

Generative Design Using Dynamo for Multi-Family Residential

Ramya Palani & Harish Palani







Ramya Palani

Job Captain - BIM Technician

Perlman Architects, Las Vegas.

Experience: 4 years
Ex. Employers: Gensler, Las Vegas.
W Design, Tulsa.
R.dx, India.
Autom, India.

2019 – Graduated Master of Science in Architecture,
University of Oklahoma.

2017 – Graduated Bachelor of Architecture,
Anna University.

Fun fact: I lived in 6 cities in two different countries.
Love travelling (not at all a foodie).

LinkedIn: [Ramya Palani](#)



Harish Palani

North Carolina State University - Class of 2020

Master of Architecture, College of Design.

Employers: Third Space, India.
PAN Architecture Studio, India

2019 – Graduated Bachelor of Architecture,
School of Architecture,
Meenakshi College of Engineering.

Fun Fact: I am married to my wood workshop

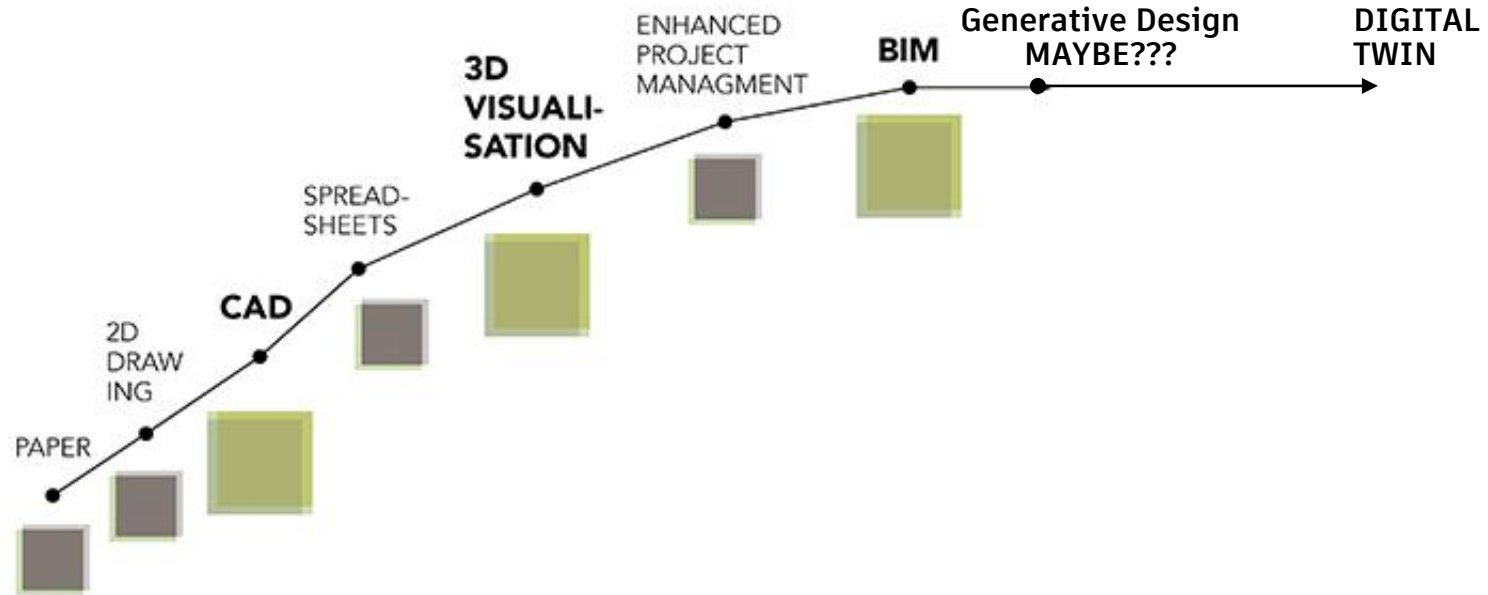
LinkedIn: [@Harish Palani](#)

AGENDA

1. EVOLUTION OF AEC INDUSTRY AND GENERATIVE DESIGN
2. LEARNING OBJECTIVE & GOALS
3. DESIGN SCOPE & GENERATIVE DESIGN BASICS
4. SITE SOLUTION – EXTRUDE & EVALUATE
5. BUILDING GENERATION
6. UNIT GENERATION
 1. RANDOM & EVALUATE METHOD
 2. REGULATIVE METHOD
7. INFERENCE & CONCLUSION

EVOLUTION OF TECHNOLOGY IN AEC INDUSTRY

FIGURE 1: EVOLUTION OF TECHNOLOGY
WITHIN AEC INDUSTRY



LEARNING OBJECTIVE

1. Identify workflows in dynamo for producing “efficient” multi-family design options.
2. Implement similar automation processes to minimize downtime.
3. Discover innovative design solutions for custom site conditions.

GOALS

1. To explore design options for custom site, building, and units.
2. To understand how generative technology can in multi-family design.
3. To understand the pros and cons of using generative design.



DESIGN SCOPE
+
GENERATIVE DESIGN BASICS

DESIGN SCOPE

1. SITE

Massing for custom site

WRAP LAYOUT



https://www.huduser.gov/portal/casestudies/study_02282013_1.html

2. BUILDING

Building envelop generation

RECTANGULAR

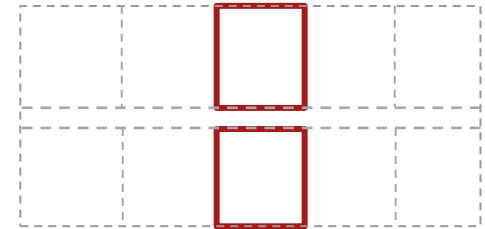


<https://homedecor7413.blogspot.com/2020/08/floor-plan-of-apartment-building.html>

