SPIRE-EIT|2019 Summer Program for Interdisciplinary Research and Education - Emerging Interface Technologies (SPIRE-EIT) REU|2019 About▼ Calendar ▼ Research Teams ▼ << 1 2 3 >> << 1 2 3 >> Looks Like Some People Don't Have Access to the Site D: Intern Blogs 🛗 June 30, 2019 👛 Roselynn Conrady Just want to see if I can post something Uncategorized Q 2 Replies Ø Edit Lara Chunko Lucas Wright Dark Soles (ft. Nina) Nina Crosby Walton Roselynn Conrady June 28, 2019 Roselynn Conrady Syema AiliaTiger JiVrinda Shroff First of all: VR Stress team got IRB approval! Hoopla! We can officially start running some tests, which we'll probably start next week **Recent Posts** Okay, back to soles. I modeled my sole in SolidWorks, converted it into an STL file, and then sent it to the MakerBot From a Great Past to a Terrific Replicator 2x. Started the print at around 10am and it was finished around 2pm. Future Poster Symposium Yesterday Finale... Not Yet Last Day Its the Last Day?! It Can't be Over Yet! – August 2, 2019 Closing Remarks 8/2 Bittersweet Chocolate Bittersweet Chocolate
Tick Tick 1..
Last Dance
VR Dance Team at the
Symposium
Synergy at the Symposium 8/1
Tick Tick 2..
The Early Birdle Gets the Hot
Chocolate Bar Chocolate Bar Last Work Day Video editing skills are coming back to me...7/31 **Recent Comments** Abby Boytos on its the Last Day?! It Can't be Over Yet! – August 2, 2019
 Abby Boytos on Finale... Not Yet
 Abby Boytos on Poster
Symposium Yesterday The sole in SolidWorks Abby Boytos on From a Great
 Past to a Terrific Future Abby Boytos on Tick Tick 1.Abby Boytos on Bittersweet Meta • Site Admin
• Log out
• Entries RSS
• Comments RSS
• WordPress.org Funded by NSF NSF Grant #1757900 Previous Years of SPIRE-EIT The sole in on the platform. That gold-brown tape is Kapton tape. The tape is there to alleviate the residual stress and to help the part stay down. The sole was beginning to detach from the supports because it was cooling down. Nina is holding my sole The sole matches up with my foot fairly well. I'm also going to spend this weekend exploring different interchangeable heel designs. Currently, my design is focusing on wedge high heels. But I'd like to try doing it with more "traditional" "Syema, why aren't you picking up?" ☐ Uncategorized ☐ 1 Reply Oops 🚞 June 27, 2019 🙎 Roselynn Conrady I read the right the chapter for Birdie's meeting, but unfortunately, it was in the wrong book lol Ah well, I learned a good bit about a mother lode and dying so that was good 👆 Uncategorized Q Replies Aging... Dying... (Reflecting on the reading for Birdie's lab meeting) 🛗 June 27, 2019 🙎 Roselynn Conrady • Attitudes towards aging are different across cultures. For example, Western society tends to see aging as a bad Attitudes towards aging are underlied across countries. For example, western society teriors to see aging as a bad thing (losing cognitive and motor function, gray hair, etc.) while other cultures, like the Masai, see it as the next step to become these great elders.
 Salmon have this... sudden overflow of glucocorticoids (from my understanding, they're steroid hormones that come towards the end of the stress response. Basically, their job is to end the stress response.) and that causes them to die within days after spawning eggs. It's this rapid cascade into death.

