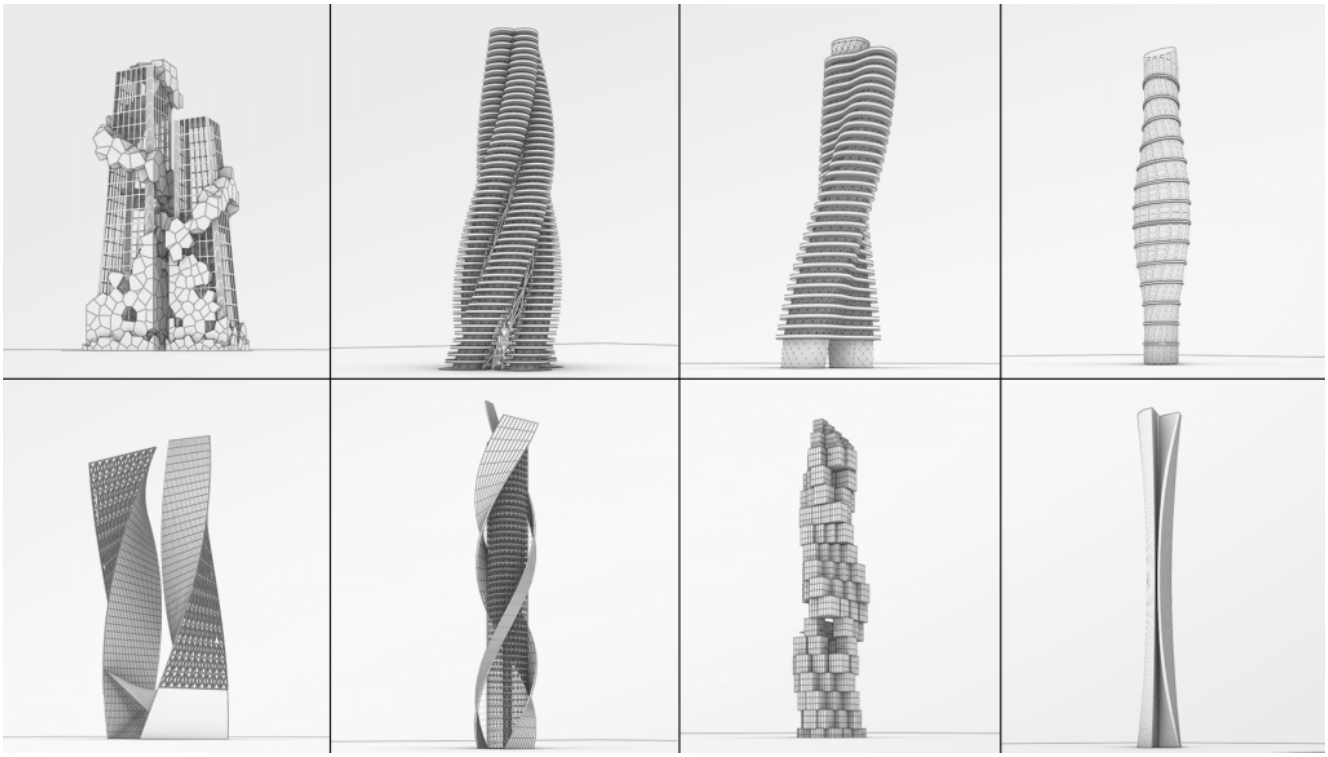
Thinking in Code: First-Year Towers from Ain Shams University

At Ain Shams University in Cairo, first-year architecture students are being introduced to design not as a static drawing exercise, but as an evolving computational dialogue. The course *Modeling the Built Environment*, led by Dr. Abdulrahman Ayman Fahmy and colleagues, has reimagined the early stages of architectural education, immersing students directly into the logic-driven world of parametric modeling through Rhino and Grasshopper.



3D models made by students

A NEW KIND OF FOUNDATION YEAR

What distinguishes this course isn’t just the adoption of advanced tools, it’s the reframing of design as a system of relationships. Despite being in their first semester and having little to no prior experience in architecture or modeling software, students quickly learned to construct form through algorithmic thinking.