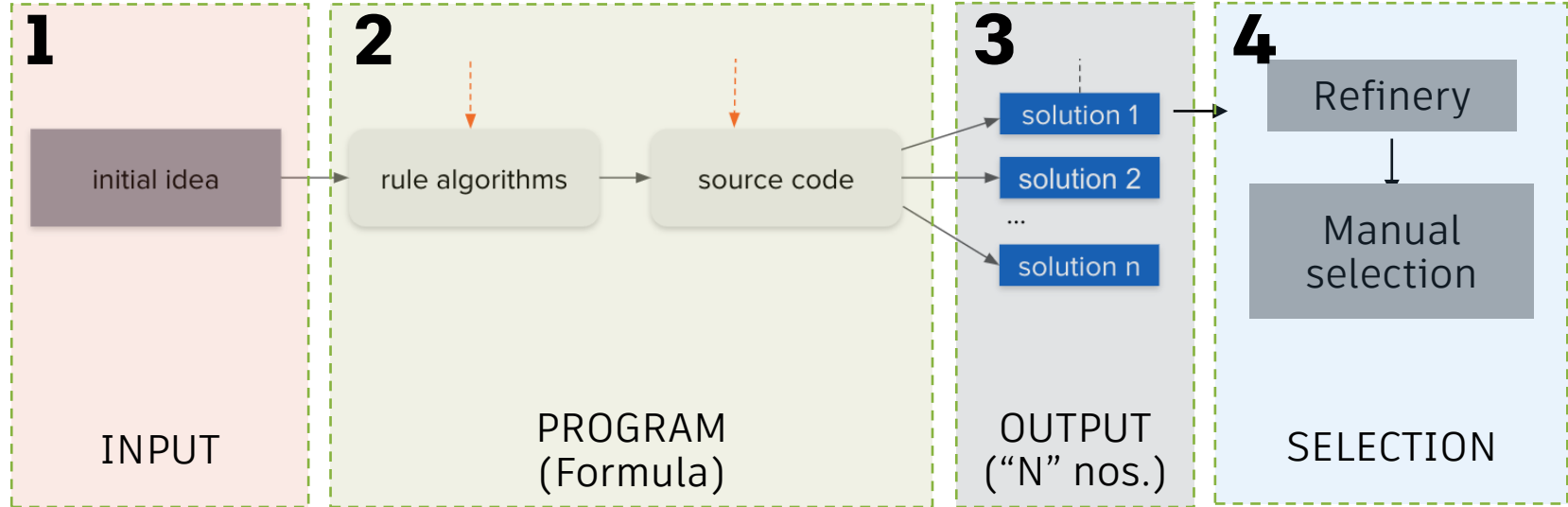
3. UNITS

1. Random & evaluate method
2. Regulative method

FLIP UNIT



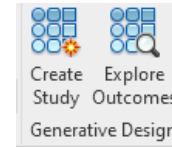
BASICS OF GENERATIVE DESIGN

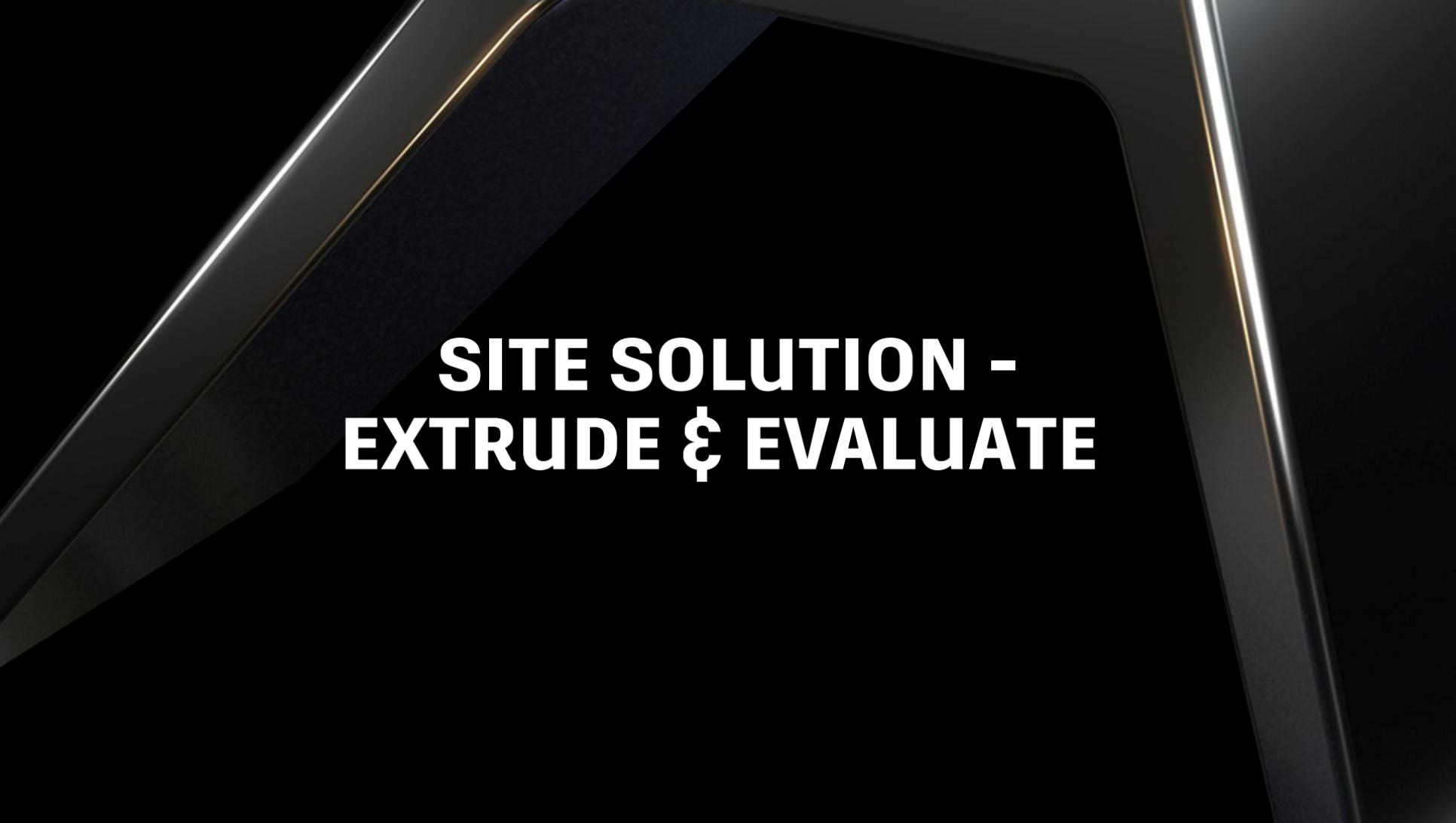


 AUTODESK®
REVIT®



 Dynamo





**SITE SOLUTION -
EXTRUDE & EVALUATE**

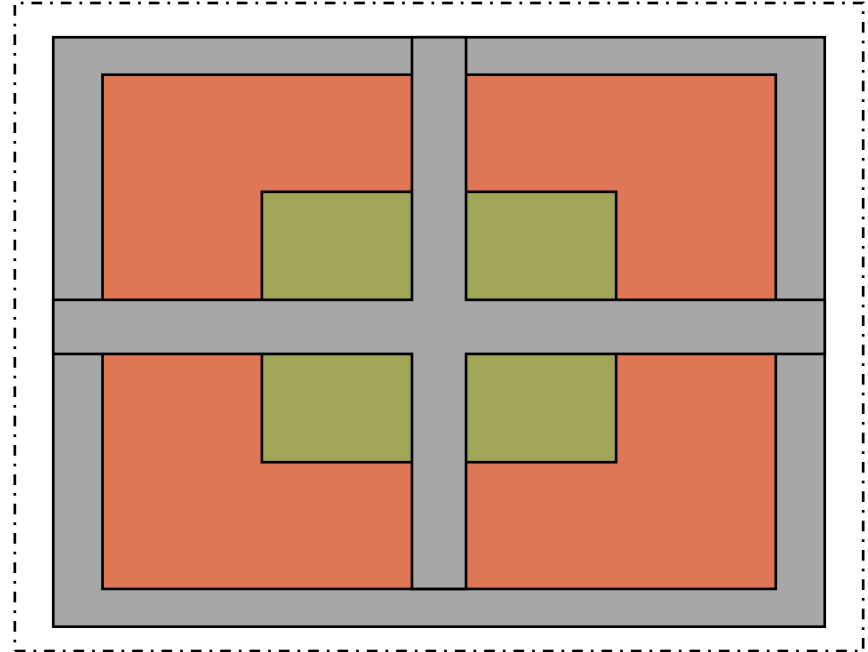
SITE GENERATION

DESIGN SCOPE

WRAP LAYOUT

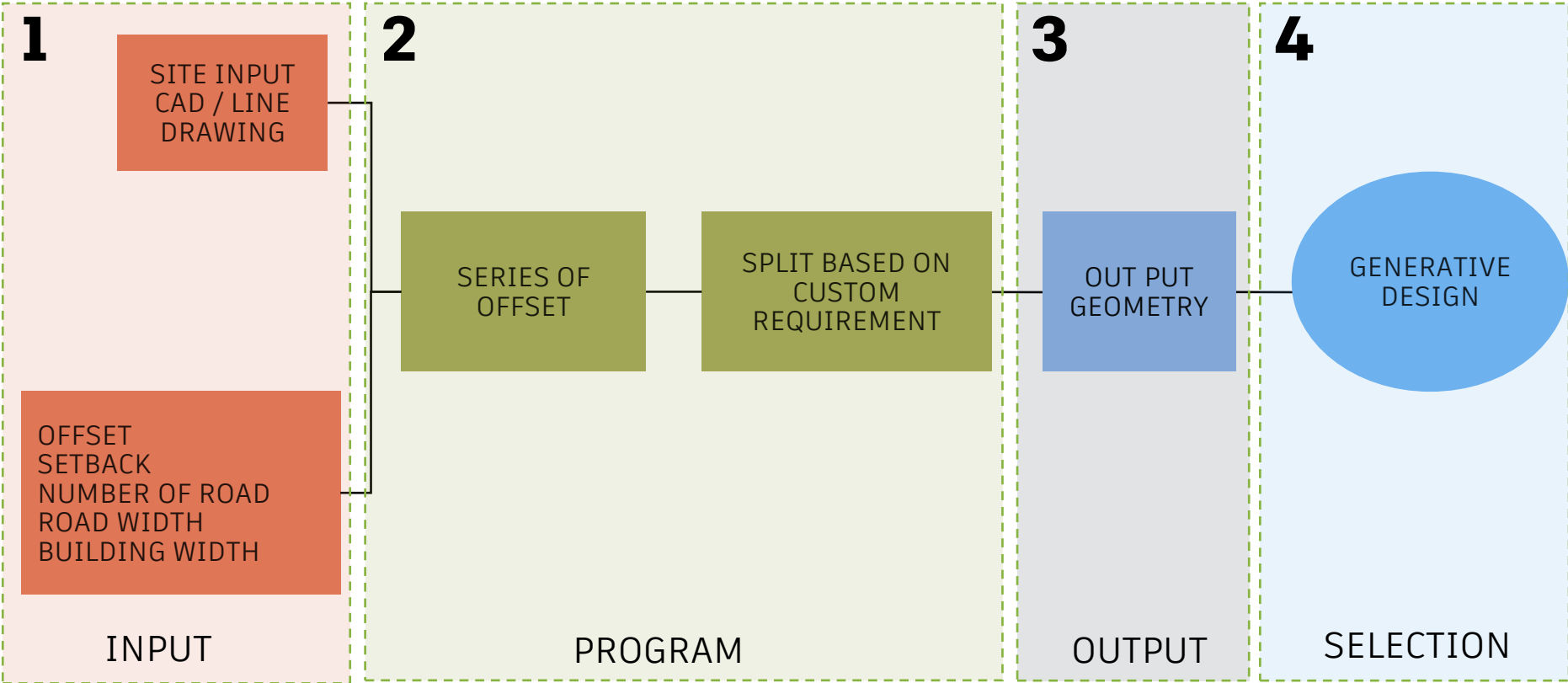


https://www.huduser.gov/portal/casestudies/study_02282013_1.html



SITE GENERATION

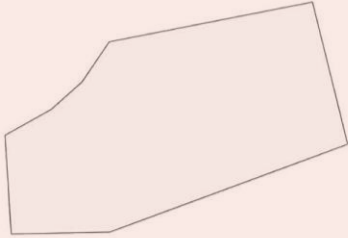
WORKFLOW



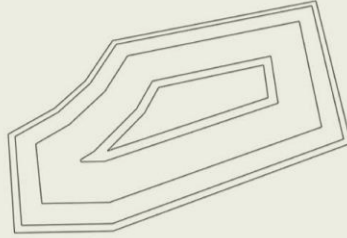
SITE GENERATION

VISUAL DYNAMO

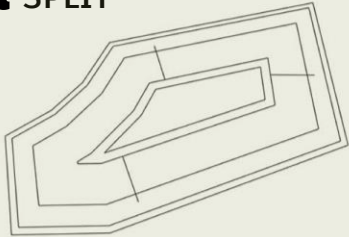
1 SELECTION OF SITE BOUNDARY



2a SERIES OF OFFSET BASED ON INPUTS



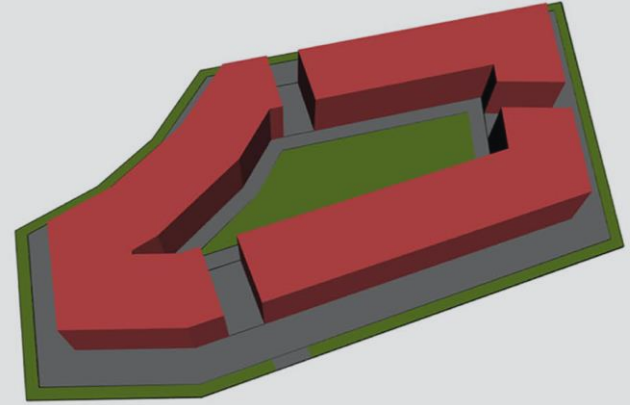
2a LOCATING MASSING SPLIT



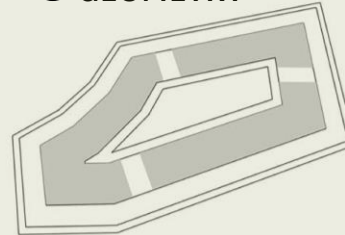
2b BUILDING ENVELOPE



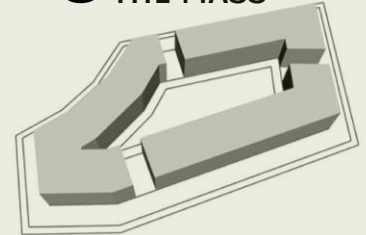
3



2c INTERSECTION GEOMETRY

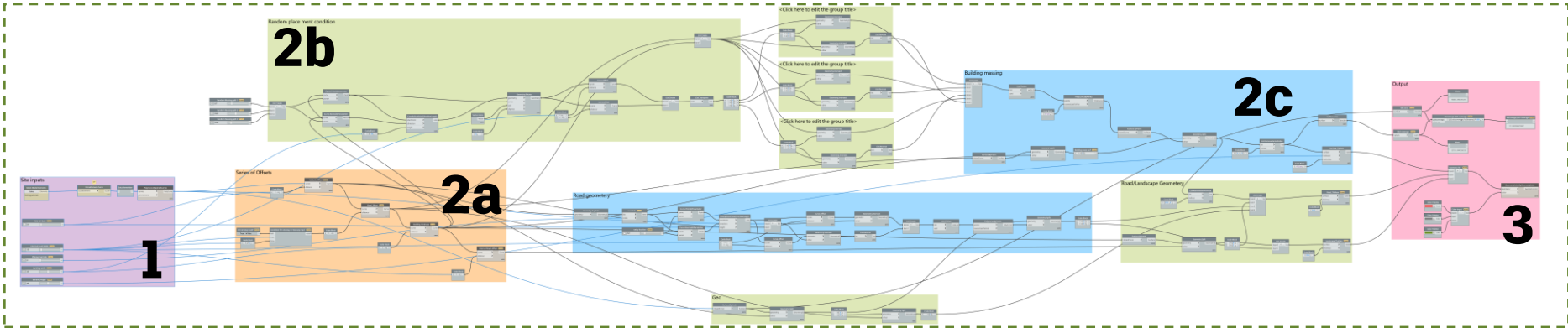


3 THICKENING OF THE MASS



SITE GENERATION

DYNAMO SCRIPT

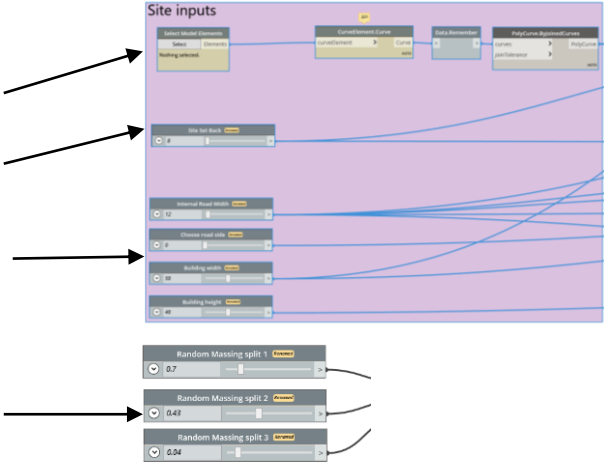


1 INPUT

SITE PROPERTY LINE

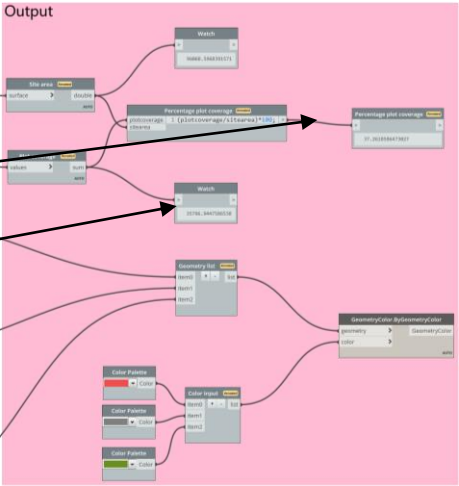
- 1. SETBACK
- 2. INTERNAL ROAD WIDTH
- 3. NUMBER OF ROADS
- 4. BUILDING WIDTH
- 5. BUILDING HEIGHT