• Aged organisms don't deal with stress too well. What I mean by that is, old organisms tend to lack having... a somewhat immediate end to their stress responses. To quote author Robert M. Sapolsky, "As an example, older individuals are impaired at turning off epinephrine, norepinephrine, or glucocorticoid secretion after a stressor has finished; it takes longer for levels of these substances to return to baseline" (128). Stress accelerates the aging process References (link to the book Why Zebras Don't Get Ulcers by Robert M. Sapolsky) Ø Edit MOTHER OF ALL LOADS 🛗 June 27, 2019 🙎 Roselynn Conrady Oh oh hol' up, this blew my mind today at 9:25 am. So, like, I was reading stuff for Birdie's lab meeting (chapter 12 from Why Zebras Don't Get Ulcers) and it said "mother lode." big infinity is and how finite we are—and he has been initiated into the great secret of our species: we will die and we know it. With that rite of passage, he has found the mother lode of psychic energy that fuels our most irrational and violent moments, our most selfish and our most altribut cones, our neutroid indication of simultaneously mourning and denying, our diets and exercising, our myths of paradise and resurrection. It's as if we were trapped in a mine, shouling out for research, Save in, we're alive but we're greing odd and we're going to die. Excerpt from the book, we're reading about aging and death [1] Anyway, I was totally like, "Eh?" Then, I googled "mother load or lode" and struck gold (bad pun intended "Mother lode" is correct. But I always thought it was "motherload" like the "mother of all loads." Turns out I'm not the only one. 😵 Add New Post « SPIRE-EIT]2019 — 🗴 | 💁 Mail - rconrady@iastate.edu 💢 🔒 Biomarkers crash course - This 🗤 🗶 👩 file://C\User $\leftarrow \ \ \, \rightarrow \ \ \, \textbf{C} \quad \text{$$^{\text{a}}$ https://www.google.com/search?q=mother+load+or+lode&rlz=1C1GCEO_enUS851US851&oq=mother+load+or+lode&rlz=1C1GCEO_enUS851US851&oq=mother+load+or+lode&rlz=1C1GCEO_enUS851US851&oq=mother+load+or+lode&rlz=1C1GCEO_enUS851US851&oq=mother+load+or+lode&rlz=1C1GCEO_enUS851US851&oq=mother+load+or+lode&rlz=1C1GCEO_enUS851US851&oq=mother+load+or+lode&rlz=1C1GCEO_enUS851US851&oq=mother+load+or+lode&rlz=1C1GCEO_enUS851US851&oq=mother+load+or+lode&rlz=1C1GCEO_enUS851US851&oq=mother+load+or+lode&rlz=1C1GCEO_enUS851US851&oq=mother+load+or+lode&rlz=1C1GCEO_enUS851US851&oq=mother+load+or+lode&rlz=1C1GCEO_enUS851US851&oq=mother+load+or+lode&rlz=1C1GCEO_enUS851US851&oq=mother+load+or+lode&rlz=1C1GCEO_enUS851US851&oq=mother+load+or+lode&rlz=1C1GCEO_enUS851US851&oq=mother+load+or+load+$ Q All ▶ Videos ⊞ News 🖫 Images 🗷 Shopping 🗄 More About 671,000 results (0.68 seconds) United States Sierra Nevada Although you may dig a load of ore out of a mother lode, the spelling "motherload" is a mistake which is probably influenced by people thinking it means something like "the mother of all loads." A load "was originally a stream of water, but by analogy it became a vein of metal ore. May 25, 2016 motherload | Common Errors in English Usage and More \dots People also search for A REAL PROPERTY AND A SECOND More about Sierra Nevada motherload | Common Errors in English Usage and More \dots https://brians.wsu.edu/2016/05/25/motherload/
May 25, 2016 - Although you may dig a load of ore out of a mother lode, the spelling "motherload" is mistake which is probably influenced by people thinking in treans something like "the mother of all loads." A "Tode" was originally a stream of water, but by analogy it became a vein of metal ore. Mother lode – Correct Spelling – Grammarist https://grammarist.com/spelling/mother-lode/ *
Mother lode is usually two unhyphenated words, although a few publications spell it motherlode. Both are more common than the hyphenated mother-lode I had come to a realization Alright, that's enough procrastinating. I gotta read lol References 1. https://pdfs.semanticscholar.org/19ee/6e731a091779985321183a9976e2742b99cd.pdf Uncategorized Leave a reply I wasn't feeling it then, but I feel it now 📾 June 27, 2019 🙎 Roselynn Conrady Per my previous blog posts, I said something along the lines of, "The courses feel distracting and I wish I had more time to work on our group research project." Buuuuuut. I appreciate the courses now. Because without them, I wouldn't have been comfortable with all these new skills. So yea, please keep these classes (C++, Maya, Unity, SolidWorks, etc.) for future REU's! In addition to that, the things will learn translate will into each other. C++ sets up the background behind C# for Unity, SolidWorks and Maya blend in well, and just overall I'm learning so much. It's pain, but it's a good pain 😃 Nah in all seriousness, I'm doing so many things that I wouldn't have been able to do otherwise. Are things perfect? Mmm no, however, I think things are going well overall. Eyes, Heels, and Dance June 26, 2019 Roselynn Conrady Eyes are still slightly puffy, but they have lessened. I think I just need to catch