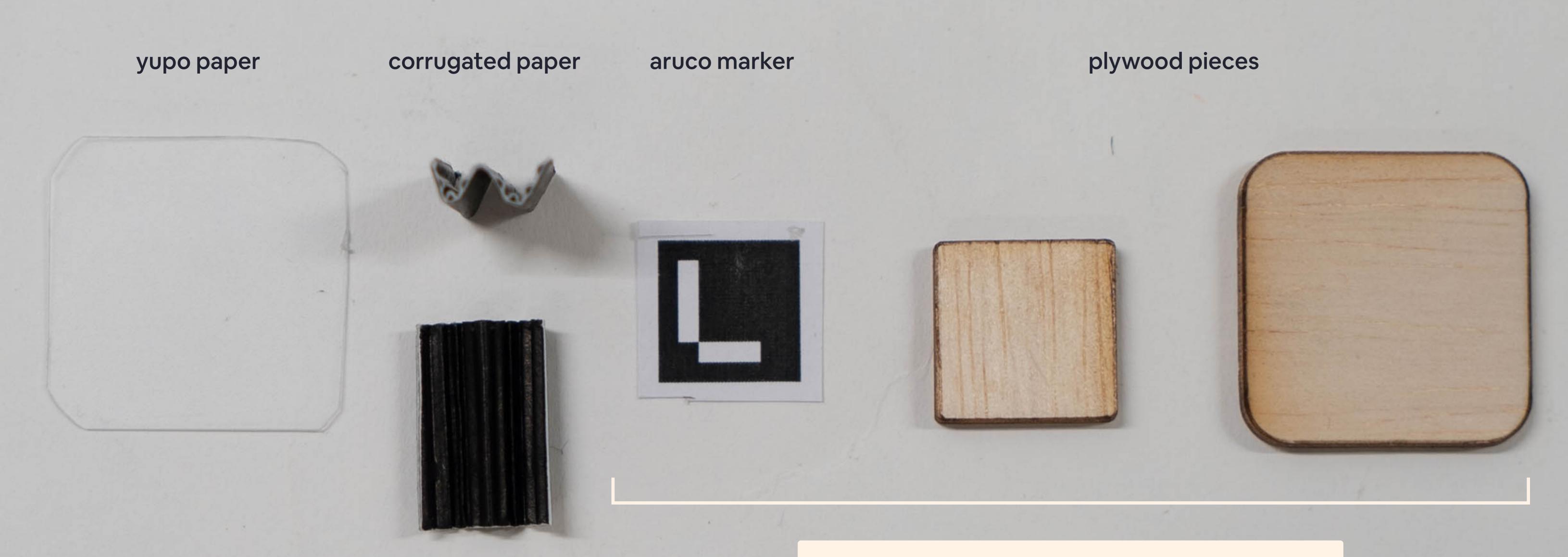
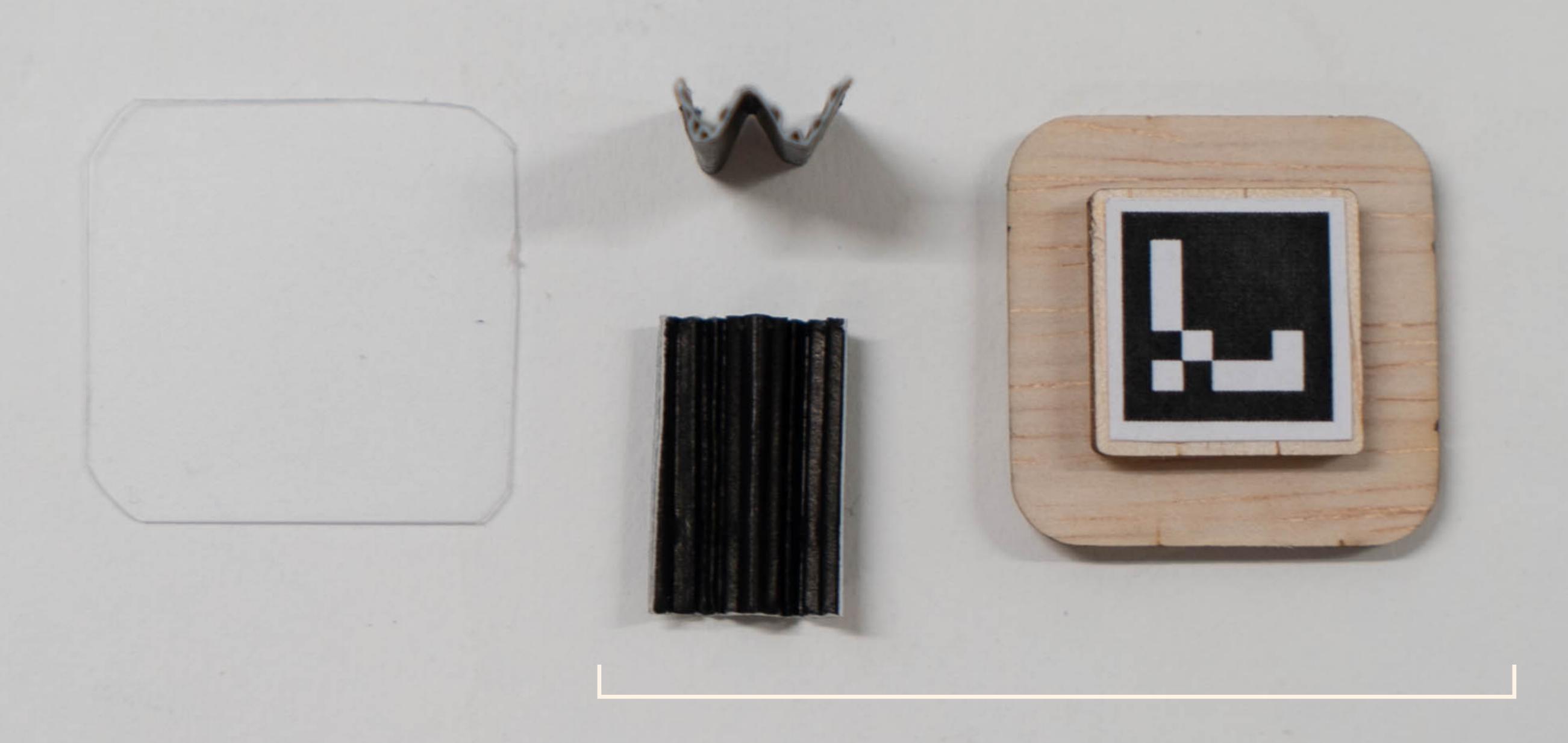
ARUCONTROLS INSTRUCTABLES

