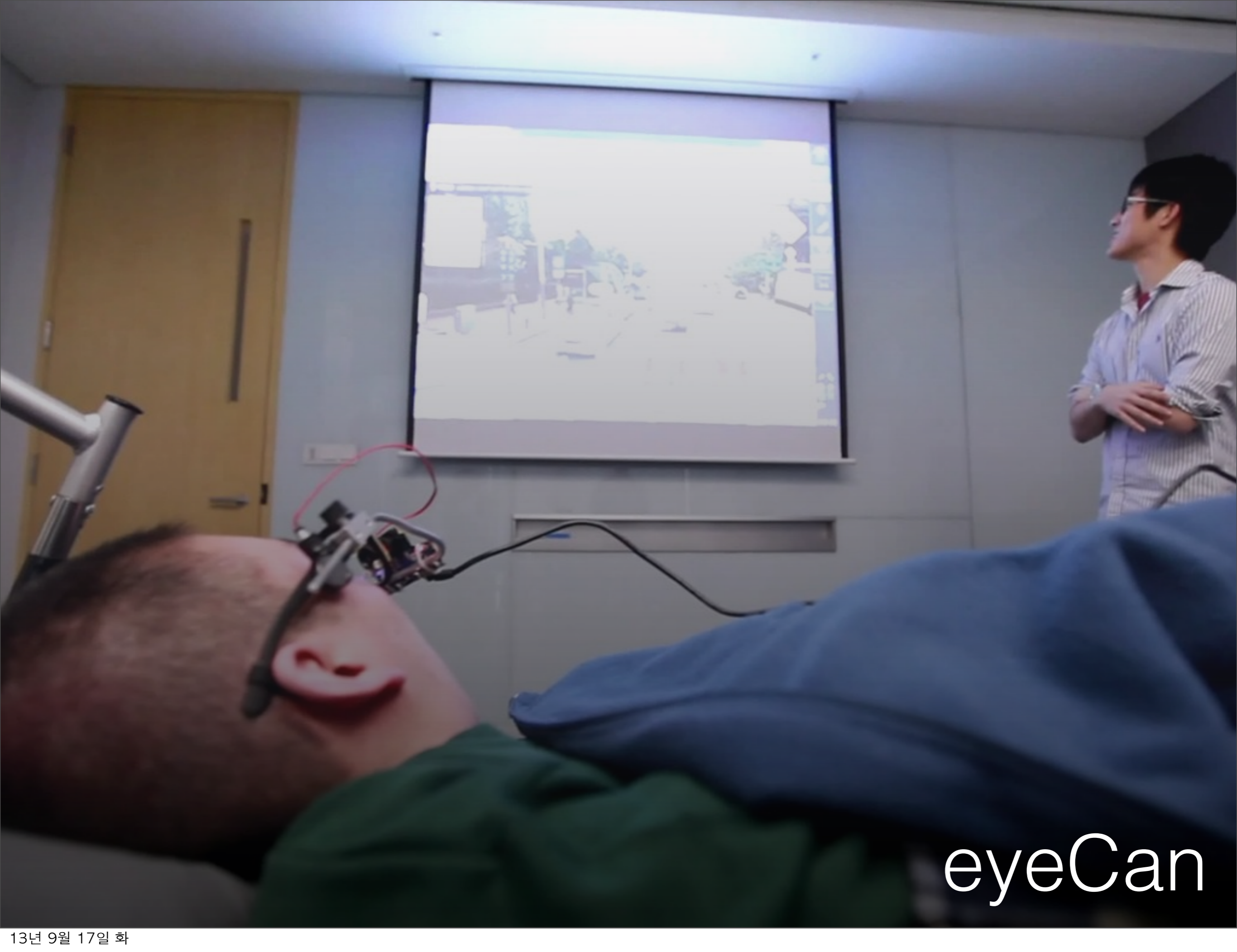




Sang LEIGH

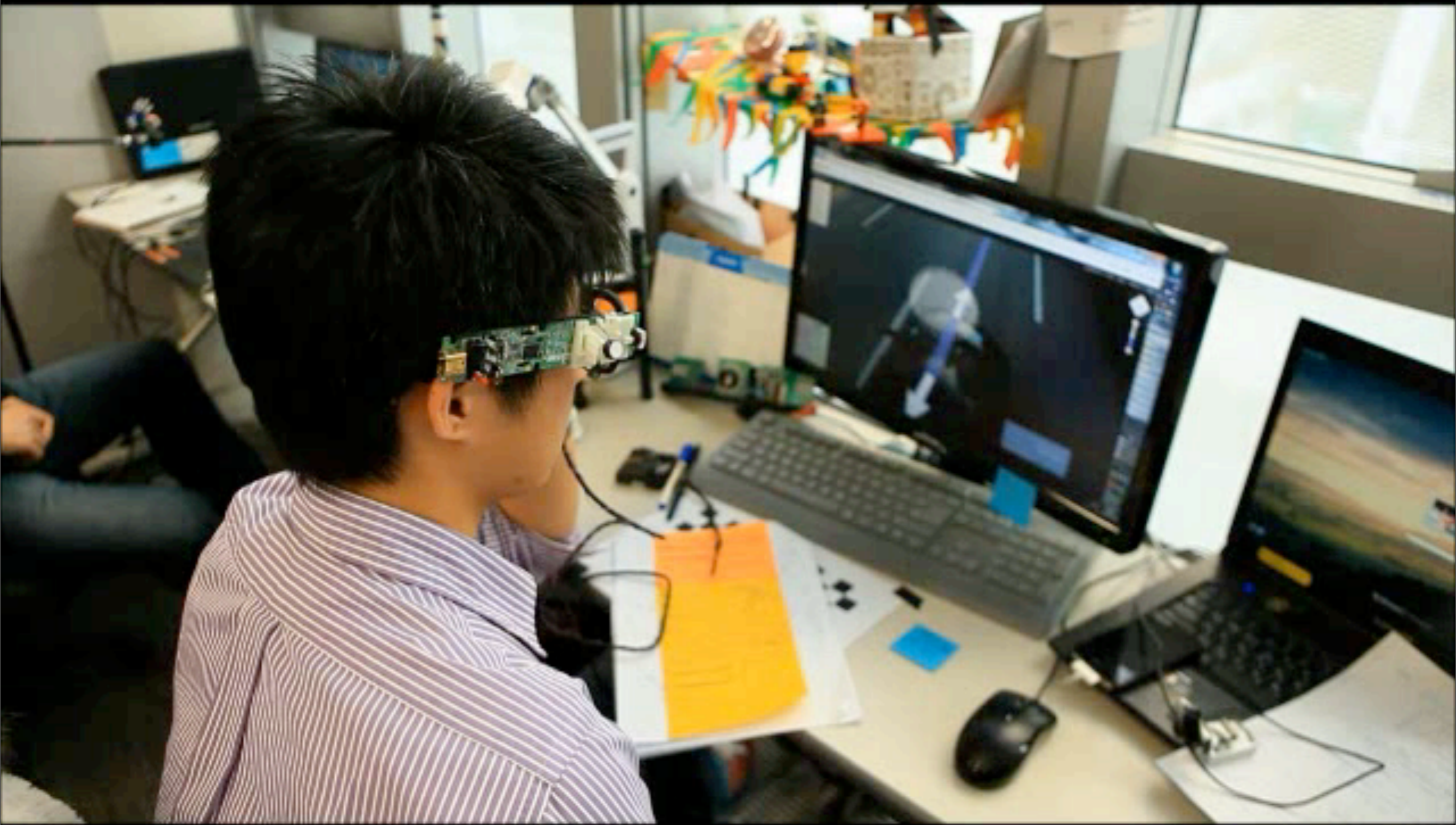
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eyeCan

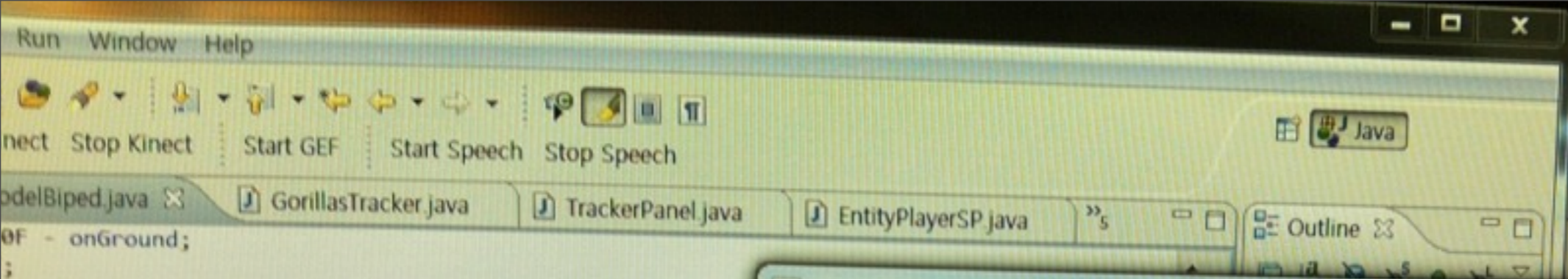












```
onGround;
;
;
0F - f;
