

AS500585

How Generative Design Can Help Optimize New Neighborhoods

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Class Resources

Getting access to all information?

- This presentation contains videos, which are not embedded in the PDF version.
- The session has also been recorded.
- You can get access to the full presentation including videos, the handout, recording and full datasets on this link below or through the QR code on the right.

https://autode.sk/NeighborhoodOptimization





Technical Sales Specialist AEC

Structural Engineer

Specialized in Generative Design

8 years at Autodesk



- Technical Consultant
- Architecture Background
- Dynamo and Generative
 Design Expert
- 4 years at Autodesk

Class Description

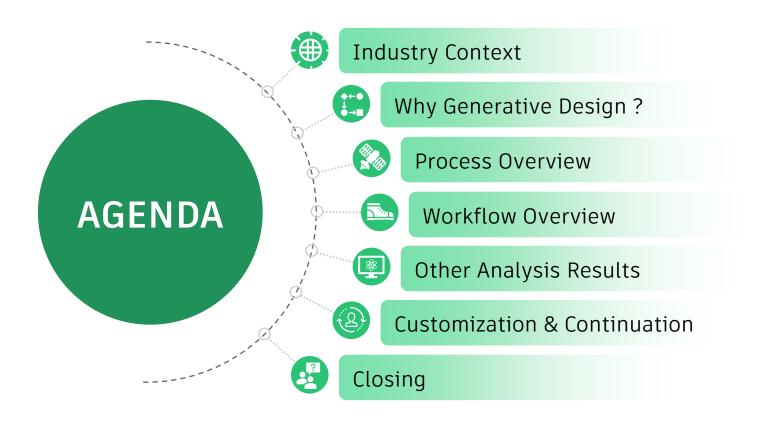
The need for affordable housing has never been so high worldwide. One possible solution is to optimize the development of new neighborhoods. But how can you get a maximum number of residential buildings on your plot in a sustainable way while still providing comfort?

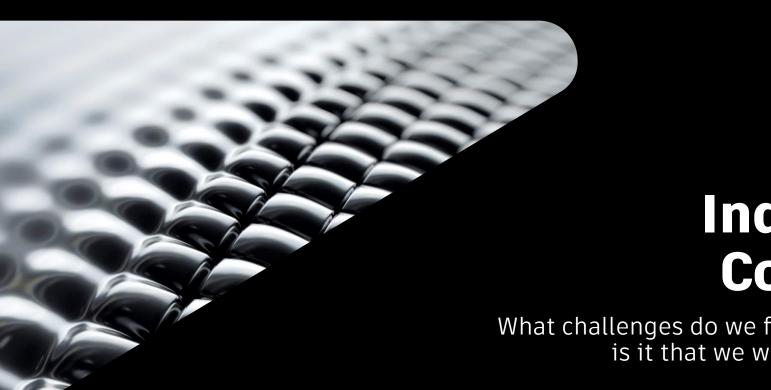
In this class, we'll teach you step by step how you can use *Generative Design in Revit* and *Dynamo* to optimize the planning of neighborhoods of single-family residential buildings, including plot subdivision, land-use assignment, and placement and shape of structures. We'll then review how *Spacemaker* brings even more value into this complex exercise for the optimization of single family residential buildings.

Learning Objectives

- Learn step by step **how to build** your own Generative Design **script** for dwelling layout optimization.
- Learn about the **value and positioning** of Dynamo, Spacemaker, and Generative Design for Revit.

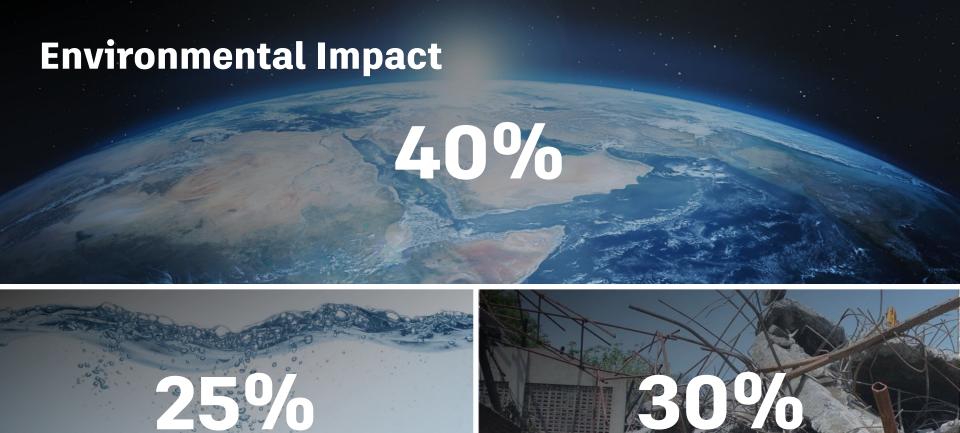
- Learn why, how, and when to use Spacemaker for residential planning optimization.
- Discover how Generative Design in Revit can **effectively be used** for neighborhood planning.



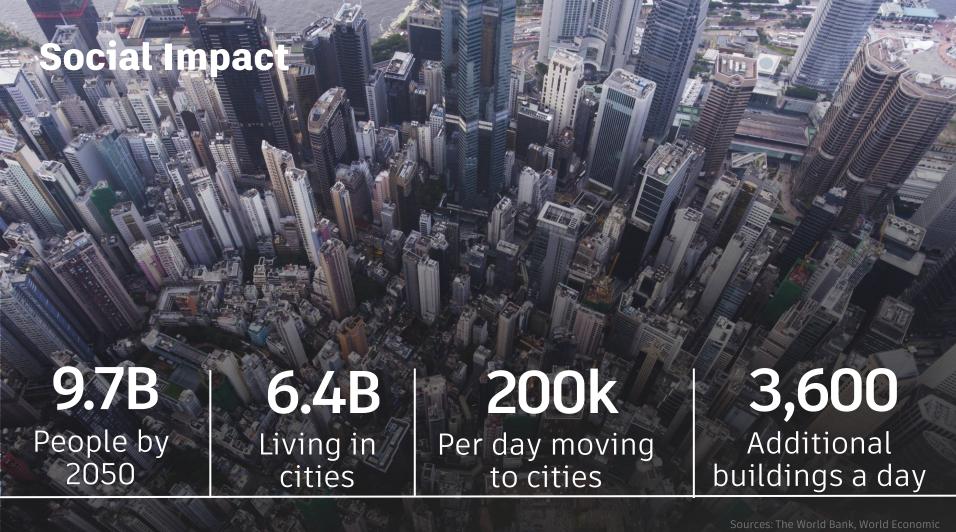


Industry Context

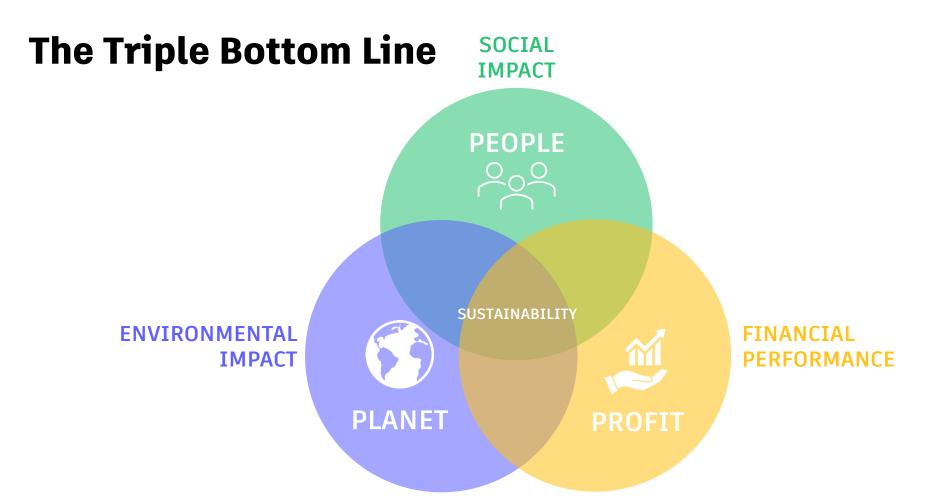
What challenges do we face and what is it that we want to solve?











