

Inteligencia Artificial como potenciador del diseño

German Otto Bodenbender

Director de tecnologías en el diseño





**GERMAN OTTO
BODENBENDER**

DIRECTOR DE DESIGN TECHNOLOGY

BIG

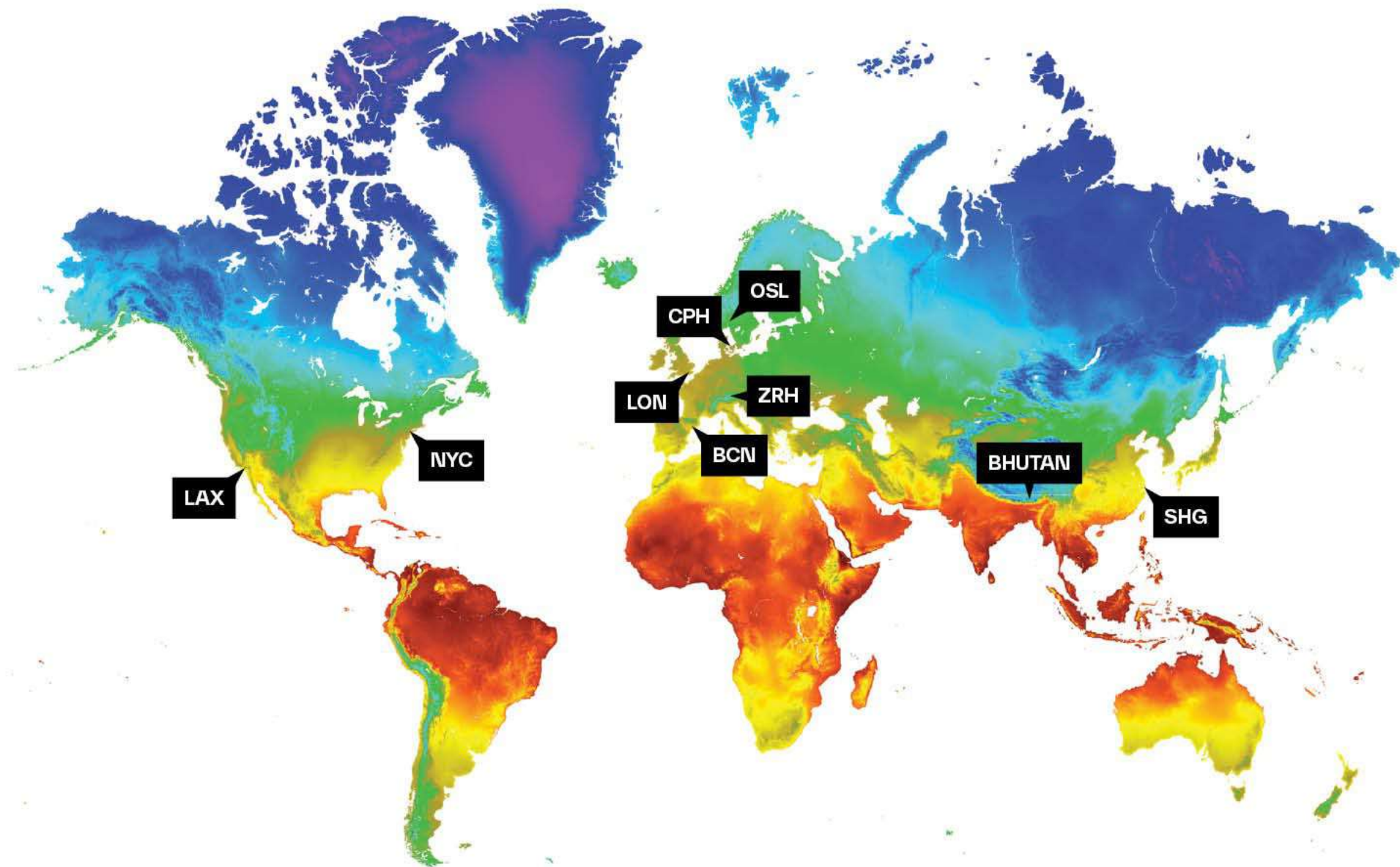
Iaac

 **BIMCOMMUNITY
AFRICA**

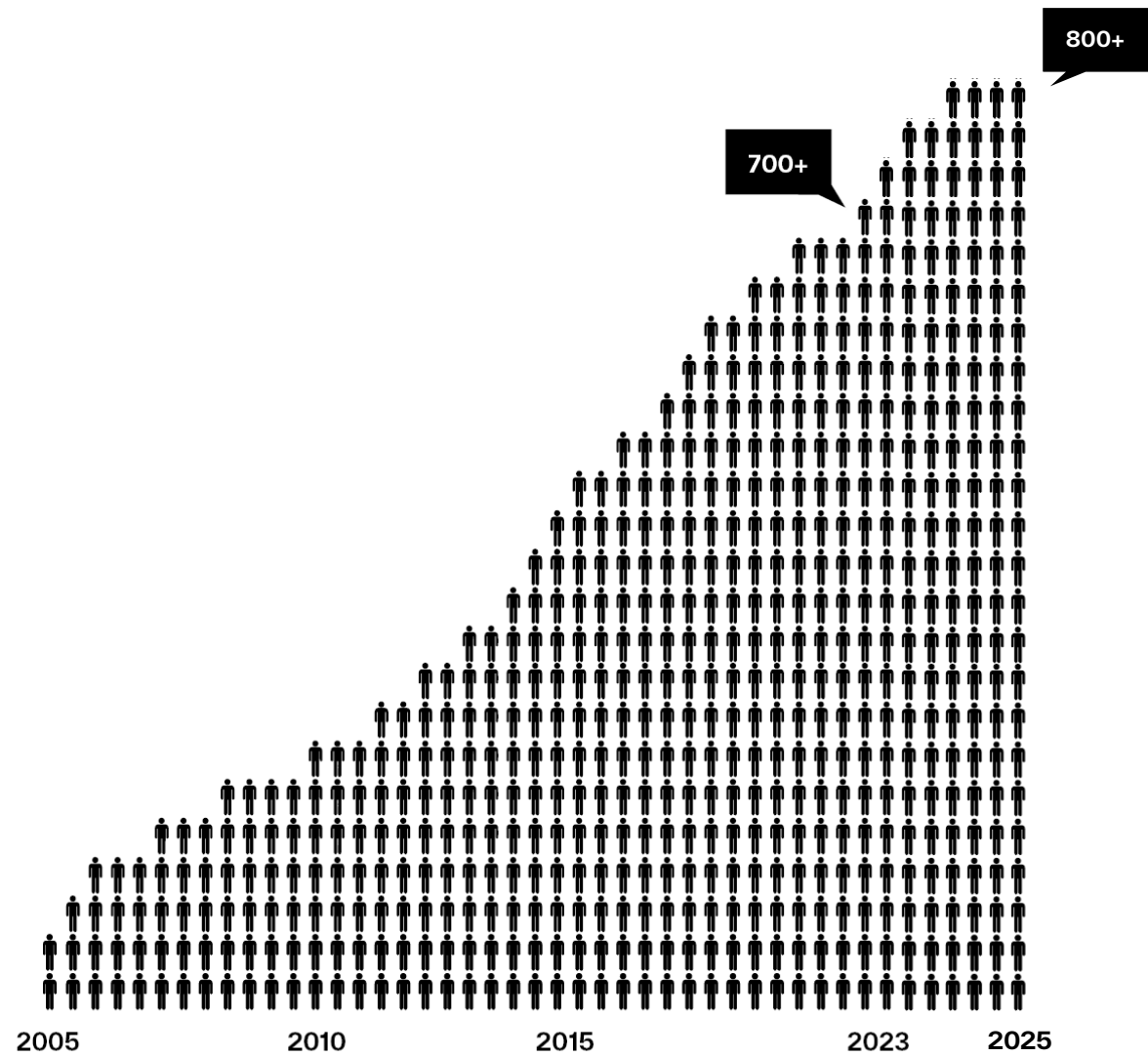
 **ZIGURAT**
INSTITUTE OF TECHNOLOGY











GENTE



LANDSCAPE



INTERIORES



ARQUITECTURA



PLANEAMIENTO



PRODUCTOS



LAMPARA GOPE
1 M2



CASA KLEIN
10 M2



MUSEO KISTEFOS
100 M2



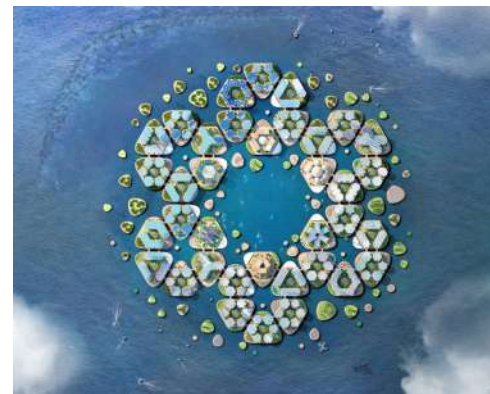
MUSEO AUDEMARS PIGUET
1.000 M2



EDIFICIO VIA 57 WEST
10.000 M2



OFICINAS GOOGLE
100.000 M2



OCEANIX CITY
1.000.000 M2



MASTERPLANET
10.000.000 M2



HOSPITALITY

A photograph of a modern building with a wavy, metallic facade, illuminated from within, set against a backdrop of a dense, snow-covered forest at night. The building's lights reflect on a body of water in the foreground. The word "CULTURE" is overlaid in large, white, sans-serif capital letters across the center of the image.

CULTURE



GASTRONOMY

A photograph of a modern, multi-story apartment building. The building features a grid-like facade with large, white-framed windows and balconies. The balconies are enclosed with dark metal railings. The building's exterior is clad in light-colored wood paneling. The word "LIVING" is overlaid in large, white, sans-serif capital letters in the center of the image. A utility pole with two security cameras is visible on the left side of the frame. The sky is a pale blue with some light clouds.

LIVING

A large, highly reflective metallic sphere dominates the left side of the frame. It acts as a mirror, reflecting the sky, the surrounding festival grounds, and the distant mountains. The sphere is supported by a complex metal structure. In the foreground and middle ground, a vast crowd of people is gathered on a flat, sandy landscape. Many people are riding bicycles, and others are standing or walking. To the right, there is a large, ornate structure that looks like a stage or a performance area, with people gathered around it. In the background, a range of mountains is visible under a clear sky. The overall atmosphere is one of a large-scale outdoor event or festival.

COMMUNITY

An aerial photograph of a modern, multi-story building with a distinctive green roof. The building's facade is composed of a grid of small, square, light-colored panels. Two tall, white smokestacks rise from the building, with white smoke billowing from the one on the right. The building is situated in an industrial area, with various pipes and structures visible in the foreground. In the background, a city skyline is visible through a layer of mist or fog. The word "ENERGY" is overlaid in large, white, sans-serif capital letters across the center of the image.

ENERGY

An aerial photograph of New York City, showing a dense urban landscape with numerous skyscrapers and buildings. Central Park is visible in the upper left, and the Hudson River is on the far left. A large, white, triangular building with a perforated facade is prominent in the lower left. The word "TOWERS" is overlaid in large, white, sans-serif capital letters across the center of the image.

TOWERS

TRANSIT



WORKPLACE



An aerial photograph of a city at dusk. In the background, a large, snow-capped mountain (Mount Fuji) rises above the city skyline. The city is illuminated with warm lights, and the sky is a mix of orange, pink, and blue. The word "URBANISM" is overlaid in the center of the image.

URBANISM

CITY PLANNING

An aerial photograph of a coastal city and a large island. The city is built on a peninsula with a long airport runway. The island in the foreground is divided into several distinct urban planning zones, each with its own layout of buildings, roads, and green spaces. The surrounding water is deep blue, and the sky is filled with large, white, fluffy clouds. A small airplane is visible in the lower right portion of the image.

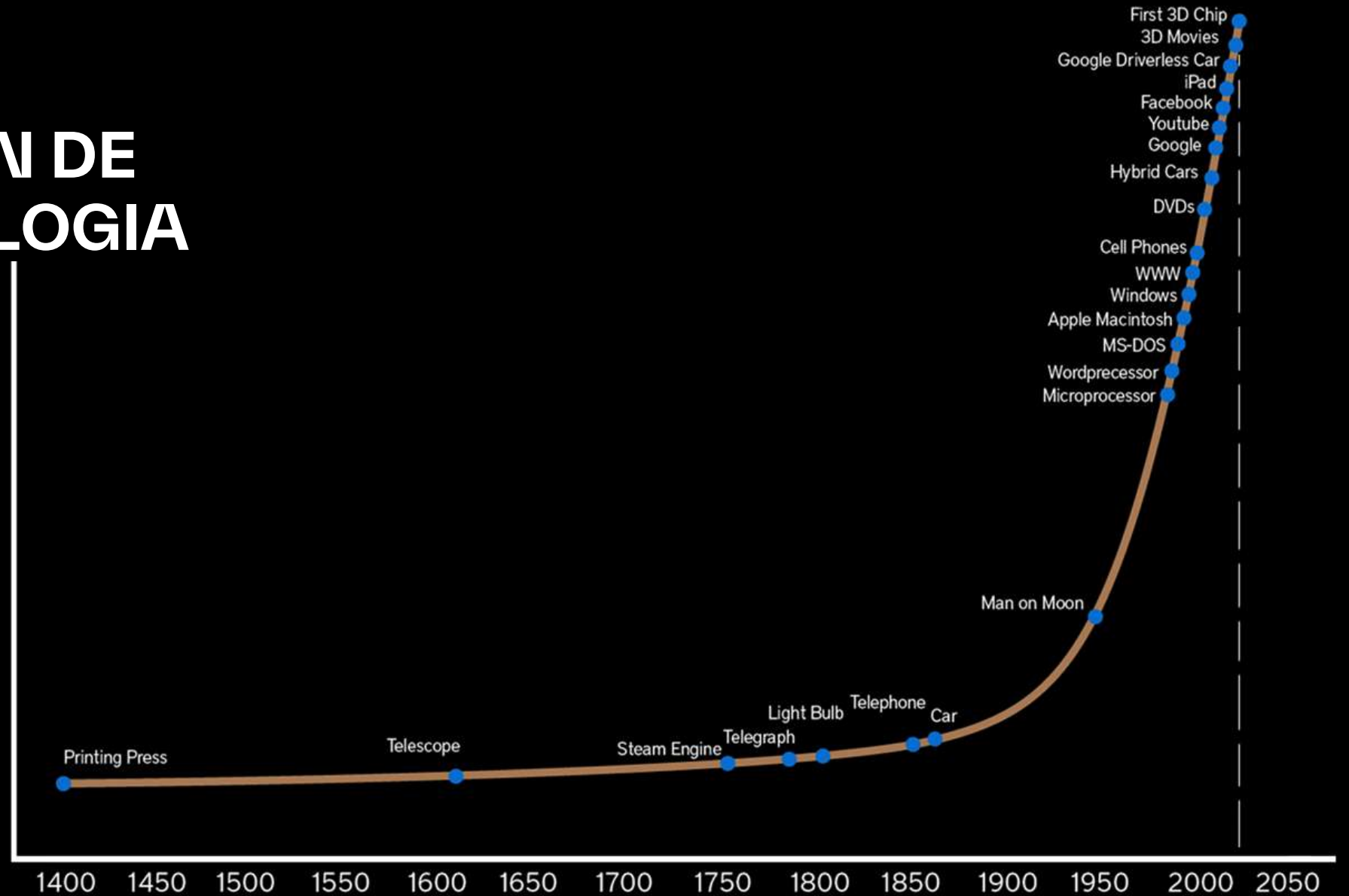




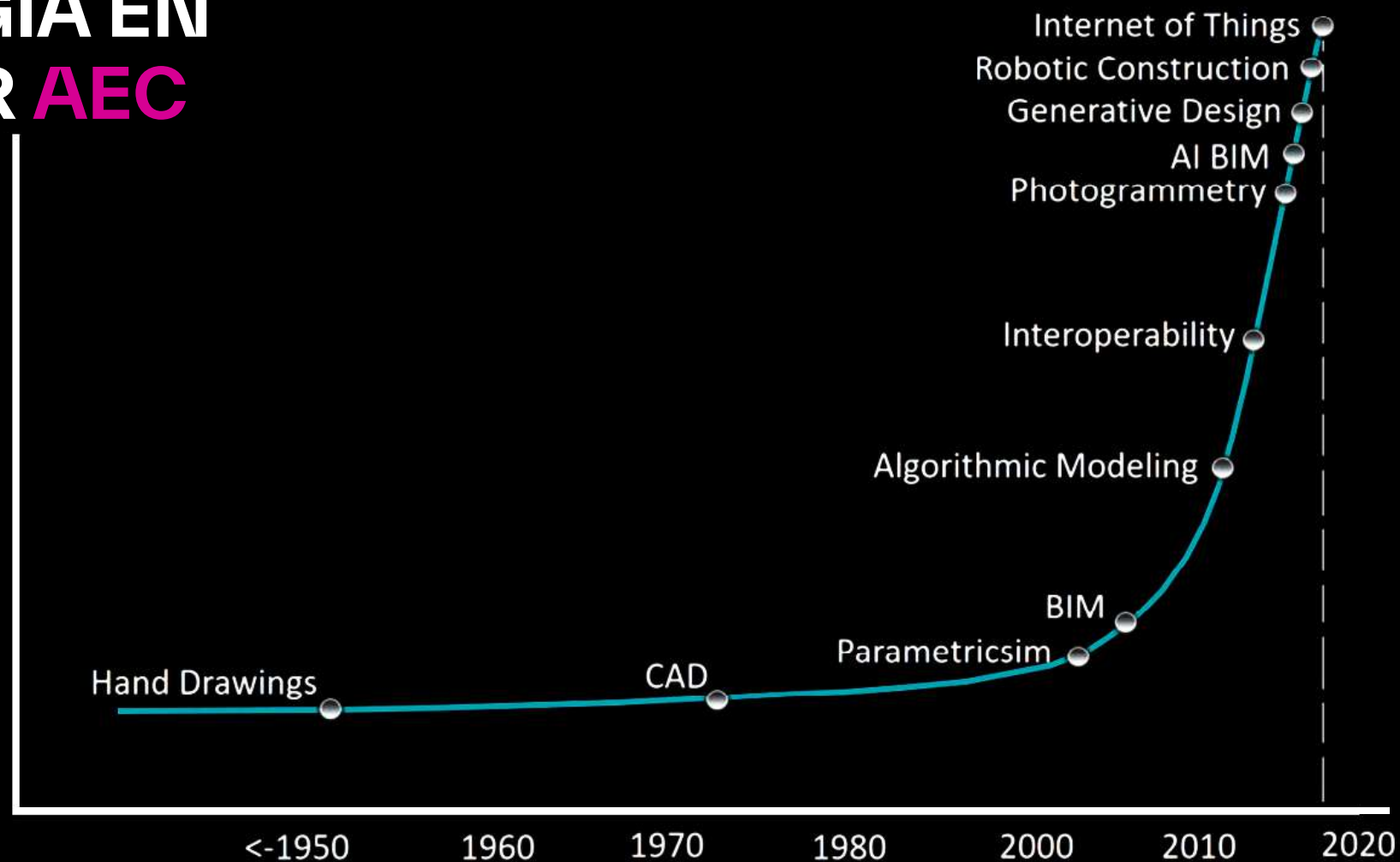
OFF PLANET

TECNOLOGIA EN AEC

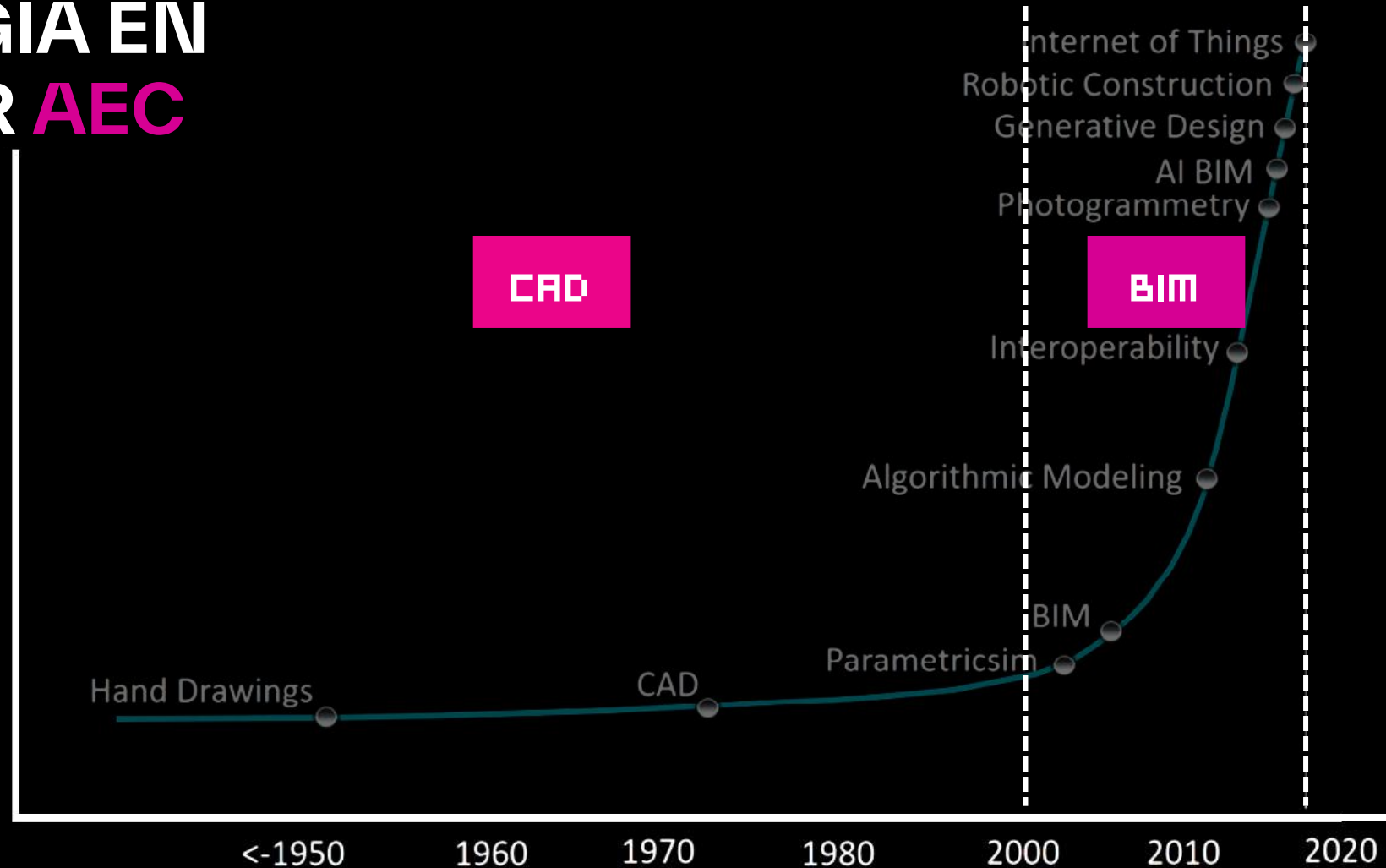
EVOLUCION DE LA TECNOLOGIA



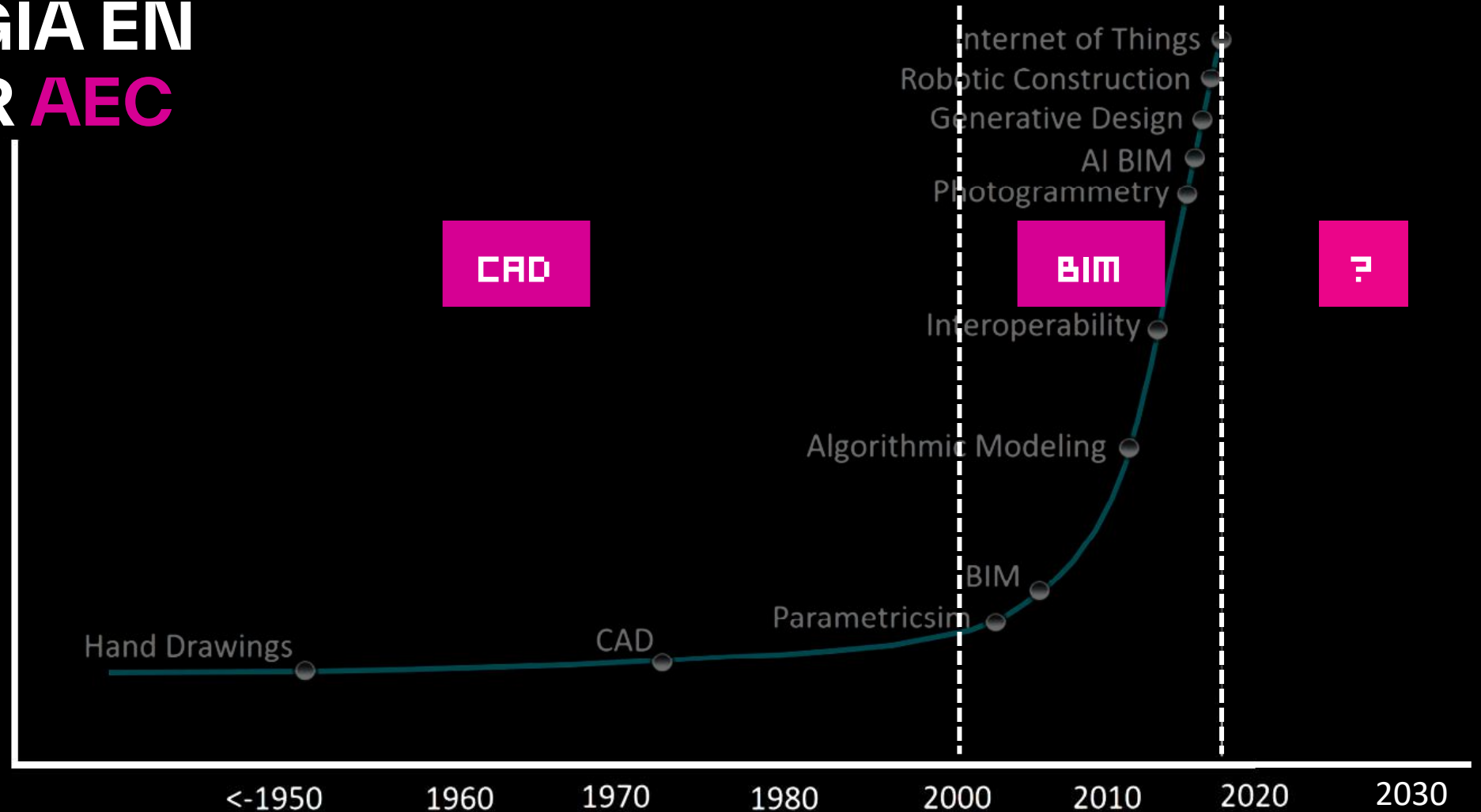
TECNOLOGIA EN EL SECTOR AEC



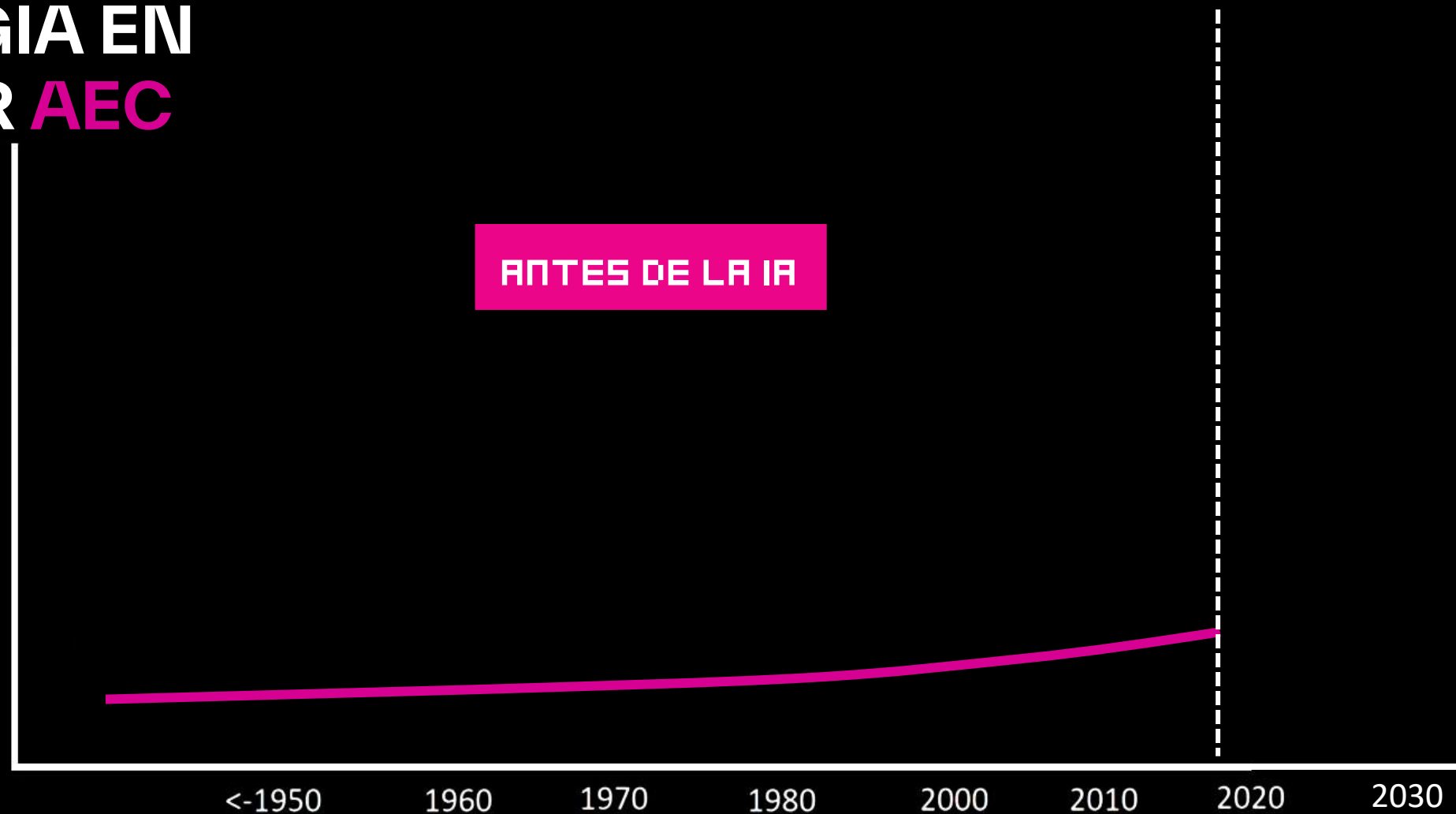
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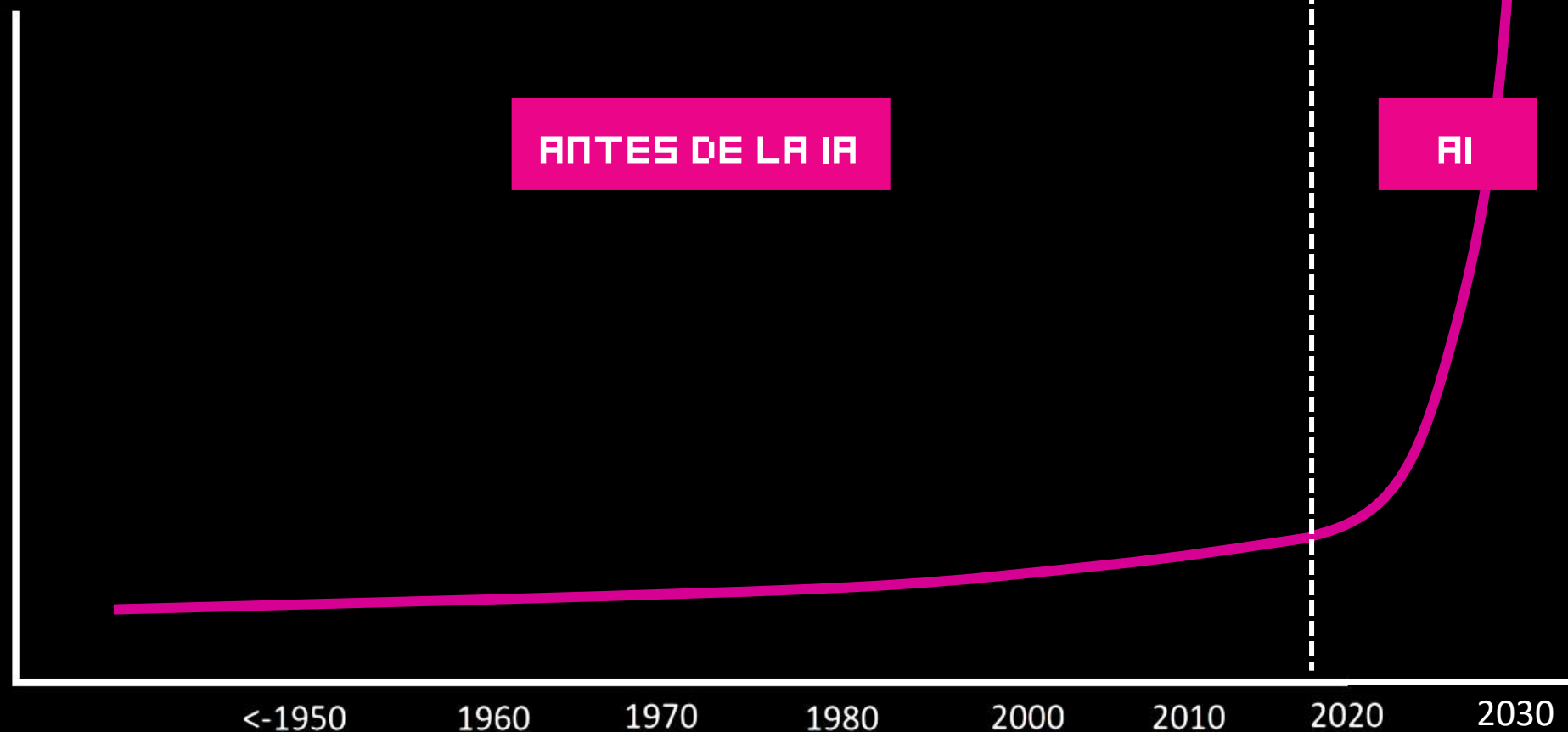
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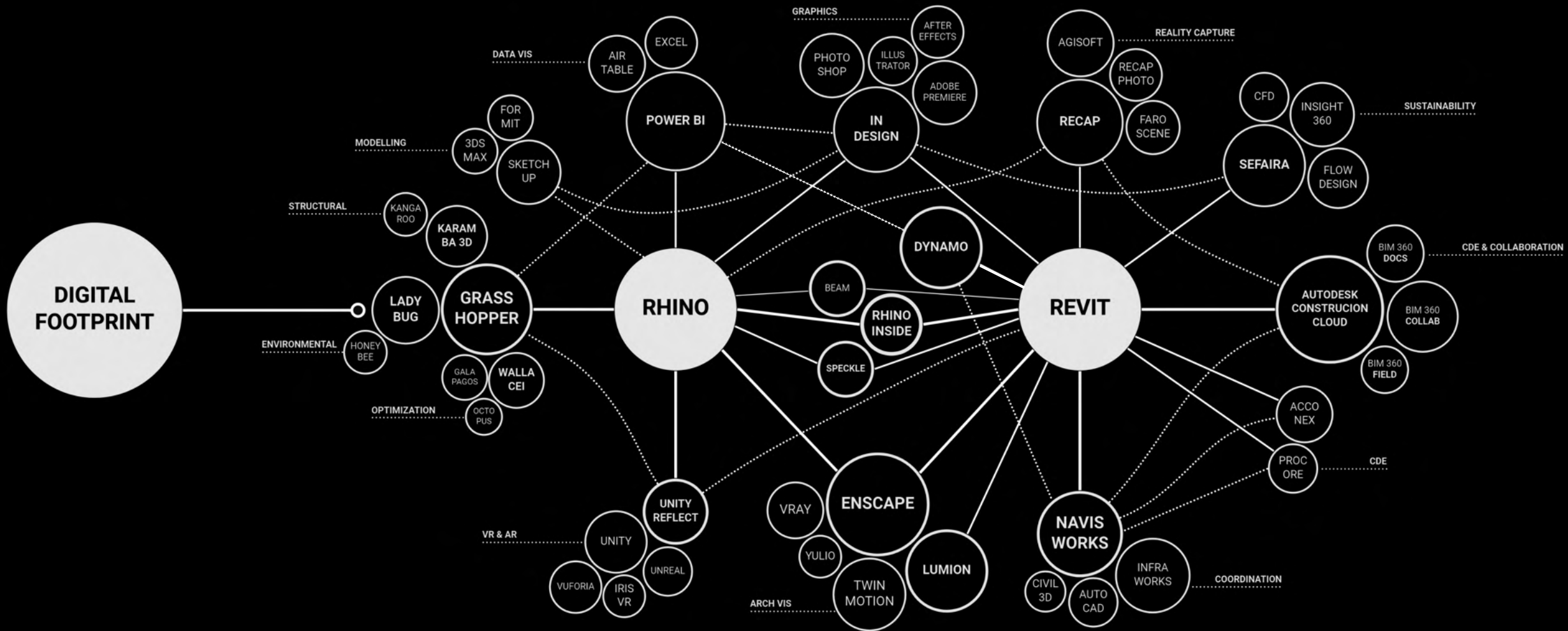
TECNOLOGIA EN EL SECTOR AEC



