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**Generative Car Design
(Artworks)**

Topic: Generative Design

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www.generativedesign.com

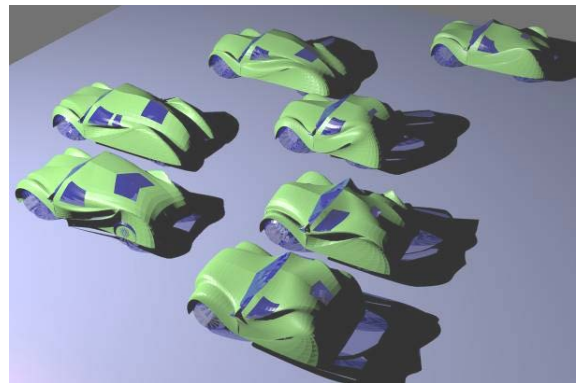
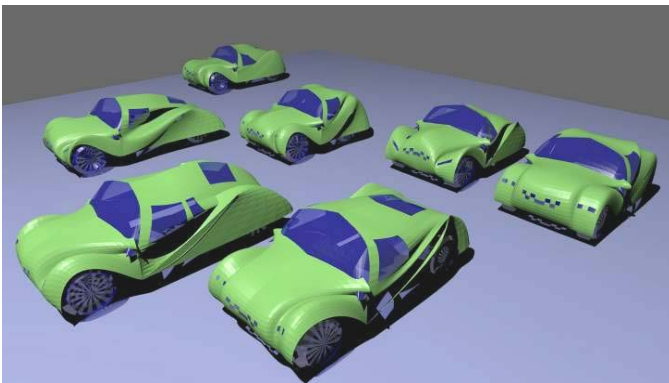
Abstract

This is my first step for approaching, in a different way, the possibility to design a generative project of cars, following the similar generative experiments made in the last years about *Picasso* and *Francis Bacon* portraits interpretations.

The peculiarity of this generative approach is the use of a paradigm structured as a dynamic interactive *mesh* able to control each events with dynamic topology, defined by interpreting the car structure.

The difference from my architectural generative experiences, is in designing the 3D structure of a paradigm, by moving it from the use of the orthogonal or hexagonal coordinates to a different dynamic management of the 3D space. The paradigm follows a cloud of *3D labelled points* able to move themselves and to perform a continuous spatial structure as a controlling dynamic system for the subsequent generation of linked events.

The experiment is in the first stage, but the results, limited until now to only some parts of a car, could be of interest for improving this new generative approach.



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Key words: Generative, Design, Car, Dynamic 3D labelled space

Main References:

[1] www.generativedesign.com

