

Conditional
Design

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Design

Conditional
Design



Luna
Maurer



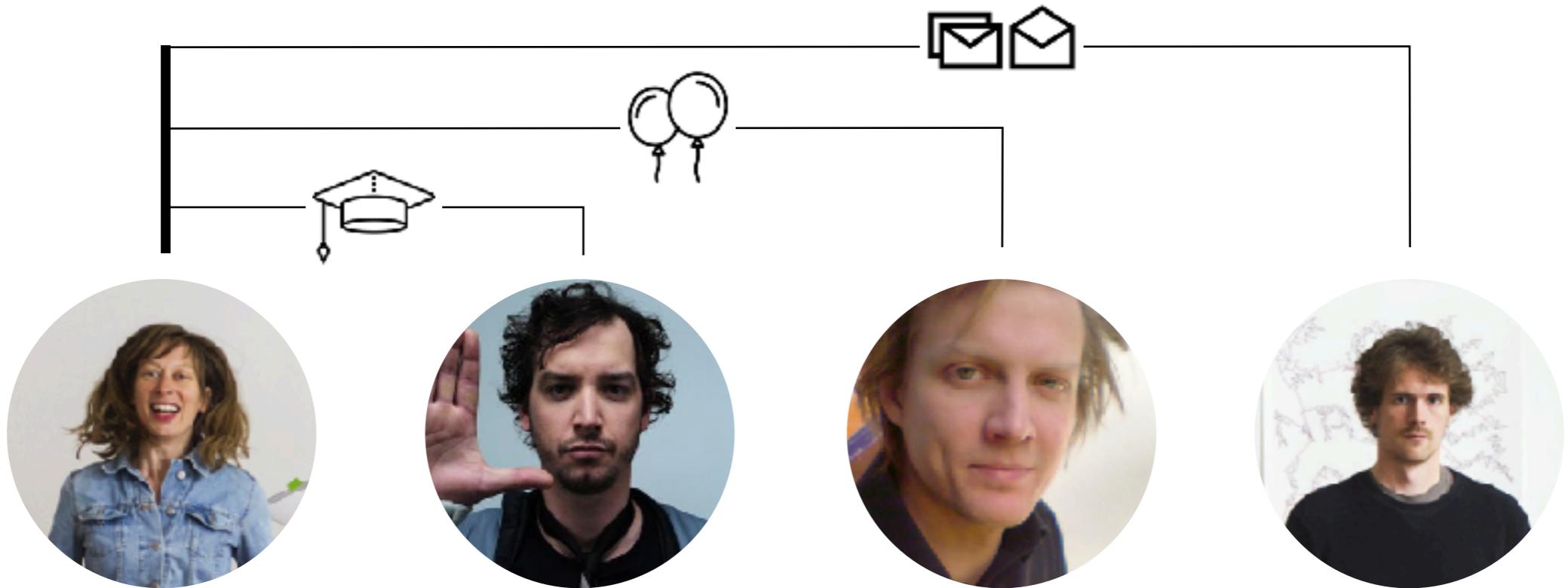
Jonathan
Puckey



