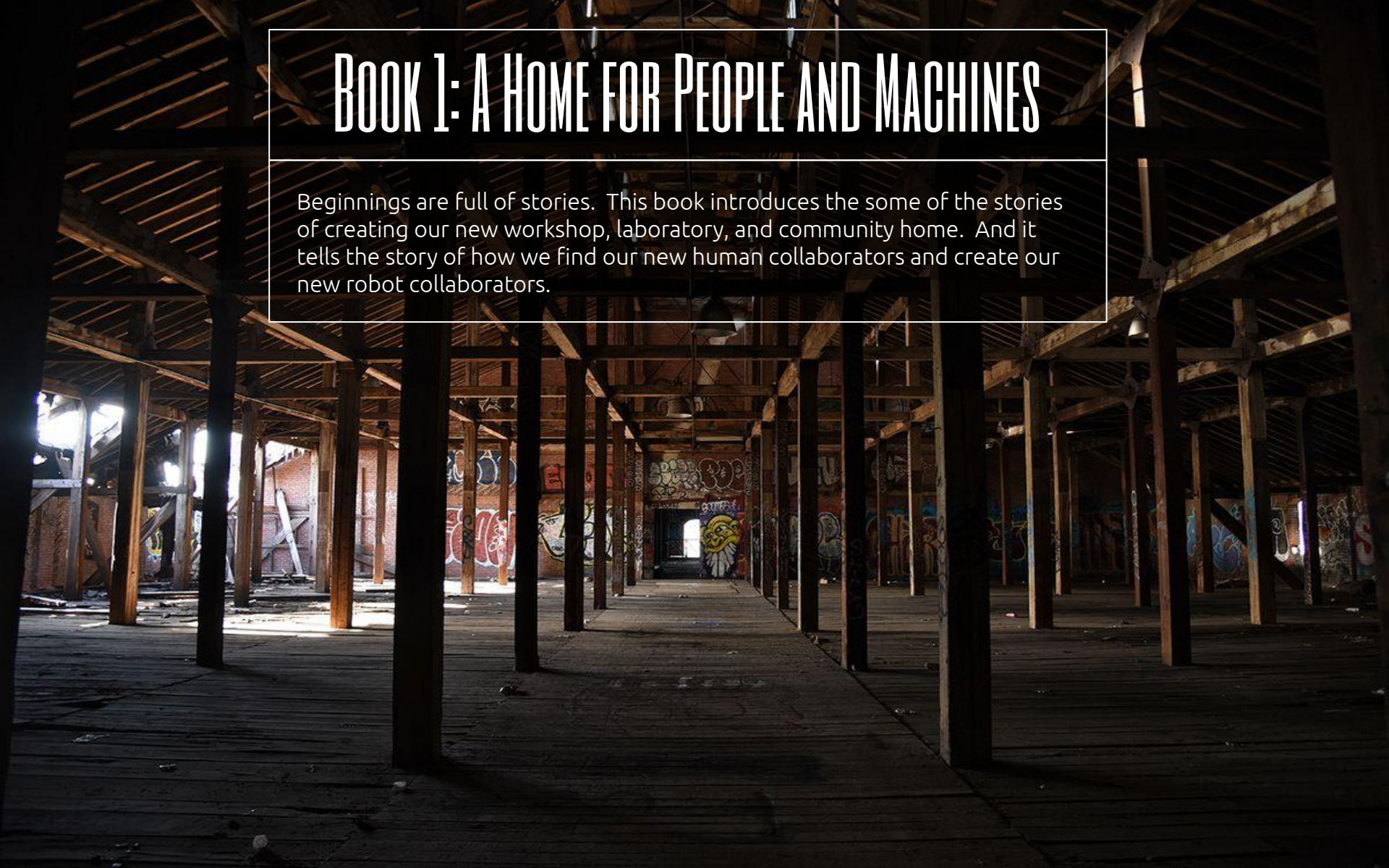
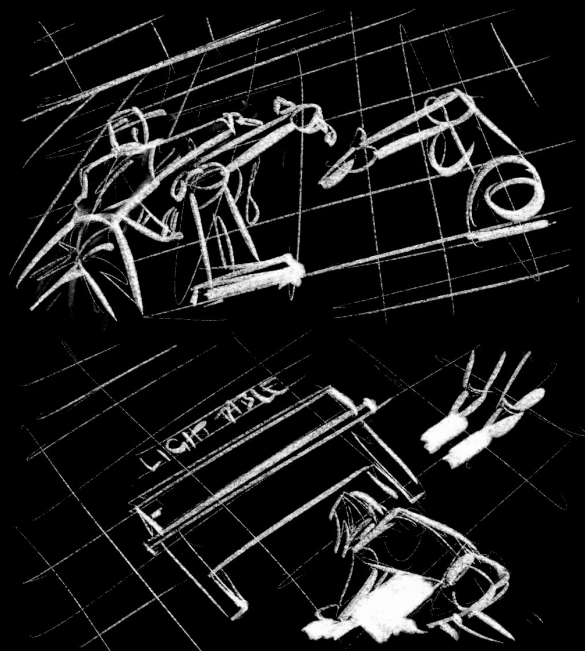


