Bio Corallo: A New Biomaterial for Digital Craft and Architecture

Bio Corallo is a lightweight, bio-based ceramic composite developed by Ana Bridgewater that merges digital craft with ecological material research. Made from porcelain and tapioca starch, the project explores how computational design and sustainable thinking can reshape the future of lighting, architecture, and modular fabrication.

TV Head Guy: From Digital Sketch to Life-Sized Installation

Brooke Pennington’s TV Head Guy is a larger-than-life sculptural piece brought to life through a fusion of digital design, CNC fabrication, and character storytelling. Developed as an independent study, the 6-foot figure showcases Brooke’s skill in Rhino, RhinoCAM, ZBrush, and physical prototyping.

Unroll, Design, Reroll:

Creating Ceramic Textures with Rhino

Jenna Richards developed a custom ceramic texture roller using Rhino’s modeling tools and 3D printing, transforming precise digital patterns into tactile clay impressions. The project explores the challenges of wrapping geometry around cylindrical forms and refining prints for hands-on ceramic use.

Speculating Futures: DeNile’s Vision for a Water-Adapted Egypt

DeNile is a speculative design project by students at Coventry University Cairo that envisions adaptive futures for Egypt in response to rising sea levels. Through floating farms, vertical aquaculture, and digitally modeled hybrid systems, the project reimagines survival in a water-transformed landscape.

New Dawn: A Lamp That Lives,

Breathes, and Decomposes

New Dawn by Aga Blonska is a 3D-printed lighting piece that transforms microbial biopolymers into an evocative sculptural form, entirely modeled and fabricated within the Rhino and Grasshopper environment. Showcased at Milan Design Week 2025, the project reimagines material decay as design potential, marking a milestone in sustainable large-scale additive manufacturing.

Resonant Landscapes: Architecture in Tune with Sound and Place

In Resonance, architect Diana Fox transforms Antwerp’s Theatreplein into a public soundscape where architecture acts as both stage and instrument. The project explores how spatial form, acoustic tools, and nature converge to create a living theatre district.

The Rooster Wears Code: Parametric Design in Recife’s

Galo da Madrugada

For Recife’s 2025 Carnival, computational designer Pedro Vilarim developed a parametric system to map 10,000 recycled plastic bottles onto the chest of the 32-meter Galo da Madrugada sculpture. The design reimagines the vibrant cloak of the Caboclo de Lança using code, craftsmanship, and discarded materials.

Reimagining Prosthetics: A Parametric Foot Cover

Franziska Hagenauer’s project transforms prosthetic design through a parametric foot cover that highlights, rather than hides, the underlying technology. Developed at Controlmad using Rhino and Grasshopper, the design merges biomimicry, digital fabrication, and personal expression.

La Pendenta: A Community-Led Suspension Bridge Project in the Swiss Alps

La Pendenta is a slender suspension bridge in the Swiss Alps that blends digital precision with ecological sensitivity. Designed using Rhino and Grasshopper, it showcases how

thoughtful engineering and community collaboration can shape resilient, elegant infrastructure.

Pinko Takes Off: Parametric Retail Design at Rome Fiumicino Airport

At Rome Fiumicino Airport, Pinko’s new flagship store merges fashion and technology through a parametric design inspired by the brand’s signature patterns. Brought to life with robotic 3D printing using Rhino and Grasshopper, the space sets a new standard for sustainable, regulation-compliant retail architecture.