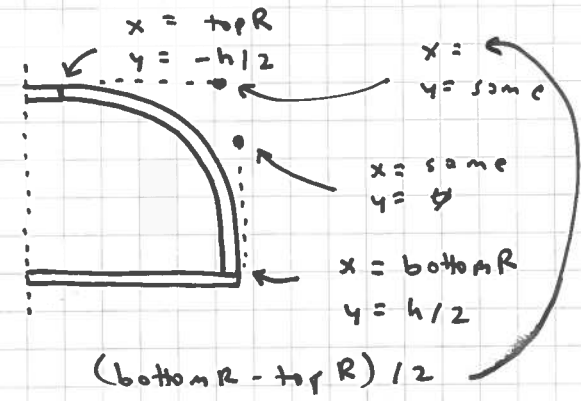
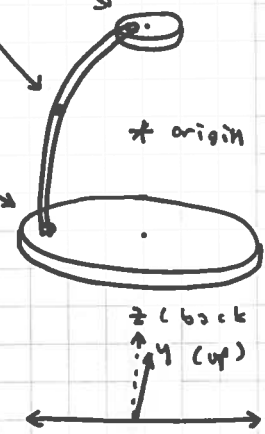
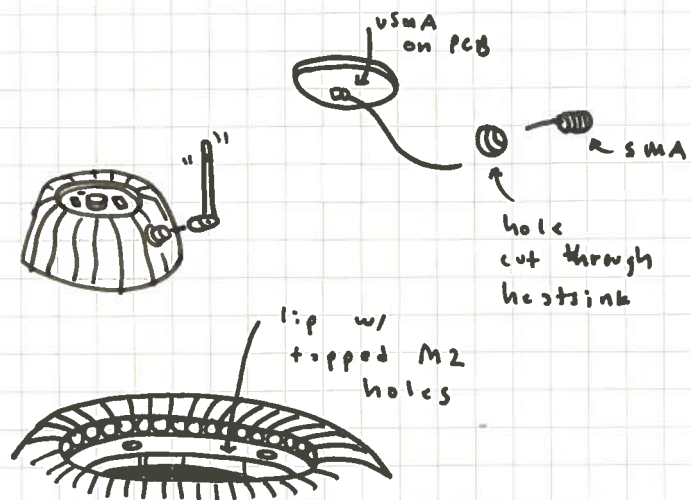