CUSTOM SPLIT PARAMETER INPUT



3 OUTPUT

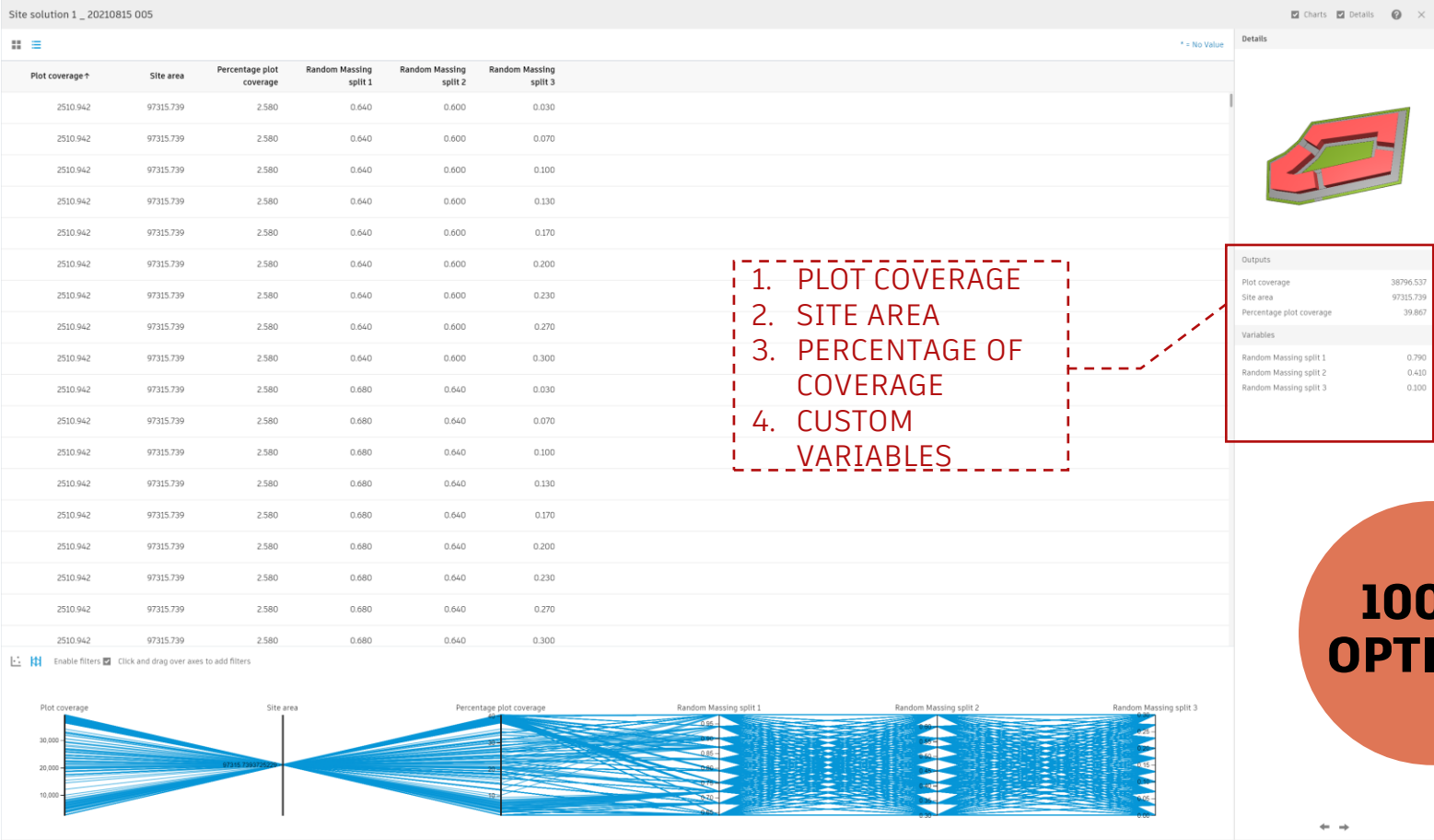
- 1. SITE AREA
- 2. PLOT COVERAGE PERCENTAGE
- 3. PLOT COVERAGE AREA



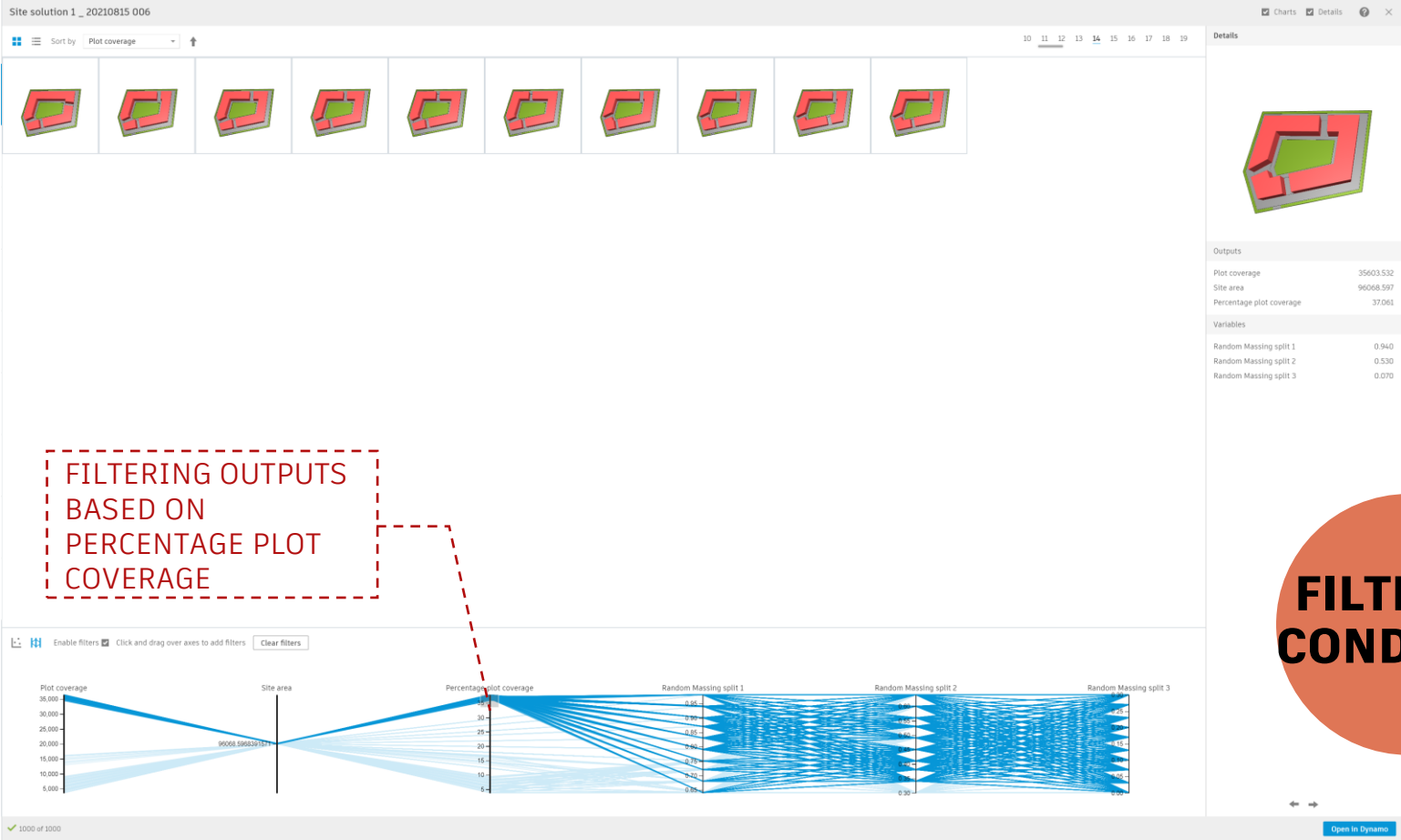
SITE GENERATION

GENERATIVE DESIGN

4



4



**FILTER BY
CONDITION**

4

Site solution 1 _ 20210815

Study Name

Site solution 1 _ 20210815 081

Method

Cross Product

Choose variables and constants

☒ Random Massing split 1

Variable: 0.64 to 0.98

Number of Variations: 10

☒ Random Massing split 2

Variable: 0.3 to 0.64

Number of Variations: 10

☒ Random Massing split 3

Variable: 0 to 0.3

Number of Variations: 10

Total number of outcomes: 1000

Issues

No issues. Ready to generate results!

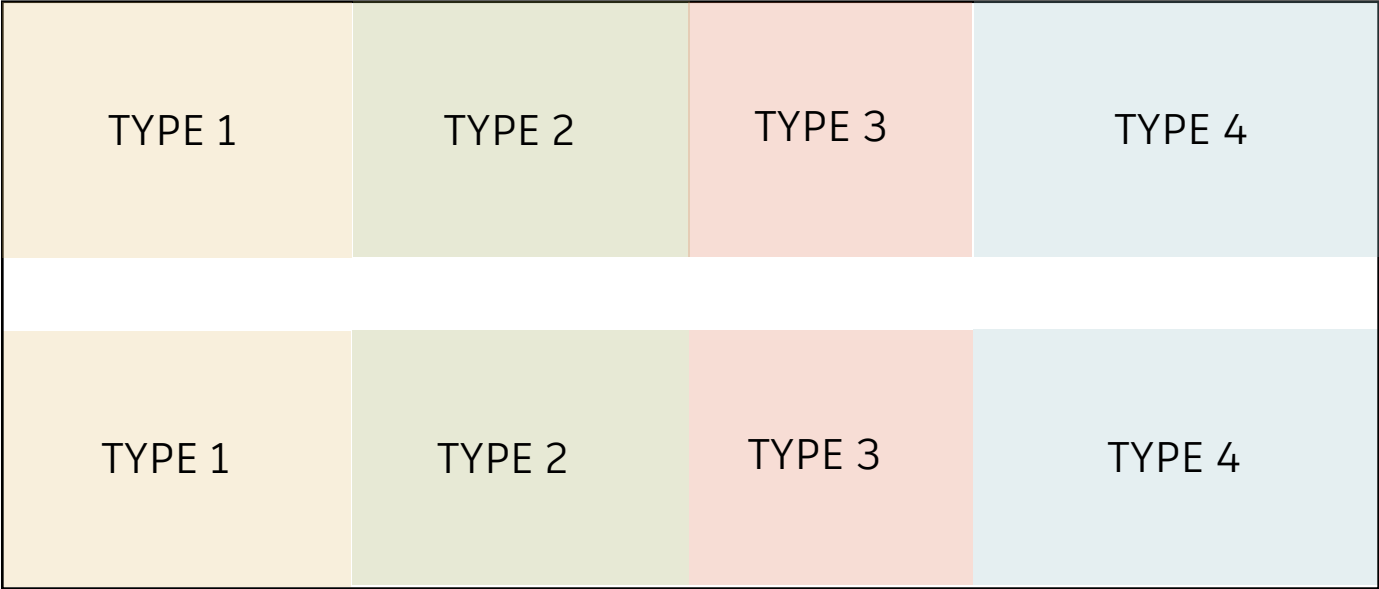
How do I define a study?

