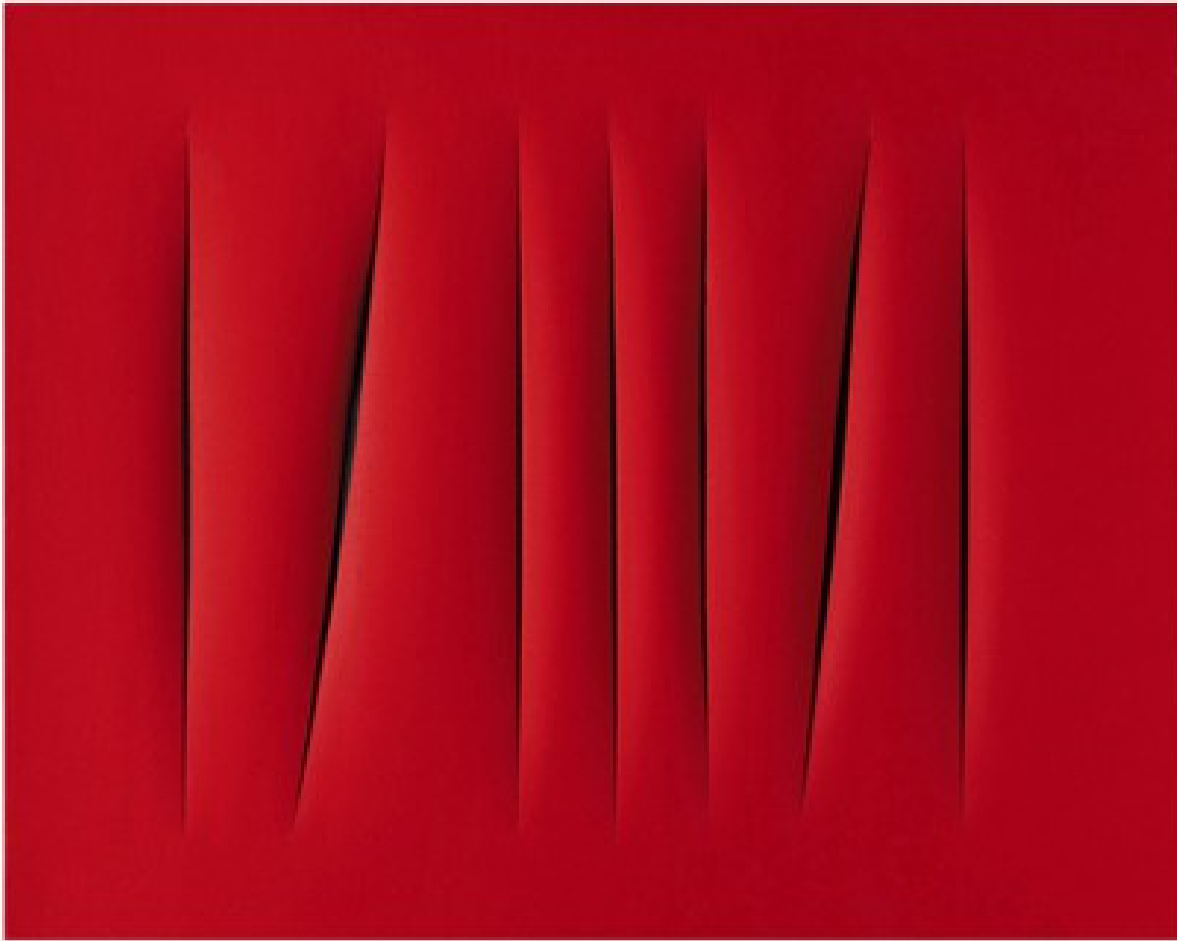


# *BRUSHLESS*



by Martino Schgör



# *THE INSPIRATION*



[https://www.youtube.com/watch?v=lvymqDlf\\_9g&feature=youtu.be](https://www.youtube.com/watch?v=lvymqDlf_9g&feature=youtu.be)



