

Bryden Wood

# Creative Technologies



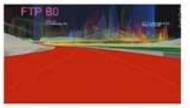




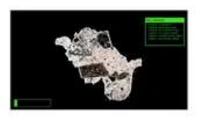










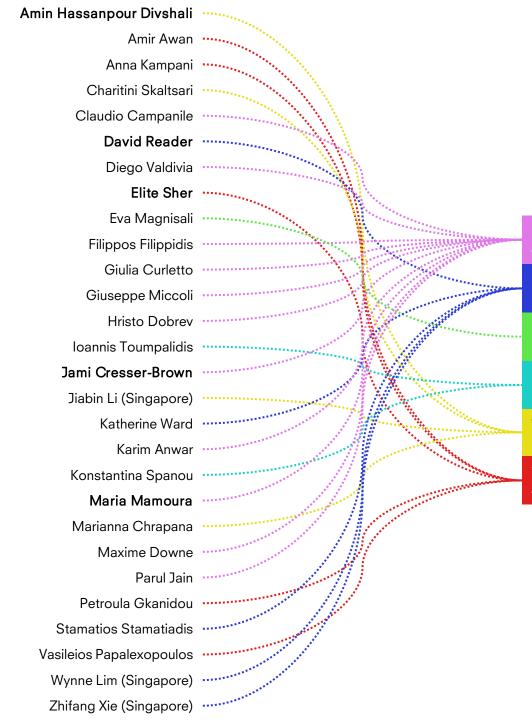












Algorithmic design + simulation

Modelling + Analytics

**Robotics** 

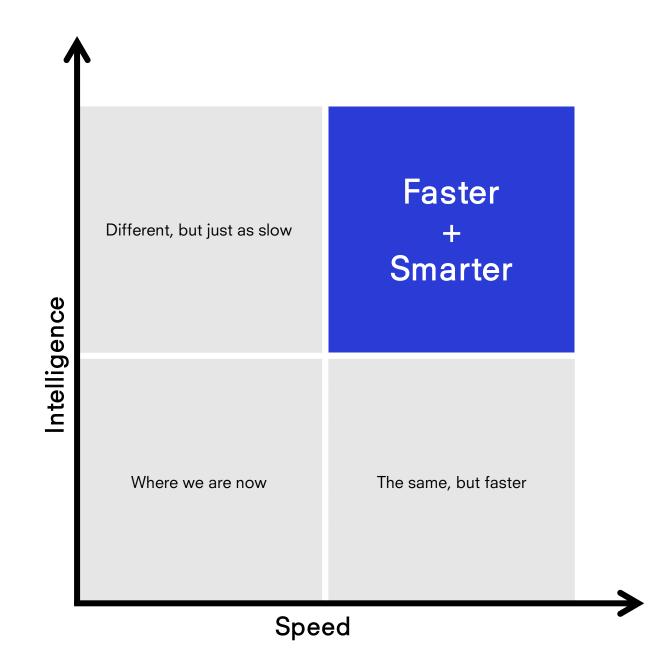
Spatial + Big Data

Web Tech

XR + Interaction



Automated Design =





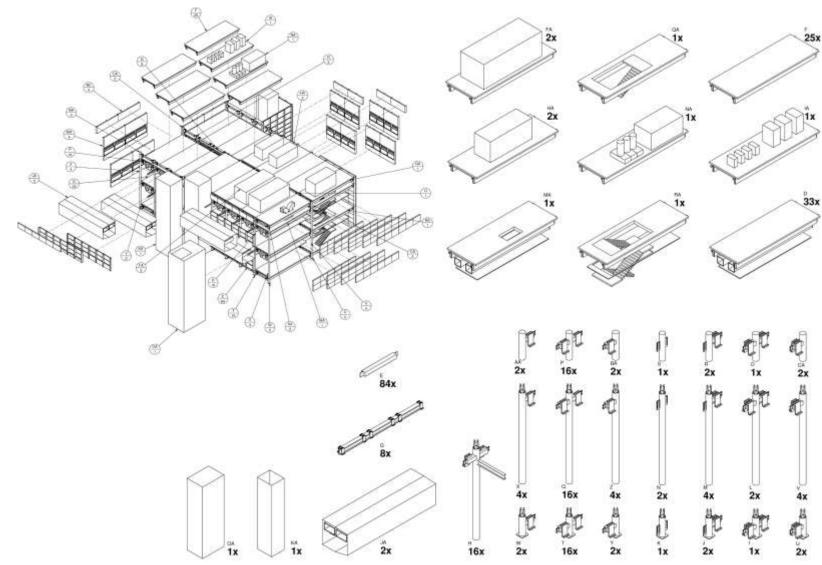
ΙoΤ Algorithmic Simulation Data **Automated Design** VR+AR **«·····** Digital Manufacture Geo-spatial analysis BIM

Generative Design

Mathematical Modelling



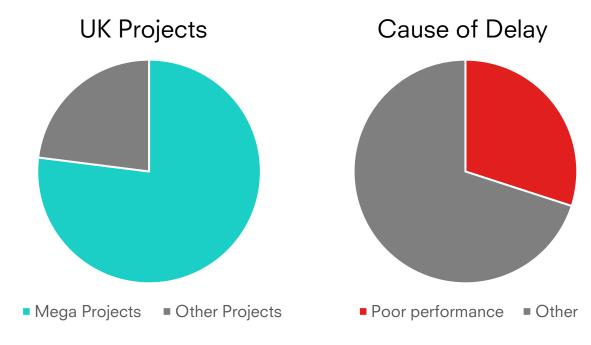
# Why Construction?





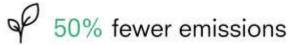
### Why Construction?

