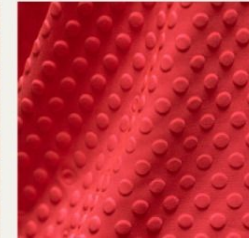
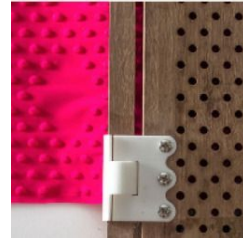
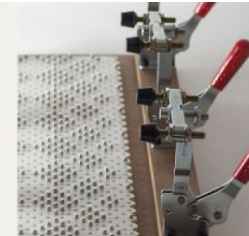
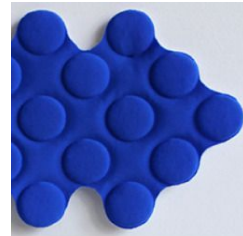
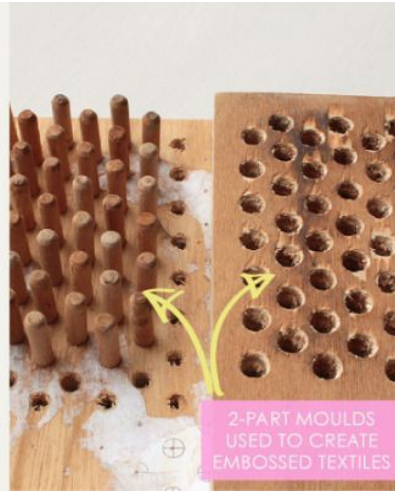
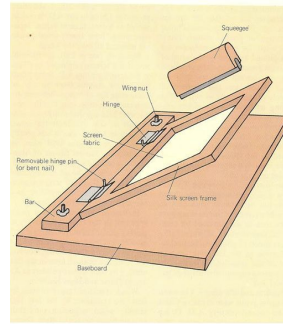
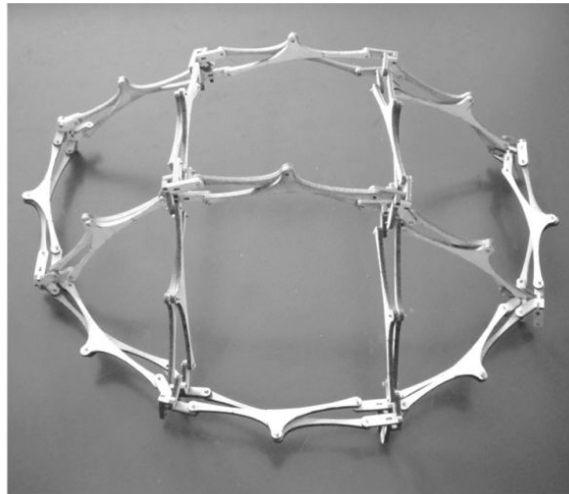
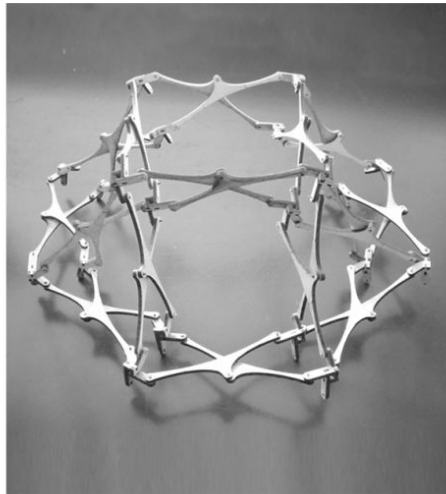
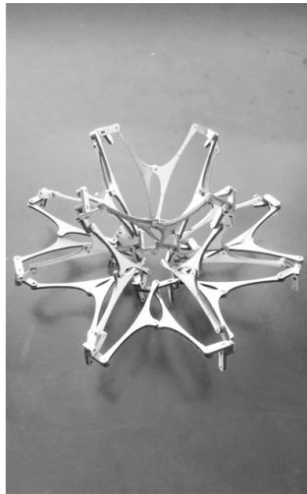
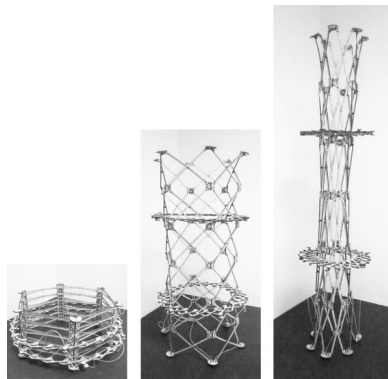
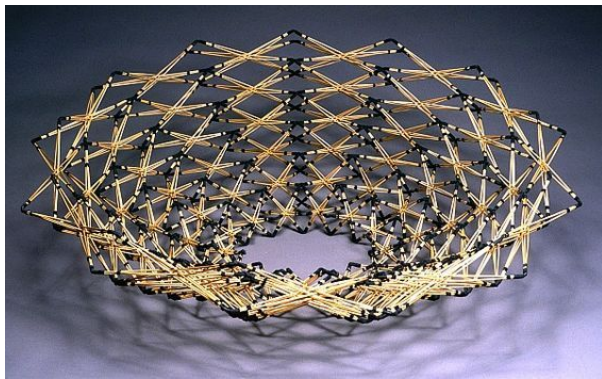
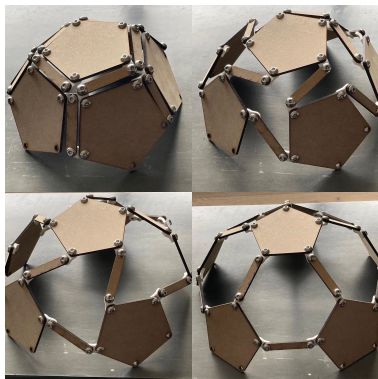




