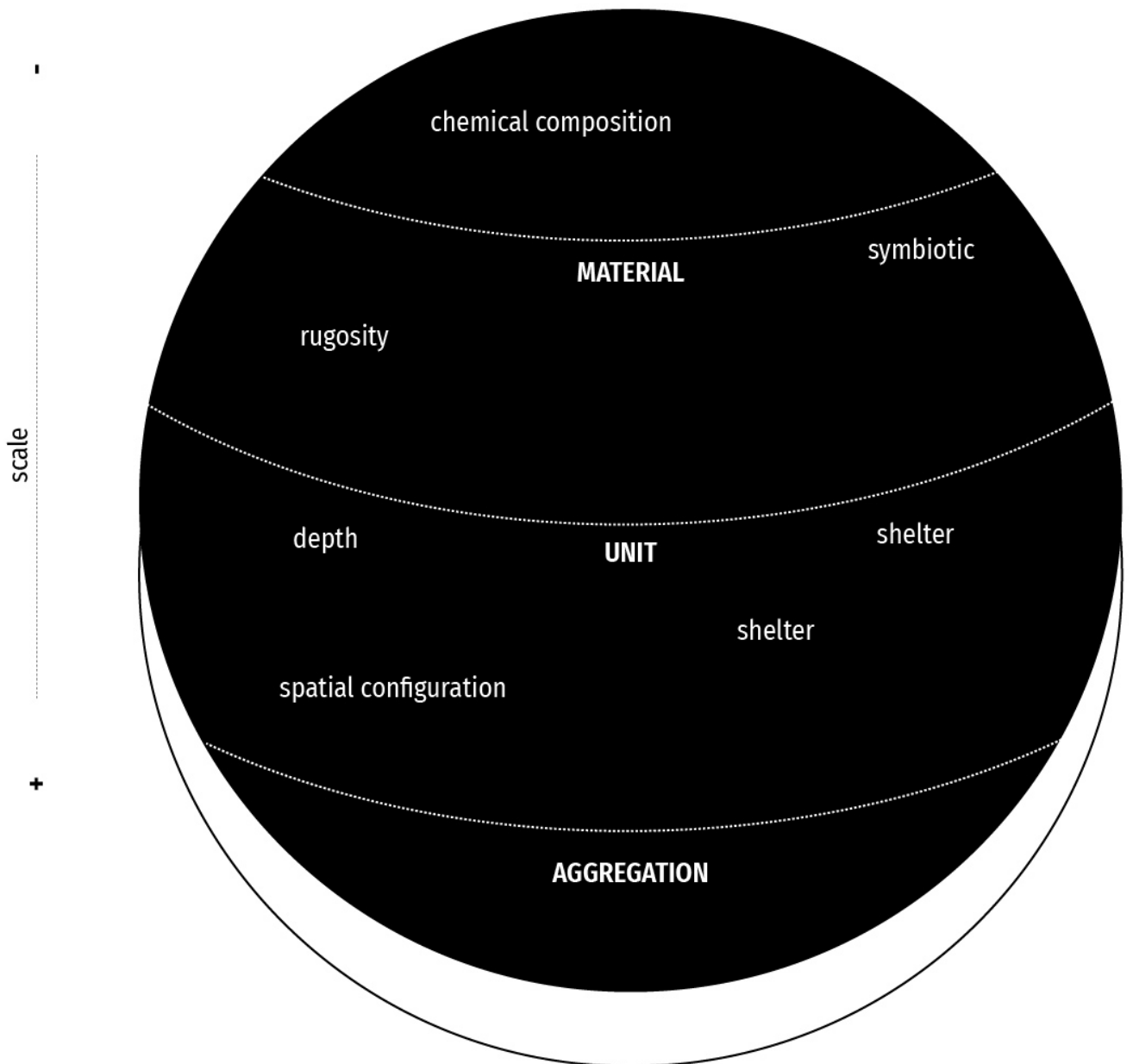


Coral Zone
[Original Content]

[Significance:]

Plastic waste generated around the globe can be found in international ocean waters around the globe. Much of the micro-plastic pollutants are distributed in both pelagic and benthic zones of coastal and marine systems (Thushari and Senevirathna 2020). These zones are crucial to marine biodiversity as nodes of migrations, sites of spawning, and the intertidal area which houses coral reefs. The convergence of the Great Pacific Garbage Patch (GPGP) and the most dense zone of coral reefs creates a serious problem. Surface water currents are the main indicator of aquatic plastic waste movement, suggesting the bulk of this waste sits atop of waters surface (Schoell 2019). This blocks vital sunlight from reaching the depth of the coral reefs, therein restricting the zooxanthellae's photosynthetic processes.

Right: qualitative constraints from a new AR design were pulled from various academic papers (next page) and the testing shown above.



