



GLOBAL TOWERS BCN\2004 50x86\Σ

SEED

```

cvmove 1 20 04;
cvmove 3 -42 00;
cvmove 5 04 20;
cvmove 7 00 -42;
cvmove 9 40 02;
cvmove 11 -24 00;
cvmove 13 02 40;
cvmove 15 00 -24;

proc editfloor(int $begin,int $size,string $edit)
{
  global int $floor;
  if (($floor>=$begin)&&($floor<($begin+$size)))
  {
    eval $edit;
  }
}

proc whobble(int $where,int $size,int $cv,float $out,float $right,float $round)
{
  global int $floor;
  int $whobblefloor;
  if (($floor>$where)&&($floor<($where+$size)))
  {
    $whobblefloor=$floor-$where;
    if ($whobblefloor<($size/2))
    {
      $outX=(round/$whobblefloor);
    }
    else
    {
      $outX=(round/($size-$whobblefloor+1));
    }
  }
  editfloor($where,(floor($size/2)),"cvmove "+$cv+" "+$out+" "+(-($right)));
  editfloor($where+ceil($size/2),(floor($size/2)),"cvmove "+$cv+" "+(-($out))+" "+$right);
}

while ($area < 110000)
{
  nextfloor();

  cvmove 1 0.42 0;
  cvmove 5 0 -0.42;
  cvmove 14 0.42 0;
  cvmove 15 0.42 0.42;
  cvmove 3 0.42 0;
  cvmove 11 0.42 0;

  // jumps
  editfloor(24,1,"cvmove 13 (-42*0.42) (-24*0.24); cvmove 7 -2.4 -42");
  editfloor(ceil(24*0.42),42,"cvmove 9 (-0.042*$floor) 0.24");
  editfloor(0,24,"cvmove 13 (2.4*0.042*$floor) -0.42; cvmove 7 0.42 2.4");
  editfloor(24,42,"cvmove 13 (-0.024) (-2.4*0.42); cvmove 7 0.24 (0.42*2)");

  // whobble($where,$size,$cv,$out,$right,$round)
  whobble(20,10,15,2.4,-2.4,3);
  whobble(4,10,2,2.4,-2.4,4);
  whobble(0,8,10,2.4,-2.4,3);
  whobble(42,8,14,-2.4,0,5);
  whobble(34,10,9,0.42,2.4,5);

  rotate -r -os 0 0 -0.42;
  $area+=$area();
  $floor++;
}

// bridges
$cvpos1 = getAttr("nurbsCircle1_4.cv[3]");
$cvpos2 = getAttr("nurbsCircle1_4.cv[11]");
string $buf="";
for ($pos in $cvpos1) $buf=$buf+" "+$pos;
eval("setAttr nurbsCircle1_24.cv[3] "+$buf);
eval("setAttr nurbsCircle1_25.cv[3] "+$buf);
eval("setAttr nurbsCircle1_42.cv[3] "+$buf);
eval("setAttr nurbsCircle1_43.cv[3] "+$buf);
string $buf="";
for ($pos in $cvpos2) $buf=$buf+" "+$pos;
eval("setAttr nurbsCircle1_24.cv[11] "+$buf);
eval("setAttr nurbsCircle1_25.cv[11] "+$buf);
eval("setAttr nurbsCircle1_42.cv[11] "+$buf);
eval("setAttr nurbsCircle1_43.cv[11] "+$buf);

```

TOWER