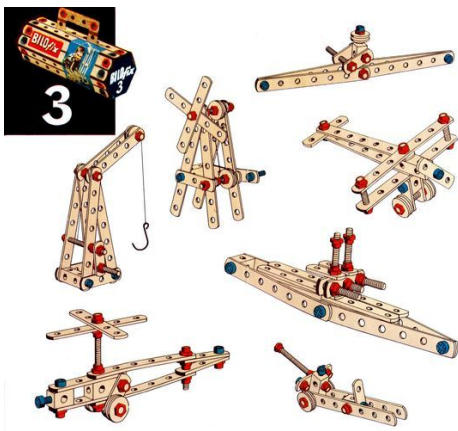
## A SIMPLE PRESS



Design a traditional craft tool (weave / lace / knit / embroidery etc...)

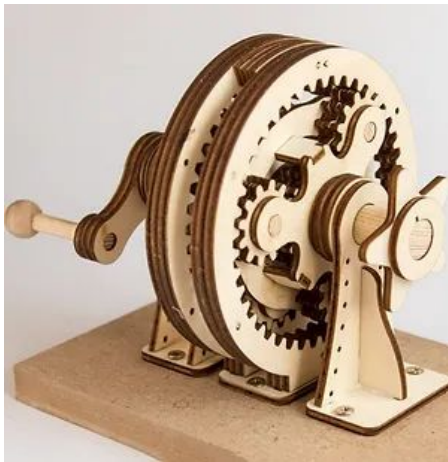
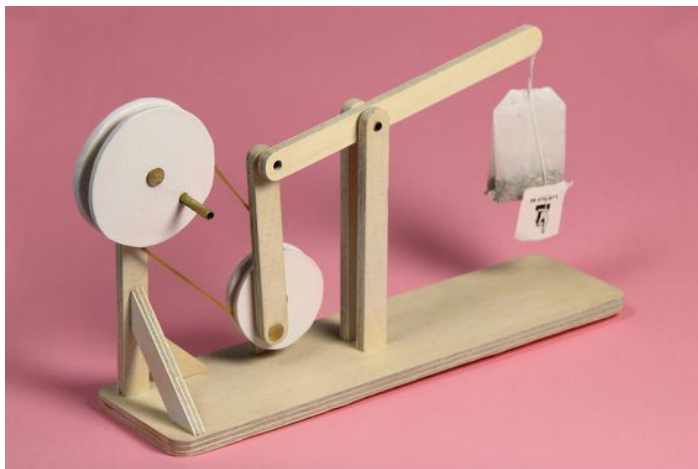