TECNOLOGIA EN EL SECTOR AEC



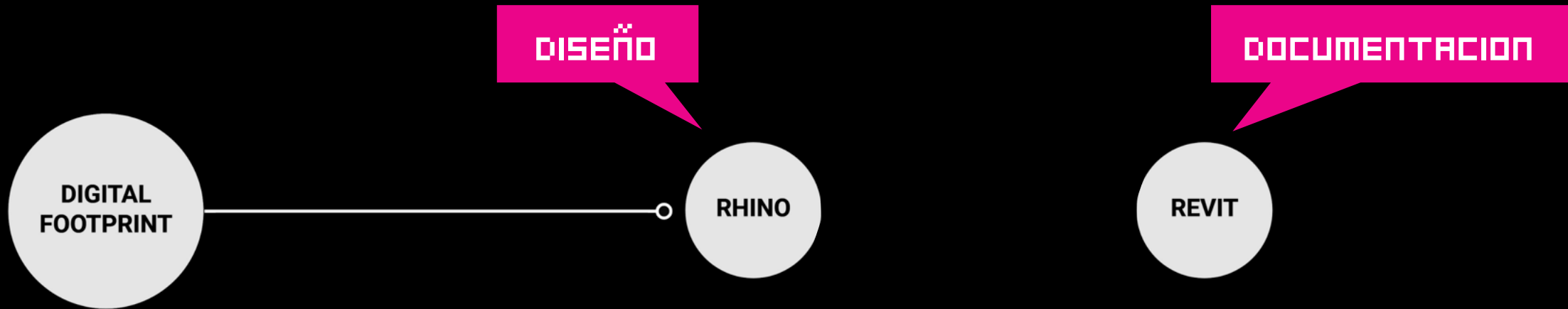
TECNOLOGIA EN BIG



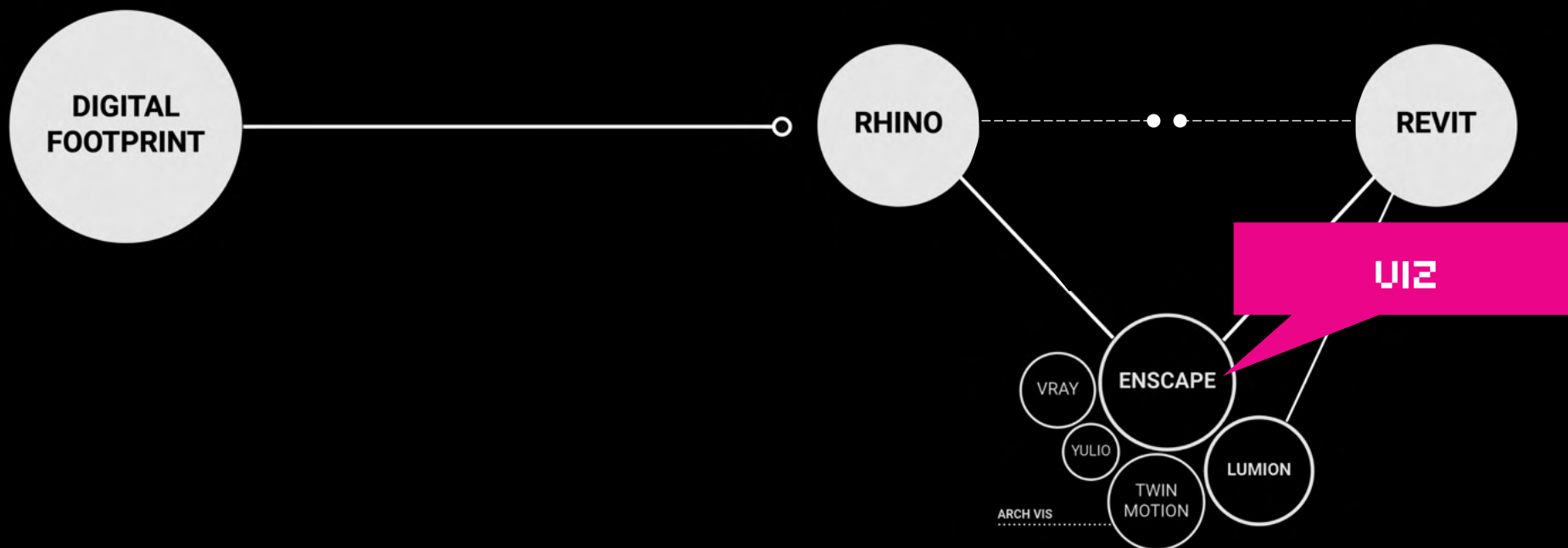
ECOSISTEMA DIGITAL



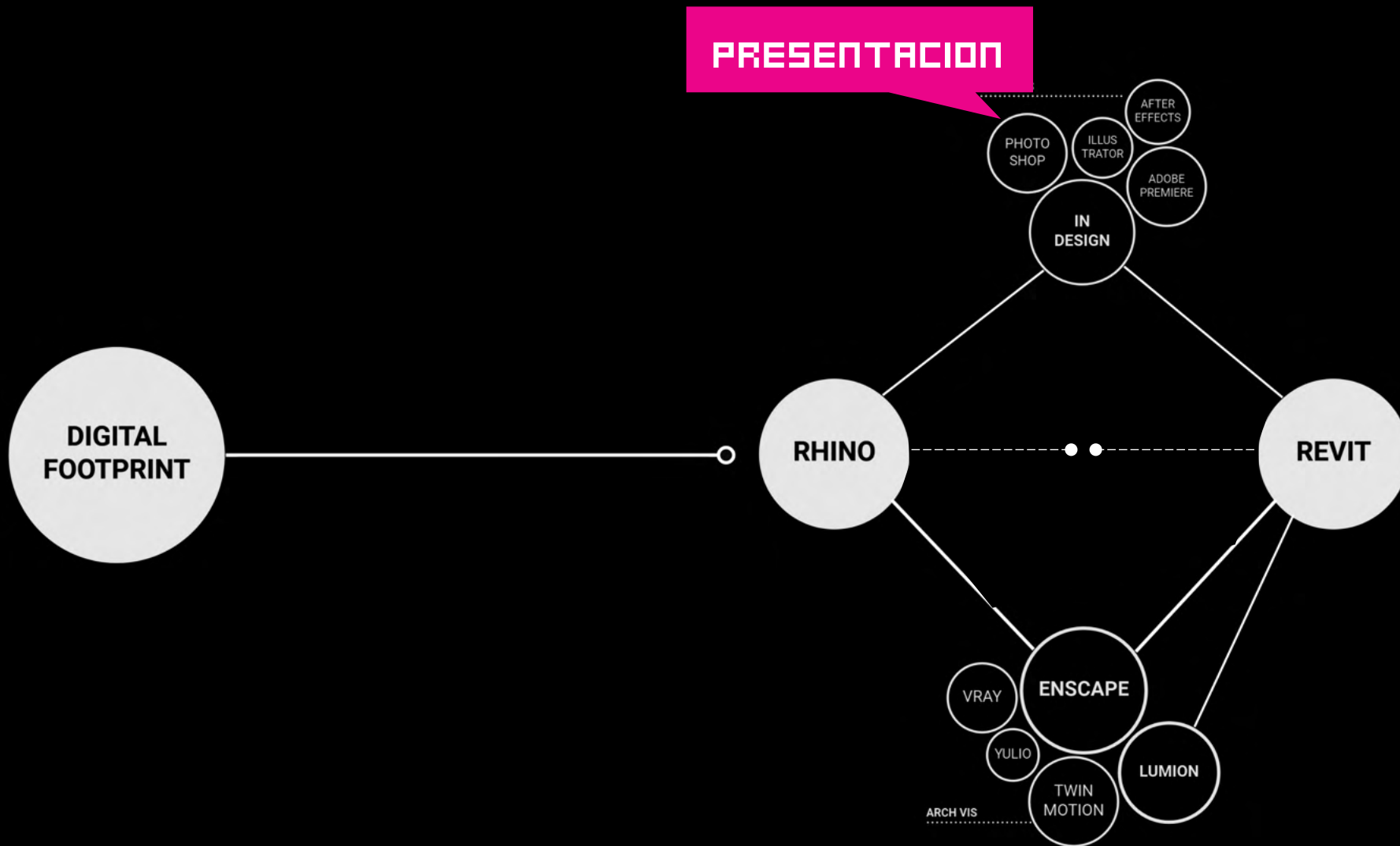
ECOSISTEMA DIGITAL



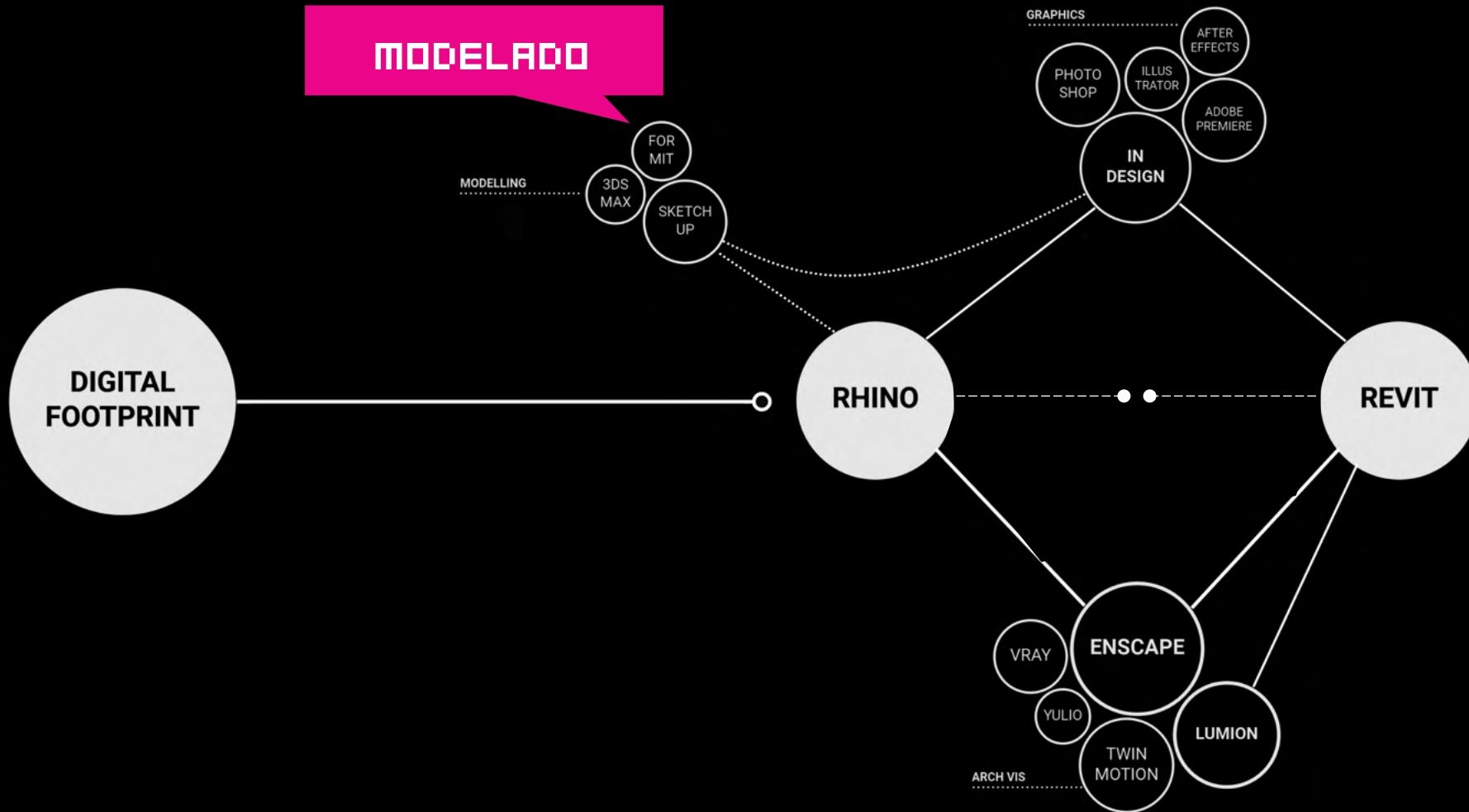
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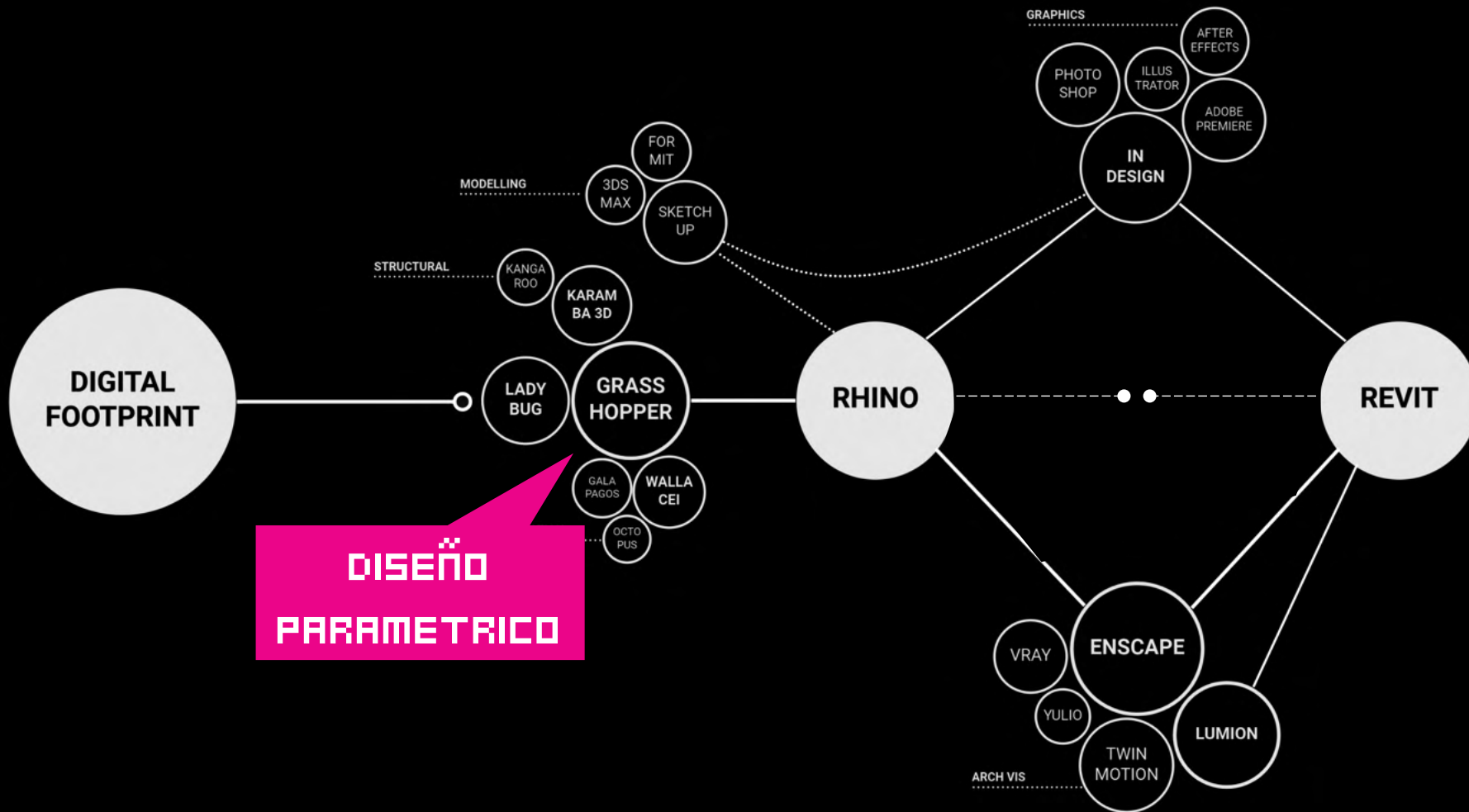
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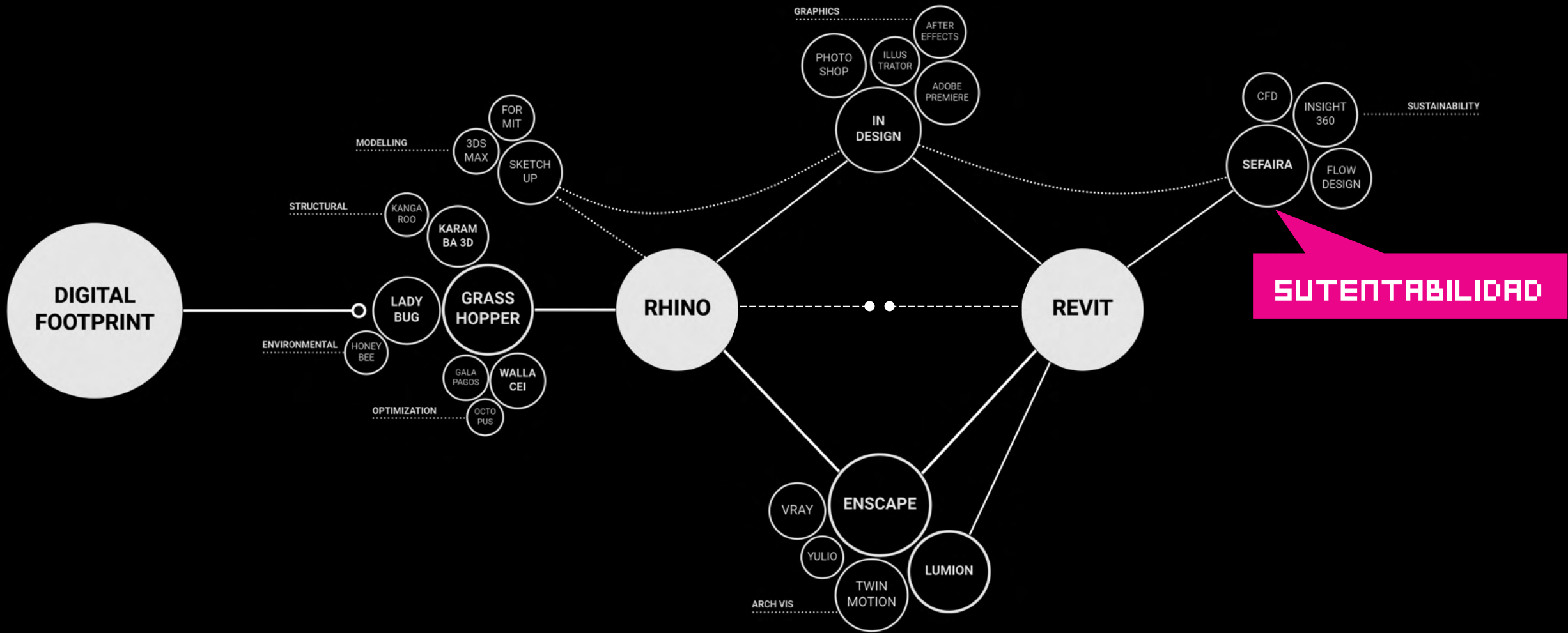
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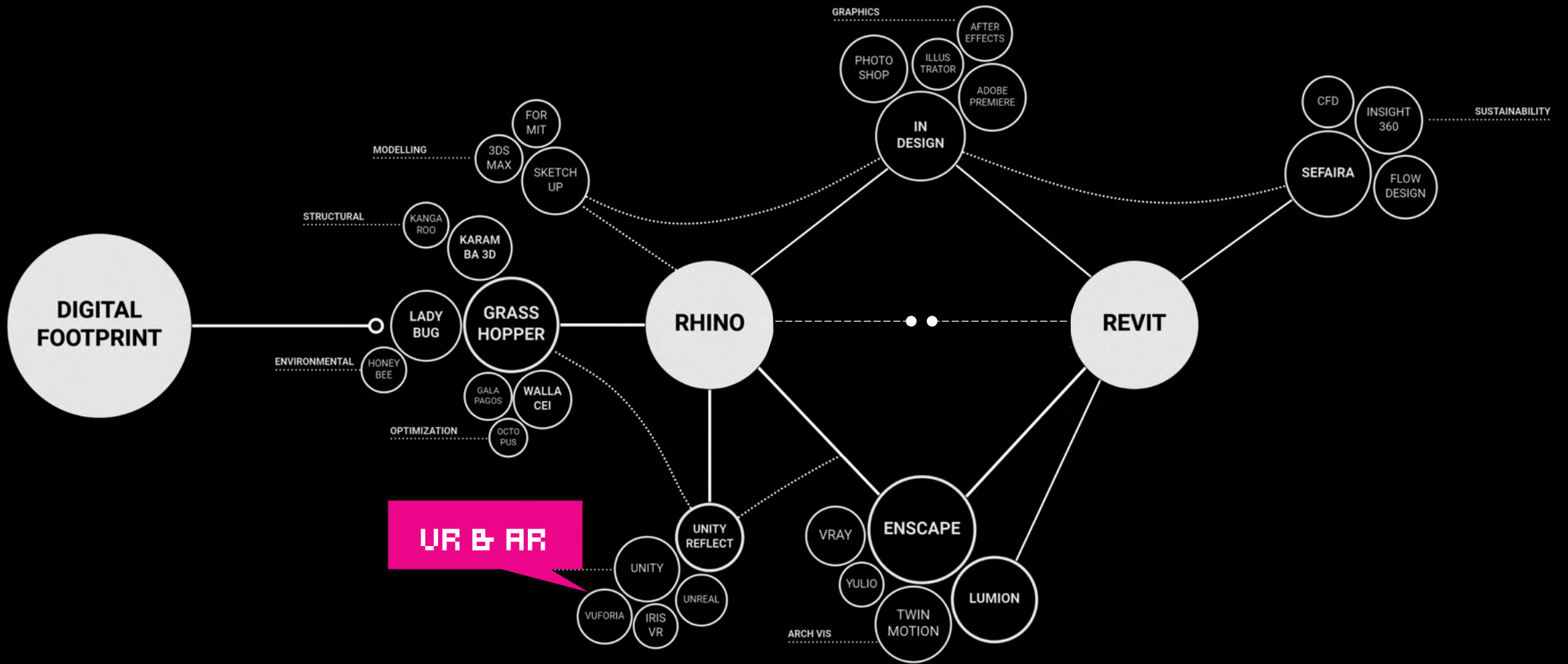
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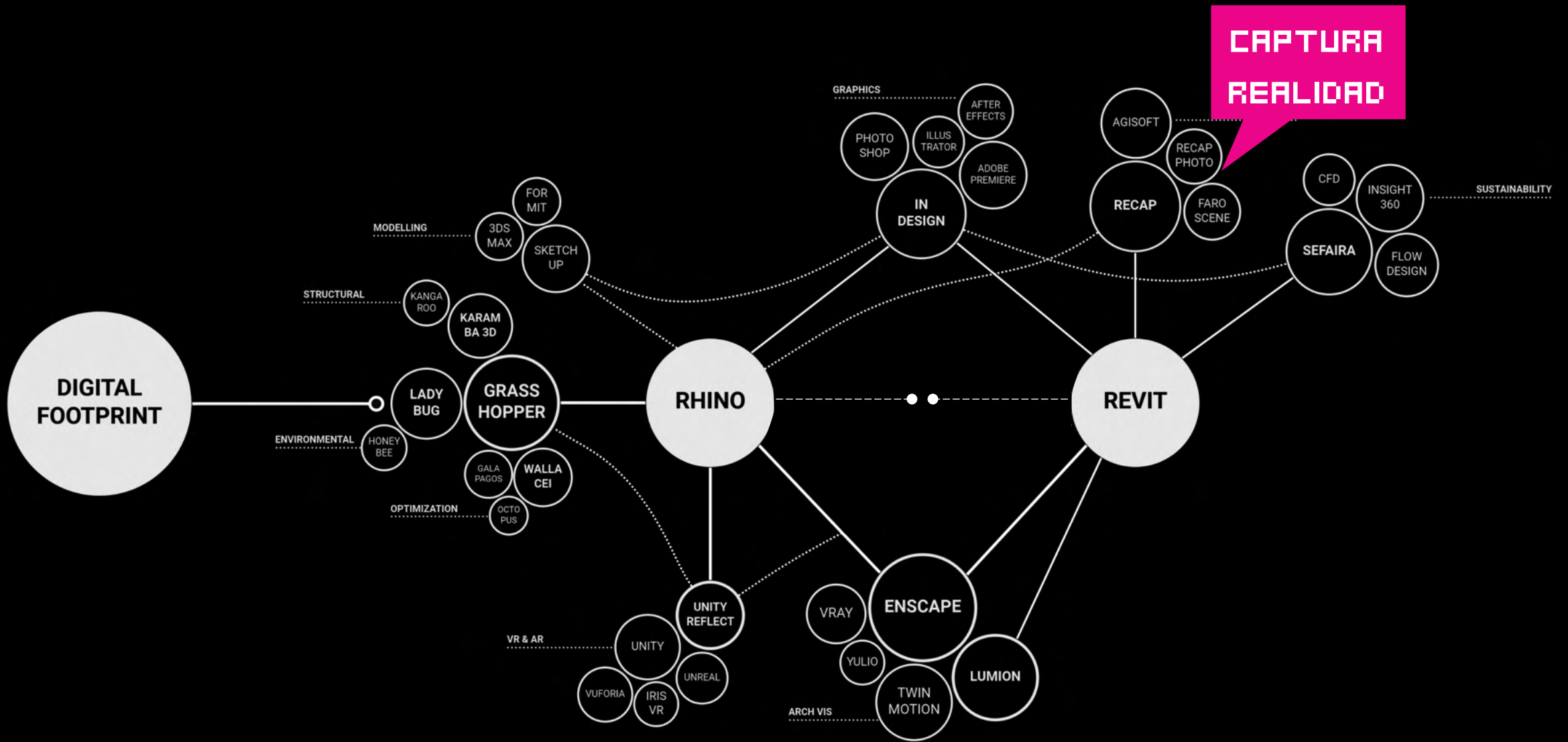
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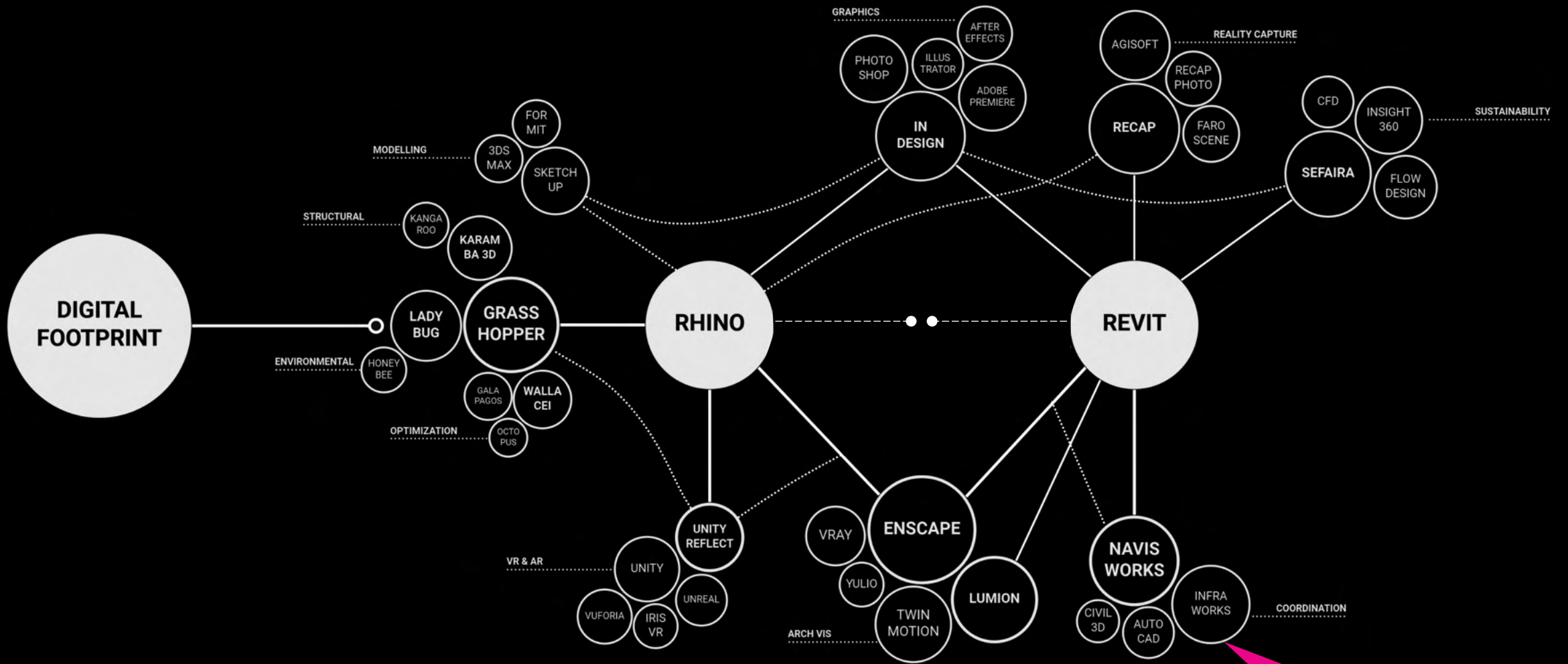
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ECOSISTEMA DIGITAL

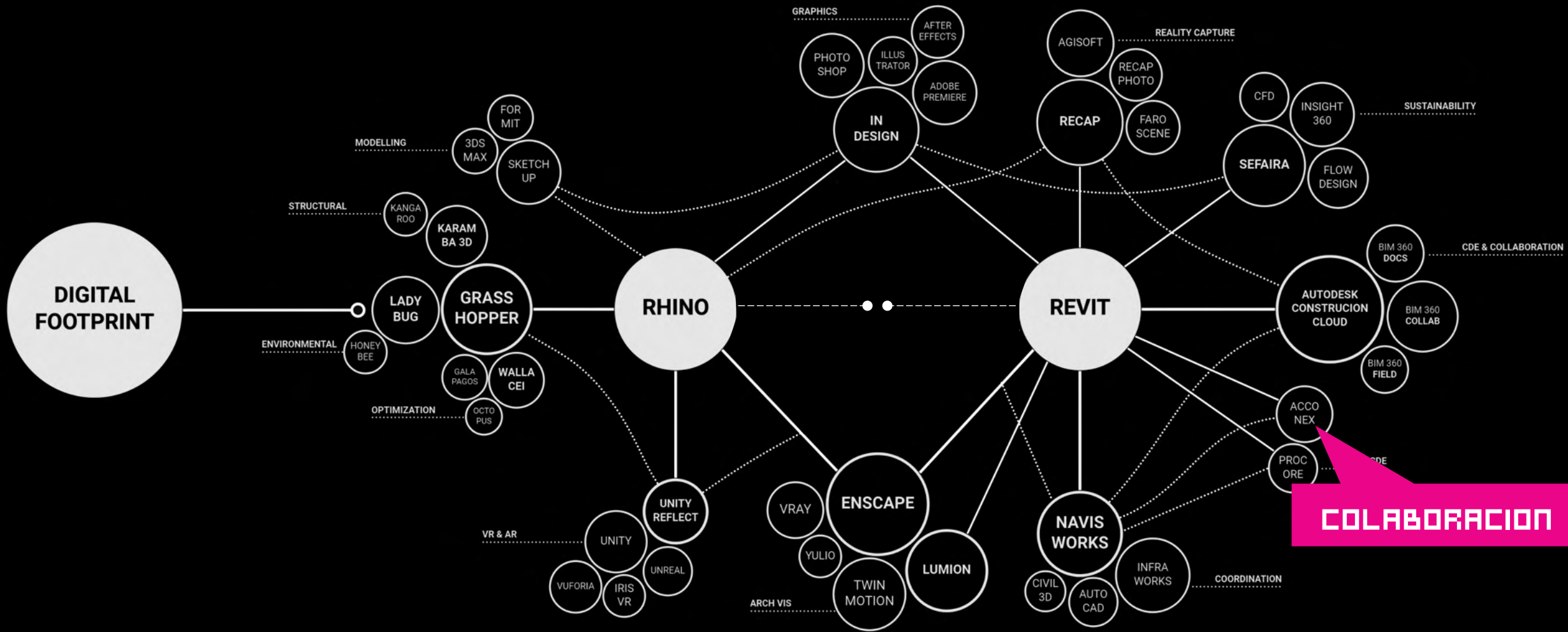


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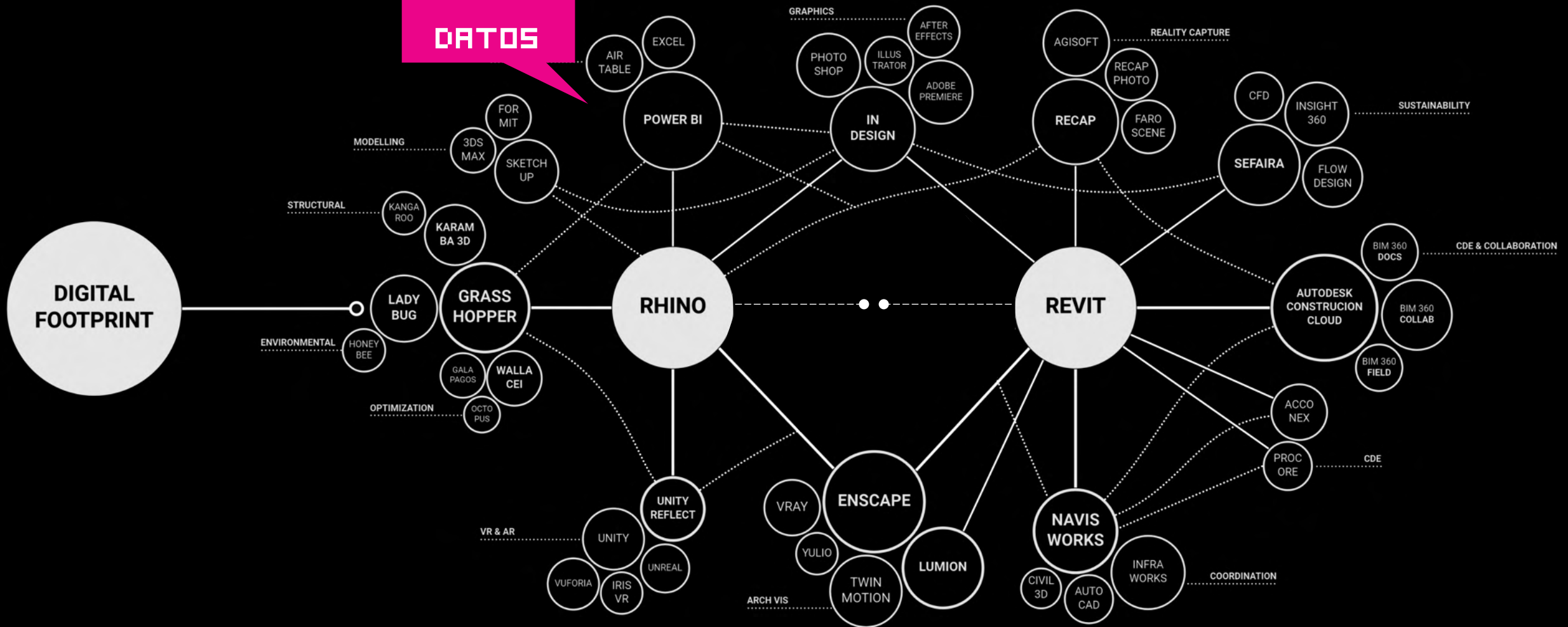


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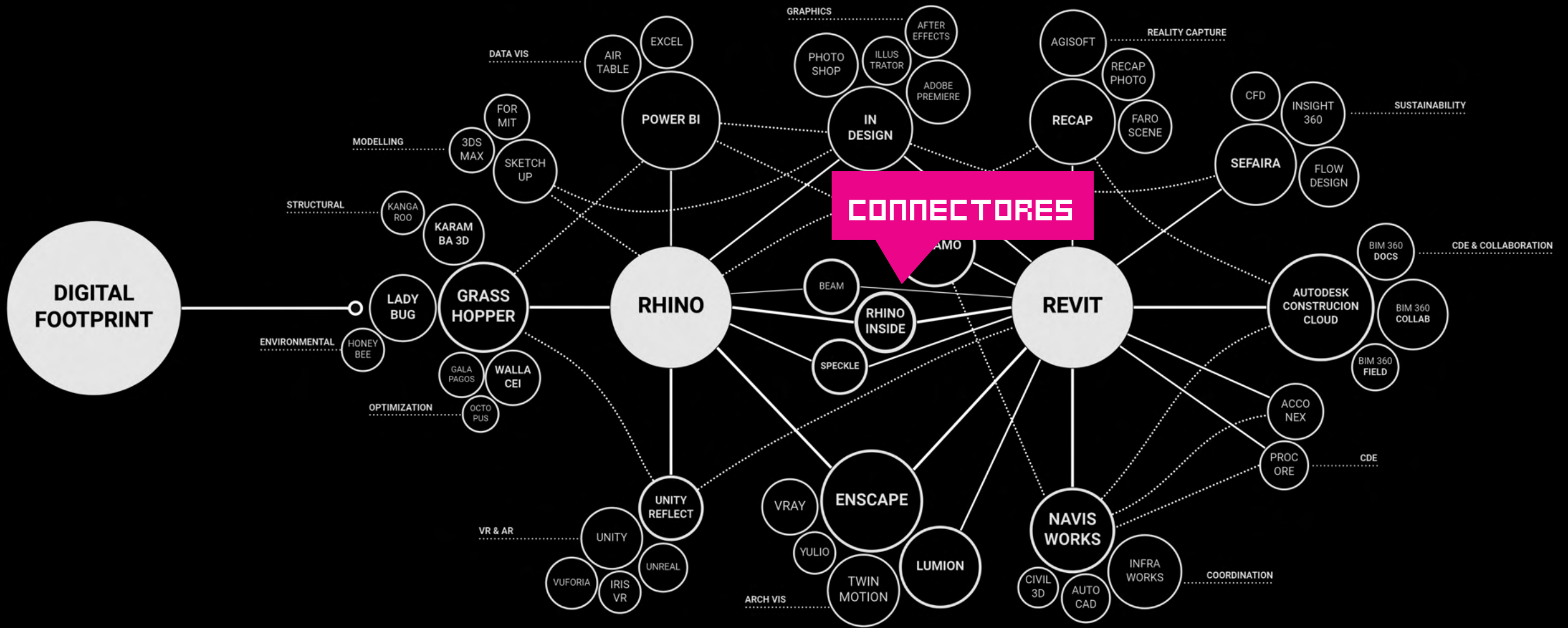
COORDINACION



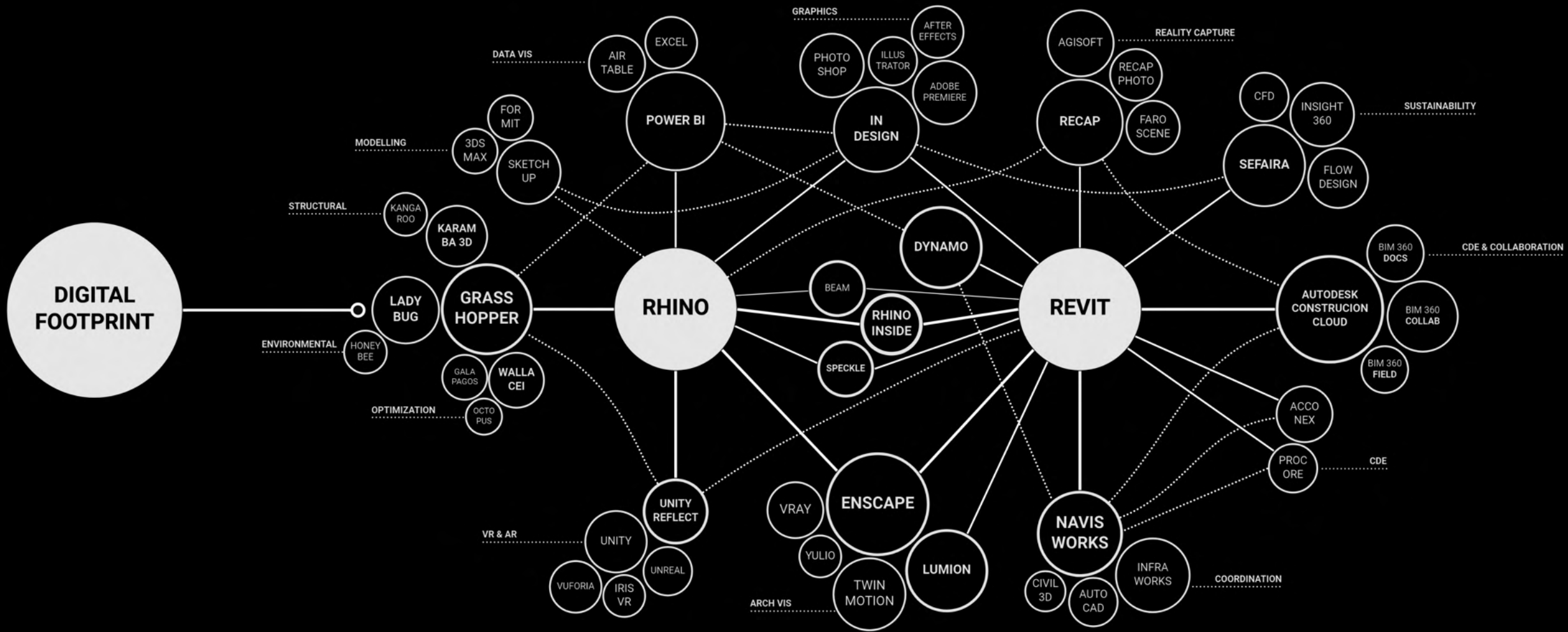
VIZ DE
DATOS



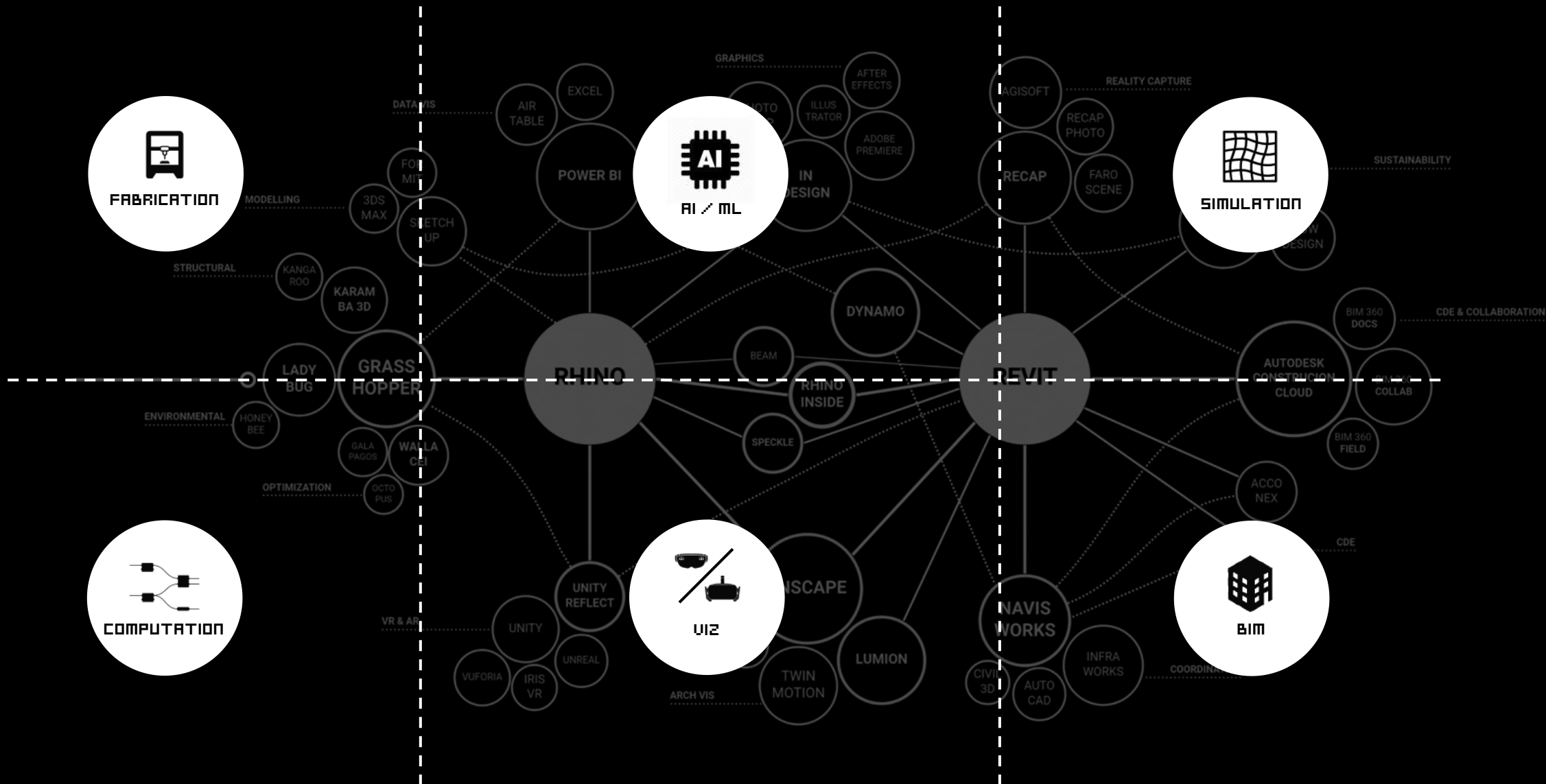
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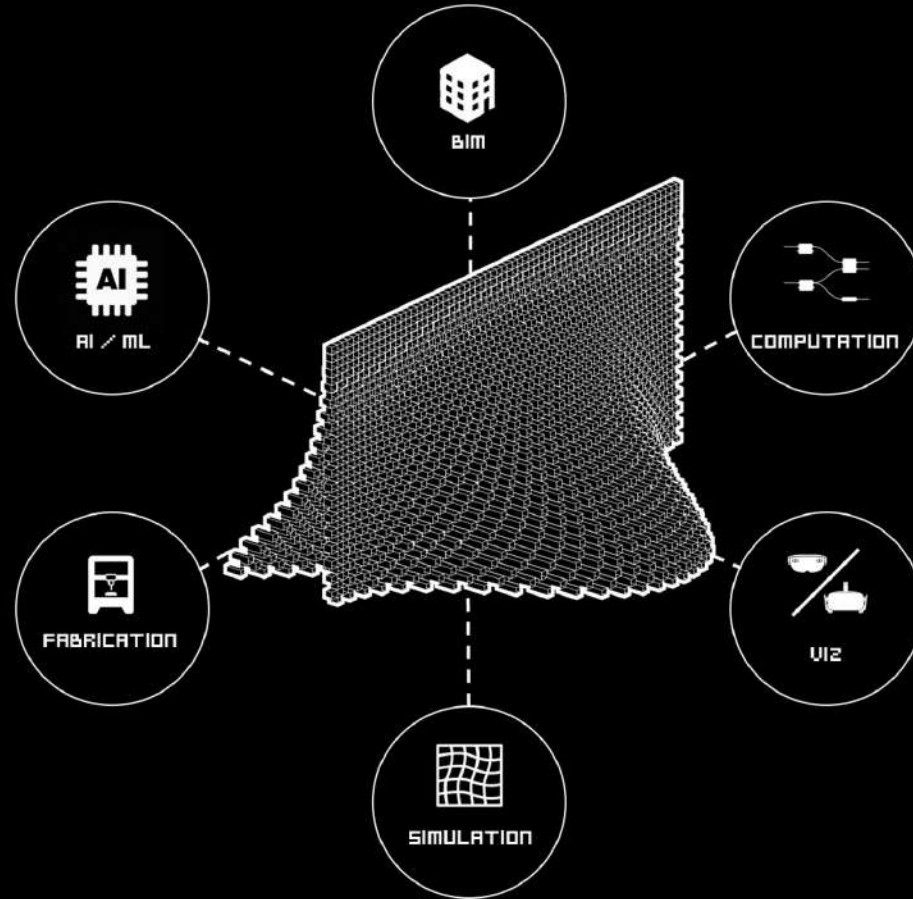
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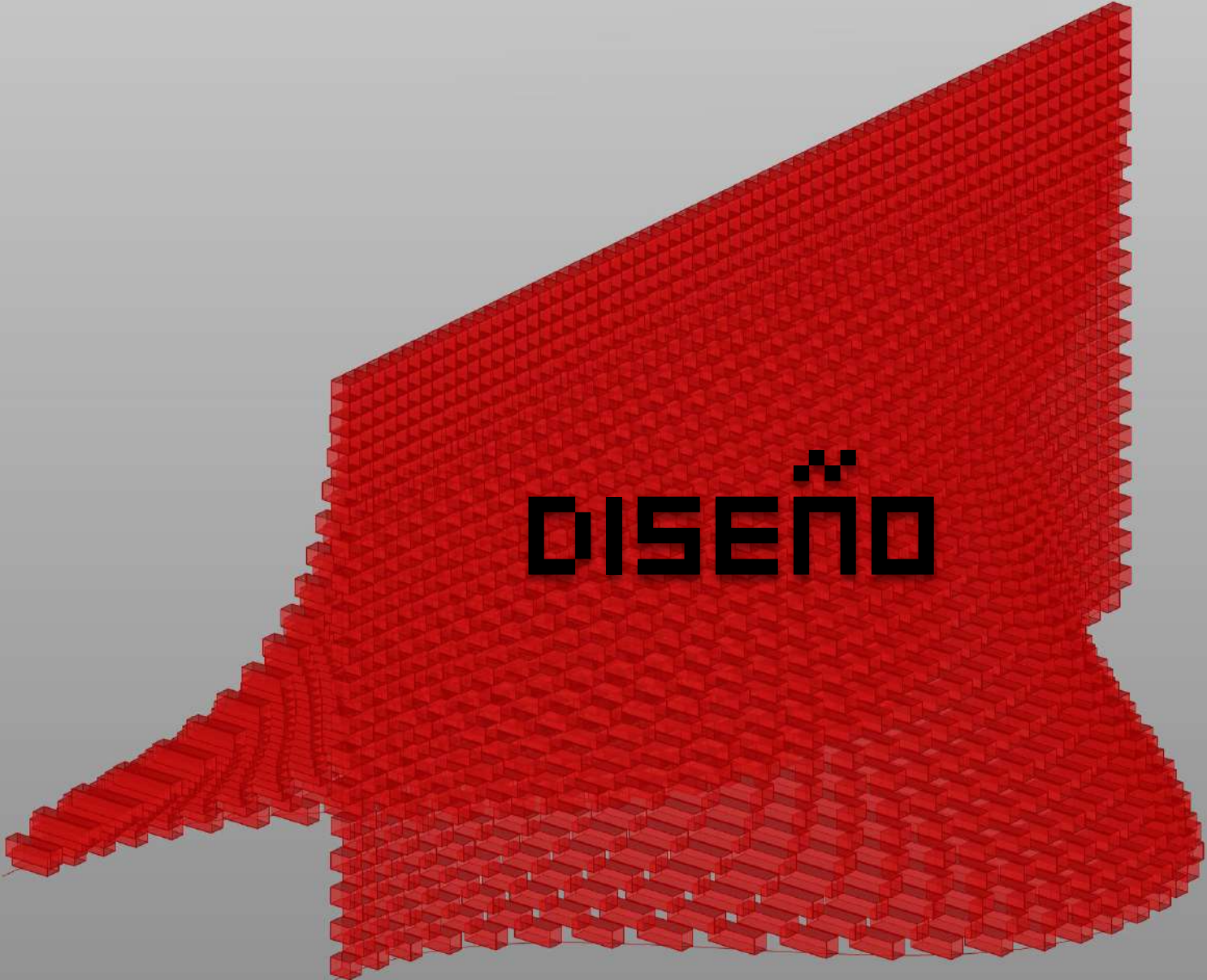