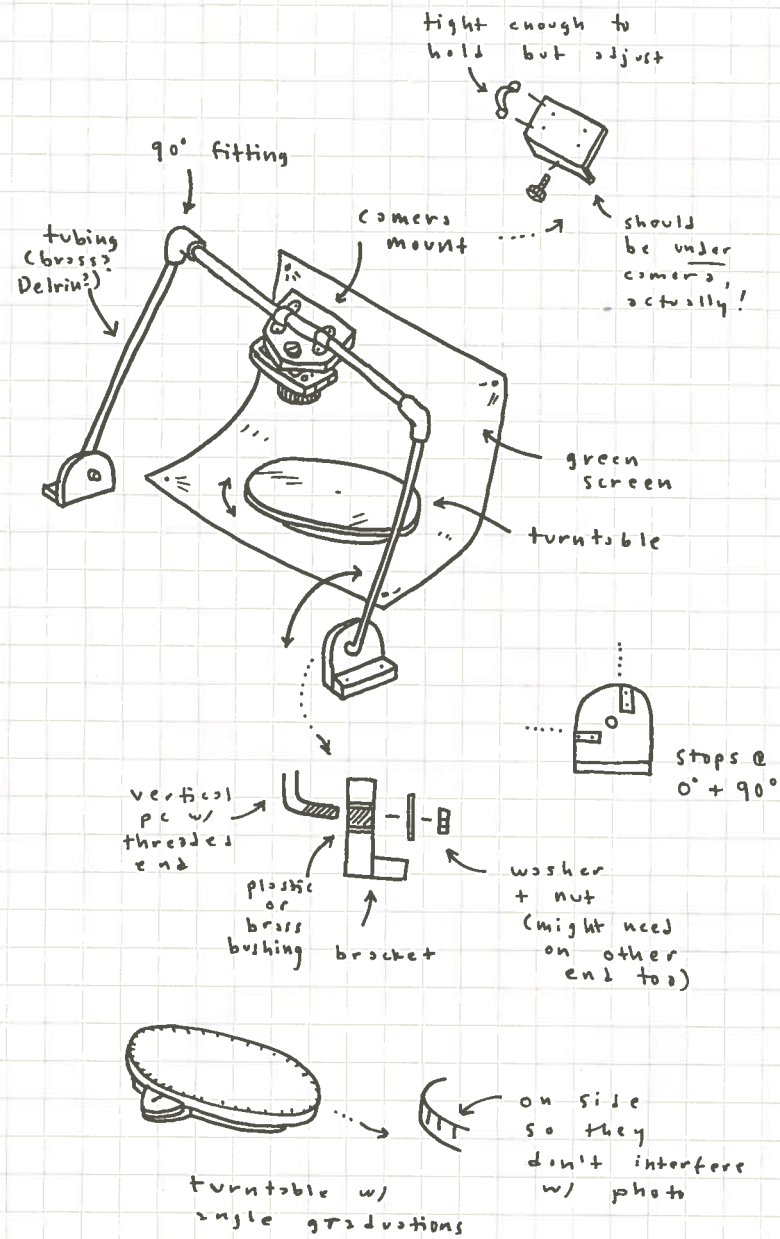
$$\begin{aligned}
 x &= (-300 + -50) / 2 = -175 \\
 y &= (-300 + 300) / 2 = 0 \\
 z &= (0 + 0) / 2 = 0
 \end{aligned}$$

$$\begin{aligned}
 x &= -50 \\
 y &= -300 \\
 z &= 0
 \end{aligned}$$

$$\begin{aligned}
 x &= -300 \\
 y &= 300 \\
 z &= 0
 \end{aligned}$$









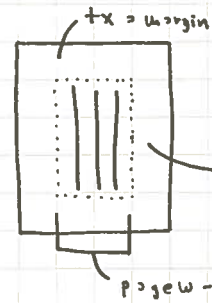
2x  
4y

$$Lx = 2$$

$$Rx = \text{textWidth}(s) + \text{pad}$$

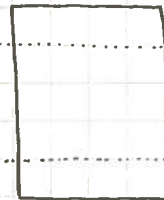
$$Ly = 4$$

$$By = \text{fontSize} + \text{rb pad}$$



$$\text{colw} = (\text{pageW} - (\text{margin} * 2)) / (\text{num} - 1)$$

$$\text{pageW} - (\text{margin} * 2)$$



$$\text{usableH} = \text{pageH} - (\text{margin} * 2)$$

$$\text{wordsPerCol} = \text{usableH} / \text{fontSize}$$

$$\text{wordsPerCol} = \text{usableH} / \text{fontSize}$$

line spacing



$$\text{fontSize} - \text{res}$$

$$\text{space B. vrs}$$

10.00 grams = 7934 grains

0.00126 g = 1 grain

ALL:

0 -

485, 832, 466.46, \*

1 -

375, 664, 058.16, \*

1P6:

0 -

138.10 g

1 -

145.12

1,071,077  
826,871  
165!

1M:

0 -

1122.49 grams

1 -

692.48 g

41.45  
34.94  
37.72

37.72  
38  
31.84

35.97  
34.77  
31.37

33.7  
35.67  
36.52

32.8  
37.7  
35.86

39.97  
38.49  
34.01

34.0  
32.23  
38.76

38.96  
33.71  
38.4  
37.43  
40.77  
34.9

1  
~~34.1~~

30.25  
28.82  
35.51

34.89  
26.27  
27.23

30.53  
35.18  
32.18

32.99

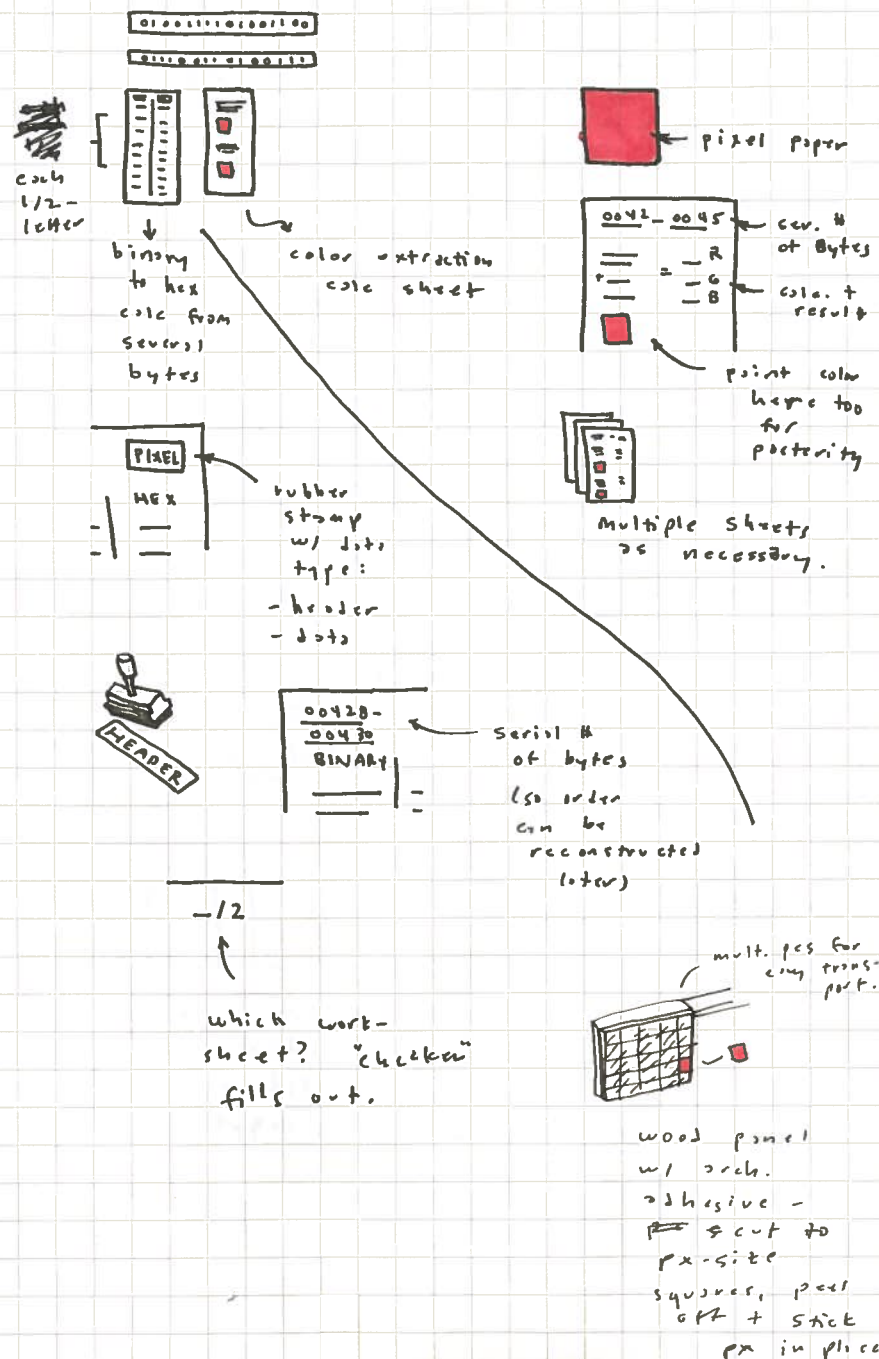
34.4  
33.55  
33.59

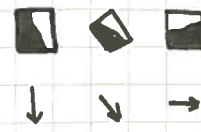
32.4  
36.64  
31.64

31.4  
32.11

41.19  
31.70  
29.44







Rotate grab  
based on dir  
of drag.