The course, conducted entirely online, introduced students to visual programming by breaking complex concepts into structured learning steps. Starting with basic math operations, students advanced through geometry creation methods, such as lofting, extrusion, and sweeping. They moved into more sophisticated computational procedures such as attractors, Voronoi diagram generation, and field-based modeling using metaballs.

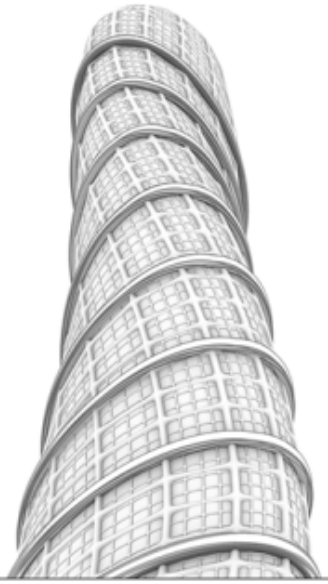


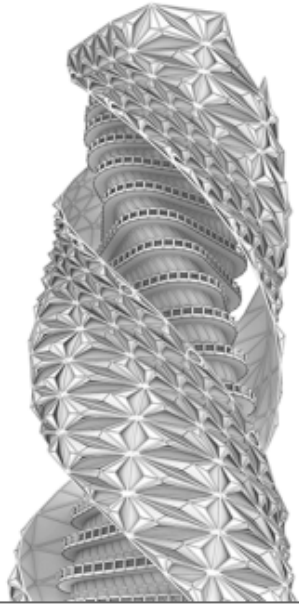
First-year architecture students utilized Grasshopper to design and fabricate parametric towers

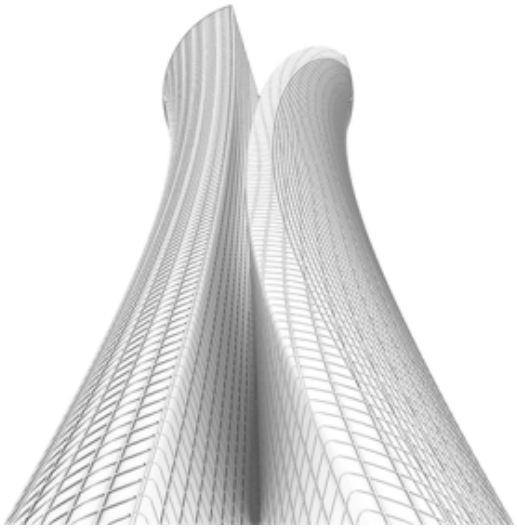
DATA STRUCTURES AS DESIGN INFRASTRUCTURE

At the core of each student’s development was the mastery of data trees, Grasshopper’s system for organizing and manipulating hierarchical information. Understanding how to control lists, branches, and item access became as essential as manipulating geometry. Through this, students learned to construct modular scripts where design decisions could propagate across the model with precision and clarity.

Using plugins like Weaverbird and Lunchbox, students explored mesh subdivision, panelization strategies, and generative façade systems. But beyond the toolkits, they were taught to anticipate change: “What happens if the number of floors changes? What if the tower’s diameter adapts to interior circulation needs?” These questions helped shift design thinking from static object-making to dynamic, rule-based creation.







