

TUTORIAL

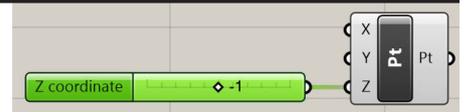


CHAPTER ONE

Create basic forms.

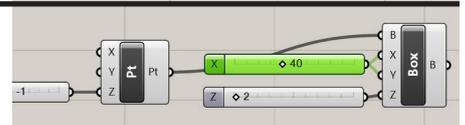
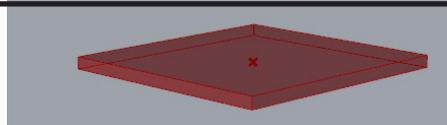
Creating a point.

Choose a construct point



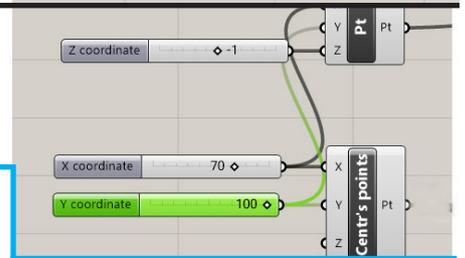
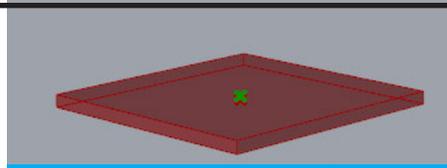
Creating a stand.

Choose a center box and connect it with point



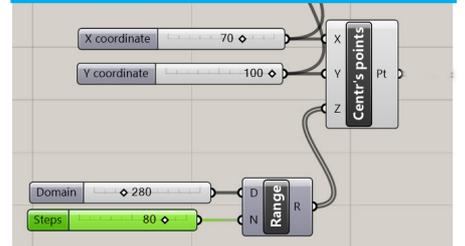
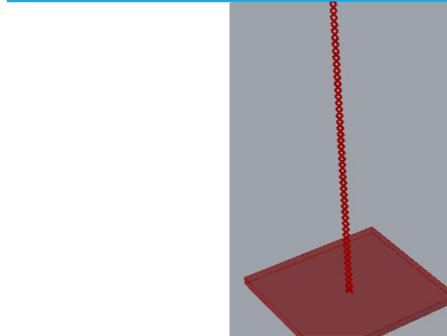
Creating a vertical points.

Choose a construct points and connect with last construct point



Create a range and connect it with construct point.
Chose how many bods you want

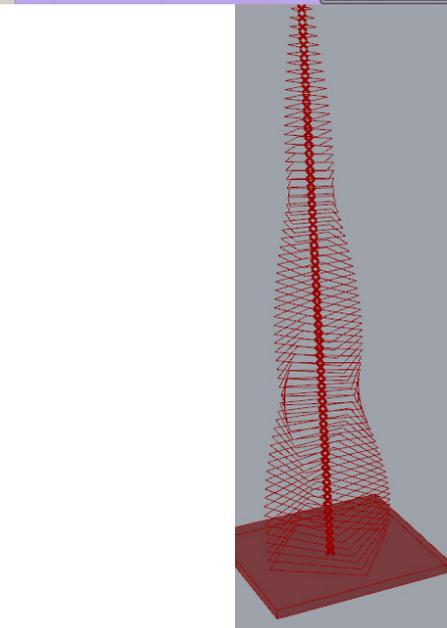
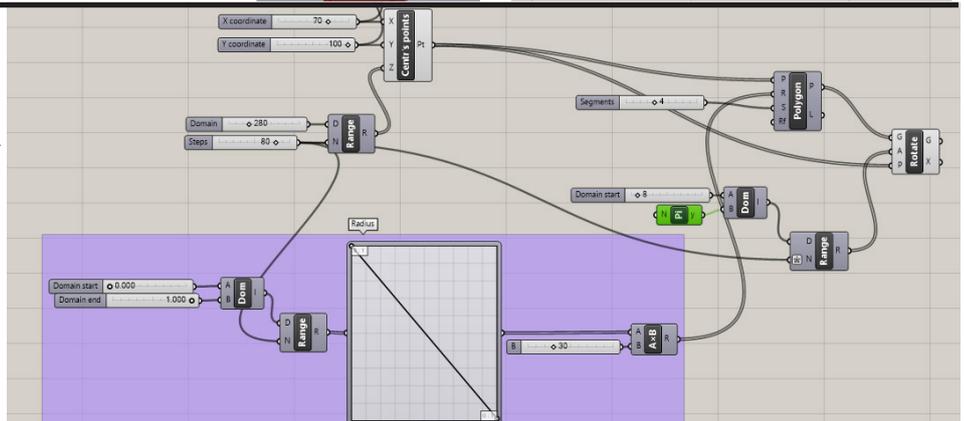
Domain define the length
Steps define the number bods of this length



Creating a polygons with progression of scale and rotation.