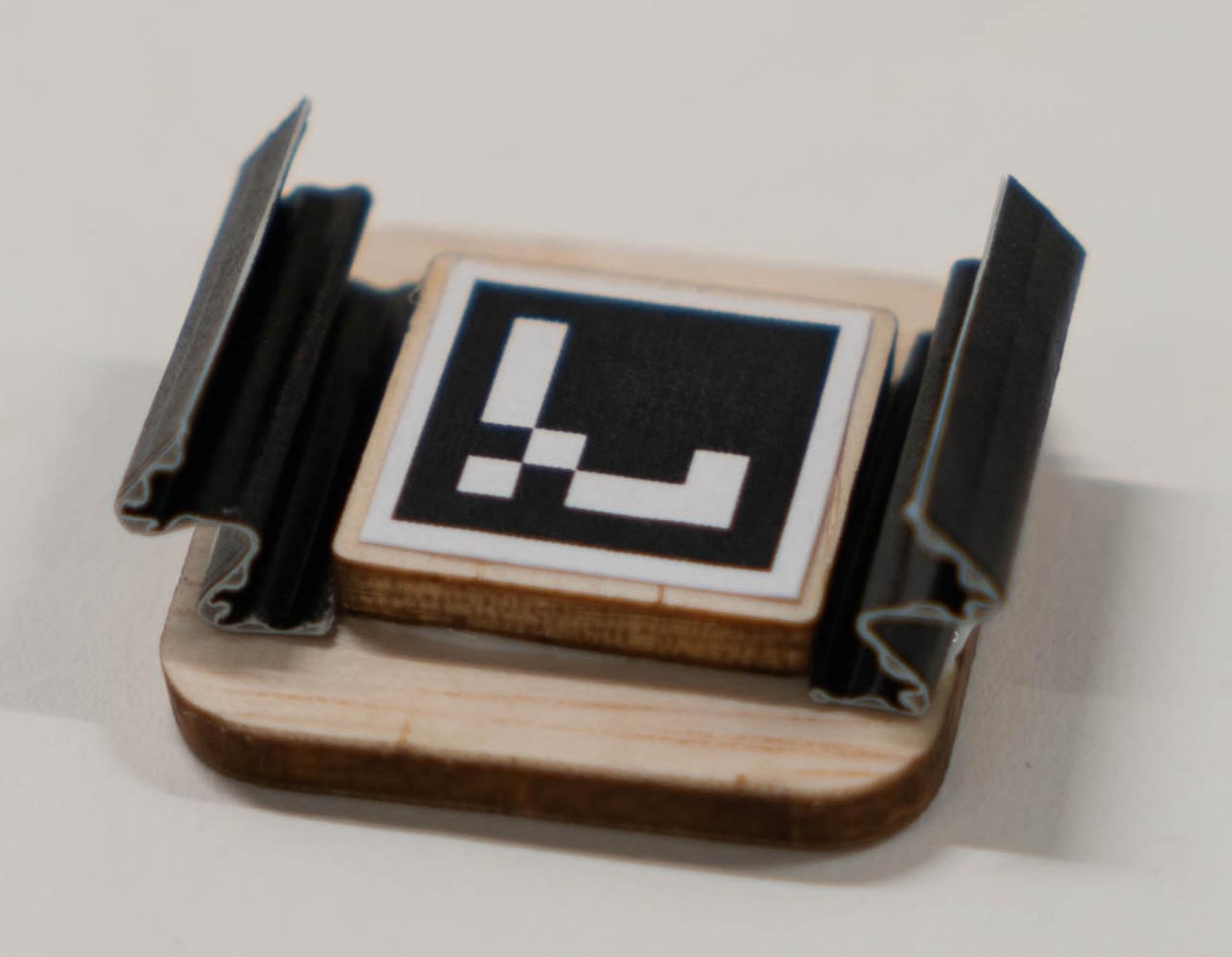
BUTTON MODULE



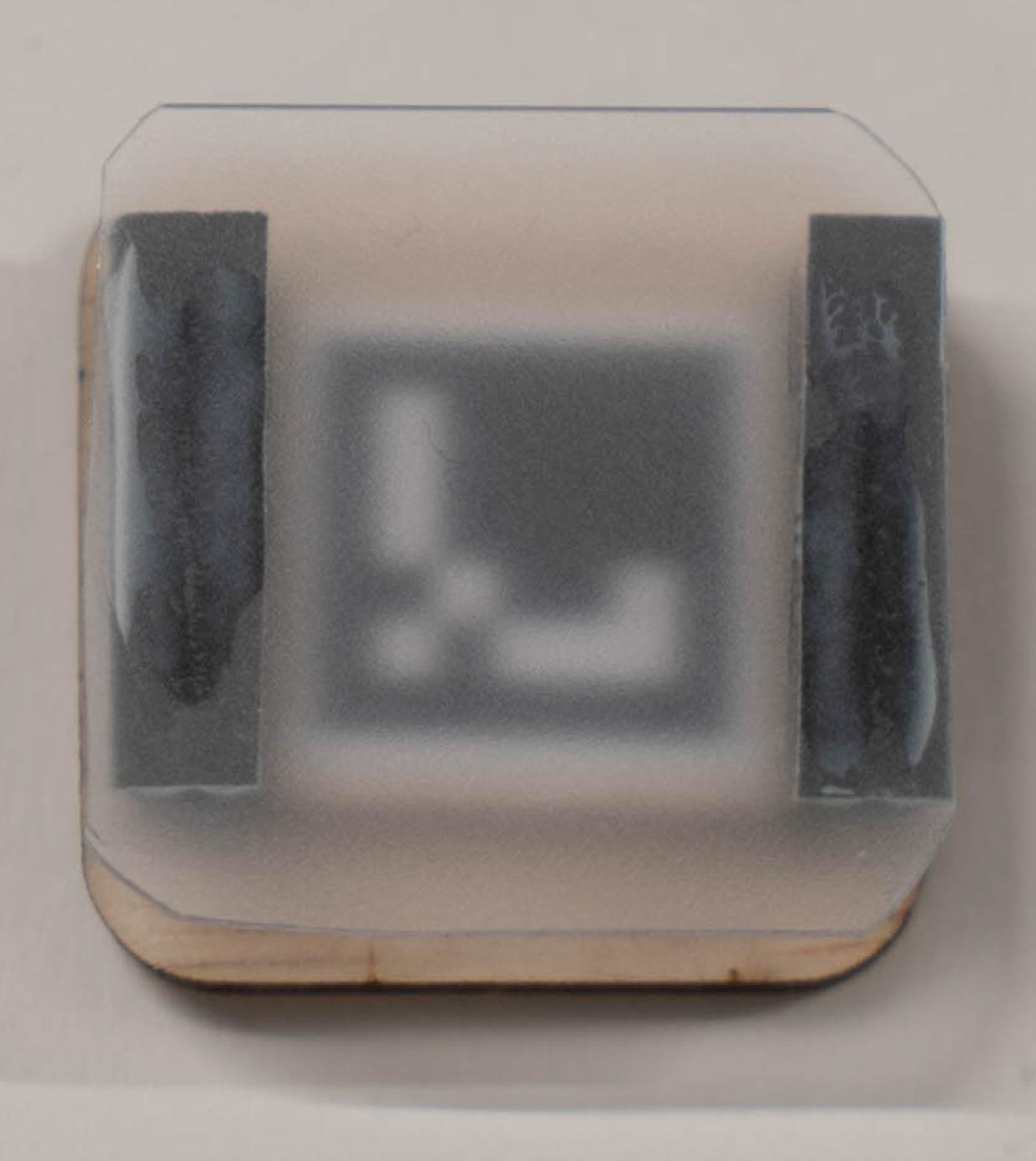
1. STICK ON TOP OF EACH OTHER FROM LEFT TO RIGHT



