

GTM

GoToMorrow

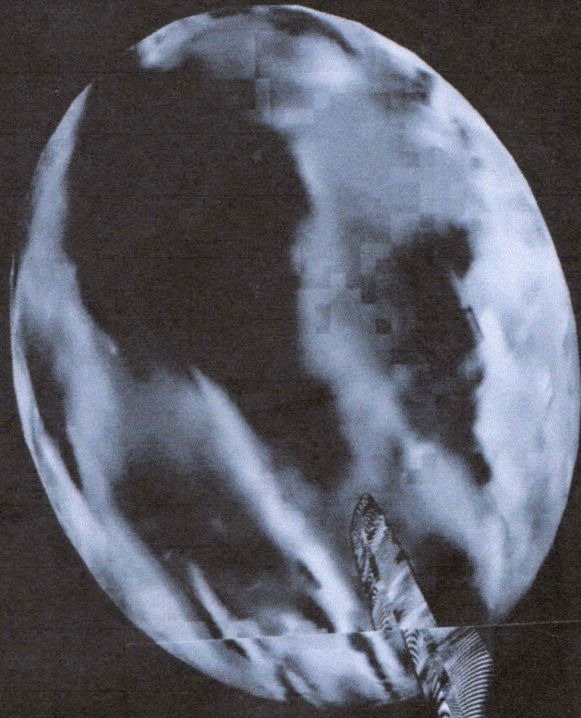
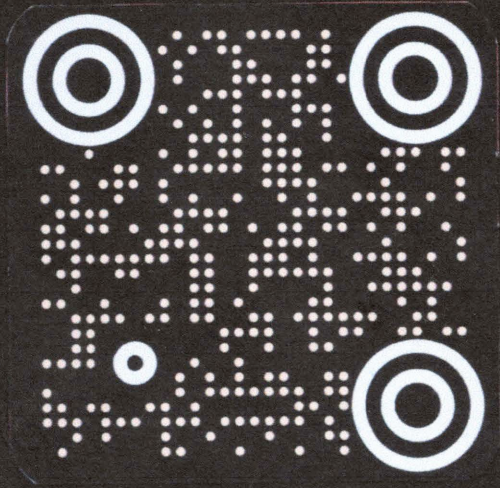
GHOSTINGtheMACHINE

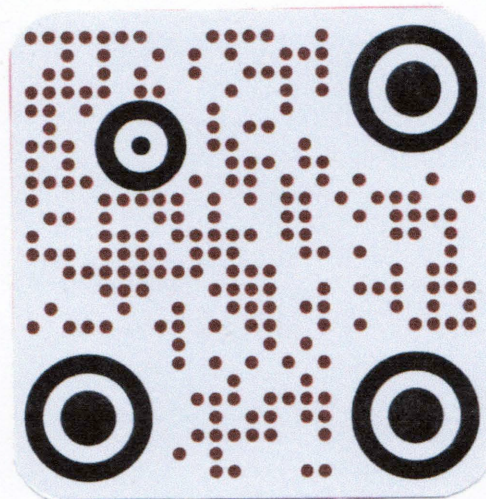
GM

0

the.yak.says
sayak'shome

the yak says '23





Simultaneous localization and mapping

[Article](#) [Talk](#)

