

# Yanwen

Type feedback here

Awesome job, but you should have made it red! +1.

I really love the idea, and it was FANTASTICALLY executed, I also think it is amazing you got the Twitter bot to work with emoji versions! I know how difficult it was to get the Image API to work and thats such a good work around. Very intelligent!

I think the springyness of it is really cool. Also good job with the twitter integration

Love the sound effects! So cute

Really clean execution of a sandwich maker. I enjoy the documentation in particular, where its really creative and smartly done. It would be really interesting if the sandwich could maybe "bounce" a little each time something falls.

Beautiful video and design aspects. Very clean and charming. I love the minimalness of it, and the potential you talk about to add more. I look forward to what you do with this! I think the emoji twitter idea is very clever.

Terrific job!!!!!! The sounds are terrific and the idea of making a bot is brilliant. You killed it. The squishiiness is wonderful

I love the visual so much! So neat & clean & simple, yet so to the point! Impressive that you also linked IFTTT as well. I like that it's in emojis than images too.

+1 I freaking love your choice of colors and the style of illustrations. It's a simple concept but you've executed it well! It was so adorable when you set your phone inside a plate - a play on your setting!

I am hungry now. The animation is insane I love it!!!! Also, love the whole documentation that was "chef's kiss". Reminds me of the old Lilo and Stitch game that was on Disney or something.

The design is simple and clean, it's really well executed. I think the emojis on twitter are an awesome translation of the sandwiches!

I love the simplicity of the motion, as well as the hand-drawn aesthetics of the hamburger parts.

This is so cool! I love the aesthetics of the entire project and your documentation is really excellent. The sound effects add a lot too.

Love the sandwich squishing in as additional stuff comes down. Liked the randomness of additional stuff coming down such as pencils.

## Toad2

Type feedback here.

I love the visual aesthetic oh my god!! Such a visual improvement to what you showed on the checkin and I am impressed with how charming this is. This is so LOVELY. And it is actually really smart that you use presence, and reach! Those were difficult to use. Very intelligent!

I think the video could use more explanation. A very simple improvement would be captions (subtitles) that start what's going on: "When a person is present, the bugs hide", etc.

The bugs are super cute, and I think it's super clever how you used presence to play with the bug interactions.

Like the subtlety of the bugs coming in when presence is detected. It's fire and a cool detail to add from real life. Bugs are also mad cute.

I think your project looks so visually pleasing and the animation of the way the roaches move are well done. I think your cuts to you sitting or standing up and leaving could be longer because right now I think it's too jumpy and too short. Also, maybe the beetles should be walking on top of the flowers rather than under them?

I like the aesthetic of the rock and the bugs. Good demonstration of using presence, however, it may not be immediately clear for someone unfamiliar with Soli. Perhaps adding a text overlay to clarify could make it clearer.

+1 <https://freesound.org/> this is a good resource for sound samples.

The insects look so cute :) ))) Really love the idea of this project and the interaction choice goes well with the story telling.

I really love the movement of bugs. I think the presence feature is really well done. I wish it could've been documented better, perhaps if the viewer could see a split screen of you walking up to the phone and what is actually displayed on the screen, so having 2 shots in the video. But the color and the variations in the bugs are great!!

Lovely colors and I really like what you did with the shadows and the rock! The flowers are also a nice touch to communicate that the green is grass!

This is such a delightful improvement to the prototype you had last week. I love the orientation of the shadow, the flowers you added, as well as the detailed motion of the bugs crawling under the rock.

Nice touch of flowers there!! Also the shadowwwwwww I love the graphic of it, it's very children-friendly and cute

I like that you engaged with presence and the range of presence into your app. I definitely see myself playing it for while :D very engaging & interactive.

The rock came out so well, everything looks AWESOME! I think the video could be a bit more clear but it's great that you're intercutting these different scenes

I love the shadow of the rock, and the colors are beautiful!

I love the design of the insects. They are simple and compelling. The motion is also very good and very bug-like.

## Thumbpin

Video can use some work, I'd like to see you in it, do more storytelling. I'd like to see you in bed, under the covers, swiping, seeing the whole room. It's hard to read as just an isolated phone.

I will definitely be using this. Great way of avoiding my grandma's singing. HAHA joke's aside, this is really fantastic and useful!