Neighborhood Planning

Definition

Neighborhood planning is **a form** of urban planning through which professional urban planners and communities seek to shape new and existing neighborhoods.



Neighborhood Planning

Typical Process



Challenges to plan-writing











Lots of data to process such as 2D, 3D, reports, specifications, ...

Optimization of a site takes a lot of time due to many manual iterations. Need to get buy-in from the planning committees and local residents.

Uncover the social and economical potential of the new neighborhood.

Understand risks like geotechnical issues, environmental impact and comfort of living (noise, daylight, traffic)

Challenges to urban design and development

Urban Sprawl





Sustainability

Public Transport





Social aspect

Single vs Mixed Use





Accessibility

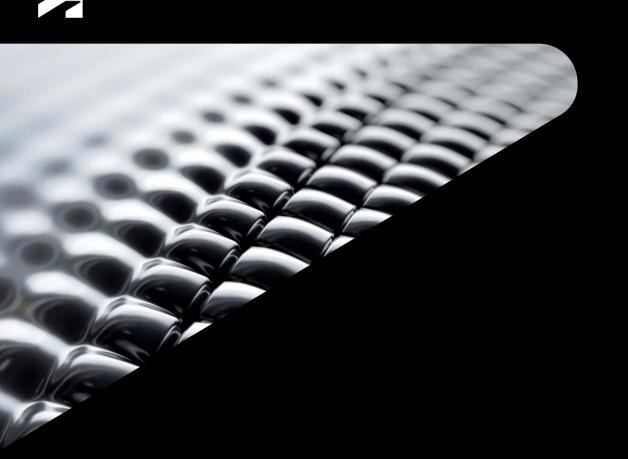
Affordability





Environmental Site





Generative Design

Why using this approach?



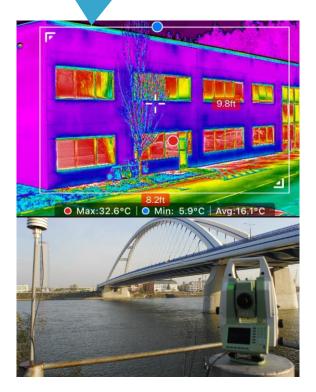




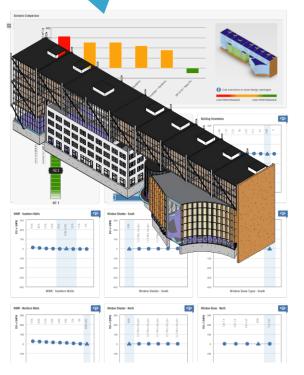




"How is the project performing?"



"How will this design perform?"



"What's the best design?"

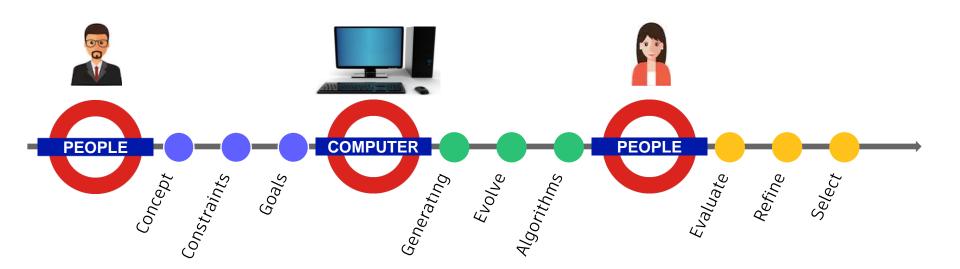




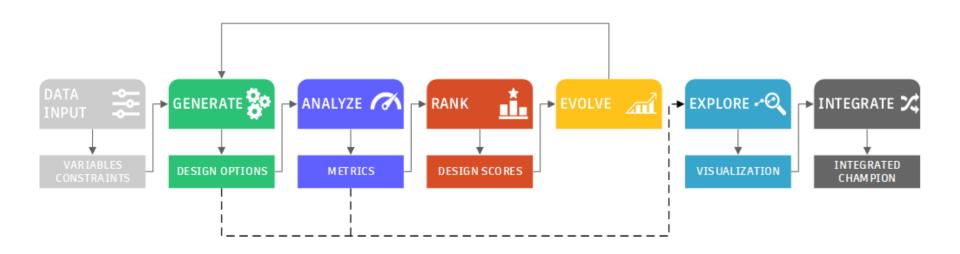
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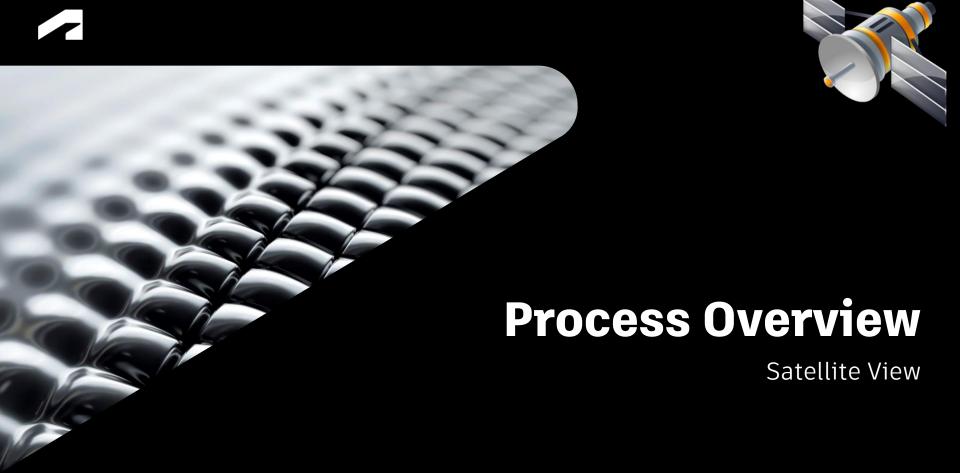
Generative Design Process