Construct domain+range define the numbers bods which will we use.
Graph Mapper create progression for this bods

Multiplication multiplies output value.

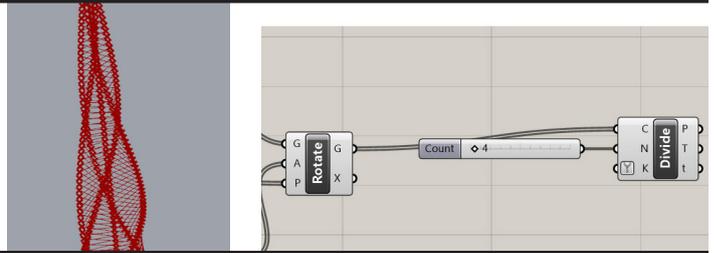


CHAPTER TWO

Create a complex forms

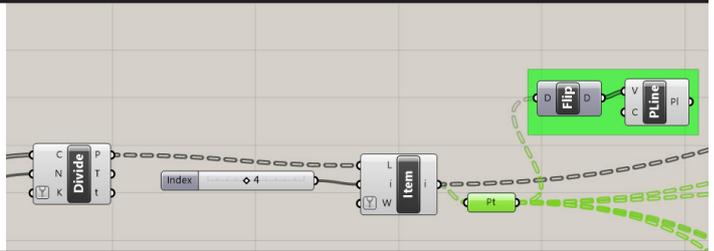
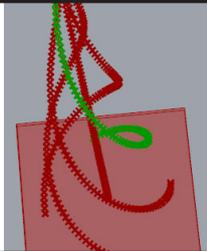
Creating points on edge

Choose divide curve and write



Choose edge of points and creating edge.

Choose list item for select edge which you want. For creating edge, you have to flip matrix of points. Repeat this nodes for all edges of points



Create concave curves between points.

Catenary has 4 inputs:

A for points of edge(1)

B for points of edge(2)

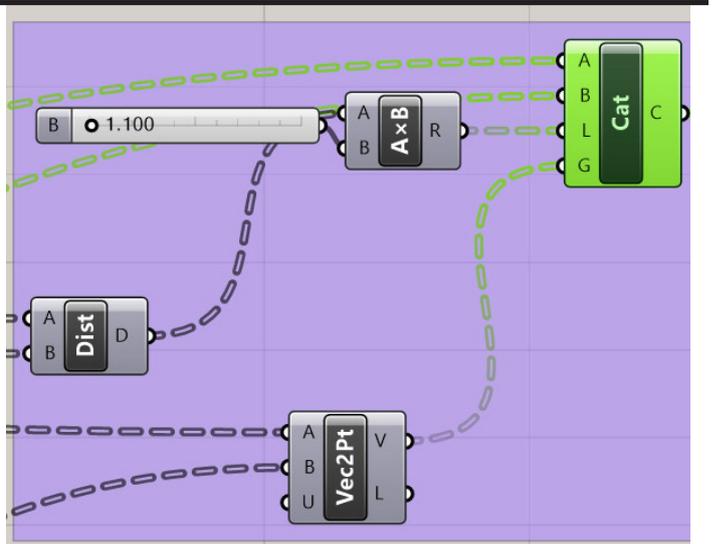
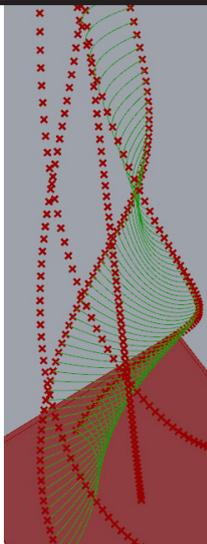
L for creating concave on created curve.

G for difinde way where we will to concave.

Distance requires points of different edges.

Multiplication will help you for chaining length of curve. It's power for concaving.

Vector 2 pt needs points of edge and points of center for creating vector.



This operation we must repeat for every edges.