some more zzz's. I will be attempting to make interchangeable heels on high heel shoes. At the bare minimum I want to be able to switch out 2 inch and 4 inch heels on a shoe. The difficult part is the change in angle of the shoe. I'm currently thinking about doing some kind of ball in socket thing... Or as Alex mentioned, using a jam nut. It'd be pretty awesome if I could pull off something like this It's a work in progress. I'll keep y'all posted. VR Stress Team is excited to meet with Birdie at the gang tomorrow about our dance project! References 1. http://www.chinadaily.com.cn/fashion/2017-06/07/content_29653942.htm ☐ Uncategorized ☐ Leave a reply A Few of the Hiking Photos I Took (Updated) 🛗 June 26, 2019 🙎 Roselynn Conrady Here's some of the photos I took from yesterday's hike at the Ledges. I tried uploading the photos as a gallery, but the Left to right: Karina, Bradon, Abby, and Boca This is my attempt at posing ⁹ There's a deer deep into the forest.. or is there? Lara (front) and Jennifer (back) emerge from the ravine Emmanuelle out here looking tough as nails Uncategorized 2 Replies Eye feel better 🖮 June 25, 2019 🛮 🚇 Roselynn Conrady My eyes aren't that puffy anymore! $\underline{\mathbf{v}}$ Well, they're still a bit puffy, but I think it looks better. Also, VR Stress team has a functional project! Hear my cries, Hear my call ... I am Puff Eyeballs 🖮 June 25, 2019 🙎 Roselynn Conrady I woke up this morning and my eyes were so puffy. It looks like I cried before going to bed (I swear, I'm okay lol). Switching topics, the VR Stress team is still working on Unity. Today is our deadline to have something done. Later on this afternoon, we're going to test the game on our grad mentors from the SPIT lab. I look forward to hiking later on this evening. I miss hiking and going on trails. Uncategorized Leave a reply **Pump Up the Additive Manufacturing Jam** 🛗 June 24, 2019 🛮 🚇 Roselynn Conrady I've been flirting with the idea of doing an online Master's degree in HCl. But I'm not sure. I like showing up to a physical classroom, and the face-to-face nature of traditional courses. But in the end, I would like to pursue something with HCI after my undergrad! So... for my Major Course Activity, I'm going to try and 3D print some shoes (or at least part of a shoe). The VR stress team is super duper close to being done! We're going to try and finish it by tonight. Uncategorized Leave a reply Alex Renner is Cool 🛗 June 21, 2019 🙎 Roselynn Conrady Homeomorphism is wild [1] Title says all. I'm trying to absorb all the nuggets of knowledge that I can from him haha. I look forward to learning how to actually use the 3D printers. Also, a coffee mug and a donut are homeomorphic I feel wicked smaht because I'm learning a lot Will do more Unity later with the rest of the VR Stress team References We're so close June 20, 2019 Roselynn Conrady Team VR Stress has until Monday of next week to get our virtual environment spic and span. We talked to Neil, Lotte, Ala (an LSAMP student), and Tor (I hope I spelled it right) about the project. They seemed to like our progress and what we're doing with it. Currently working on the dance animations and tying everything together. We're so close. ☐ Uncategorized ☐ Leave a reply **Unity and 3D Printing** 🛗 June 20, 2019 🙎 Roselynn Conrady Jack Miller and Mindy Hoover are awesome! They're the Unity masters and they've helped the VR Stress team so I managed to get the dances of the VR stress project to work. The gist is that we can use the number keys on the keyboard to call a dance animation clip. The only problem is that our dance avatar keeps sinking into the ground... Currently talking to the team to come up with potential solutions. Add a box collider? Add a plane? Play with rigid bodies? · We shall see I'm also pretty happy to get the Deeper Dive topic I wanted (3D printing). I've done a little bit in the past, but I want to learn more! ☐ Uncategorized ☐ Leave a reply Parappa the Rapper 🖮 June 19, 2019 🙎 Roselynn Conrady Last day of Unity. There were no tshirts last night D: But that's okay. Stress team met up with Neil. We made more progress. The main thing we need to focus on now is to link up the ☐ Uncategorized ☐ Leave a reply Ready Player 5 6 7 8 🎜 🦫 🛗 June 18, 2019 🙎 Roselynn Conrady VR STRESS TEAM IS MAKING GOOD PROGRESS!! I am currently working on the dance animations in Unity, and I think it's coming along. I've never done animations before, but I think I'm making good progress. Bradon is working on the audience and their sitting animations. Lucas is taking care of the scripting. Overall, we're all doing a fair share on the project! We also took some time to talk to Neil about the project. Not gonna lie, I was nervous. I thought we were going to get chewed out for not being able to have a virtual environment ready. But he was patient and understanding. I'm glad that we were able to talk. For the Luncheon Lecture, our guest speaker was Jing Dong. She really knew her stuff and I love