MorphZhapes
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MorphZhapes is an application that addresses the creative opportunities available to any designer, architect, artist, or "maker" who is exploring and learning about the threshold between two- or three-dimensional design, architecture, pure Java programming, and human zeitgeist.

An almost unique characteristic of a work of design or architecture is that it is concurrently dynamic and static. It is dynamic when viewed as a product of the design process, rooted in historical precedents of culture and the arts. The work of art or design is further elasticized by the very nature of its creative components, and by its being the result of manipulating visual or structural entities, which are typically of an elastic character.

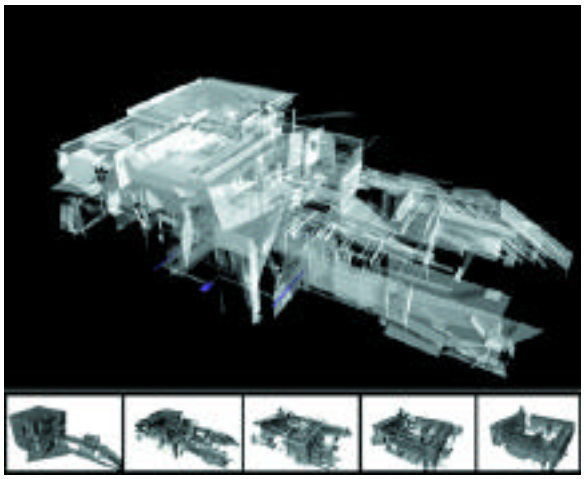
A work of design later becomes static when it is frozen at a certain state during the concept's creative generation, in order for it to be built. In other words, a work of design or architecture is static when viewed through its formalized physical existence. It becomes dynamic when the work is viewed as an instance of a continuum, deriving from the past and projecting into the future.

MorphZhapes seeks to provide the maker, the designer, the architect, or the artist with a flexible, Java-run, cross-platform application that would allow and encourage such experimentation. Being very small in application code size, and cross-platform, MorphZhapes provides an ideal creative application. The maker can morph between two different shapes (parent A and parent B), each one with a different number of points, and create a third shape, a hybrid child. The miracle of creation is now in a portable, cross-platform Java form.

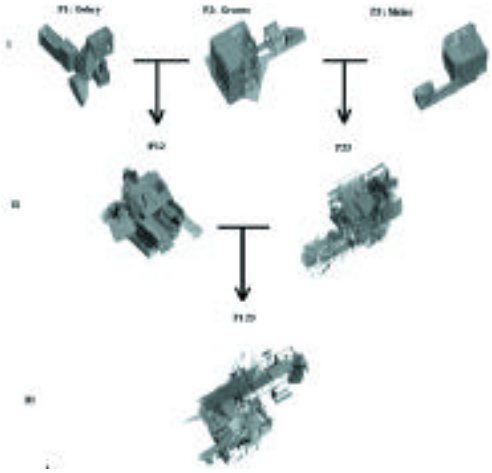
The aesthetic of this endeavor does not rely much on the final form, but rather in the process, in the intermediate phases these initial shapes go through, as well as in the extrapolations that extend beyond the final form. The user has the capability, through the system, to modify and control the flow of the compositional evolution and replay it many times by varying some or all of the transformational parameters.

MorphZhapes creates a new form of geometry, a liquid geometry, and its results become morphResults. Two buildings being morphed define a new area for architecture, one of morphArchitecture. Two objects morphed would define a new area in design, that of morphDesign. The genealogical trees inherent in building individual traits in human beings now form the basis of the artists'and designers' exploration, leading to a plethora of available mutations. Each object made in this way benefits continually from the character of its parents, while displaying a unique identity.

On a social level, morphZhapes visualizes the myriad possibilities that exist within the genealogical combination between two parents, and it allows its maker to save each liquid 3D iteration between parents and child.



A morphed-zhaped process of blending two structures in order to study and experiment further with the in-between states.



A pedigree showing three parents (p1, p2, and p3) and three generations of crossing the morphologies of the two parents and the first generation children.