

# Preparing Files For Laser Cutting Ucl

The Gathering 4 Gardner is a biannual conference founded—and for many years organized—by Tom Rodgers to celebrate the spirit of Martin Gardner. While primarily concerned with recreational mathematics, most of Gardner's intellectual interests are featured, including magic, literature, philosophy, puzzles, art, and rationality. Gardner's writing inspired several generations of mathematicians by introducing us to the joy of discovery and exploration, and the Gathering's aim is to continue that tradition of inspiration. This volume, a tribute to Rodgers and Gardner, consists of papers originally presented at the Gathering 4 Gardner meetings. Recreational mathematics is strongly prominent with contributions from Neil Sloane, Richard Guy, Solomon Golomb, Barry Cipra, Erik Demaine, and many others. There are games and puzzles, including new Nim-like games, chess puzzles, coin weighings, coin flippings, and contributions that combine art and puzzles or magic and puzzles. Two historical articles present the stories of combinatorial game theory and the search for God's number for Rubik's Cube. Anyone who finds pleasure in clever and intriguing intellectual puzzles will find much to enjoy in Barrycades and Septoku.

This book is devoted to different sides of Biomedical Engineering and its applications in science and Industry. The covered topics include the Patient safety in medical technology management, Biomedical Optics and Lasers, Biomaterials, Rehabilitat, Ion Technologies, Therapeutic Lasers

Due to its comprehensive tool-set and great potential for 3D modeling, more and more architectural design and interior design firms are adapting Autodesk Maya and integrating it

## Read Book Preparing Files For Laser Cutting Ucl

into their practice. There has been no book aimed at architects and designers who wish to harness the opportunities presented by this software, until now..... The book promotes parametric design. It integrates the theoretical research of computational design and Maya non-linear modeling techniques associated with simulation, animation, digital fabrication and form-finding within 2D & 3D design. Readers will learn: How to use Maya polygon and NURBS modeling tools to create non-linear procedural model. How to use Maya driver keys and relationship tools to generate parametrically negotiable solutions across various design professions. The design logic and generative processes, as well as the potential of parametric thinking as a resourceful tool for achieving diversity and complexity in form generation and fabrication. How to use Maya to prepare files for rapid prototyping and the integration of Maya into various fabrication techniques such as laser cutting, CNC milling, and 3D printing. How to create a digital simulation to simulate all aspects of surface properties and dynamic forces with Maya physics engine. How to use Maya skeleton system and animation tools to control complex architectural forms. How to create photo-realistic renderings with Maya lighting, material and texture mapping. Using several real projects as examples, the book will go through the entire rendering process step by step. How to combine Maya with various CAD/BIM tools to create an efficient design pipeline. How to use Maya MEL script to create customized tools and interface. The book includes case studies from Zaha Hadid Architects, Greg Lynn Form, Gage Clemenceau Architects, Tang & Yang Architects, as well as step by step exercises, demonstration projects and crucially a fantastic online resource which includes video tutorials, scripts, and Maya source files.

With Decoration, the long-running architecture journal 306090

enters a new era as it evolves into full-color book format. In this milestone volumemixing contemporary building projects with commentary and criticism from across the ideological spectrum, as well as interviews, studio profiles, and student work306090 takes on one of the very last taboos of contemporary architecture: decoration. Daring to discuss a phenomenon that surrounds us, but has been quietly ignored or dismissed by theorists and critics in the better part of the twentieth century, Decoration addresses emerging trends in design, planning, landscape, and education. Contributors to this landmark installment include Jesse Reiser, Kent Bloomer, Kengo Kuma, Nina Rappaport, and Meredith Warner.

High Value Manufacturing is the result of the 6th International Conference on Advanced Research in Virtual and Rapid Prototyping, held in Leiria, Portugal, October 2013. It contains current contributions to the field of virtual and rapid prototyping (V&RP) and is also focused on promoting better links between industry and academia. This volume

OVEREXPOSED is composed of a series of nine unauthorized photos of high-ranking U.S. intelligence officials of the NSA, CIA, NI, and FBI who were related to Edward Snowden's revelations. The appropriated material was found by monitoring photos and selfies published on Internet public platforms without the control of the officials. The images were reproduced with the street art HD Stencils technique, and they were disseminated onto public walls throughout major cities. The artwork satirizes the era of ubiquitous surveillance and overly-mediated political personas by exposing the officials accountable for secretive mass surveillance and over-classified intelligence programs. New modes of circulation, appropriation, contextualization, and technical reproduction of images are integrated into this artwork.