From Wikipedia, the free encyclopedia

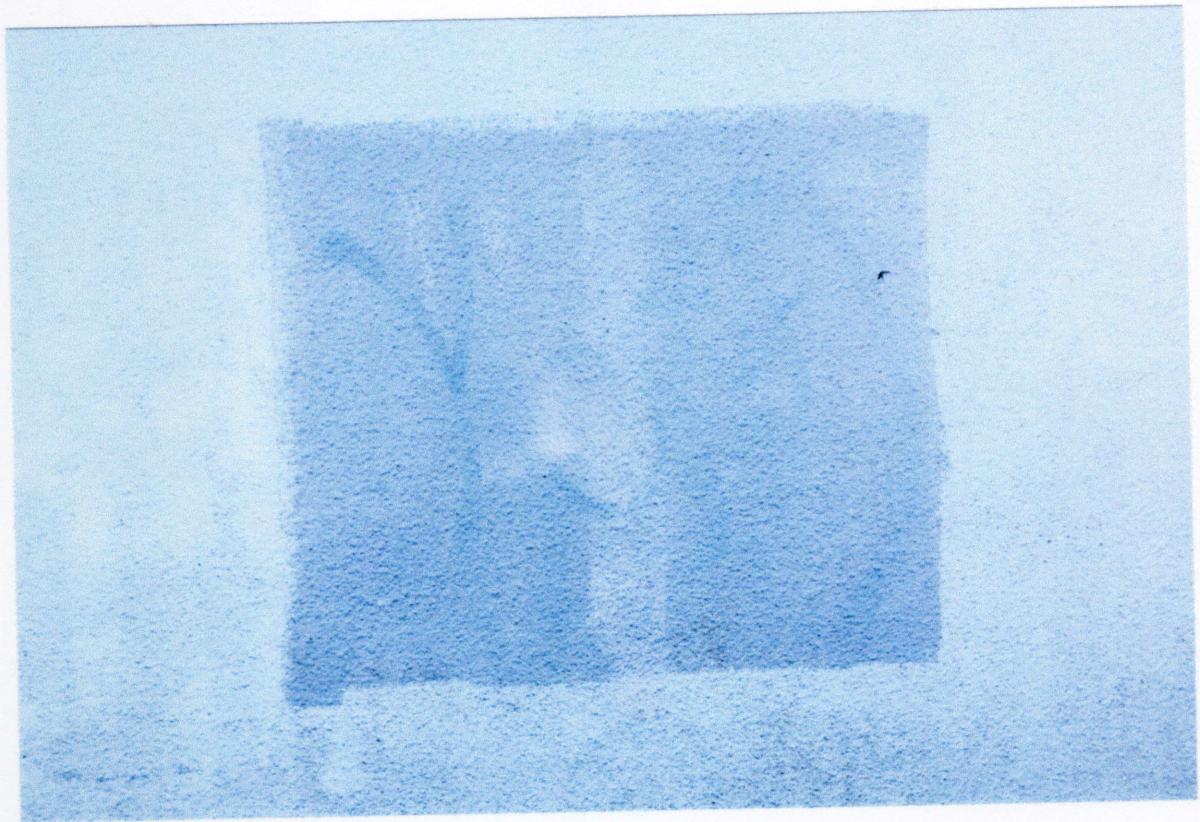
Simultaneous localization and mapping (SLAM) is the computational problem of constructing or updating a [map](#) of an unknown environment while simultaneously keeping track of an [agent's](#) location within it. While this initially appears to be a [chicken or the egg](#) problem, there are several [algorithms](#) known to solve it in, at least approximately, tractable time for certain environments. Popular approximate solution methods include the [particle filter](#), extended [Kalman filter](#), covariance intersection, and GraphSLAM. SLAM algorithms are based on concepts in [computational geometry](#) and [computer vision](#), and are used in [robot navigation](#), [robotic mapping](#) and [odometry](#) for virtual reality or augmented reality.

SLAM algorithms are tailored to the available resources and are not aimed at perfection but at operational compliance. Published approaches are employed in [self-driving cars](#), [unmanned aerial vehicles](#), [autonomous underwater vehicles](#), [planetary rovers](#), newer [domestic robots](#) and even inside the human body.



A page of swords, which is a lot less intimidating for some people than the pages of axes and axes. You know, the ones that are not weapons. It might be a good idea to just stick with one sword instead. Like lords and rulers named their swords, as if those weapons were some carnivorous pet at their command. They might not be able to see the sword's true form, but they can feel its weight. For a sword to be useful it needs to come in contact with some material that it can impale. Of what use it is against a ghost? Well, they might be afraid to fight anyone with a body without fear.

A page of swords does not tell your fortune. What it rather points to is the presence of other symbols on the edges and sides. What do these symbols reveal? They reveal that you are surrounded by more than one symbol. What do the creases efface? They tell us that a piece of paper is not to be taken as a statement.



Sayak '23

theyaksays !

Art contact me theyaksays@gmail.com

14 messages

My following text family has b

Sam, Jan 27, 2023 at 7:15 PM

Hey, the script editor just disappeared. Can I get access to the script editor please, so I can try out some javascript lights/animation things?

Sammie Veeler (she/they)
node
COM/UCR

Don Hanson <don@hansoncity>

Sat, Jan 28, 2023 at 4:21 AM

To: Sammie Veeler <sammie@hansoncity>
Cc: Team <team@hansoncity>, theyaksays@gmail.com, theyaksays@gmail.com

What is the URL of the space you're using? If you deleted all of the text in the script editor it turns off and disappears. (It is a secret / undocumented feature after all.) We can turn it back on for you if you let us know the url.

[Quoted text hidden]

Don Hanson
HansonCity

theyaksays ! <theyaksays@gmail.com>

Sun, Feb 4, 2023 at 2:00 PM

To: Don Hanson <don@hansoncity>
Cc: Sammie Veeler <sammie@hansoncity>, Team <team@hansoncity>

That's nice. It's like a glimpse of the future, which appears at first only to disappear by coincidental erasure of something, language - text, maybe.

The url for the space I am using is <https://hansoncitycity/300/3-00000> Is this what you asked for/needed to turn the feature on? New Art City is pretty cool, like an end/less gall-erie space. Will be working on it over the week.

