



#### Follow-up

All that the stationary variable controller consists of for rolling eyes is the eyes housed in ping-pong balls/<sup>sections</sup> eyeballs connected by the usual horizontal spring which in turn is connected to controller. In 2003 I used complicated sleeve and what would be simpler is to use stiff spring fixed from elbow or L-shaped part of controller fixed at center of the horizontal spring. What happens is the controller itself becomes the pivot point for the eyes, like the universal joint on a vehicle. By moving the controller the eyes go up, down, left, right, roll depending on controller movement. Also, there is fluttering eye effect when pulled down rapidly. Ping-pong balls is good housing because inside is wound and ribbed reducing wear. To put wear on back side of eyeballs mechanism must be fixed to pull back slightly.

The non-stationary variable controller can be used for any other symmetrical feature. For example with eyebrows end wires inside figure head are bent inward and loosely inserted into the horizontal spring and controller sleeve connected to controller slides on that horizontal spring so that left or right plus up or down movement of controller causes more movement of one brow than the other. Again, a simpler sleeve would be a stiff spring fixed from elbow or L-shaped part of controller and the other end stiff spring loop connected loosely around center of horizontal spring.