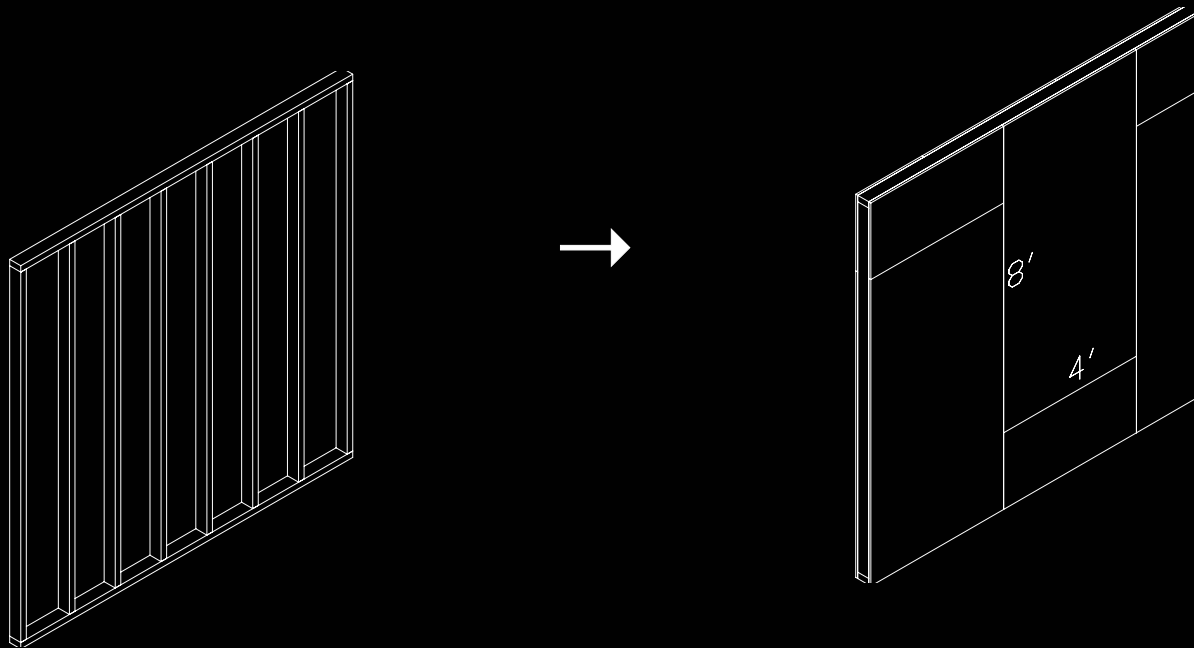
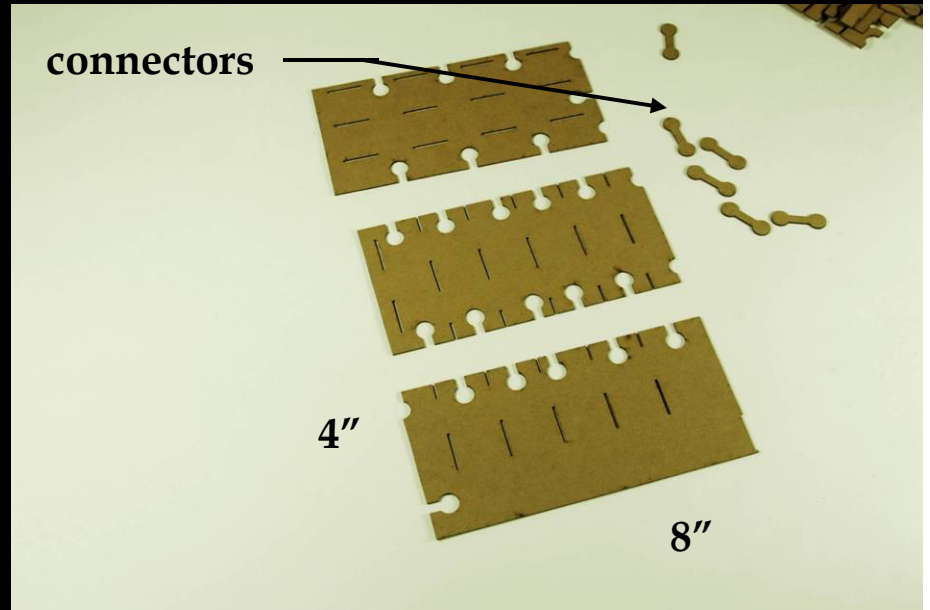
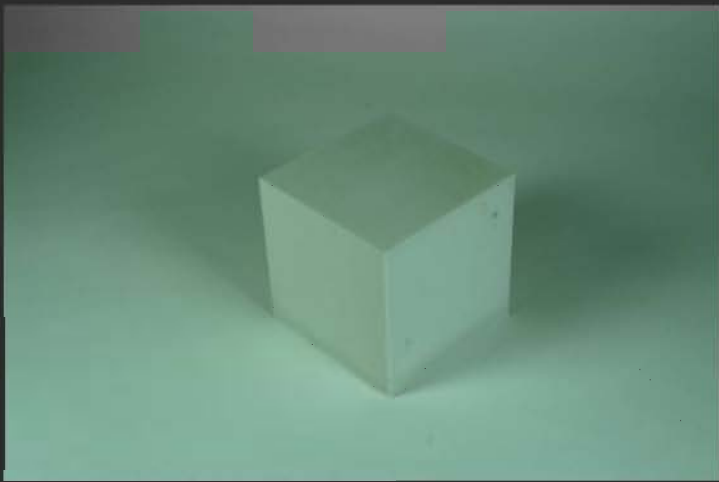


