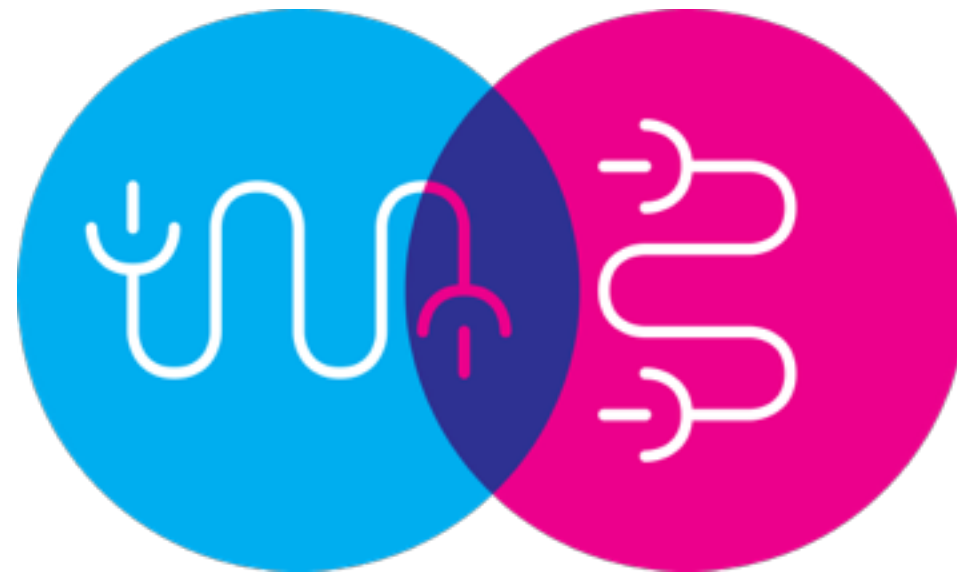


# Interactive Brick



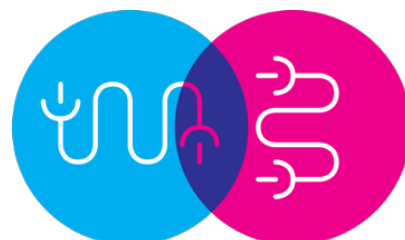
Balandino Di Donato

Per-Olov Jernberg

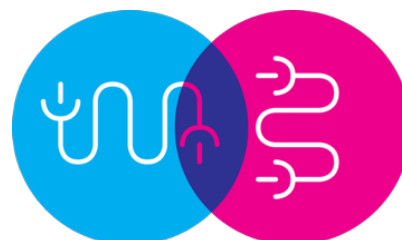
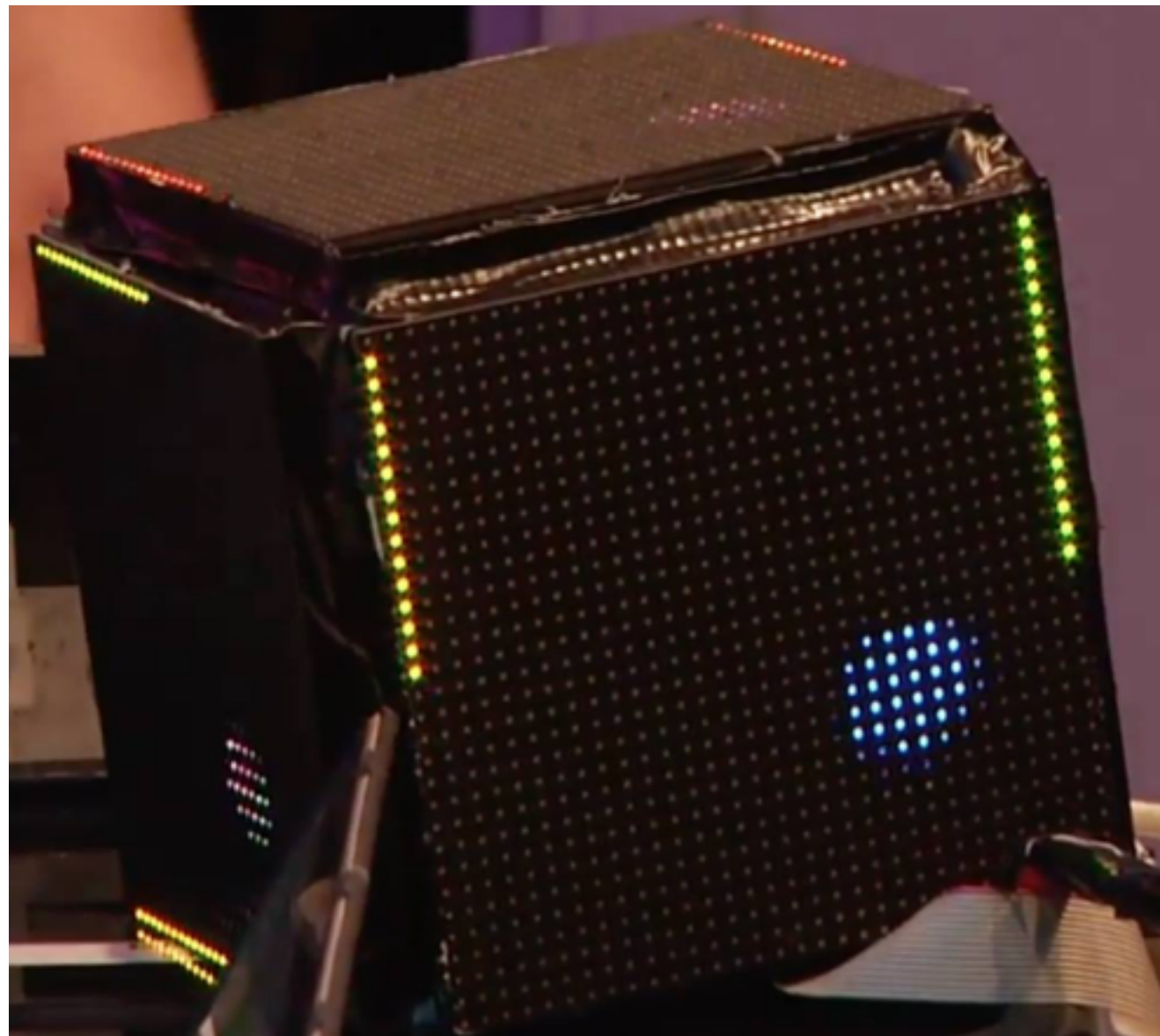