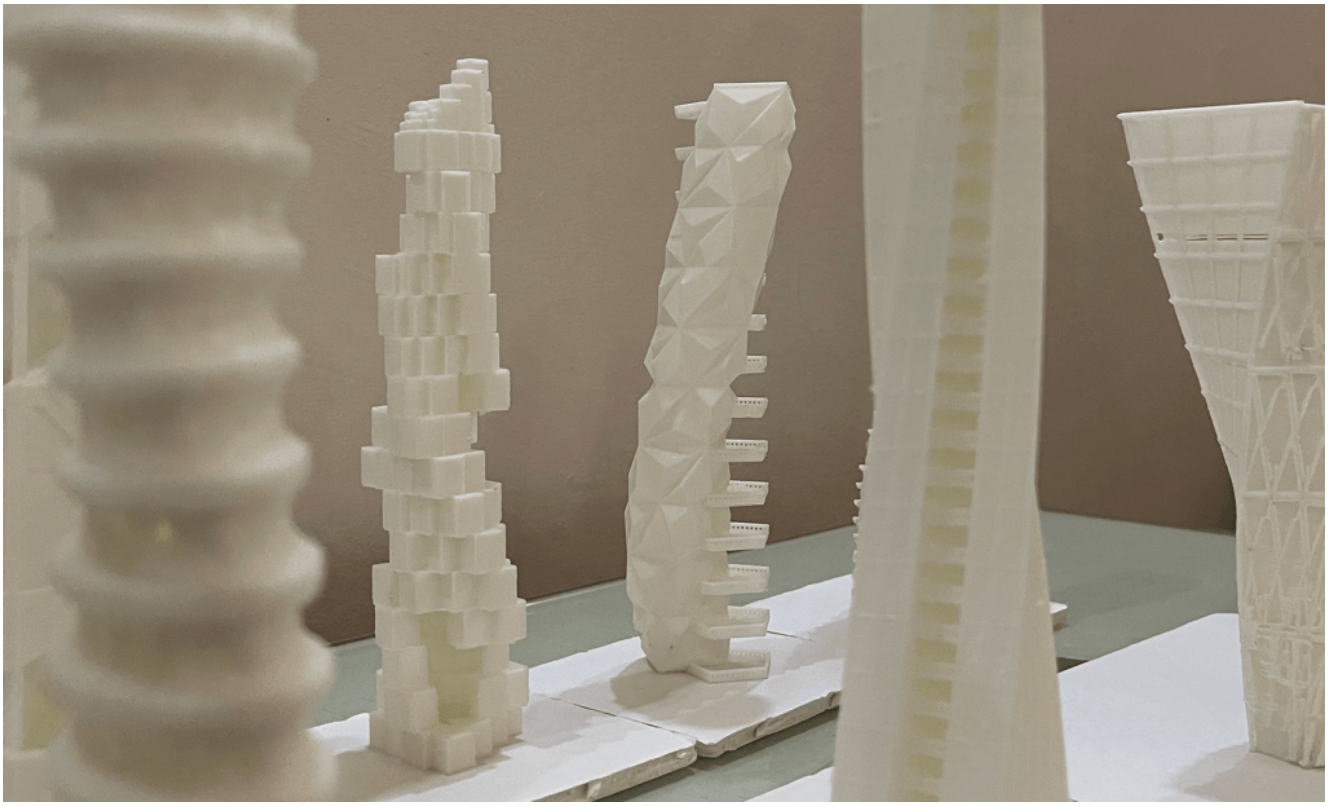
3D models made by students

FROM SCRIPTS TO STRUCTURES

The final assignment, a parametric tower design, required students to synthesize all their knowledge into a compelling architectural form driven entirely by parametric definitions. Each student was tasked with developing a unique concept using Grasshopper, constructing their script with logical clarity, and preparing the result for digital fabrication.

Deliverables included a 10x10x20 cm 3D-printed model and an A1 presentation board detailing their conceptual approach and the underlying parametric structure. These weren’t superficial exercises. Students had to justify the logic of their system and ensure that their definitions could adapt to different design inputs.

The variety and quality of the outcomes were impressive. Despite similar starting parameters, no two towers looked alike. Each one emerged from a carefully defined process, evidence of how computation can yield diversity through control rather than repetition.