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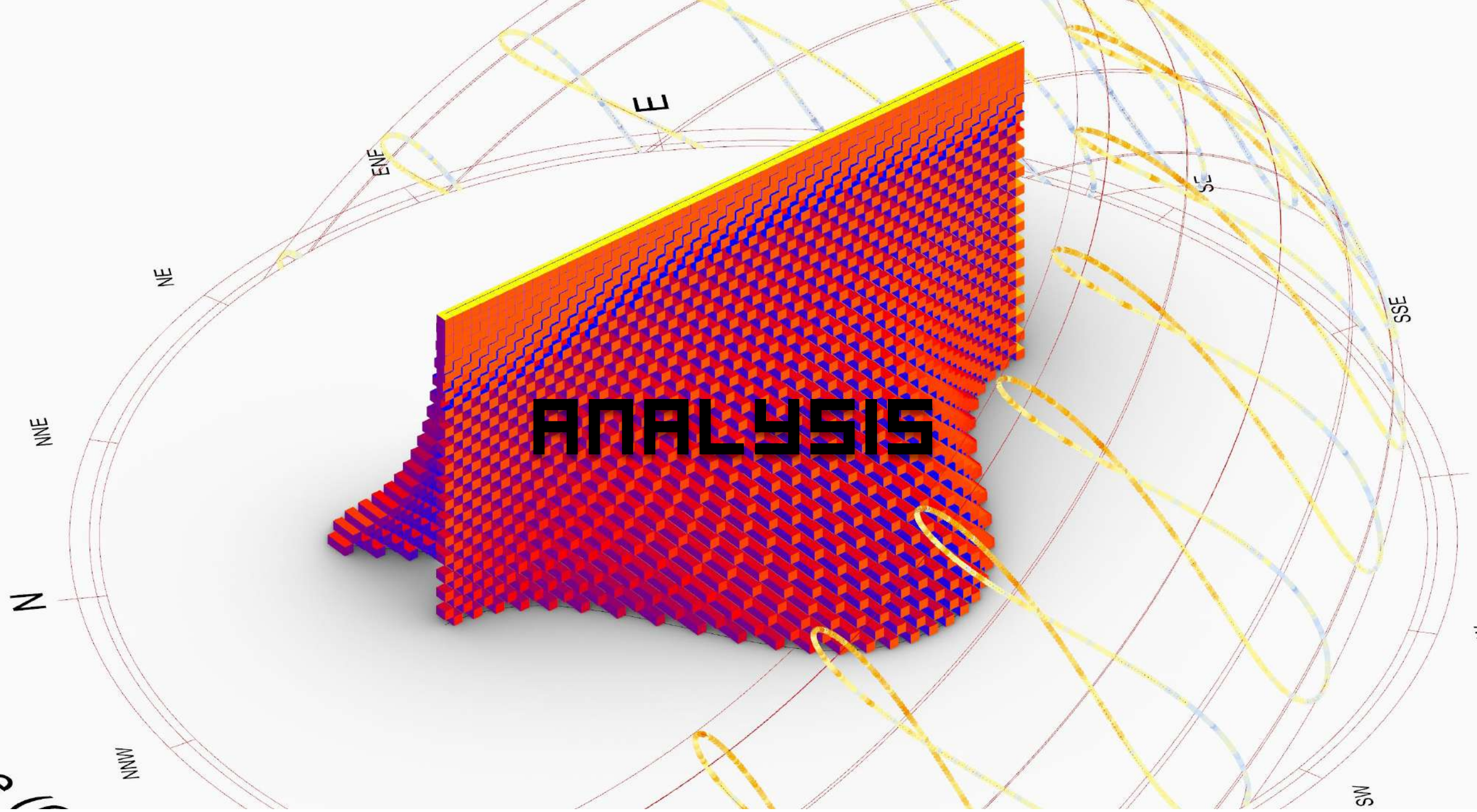


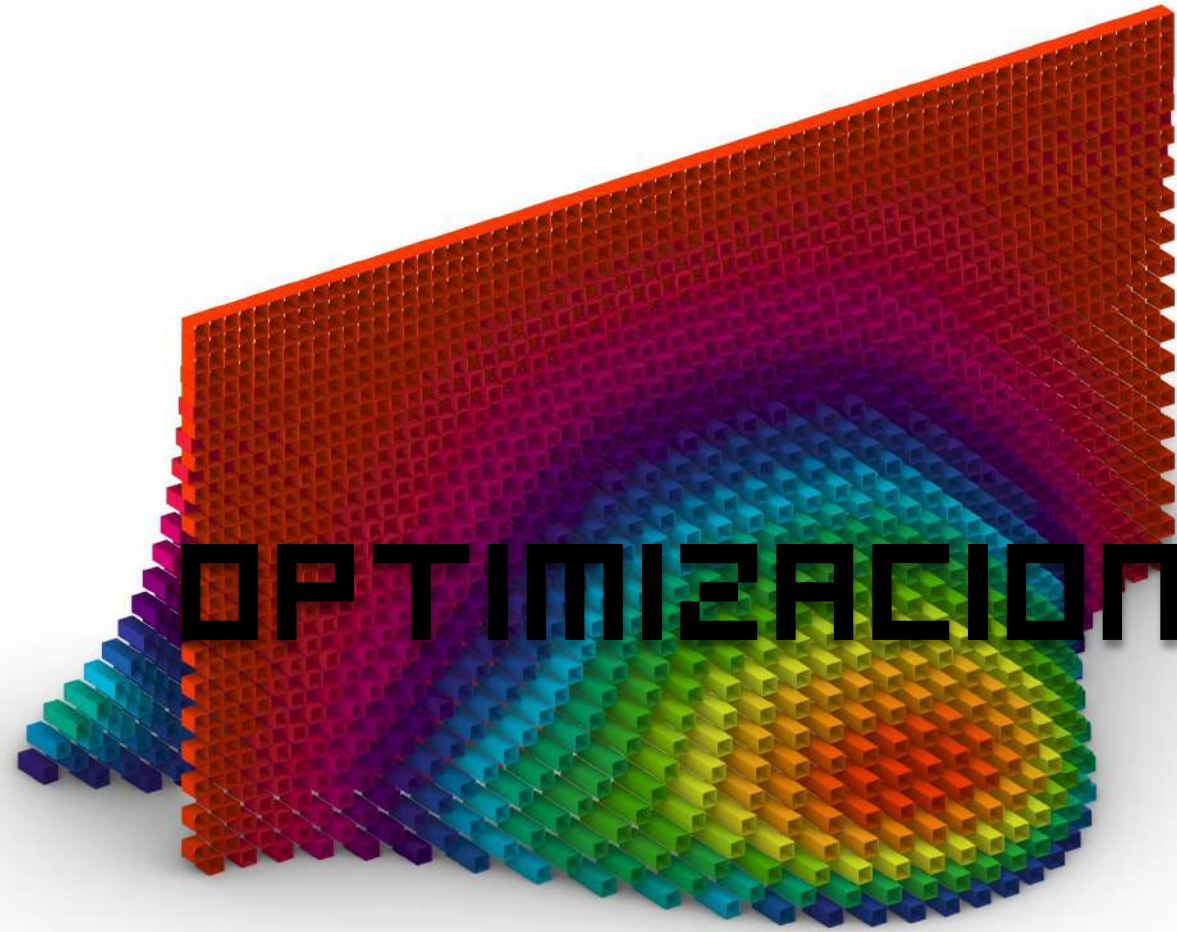
SILOS TECNOLOGICOS

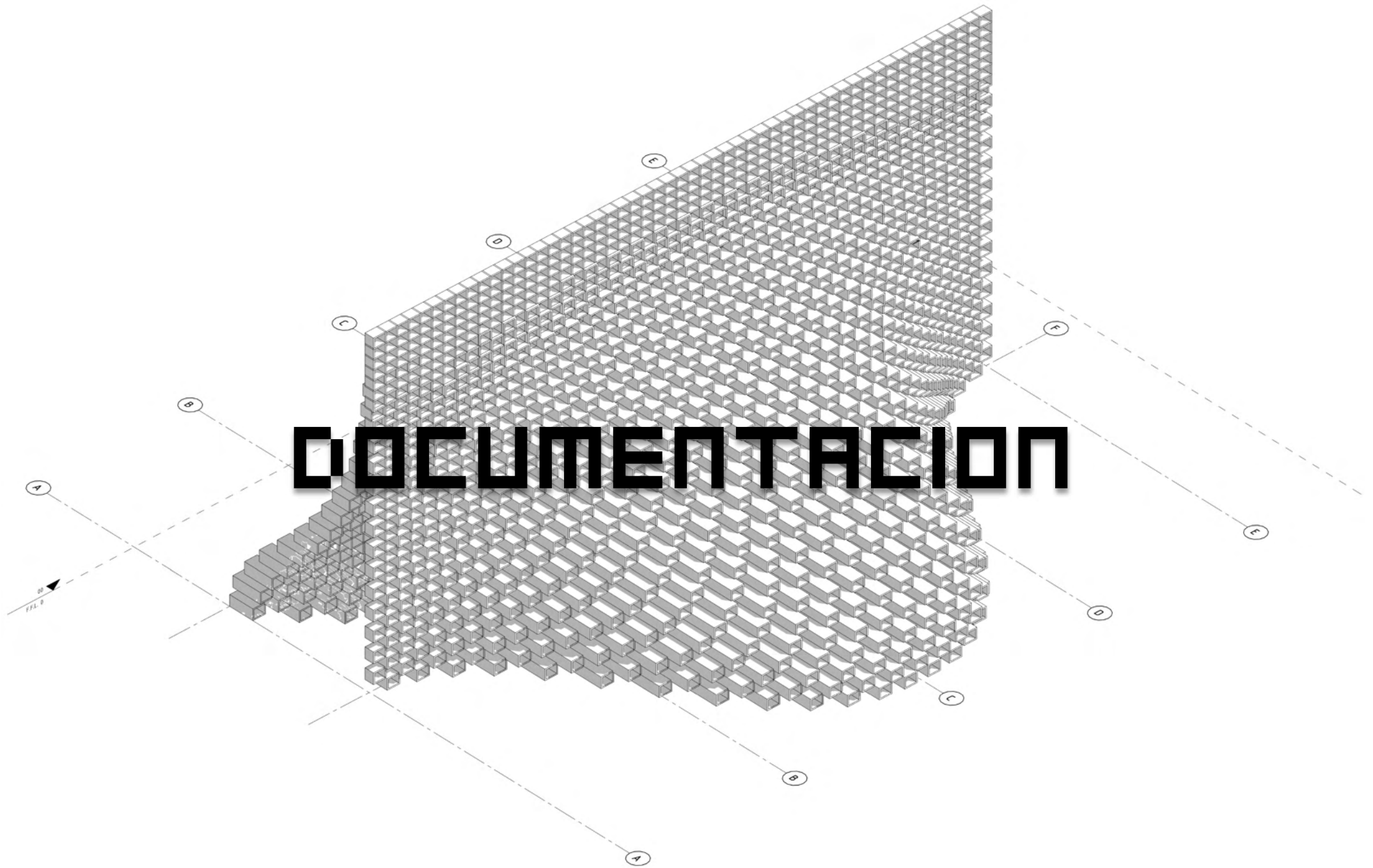




DISEÑO

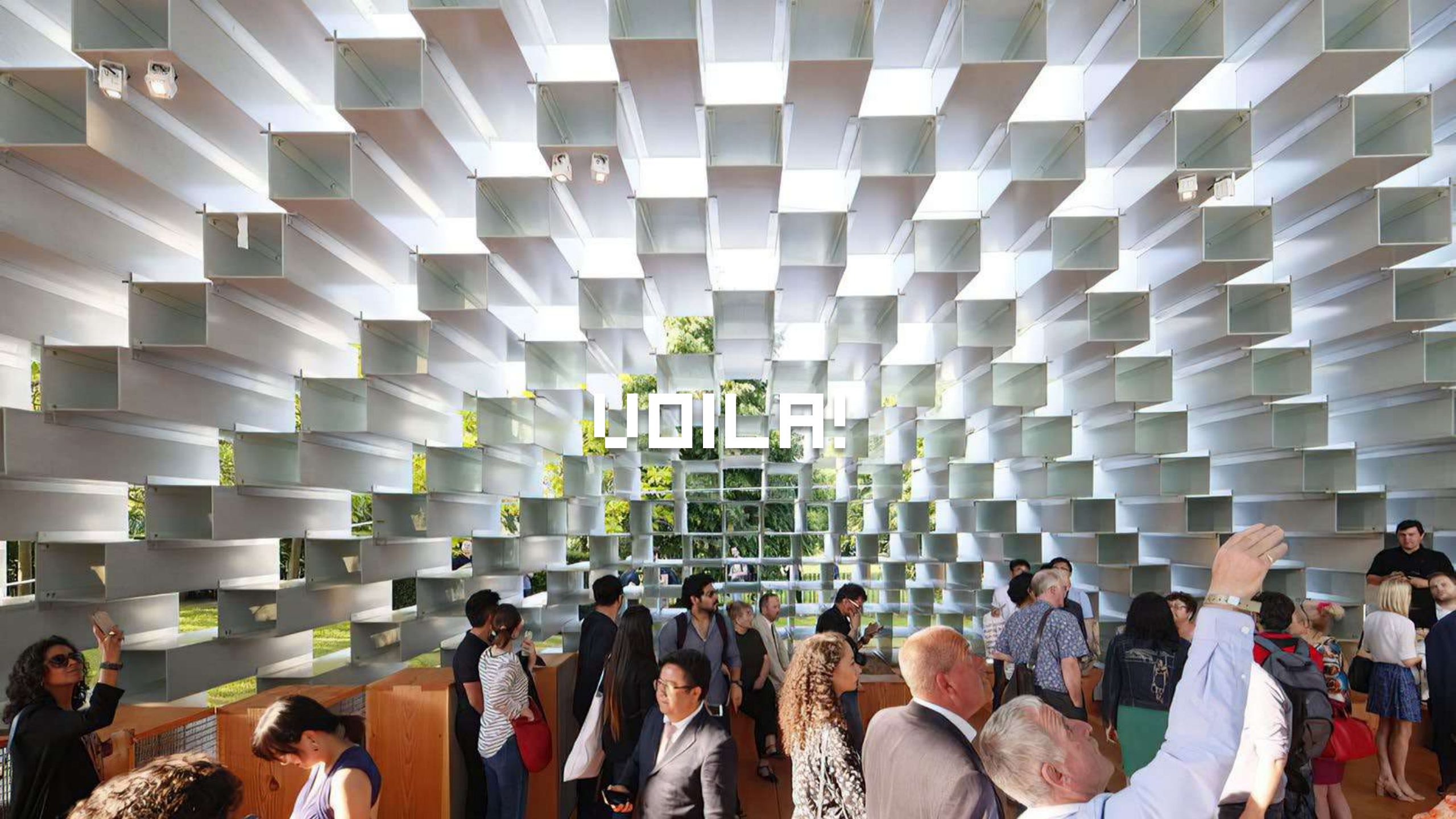




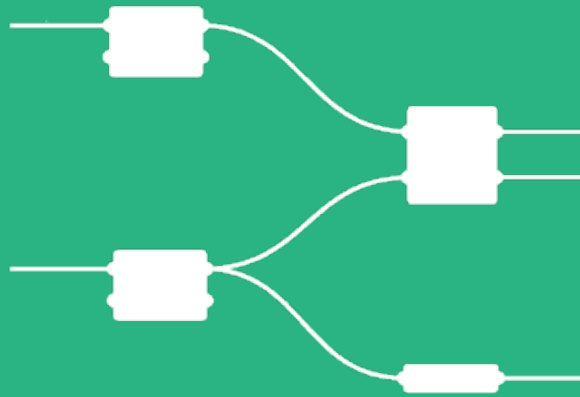


The image features a dense, repeating pattern of white rectangular blocks arranged in a 3D perspective. Each block is oriented with its long side receding into the distance. Inside each block, a thin green line runs parallel to the receding side. Next to each green line is a small, black numerical coordinate in parentheses, such as (1.11,35), (0.10,38), or (1.0,32). These coordinates vary across the blocks, creating a sense of depth and data. The overall composition is a complex, geometric tessellation.

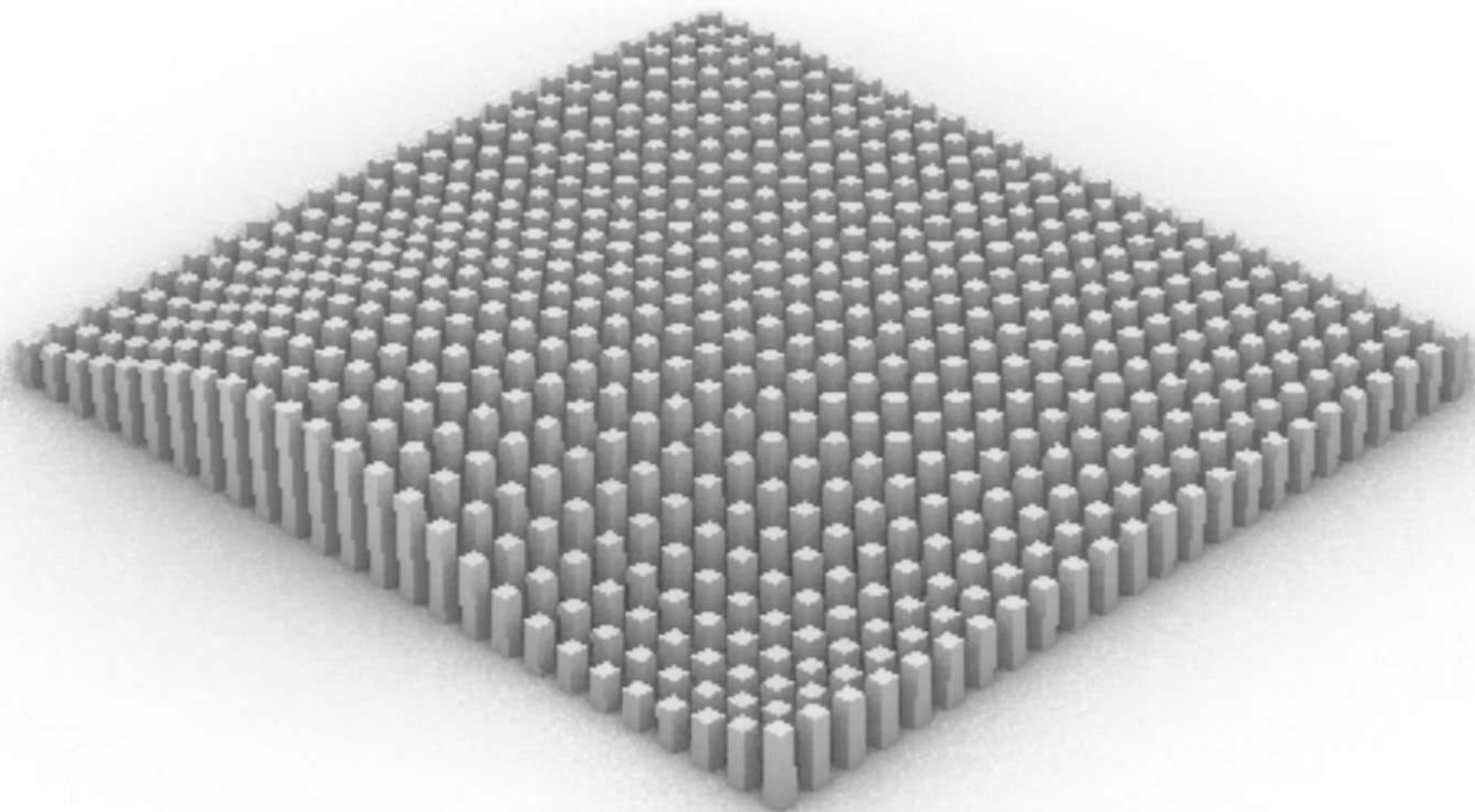
FABRICACION



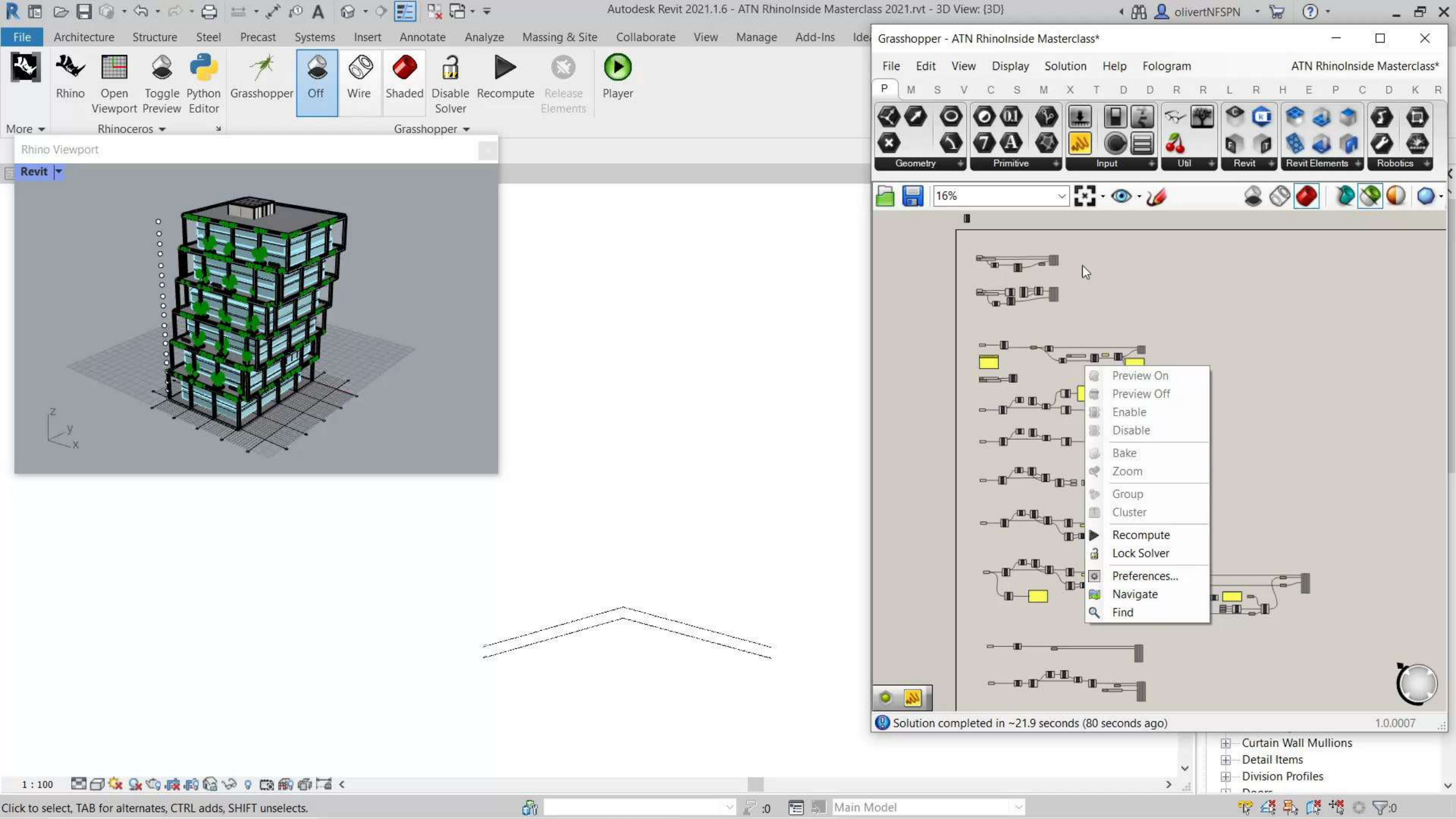
VOILA!

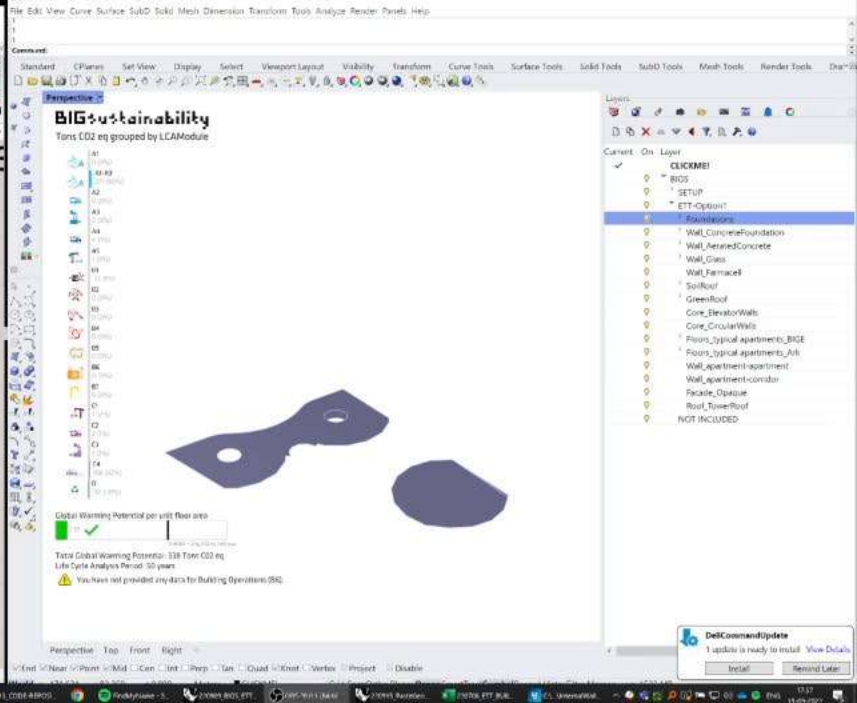
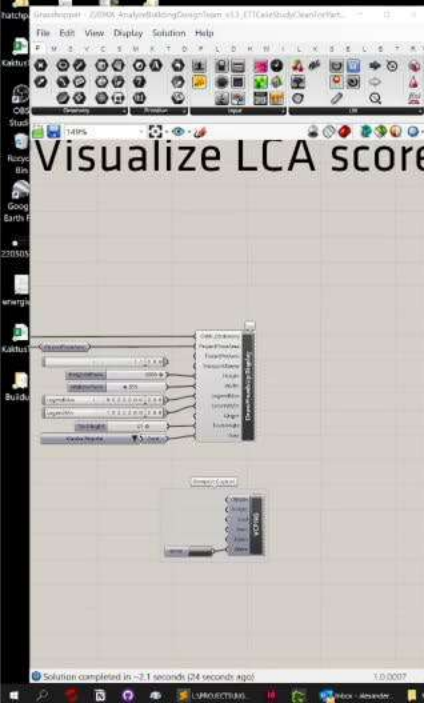
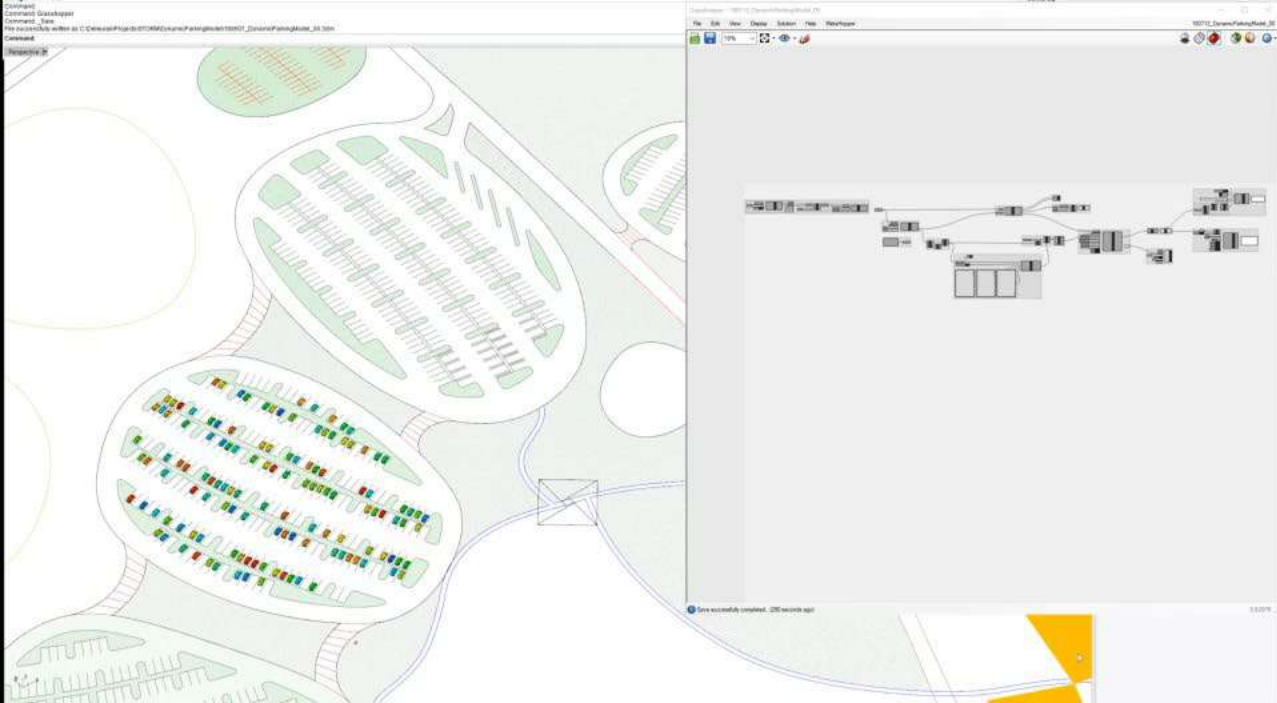
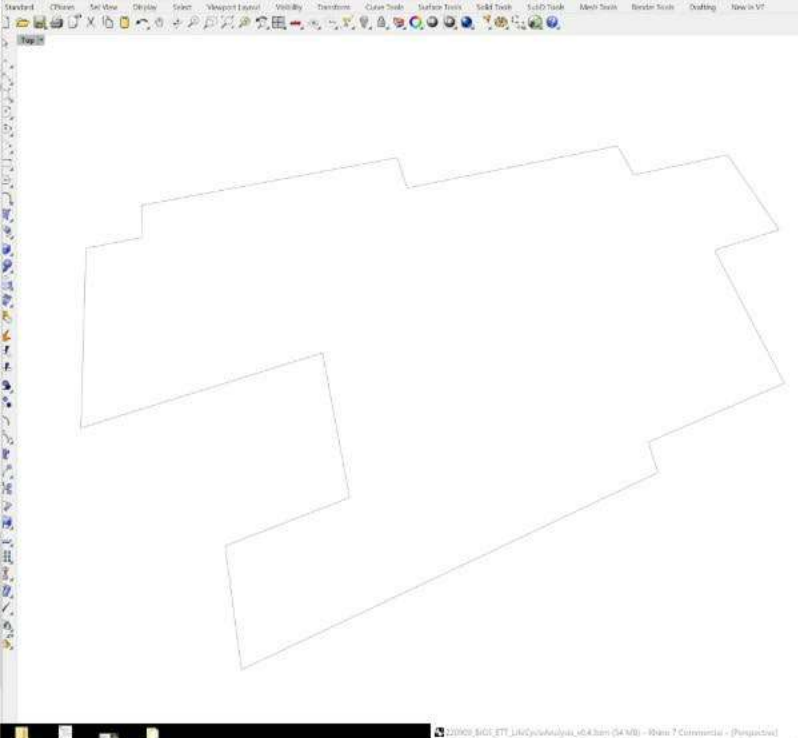


DISEÑO
PARAMETRICO



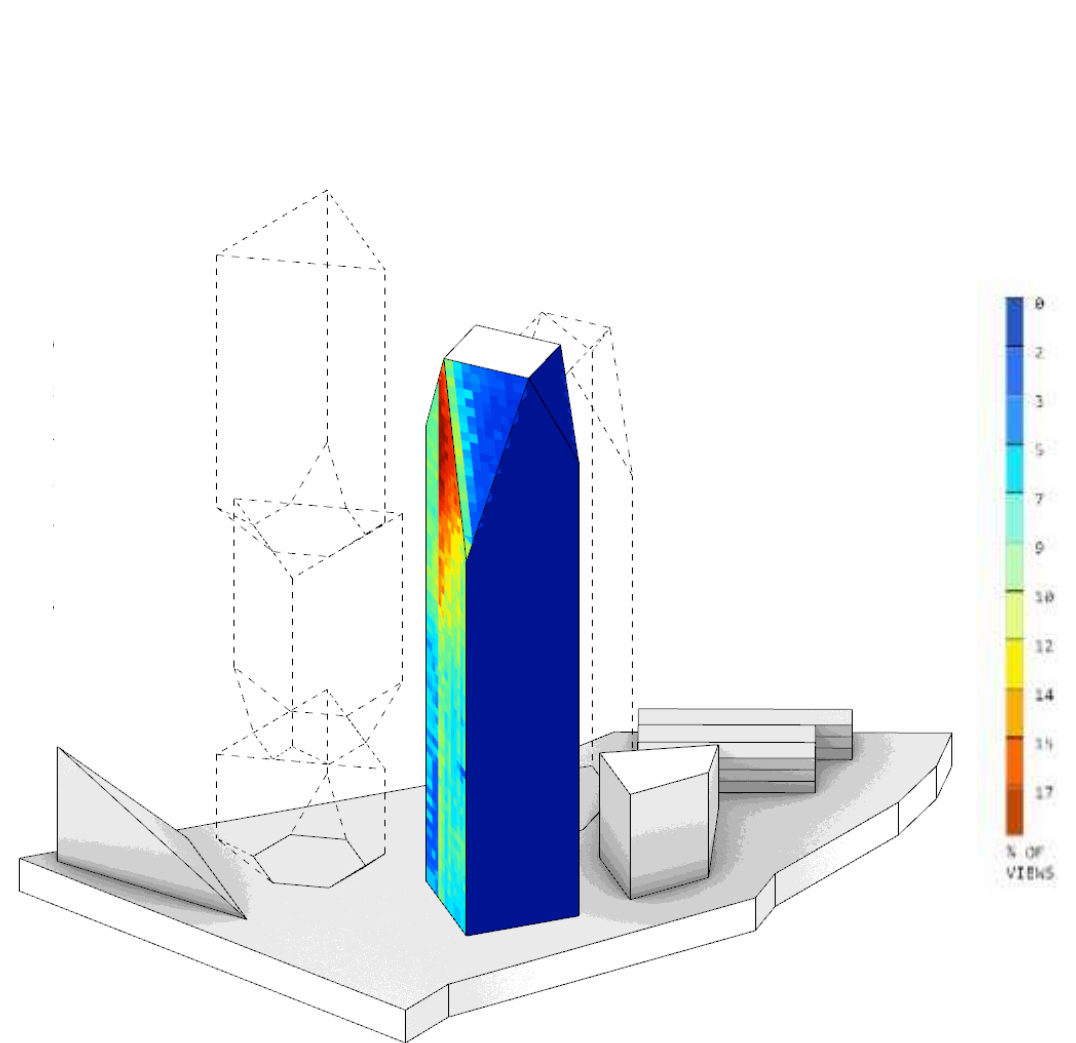
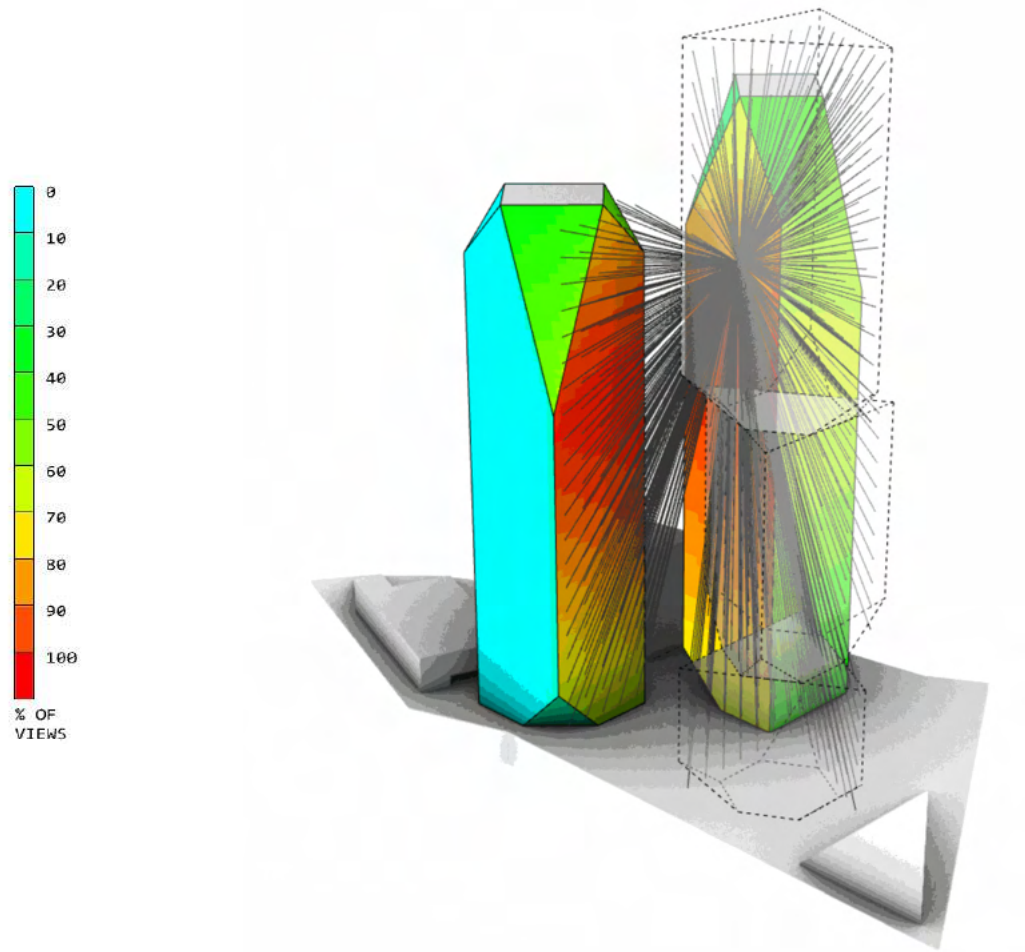
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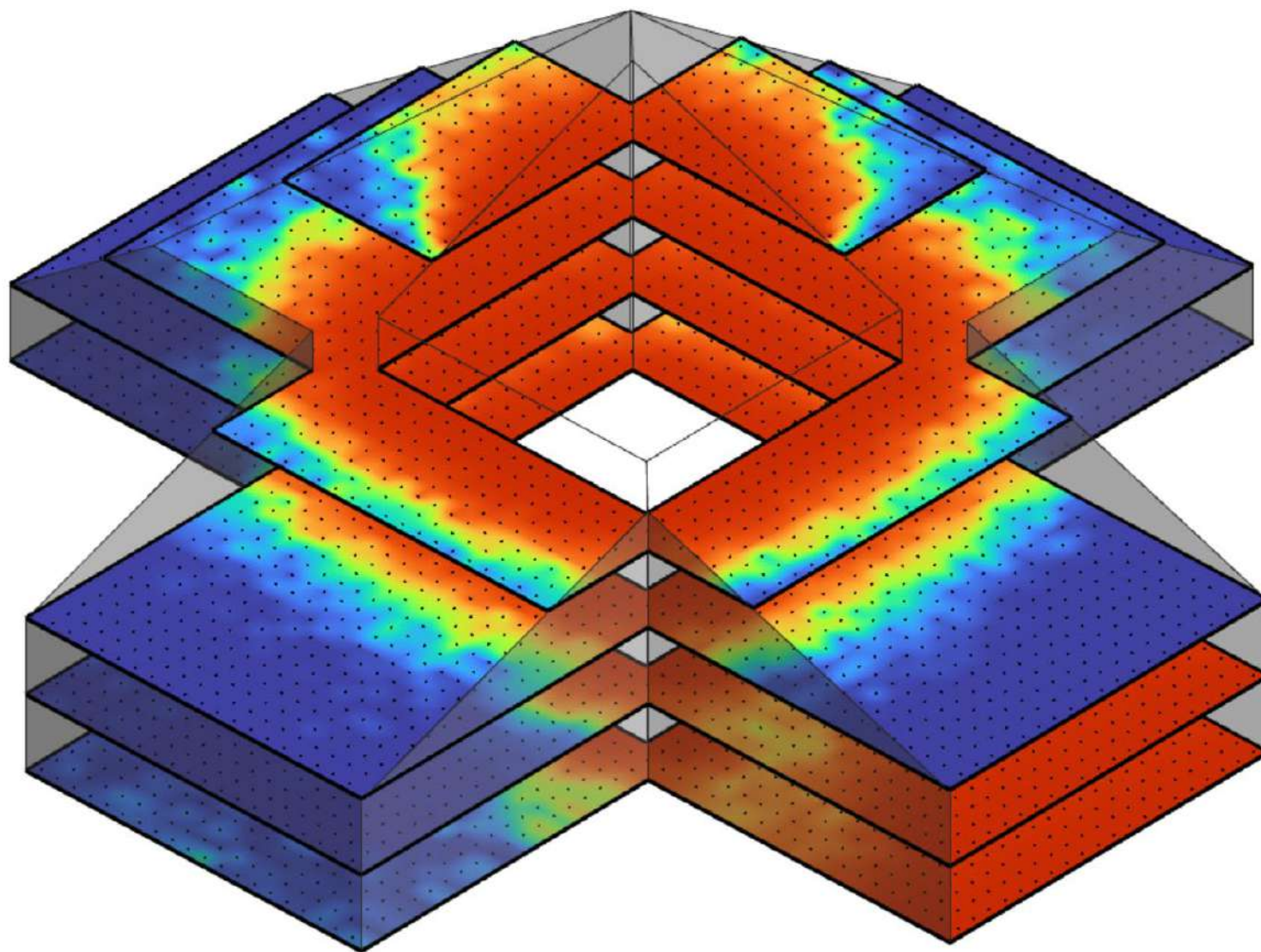