# Goal

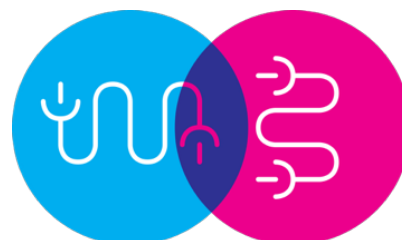
gesture touch musician  
minded  
hackable elaborators  
generators  
open  
self-powered  
visual-feedback **interactive**



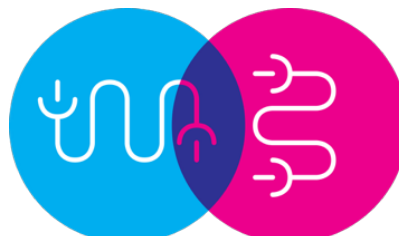
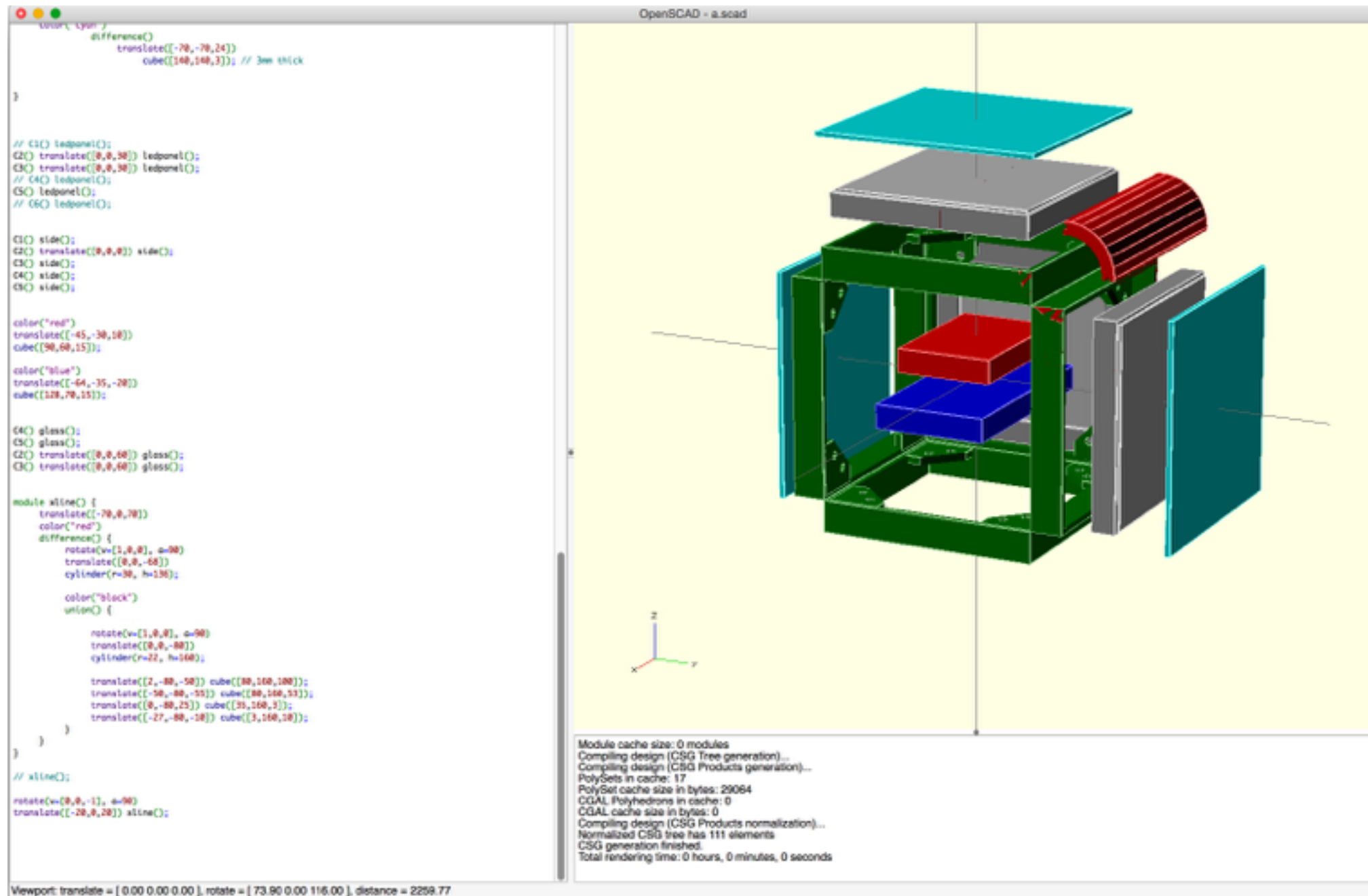
# #MFTScandi - CubeInSphere