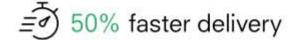
#### Current



#### **Future**







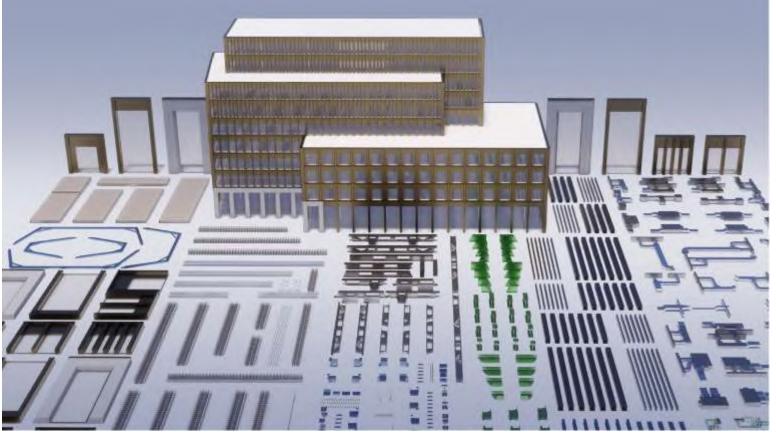


### **Platforms**











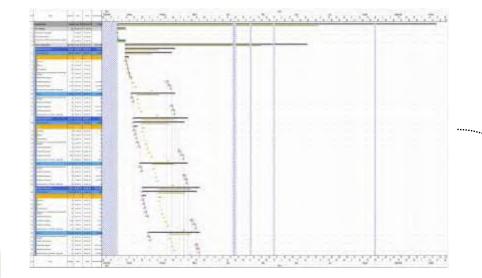




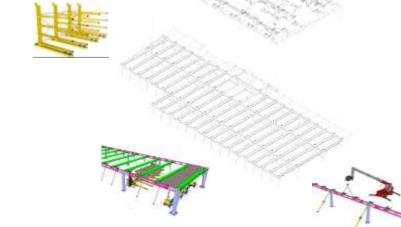


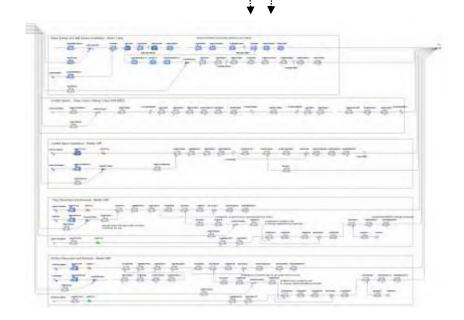


## Development



Sequence #	Component	Dependent On	Destination Node
1	BeamFrame	0	GFNode
2	BeamFrame	1	GFNode
3	BeamFrame	2	GFNode
4	BeamFrame	3	GFNode
5	InfillBeam	4	GFNode
6	InfillBeam	5	GFNode
7	ComfloorBeam	6	GFNode
8	ComfloorBeam	7	GFNode