# ***WHAT IF...***

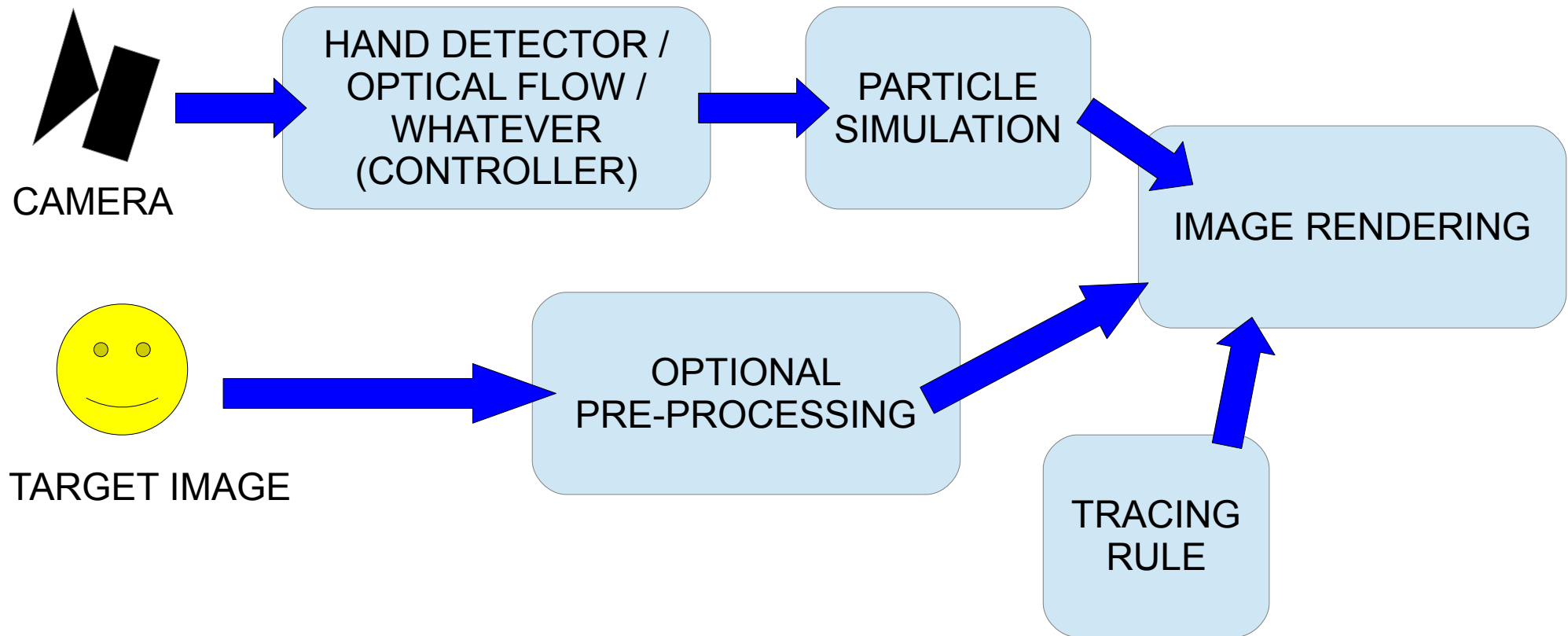
...WE ACTUALLY GUIDED THE PARTICLES WITH OUR OWN HANDS?

- YOU WAVE YOUR HANDS
- PARTICLES MOVE
- PARTICLES DRAW THE TARGET IMAGE
- YAAAYYYY!

**MAGIC CONTACTLESS BRUSH!**



# *THE IDEA*



# TRACING RULE?

Particles have:

- diameter
- color
- mass
- viscous damping

Do particles collide?

Same color for each particle?

Same particle size?

How do we “read” pixels from target image?

**Let's try and see  
what we get!**

?



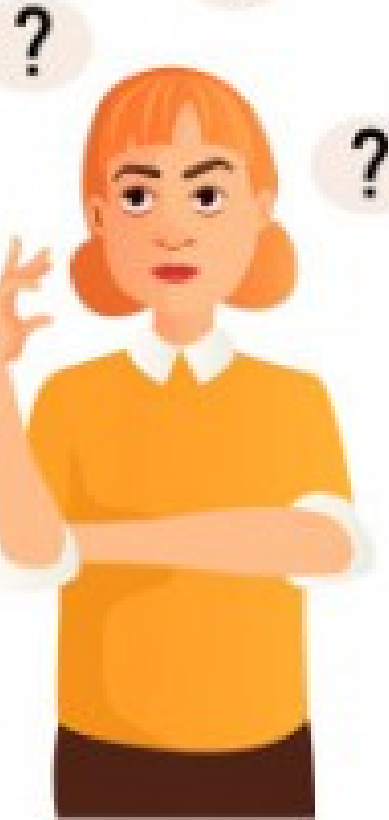
?



?



?



?

# GOAL



IT HINK **THIS**  
IS PRETTY COOL!

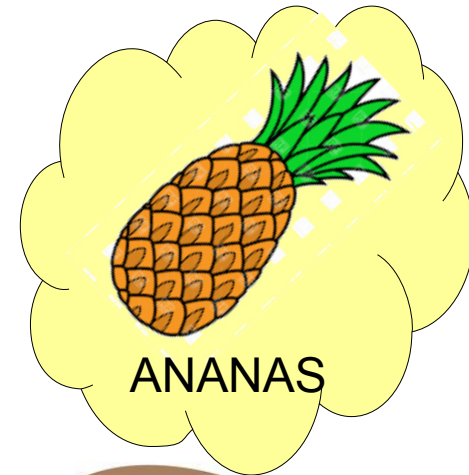
le poorly drawn prof. Zanoni

# WHO I NEED



## THE PROCESSING GUY/GIRL

Good if knows useful libraries  
Even better if has supercomputing  
superpowers



## THE CRAZY GUY/GIRL

Every great team needs one  
Playing with the tracing rules  
requires hard artistic work





**I WANT YOU**



**TO JOIN THE  
BRUSHLESS TEAM**

**THANK YOU FOR  
YOUR INTEREST**

**STAY SAFE**

*zio TINO*