

# The Long Game

Maintaining Complex Interoperable Workflows Through Multiple Phases and Teams

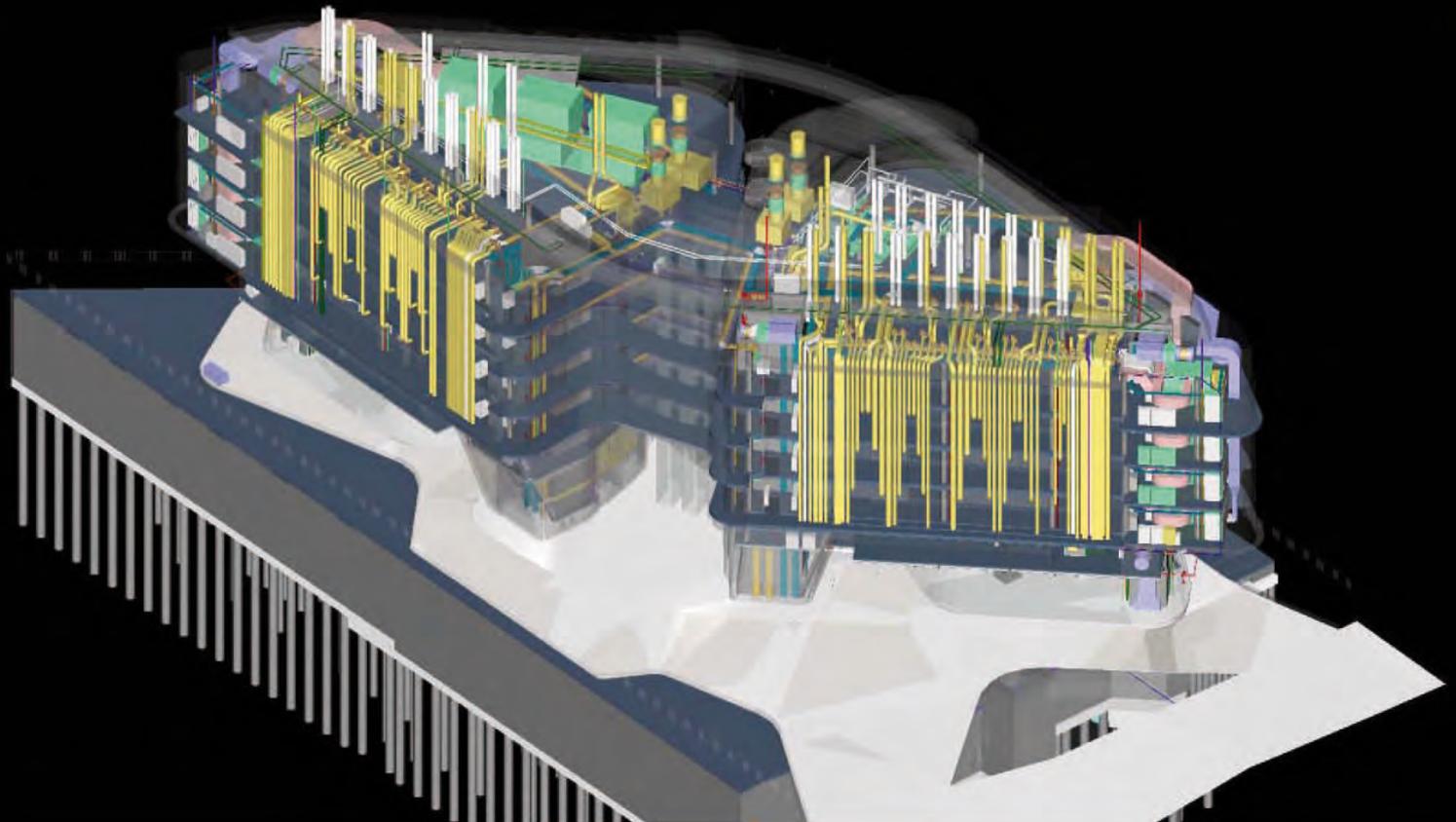
Shane Burger

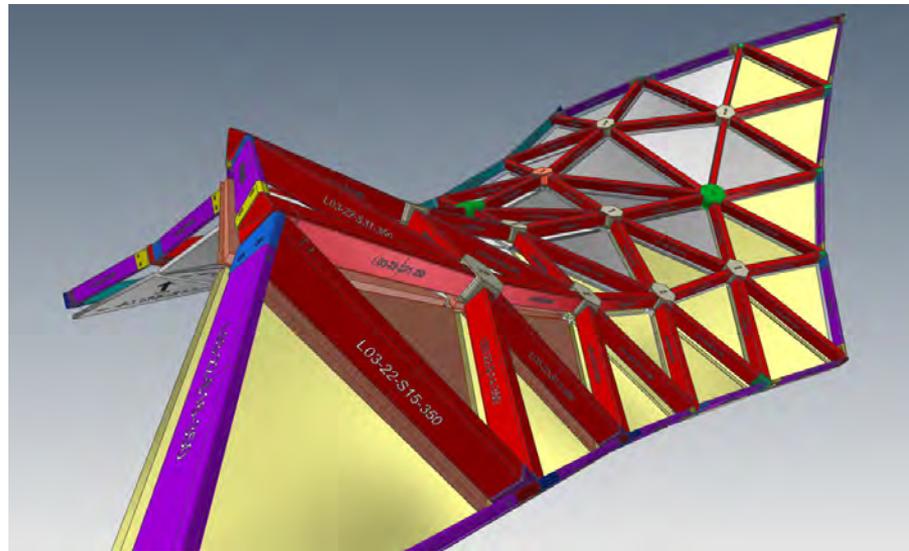
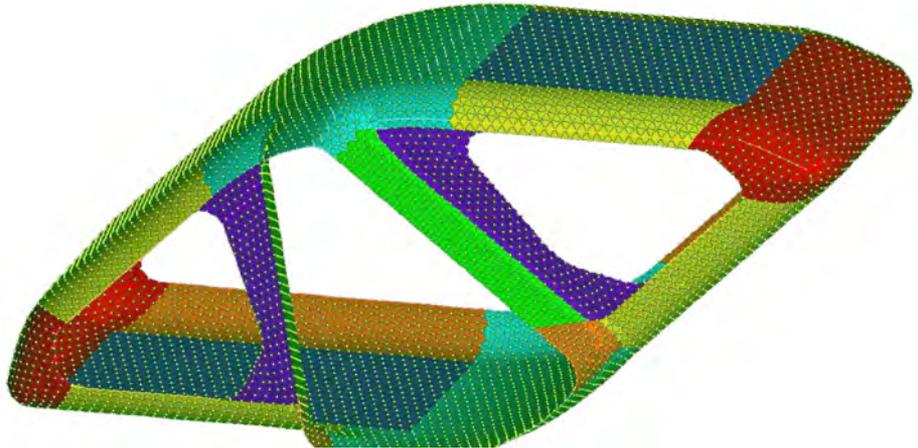
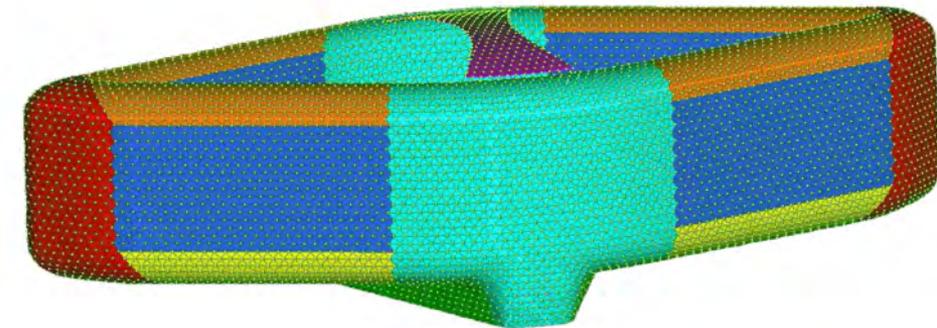
Principal, Global Director of Technical Innovation, WOODS BAGOT

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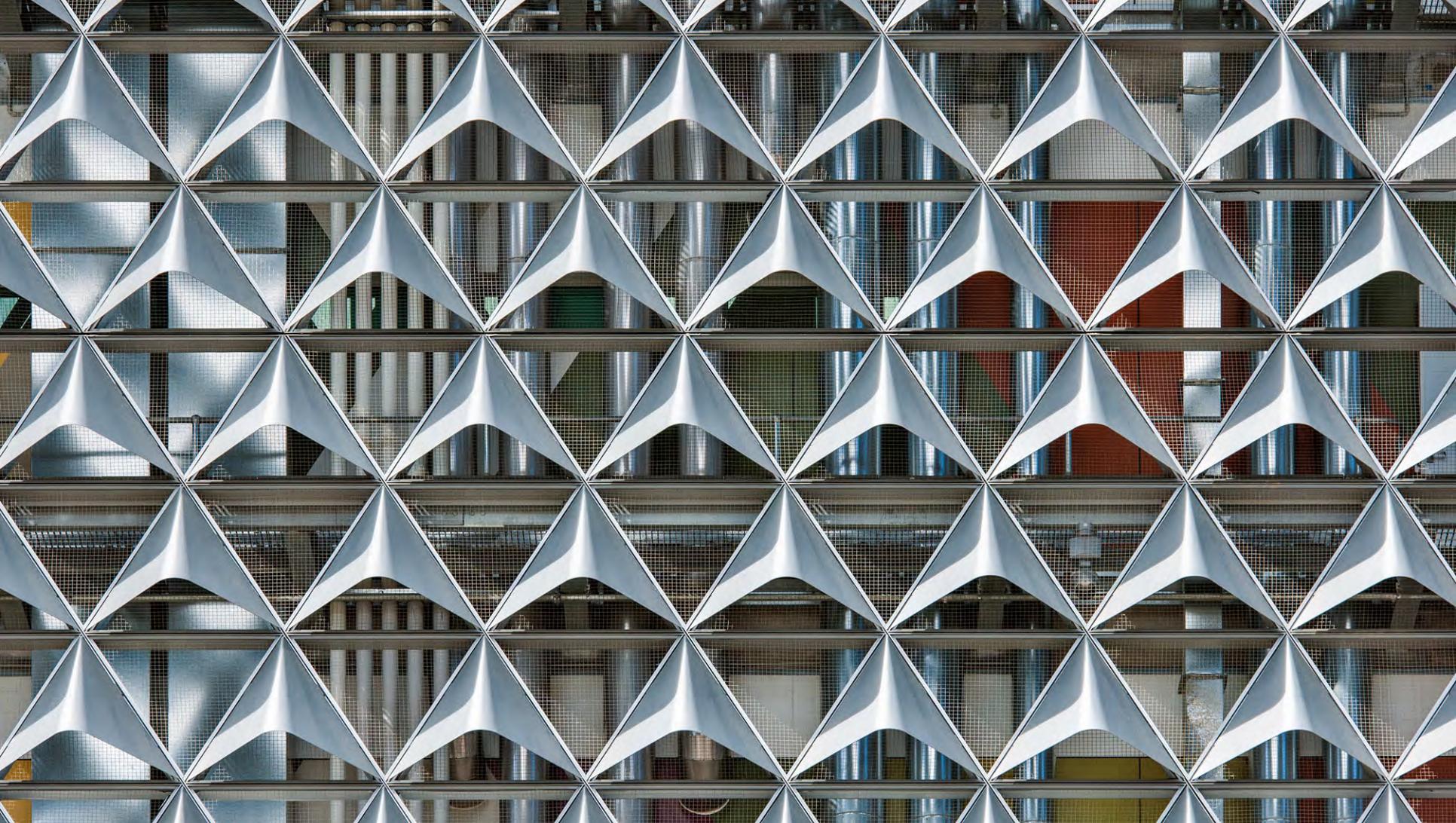
L8 02

L8 01

L9 02

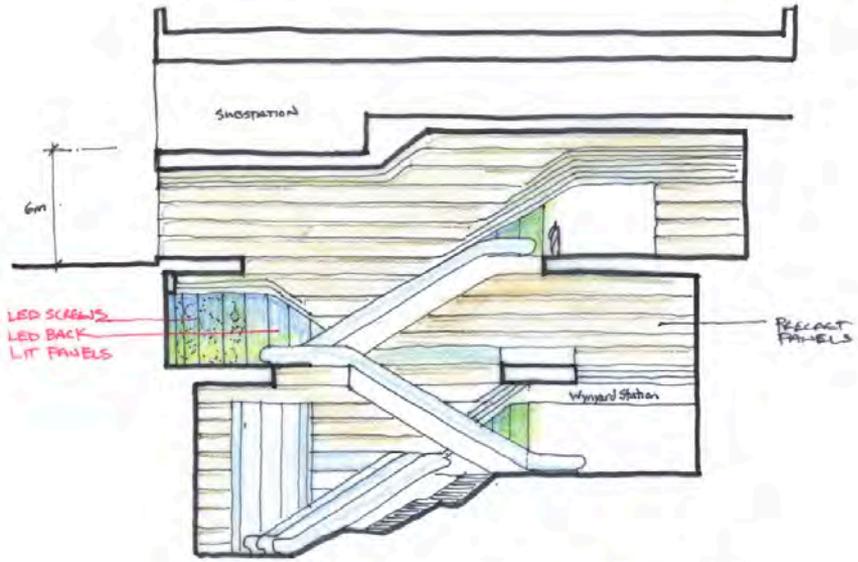
L7 16



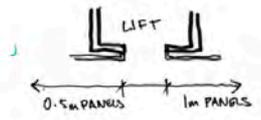
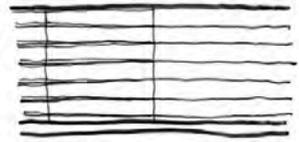
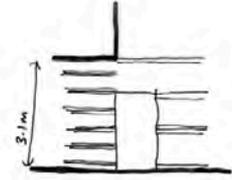






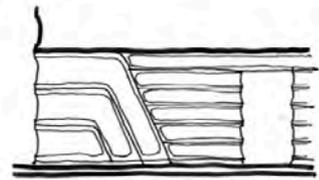
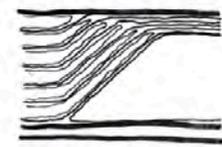


SECTION OP 1  
19.04.12

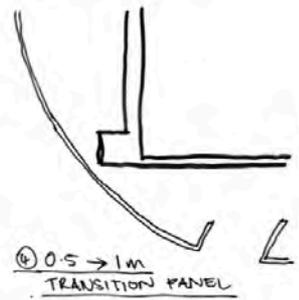


① CONCOURSE LEVEL @ LIFT

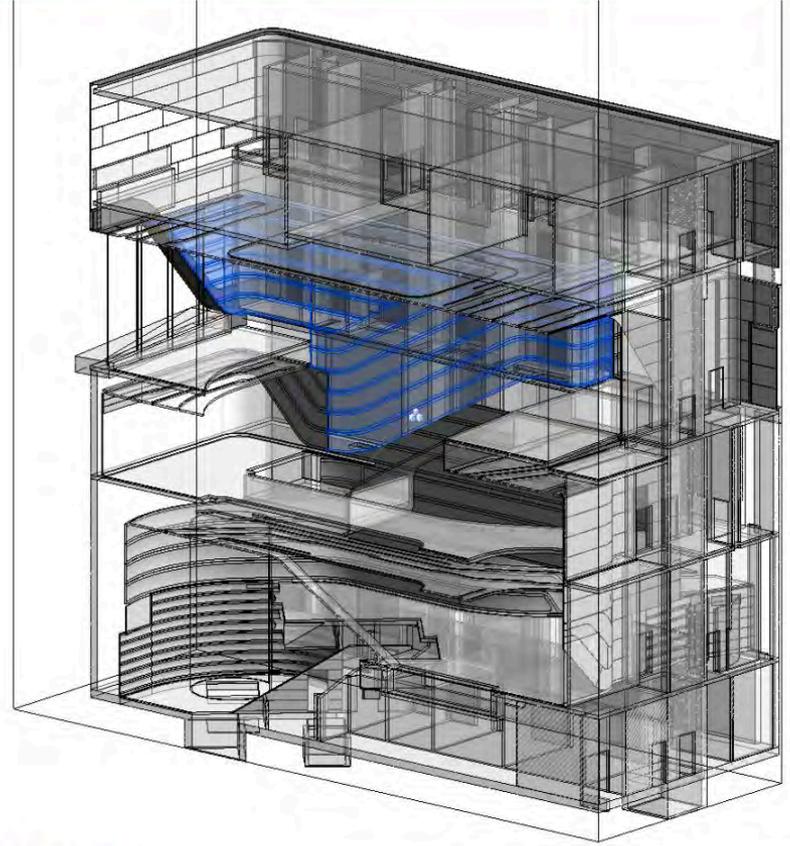
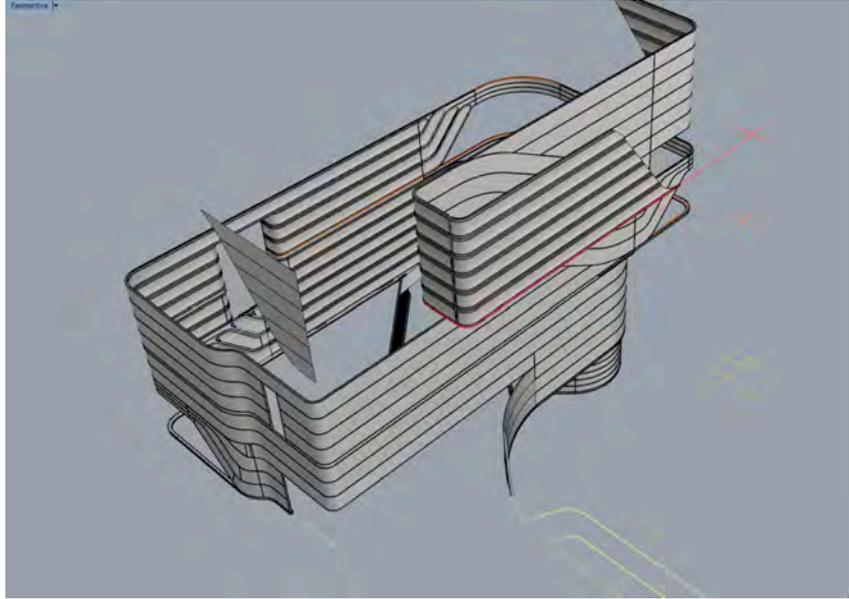
② PRECAST WALLS THAT FLATTEN @ WINERY STN ENTRY

