**HapticPrint: Designing Feel Aesthetics for 3D Printing (UIST 15)**

Digitally fabricated objects are often rigid and lack the feel desired by designers. HapticPrint is a pair of design tools to easily modify the feel of passive 3D model including tactility, compliance, and mass distribution.

**MetaMorphe: Designing Expressive 3D Models for Digital Fabrication (C&C 15)**

MetaMorphe, a novel digital fabrication framework that uses a common web-programming metaphor to enable users to easily transform static 3D models into re-formed, re-made, and re-imagined customized personal artifacts.

**Fl.UIs: Liquid-Mediated Vision Based Touch Surfaces (TEI 15)**

Fluid User Interfaces (Fl.UIs) are liquid-based touch surfaces that use computer-vision to detect and interpret a range of tactile user inputs. It uses unique shape outlines to displace an internal colored liquid to regions-of-interest for a camera.

Bio

Cesar Torres is a Computer Science & New Media PhD student at UC Berkeley advised by computer-scientist-artist Eric Paulos. His research projects explore digital fabrication technologies as exciting, critical new media. He recently made design tools for enabling data sculpture, dynamic modeling, and haptic design for 3D printing. He also moonlights as a graphic designer and street muralist. He holds a BA in Art Practice and BS in Computer Science from Stanford.