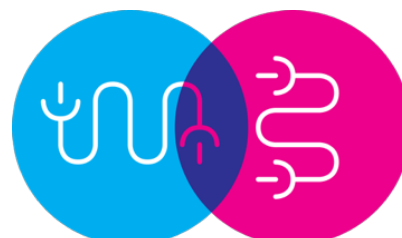
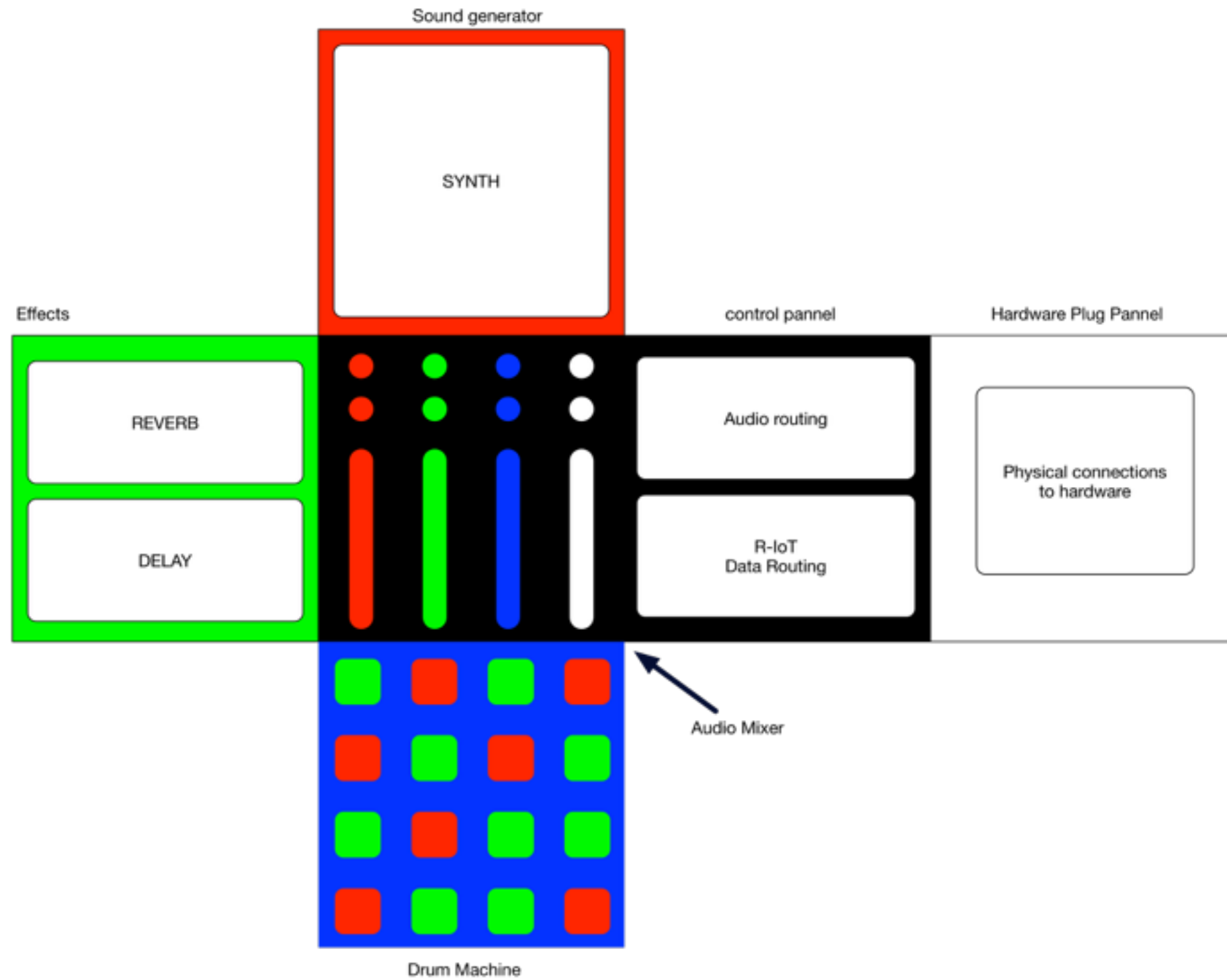
# #MFTScandi - CubeInSphere



