

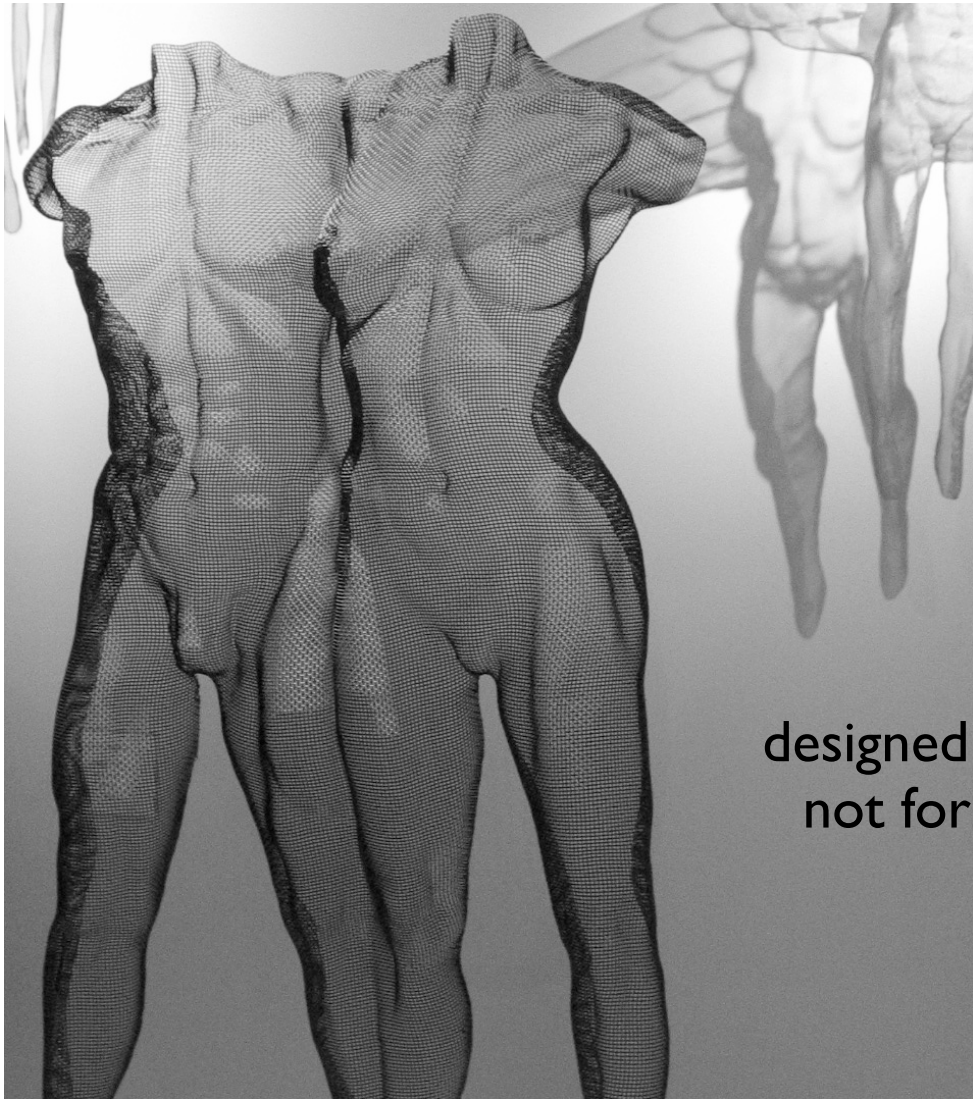


what cocoon is  
a visual journey

Part 1  
*philosophy*

Now, more than ever, we need people who can lead humanity towards technologies that improve society, rather than technologies that simply improve over technology itself.