9	ComfloorBeam	8	GENode







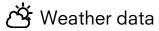
### Inputs

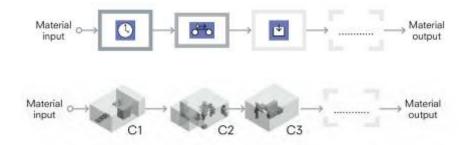
#### Fixed

□-{° Component sequence



Component parameters



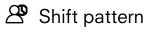


#### Variable

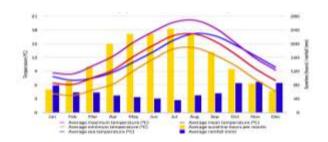
Site location

ARESource pool sizes

Resource availability/unavailability



U Process timings





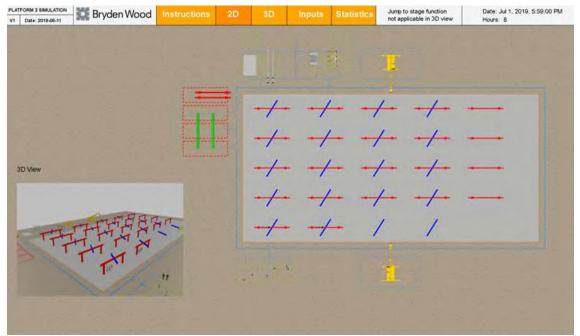








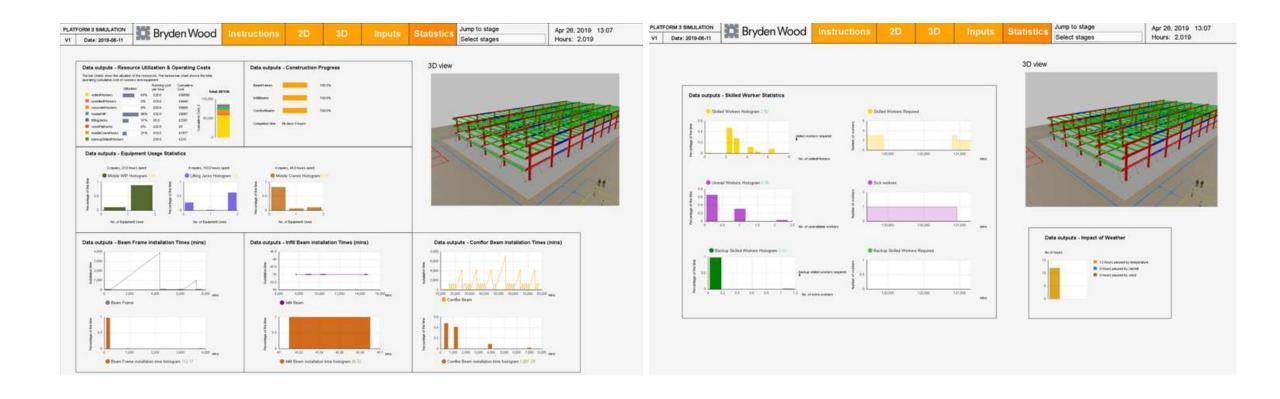
### Visualisation







### Outputs





## What's Next?