Learning to Teach Design and Technology in the

Secondary School is established as a core text for all those training to teach Design and Technology in the secondary school. It helps you develop subject knowledge, acquire a deeper understanding of the role, purpose and potential of Design and Technology within the secondary curriculum, and provides the practical skills needed to plan, teach and evaluate stimulating and creative lessons. This third edition has been fully updated in light of the latest curriculum, policy and theory, as well as exciting changes in the field of design and technology. Designed to be read as a course or dipped into to for support and advice, it covers:

- Developing areas of subject knowledge
- Health and safety
- Planning lessons
- Organising and managing the classroom
- Teaching and learning with digital technologies
- Teaching wider issues through design and technology
- Assessment issues
- Your own professional development.

Bringing together insights from current educational theory and the best contemporary classroom teaching and learning, this book will prove an invaluable resource for all student and newly qualified teachers – as well as their mentors - who aspire to become effective, reflective teachers.

This new edition is a complete guide to paediatric dentistry for undergraduate and postgraduate dental students. Divided into nineteen sections, the book begins with an introduction to the specialty, oral examination, teeth identification and numbering, imaging, and growth and development of a child's face, mouth and teeth. The next chapters discuss diet and nutrition, plaque control and fluorides, and dental caries. Dental subspecialties

including endodontics, orthodontics, restorative dentistry, periodontics, and surgery, each have their own dedicated sections. The concluding chapters cover oral pathology, forensics, lasers, dental advances, and research. The fourth edition has been fully revised to provide the latest information in the field and features many new topics including zirconia crowns, revascularisation and pulp regeneration, silver diamine fluoride, general anaesthesia, and presurgical nasoalveolar moulding in the management of cleft lip and palate. Key points Complete guide to paediatric dentistry for dental students Fully revised fourth edition with many new topics Highly illustrated with more than 1000 clinical photographs, diagrams and tables Previous edition (9789351522324) published in 2014

Absolutely no experience needed! Learn robot building from the ground up, hands-on, in full color! Love robots? Start building them. It's way easier than you ever imagined! John Baichtal has helped thousands of people get started with robotics. He knows what beginners need to know. He knows your questions. He knows where you might need extra help. Now, he's brought together this practical knowledge in one incredibly easy tutorial. Hundreds of full-color photos guide you through every step, every skill. You'll start simple, as you build a working robot in the very first chapter. Then, you'll grow your skills to expert-level: powering motors, configuring sensors, constructing a chassis, even programming low-cost Arduino microcontrollers. You'll learn hands-on, through real step-by-step projects...and go straight to the cutting-edge with in-depth sidebars. Wondering just how

much you can really do? Baichtal shows you 30 incredible robots built by people just like you! John Baichtal's books about toys, tools, robots, and hobby electronics include Hack This: 24 Incredible Hackerspace Projects from the DIY Movement; Basic Robot Building With Lego Mindstorms NXT 2.0; Arduino for Beginners; MAKE: Lego and Arduino Projects for MAKE (as coauthor); and the forthcoming Building Your Own Drones: The Beginner's Guide to UAVs and ROVs. A founding member of the pioneering Twin Cities Maker hackerspace, he got his start writing for Wired's legendary GeekDad blog, and for DIYer bible MAKE Magazine. Make your robots move with motors and wheels Build solar-powered robots that work without batteries Control robots via Wi-Fi, radio, or even across the Internet Program robots to respond to sensor inputs Use your standard TV remote to control your robots Create robots that detect intruders and shoot them with Nerf® darts Grab and carry objects using claws and grippers Build water-borne robots that float, submerge, and "swim" Create "artbots" that paint or draw original artworks Enable your robots to send text messages when they take specific actions Discover today's new generation of hobbyist-friendly robotics kits Organize your ultimate robot-builder's toolbox Master simple safety routines that protect you whatever you're building This book provides information on the basic science and tissue interactions of dental lasers and documents the principal current clinical uses of lasers in every dental discipline. The applications of lasers in restorative dentistry, endodontics, dental implantology, pediatric

