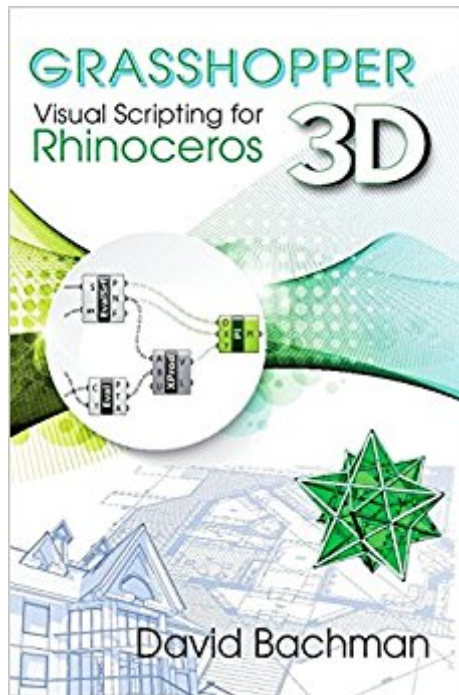




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Grasshopper: Visual Scripting For Rhinoceros 3D



Synopsis

We live in a three-dimensional world.Â To design objects for everyday living, users must learn how to create in three dimensions.Â For precise modern designs that must conform to specific tolerances, we use computers to create a digital model first, and then pass that model on to a machine, such as a CNC router or 3D printer for fabrication.Â Â Â Â Â Â There are many software packages that are used to create digital models.Â One such package that is popular for industrial, product, and graphic design and architecture is Rhinoceros 3D, or â œRhino.â •Â Grasshopper is a visual scripting platform for Rhino.Â With it, the user can build precise, customizable Rhino objects by simply dragging boxes around the screen and connecting them with virtual â œwires.â •Â No knowledge of programming is necessary!Â Â Â Â Â Â Â This work provides an introduction to modeling objects with Grasshopper.Â Through a series of examples and tutorials, readers will learn how to build complex objects by combining simple components.Â Applications include both NURBS surface modeling and mesh manipulation techniques.Â Â Â Â Â Â In Part I, Bachman offers a brief overview of scripting with Grasshopper, with simple examples used to introduce the reader to the most common Grasshopper components.Â In Part II, more complicated Grasshopper scripts are presented, showcasing the variety of objects readers can create.Â These examples were carefully chosen so that readers can see how the concepts from Part I can be put together to create increasingly complex designs.Â Finally, Part III features a reference guide from Grasshopperâ™s own help files containing descriptions of some of the most common Grasshopper components.

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Customer Reviews

David Bachman is a Professor of Mathematics at Pitzer College (Claremont, CA). He is the author of two previous works, *Advanced Calculus Demystified*, published by McGraw-Hill, and *A Geometric Approach to Differential Forms*, published by Birkhäuser, as well as more than 20 research articles. Through his company, David Bachman Design, Inc., he regularly consults with an international clientele of artists and product designers. In addition, Bachman's own designs have been shown in a variety of galleries across the US.

I work with and have been teaching Grasshopper for a number of years now. I was looking for a good book for my students to use. So when I found out IP was printing this title, I got just a little excited. I received my copy today, and my hopes were dashed. Here's why. I had a friend who was a missionary. He decided to write a book on being a missionary. The front half of the book was good, practical advice. The second half of the book was (and I am serious) the addresses to every embassy of every country we have relations with, just in case you wanted to write them about getting visas, etc. It bloated the book by 50%, was information that changed frequently, and it was information that was readily available on the Internet. This is the same case I ran into with this title. The first half of the book is good. A range of practical examples that you can copy and play with. Those who are starting in Grasshopper would find this stuff useful and easy to learn from through adaptation. I think the author made a GREAT start and could have expanded from basic examples into even more intermediate and even more advanced examples. That, to me, would have made this THE Grasshopper book to have. And I still think it could be with some retooling! However, the second half is a listing of every single Grasshopper component and the inputs and outputs of each. In other words, stuff you can already see in the Grasshopper interface by positioning your mouse over each of the ports. The listing really doesn't do give much more information than that. So, yeah, disappointed. And in all fairness to the author, I get a sneaking feeling IP may have told him his original manuscript needed more and maybe even suggested doing this. Embassy addresses change and need updating. The book goes out of date very quickly. The difference here is that the front half of the book gives algorithmic ideas that will basically stand from version to version of Grasshopper. The back half is a reference that will certainly see a lot of changes over time - and thus give IP a reason to publish a second and third edition. So, not sure we can fault the author on that. I still think this title has promise, it just needs to dump the printed version of the component index and give more examples and ideas, that's all. Can I suggest for those looking for print material: Consider Arturo Tedeschi's title "Algorithms Aided Design" This is a meaty, timeless, well-illustrated

title that will give you a lot of thinking points and bring you back again and again.

This book gets 3 stars because while there is "some" useful information, over half the book is just simply a list of Grasshopper commands. LAZY work by the author, Really?

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