# Interactive Cube

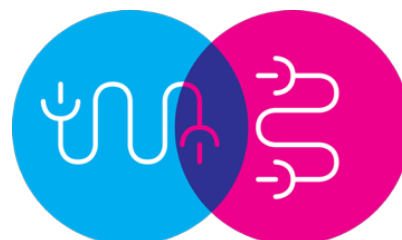
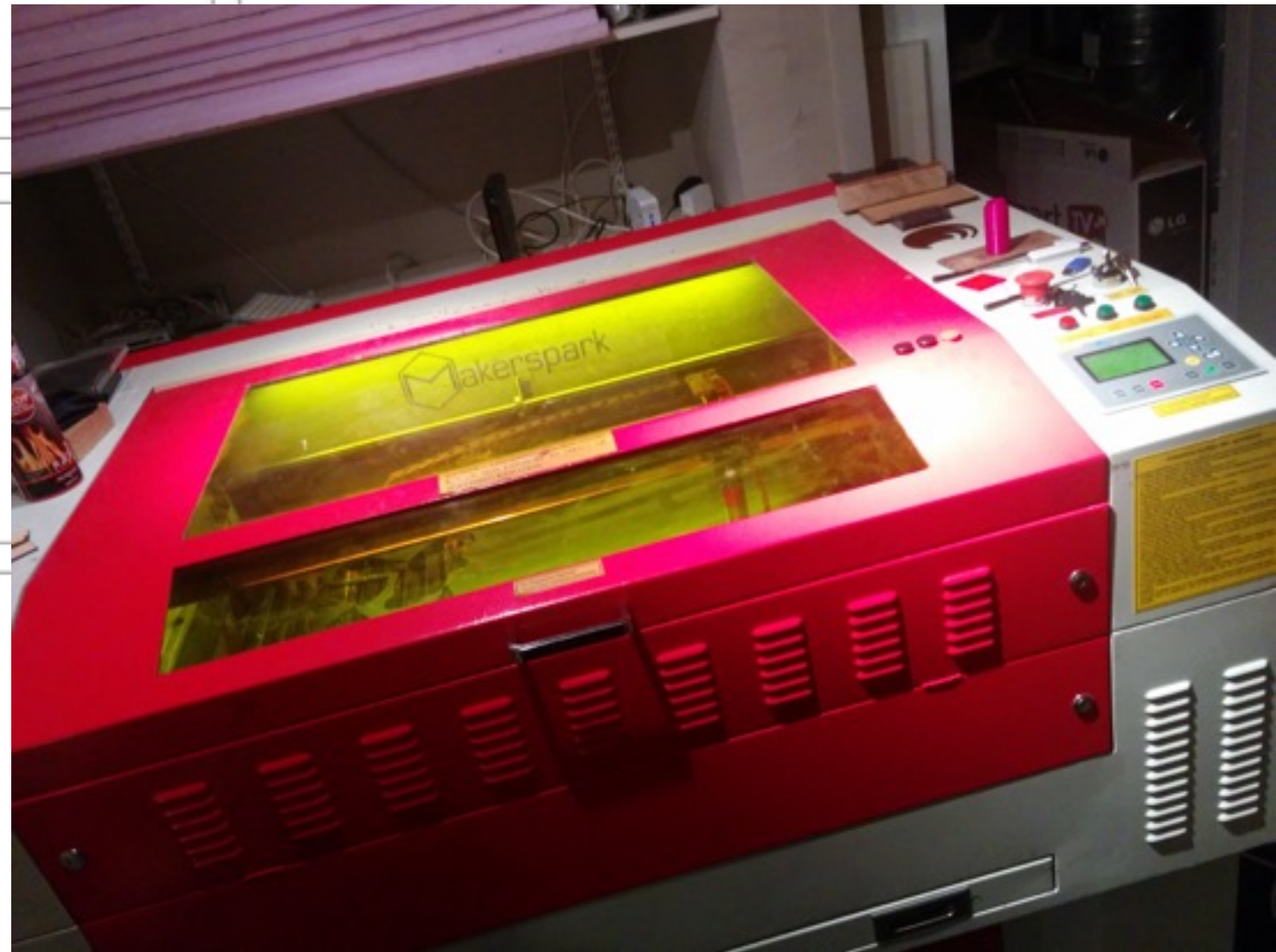
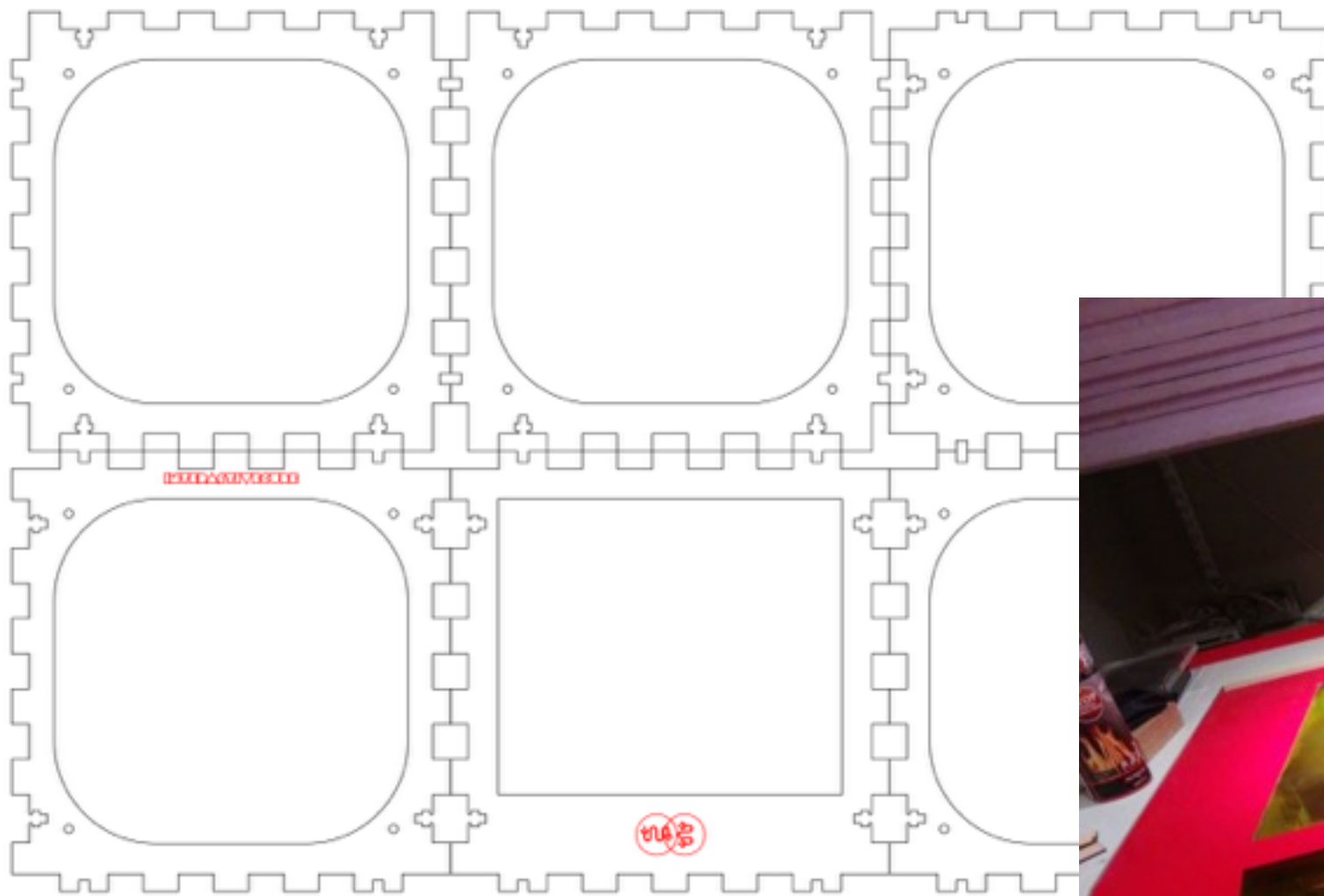