f2 = MathHelper.sin(f * (float)Math.PI);
f4 = MathHelper.sin(onGround * (float)Math.PI) * -(biped
RightArm.rotateAngleX -= (double)f2 * 1.2D + (double)f4;
RightArm.rotateAngleY += bipedBody.rotateAngleY * 2.0F;
RightArm.rotateAngleZ = MathHelper.sin(onGround * (float
ak)

Body.rotateAngleX = 0.5F;
RightArm.rotateAngleX += 0.4F;
LeftArm.rotateAngleX += 0.4F;
RightLeg.rotationPointZ = 4F;
LeftLeg.rotationPointZ = 4F;
RightLeg.rotationPointY = 9F;
LeftLeg.rotationPointY = 9F;
Head.rotationPointY = 1.0F;

dBody.rotateAngleX = 0.0F;
dRightLeg.rotationPointZ = 0.0F;
dLeftLeg.rotationPointZ = 0.0F;
dRightLeg.rotationPointY = 12F;
dLeftLeg.rotationPointY = 12F;
dHead.rotationPointY = 0.0F;

ghtArm.rotateAngleZ += MathHelper.cos(par3 * 0.09F) * 0.05F;
ftArm.rotateAngleZ -= MathHelper.cos(par3 * 0.09F) * 0.05F;
ghtArm.rotateAngleX += MathHelper.sin(par3 * 0.067F) * 0.05F;
ftArm.rotateAngleX -= MathHelper.sin(par3 * 0.067F) * 0.05F;

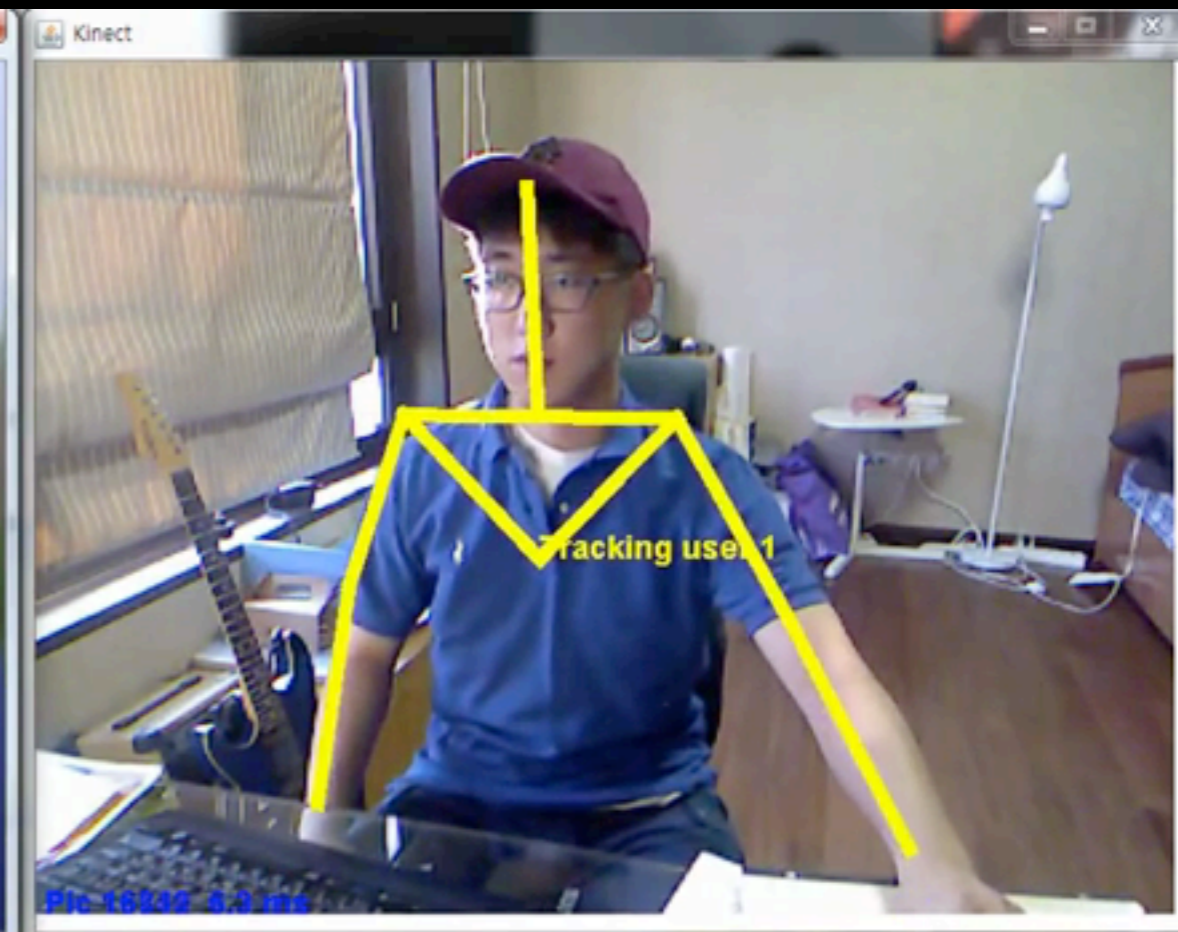
nedBow)

oat f1 = 0.0F;
oat f2 = 0.05F;
```



