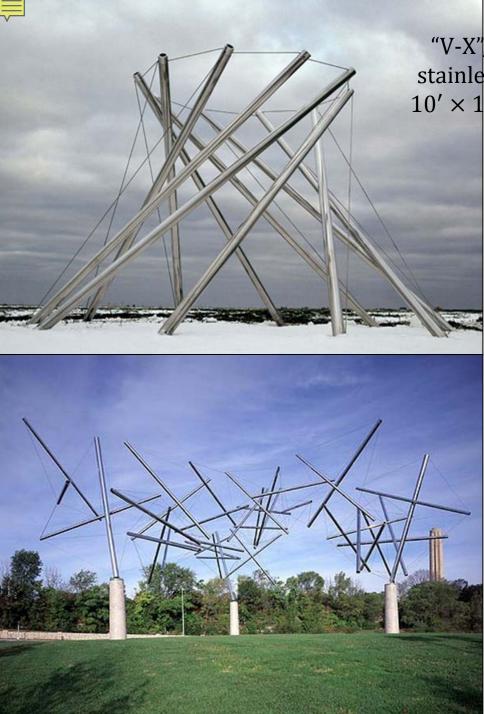
As a student in the video pointed out, the dot product equaling zero means that the vectors C(v) - C(w)and d(v) - d(w) are perpendicular. However, you said you had trouble visualizing d(v) - d(w).

How can you say the tensegrity you showed is rigid when you can perturb it like that? What part of the model was breaking down in real life?

Why use springs to build bars?

I liked the part about tensegrities as actual sculptures.



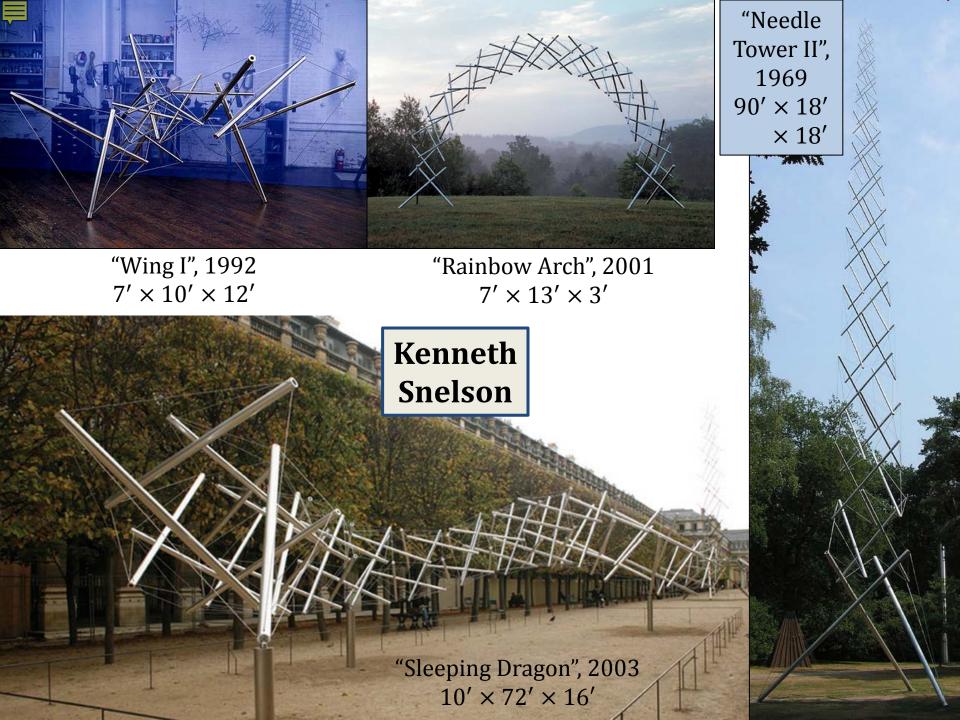
"V-X", 1968 stainless steel $10' \times 14' \times 14'$

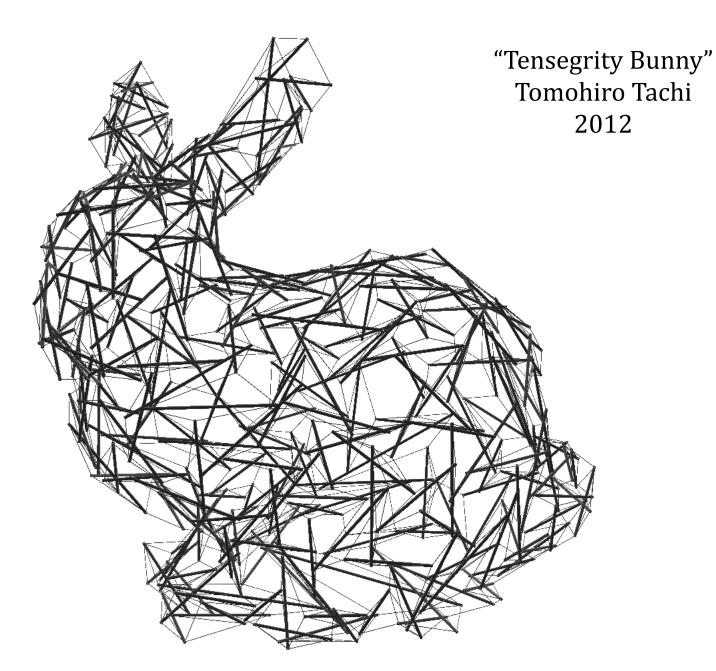




"T-Zone Flight", 1995 stainless steel $16' \times 49' \times 30'$

"Triple Crown", 1991 stainless steel $43' \times 85' \times 78'$



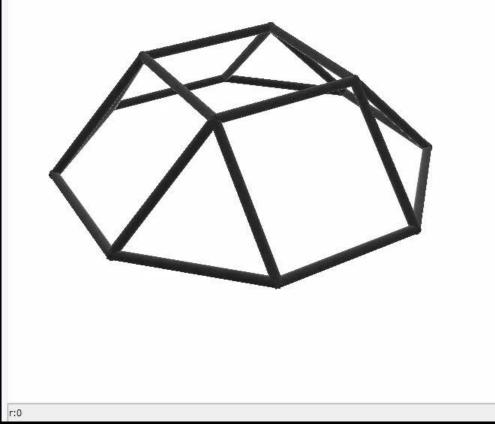


http://www.flickr.com/photos/tactom/7564732824/



♠ Freeform Tensegrity n04-f.obj fps:55.5556
File System Model Tool View Help

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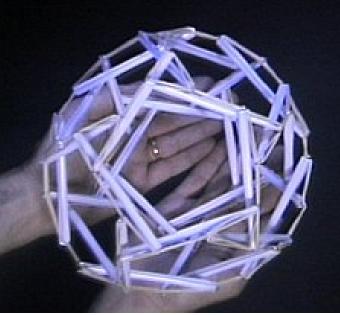


Freeform Tensegrity

Tomohiro Tachi

http://youtu.be/6ZUhPKU0ePk





Soda Straw Tensegrity Structures

George Hart

Tensegrity Balls

