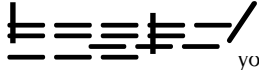




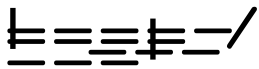
ot of t-shirt printing. Something that I did not particularly have was a way to visualize your final image on some kind of shirt and the same thing applies for book binding, too. You might have a strange texture. It would be nice to be able to visualize that beforehand, as well as the thickness of the paper that actually controls physical characteristics. These are things I would like to incorporate somehow but haven't gotten around to.



working with physical input, having touchpads... Can you talk a bit more about why you're interested in this?



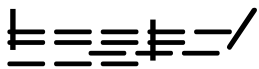
with just a mouse and a keyboard. But it's still very limiting. You have to be sitting there, and you have to just control those two things. Here's your whole body, with which you can do amazing things, but you're restricted to just moving and clicking and you only have a single point up on the screen that you have to direct very specifically. It just seems very limiting. It's largely an unexplored field, just to accept a wider variety of inputs to control things. A lot of the multitouch stuff that's been done is just gestures for little tiny phones. It's mainly for browsing, not necessarily for actual work. That's something I would like to explore quite a lot more.



fantasies about how these gestures could work for real?



es, like //Minority Report//, where you wear these gloves and you can do various things. Even that is still just mainly browsing. I saw one, it was a research project by this guy at Caltech. He had made this table and he wore polarized glasses so he could look down at this table and see a 3D image. And then he had gloves on, and he could sculpt things right in the air. The computer would keep track of where his hand is going. Instead of sculpting clay, you're sculpting this 3D mesh. That seemed quite impressive to me.



about 3D printers, actually?



my mind. I just got something called the Eggbot. You can hold spheres in this thing and it's basically a plotter that can print on spherical surfaces or round surfaces. That's something I'd like to explore some more. I've made various balls with just my photographic panoramas glued onto them. But that could be used to trace an outline for something and then you could go in with pens or paints and add more detail. If you're trying to paint on a sphere, just paint and no photograph, laying out an outline is perhaps the hardest part. If you simplify it, it becomes much easier to make actual images on spheres. That would be fun to explore.