

Exploring Visualizations

An Overview of a Seminar in 3D Modeling and Printing

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Summer 2015

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3D Modeling Workshop

Exploring
Visualizations

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Introduction

Basic 3D
Modeling

Modeling with
Python

During the 2014-15 Year, I ran a workshop meant to introduce faculty, grads, and undergrads to 3D modeling and 3D printing.

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- One session, 1-2 hours a week
- Ran in a workshop manner - Not lecture
- Projects (ideally) take a single workshop, but many went for longer
- Used Rhino 5 for Windows (30 license school lab \$975)
- Local company, owned by an alumnus, let us use his Makerbot Replicator 2 at cost of material

This Talk's Goals

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The Goal of this talk is to give you an outline for a workshop you want to run.

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Let everyone realize how useful customizable 3D models can be for a mathematician

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Let everyone realize how useful customizable 3D models can be for a mathematician in research or teaching.

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The beginning of the workshop focused on users becoming familiar with the GUI and basic creation tools available to them.

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- Working in a digital 3D environment
- This is a long process - About half a semester
- The following projects were designed to make the user comfortable in this new world

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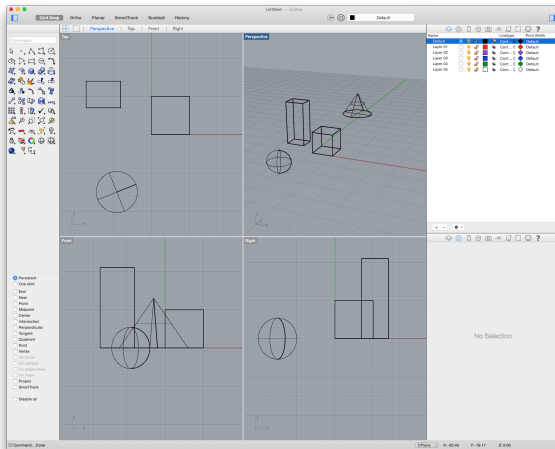
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The first project was not meant to be printed. Commands they learn:

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- Create cubes, spheres, cones, cylinders, etc

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The first project was not meant to be printed. Commands they learn:

- Create cubes, spheres, cones, cylinders, etc
- Copy and Paste

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- Move

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Directions: Build a *SWEET* Castle with the shapes you can now create.

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- Create cubes, spheres, cones, cylinders, etc
- Copy and Paste
- Move

Directions: Build a *SWEET* Castle with the shapes you can now create.

Main skill they acquire: Intuition about 3D space they are working in

Castle - Day 1

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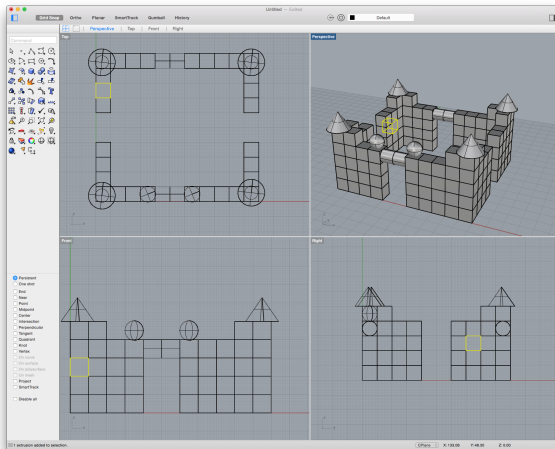
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Square Circle Triangle Game - Day 2

Using all 3 dimensions

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Commands they learn:

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Commands they learn:

- Boolean operations: Difference, Intersection, Union

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Commands they learn:

- Boolean operations: Difference, Intersection, Union
- Rotate

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Commands they learn:

- Boolean operations: Difference, Intersection, Union
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Direction 1: Build a rectangular prism that has a square hole, circle hole, and triangle hole (all the "same" size).

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Commands they learn:

- Boolean operations: Difference, Intersection, Union
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Direction 1: Build a rectangular prism that has a square hole, circle hole, and triangle hole (all the "same" size).

Direction 2: Build a single object that can pass through each hole and fill it completely. (Hint: This is possible.)