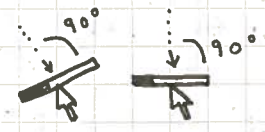
Anything water -  
colored conv. to  
transparent.



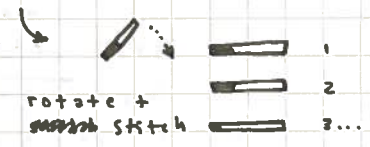
± actually  
grab 1px  
slice from  
rotated  
section.



If moved  
N px (total  
x/y dir), grab  
N px (+ some  
previous?).



Follow dir of  
cursor.



Automated?  
Find 90°,  
look ahead  
for next  
direction  
L/R/U/D.

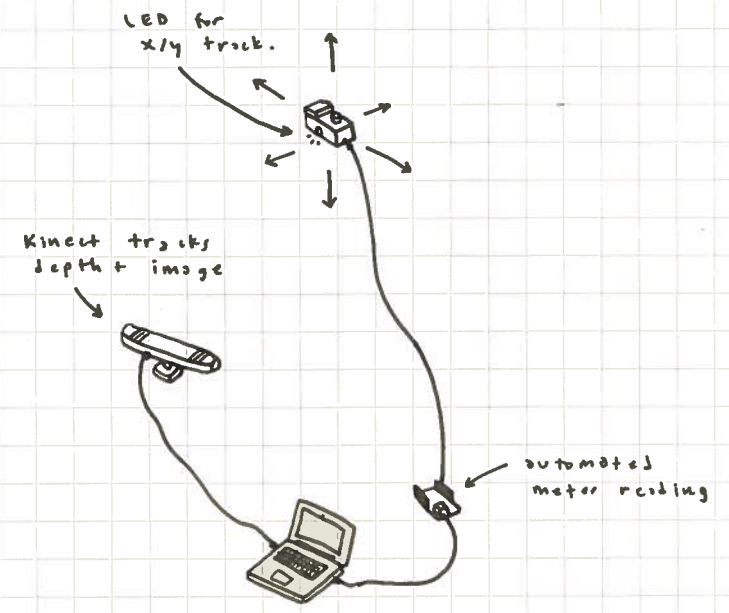
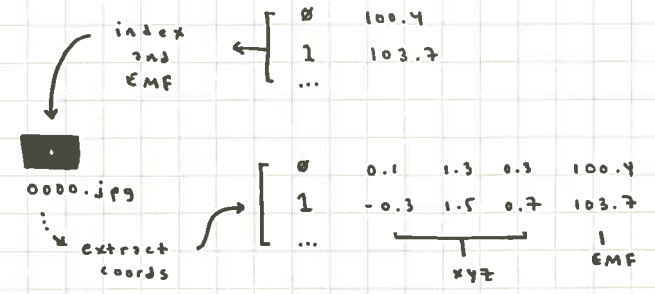
row = 4 bytes.

89	50	4E	47	P N 6	P N 6
0D	8A	1A	8A	...	usual line-endings
13	10	2C	10	...	LEN
0	0	0	0D	...	13 bytes
0	0	0	13	...	
49	48	44	52	I D H R	NAME
1	D	H	R		
0	0	0	02		WIDTH
0	0	0	2		2 px
0	0	0	02		HEIGHT
0	0	0	2		2 px
08	02	0	0	Bit term 8	color type 2
0	2	0	0	inter. meth. 0	comp. meth. 0
0	FD	04	9A		Filter meth. 0
0	253	212	154		CHECKSUM
73	0	0	0	CHECK sum	Next... (padding?)
115	0	0	0		
09	70	40	59		
9	112	72	89		

2 = true color... P H Y

17	49	44	41	I D A	START DATA
.	1	D	A		
54	7B	0A	62	T	T
T	120	218	98		
F8	CF	08	C0		
248	207	192	192		
FD	9F	01	4A		
240	159	1	250		
0	0	0	0		
0	0	0	0		
FF	FF	03	00		
255	255	3	0		
19	F4	02	FE		
25	244	2	254		
B2	AF	0B	85		
178	175	88	133		
0	0	0	0		
0	0	0	0		
49	45	4E	44	I E N D	END DATA
1	E	N	D		

