

# Free as in Dirt:

*why matter  
matters  
in open objects*





**OPEN has 5 requirements.**



**OPEN = Shared Data**



**OPEN**

**=**

**Shared Data**

**Accessible Compilers**



**OPEN**

**=**

**Shared Data**

**Accessible Compilers**

**Capable Participants**



**OPEN**

**=**

**Shared Data**

**Accessible Compilers**

**Capable Participants**

**Available Feedstock**



**OPEN**

**=**

**Shared Data**

**Accessible Compilers**

**Capable Participants**

**Available Feedstock**

**Amenable Laws**



**Accessible Compilers**

**Capable Participants**

**Available Feedstock**

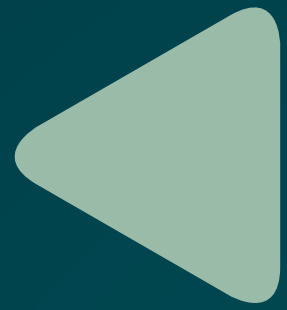




# Accessible Compilers

*the right tools enable new materials*

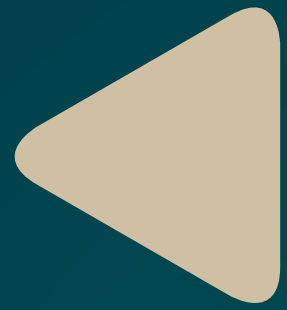




# Accessible Compilers

*the right tools enable new materials*

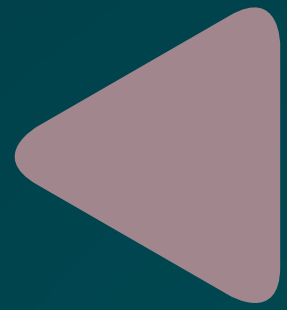