Combining human and computer intelligence



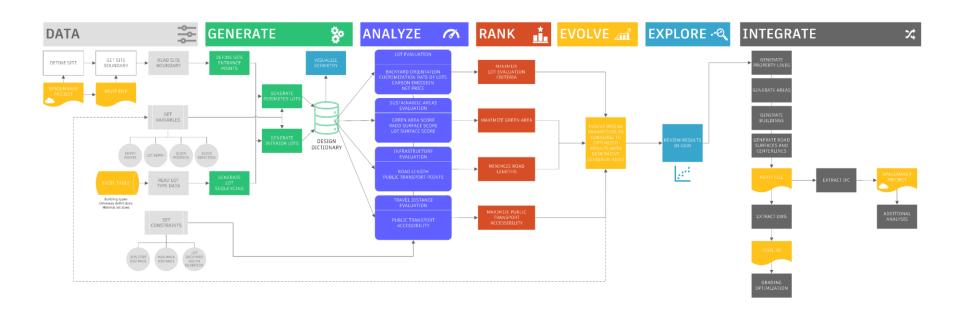
Generative Design Process

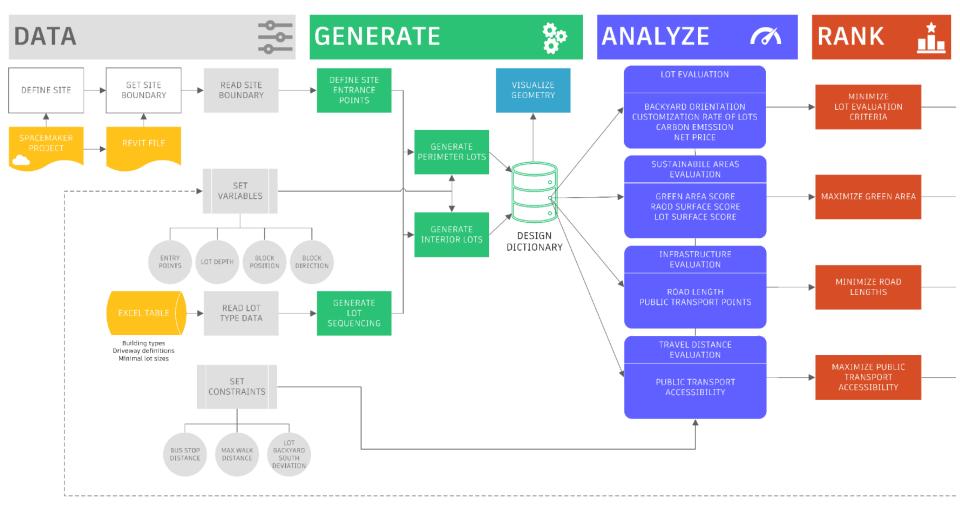




Process Overview

A satellite view on how to build up the script

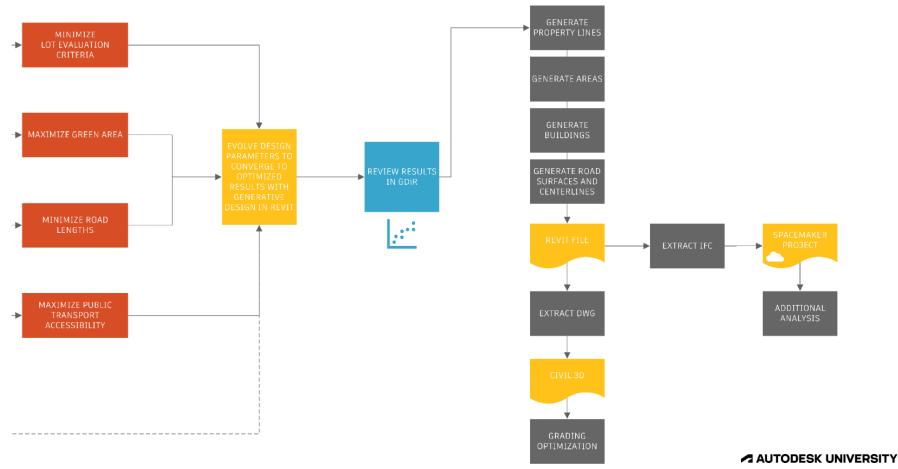












Overall Optimization Workflow









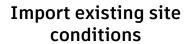








Prepare site



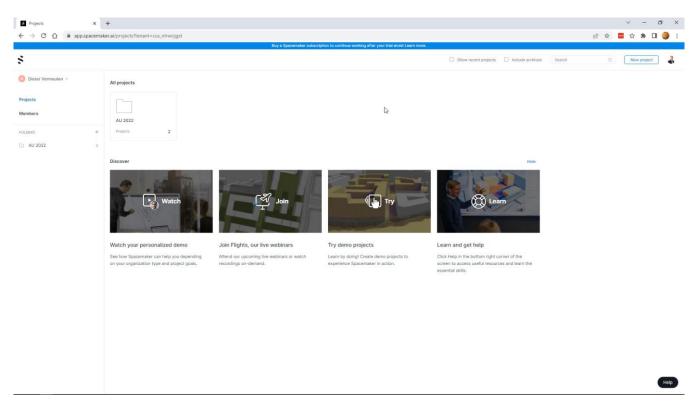
Optimization of the new neighborhood

Import and analyze the designed neighborhood



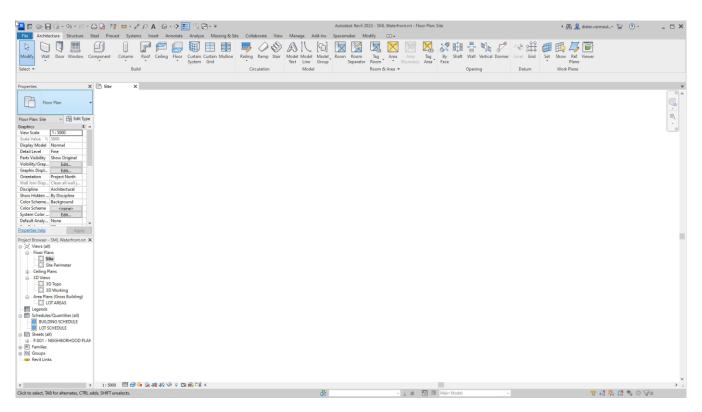
Prepare site

Spacemaker



Import site data

Autodesk Revit

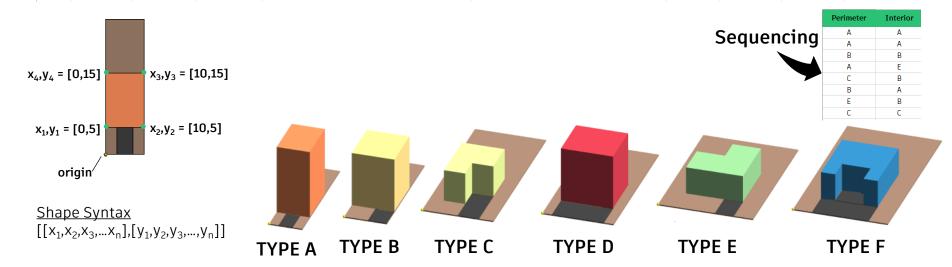


Building Definitions

Define building types to be used



			_		_		_		
ID	Туре	Lot Width	Min Lot Deptl	h Building Shape	Driveway Shape	Height	Building Color	Net Price	Carbon Emission
Α	Townhouse 1	10	25	[[0,10,10,0],[5,5,15,15]]	[[2,5,5,2],[0,0,5,5]]	15	252,141,89	150	7
В	Townhouse 2	12	25	[[0,12,12,0],[5,5,15,15]]	[[5,9,9,5],[0,0,5,5]]	12	254,224,139	200	9
С	Detached	15	35	[[3,7.5,7.5,12,12,3],[5,5,9.5,9.5,17,17]]	[[7.5,12,12,7.5],[0,0,9.5,9.5]]	7	230,245,152	320	12
D	Villa	20	45	[[4,16,16,10,10,4],[6,6,18,18,13,13]]	[[12,16,16,12],[0,0,6,6]]	6	153,213,148	420	14
Е	Commercial	15	30	[[2,13,13,2],[6,6,16,16]]	[[2,13,13,2],[0,0,6,6]]	12	213,62,79	250	20
F	Amenity	20	36	[[4,7,7,13,13,16,16,4],[6,6,10.5,10.5,6,6,20,20]]	[[4,16,16,13,13,7,7,4],[0,0,6,6,10.5,10.5,6,6]]	6	50,136,189	360	25