Cancel

Generate

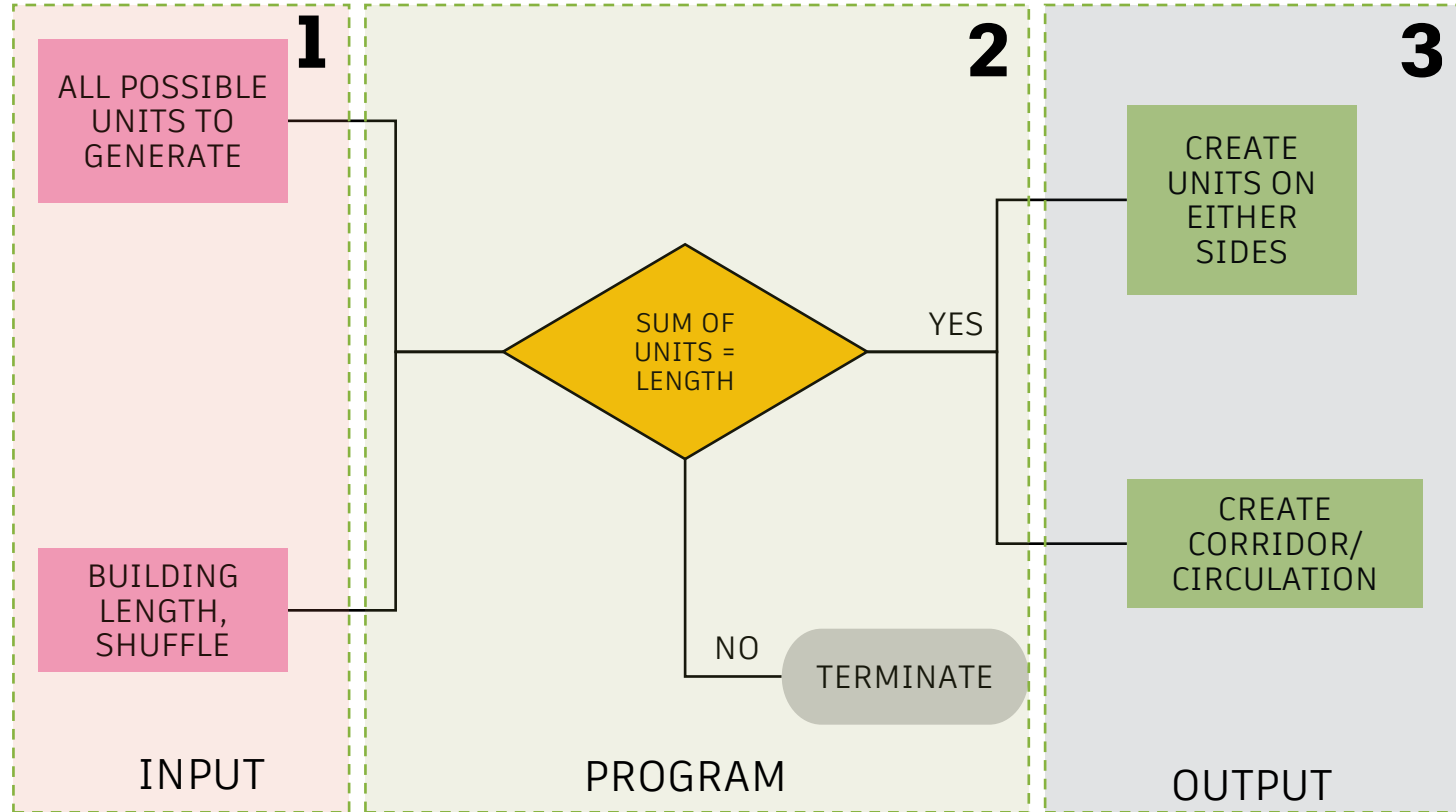


BUILDING GENERATION

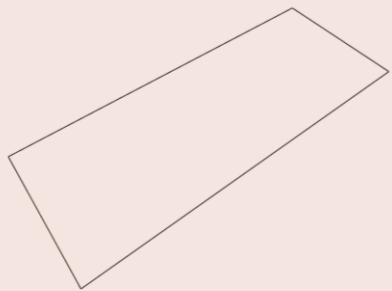


BUILDING GENERATION

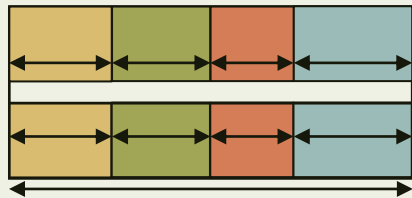
WORKFLOW



1 SELECTION OF BUILDING SHAPE

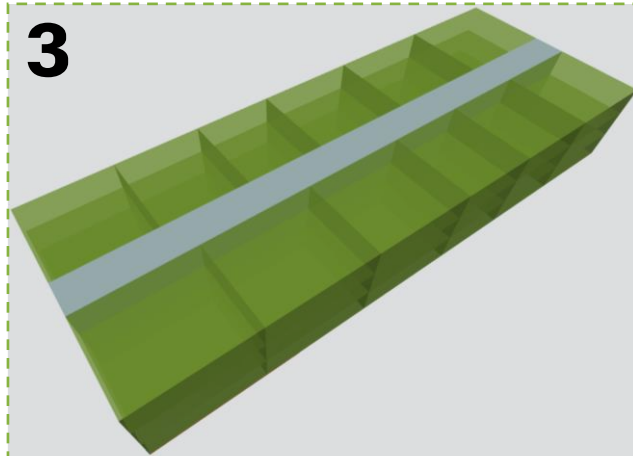


2a CONDITION

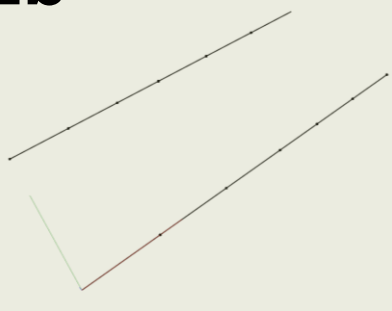


Sum of width of units = Building Length

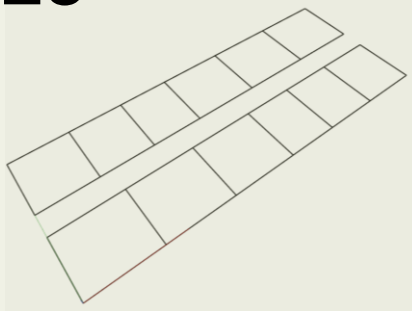
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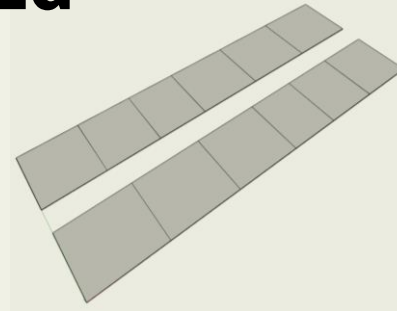
2b UNIT LOCATION



2c UNIT BOUNDARY



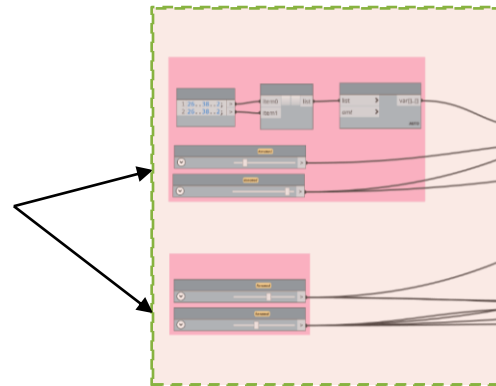
2d BUILDING FLOOR PLAN



DYNAMO SCRIPT



1. ALL UNIT SIZES
2. NUMBER OF UNITS
3. BUILDING LENGTH
4. BUILDING WIDTH

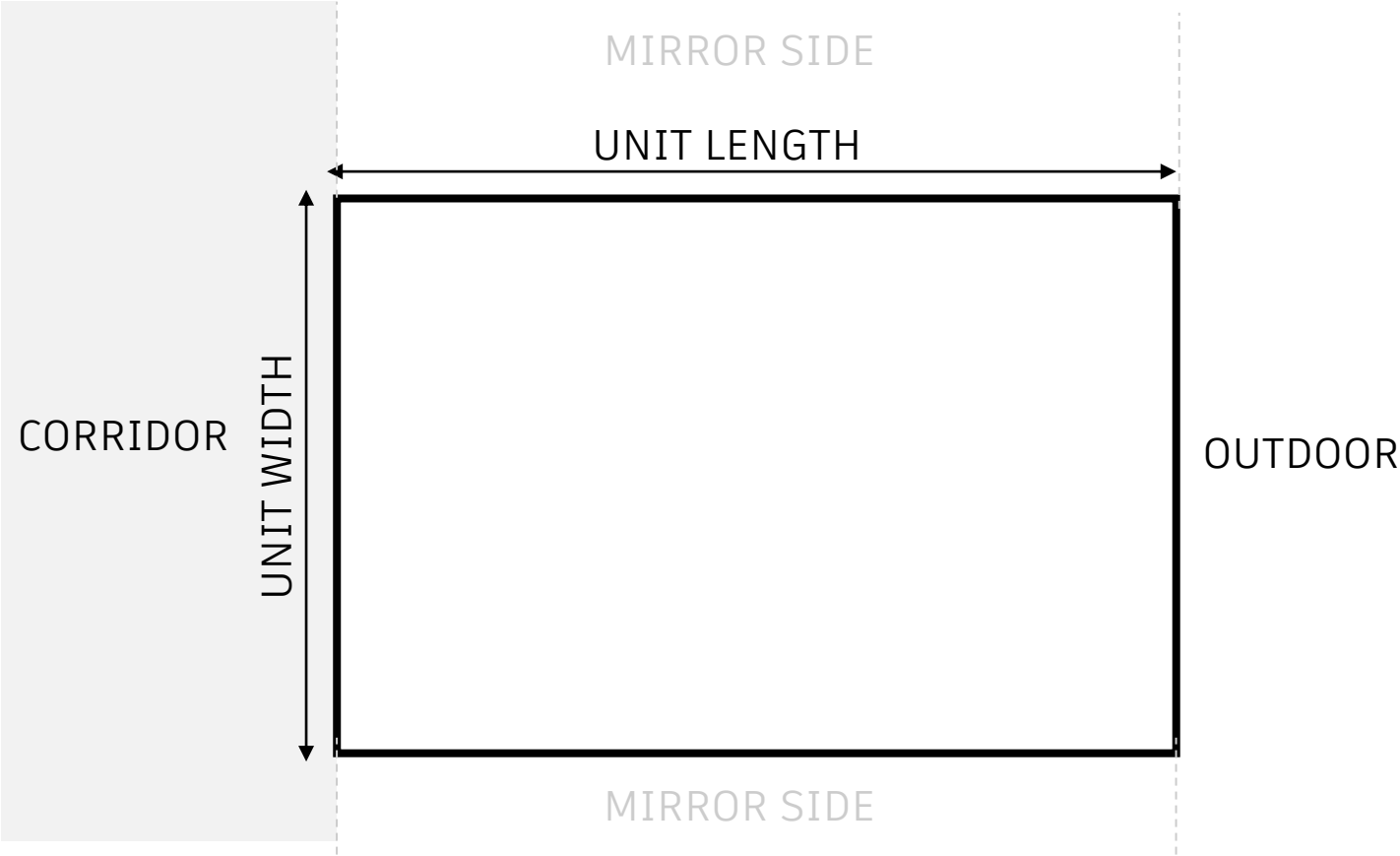




UNIT GENERATION - DESIGN SCOPE

UNIT GENERATION

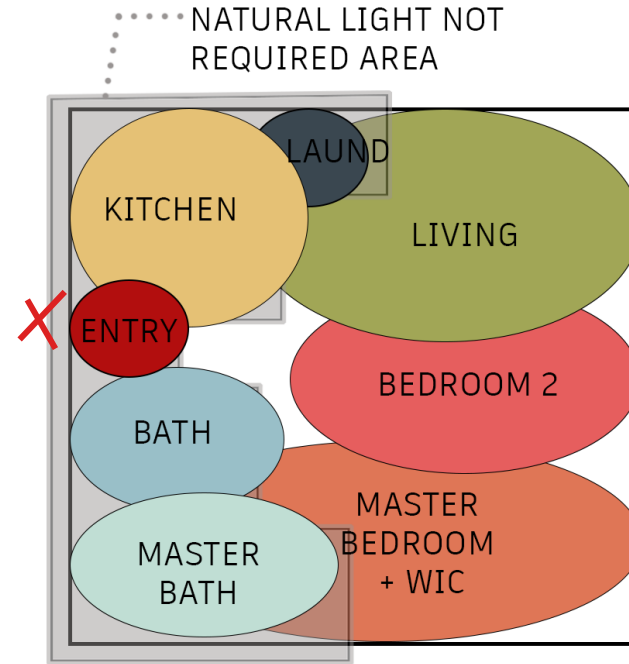
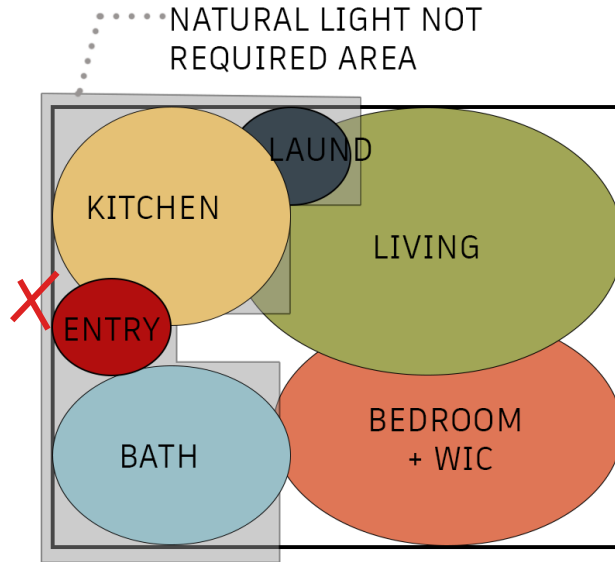
DESIGN SCOPE