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Part two of this project:

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Part two of this project:

Directions: Pick 3 words of the same length, n , and "do the same thing." That is, create n blocks which have 3 letters on each block so that from the 3 directions they are all visible.

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Part two of this project:

Directions: Pick 3 words of the same length, n , and "do the same thing." That is, create n blocks which have 3 letters on each block so that from the 3 directions they are all visible.

Failure - Much too complicated for the second project.

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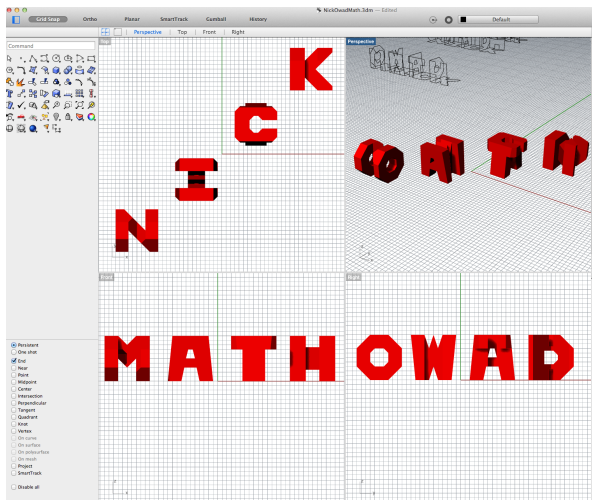
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Extrusions - Replacement Day 2

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What to do instead:

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What to do instead:

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What to do instead:

Extrusions!

Commands they learn:

- Placing bitmaps

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What to do instead:

Extrusions!

Commands they learn:

- Placing bitmaps
- Extrude curve

What to do instead:

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Commands they learn:

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Directions: Come to class with a picture (Symbol, Emblem, etc.) Draw the outline with interpolated curves.

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Directions: Come to class with a picture (Symbol, Emblem, etc.) Draw the outline with interpolated curves.

MUST BE A SINGLE CLOSED CURVE!

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Directions: Come to class with a picture (Symbol, Emblem, etc.) Draw the outline with interpolated curves.

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Extrude it.

Extrusions - Replacement Day 2

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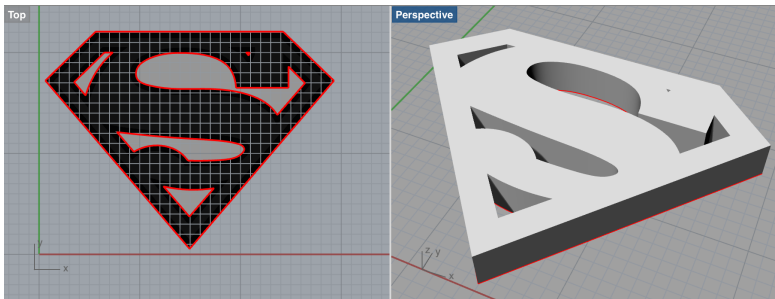
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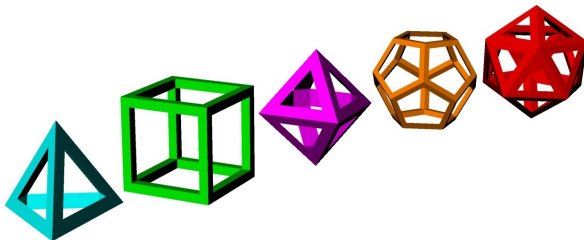
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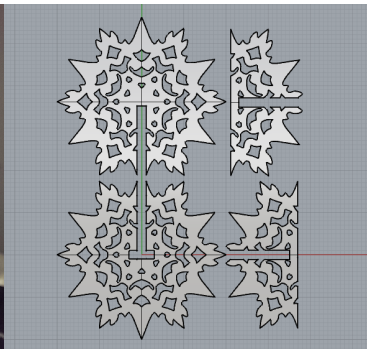
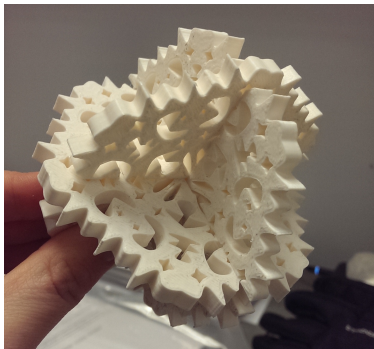


Platonic Solids

- Commands: Array (polar), 3D rotate, Osnap
- Lots of ways to actually build the models: from faces, vertices, etc
- Spent a month just on these 5 shapes



Pumpkins and Snowflakes



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Disclaimer: I am a novice programmer.