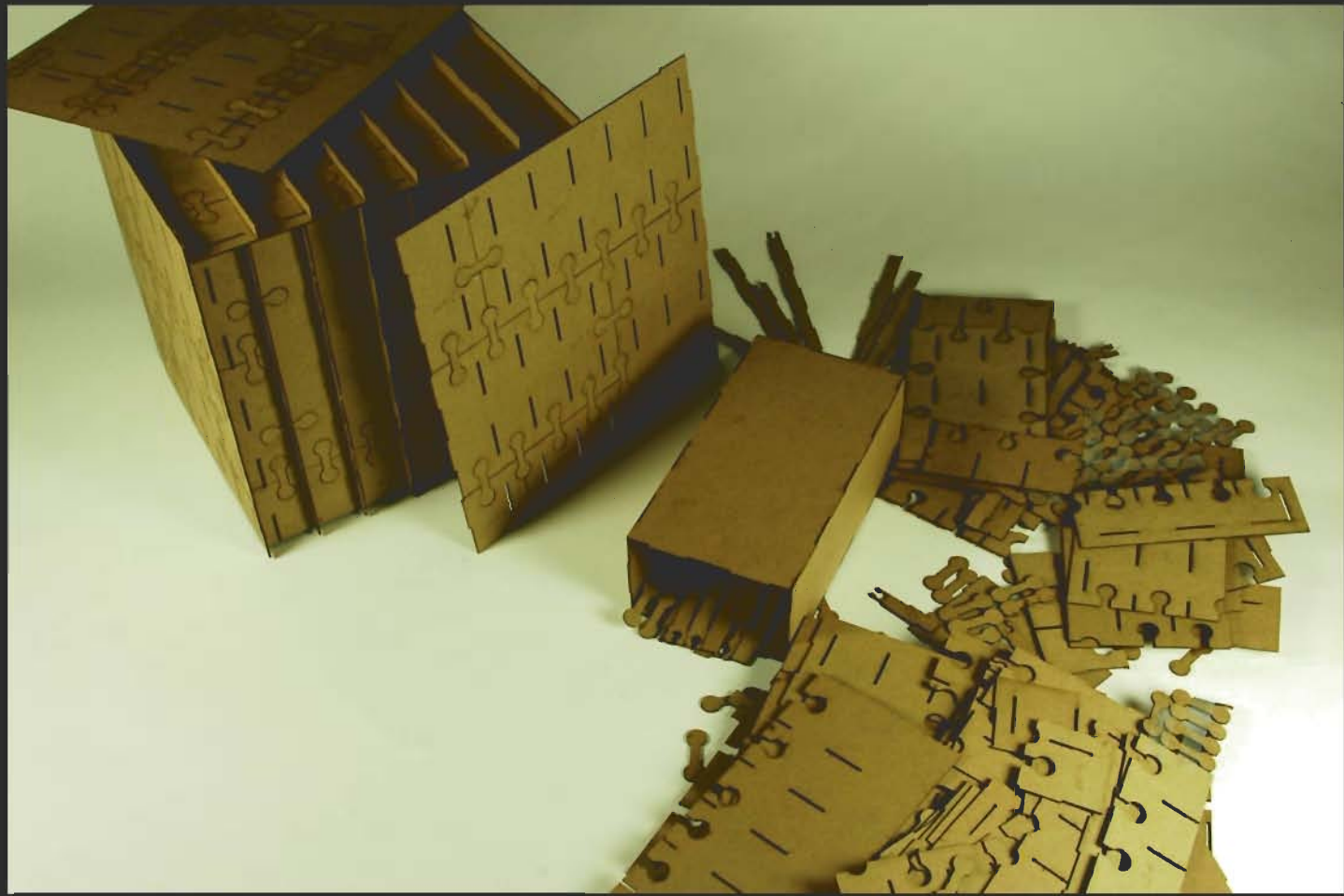
- Rules for traditional walls

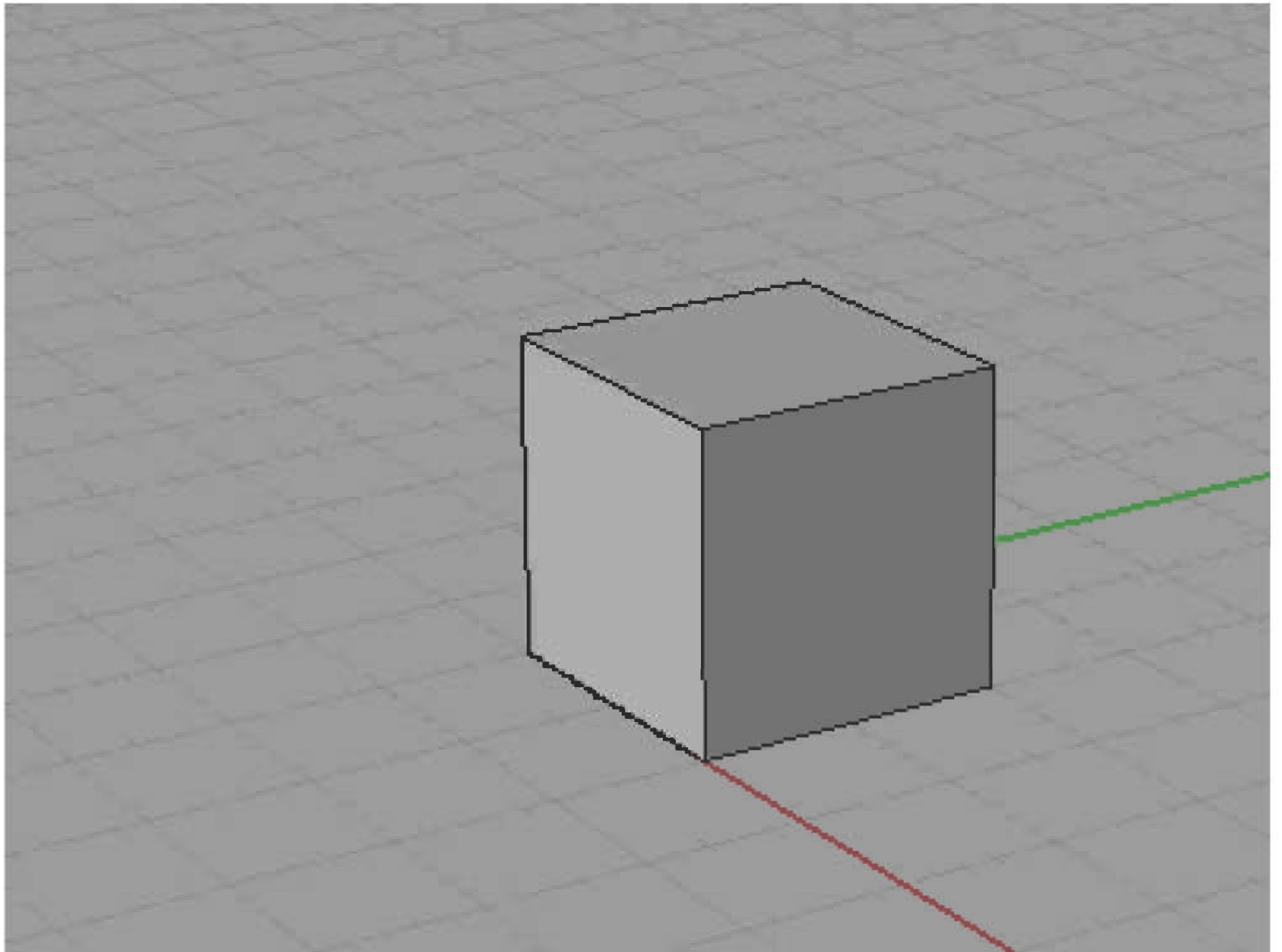


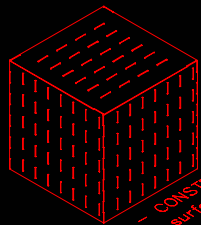






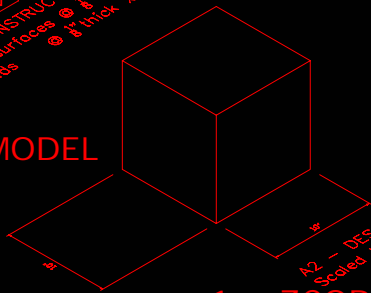






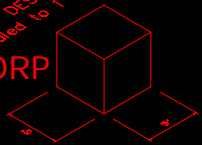
B - CONSTRUCTION MODELS  
wall surfaces  $\square$   $\frac{1}{8}$ " thick  $\frac{1}{8}$ " wide  
studs  $\square$   $\frac{1}{8}$ " thick  $\frac{1}{8}$ " wide