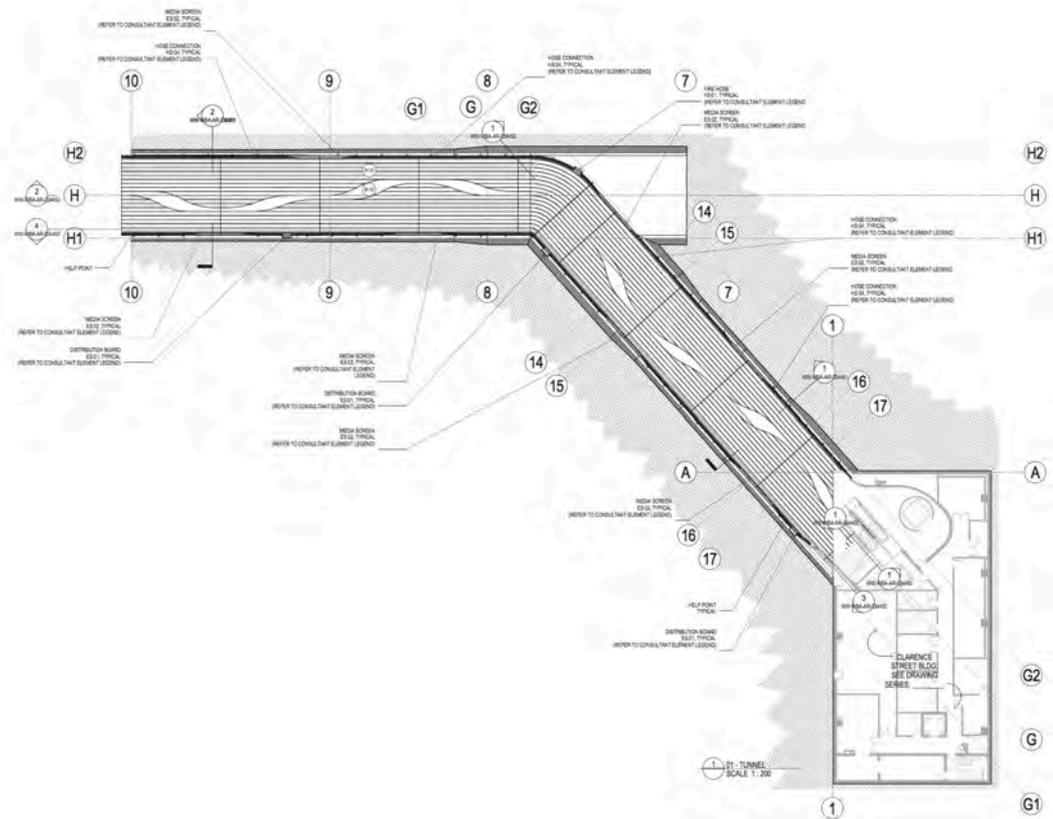
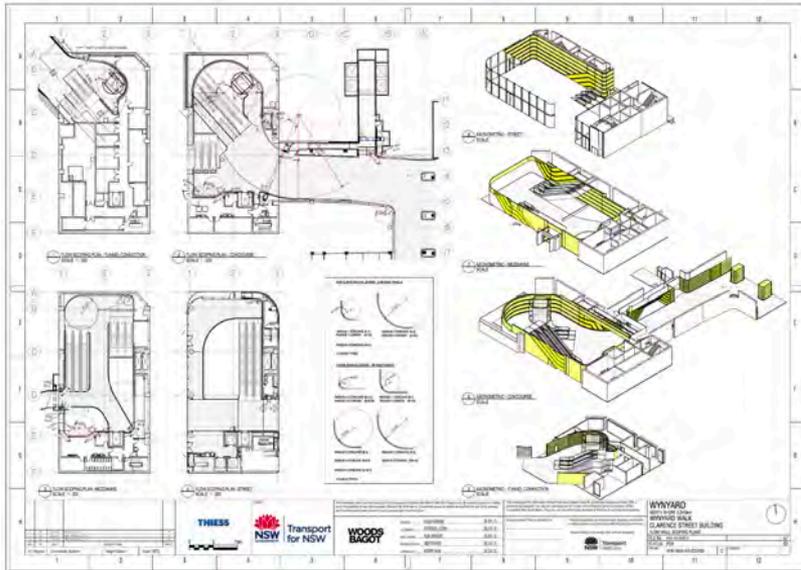


③ MEDIA SCREEN @ RAILWAY HOUSES

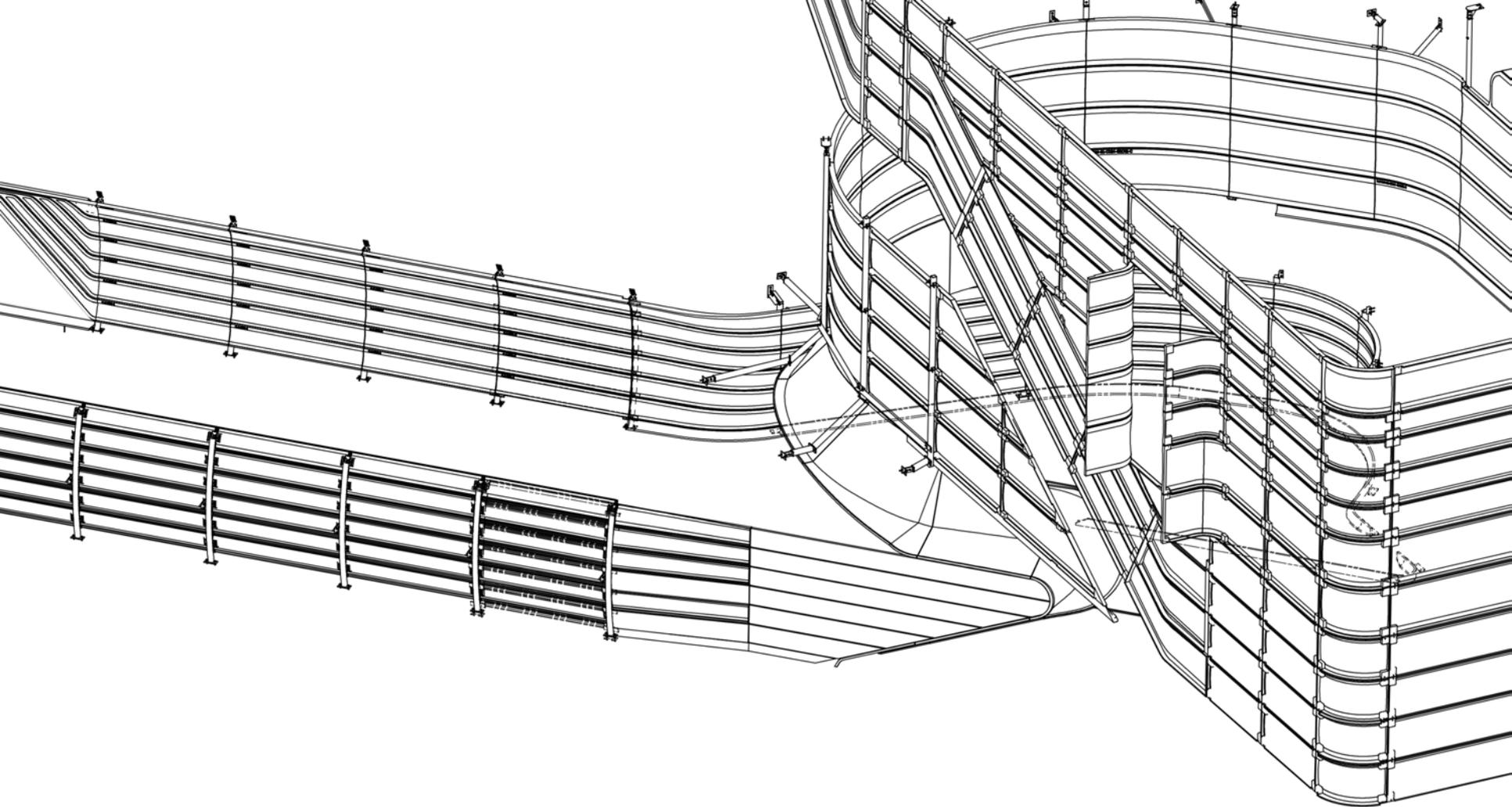


④ 0.5 -> 1m TRANSITION PANEL







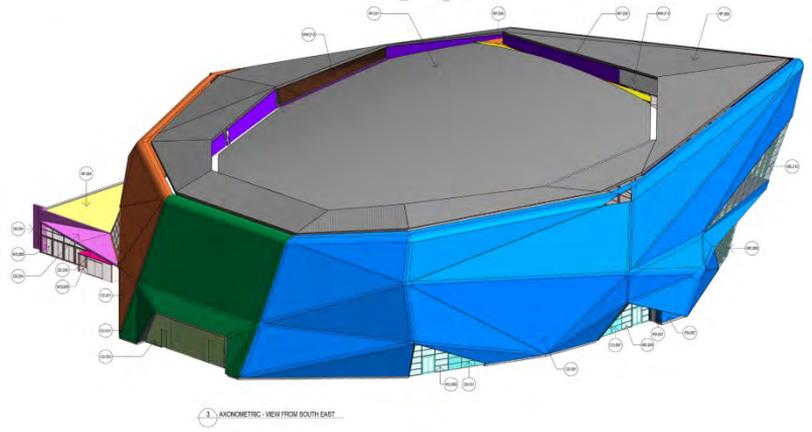
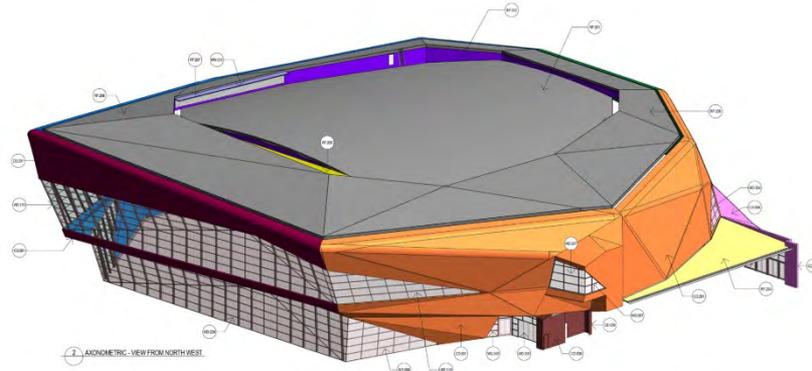
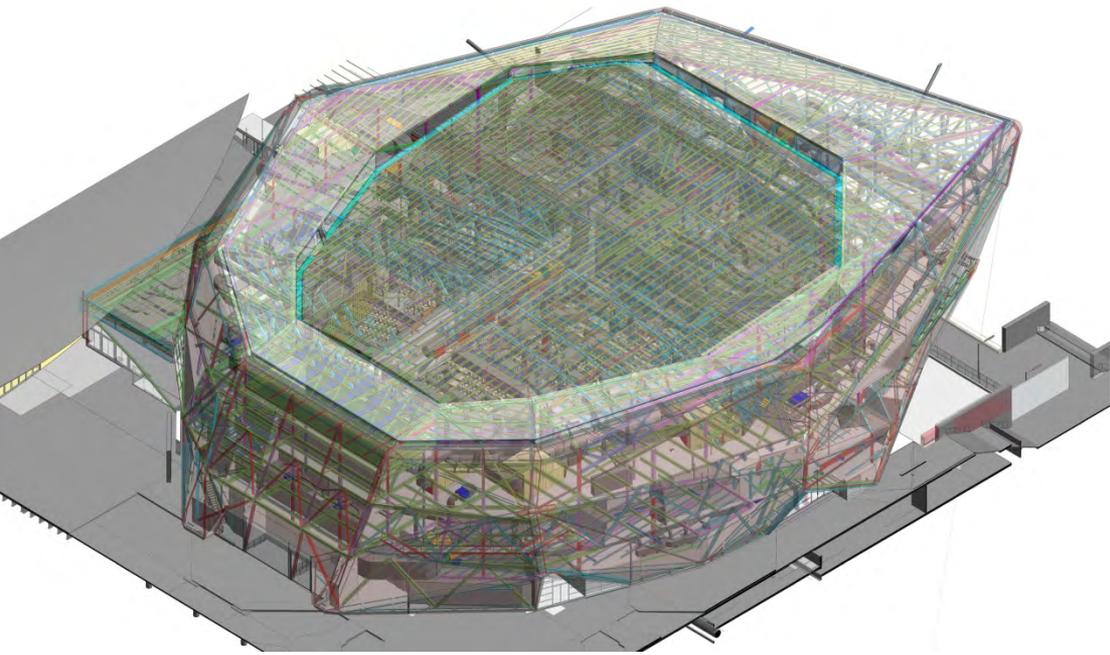






phasis of a transport exchange  
cy of travel to the quality of the experience.



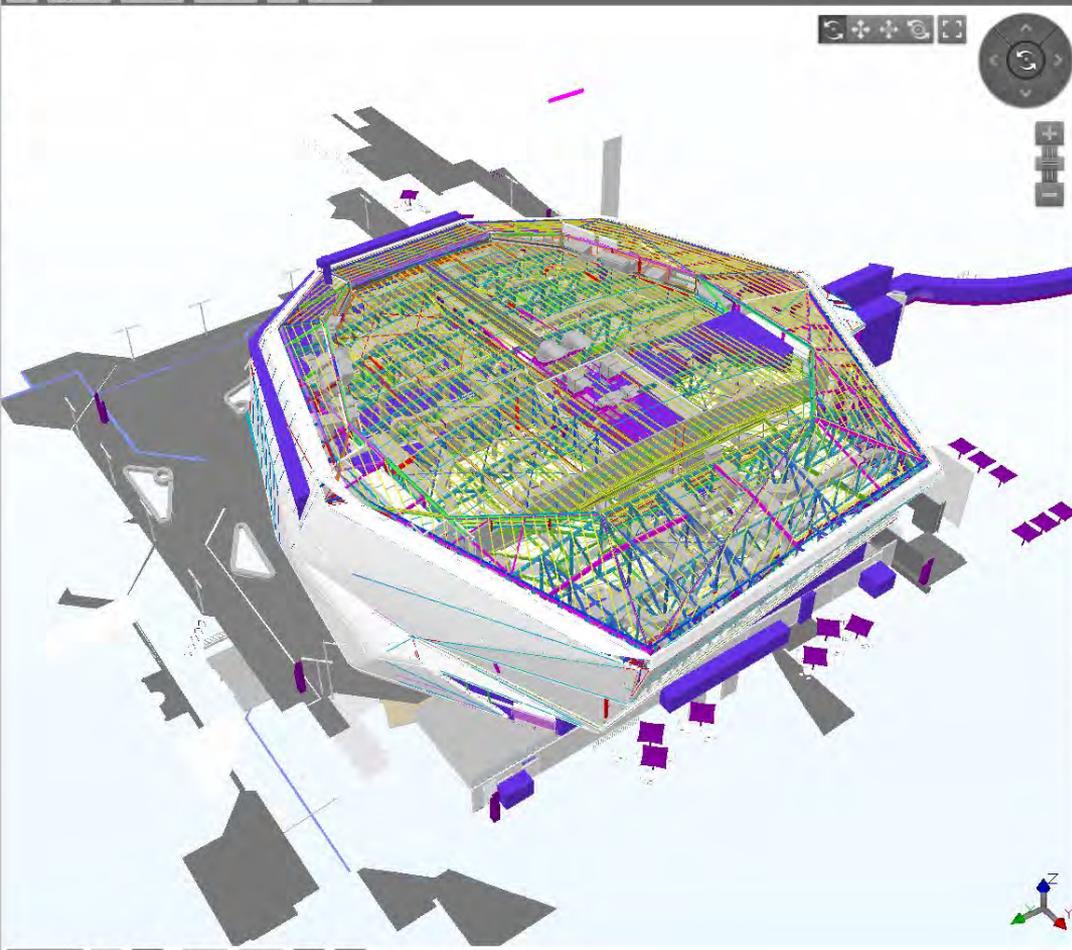
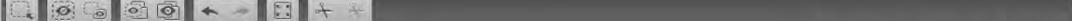


Models Conflict Checking

Add File(s) New Model Group

- Imported on 13-04-16
- ACC\_ARCHITECTURAL\_B2\_A16[3].ifc
- ACC\_ARCHITECTURAL\_B2\_A16[3] - LEVEL 5 CEILING.dwg
- Imported on 14-04-16
- ACC-STG2-IUST\_STEEL\_01.04.2016.ifc
- Imported on 24-05-16
- ACC\_Area\_4A IFC.ifc
- Imported on 27-05-16
- 610-ACC\_STG 2-9A\_and\_9B IFC.ifc
- 24189-Mech[13].ifc

View Markup



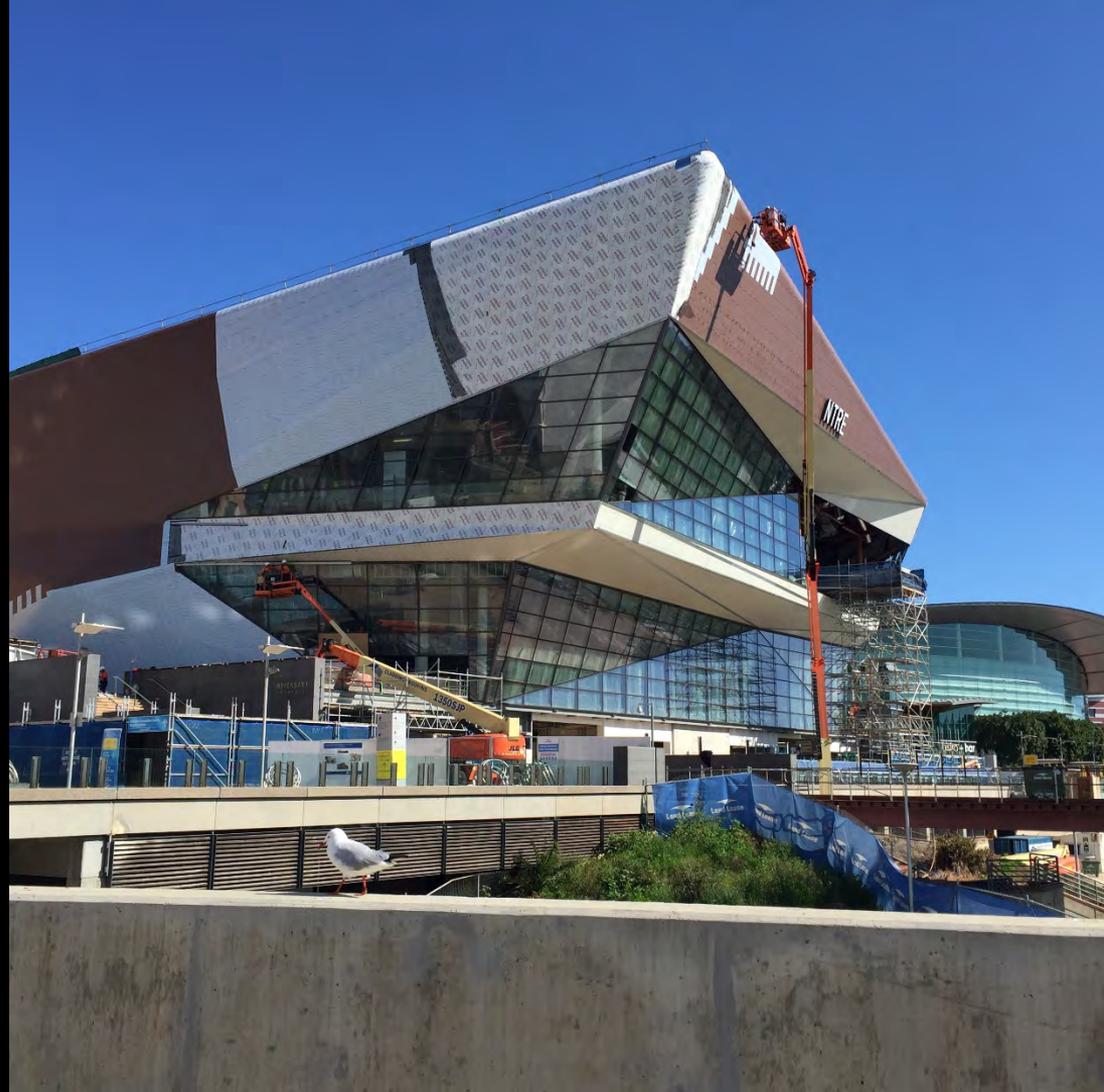
Objects Notes Conflicts

Object Names Author Names

- Bear (39685)
- Blocktable (1)
- Building (5)
- BuildingElement...
- BuildingStorey (22)
- Column (5381)
- Covering (246)
- CurtainWall (38)
- Door (249)
- ElementAssembly (
- FlowFitting (3332)
- FlowSegment (224)
- FlowTerminal (645)
- FurnishingElement
- Group (19)
- LEVEL 05 (1)
- LEVEL 06 (1)
- LEVEL 07 (1)
- LEVEL 08 - PLANT (
- LEVEL 09 - NORT...
- LIGHTING BRIDG...
- MechanicalFaste...
- Member (157)
- NORTH CARDPARK...
- PLANT (1)
- Plate (28304)
- PolyfaceMesh (7)
- Project (5)

