

grow, explode, shrink, scale, rotate,  
pulse, flick, rest, disappear, clutch,  
release, hold, capture, pin, prompt,  
confirm, repeat, stable, glide, slide,  
stop, hit, kick, cancel, ease in/out,  
ramp, augment, increase, decrease,  
agitate, shake, twist, transform, bounce,  
cycle, follow, guide, grab, screw,  
implode, circulate, constrain, channel,  
force, lead, invite, smooth, hard, harsh,  
solid, soft, compliant, bounce, spring,  
break, stop, collide, permute,  
accelerate, react

# Assignment #1:

make 3 hardware sketches that move 1, 10 and 100 mm.

No electronics.

Human actuation.

~ 2 hours

# Assignment #2:

Evolve one variation from assignment #1 with a motor/actuator, controlled by an Arduino with some level of variability and repeatability.

Hardware or hardware + software for control.

~ 2 hours + weekend