CONSIDERATIONS

PROPOSED BY

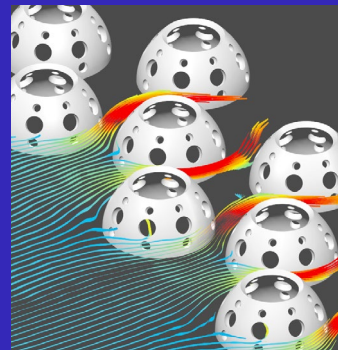
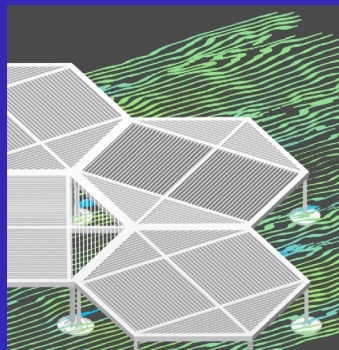
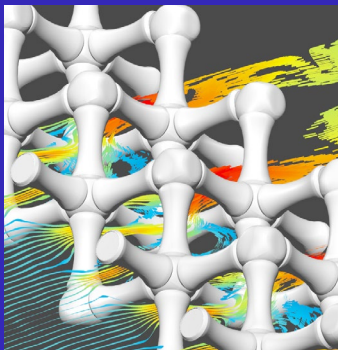
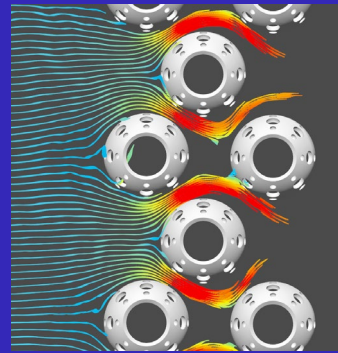
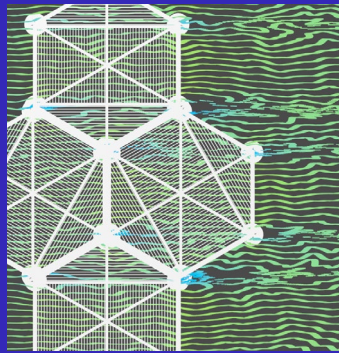
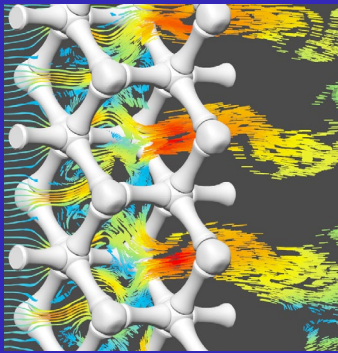
TAKE AWAY

1. depth <i>+into substratum</i> <i>+below sealevel</i>	<i>harris, 2006</i> <i>konh and perry, 2019</i>	grip enough to withstand 157mph winds and help deter erosion. 12-21m below sea level for coral growth
2. rugosity <i>+ texture</i> <i>material scale : mirco</i>	<i>perksol-unkel et al, 2005</i> <i>wahl and hoppe, 2002</i>	essential for micro-level habitat to allow species to graft onto AR. design this scale through biomimicry of wrinkled skin or any organic material that is fibruous layering is saturated
3. shelter size		important to have a variety of sheltering scales within the overall aggregation to increase biodiversity
4. materiality <i>+composition and chemistry</i>	<i>perksol-unkel et al, 2005</i>	preference is given to material compositions that are encourage biological grafting, are carbon skins, generate a symbiosis between AR and ecosystem or that dissolve over time
5. spatial configuration <i>scale : unit tessellation</i>		verticle members faciliate coral growth. benefical to have variety that can aggregate to encourage cross habitat zones
6. inhabitants <i>+type, age, size, needs</i>		must allow for demersal fish, juvenile marine animals, and microbial communities
7. deployability	<i>harris, 2006</i>	should be easily depolyable underwater with most assembly happening on land

[Digital Simulation]

This process is done with ArchiDynamics plug in for Grasshopper. ArchiDynamics allows users to test for real time wind analysis. It is noted that water engages with 3D objects differently than wind, however, this visualization opens the door to analyzing the success of energy attenuation by Artificial Reefs (AR). Rhino CFD is recommended for testing fluid bodies on static objects over ArchiDynamics. Given the time and availability of licenses, ArchiDynamics will suffice for our visualization purposes.

The visualizations from ArchiDynamics indicate the speed of moving energy on a gradient color scale. Blue is 0 m/s on the low end, and red is 4 m/s on the high end. The two part use of the AR as shoreline protection and habitat creation generate opposing qualifications in regards to what would indicate a successful characteristic. Successful habitats for coral have sheltered areas that protect the corals from strong wave energy that could break off pieces while also facilitating the circulation of water to ensure adequate oxygen levels (CITE). Successful shoreline protection allows for the fracturing of wave energy. Vertical components make wave energy more complex and increase wave energy transfer (Wen et. All, 2019).



Reef Design Lab

Khon and Perry

Reef Ball

[Existing Research:]
Above: velocity simulations showing increasing water speeds in red. These images help to understand if these reefs can annuenuate wave energy during storm conditions. Khon and Perry has the most minimal disruption, therefore it is the least successful in the hopes for shoreline stabilization.