2. ATTACH CORRUGATED PAPER TO THE EDGES



3. PASTE YUPO PAPER ON TOP OF THE CORRUGATED PAPER



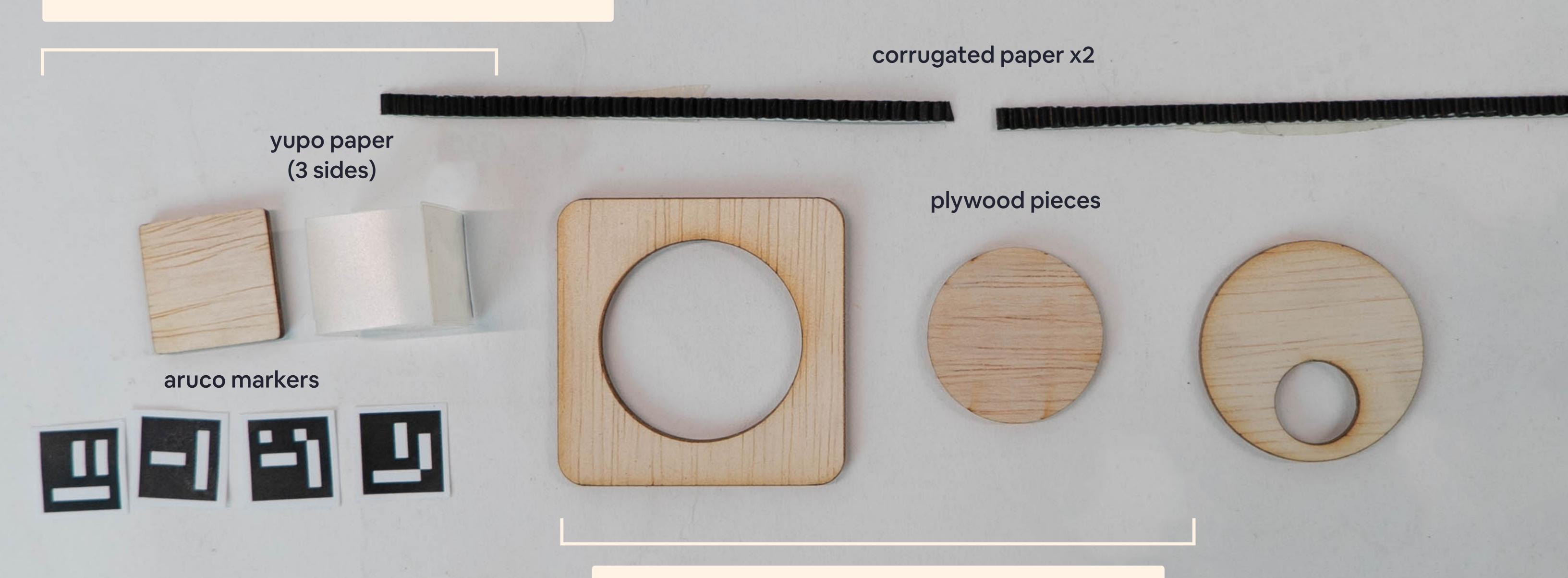
COMPLETED BUTTON



COMPLETED BUTTON



1. STICK MARKER ON EACH SIDE OF YUPO PAPER, AND THEN ATTACH TO SMALL SQUARE PLYWOOD



2. LINE BOTH CORRUGATED PAPER AGAINST THE CIRCLES' EDGES



3. STICK SMALLER CIRCLE ON TOP OF THE BIGGER CIRCLE



4. STICK TOGETHER



COMPLETED DIAL



aruco marker rubber band plywood pieces

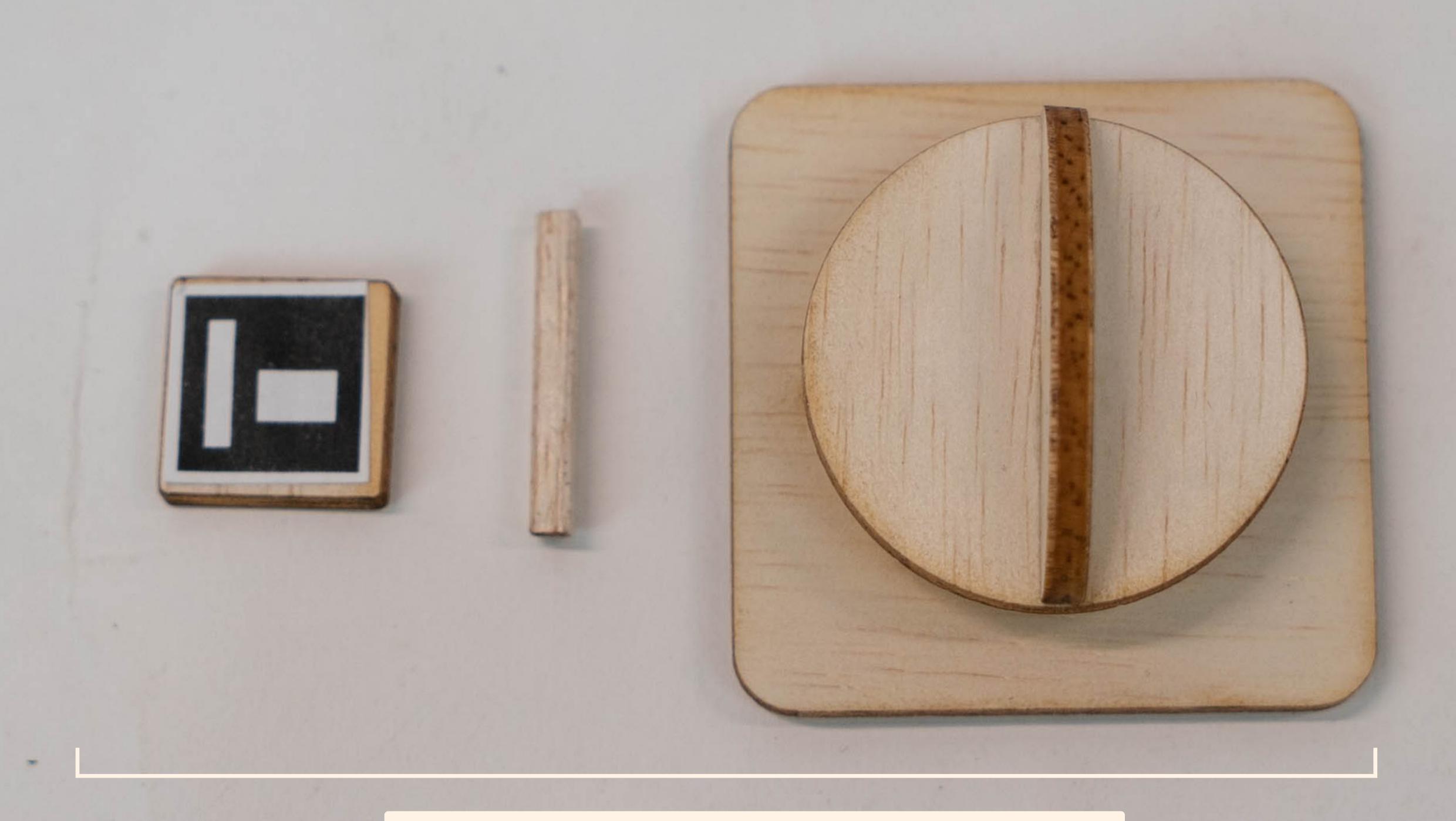
1. CUT RUBBER BAND INTO 2 AND LOOP THROUGH BOTH CIRCLES ON THE PLYWOOD



2. PLACE SMALL RECTANGULAR
PLYWOOD PIECES ONTO THE SIDES
OF THE MODULE, ALONG THE SAME
DIRECTION OF THE RUBBER BAND

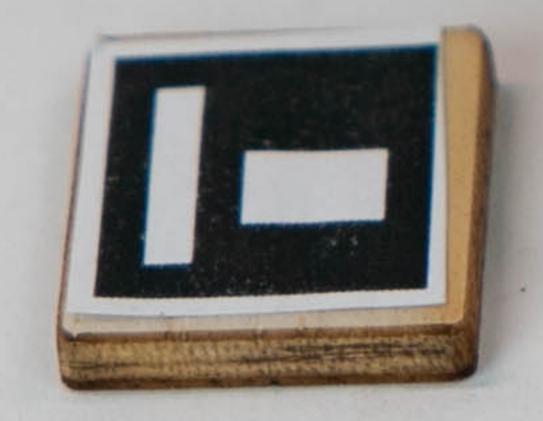


3. STICK KNOB ONTO MODULE



4. FLIP MODULE BACKWARDS AND STICK THE SMALL RECTANGULAR PLYWOOD PIECES ON THE BACK.





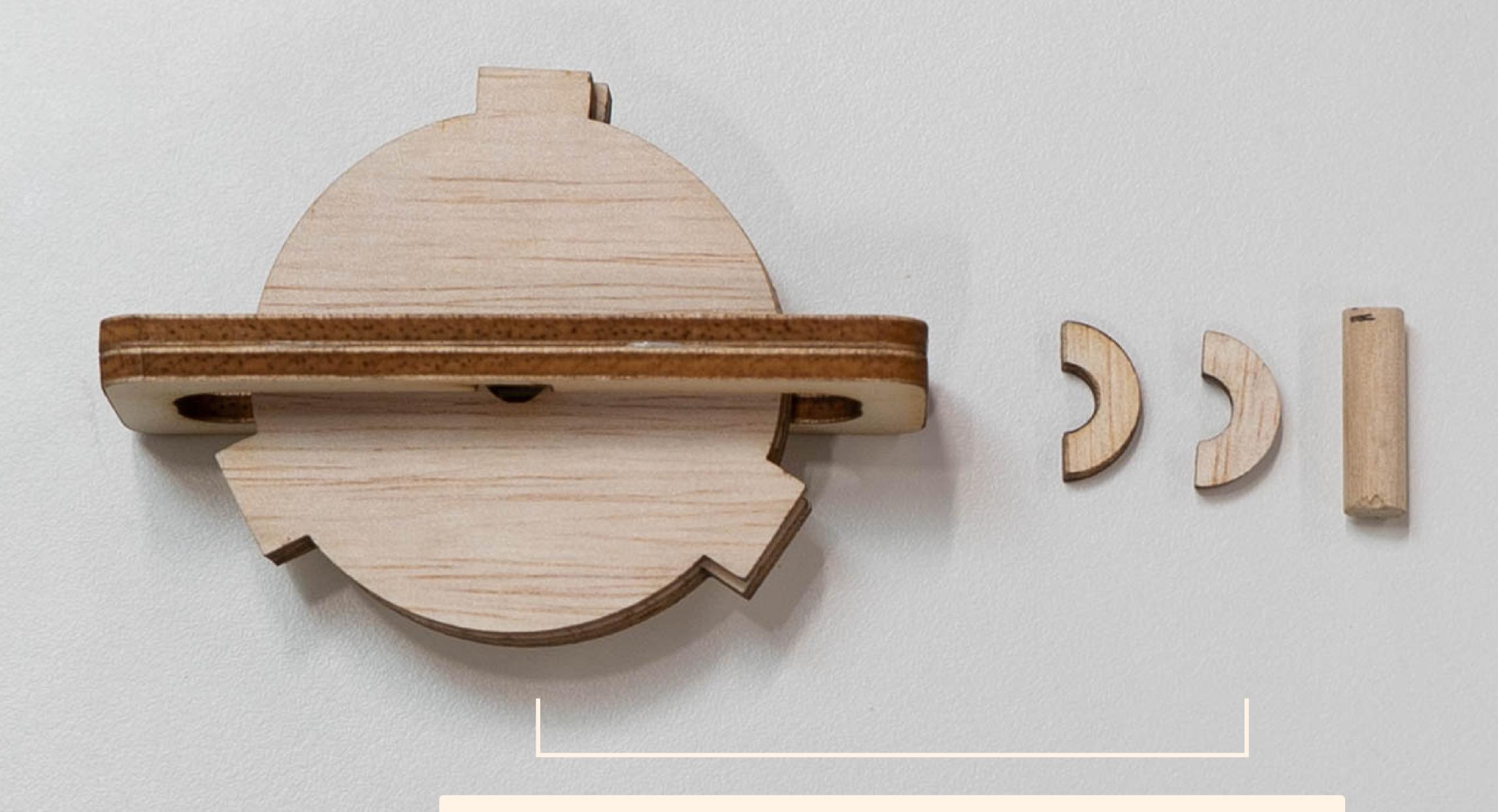
5. STICK THE ARUCO MARKER ON TOP OF THE MODULE