# BOOK 1: A HOME FOR PEOPLE AND MACHINES

Beginnings are full of stories. This book introduces the some of the stories of creating our new workshop, laboratory, and community home. And it tells the story of how we find our new human collaborators and create our new robot collaborators.



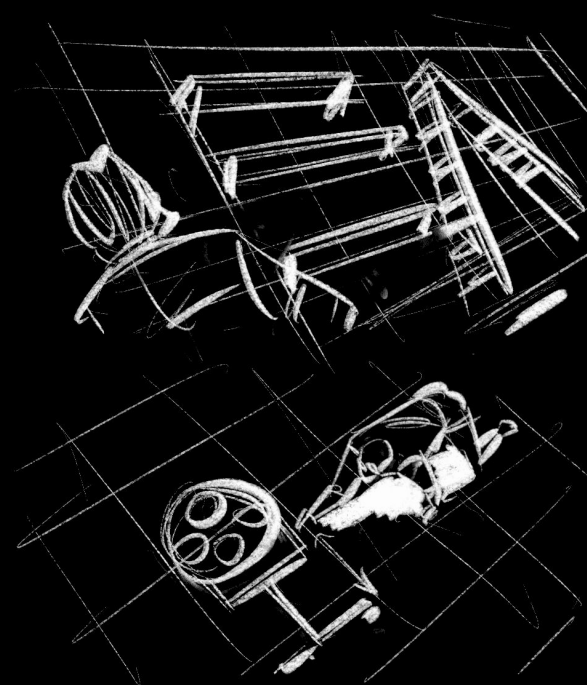


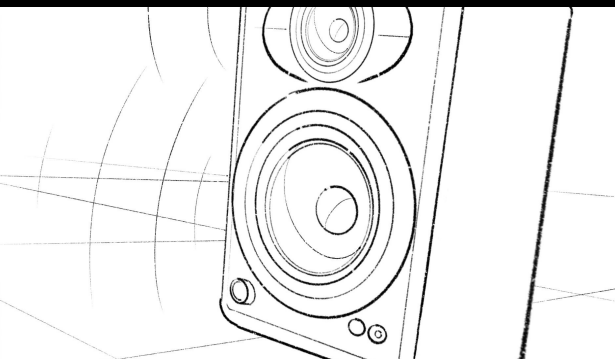
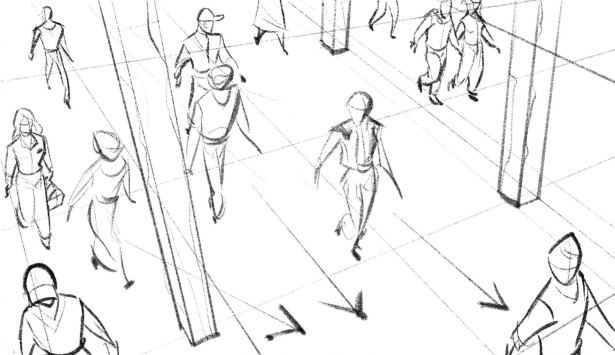
## THE VISION

As the world opens up again and we become ready, our new workshop home will contain a whole village. Scientists, dancers, toiling robots, fabricators with tools and sparks, a chamber orchestra madly working through pieces. Hundreds of drawings and paintings and models of crazy ideas, secret prototypes and vats of living tissues, trash can fires warming us in the winter.

But it starts out empty. Just us and our inspirations, hopes, and anxieties.

The crew plans the build-out, drawing all of their hopes and concerns with chalk on the floor and walls of the empty warehouse until the sun goes down.