Roel
Wouters



Edo
Paulus



Luna
Maurer

Roel
Wouters

Edo
Paulus

Jonathan
Puckey





2.4,

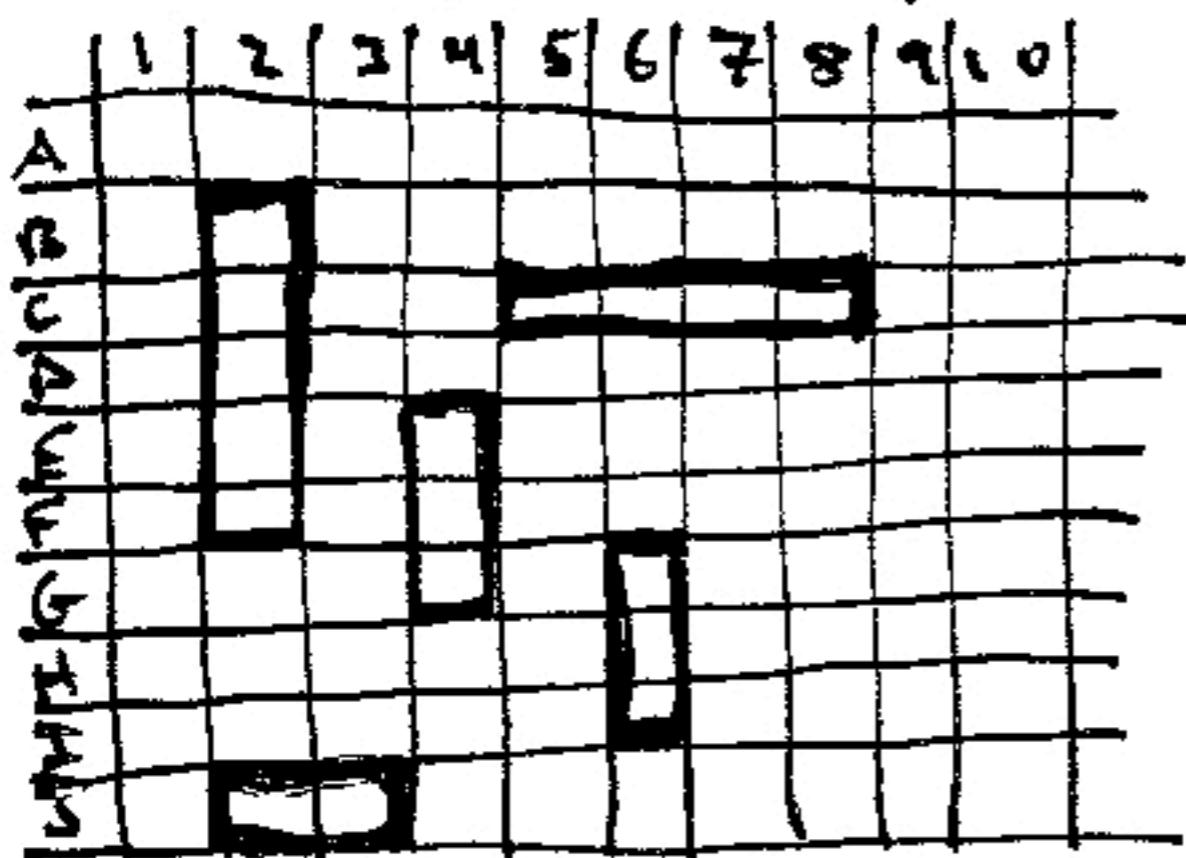
The line must always be as short as possible.