Design a deployable structure

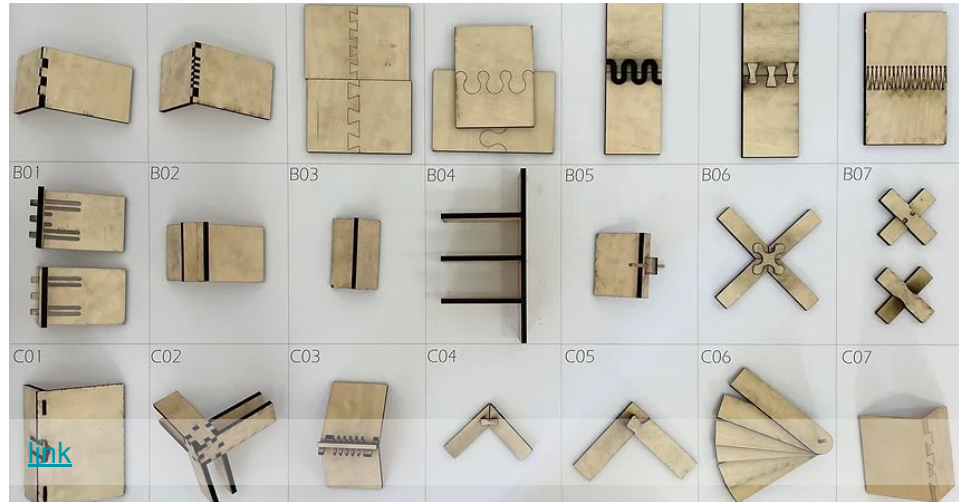
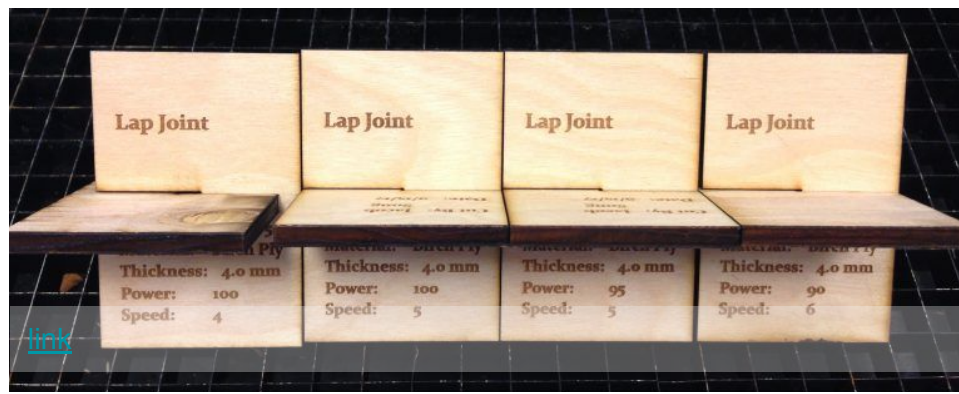