I really like the simplicity of this project as well, in terms of its use of visuals. I'm not sure how you gather sounds, but I think there's a lot of potential for experimentation in the sourcing of these. Maybe for the video, like Golan was saying, there's more room for experimentation with your environment. +1

The ambient color it creates definitely works so well in creating mood w. the sound!

I like the simplicity of it. The idea of creating a vibe with sound is really unique. I also think the filming of this is really well done.

I like the documentation of the app in the little home you made for it. I think the color should come out a little better so each mode and setting would come out with more color.

I like your concept video. It's set up very nicely. Really allows you to focus on the sounds.

Love the setting you have for your video! I really like the sound samples you've chosen, and I think it's a good idea to focus on sound instead of a combination of sound and visual so you would have more chances to show the subtlety and interactions. I agree it would be nice if you include some information on how the interactions work in the documentation video. Great work : D!!

The video is really nice and I like how you present it in a dark room. The sounds are really nice I'm curious where you got all of them. I guess for general purposes, I think this could be an app that helps people fall asleep and in a different video, you could show a person sleeping and swiping to change the ambient noise.

+1 The video was well shot, the choice to film in darkness was good. I also liked the color glow. They were soft and pretty. Would recommend softening the light or finding a better camera that allows that type of light range from both the screen and the dark room.

I love how effective your concept became - the storytelling helped a lot to understand the soundscape you were talking about last week. Ambient sound is such an intuitive and inspiring way to interact with the Soli sensor.

I love your choice of setting - like a child hiding from their parents while playing at night. I love the idea of a soundscape and it's so simple yet very audio and visually pleasing. The only thing I have to say is that I think the screen looks too bright in the video and the idea of a bright screen fights against this idea of calming soundscape.

I enjoy how warm and cozy the video feels, the glow of the phone appears a bit harsh and not as warm at times

# Tale

Great project. Post the 35 minute video! +1

I like the clean design, it looks like it is designed by someone who would develop this for actual exercise, idk. It has a nice affect I guess. I imagine how someone would train with this and change the way they interact with the app

Great idea! We all need more ways to work out with this quarantine situation... Nice color choices and visual presentation of the squash court.

What a smart and effective way to use the Soli sensor. This is such a solid project using intuitive gestures and a satisfying reaction.

I like the commitment to the 'exercise' aspect. 35 minutes? Wild. Also the sound effects are really cool.

+2 I love the idea of playing a sport on your phone - and how it's more interactive than a normal sports game on a mobile device (ex: ESPN basketball shooting game). The visual perspective was a great bonus and definitely adds to the interactivity. I love the added sound effect that makes it seem even more realistic. I cannot believe you were able to play your game for half an hour, and basically demonstrates how successful you were with this project.

Smart! I actually really appreciate how you were using a racket-like object to play with it. You mentioned this served as an amplifier. Great job!

Really well done. I think the sound is really important where it brings the simulation of the game of squash to a realistic level. I think maybe if you add some trailing on the ball, so it gives a better sense of motion, then the project might feel a little more clean and smooth.

I like that you brought in a prop for your video documentation. This looks fun! I would definitely play this. Using the aluminum bottle is so smart. Realistic looking squash court

I like the bottle it sorta reminds me of a racquet. The perspective is well done too. This whole setup is very wii sport tennis-esque.

The sound effects really drive home the feeling of playing squash. The shapes and lines make a really clean and distinct image of what the user is to expect.

I'm so curious how you figured out the physics of all of this, it's really impressive. I like now there's a utility aspect to it and it's not just an aesthetics thing.

# Sweetcorn

*really* appreciate the storytelling of the video.  
However the video suffers from quality issues .  
Also, I would have liked to see the 2 videos intercut  
It's hard to tell what the screen is doing in the live-action video,  
And it's hard to tell what the person is doing in the screengrab video,  
Check out the work of Allison Parrish!!!!

You're awesome. This is a great development of sweetcorn. I love this! I think the vignette filter could've been less intense.

YESSSSSS I think it's smart that you record the swiping motions and the screen separately in your video documentation. Your app is awesome

Wahhh the filter <<3333. I think both videos together really complete the documentation. The first video has a great aesthetic but the second shows the project's technical specs.

Your filmmaking voice really comes through. I think there could have been better viewing of the screen. Also these generated lyrics are hilarious

THIS VIDEO WOW :') )))) Also really nice job on choosing the interaction method and sound generation. Love the animation so much!!!

