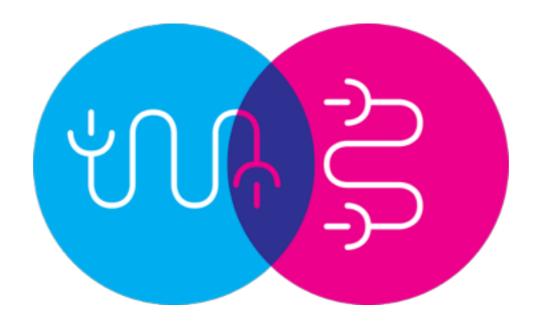
Interactive Brick



Balandino Di Donato

Per-Olov Jernberg





Goal

musician •

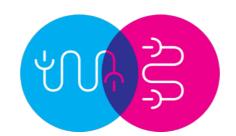
gesture touch minded

hackable elaborators

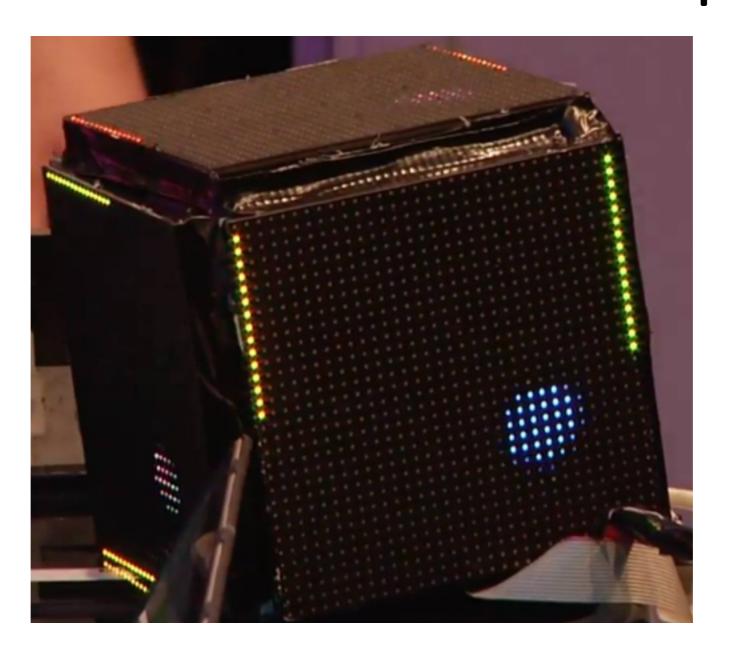
onen generators

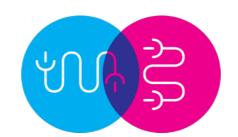
self-powered

visual-feedback interactive



#MFTScandi - CubeInSphere





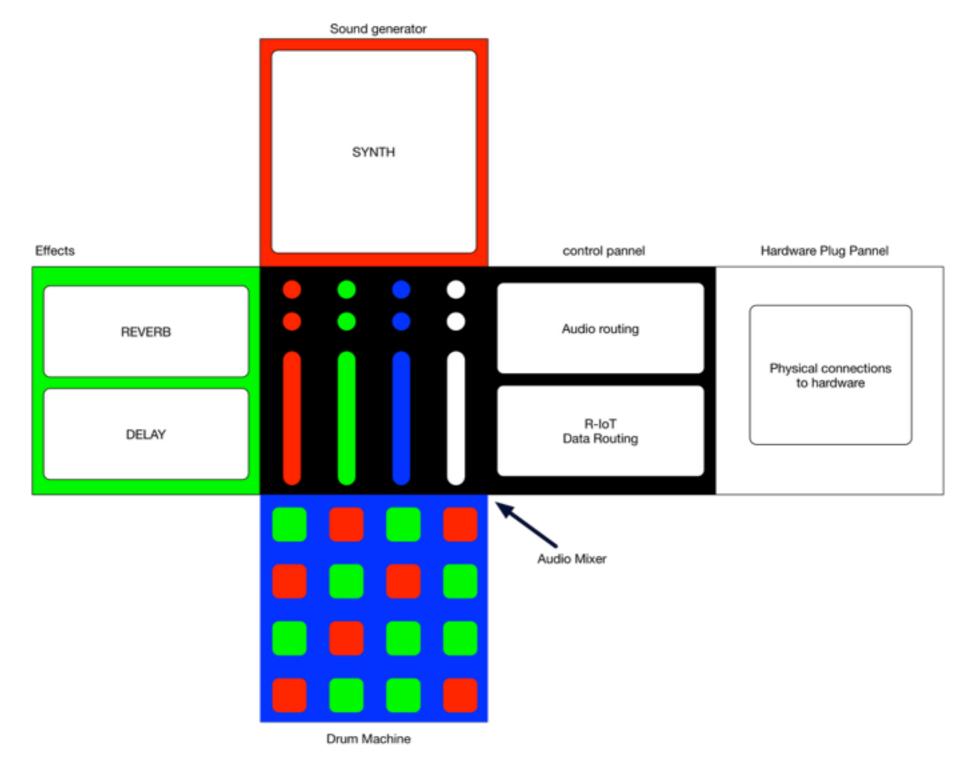
#MFTScandi - CubeInSphere

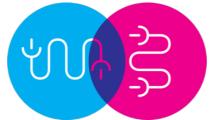


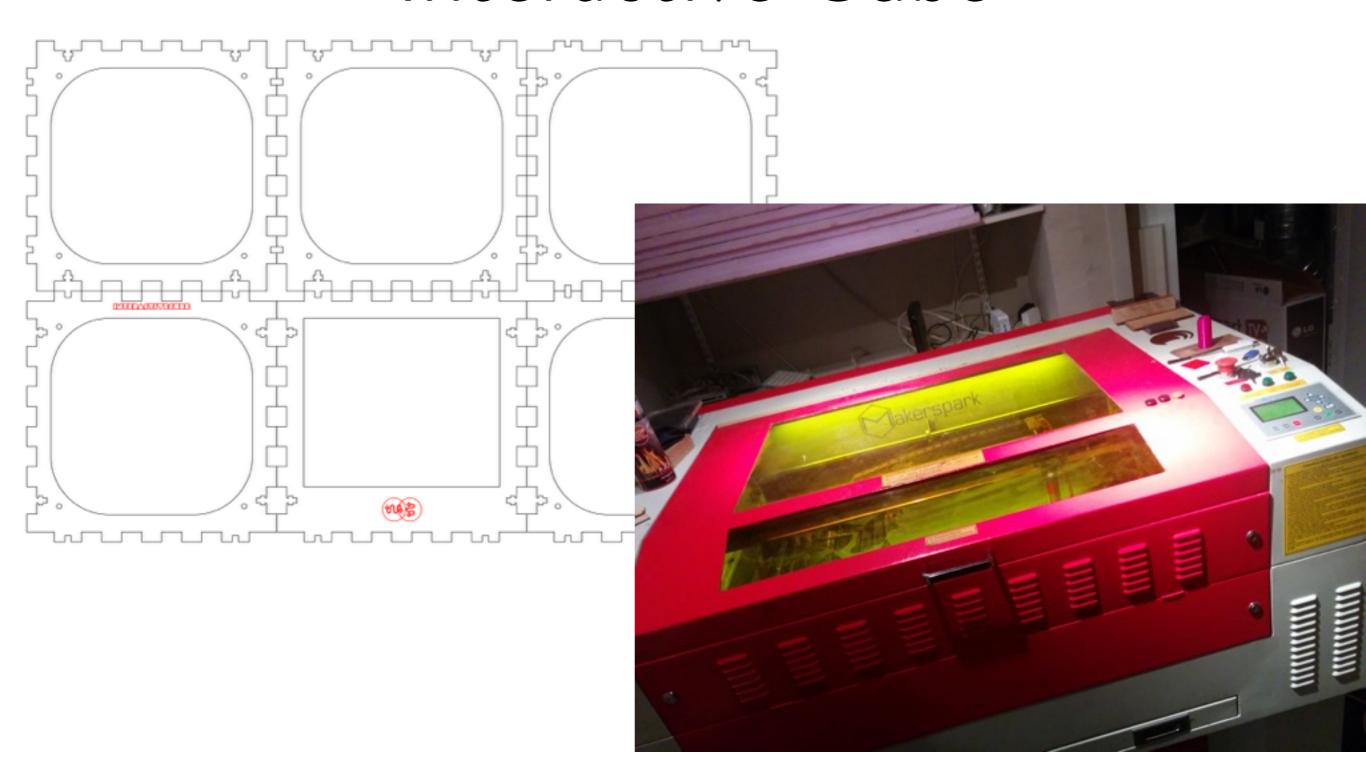


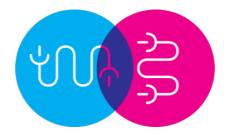
```
OpenSCAD - a.scad
                                    translate([-70,-70,24])
cube([140,140,3]); // 3mm thick
 // C1() tedponel();
C2() translate([0,0,30]) ledponel();
CS() translate([0,0,30]) ledpanel();
// C4() ledponel();
C5() ledponel();
