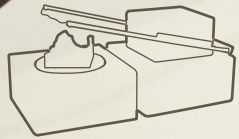


**Cutter** is a tangible interface for generating three-dimensional digital models by hand crafting polystyrene foam. The user pulls, pushes, and rotates a custom hotwire cutter to sculpt, cut, and shape foam cubes.

The position of the cutting path is processed in real-time by a computer to visualize the cutting process and generate a 3D model. Cutter aims to provide an intuitive way to explore physical form by combining traditional craft with digital fabrication.



The new version of Cutter is embedded with a servo motor and a linear actuator which enable the user to feedback the record and reproduce the same form from the machine.