*John Maeda*

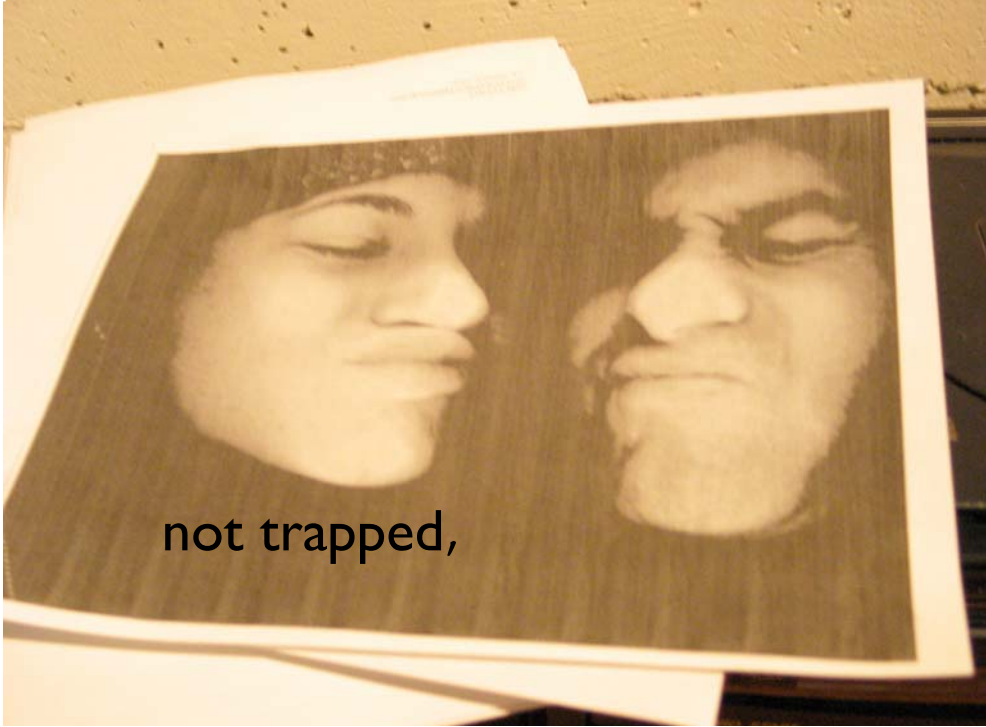


designed for people,  
not for machines

not afraid  
of looking at things  
from a different angle



Guided,



not trapped,

by open standards



*Creative and Original*

looks at the past  
for inspiration



no fear of innovating





care for details



design

and community



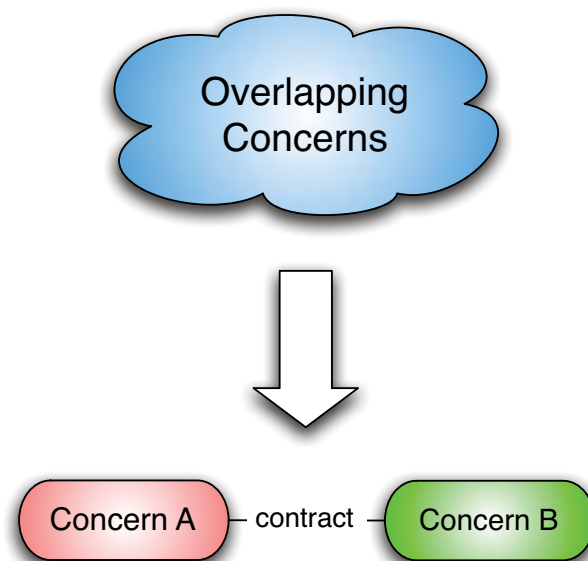
**Part 2**  
*Concepts*

Creativity is making the complicated simple

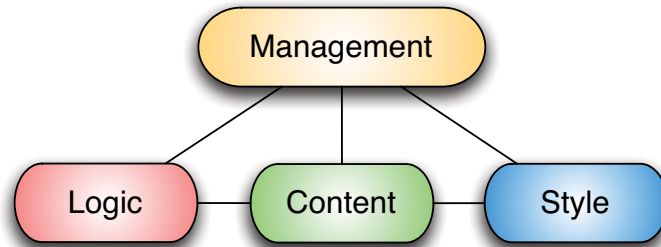
*Charles Mingus*

# Separation of Concerns

## Separation of Concerns (SoC)







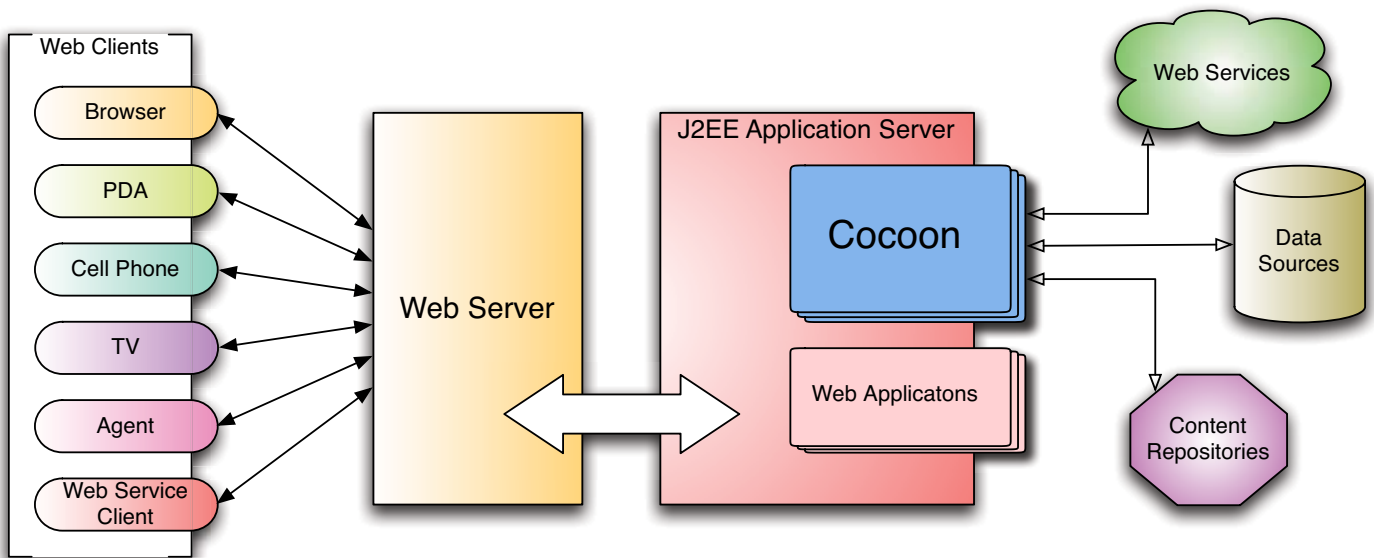
## The Pyramid of Contracts

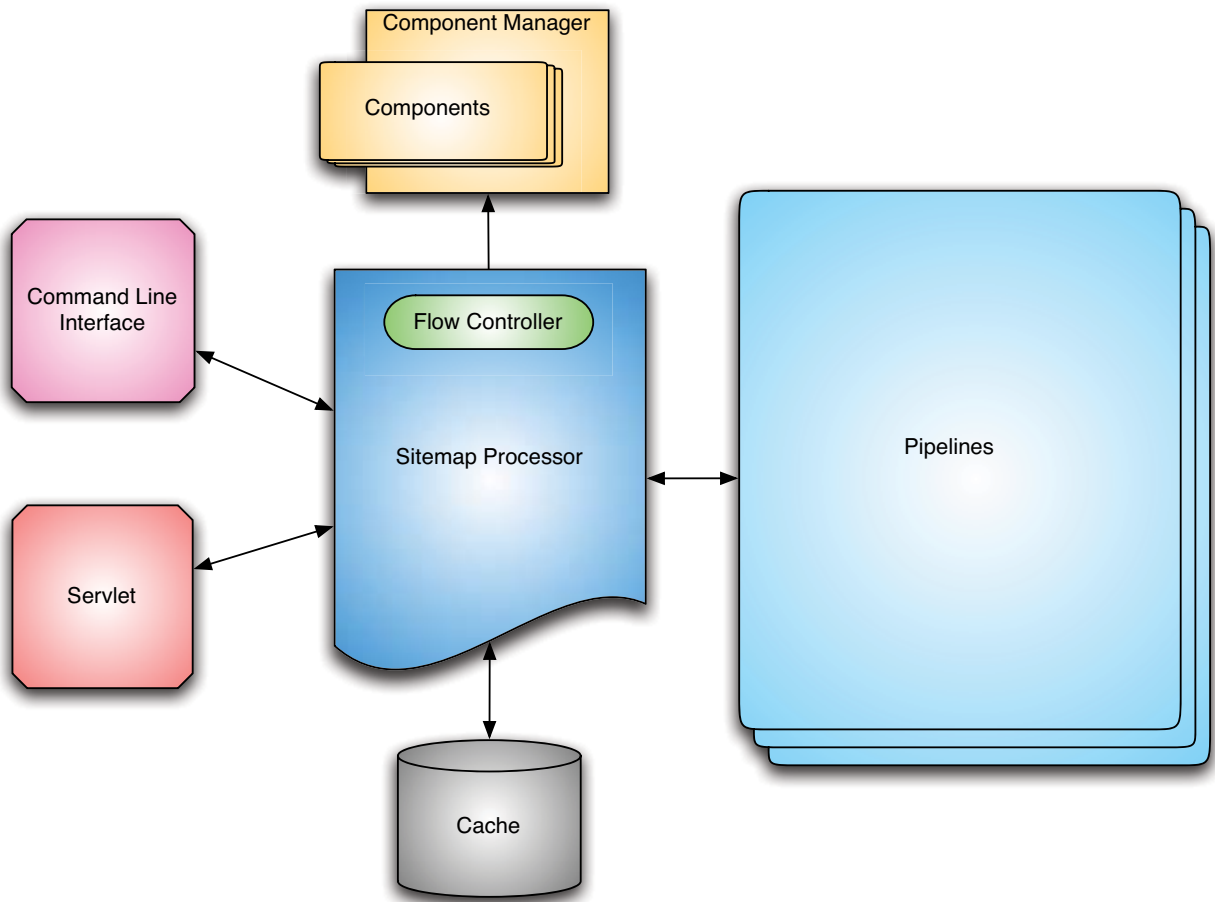
*design* **Part 3**

To create, one must first question everything.