how cool, calm, and collected she was. I also thought it was interesting to bring up the ride share-ability. To be honest, I figured that having electric and autonomous cars would solve most of our problems. But then she brought up how these technologies could add more cars on the road, potentially creating more congestion and traffic. Therefore, one solution is to encourage ride sharing and things along those lines. Interesting stuff! I look forward to the Craft of Research course later on today. And the T-shirt activity! Uncategorized Leave a reply Bye Maya, Hello Unity 🖮 June 17, 2019 🛮 🚨 Roselynn Conrady I had a relaxing, yet productive weekend. I worked on Maya and I tried to learn how animations work in Unity. I still remember my first time looking at the Unity game engine. It was during a hackathon and I was absolutely overwhelmed. So many windows and so many new terms (gameObjects, prefabs, assets, aaaghh). Even to this day, I'm learning new things about Unity. My goodness, I just realized that I've been doing stuff with Unity for about two Mindy Hoover brought up some resources for some more 3D modeling like Sketchpad and Turbosquid. Glad she did, they're good sites. And Jack mentioned Sketchfab! We told Neil (grad mentor) what's up. In a nutshell, we're struggling with creating the project in Unity... but since we're taking Unity classes this week, we should be able to gain enough skills to create this project! I told him and the group that we're going to need to push the deadline back. To be honest, I feel bad. I don't like to disappoint but I think this is a good opportunity to communicate. I love my team and this project, and I want to do the best I can! VR Stress Team current progress and goals: · Lucas got our curtain moving! Bradon is working on getting sitting animations for the audience
I'm trying to understand Unity animations so we can work with our dance models... (currently, our dance models will end mid-dance once the animation is over. Gotta fix that) Uncategorized Leave a reply HCI: My Toyota and the slingshot game mechanic in **Stardew Valley** June 14, 2019 Roselynn Conrady To think of a time when cars didn't have a heating and ventilation system... I realize how often we take these technologies for granted. Even to this day, the overall concept is the same: to create a comfortable climate for the occupants in a vehicle. But with that said, I think things could be better. Especially with my car (a 2016 Toyota Holy smokes Toyota, why did you have to change the the user interface for the heating and ventilation system into this Don't get me wrong, it looks user friendly... if you're not the driver Maybe it's just me, but I'm used to the systems that have a knob for the fan speed, a knob for the desired temperature, and a knob for desired airflow (ex. if you want to feel the breeze through all the vents or just a select few.) I'll begin with the good design elements in the ventilation system of the car. I like how the knob to control the temperature and the "off button" for the fan is close to the driver's seat. Easy access, and easy to use. The LED display is also clear and simple to read. Now here come the negatives! To be fair, this could be because my arms are too short but it is difficult to know which button you're pressing if you're not looking or stretching out your arm. In other words, I have to take my eyes off the road to make sure I'm pressing, for example, the fan direction button versus the fan speed button. It's kind of distracting, to say the least. To improve upon the design, I think it would've been better to have two short rows of buttons as opposed to this one long row. I think it would be easier to remember three buttons in one row, instead of all six items in one row. Also, it would allow the driver to access the buttons better. < 49 > CRS A/C And here, I proudly display my photo editing skills! Alrighty, time to move on from cars to video games. To those who aren't familiar, Stardew Valley is a "farming simulation role-playing video game developed by Eric "ConcernedApe" Barone and originally published by Chucklefish" [1]. One of the activities that the player can do is go into this dungeon-like mines to fight monsters and go mining. To fight these monsters, the player must be equipped with weapon(s). One of the weapons provided is a slingshot... and it's one of the most disliked features of the game haha. Google stardew valley slingshot Does anyone genuinely use the Slingshot? : StardewValley - Reddit Inspair, www.reducucountrisuncewatery...ooc anyone, anyone anyone anyone, anyone anyone anyone, anyone anyone anyone, anyone anyone anyone, anyone anyone anyone, anyone a Slingshot :: Stardew Valley General Discussions - Steam Community Feb 27, 2016 - I just got the **Slingshot** by reaching level 40 in the mines and it is incredibly difficult to use so I see no practicality in using it for combat, perhaps Let's talk Slingshots. | Chucklefish Forums communityplaystarbound.com > Chucklefish Games > Stardew Valley > Suggestions *