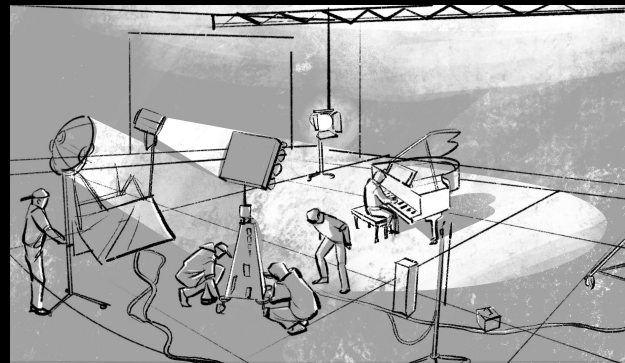
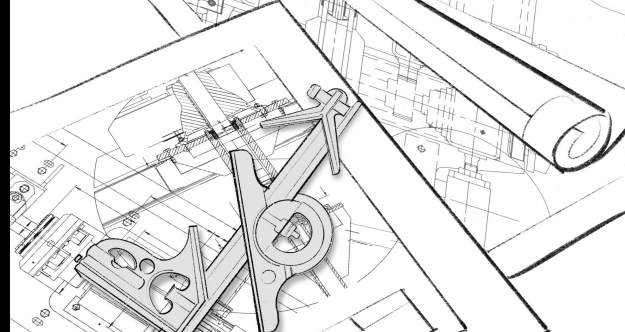




## THE RAISING

In following days, the crew and friends arrive with blueprints, tools, truckloads of building materials, a makeshift kitchen, a sound system. Together, with an army of friends, they build a new home together.

At the end of last workday, late at night, the last of the army of friends leaves. The crew stays to play with the new rolling lights, new tables, new everything. Marina is rearranging things for optimal layout as someone plays the piano in the background.



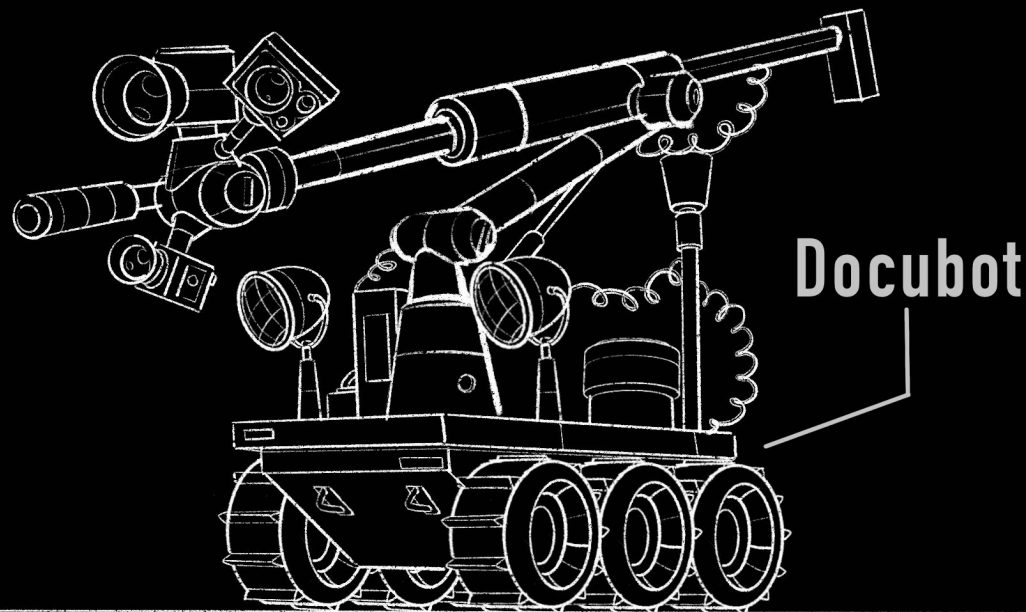
# DOCUBOT

We love our production crew. So we want them to sleep at night. But we need one videographer who can shoot 24/7. Because we will be working around the clock.

So we will create Docubot, a robotic cameraperson who is fun to talk to.

Docubot can navigate a complicated space, recognize faces, figure out what everybody is looking at, and understand verbal commands. And like a smart dog, it will continue to pick up tricks as we teach it.

So when surprises and decisive moments happen at 3AM, Docubot will capture it all.







## THE HOOD

The new workshop is in Red Hook, Brooklyn. The only small town in New York City. Brick houses and warehouses. Vacant lots full of wildflowers and stray cats. Young love and weeds growing through the sidewalks.

As an introduction to the neighborhood, the crew has been invited to play music with salty Balkan sea gypsies aboard the Mary A Whalen, which docks nearby.