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[▶ 4.rhino3d.com/5/ironpython/index.html](https://4.rhino3d.com/5/ironpython/index.html)

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This talk will be much more Rhino specific now.

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We will be building the graphs the same way most graphing applications do:

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We will be building the graphs the same way most graphing applications do:

Plot a bunch of points and connect them.

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Rhino uses nurbs

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Rhino uses nurbs (Non-Uniform Rational Basis Splines).

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Fancy way to say: connect the points with polynomial curves so they are smooth.

We will be building the graphs the same way most graphing applications do:

Plot a bunch of points and connect them.

Rhino uses nurbs (Non-Uniform Rational Basis Splines).

Fancy way to say: connect the points with polynomial curves so they are smooth.

Rhino command: `AddInterpCurve`

The code from Henry that we use:

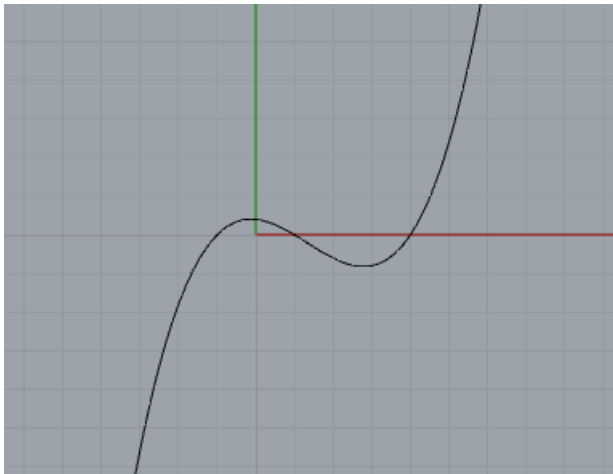
```
import sys, os
import rhinoscriptsyntax as rhino
from math import *

def draw_parametric_curve(function, param_range, num_points = 64):
    curve_pts = []
    for i in range(num_points):
        x = param_range[0] + (param_range[1] - param_range[0]) * float(i)/float(num_
        point = function(x)
        if point != None:
            curve_pts.append( rhino.AddPoint(point) )
    out = rhino.AddInterpCurve(curve_pts)
    rhino.DeleteObjects(curve_pts)
    return out

def cubic(x):
    return [x, .1*(x+1)*(x-1)*(x-4), 0]

draw_parametric_curve(cubic, (-5,10))
```

The result:



For surfaces, graph:

$$z = \frac{1}{10} (x^2 - y^2)$$

```
import rhinoscriptsyntax as rs

count = 21,21

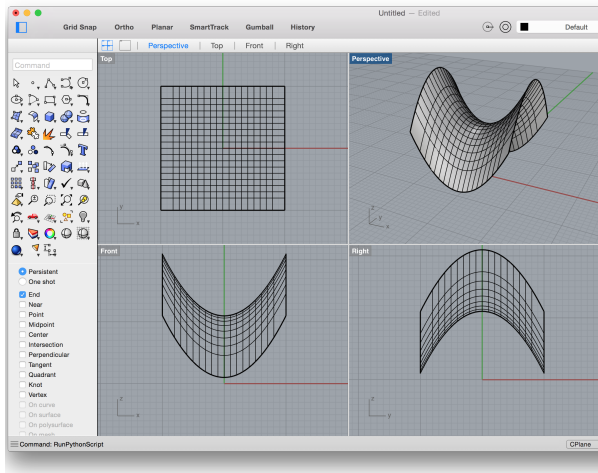
def s(x,y):
    return (.1*((x-10)**2-(y-10)**2)+11)

points = []

for i in range(count[0]):
    for j in range(count[1]):
        pt = i-10, j-10, s(i,j)
        points.append(pt)

rs.AddSrfPtGrid(count, points)
```