Your visuals are so strong and I think it is one of the best visually looking projects. The blurring motion of the dog, the music notes, and cute decorations are the details that really make it impactful. I love how your video is also conceptual and definitely makes their coding project into more of an art project. I just wish I could see the screen of the phone in your video. I was worried how the random music notes would sound in the end, but I think it overall sounds pretty nice (a little eerie lol.)

This reminds me of your other EMS project you did w. the turner juice drinking performance :p

What a lovely video, and such a soothing music. The graphics, the soundscape, the control... all of them are so well polished and inspiring. I love the little details you injected too, with the different pointed stars and generative lyrics.

I love how you add story to the documentation! Also the way the music echoes while playing out and rings adds a cool universe like (?) feeling, which I really really LOVE. I also appreciate the small details in doggo's eyeballs moving too :))

This is so COOL! The video is ~chef's kiss~ and I like the cartoonish style of the aesthetics, which match well with the lullaby theme.

+1 I really like the softness and lighting of the video. I think the way the notes change is also really amazing. There's a lot of impressive features and subtle details that make this project super great.

LOVEEEEEEEE i just love this!!! This video is so cute and your concept is beautiful. Love the dog aesthetic. You are so GOOOD with animation! Love the fade in fade out effects! BEAUTIFUL

+1 Omgomgomgomgomgomgomg i love it already. Omg i will cry

+1 Omg its like eerie almost but also soothing? I'm- I love it :( a grand sob for you .

I like how nicely your app is formatted for a mobile device. The video presentation really matches the aesthetic of your piece.

## Shoez

Like the aesthetic and the colors. Strand looks really cohesive.  
Solid storytelling !!

Type feedback here.

Cool! Sciency. What is the thermometer doing there?

^agree & gotta add that it does add to the sciencey mood :D

The narration sounds so professional and your app is awesome! Are there subtitles? My only suggestion is to maybe make the video horizontal?

Love the storytelling

+3 Great documentation video! So clear and the narration really helps for telling how the project works.

+2 Your integration of familiar gestures (ie. touch) with unfamiliar gestures (Soli swipes) makes the user experience very unique.

Love how the narration sounds like a lab. Lowkey triggered </3

I see this being used in a bio class as an educational module o.o So nice!! The visuals look so neat & the interactivity of it is so engaging!!

Wow I love the motion and smooth transitions with the DNA. The visuals are super clean and smooth. The touch interactions are also really helpful and makes the app feel really complete with the soli features and the tapping features. I'm interested in seeing text, such as the agtc symbols in the visuals.

I love that you framed your phone with a thermometer and a test tube - very on theme and very 2020. The animation of the DNA looks so well done and doesn't clip or chop anywhere. It's a simple concept but you've executed it so well. Your choice of colors are so bold and they work well with each other. Great job!!

This is incredibly informative and detailed! I love how much attention you put into the usability of the DNA 'edits.' I want to try this out instantly.

The animation is beautiful! It looks very nice <3

The visuals and animation are really clean. It's very clear what is happening visually which I really appreciate

# Pinkkk

Type feedback here.

+1 First of all. Great music choice. Second. The font & splat sound: incredible  
The perspective of the houses are a little wonky, but it works in its own way

This is a really fun project! I actually like how simplistic the visual style is, it reminds me of when I was a little kid and made shapes on paint, it adds to the aesthetic in an interesting way. I think you should work on the Type though, while it does have a fun vibe, I think it would help to find another one that gives the same vibe but better designed. The vibes are great.

Love the visuals and color palette! Almost looks like a clip from some nostalgic children's show. I remember you wanted to overlay texture to the shapes, I guess you could somehow achieve that through using WebGL texture or shader? Would probably slow down the sketch though...

FUNNY  
STYLISH

My only feedback is why are the squash so big, and are they always the same

Woahhhh this video animation and production has me shook! I love this app, the fonts, the colors

I love the music and the texts to the documentation video! Also nice transition between real footage and screen/animation!! I want to see various different roads we could drive on -- like a sequel/different mode? Nice workkkkkk

+3 The VIBES are IMMACULATE

Is the music part of the app? If not, i think you should add it it's super calming

The font is really nice and the opening animation is really lovely. The music and the sound effects really contrast so when something splats against the screen which I think is really nice and really highlights the humorous tone you're trying to convey.