 // CGC) ledgenel(C);
G2() translate((0,0,0)) side();
C4() side();
CI() side();
color("red")
translate([-45,-30,10])
cube([90,60,15]);
calor("alue")
translate([-64,-35,-20])
sube([128,70,15]);
 C4C) glass():
(3() glass();
(2() translate([0,0,60]) glass();
(3() translate([0,0,60]) glass();
 module wline() {
translate([-70,0,70])
         color("red")
difference() {
                  rotate(v=[1,0,0], a=00)
                  translate([0,0,-68])
cylinder(r=30, b=136);
                  color("block")
                  ) Onejnu
                           rotate(v=[1,0,0], a=90)
                          tronslate([0,0,-88])
cylinder(r=22, h=168);
                           tronslate([2,-80,-50]) cube([80,160,160]);
                           translate([-50,-80,-53]) cube([80,100,53]);
translate([0,-80,25]) cube([31,160,3]);
translate([-27,-80,-18]) cube([3,160,18]);
                                                                                                                                                                                                      Module cache size: 0 modules
Compiling design (CSG Tree generation)...
Compiling design (CSG Products generation)...
PolySets in cache: 17
PolySet cache size in bytes: 29064
CGAL Polyhedrons in cache: 0
CGAL cache size in bytes: 0
Compiling design (CSG Products normalization)...
Normalized CSG tree has 111 elements
CSG generation finished.
Total rendering time: 0 hours, 0 minutes, 0 seconds
       )
 // xline();
 retate(v=(0,0,-1], a=90)
tronslote([-20,0,20]) sline();
Vewport: translate = [ 0.00 0.00 0.00 ], rotate = [ 73.90 0.00 116.00 ], distance = 2259.77
```