minecraft.me

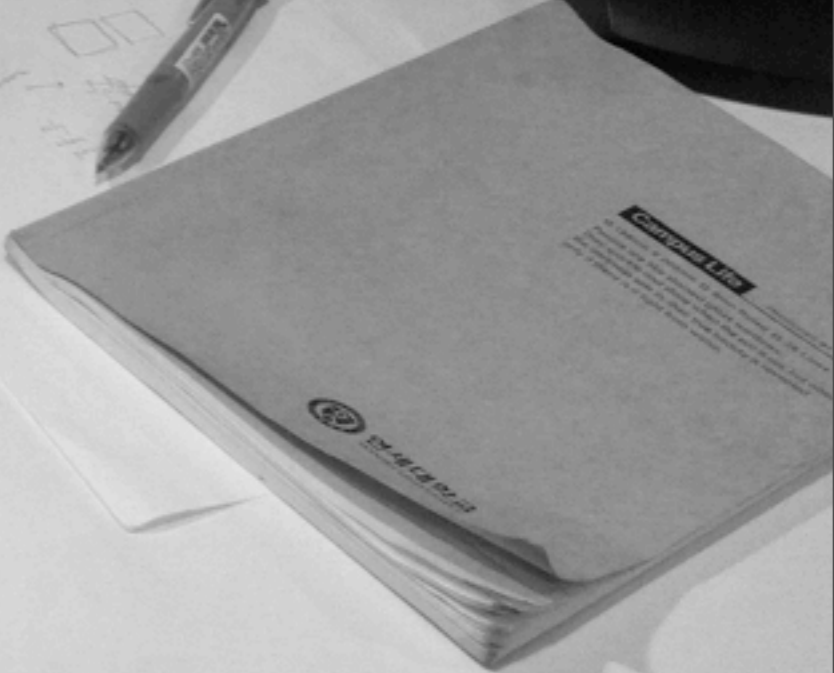
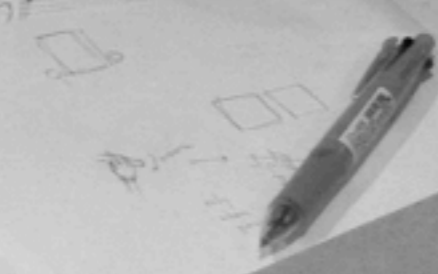
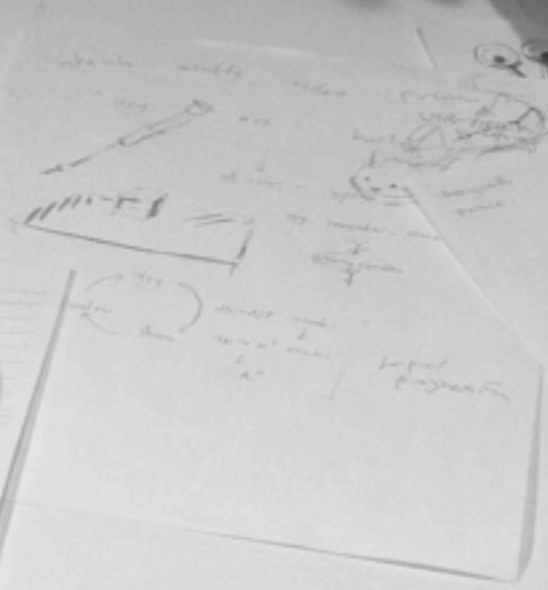
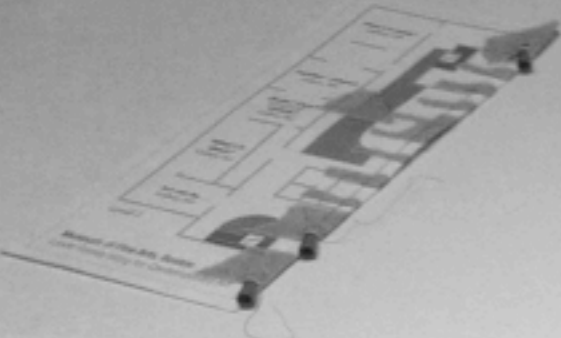
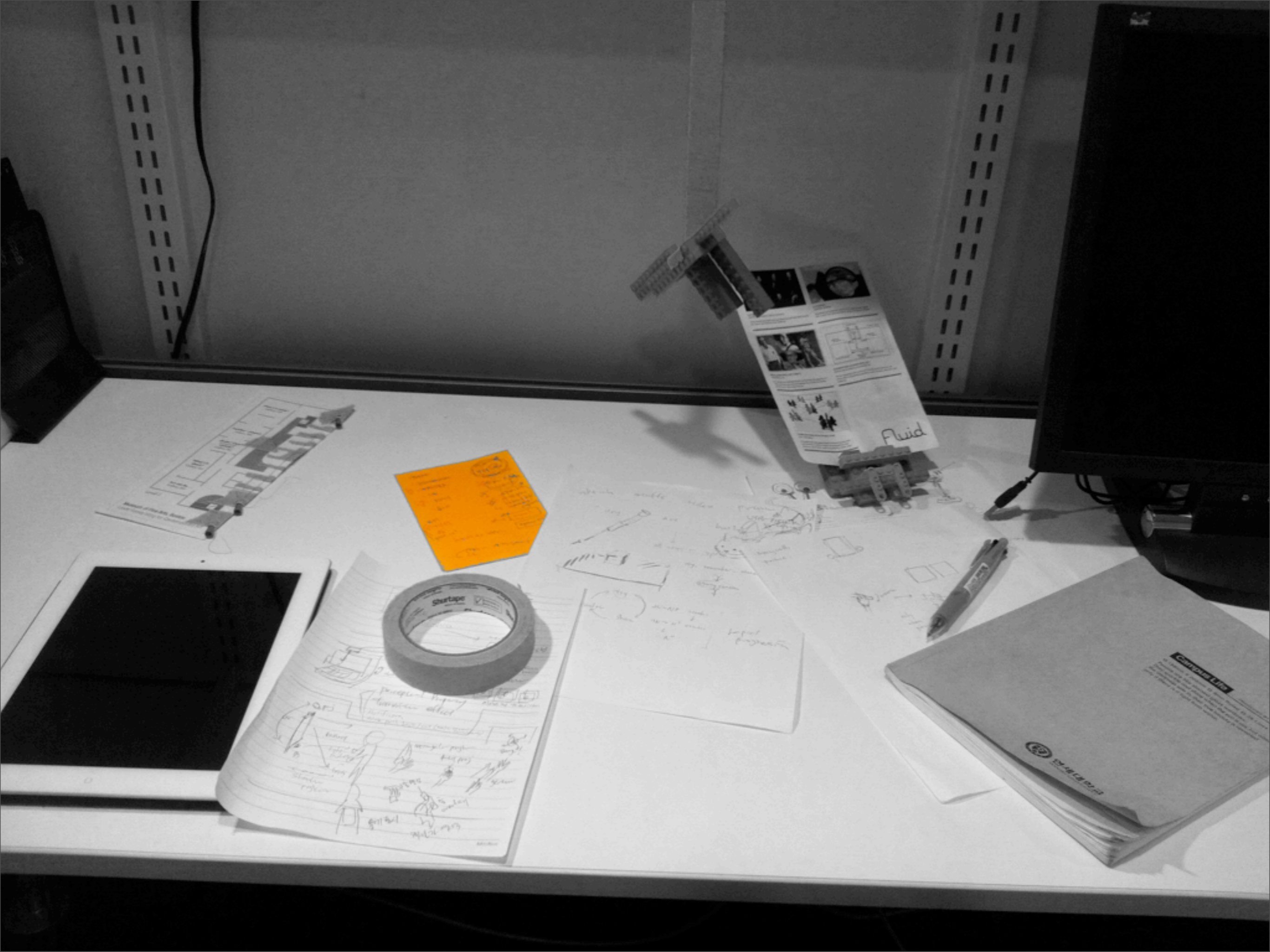






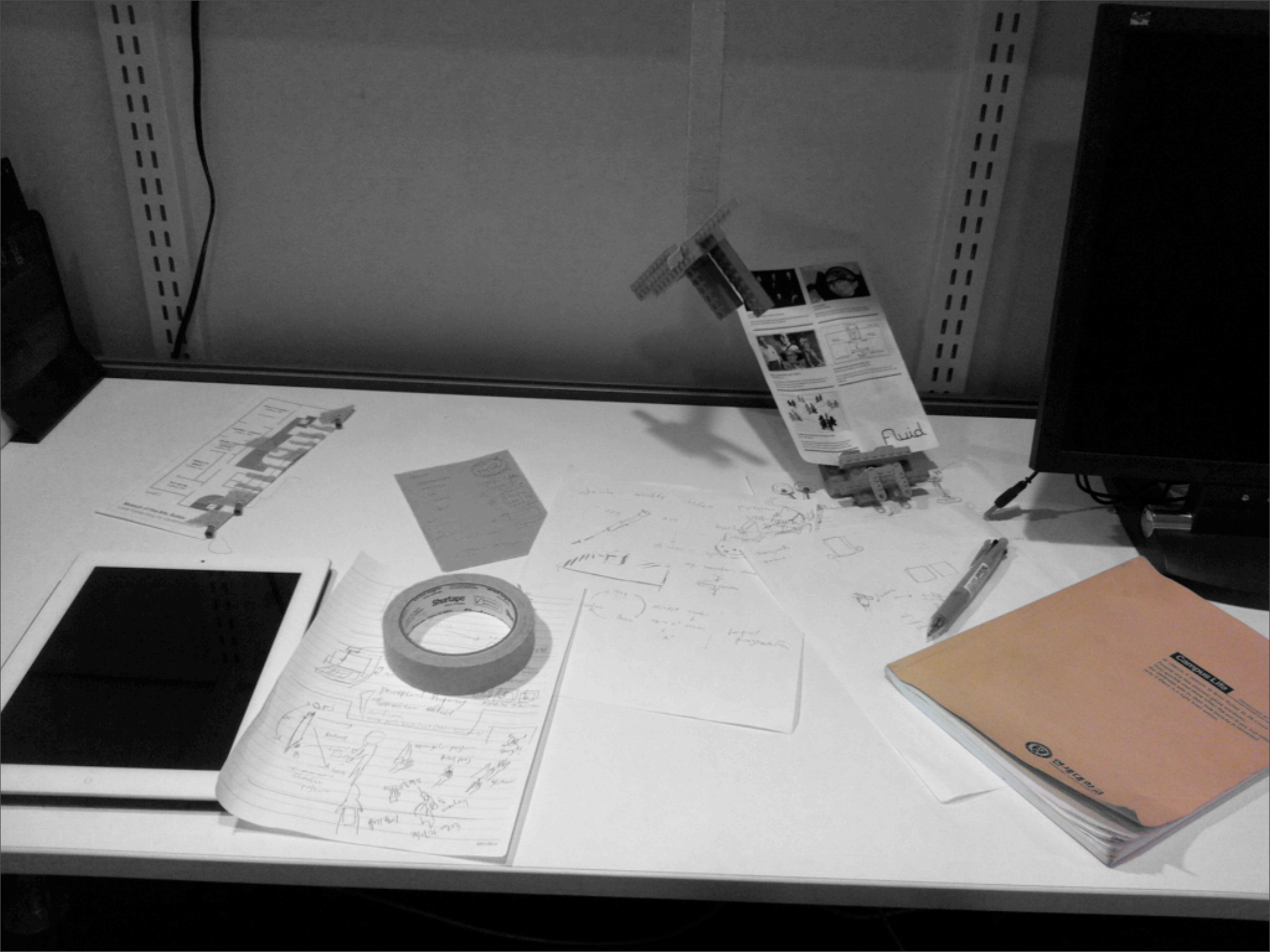