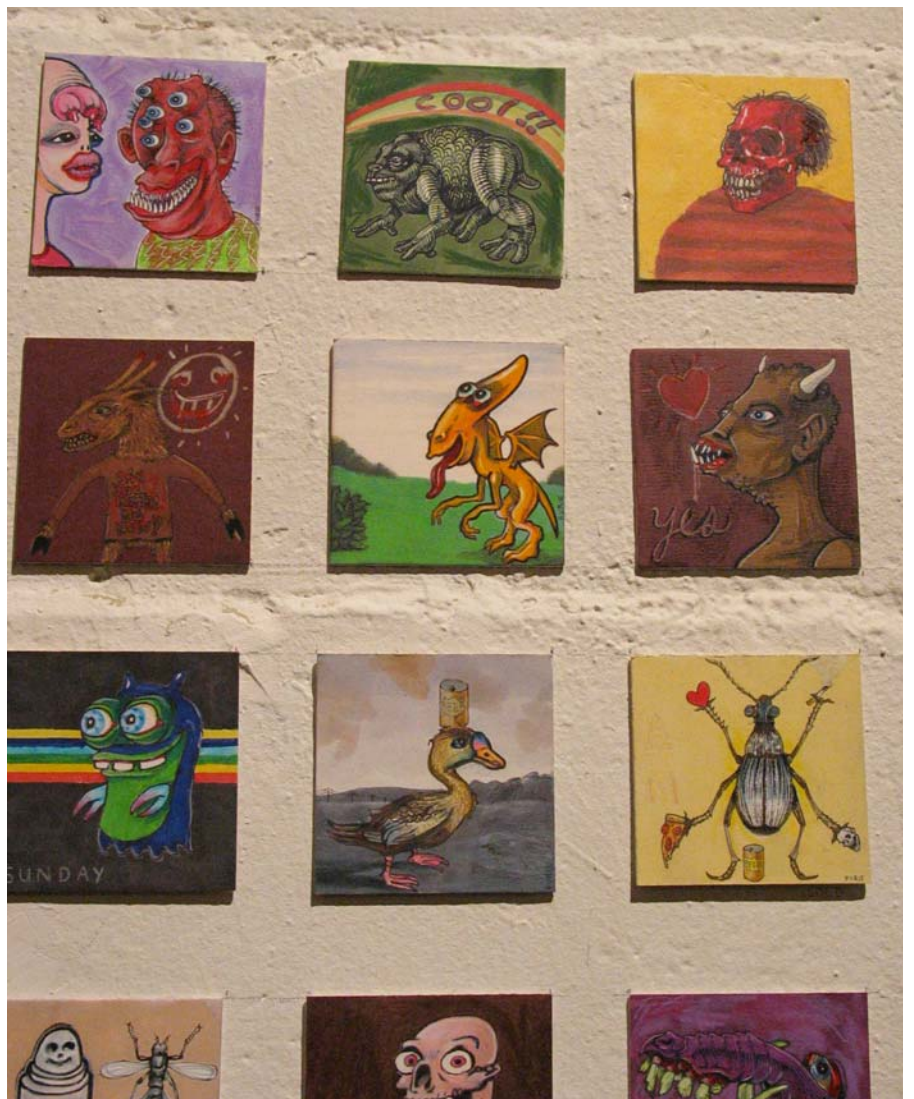
*Eileen Gray*

# Architecture



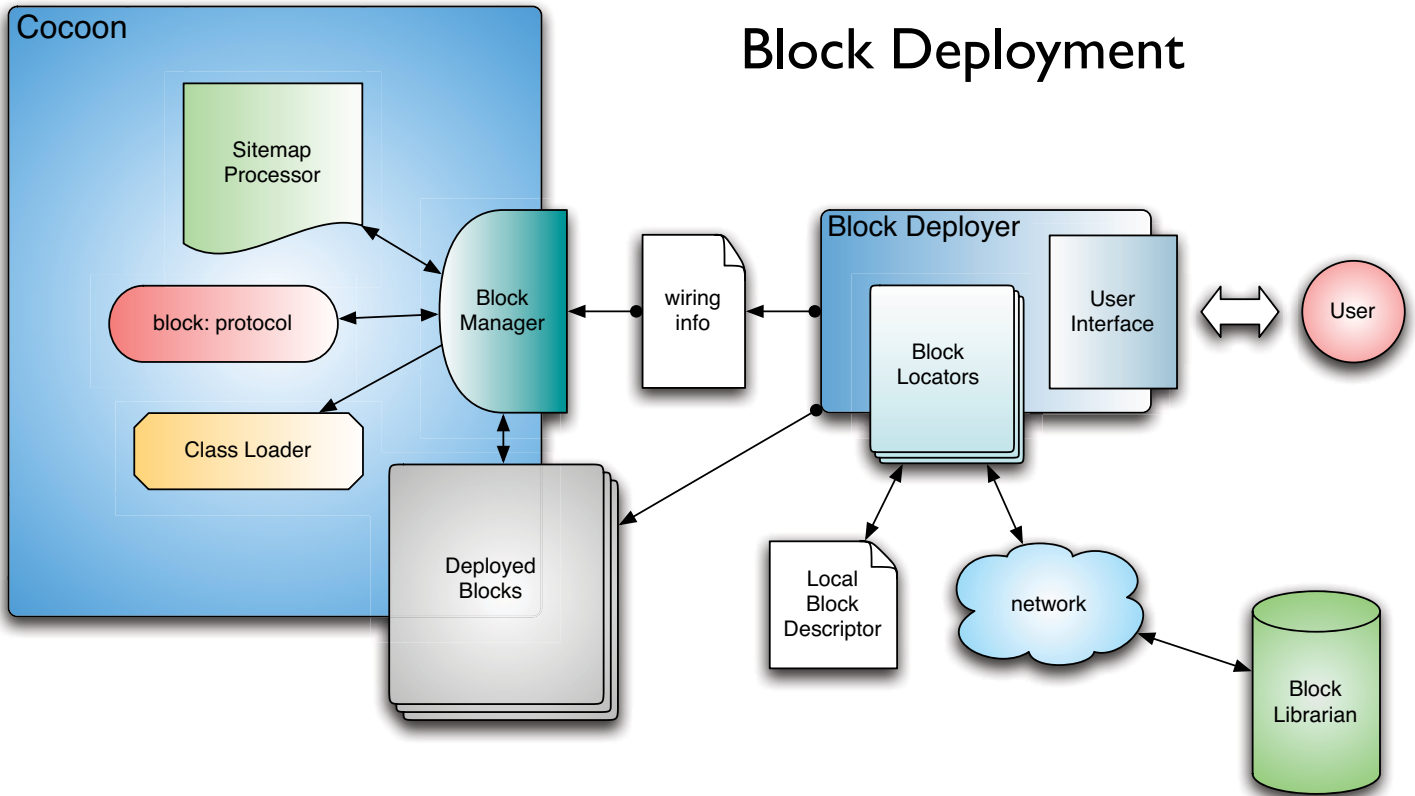