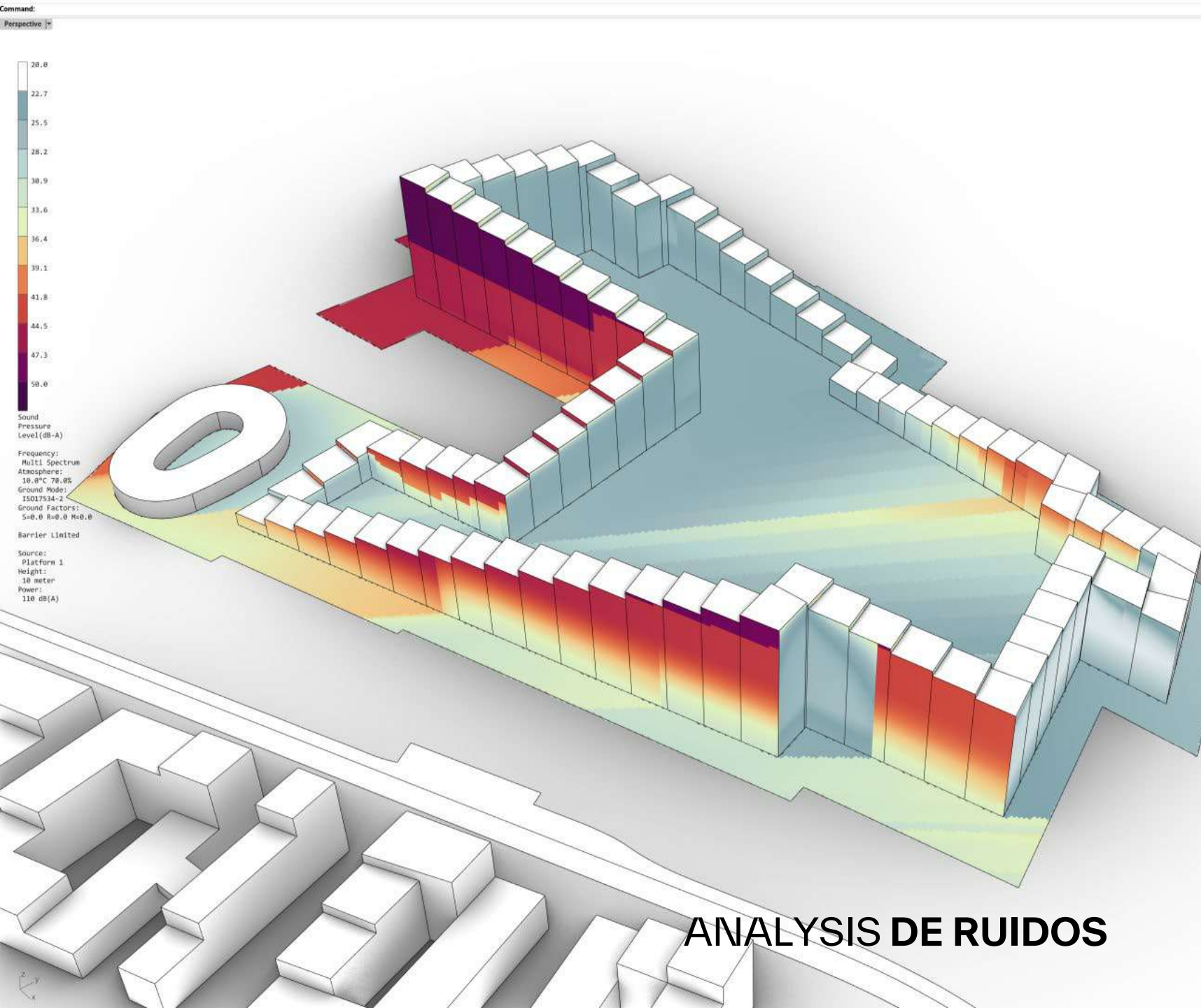
SIMULACION



ANALYSIS DE VISTAS

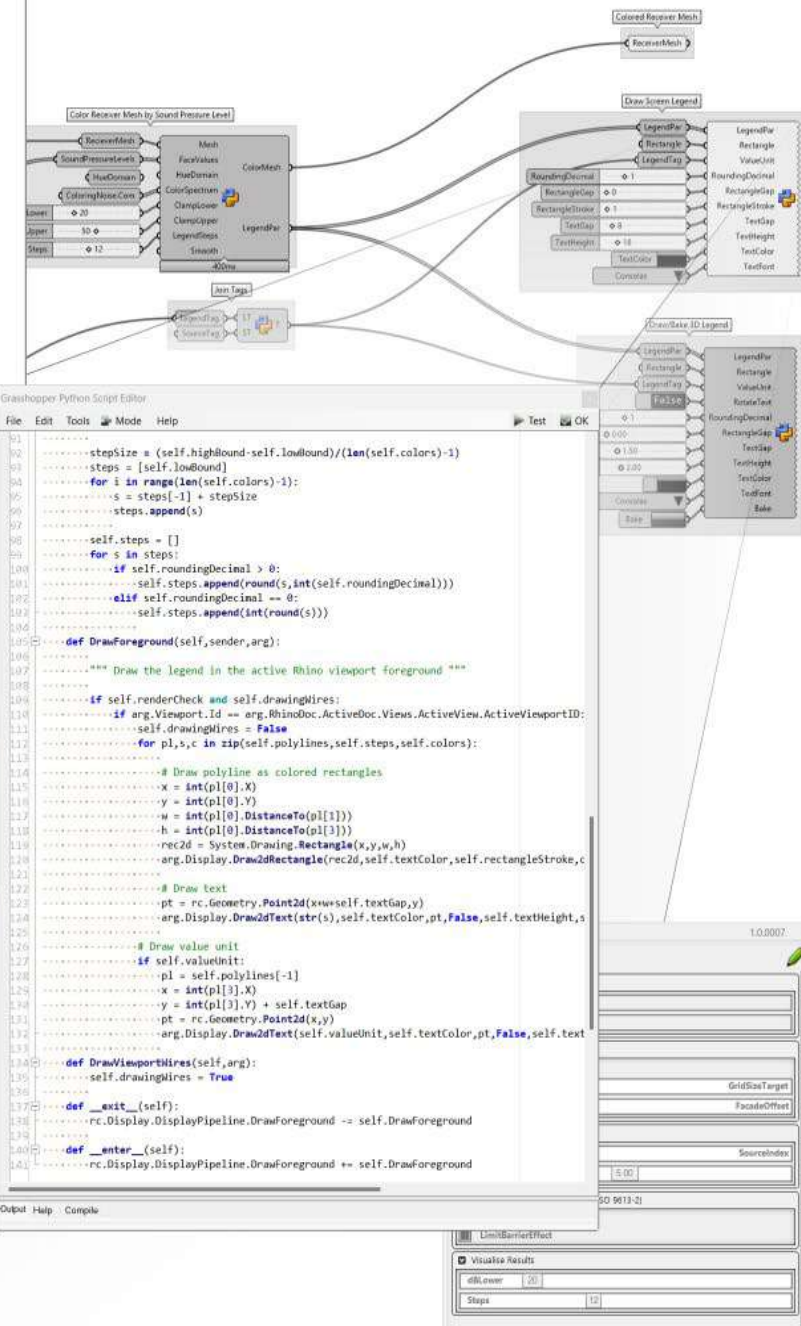


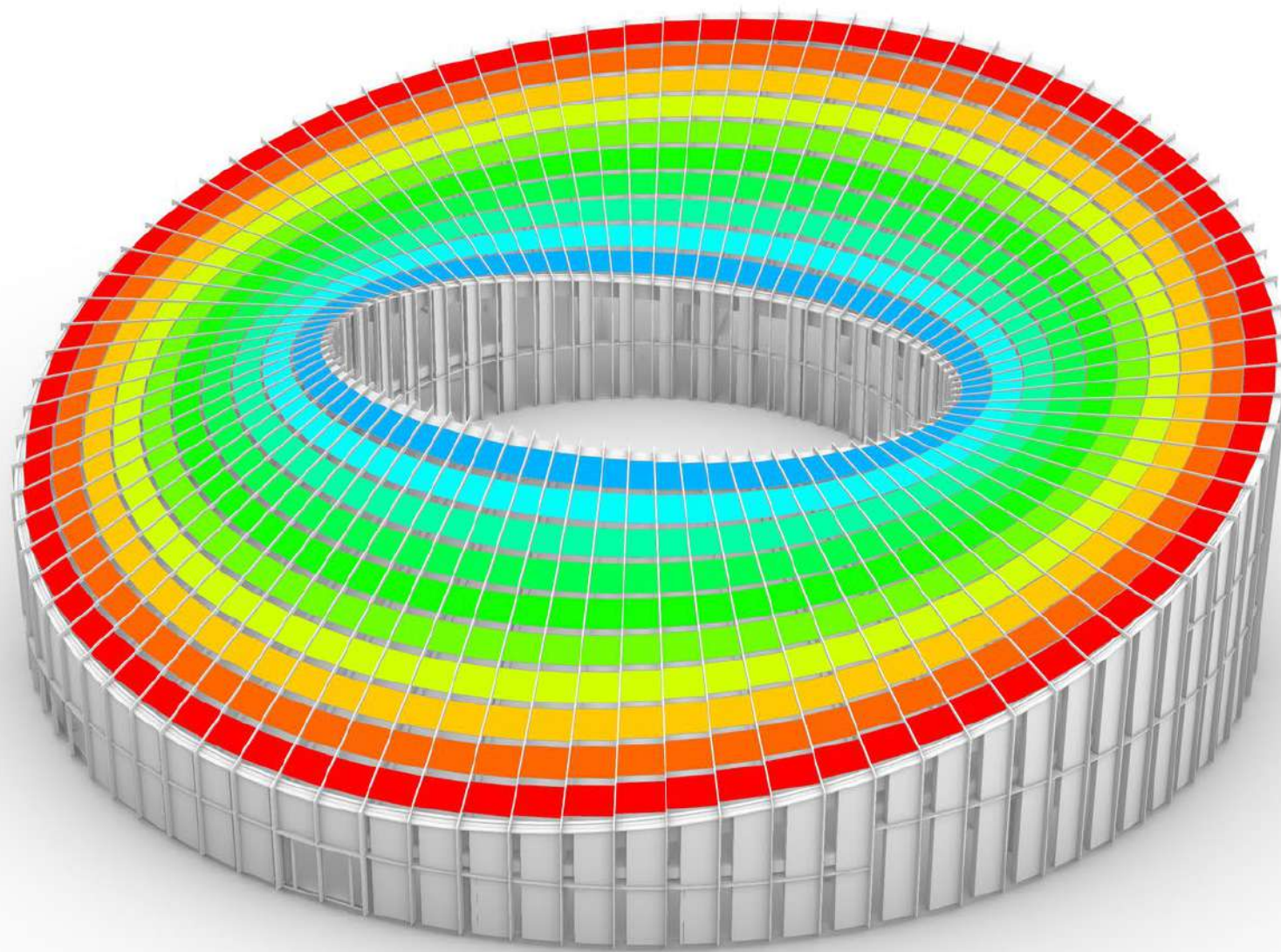
SIMULACION DE LUZ INTERIOR



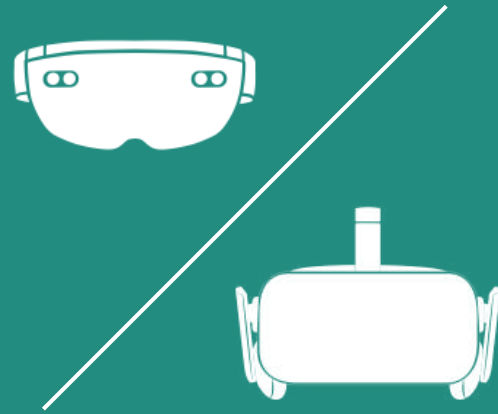
ANALYSIS DE RUIDOS

2.5: Visualise Sound Pressures





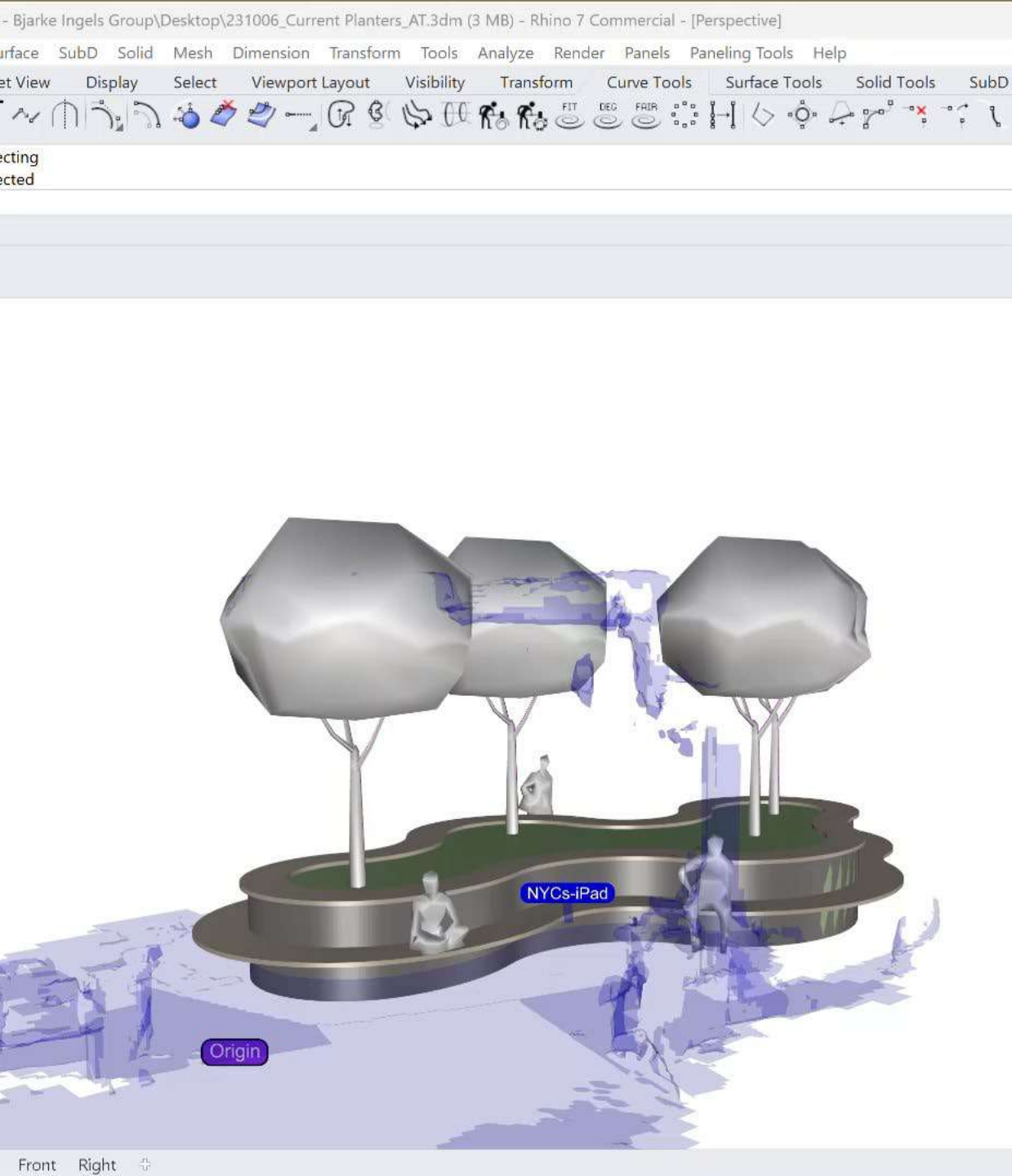
OPTIMIZACION DE GEOMETRYAS COMPLEJAS



VISUALIZACION





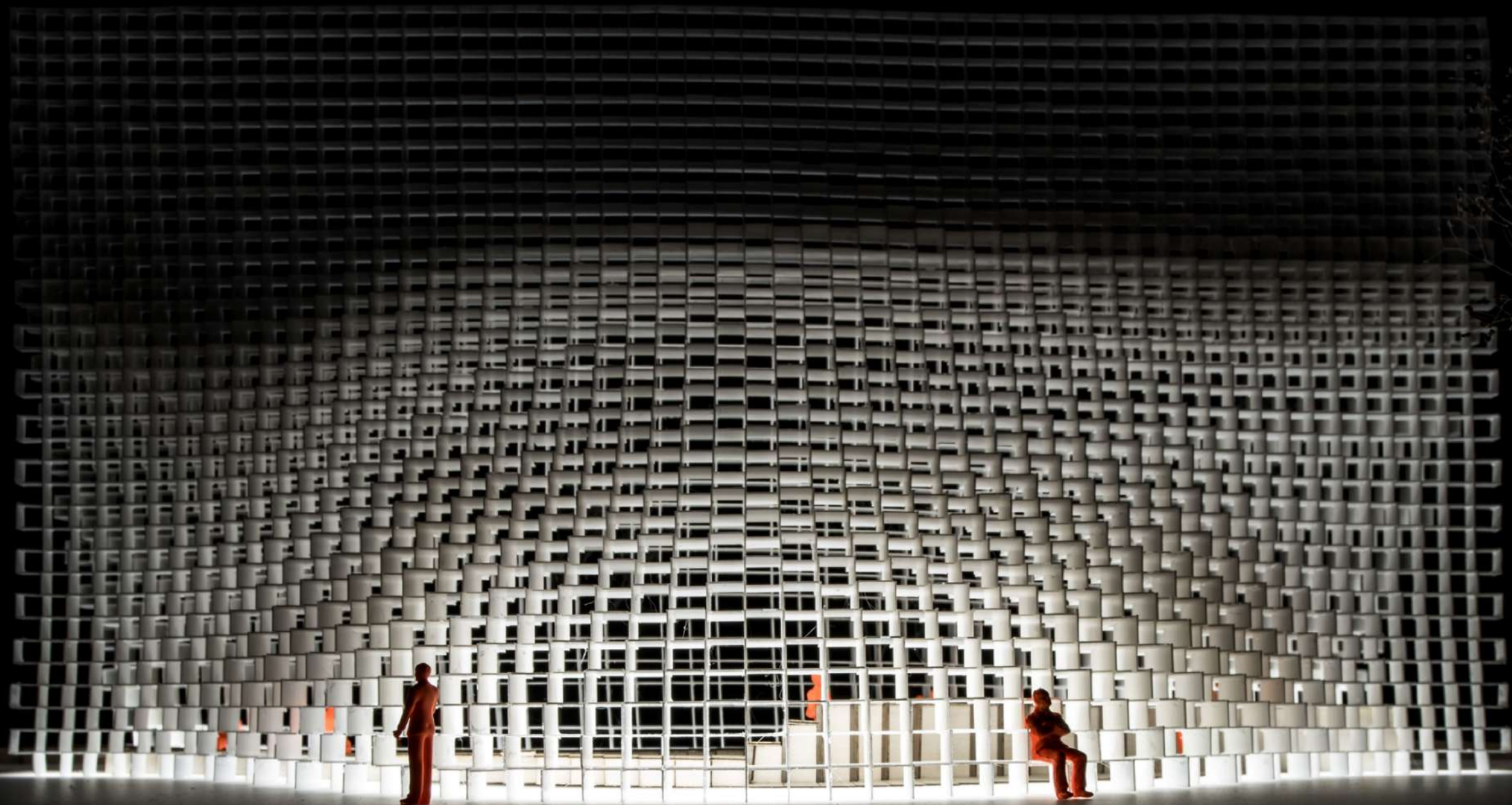


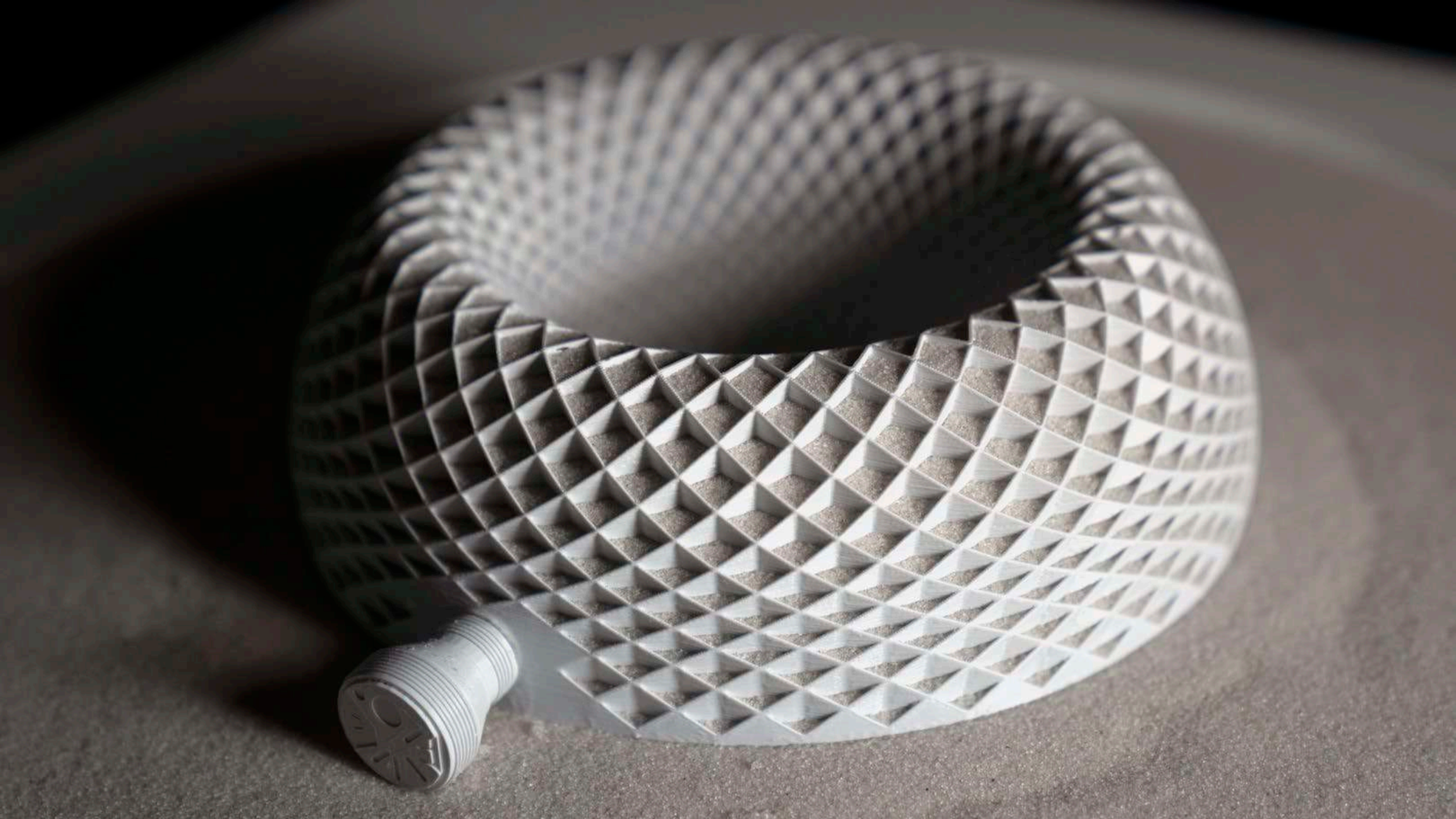


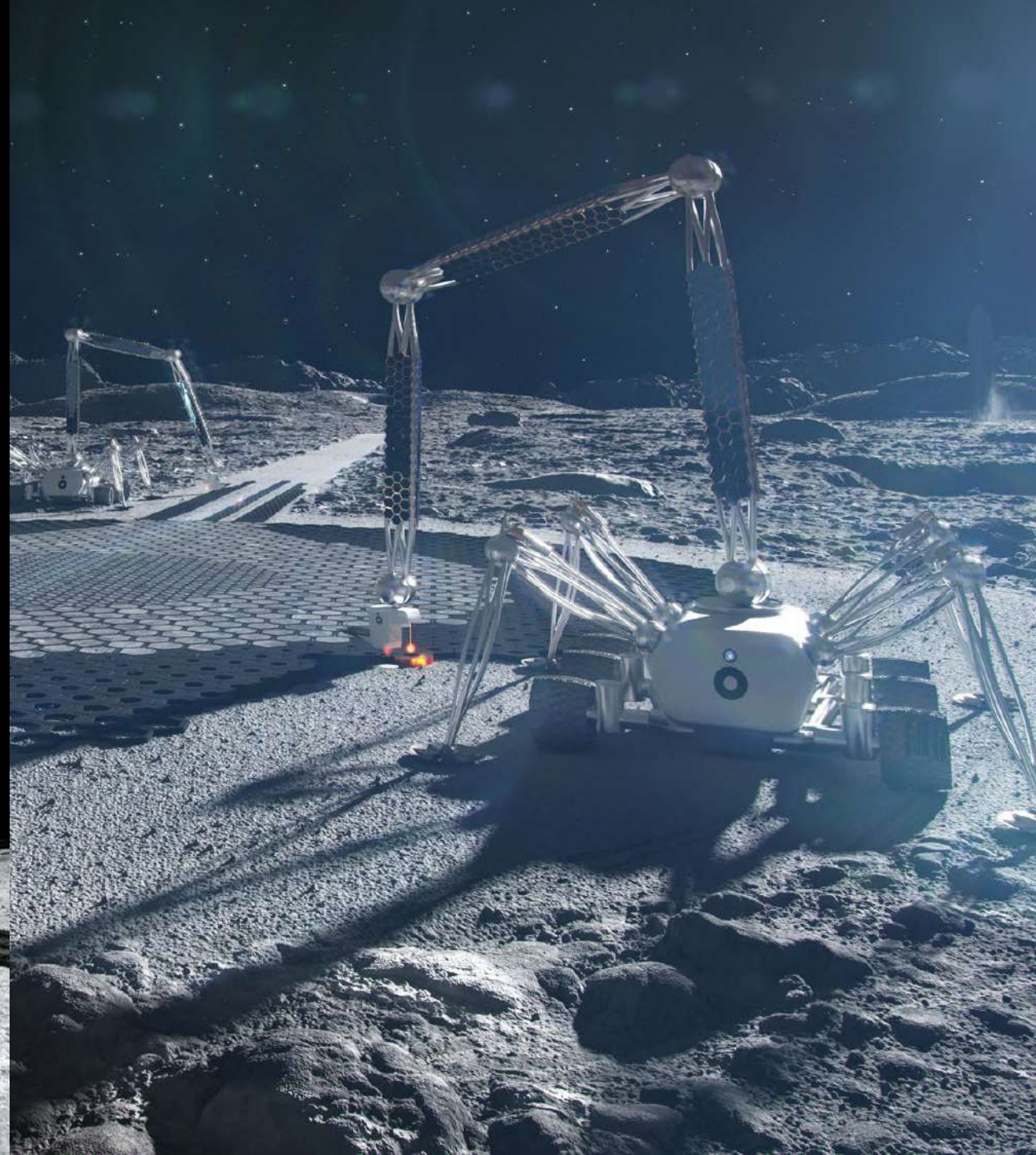
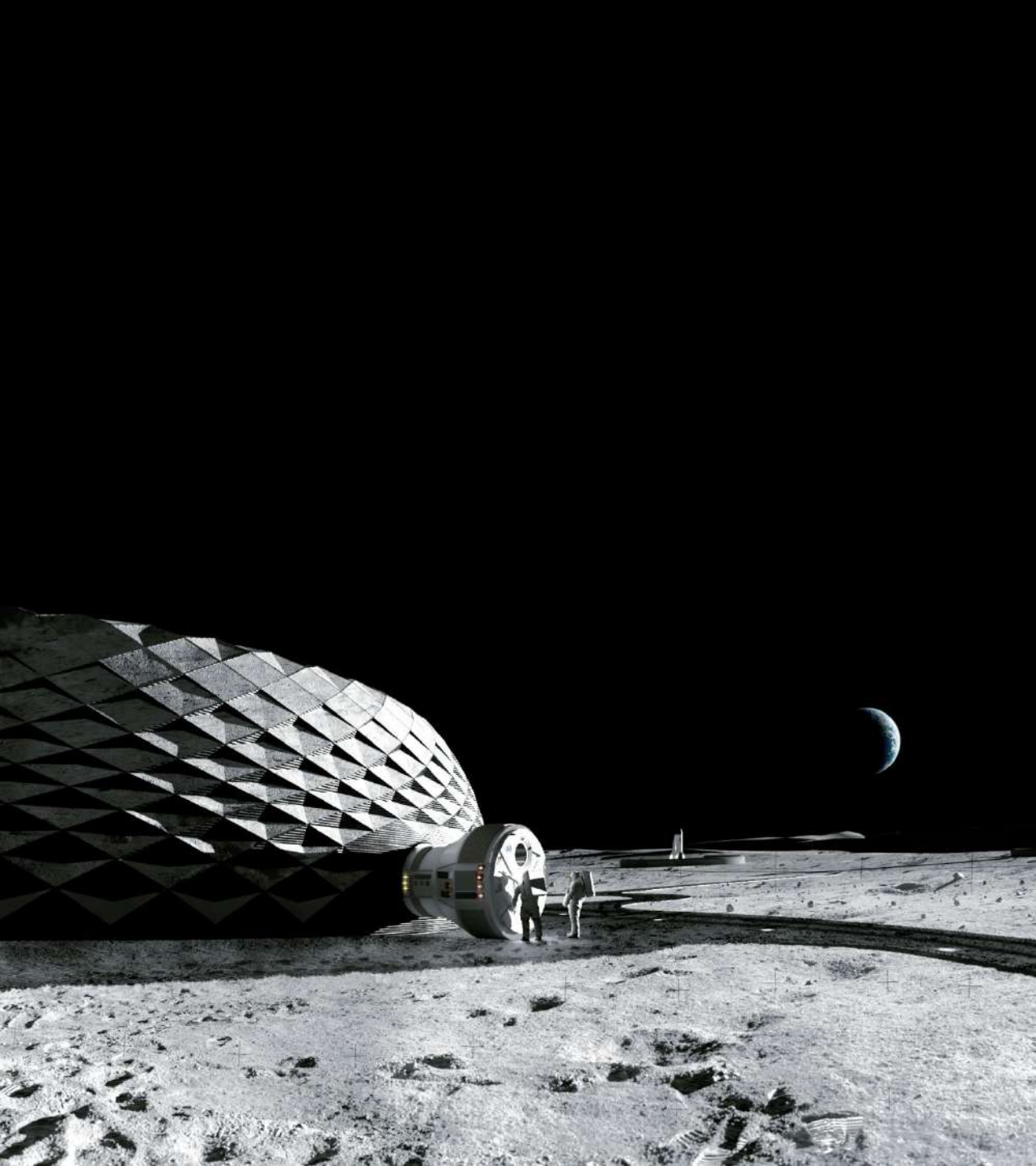
**MAQUETAS Y
FABRICACION**



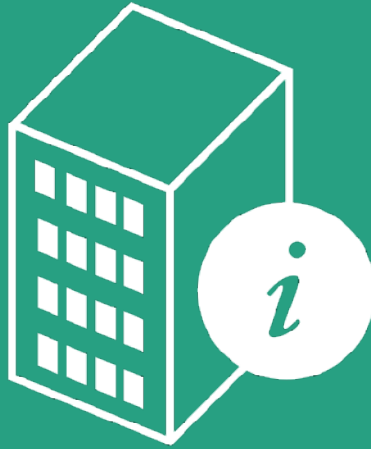






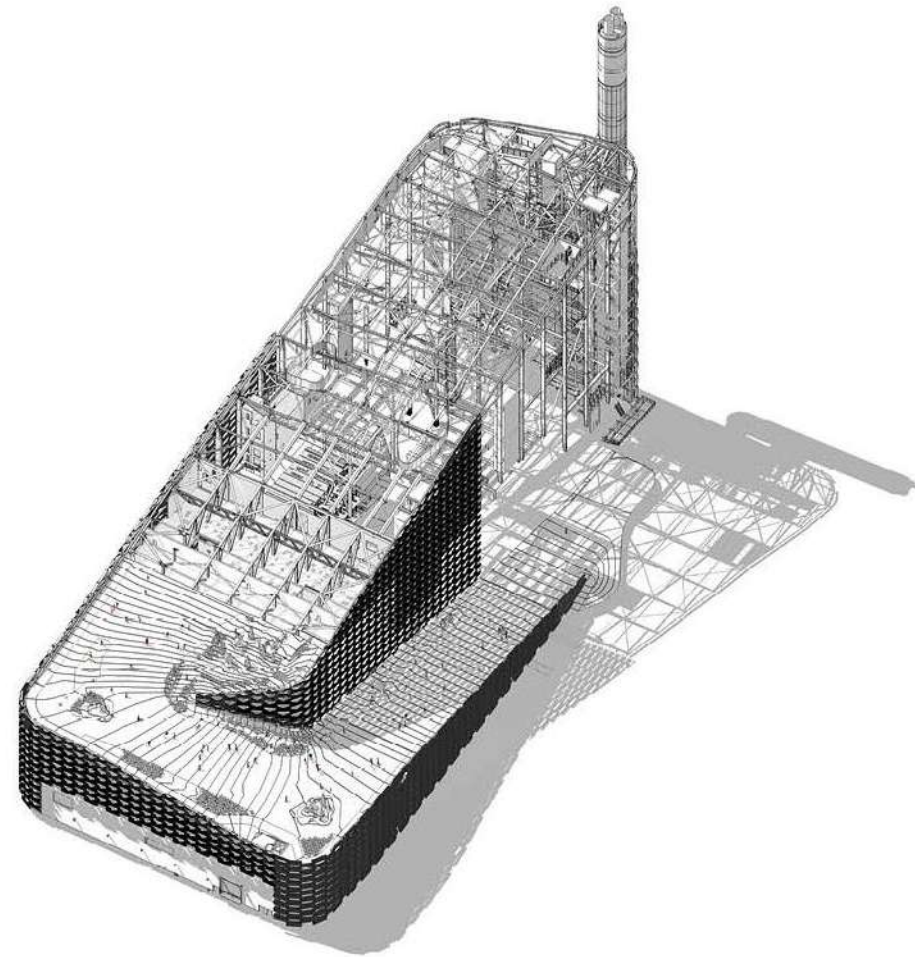
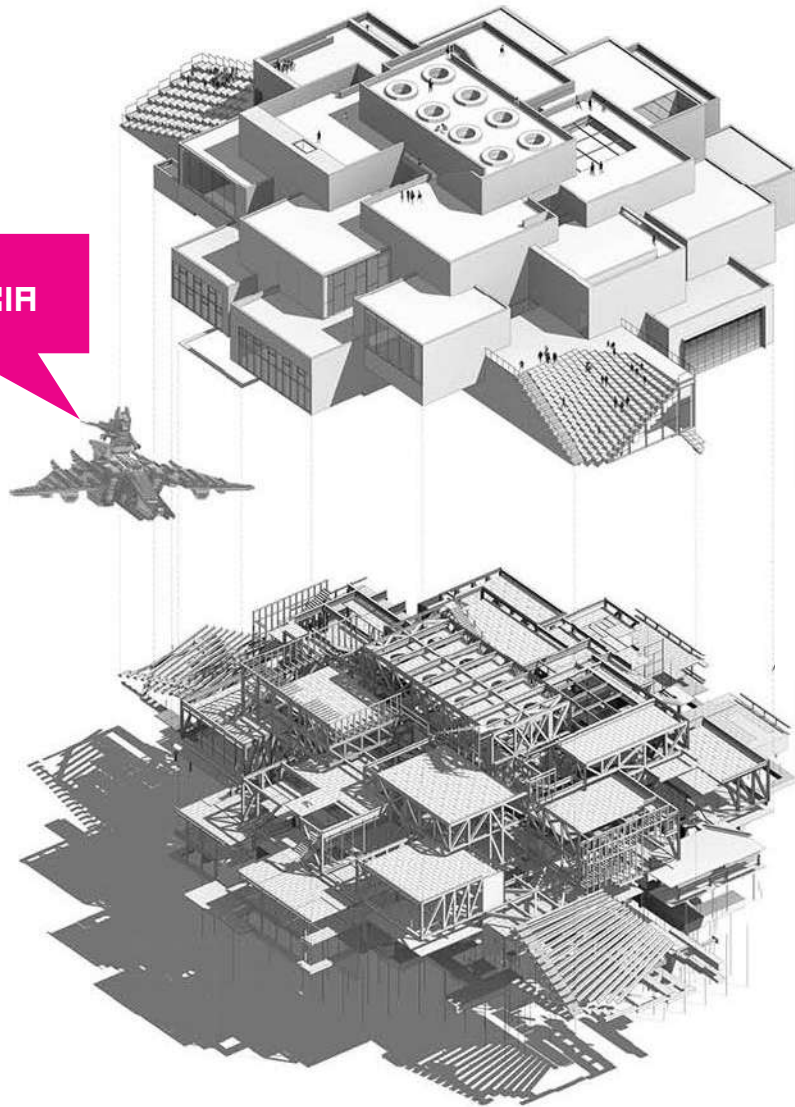




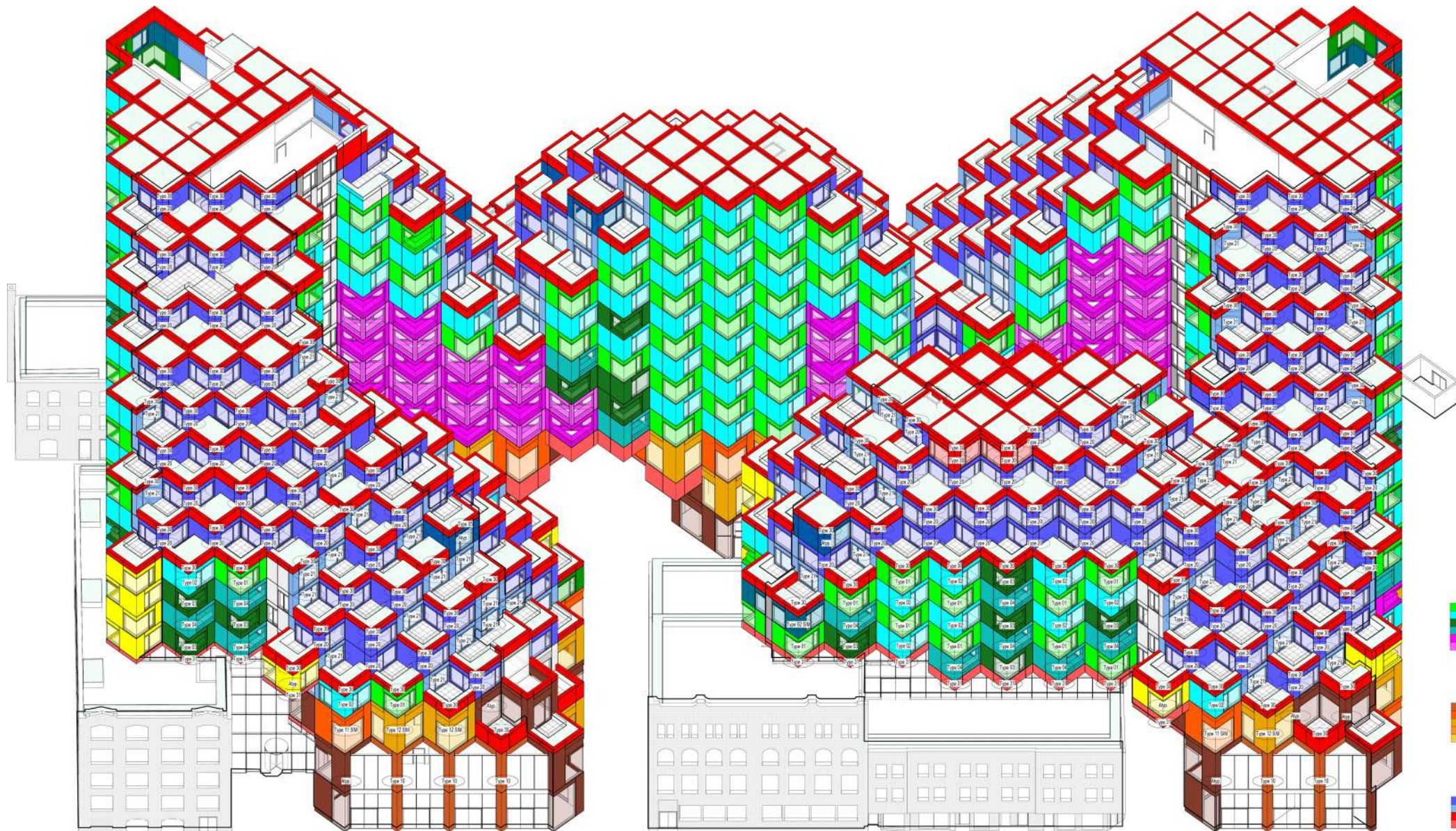


BIM

GEOMETRIA



BUILDING INFORMATION MODELLING

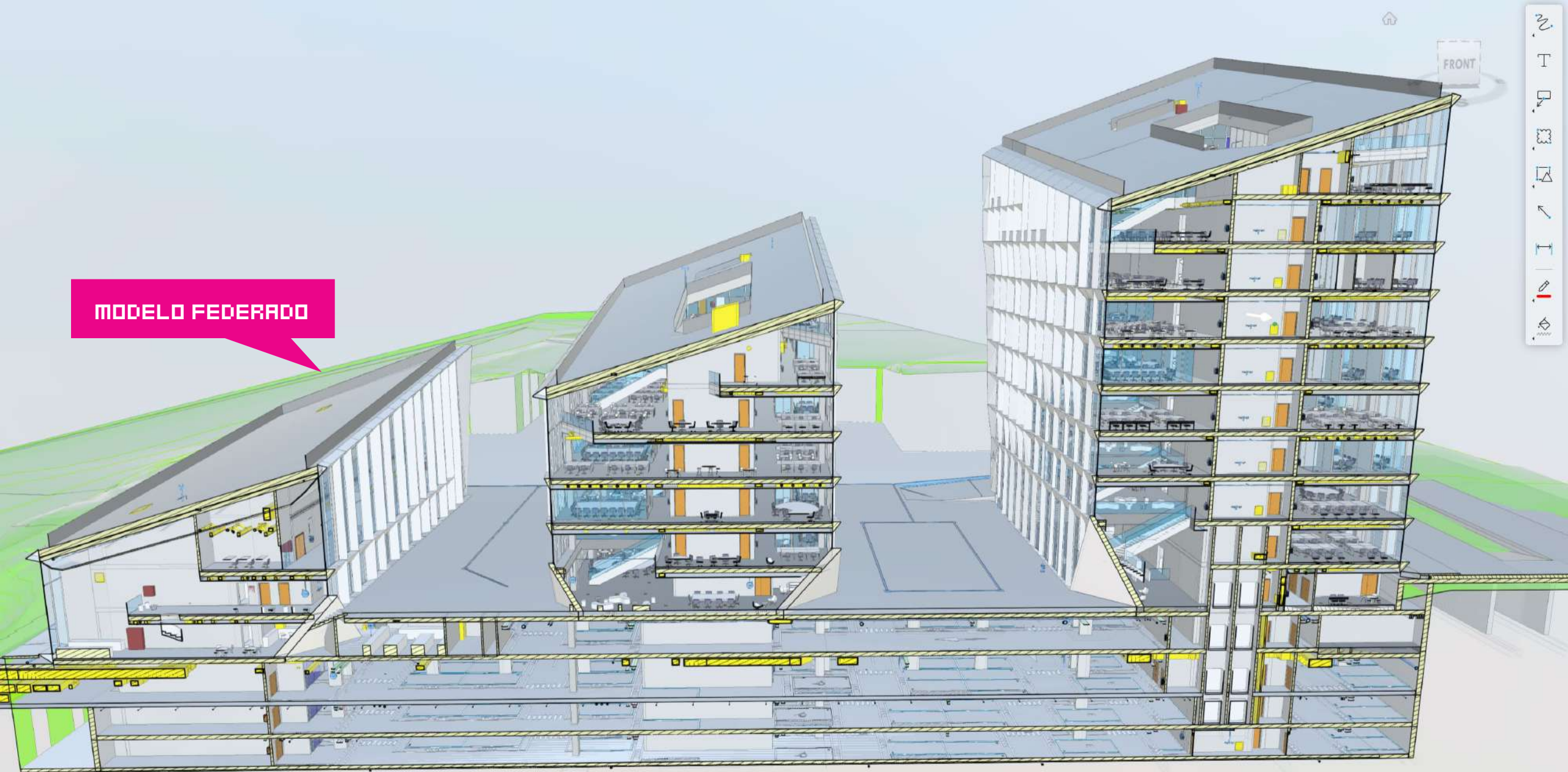


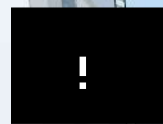
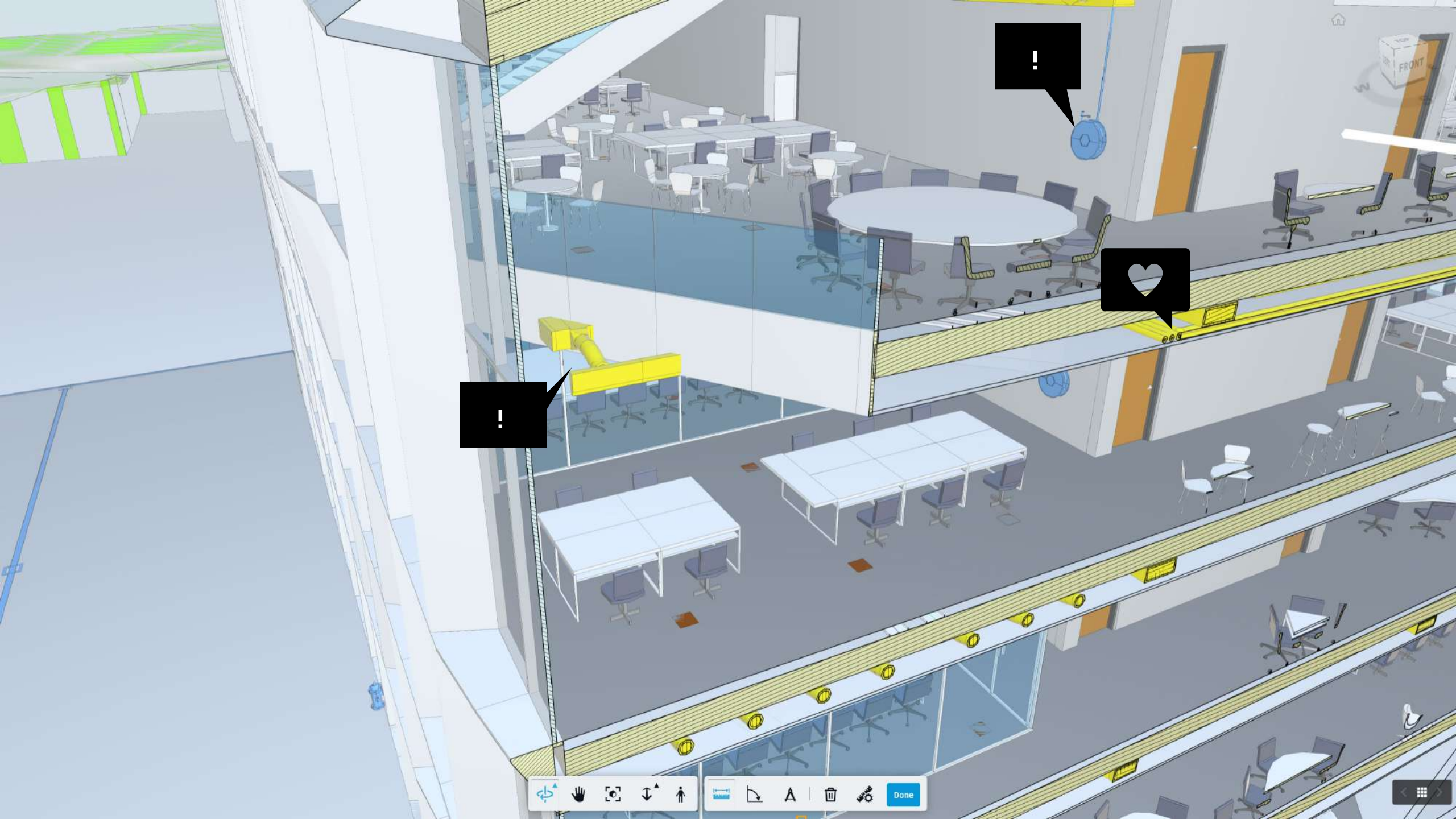
Design Module			
Design Module	Exterior Wall Systems	Pixel Type	Sheet
Type 01	EWIS-01	EDGE - Corner	A-510
Type 02	EWIS-01	EDGE - Window	A-511
Type 03	EWIS-01, EWIS-04, R05-04	EDGE - Corner Balcony	A-512
Type 04	EWIS-01, EWIS-04, R05-04	EDGE - Window Balcony	A-513
Type 05	EWIS-01, EWIS-04, R05-04	EDGE - Triangle Balcony A	A-514
Type 06	EWIS-01, EWIS-04, R05-04	EDGE - Triangle Balcony B	A-515