Move Rotate Align







ADELAIDE CONVENTION CENTRE



**WOODS BAGOT**  
DESIGN TECHNOLOGY

is excited to announce



**WOMBAT**



WomBIM  
for Revit



Wombat  
Dynamo



Wombat  
Grasshopper

**WOMBATGH**



**WOMBATGH FLUX**



**WOMBATGH HUMAN UI**



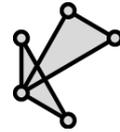
**WOMBAT DYNAMO**

BoundingBox	Column	CurtainGrid	Curve	Element	FamilyInstance	IO	Level	List	
Dimensions Evaluate	CoordinateSystem IsSlanted	AddGridLine ByWall GetPanels	SmartOffset	ById FilterByParameterValue FilterByType GetPropertyNames GetType TryGetPropertyValue Unpin	ByPointHostTypeAndLevel IsInPlace Orientation SetType	ExportAsDWG ExportAsFBX	ByName	FilterByName NullItem Unwrap Wrap NullToEmptyList	
Opening	Plane	Point	Polyline	String	Vector	Wall	BuildingPad	Railing	Roof
ByPathTypeAndLevel	Deconstruct	Deconstruct	ByPoints ByPolyCurve ClosestPoint Reduce ToPolyCurve Count Vertices	Format	Deconstruct	AllowDisallowJoins ByCurveAndLocation ByProfile InsertDoorOrWindow	ByOutlineTypeAndLevel ByOutlineTypeAndLevel ByName Name	ByPathTypeAndLevel ByName Name	ByProfile ByEdgesAndSlopes ByFootprint

Manual

Augmented

Automated

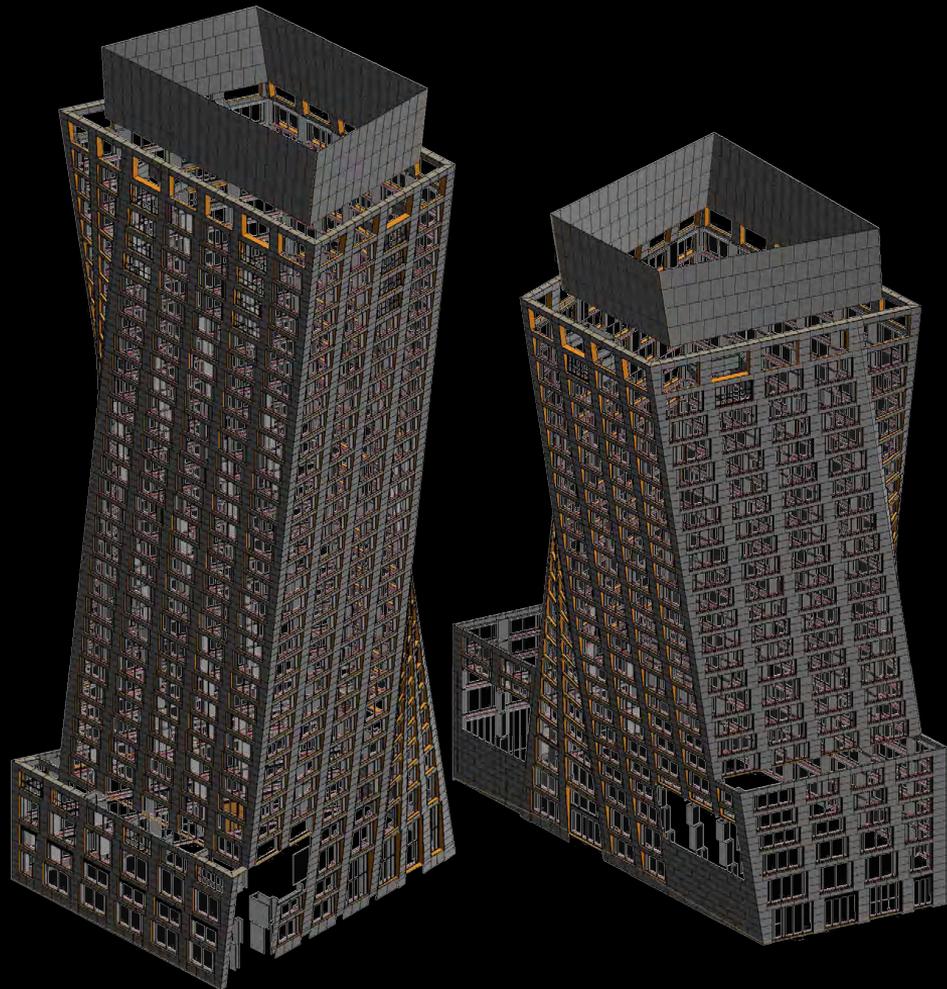


**WOODS BAGOT**  
DESIGN TECHNOLOGY

# 76 Eleventh Avenue

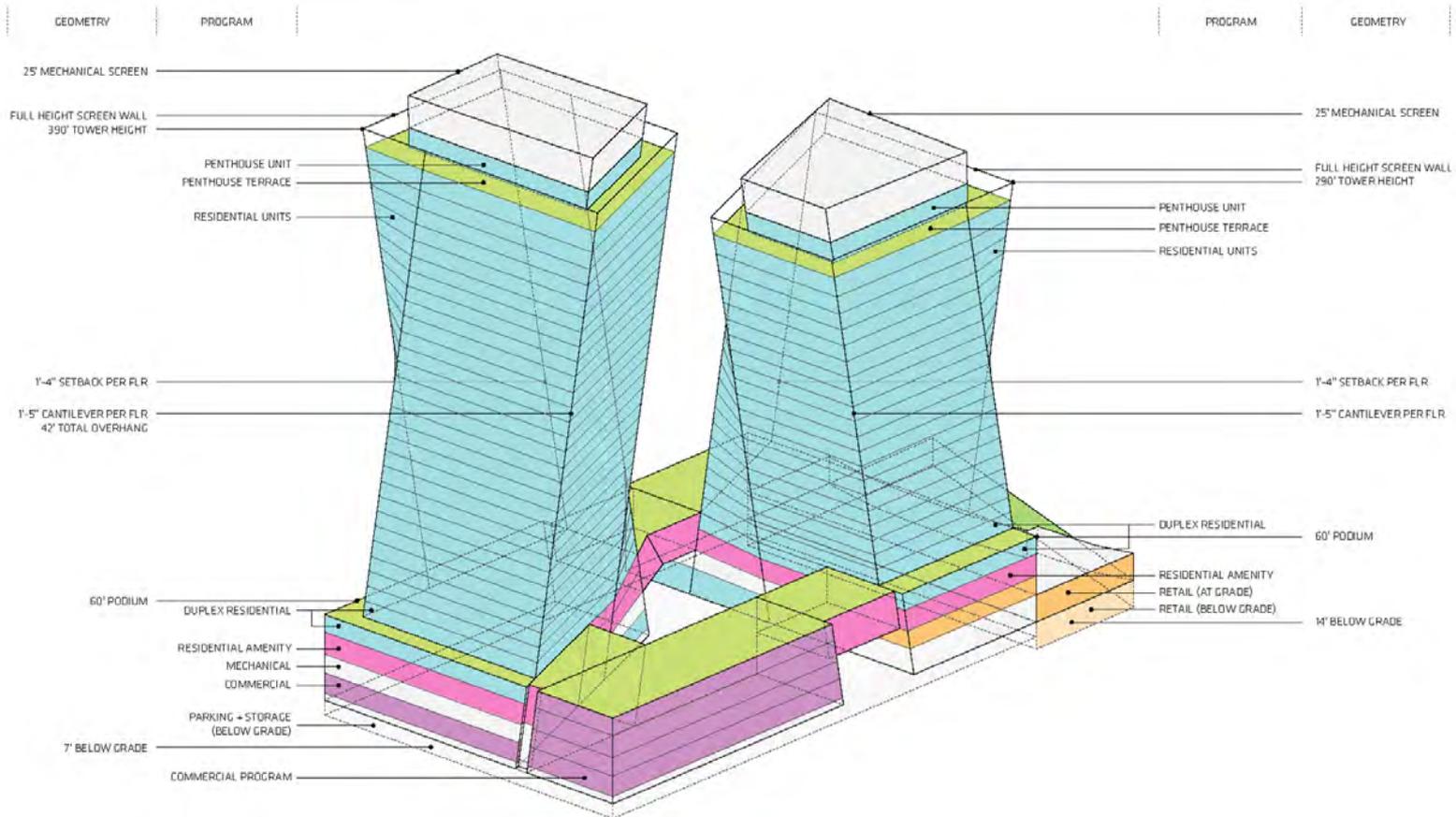
BIG  
Woods Bagot  
WSP

Rhino | Grasshopper | Flux | Dynamo | Revit



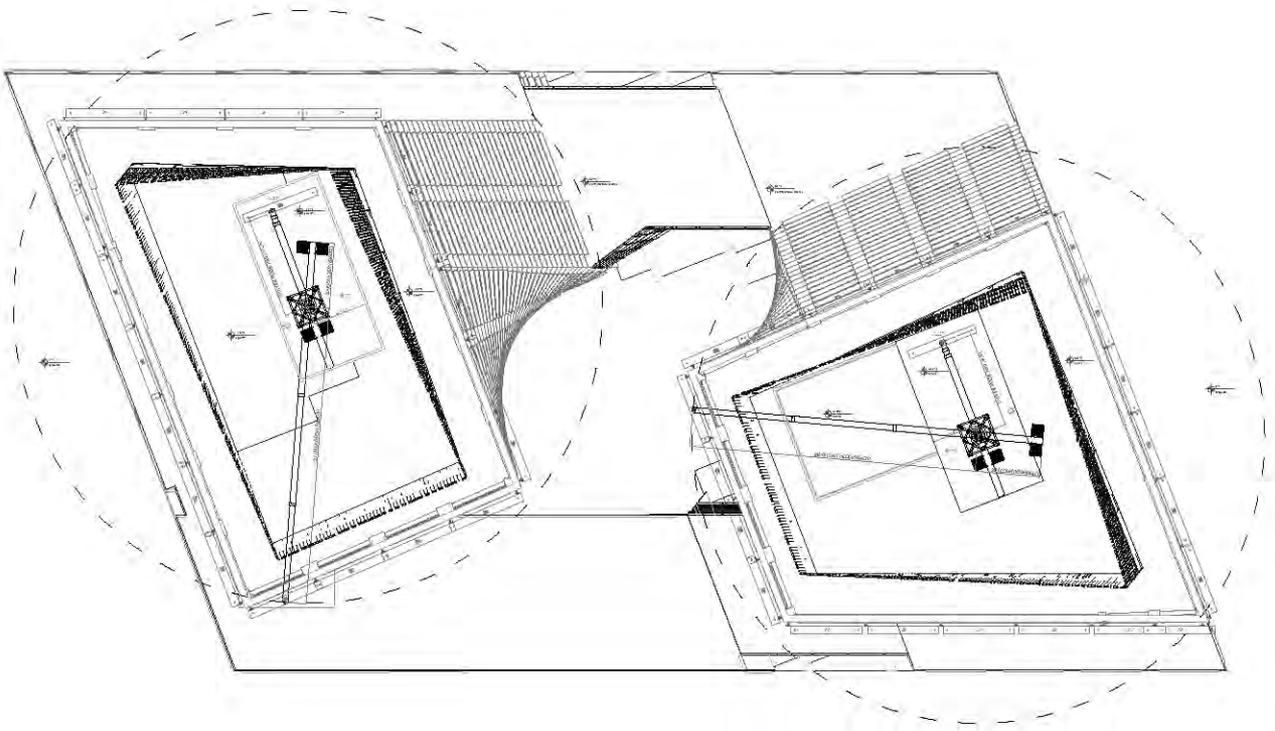
# Design

## Geometry + Program



# Design

Geometry / Plan



# Design

## Facade



# Tools Required

RHINO | GRASSHOPPER | FLUX | DYNAMO | REVIT

Flux.Grasshopper

Flux.Revit

Telepathy

MetaHopper

treesloth

Human

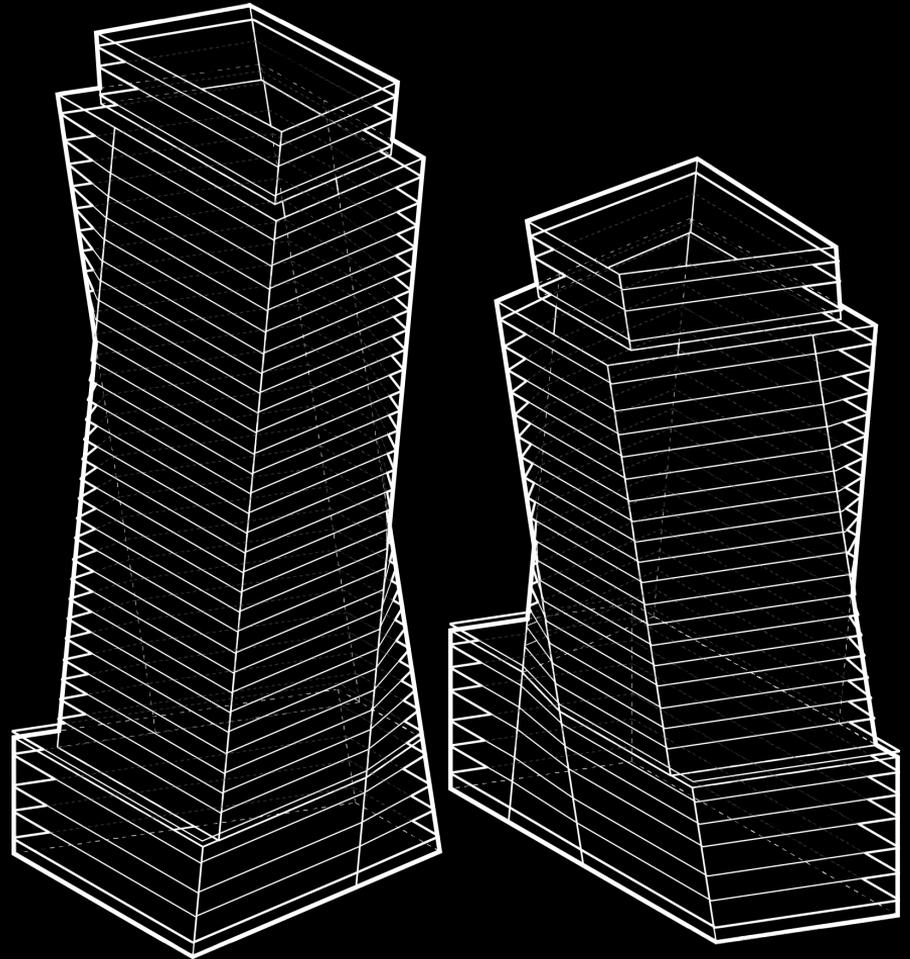
Human UI

HDTTreeUtils



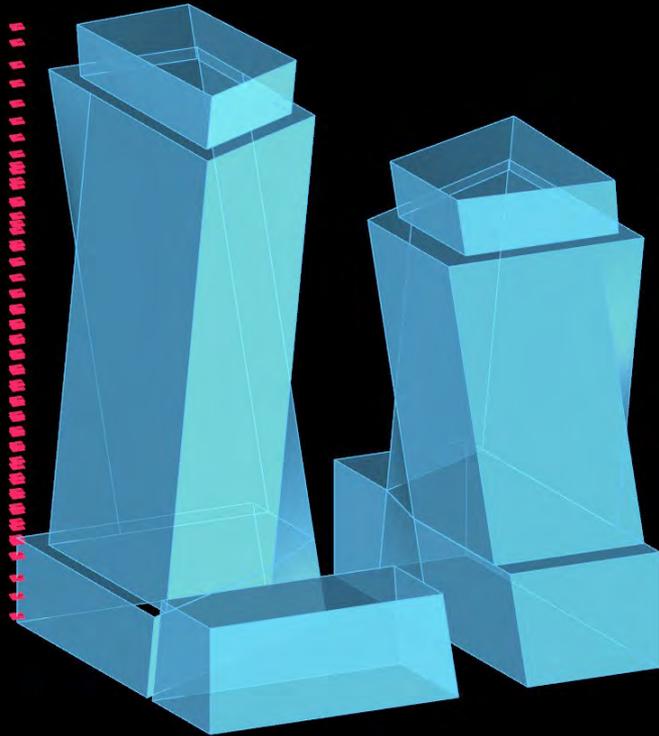
# Massing + Levels

Resilient systems for iteration



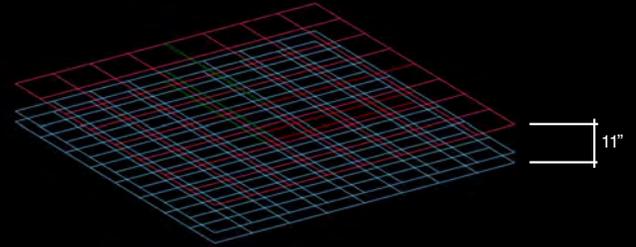
# Levels

## Level Planes (TOFF + TOS + ZFA Planes)



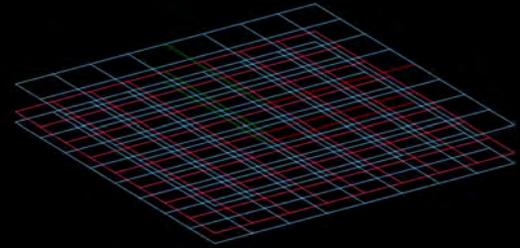
### ZFA plane

ZFA level created by an 11" vertical offset from the TOS plane



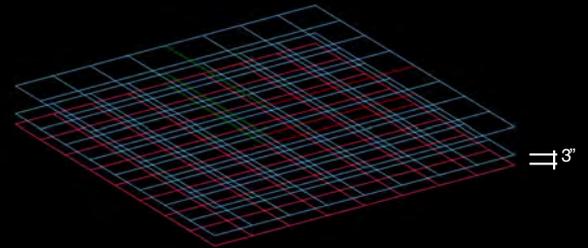
### TOFF plane

As defined in architectural Revit model



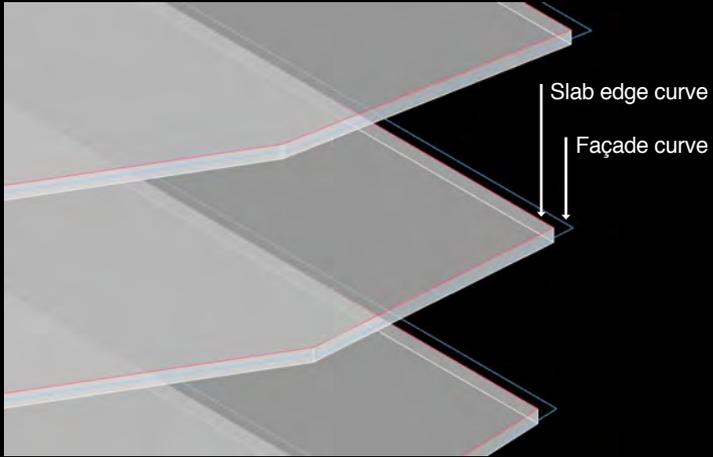
### TOS plane

Top of Slab level created by offsetting the TOFF by the finish thickness (3") in the negative direction

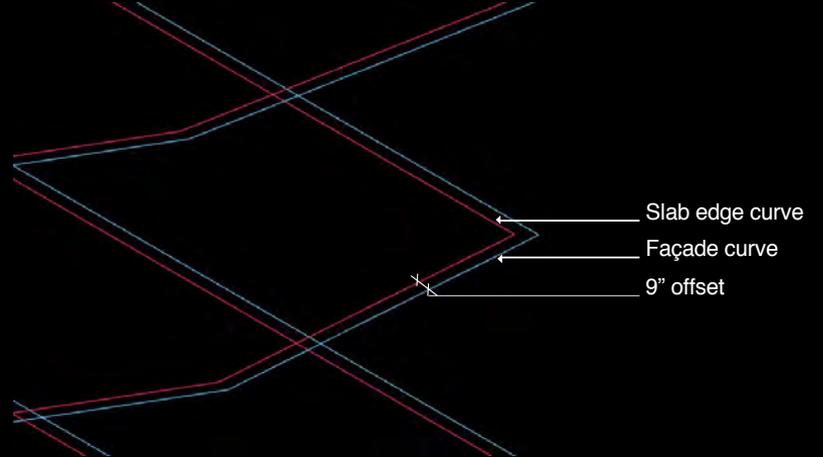


# Levels

## Slab Edge Curves



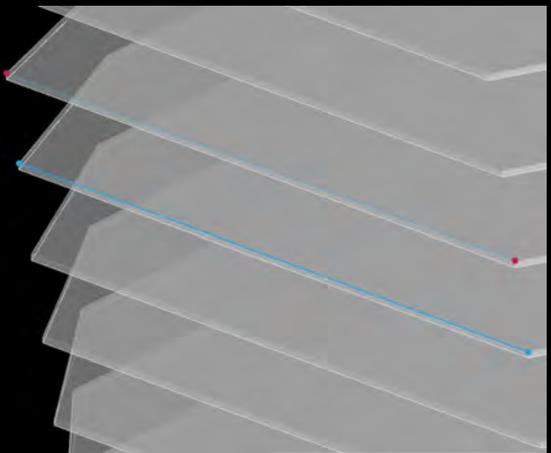
Slab outline curves generated by offsetting the façade curve by the 'slab offset from exterior wall'