II

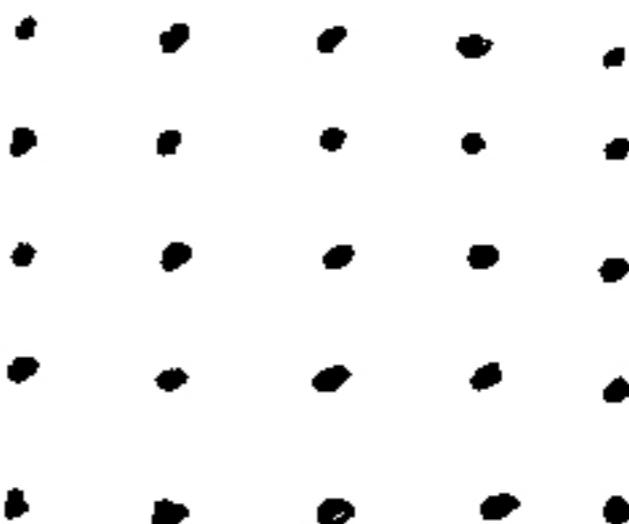


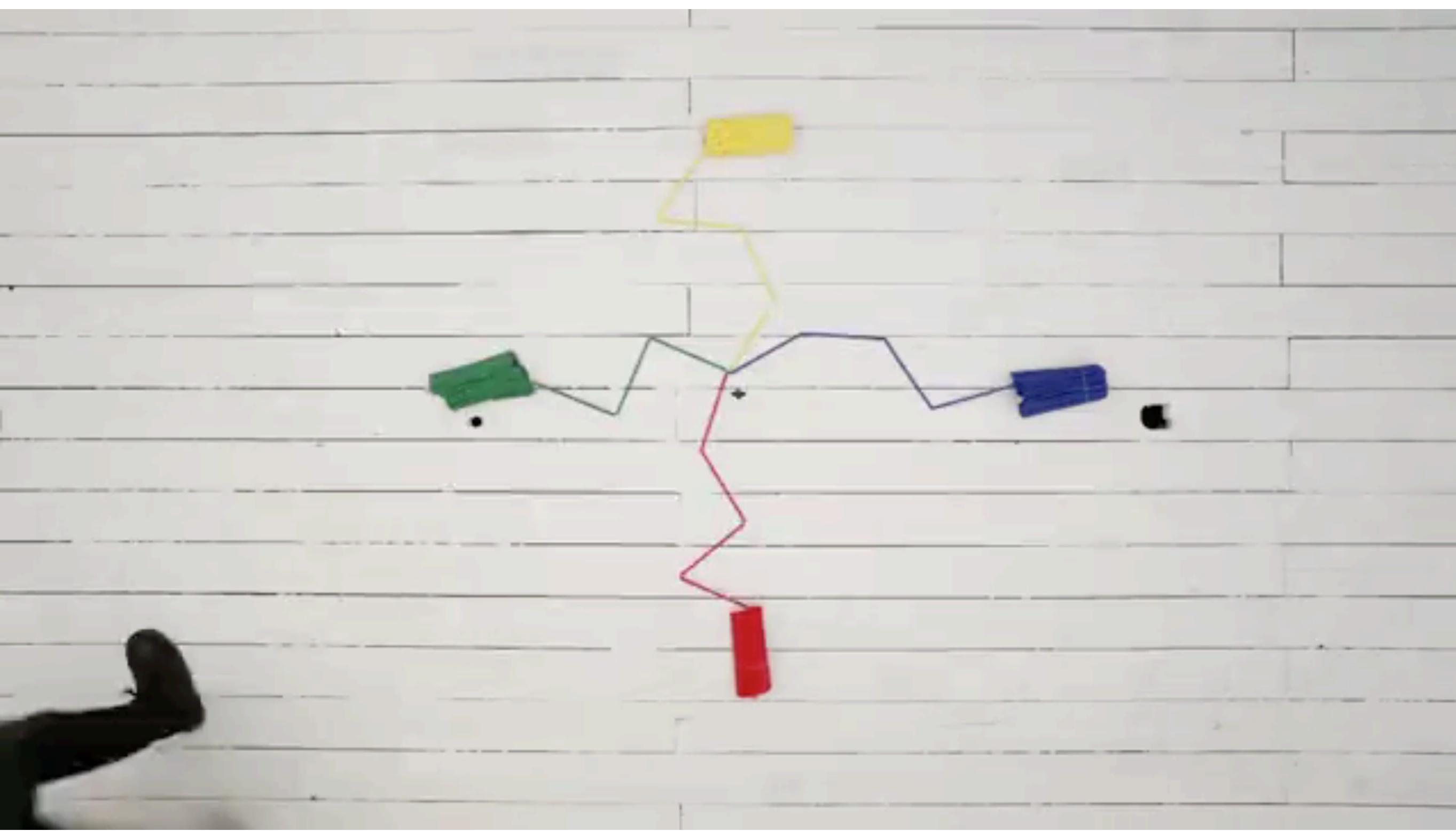


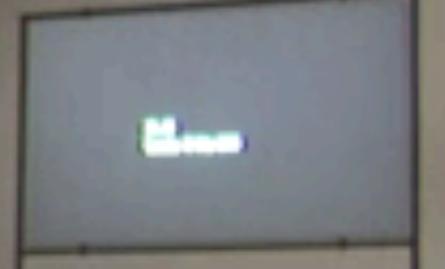
Battleship



Boxes





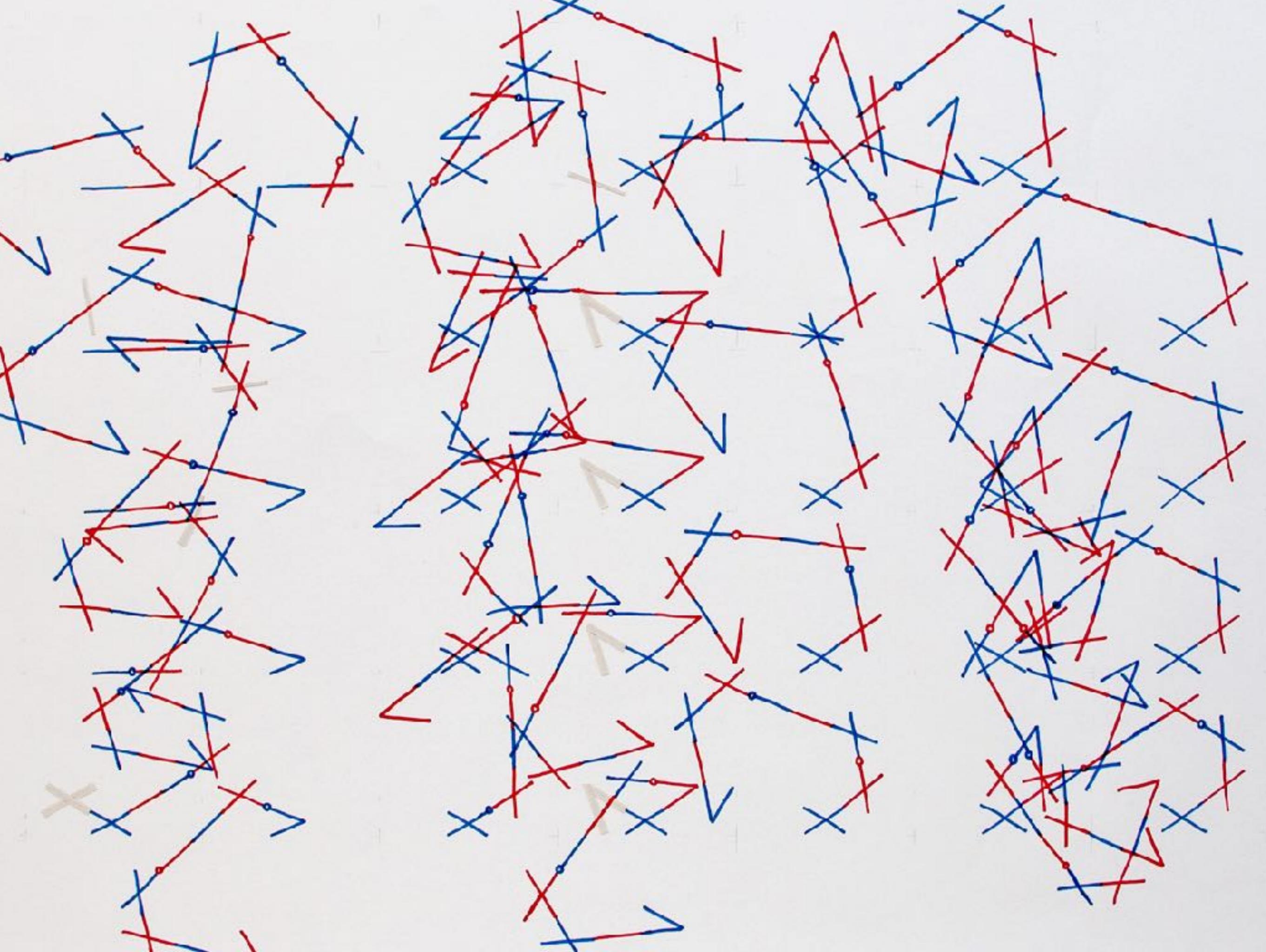


Blue

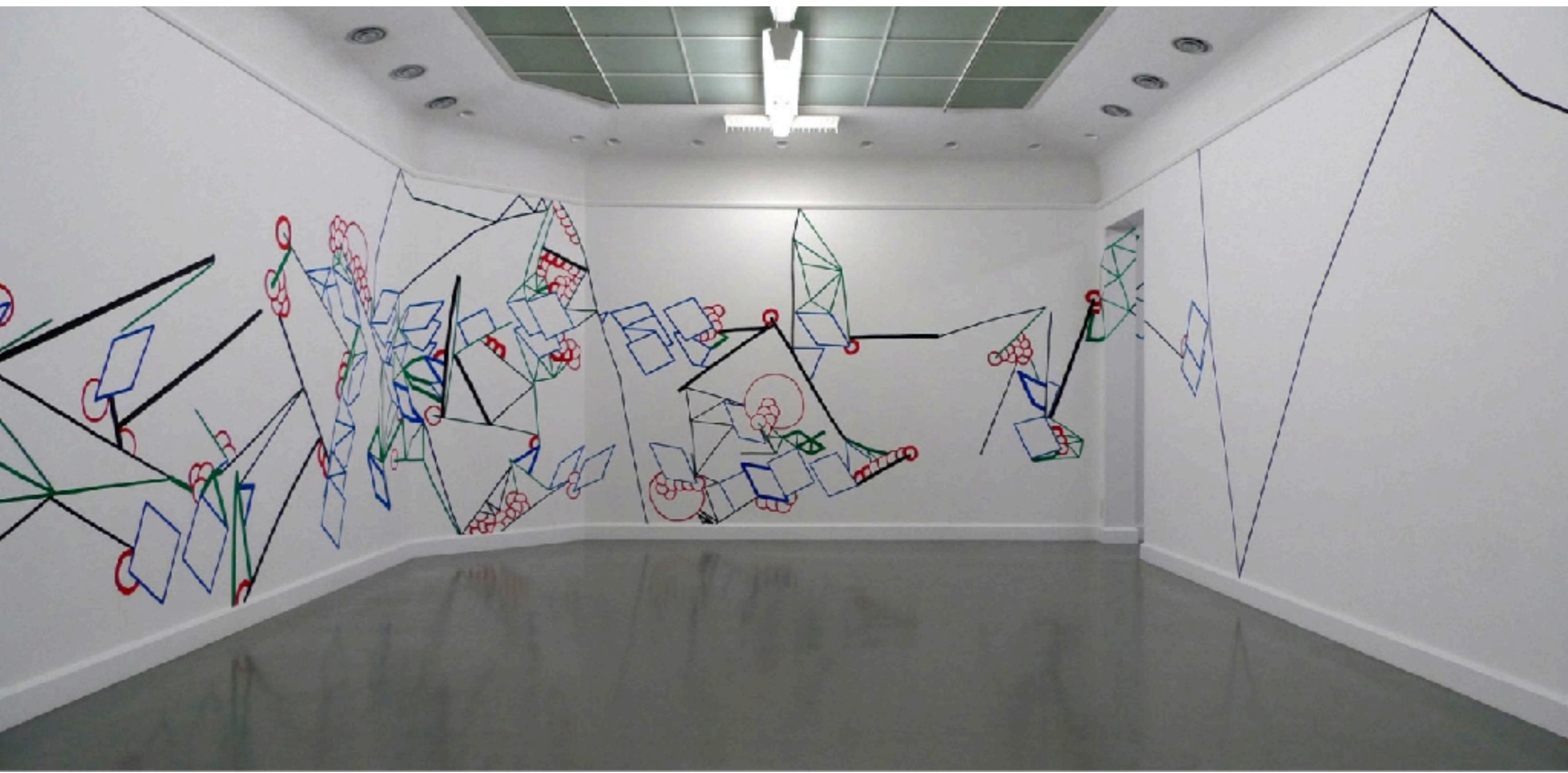
Blue

Blue

Blue







My

• red

• green

• blue

black

line must
cross the last drawn

• red

• green

• blue

black

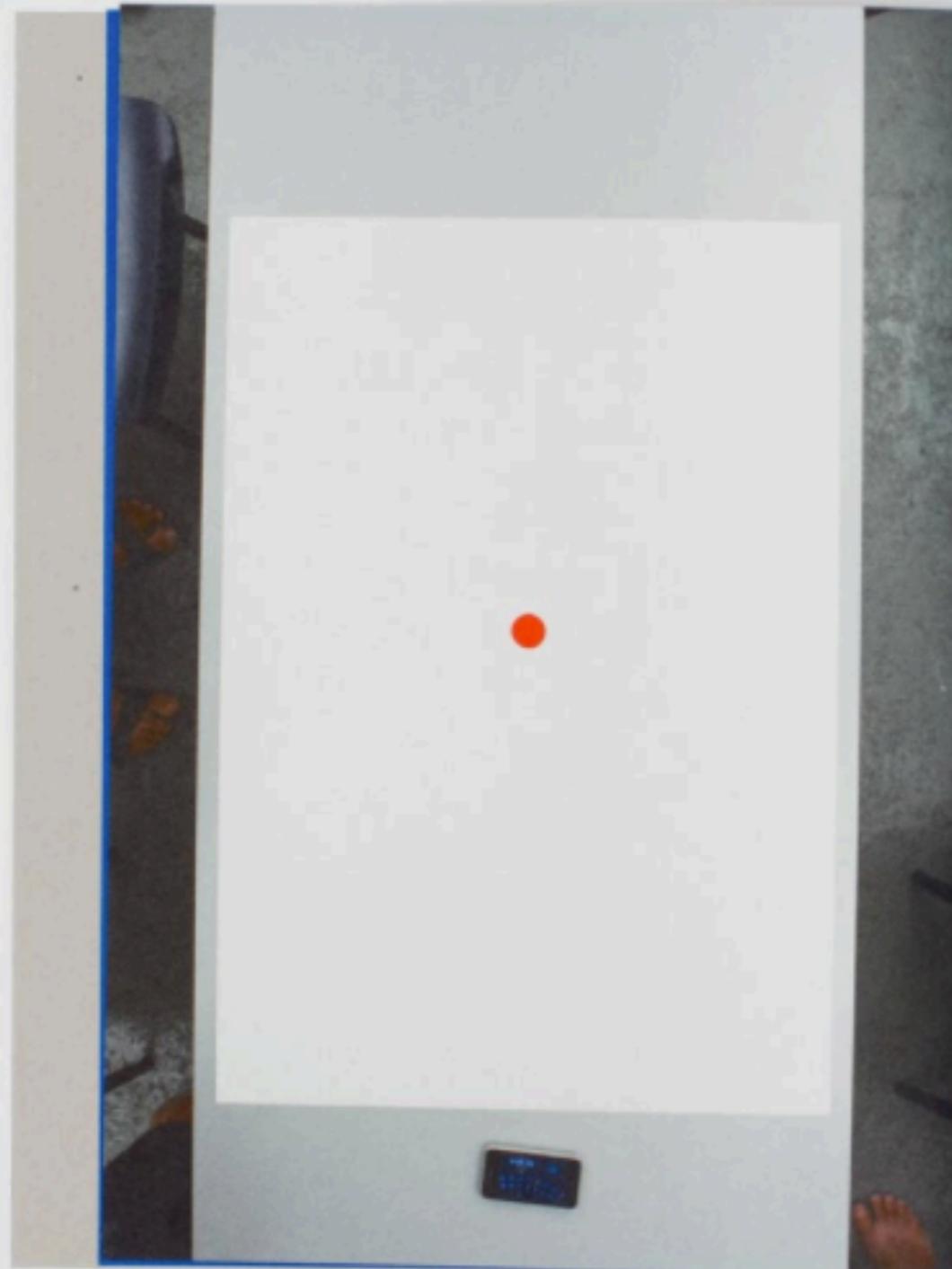
line

Conditional Design Workbook

Valiz

1,

- First turn:
Draw a filled-in circle
in the center of the
paper.



I



On the 5th of June, 2014, we built with straws



This workshop came from a desire to play with triangle based 3D structures as opposed to rectangular based 3D structures. Marvin Minsky, a famous cognitive scientist in the field of artificial