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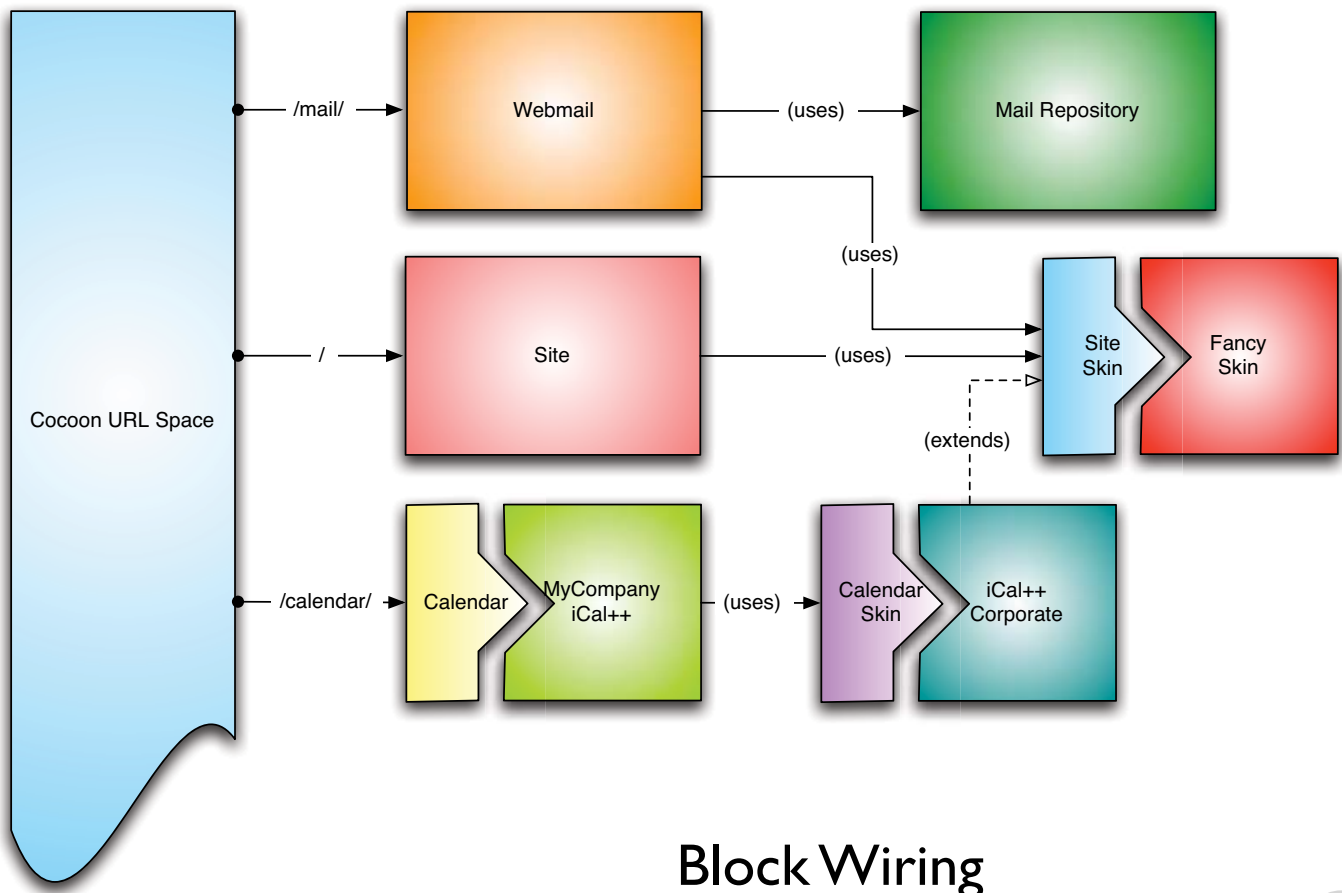