dentistry, periodontal therapy, and soft tissue surgery are clearly described and illustrated. Information is also provided on laser-assisted multi-tissue management, covering procedures such as crown lengthening, gingival troughing, gingival recontouring, and depigmentation. The closing chapters look forward to the future of lasers in dentistry and the scope for their widespread use in everyday clinical practice. When used in addition to or instead of conventional instrumentation, lasers offer many unique patient benefits. Furthermore, research studies continue to reveal further potential clinical applications, and new laser wavelengths are being explored, developed, and delivered with highly specific power configurations to optimize laser–tissue interaction. This book will bring the reader up to date with the latest advances and will appeal to all with an interest in the application of lasers to the oral soft and/or hard tissues. Beginning Design Technology introduces how design technologies work together, including tools, materials, and software, such as Adobe Photoshop, Adobe Illustrator, Autodesk AutoCAD, and others. It teaches you how to think about each design tool, whether a software program or physical modelmaking, so that you will select one for its strengths for a specific task and know when and how to combine it with other tools. Topics include working with building information, texturing digital and physical artifacts, translating information from one form or file format to another, constructing at full-scale, and making digital and physical models. Chapter Summaries, exercises, discussion questions, a glossary, an appendix of common software

commands, and an annotated bibliography will help you find what you need quickly and put the information into practice.

This book features research presented and discussed during the Research & Innovation Forum (Rii Forum) 2019. As such, this volume offers a unique insight into emerging topics, issues and developments pertinent to the fields of technology, innovation and education and their social impact. Papers included in this volume apply inter- and multi-disciplinary approaches to query such issues as technology-enhanced teaching and learning, smart cities, information systems, cognitive computing and social networking. What brings these threads of the discussion together is the question of how advances in computer science – which are otherwise largely incomprehensible to researchers from other fields – can be effectively translated and capitalized on so as to make them beneficial for society as a whole. In this context, Rii Forum and Rii Forum proceedings offer an essential venue where diverse stakeholders, including academics, the think tank sector and decision-makers, can engage in a meaningful dialogue with a view to improving the applicability of advances in computer science. In brief, Rii Forum takes the imperative inherent in the 4th industrial revolution seriously, in that it identifies ways of making technology usable and therefore inclusive.

This book considers the potential of new, smart materials and their use in architecture. It begins with an overview of current global tendencies (technological, demographic, and socio-anthropological) and their

relevance for architectural design. Expanding upon approaches for flexible design solutions to address change and uncertainty, Dr. Kretzer begins by exploring adaptive architecture and proceeds to introduce the topic of “information materials,” which encompasses smart and functional materials, their current usage, and their potential for the creation of future spaces. The second chapter provides a comprehensive overview of architectural materials, past and present, split into the topics: natural, industrial, synthetic, digital, and information materials. Chapter three introduces an educational approach for the mediation of information material usage in design courses and student workshops. The final section provides detailed information on a range of emerging material phenomena, including aerogels, bioluminescence, bio plastics, dye-sensitized solar cells, electroluminescent displays, electroactive polymers, soft robotics, and thermochromics. Each section explains its respective history, working principles, fabrication and (potential) usage in architecture and design, and provides hands-on tutorials on how to self-produce these materials, and displays class-tested experimental installations. The book concludes with an outlook into the domain of synthetic biology and the prospects of a “living” architecture. It is ideal for students of structural materials engineering, architecture, and urban planning; professionals working these in areas, as well as materials science/engineering and architecture educators.

Along with its sister dermatologic volume, this

comprehensive textbook of laser technology covers the use of lasers in cardiac procedures, control of intraocular pressure, urological procedures, neurological use, dentistry, gynaecology and surgical applications.

Chapters are formatted in an easy to follow format with clear concise sections with bulleted summaries to highlight key points. Lasers in Dermatology and Medicine: Dental and Medical Applications provides detailed explanations of when lasers can be of use how to use them across a range of medical disciplines.

Clinically relevant examples are provided along with relevant images and summary boxes to highlight key points. It therefore provides a critical resource on the applications and use of lasers across medicine for both the trainee and trained clinician.

