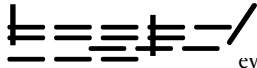


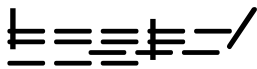
there you go.



Something about your interest in moving from 2D to 3D and back again? It seems everything you do is related to that?



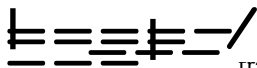
I'm making sculpture of various kinds for quite a long time. I've always drawn. Since I was about eighteen, I started making sculptures, mainly mathematical woodwork. I don't quite have access to a full woodwork workshop anymore, so I cannot make as much woodwork as I used to. It's kind of an instance of being defined by what tools you have available to you, like you were saying in your talk. I don't have a wood shop, but I can do other stuff. I can still make various shapes, but mainly out of paper. Since I had been doing woodwork, I picked up photography I guess and I made a ton of panoramic images. It's kind of fun to figure out how to project these images out of the computer into something that you can physically create, for instance a T-shirt or a ball, or other paper shapes.



work that stays in the computer, or does it always need to become physical?



It's important to make something that I can actually physically interact with. The computer is usually not quite limiting. You can do amazing things with computers, you can pan around an image, that in itself is pretty amazing but in the end I get more out of interacting with things physically than just in the computer.



So, you have moved folding into the computer! Do you enjoy that kind of reverse transformation?



I enjoy figuring out how to do that. In making computer tools, I always try to make something that I can not do nearly as quickly by hand. It's just much easier to do in a computer. Or in the case of spherical images, it's practically impossible to do it outside the computer. I could paint it with airbrushes and stuff like that but that in itself would take a hundred times longer than just pressing a couple of commands and having the computer do it all automatically.