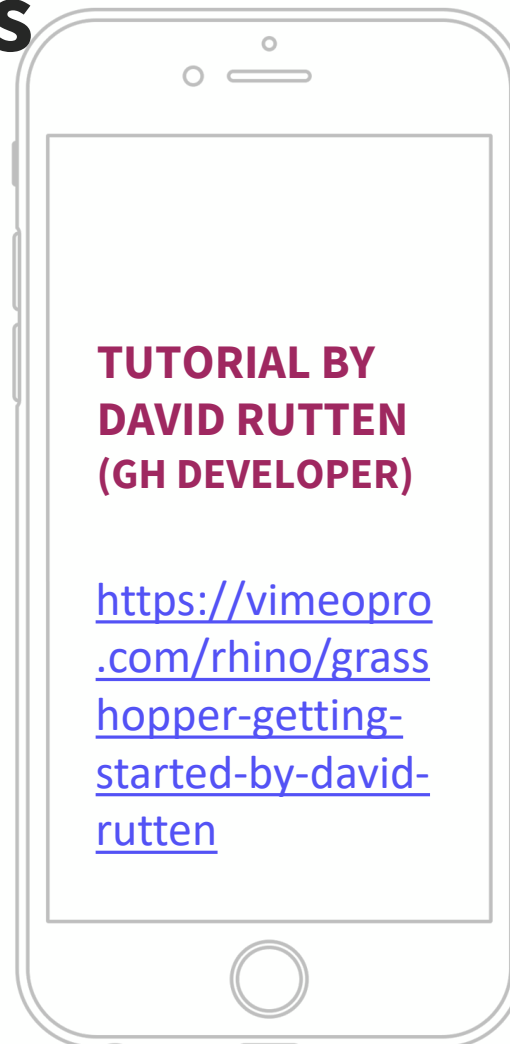


- **The ease** of basics of software programming is grasped and used.
- Encourages user to **work directly** on the definition of rules and procedures.
- GH was designed specifically for **non programmer.**
- GH is **inexpensive** (*although Rhino isn't*) and resources are abundant.



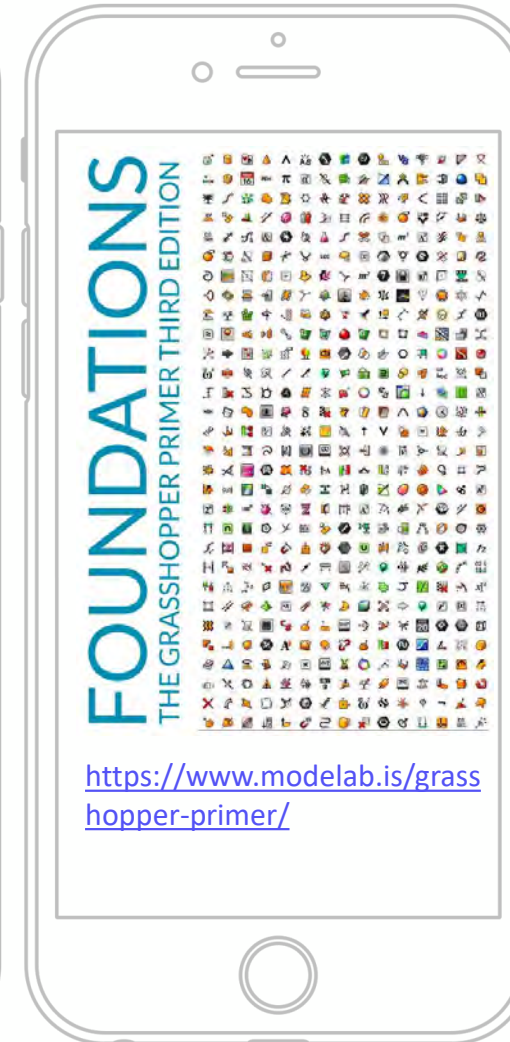
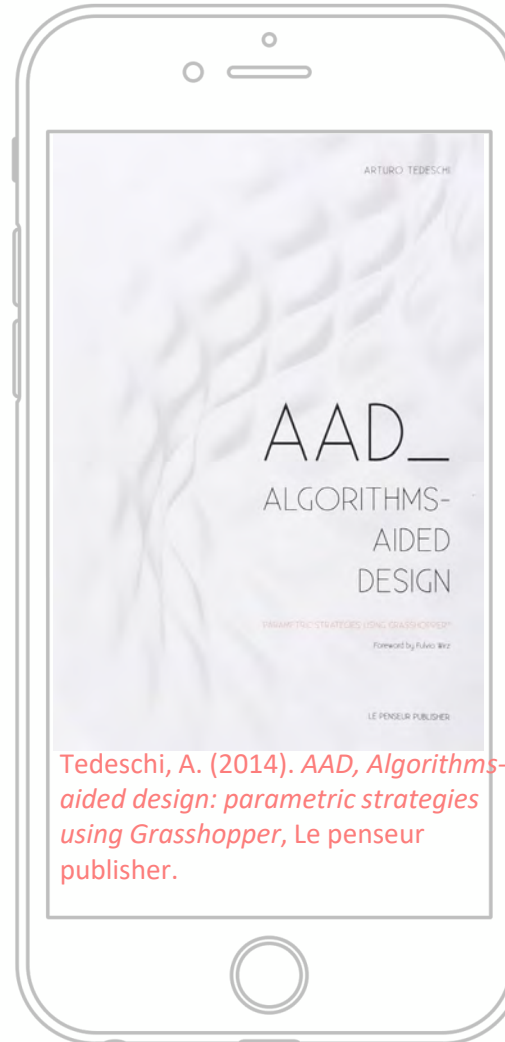
- **Learning curve** quickly **steepens** as one approaches more complex problem.
- User soon **reach a limit** imposed by lack of understanding of the way information is stored and sorted.
- **Multiple readings of a problem** due to computation's ability to produce alternatives rapidly and inexpensively.