GRAPHIC DESIGN SOLUTIONS, 6th EDITION, is the most comprehensive reference on graphic design for print and screen media. Author Robin Landa introduces principles of design and how they apply to the various graphic design disciplines, and major applications are explained and illustrated with professional work and diagrams. This text serves as a solid foundation for typographic design, advertising design and graphic design. In-depth coverage includes such topics as design principles, the design process, concept generation, branding and visual identity, design for web and mobile, package design, portfolio development, social media, ad campaigns and more. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Go beyond the basics: making SketchUp work for you

Architectural Design with SketchUp, Second Edition, is the leading guide to this incredibly useful tool for architects, interior designers, construction professionals, and makers. With easy to follow tutorials that first brush up on the basics of the program and then cover many advanced processes, this resource offers both informative text and full-color illustrations to clearly convey the techniques and features you need to excel. The updated second edition has a new chapter that explains how to make things with SketchUp, and covers 3D printing, design to fabrication, CNC milling, and laser cutting. Other chapters also now cover Building Information Modeling (BIM) and 3D web content generation. Additionally, the revised text offers insight into the latest products and plugin extensions, navigation methods, import/export options, and 3D model creation features to ensure you have an up to date understanding of how to make SketchUp help you meet your project goals. A leading 3D modeling application, SketchUp features documentation capabilities through photorealistic renderings and construction drawings. Because of its ease of use and ability to be enhanced with many plugin extensions for project-specific applications, SketchUp is considered the tool of choice for professionals in the architecture, interior design, construction, and fabrication fields. Access thoroughly updated information in an easy to understand writing style Increase your efficiency and accuracy when using SketchUp and refresh and supplement your understanding of SketchUp's basics Explore component-

based modeling for assembly, scheduling, collaborative design, and modeling with a BIM approach Find the right plugin extensions and understand how to best work with them See how easy it is to generate presentation-ready renderings from your 3D models Learn how you can use 3D printing, CNC milling, and laser cutting to make things with SketchUp Use cookbook-style Ruby coding to create amazing 3D objects Supplement your knowledge with video tutorials, sample files, and Ruby scripts via a robust companion website Architectural Design with SketchUp, Second Edition, is an integral resource for both students and professionals working in the architecture, interior design, construction, and fabrication industries.

This is the second volume of the new conference series Design Computing and Cognition (DCC), successor to the successful series Artificial Intelligence in Design (AID). The conference theme of design computing and cognition recognizes not only the essential relationship between human cognitive processes as models of computation but also how models of computation inspire conceptual realizations of human cognition.

Printing Industry generates a wide range of products which require in every step of our everyday life. Starting from newspapers, magazines, books, post cards to memo pads and business order forms each are the products of printing industry. Printing is a process for reproducing text and image, typically with ink on paper using a printing press. There are various types of printing process for example offset printing, modern printing, gravure printing, flexographic printing etc. Offset printing

is a widely used printing technique where the inked image is transferred from a plate to a rubber blanket, then to the printing surface. When used in combination with the lithographic process, the offset technique employs a flat image carrier on which the image to be printed obtains ink from ink rollers, while the non printing area attracts a film of water, keeping the non printing areas ink free. Gravure printing is a printing technique, where the image to be printed is made up of small depressions in the surface of the printing plate. It is divided into three broad product areas; packaging printing, publication printing and speciality printing. Printing technology is often carried out as a large scale industrial process, and is an essential part of publishing and transaction printing. This is the age of hi fi, jets and computers. Rapid advancements in science and technology have made their impact on the printing industry of the world too. The old techniques of printing have become obsolete and made way for the new technology. The printing industry is just one example of an entire industry movement that is changing while keeping up with the development of new technologies. The proliferation of emerging technologies has dictated a rebirth of the printing industry. The Indian Printing Industry is well established and presently growing at 12% per annum. This book majorly deals with typographic technology, photo scanning systems, sequence of steps in the printing processes, size and scope of the printing industry, high volume printing technologies for the production of polymer electronic structures, inking system, film high contrast printing,