2 - MASTER MODEL

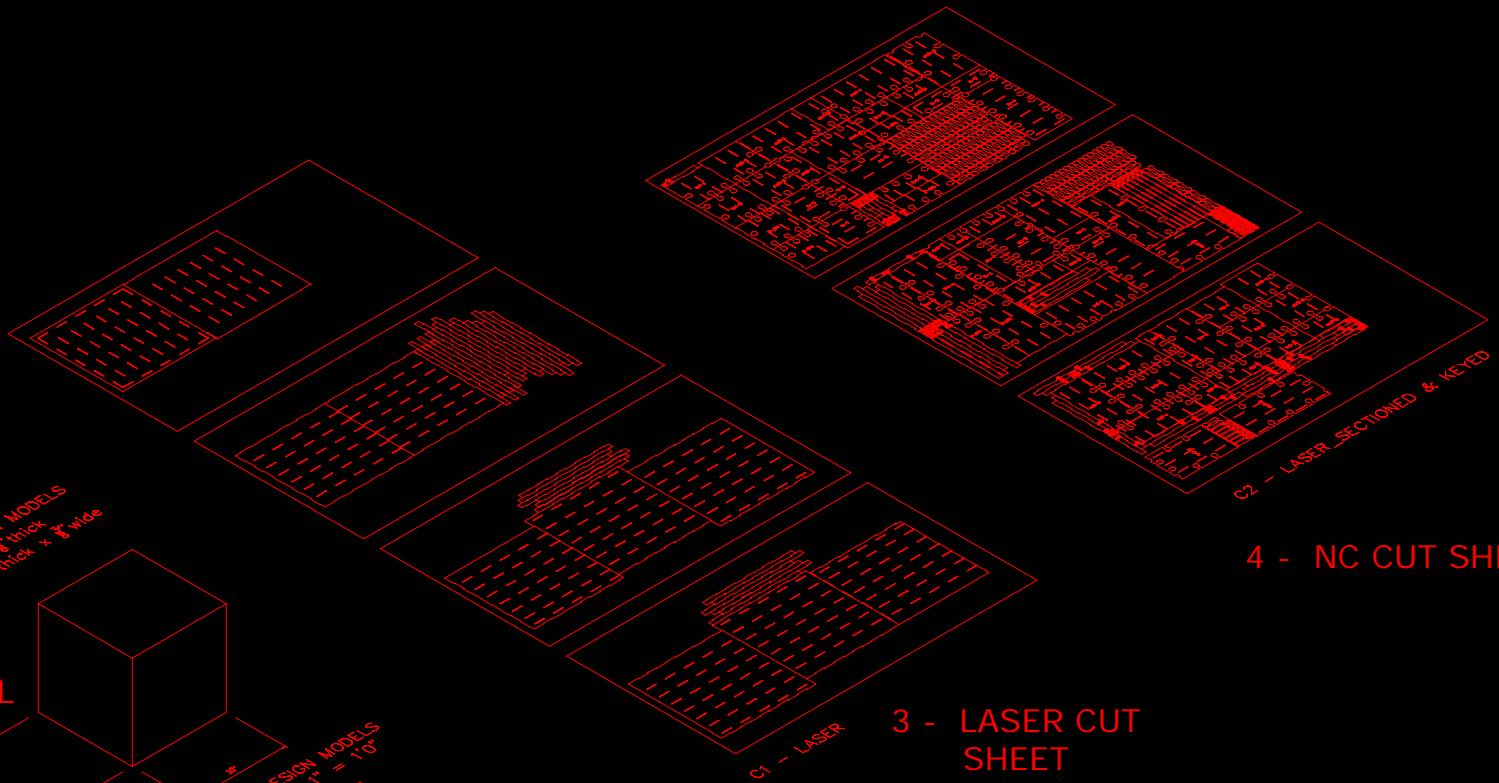


1 - ZCORP

A2 - DESIGN MODELS  
Scaled to 1" = 1'0"



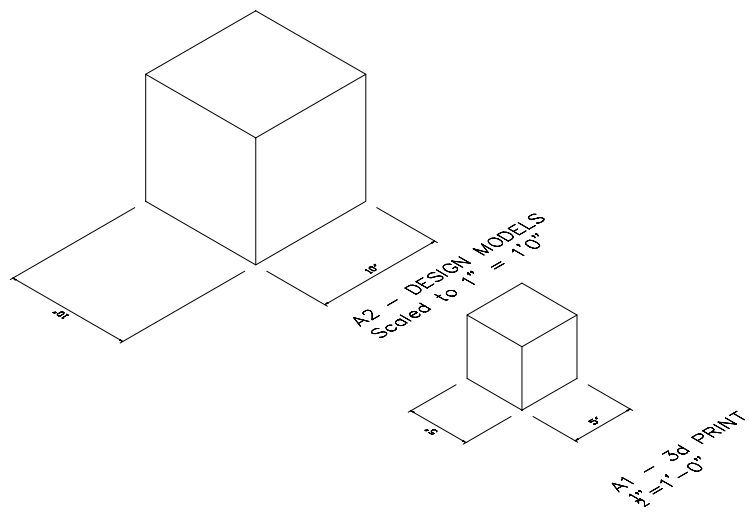
A1 - 3D PRINT  
1" = 1'0"



4 - NC CUT SHEET

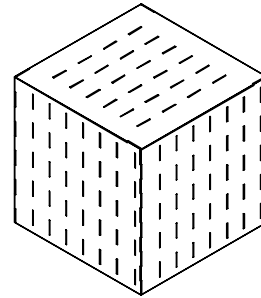
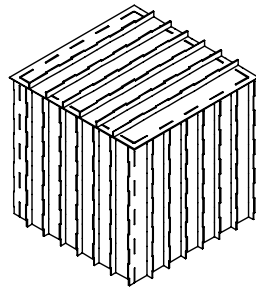
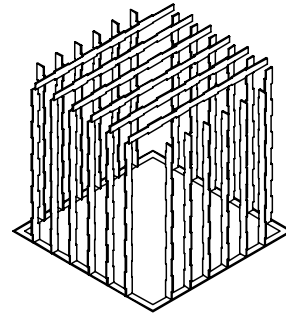
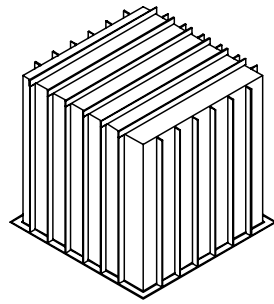
3 - LASER CUT SHEET

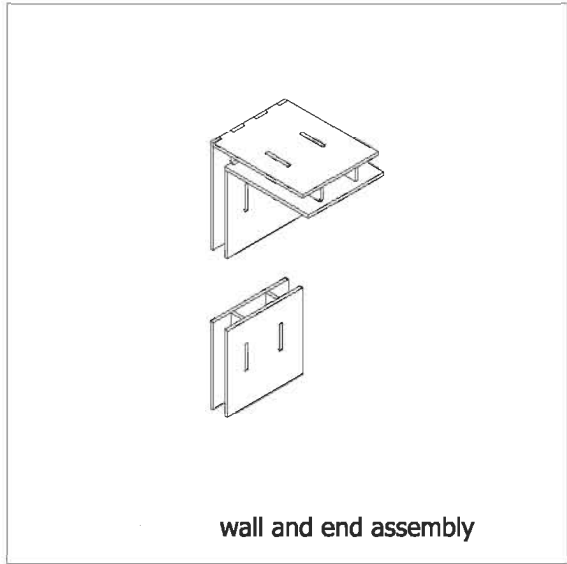
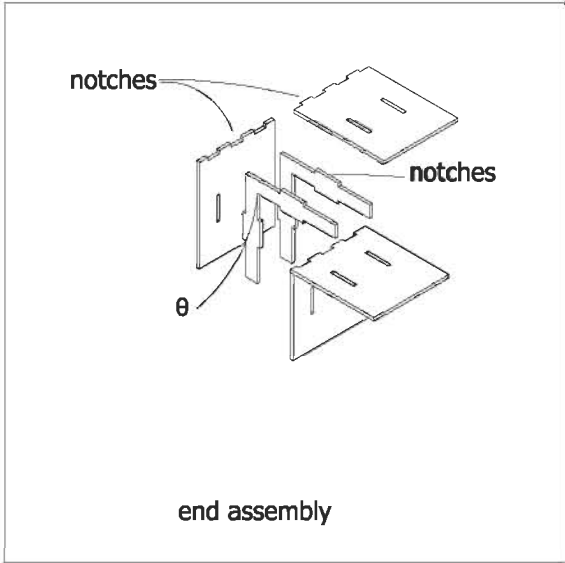
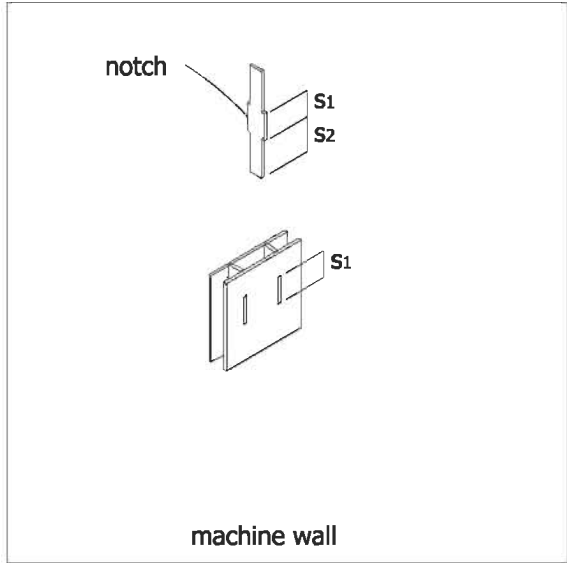
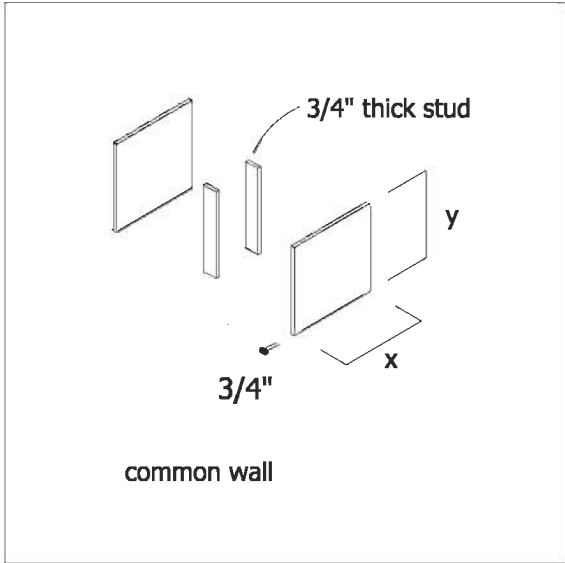
# 1 - Design Model