Slab edge curve inset by 'slab offset from exterior wall' which = 9"

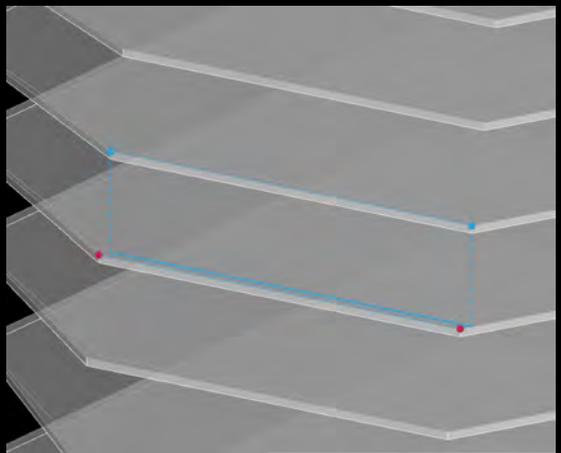
# Levels

## Window Wall Curves



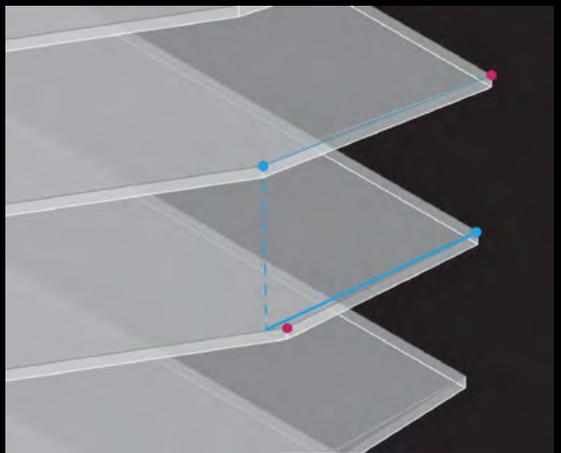
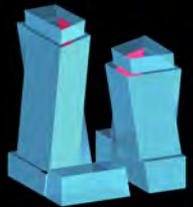
### Vertical & Cantilevered facades

The window wall curve is derived by using the slab edge points at the level of the Window Wall curve



### Sloped facades

The window wall curve is derived from the slab edge curve from the floor above and projected down to the appropriate level



### Ruled facades

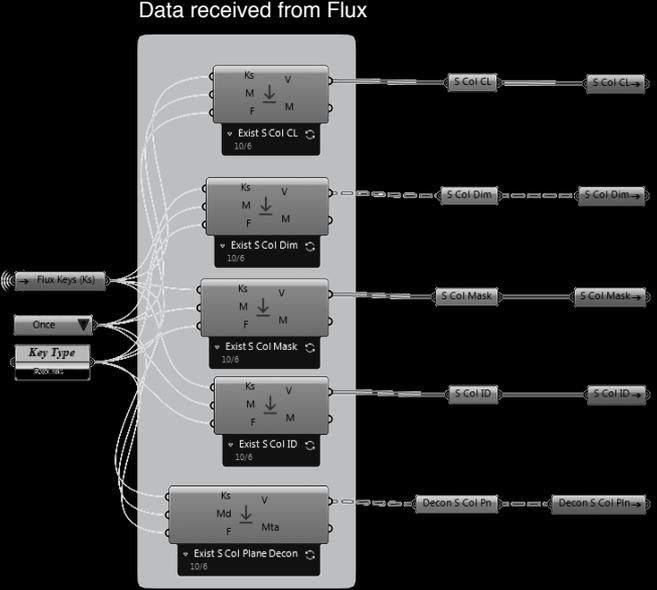
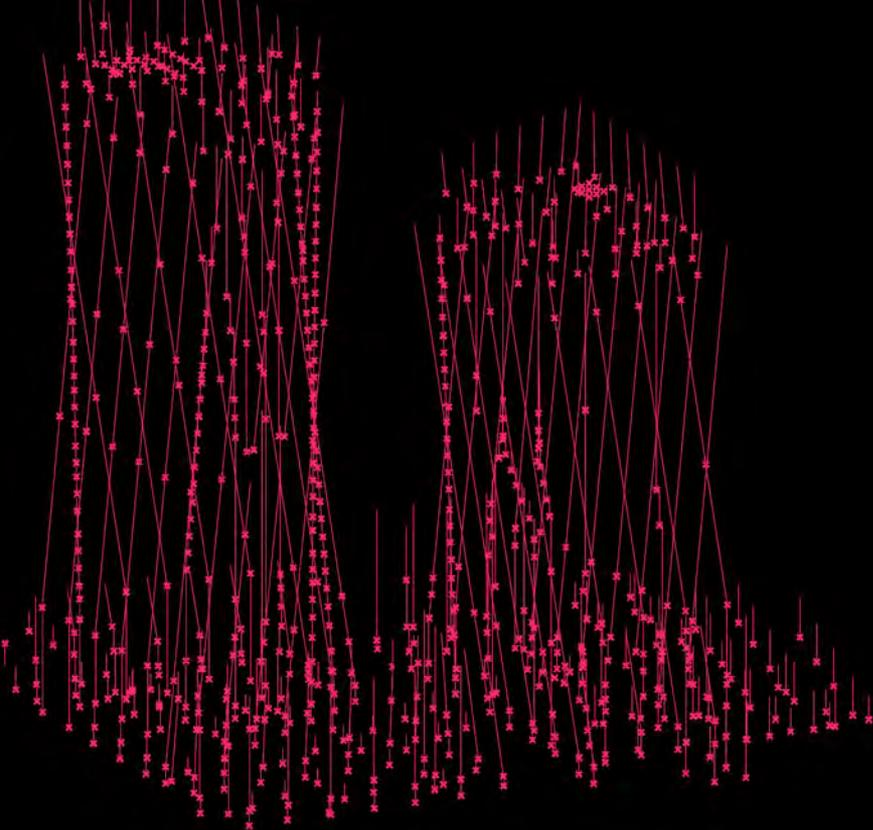
Window wall curve created by evaluating 2 slab edge curves (current floor SE curb and the above floor SE curve) - the four points of these





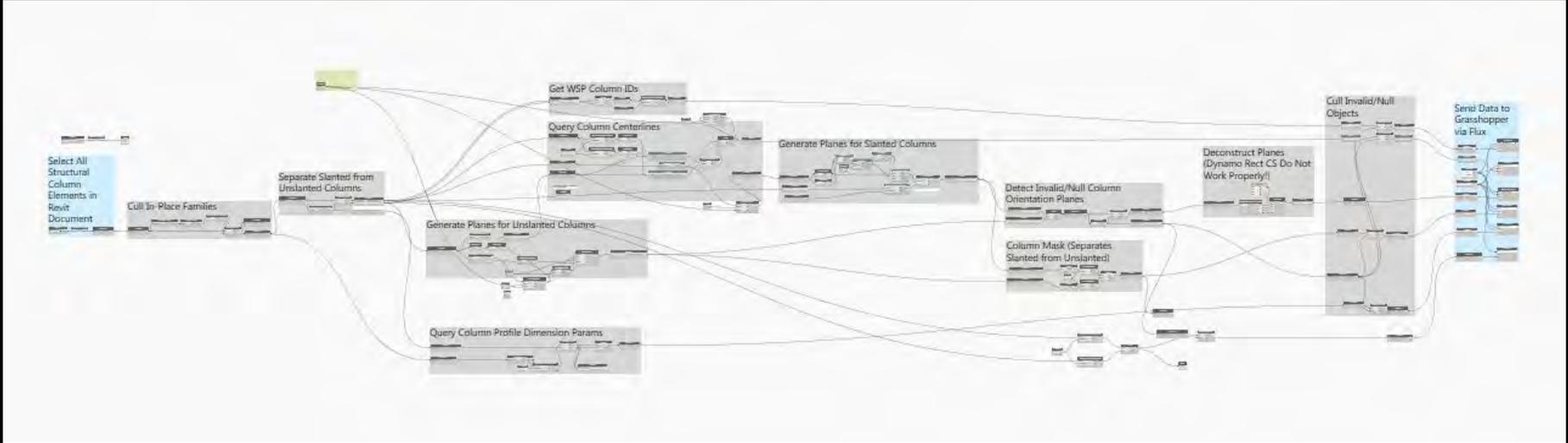
# Structure

Receive Structural Data from Revit to Grasshopper via Dynamo



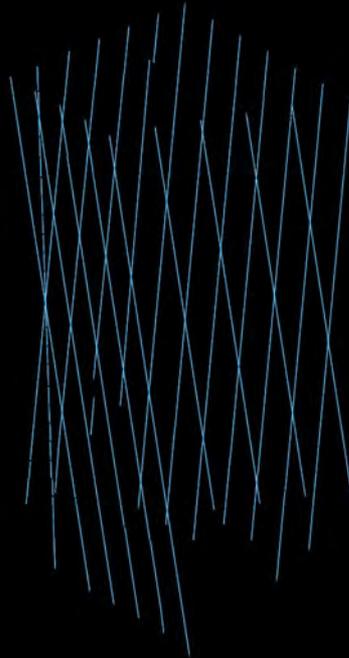
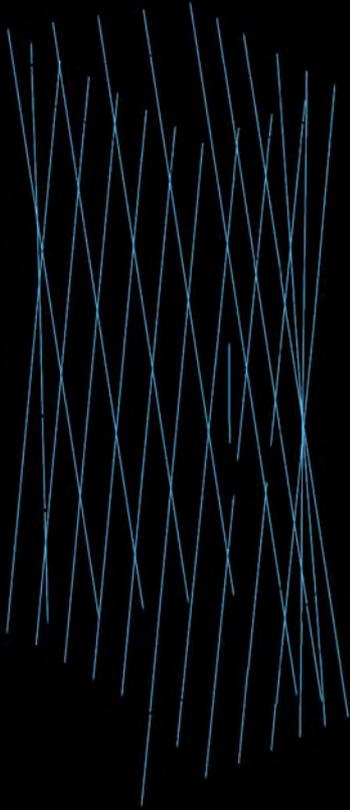
# Structure