principle of planographic printing, modern printing process, ink jet etc. The book contains the latest printing processes like web, gravure, flexo, security and offset printing. This book is an invaluable resource for new entrants, technicians, craftsmen and executives working with printing industries. TAGS Application of Screen Printing, best small and cottage scale industries, Business consultancy, Business consultant, Business Plan for a Startup Business, Business start-up, Flexible Packaging Printing Processes Overview, flexographic printing business plan, flexographic printing process pdf, Flexographic Printing: Technical Process, Flexography Printing Process, gravure printing process, gravure printing technology pdf, Great Opportunity for Startup, halftone process: printing, how much does it cost to start a printing business, How to Make a Screen Print, how to set up a printing press business, How to Start a Printing Business, How to Start a Printing Press Business - Startup Business, How to Start a Successful Printing Press Business, How to Start and Operate a Printing Press Business, How to Start My Own Small Printing Business, How to Start Printing Industry in India, How to Start Up a Printing Business, Modern Printing Technology, modern small and cottage scale industries, Most Profitable Printing Business Ideas, new small scale ideas in Printing industry, NPCS, offset printing press business plan, Offset Printing: Start Your Business, Opening a Printing Press Business, Printing Based Small Scale Industries, printing business equipment, printing business ideas, printing business ideas in india, Printing Business, Printing Industry in India, printing press

business ideas, printing press business plan, Printing processes: Offset, Flexo, Gravure, screen, Printing Technologies –Flexo Printing –Gravure Printing, Printing Technology book, Process technology books, profitable small and cottage scale industries, Profitable Small Scale Printing Business, project for startups, Rotogravure printing - Rotogravure printing process, screen printing process, screen printing tutorial, Setting up and opening your Printing Business, Setting up of Printing Business, Small Start-up Business Project, Start up India, Stand up India, Starting a Printing Business, Starting an Offset Printing Press, Start-up Business Plan for Printing Process, startup ideas, Startup Project, Startup Project for Printing Business, startup project plan, What Equipment Do I Need to Start a Printing Business?, Offset Printing Machines, Web Offset Machines, Gravure Printing industry, Modern Printing Process, Sheet-Fed Offset Machines, Film High contrast Printing, Paper Technology, Barcode Printing & Thermal Label Printing, Barcode Printing, security printing techniques, Security Printing and Integrated Forms, Security Printing, Beginning of Printing, Printing and paper Technology

This book is targeted towards beginners and intermediate designers of mechatronic systems and embedded system design. Some familiarity with the Raspberry Pi and Python programming is preferred but not required.

Leadership in Architectural  
ResearchLulu.comBeginning Design

TechnologyRoutledge

Do you find yourself wondering what the fuss is about a delta 3D printer? Perhaps you've decided to buy one but all of your 3D printing friends are busily perfecting their Cartesian printers. Maybe you find yourself stymied by the fact that your delta printer has very different needs for setup, configuration, calibration, and maintenance than Cartesian printers. *3D Printing with Delta Printers* contains detailed descriptions of the innovative delta design including unique hardware, software, and maintenance requirements. The book also covers tips for building your own delta printer as well as examples of common enhancements. This book will enable you to build, configure, and enhance your delta printer. The topics covered will reveal the often-mysterious nuances of the delta design that will enable your printer to compete with the best of what your 3D printer friends can build.

Containing papers presented at the Thirteenth International Conference in this well established series on (CMEM) Computational Methods and Experimental Measurements. These proceedings review state-of-the-art developments on the interaction between numerical methods and experimental measurements. Featured topics include: Computational and Experimental Methods; Experimental and Computational Analysis; Computer Interaction and Control of Experiments;

Direct, Indirect and In-Situ Measurements; Particle Methods; Structural and Stress Analysis; Structural Dynamics; Dynamics and Vibrations; Electrical and Electromagnetic Applications; Biomedical Applications; Heat Transfer; Thermal Processes; Fluid Flow; Data Acquisition; Remediation and Processing and Industrial Applications.

Vols. for 1970-71 includes manufacturers' catalogs. This book explores various digital representation strategies that could change the future of wooden architectures by blending tradition and innovation. Composed of 61 chapters, written by 153 authors hailing from 5 continents, 24 countries and 69 research centers, it addresses advanced digital modeling, with a particular focus on solutions involving generative models and dynamic value, inherent to the relation between knowing how to draw and how to build. Thanks to the potential of computing, areas like parametric design and digital manufacturing are opening exciting new avenues for the future of construction. The book's chapters are divided into five sections that connect digital wood design to integrated approaches and generative design; to model synthesis and morphological comprehension; to lessons learned from nature and material explorations; to constructive wisdom and implementation-related challenges; and to parametric transfigurations and morphological optimizations.