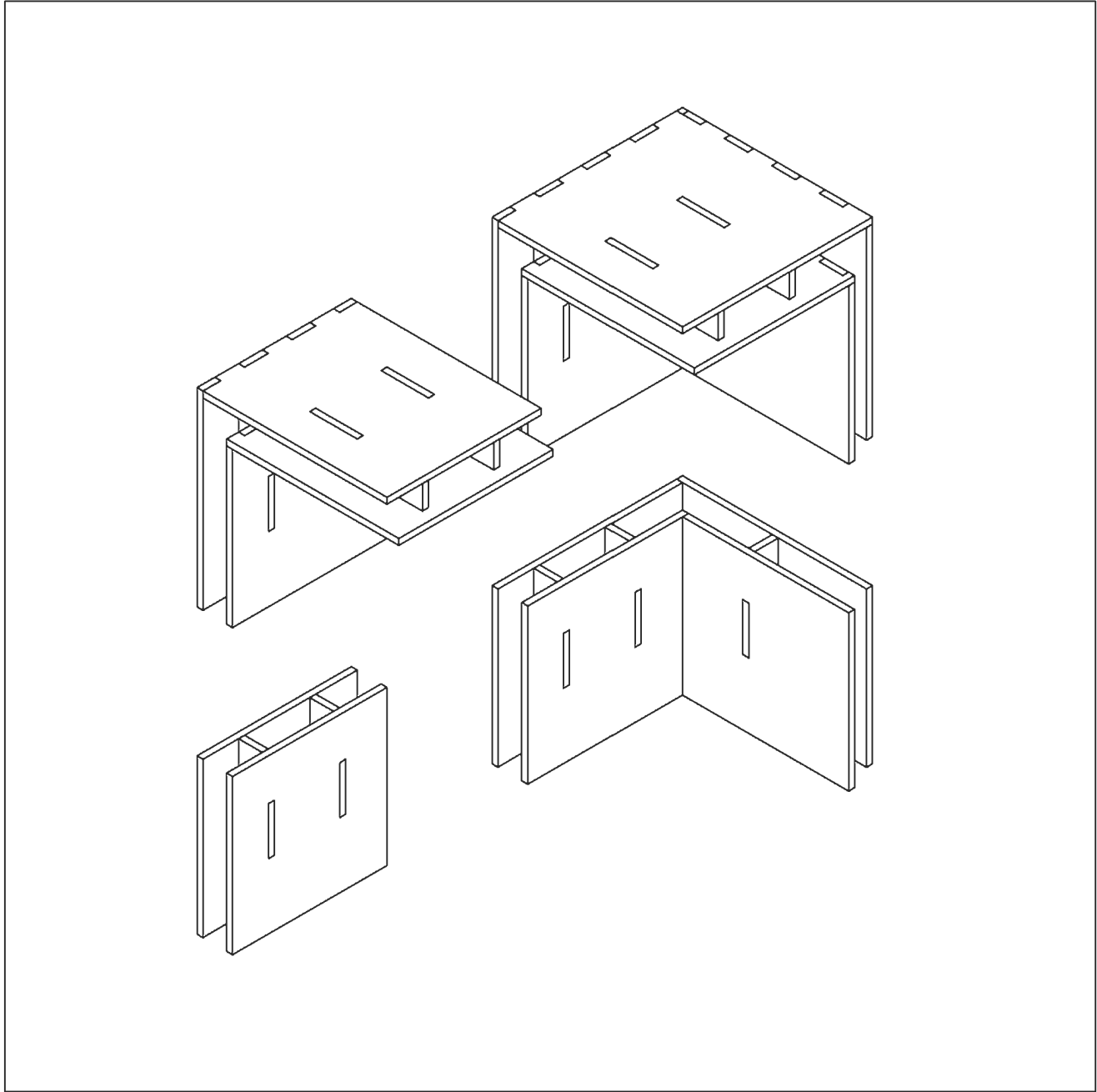




## 2 - Master Model







## 2 – Master Model Program Functions

wall panels  
(parametric)

(1)

object flattener  
(translation)

(5)

studs  
(boolean)

(2)

nesting laser cut  
(translation)

(6)

notcher stud  
(boolean)

(3)

nesting nc tooling  
(translation)

(7)

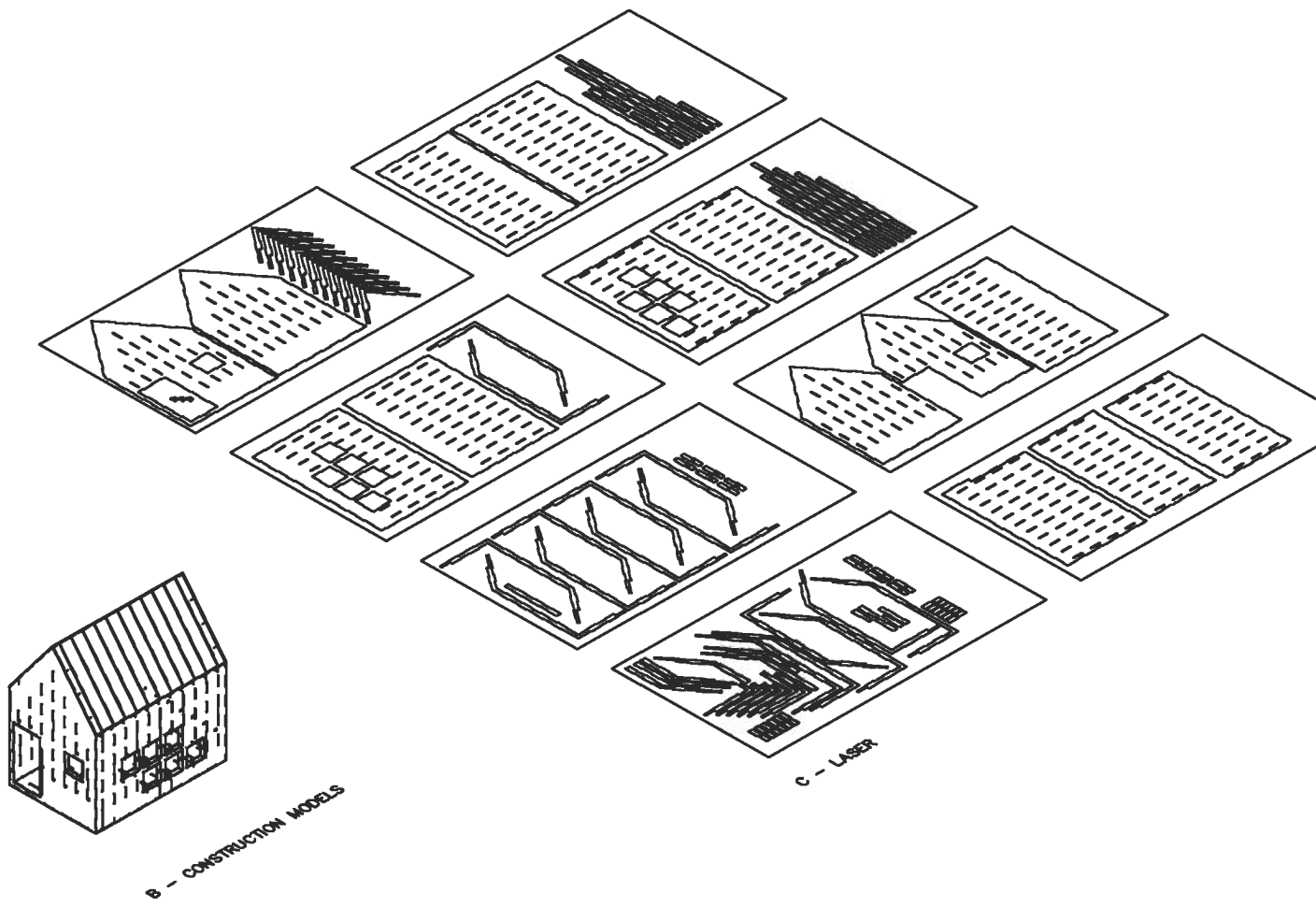
notcher panel  
(boolean)

(4)

