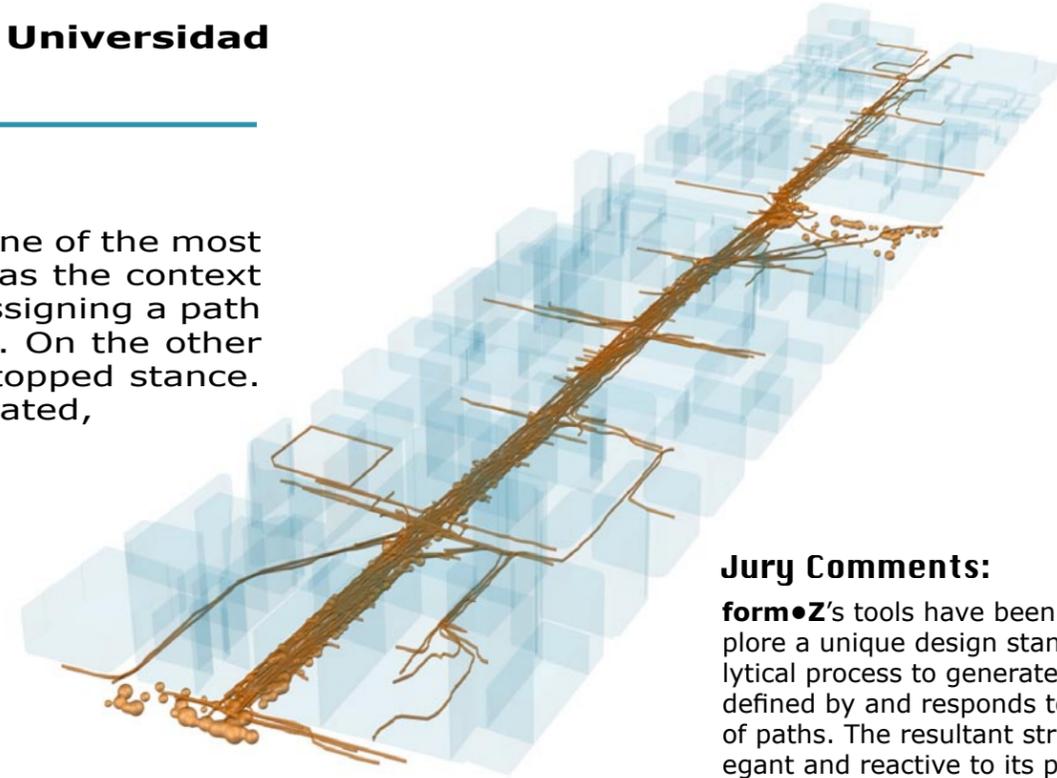


Award of Distinction

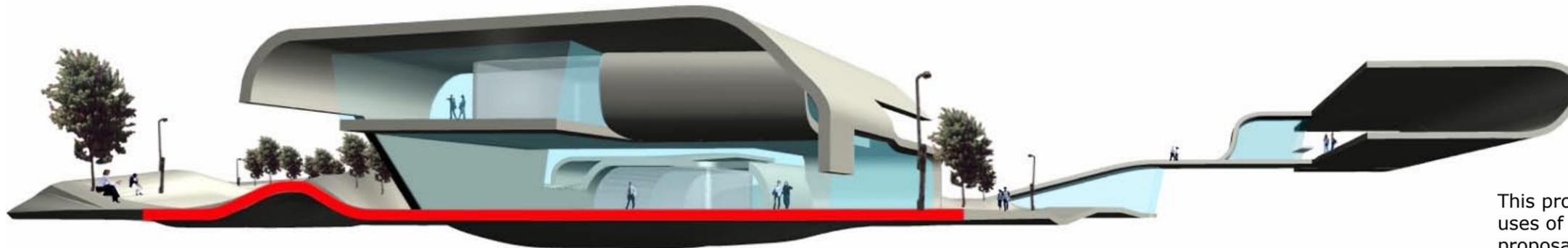
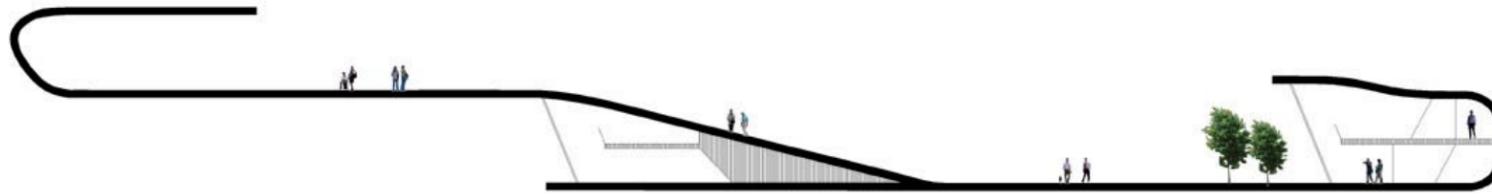
Project Title: **Urban Mobility Mapping**
Student Name: **Sebastian Guevara Sinclair**

Level: **Master's**
Course: **Taller Paseo Ahumada**
Advisor/Instructor: **Sergio Araya, Pablo Faric**
Principal Investigator: **Claudio Labarca**
Department/School: **Escuela de Arquitectura, Pontificia Universidad Católica, Santiago, Chile**



Summary description of project:

An exercise in the construction of Path extrusions and Metaballz. One of the most highly transited avenues of Chile, the Paseo Ahumada, was used as the context for this mapping exercise. By following a number of people and assigning a path to each one, a mesh constructed of individual surfaces is created. On the other hand, metaballz were used as a means of mapping people in a stopped stance. By doing so, and then overlapping the two, a complex mesh is created, alternating paths of movement and buffer zones.



Jury Comments:

form•Z's tools have been used here to explore a unique design standpoint and analytical process to generate a structure that is defined by and responds to its human chain of paths. The resultant structure is both elegant and reactive to its purpose as defined by the organic study of its program.

●**Greg Conyngham**

Using Metaformz to model the nuanced mechanics of urban circulation patterns is an inspired choice. Urban mobility mapping takes that idea from conception and analysis through to an urban design solution that is deduced from these studies. An excellent use of free-form modeling tools to communicate free-form human movement.

●**David Wolf**

This project is arguably one of the most convincing and appropriate uses of meta-balls in Urban Design. The presentation and the design proposal have a strong delineation of paths while preserving the generating organic system with a clear and convincing use of media. In addition, the contextual presentation is very complete.

●**Loukas Kalisperis**

Reasons for the nomination:

The digital tools here are used as a means of defining the morphology of his project. Tools are used as an abstract means of development and representation, working with flows and particles to define movement and stationary elements within the project.

By working with contours, displacements, and folded sheets, new geometries are created, allowing a smoother interaction between landscape and programme.