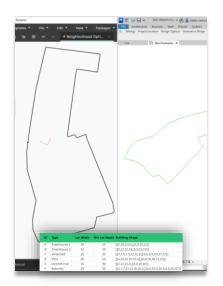
Build the graph

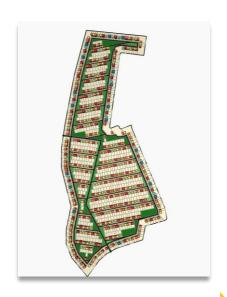




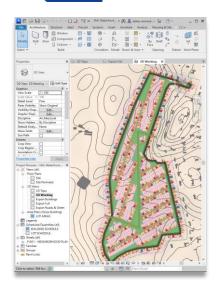












Import Data

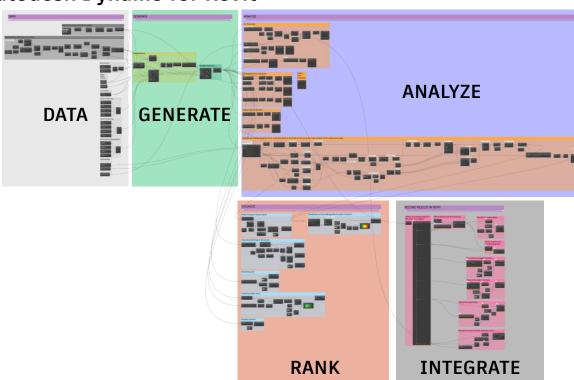
Generate Site

Analyze Site

Generate Buildings

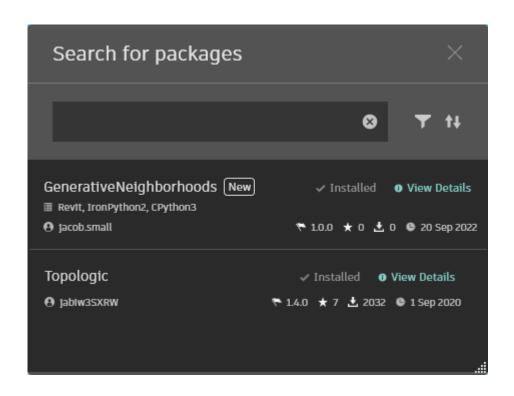
Logic behind the scene

Autodesk Dynamo for Revit





Packages Used

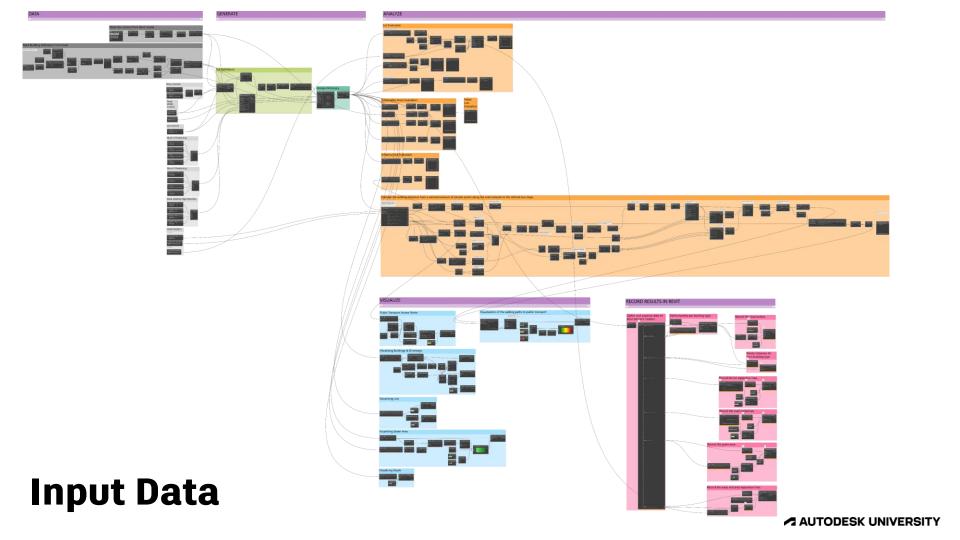


GenerativeNeighborhoods

Contains the nodes for this class

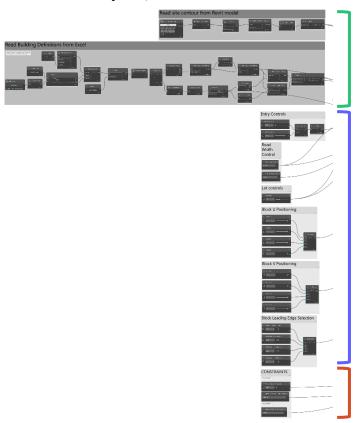
Topologic

Used for path analysis



Input Data

External input, variables and constraints

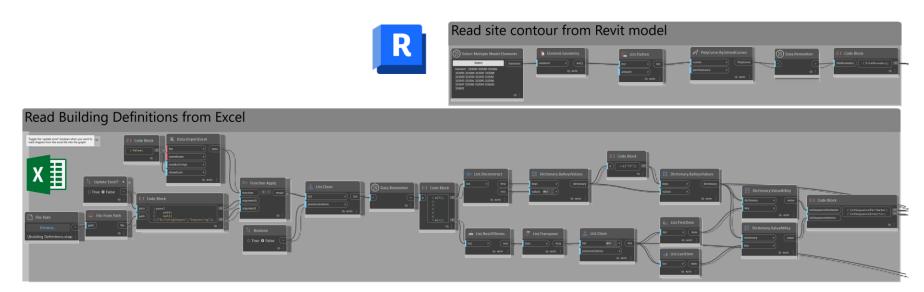


EXTERNAL INPUTS

VARIABLES

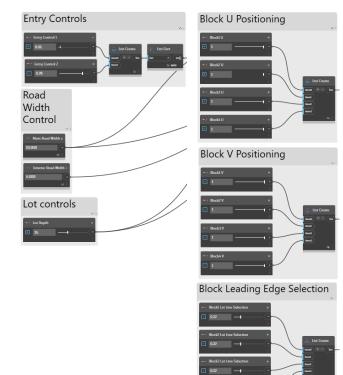
CONSTRAINTS

Input Data: External Inputs



- Read Building Types from Excel
- Import site boundary curves from Revit

Input Data: Variables & Constraints





Variables

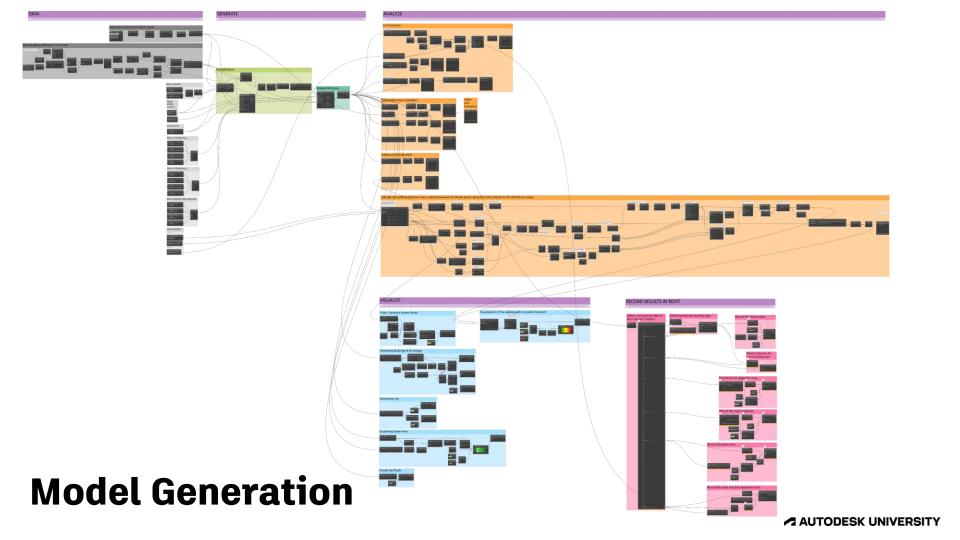
- Controls for entrance road
- Road width control
- Lot depth
- Block Control
 - Positions
 - Lead Edge Selection

Constraints

- Public transport spacing
- Maximum walk to public transport
- Maximum backyard to south deviation

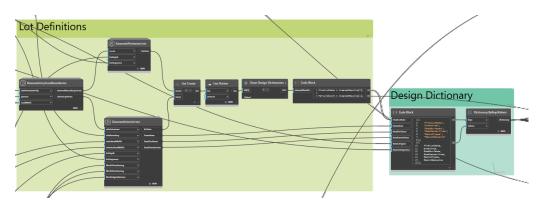






Model Generation

- Final Lot Data with
 - Building Type + Properties (Carbon Emission, Net Price, ...)
 - Lot Surface
 - Standard Lot
 - Building Shape
- Road surfaces & centerlines
- Green Area



```
List

> 0 Dictionary

Carbon Emission 7

Lot Coordinate System

Lot Surface Surface

Min Lot Depth 25

ID A

Net Price 150

Building Color 252,141,89

Priority 1

Driveway Shape [[3,6,6,3],[0,0,!

Mix 0.3

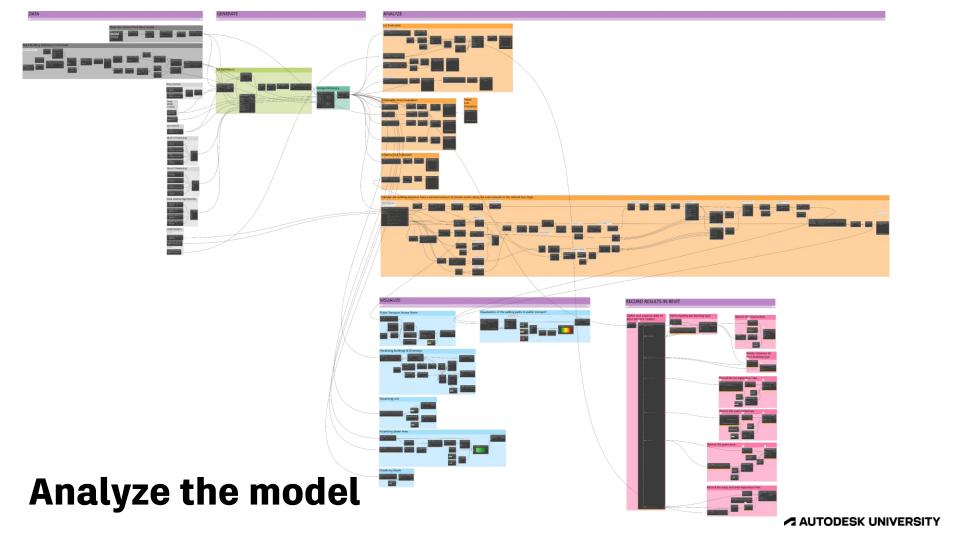
Lot Width 9

Height 15

Standard Lot true

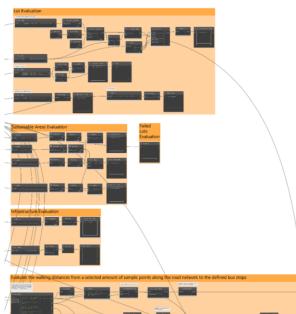
Building Shape [[0 9 9 0] [5 5 ]
```





Analyze the model

Define the outputs of the Generative Design UI

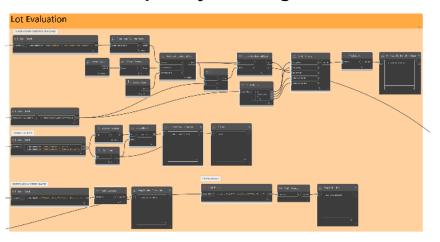


- Lot Evaluation
 - Backyard Orientation Score
 - Number of lots
 - Customized Lot Ratio
 - Carbon Emission
 - Net Price

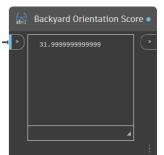
- Sustainable Areas Evaluation
 - Road Surface Score
 - Green Area Score
 - Lot Surface Score
- Infrastructure Evaluation
 - Infrastructure length
 - Number of bus stops
- Public Transport Access Score

Lot Evaluation

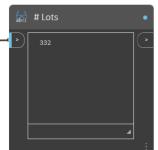
Evaluate the quality of the generated lots

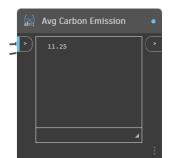


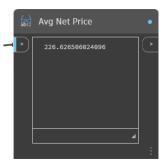
- Maximize the backyard orientation score of lots by minimizing the deviation towards geometrical south.
- Maximize the amount of lots
- Minimize the amount of custom sized lots
- Minimize average carbon emission
- Minimize average net price



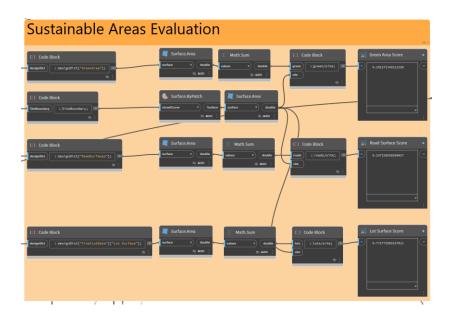








Sustainable Areas Evaluation



- Maximize the Green Area.
- Minimize the Road Surface
- Maximize the total Lot Surface