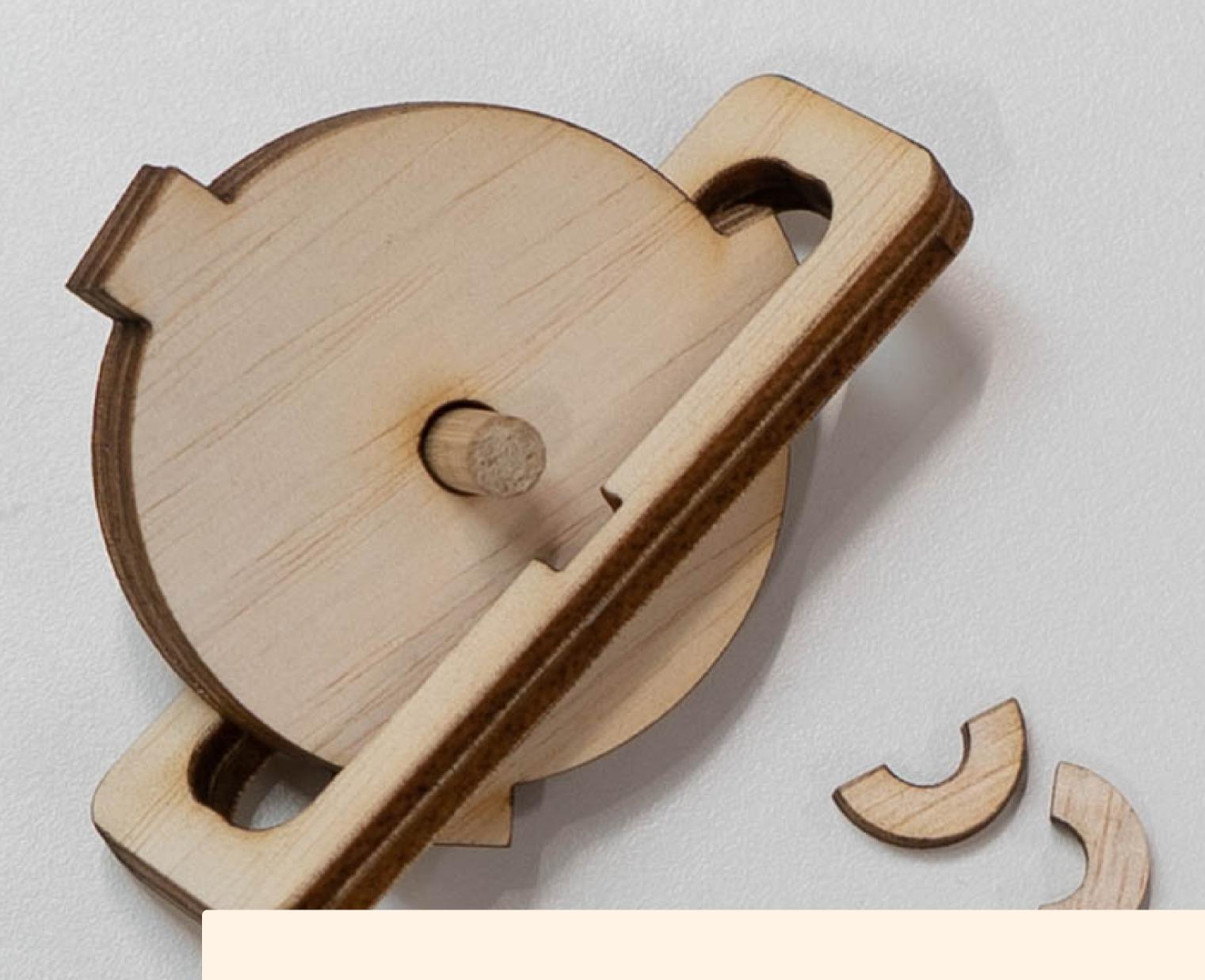
SCROLL MODULE

plywood pieces 1. PASTE 3 PIECES TOGETHER 2. PASTE TOGETHER, WITH THE TOP PIECE AT THE BOTTOM





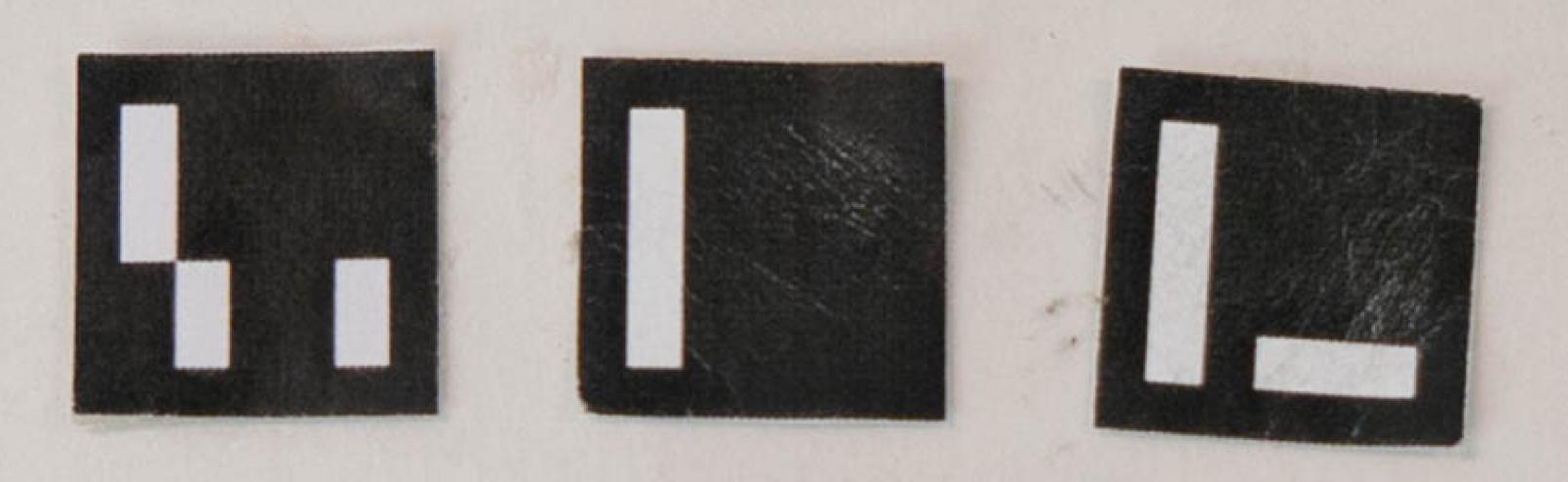
4. INSERT DIAL INTO
THE HOLE OF THE SCROLL, AND LINE IT
AGAINST THE EDGES OF THE MODULE