Design Module			
Design Module	Exterior Wall Systems	Pixel Type	Sheet
Type 10	EWIS-01	PODUM - Triangle Portal Entry	A-523
Type 11	EWIS-01	PODUM - Corner	A-516
Type 12	EWIS-01	PODUM - Window	A-517
Type 15	EWIS-01	PODUM - Corner Courtyard	A-518
Type 16	EWIS-01	PODUM - Window Courtyard	A-519

Design Module			
Design Module	Exterior Wall Systems	Pixel Type	Sheet
Type 20	EWIS-01	EROGON - Top	A-520
Type 21	EWIS-01	EROGON - Flat	A-521
Type 30	EWIS-01, R05-04	PARAPET	A-522
Type 31	EWIS-01	SOFFIT	A-523

MODELO FEDERADO



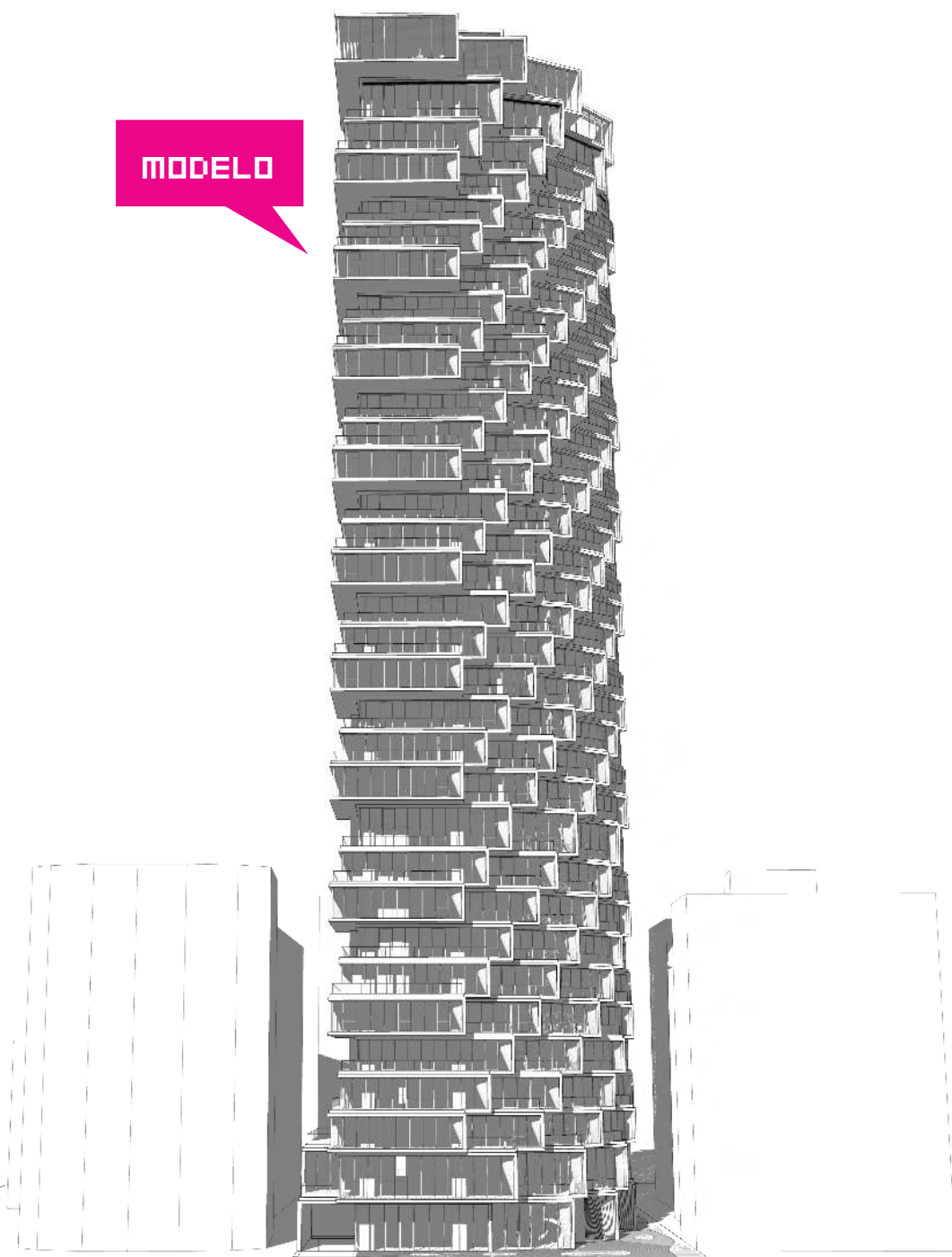




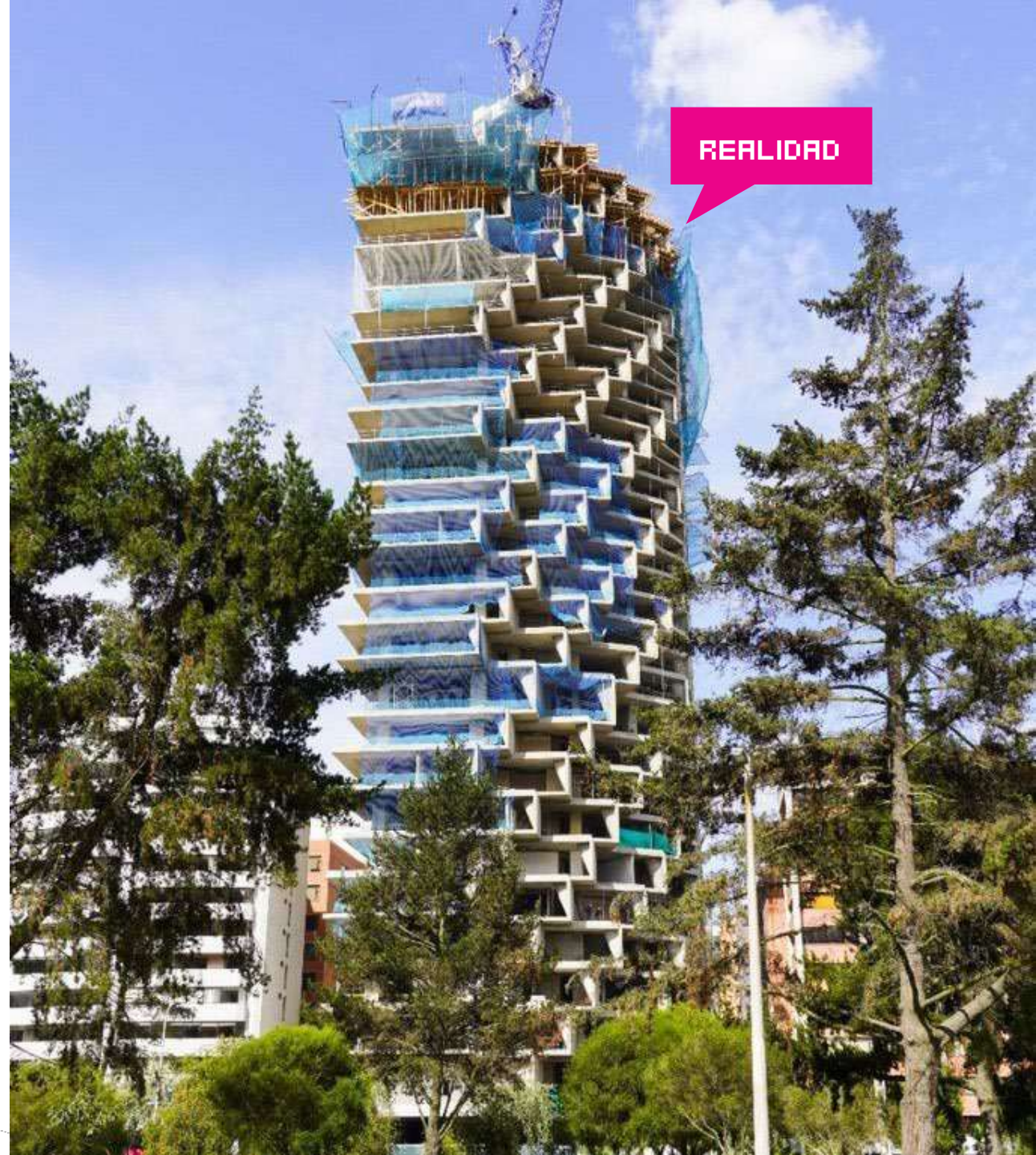


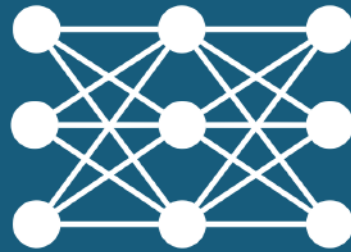


MODELO



REALIDAD

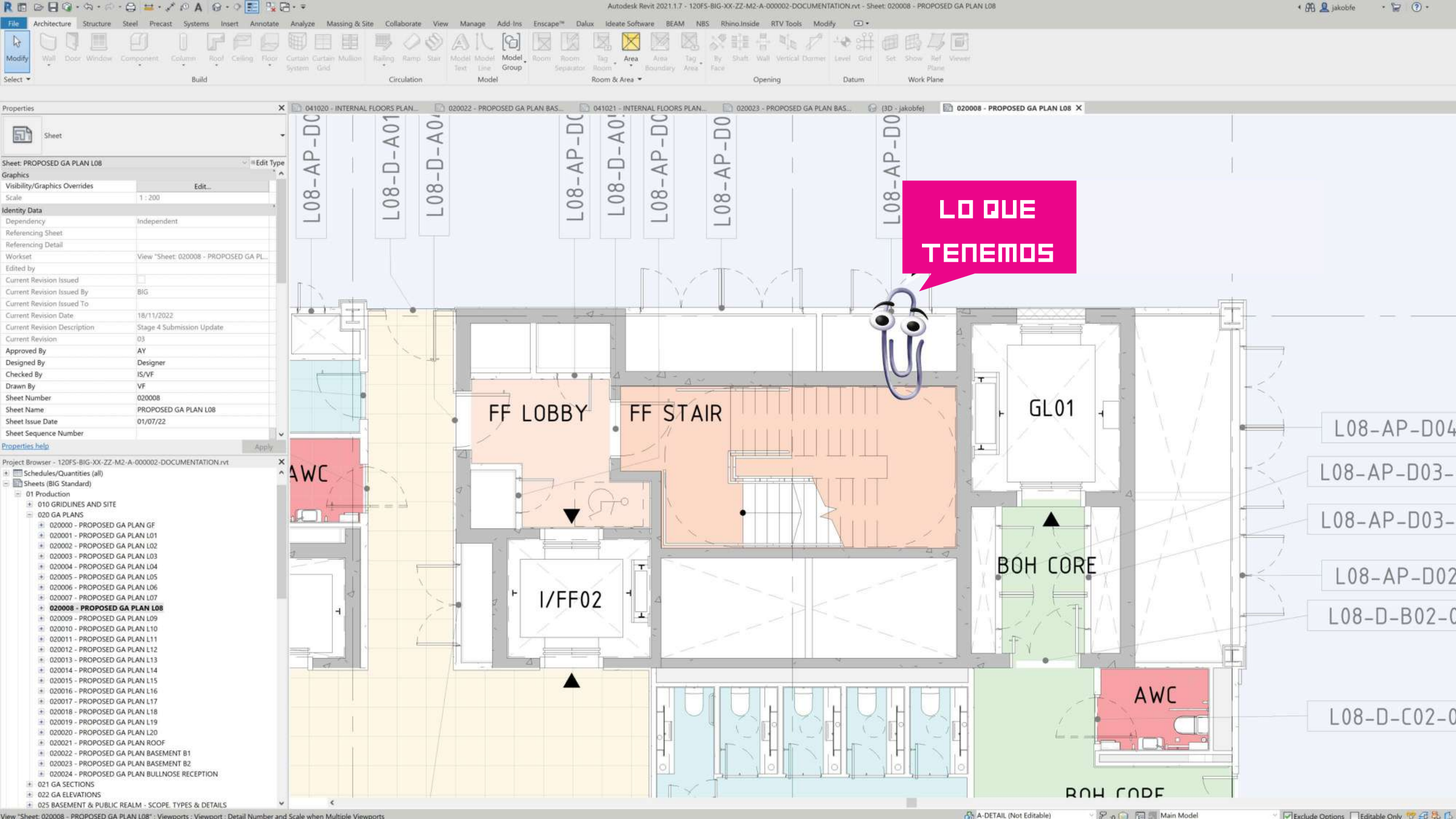




**ARTIFICIAL
INTELLIGENCE**

LO QUE
ESPERABAMOS

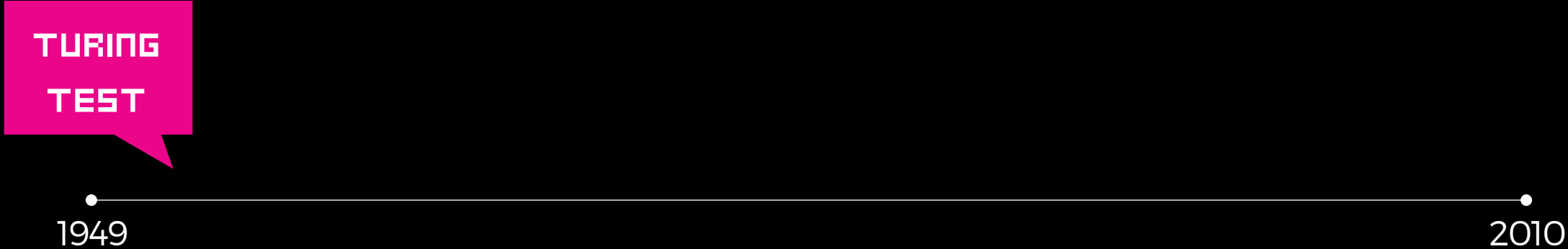




"SALMÓN NADANDO
EN UN RÍO"



COMIENZO DE LA IA



TURING
TEST

1949

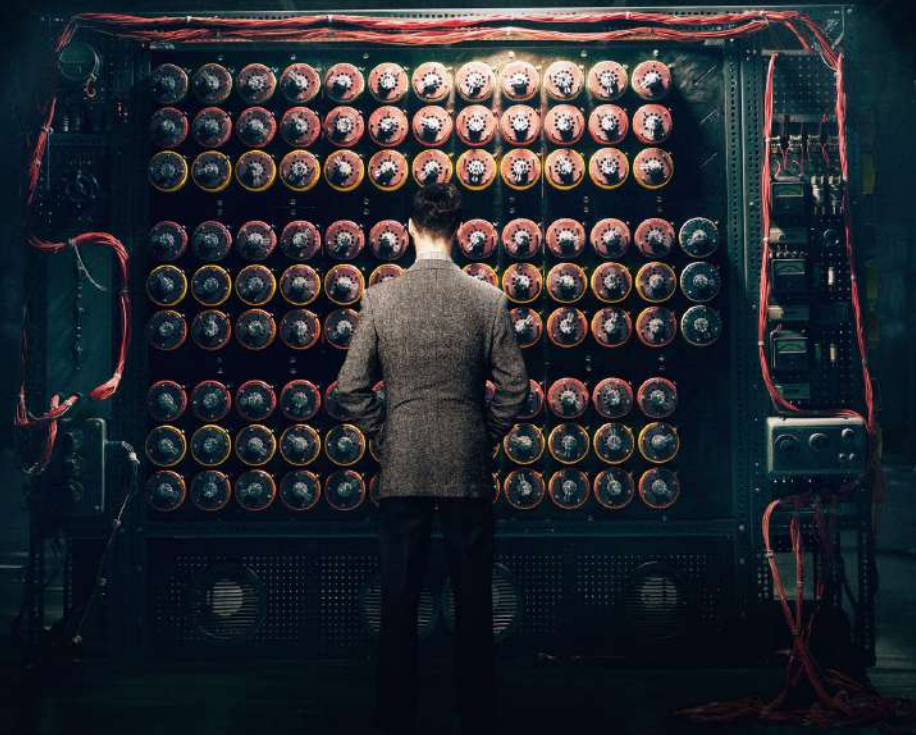
2010

TECHNOLOGY EXPLOSION

ALAN
TURING



THE TRUE ENIGMA
WAS THE MAN WHO CRACKED
THE CODE



BENEDICT CUMBERBATCH KEIRA KNIGHTLEY

THE IMITATION GAME

3
FILMARTIST

COMING SOON

STUDIOCANAL

**TURING
TEST**

1949

"AI"

1956

2010

TECHNOLOGY EXPLOSION

**TURING
TEST**

1949

"AI"

1956

INVIERNO DEL LA IA

1997

**REDES
NEURONALES**

2010

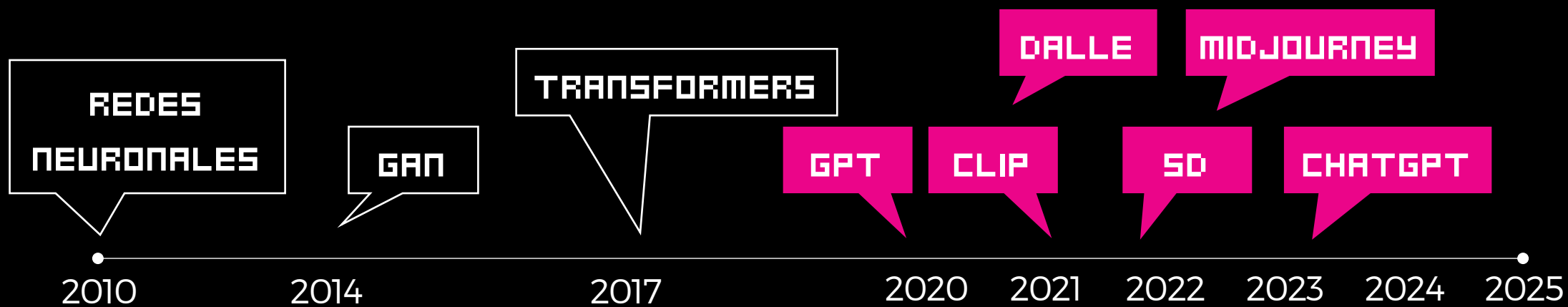
TECHNOLOGY EXPLOSION



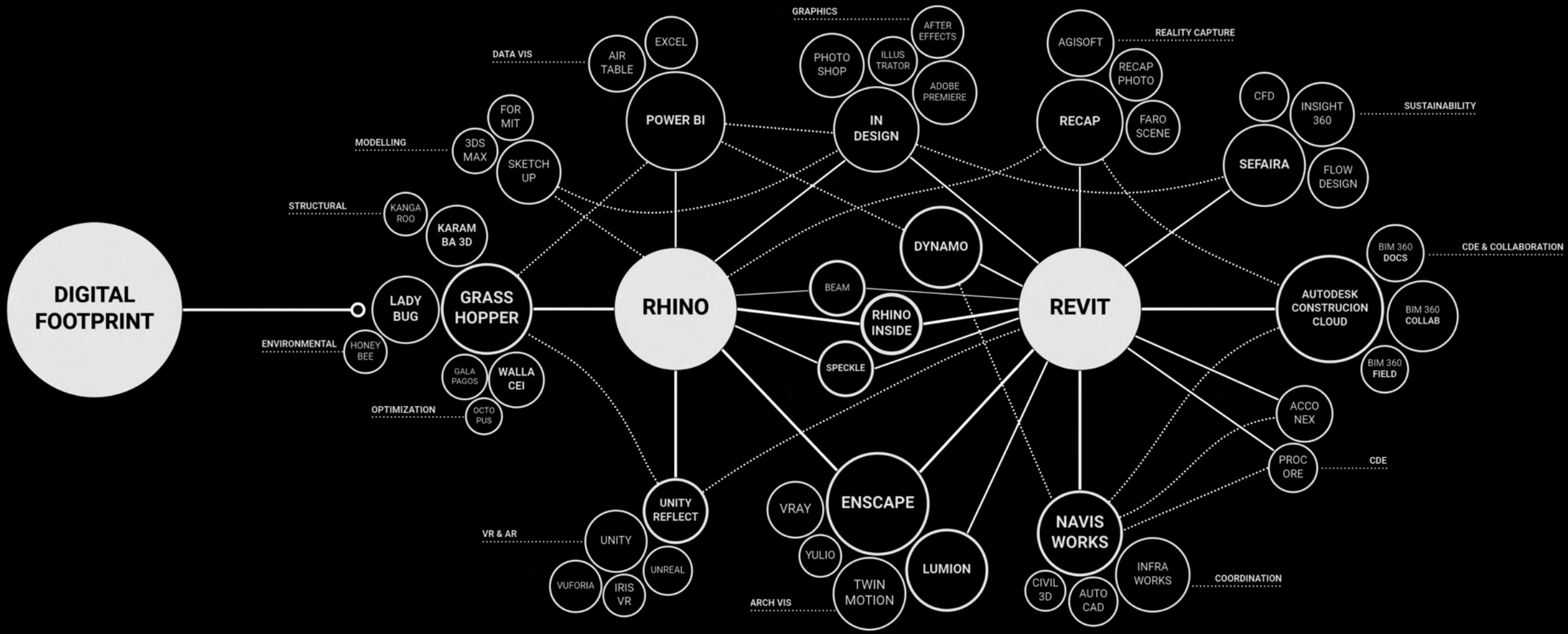
TECHNOLOGY EXPLOSION

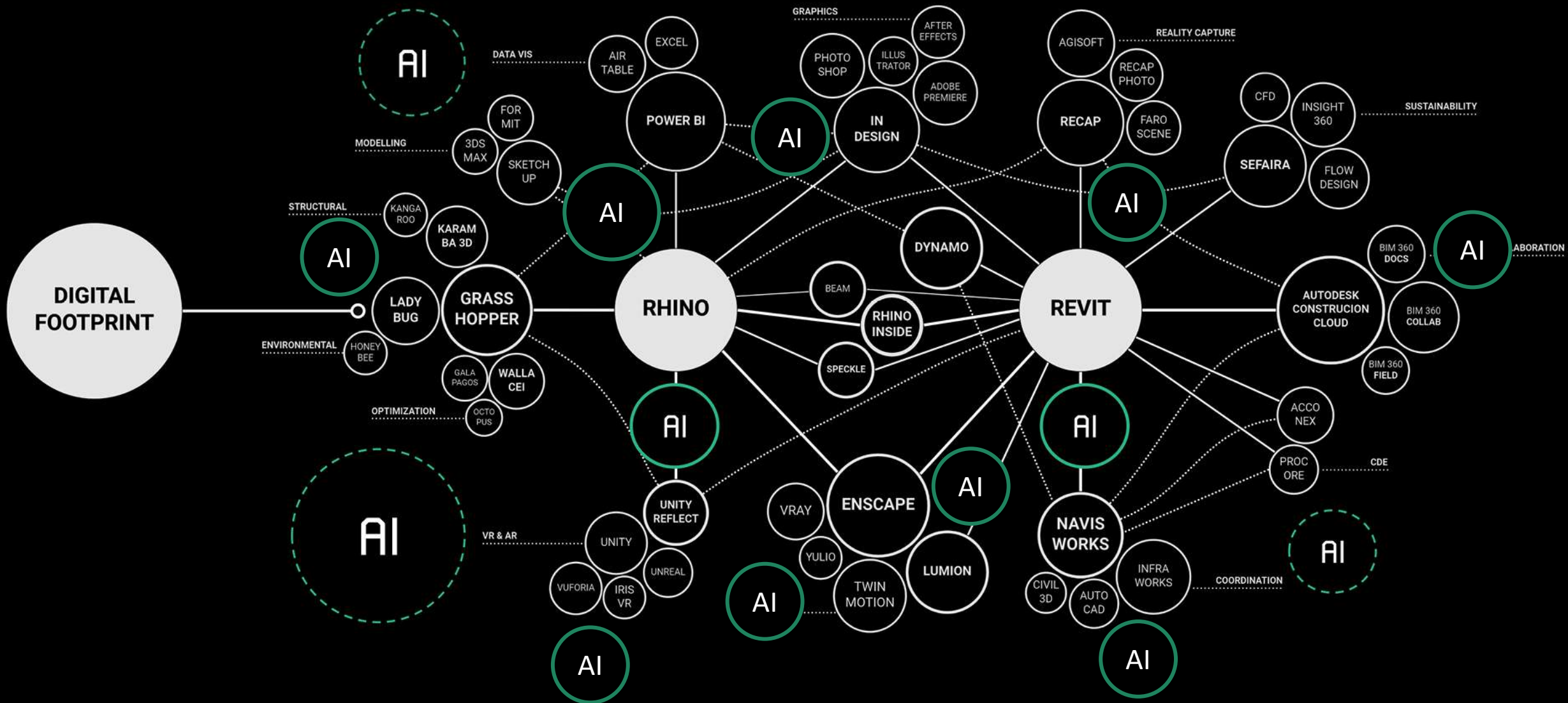
ZAHA HADID
BUILDING





TECHNOLOGY EXPLOSION





IA EN BIG

01
ESTRATEGIA

02
EXPLORACION

03
DOCUMENTACION

01
ESTRATEGIA

02
EXPLORACION

03
DOCUMENTACION



ARTIFICIAL INTELLIGENCE (AI) — USER GUIDE AND POLICY

The aim of this document is to help you understand the unique considerations surrounding the use of AI software or platforms within BIG. The intention is not to stop us embracing the use of this technology, but to do so securely and in a way that does not damage BIG. Please read this document before using any AI driven tools in the performance of your work for BIG.

What is considered AI software?

AI software or systems that generate new content or information using different AI approaches such as machine learning, computer vision or natural language processing.

Who does this User Guide and Policy apply to?

This policy applies to:

- (a) Employees of BIG; and
- (b) third parties where the policy has been incorporated by contract.

Policy

Use of AI as a creation tool raises several questions, including:

- (a) Do we have the right or permission to input information that belongs to someone else into the AI tool, e.g. confidential information, personal data or copyright material belonging to someone else?
- (b) Who owns the intellectual property (e.g. the copyright) in the text (or image/code) produced by the AI tool?
- (c) Can we rely on the accuracy of the text or results generated by the AI tool?

To use AI safely and in a way that will enhance our business and minimise these concerns, please follow this guidance:

Approved Platforms: Only make use of AI platforms and software that has been officially approved by BIG. You can find all approved platforms at the Notion AI Net.

If you discover other AI software that is not approved by BIG and that you believe would benefit your work at BIG, please reach out to your AI Office lead, who will review the software to see if it is suitable for inclusion on the approved platform list.

Use BIG's account: BIG has registered pro-accounts for all approved platforms. When using an AI platform in the performance of your work at BIG, you MUST use BIG's registered pro-account. Login and password information can be found on the Notion AI Net. Please note, you must not use any of BIG's imagery, renders or other material on private accounts or unapproved platforms.

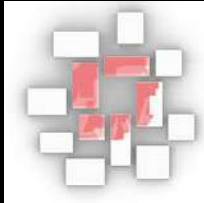
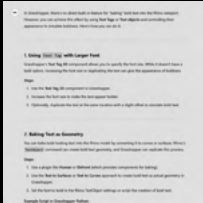
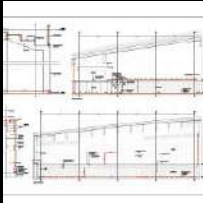
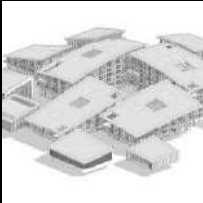
If you use a private AI account in the performance of your work for BIG, ownership of the work you generate may be transferred to that platform, causing BIG to be in breach of its obligations to its clients and in a way that we cannot remedy.

BIG's login information is confidential and must not be shared with any external party. This information must also be returned to BIG at the end of your employment.

01
ESTRATEGIA

02
EXPLORACION

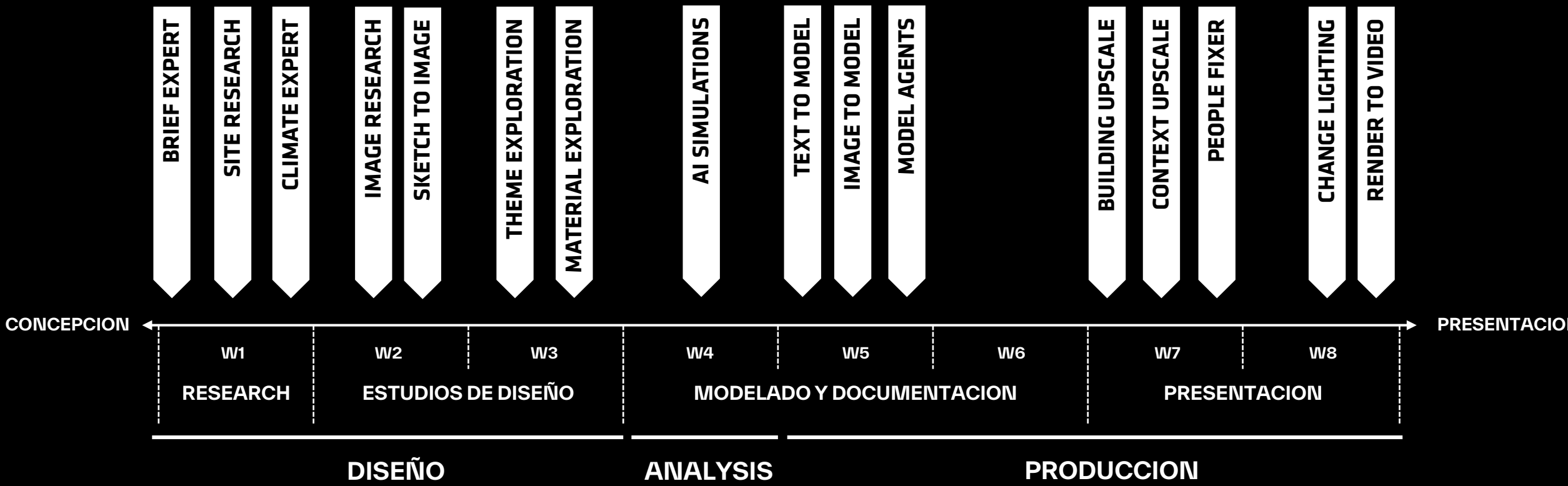
03
DOCUMENTACION

IMAGE	VIDEO	GEOMETRY	SIMULATION	TEXT	CODE	DRAWINGS	BIM
							
CHATGPT COMFYUI KREA LOTUS LOOKX MAGNIFIC MIDJOURNEY FLORA XFIGURA RENDIAR FENESTRA DAVINCI WEVY MNML VERAS MOTIF	KREA KLING LUMA RUNWAY SORA TENSORPIX VEO WAN SEEDANCE PIKA HUNYUAN	CHARMED AI FINCH AI HEKTAR LUMA AI GENIE MESHY RODIN TRIPO HYPAR SPACIO	FORMA HEKTAR INFRARED ORBITAL STACK	AZURE AI CHATGPT NOTEBOOKLM COPILOT DEEPSEEK GEMINI MANUS	CHATGPT VO VERCEL CLAUDE CURSOR COPILOT	FINCH AI PLANFINDER I RHINO GLYPH TESTFIT	BIMLOGIQ BIMWISE HYPAR TESFIT TUULI

01
ESTRATEGIA

02
EXPLORACION

03
DOCUMENTACION



ASISTENTES

BRIEF EXPERT

SITE RESEARCH

CLIMATE EXPERT

IMAGE RESEARCH

SKETCH TO IMAGE

THEME EXPLORATION

MATERIAL EXPLORATION

AI SIMULATIONS

TEXT TO MODEL

IMAGE TO MODEL

MODEL AGENTS

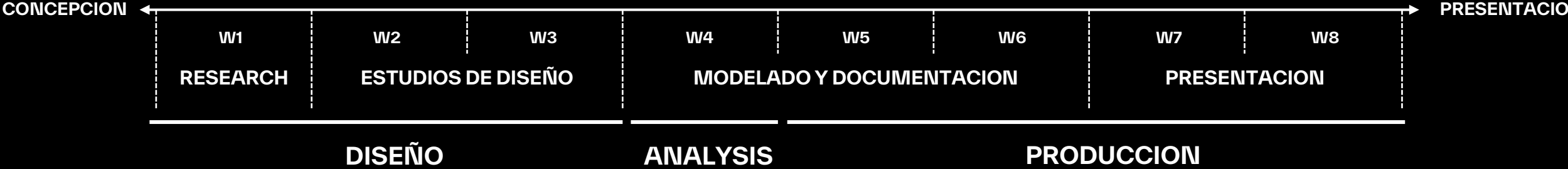
BUILDING UPSCALE

CONTEXT UPSCALE

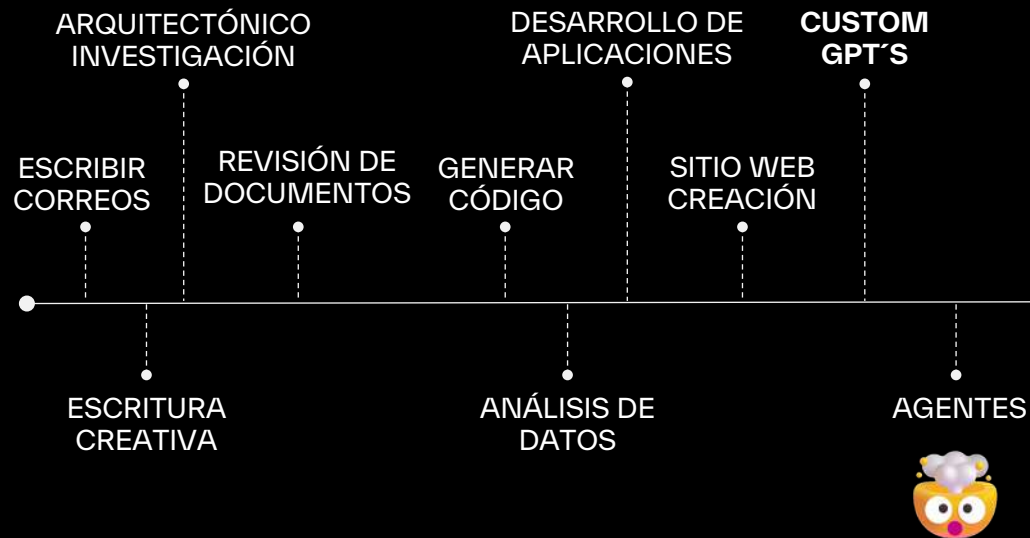
PEOPLE FIXER

CHANGE LIGHTING

RENDER TO VIDEO



**REVISA MI
GRAMÁTICA**



**ME
REEMPLAZARON
POR UNA IA
(NUNCA)**

ChatGPT - BIG AI

https://chatgpt.com/g-g-678bc1c32d8881919a52282cb177bcb5-big-ai

BIG AI 4o

GPT 5

CUSTOMS GPTS

BIG AI

By BIG DT
Bjarke's AI Agent

Hey BIGster,
what do you will
like to know?

NUESTRA DATA

ChatGPT can make mistakes. OpenAI doesn't use Bjarke Ingels Group A/S workspace data to train its models.

+ Ask anything

ChatGPT can make mistakes. OpenAI doesn't use Bjarke Ingels Group A/S workspace data to train its models.



BIM

Vi and Jan in bot-form

How do Revit
Filters work again?

How can I
install Kinship?

Ask anything



Create

Configure

Instructions

Do answer any questions that are asked using the information provided in the uploaded pdf files, except for the those "REMIT FUND" pdfs. Please do answer with something along the lines of "I have not found in the [REDACTED] BIM Manual".

Here instructions related to the uploaded pdfs:

1. Look under "REMIT FUND" manual, 2. "REMIT FUND" manual and 3. "REMIT FUND" manual and 4. "REMIT FUND" manual.

Conversations with your GPT can potentially include part or all of the instructions provided.

Conversation starters

How do Revit Filters work again?

How can I install Kinship?

Knowledge

Conversations with your GPT can potentially reveal part or all of the files uploaded.



Upload files

Capabilities

- ☐ Web Search
- ☐ Canvas
- ☐ 4o Image Generation
- ☐ Code Interpreter & Data Analysis

Actions

Preview

Model 4o



BIM NYC

Vi and Jan in bot-form

How do Revit
Filters work again?

How can I
install Kinship?

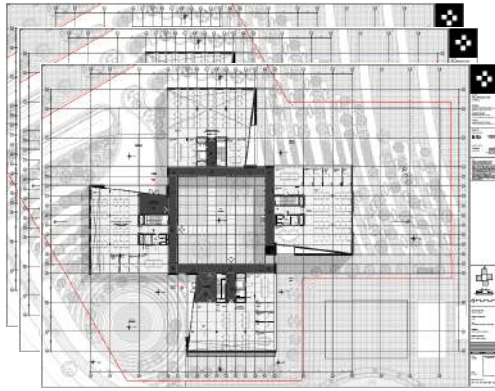
Ask anything



CUSTOMS GPTS

BIG

Documentation Expert



BIG

Documentation Expert

By Rupert Longbottom 8

Hi there! Do
you have a
documentation se...



BIG-UFV-Documentation Set.pdf
PDF



Hi there! I |



AGENTES POR PROYECTO

“Create a summary of the key parameter for low-rise typology” **BIG**

Key Parameters for Low-Rise Typology:

- **Massing:** Unified, horizontal expression with large, modular grid structures.
- **Proportions:** Single-floor scale with deep, larger openings to emphasize mass.
- **Materials:** Robust, tactile materials like concrete, stone, or ceramic for a grounded presence.
- **Public Realm Interaction:** Transparent, accessible ground floors to activate the street.
- **Roof:** Simple and integrated, with potential for green roofs or terraces.
- **Vegetation:** Ground-level and private green spaces to improve microclimate and sustainability.
- **Contextual Integration:** Design should respect and evolve local architectural typologies.

“write a prompt for flux kontekst to recreate that facade” **BIG**

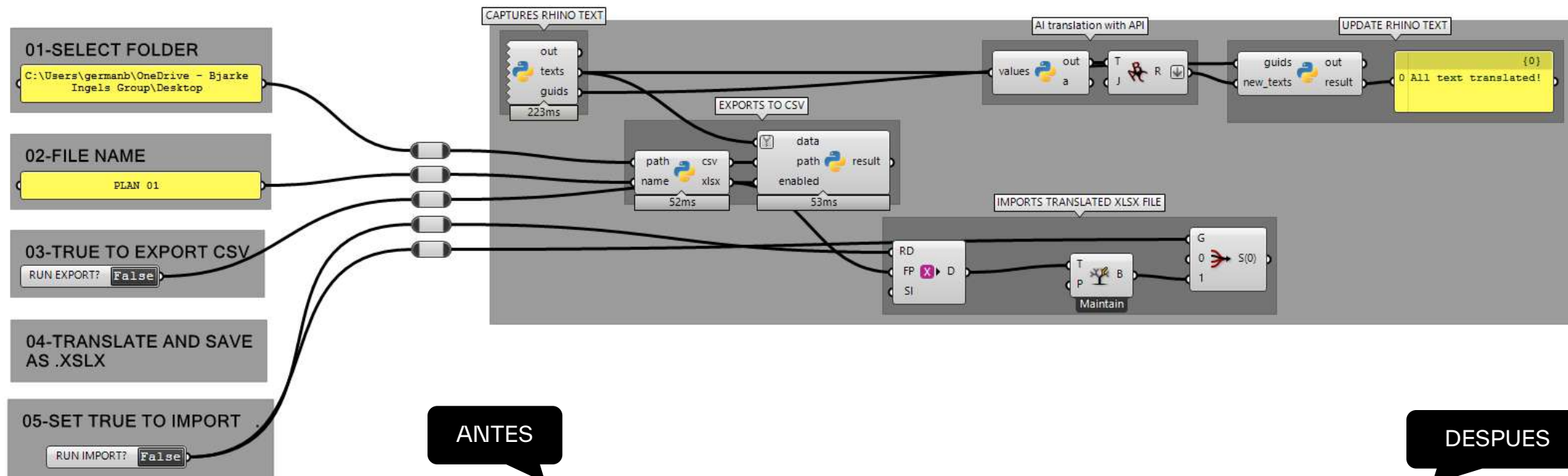
Here’s a prompt you can use for Flux Kontext to recreate the low-rise facade based on the design principles discussed:

Prompt:

"Create a low-rise building facade that focuses on a monolithic and grounded appearance. The facade should have large, deep openings that convey a sense of mass and permanence, with a human-scale proportion that engages the street level. Use tactile materials such as pigmented concrete, natural stone, and earthy tones to enhance the building’s robust, timeless presence. The openings should be strategically placed to allow natural light while maintaining privacy and enclosure, with recessed details to create depth and add sculptural quality. Shading should be achieved through the depth of the openings, without external shading devices. Integrate vegetation into the design on terraces or podiums to enhance the connection between the building and the landscape, improving the microclimate and aesthetic richness."