# Interactive Cube

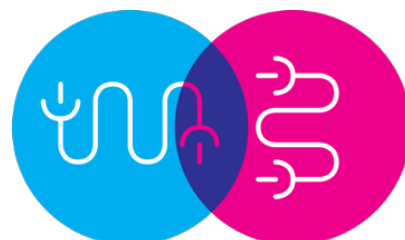




# Interactive Cube

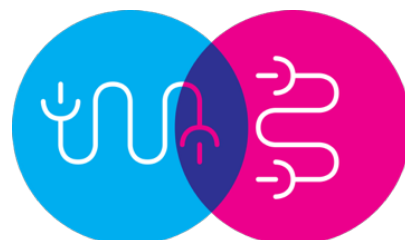
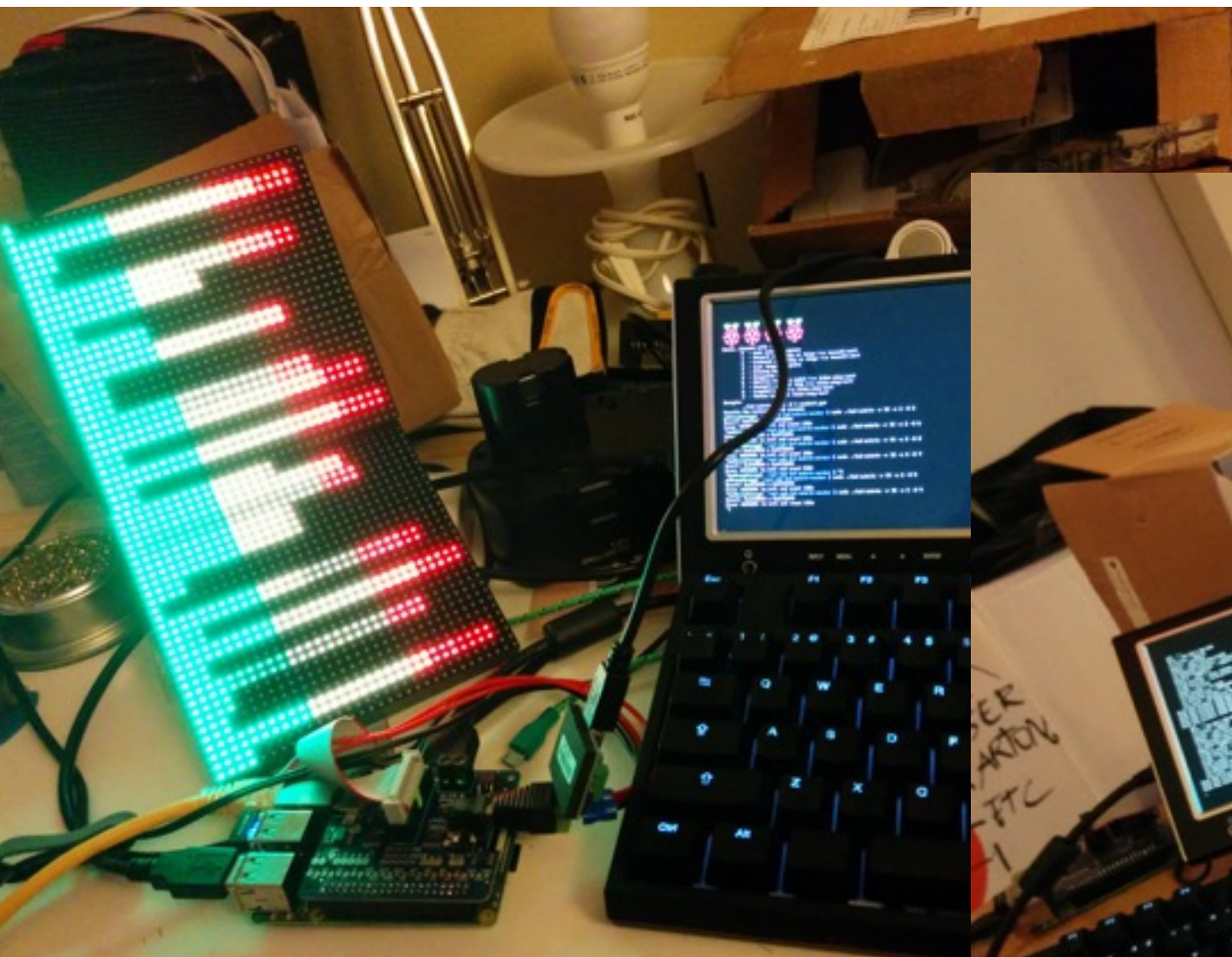


# Interactive Cube



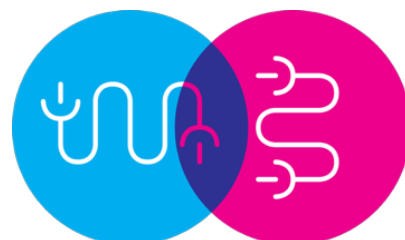
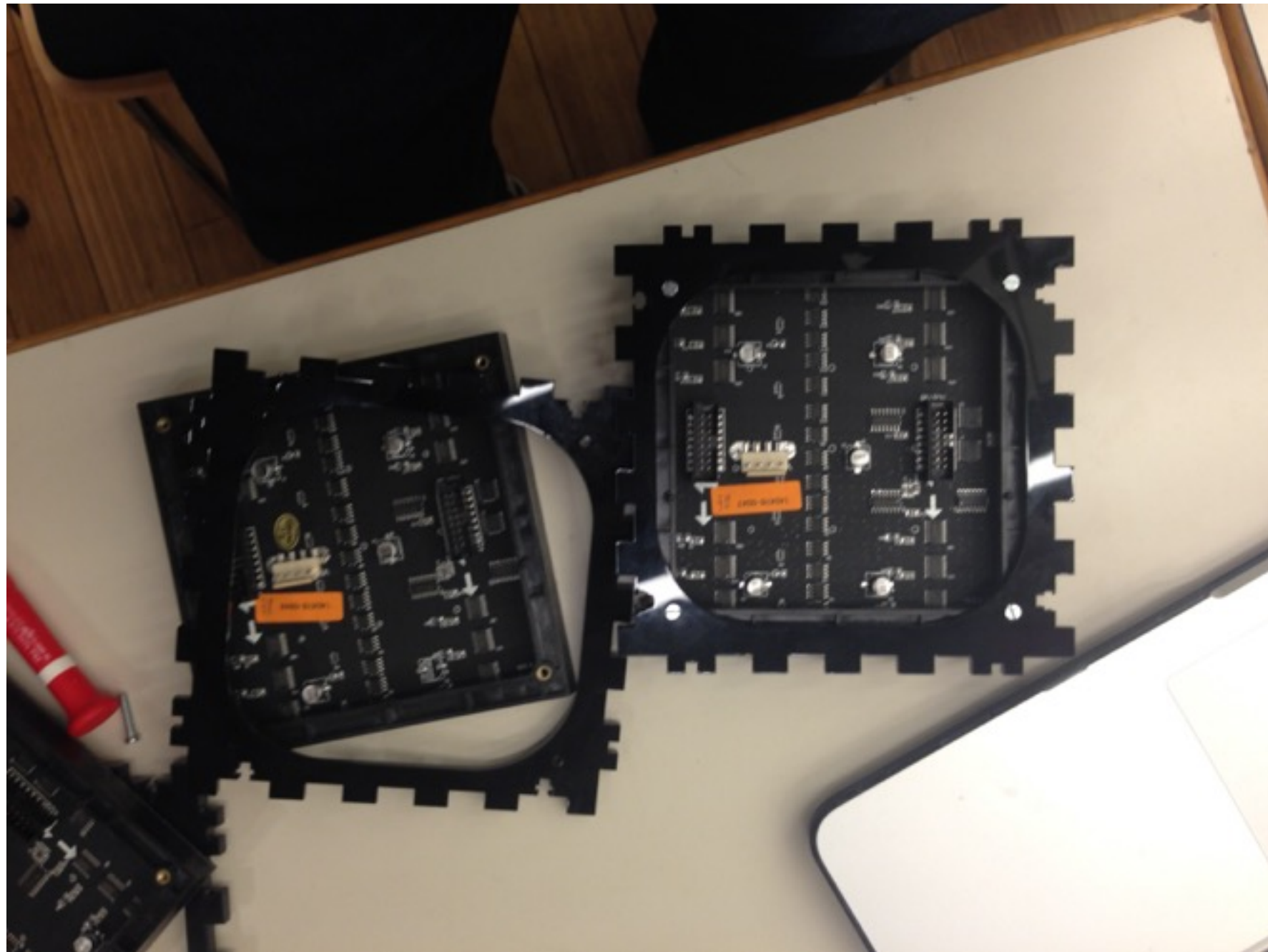