Grasshopper definition to receive Flux structural data

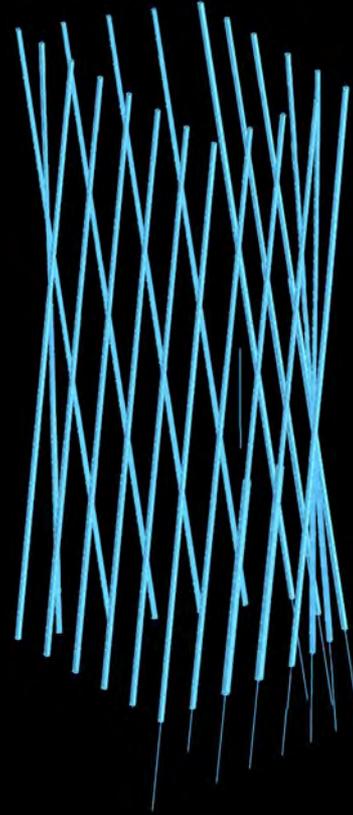


# Structure

organize structure data relative to Grasshopper data



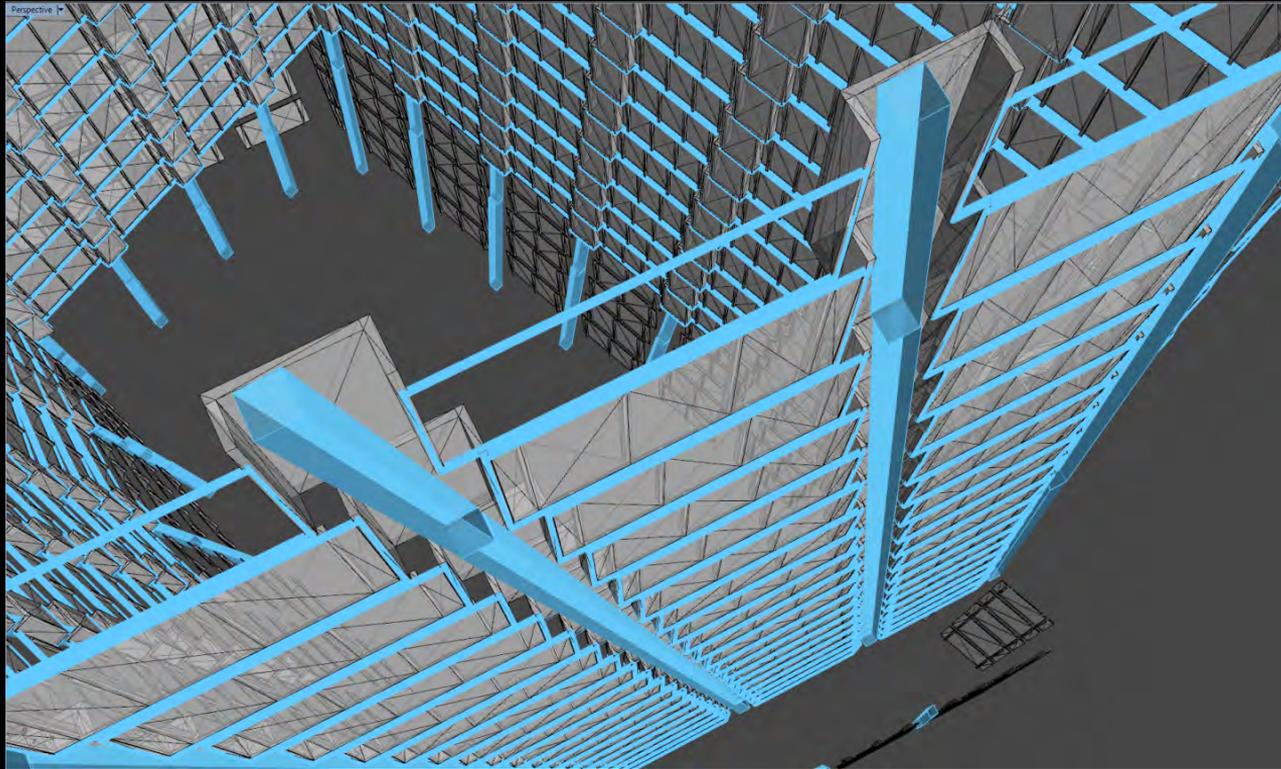
Column center lines



Columns extruded based on dimensions

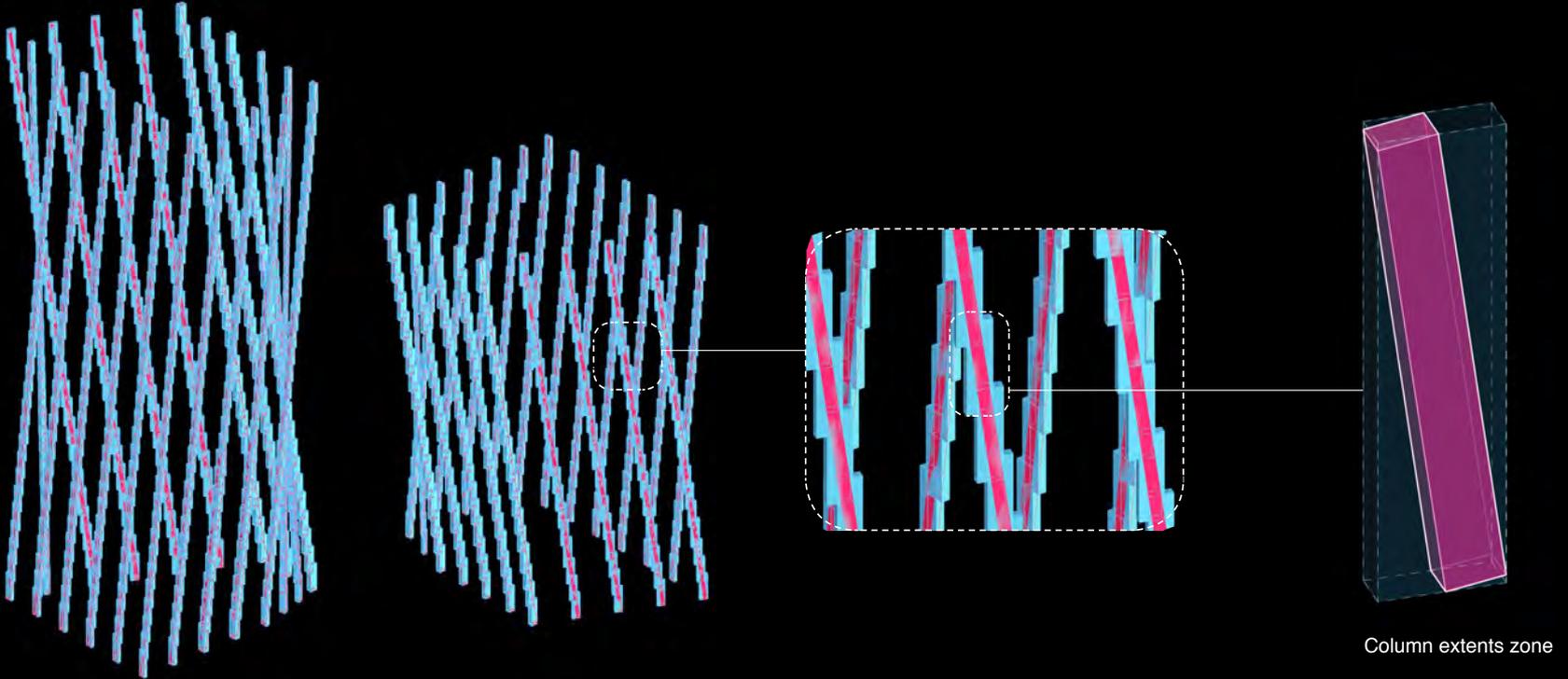
# Structure

column clear zones



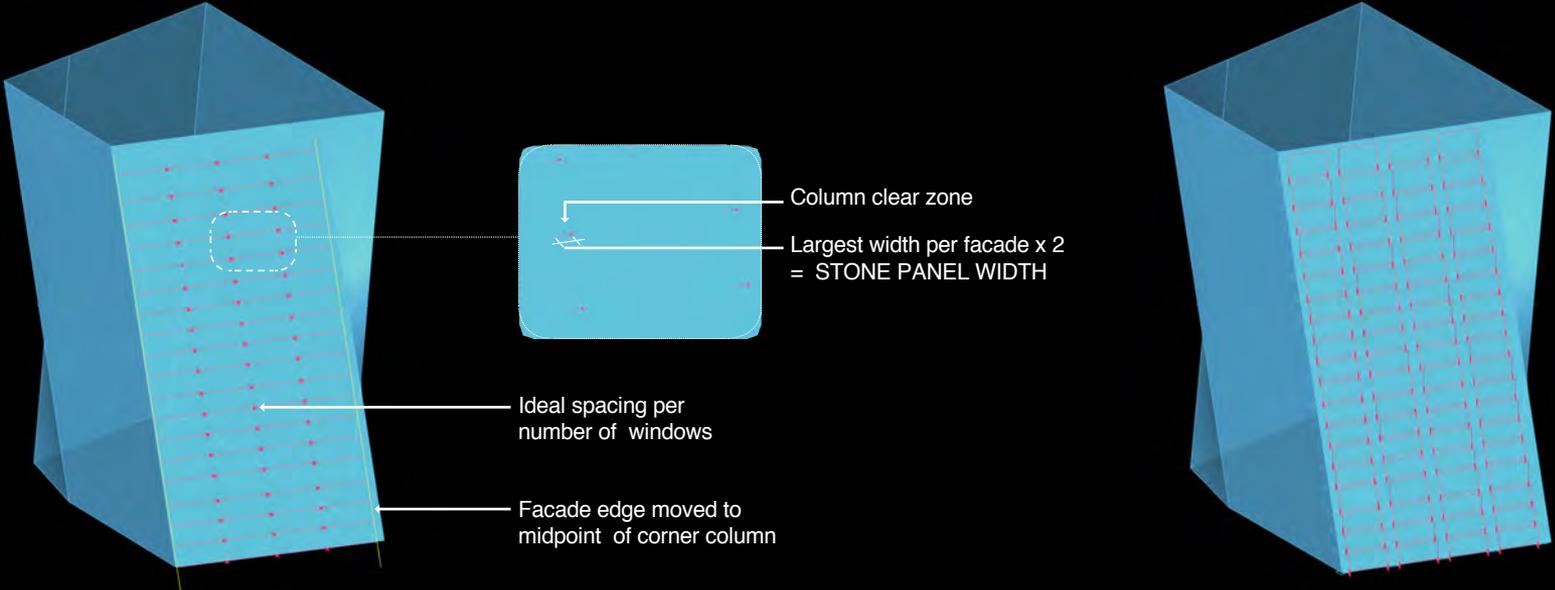
# Structure

column clear zones + extents profile



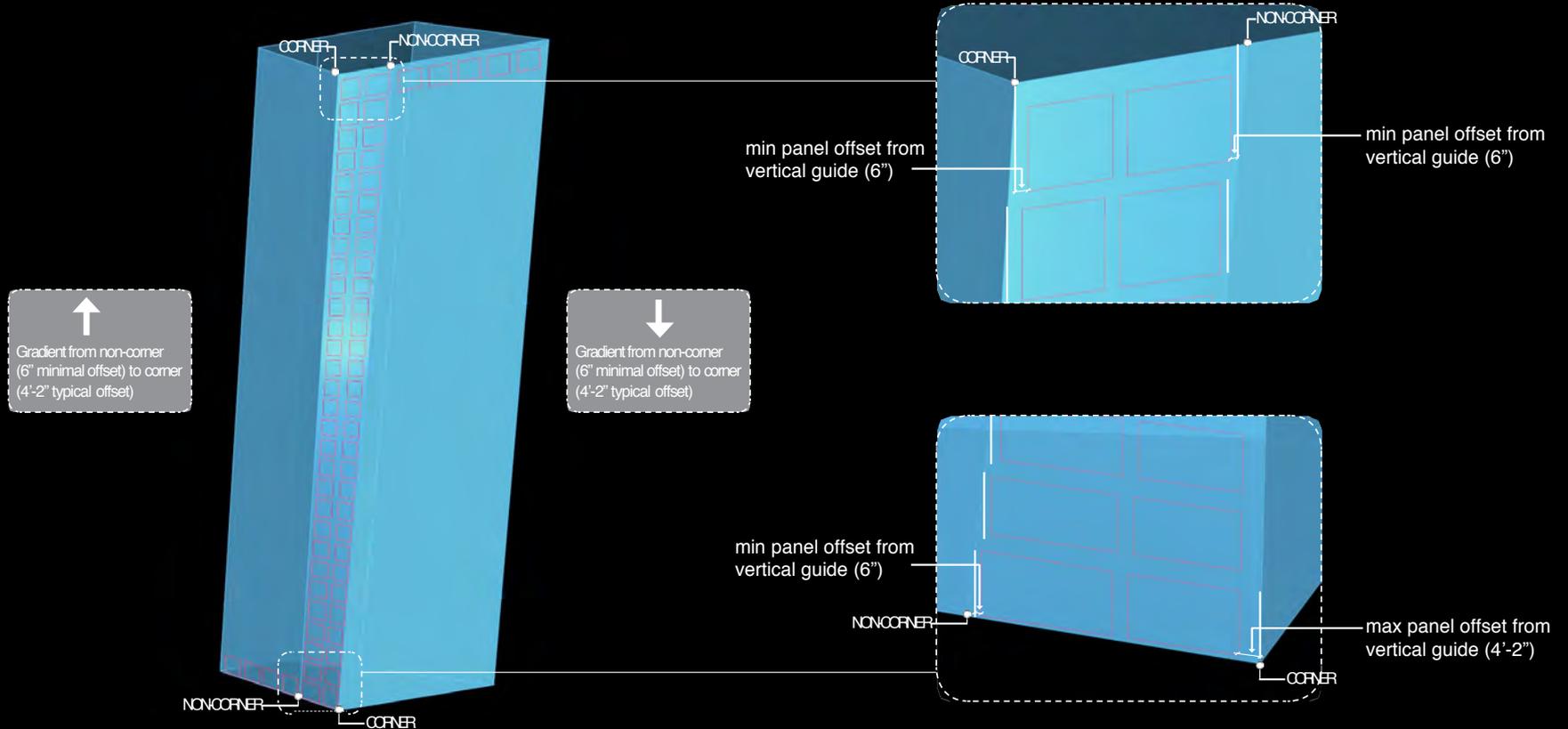
# Windows/Column Gyp

regular facade windows



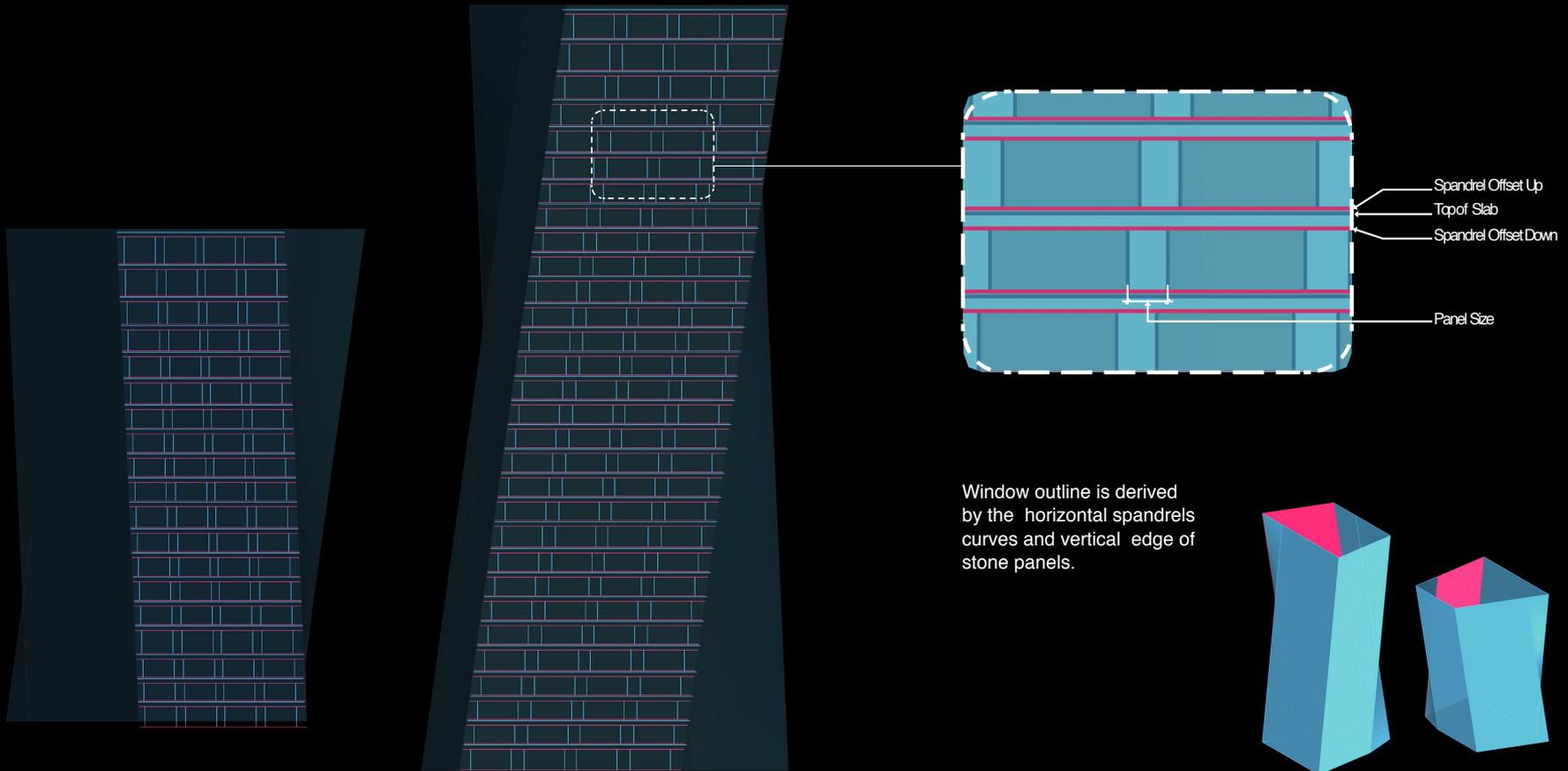
# Windows/Column Gyp

ruled facade windows



# Windows/Column Gyp

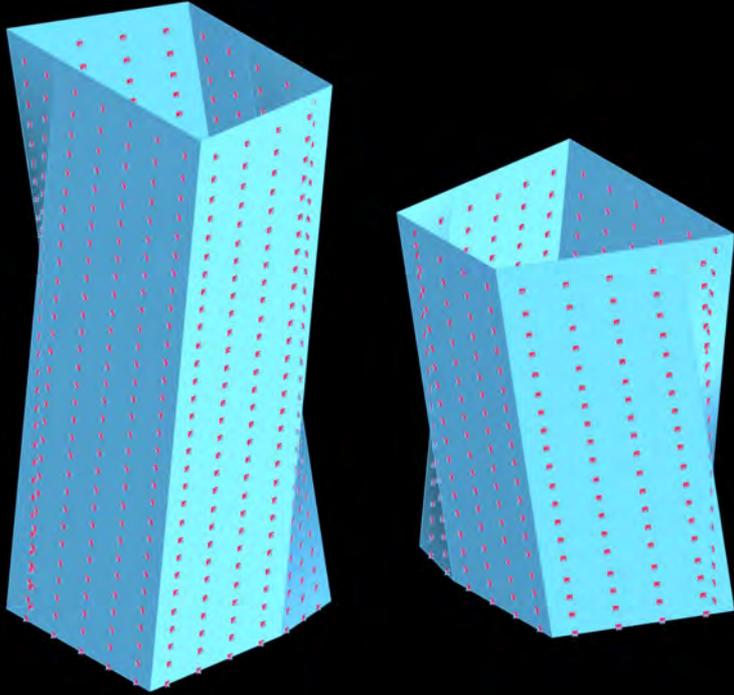
window placement



Window outline is derived by the horizontal spandrels curves and vertical edge of stone panels.

# Windows/Column Gyp

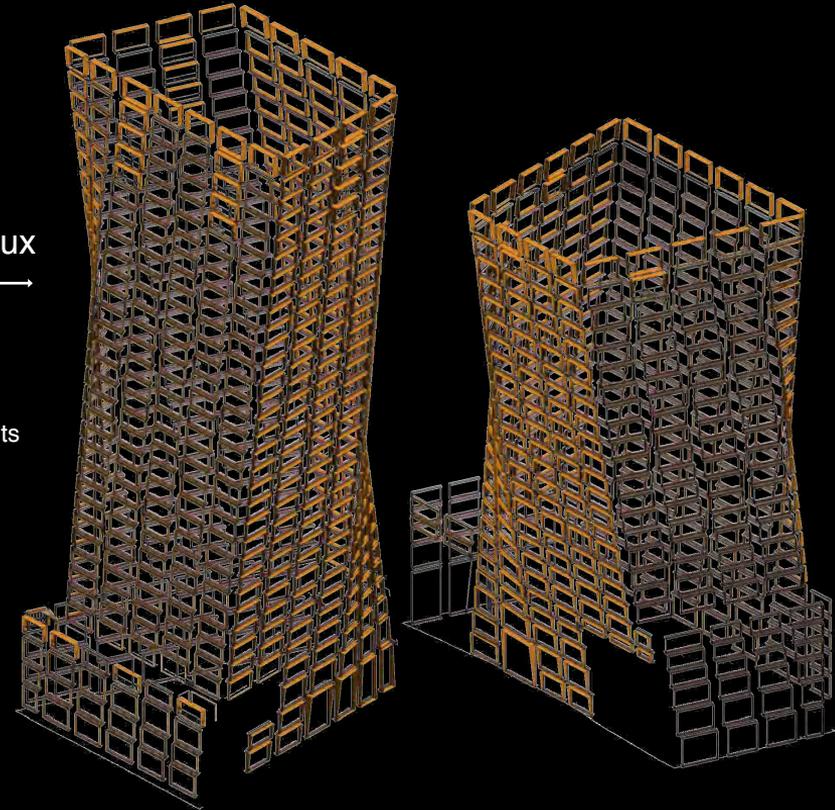
overall window placement



Data sent to Flux

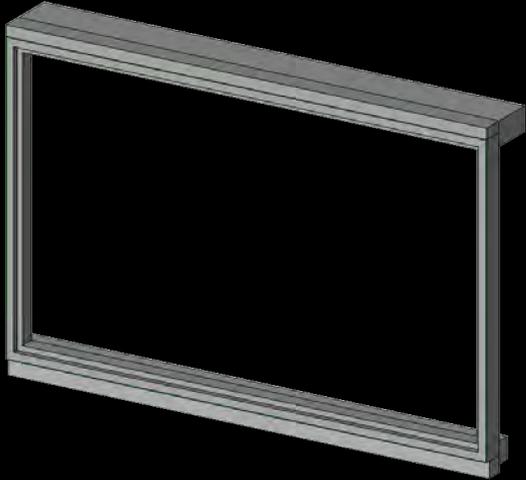


- window positions
- window rotation
- floor to floor heights
- window width
- window corners

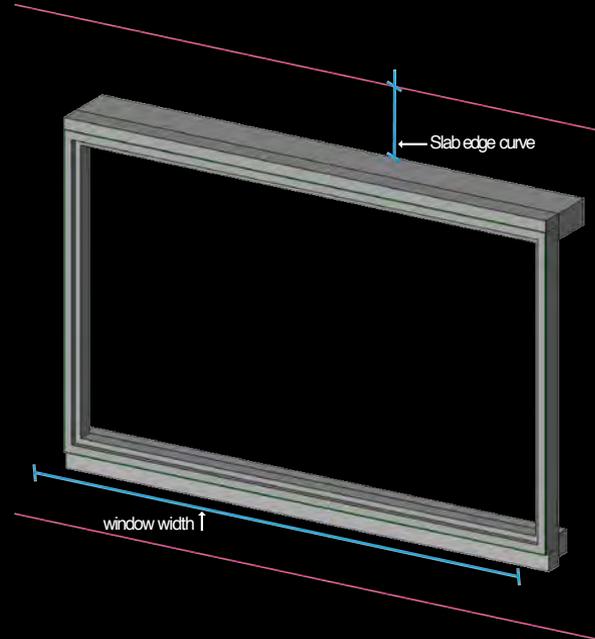


# Windows/Column Gyp

overall window placement



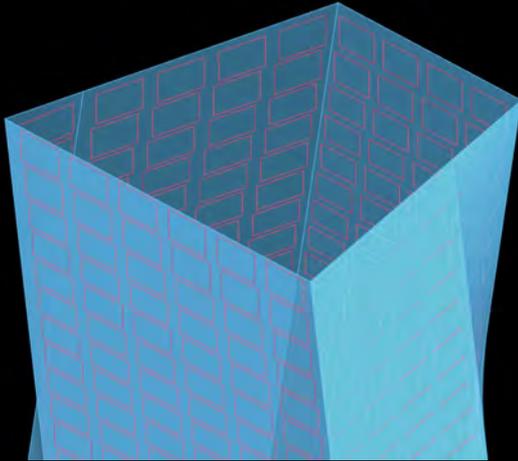
Using data pulled from Flux, Revit window families are placed on the correct point + level, and in the correct orientation (via Dynamo).



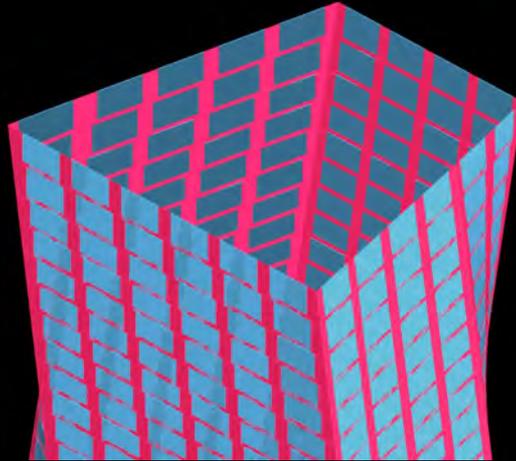
Parameters are added to Revit families for remaining data pulled in from Flux (ie. window width and floor to floor height)

# Cladding/Panels

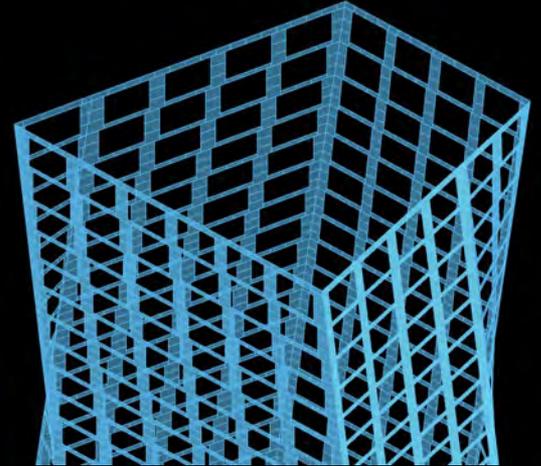
## Stone Panel Logic



Crown surfaces are split horizontally.  
Vertical edge curves are arrayed horizontally based  
on number of crown panels.



Stepping of panels follows angle of corner vertical  
edge curve.