Blocks

# Block Deployment



3



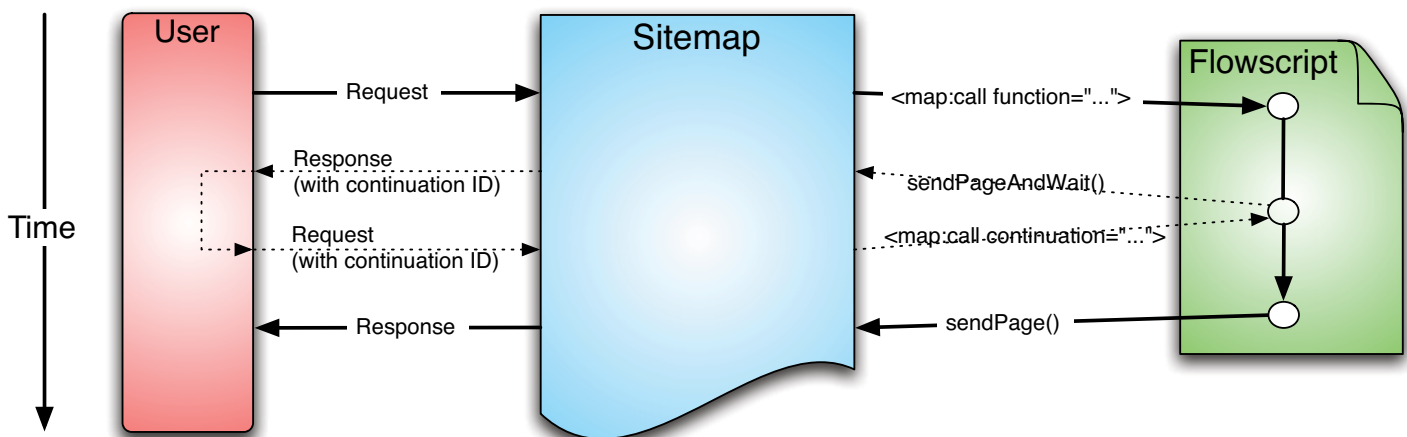
# Block Wiring

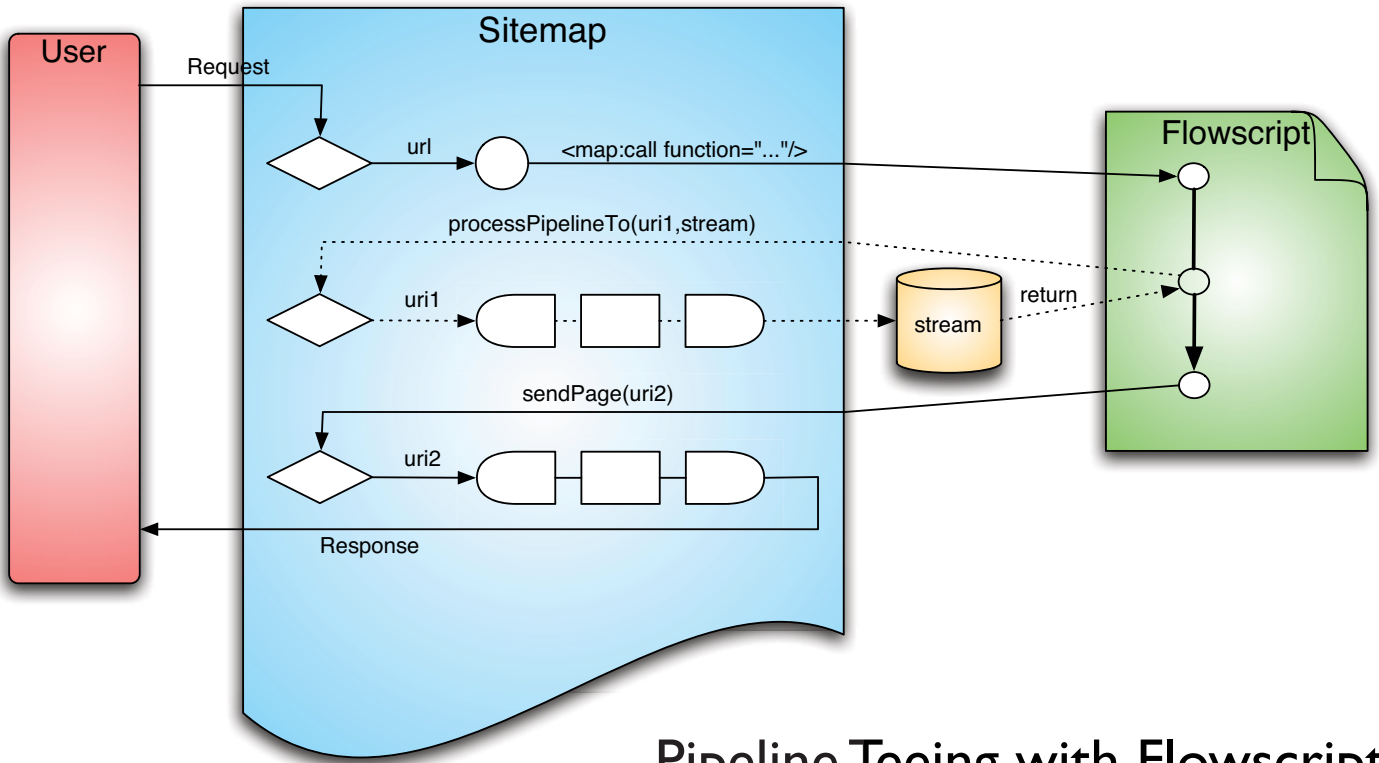
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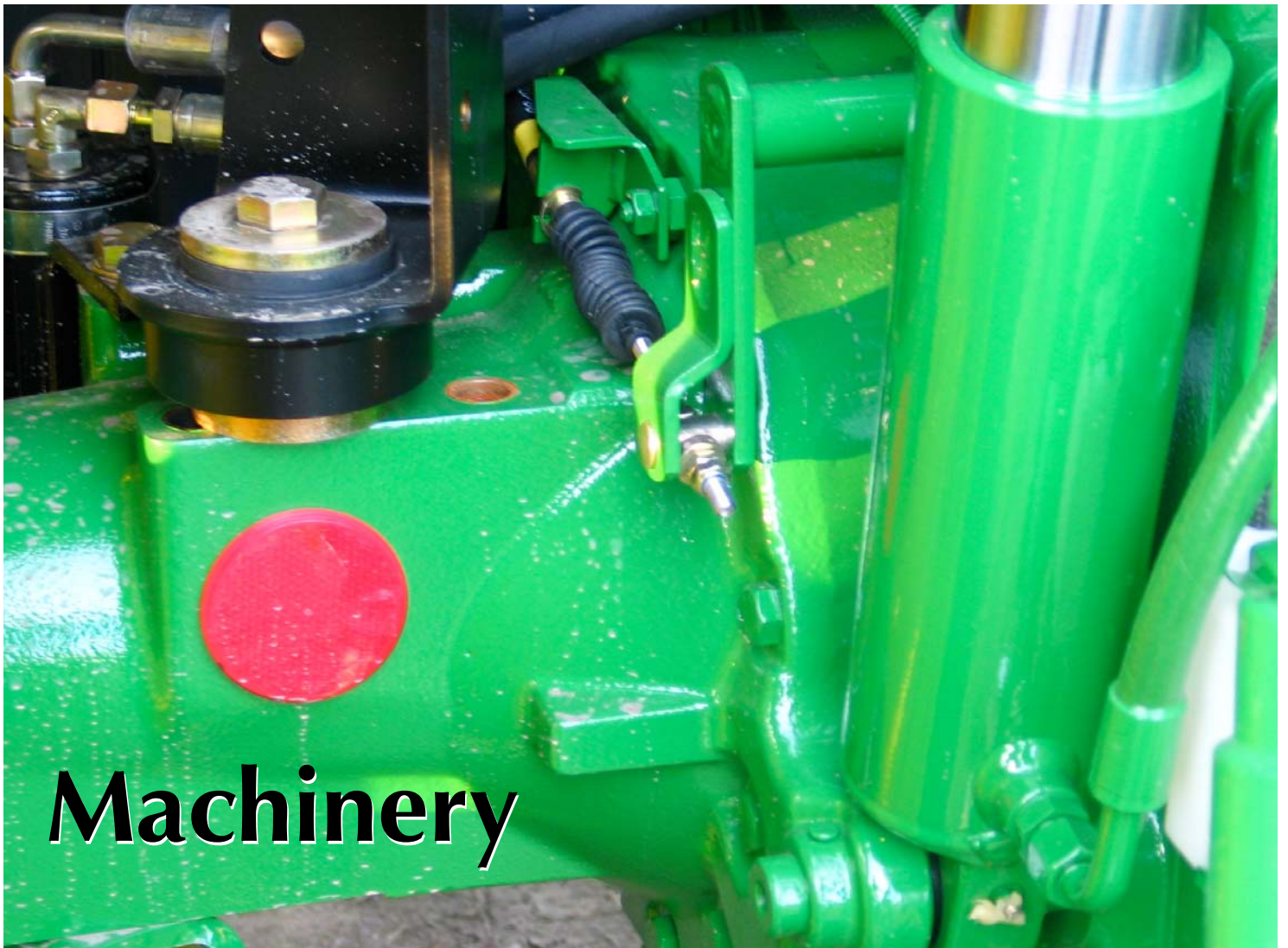
# Flow