# Grasshopper online resources





# Grasshopper resources



**Other  
parametric  
plug-ins:  
Bridging  
architecture with  
other disciplines**

**ENVIRONMENTAL ANALYSIS:**

Ladybug

Honeybee

Geco

Heliotrope-Solar

**STRUCTURAL ANALYSIS:**

Kangaroo Physics

Karamba

BullAnt

Hummingbird

Mantis

<https://www.arch2o.com/10-parametric-plugins-every-architect-should-know/>



# How do you get started?



- Try to download Rhino **90 days trial**. I have tried and it was pretty straightforward.
- From Rhino 6, Grasshopper is built-in. So you do not have to install anything else.
- Alternative option: if for some reasons you **can't install the trial**, I have established a virtual machine. Message me if you need this.
- If you absolutely **cannot gain access** to software, take notes of your group member who has the access and submit the reflections in Assignment 1 and 2.



# Grasshopper tutorial 1:

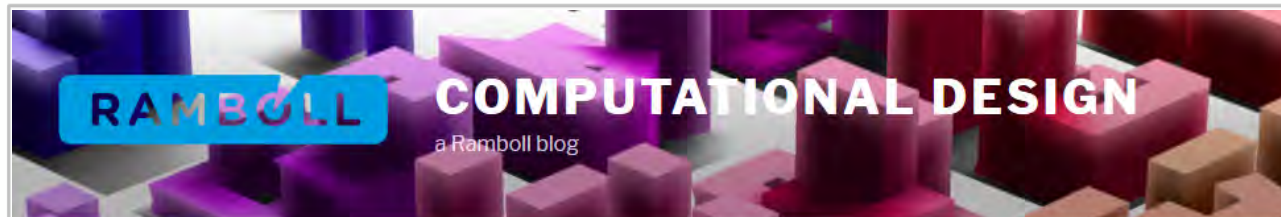
Get familiar with the interface

## BEGINNER'S GUIDE

<https://blog.ramboll.com/rcd/tutorials/a-beginners-guide-to-visual-scripting-with-grasshopper.html>



**RAMBOLL**



OCTOBER 29, 2017 BY PAUL JEFFRIES

A beginner's guide to visual scripting with Grasshopper

Share



In this tutorial, I will provide a very simple demonstration of the use of Grasshopper, a visual scripting environment embedded into the 3D modelling package Rhinoceros and a very useful computational design tool. This example is intended to give a brief overview of how the software works to people with no prior exposure to it and explain the core theoretical principles. Some basic prior knowledge of Rhino itself is assumed, however (i.e. you need to at least be familiar with the general interface - [this video](#) will cover most of what you need).

