■ = Tom Lechner
■ Back to Laidout, and keeping with the physical and the digital. Would there be something like a digital papercut?
■ Not really. Maybe you can have an Arduino and a knife?
■ I was more imagining a well placed crash?
■ In a sense there is. In the imposition view, right now I just have a green bar to tell where the binding is. However when you do a lot of folds, you usually want to do a staple. But if you are stapling and there is not an actual fold there, than you are screwed.

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## FEMKE SNELTING TOM LECHNER --LUDIVINE LOISEAU PIERRE MARCHAND

We discovered the work of Tom Lechner for the first time at the Libre Graphics Meeting 2010 in Brussels. Tom traveled from Portland, US to present Laidout, an amazing tool that he made to produce his own comic books and also to work on three dimensional mathematical objects. We were excited about how his software represents the gesture of folding, loved his bold interface

What is Laidout?

Well, Laidout is software that I wrote to lay out my cartoon books in an easy fashion. Nothing else fit my needs at the time, so I just wrote it.

It does a lot more than laying out cartoons?

It works for any image, basically, and gradients. It does not currently do text. It is on my todo list. I usually write my own text, so it does not really need to do text. I just make an image of it.

My feeling about your work is that the time you spent working on the program is in itself the most intriguing part of your work. There is of course a challenge and I can imagine that when you are doing it like the first time you see a rectangle, and you see it mimic a perspective you think wow I am folding a paper; I

You said you had no experience in programming? You studied in art school?

## Femke Snelting

## Tom Lechner

Ludivine Loiseau Pierre Marchand

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