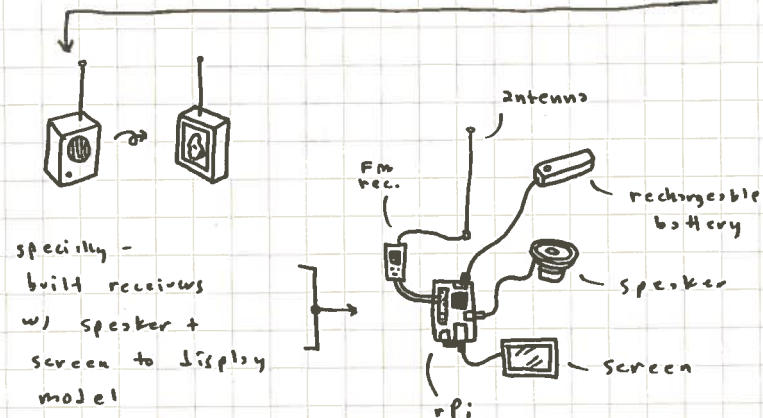
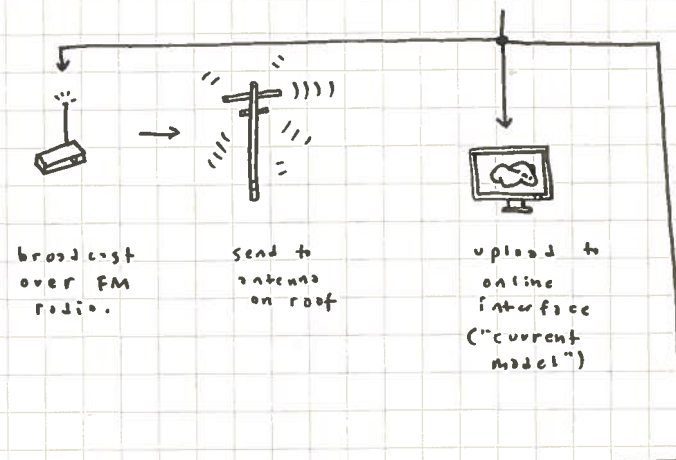
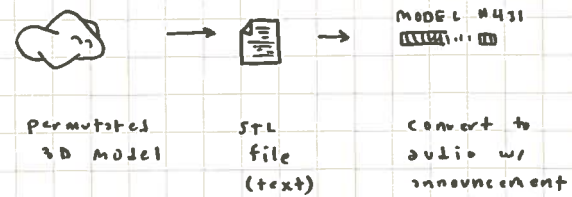