## Read Book Preparing Files For Laser Cutting Ucl

Whether your band is just starting out or touring the nation, here's how you can build its identity by making your own unique gig posters, custom T-shirts, album covers, record sleeves, and stickers. Fans want cool and creative band merchandise, and this book gives you the tools and information you need to create your own. Author Ruthann Godellei is an artist and printmaking professor at Macalester College in St. Paul, Minnesota, with vast experience making gig posters as well as teaching band members how to make their own. She explains, with step-by-step instructions and photos, techniques like screenprinting, photocopy art, mixed-media collage, stencil, stamping, and other guerilla art styles. Included as well is a gallery of art and artists to inspire you in creating your band's look with your merch.

This new compilation from editor and maker Kroski spotlights a multitude of creative projects that you can tailor for your own library. Librarians and makers from across the country present projects as fun as an upcycled fashion show, as practical as Bluetooth speakers, and as mischievous as a catapult. Included are projects for artists, sewers, videographers, coders, and engineers. The handy reference format will help you quickly identify the estimated costs, materials, and equipment; and because several projects don't even require a dedicated makerspace, every library can join in. Inside you'll find how-to guidance for projects like a foam rocket launcher; stop-motion animation with 3D print characters; found-object robots; glowing ghost marionettes; Arduino eTextiles; magnetic slime; yarn painting; fidget flannels; an LED brooch; and cardboard sculpture. With takeaways like origami tea lights or a t-shirt tote bag, your patrons will be sure to remember how much fun your library can be.

Annual Review of Nursing Research has provided nearly four decades of knowledge, insight, and research on topics critical

to nurses everywhere. Its purpose is to critically examine the full gamut of literature on key topics in nursing practice, including nursing theory, care delivery, nursing education, and the professional aspects of nursing. This landmark annual review brings together internationally recognized experts in the fields of nursing and delivers the highest standards of content and authoritative reviews of research for students, researchers, and clinicians. In today's climate, healthcare simulation is more important than ever. Creating consistent, leveled experiences through high-quality simulation allows students and practitioners the opportunity to learn in a safe and immersive environment. This 39th volume of Annual Review of Nursing Research addresses the current state of healthcare simulation in both academic and professional settings. Articles are written by noted experts in the field and discuss extended reality, new technologies, briefing, outcome evaluation, and professional development.

**Key Topics:** Discusses simulation use in undergraduate and graduate education  
Features a new debriefing tool on interprofessional simulation  
Addresses current considerations for effective operations in simulation  
Highlights the use of virtual and augmented realities, as well as 3D printing  
Wearable electronics, wireless devices, and other mobile technologies have revealed a deficit and a necessity for innovative methods of gathering and utilizing power. Drawing on otherwise wasted sources of energy, such as solar, thermal, and biological, is an important part of discovering future energy solutions. Innovative Materials and Systems for Energy Harvesting Applications reports on some of the best tools and technologies available for powering humanity's growing thirst for electronic devices, including piezoelectric, solar, thermoelectric, and electromagnetic energies. This book is a crucial reference source for academics, industry professionals, and scientists working toward the future of

energy.

DIVEnter the enchanting world of pop-ups and handmade paper crafts. Join author Helen Hiebert as she guides you through materials, tools and pop-up basics including parallel folds, angle folds, combinations and variations, and layered pop-ups. Enjoy creating 20 projects to play with ranging from cards and books to buildings, graphic design pieces, and more. Featuring a high-end gallery of artists, whose beautiful work will inspire you to make your own amazing paper art, *Playing with Pop-Ups* will teach you to create interactive pieces that everyone will enjoy./div

The *Design Manual* by David Whitbread is an indispensable and comprehensive reference for traditional and digital publishing. From beginners to professional graphic designers, desktop publishers and graphic design students, *The Design Manual* provides essential information on conceptual approaches, planning and project development techniques for print, web and multimedia production. Design tasks are divided into sections on publication, corporate identity, on-screen and advertising design. There is discussion of specific skills such as branding and logo design; stationery, catalogue, annual report and newsletter production; websites; storyboarding and animation techniques; and more. The production section discusses layout and typography for print and screen, colour and colour systems, printing and finishing processes. With numerous checklists and practical tips throughout the text, *The Design Manual* has become a standard reference for anyone involved in or interested in design.

[Copyright: ebbeck.com/2015/07/32/eaf05e6d1612e45dd1e](http://www.ebbeck.com/2015/07/32/eaf05e6d1612e45dd1e)