Mar 14, 2017 - 16 posts - 10 authors

Troll my eyes when I get to the floors where you get the slingshot, wishing it would ... "Stardew Valley
Nightmare: Tales of a Useless Slingshot". I concur with the sentiment amongst my fellow netizens Here's my avatar using the slingshot in the mines A positive design element of the slingshot is that you have a very visible cross hair. It's that red circle with lines through it a little below and to the right of my avatar. Another good element of design is the audio cue. When the player activates the slingshot, the sound of something stretching can be heard. This lets the player know that they are $But other than that, there \verb|'s mostly negatives|. From my observations, it \verb|'s difficult to aim|. The player has to stop$ moving, hold the left mouse button, and move their mouse in the opposite direction of where they want to aim. In a way, I can understand the reasoning for the opposite direction. I think the developer was trying to emulate the act of drawing back the sling. And as far as I'm concerned, the slingshot is the only item in the game that requires the user to hold the left mouse buttons. All other items are single click. This is a bit jarring initially because the player is used to single click actions The slingshot could be improved upon if the player could move while using it. It would make usability easier because it would refine the aiming system. I'm not a pro gamer, so my mouse movements alone aren't good enough for aiming References https://en.wikipedia.org/wiki/Stardew_Valley
 Uncategorized 3 Replies Maya woos and Unity blues 🛗 June 14, 2019 🛮 🚨 Roselynn Conrady I've grown to like Maya now. At first, I wasn't digging it because I was so used to using SolidWorks. With Maya, it felt weird to not have so many constraints (such as defining dimensions) ... But now I love the freedom haha. My ultimate achievement in Maya was creating my stick figure! On a more serious note, the VR Stress team is struggling with Unity for our project. It's a bit of a bummer that the Unity course comes so late, but we're doing the best we can. At the moment, we can't seem to run scripts. For example, one of our scripts is to make the curtain disappear. Any help is appreciated. If we can't get a working Unity project going by Monday, then the VR Stress team will need to talk to Birdie and the others to extend the deadline. Uncategorized Leave a reply A Friday's Eve Update 🛗 June 13, 2019 🛮 🚨 Roselynn Conrady VR Stress Team is making some progress! Before last night, we've been working on Bradon's computer. But now, we got Unity Teams set up so we can work on the project together We spent a lot of time on our dance project today. I can't say anymore details because Birdie said so 🥯 In the evening, I played volleyball and badminton with Jennifer, Tiger, Lara, and Syema. It was nice to get out and have And further into the night, the VR Stress team continues to work on their Dance VR project... Uncategorized Leave a reply My second shortest post thus far 🛗 June 12, 2019 🙎 Roselynn Conrady Lesson learned: I should put a towel on my bike seat when it's wet... My lower extremities were uncomfortably damp 'Tis was the last day of SolidWorks... But! 'Tis the start of Maya There were a few bumps in the road because Maya wasn't working on some of the computers. But Alex, Paul, and Holly fixed the problem by updating the graphic drivers. Lucas, Bradon, and I will continue to work on our VR dance stress experiment! ■ Uncategorized ■ 2 Replies Kelsey is watching Naruto as I'm typing up my post for June 11, 2019 June 11, 2019 Roselynn Conrady I started my morning by lightly jogging to the Parks Library in the mist. There's something delightful about feeling the dizzy water particles tickling your face and latching on to your hair. Anyway, I checked out a library book on being a better writer. Hopefully, my skills with the written word will improve as the summer goes by After that I read the journal article that Holly assigned yesterday. The article is, "Learning localized features in 3D CAD models for manufacturability analysis of drilled holes" by Sambit Ghadai, Aditya Balu, Soumik Sarkar, and $A darsh\ Krishnamurthy.\ You\ see ...\ a\ younger\ Roselynn\ would\ have\ thought\ the\ paper\ would\ be\ lame.