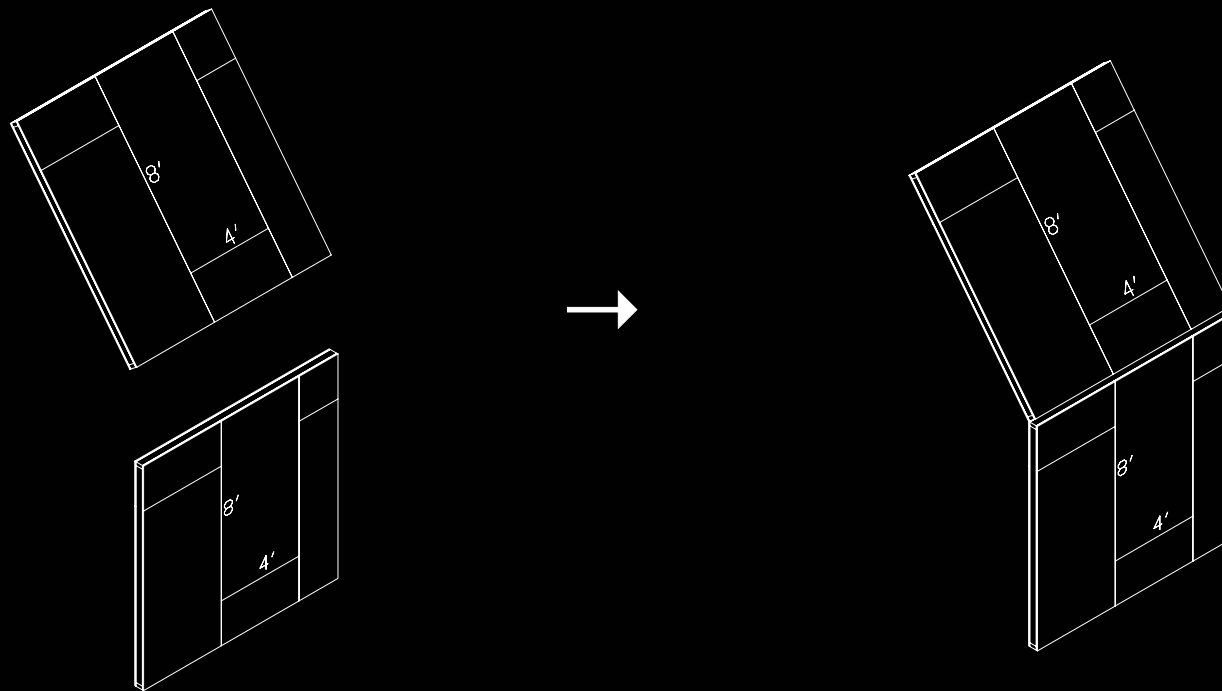
tolerances  
(translations)

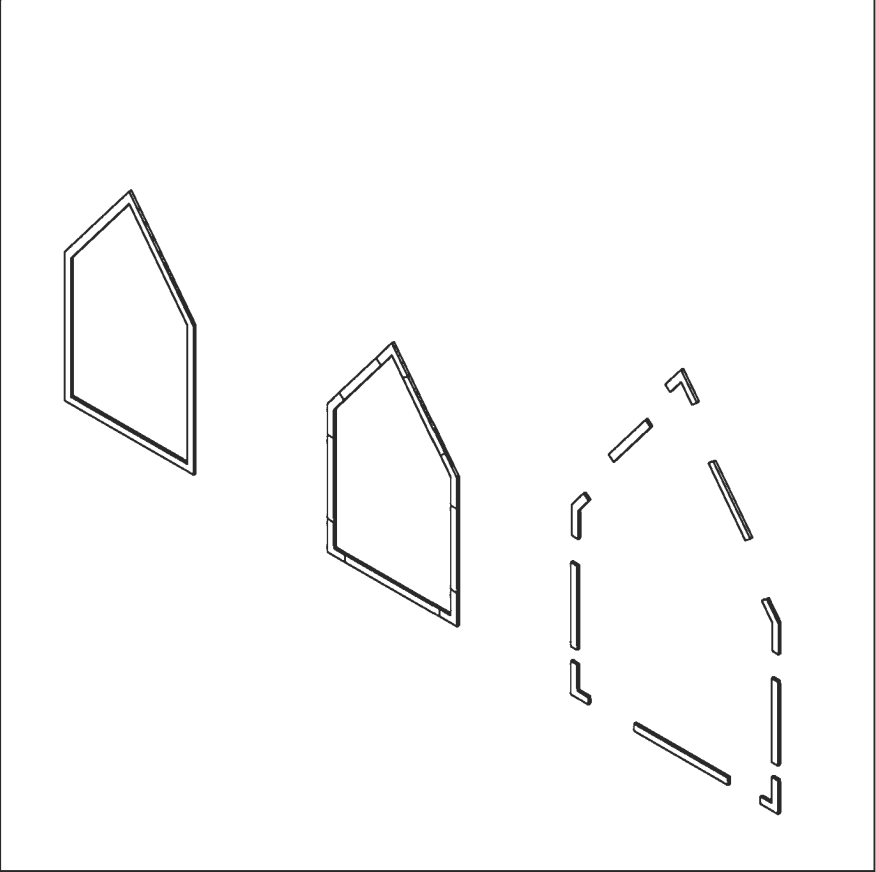
(8)



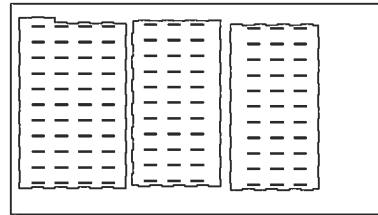
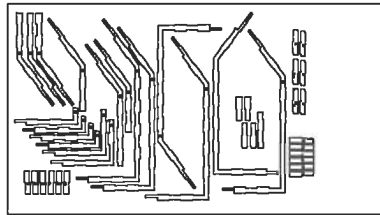
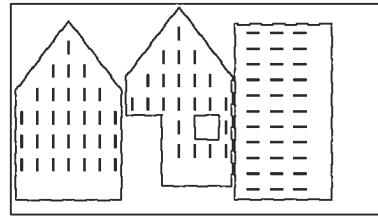
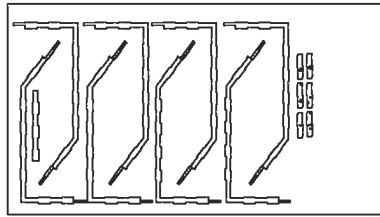
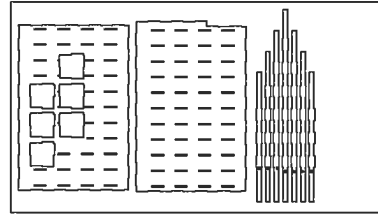
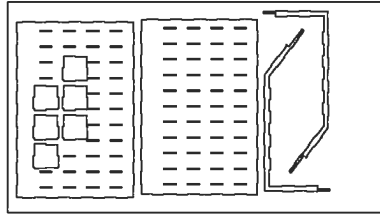
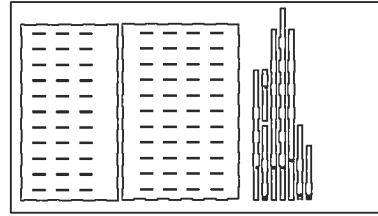
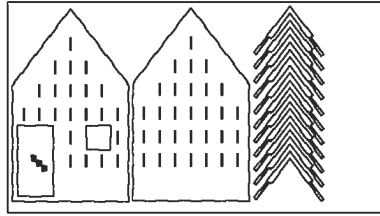


