The Lettuce Wrap was first conceptualized from a close-up image of lettuce leaves. The "ruffles" and various apertures in the lettuce were the basis for designing three tiles which were used to assemble a curtain wall.

Modo, an animation program, was used for its 3-D modeling capabilities. This program gave our team the ability to create multiple and individual forms. These forms were then fused in an arrangement to create a tile. To enhance the design, we created a family of three tiles, each varying from one another by density and shape.

To create the tile pattern and wave of the curtain, our team used the paneling tool in Rhinoceros. By using this tool, we were able to manipulate the shape of the curtain. The varying curvatures and organic form of lettuce inspired its curved shape.