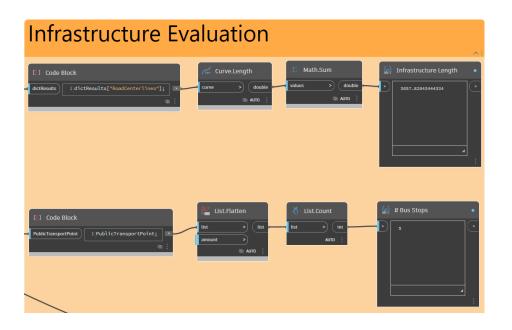






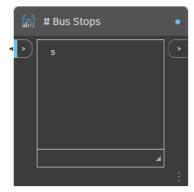


Infrastructure Evaluation

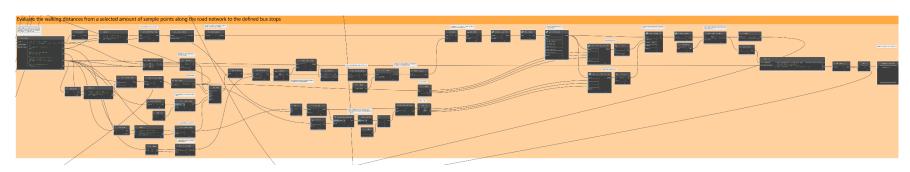


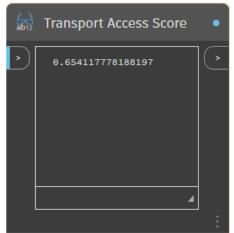
- Minimize the infrastructure length
- Count the amount of bus stops