UNIT GENERATION

DESIGN SCOPE

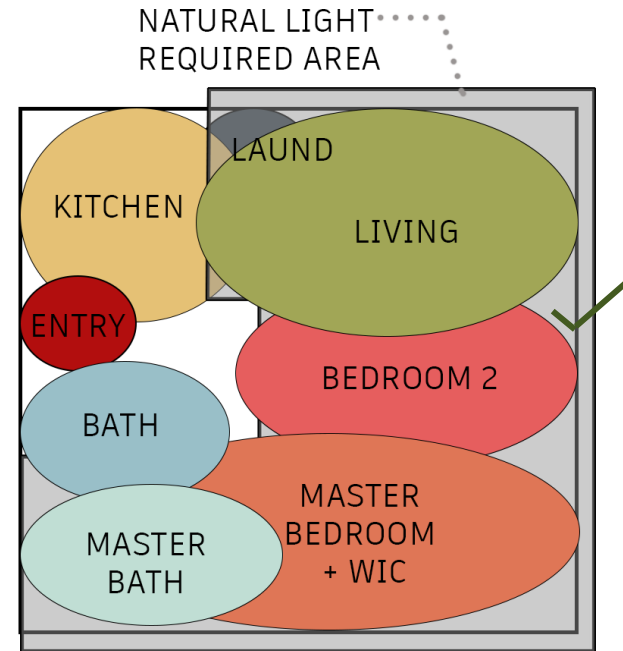
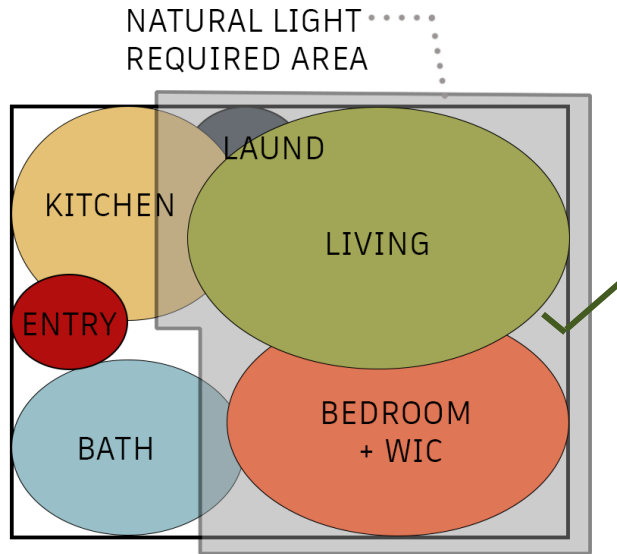
UNIT LOGIC – GROUPING (NLR)



UNIT GENERATION

DESIGN SCOPE

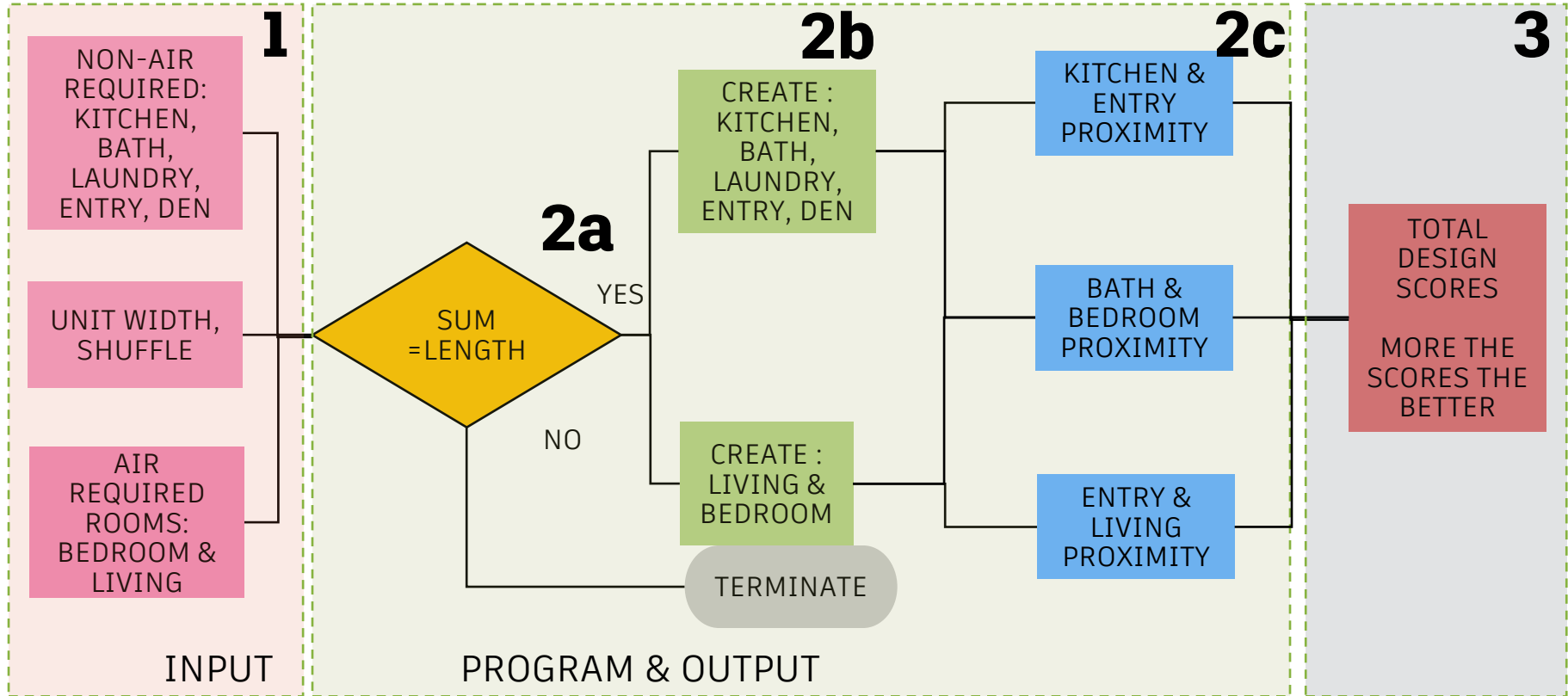
UNIT LOGIC – GROUPING (LR)



1. RANDOM & EVALUATE METHOD

UNIT GENERATION

WORKFLOW



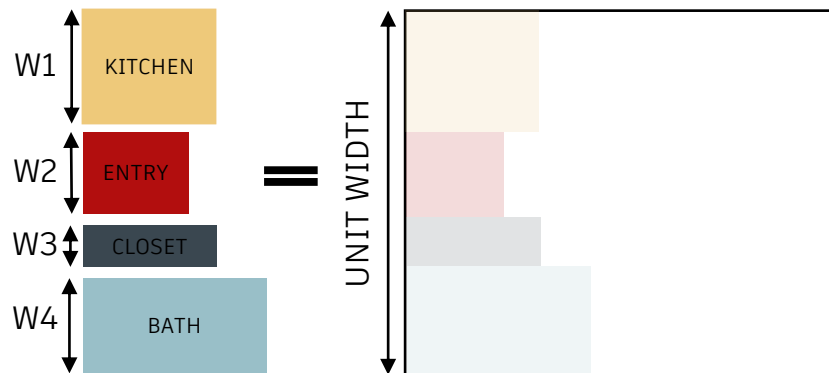
UNIT GENERATION

WORKFLOW

CONDITIONS

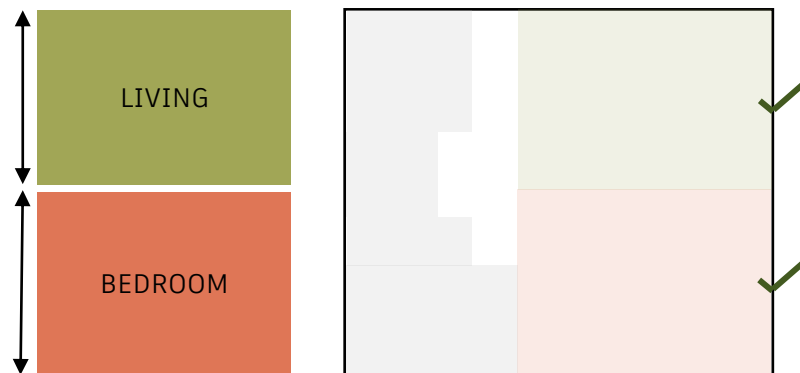
2a

CONDITION 1 – NLR ZONE



$$W1 + W2 + W3 + W4 = \text{UNIT WIDTH}$$

CONDITION 2 – LR ZONE



$$W5 + W6 = \text{UNIT WIDTH}$$

If condition 1 **“and”** condition 2 is true, rooms are formed.

UNIT GENERATION

VISUAL DYNAMO

1 ROOMS WIDTH & LENGTH

Kitchen width
Bath width
Laundry width
Closet width
WIC width,

Living width
Bedroom width

Unit width

2a CONDITIONS

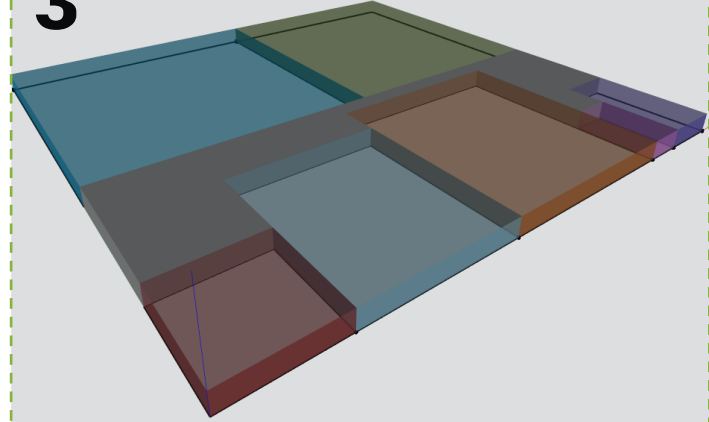
Condition 1

Sum of width
of (NLR) = Unit
Width

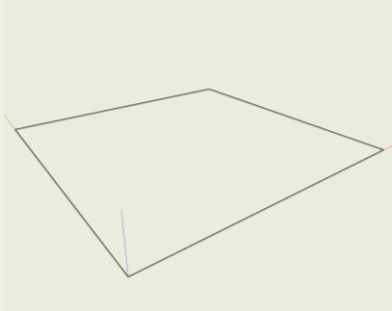
Condition 2

Sum of width
of (LR) = Unit
Width

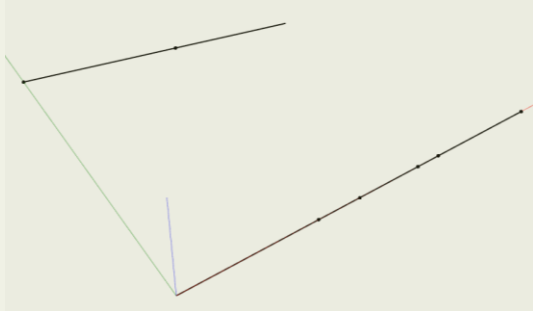
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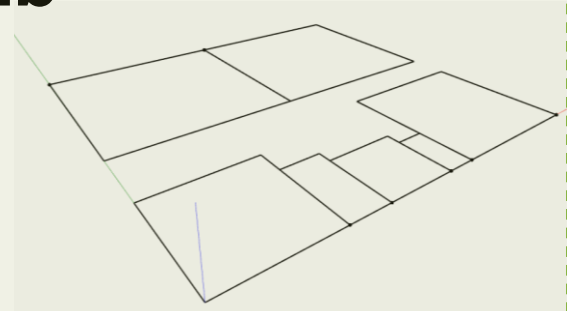
UNIT BOUNDARY