## Flowscript with Continuations

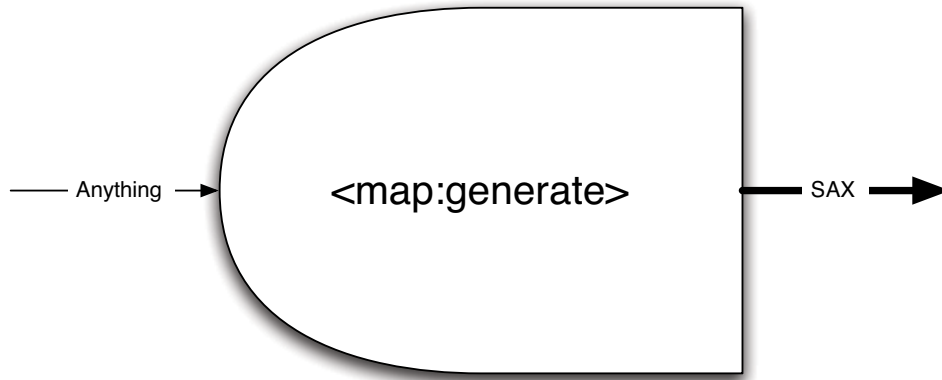


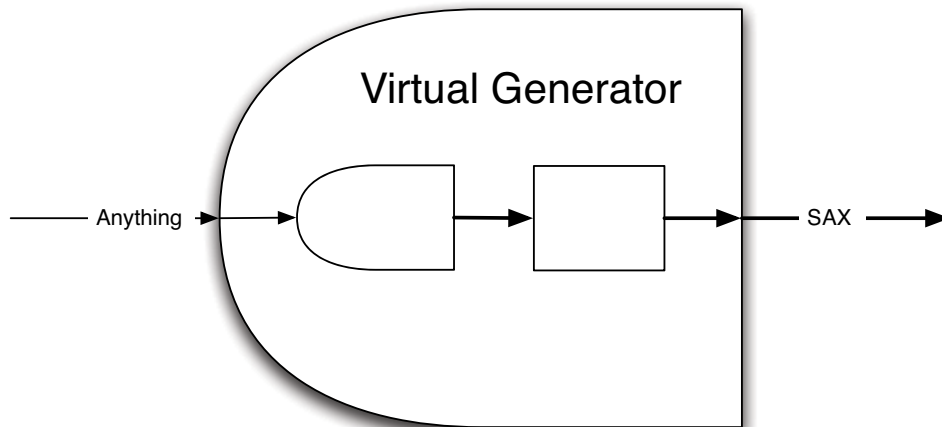
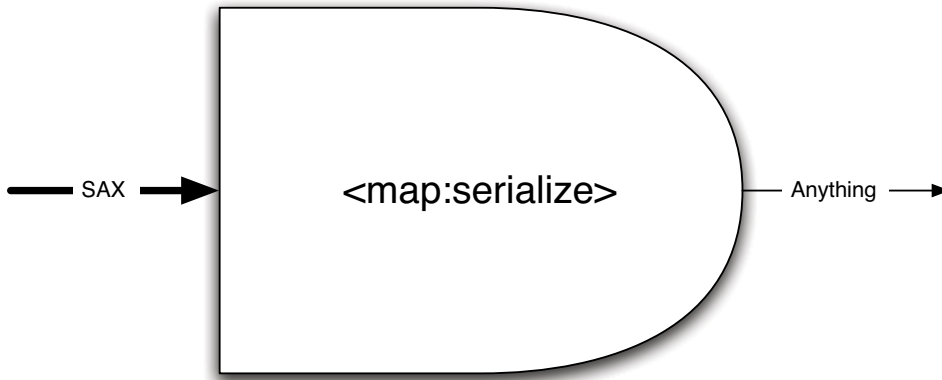


Pipeline Teeing with Flowscript

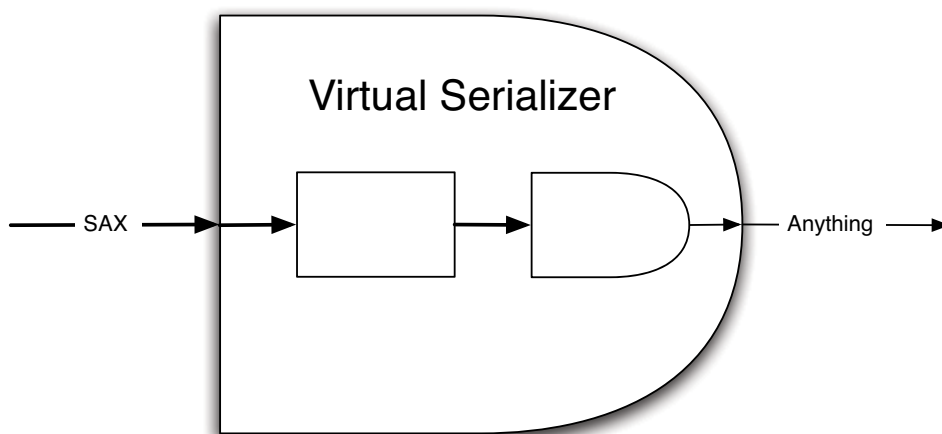
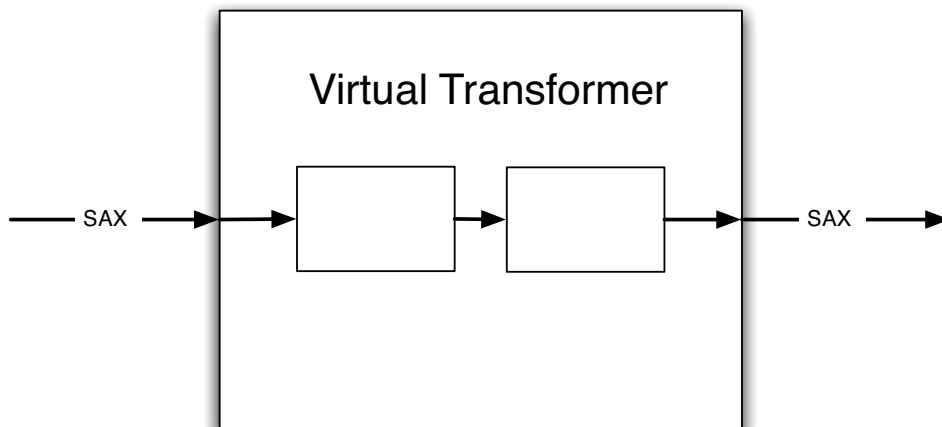


