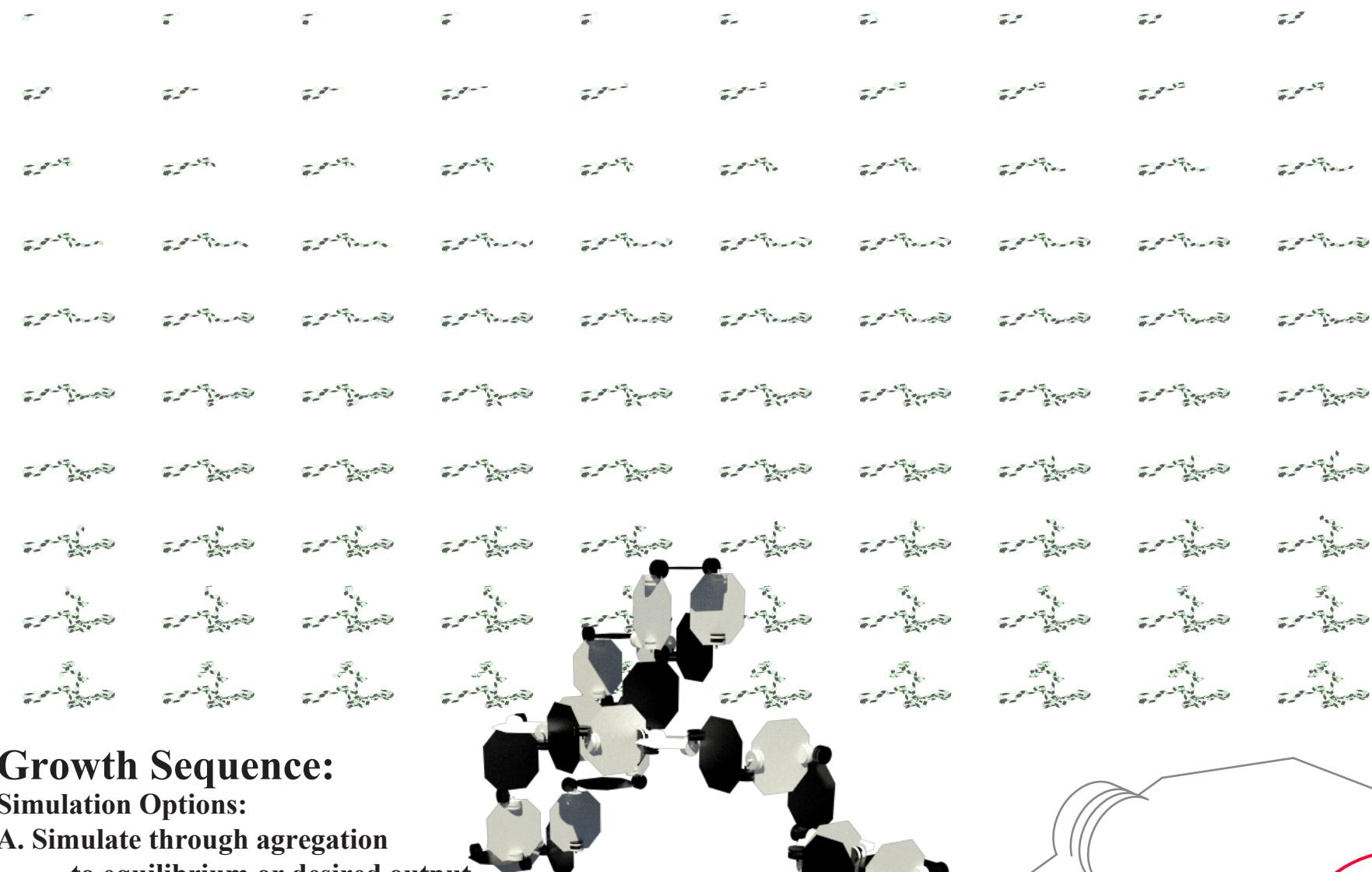


ACTIVE ELEMENTS

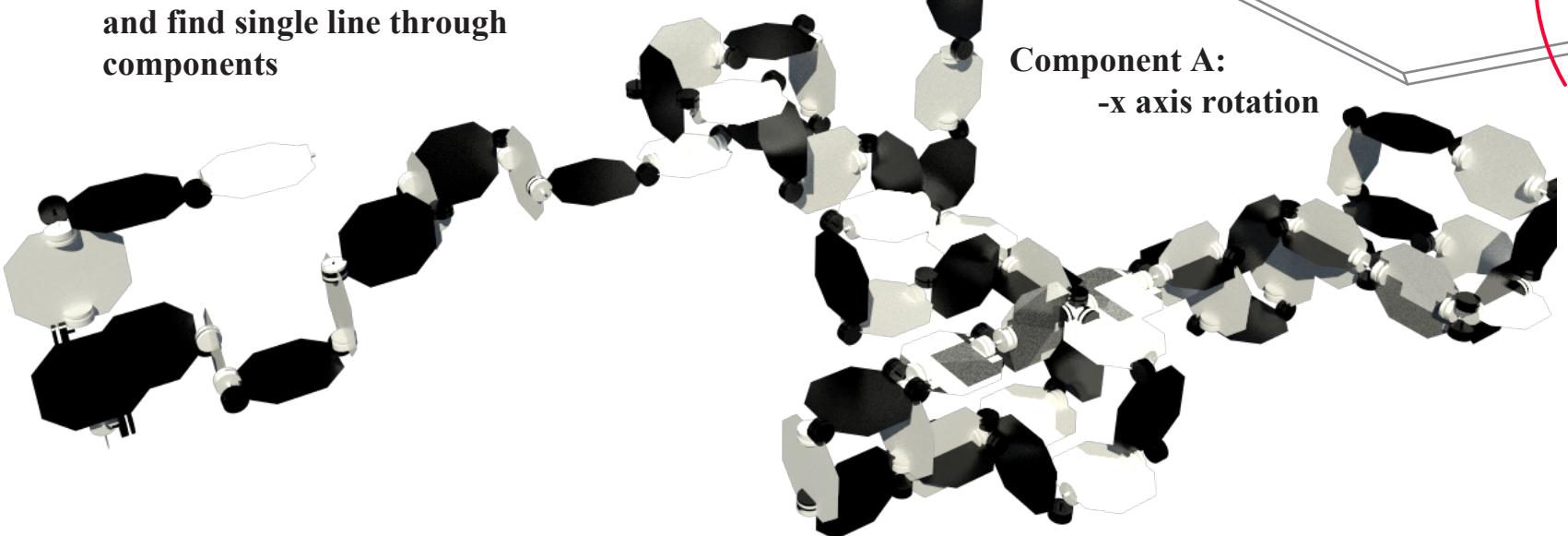
MIT : How to Make Something that Makes (Almost) Anything