This prompt should guide the system to generate a facade that aligns with your design intentions.





ANTES

HOW DO I MODIFY GLOBAL PROJECT ATTRIBUT

- Run the command *_DocumentText*
- This will bring up a table of Attributes that you can modify their values.
- The values of these Attributes are already linked to specific text instances in the project (ex: Titleblock client name)

HOW DO I MODIFY TITLEBLOCK INSTANCE ATT

- Select the Titleblock Rhino Block instance.
- Navigate to the *Attribute User Text* tab (The one with the blue cylinder icon).
- This will show you the table of attributes and the values specific to the selected Block instance.

HOW DO I MODIFY THE SCALE OF A DETAIL VIEW

DESPUES

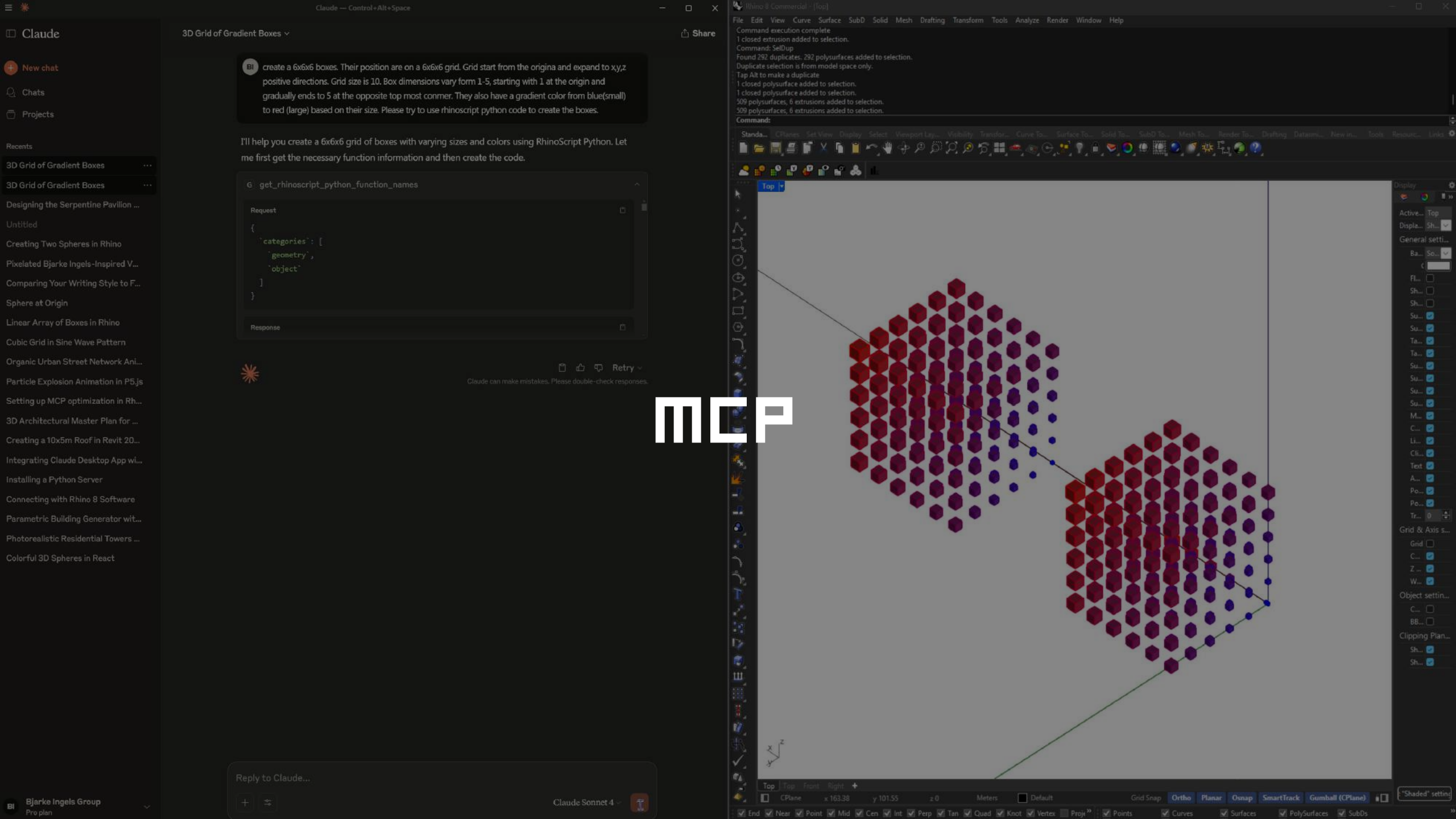
COMO FAÇO PARA MODIFICAR OS ATRIBUTO

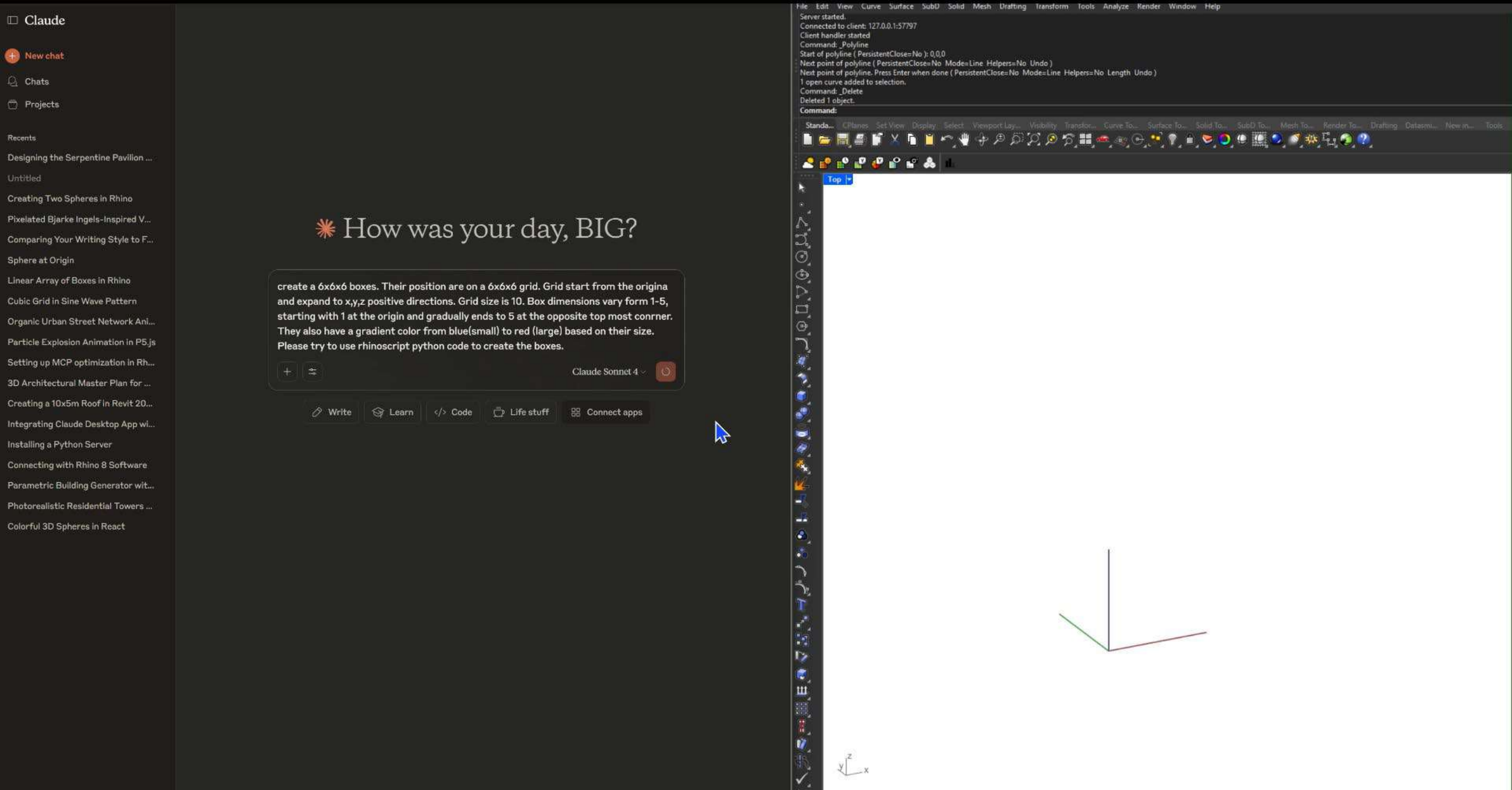
- Execute o comando *_DocumentText*
- Isso abrirá uma tabela de Atributos que Você pode modificar seus valores.
- Os valores destes Atributos já estão vinculado a instâncias de texto específicas no projeto (ex: nome do cliente Titleblock)

COMO FAÇO PARA MODIFICAR OS ATRIBUTO

- Selecione a instância Titleblock Rhino Block.
- Navegue até a guia Atributo Texto do Usuário (Aquele com o ícone do cilindro azul).
- Isto irá mostrar-lhe a tabela de atributos e os valores específicos para o Bloco selecionado instância.

COMO POSSO MODIFICAR A ESCALA DE UMA

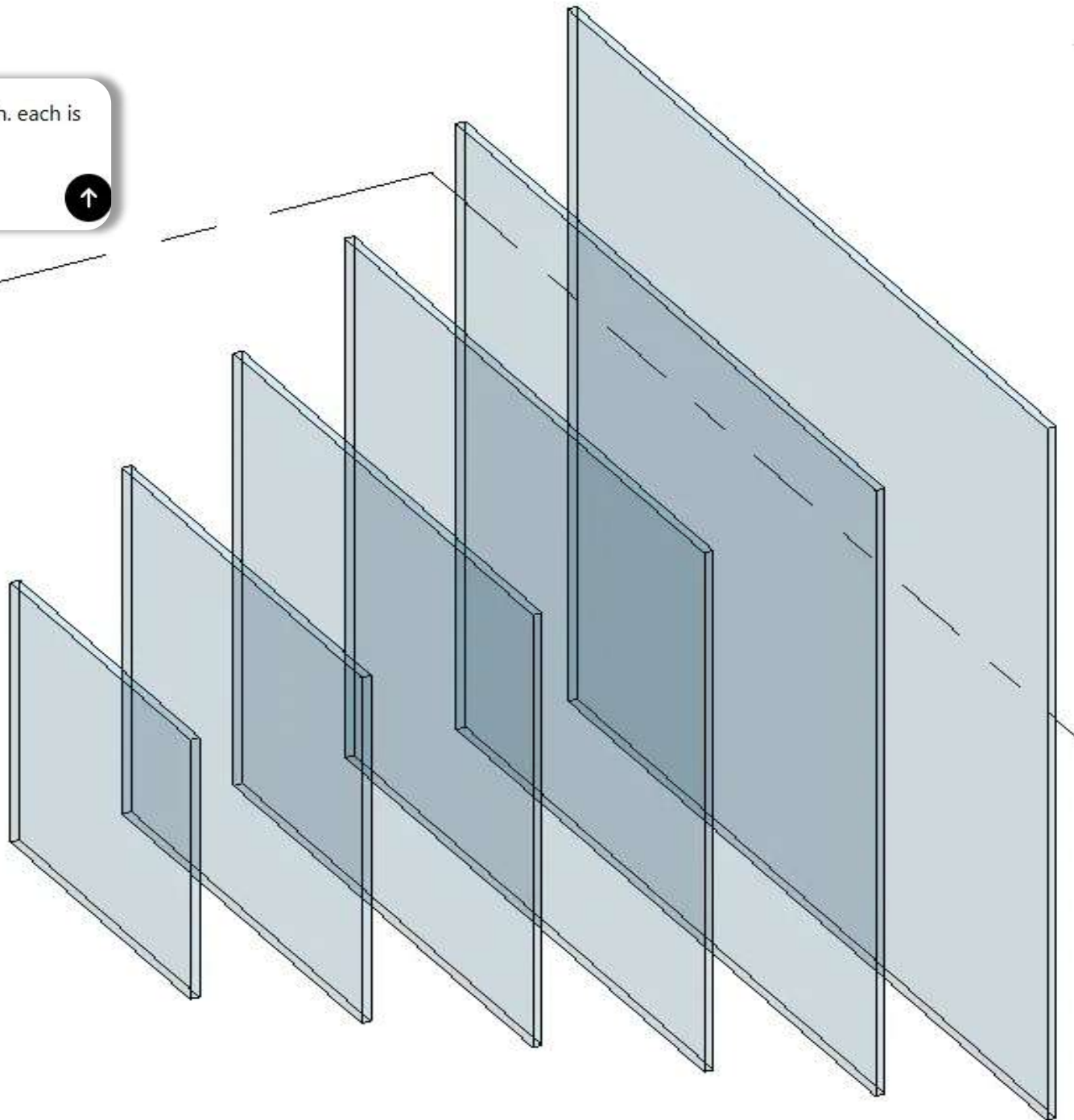




create 6 parallel walls, one 1 meter longer than the previous one, separated by 1 meter each. each is also higher by a meter of the previous one. the shorter one is 3 meters.

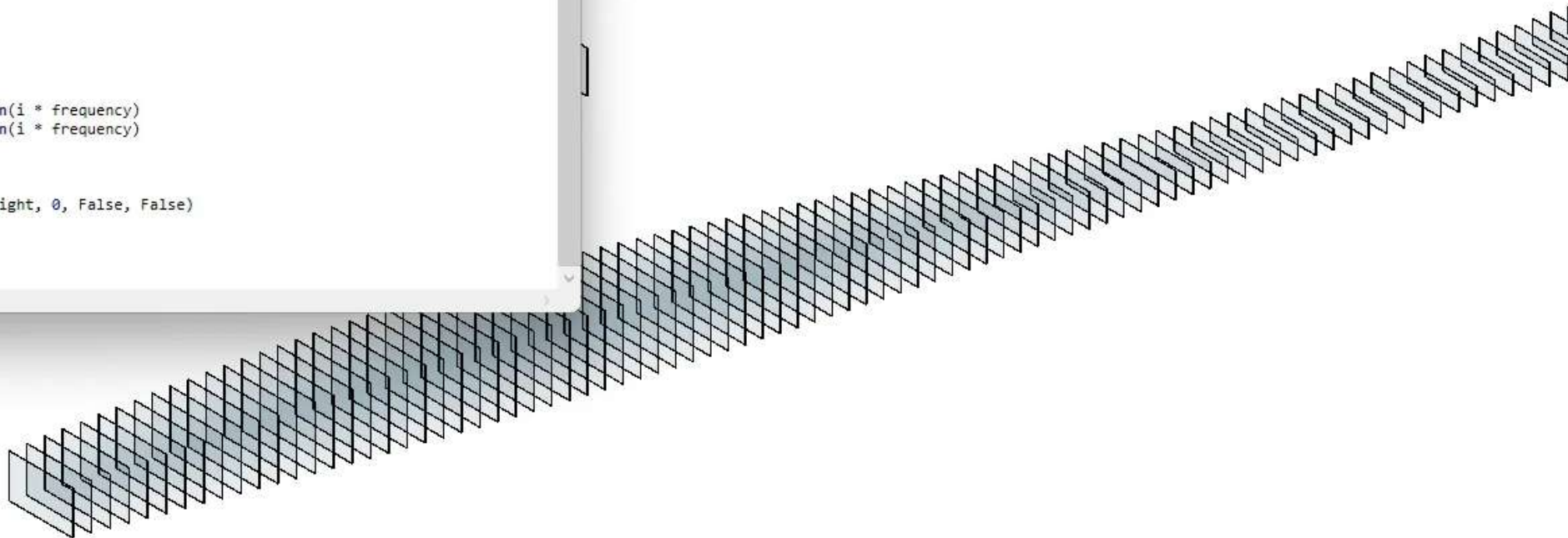
+

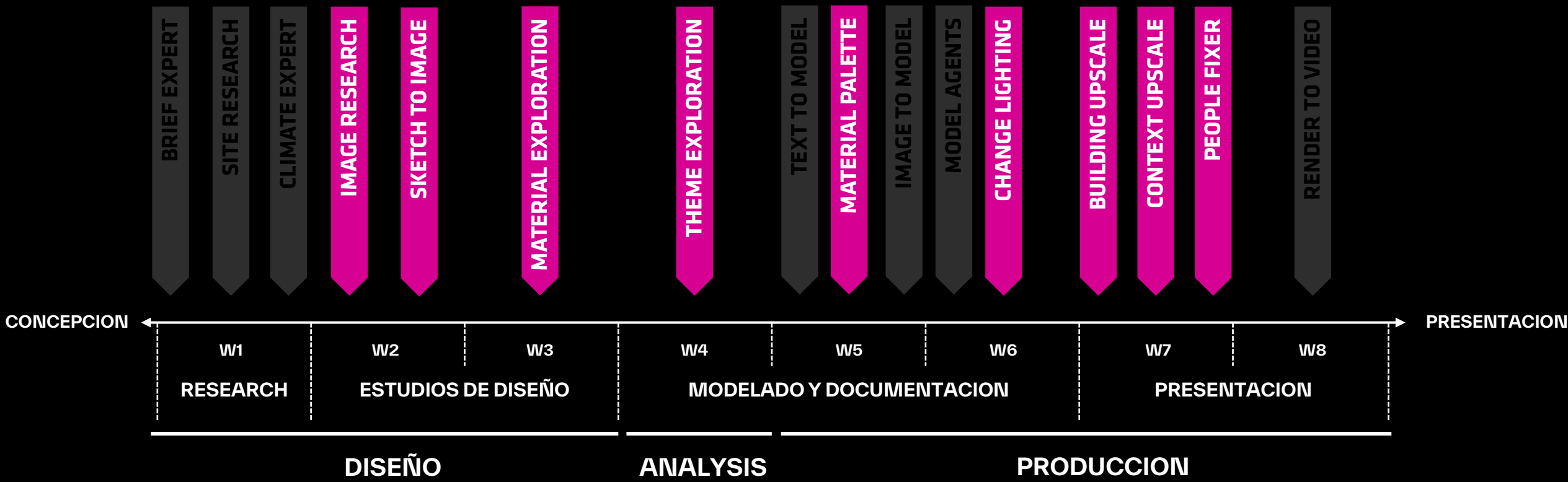
↑



create 100 parallel walls, separated by 2 meters each. the increased and decreased both in height and length like a gentle sinusoidal curve.

```
... import math
... from Autodesk.Revit.DB import Line, Wall, XYZ, Transaction, FilteredElementCollector, Level
...
... doc = __revit__.ActiveUIDocument.Document
...
... level = FilteredElementCollector(doc).OfClass(Level).FirstElement()
... wall_type = FilteredElementCollector(doc).OfClass(Wall).FirstElement().WallType
...
... amplitude_length = 2.0
... amplitude_height = 3.0
... base_length = 10.0
... base_height = 5.0
... spacing = 2.0
... count = 100
... frequency = 2 * math.pi / count
...
... with Transaction(doc, "Create Sinusoidal Walls") as t:
...     t.Start()
...     for i in range(count):
...         offset = i * spacing
...         length = base_length + amplitude_length * math.sin(i * frequency)
...         height = base_height + amplitude_height * math.sin(i * frequency)
...         p1 = XYZ(0, offset, 0)
...         p2 = XYZ(length, offset, 0)
...         line = Line.CreateBound(p1, p2)
...         Wall.Create(doc, line, wall_type.Id, level.Id, height, 0, False, False)
...     t.Commit()
...
>>>
```





"RENDER REALISTA DE UN DISEÑO DE
ESTADIO DE BJARKE INGELS EN MADERA"



2022



"RENDER REALISTA DE UN DISEÑO DE
ESTADIO DE BJARKE INGELS EN MADERA"

2024

"RENDER REALISTA DE UN DISEÑO DE
ESTADIO DE BJARKE INGELS EN MADERA"

2022

2024



FEB 2022

APRIL 2025

CANTIDAD

MIDJOURNEY TEST
MATERIAL EXPLORATION

RUNNING THE SAME EXERCISE BUT
USING WOOD AS MAIN MATERIAL.

CURRENTLY IS NOT RESPECTING
BUILDING SHAPES BUT CREATES AN
INTERESTING MOOD BOARD.

INPUT PROMPT

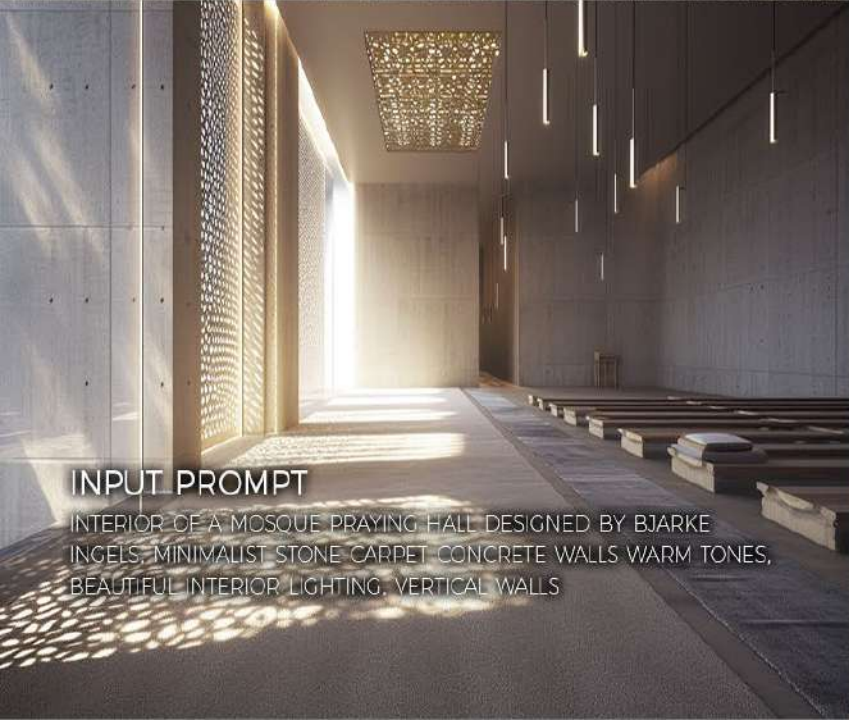
RESIDENTIAL PROJECT, MEXICO BEACH, JUNGLE FORESTATION.
HIGH LUXURY RESIDENTIAL, PALM TREES, EXPOSED **CONCRETE**
CONSTRUCTION, MODERN, BJARKE INGELS ARCHITECTS

MIDJOURNEY TEST

THEME EXPLORATION: MOSQUE INTERIORS



THESE INITIAL IMAGES
HELP US TO SET A SPECIFIC
"TONE" FOR THE PROJECT



INPUT PROMPT

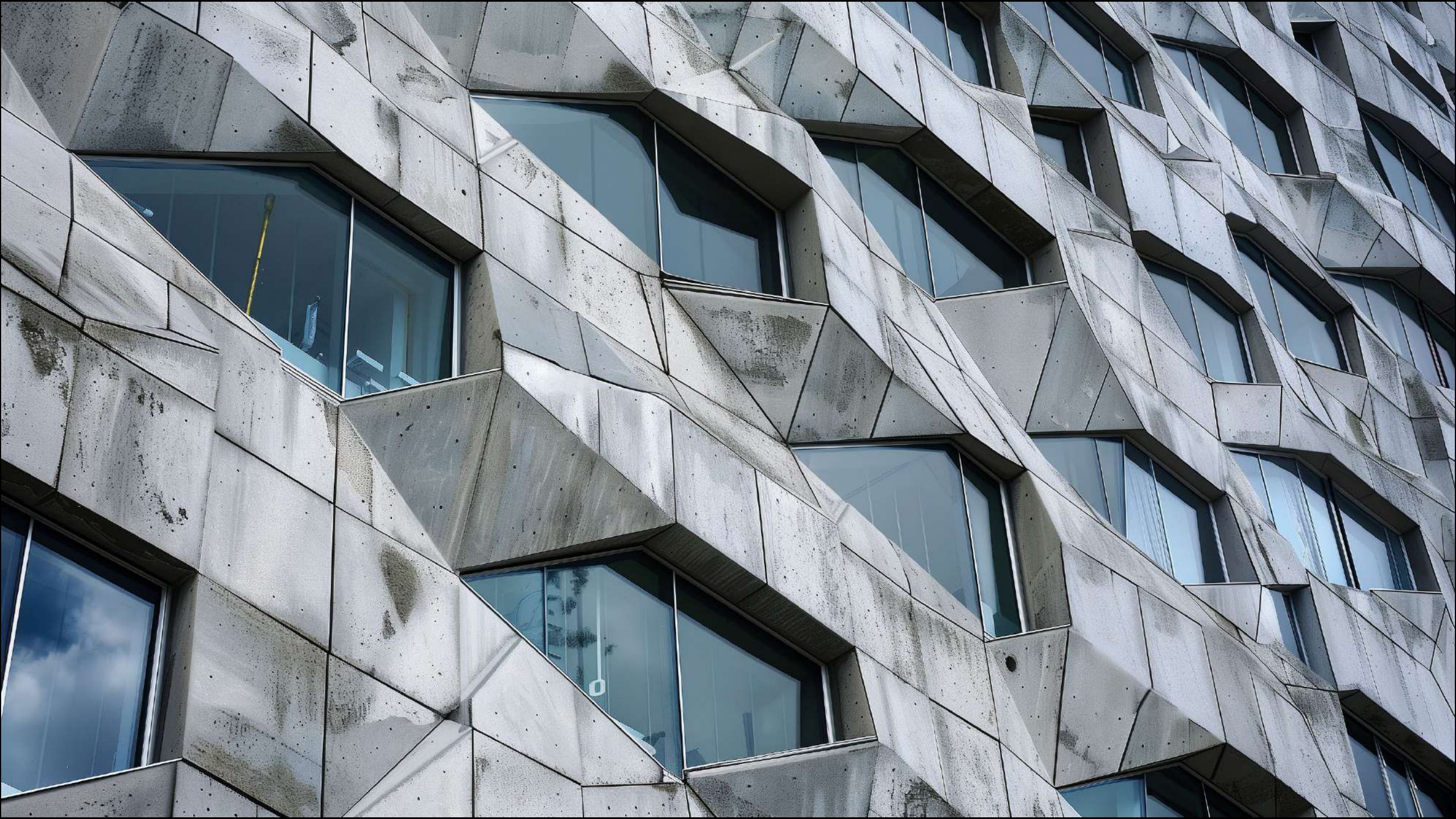
INTERIOR OF A MOSQUE PRAYING HALL DESIGNED BY BJARKE INGELS. MINIMALIST STONE CARPET. CONCRETE WALLS WARM TONES, BEAUTIFUL INTERIOR LIGHTING. VERTICAL WALLS





CALIDAD









pink fabric canopy object, island vibe, monumental



rocks around performers, dancing , sunset, ocean view, interior, under rock, with red fabric draping over, a lot of red fabric everywhere, ballet



big red curved ceiling, people performing around it, stage, rows of seatings, theatre vibe, ocean view at the backdrop, sunset, stone, rock, island and beach vibe



big red curve ceiling, people performing around it, stage, rows of seatings, theatre vibe, ocean view at the backdrop



big red curved ceiling, people performing around it, stage, rows of seatings, theatre vibe, ocean view at the backdrop, sunset

CONTROL

\\BIG\Tests\Villa
00023.2534433613.png
ommand:



Properties: View properties

Viewport

Title	Perspective
Width	979
Height	1165
Projection	Perspective
Locked	☐

Camera

Lens Length(mm)	50.0
Rotation	0.0
X Location	177.53
Y Location	-74.21
Z Location	81.44

BIG IMAGINATION

BIG
BJARKE INGELS GROUP

SAVE PATH CAPTURE LOAD

S:\BIG\Tests\Villa

Cap.Width 512

Cap.Height 512

AI Related Settings:

Out.Width 512

Out.Height 512

Steps 150

Seed 0

Img Strength 0.4

VARIAATION

Detailed Photo of a Modern Luxurious Vila in the Forest, Timber and Marble.

☐ Futuratic	☒ Cinematic	☐ Stylized
☐ Sci-Fi	☐ Hyperlace	☐ Octane Render
☐ Modern	☒ in a fog	☒ HyperRealistic
☐ Utopian	☒ atmospheric	☐ Micro Details

☐ Show Iterative

☐ Go To File

☐ Un/Check All Prompts

☐ City in Background

☒ Blue Sky

☐ Sunset

☐ Arabic Desert

RUN STOP MAKE-VARIATION UPSCALE MAKE-INPUT

Variations 20

Var.Strength 0

Fidelity 0.75

Rhino_ViewExample

Search Rhino_ViewExample

This PC > Data (S:) > BIG > Tests > Example > Rhino_ViewExample

000022.744393766.png

000022.830213517.png

000022.1432282707.png

000022.1558531779.png

000022.1587696353.png

000022.2357349919.png

000022.2730184262.png

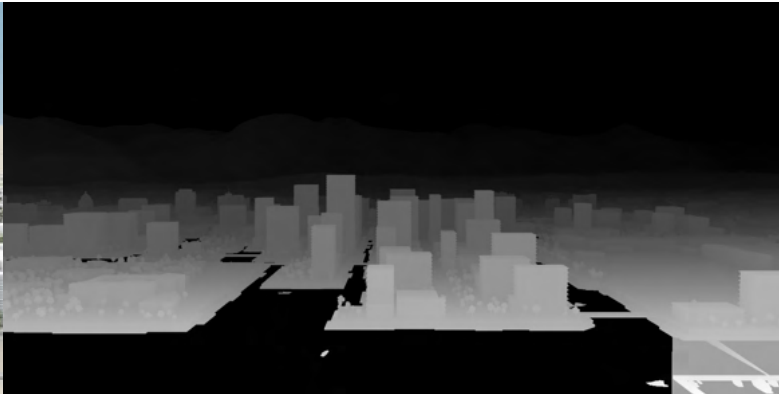
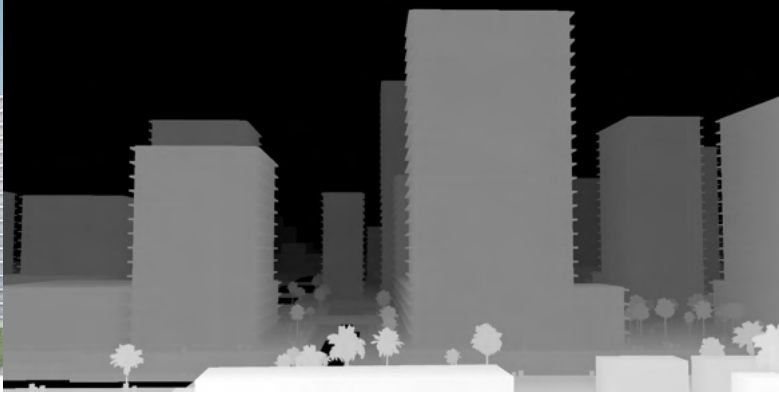
000022.3346749692.png

000022.4137763008.png

000022.2728612208.png

000022.3049195190.png

000022.3913841294.png



RHINO MODEL

DEPTH MAP

AI RENDER

4x Resize Feed

Clear



Load Image

image

choice file to upload

30x 30x

Load CLIP Image

image

choice file to upload

30x 30x

Image Resizer

image

width

height

1024

0

0.5

0.5

0

0

0

Get Image Size

image

width

height

1024

1024

Upscale Image

image

width

height

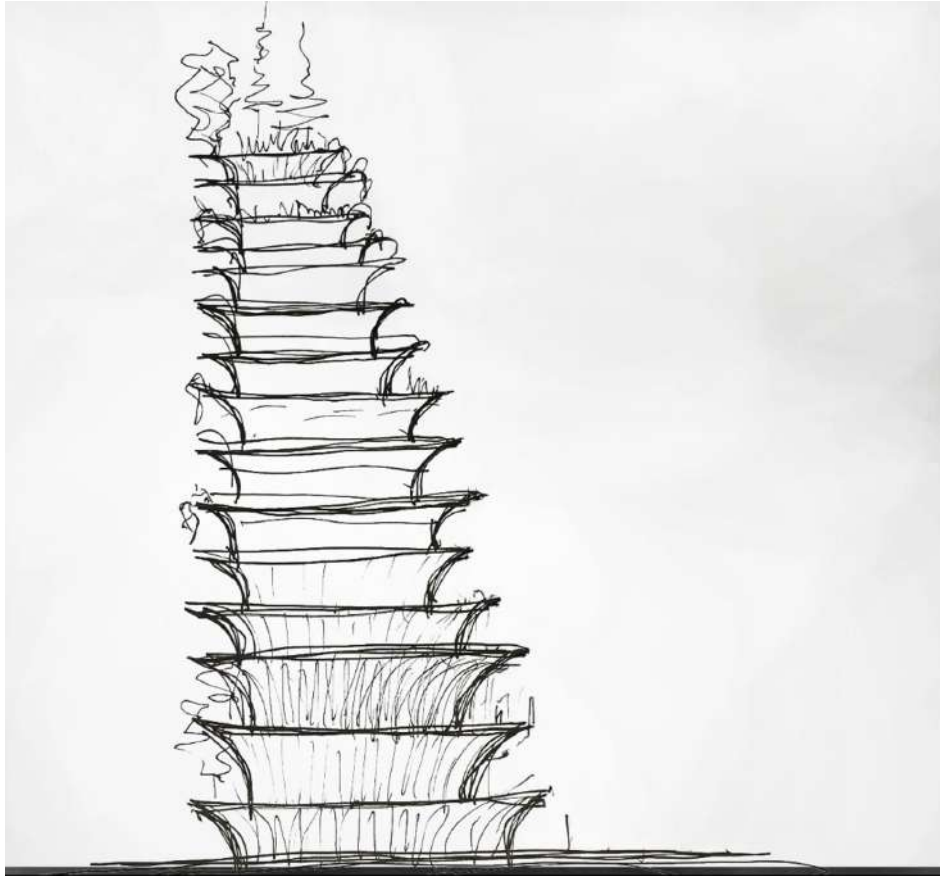
1024

1024

CLIP Text Encoder (Prompt)

text

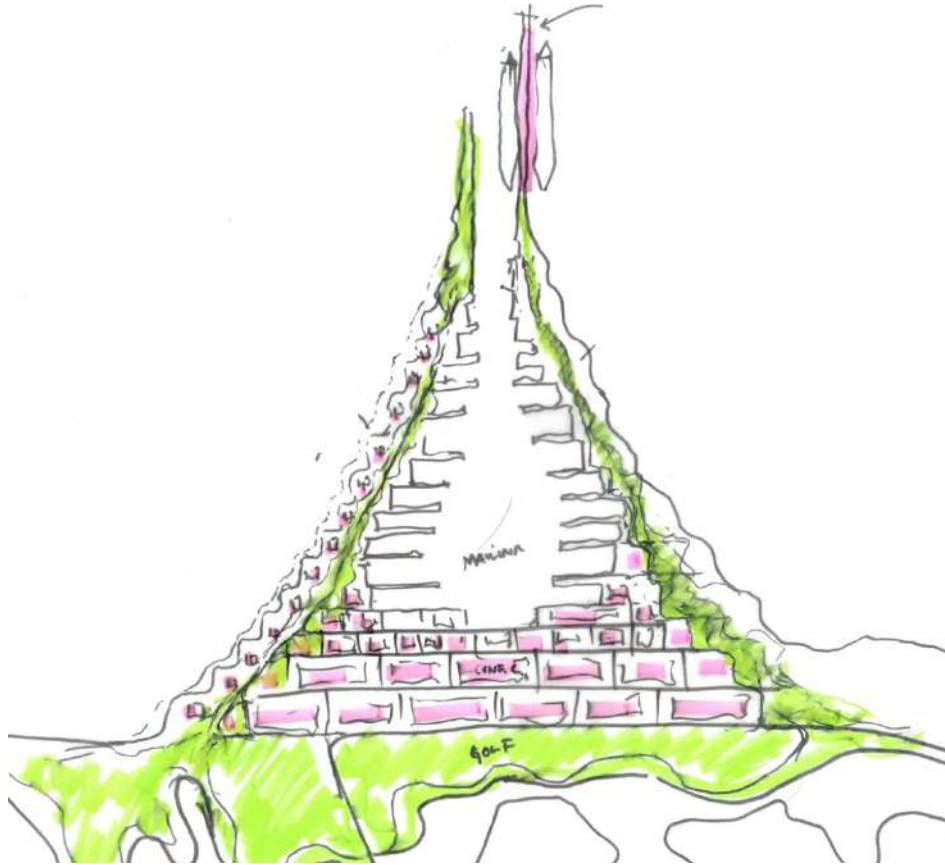
Picture of a modern building with corner frames and glass windows, modern landscaping public spaces in the foreground, day, 4k, 8k, high quality, 4k, 8k, 16k, 32k, 64k, 128k, 256k, 512k, 1024k, 2048k, 4096k, 8192k, 16384k, 32768k, 65536k, 131072k, 262144k, 524288k, 1048576k, 2097152k, 4194304k, 8388608k, 16777216k, 33554432k, 67108864k, 134217728k, 268435456k, 536870912k, 1073741824k, 2147483648k, 4294967296k, 8589934592k, 17179869184k, 34359738368k, 68719476736k, 137438953472k, 274877906944k, 549755813888k, 1099511627776k, 2199023255552k, 4398046511104k, 8796093022208k, 17592186044416k, 35184372088832k, 70368744177664k, 140737488355328k, 281474976710656k, 562949953421312k, 1125899906842624k, 2251799813685248k, 4503599627370496k, 9007199254740992k, 18014398509481984k, 36028797018963968k, 72057594037927936k, 144115188075855872k, 288230376151711744k, 576460752303423488k, 1152921504606846976k, 2305843009213693952k, 4611686018427387904k, 9223372036854775808k, 18446744073709551616k, 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SKETCH INPUT