[Quoted text hidden]

Benny <benny@hansoncity>

Mon, Feb 6, 2023 at 1:00 PM

To: theyaksays ! <theyaksays@gmail.com>

Cc: Don Hanson <don@hansoncity>, Sammie Veeler <sammie@hansoncity>, Team <team@hansoncity>

Yep, that's the one. Your future-sight has been re-enabled. Thanks for the kind words :)

--Benny

[Quoted text hidden]

theyaksays ! <theyaksays@gmail.com>

Mon, Feb 6, 2023 at 1:00 PM

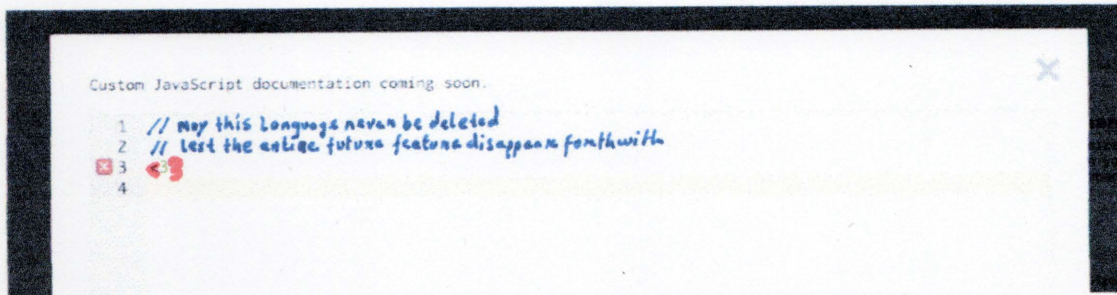
To: Don Hanson <don@hansoncity>, Sammie Veeler <sammie@hansoncity>, Team <team@hansoncity>

Awesome, thank you so much! :D

[Quoted text hidden]

theyaksays ! <theyaksays@gmail.com>
To: Don Hanson <don@hansoncity>, Sammie Veeler <sammie@hansoncity>, Team <team@hansoncity>

ty's '23



[Quoted text hidden]

theyaksays ! <theyaksays@gmail.com>

Sat, Feb 11, 2023 at 11:47 AM

Hi,
I was trying to wrap a video material on an object.
I am using this code:

Hi,

I was trying to wrap a video material on an object.
I am using this code:

```
room.afterInit = function(api){  
  
  // Videomapping Magic  
  let targetObject = api.getArtworkById(253235);  
  let videoMaterial = api.getArtworkById(252214).object3D.material;  
  videoMaterial.map.flipY = false;  
  videoMaterial.side = THREE.DoubleSide;  
  targetObject.object3D.traverse(child => {  
    if (child.isMesh) {  
      child.material = videoMaterial;  
    }  
  });  
  
};
```

Sudhir gave me this
9600

It works fine, but the issue I am facing is that the video itself is in the space. Is this in the preview/edit mode only? Hiding or removing it from the gallery results in the texture being removed from the object. My javascript (three.js) vocabulary is very limited, so I thought I'd ask, if there's an efficient/easy way to do this instead of me pushing the video panel far into the distance.

Thanks,
Sudhir

[Quoted text hidden]

Don Hanson don@newart.city

Sat, Feb 11, 2023 at 8:00 PM

To: theyaksays ! <theyaksays@gmail.com>
Cc: Benny Lichner benny@newart.city, Sudhir Vachhani sudhir@newart.city, Team Newart City

Hi Sayak

Make your video object super tiny and put it in the center of your mapped object. This method is just a hack and not an official feature, so it's kind of a work around. The video mapping will pause whenever the video object itself is not in your viewport, which is why it should be placed in the center of your mapped object.

[Quoted text hidden]

theyaksays ! <theyaksays@gmail.com>

Sun, Feb 12, 2023 at 5:52 AM

Hi Don,

Ok. Thank you.

[Quoted text hidden]

theyaksays ! <theyaksays@gmail.com>

Sun, Feb 12, 2023 at 5:52 AM

ty's '23

Hey,

I am making a zine (sort of) with images, text, codes, etc. of which my newartcity world/experience is a part. I would love to include (via screenshots, printing, etc.) [whole (in parts)] this email thread (conversation) in the work. Would you be okay with that? Please let me know. I will act accordingly.

Benny

[Quoted text hidden]

Benny

Sounds cool! Yes, you can use my replies.

How many copies are you going to print? Can I have one 🙄

[Quoted text hidden]

theyaksays ! <theyaksays@gmail.com>

Awesome! :D I am printing only one copy at home, but I will scan it! and make a pdf. I will share it in this thread, surely.

[Quoted text hidden]

theyaksays ! <theyaksays@gmail.com>

@Don @Don Do I have your permission too?