COMPUTATIONAL DESIGN

In recent years the tools used by engineers and architects to design buildings have changed. Influenced by developments in advanced 3D modelling, material science and automated fabrication designers are now harnessing the power of the computer to explore the world beyond the boundaries imposed by traditional design approaches.

[Read Our Computational Design Brochure Online Now](#)

ARCHIVES

Select Month



# Grasshopper tutorial 2:

## Basic concepts of GH

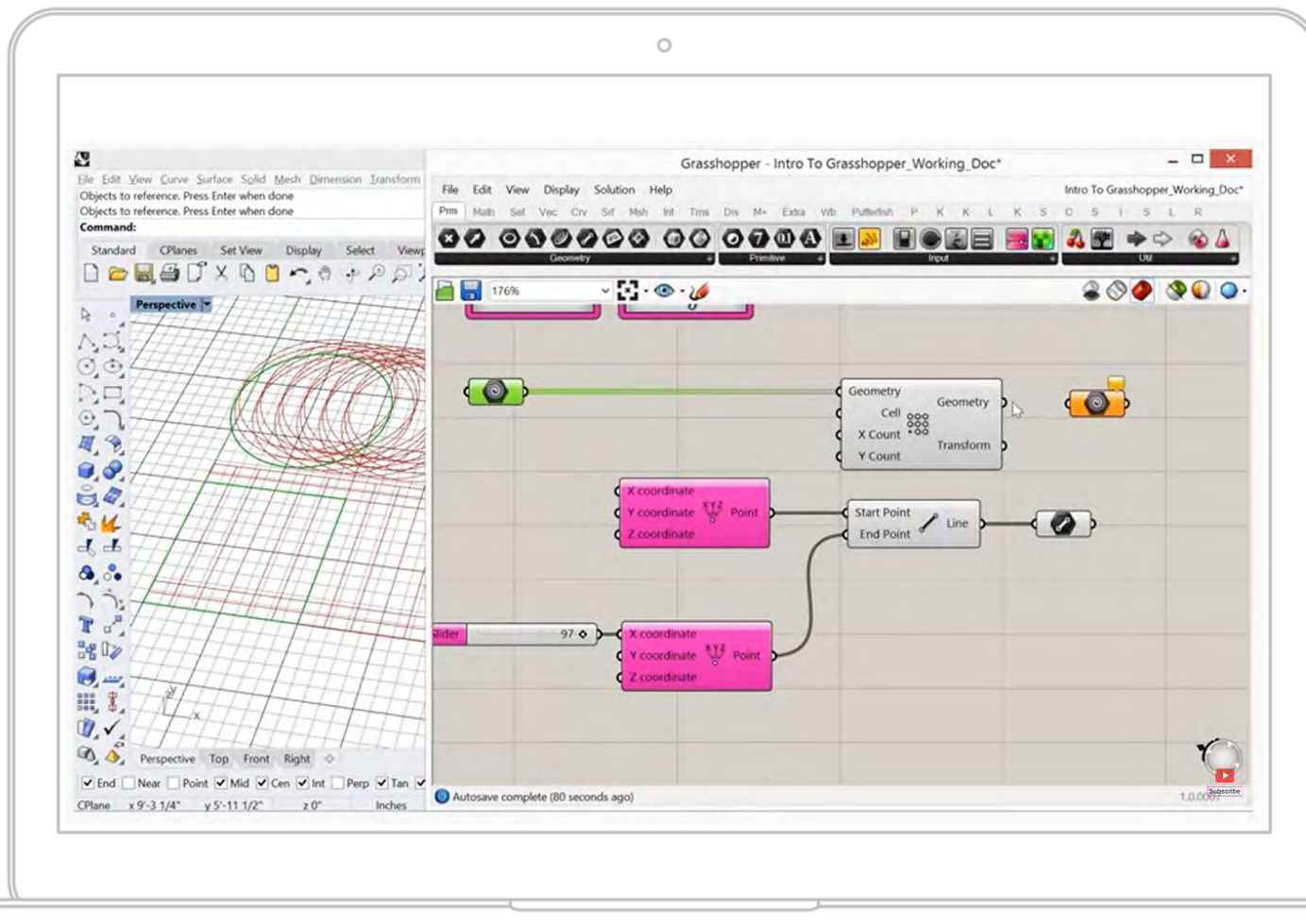
### WHAT IS GH

<https://youtu.be/CPKSV8JAMX8>

Duration: 32 minutes



**ALPHONSO PELUSO**



# Grasshopper tutorial 3:

## Basic function of GH

### GETTING STARTED WITH GH

### 13 parts

<https://vimeopro.com/rhino/grasshopper-getting-started-by-david-rutten>



**DAVID RUTTEN**

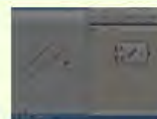
## Grasshopper

ALGORITHMIC MODELING FOR RHINO



### Grasshopper Getting Started By David Rutten

Wondering how to get started with Grasshopper. Look no further. Spend an some time with the creator of Grasshopper, David Rutten, to learn the fundamental of Grasshopper. No experience necessary. This 13 part series covers topics that will help you build a foundational understanding of Grasshopper.



01 - Interface Basics



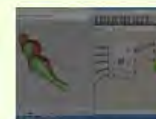
02 - Multiple Components



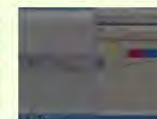
03 - Refining a Definition



04 - Basics Questions and Answers



05 - Creating Biarc



06 - Displaying the Definition with Colors