intelligence, makes a clear distinction between these two principles for making rigid structures in the video segment [Tinker Toys versus Legos](#) (the first 2:30 minutes).

[Read more...](#)

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Achievements - 78% unlocked.

[Colophon](#) | [Share](#)

Try to unlock them all. Only 31 to go!

 You visited clickclickclick.click. You clicked the button. You clicked the button 5 times. You clicked the button 10 times. You clicked the button 100 times. You clicked the button 1000 times. You moved up. You moved down. You moved left. You moved right. You moved fast. You moved very fast. You moved slow. You moved very slow. You didn't move for 10 sec. You didn't move for 30 sec. You didn't move for 1 min. You didn't move for 10 min. You didn't move for one hour. You clicked the button 8 times a second. You clicked center of the button. You rightclicked on button. You double rightclicked on button. You rightclicked next to button. You double rightclicked outside button. You rightclick-dragged button. You rightclick-dragged outside button. You rightclick-dragged outside button on the button. You triple-right-clicked. You resized the window. You resized the window from portrait to landscape. You resized the window from landscape to portrait. You made the window less than 500px wide. You made the window more than 1000px wide. You made the window more than 2000px wide. You made the window full screen.

Moniker

About us

Projects



The 18 levels of the Puff Up Club

Level 1

It took 10 minutes and 6128 puffs by 58 people to complete this level.



Level 2

It took 8 minutes and 14883 puffs by 114 people to complete this level.



Level 3

It took 15 minutes and 36678 puffs by 291 people to complete this level.



Level 4

It took 2 hours and 424363 puffs by 2499 people to complete this level.



Level 5

It took 5 hours and 1115999 puffs by 6621 people to complete this level.



Level 6

It took 30 minutes and 2964929 puffs by 12027 people to complete this level.



Level 7

It took 12 hours and 2799945 puffs by 12187 people to complete this level.



Level 8

It took 1 day, 1 hour and 4252682 puffs by 19798 people to complete this level.



Level 9

It took 21 hours and 5521429 puffs by 8051 people to complete this level.



Level 10

It took 3 days, 21 hours and 7814867 puffs by 40711 people to complete this level.



Level 11

It took 3 days, 24 hours and 7727704 puffs by 37144 people to complete this level.



Level 12

It took 10 hours and 985475 puffs by 5530 people to complete this level.



Level 13

It took 10 hours and 1117330 puffs by 4149 people to complete this level.



Level 14

It took 1 day, 8 hours and 1168906 puffs by 4957 people to complete this level.



Level 15

It took 1 day, 8 hours and 1319820 puffs by 5268 people to complete this level.



Level 16

It took 1 day, 18 hours and 1663846 puffs by 6245 people to complete this level.



Level 17

It took 23 hours and 1491990 puffs by 6436 people to complete this level.



Level 18

It took 17 days, 4 hours and 1506830 puffs by 27779 people to complete this level.



