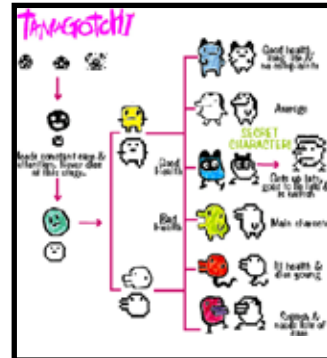


## .design inspiration



```
int main(void) {
  unsigned char rxbyte;
  output(tx_pin);
  output(led_pin);
  clear(tx_pin);
  print_string(image_egg);
  delay_ms(10000);
  print_string(image_happy);
  while (1) {
    rxbyte = get_char();
    print_string(message);
    put_message(rxbyte);
    while(happiness <= 3){
      print_string(image_sad)
    }
    while(health <= 3){
      print_string(image_sad)
    }
    while(hunger <= 3){
      print_string(image_sad)
    }
  }
  put_char('\n');
  blink();
}
```

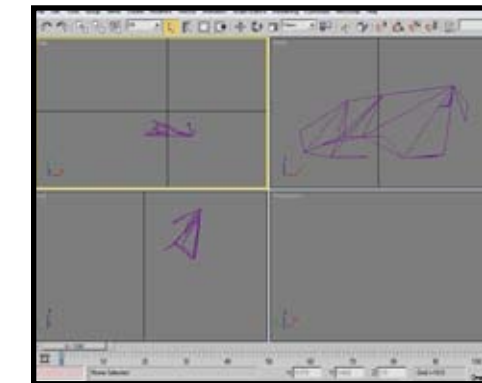
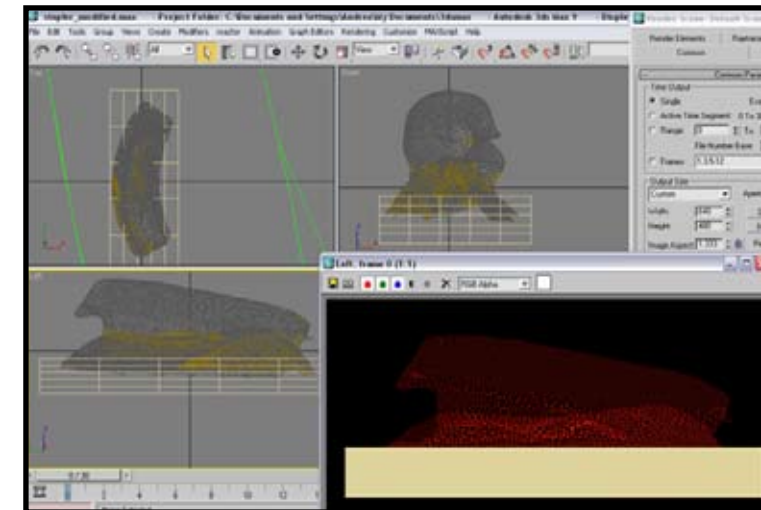
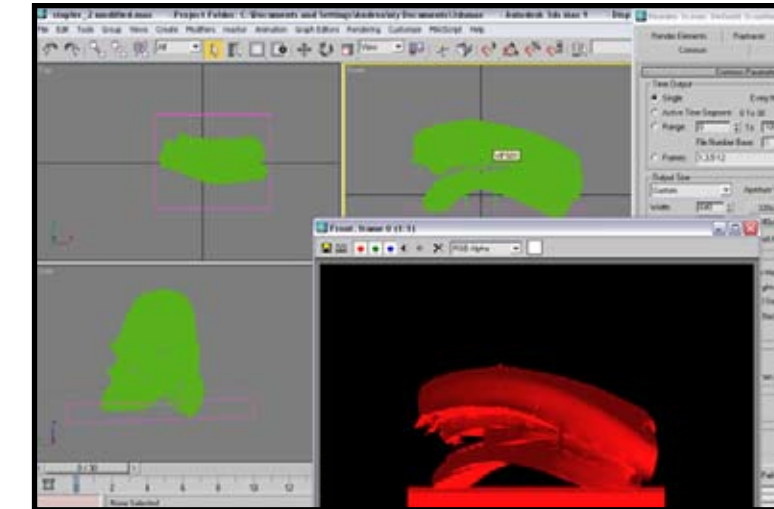
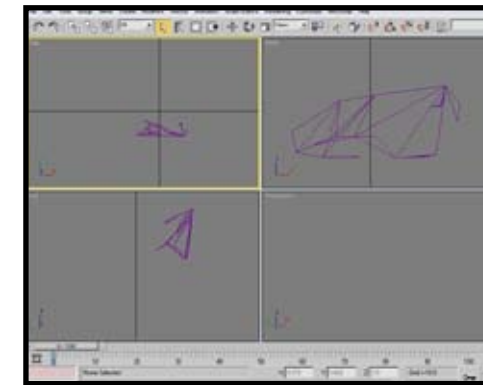
## .goals

- . scan a 3d object using one of three scanning methods available
- . first method: used by frank gehry's minions: point and click to create an outline of the object (takes a lot of time, not accurate)
- . second method: laser scanner that rotates the object and meshes scans together
- . third method: multiple laser scanner

## .components

- . several objects of varying degrees of 'scanability'
- . lamp - additional light source could aid the different scans
- . choose lense of camera depending on size of the object you wish to scan
- . software at home: winavr, kermit
- . patience!

## .images



## . problems

- . saving as, working with, too many different file types
- . importing the file and it is dots instead of a mesh
- . figuring out the flow within 3dstudio max
- . trying to edit the mesh to cover the holes made
- . trying to edit the file so that the new print out is a modified version of the old one