

Paper Title

A short line describing the goal and context of the paper.

Authors: **Firstname Lastname** **Firstname Lastname**
your@email.com your@email.com
Program, Year Program, Year
Columbia University, GSAPP Columbia University, GSAPP



Figure 1: Description (a) and text.

Abstract

This is a single paragraph that describes the intentions of the paper. You want to be very honest about the goal of the research, the assumptions, and what was discovered. If you are creating a universal system for any geometry, this is a useful observation. If you are designing a specific event in a specific place, that is useful information as well. It should be concise, short and frank (for example, it is acceptable to simply state a failure!)

CR Categories: I.3.5 [Computer Graphics]: Computational Geometry and Object Modeling - Curve, surface, solid and object representations.

Keywords: performance design, architecture

1 Introduction

All your text should be presented in paragraph format. Please revisit phrasing and spelling to make sure you are communicating as effectively as possible! You don't need to oversell what you are doing, just keep it simple and frank, as in the abstract. The added space you have



Figure 2: Label all figures. What are we looking at?

in the introduction and later sections allow you to get into greater details, such as specific results, different outcomes, discoveries, assumptions, etc etc.

2 Title

Always cite important information, in this case citing a quote or concept from Greg Lynn's *Animate Form* book [Lynn 1999].

2.1 Subtitle

Paragraph Text.

Conclusion

Description	outer radius	overlap	actual	spheres	volume	total volume	target volume	spheres needed
low	12	5.00	9.50		3,591		350,000	97
original	10	5.00	7.50	200	1,767	353,429	350,000	198
	9	4.50	6.75		1,288		350,000	272
medium	8	4.00	6.00		905		350,000	387
	7	3.50	5.25		606		350,000	577
high	6	3.00	4.50	600	382	229,022	350,000	917
	5	2.50	3.75		221		350,000	1,584
xhigh	4	2.00	3.00		113		350,000	3,095
xxhigh	3	1.50	2.25		48		350,000	7,336

Conclusion Text.

References

[references should be listed, including sources of information, not just quotes, in this format:]

Eades, Peter and R. Tamassia. (1994). Algorithms for Drawing Graphs: An Annotated Bibliography, Computational Geometry, Vol. 4, No. 5 pp. 235-282.

Kamada, T and S. Kawai. (1989). An algorithm for drawing general un-directed graphs, Information Processing Letters, 31, (1), 7–15 (1989).

Kilian, A. (2004). Linking Digital Hanging Chain Models to Fabrication: Examining the Digital Practice of Architecture, in: S. Sariyildiz, B. Tuncer (Eds.), Proceedings of the 23rd Annual Conference of the Association for Computer Aided Design in Architecture, Cambridge (Ontario) 8-14 November, 2004, p. 110-125

Lorensen, William E. and H. Cline (1987) Marching Cubes: A high resolution 3D surface construction algorithm. In: Computer Graphics, Vol. 21, Nr. 4, July 1987

Lynn, Greg. (1999). Animate Form. Princeton Architectural Press; 1 edition, January 1999

Newman, Timothy S. and Hong Yi. (2006). A survey of the marching cubes algorithm Computers & Graphics, Vol. 30, No. 5. pp. 854-879.

Shekhar R, Fayyad, E. Yagel and R. Cornhill J. (1996). Octree-based decimation of marching cubes surfaces. In: Proceedings of visualization '96, San Francisco, 1996. p. 335–44.

Software

Processing

Ben Fry and Casey Reas

“Processing is a programming language, development environment, and online community that since 2001 has promoted software literacy within the visual arts.”

<http://processing.org/about/>