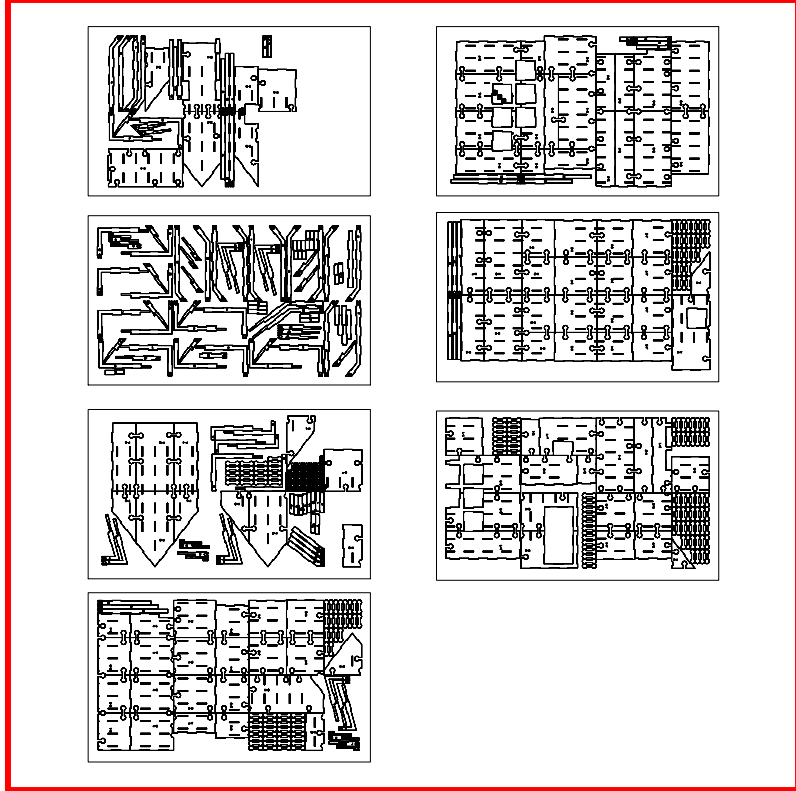
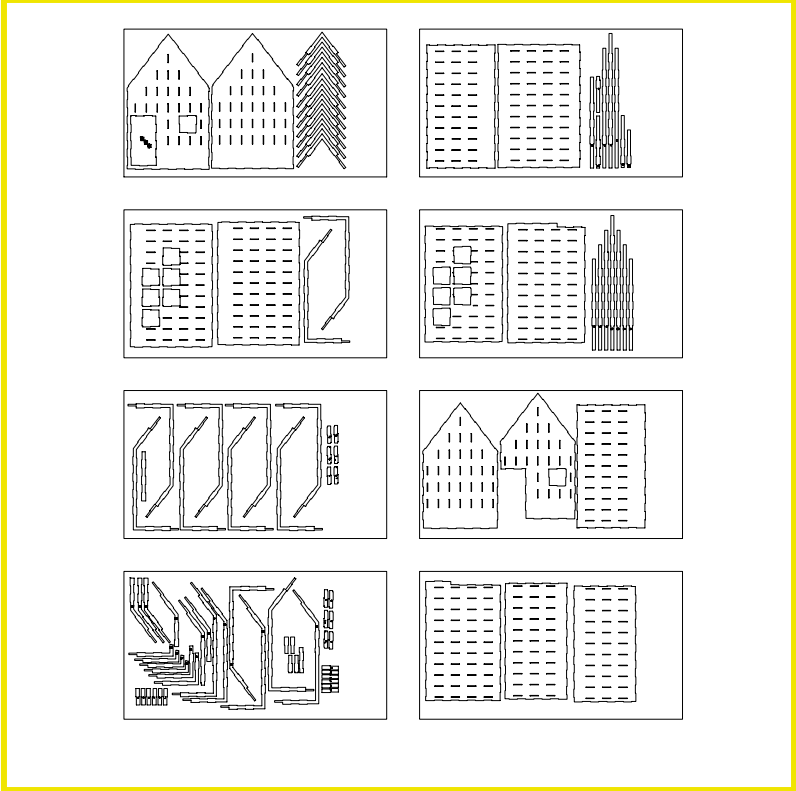
- Traditional wall section

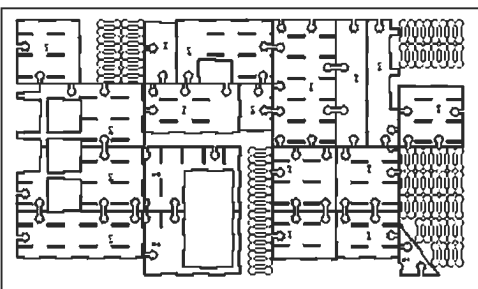
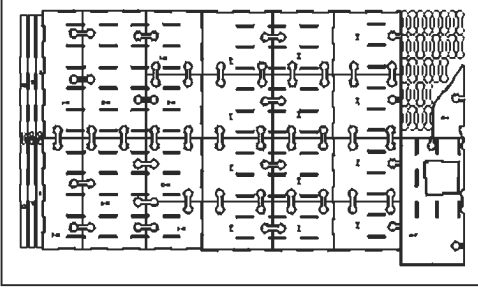
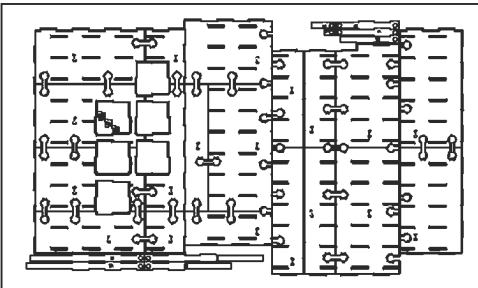
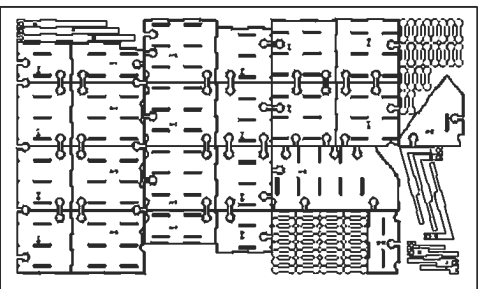
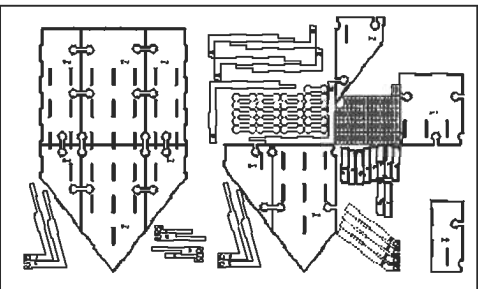
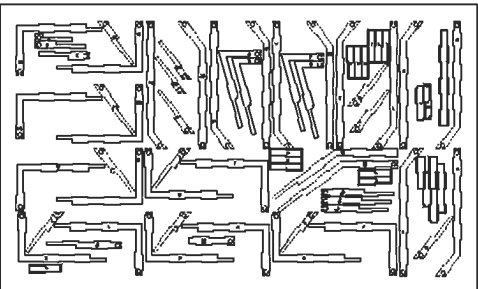
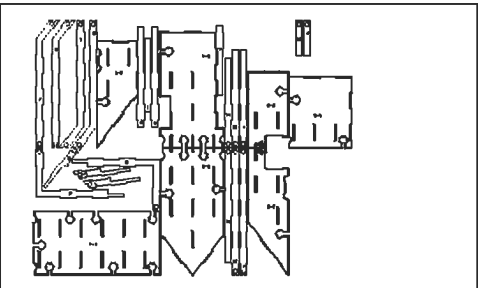