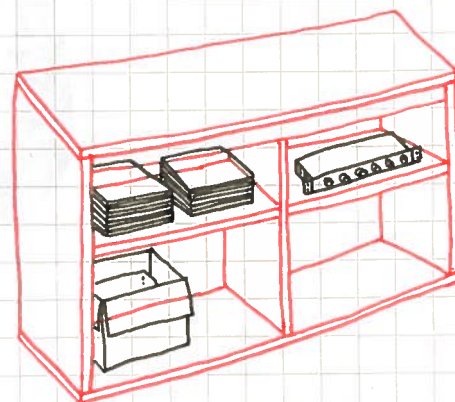


Depth extracts z axis

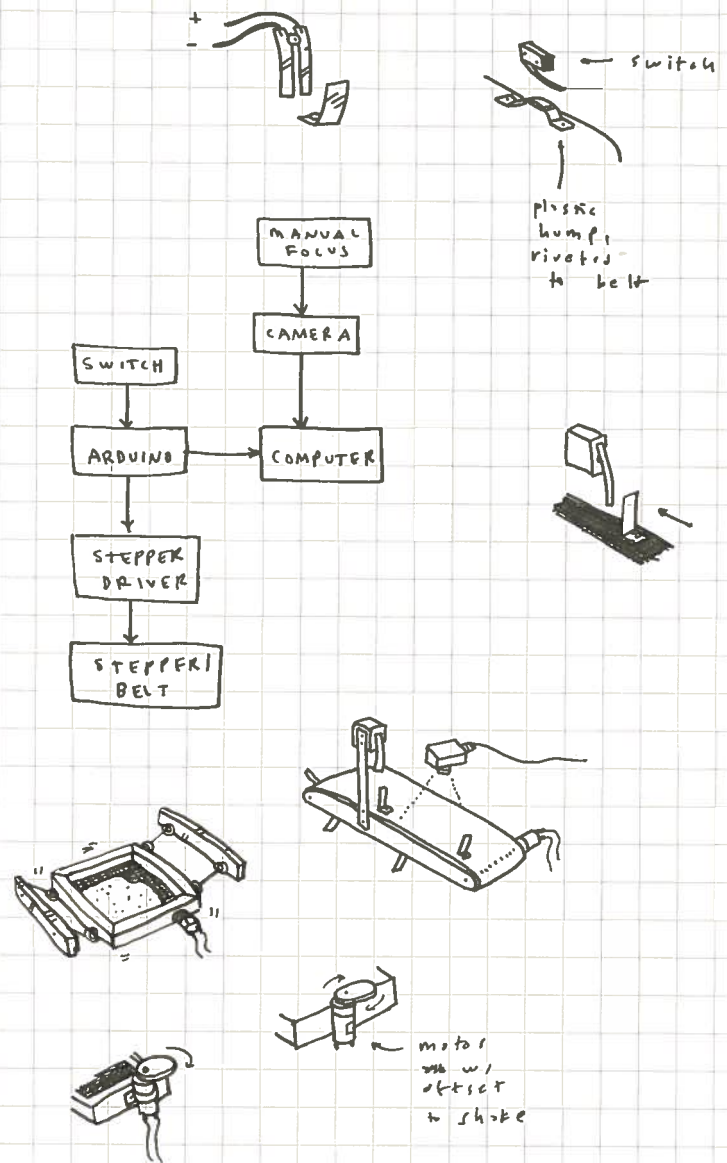


Based on reg. image  
(blob → xy coords)

