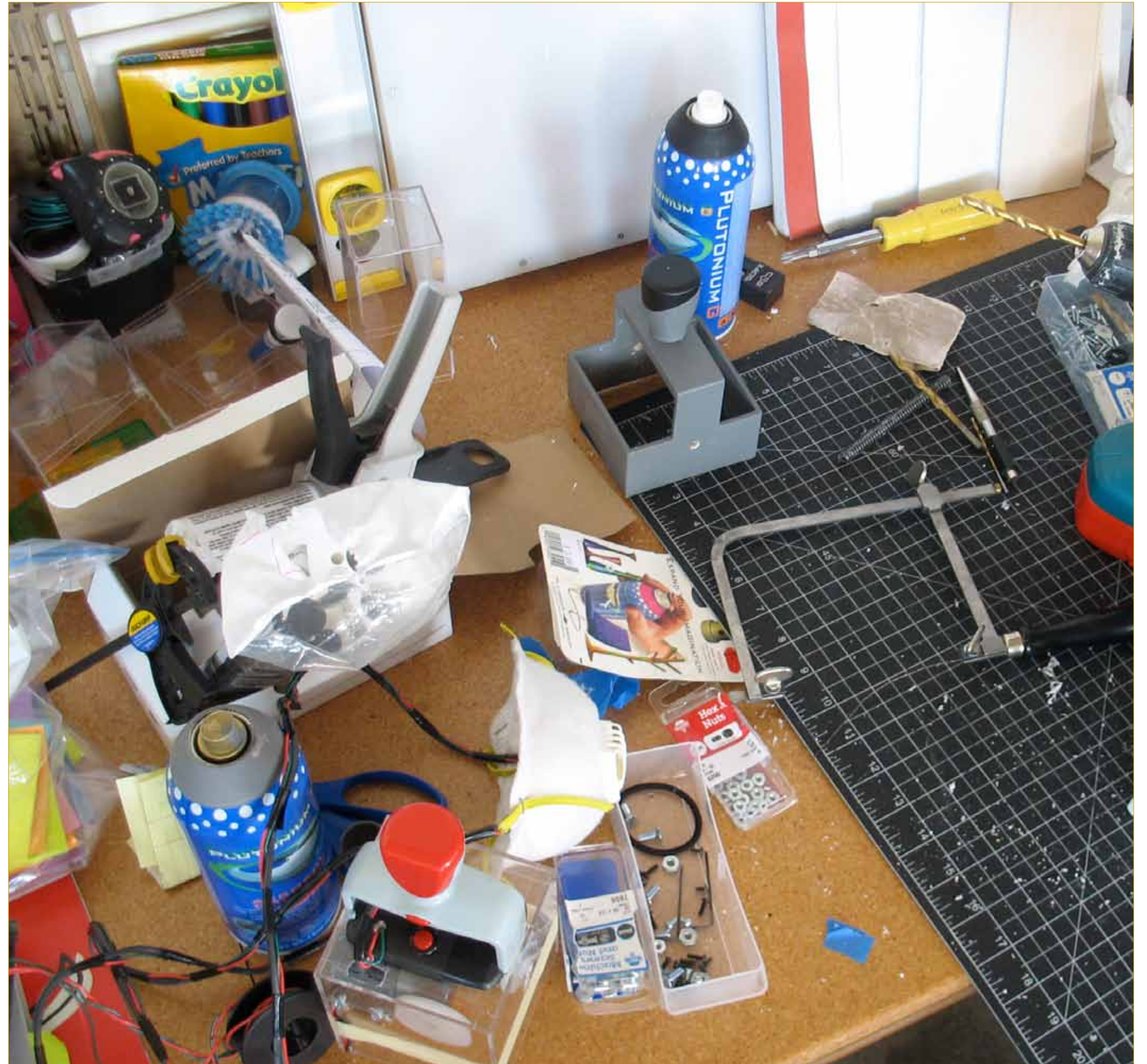


# Hello,

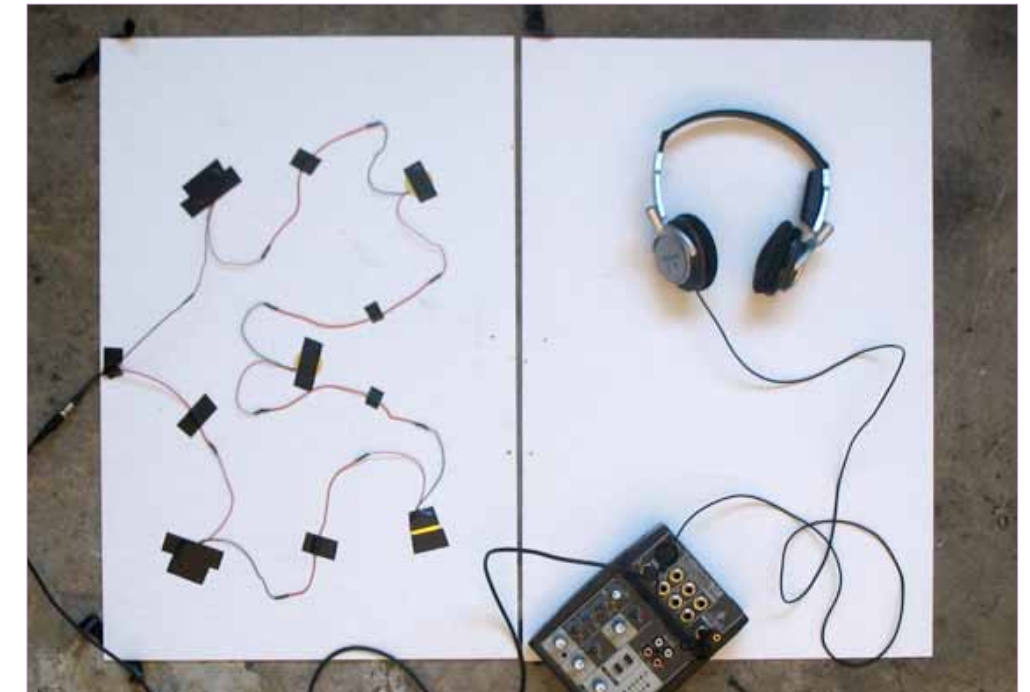
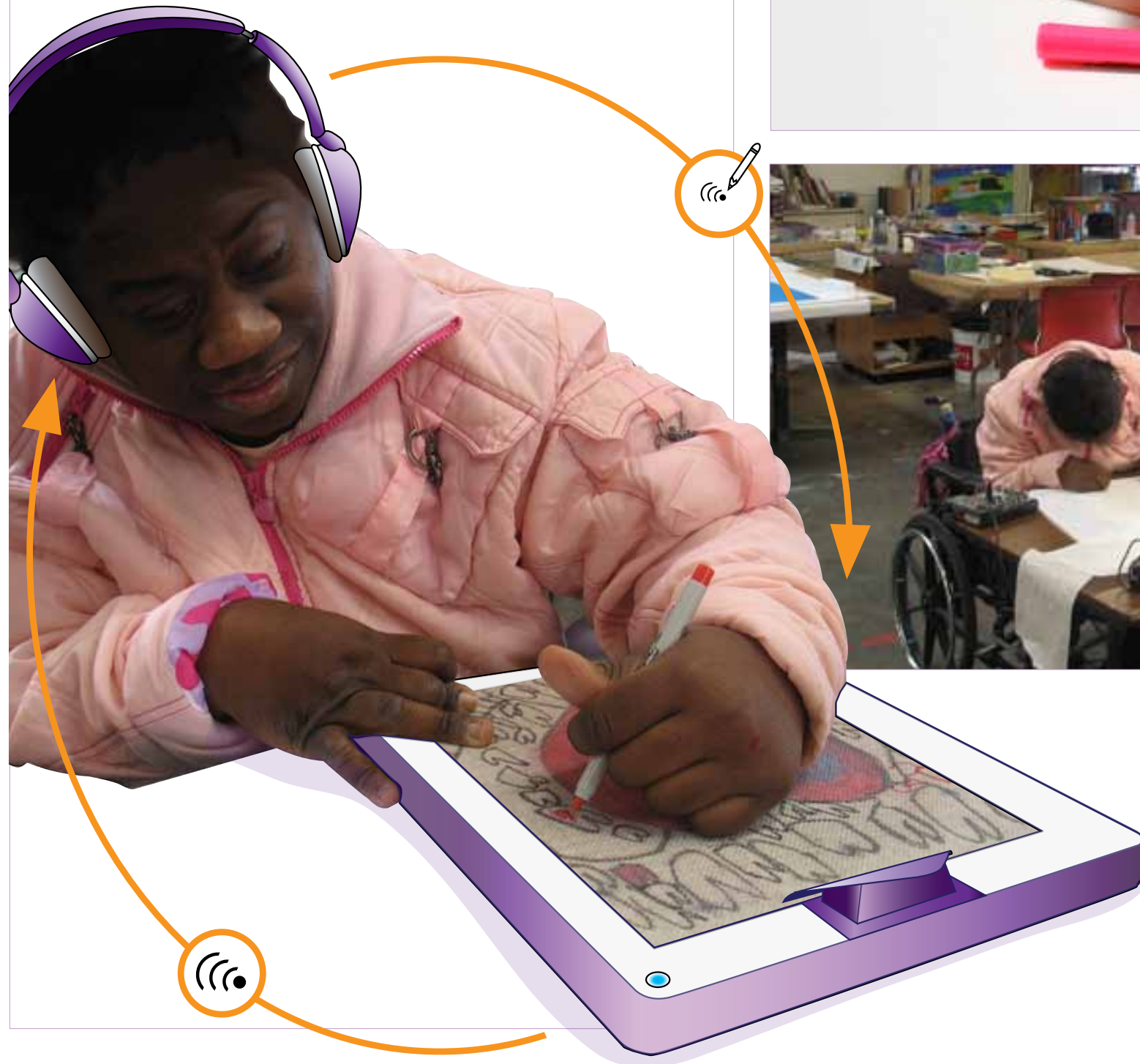
My name is Matthew Baranauskas and I've spent the last few years honing my craft and expanding my thinking on design. I'd like to share with you some of the work that has come out of this process. In addition to this, you can find more information and see videos of these and other projects on my website, [www.curiositycan.com](http://www.curiositycan.com).