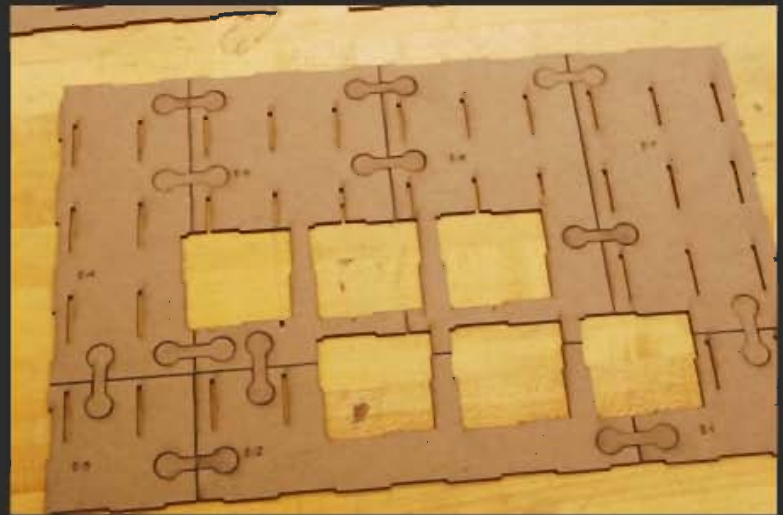




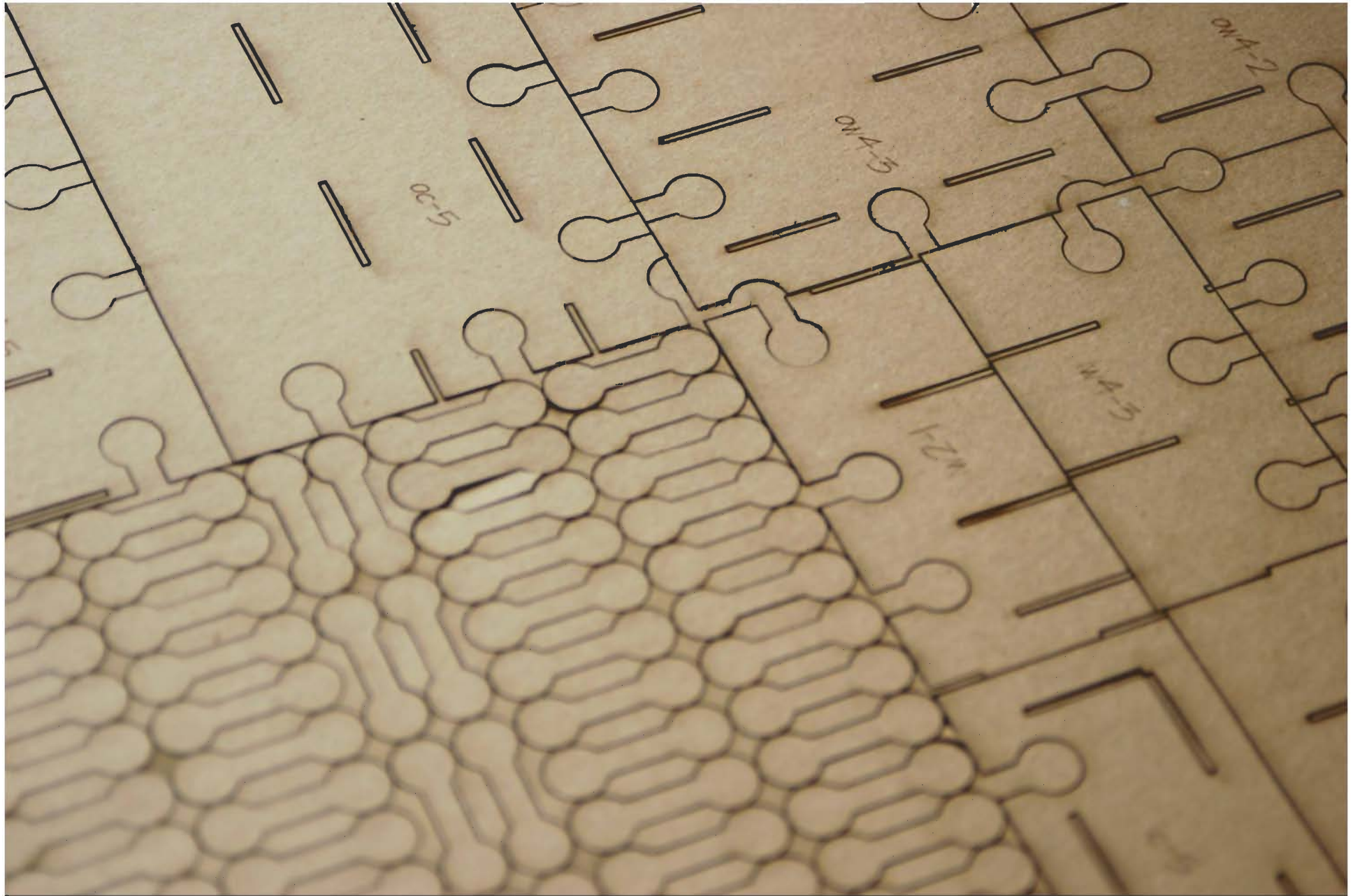


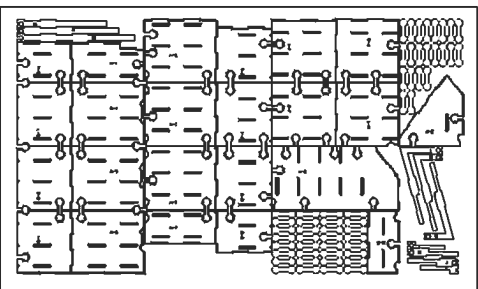
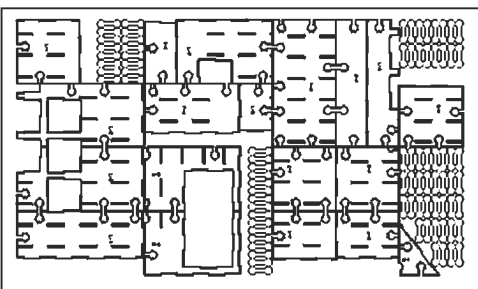
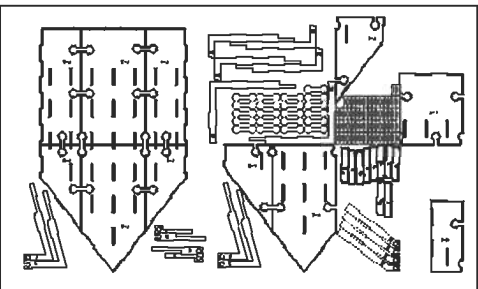
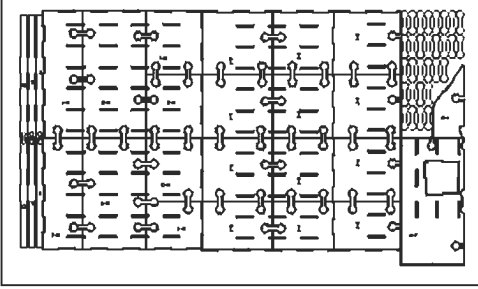
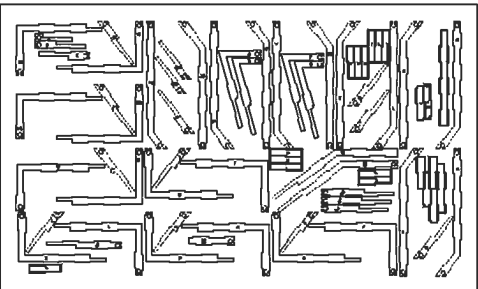
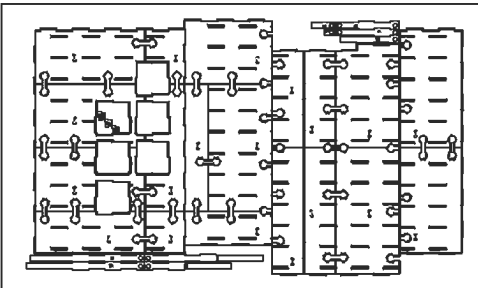
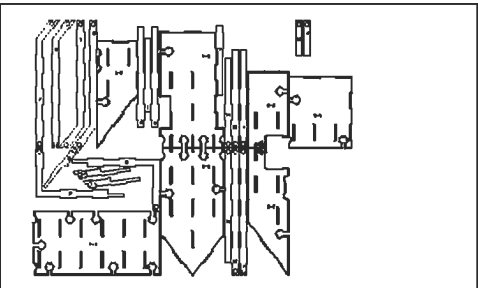


