Provides material to printers.

When the game expires, it recycles the used objects brought by the

printers. Thus, it provides the

material cycle to be used in new

___ Material Library

games.



Prints the tactile objects on site, up to heights that people can reach. After the game expires takes the objects back to the material library.

1. Shape-Changing Pneumatic System

The silicone printed cellular cystem can change shape depending on the amount of air pressure in the system. Air pressure is defined by the designed topography.

2. Phase-Changing Lattice Structure

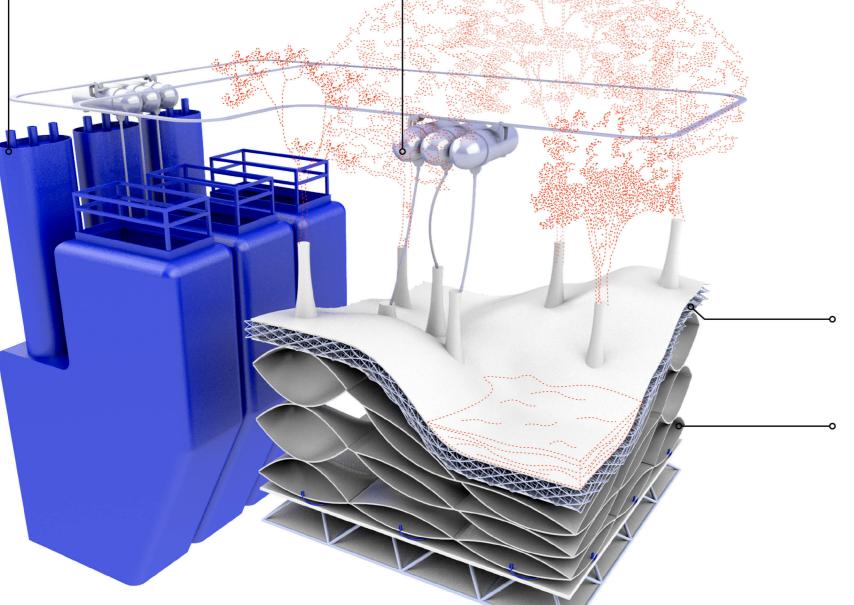
Temperature controlled shape memory material is capable of shifting between soft and rigid states. This material is used for a lattice structure layer which differs according to the designed tactile properties of the topography.











2. Phase-Changing Lattice Structure

1. Shape-Changing Pneumatic System

