

A1.

Three-dimensional mold of a bell

A model for the casting of an aluminum bell designed to ring with a tone of ~440Hz (A4); Printed in ABS plastic on a three-dimensional plotter from a Solidworks file.



A2.

Electronic windchimes

Accelerometer-driven electronic windchimes with onboard filter electronics and flat piezo speakers in laser cut acrylic casing (two of six); These attached to a larger set of custom electronics which converted the movement of each chime to a unique tone.

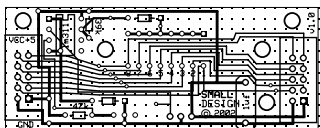


(see attached 6.101 final report for circuit diagrams)

A3.

Sensor module for interactive fountain

One of 32 custom presence sensor modules for an interactive fountain at the Christian Science Hall of Ideas in Boston, designed while employed at Small Design Firm, Inc. in spring 2002; These send digital data when a person walks in front of the fountain to a computer in control of animations projected on the water's surface, via the data bus described at right.

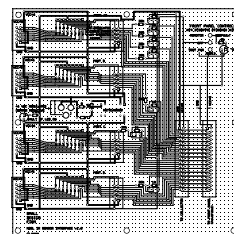


(see attached circuit diagrams)

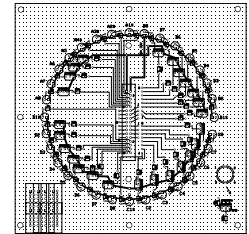
A4.

Sensor data bus for interactive fountain

Custom printed circuit boards for (a) connecting the sensor modules described at left to a computer, and (b) monitoring the activity of the sensors.

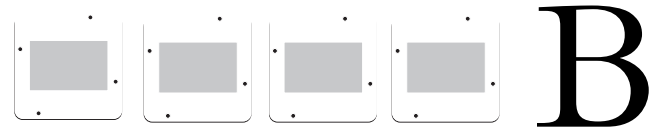
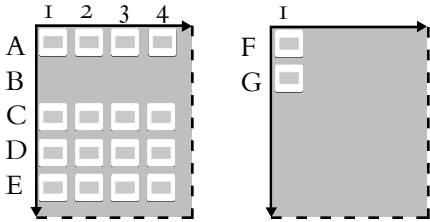


a



b

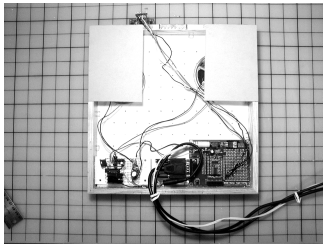
(see attached circuit diagrams)



B1.

Distance-sensitive sound device

Prototype for the *Sound Portraits* project, an interactive sound device meant to be hung on the wall like a framed picture; A microcontroller measures the distance to an approaching individual and increases the gain of an audio clip as they near.



B2.

Album cover design

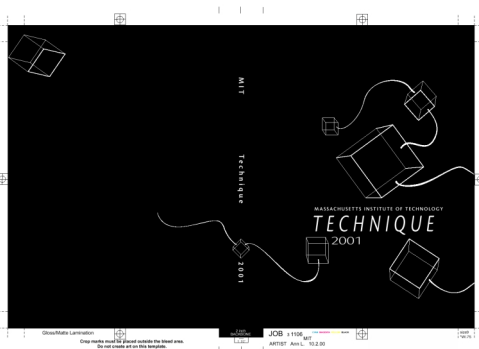
Cover design for an album by a student and friend at MIT, 2002; The project was a collaboration with Au Design Collective, a student group at the Institute of which I am founding member.



B3.

Book cover design

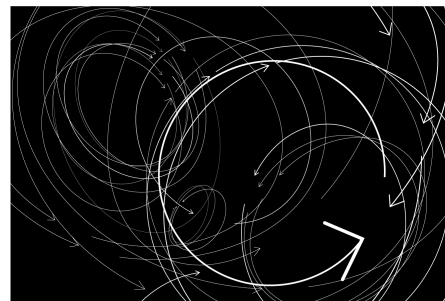
Cover design for the 2001 edition of *Technique*, the annual of MIT; I served as Design Editor for the publication in 2001 and currently share the position with another student in production of the 2003 book.

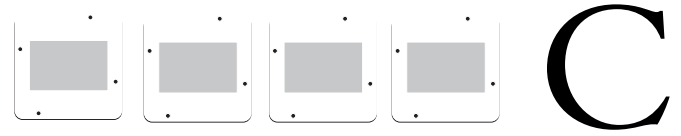
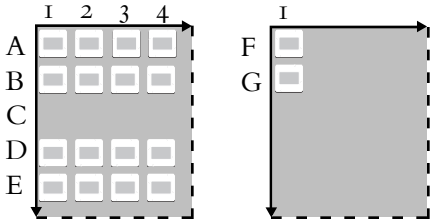


B4.

Book layout design

A spread from the 2001 edition of *Technique*, designed in part with code written in the MIT Scheme programming language.

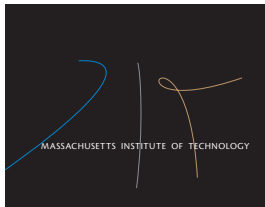




C1.