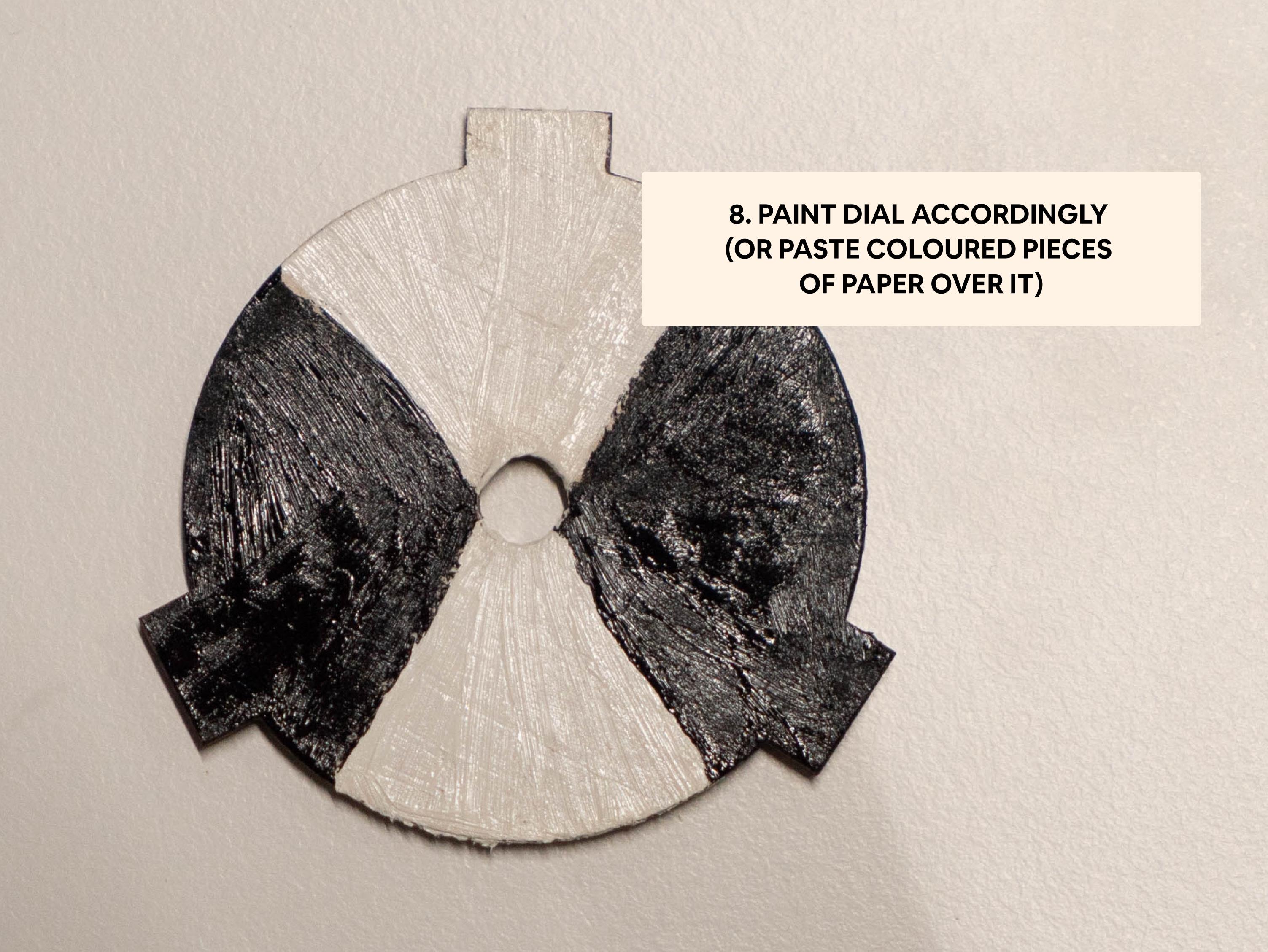
5. STICK C-SHAPED PIECES DOWN, FLUSHED AGAINST THE DIAL. MAKE SURE TO STICK TO THE MODULE ITSELF RATHER THAN THE DIAL AS THE DIAL HAS TO ROTATE.