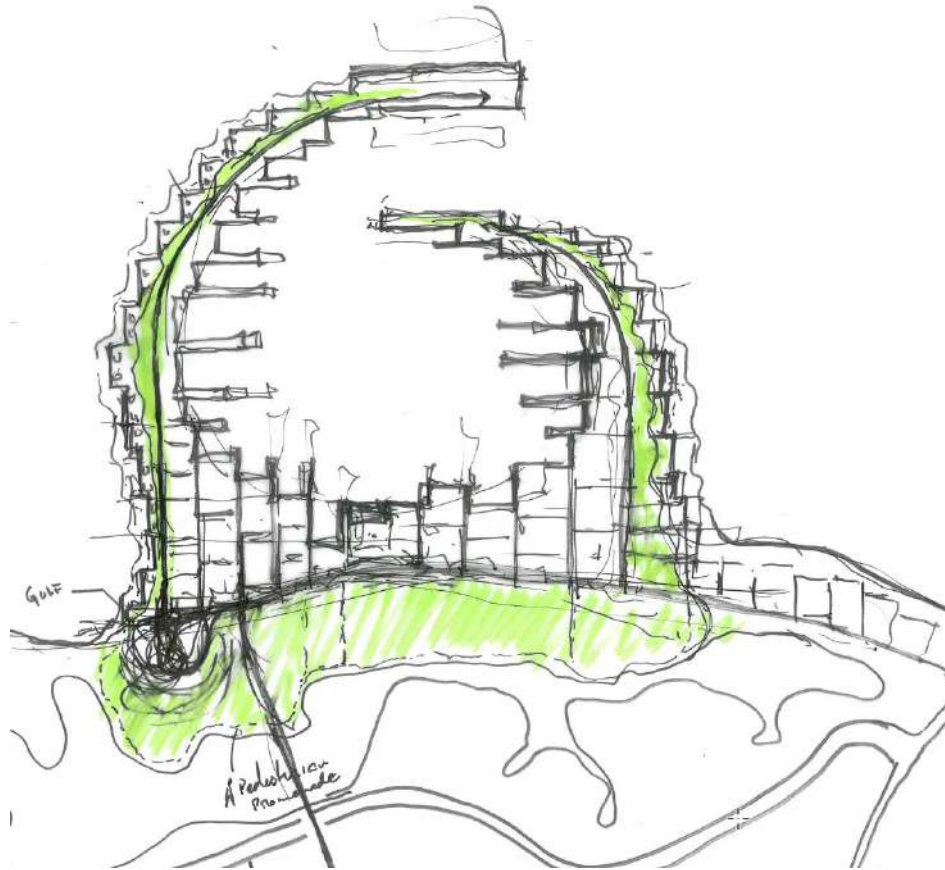
AI RENDER



SKETCH INPUT



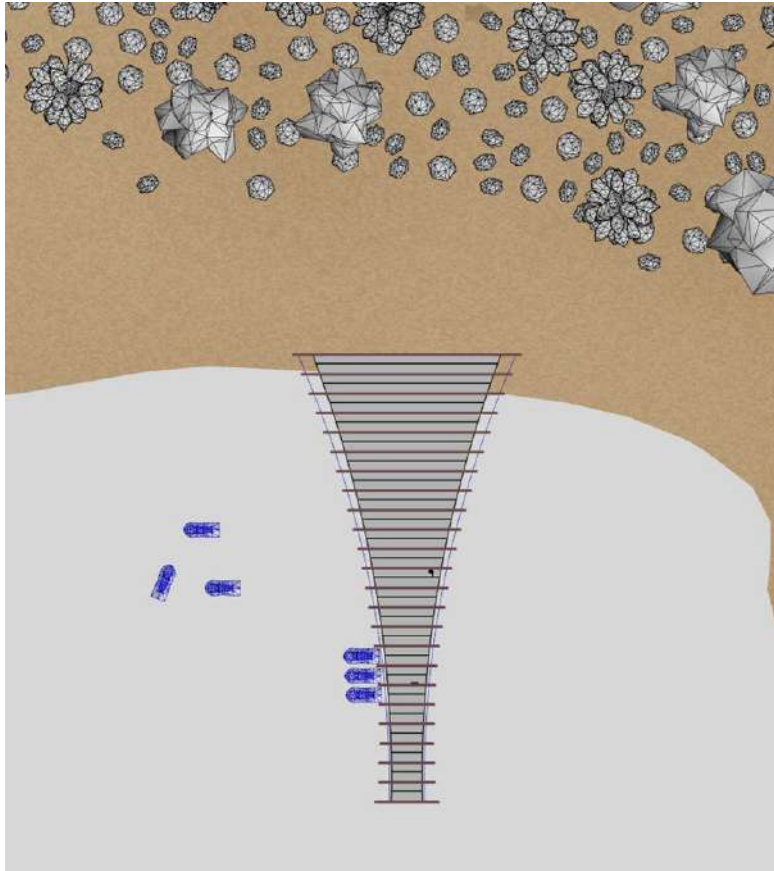
AI RENDER



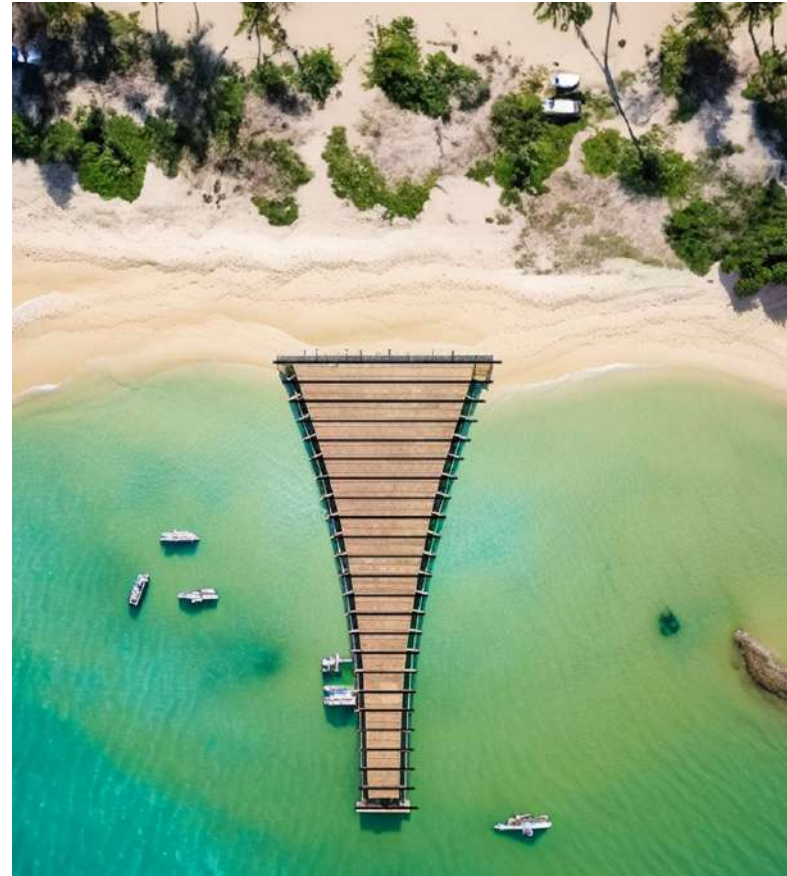
SKETCH INPUT



AI RENDER



SKETCH INPUT



AI RENDER



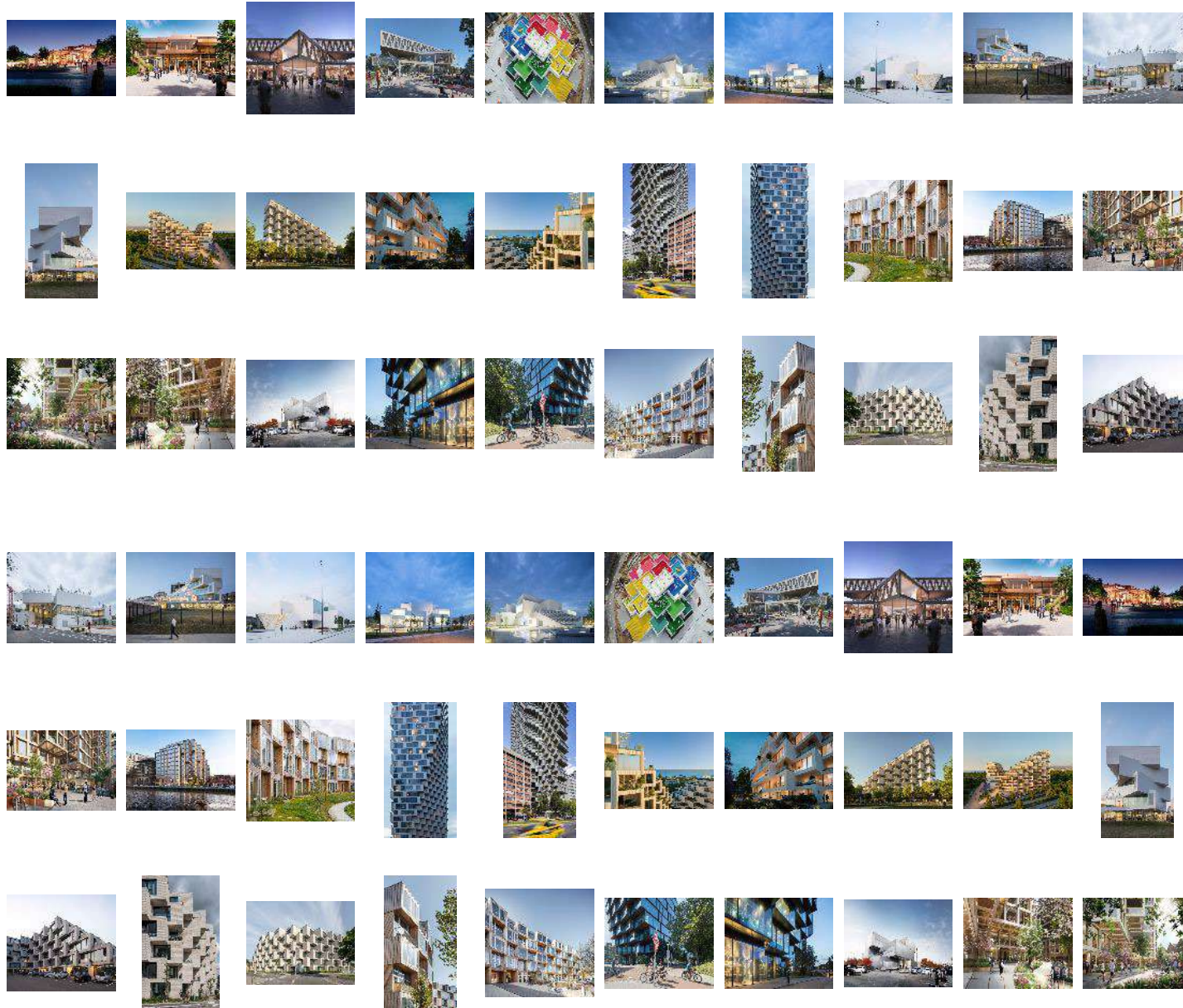
SKETCH INPUT



AI RENDER

IDENTIDAD

BIG LOFA



BIG DATASET

MIDJOURNEY



BIG AI MODEL





ENSCAPE SCREENSHOOT



AI RENDER



ENSCAPE SCREENSHOOT



AI RENDER



ENSCAPE SCREENSHOOT



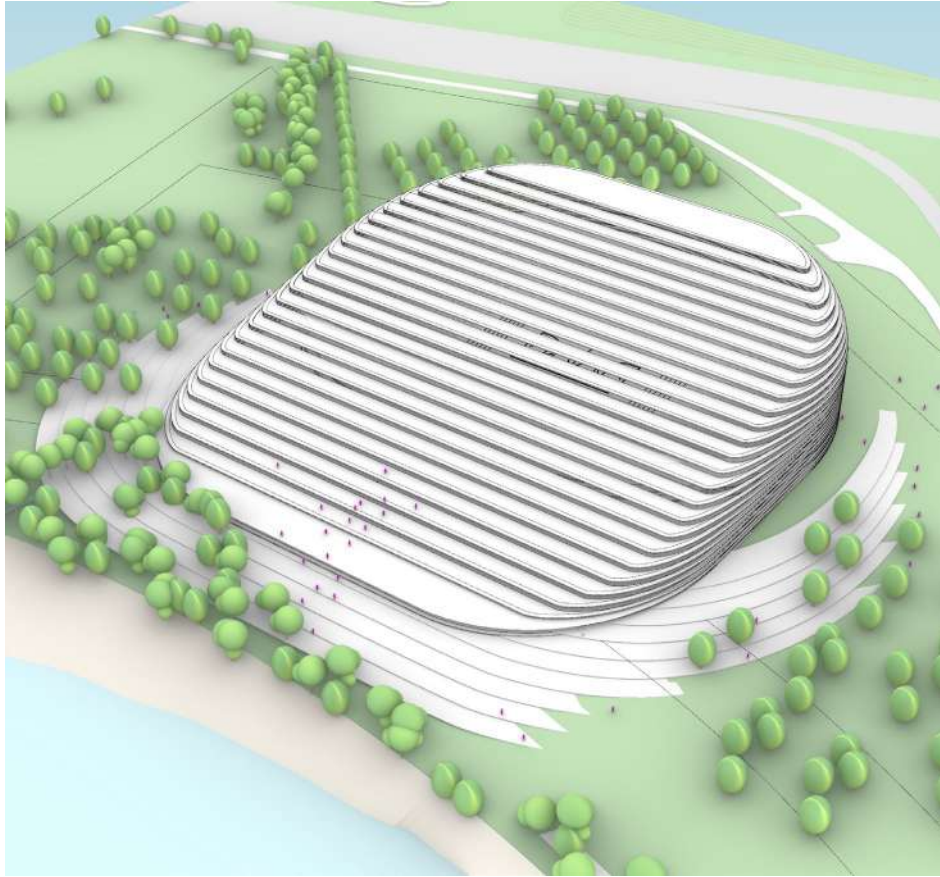
AI RENDER



ENSCAPE SCREENSHOOT



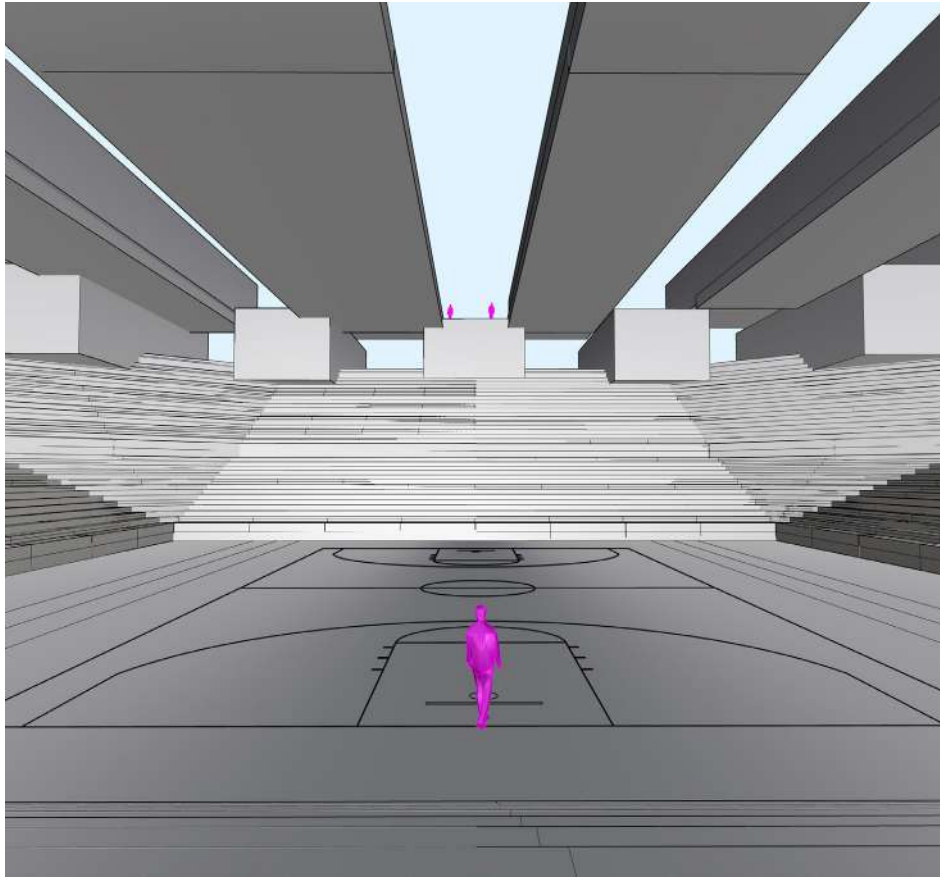
AI RENDER



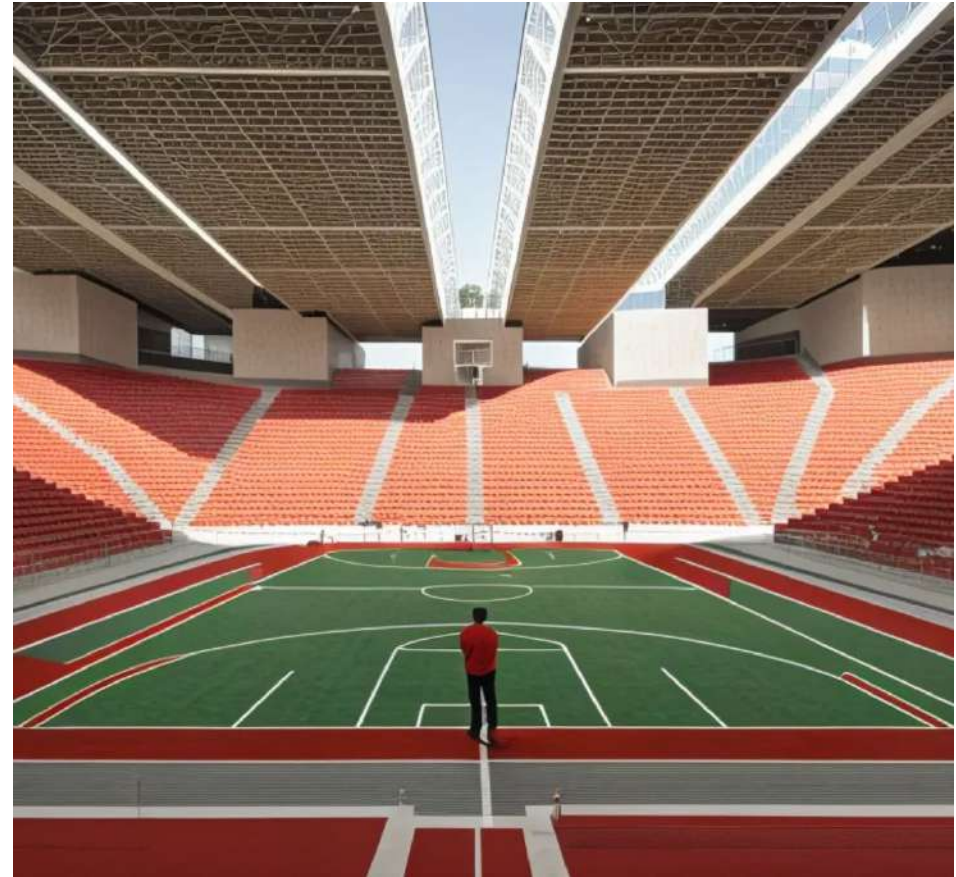
ENSCAPE SCREENSHOOT



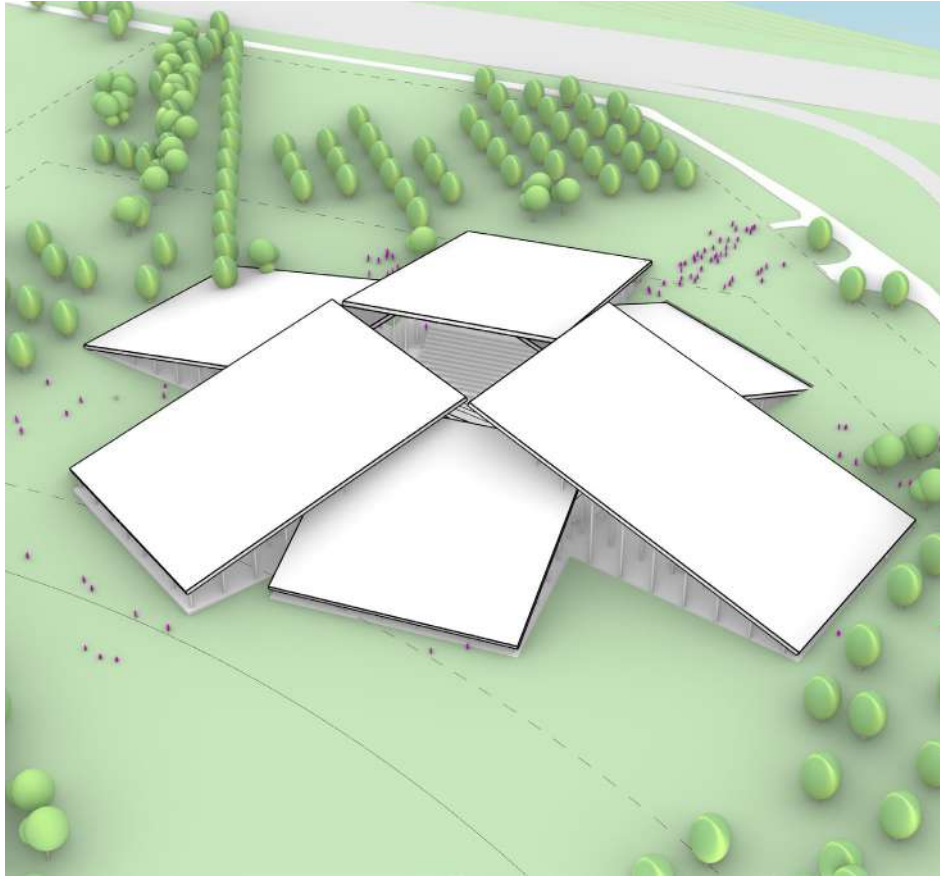
AI RENDER



ENSCAPE SCREENSHOOT



AI RENDER



ENSCAPE SCREENSHOOT



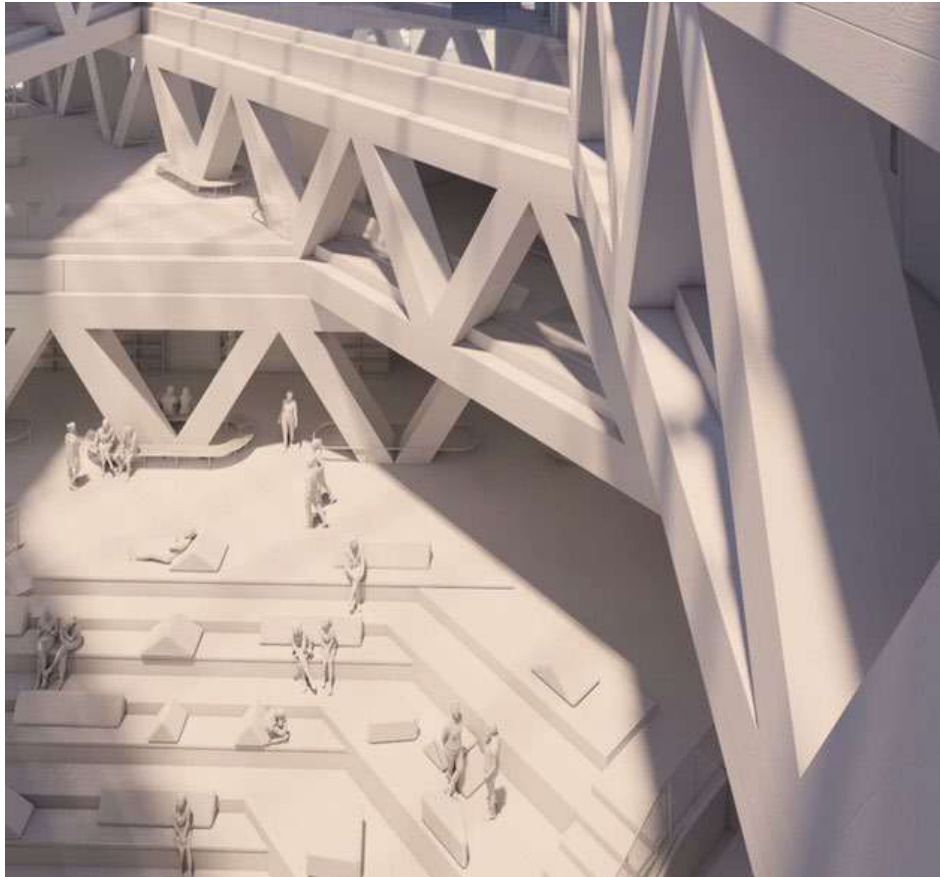
AI RENDER



ENSCAPE SCREENSHOOT



AI RENDER



ENSCAPE SCREENSHOOT



AI RENDER



RHINO SCENE



AI RENDER









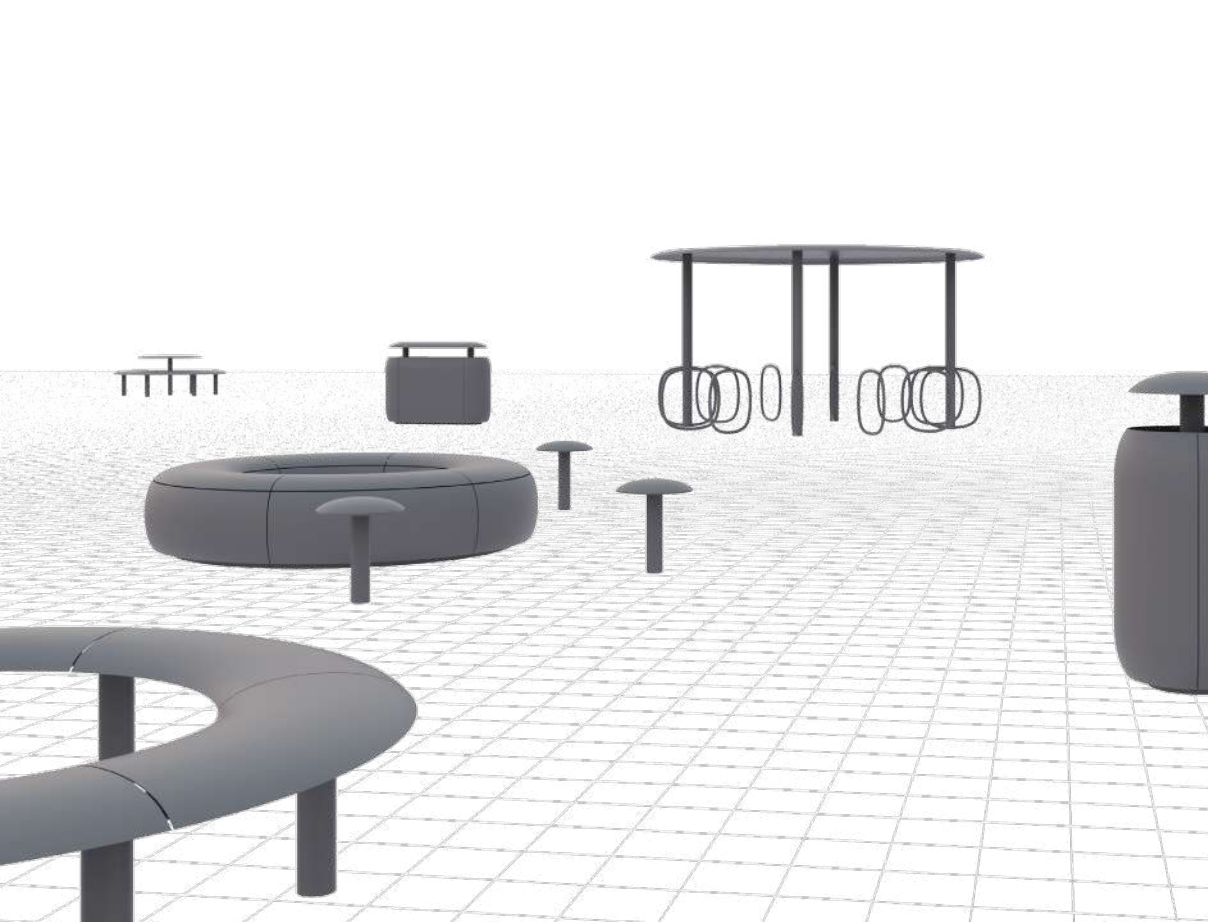




Prompt: A stunning textile art installation inspired by a coral reef, featuring rich textures and organic shapes. The piece is composed of handwoven, knitted, and crocheted elements in earthy tones of green, beige, rust, deep blue, and burgundy. Soft sculptural tubes resembling coral structures rise from the ground, surrounded by a dense, textured landscape of fabric loops, knotted fibers, and tufted yarns. The background features a wall-mounted textile piece with cascading layers of woven and knotted fibers, resembling an underwater ecosystem. The entire scene is an immersive, tactile environment with intricate details, mimicking the beauty of marine life. Highly detailed, realistic textile textures, soft lighting, and warm earthy colors.







CAPTURA DEL MODELO



IMAGEN GENERADA

Prompt: cloudy autumn day at the danish west coast, wind bends the pale grass, flora and fauna of a "klitplantage" in thy, winding pathways partially covered by wind-borne sandcopied

ESTANDARIZACION

UPSCALE

MATERIAL
CHANGE

IMAGE
EXPLORATION

SEASON
CHANGE

DAY TO
NIGHT

BIG IMAGINATION

The image features the title 'BIG IMAGINATION' in a large, bold, black, blocky font. Above the first five letters of the word 'IMAGINATION' (I, M, A, G, I), there are five black speech bubble-like shapes. Each shape contains a white text prompt. From left to right, the prompts are: 'UPSCALE' (above the 'I'), 'MATERIAL CHANGE' (above the 'M'), 'IMAGE EXPLORATION' (above the 'A'), 'SEASON CHANGE' (above the 'G'), and 'DAY TO NIGHT' (above the 'I').



BIG IMAGINATION



 Home

 Text to Image

 Day to Night

 Season Changer

 Material Changer

 Upscale

AI Workflows

 Text to Image

Generate renders from text prompts.

 Day to Night

Transform day renders into night scenes.

 Season Changer

Change the season in your renders.

 Material Changer

Alter materials in your renders.

 Upscale

Enhance image resolution.

BIG IMAGINATION

- Home
- Text to Image**
- Day to Night
- Season Changer
- Material Changer
- Upscale

Text to Image

Generate anything with text to image

Prompt

Interior of a sleek, minimalist one-story riverside art gallery with a strong sense of place and spatial clarity. The design draws subtle inspiration from the proportions and openness of an old warehouse, reimagined with a contemporary architectural language, elegant, composed, and meticulously detailed.

The space features clean lines, monolithic surfaces, and a serene material palette including smooth concrete, pale wood, and crisp white walls. Skylights and large frameless openings bring in diffuse natural light, creating gentle rhythms of illumination across the floor and walls. Artworks are carefully spaced along pristine vertical surfaces, allowing each piece to breathe and engage the visitor individually.

Advanced Inputs

Generate



BIG IMAGINATION

- Home
- Text to Image
- Day to Night
- Season Changer
- Material Changer
- Upscale

Day to Night

Change lighting of your render with Flux Kontext Dev. Be specific in your prompt.

Prompt

Recreate the scene as a light, vibrant still very light blue hour. The sky should maintain a light tone low saturated tone

Each window should emit a soft light glow casting a luminous halo around openings and subtly lighting up adjace windows should reflect strongly in the water below.

Landscape and street lighting along the quay and boardwalk must be clearly visible and consistent. Use ground-level lights to illuminate the trees and underplanting in pools of of HEX #fff5db. The lighting should softly reflect on nearby pavement and planters. Add bollard or recessed path lights at regular intervals along the curved boardwalk edge, casting a warm beam with subtle radial spread.

Brighten harbor floodlights in the distance across the water—simulate high-mast industrial lights of HEX #fff5db reflecting prominently in the water. These lights should create vertical golden-white streaks across the water's surface, emphasizing the reflection from each source.

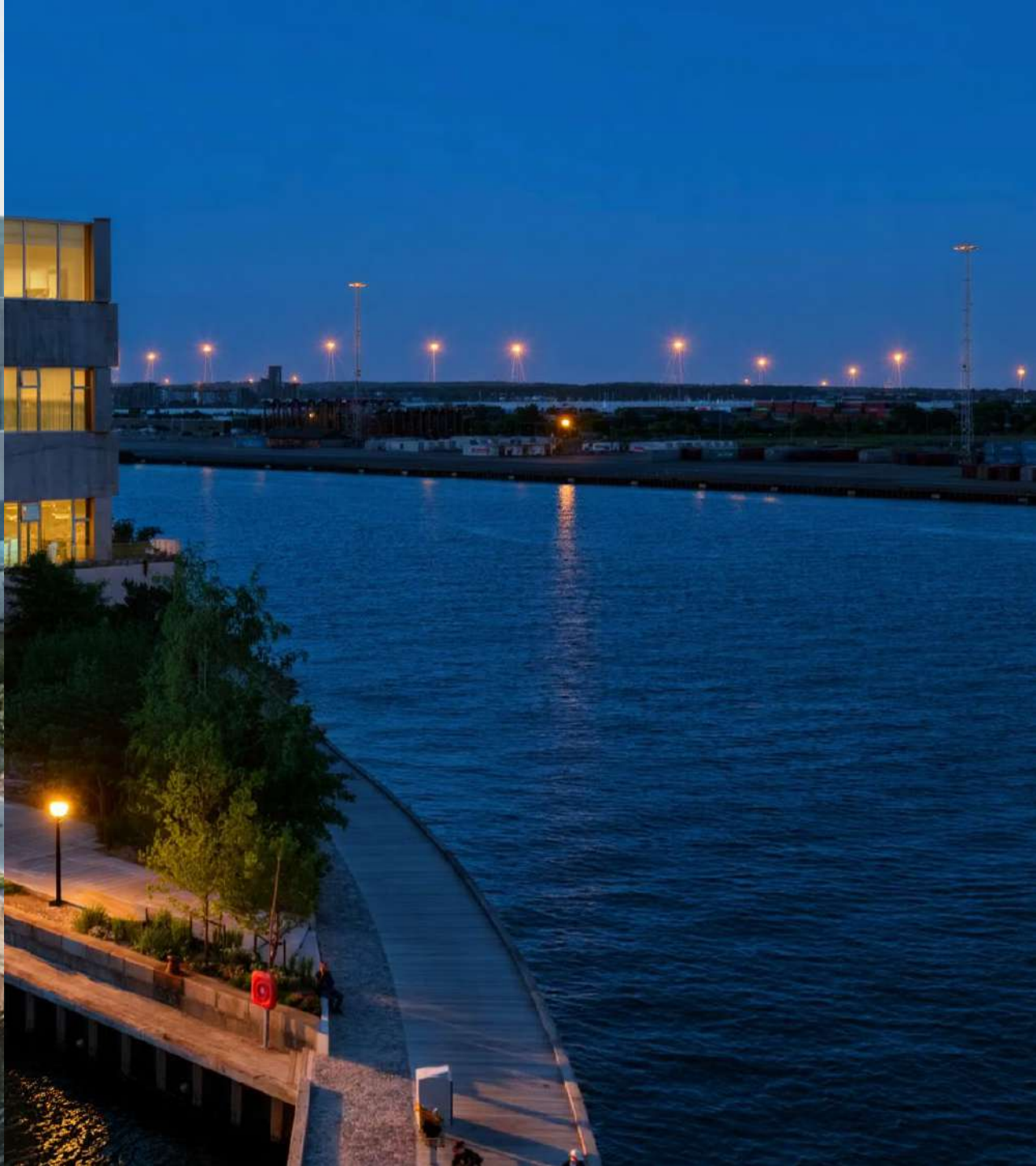
Load Image



Remove image

Generate





BIG IMAGINATION

Home

Text to Image

Day to Night

Season Changer

Material Changer

Upscale

Season Changer

Change season of your render with Flux Kontext Dev. Be specific in your prompt.

Prompt

Add a layer of gentle snowfall to the street scene in front of the BIG Barcelona office. The snow should fall softly and accumulate lightly on the sidewalk and window sills, without obscuring visibility into the interior. The atmosphere should remain warm and welcoming inside the office, contrasting with the chilly, wintry exterior. Keep the architectural details crisp and the lighting inside glowing as it currently appears. Emphasize realism in lighting, shadows, and reflection.

Load Image



Remove image

Advanced Inputs

Generate





BIG IMAGINATION

Home

Text to Image

Day to Night

Season Changer

Material Changer

Upscale

Material Changer

Change material of your render with Flux Kontext Dev. Be specific in your prompt.

Prompt

Replace all exposed brick surfaces with smooth, cast-in-place concrete while maintaining the existing geometry and architectural detailing. Additionally, change the current white-painted concrete surfaces (including walls, ceilings, and columns) to match the same concrete texture and tone. Ensure a consistent material finish throughout, with subtle variation for realism. Preserve lighting, spatial layout, and model arrangements as they are.

Load Image



Remove image

Advanced Inputs

Generate

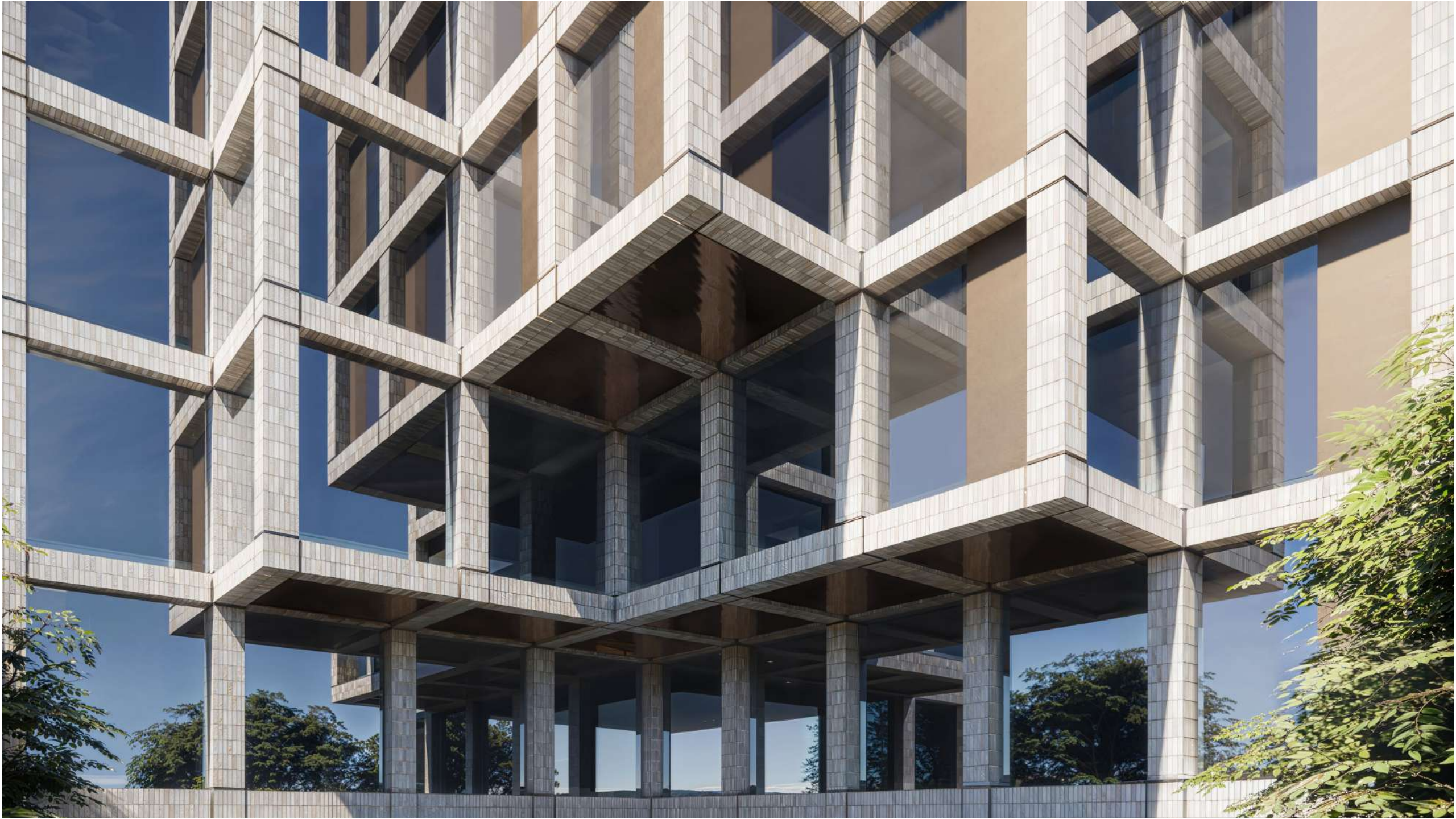




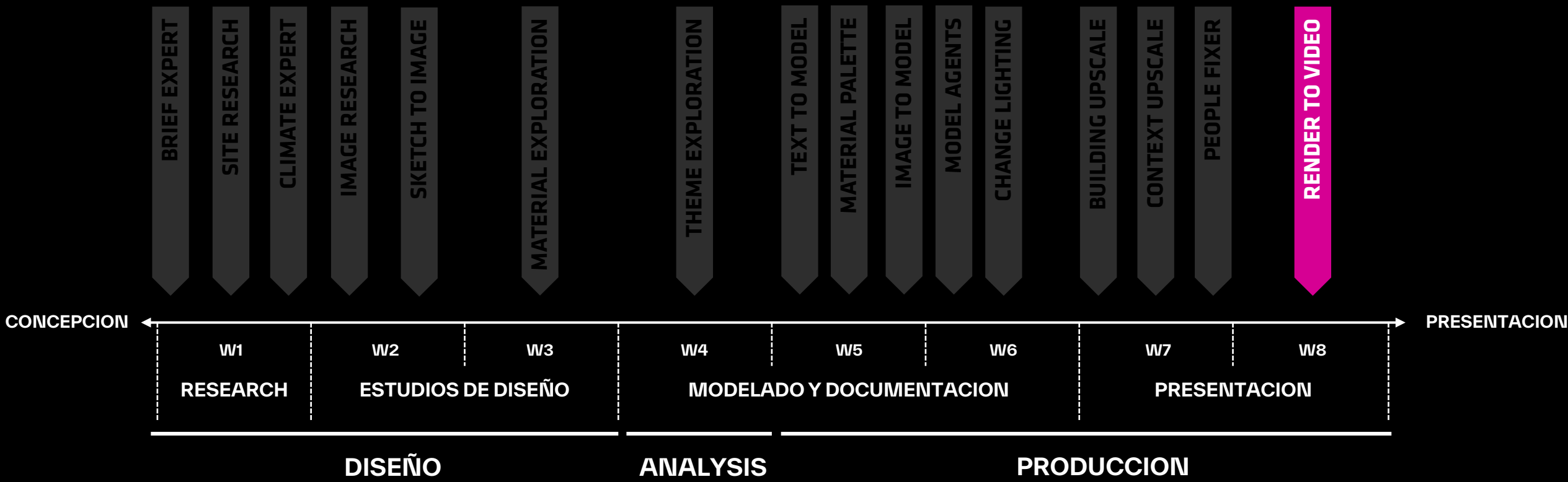






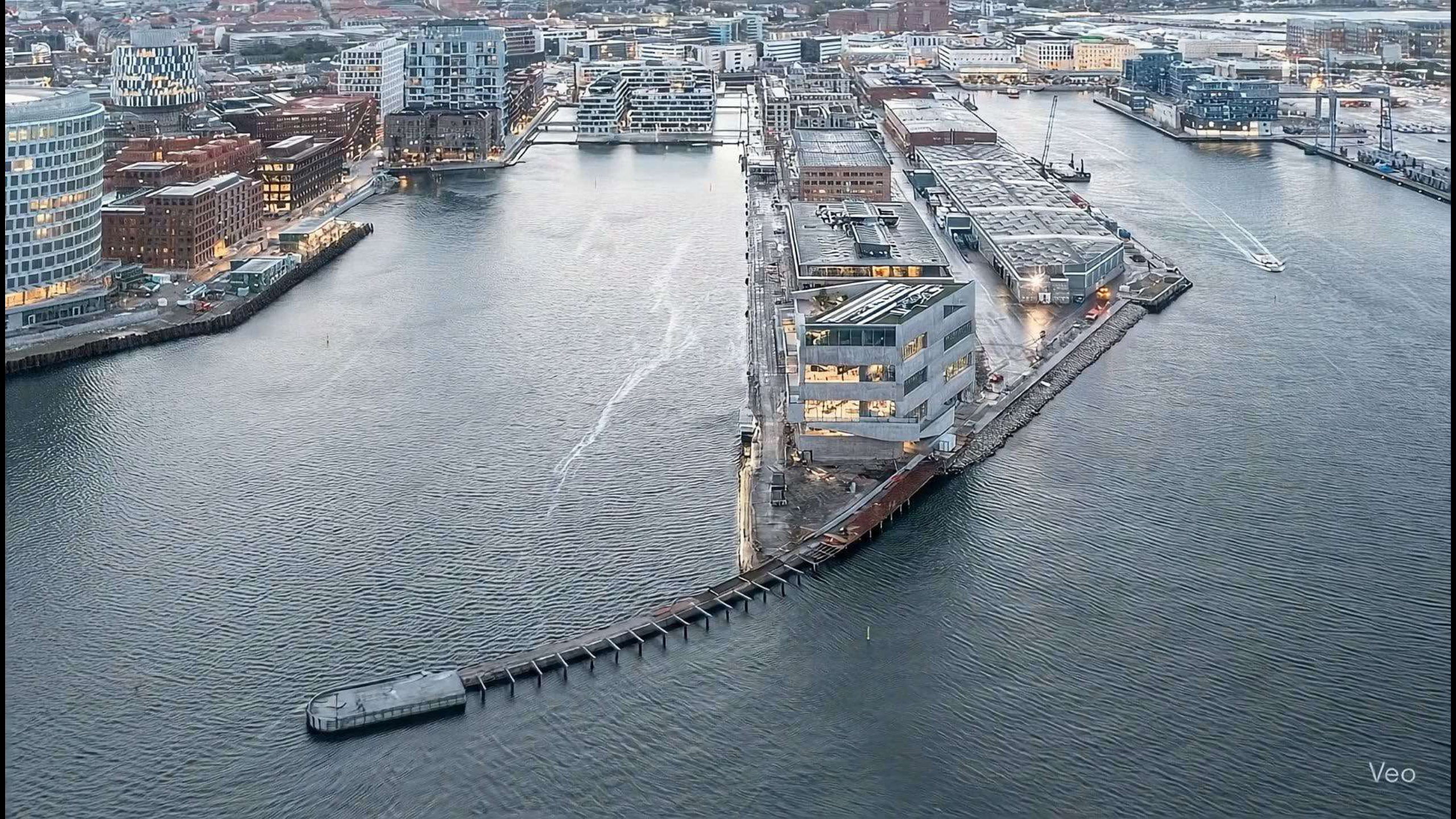
























CPH

1:32



BCN

0:33



BCN

0:30



BCN

0:30



CPH

0:36



BCN

0:38



LON

0:35



BCN

0:32



LON

1:20



CPH

1:48



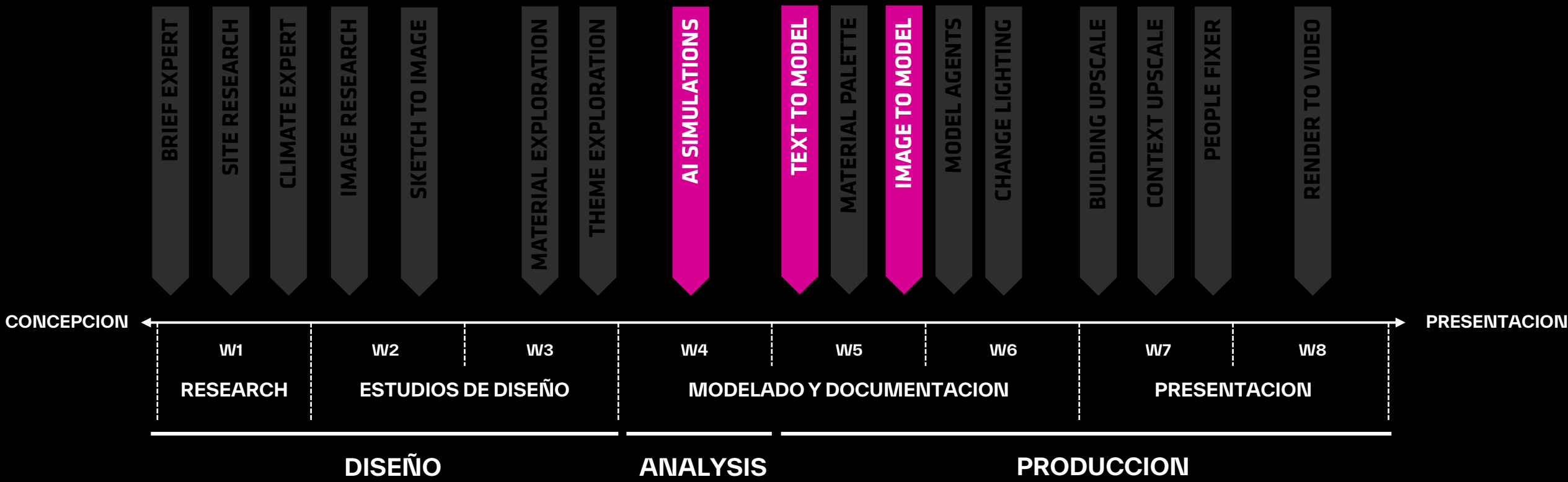
NYC

1:43



LON

1:30



My Generations

Date created ▾

bjarke ingels standing

Realistic Regenerate ▾

Select a preview model to refine

Estimated time: 5 minutes Credit cost: 20 credits per refine

Refine

Refine

Refine

Refine

Created about 4 hours ago

Refined

Created About 4 hours ago

ceer electric car

Realistic Regenerate ▾

Select a preview model to refine

Estimated time: 5 minutes Credit cost: 20 credits per refine

Refine

Refine

Refine

Refine

Created about 5 hours ago

ferrari car

Realistic Regenerate ▾

Select a preview model to refine

Estimated time: 5 minutes Credit cost: 20 credits per refine

Records per page 12 ▾ Pages 1 of 1

Texture Richness: High

Vertices: 14,702

Faces: 25,940

Text to 3D

Prompt

mars astronaut, highest quality, standing, white suit

Negative Prompt

No negative prompt

Art Style

Realistic

Seed

1070248761

Texture Richness

High

Remix

Text to 3D

Prompt

arabic man praying on his knees

Negative Prompt

No negative prompt

Art Style

Realistic

Seed

2030337419

Texture Richness

High

Remix

3D model of a red Ferrari sports car

Custom

Retopologize

Format: obj

Download

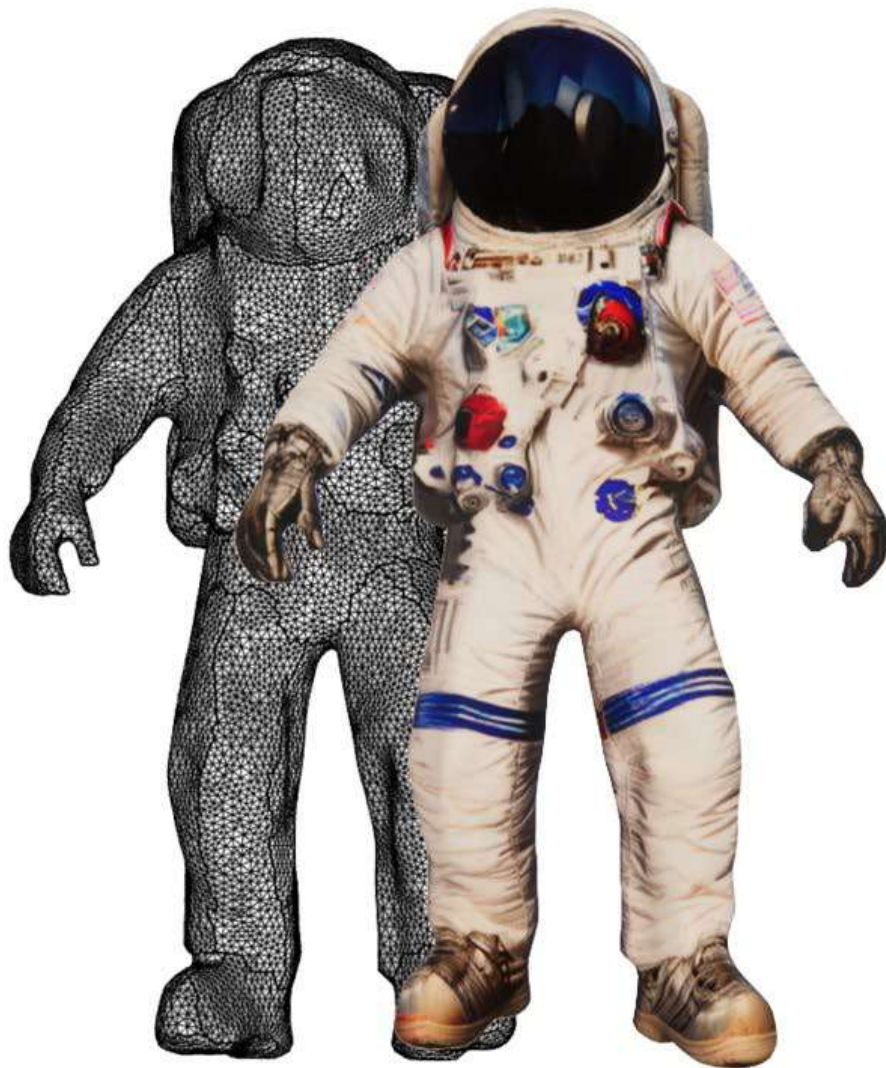
Credited by @germanbodenbender

"ferrari car"