[Quoted text hidden]

Don Hanson <don@newartcity>

To: theyaksays ! <theyaksays@gmail.com>

On: Benny Lichtner <benny@newartcity>, Sammie Veeler <sammie@newartcity>, Tom <tom@newartcity>

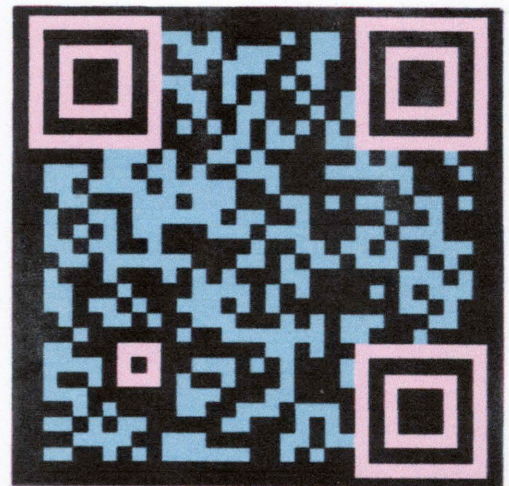
Sure

[Quoted text hidden]

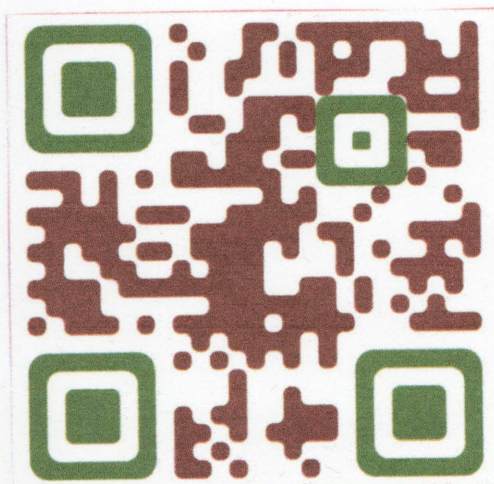
tys '23

```
// may this language never be deleted
// lest the entire future feature disappear forthwith
```

```
room.afterInit = function(api){
  class hole {
    constructor(O, S) {
      this.O = O;
      this.S = S;
      let optic = api.getArtworkById(this.O);
      let virtue = api.getArtworkById(this.S).object3D.material;
      virtue.map.flipY = false;
      virtue.side = THREE.DoubleSide;
      optic.object3D.traverse(child => {
        if (child.isMesh) {
          child.material = virtue; }
      });
    }
  }
  let dagger = new hole(253321, 253336);
  let i = new hole(253306, 253337);
  let cheese = new hole(253314, 253338);
  let flag = new hole(253315, 253339);
  let jantacall = new hole(253316, 253340);
  let planetary = new hole(253317, 253341);
  let tongue = new hole(253318, 253342);
};
```



```
origin 57,26,-58
0.1 gaze 85, 73, 14; r: 143.01, 70.25, 173.19
49.9958 worryld -65.73, 257.92, 273.44; r: 50.12, 68.04, -71.21
1 dagger 49.05, 114.36, 84.68 : 6, 173, 149; r: -130.19, -9.09, 64.05
1 i -23, 204, 211 : -21, 201, 205; r: 111.4, 87.47, -145.06
1 cheese -79, 229, 264 : -79, 224, 255; r: -84.94, -31.39, -62.02
1 flag -113, 179, 246 : -114, 182, 246; r: 55.34, -42.91, 73.12
1 jantacall -45, 254, 216 : -38, 258, 217; r: 0, 0, 0
1 planetary -69, 171, 337 : -62, 176, 332; r: -117.84, -13.65, 14.68
1 tongue 24, 364, 237 : -6, 351, 228; r: 118.6, -49.66, 178.06
```



theyak says '23

যাঁতা

ভাষা যোগ করুন

নিবন্ধ আলোচনা

পড়ুন সম্পাদনা ইতিহাস দেখুন

উইকিপিডিয়া, মুক্ত বিশ্বকোষ থেকে

যাঁতা (বা **জাঁতা**) হল ডাল ভাঙ্গার এক প্রকার হস্তচালিত যন্ত্র। বর্তমানে এটি ইঞ্জিন চালিত যন্ত্রের সাথে লাগিয়ে ডাল, চাল, হলুদ-মরিচ বা অন্য যে কোন কিছু গুঁড়া করতে ব্যবহার করা হয়। তবে গ্রামাঞ্চলে যাঁতা বলতে এখনও হাতে এক খণ্ড কাঠি দিয়ে গোলাকৃতির চাকার মত পাথরের যে যন্ত্রটি ঘুরিয়ে ডাল বের করা হয় তাকেই বোঝায়। হাতে চালিত ডাল জাতীয় শস্য ভাঙ্গার যন্ত্রটি আজ উপমহাদেশে বিলুপ্তির পথে।^[১]