# Grasshopper tutorial 3:

Basic function of GH

**GETTING STARTED  
WITH GH**

**13 parts**

[https://vimeo.com/channels/  
basicgh](https://vimeo.com/channels/basicgh)



**DAVID RUTTEN**

## **GO THROUGH 13 VIDEOS**

David Rutten developed  
Grasshopper, and perhaps the best  
way to learn GH is from him.  
Videos are varies in terms of  
duration, roughly 10 minutes each.

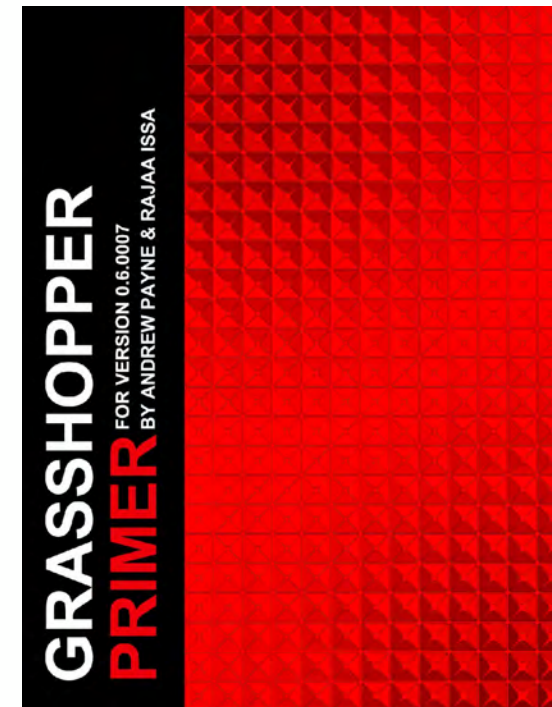


**grasshopper**

# Tips for Grasshopper



Grasshopper is not the easiest plug-in, and the learning curve is quite steep. You will notice very quickly that we need to understand the basic array of components' function to know what GH can do, to be able to think algorithmically. I also suggest to have a look at this **primer**. It was published in 2009 but still relevant.



<http://www.liftarchitects.com/blog/2009/3/25/grasshopper-primer-english-edition>





**Sitting pod**

**design precedents**

# Ebb (and Flow) Installation

<https://www.archdaily.com/936395/eco-sistema-installation-ramiro-carro-lucas-ibarra-arquitectos>



# Eco-Sistema Installation

<https://www.archdaily.com/933378/ebb-and-flow-installation-i-thee>



# Nesting Plan

<https://www.archdaily.com/937238/nesting-plan-i-gray-cheeked-fulvetta-cheng-tsung-feng>



# Shrine of Whatslove

<https://www.archdaily.com/913684/shrine-of-whatslove-wutopia-lab>



# Re-iterating aims and objectives

- To reiterate the **relation** between Rhino 3D and Grasshopper
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