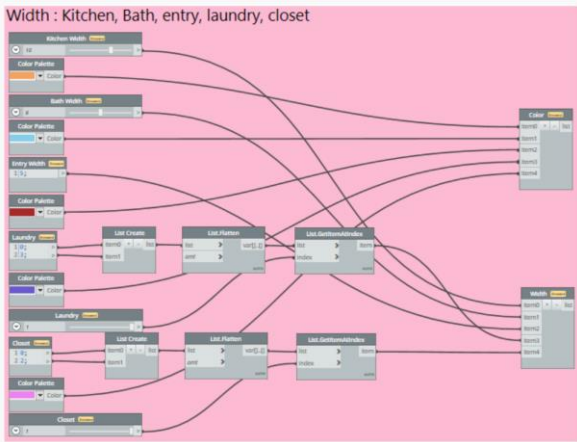
ROOMS ORIGIN POINT



2b ROOMS LINE DRAWING



DYNAMO SCRIPT



```
IF UNIT WIDTH = 24
    AREA = 500 SF
    LENGTH = 500/WIDTH
    OR
ELSE IF UNIT WIDTH = 25- 26
    AREA = 650 SF
    LENGTH = 650/WIDTH
ELSE IF UNIT WIDTH = 27 – 28
    AREA = 750 SF
    LENGTH = 750/WIDTH
```

UNIT GENERATION

GENERATIVE DESIGN

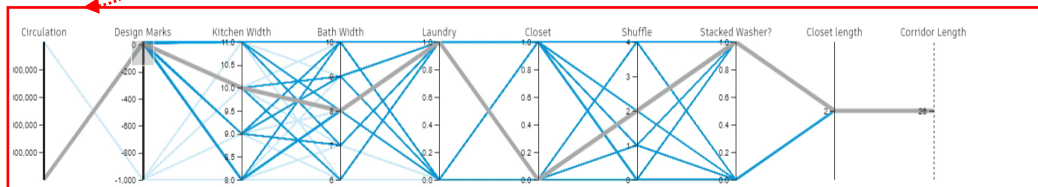
26' - SINGLE BEDROOM – CROSS PRODUCT

4

20210814 - Single bedroom Separate condition 003

Circulation	Design Marks†	Kitchen Width	Bath Width	Laundry	Closet	Shuffle	Stacked Washer?	Closet length	Corridor Length
69.0	7.0	10	8	1	0	2	1	2	26
75.0	7.0	11	7	1	NLR WIDTH – KITCHEN, BATH,				26
75.0	7.0	11	7	1	LAUNDRY...ETC.				26
66.0	7.0	11	7	1	LR WIDTH – LIVING & BEDROOM				26
66.0	7.0	11	7	1	CORRIDOR LENGTH				26
60.0	7.0	11	10	0	0	2	0	2	26
60.0	7.0	11	10	0	0	2	1	2	26
60.0	7.0	11	10	0	0	2	1	2	26
96.0	10.0			1	1	2	0	2	26
96.0	10.0	8	8	1	1	2	0	2	26

Enable filters ☒ Click and drag over axes to add filters



Charts Details ? X



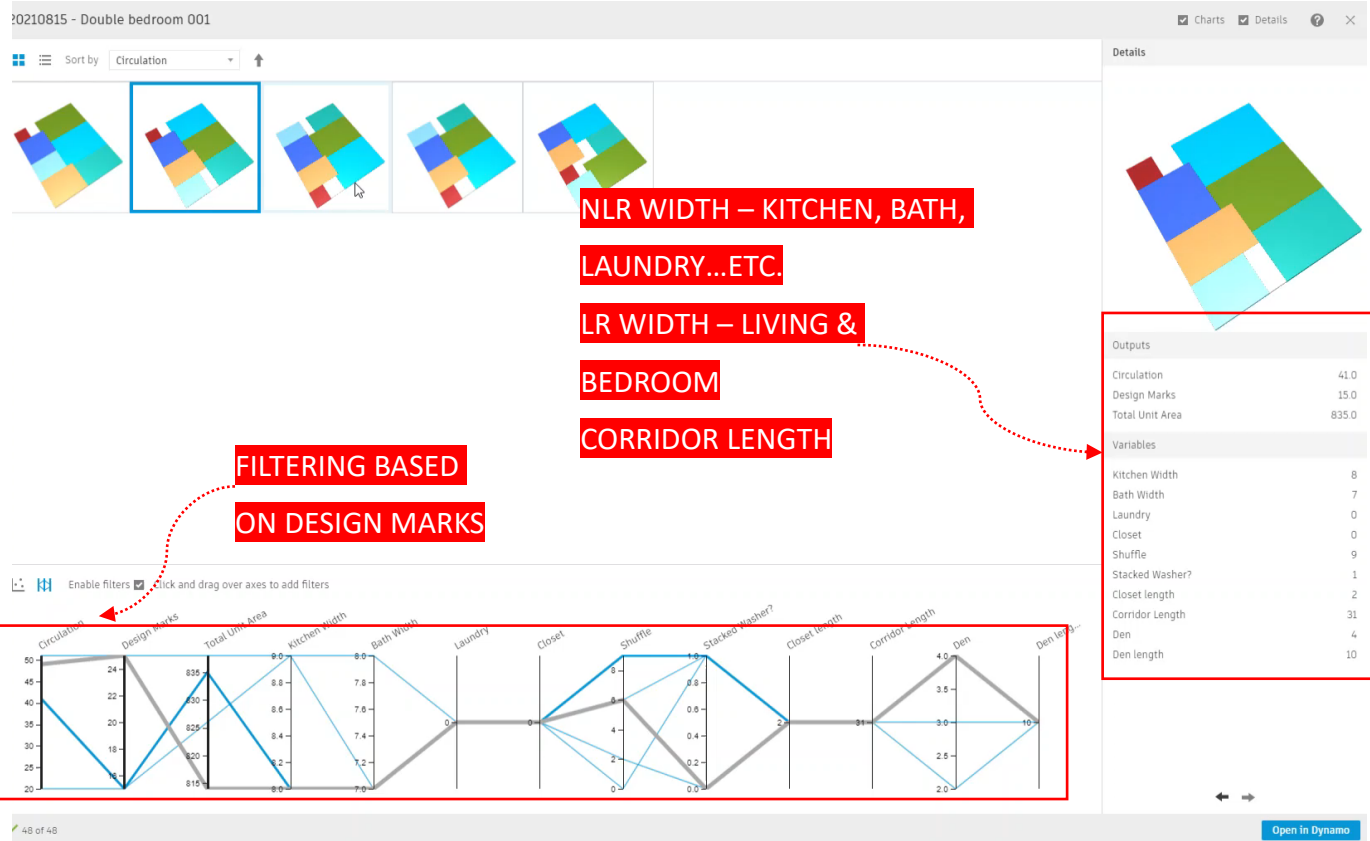
Outputs	
Circulation	144.0
Design Marks	20.0
Variables	
Kitchen Width	8
Bath Width	8
Laundry	1
Closet	1
Shuffle	0
Stacked Washer?	0
Closet length	2
Constants	
Corridor Length	26

UNIT GENERATION

GENERATIVE DESIGN

28' - SINGLE BEDROOM - OPTIMISED

4

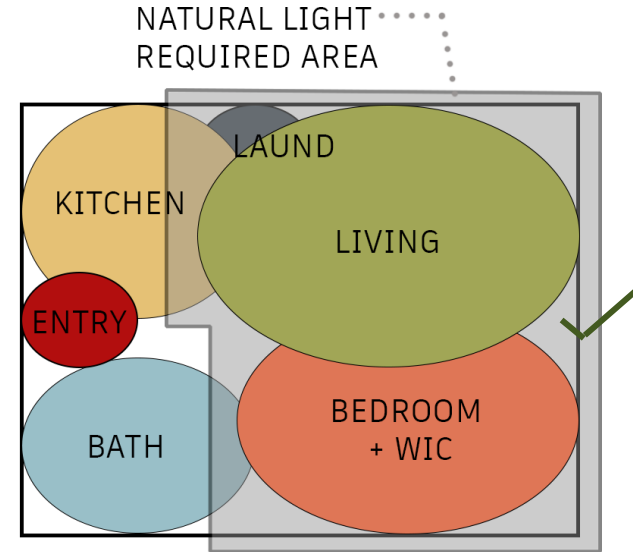
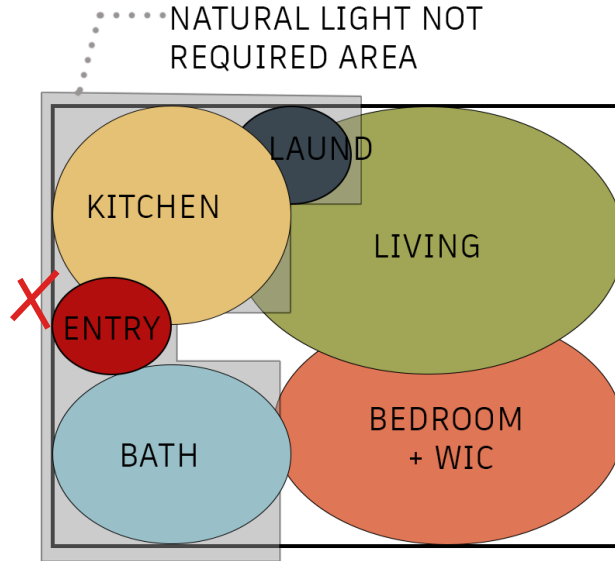


2. REGULATIVE METHOD

UNIT GENERATION

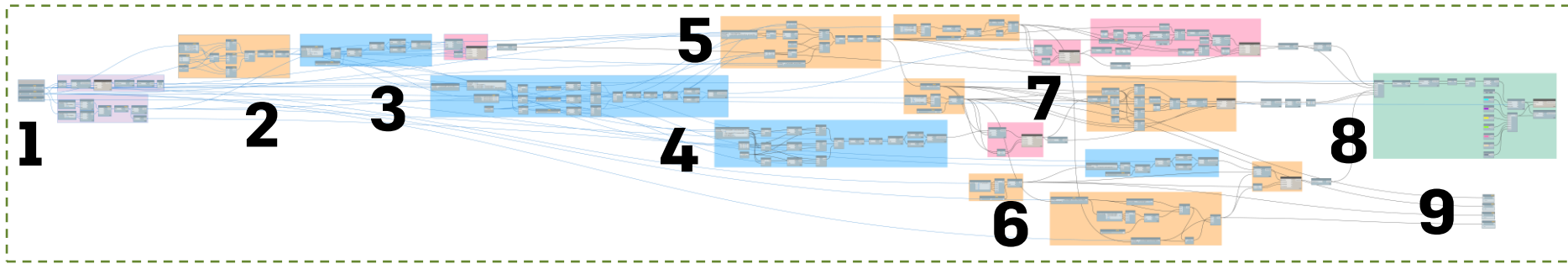
DESIGN SCOPE

UNIT LOGIC – GROUPING (LR & NLR)



