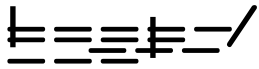




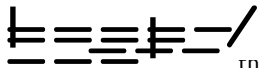
I'm reworking the 3D version to be able to incorporate the flat folding. It is not quite there yet, the problem is the connection between the pages. Currently, in the 3D version, you have a shape that has a definitive form and that controls how things bleed across the edges. When you have a piece of paper for a normal imposition, the pages that are next to each other in the physical form are not necessarily related to each other at all in the actual piece of paper. Right now, the piece of paper you use for the 3D model is very defined, there is no flexibility. Give me a few months!



rent actually.



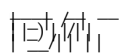
One person wanted to do flexagons, it is sort of like origami I guess, but it is not quite as complicated. You take a piece of paper, cut out a square and another square, and then you can fold it and you end up with a square that is actually made up of four different sections. Then you can take the middle section, and you get another page and you can keep folding in strange ways and you get different pages. Now the question becomes: how do you define that page, that is a collection of four different chunks of paper? I'm working on that!



We move from 2D to 3D as if these pages are empty. But you actually project images on them and I keep thinking about maps, transitional objects where physical space is projected on paper which then becomes a second real space and so on. Are you at all interested in maps?



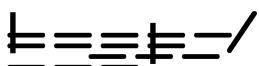
I want to because it is such a well-explored field already. Already for many hundreds of years the problem is how do you represent a globe onto a more or less two dimensional surface. You have to figure out a way to make globe gores or other ways to project it and then glue it on to a ball for example. There is a lot of work done with that particular sort of imagery, but I don't know.



: field!



It be interesting to do though is when you have a ball that is a projection surface, then you can do more things, like overlays onto a map. If you want to simulate earthquakes for example. That would be entertaining.



tic images you make, do you use special equipment for this?