Surface result:



Lets talk about approximating

$$\int_{x=-10}^{10} \int_{y=-10}^{10} \frac{1}{10} (x^2 - y^2) dy dx$$

```
import rhinoscriptsyntax as rs
from math import*

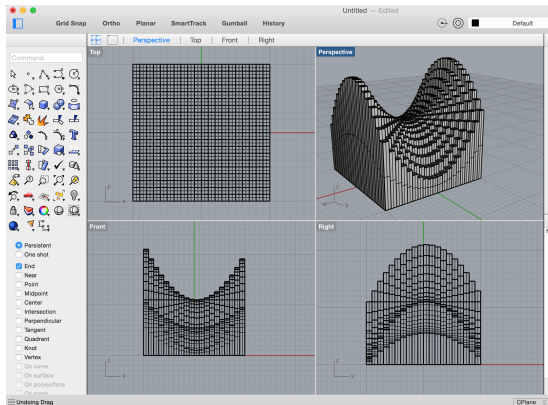
def s(x,y):
    return (.1*((x-10)**2-(y-10)**2)+11)

count = 20,20

for i in range(count[0]):
    for j in range(count[1]):
        rs.AddBox([ [i-10,j-10,0], [i-9,j-10,0],
                    [i-9,j-9,0], [i-10,j-9,0],
                    [i-10,j-10,s(i,j)], [i-9,j-10,s(i,j)],
                    [i-9,j-9,s(i,j)], [i-10,j-9,s(i,j)] ] ] )
```

Lets talk about approximating

$$\int_{x=-10}^{10} \int_{y=-10}^{10} \frac{1}{10} (x^2 - y^2) dy dx$$



Hyperbolic Geometry

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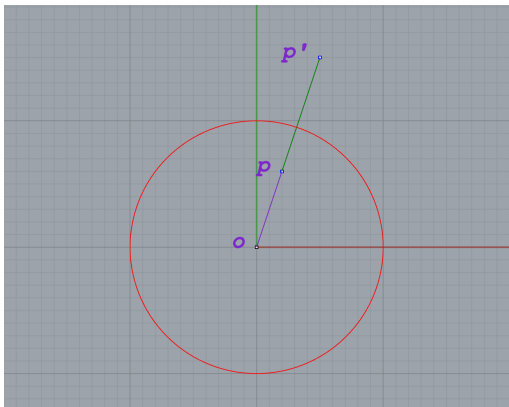
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Given a point P , we can invert it about a circle of radius r and obtain a new point P' by the simple relation $OP \times OP' = r^2$.



Inverting a point about a circle

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```
import rhinoscriptsyntax as rs
from math import *
```

```
basecircle = rs.GetObject("Select circle to invert about")
```

```
if rs.IsCircle(basecircle):
```

```
    radius = rs.CircleRadius(basecircle)
```

```
    center = rs.CircleCenterPoint(basecircle)
```

```
point = rs.GetObject("Select point to invert")
```

```
if rs.IsPoint(point):
```

```
    dist = rs.Distance( point, center)
```

```
a = (radius / dist ) ** 2
```

```
rs.ScaleObject( point, center, (a,a,a), True )
```

Inverting a point about a circle

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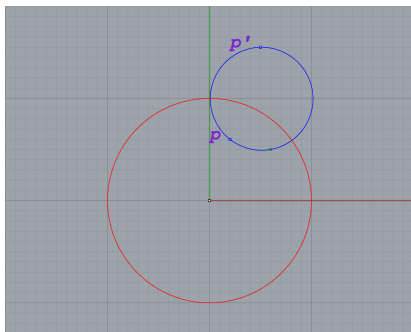
Curves
Surfaces
Double Integrals

Hyperbolic
Geometry

Lines in hyperbolic geometry are circles that intersect our red circle perpendicularly. For every two points there is a unique line that passes through them.

Inverting a point about a circle

Lines in hyperbolic geometry are circles that intersect our red circle perpendicularly. For every two points there is a unique line that passes through them. To draw the line, we just invert one of the two given points, and draw the unique circle formed by those three points.



Inverting a point about a circle

Thank you!