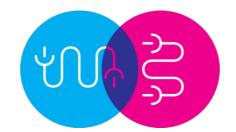


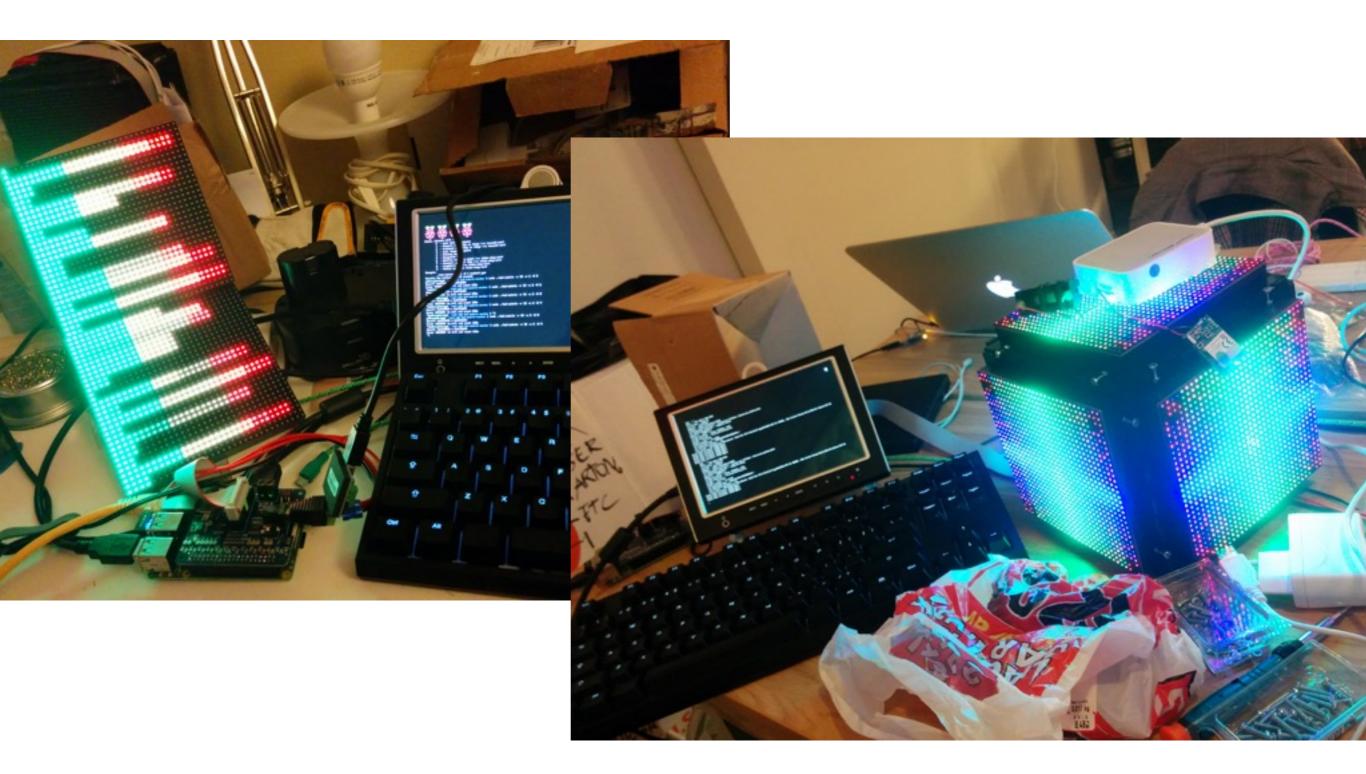




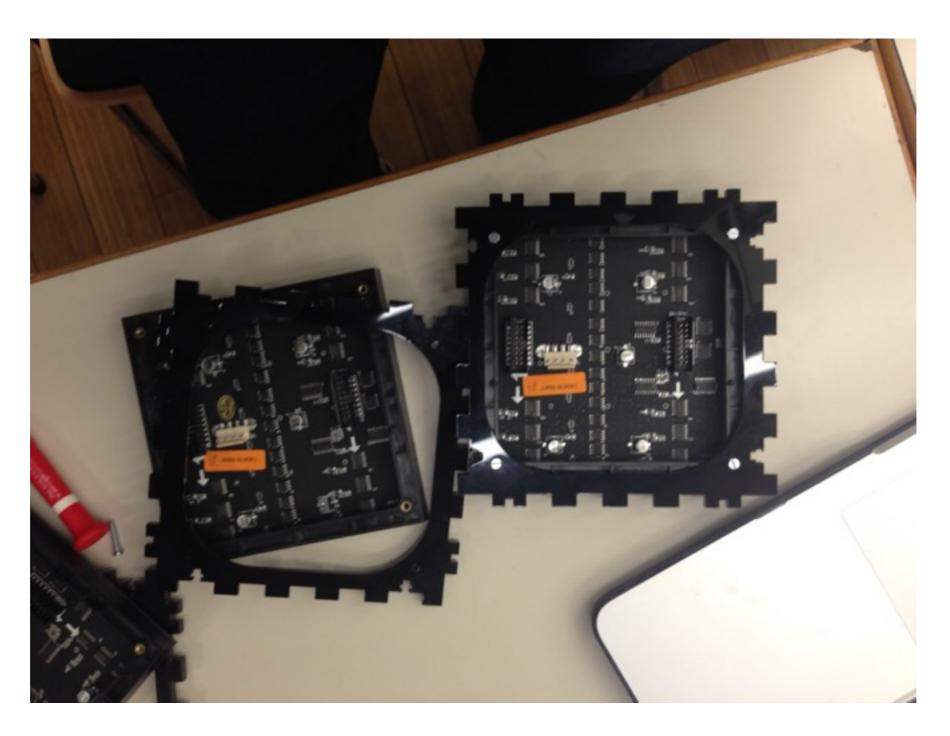


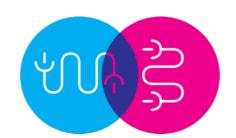