# Interactive Cube

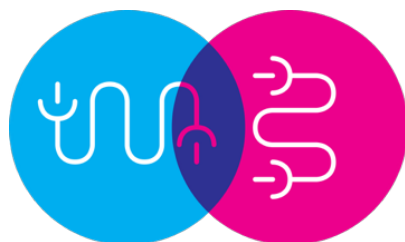
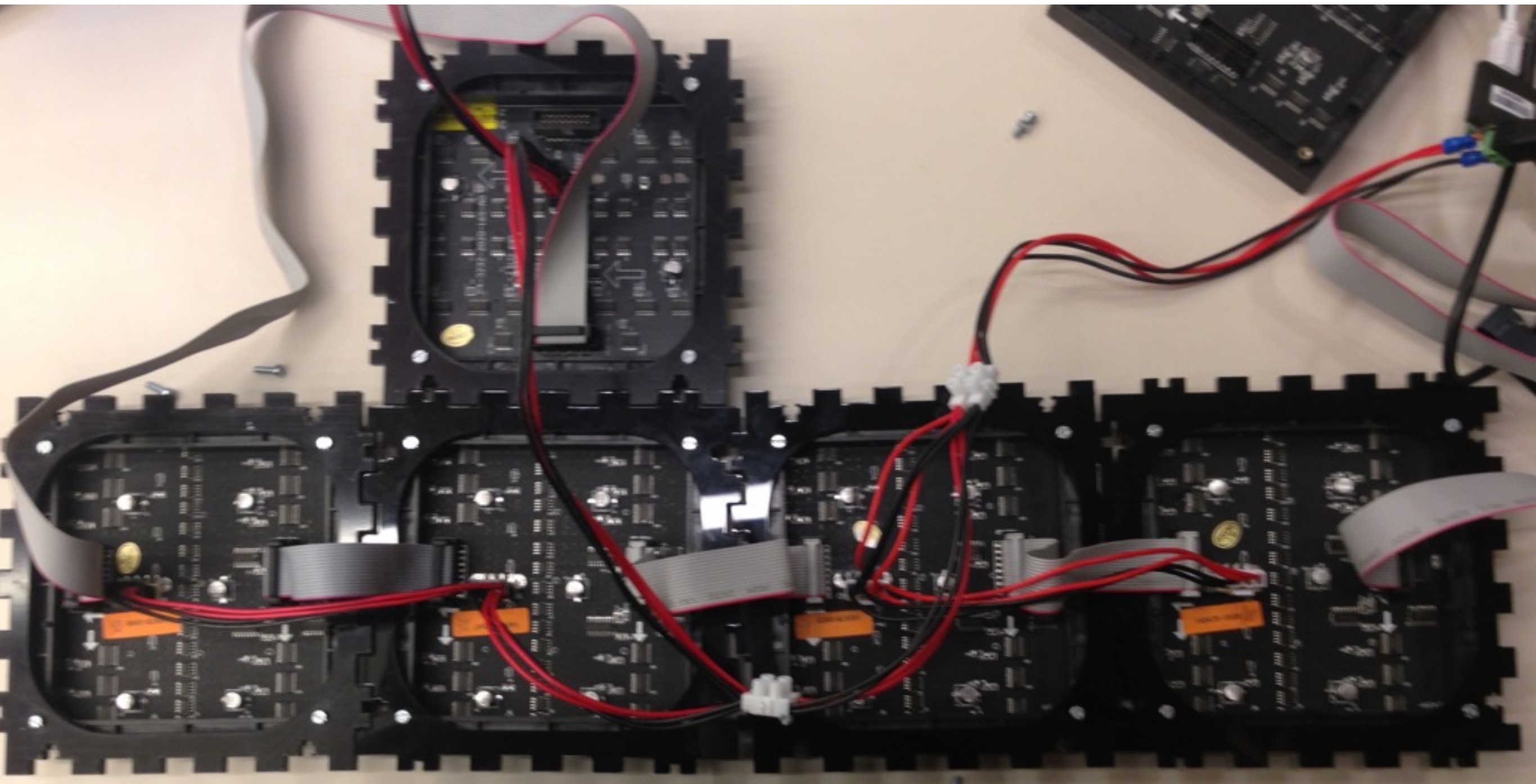