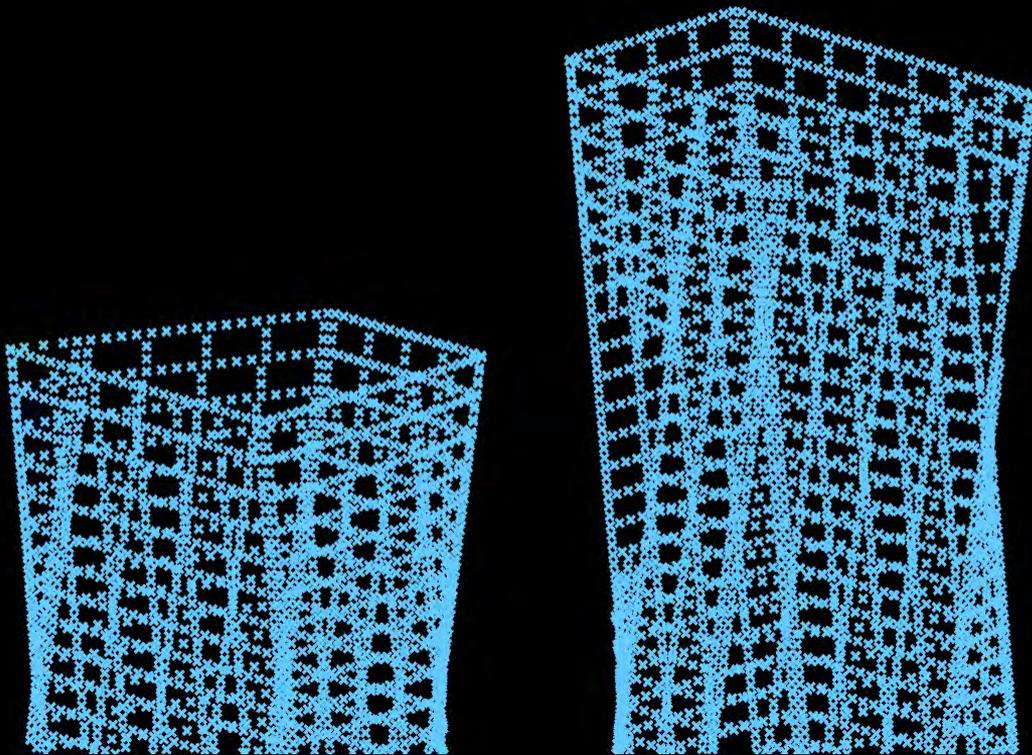
Panel corners extracted to push into Revit

# Cladding/Panels

Stone Panel Placement into Revit/Revit Families via Flux

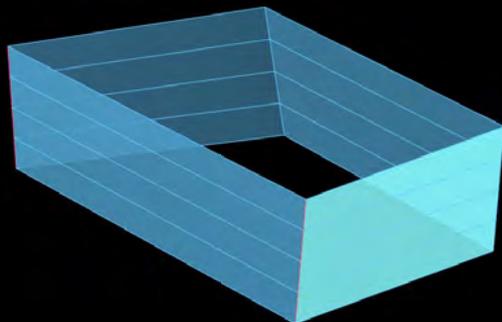
## Data sent to Flux

- placement point
- panel rotation
- panel z height
- panel y depth
- bottom left/right dim
- top left/right dim

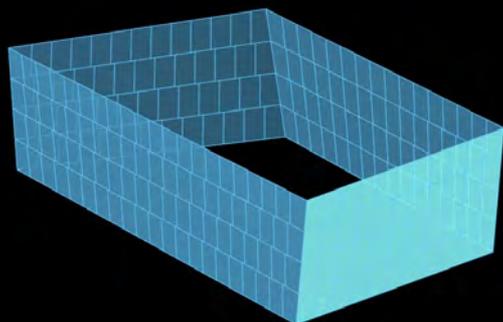


# Cladding/Panels

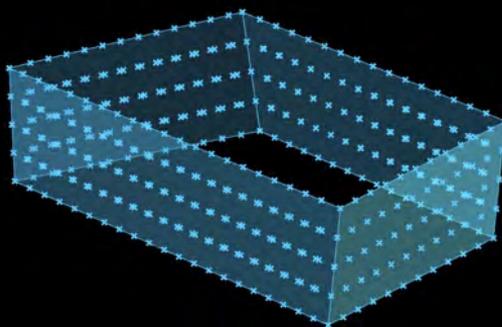
## Crown Panel Logic



Crown surfaces are split horizontally.  
Vertical edge curves are arrayed horizontally  
based on number of crown panels.



Stepping of panels follows angle of corner  
vertical edge curve.



Panel corners extracted to push into Revit

# Cladding/Panels

## Revit and the Need for Speed



Define minimum viable geometry in Grasshopper



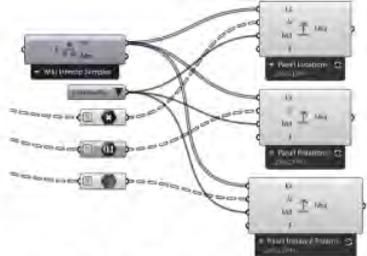
Create Revit adaptive component (<1 minute)



Create Revit generic family with instance parameters (2-4 hours)



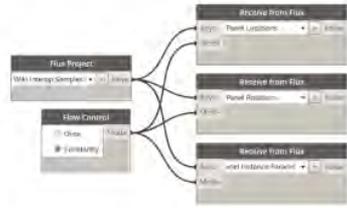
Send Grasshopper points to Flux



Send Grasshopper locations, orientations, and param data to Flux



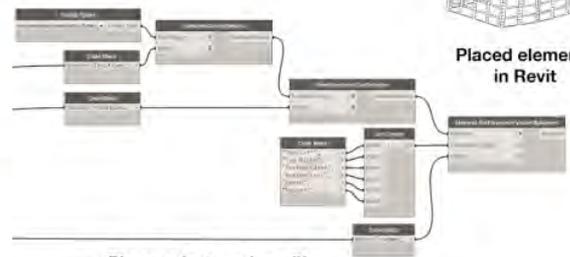
Receive points from Flux in Dynamo



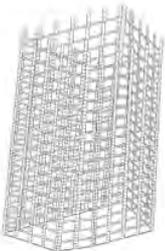
Receive data from Flux in Dynamo



Place adaptive components in Revit (2700 elements in 4 minutes)



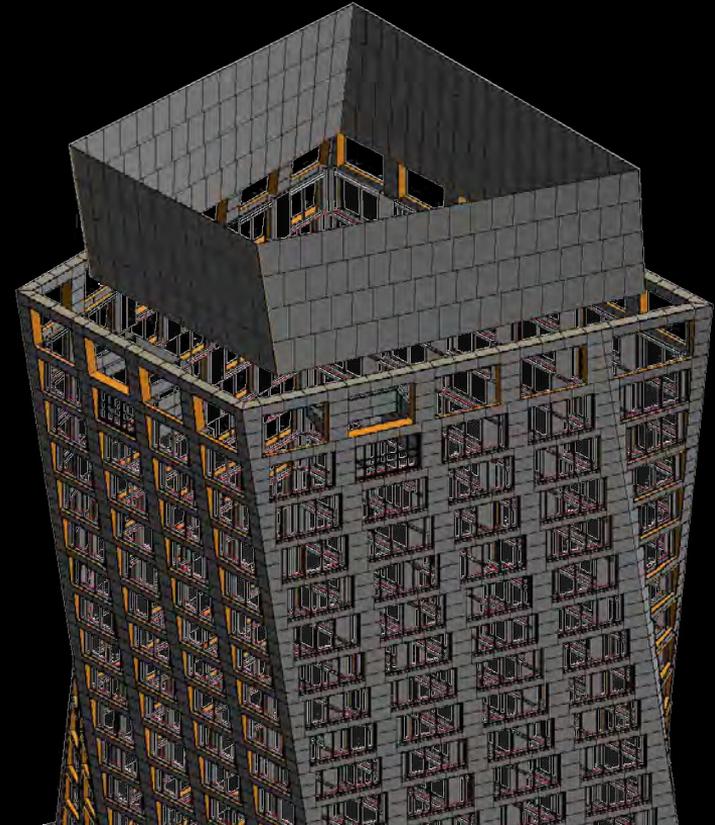
Place, orient, and modify generic family instances in Revit (2700 elements in < 15 seconds)



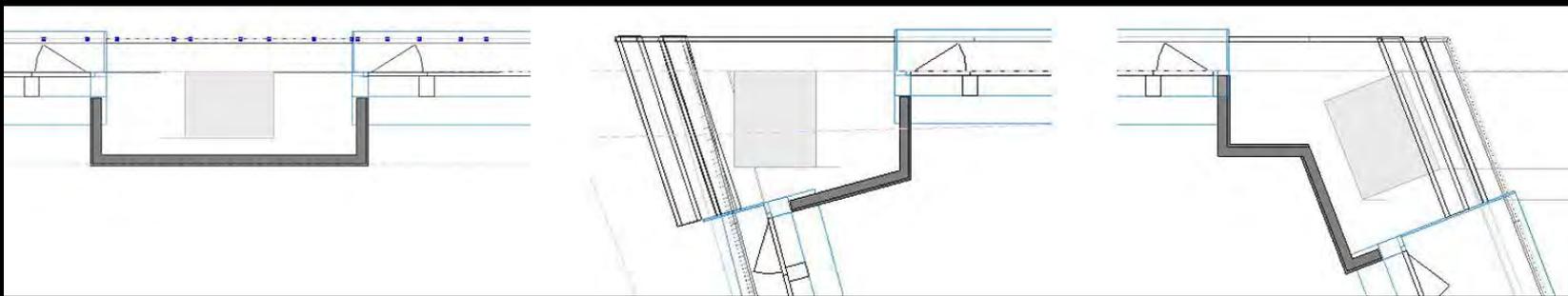
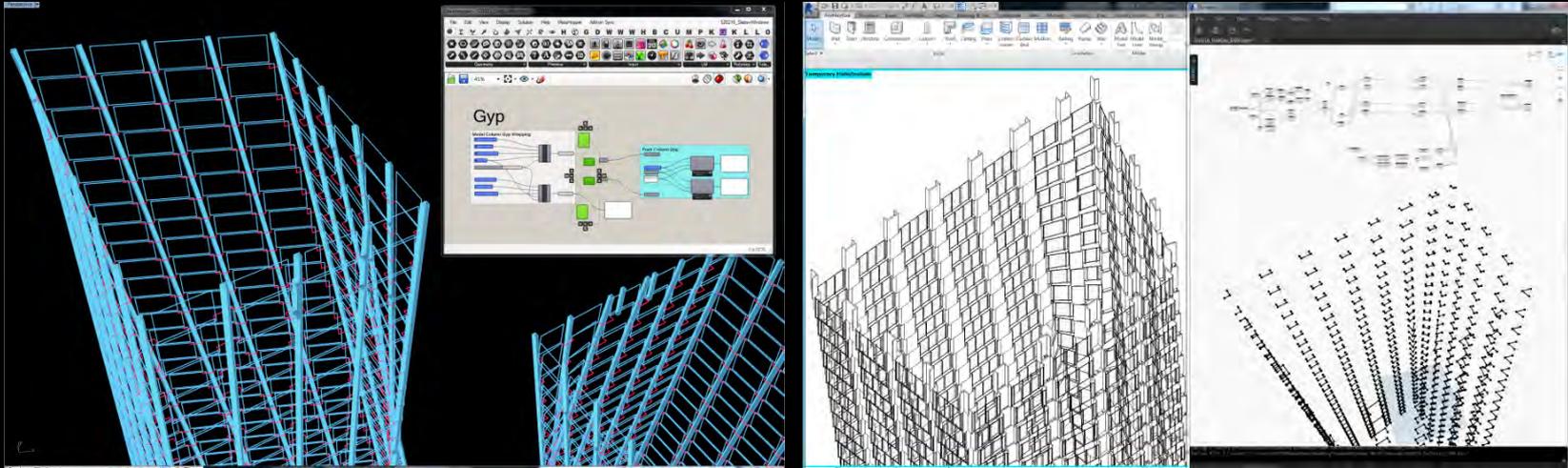
Placed elements in Revit

# Cladding/Panels

Global vs Local



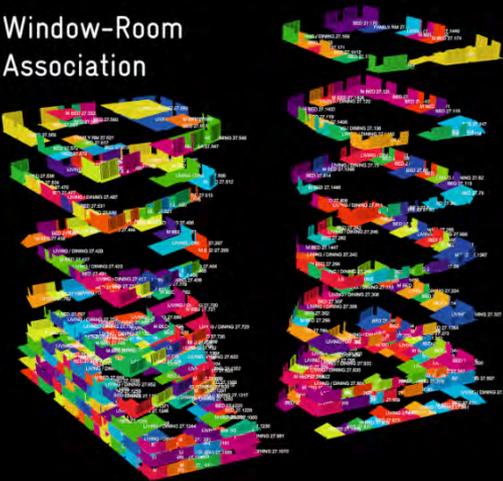
# Parametric Drywall



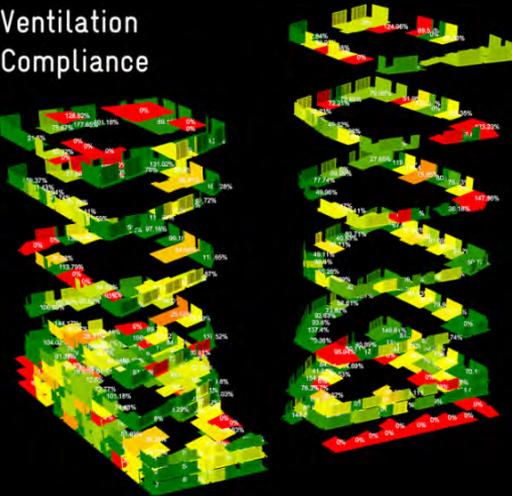
# Analysis

Other examples of interop approach

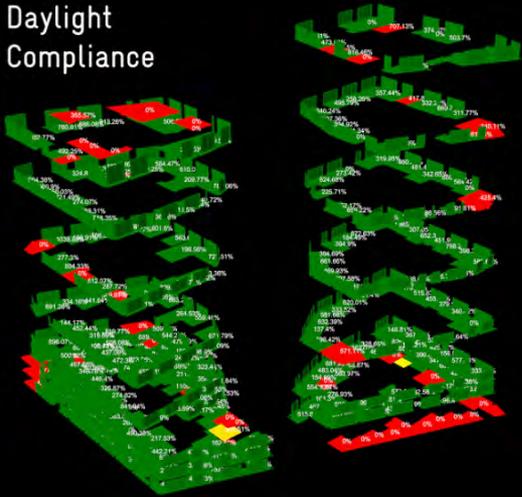
Window-Room Association



Ventilation Compliance

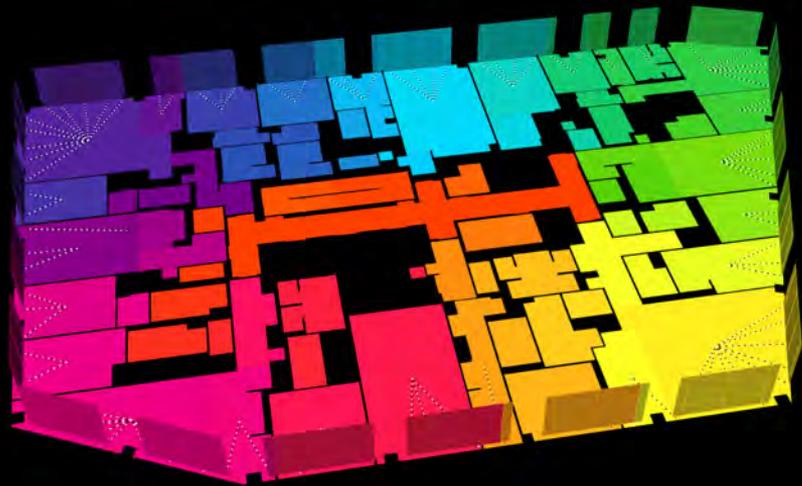
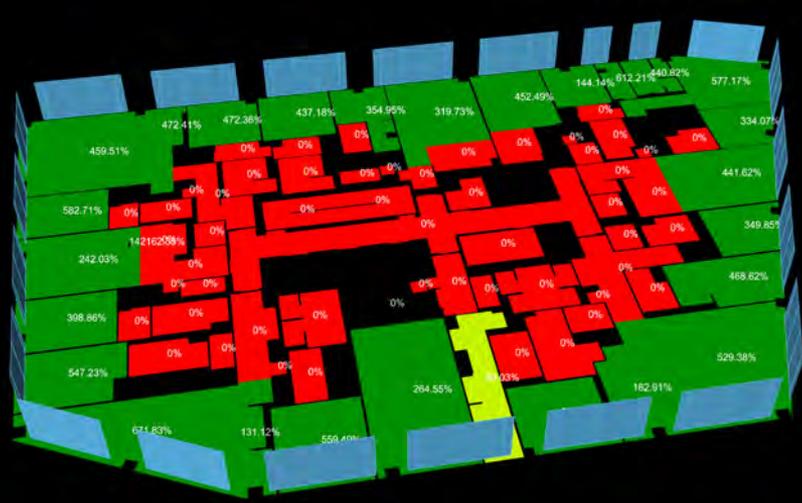


Daylight Compliance



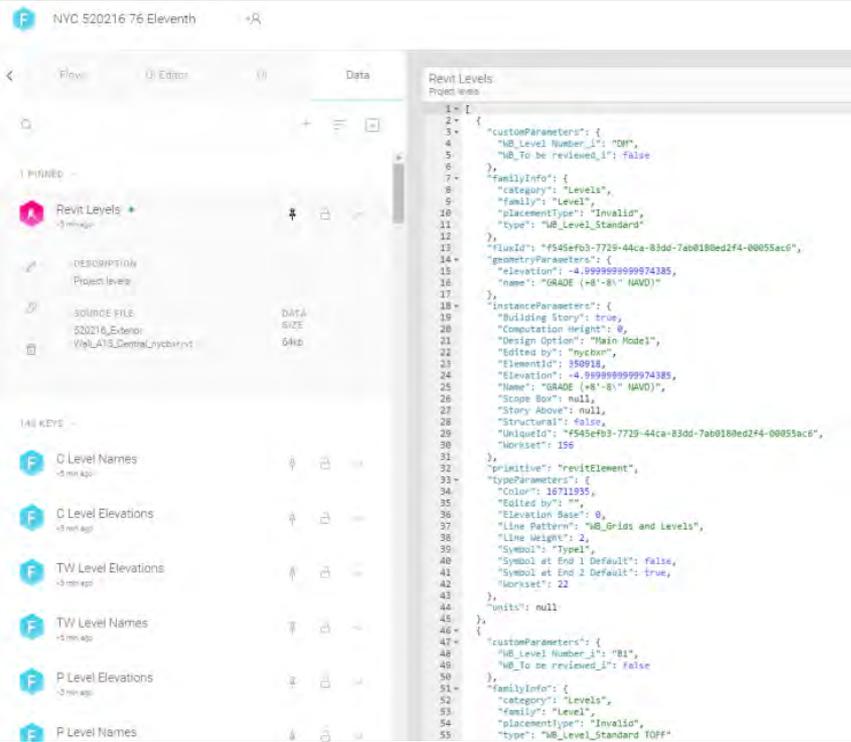
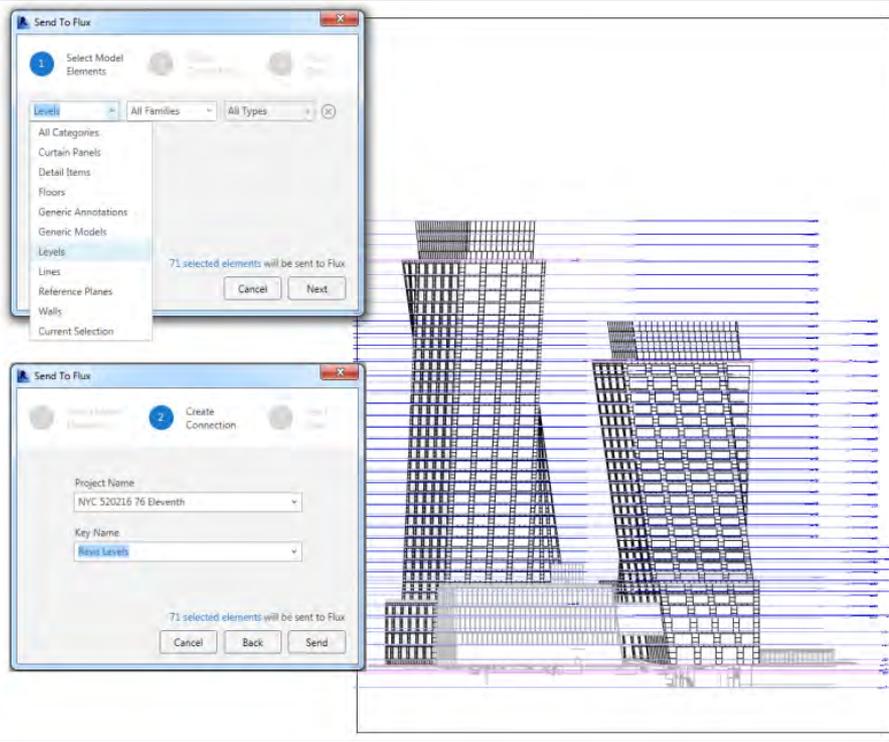
# Analysis

