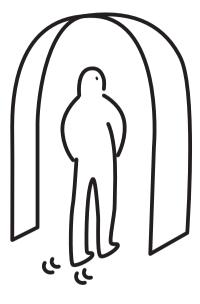


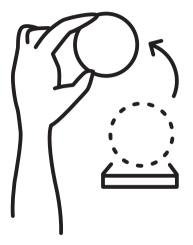
## MESH Design Pattern Cards

This is a set of cards to use in the scenes. that develop ideas by multiplying problems you found or what you want to make and what you can do with MESH. On the surface of each card what you can do with MESH is explained and on the back you can see how it is realized. By arranging multiple cards like Input  $\rightarrow$ Output, Input  $\rightarrow$  Processing  $\rightarrow$  Output, vou can organize it even if it looks complicated at first glance. If you come up with usages or implementation methods that are not found on standard cards. please fill out blank cards and share them.



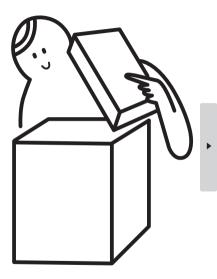
### If someone passes

	»)	Detected	<b>.</b>	
	Waiting	Time (sec)	3	
		Motion	_	ъ
		-0 <b>9</b>	⑦ 🗍 Help Delete	
		• • • Detected	>	
Waiting Time	(sec)			
		3 🖌		
0.5 -	s on the canvas		60	
Show setting:	s on the canvas			
C	Cancel		Set	



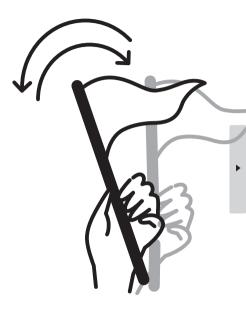
If an object is removed





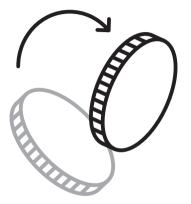
### If a box is opened

Brightness 3-10 Brightness Brightness Charge > Brightness Charge > B		Bright Bright	ness I <b>tness</b>		
Brightness Change > Brightness Change > Bright		Brightness	3-10		
Hep     Dails       Brightness     Brightness       3     -       1     -       5     -		Brightne	35		
Brightness Change > Brightness Br			0		
	Brightness	Brightness C	hange >	÷ģ:	
Cancel Set	Show settings or	n the canvas			
the second se	Car	ncel	Se	t	



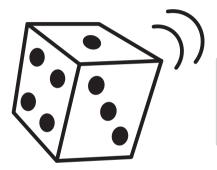
### If an object is shaken

	ſŗ.	Move Shake			
	Sensitivi		20-100	r	
	Interval (		0.1		
_		-			
		Move		ල 🗊 Jelp Delet	
		• • • • Shake		>	
Sensitivity	20	)	100 🛓	100	
Interval (sec)		0.1			
0.				10	
Ca	ncel		S	et	



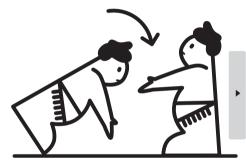
### If an object is flipped over





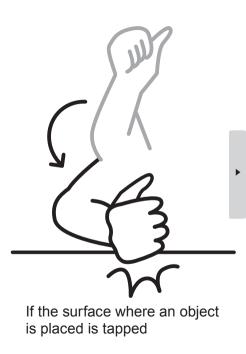
# If the orientation of an object is changed



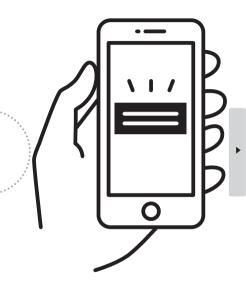


### If an object is dropped





	Sensitivi	<b>Tap</b> ty	50-100		
	Interval (	sec)	0.1		
		-			_
	_	Move			Т
		(*)		⑦ <sup>1</sup> / <sub>1</sub> Help Delete	Ð
		оооо Тар		>	
Sensitivity					- 1
1	5C	E 1	100 🖌		
1 *				100	- 1
Interval (sec)					
innervál (SeC)		0.1			
₀ ⊖–				10	
Ca	ncel		S	Set	



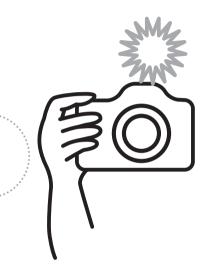
### Send a notification

	$\cap$	Notificat Send N	ion		
	 <u> </u>	Send N	lotific	r	
	Message	• Notifica	tion fr		