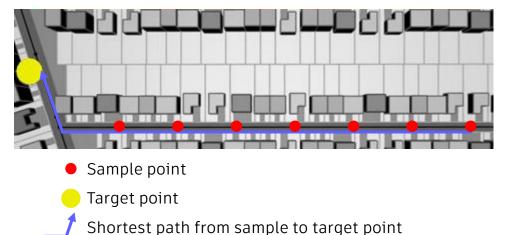




Public Transport Access Score







Path analysis

Analyze the walking distances to public transport points



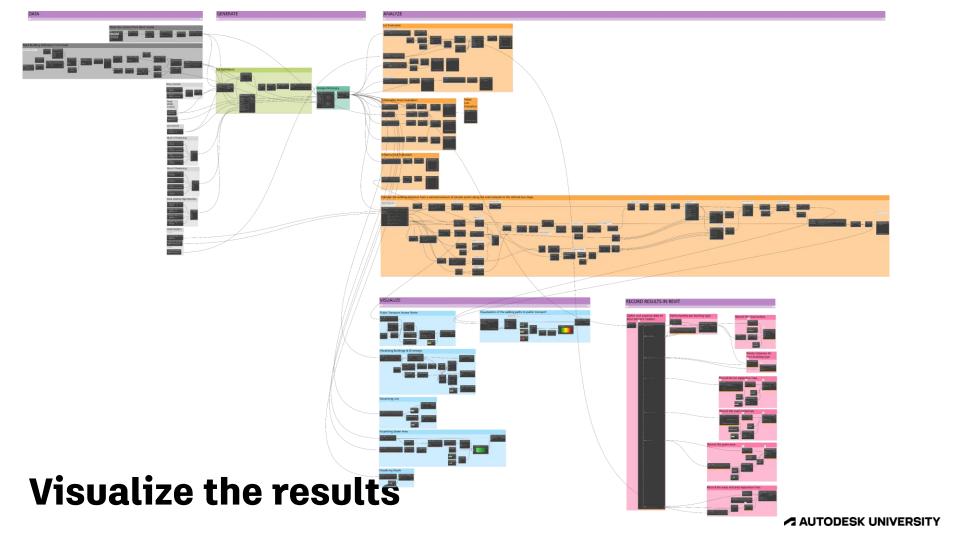
Public Transport Access Score

Score = 1.0

Score = 0.5

Score = 0.0





Visualize the result









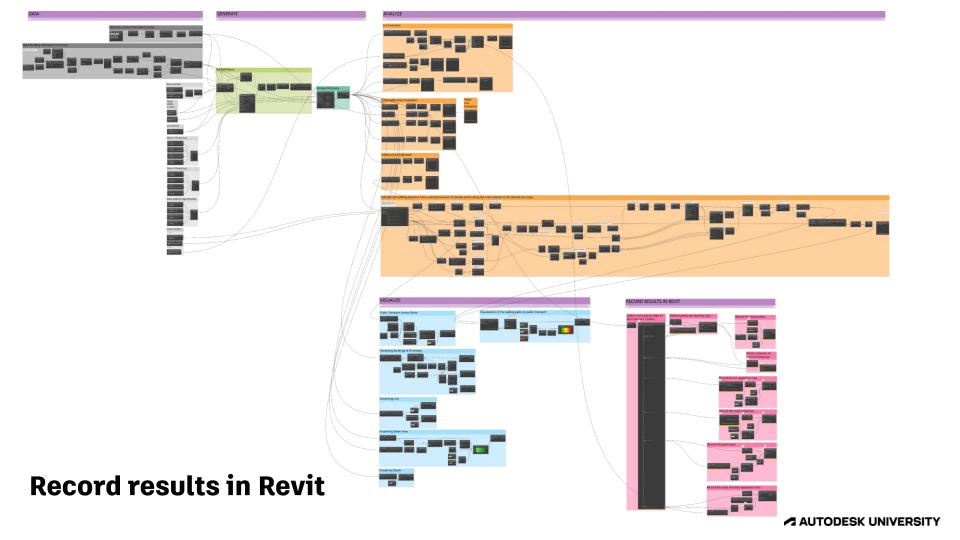




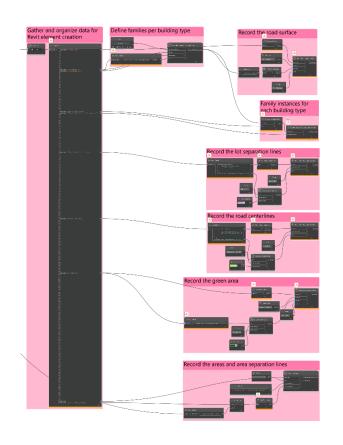


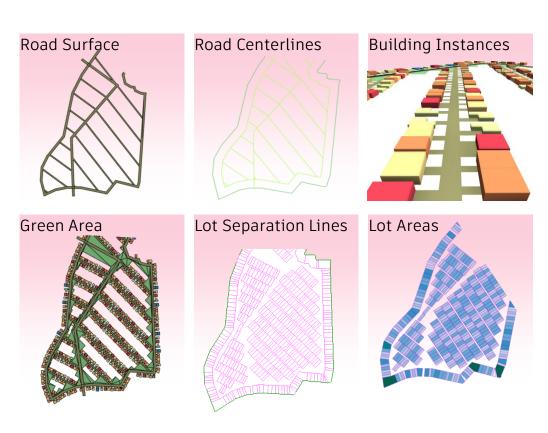
Visualize the result





Record Results in Revit





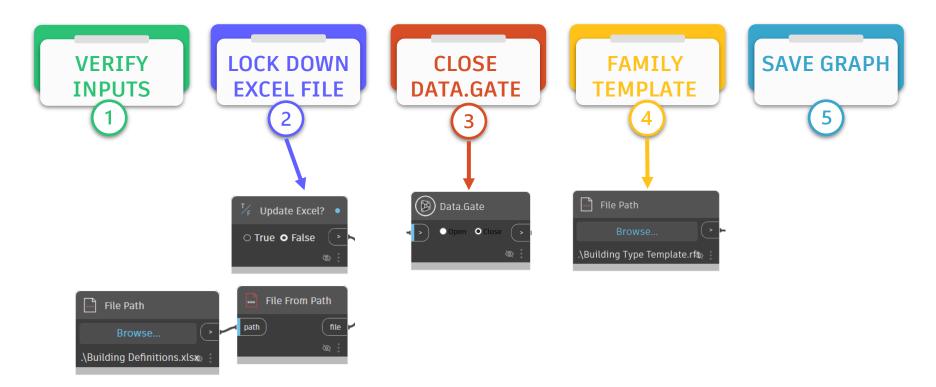
Record Results in Revit





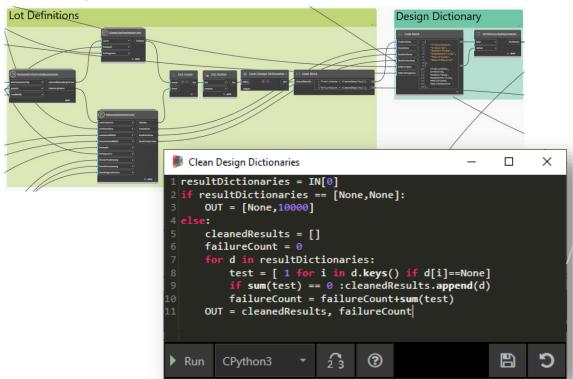
Prepare for optimization

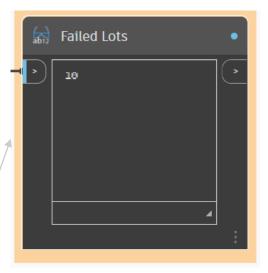
What to check before running the optimization?



Clean Design Dictionaries

Catching the amount of lot failures



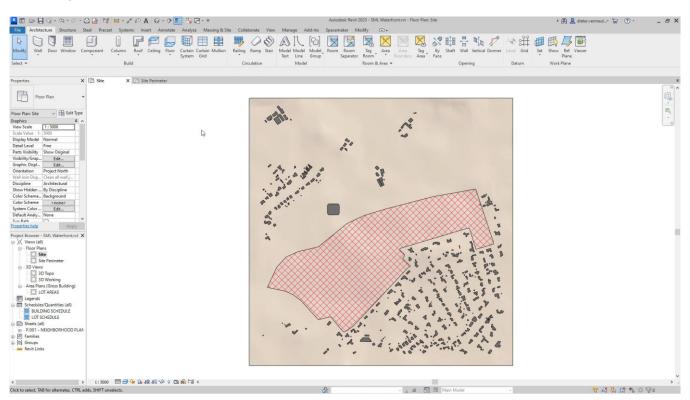


Minimize the amount of failed lots during the optimization process to skip invalid design options.



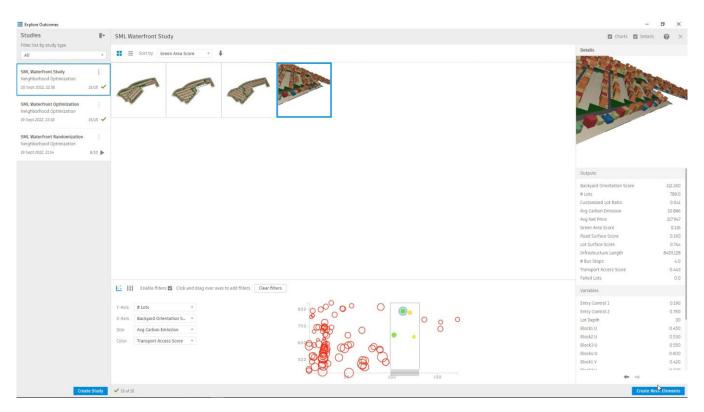
Optimization of the new neighborhood

Generative Design in Revit



Create neighborhood from results

Autodesk Revit



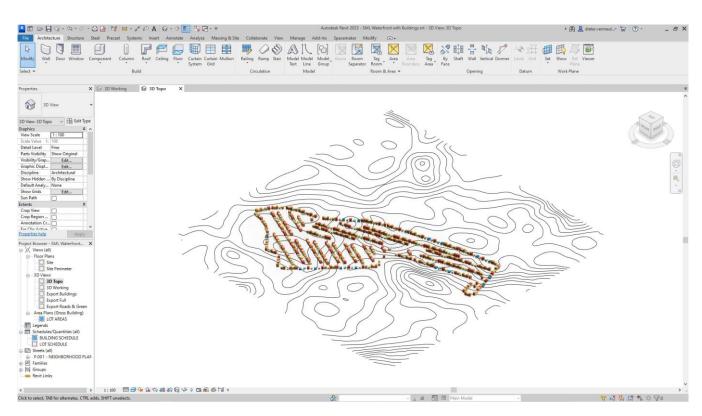
Area plan