Other examples of interop approach



# Data Formats

## JSON



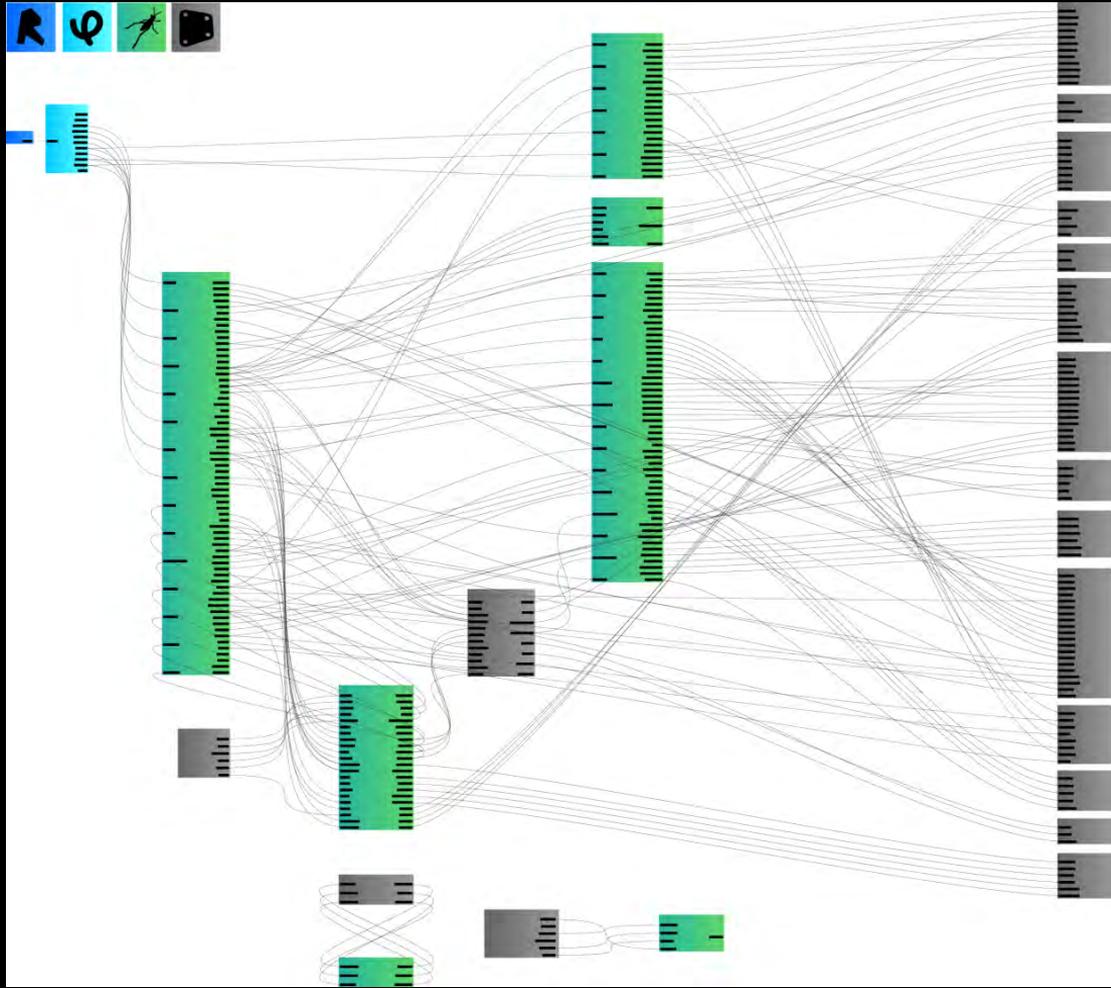
# Data Formats

## JSON

```
{
  "familyInfo": {
    "Category": "Levels",
    "Family": "Level",
    "Type": "WB_Level_Standard"
  },
  "geometryParameters": {
    "Elevation": 54.999999999999699,
    "Name": "FLR 5 - PODIUM EAST"
  },
  "instanceParameters": {
    "Building Story": true,
    "Computation Height": 0,
    "Edited by": "",
    "ElementId": 1013505,
    "Elevation": 54.999999999999699,
    "Name": "FLR 5 - PODIUM EAST",
    "Scope Box": null,
    "Story Above": null,
    "Structural": false,
    "UniqueId": "608634be-46b3-4622-b1e0-1ba0",
    "Workset": 0
  },
  "primitive": "revitElement",
  "typeParameters": {
    "Color": 16711935,
    "Edited by": "",
    "Elevation Base": 0,
    "Line Pattern": "WB_Grids and Levels",
    "Line Weight": 2,
    "Symbol": "Type1",
    "Symbol at End 1 Default": false,
    "Symbol at End 2 Default": true,
    "Workset": 22
  }
}
```

# The Metagraph

Interop Overview



# Design to Fabrication

The Potential



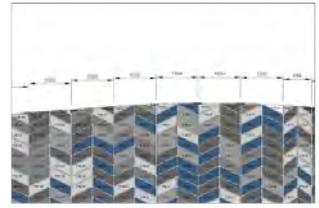
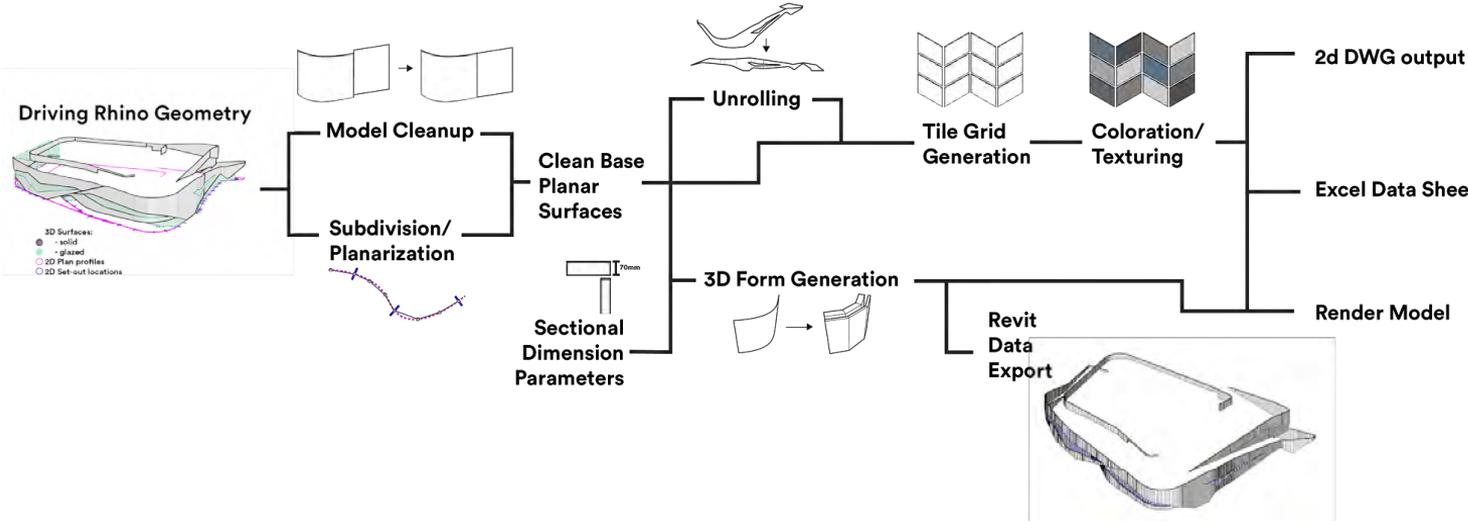
# Current Status

On site



# Designing the Design Workflow

Incorporating volatility and "obsolete" deliverables



Material	Color	Code	Code
Blue	Blue	000000	000000
Green	Green	008000	008000
Red	Red	FF0000	FF0000
Yellow	Yellow	FFFF00	FFFF00
Grey	Grey	808080	808080
White	White	FFFFFF	FFFFFF
Black	Black	000000	000000
Light Blue	Light Blue	ADD8E6	ADD8E6
Light Green	Light Green	90EE90	90EE90
Light Red	Light Red	F08080	F08080
Light Yellow	Light Yellow	FFFFE0	FFFFE0
Light Grey	Light Grey	D3D3D3	D3D3D3
Light White	Light White	F0F0F0	F0F0F0
Dark Blue	Dark Blue	000080	000080
Dark Green	Dark Green	008000	008000
Dark Red	Dark Red	800000	800000
Dark Yellow	Dark Yellow	808000	808000
Dark Grey	Dark Grey	404040	404040
Dark White	Dark White	808080	808080
Dark Black	Dark Black	000000	000000



# Designing the Design Workflow

One size does not fit all

## Workflow Considerations

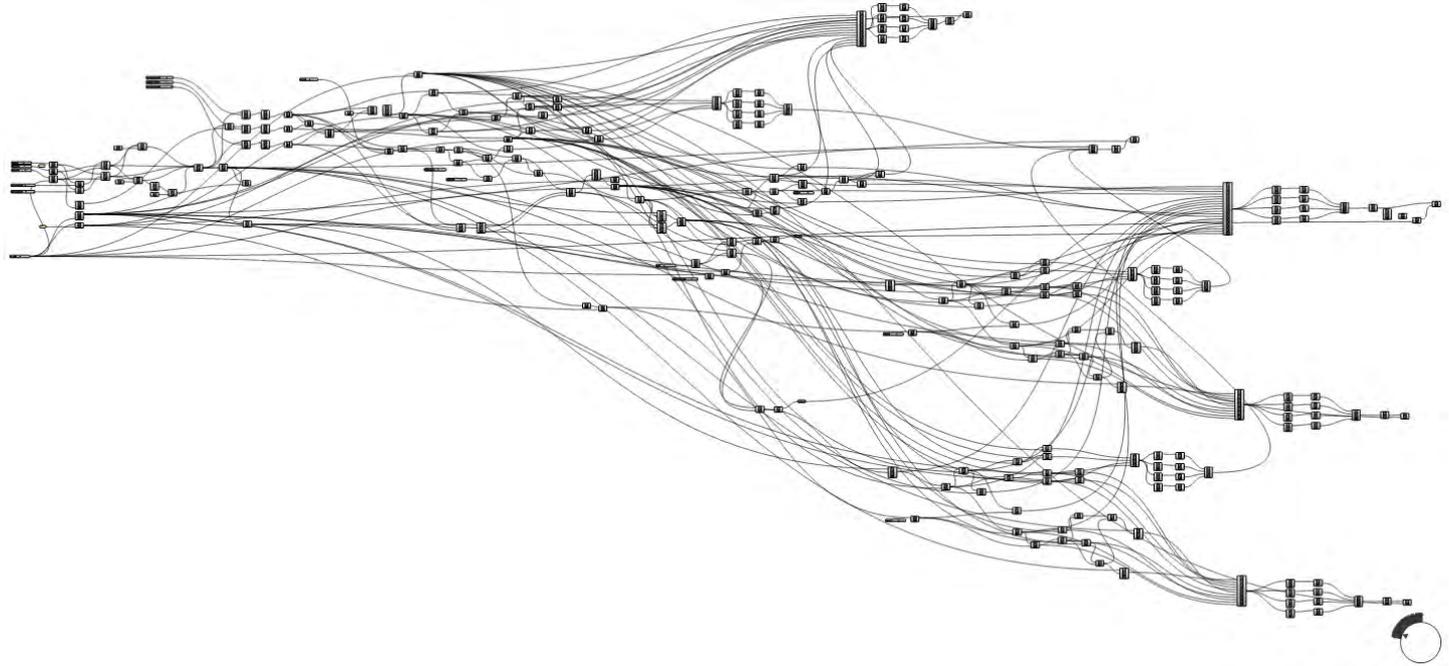
1. Contractual and deliverable requirements
2. Regional variation
3. Project team skill/preference
4. Phase(s)/workflow lifecycle
5. Stakeholder interest
6. Software utilized
7. Geometric considerations
8. How the team wants to communicate (Slack!)
9. ...

## Workflow Determinations

1. Use Grasshopper as much as possible in order to quickly solve complex geometry and leverage the interrelationships encapsulated within a single graph.
2. Minimize the use of Dynamo for complex geometry – it is slower and less agile compared to Grasshopper. Restrict it's use to where it shines: Revit model interaction for automated element placement and parameter value population.
3. Encapsulate all data interoperability logic within a single Flux project.
4. Define each aspect of the model once and only once.
5. Identify the minimal non-programmatic inputs required to drive the computational model.

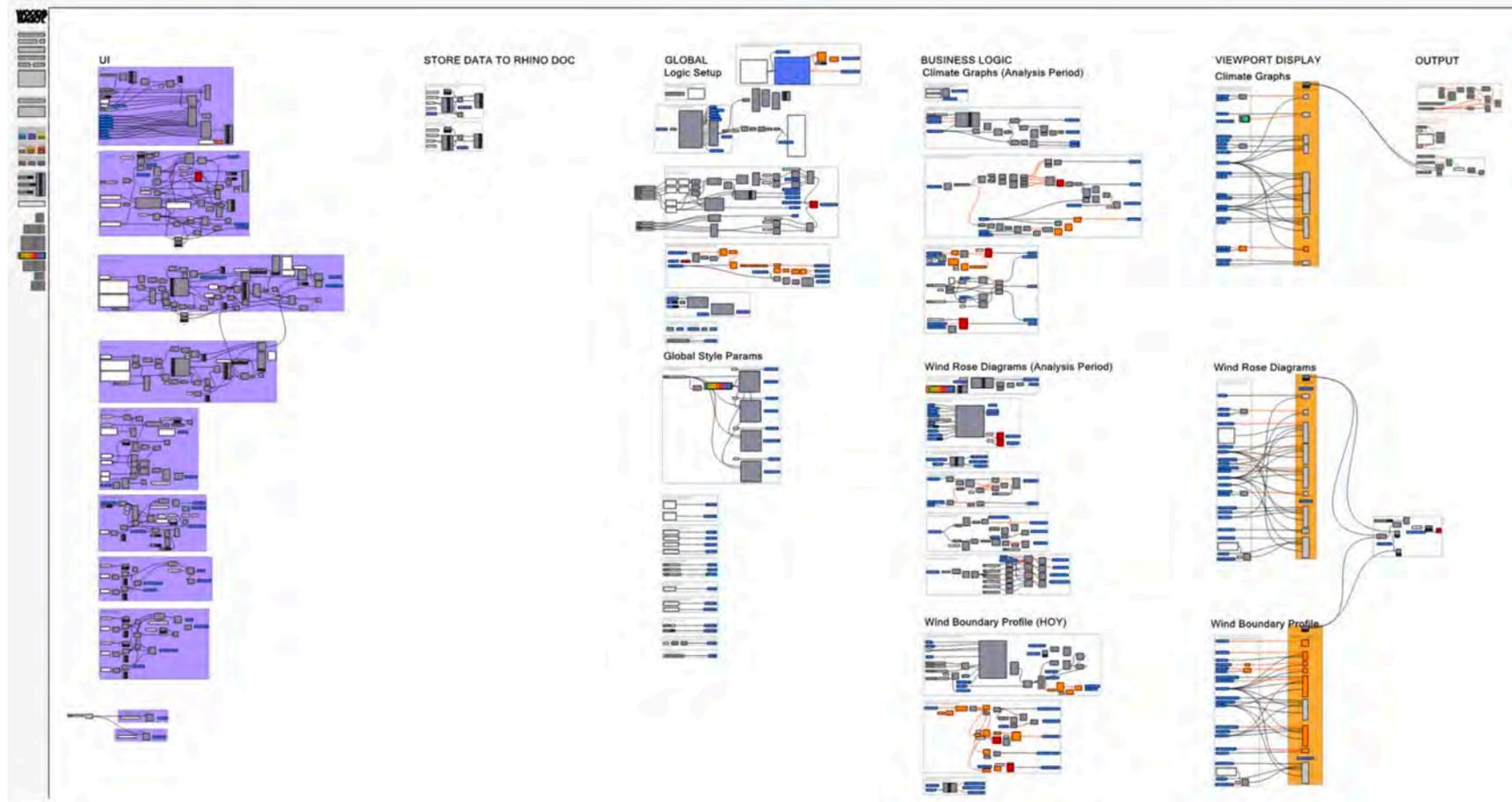
# Working in Teams

Inheriting someone's logic



# Working in Teams

Structuring for collaboration



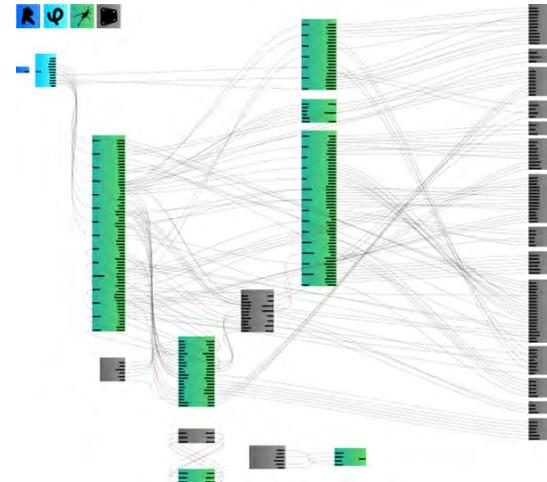
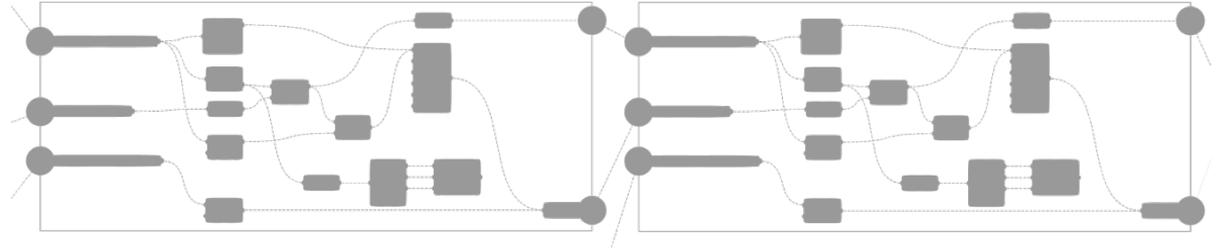
# Working in Teams

## Linked Graphs

### Scalability

For reasons largely stemming from performance and intelligibility, it's unlikely (and certainly not recommended) to tackle all programmatic functionality with a single script (a “hydra” or “spaghetti monster”).

Scalability can be solved not only by making visual programming environments more powerful, but also by lending situational intelligence to scripts so that they can be modular and interdependent.



# Where to place model intelligence

“Several users who have responded to this thread have honed in on one of the things Dynamo offers which separates it from applications like Grasshopper and GC. Through its integration with Revit, we like to say that Dynamo enables you to **choose where you want to put your intelligence**. For example, you might have an Adaptive Component family in **Revit that has incredibly complex internal relationships** that you’ve constructed and refined over many months or years. **This family has a large amount of embedded intelligence. But, it has limited situational intelligence.** That is, you place it next to another version of itself in a project and the two instances can’t talk to each other, and they can’t respond in any variable way to other drivers in the project. This is where you can add an additional layer of intelligence with Dynamo, using Dynamo to get parameters from one to set parameters on the other, or to set parameters on the instances based on some other value in the project. By comparison to GC or Grasshopper, you’d have to build all of this functionality in the graph, which is totally possible, albeit a bit unwieldy. On a more prosaic level, Dynamo solves the problem that making your geometry in an application that is not Revit, when Revit is where you are building the final deliverable, is a pain in the ass.”