Kits/joints - design to interact with existing situation/product

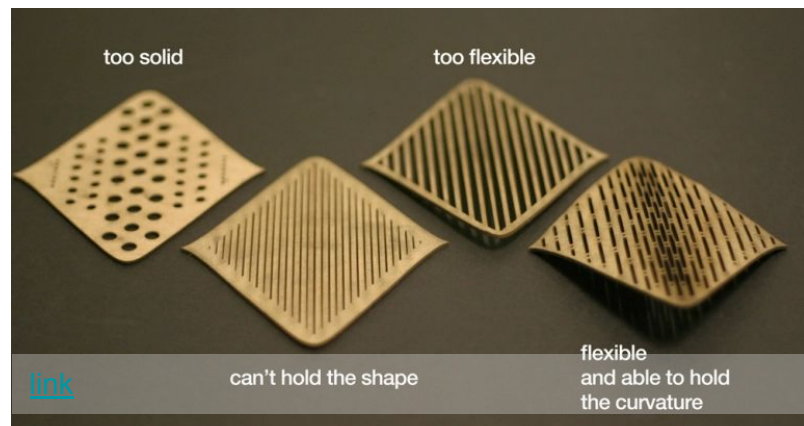




Design a mechanism

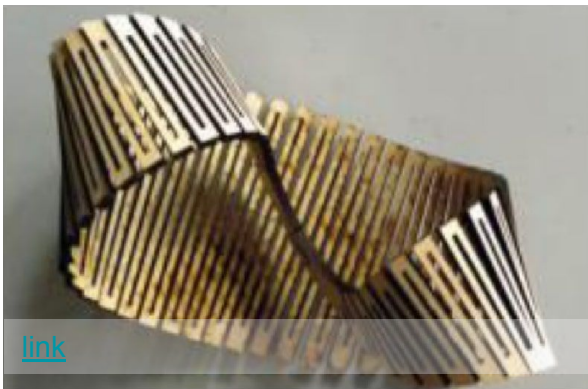
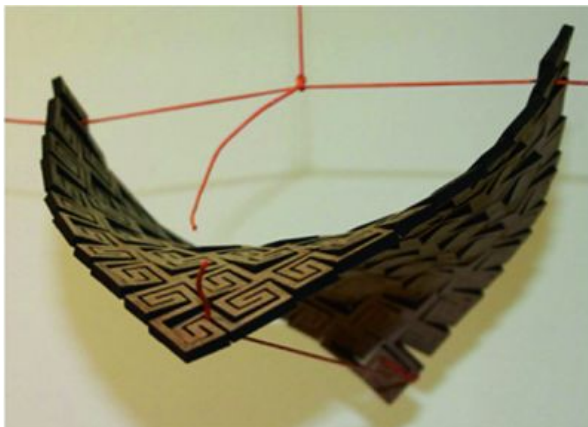


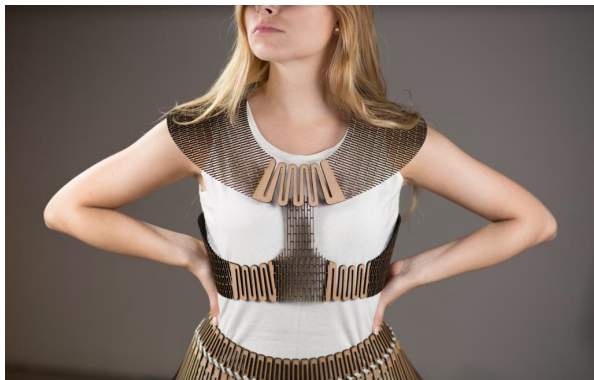
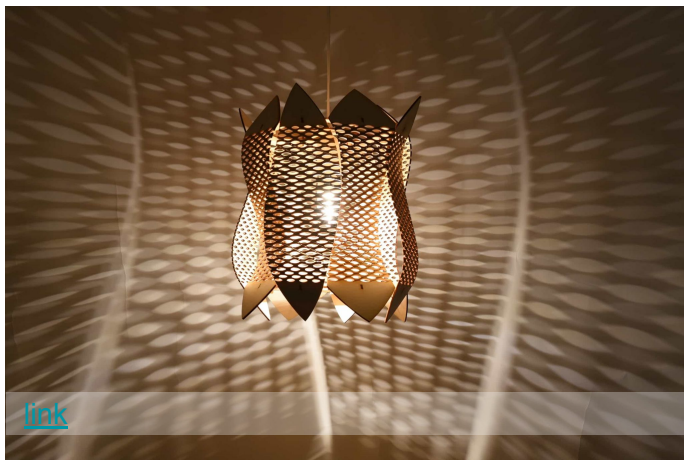
Design various joints - documenting their parameters