Lot development plan in Revit



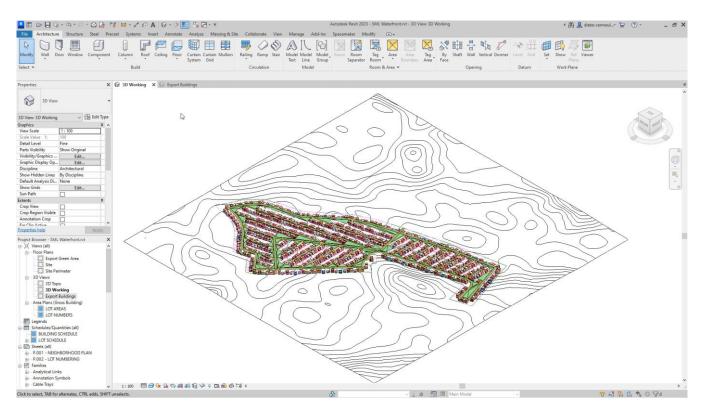
	LOT SCHEDULE					
Number	Building Type	Area	Perimeter	Angle to South Orientation		
1	Townhouse 1	270 m²	78 m	165.36°		
2	Townhouse 2	360 m²	84 m	165.36°		
3	Townhouse 1	270 m²	78 m	165.36°		
4	Detached	450 m²	90 m	165.36°		
5	Townhouse 2	360 m²	84 m	165.36°		
6	Commercial	450 m²	90 m	165.36°		
7	Detached	450 m²	90 m	165.36°		
8	Amenity	600 m²	100 m	165.36°		
9	Detached	450 m²	90 m	165.36°		
10	Commercial	450 m²	90 m	165.36°		
11	Villa	600 m²	100 m	165.36°		
12	Amenity	600 m²	100 m	165.36°		
13	Townhouse 1	270 m²	78 m	165.36°		
14	Townhouse 1	270 m²	78 m	165.36°		
15	Townhouse 2	360 m²	84 m	165.36°		
16	Townhouse 1	270 m²	78 m	165.36°		
17	Detached	450 m²	90 m	165.36°		
18	Townhouse 2	657 m²	104 m	165.36°		
19	Townhouse 1	270 m²	78 m	169.80°		
20	Townhouse 2	360 m²	84 m	169.80°		
21	Townhouse 1	270 m²	78 m	169.80°		
22	Detached	450 m²	90 m	169.80°		
23	Townhouse 2	360 m²	84 m	169.80°		
24	Commercial	450 m²	90 m	169.80°		
25	Detached	450 m²	90 m	169.80°		
26	Amenity	600 m²	100 m	169.80°		
27	Detached	450 m²	90 m	169.80°		
28	Commercial	450 m²	90 m	169.80°		