The music choice matches really well with the driving vibe! I like the font of text and the windshield wipers. I think adding a little more sound to hear the cleaning of the glass would add more precision to the project.

I freaking love your music choice haha. I love that you took your video intro to the next level with the rhetorical question and the illustration. I also love the visual design you went with and the color palette was well chosen. I think it was a great idea to reduce the opacity of the spill on

the windshield and the added grain when it's dirty. I do admit that the spill shape is still a little weird, but I know you struggled with getting it to look organic, and it definitely looks better than it did before. Also, I don't necessarily love the font - especially when the words are capitalized (aka "OFF"). + 1

I know you had trouble with the windshield wipers, and I'm glad to see that you overcame it! Looks great and lovely presentation!

The houses don't look like they are moving at the same speed as the car is moving forward. Looooove the colors.

What a lovely video! I love the quirk of the graphics and how fun the aesthetics are. I also like the details you put into the 'squash' — the way it expands when it lands on the car window is quite entertaining.

## OodBird

Type feedback here.

ADORABLE! This is so good. Thank you for making this. I need this, It makes me happy.

+3 BEAUTIFUL ANIMATIONS I love how the eyes look up

Develop this into a published app fr

I love how the animations transition into each other so smoothly!

Awwwww the animation is soo cute. Would be a good idea to add some sounds (either music or cat sounds).

Magnificent. You're really learning how to deftly control pre-made assets with computational control. Super compelling.

Using custom animations makes it feel a lot less mechanical and really conveys your voice a lot more. Also the documentation is fantastic.

Subtitles are maybe a bit large and have a typo.

OMG SO CUTEEEEEEEE such soft colors and visuals!!! I love your animation and drawing SO MUCH!! SO GORGEOUS AND ADORABLE UGH GIVE ME THIS

I really appreciate the smooth transition/animation of the cattttt I wish I could dress the cat and have my own cat in my own phone O\_O

WAHHHHHHHHHH I LOVEE!!!!

I miss my cat now :) I love how ambitious you got with animation and the work you put into making the interactions with the cat. If you ever want to work on this more I think it could be super fun to add functionalities like feeding the cat, giving it a yarn ball (or some other toy), or possibly the cat falling asleep.

This is so adorable. I want to have this in my life! I love how organic the hand-drawn animations feel — I think it's great that you decided to show the cat in different perspectives.

+1 Your cat animations are so well done and so cute. I was worried how you would get the animations done, but it looks so good. I also love how many Soli features you were able to incorporate into your project. The only thing I think could be added is some more details in the background - maybe a window or a water bowl?

CUUUUUUUUUUTEEE im in love I want a cat so BAD and this cat is so CUTE and argh. This is really cute. The first screen in video fit the vibe and looked good.

# Miniverse

Type feedback here.

COOL.

LOVE how the body parts get back together!!! How did you do that? IT'S so cool that they fall apart and they come together!

+1 I like your haircut :o

+1 Arms legs bouncing around looks so chaotic lol love it. Would be nice to see some more information in the video or even in the app itself?

SOUND EFFECTS PLS

The way that they move cracks me up. It's amazing that you created all the assets for this wow

+1 Wait what??? I'm so impressed that you animated/located each body part separately to construct them into each human figure, and have them affected by different objects falling from the sky!! I love how you animated the shadows as well. Love the drawings!!

I like how you used the springs from earlier demos. I think you get a lot of unintended quirks that come with that (like the way people completely fall apart). The shadows and physics are really well done. I also really appreciate your use of custom assets. Perhaps showing each plague with a text overlay may make the documentation clearer

+1 Really solid idea. Immensely charming execution. Understandable that you had to triage by not implementing all ten of the plagues! But this could benefit from a little bit of subtitling : what it is and how it's operated.

GOOD. You are such a fun artist, and I really love how you worked with their legs to give a feeling of motion. AMAZING.

I love the sprite designs. The little dudes look so quirky. The way they flop is also really funny. I think the decision to have them sort of fall apart is very interesting.

The movement of the bodies is extremely well done. I appreciate the humor and the hand-crafted images. I'm excited to see this become an actual game.

Your project is so hilarious and great!! The funky animations of the disciples are amazing, as well as the falling object animations/physics are great. I love the added shadow under each disciple because it really adds to the visual design and bringing perspective. The visuals and colors are also great. I cannot wait to see the final version!