Prototypes made by students

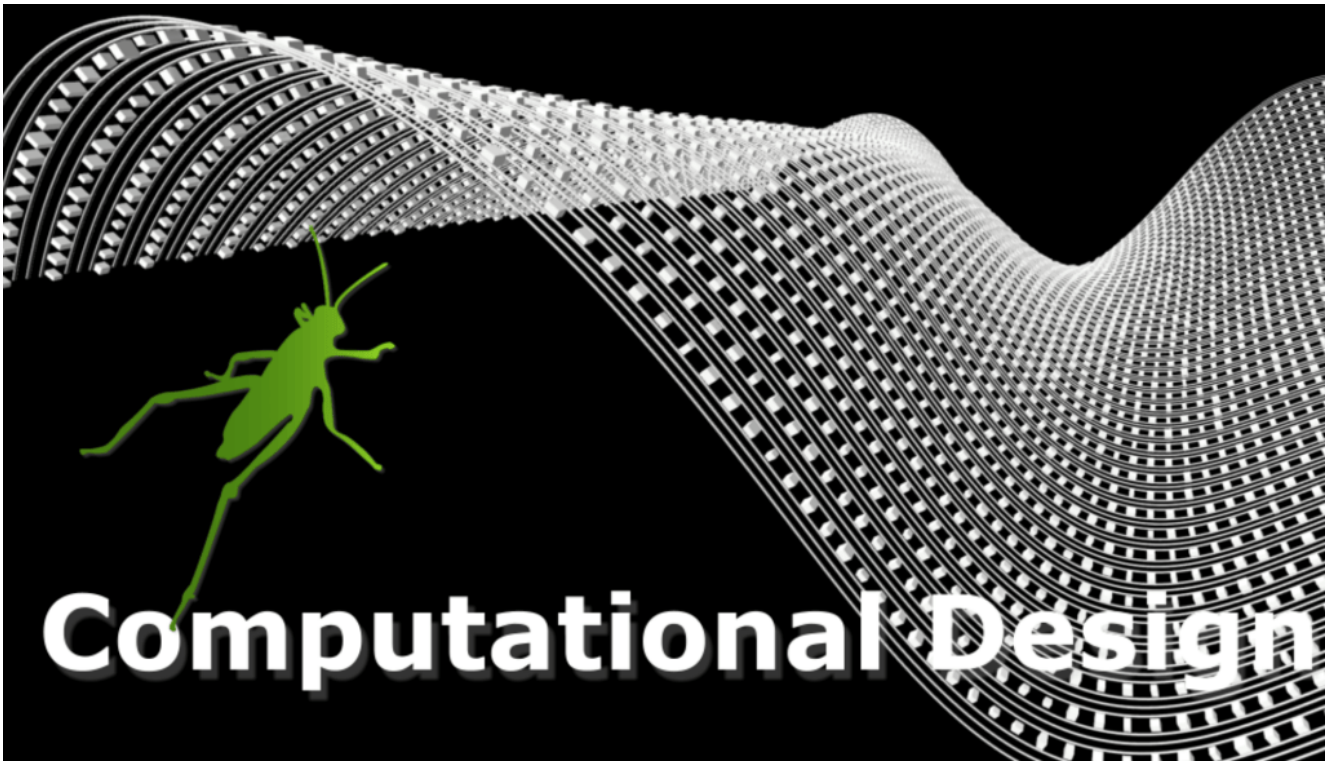
PARAMETRIC LITERACY FROM DAY ONE

What this course ultimately achieved was a transformation in mindset. Students began to see Grasshopper not just as a design tool, but as a creative language. The emphasis was never solely on geometry but on the relationships that construct it: the variables, the logic gates, the flows of information that shape the final form.

By the end of the term, these first-year students had become authors of algorithms. They could manipulate complex generative systems, document their workflows, and speak fluently about the design rationale embedded in their scripts. For many, this was their first exposure to visual coding. For all, it was a radical expansion of what architecture could mean.

TOWARD A COMPUTATION-DRIVEN EDUCATION

The *Modeling the Built Environment* course sets a precedent in architectural pedagogy. It demonstrates that computational literacy can and should be introduced early, not as an advanced elective, but as a foundational design language. It proves that students don’t need years of experience to think computationally. They just need structured guidance and the right conceptual framework.



See Also

COMPUTATIONAL DESIGN WITH GRASSHOPPER

In the towers they produced, we see not just architectural ambition, but procedural intelligence. These students aren’t just learning to design; they’re learning to build *systems* that design. And in doing so, they’re preparing for a profession increasingly shaped by automation, iteration, and data-informed decision making.



First-year architecture students utilized Grasshopper to design and fabricate parametric towers

MORE THAN TOWERS

What rose from this course were not just architectural models, but an entirely new way of thinking about form, structure, and process. These

first-year students proved that with curiosity, logic, and a parametric mindset, it’s possible to achieve design outcomes that rival those of more experienced practitioners.

As digital design tools continue to evolve, so too must the education that supports them. At Ain Shams University, that evolution is already underway.

CREDITS

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