



1 // Based on Wallblazer Script by the mighty graf salamander and Pedro
// Idea and first code by Karl Badde www.mindaysoff.de

```
// Code rewritten by Jonathan Puckey www.jonathanpuckey.com
var anchorSize = 3;
var tStrokeWidth = 0.25;var handleSize = 3;
var fillCol = new CMYKColor(0,1,1,0);

values = Dialog.prompt("set Anchorman values", [
  { value: anchorSize, description: "anchor size", width: 50 },
  { value: tStrokeWidth, description: "tangent stroke", width: 50 },
  { value: handleSize, description: "handler size", width: 50 }
]);

if (values != null) {
  anchorSize = values[0];
  tStrokeWidth = values[1];
  handleSize = values[2];

  var anchors = new Group();
  var tangents = new Group();
  var handles = new Group();
  var all = new Group([anchors,tangents,handles]);

  var selItems = activeDocument.selectedItems;
  var selLen = selItems.length;
  for(var i=0; i<selLen; i++){
    var art = activeDocument.selectedItems[i];
    drawCurves(art)
  }
}

function drawCurves(art){
  var l = art.children.length;
  if(0){
    for(var i=0; i<l; i++){
      drawCurves(art.children[i])
    }
  }else{
    var curveL = art.curves.length;
    for (var i=0; i<curveL; i++){
      var curve = art.curves[i];
      drawCurve(curve);
    }
  }
}
(...)
```

THURSDAY .November 1 . 7:00PM
ed.2: INTERACTIVE

David McCallum (SINTHETA.ORG)
Patty Johnson (NORTH SOUTH PROJECT)
Liav Koren (DORKBOT)
Matt Gorbet, Susan Gorbet & Rob Gorbet (GORBET DESIGN)
Ian Chodikoff (CANADIAN ARCHITECT)
Dieter Janssen (DJA)
Marc Bohlen (REALTECHSUPPORT)
Imola Bérczi, Christine Elson, Sarah Iwata (WIDE STUDIO)
Philip Beesley (PHILIP BEESLEY ARCHITECT)

audio by **Vague Terrain**

```
2
STITCH:
var sel = document.getMatchingItems(Path, { selected: true });
if (sel.length > 0) {
  values = Dialog.prompt("Stich:", [
    { value: 1, description: "Distance", width: 50 },
    { value: 10, description: "Size", width: 50 }
  ]);
  if (values) {
    var dist = values[0];
    var size = values[1];
    for (var j = 0; j < sel.length; j++) {
      var art = sel[j];
      art = art.clone();
      art.curves.toPoints(dist, 10000);
      var mul = 1;
      var res = new Path();
      for (var i = 0, j = art.curves.length; i < j; i++) {
        var curve = art.curves[i];
        var pt = curve.getPoint(0);
        var n = curve.getNormal(0);
        if (n.x != 0 || n.y != 0) {
          n = n.normalize(size);
          res.segments.add(pt.add(n.multiply(mul)));
          mul *= -1;
        }
      }
      art.remove();
    }
  }
} else {
  Dialog.alert("Please select a path.");
}
```

LOCATION

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