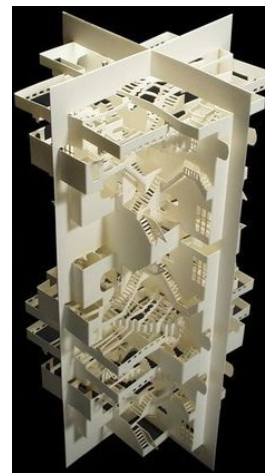
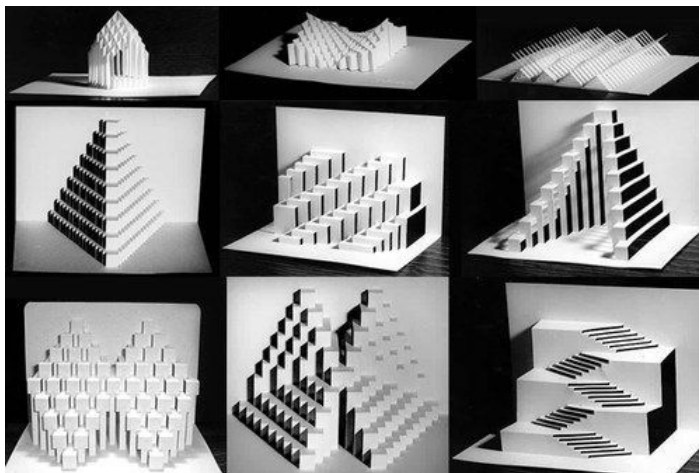
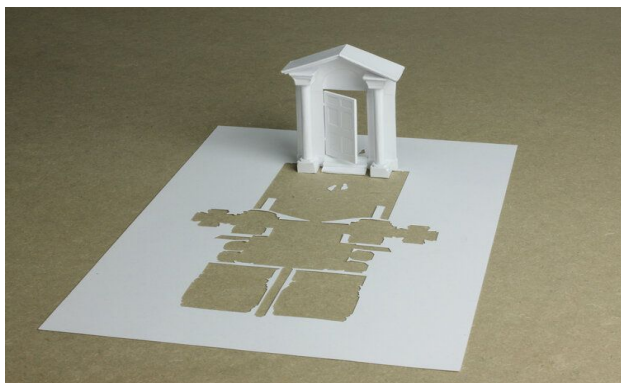
Kerfing - experiment with a series of patterns to find the most flexible







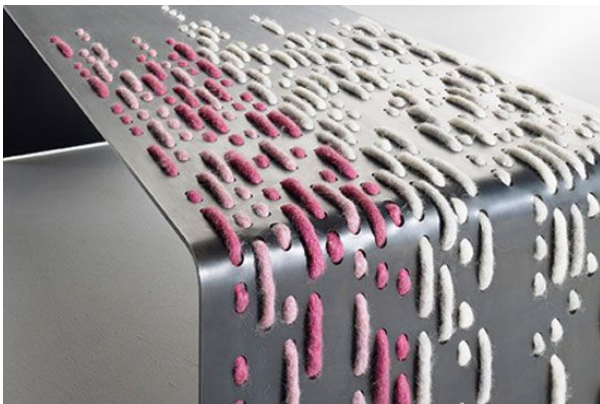




Paper - use kirigami for an architectural model

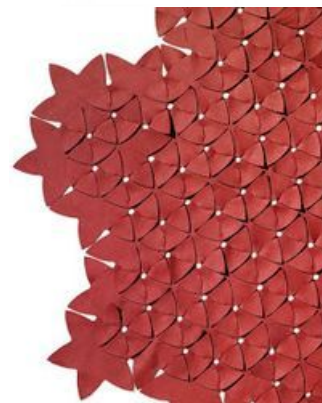
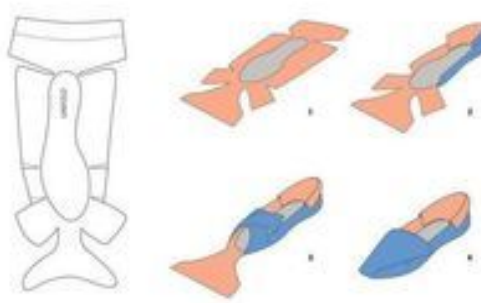
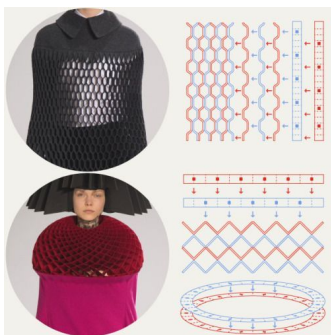