Best,  
Matthew



# Immersive Drawing Board

The Immersive Drawing Board (IDB) is a device that brings the sound of a person's creative process to the foreground of their experience, while simultaneously pushing disruptive noise into the background. Although the IDB was originally created for disabled artists who are sensitive to auditory stimuli, the device has universal appeal.

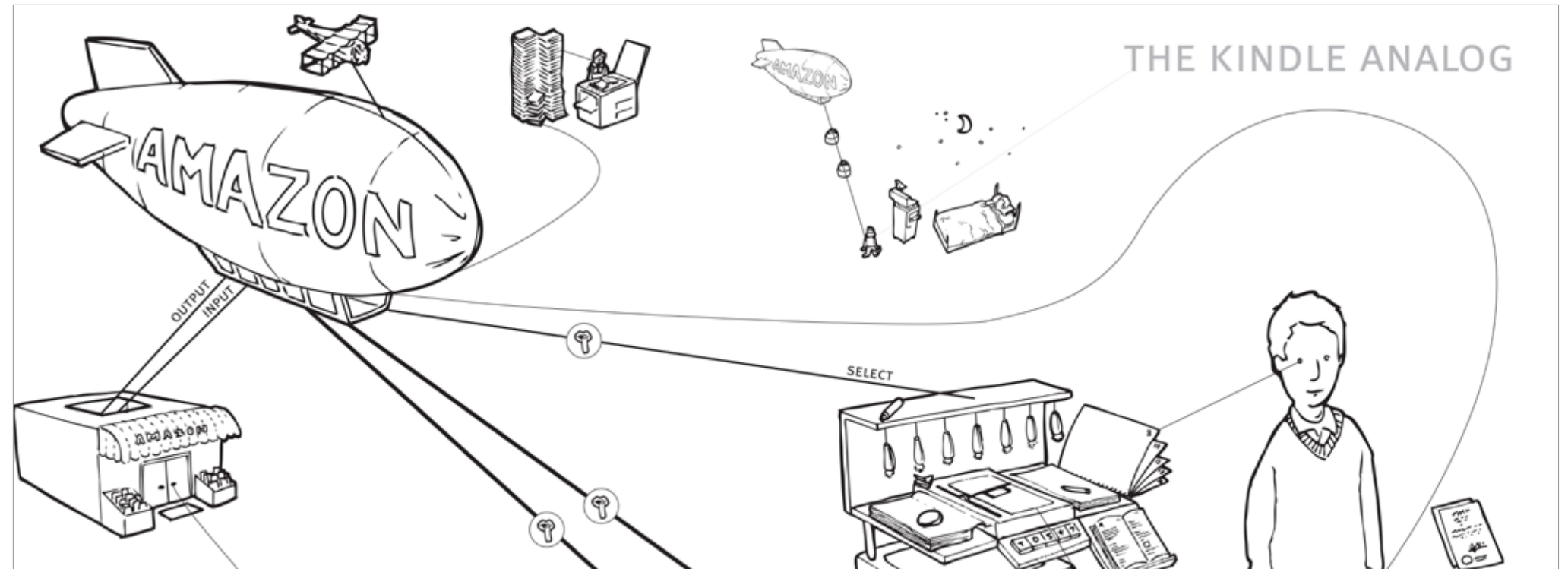


# Kindle 3.0 The Future of Reading

Kindle 3.0 / The Future of Reading is a project I worked on with Molly Ackerman-Brimberg, and was selected for presentation at Intel, in Santa Clara. Within this project we examined a number of old, current and evolving reading behaviors and asked how these behaviors might be interpreted within, and ultimately enhance the e-book experience.

