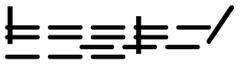
lot of hand made, do-it-yourself activities.

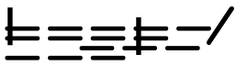


lassic imposition plans?

goal. I did look up classic book binding techniques and how people do it and what sort of problems they encounter. I'm not sure if I've encompassed everything in that, certainly. But just the basics of folding and trimming, I've done my best to be able to do the same sort of techniques that have been done in the past, but only manually. The computer can remember things much more easily.

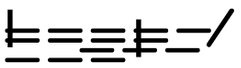
ite fixed, you have this paper size and it works with specific imposition plans. I like the way your tool is very organic, you can play with it. But in the end, something very classic comes out, an imposition plan you can use over and over, which gives a sort of continuity.

into the visualization. There are some technical programs which do really big imposition stuff, but it's always at the printer. Here, you can see the shape being peeled. It's really impressive. I agree with Femke that the program is an art work too, because it's not only technical, it's much more.

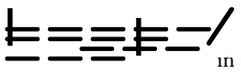


ial imagined in the tool?

ly. When you fold, you introduce slight twists and things like that. And that depends on the stiffness of the paper and the thickness of the paper and I've not adequately dealt with that so much. If you just have one fold, it's pretty easy to figure out what the creep is for that. You can do tests and you can actually measure it. That's pretty easy to compensate for. But if you have many more folds than that, it becomes much more difficult.



about how to do that?



ry interesting. To imagine paper in digital space, to give an idea of what might come out in the end. Then you really have to work your metaphors, I think?