macroblends

1 degree : hard edge

havens	islands	berms	
havens 100%	islands 100%	berms 100%	h33 i33 b33
h50 i50	i50 b50	h50 b50	
h75 i12.5 b12.5	h12.5 i75 b12.5	h12.5 i12.5 b75	
h50 i25 b25	h25 i50 b25	h25 i25 b50	
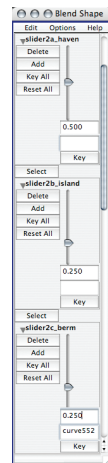
3 degree : soft edge

havens	islands	berms	
havens 100%	islands 100%	berms 100%	h33 i33 b33
h75 i12.5 b12.5	h12.5 i75 b12.5	h12.5 i12.5 b75	

Blend Shape
Edit   Options   Help
slider2a_haven
Delete
Add
Key All
Reset All
0.500
Key
Select
slider2b_island
Delete
Add
Key All
Reset All
0.250
Key
Select
slider2c_berm
Delete
Add
Key All
Reset All
0.250
curve552
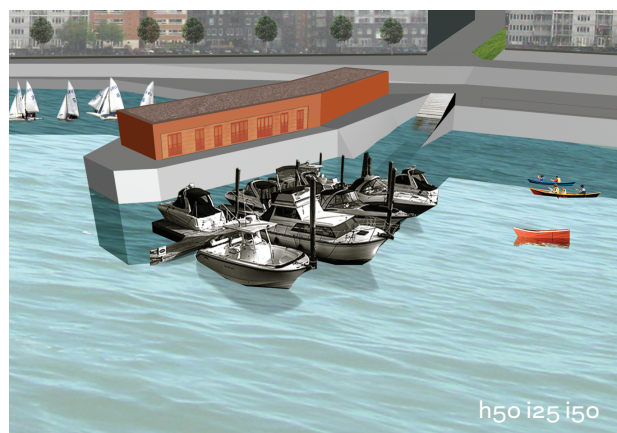Key

h50 i0 i50

h0 i50 i50

h50 i25 i50

h12 i75 i12

h50 i50 i0

h33 i33 i33

Rather than provide a singular solution, the architects have developed a parametric process: form has direct programmatic, spatial, and infrastructural effects. They developed a series of "sliders" in Autodesk Maya Unlimited that allow for a virtually unlimited number of dynamic "blendings" between the different scenarios depending on the particular needs and interests at any particular place along the site. Diagrammatic representative scenarios are illustrated far left, and possible outcomes for those blendings are indicated in the renderings.