Correct building elevations



Export the new neighborhood

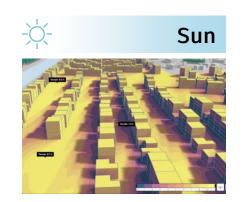
Autodesk Revit & IFC

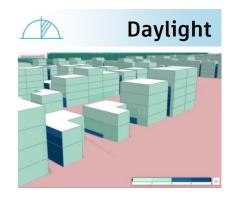


Analyze the new neighborhood

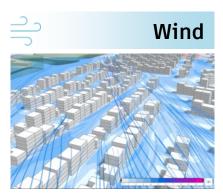
What types of analysis in Spacemaker





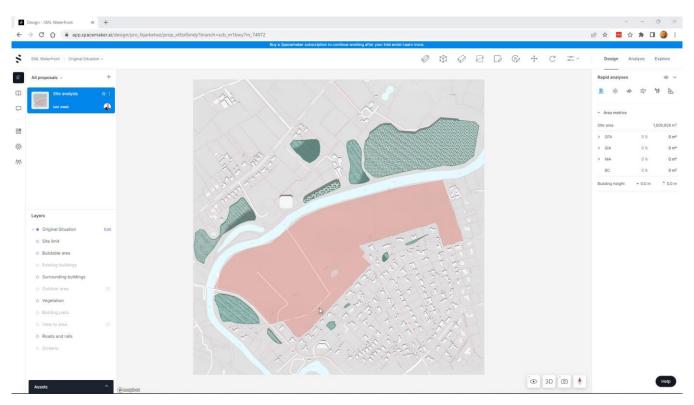






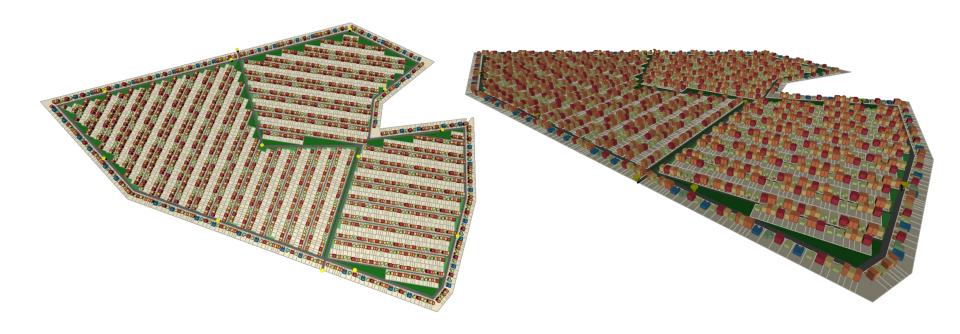
Analyze the new neighborhood

Spacemaker



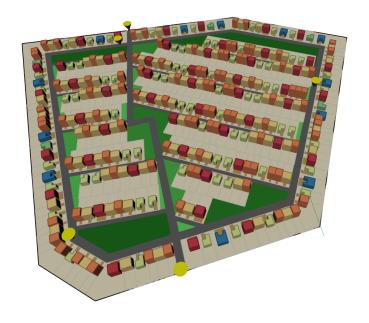


Other site studies



Starmountain







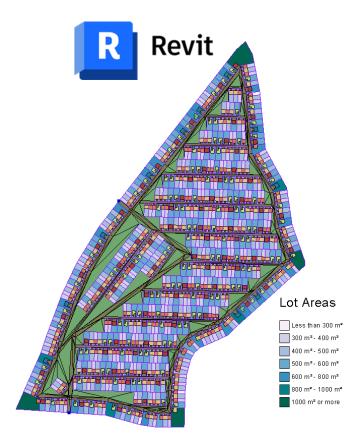
LOT SCHEDULE						
Building Type	Area	Perimeter	Angle to South Orientation			
Townhouse 1	315 m²	88.00 m	0.00°			
Townhouse 2	420 m²	94.00 m	0.00°			
Townhouse 1	315 m²	88.00 m	0.00°			
Detached	525 m²	100.00 m	0.00°			
Townhouse 2	420 m²	94.00 m	0.00°			
Commercial	525 m²	100.00 m	0.00°			
Detached	525 m²	100.00 m	0.00°			
Amenity	700 m²	110 00 00	0.000			

BUILDING SCHEDULE						
Building Type	Carbon Emission	Net Price	Count			
Amenity	300	4320.00	12			
Commercial	1000	12500.00	50			
Detached	876	23360.00	73			
Townhouse 1	784	16800.00	112			
Townhouse 2	720	16000.00	80			
Villa	70	2100.00	5			
TOTAL: 332	3750	75090.00				

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Mansfield Park







Additional Optimization Opportunities

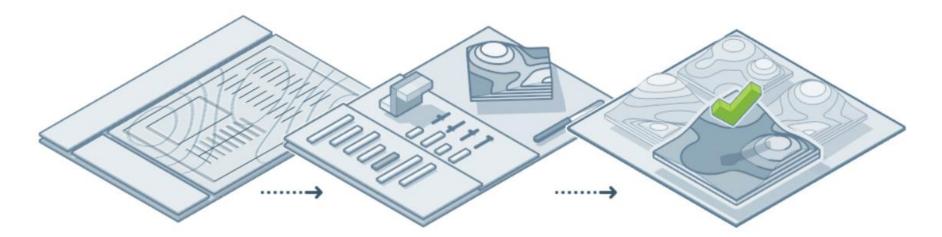
Generative Design's use doesn't stop here!

- Optimization of bus stop locations
- Optimizing planting in the front yards
- Park access
- Optimize infrastructure layout
 - Power
 - Water
 - Fire hydrants
 - o Etc
- And many more
 - Limited only by your imagination



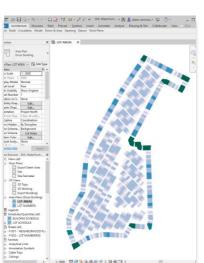
Autodesk Grading Optimization

Autodesk Grading Optimization consists of optimization algorithms that work toward surface smoothness while accommodating user-imposed constraints. These design constraints include grading and drainage elements. The constraints are entered as global parameters and as individual grading element parameters.



Grading optimization of parcels





Export Lot Areas to DWG







Import Digital Terrain Model in Civil 3D with ArcGIS

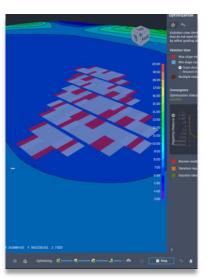


Civil 3D



Define Building Pads





Perform analysis

Grading optimization of parcels