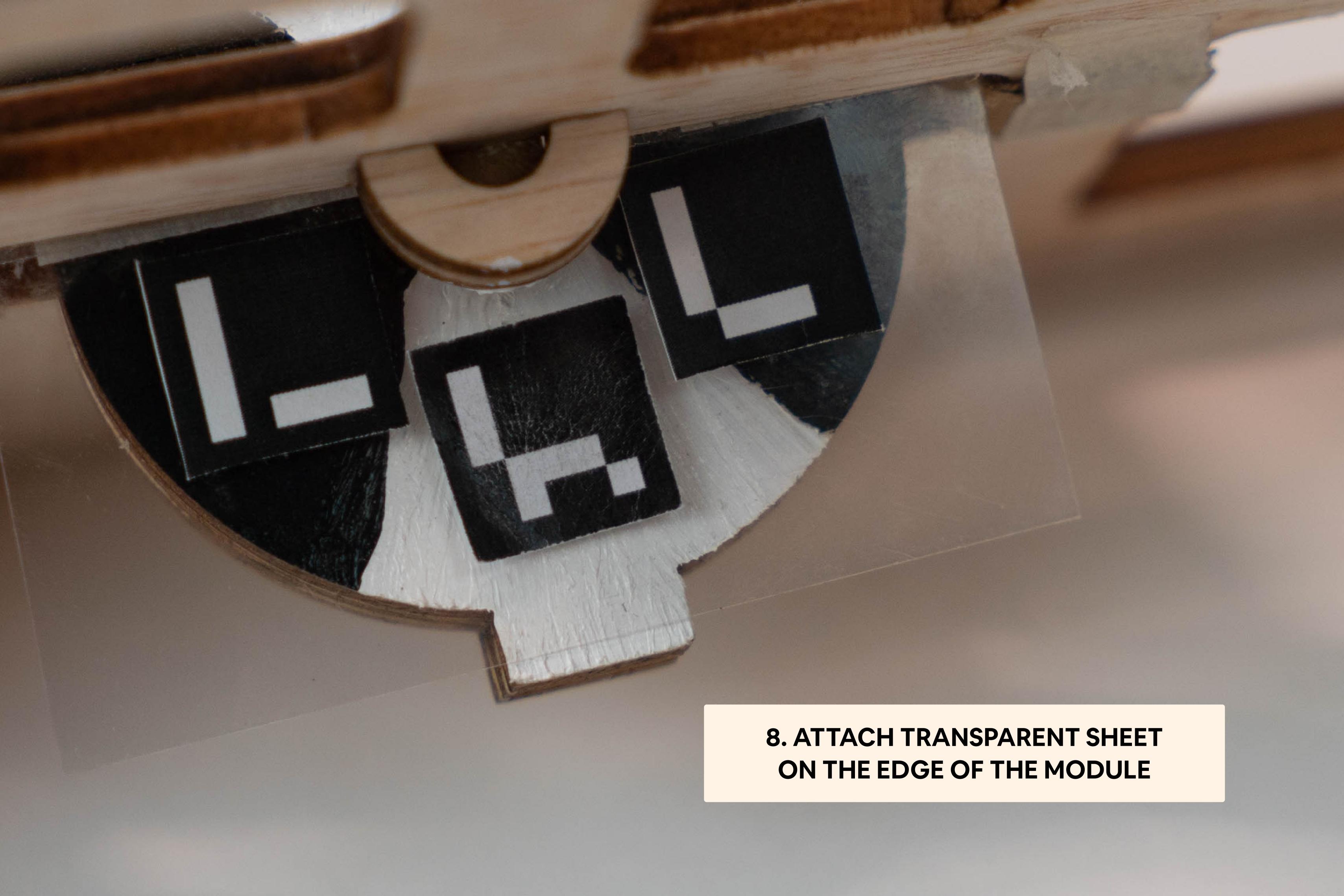


6. IT SHOULD LOOK SOMETHING LIKE THIS.

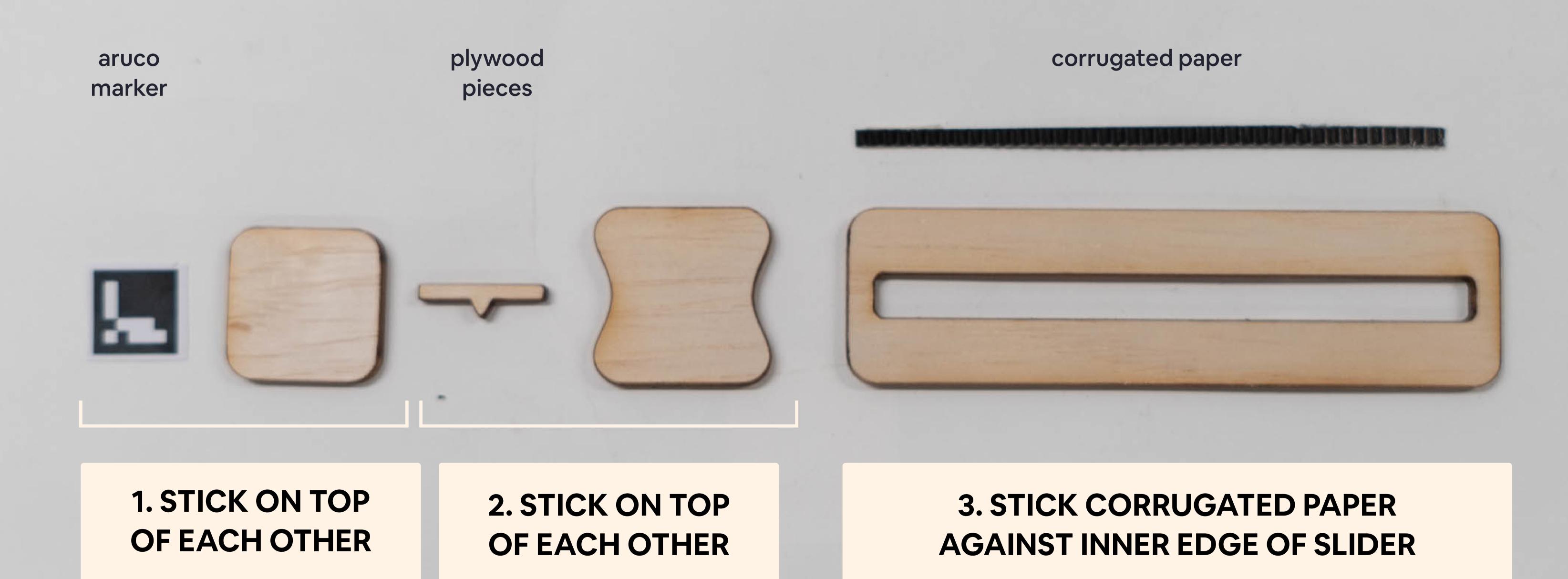


7. REMOVE THE WHITE BORDERS
OF 3 ARUCO MARKERS, AND PASTE IT
ON A TRANSPARENT SHEET



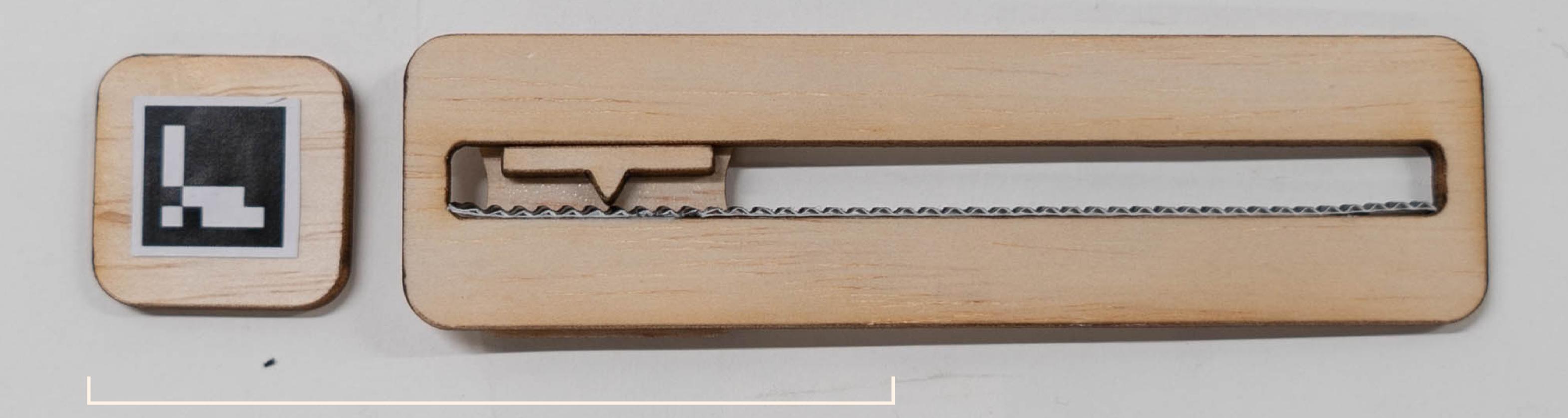


SLIDER MODULE





