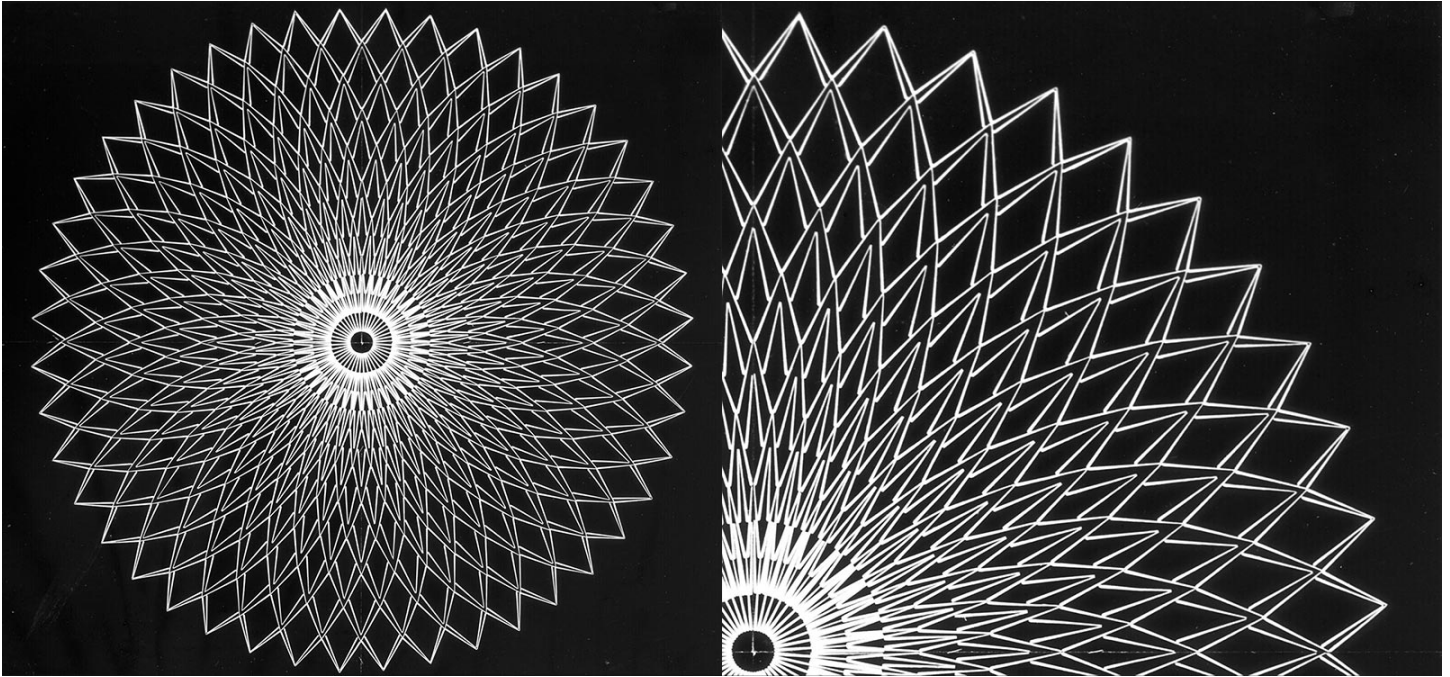


Programmed design: Toothpick module exploitation



Create a **programmed design** exploiting the inherent qualities of your toothpicks.

A **program** is a set of rules governing where each toothpick is placed, after the initial conditions are set up. The rules will include some element of change (in position or angle) and some element of restraint (constancy). While the process is mechanical, the results can be organic and surprising.

There should be no evidence of the designer imposing their will through a change or element that is inconsistent with the initial program set-up.

You may wish to combine resulting modules through repetition, reflection, translation, or other manipulations to create even more magical results.

This spectacular and time-consuming design was created by a Punahou High School student during Dick's time there.