বিবরণ [সম্পাদনা]

এটি পাথর দ্বারা নির্মিত একটি হাতল যন্ত্র। যার দুইটি অংশ থাকে। দেখতে অনেকটাই চাকার মতো। একটির উপর অপরটি বসিয়ে দিতে হয়। আর এর মুখের মধ্যে ডাল শস্য (মসুর, খেসারি, ছোলা, মাষকলাই ইত্যাদি) মুঠি মুঠি দিয়ে, কাঠির একপ্রান্ত যাঁতার উপরের অংশের কাঠি বাঁধানোর নির্দিষ্ট স্থানে বাঁধিয়ে ঘুরালেই, যাঁতার দুই শাণিত অংশের মাঝে পরে শস্য গুলো ডাল হয়ে বের হয়। এছাড়া চাউলের আটাও বানানো হয় এর মাধ্যমে। তবে এটা বঁকা দিকে ঘোড়ালে সমস্ত শস্য পড়ে যায়।



যাঁতার মাধ্যমে ডাল তৈরীর দৃশ্য।

passenger

Add language

Article discussion

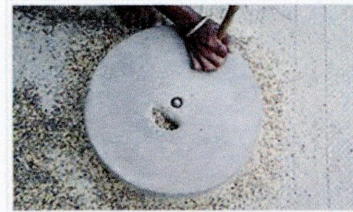
read on editing See history

From Wikipedia, the free encyclopedia

A janta (or **janta**) is a type of hand-operated device for breaking twigs . At present it is used to grind pulses , rice , turmeric - chilli or anything else by attaching it to a gear driven machine . But in rural areas, janta still refers to a circular wheel-like stone tool that is used to extract the twigs. The hand-operated pulse thresher is on the verge of extinction in the subcontinent today. ^[1]

Description [edit]

It is a hand tool made of stone , which has two parts. Looks a lot like a wheel. One has to be placed on top of the other. And in its mouth pulse crops (lentils , kesari , chickpeas , mashkakai etc.) with a fist, one end of the stick is tied to the fixed place of the upper part of the stick and turned around; Between the two pointed parts of the plant, the grains emerge as branches . Besides, rice flour is also made through it. However, if it is milled in a crooked direction, all the grains fall.



Dal making scene through the journey.

বাংলা বানান পরীক্ষক

Bangla spellcheck

দ্রবীড় রচনাবলী

বঙ্গিন রচনাবলী

শব্দ রচনাবলী

ওপীপাইন-বাখোবাইন

আপনার অভিমত
জানান

আপনি যে শব্দটির বানান পরীক্ষা করতে চান সেটি এইখানে টাইপ
করুন

আপনার টাইপ করা শব্দটি হল যাঁতা এবং আপনার টাইপ করা শব্দটির বানান শুদ্ধ নয়, শুদ্ধ বানানের জন্য সম্ভাব্য ইঙ্গিত (টি
গুলি) হল:

যাঁতা
যোতা
যাঁতা
যা-তা
যাতনা

জাঁতাকল // grinder; grindstone; mill; /প্রতিশব্দ/ ঘানি; গোল ঘুরন্ত শানপাথর;
কলকবজা;

স্বাক্ষর '১৬



"Kama" Dagger

3D Model



Arms Museum PRO

FOLLOW

5.6k 23.7k 637

[Download 3D Model](#) [Add To](#) [Embed](#) [Share](#)

[Report](#)

Triangles: 5.5k Vertices: 2.8k [More model information](#)

Traditional Caucasian dagger with a straight wide steel blade. Was used as a weapon, and as household tool to perform various tasks such as firewood chopping

Time of production: XVII-XIX c.

Material: Steel, horn, copper alloy

Total length, sm: 71.5

Blade length, sm: 56

Blade width, sm: 4.8

Country: Caucasus

License: CC0 Public Domain [Learn more](#)

[Published 7 years ago](#)



Cultural Heritage & History 3D Models

Weapons & Military 3D Models

armour resolution arm sharp heritage culture pattern defense collection reconstruction arms russia handle museum cold downloadable tula caucasian weapon knife modeling 3d 3dsmax texture sword dagger blade steel

4ys '23

🕒 Catalog view is the alternative 2D representation of our 3D virtual art space. This page is friendly to assistive technologies and does not include decorative elements used in the 3D gallery.