As the historical tanker drifts silently in the harbor, the band plays a song that is full of portent. A song about a flood, in this city encroached by the rising waters. Hopeful new seeds washed away. The People's Republic of Missing at Sea.

And late into the night they drift in the star field of twinkling city lights and ship lights and reflections. And they talk about how to pull together and support each other in the upcoming year.





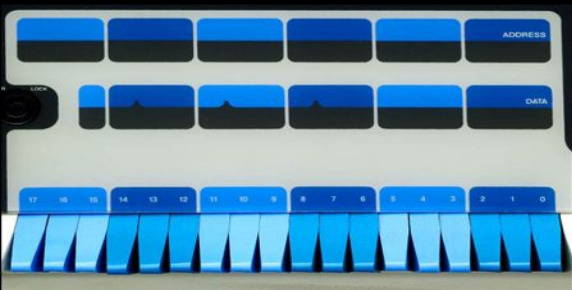
## GERTRUDE

The crew acquires a vehicle for the workshop. Something funky that can become iconic. Our own Mystery Machine.

The crew go kinda crazy with joy over their new, 4-wheeled crew member. They ghost ride it. They ride on top. They crack each other up doing dumb stuff.

Yvette receives American driving lessons from Marina.

Andy gets a little obsessed with installing a period-appropriate computer in this lady and turning Gertrude into a robot. Marina ignores everyone and paints the hubcabs mint.



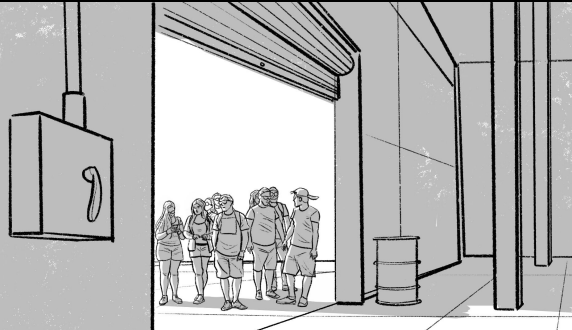


## NO ORDINARY INTERNSHIP

Our internships are never ordinary. Everyone is fully in the fray, contributing skills and solutions. And Andy, Yvette, and Marina are constantly teaching and mentoring all of the interns.

Because the studio doesn't just produce art and engineering. It also produces capable people.





9AM: Applicants arrive.



10AM: Mathematics.



11AM: Metalworking

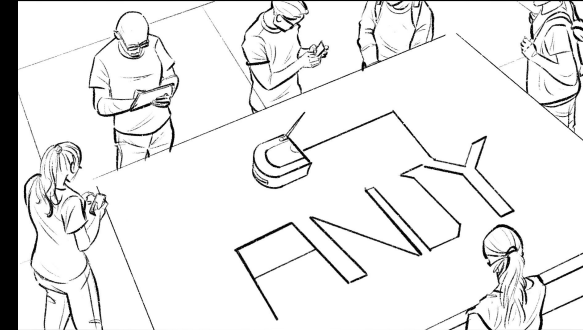
## THE INTERVIEW PROCESS

*[ For quarantine, a reduced number of interns can live with us at the workshop through the end of the series ]*

We are going to need an army. An army of interns.

We will find them with the same Shackleton-inspired ad we always use.

*"Brave souls needed for hazardous journey of design and engineering. Needing skills in general fabrication with all materials, optics, robotics, music theory, machine learning, genetics, CAD and 3D modeling Long hours, cramped conditions, whiskey danger. Safe return doubtful. Honor and recognition in case of success."*



NOON: Programming



1PM: Sculpting + Materials

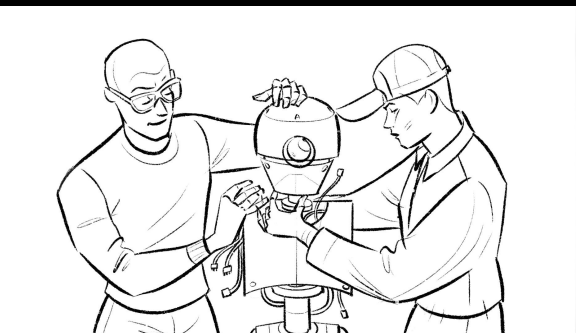


2PM: Emergency Procedures

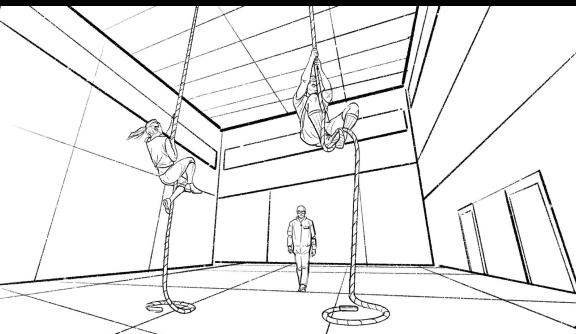




3PM: Break.