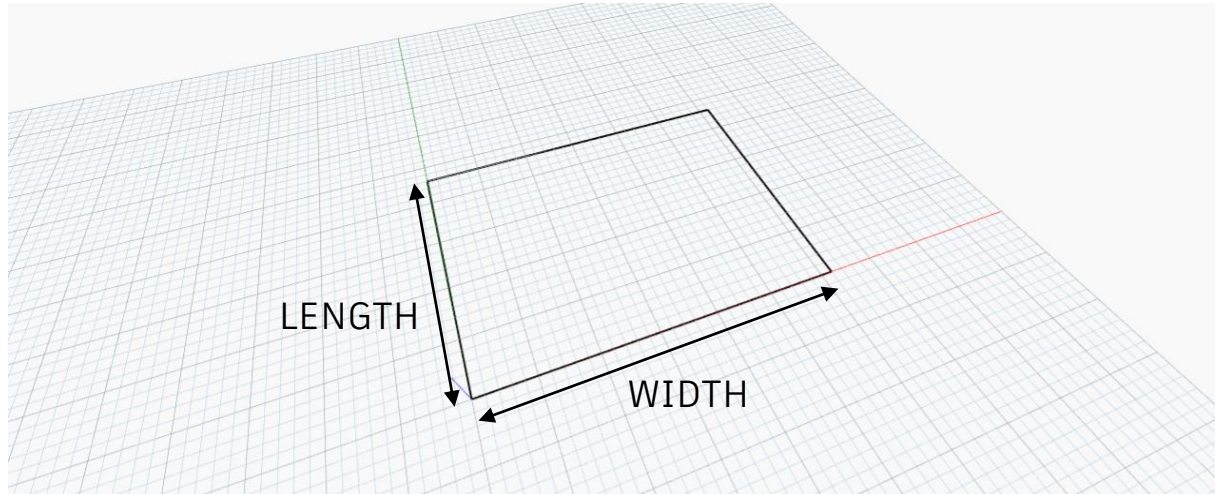
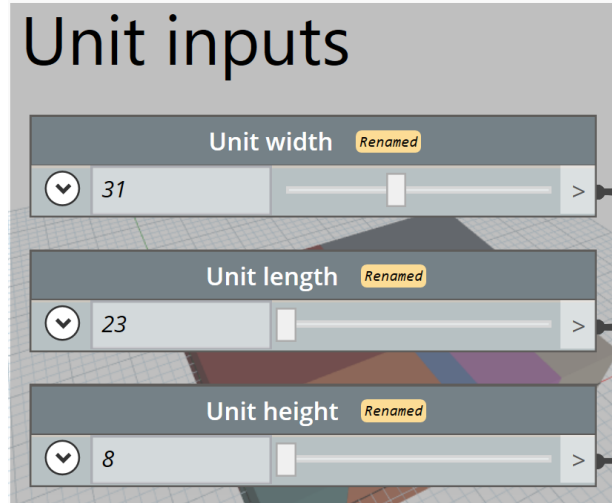
UNIT GENERATION

DYNAMO SCRIPTING

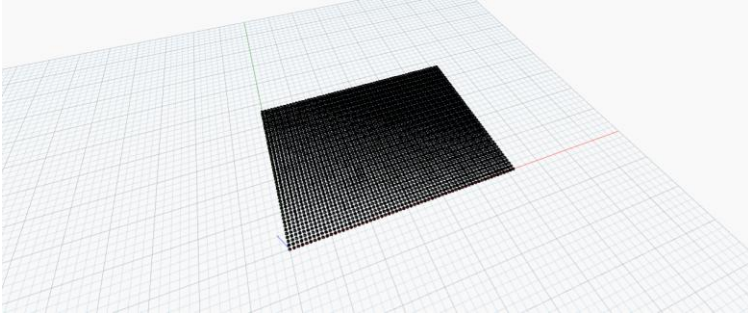


STEP 1 – UNIT BOUNDARY CREATION

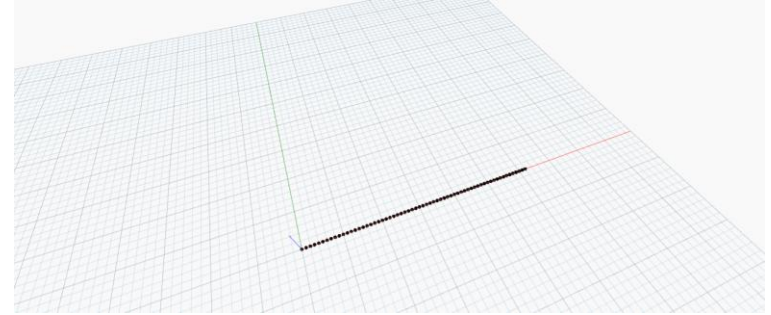
Unit inputs



STEP 2 – GENERATING POINTS BASED ON GEOMETRY

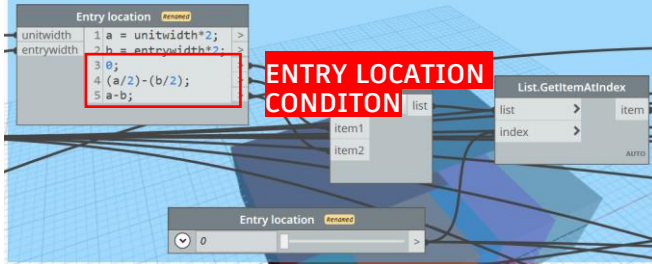


STEP 3 – ISOLATING POINTS ON CORRIDOR SIDE



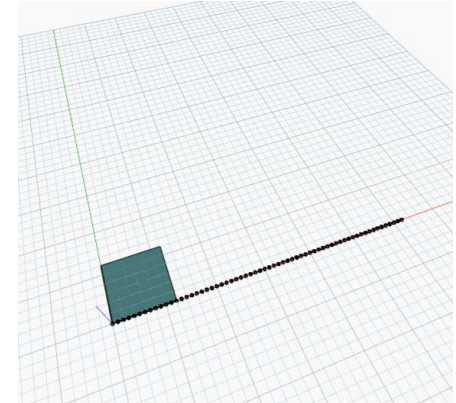
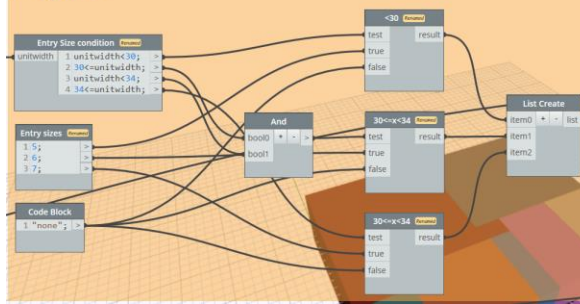
STEP 4 – LOCATING ENTRY BASED ON CONDITIONS

Entry location



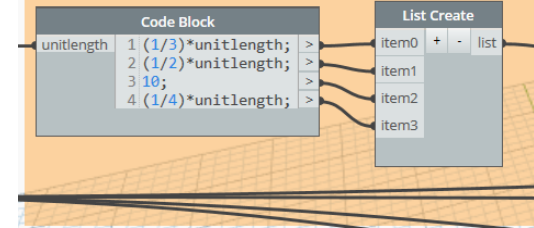
**ENTRY LOCATION
CONDITON**

Entry size

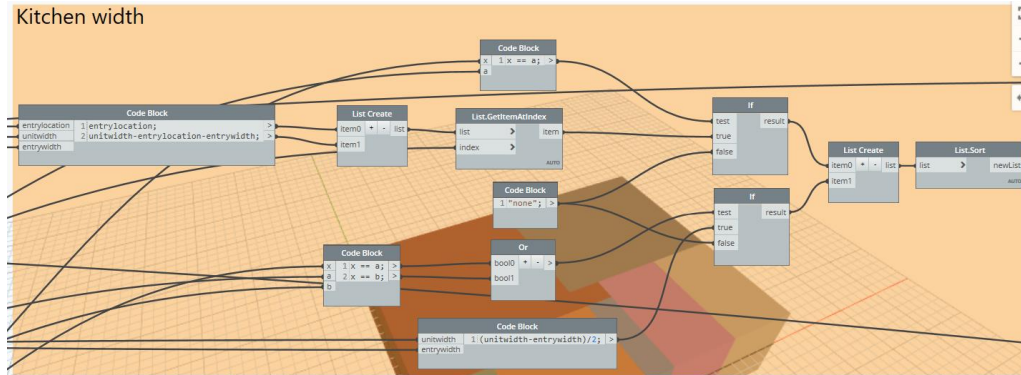


ENTRY KITCHEN UTILITARIAN

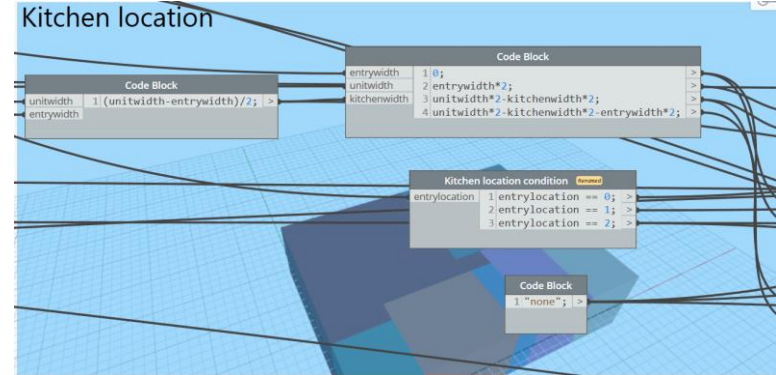
Kitchen length



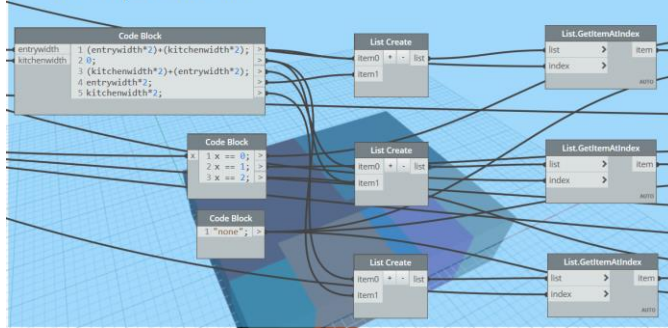
Kitchen width



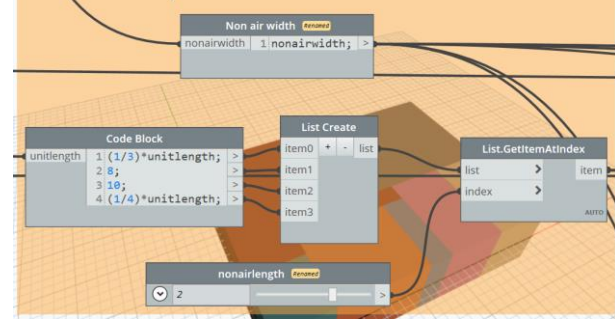
Kitchen location



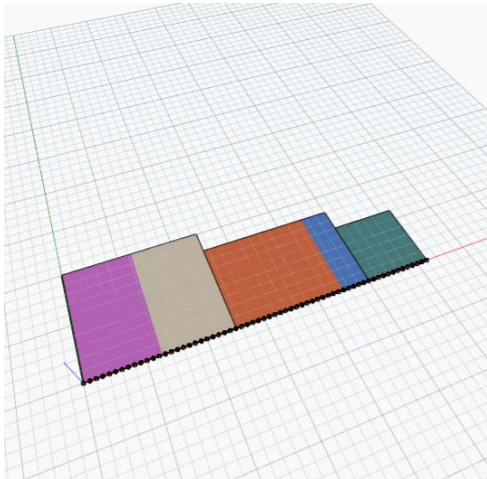
Utilitarian space location



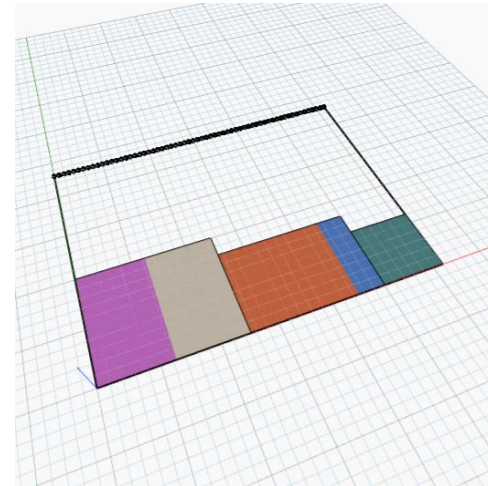
Utilitarian space size



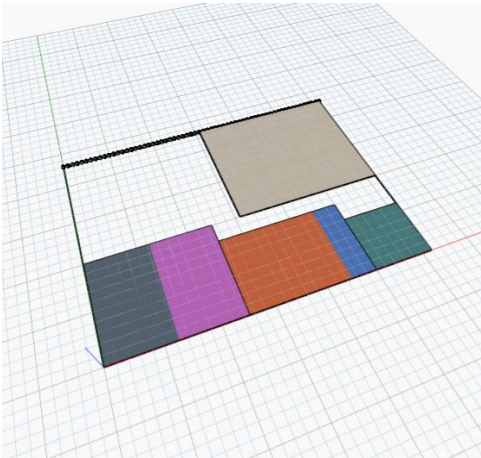
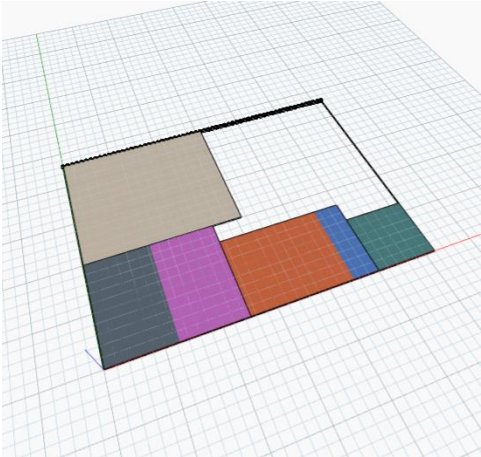
STEP 6 – SUBDIVIDING KITCHEN AND UTILITARIAN SPACES