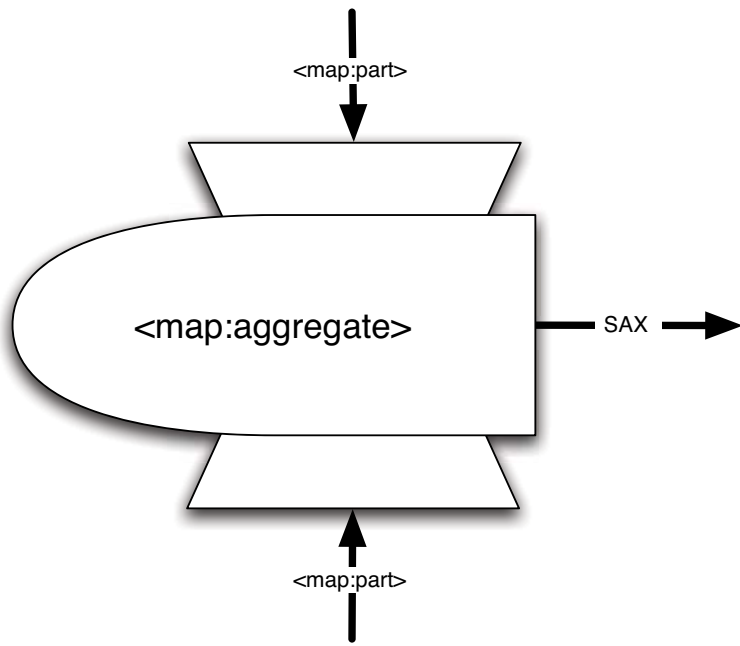
**Machinery**

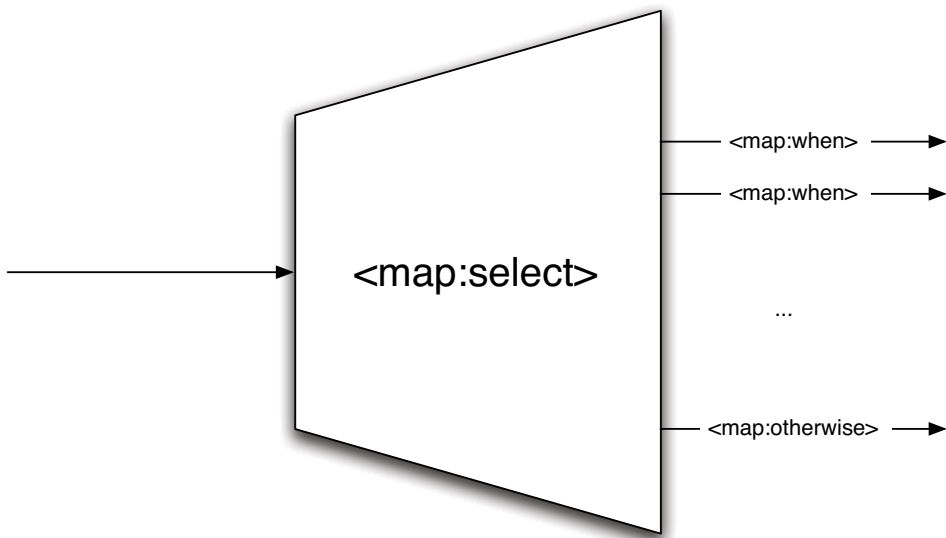
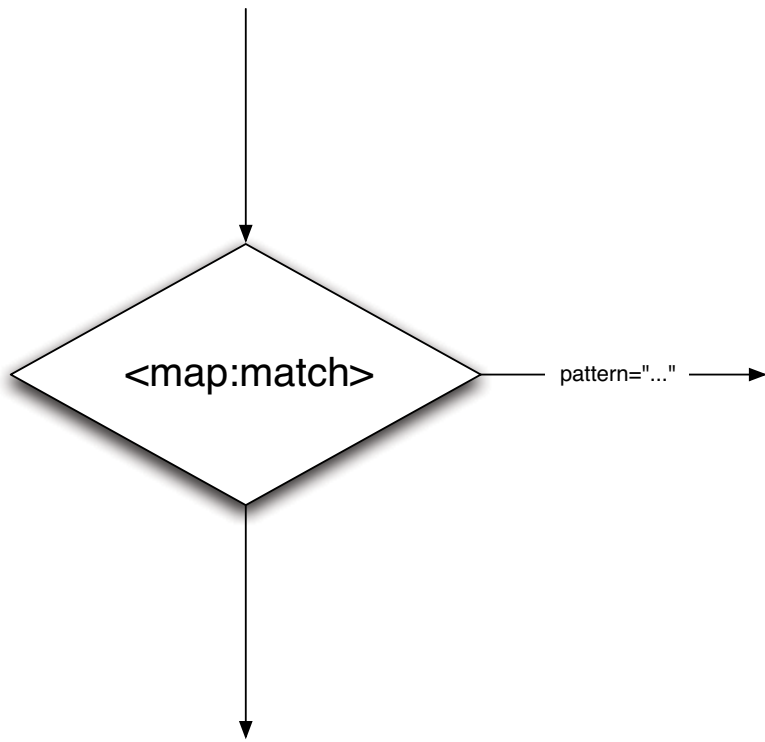


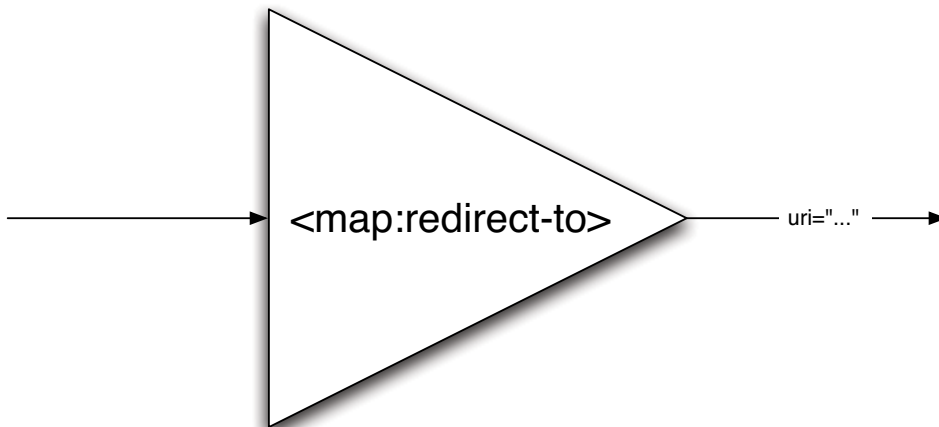
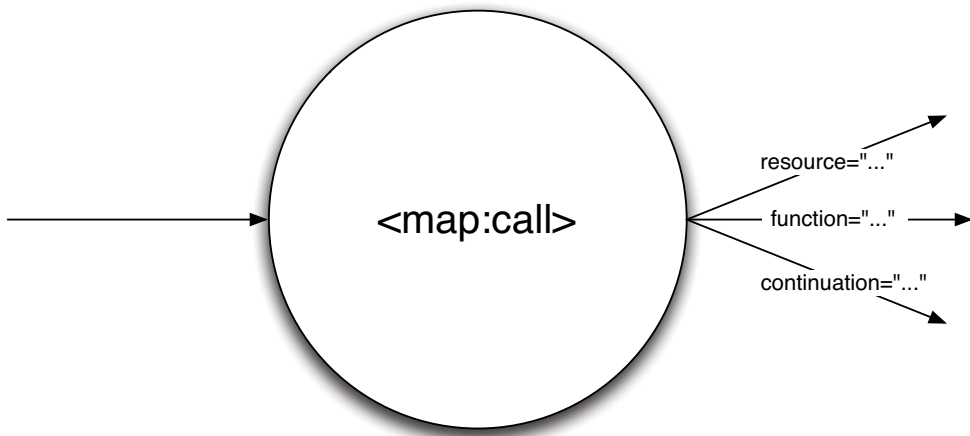


