

Rhino and Grasshopper

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Grasshopper is a visual scripting language for Rhino3D, in which users build objects by constructing flow charts which control geometric operations. Unlike traditional programming, grasshopper scripts can be changed dynamically with the resulting geometric object updated in real-time. In addition, many plug-ins are available for Grasshopper, offering advanced modeling tools such as physics-based simulation (Kangaroo). Participant in this hands-on workshop will be introduced to the basic principles of modeling with Grasshopper, paying particular attention to its advantages and disadvantages over other techniques. Attendees are encouraged to come with Grasshopper already installed. Grasshopper is now freely available for both the Mac and Windows versions of Rhino3D.

Software links: Windows users of Rhino can download Grasshopper here: <https://www.rhino3d.com/download>. Mac users of Rhino5 must install the current Rhino WIP, which includes the initial release of Grasshopper for Mac. It is available here: <http://discourse.mcneel.com/t/rhino-for-mac-work-in-progress-rhinowip/28040>