+1 HAHAAHAHAH omg this is 2020 mood ngl this is so cute

+1 The worshippers are so jank I love it, you should add COVID as small green balls of death

+1

## Marimonda

I think the swipe interaction would be enough -- the tap interaction feels unnecessary and is a very different concept and language, BUT, I really appreciate the CONCEPT that this is a camera app. Imagery is beautiful. Well done.

The trees look super great in the silhouette style!

Wow the graphics are really crisp and clear. Super aesthetic. I think the sounds are also a really nice addition. I wonder if there are multiple generative versions of the landscape, perhaps in different settings and colors.

~aesthetic~ Love the natural sounds, gives out a really calming feeling. Great idea on using the camera interface. Would be nice if there are subtitles explaining the instructions added to the video.

I love this so much. The idea of using the screen as a lens through a fake camera is brilliant. The area of fake utility apps has so much potential. Beyond that, it's beautiful and in a very nuanced way. It has your energy, but not done in a way that seems lazy. The clouds are one of my favorite aspects. I think if there's a button on the screen, it maybe should be able to be pressed.

Oh my gosh, the trees looks so good. I think it would make more sense if you could take a picture by pressing on the camera button.

The smooth transitions between the swipes are really clean. Also good sense of depth

The colors are really lovely. You did a really great job of conveying a 3D space. It's a little confusing what each gesture does though. The shapes of the clouds feel really organic.

+1 OOOO the way you shift through the landscape is nice! I like the photo idea, this has come a long way. The graphics are gorgeous I'm still not sure how you created them haha they're so detailed

The graphics are incredibly detailed and interesting. This must've taken a long time to consider and generate. I'm especially impressed with the clouds in the background – how did you achieve the organic curves? The color scheme is also really great.

Your visuals are soooo beautiful and the way you created those trees. Your choice of color palette, the added sounds, and your camera app details are all so magnificent. I do think that maybe the 2D noise landscape should also move when you swipe because it looks kinda weird when only the trees are moving. I can see that you had trouble with the Solid sensor and having it work with your project lol. Great job Angie!!

Nice animation!! I'm so glad that you figured out + incorporated the soothing animation. Again, I really love the visuals! Change of colors of the moon/sun definitely adds a nice touch -- now the generative landscape can be any time of the day and night!

Adding a little suggestion, perhaps use a tap as a camera trigger and have colors change as you swipe more and go in one direction? I love the animation and the concept so much!! Nice work!

WOW so beautiful!! You have a really great sense of colour and the composition is also great. I really appreciate the customizable aspect. Why did you get rid of the i-spy aspect that you had incorporated at the checkpoint? But I really like what's going on now.

It's so pretty!!! I love the aesthetic

The aesthetic is g8. The colors? Bomb. The vibe these trees are throwing? Bomb. The sky was mad pretty and the parallax is good

# Gregariosa

I think the text manipulation is really cool, but I am not sure if it's something that is needed.

I;d like some text framing “what this is”, and how this works. I love the concept of a “news appliance” that lives on the wall.

Ooooh cool text manipulation! That bounce looks really smooth. It's a really cool visual!

The choice of interaction is really good (almost like casting a spell on random words to let them form into paragraphs lol). Great idea on adding animation to the word blocks.

+1The concept is strong, but the documentation does not do it justice. Adding clarification to what conscious consumption and the implied ‘unconscious consumption’ mean would be helpful

+1 Interesting way to read the news! Definitely talks about the digital generation and the massive amount of information we consume daily, regardless of our wants. I like how you distinguished the title, writer/editor, and abstract via color, size, font, and stability/fixedness. I like how it moves around when there's no presence! Both useful and amusing :D

I really like the concept behind your piece and how much has changed since we viewed your prototype last week. The animations you chose for the text could be more dynamic.

Liked the hilleyness(?) of the words. Like someone else said above, the documentation needs a clearer explanation.

The animations you created with your text is sooo nice. I think you could've played more with visuals, but I totally understand your choice of keeping it simple and focusing on the text. I think your concept is so well-thought and deep. Maybe you could play around with a variety of animations instead of just 2?

I love seeing how your project has evolved and now the concept is really clear! The text manipulation is awesome

Thinking about what Golan said about rotation around the top left corner. I love your use of color. The lumping of the bottom words is done very cleanly and subtly.

