


TOOTHPICK PROGRAMMING TIPS

Having been involved with the development of a design programming of the Toothpick Module assignment, let's summarize options that may or may not have been considered or imposed. The most basic program will generally be realized within the first three module arrangement, but with more complex programs, this may require additional modular additions.


OPTIONS TO CONSIDER:



ELEMENT OF CHANGE
Increase distance from tip to tip in increments based on width of tips.

ELEMENT OF RESTRAINT
Modules must remain parallel.


1



ELEMENT OF CHANGE
Increase angle by width of module wide end.

ELEMENT OF RESTRAINT
Module tips held to horizontal line.


2



ELEMENT OF CHANGE
Increase angle by width of module narrow end.

ELEMENT OF RESTRAINT
Module tips held to horizontal line.

3

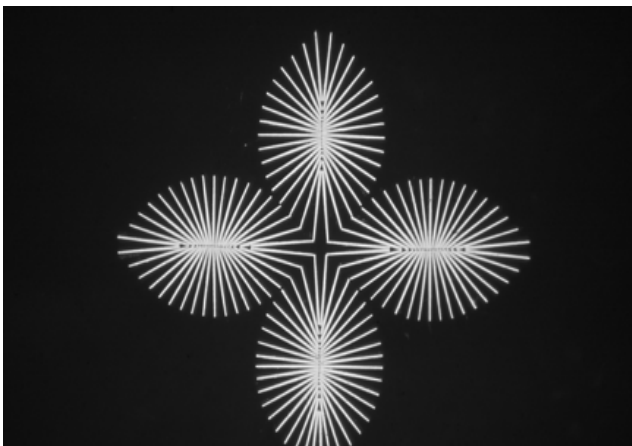


ELEMENT OF CHANGE
Increase angle by width of module narrow end. Increase distance of wide tips incrementally.

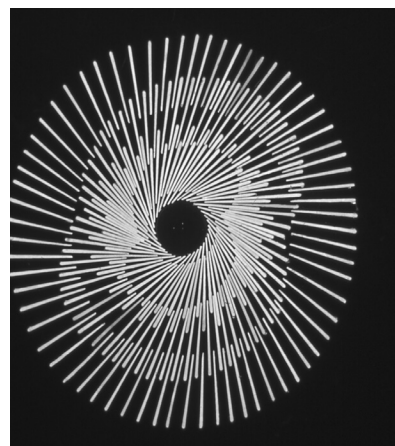
ELEMENT OF RESTRAINT
Inserted narrow tips must engage modules on either side.

4

Here are four program variations. Each program has an element of change as well as an element of restraint. These are conscious decisions, not unlike a DNA. If the resulting concluding design is less than satisfying, change the program at the start, not cosmetically at midpoint.



Note glowing centers where there's a greater accumulation of light.



Note how, at first glance, we believe there to be sticks of different lengths.

Consciously accept or reject any visual effect option such as:

1. Increasing illumination where wide ends converge.

2. The illusion that there are modules of varying sizes.

3. Completed program may be duplicated and used to form more complex systems.

These designs do not depend on copying, and cannot be imagined. They, like natural design, evolve according to their distinctive and almost unlimited programming. This is pure creation; not duplication!