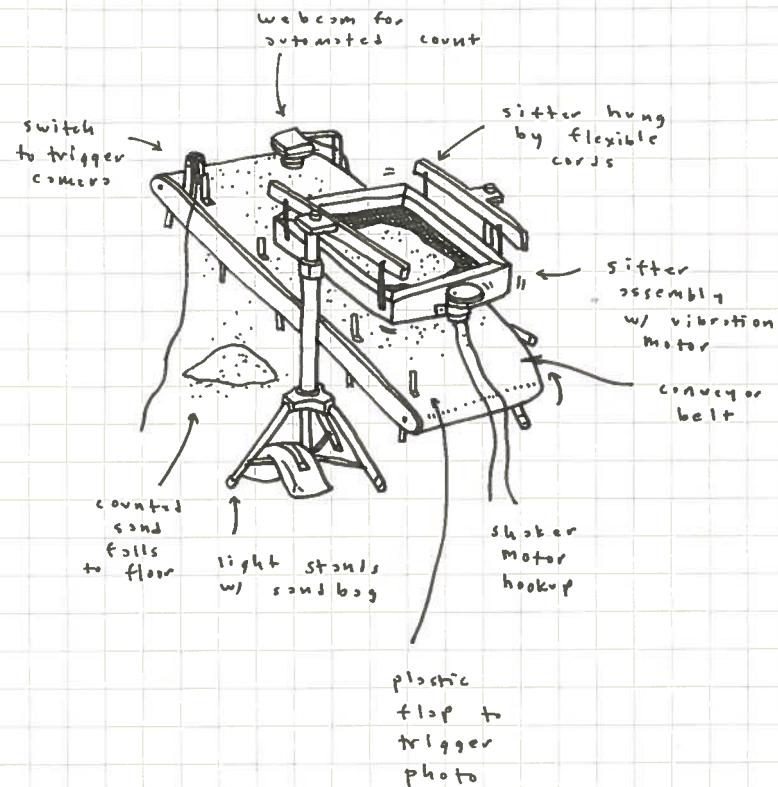








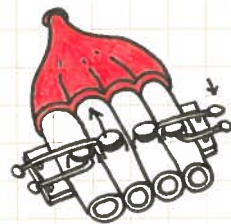
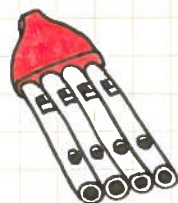
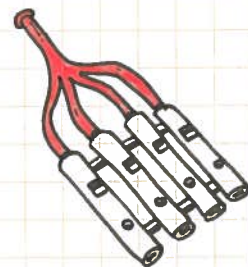


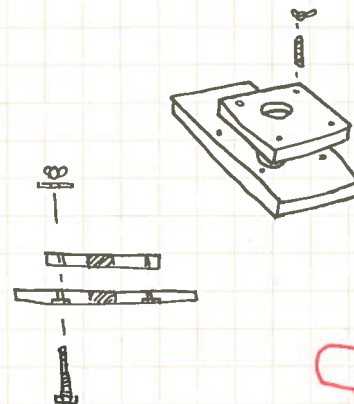


offset vibrate  
motor w/ sifter  
on flexible stand



fixed motor  
+ sifter -  
hits the sifter  
frame for  
controlled  
release.





Ball drilling jig

Dia	Hole
3/4"	.5"
1"	.75"
1.25-1.5"	1"
1.75-2"	1.5"
2.25-2.5"	1.75"
2.75-3"	2"



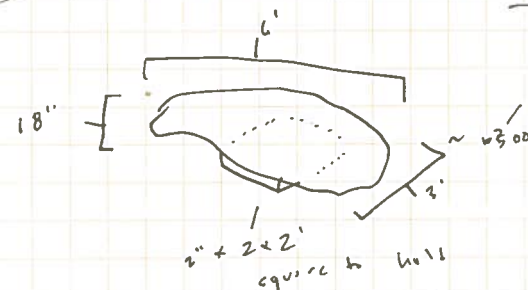
→ .0135" wire die  
→ .038" inner die

Leaving  
1/16" of  
hardcoat

\$1500

messy  
lot of  
work for  
cost.

Epoxy form  
hard coat  
liquid rod  
from Draine Prod.



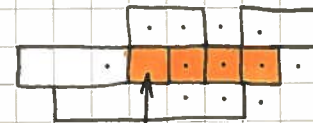
3' 4" x 8'  
standard  
form size

Coatings:  
Frog 3b

z: 18 + 2 for base + 2" = 22"  
x = 6' 4"  
y = 3' 4"

order form,  
ask to be  
made as  
possible.





- enumerate sectors
- check all neighbors

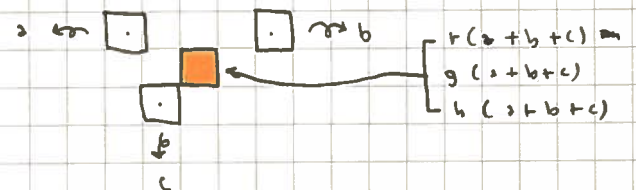
SECTOR NEIGHBORS  
(unique colors)

255, 0, 0	..... 31 .....	create color randomly - test diff
0, 100, 0	..... 16175 .....	
10, 255, 0	..... 29000 .....	