The motion of the words is so hypnotizing and I love how you incorporated this concept of agency into it.

This is so unique! I like the animation of the floating words.

# Axol

Type feedback here.

THIS IS SO FUNNY.

WIGGLY CHICKEN YES. Love how the interaction affects the animation. (Love the calm chicken it looks so peaceful UwU)

+5 YES OMG THIS CUTE CHICKEN BABE. IT LOOKS SO WRONG I LOVE IT

HAHA love the short and sweet documentation this cracks me up

Slapping chicken → choking chicken euphemism

+2 YES CHICKEN

Stoop im wheezing this chicken. Love the surprise this chicken on alert is feeling when it senses your presence.

The sound effects are great. It has the cutest tail and I love the neck stretch

OMG I LOVE THE ANIMATIONNNNNNNNNNN LMAOOO THE SOUND EFFECTTTTT

+1 He's so JIGGLY! I think the background color could be lighter (like a like orange or red)

Your documentation is so clear, so strong, and to the point! I love how the chicken wiggles smoothly hehe nice touch of the thingy on its head -- very smooooooth animation!! SO SATISFYING

O\_O I think you should document the other app too!!

The documentation is really clear. I think the chicken's aesthetic is fire. I agree with golan that you made a strong sense of character

+1 I think this idea is soooo funny! The small details of the feathers animating while the chicken moves, and the eyes changing shape is really nice and really increases the visual design. The shape of the chicken is still a little geometric, but I understand creating a totally organic shape is hard. Your Vimeo video is soo hilarious and I love the interactions between the user and the chicken.

The expression of the chicken is supreme. The particle movement is convincing, and I love how obvious the chicken pays attention to you by extending their neck.

The

Incredible! I love this and love that you fully embraced the weirdness of your project! It's so delightfull!

# Lampsauce

Type feedback here.

I think your projects are pretty cool, I would like to see your work more interconnected conceptually. These three projects are pretty similar, especially the construction toy and the one with everest's assets. Maybe you could use that similarity as a way to connect the body of work.

+4000001 3 PROJECTS WOW.

Clean and to the point UI for the breadcrumbs -- looks great!

I can see some connections between 3D construction toy and tile world builder, and I especially like the tile world builder project. Love how you used speech recognition to add elements to the scene. Would be helpful if you include an info page to inform people to use speech to trigger the app.

+1 3D project looks great, but I have to complain about the missed opportunity for 3D Tetris :(

Clean and simple luv it. For the 3d building block, I kinda want more character/explanation on who would be using this. Is it blocks for kids? Is it a tool for construction/planning? Somewhere in between? Idk. The way you programmed the tile world builder was brilliant. There's a typo in tile world builder video.

I really love your Tile World Builder and the 3D Construction Toy. I especially love how the 3D Construction Toy is kinda basically a less effective/efficient Rhino/Maya software and that is hilarious. The aesthetics of each project is so nice and very spot on.

I agree with Golan's feedback — the breadcrumbs could have made a bit more sense, and I feel like it wouldn't be too hard to switch it up? The 3D construction project is the most interesting one to me. I know these are all speed projects but I think that if you have focused your time on this one only it can be SO SICK (it's already very good now!!!!)

Hey hey heyyyy  
Wassa wassa wassa

I am a bit confused about Breadcrumbs, but 3D Construction Toy is awesome. I really like the speech recognition aspect of world building

*Breadcrumbs:* I wish the dataset you chose was more interesting/stimulating/weird.

*3D Construction Toy:* very glad that you got 3.js working with Glitch and Soli. The interaction is humorously awful

Super impressive tile would builder. The text to speech and perspective are both really smart and well done. I think you really did a superb job on the world builder. Really good work.

I love the simple but straightforward look of Breadcrumbs, yet I do agree with Golan that it'd be stronger if the words are in some sort of hierarchy. +1

I am so happy for u that you figured out your own collision detection! Nice rotationnnnn Must have been so tricky to have only certain parts to rotate in the way you want it to be  
I love the visual of the World Builder. Very storybook-like drawing style. Smart application of voice control!

+1 I'm impressed that you were able to do three solid projects in such a short span of time. I like the Tile Builder especially – it seems like such a future-oriented way of building a world.