# Where to place model intelligence

(Most) Everything is Quantifiable

### INHERENT GEOMETRIC DATA

Valid surface.  
Trimmed surface  
NURBS Surface  
"U": degree=3 CV count=4 (0.000 <= U <= 10.000)  
"V": degree=3 CV count=4 (0.000 <= V <= 10.000)

UVW locations  
{3.333333, 7.5, 0.0}  
{1.666667, 5.0, 0.0}

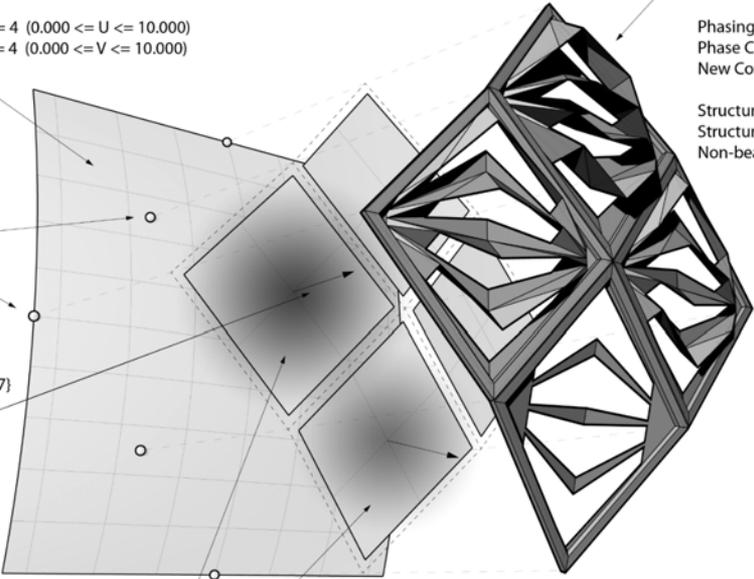
Surface centroid  
{2.502394, 9.730019, 0.606877}  
Normal vector  
{-0.107317, -0.994225, 0.0}

### EXTERNAL GENERATIVE DATA

USA\_NY\_NewYork-LaGuardia.AP.725030\_TMY3.epw  
gendaymtx.exe  
Average Daily Irradiance Panel A = 3.50 KW-H/m2  
Average Daily Irradiance Panel B = 2.00 KW-H/m2

### SUPPLEMENTAL BIM DATA

Materials & Finishes:  
Shading Screen Finish:  
Stainless Type 304 20 ga  
Phasing:  
Phase Created:  
New Construction  
Structural:  
Structural Usage:  
Non-bearing



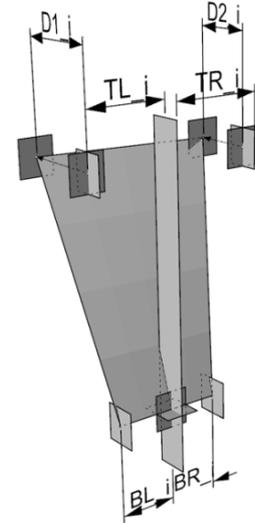
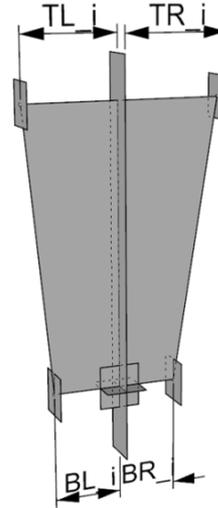
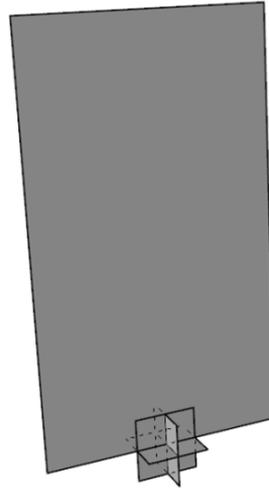
# Where to place model intelligence

## Interrelated Hierarchies of Intelligence

### Object Intelligence

Object intelligence can be found in a parametric object capable of adapting holistically in response to changes in one or more of its parameter values.

A good example of object intelligence is a parametric family in Revit. The object itself is quite smart, but it has no awareness of its context, such as its relationship with neighboring elements.



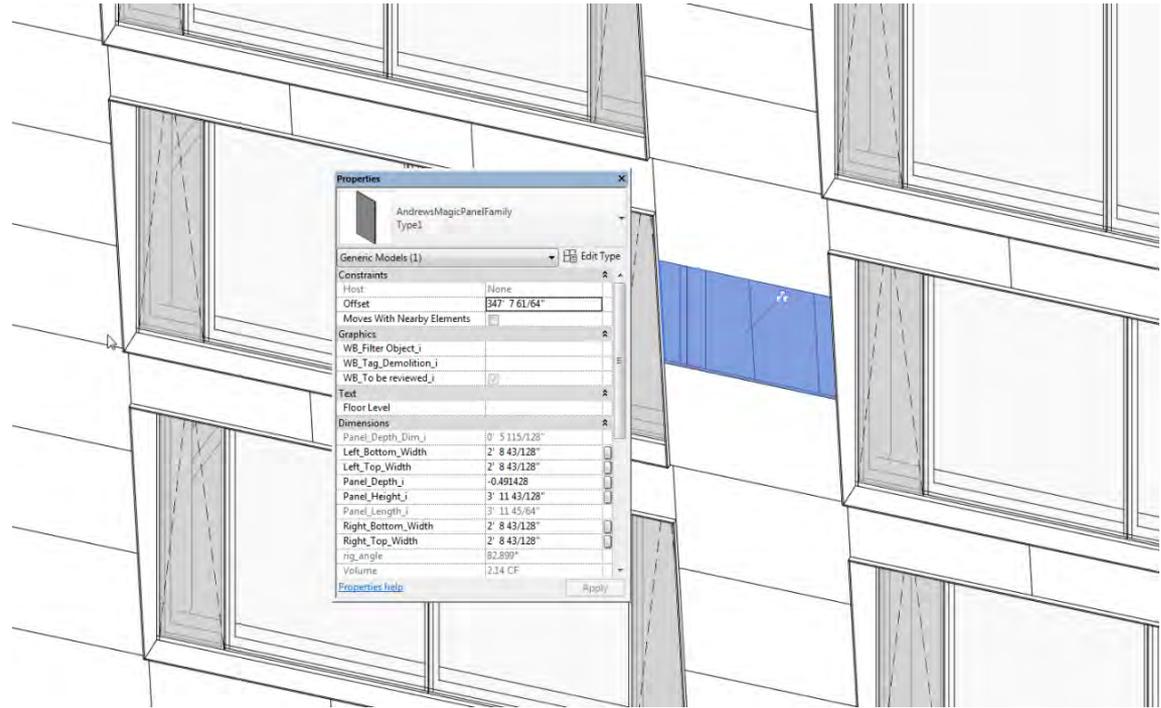
# Where to place model intelligence

## Interrelated Hierarchies of Intelligence

### Situational Intelligence

Situational intelligence arises through the construction of inter-element relationships. Objects become aware of both themselves and other elements in the model.

Scripts are often used to induce situational intelligence on model elements by constructing relationships between their properties, such as positioning exterior wall panels based on the positions of windows.



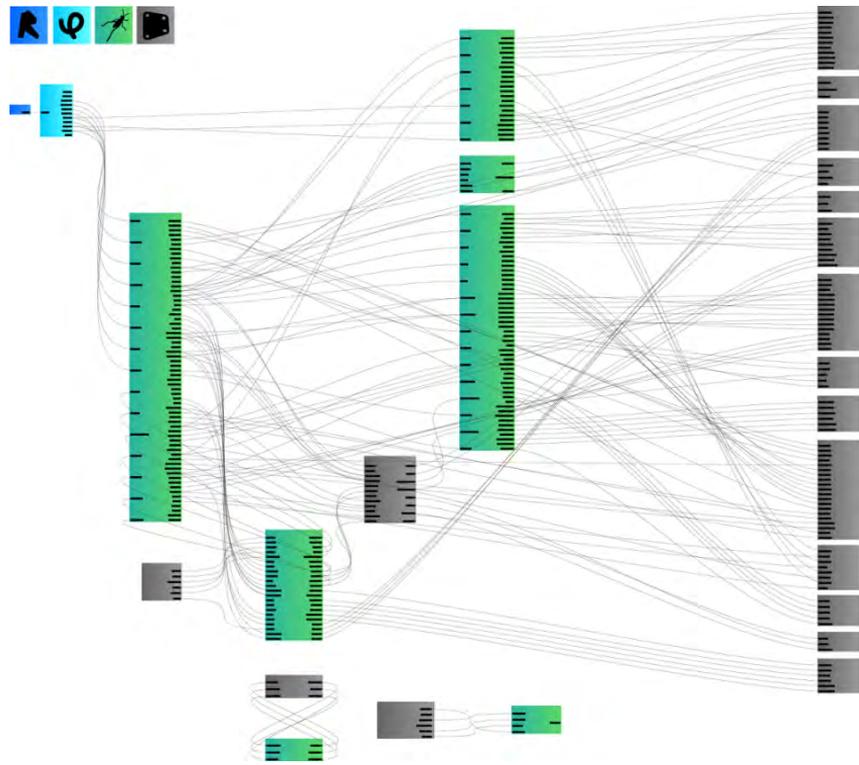
# Where to place model intelligence

Interrelated Hierarchies of Intelligence

## Systemic Intelligence

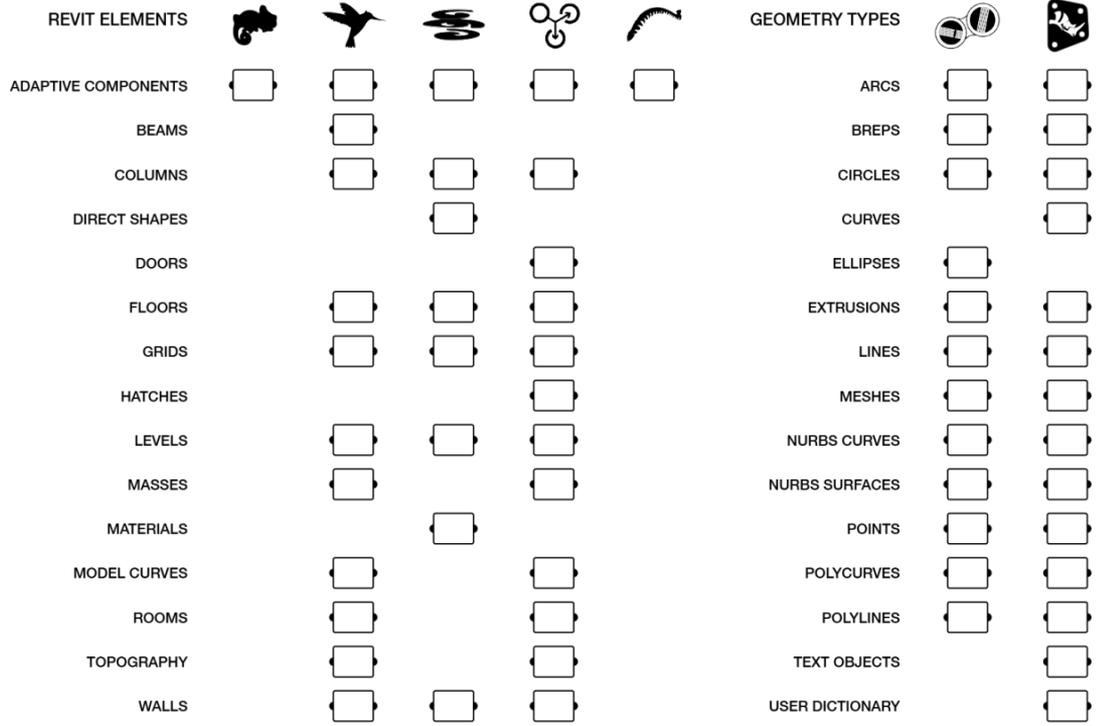
Systemic intelligence goes beyond the interrelatedness of elements in a singular model context to the relationships of interdependent models themselves, and any scripts that operate within the model contexts.

There is currently no solution for driving system-level model relationships, especially not multi-platform relationships



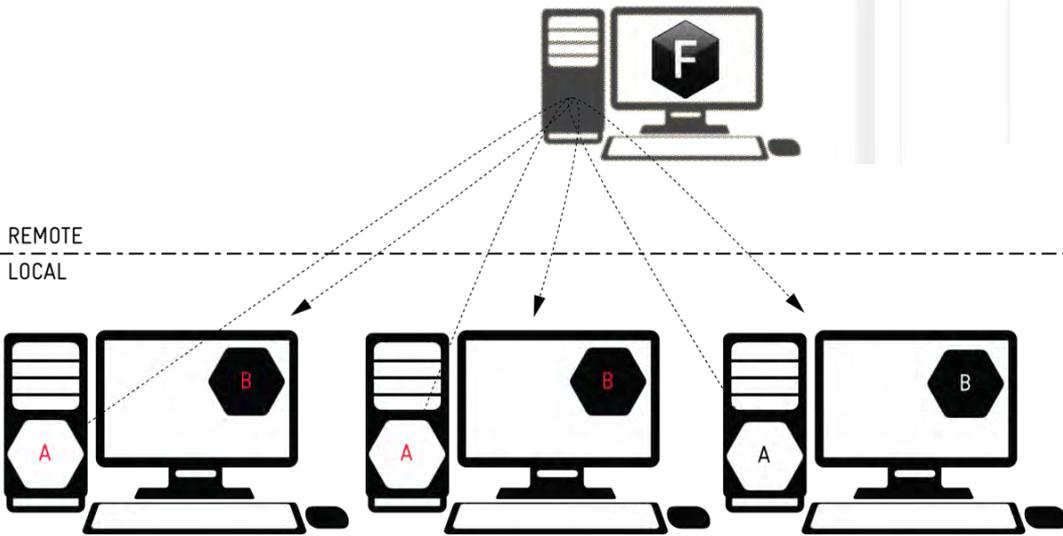
# Interop Data Paradigms

From Geometry to Data

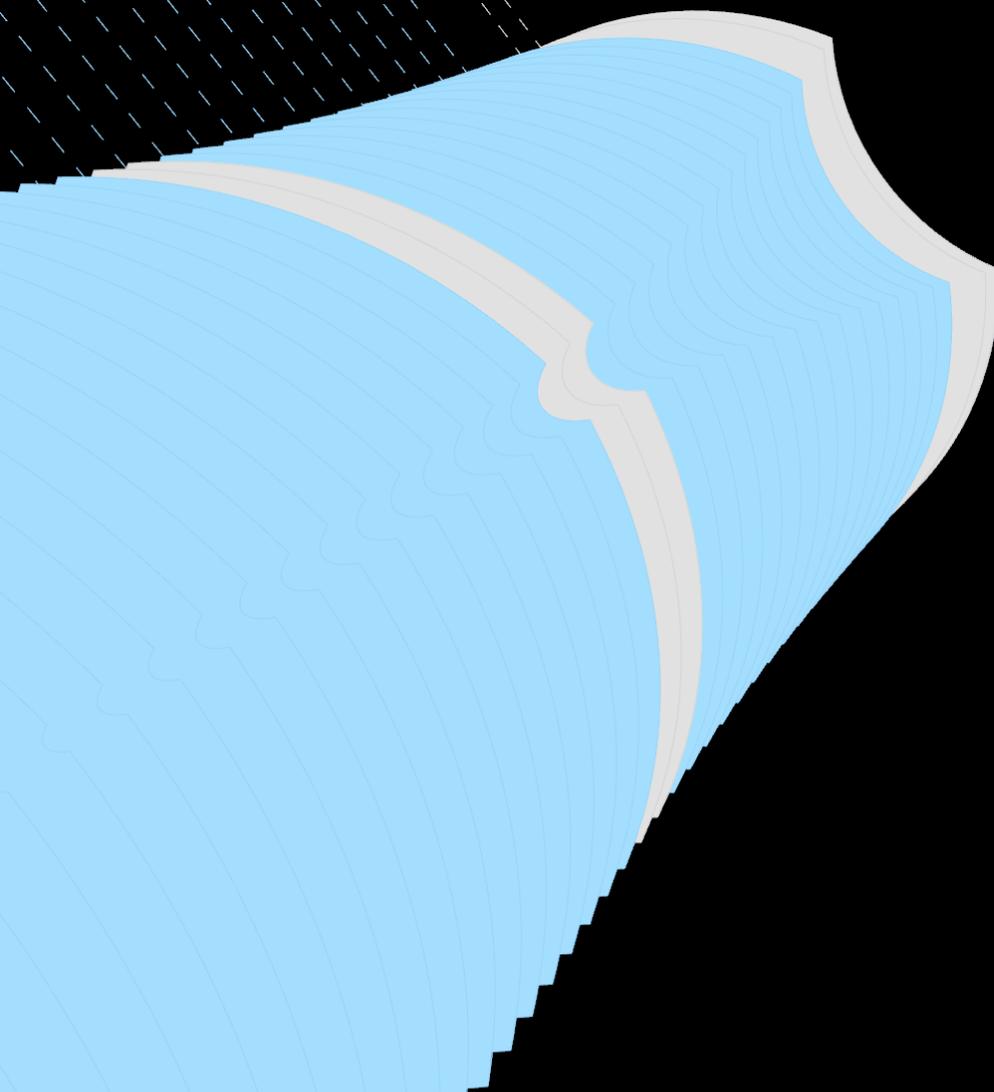


# Interop Data Paradigms

## Cloud-based Visual Programming for Designing Information Exchange



A screenshot of a visual programming interface (VPL) showing a data flow graph. The graph is divided into four stages: A, B, C, and D. Stage A contains a 'Level' node. Stage B contains 'Level Name' and 'Level Elevation' nodes. Stage C contains 'Level Name Ascending' and 'Level Elevation Ascending' nodes. Stage D contains 'Sort Levels' and 'Output vals to keys' nodes. The interface includes a 'Data' panel on the left and a 'Sort' panel at the bottom. The 'Sort' panel shows a list of levels with their names and elevations, sorted by level name ascending. The 'Output vals to keys' panel shows a list of keys and their corresponding values.



WUE CO... - □ ×

 WOODS BAGOT  
DESIGN TECHNOLOGY

### Select Design Model

User Live Grasshopper Massing Model ▾

Show Structure

**STRUCTURE**

Column Offset from Facade

Resi Convex Column Count

Resi Concave Column Count

Office Convex Column Count

Office Concave Column Count

Maximum Allowable Span

Show Excessive Spans

**Export Resi Structure SAT Mass for Revit**

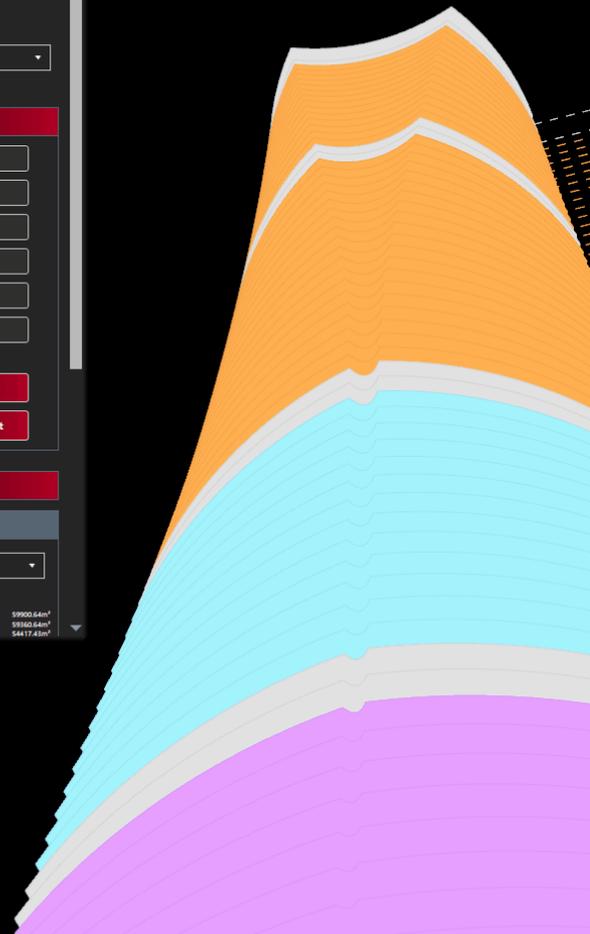
**Export Office Structure SAT Mass for Revit**

**TOWER FORMS**

**AREA CALCULATIONS**

Select Area Metric to Display by Level ▾

RESI TOWER (T1)		OFFICE TOWER (T2)	
Total CBUA	85019.53m <sup>2</sup>	Total CBUA	59900.64m <sup>2</sup>
Total OBUA	83619.50m <sup>2</sup>	Total OBUA	59500.64m <sup>2</sup>
Total GSA	70855.52m <sup>2</sup>	Total GSA	54417.43m <sup>2</sup>





**Thank you.**