Space Title ic-k,i'll-u-shun

Within the World Titled
0

Credited to
theyaksays

Opening date
December 10th, 2022

[VIEW 3D GALLERY](#)



Spaces in this world:

- [ic-k,i'll-u-shun](#)

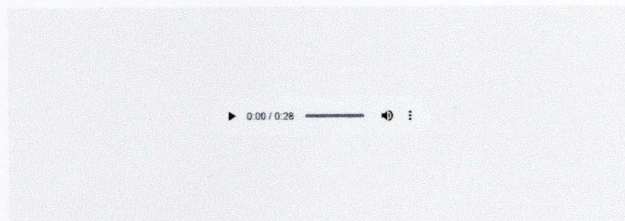
Artworks in this space:



Artwork title
t0ngue b0d

Artist name
theyaksays

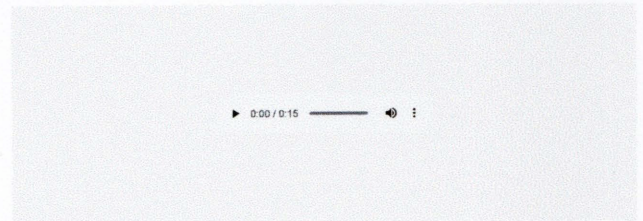
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AI generated image in Stable Diffusion. Traced into 3d model in Smoothie-3D. Skinned.



Artwork title
Ont0

Artist name
muns & theyaksays

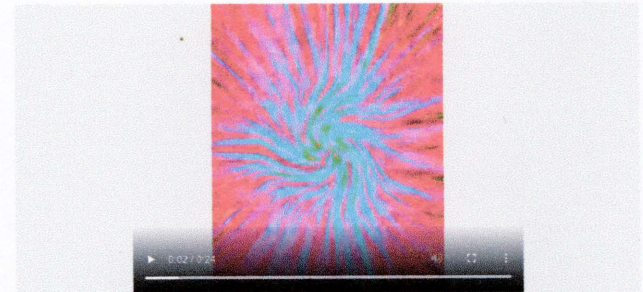
Artwork Description:
Voice recording. Mixed in Audition.



Artwork title
ahha

Artist name
muns & theyaksays

Artwork Description:
Voice recording. Mixed in Audition.

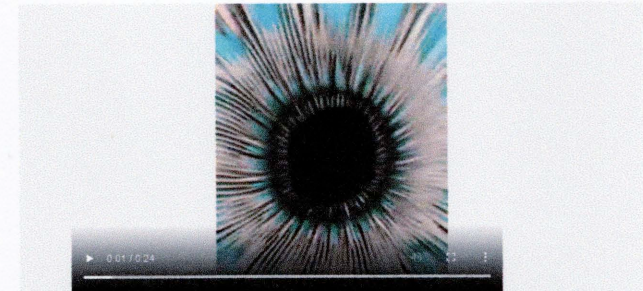


Artwork title
t0ngue ski

Artist name
theyaksays

Artwork Description:
Fractals generated in Frax app. Processed in Glitch app.

[DIG.IT.OL](#)



Artwork title
planetary ski

Artist name
theyaksays

Artwork Description:
Fractals generated in Frax app. Processed in Glitch app.

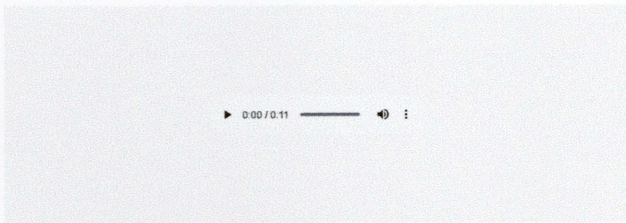
[DIG.IT.OL](#)



Artwork title
planetary b0d

Artist name
theyaksays

Artwork Description:
AI generated image in Stable Diffusion. Traced into 3d model in Smoothie-3D. Skinned.



Artwork title
hurr

Artist name
muns & theyaksays

Artwork Description:
Voice recording. Mixed in Audition.



Artwork title
jantacall b0d

Artist name
theyaksays

Artwork Description:
AI generated image in Stable Diffusion. Traced into 3d model in Smoothie-3D. Skinned.

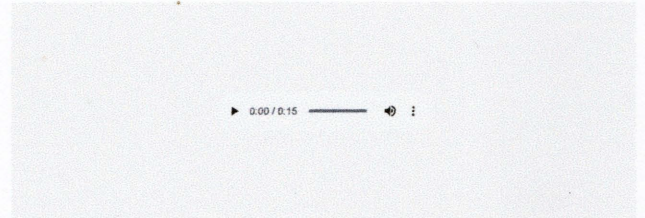


Artwork title
jantacall ski

Artist name
theyaksays

Artwork Description:
Fractals generated in Frax app. Processed in Glitch app.