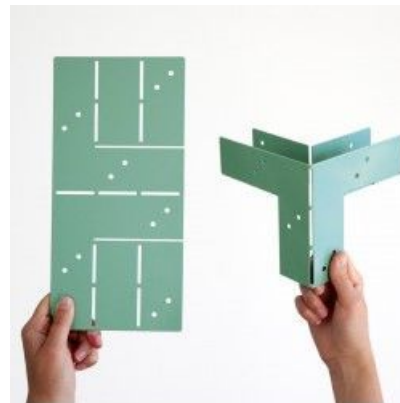
Paper - experiment with different origami patterns

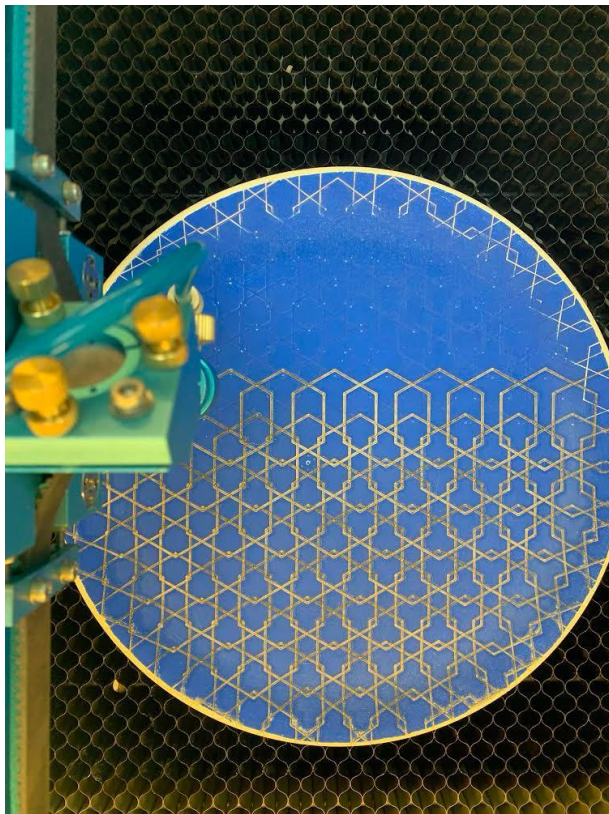


Design something that connects to another material (not with glue)









Ceramics - use different laser parameters to create different results on ceramics

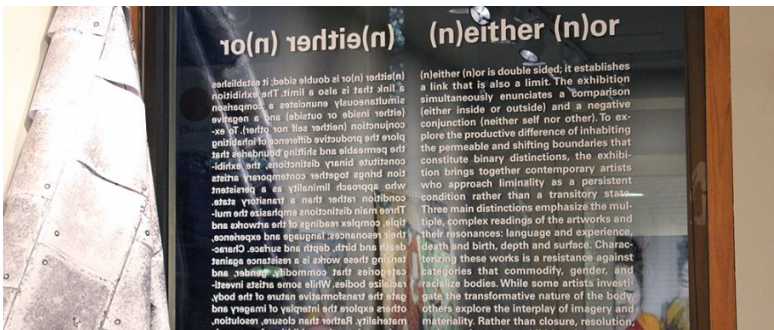
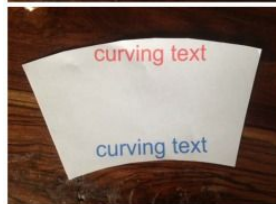
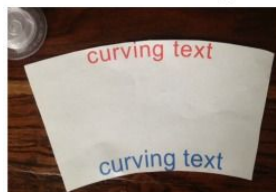




**Curved vs Straight**

**Bottom**

**Top**



Vinyl - cut something complex (applied to 3d object / lettering / multiparts and colors)