4. INSERT INTO SLIDER



5. STICK ON



COMPLETED SLIDER

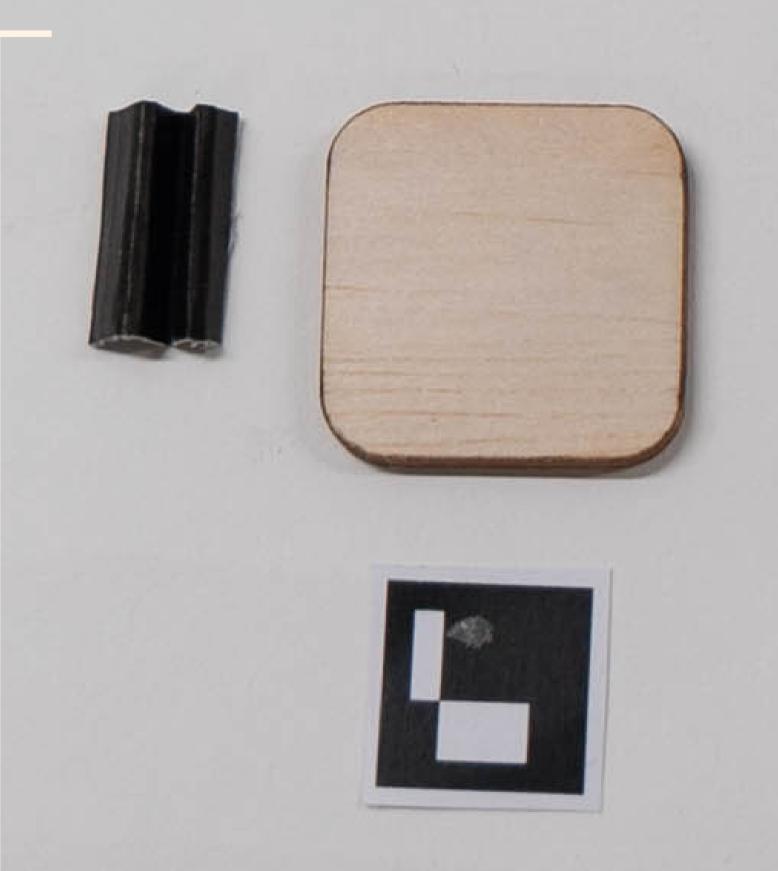
TOGGLE MODULE



plywood pieces

yupo paper

1. STICK ARUCO
MARKER ON TOP
OF PLYWOOD

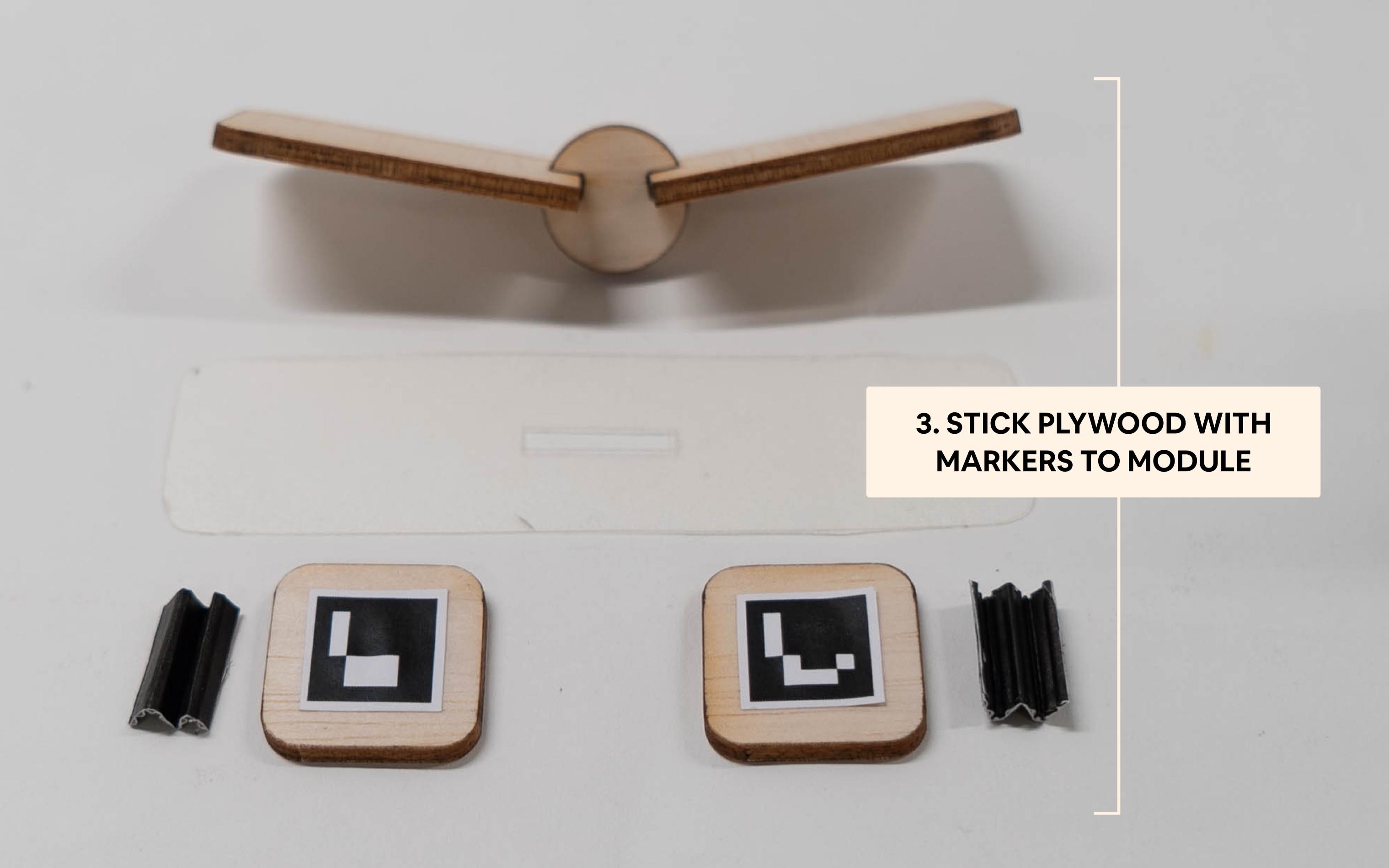




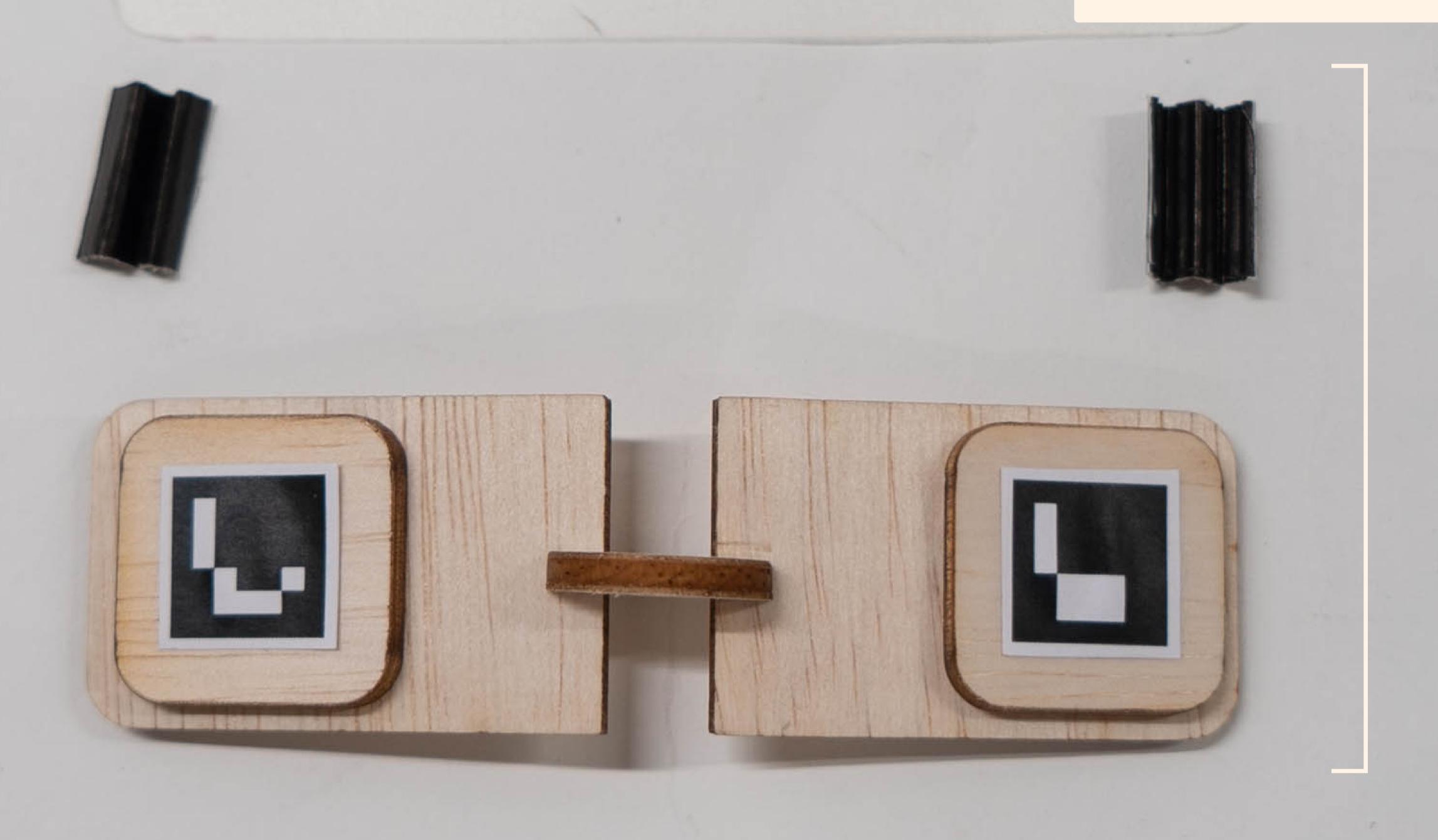


corrugated paper