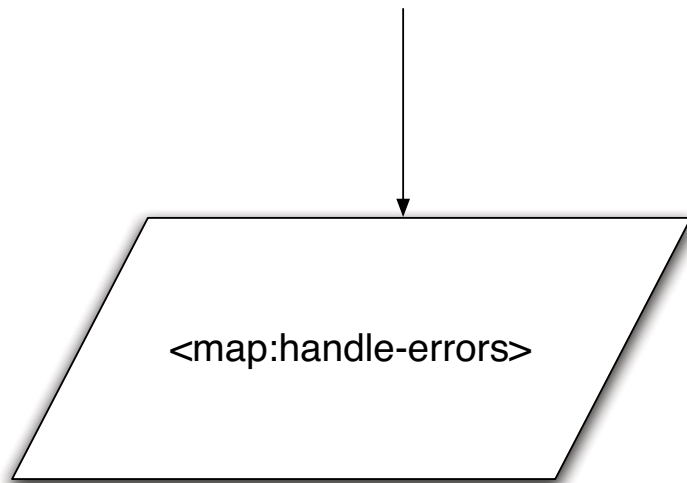
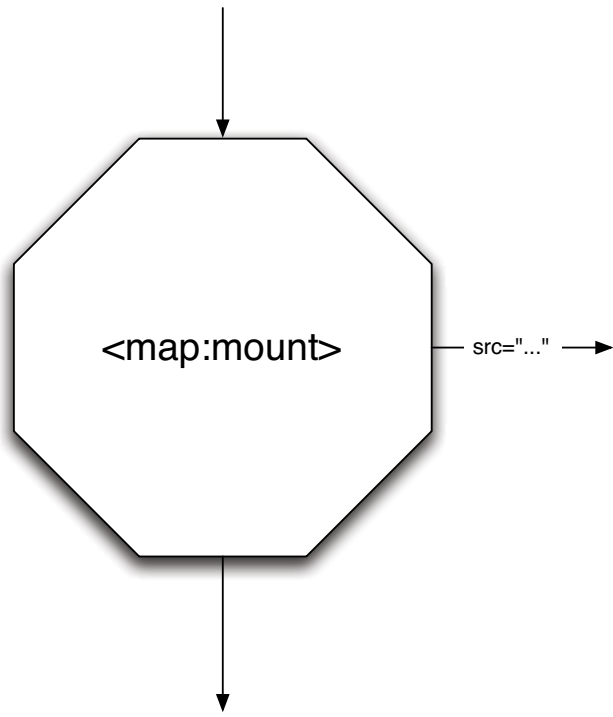


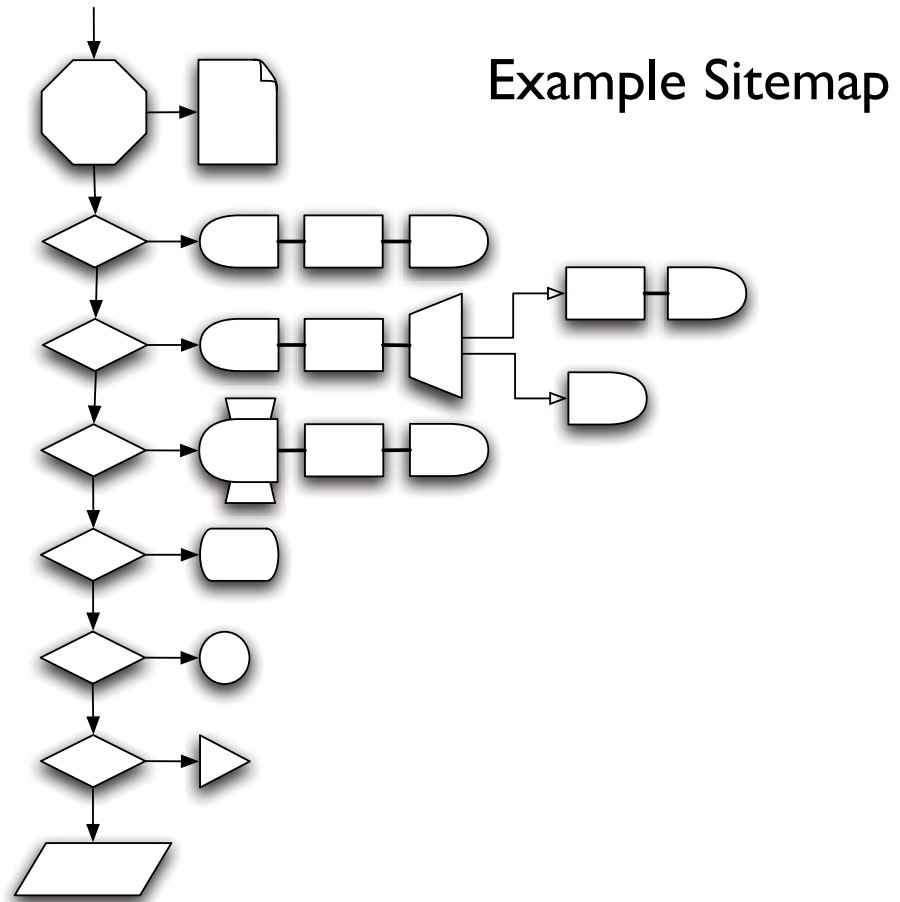












Concepts, pictures and drawings by

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<stefano@apache.org>



When you know a thing, to hold that you know it;  
and when you do not know a thing, to allow that  
you do not know it - this is knowledge.

*Confucius*

*The end*