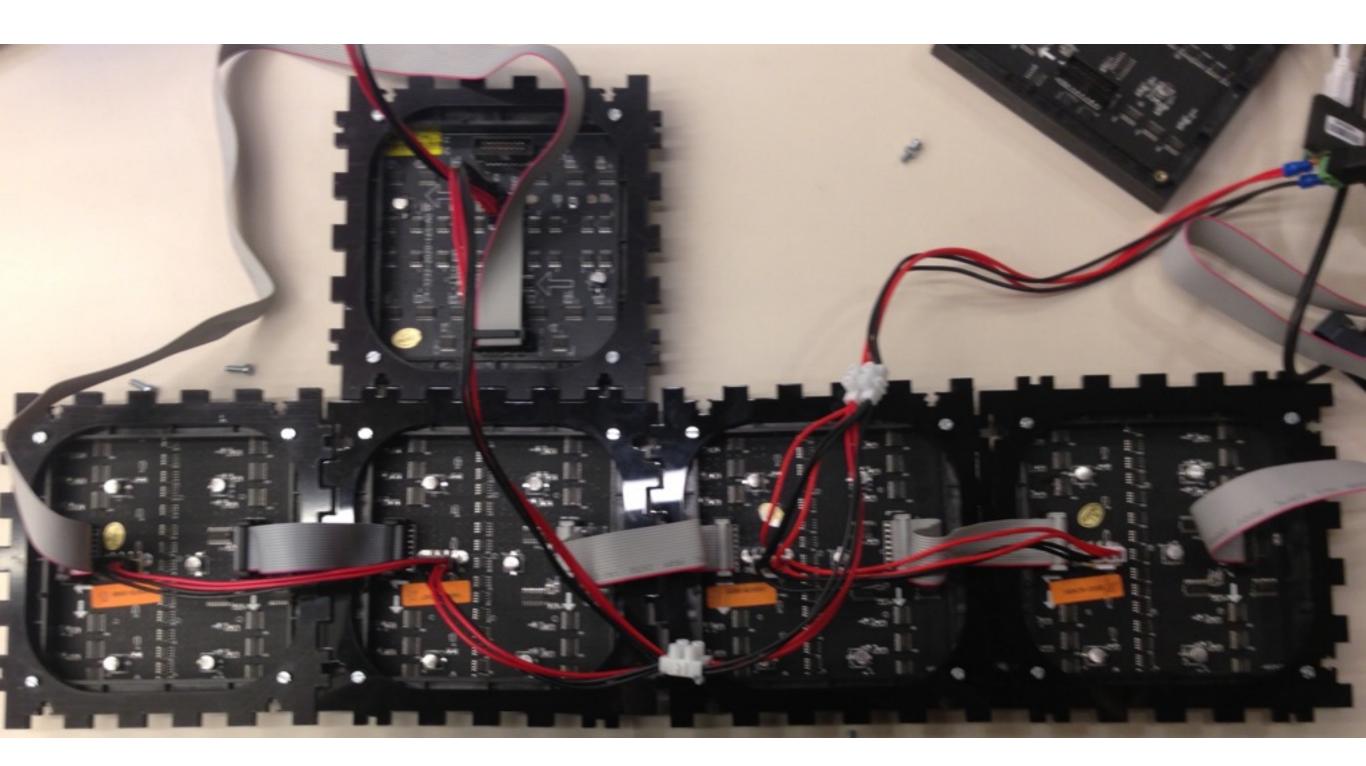


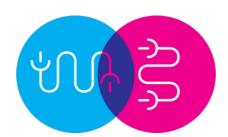


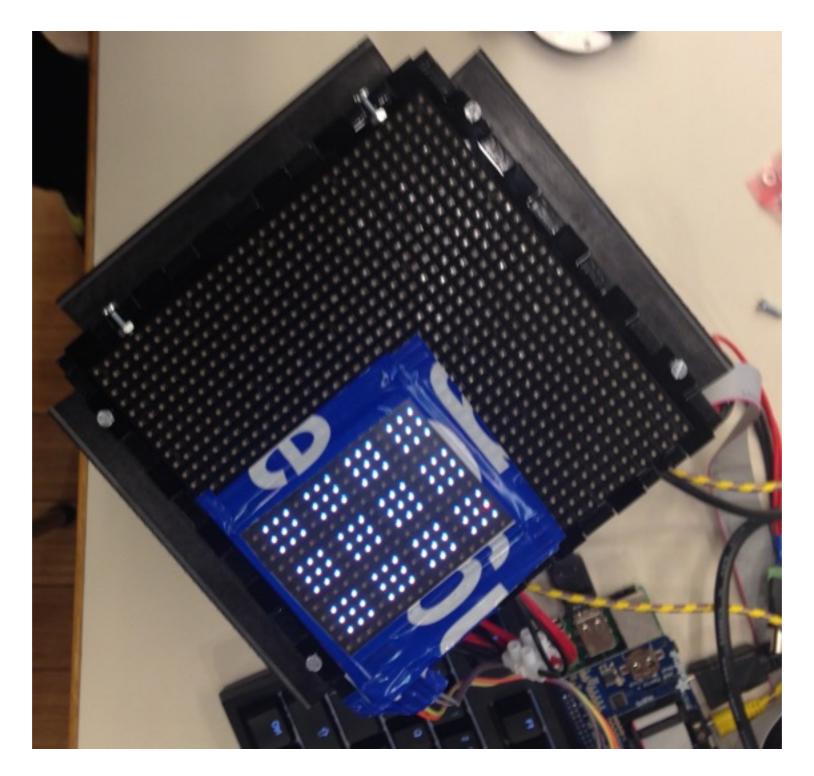


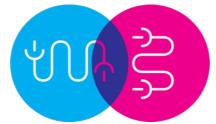