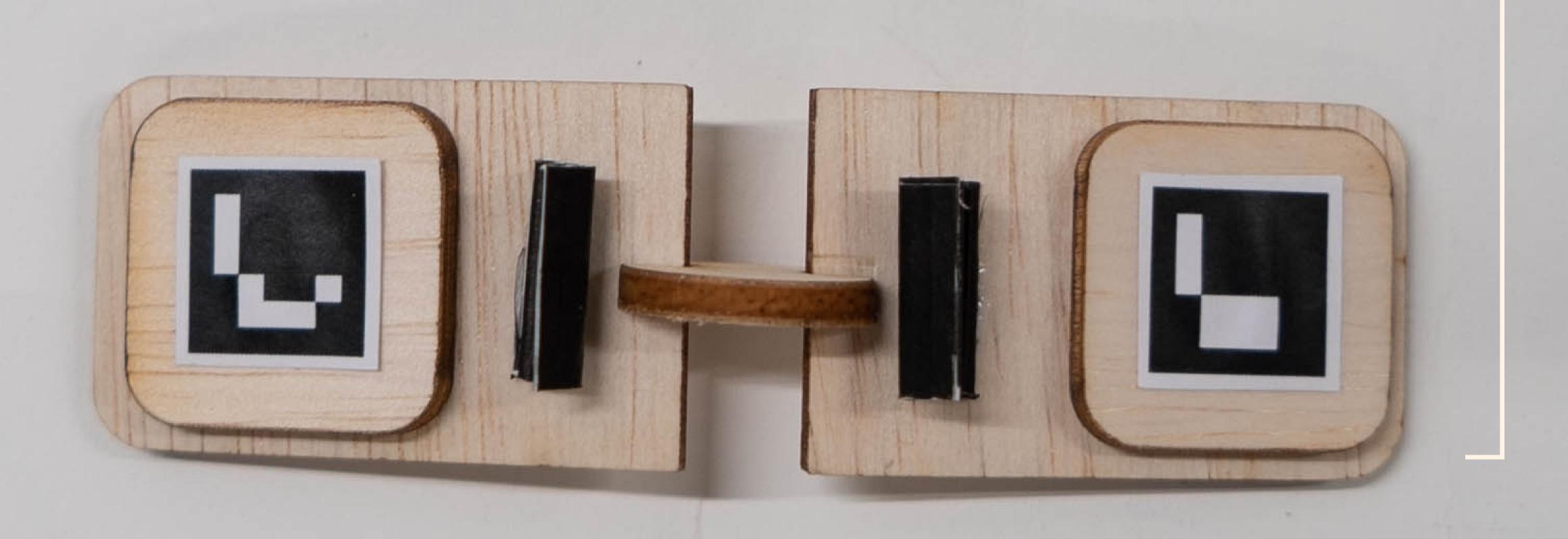


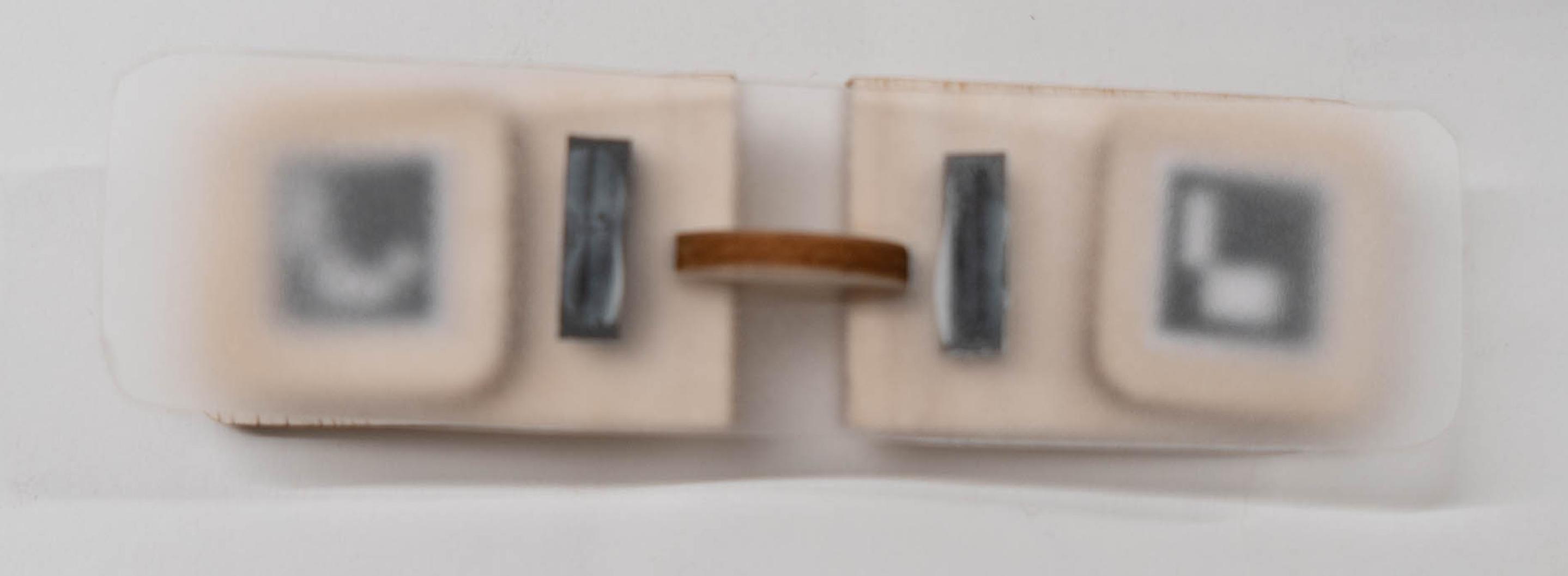


4. STICK CORRUGATED PAPER TO MODULE

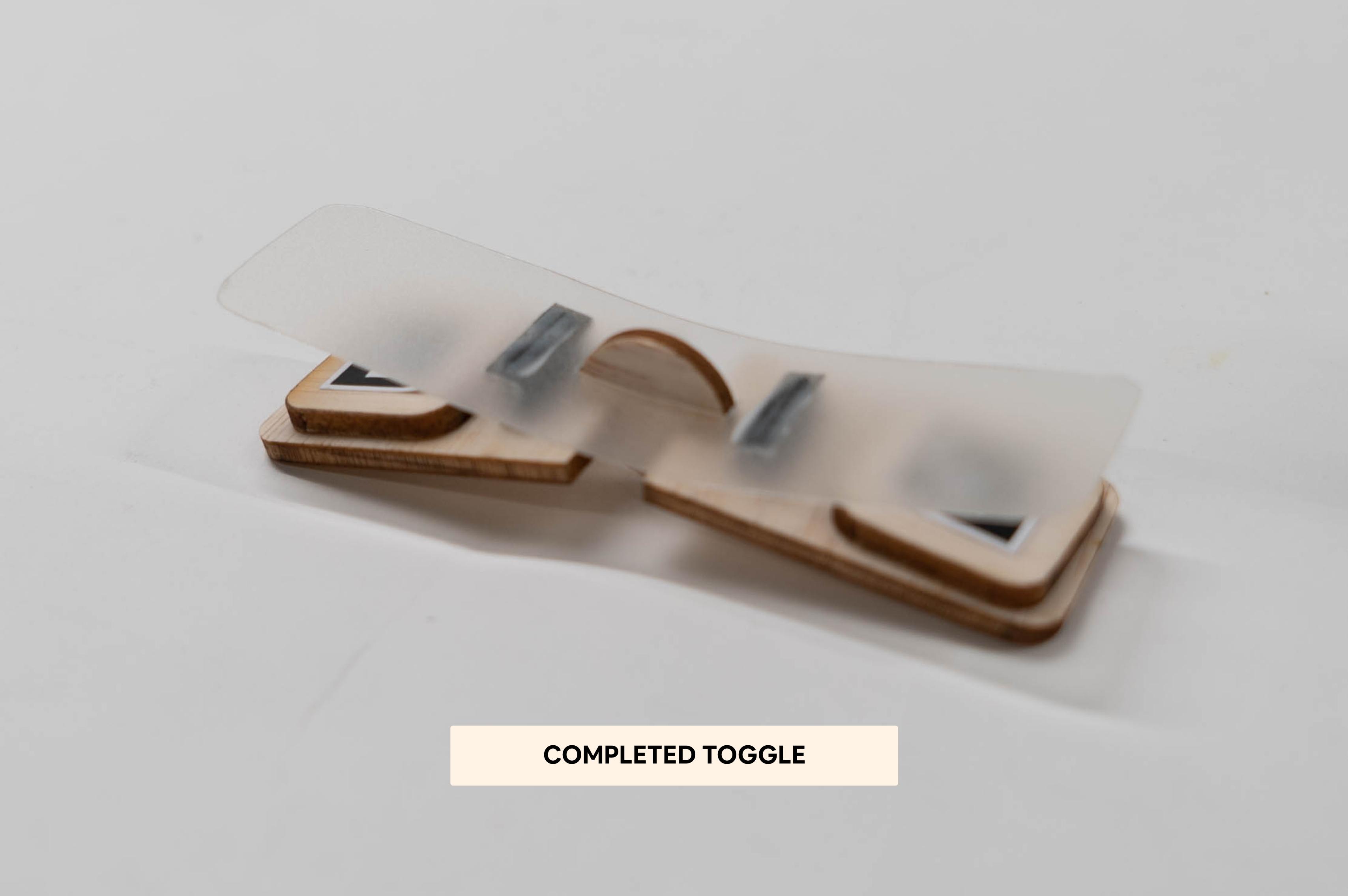


4. STICK YUPO PAPER TO MODULE





COMPLETED TOGGLE







1. STICK TWO PART BASE ON TOP OF EACH OTHER



COMPLETED BASE