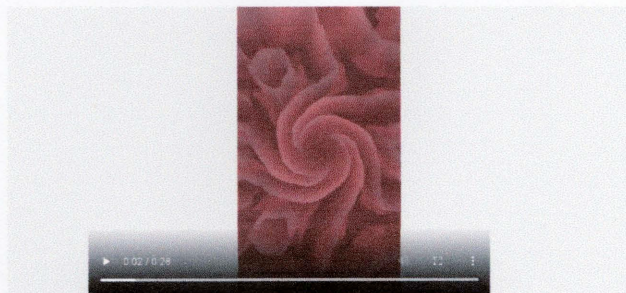
[DIG.IT.OL](#)



Artwork title
chii

Artist name
muns & theyaksays

Artwork Description:
Voice recording. Mixed in Audition.



Artwork title
flag ski

Artist name
theyaksays

Artwork Description:
Fractals generated in Frax app. Processed in Glitch app.

[DIG.IT.OL](#)



Artwork title
ishh

Artist name
muns & theyaksays

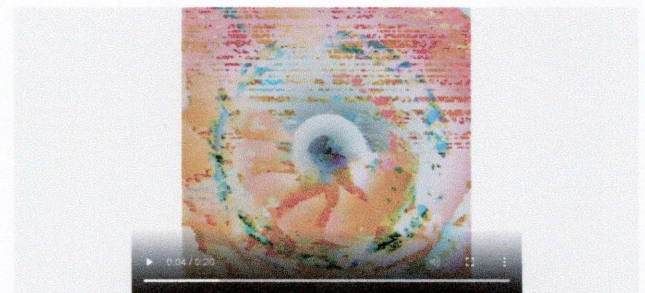
Artwork Description:
Voice recording. Mixed in Audition.



Artwork title
flag b0d

Artist name
theyaksays

Artwork Description:
AI generated image in Stable Diffusion. Traced into 3d model in Smoothie-3D. Skinned.



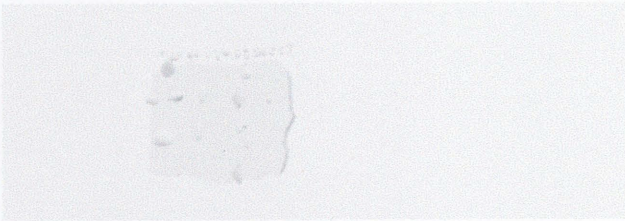
Artwork title
cheese ski

Artist name
theyaksays

Artwork Description:
Disc generated in Touch designer. Processed in Glitch app.

[DIG.IT.OL](#)

ty's '23



Artwork title
cheese b0d

Artist name
theyaksays

Artwork Description:
AI generated image in Stable Diffusion. Traced into 3d model in Smoothie-3D. Skinned.



Artwork title
ah

Artist name
mune & theyaksays

Artwork Description:
Voice recording. Mixed in Audition.

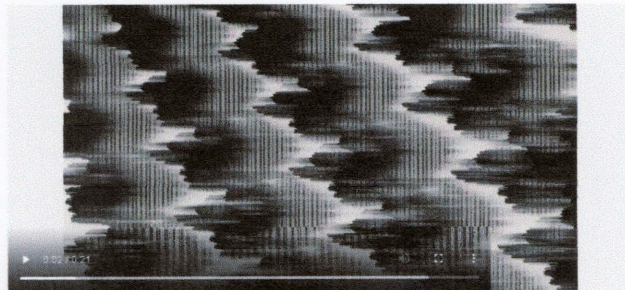
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Artwork title
dagger mus

Artist name
theyaksays

Artwork Description:
Sound recordings. Mixed in Audition.

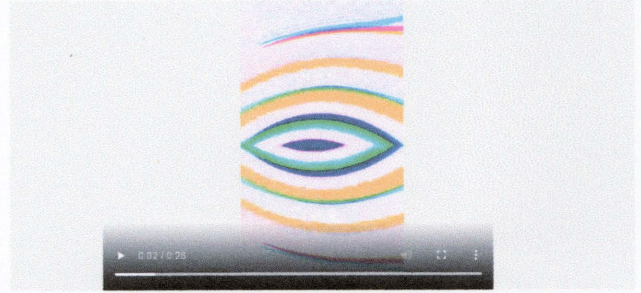


Artwork title
dagger ski

Artist name
theyaksays

Artwork Description:
Fractal generated in Frax app. Processed in Glitch app.

[DIG.IT.OL](#)



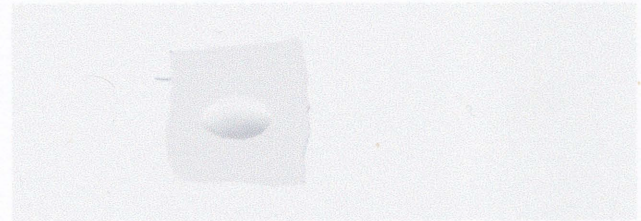
Artwork title

i ski

Artist name
theyaksays

Artwork Description:
Fractals generated in Frax app. Processed in Glitch app.