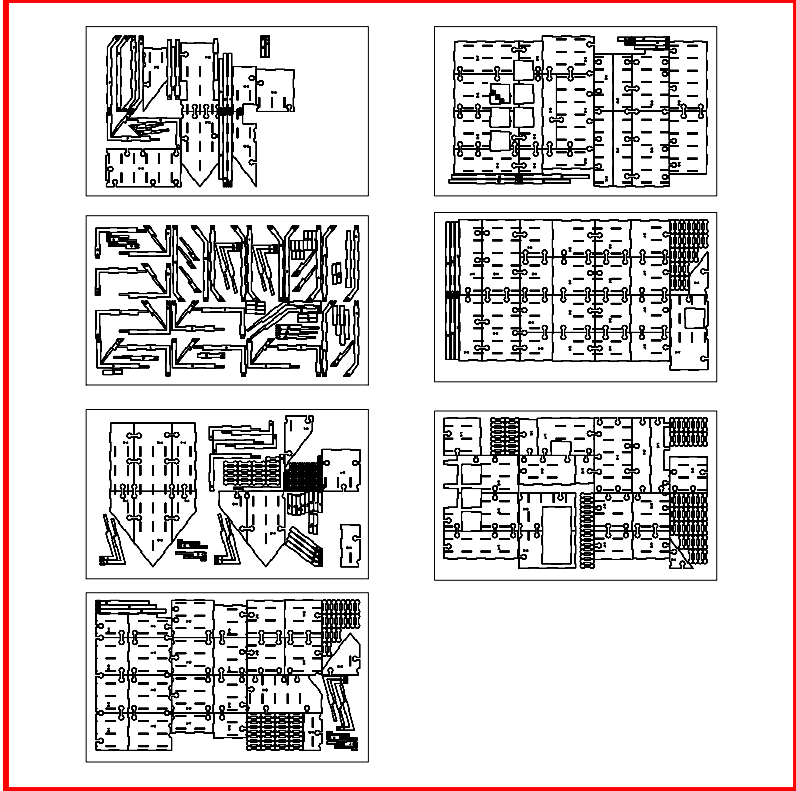
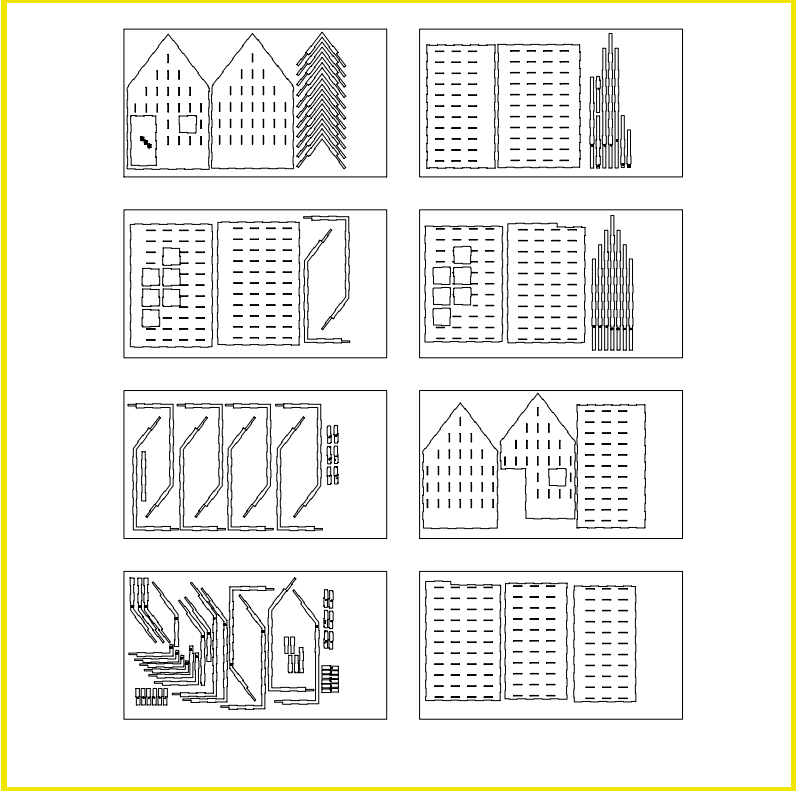






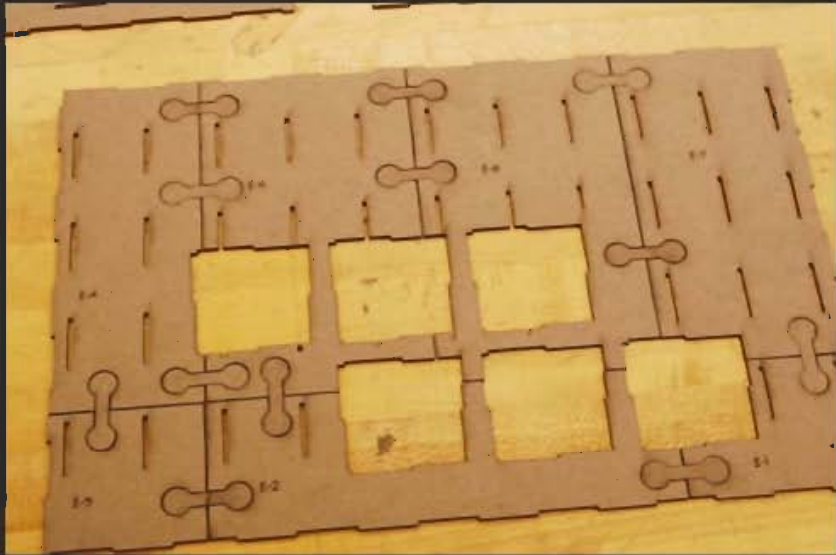






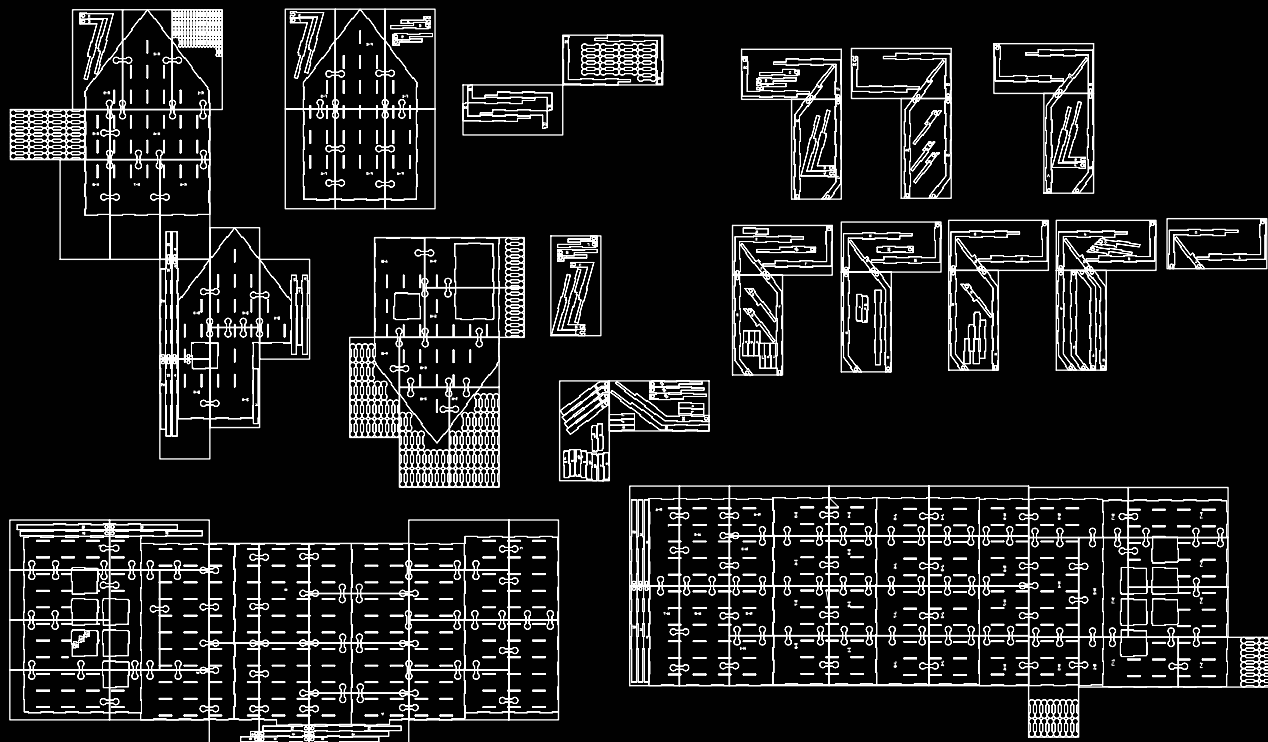






# Plywood Sheets

- **Cut Sheet for House**
- Layout for 4' x 8' x 3/4" Plywood Boards
- Each Board is \$22.00/Sheet (Home Depo-Boston)
- 93 Boards x \$22.00 = \$2046.00



# Proposed Emergency Housing Fabware

1. Builds geometry (generative)
2. Generative base is from material
3. Designs assemblies between defined geometries
4. Prepares geometries for a particular machine
5. Builds geometries at different scales
6. Accounts for tolerances between parts



# Digital Fabrication Software

## *Fabware*

1. Generative
2. Scalable
3. Material Constraints
4. Assemblies
5. Tolerances