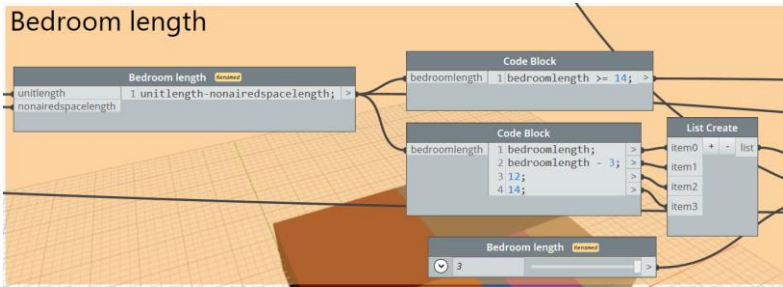
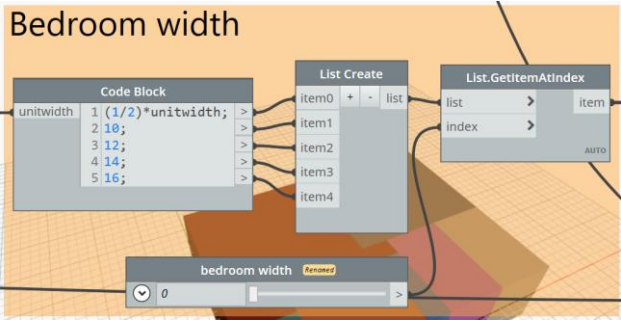
STEP 7 – ISOLATING POINTS ON OUTDOOR SIDE



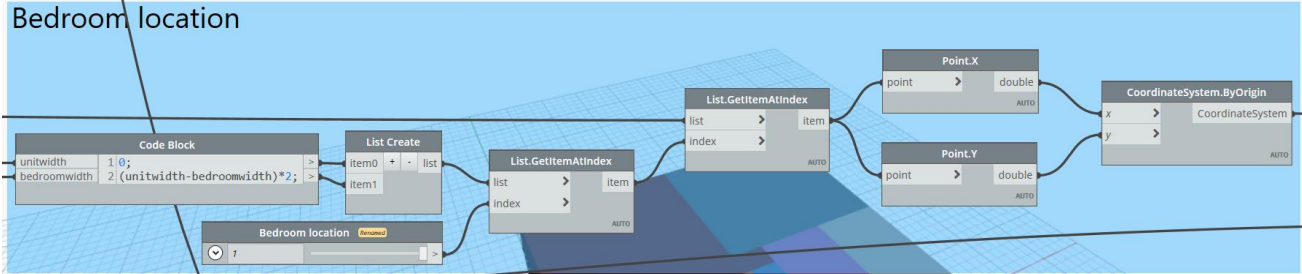
STEP 8 – LOCATING BEDROOM



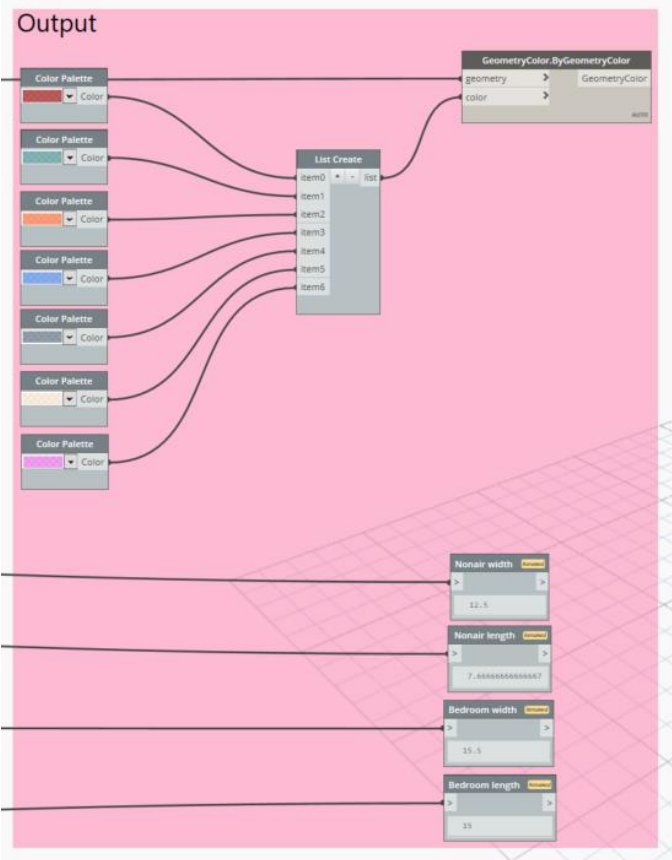
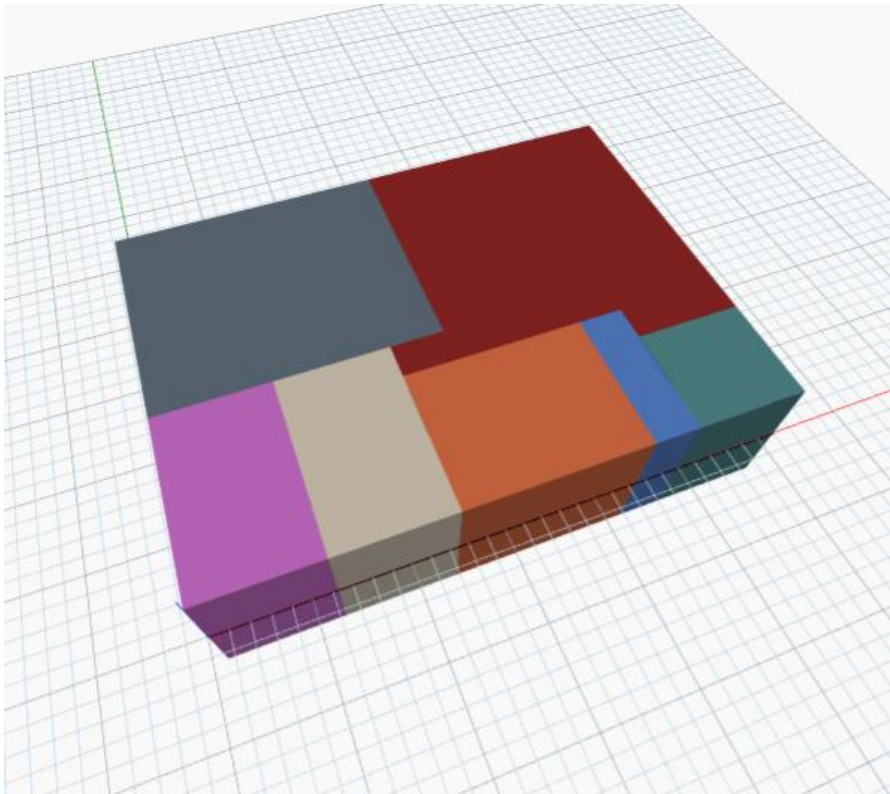
- ENTRY
- KITCHEN
- UTILITARIAN
- BEDROOM



Bedroom location

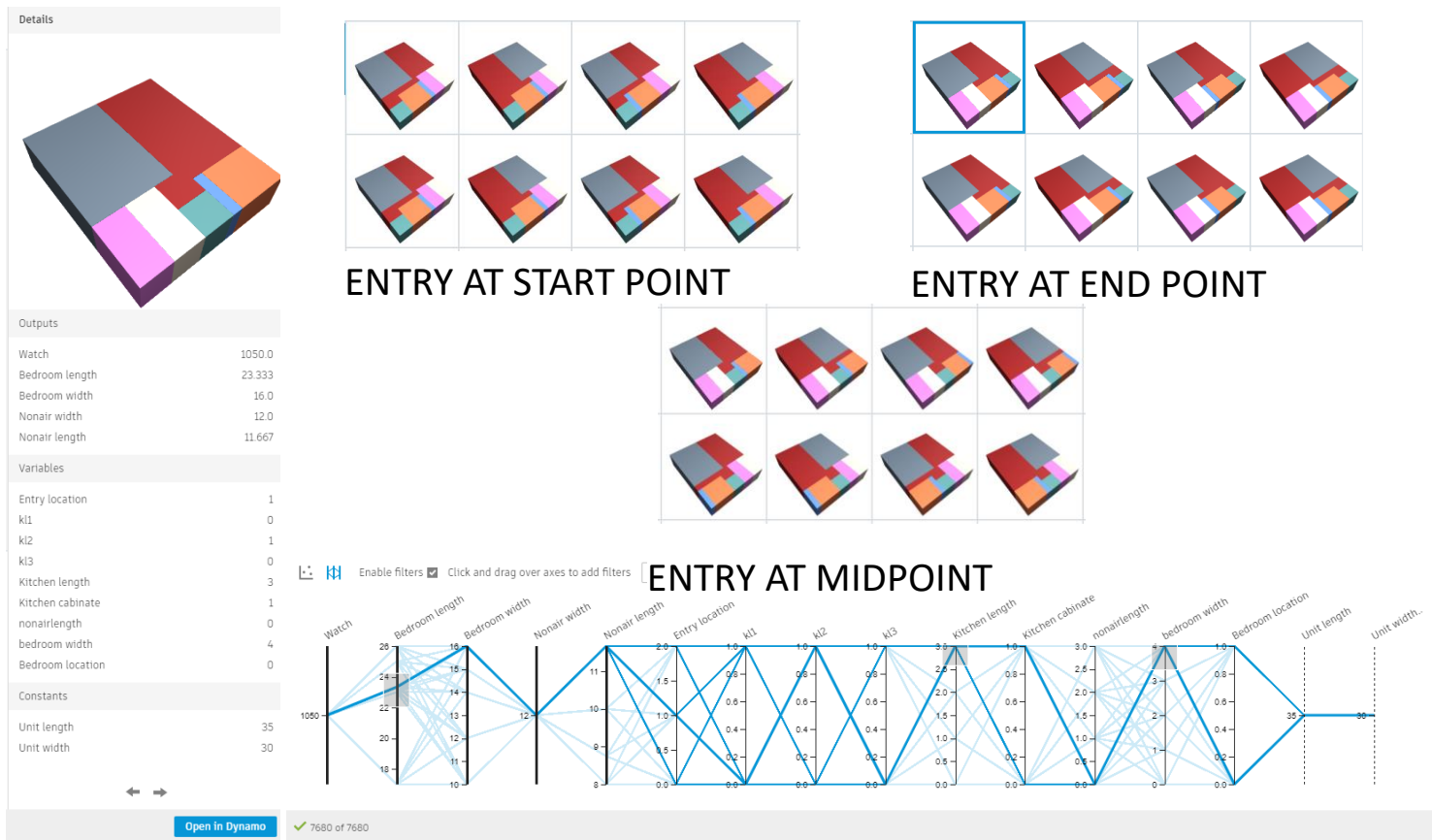


STEP 9 –DIFFERENCE TO FORM LIVING SPACE.



UNIT GENERATION

GENERATIVE DESIGN

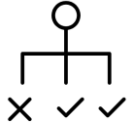


CONCLUSION

INFERENCE



Understanding of design scope and goals



“n” number of options generated



Customize “ideal situation”



Optimized for specific conditions or multiple conditions



Quantified design options



Time saving

**QUANTIFY
DESIGN**

**INFENITE
OPTIONS**

**TIME
SAVING**

CONCLUSION

*“Generative design can be used in multifamily to produce efficient **design options** with further detailing of the graph. and to produce innovative and quantified designs ”*

THANK YOU!!!

The background of the slide features four abstract, dark gray, three-dimensional geometric shapes positioned in the corners. These shapes resemble stylized, faceted blocks or architectural elements, each with sharp edges and reflective surfaces that catch the light, creating bright highlights and deep shadows. They are arranged symmetrically around the central text.

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