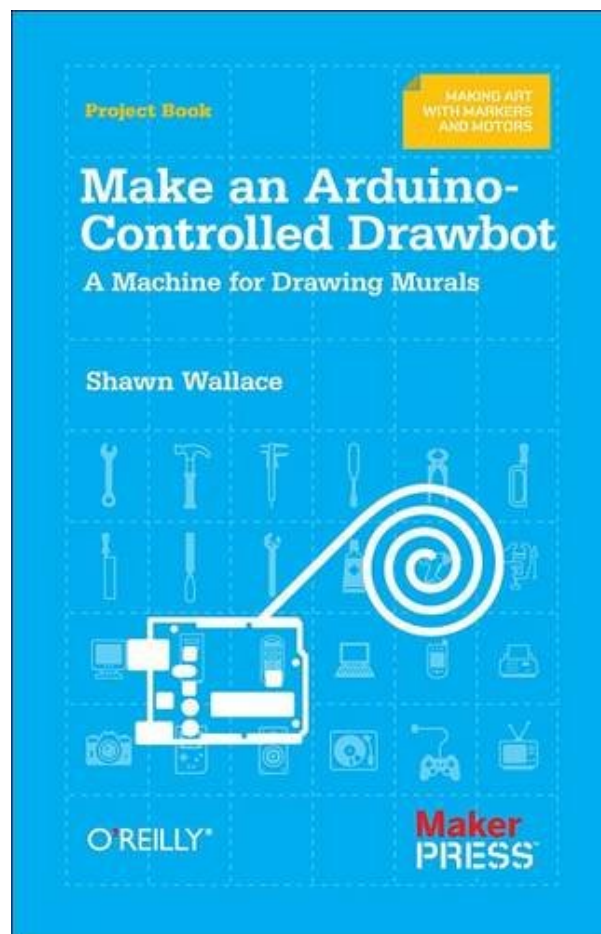
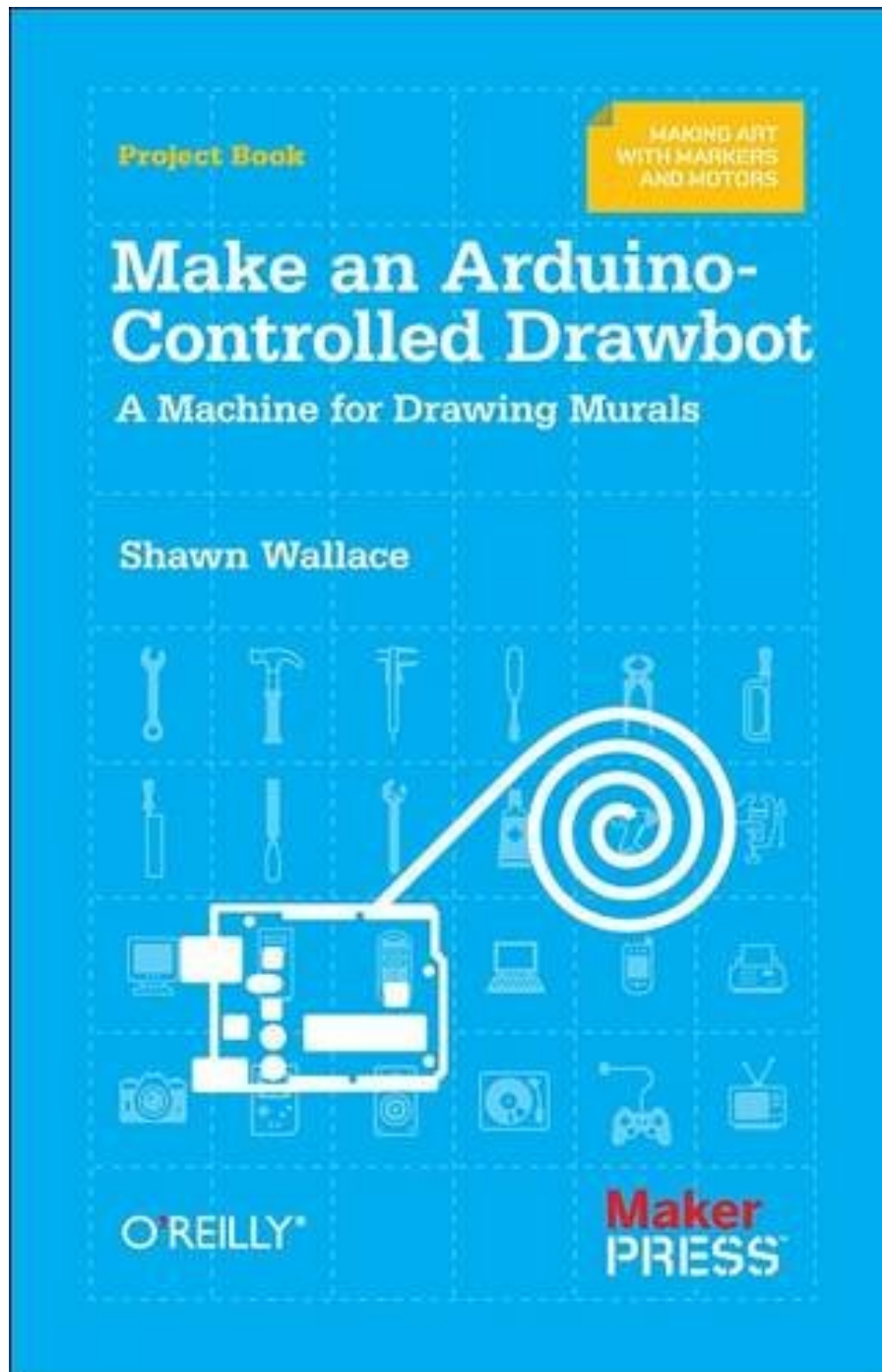


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About the Author

Shawn Wallace has been applying computers to graphics problems for the past fifteen years. A programmer and artist, Shawn is managing director of the AS220 (www.as220.org) artist community in Providence, RI, a cofounder of the SMT Computing Society, and a member of the Rhode Island chapter of the Perl Mongers. He is also involved in the Bolero open source music notation system (www.as220.org/shawn/bolero) and the Institute for Folk Computing, a program to inform and inspire the use of open software by the general public in Providence. Shawn studied computer engineering at the University of Rhode Island and participated in the construction of an early (mid-80s) hypermedia delivery system at HyperView Systems in Middletown, RI.

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This book describes how to build and program an Arduino-controlled machine for drawing algorithmic compositions on walls with a marker. The mechanism consists of two stepper motors with spools attached; the motors are attached to either side of the drawing area and a marker is suspended between them attached to fishing line. The motors pull the marker along the wall; with a little trigonometry you can draw straight lines, circles, or Bezier curves. The book builds up a library of drawing elements that can be combined to draw almost anything. The book accompanies a kit available in the Maker Shed, or all the parts can be sourced separately from common parts.

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- Dimensions: .0" h x .0" w x .0" l, .18 pounds
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- 100 pages

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