# Capable Participants

*the right materials enable new participants*

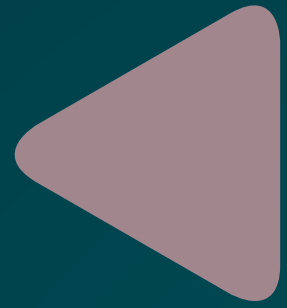




# Available Feedstock

*the right materials occur locally*





# Available Feedstock

*the right materials occur locally*



**Alchematter**

*catalyzes*

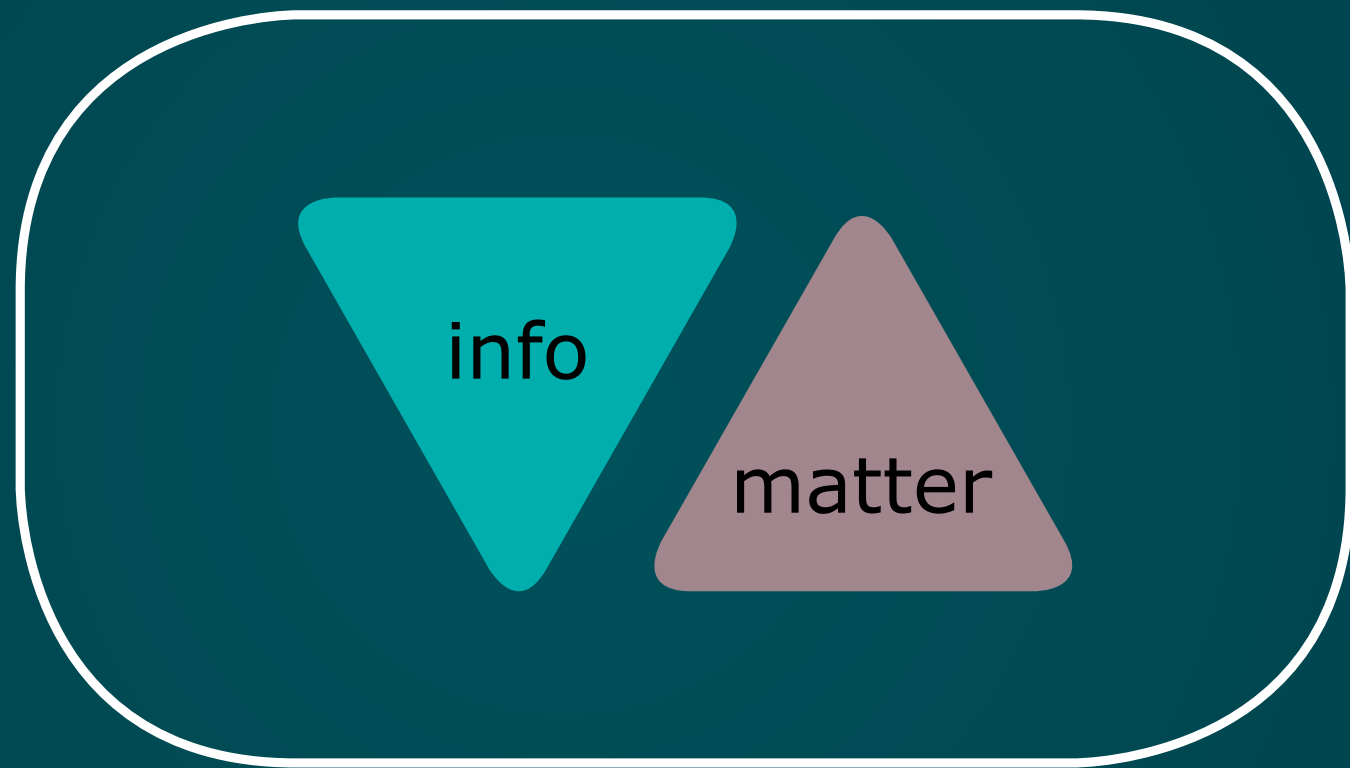
*maker*

*developed*

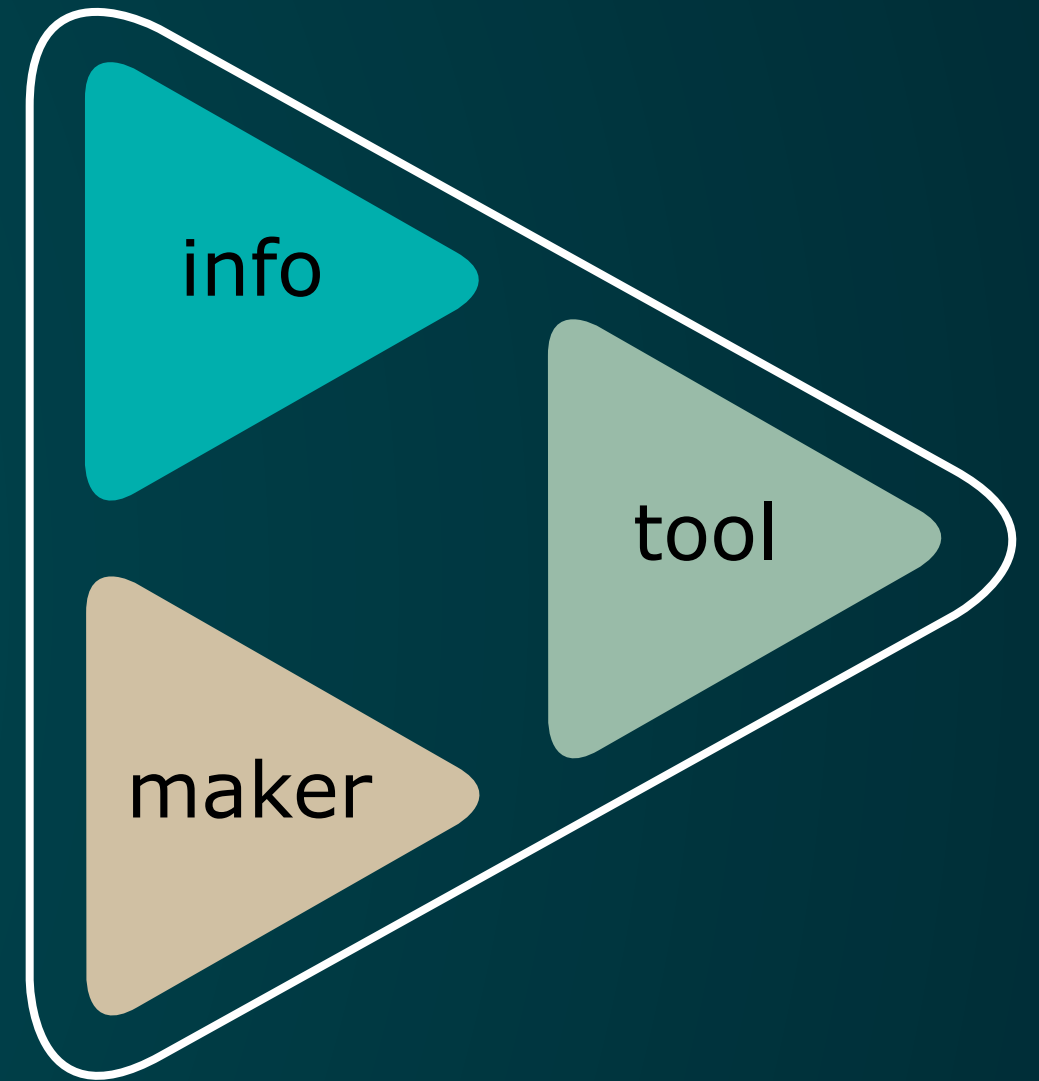
*material*

*knowledge*