Growth Sequence:

Simulation Options:

- A. Simulate through aggregation to equilibrium or desired output
- B. Simulate with entire chair & step-by-step angle rotation
- C. Start with solid block of components and find single line through components



Components:

A component w/ x axis rotation

+

B component w/ y axis rotation

3D growth & freedom in both axis

-possibly 3 axis if A motor pivots with B

-Either orthogonal angles or free rotation

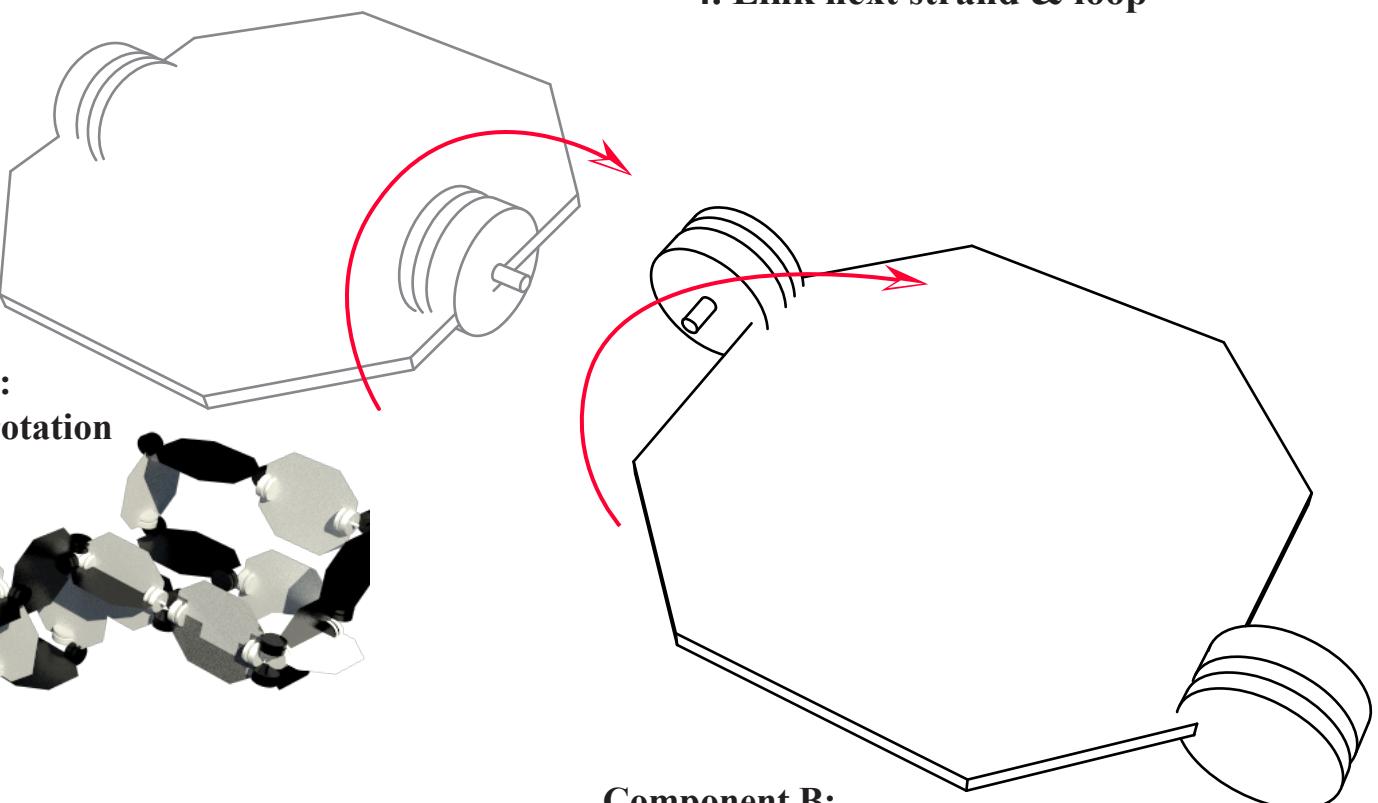
Sequence:

Option A:

1. Link all strands in a straight line
2. Send an Array of rotation angles & pass Array to neighbor
3. Rotate Motor A & B

Option B:

1. Link 2 strands
2. Send Array of rotation angles
3. Rotate motor A & B
4. Link next strand & loop



BOARD TITLE:
Protein Strand
Form Growth
2 Motor Rotation

BOARD #:
1/1

GROUP/DESIGNER'S NAME:
Skylar Tibbits
TOPIC :