\ It's\ a\ darn\ article$ But since I'm further into my major, I realize that the paper is going over some pretty amazing stuff. So much goes into manufacturing, and it gets even crazier as the geometry becomes more complex. Therefore, to use new technologies such as deep learning to better identify these hard-to-manufacture holes... It's quite innovative! Today's speaker at the Luncheon Lecture was Bernard Canniffe. I resonated with him when he emphasized the importance of diplomacy. I think we focus so much on the hard skills, that we sometimes forget how important it is to get along and respect one another. This is something I need to continuously work on. Afterwards, the team VR Stress went to their weekly SPIT lab meeting. We had a lot to talk about for our project. This was a crucial meeting because Birdle will be unavailable all of next week. Unfortunately, we had to miss the first half of Stephen's Intro to HCI lecture. The next course was Craft of Research, and I got a little lost in the sauce with all the statistics. I'll have to study the ides some more and ask questions when need be! The last event on the agenda today was yoga... I felt so relaxed 😌 Oh by the way, my splinter from the Ropes Course finally came out! For June 10: Solid Work of SolidWorks, Stressy Stress Meetup, and Sir Mixamo Baby Got Unity June 11, 2019 Roselynn Conrady It's a nice change of pace to do SolidWorks! I've used the program for almost all of my undergraduate career, and I'd like to think I know a thing or two about CAD. It feels fulfilling to help out my fellow REU coworkers. For most of last week, I was the one in need of help... but now I can finally return the favor 🤤 I was a little concerned that I would be bored during these sessions (not trying to sound pompous), but I was pleasantly surprised to learn some deeper theory about SolidWorks. Alex is great He asked questions that I never thought about such as: what makes a solid... a solid? Also, starting from the beginning again made me realize how much I take my knowledge with CAD for granted. SolidWorks is intuitive to me because I've been using it for so long. But to put myself in the mindset of the beginner again, I realize how awkward and overwhelming the software can be. In the afternoon, the VR Stress team met up with Birdie, Lotte, and Neil to talk about our project. Can confirm, we are doing a VR dance training/dance off simulation! Also, I'm glad that the REU schedule has become more flexible to allow us and my peers to have more time with their project groups! I appreciate it a lot $^{ \odot}$ Bradon, Lucas, and I were messing around with characters and animation rigs from Mixamo (a 3D computer graphics software) into the Unity game engine last night. This will be a busy week for us because we need to finish the VR dance training/dance off simulation be next week. I'm a little stressed, but mostly excited! ☐ Uncategorized ☐ 6 Replies But I Said Yes to the Belgian Waffle: A Roselynn Solo Sunday and more! 🛗 June 10, 2019 🛮 👢 Roselynn Conrady Note: Starts with happy fluff [©] For more REU serious things, scroll to the bottom I woke up feeling energetic at 6:00am today! What does that mean?! I browsed Reddit for about 1.5 hours before deciding, "Yeaaah I should do something today.' I decided to do a lii' Roselynn Solo Sunday adventure for a couple hours! I went for a walk (and a bit of a jog... but I realized how out of shape I was, so I decided to mostly walk lol 🚳) around campus. I think I did that for about 40 minutes, and then I got brunch at Arcadia Cafe. I was conflicted between getting the Belgian Waffle or the Avocado Toast... But in the end I got the: Belgian Waffle, a cup of green tea, and WATER Then I got stamps at CVS so I could mail my Father's Day card. From there... I did some more walking around... and then I explored Park's Library and got lost ${\color{red} \cdot \cdot \cdot}$ In the end, I found myself on the second floor and I read a Wired lves were really tall! (on the 4th floor of the Parks Library) The Periodicals Room was so quiet, it was nice and relaxing Afterwards, Syema, Kelsey, Nina, and I played Super Smash Bros. Ultimate with the guys. I won 1 round by playing **More Serious REU Business** I'm a little concerned for the VR Stress research team this week. On Tuesday, it looks like the Craft of Research course is going to conflict with Birdie's lab meetings. We'll have to let Birdie, Lotte, and Neil know that we'll miss the lab meeting. Also, we need to schedule an immunoscopy observation, but it looks like we might have to save it for next week (the immunoscopy can take up to 3-5 hours...) ■ Uncategorized □ Leave a reply Didn't Say Nope to the Rope June 10, 2019 Roselynn Conrady We spent the day in the sun and doing fun, physical bonding activities! I was the first person to descend from the Giant Swing... and it was AWESOME. Not gonna lie, I felt really brave. Letting go of the rope was the hardest part, but after that, it was exhilarating. About to take off... For scale: the tower to right is 50 feet tall After that, some of us participated in climbing the tower. I didn't realize that I was climbing one of the harder sides, Level 3. There are four difficulties and Level 3 was the second hardest one haha. Needless to say, I got a good workout! Lucas and Tiger are awesome belayers and Lara was a homie for pulling me up to the top with her!
But most importantly, thank you to Abby and Jennifer for posting and taking photos!!!

> Lara (sitting on the right) and me (wearing a red shirt and facing away from the camera)

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