4PM: Electronics.



5PM: Physical Abilities

### 9PM: Selection of Interns

Successful applicants will be sent to designer Andrea Lauer for new custom jumpsuits.



6PM: Philosophical Questions.



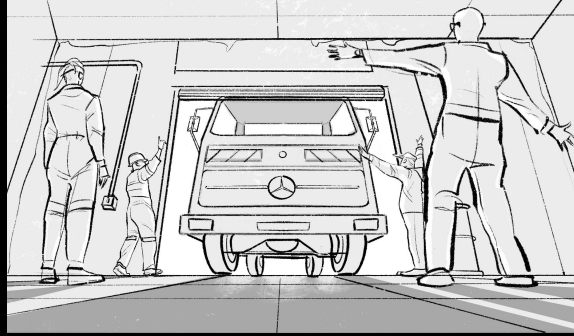
7PM: Prisoner's Dilemma



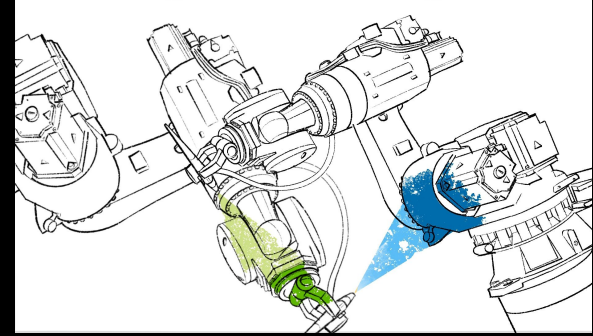
8PM: Karaoke Test.

## TANG & CLEVIS

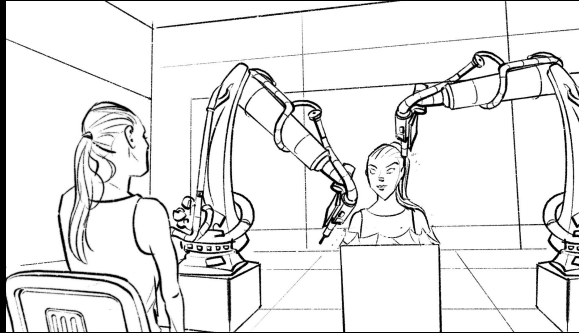
Andy, Marina, and Yvette are going to need some industrial-strength muscles on their side. Can they teach two robot arms to do the work of a whole machine shop? First they have some fun getting acquainted with their new crew members.



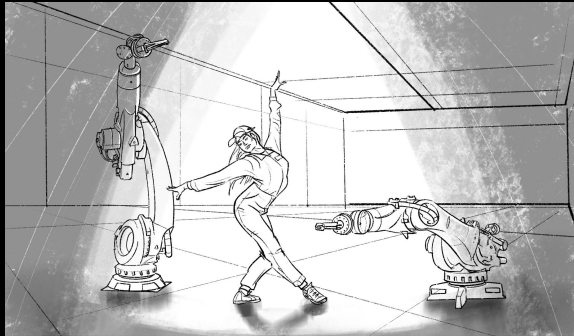
Andy and interns waving a robot delivery truck from Kuka into the workshop



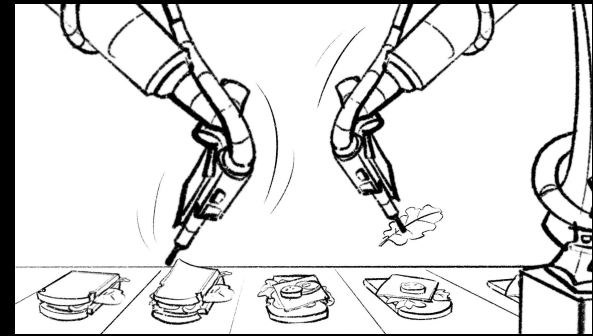
Tang and Clevis carefully painting each other.



Robots carving aluminum bust of Marina as she sits for the portrait.



Robots dancing with intern who is a trained dancer



Robots making a row of sandwiches for a hungry, waiting crew.