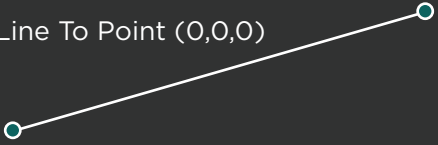


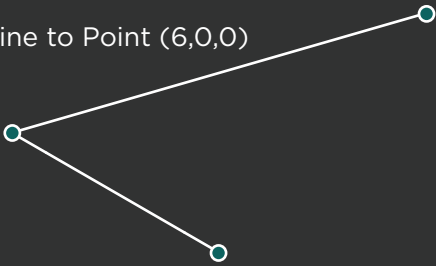
1. Create Point At (3,9,0)



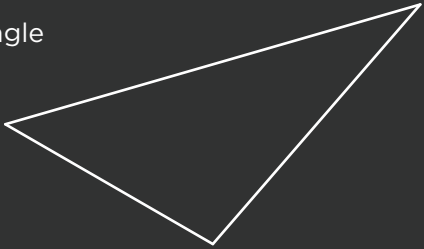
2. Connect Line To Point (0,0,0)



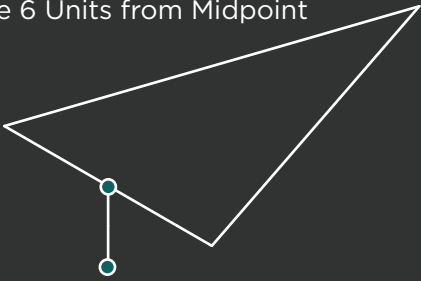
3. Connect Line to Point (6,0,0)



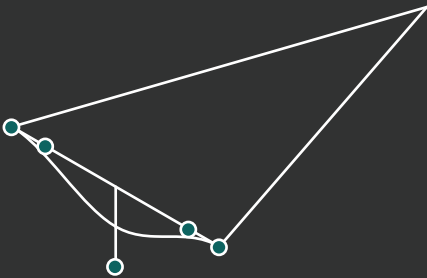
4. Create Triangle



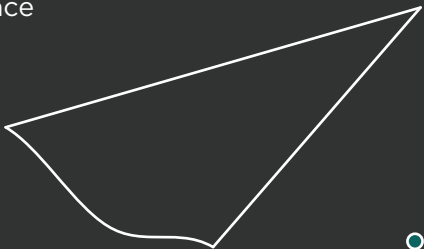
5. Extend Line 6 Units from Midpoint



6. Create Curve From 5 Control Points



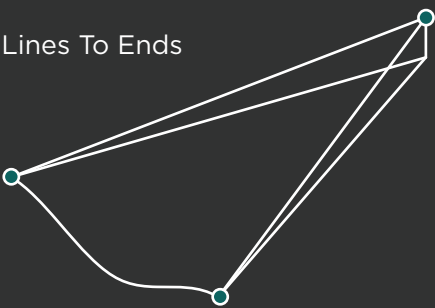
7. Create Surface



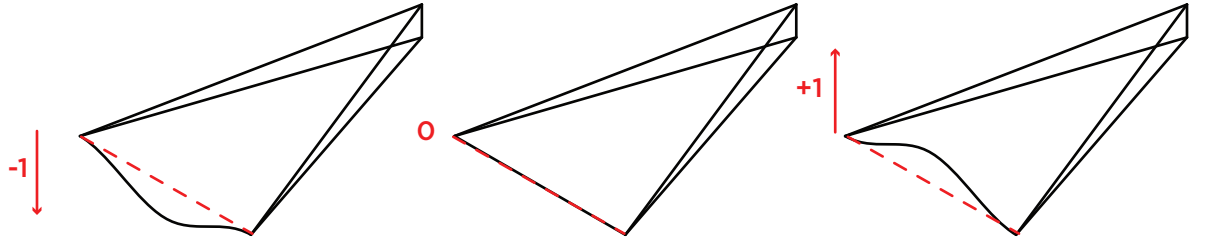
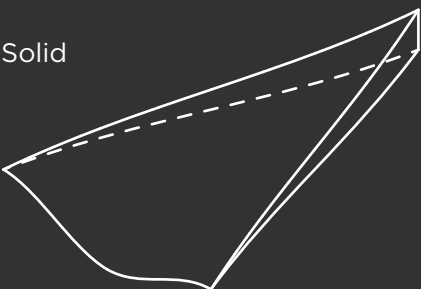
8. Extend Line From End 1 Unit



9. Connect Lines To Ends

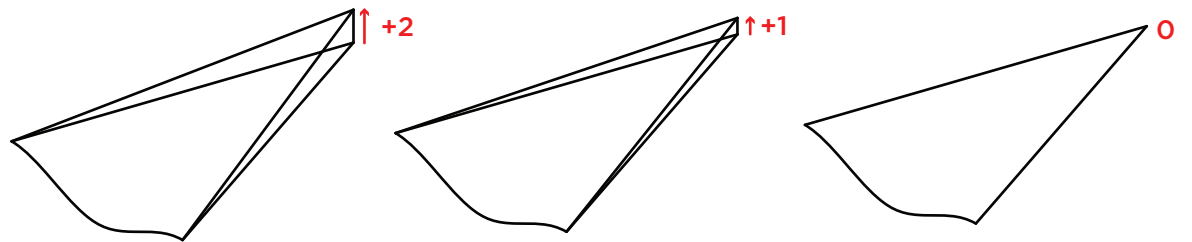


10. Create Solid



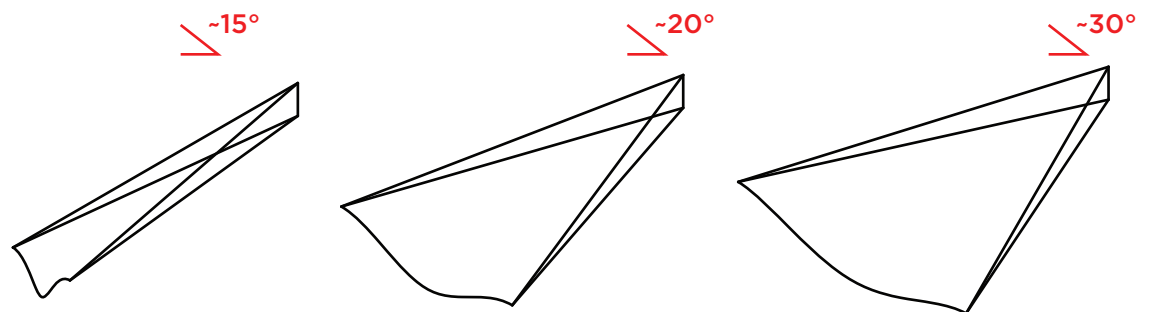
Parameter I - Height of Curve along Z axis

Altering curve height allows for openings towards either side of threshold zero
 Determinant - Humidity/Airflow/Comfort Needs - openings allow air to permeate



Parameter II - Height of Wedge along Z axis

Altering height of wedge allows redirection of light reflection
 Determinant - Lux reading on surface



Parameter III - Angle of Wedge

Altering the angle of the wedge contorts established grid
 Determinant - Scale