Logo for www.mit.edu

An image published repeatedly as the logo graphic of the top-level MIT webpage; Created to announce the availability of the 2001 edition of MIT *Technique*.



C2.

Visual arts prize exhibition card

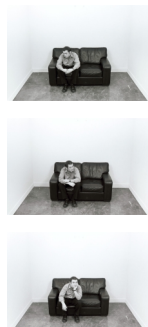
Postcard designed as an announcement of the 2001 winners of the Schnitzer Prize in the visual arts.



C3.

MIT List Visual Arts Center poster

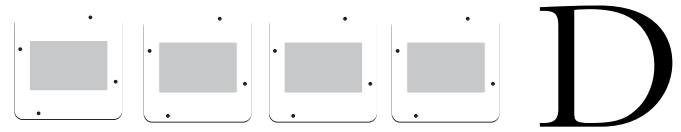
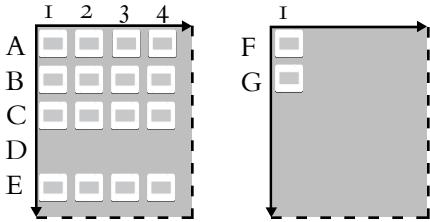
Poster design for an exhibition held by the MIT List Visual Arts Center; The project was a collaboration with Au Design Collective, a student group at the Institute of which I am founding member.



C4.

Three-dimensional model, the *Wassily* chair

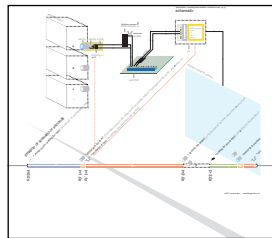
Renderings of a model constructed in Autocad of the *Wassily* chair designed by Marcel Breuer.



D 1 .

Schematic for interactive exhibition

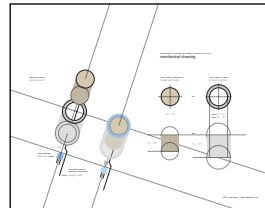
Schematic timeline intended to demonstrate to the client the operation of an interactive museum exhibit designed while employed at Small Design Firm, Inc; Includes the sequence of events from triggering of inputs to the response of the display.



D 2 .

Mechanical drawing

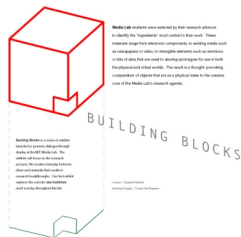
A scale drawing intended to demonstrate the basic size, shape and operation of a capacitive switch designed for an interactive museum exhibit while employed at Small Design Firm, Inc.



D 3 .

Media Lab curation project plaque

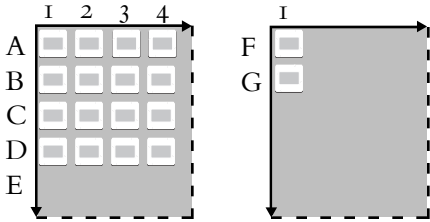
Plaque designed for permanent display on the third floor of the MIT Media Lab as a description of an ongoing project related to the curation of Lab research work.



D 4 .

Perspective drawing of Guggenheim Bilbao

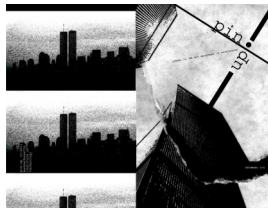
Three-point perspective drawing of Guggenheim Bilbao constructed from plan and sectional views.



E 1 .

Publication cover design

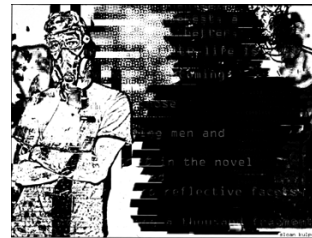
Cover design for *Pinup*, a publication of the MIT Department of Architecture, for an article discussing the effect of the WTO attacks on the field of design.



E 2 .

Artwork

Digital artwork incorporating photographs of myself and text from Machiavelli's *The Prince*, a critical essay and a computer programming manual; Published in *Rune*, a literary magazine at MIT.



E 3 .

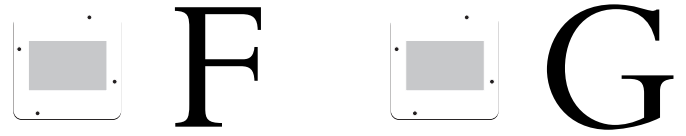
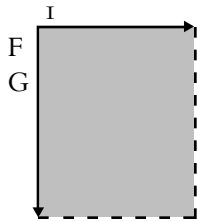
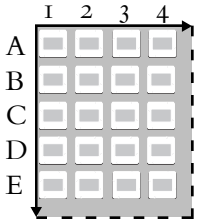
Poster design

Design of a party announcement poster weaving fabric with text.

E 4 .

Artwork

Digital photograph; Published in *Rune*, a literary magazine at MIT.



FI.

Architectural design drawing

Final design project for an architectural drafting studio; Three-point perspective, exploded axonometric and sketch drawings of a steel workers' union hall on site at the "Big Dig" in Boston, MA.

GI.

Sensor module for interactive fountain

Bottom half of the above drafting design project; Section, plan and site drawings.