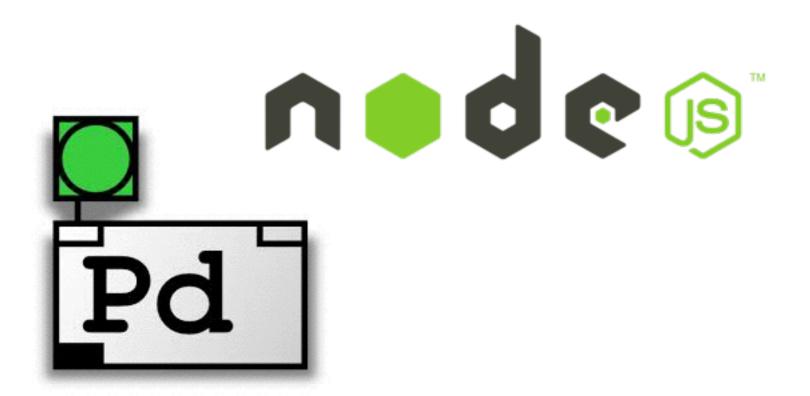


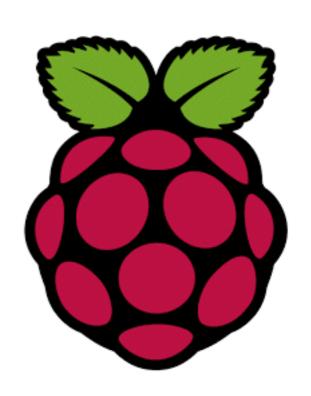






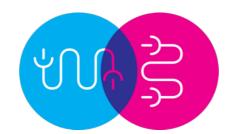


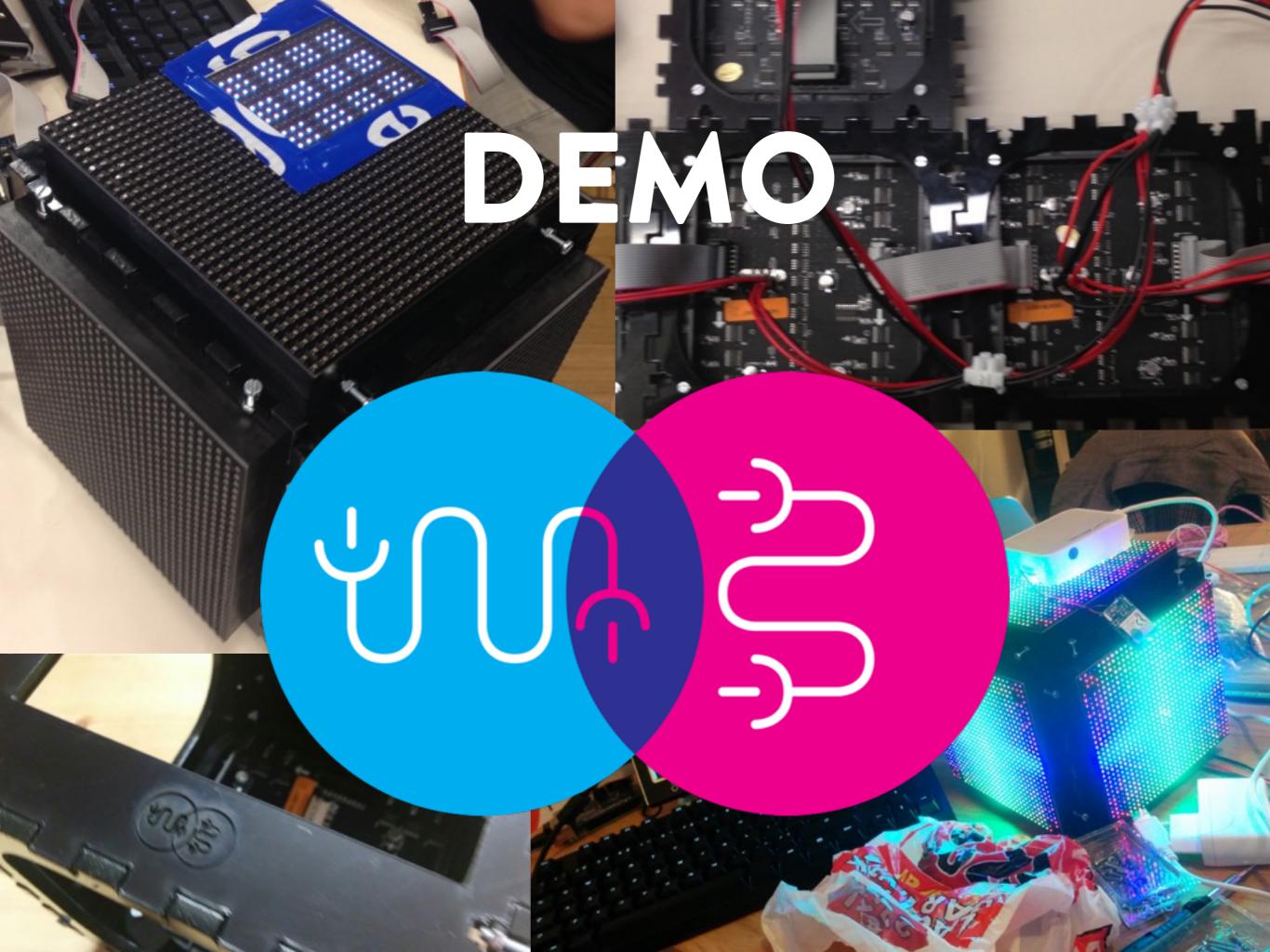








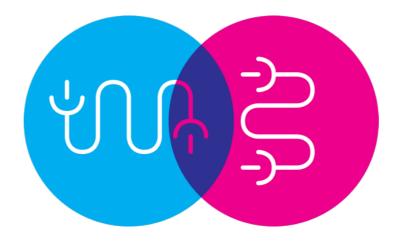




Thanks!

https://github.com/interactiveBrick

Interactive Cube



Balandino Di Donato



Per-Olov Jernberg