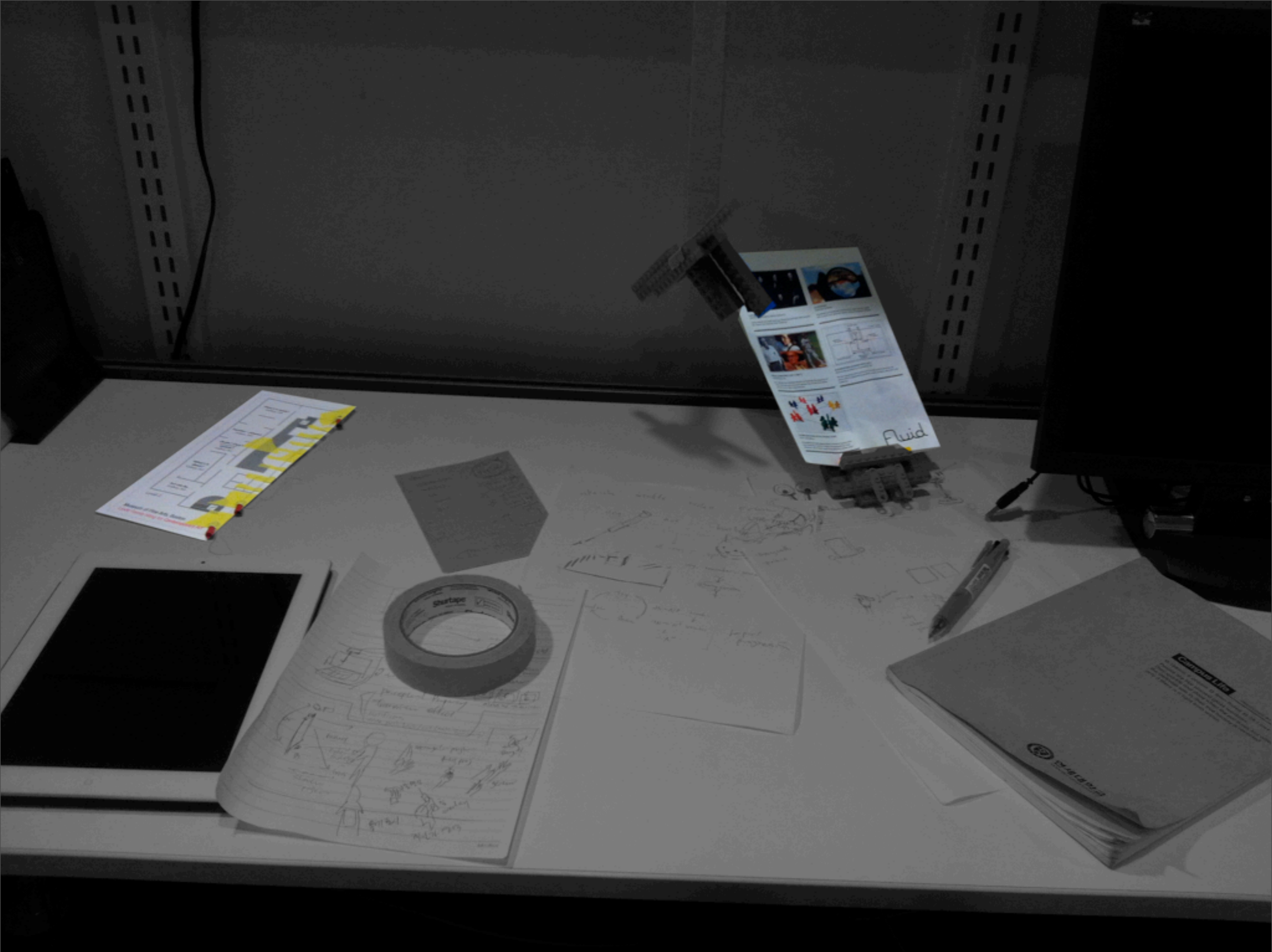
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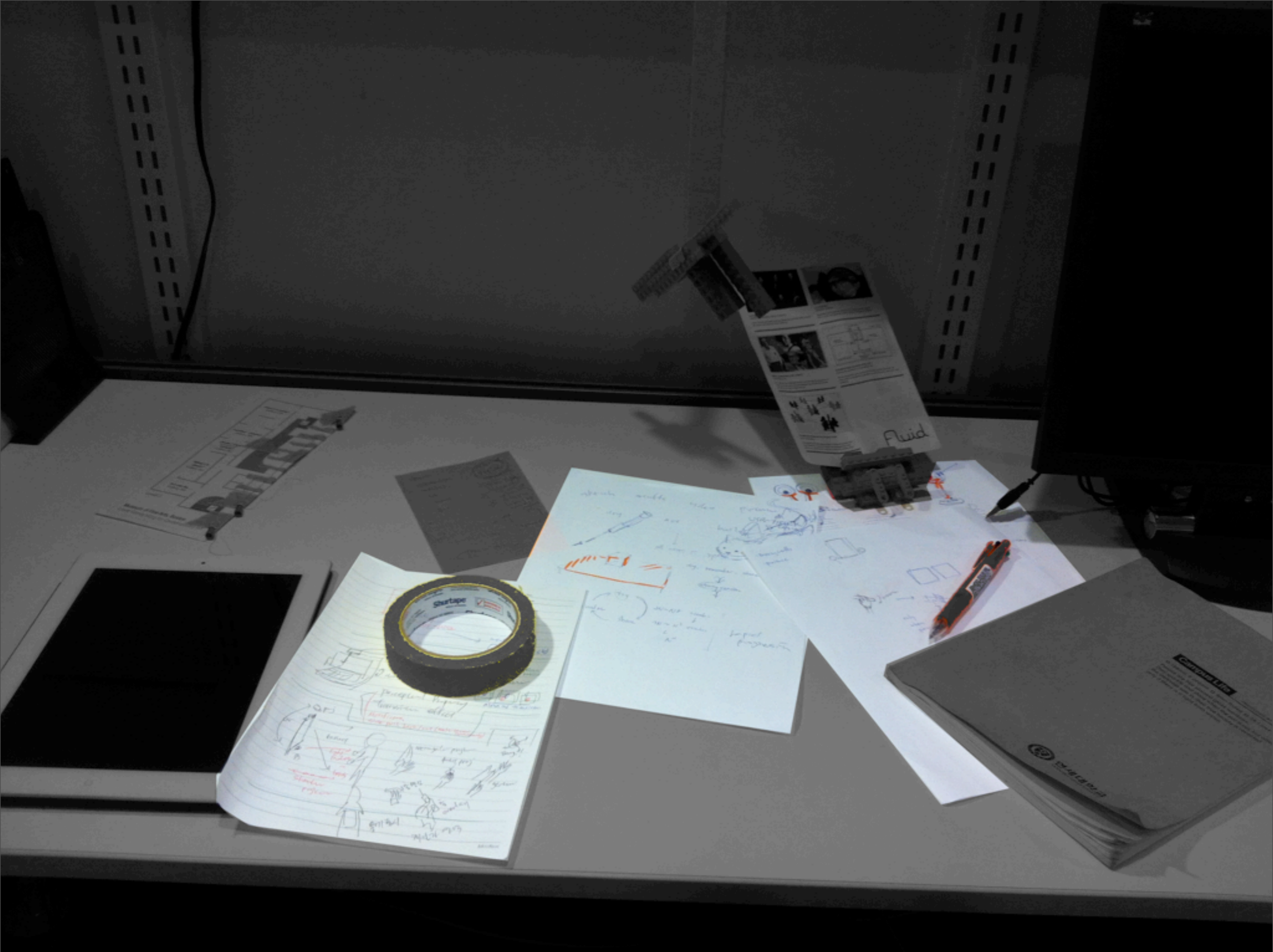


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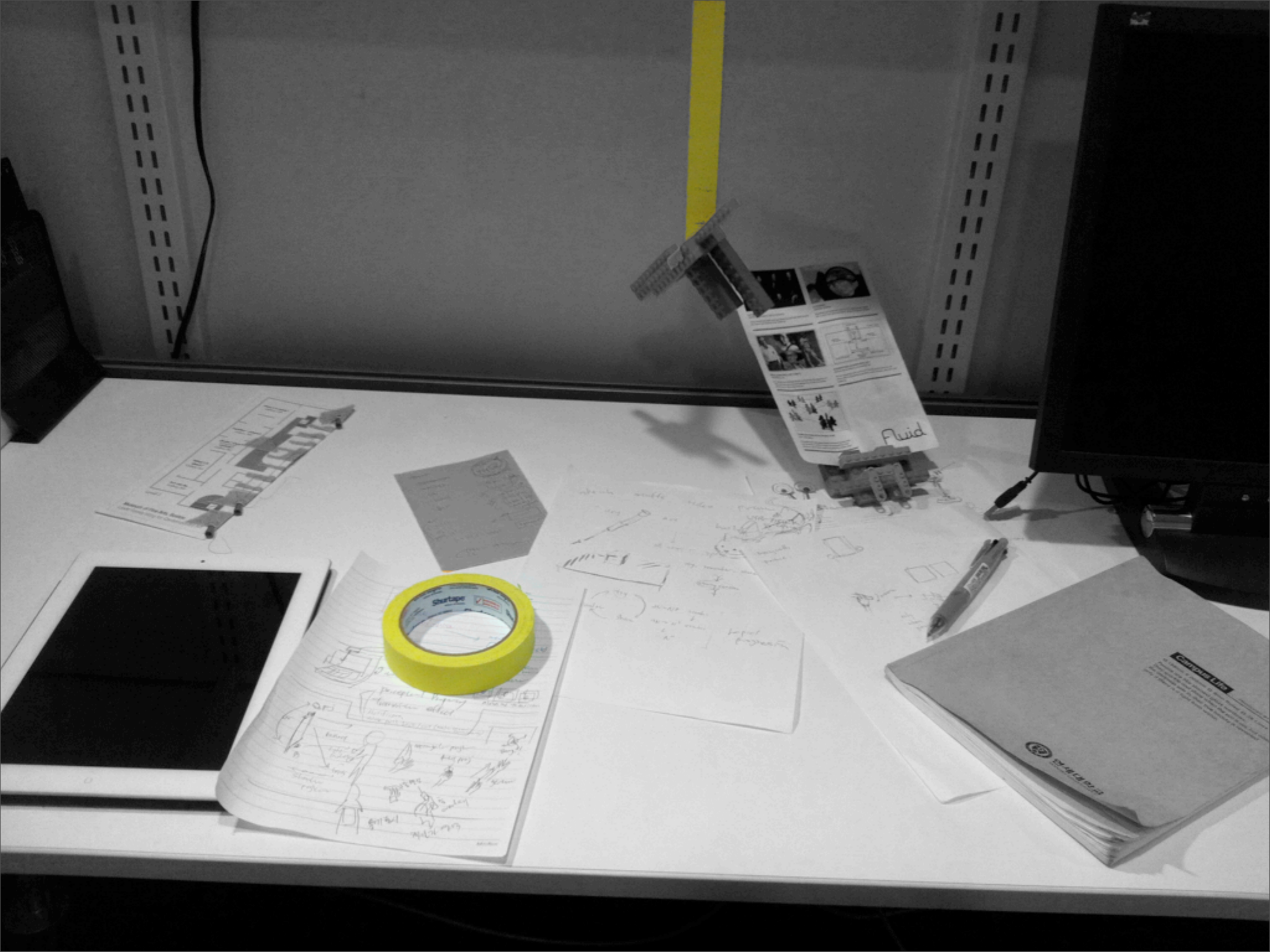












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# Paper API



# Digital Input





# Remote Communication





# Mechanical Actuation





user scenario:  
collaborative ideation



# PP2P (Physical Post-it to Post-it) Communication