# #MTFCentral - Interactive Brick

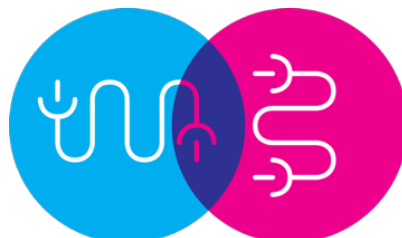
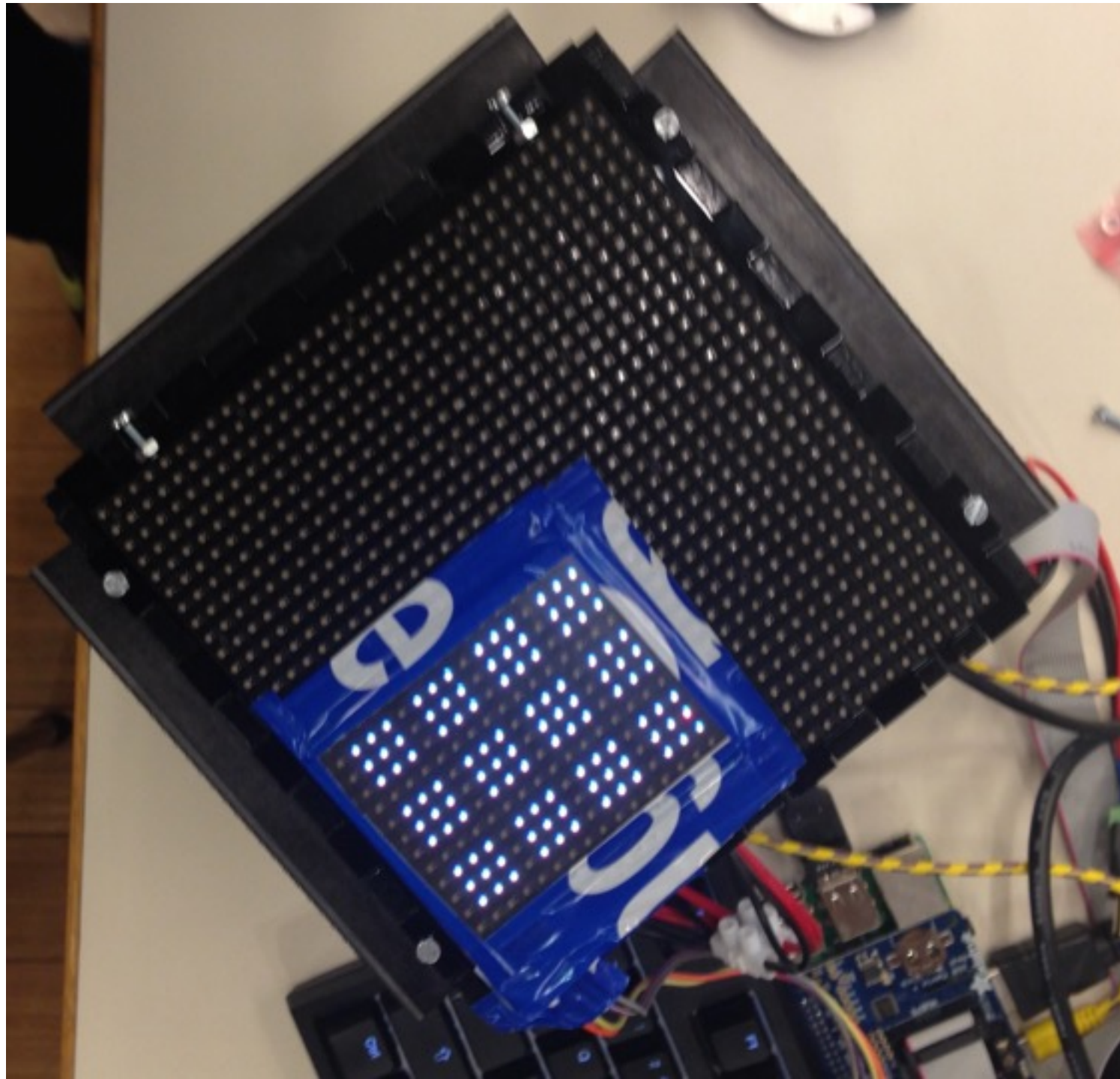


# #MTFCentral - Interactive Brick

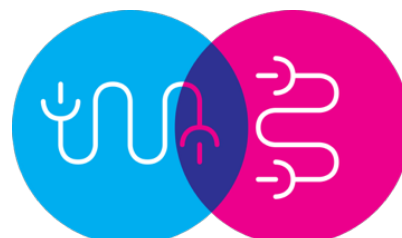




# #MTFCentral - Interactive Brick

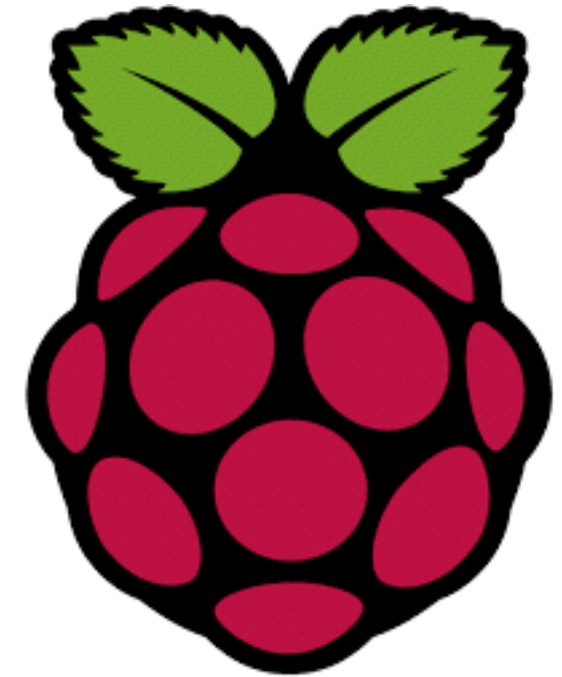
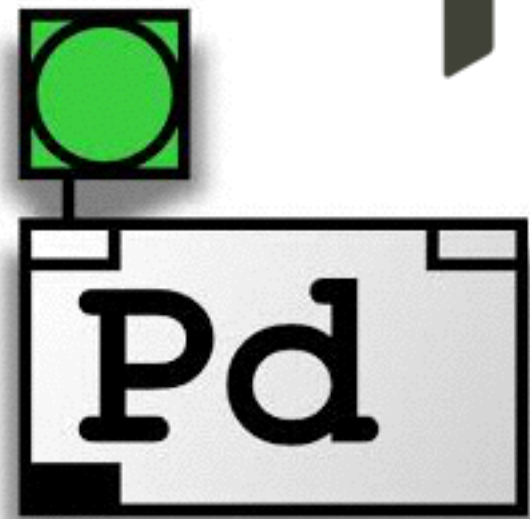