240, 0, 0

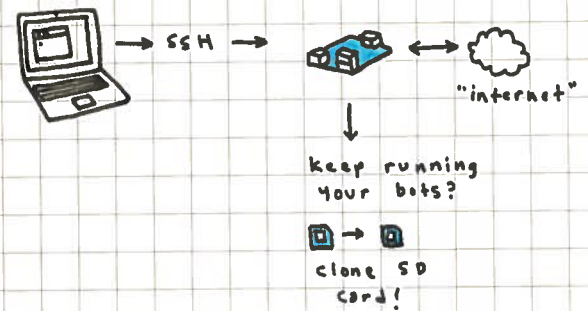
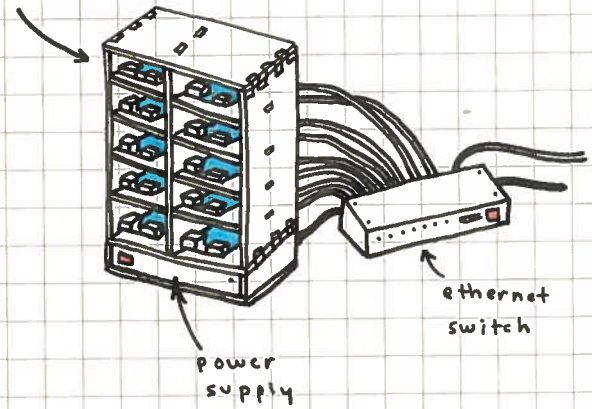
↓

too close?  
regenerate





pi@botserver1  
pw: \*\*\*\*\*



- proc. gen. chiral landscape

↳ sym at diff scales

↳ fractal-like, sym when  
you look closer too.



world nested  
in world, etc...  
mirrors in 3D too



grow  $\frac{1}{2}$ ,  
mirror to  
make full  
level

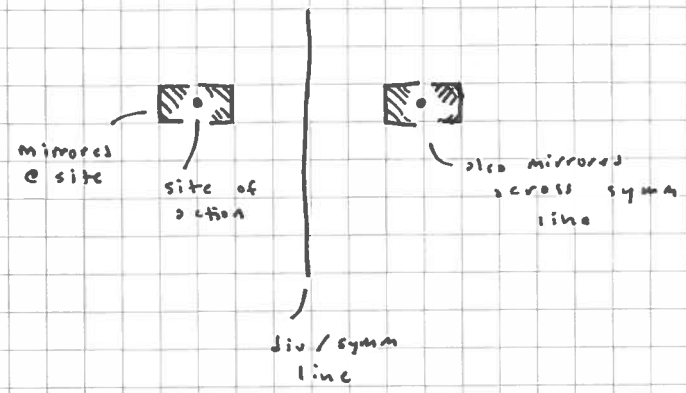
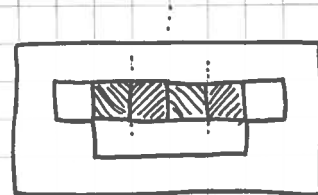
mirrors  
through  
time



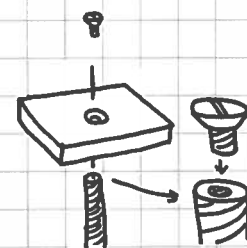
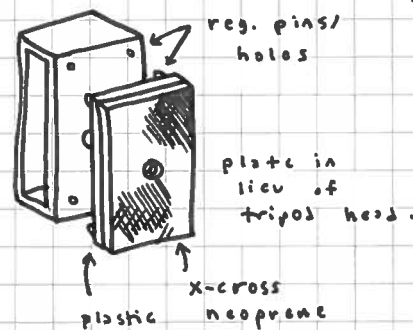
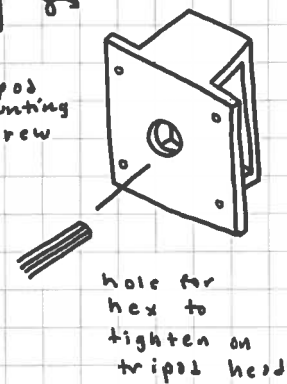
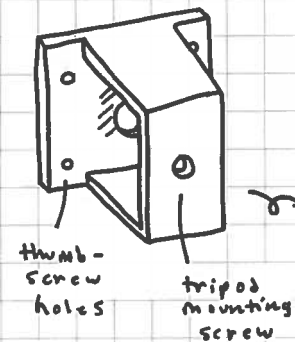
original  
thing



thing  
changed  
over  
time



- overall level
- terrain type
- objects: large  
and  
small
- things (move ind + symm?)
- molecule
- weather?



(Screw into hole, not fully tight, threads locked into place)