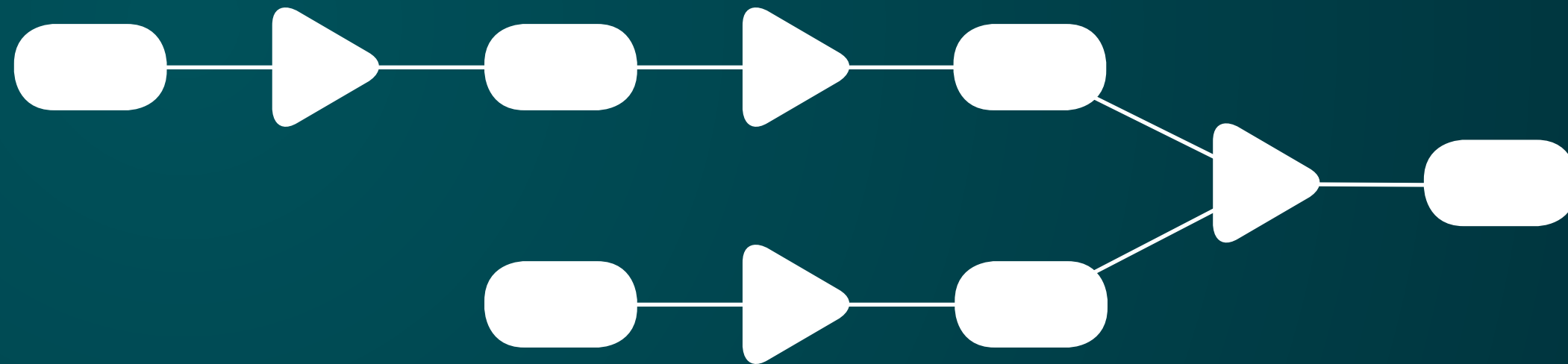
Material State



Technique

# Procedures Create Objects

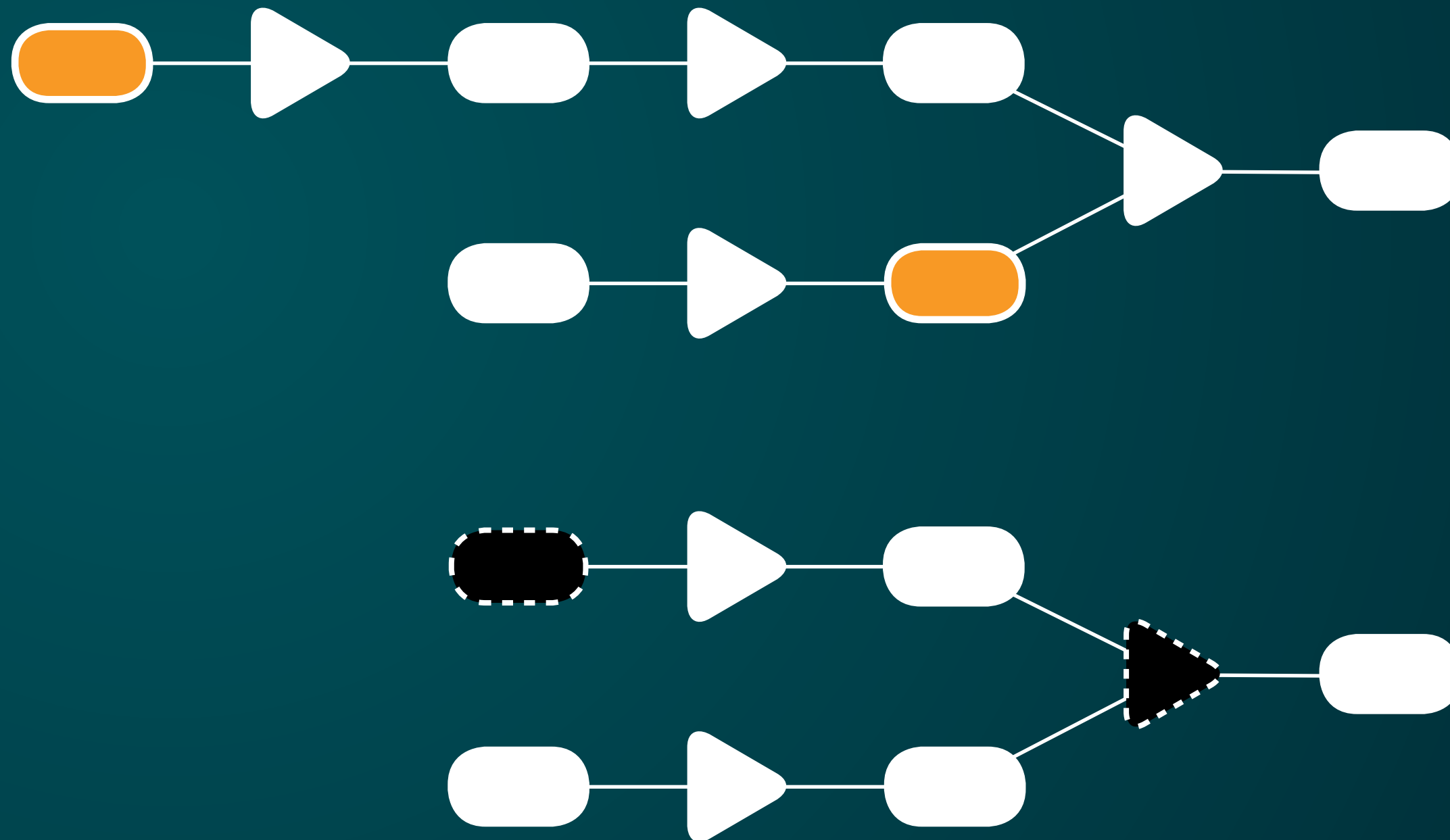
*using chains of material states and techniques*





# Modularity helps collaboration

*little problems are easier to tackle*





***Truly* Open Hardware needs  
better material support.**

**And Alchematter needs you:**

*Alpha testers*

*Advisors*

*Programmers*

***Alchematter.org* for more**