# #MTFCentral - Interactive Brick

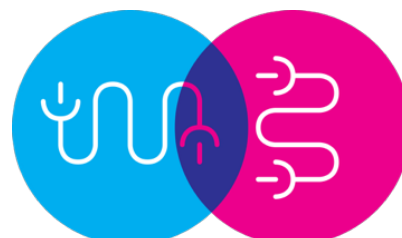




# #MTFCentral - Interactive Brick

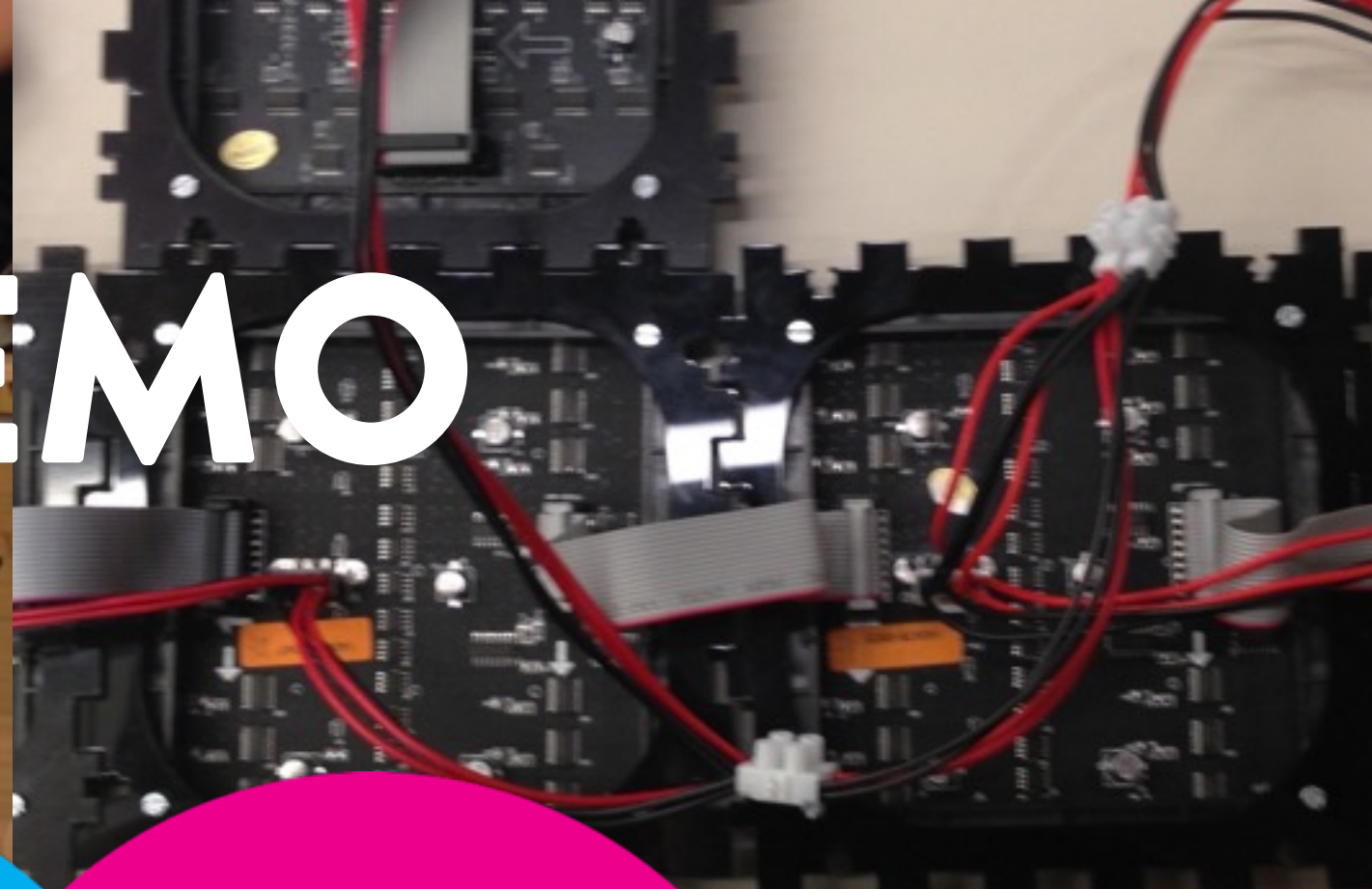


**IoT**





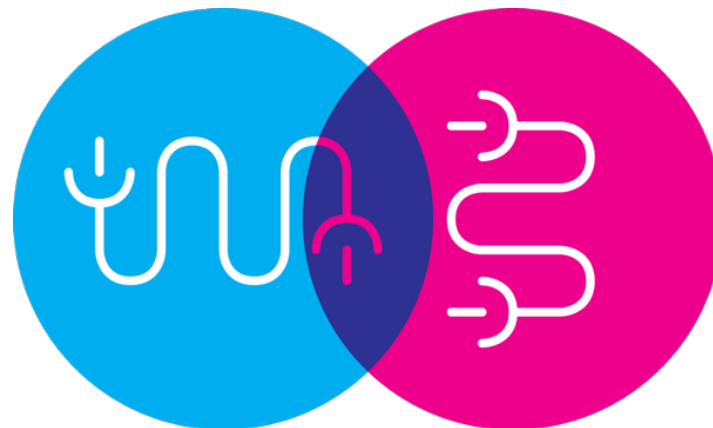
# DEMO



# Thanks!

<https://github.com/interactiveBrick>

## Interactive Cube



Balandino Di Donato



Per-Olov Jernberg