## KEYWORDS / FOCUS AREAS

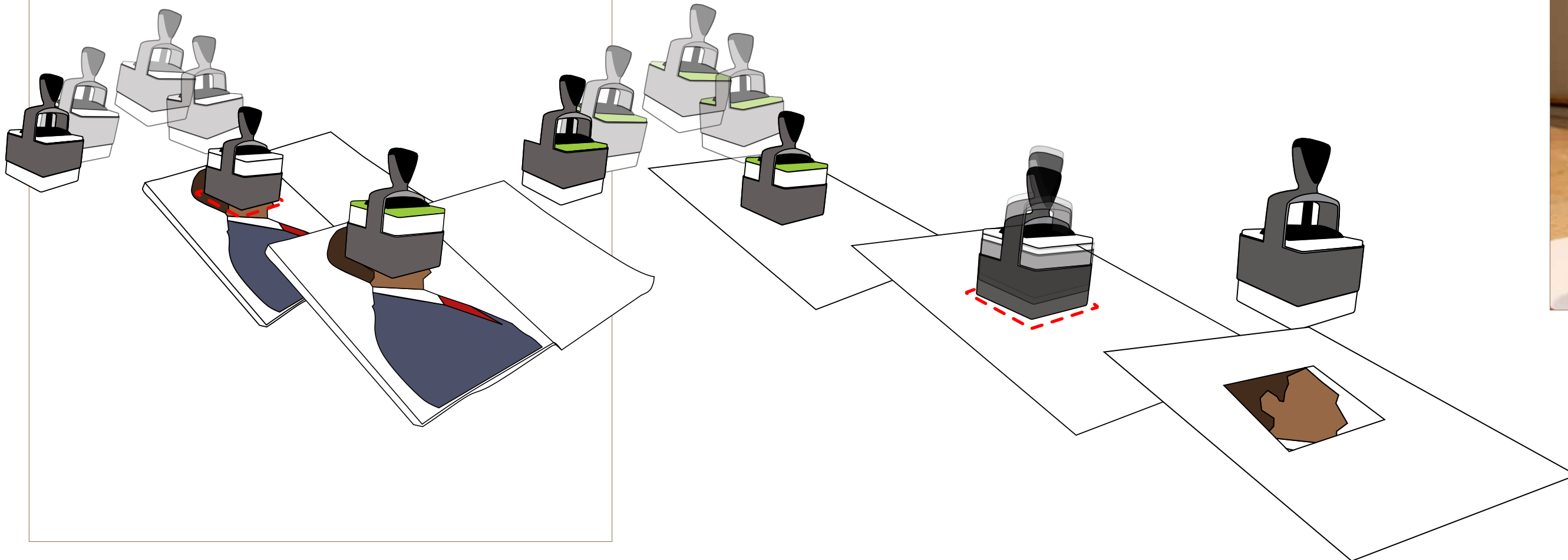
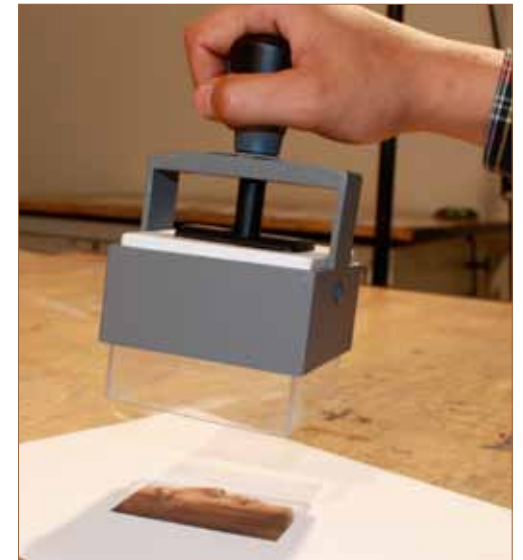
- Living Documents
- Annotation
- Scrapbooking
- E-staining





# Collage Stamp

The Collage Stamp is an art tool that reinterprets the way collages can be made. By combining the functions of a scanner and printer into a small hand held device it presents a new and dynamic way for users to create their own collage works of art. Its features include: the ability to quickly scan and print images, textures, and text, visual and physical feedback indicators, the ability to apply color filters to images, and the ability to crop and shape images. Although the Collage Stamp was originally inspired by the difficulties many disabled artists' face when using scissors or glue, its appeal has proven to be universal.



## Prototyping

While in graduate school I became deeply interested in the merits of creating behaves-like prototypes with combinations of hardware and software. I developed a number of functioning prototypes because as a designer I felt it was important to immerse future users of a product within the new experiences I was proposing that they use.

## Desktop Rug

Inspired by Tim Mott's Desktop Metaphor, the Desktop Rug reconsiders the way in which the average person relates to, and works with their personal computer.

### HW/SW

Flash, After Affects



## Collage Roller

Collage making device inspired by a brayer

### HW/SW

Brayer, Processing, Darwiin, Wiimote, Webcam, Arduino, IR light, Projector



## Collage Stamp

Collage making device inspired by a rubber office stamp

### HW/SW

Office stamp, Webcam, Arduino, IR light, Projector, Processing, Darwiin, Wiimote