[DIG.IT.OL](#)



Artwork title

ib0d

Artist name
theyaksays

Artwork Description:
AI generated image in Stable Diffusion. Traced into 3d model in Smoothie-3D. Skinned.

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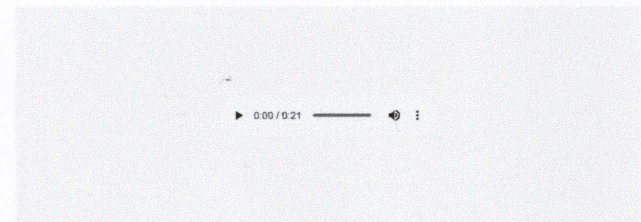
Artwork title

dagger b0d

Artist name
theyaksays

Artwork Description:
3d model downloaded from Sketchfab. Skinned.

["KAMA" DAGGER](#)



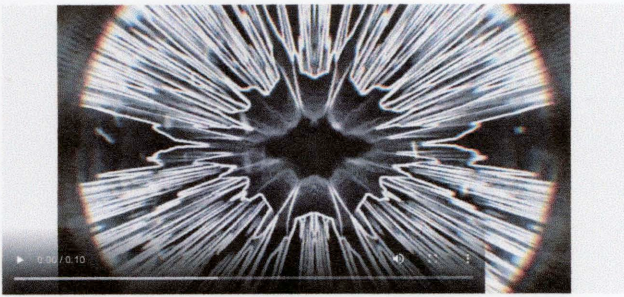
Artwork title

w0rdi

Artist name
tantrum & theyaksays

Artwork Description:
Beatboxing. Mixed in Audition.

ty's '23

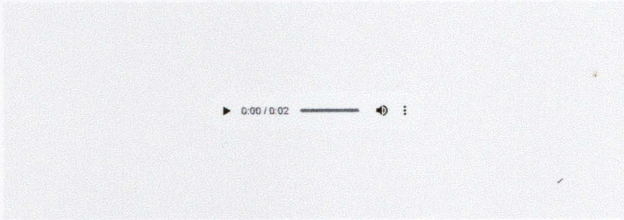


Artwork title
w0rdstar

Artist name
theyaksays

Artwork Description:
Fractals generated in Frax app. Processed in Glitch app.

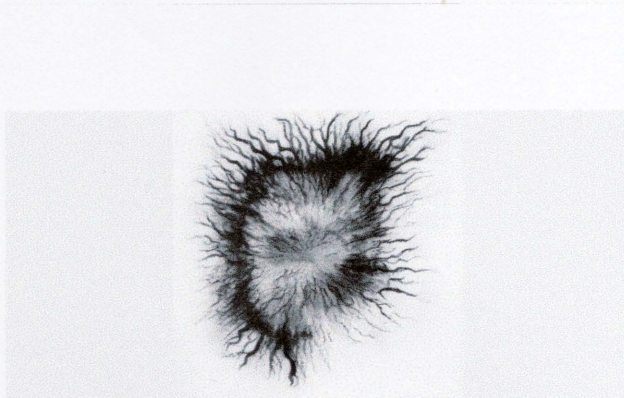
DIS.IT.OL



Artwork title
takiy0na

Artist name
muns & theyaksays

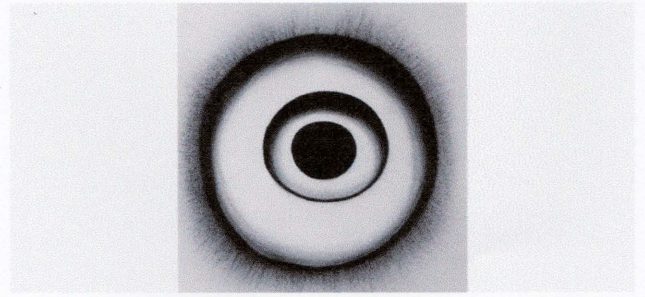
Artwork Description:
Voice recording, "Don't look at me, okay" in Bangla.



Artwork title
ambi

Artist name
theyaksays

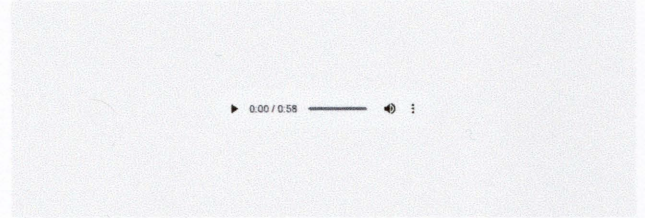
Artwork Description:
AI generated image in Stable Diffusion, edited in Photoshop.



Artwork title
gaze

Artist name
theyaksays

Artwork Description:
AI generated image in Stable Diffusion.



Artwork title
n0isen0

Artist name
theyaksays

Artwork Description:
Generated & Mixed White, Brown, Pink and Grey noise in Audition.