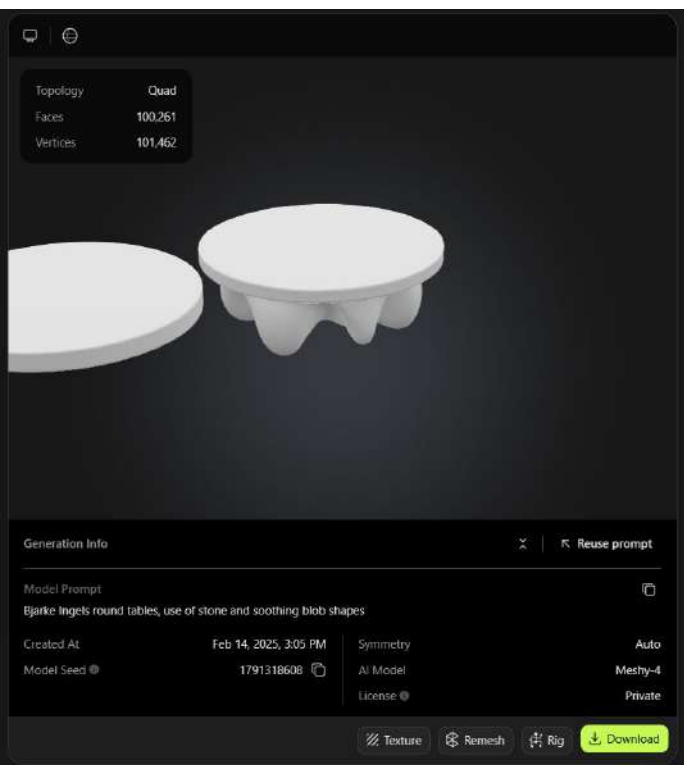
3D model of a red Ceer electric car

Credited by @germanbodenbender

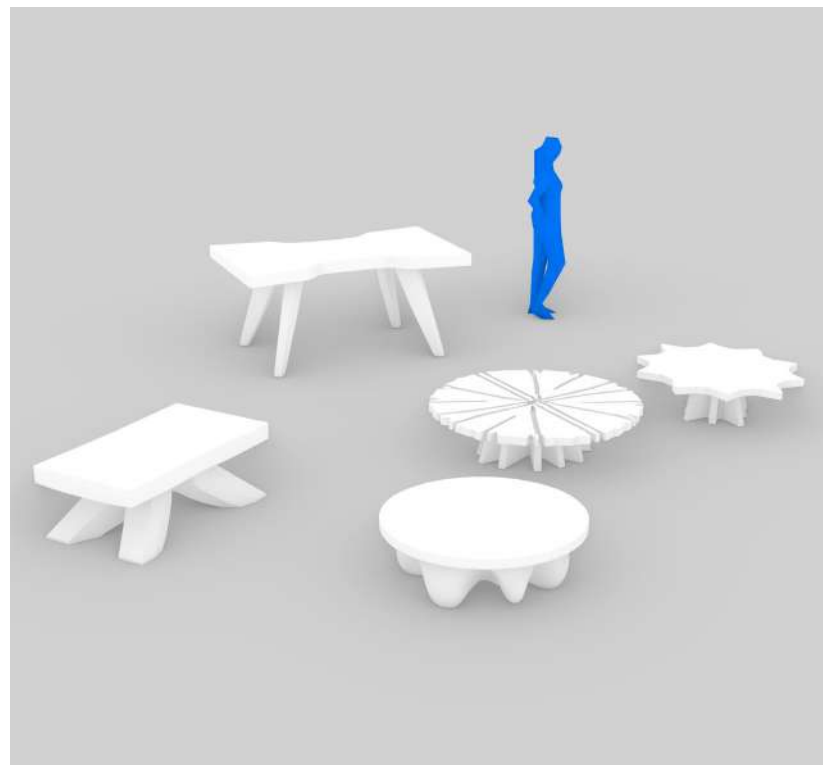
"ceer electric car"







TEXTO A 3D
 Prompt: *Bjarke Ingels round tables, use of stone and soothing blob shapes*



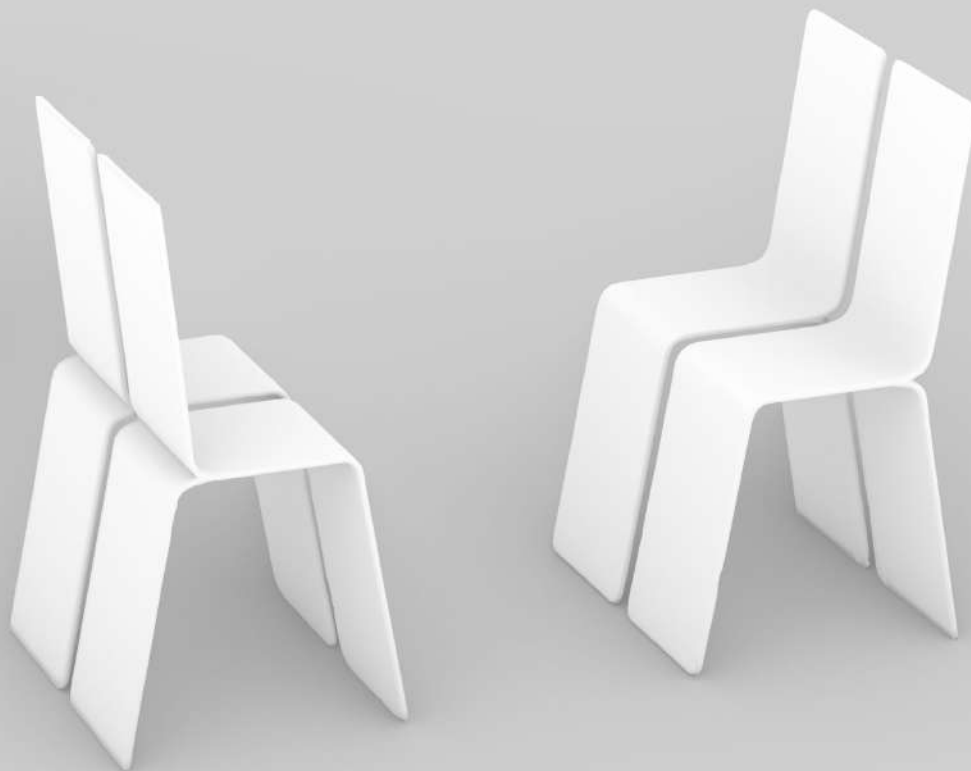
**CAPTURA DE PANTALLA
 MODELO RHINO**

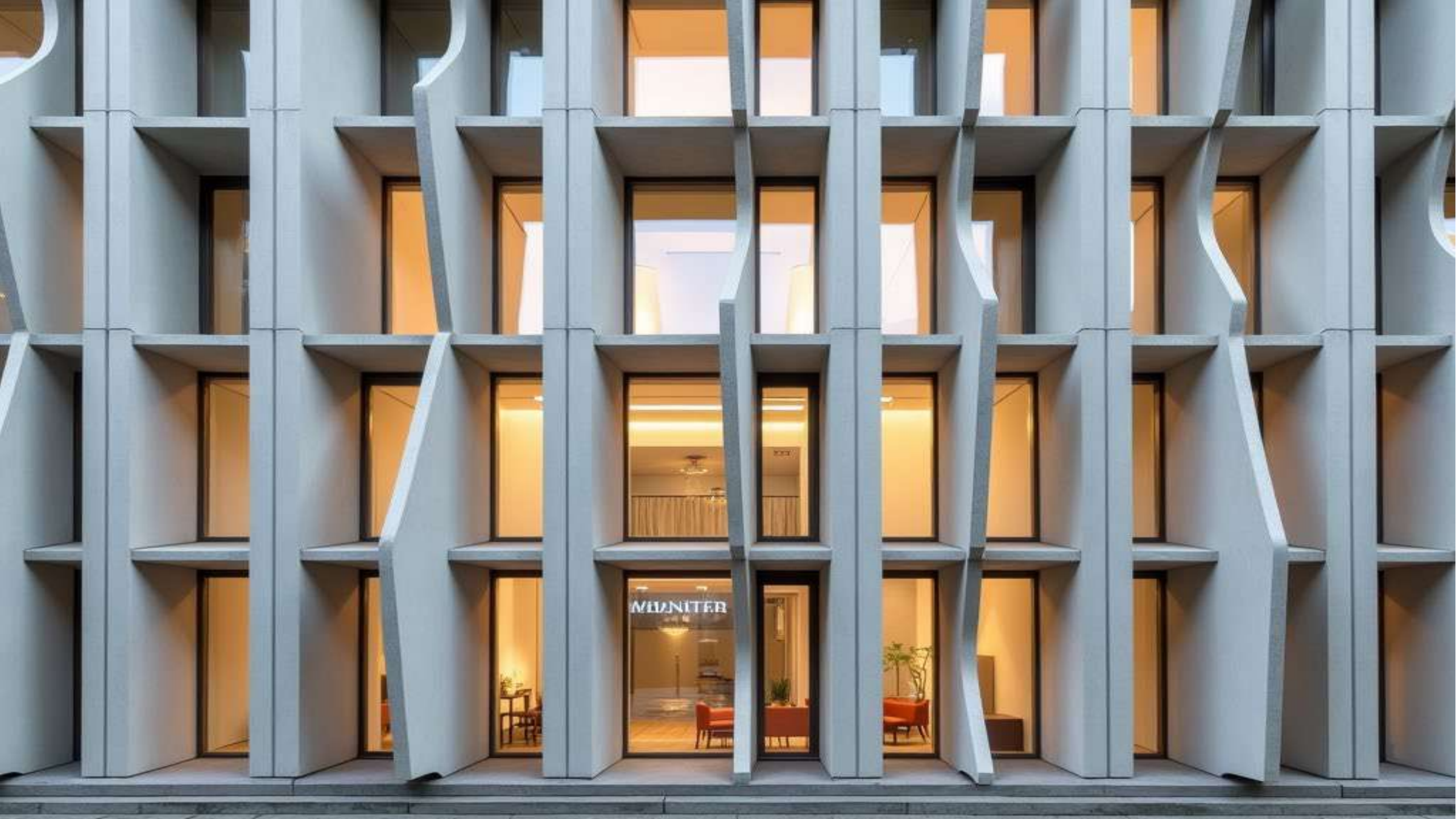


TEXTURADO CON IA



IMAGEN DE LA SILLA





MINITER

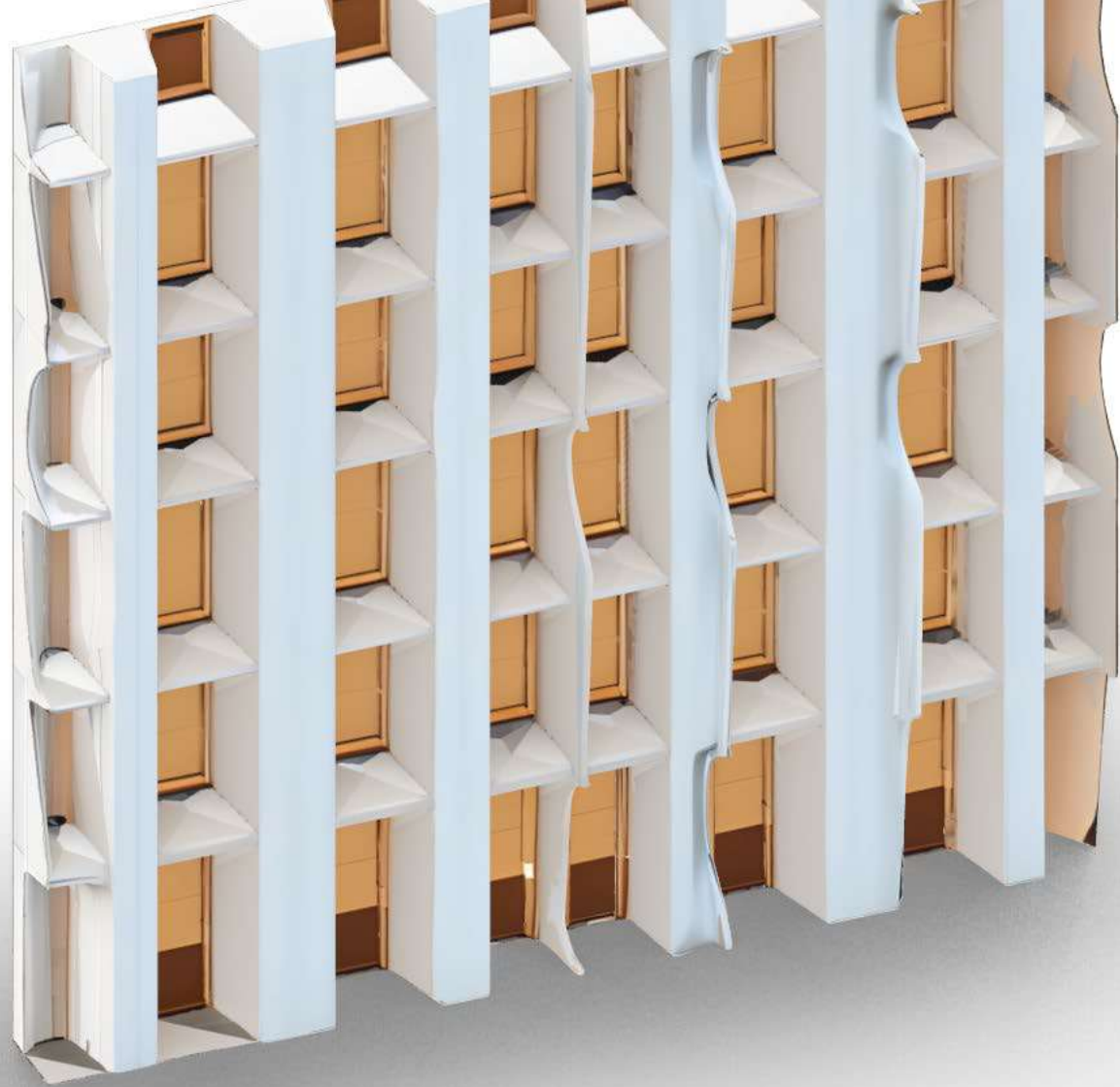
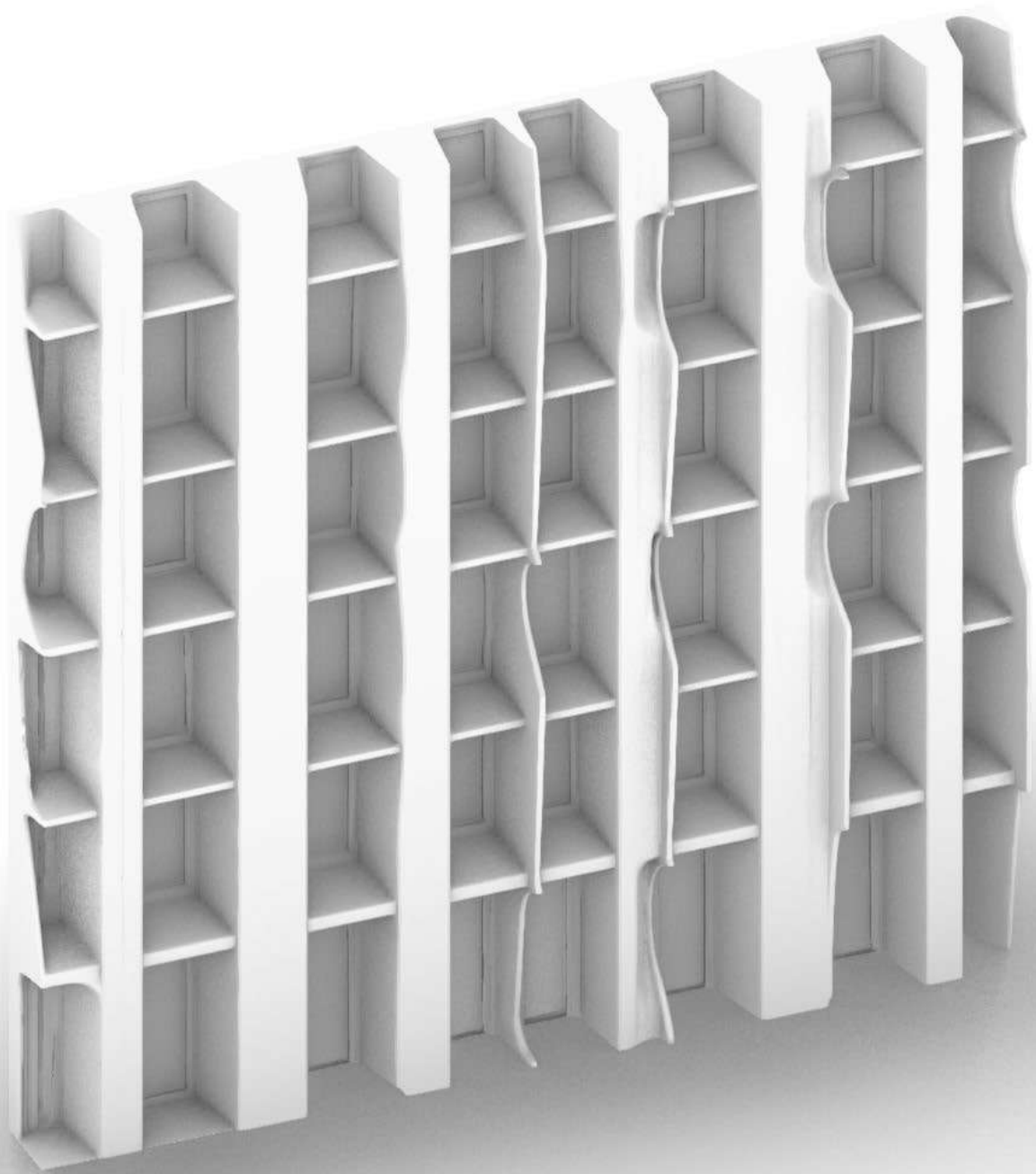




IMAGE-UPSCALE - Clarity Upscaler

Start typing here...

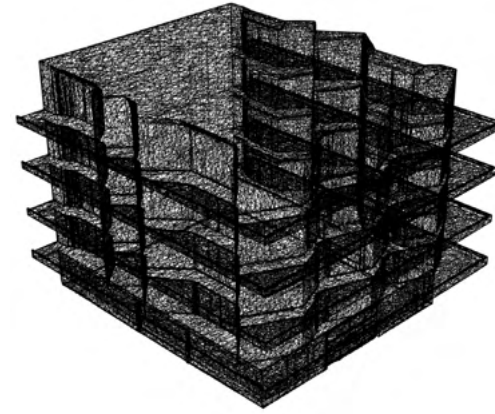
IMAGEN BASE



IMAGE-TO-IMAGE - FLUX Kontext

remove the trees

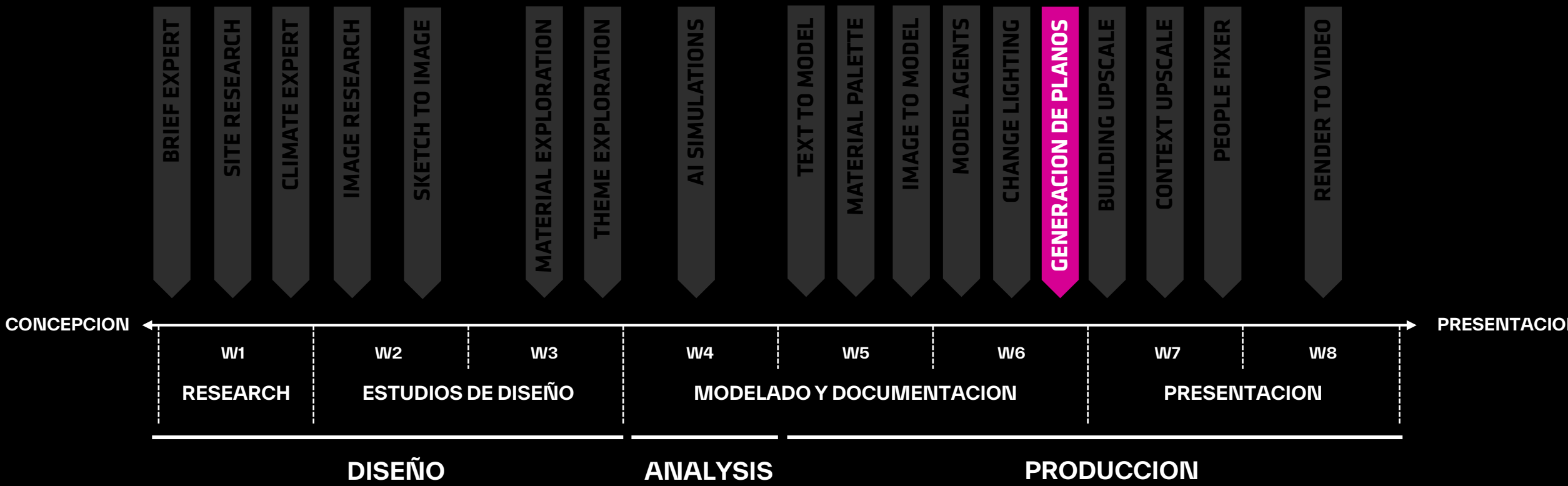
AI PARA REMOVER VEGETACION

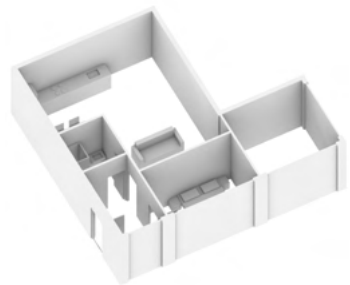
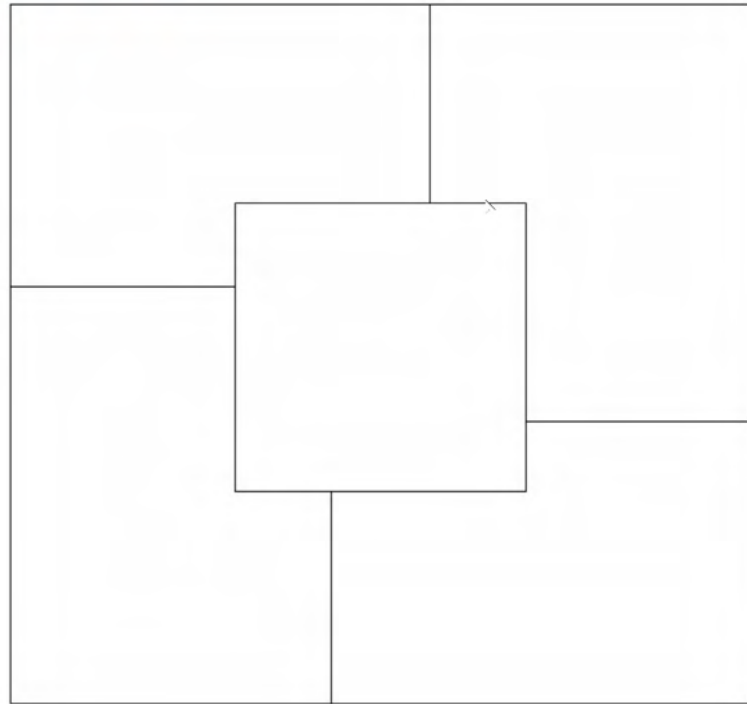
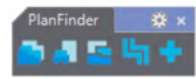


GENERACION DE MESH



GENERACION DE TEXTURAS





CREATE LIBRARIES FILL

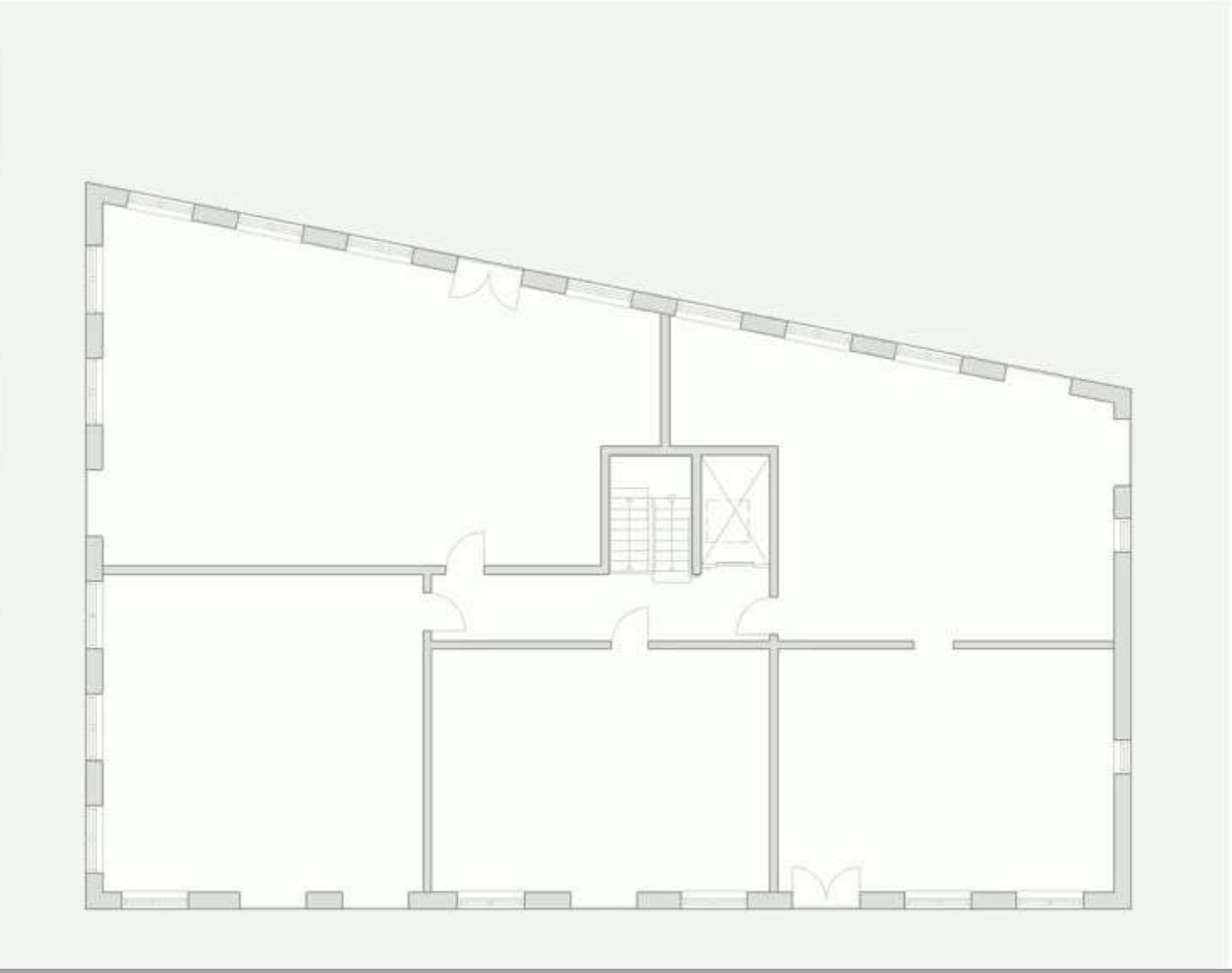
TOOLS

UNITS

SELECTION TAGS

SELECTION SPACES

Save to library



PARALLEL AXIS DIAGRAM

Area	Energy	Cost	CO2e efficiency	Carbonation	Occupancy	Fitnes	Material	Connections	Daylight

PLANS GENERATED: 0

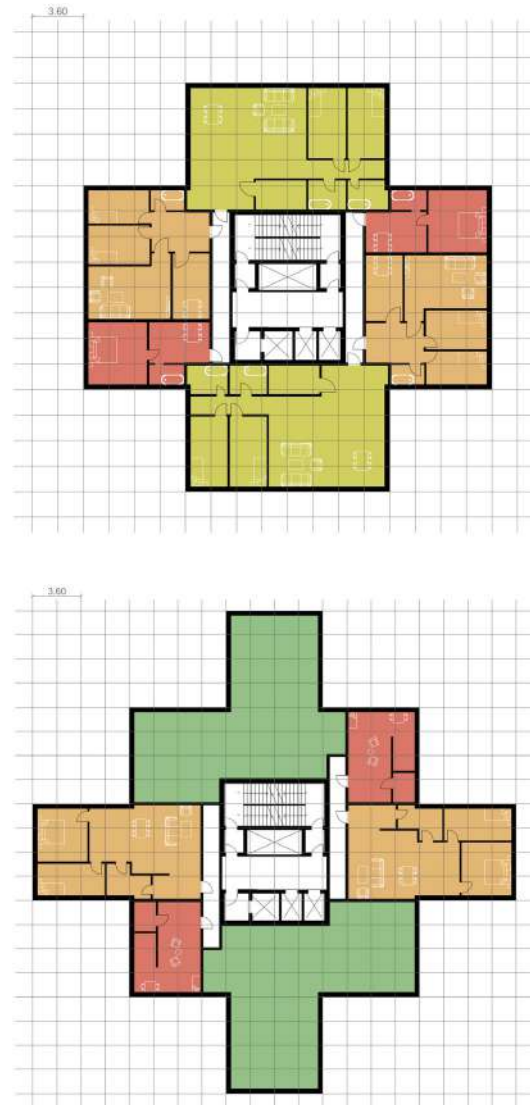
Select Property

Run Optimization

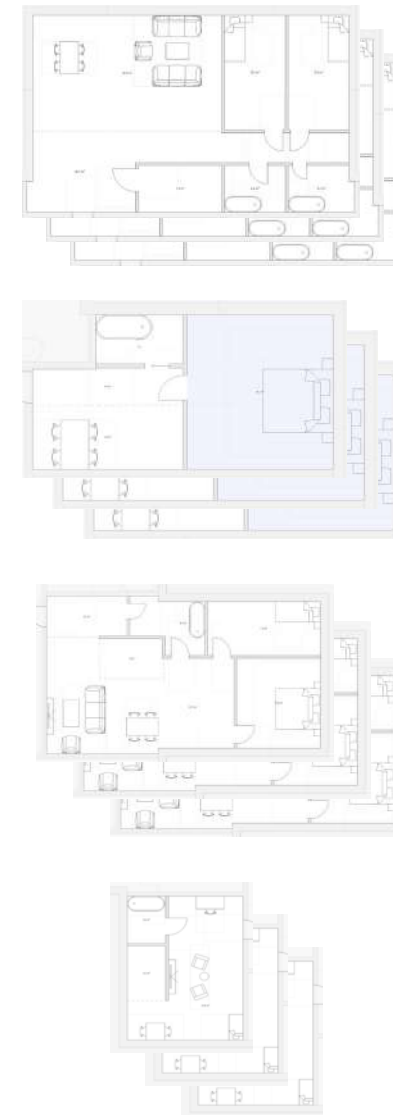
Select Property



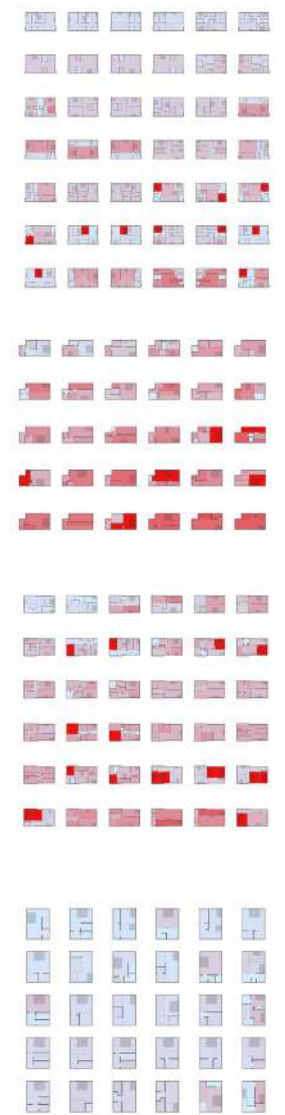
**EXPORTACIÓN DE DATOS Y
GEOMETRÍA DE FINCH**



PISOS RESIDENCIALES TÍPICOS



**GENERADOR DE PLANOS DE
PLANTA DE LA UNIDAD**



PROCESO ITERATIVO

DEPLOY OR DIE



AI Net

Welcome to the AI net! The best way to find what you need is to hit the  icon by hovering over the top right portion of the board below and search.

Filter Sort 🔍 type to search...

AI SOFTWARE GUIDES & WORKFLOWS

AI Tools Guides

1. 下列各句中，没有语病的一句是（3分）
A. 随着“一带一路”的推进，中国正成为世界瞩目的焦点。
B. 通过这次活动，使我们认识到了团队合作的重要性。
C. 他不仅学习成绩优秀，而且体育方面也很出色。
D. 为了防止此类事件不再发生，学校加强了安全管理。

Workflows

- 1. **Identify the problem.**
- 2. **Formulate a hypothesis.**
- 3. **Design a study.**
- 4. **Collect data.**
- 5. **Analyze data.**
- 6. **Interpret results.**
- 7. **Communicate findings.**

Policy and Credentials

[illegible]

AI TRAINING

☰ Recorded BIG Schools

```

1 # Import the pandas module
2 import pandas as pd
3
4 # Create a DataFrame with 5 rows and 3 columns
5 data = {'Category': ['A', 'B', 'A', 'B', 'A'],
6         'Value': [10, 20, 30, 40, 50],
7         'Label': ['Low', 'High', 'Low', 'High', 'Low']}
8
9 # Print the DataFrame
10 print(data)
11
12 # Filter rows where Category is 'A'
13 filtered_data = data[data['Category'] == 'A']
14
15 # Print the filtered DataFrame
16 print(filtered_data)
17
18 # Sort the DataFrame by Value in descending order
19 sorted_data = data.sort_values(by='Value', ascending=False)
20
21 # Print the sorted DataFrame
22 print(sorted_data)
23
24 # Group the DataFrame by Category and calculate the mean of Value
25 grouped_data = data.groupby('Category').mean()
26
27 # Print the grouped DataFrame
28 print(grouped_data)
29
30 # Export the DataFrame to a CSV file
31 data.to_csv('data.csv')
32
33 # Import the CSV file back into a DataFrame
34 loaded_data = pd.read_csv('data.csv')
35
36 # Print the loaded DataFrame
37 print(loaded_data)

```

Upcoming Live Sessions

All Updates

126	2019-2020 年 12 月 31 日	2019-2020 年 12 月 31 日
127	2019-2020 年 12 月 31 日	2019-2020 年 12 月 31 日
128	2019-2020 年 12 月 31 日	2019-2020 年 12 月 31 日
129	2019-2020 年 12 月 31 日	2019-2020 年 12 月 31 日
130	2019-2020 年 12 月 31 日	2019-2020 年 12 月 31 日
131	2019-2020 年 12 月 31 日	2019-2020 年 12 月 31 日
132	2019-2020 年 12 月 31 日	2019-2020 年 12 月 31 日
133	2019-2020 年 12 月 31 日	2019-2020 年 12 月 31 日
134	2019-2020 年 12 月 31 日	2019-2020 年 12 月 31 日
135	2019-2020 年 12 月 31 日	2019-2020 年 12 月 31 日

✚ New page

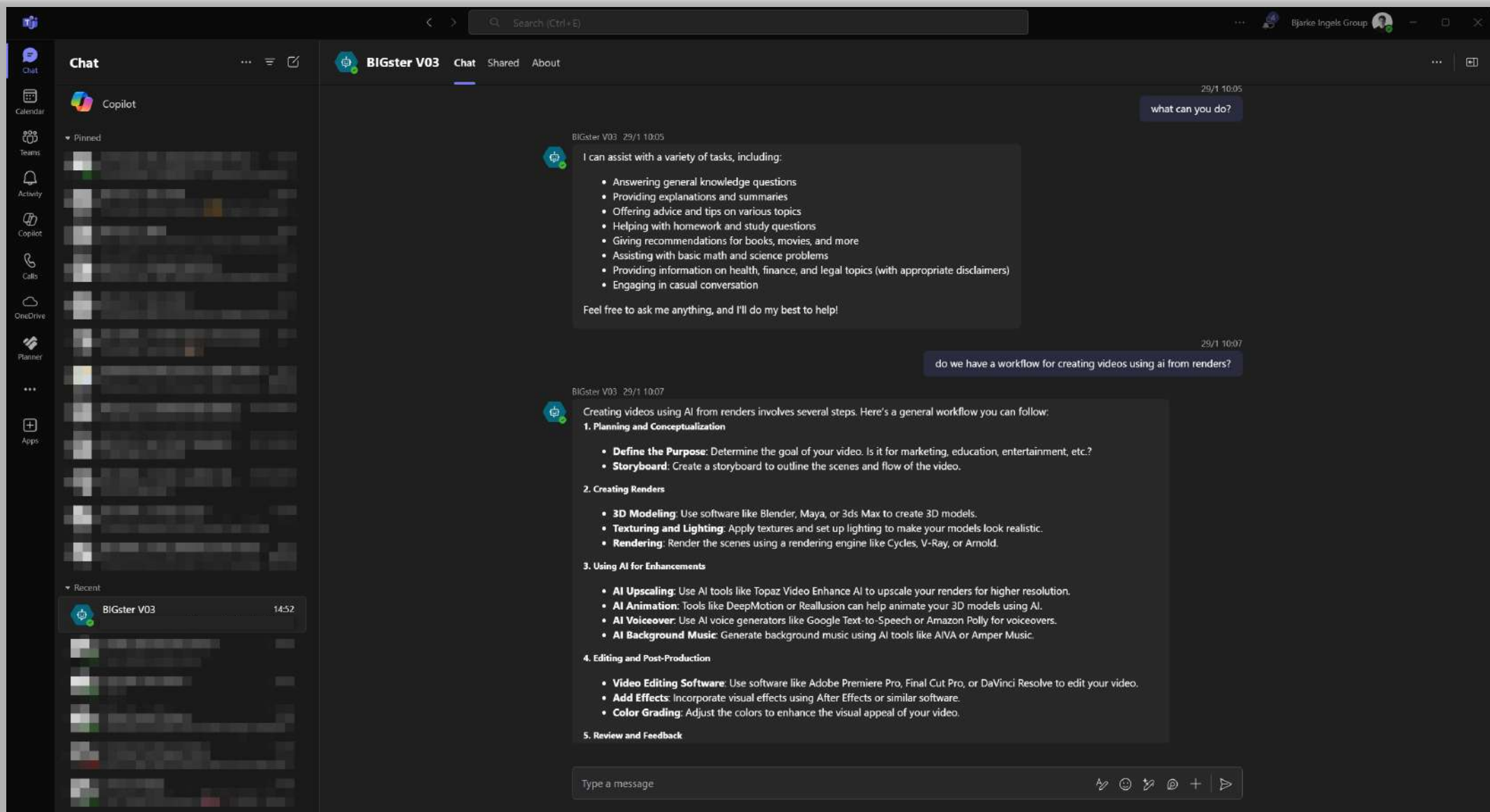
GUIAS

DOCUMENTOS

CUENTAS Y ACCESOS

WORKFLOWS

TRAINING



HERRAMIENTAS
FÍSICAS



ARCHITECT 1.0
〈DRAFTED〉

HERRAMIENTAS
FÍSICAS



ARCHITECT 1.0
〈DRAFTED〉

DISEÑADOR Y
ORDENADOR



ARCHITECT 2.0
〈COMPUTER AIDED〉

HERRAMIENTAS
FÍSICAS



ARCHITECT 1.0
〈DRAFTED〉

DISEÑADOR Y
ORDENADOR



ARCHITECT 2.0
〈COMPUTER AIDED〉

DISEÑADOR E
INTELIGENCIA ARTIFICIAL



ARCHITECT 3.0
〈AI COLLABORATIVE〉

SI LA IA ELIMINA LAS BARRERAS TECNICAS
LO IMPORTANTE YA NO ES COMO HACER,
SINO QUE QUEREMOS HACER.

BIG

BIG



ACELERADORES DE COMPETITIVIDAD