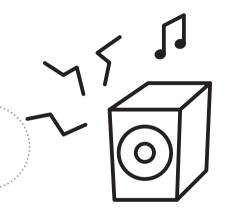
Send an email

Gmail		
ocilia		
t		
	drail Send t	Send



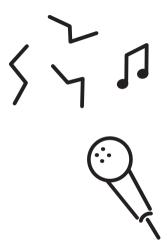
Take a picture

	~	Camera			
	Ó	Take Pi	icture		
	Position		Front		



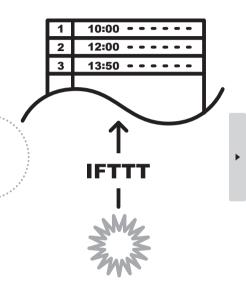
Play a sound

	IJ»	Speaker Play			
	Sound		Bell		



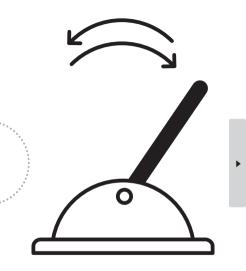
### If sound is detected

	°∕∕	Mic Sound	Trigger		
	Sensitivi	ty	50-100		



### Log to Google Spreadsheet

	Send	text {{Time	stamp}}	
		v		
		Google Drive		_
			() Help	Delete
	< ,	。 Add row to spread	sheet >	
Des	cription			
This	Action will add a single	a row to the bottom of IOTE: A new spreadshe		
Sen	d text		E Add Date	a to Share
	Timestar	mp		- 1
	function needs to be one starting to use.	connected with IFTTT A		Applet
		Turn on IFTTT App	net	



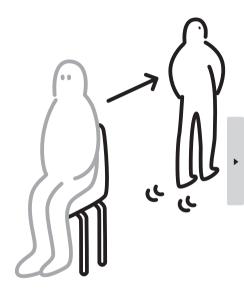
### Toggle between two inputs

	$\mathcal{P}$	Switch	ər		
	In		▶ Out1		
	Reset		Out2		
	Number	of Output	2		



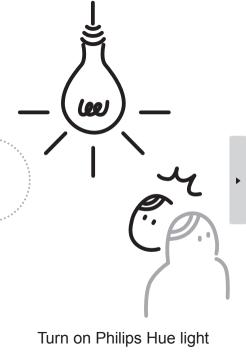
Press a button



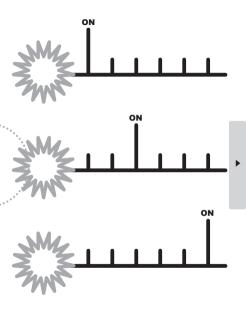


If someone leaves from their original spot

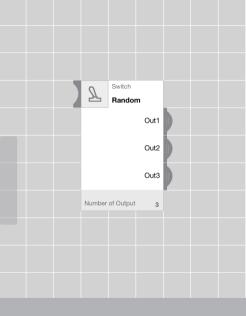
	»)	Undetect	- 11	
	Waiting	Time (sec)	10	
		Motion		
		10 <b>0</b>	⑦ Help	Delete
	<	o o o Undetected	>	
Waiting Time (s	ec)			- 8
		10 🔒		
10 🔾 –				3600
Show settings	on the canvas			
	mool		Pot	
Ca	ancel	_	Set	-

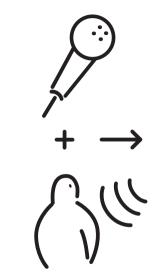


	Light	Selec	ct all	
	Color			
	Brightn	ess	5	
		Philips hue		
			⑦ Help	Delete
		• · ·	>	
Light		89.4 VP		
	Select all			
Color				
		Warm White		
Brightnes	5	E		
		5		
	Cancel		Set	

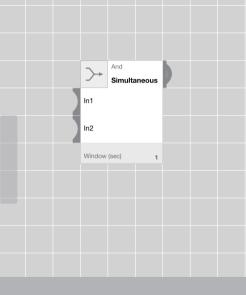


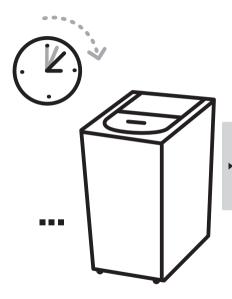
Trigger a random output





If two inputs happen simultaneously





If there is no activity detected for a while

				012	Counter	Up	
(i)	Timer Interva	I	$\left  \right\rangle$	Up			
On				Reset			
Off				Count		0 / 10	
On/Off		On					
Interval (	min:sec)	0:30					
۴.	Move <b>Tap</b>						
Sensitivi	ty	20-100					
Interval (	sec)	0.1					



\_\_\_\_\_

