

Dream
Machine
Manual:

How to
Make a
Dream
Catcher

All dream catchers have 6 key functions and features. In order to work they need:

A light to attract the dreams.



A net to catch objects from the dream.



Scales to see if dreams are heavy or light.



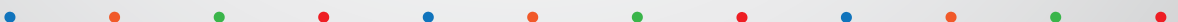
A cupboard, drawer or box to catch letters and pictures.



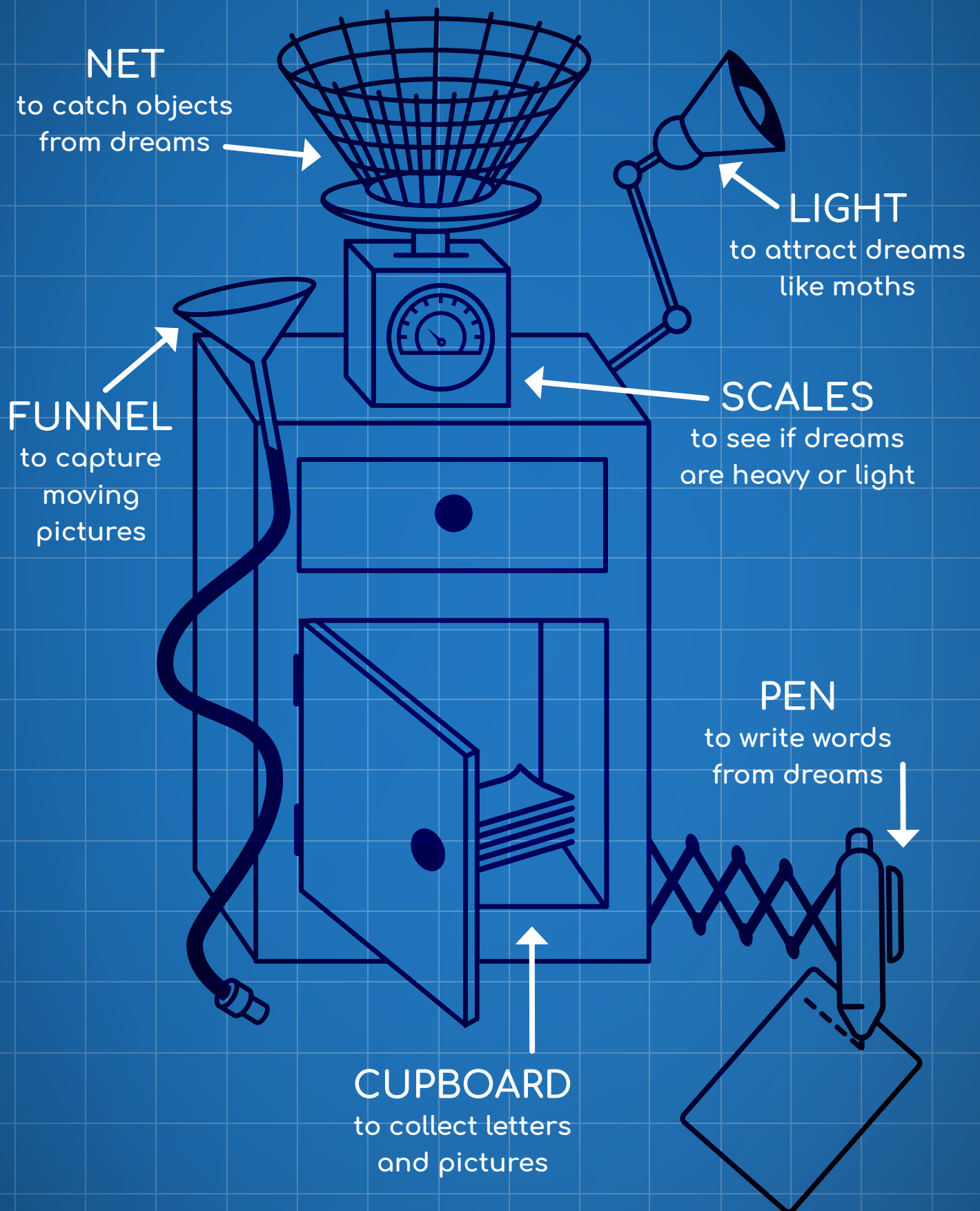
A pen or pencil to catch key words from the dream.

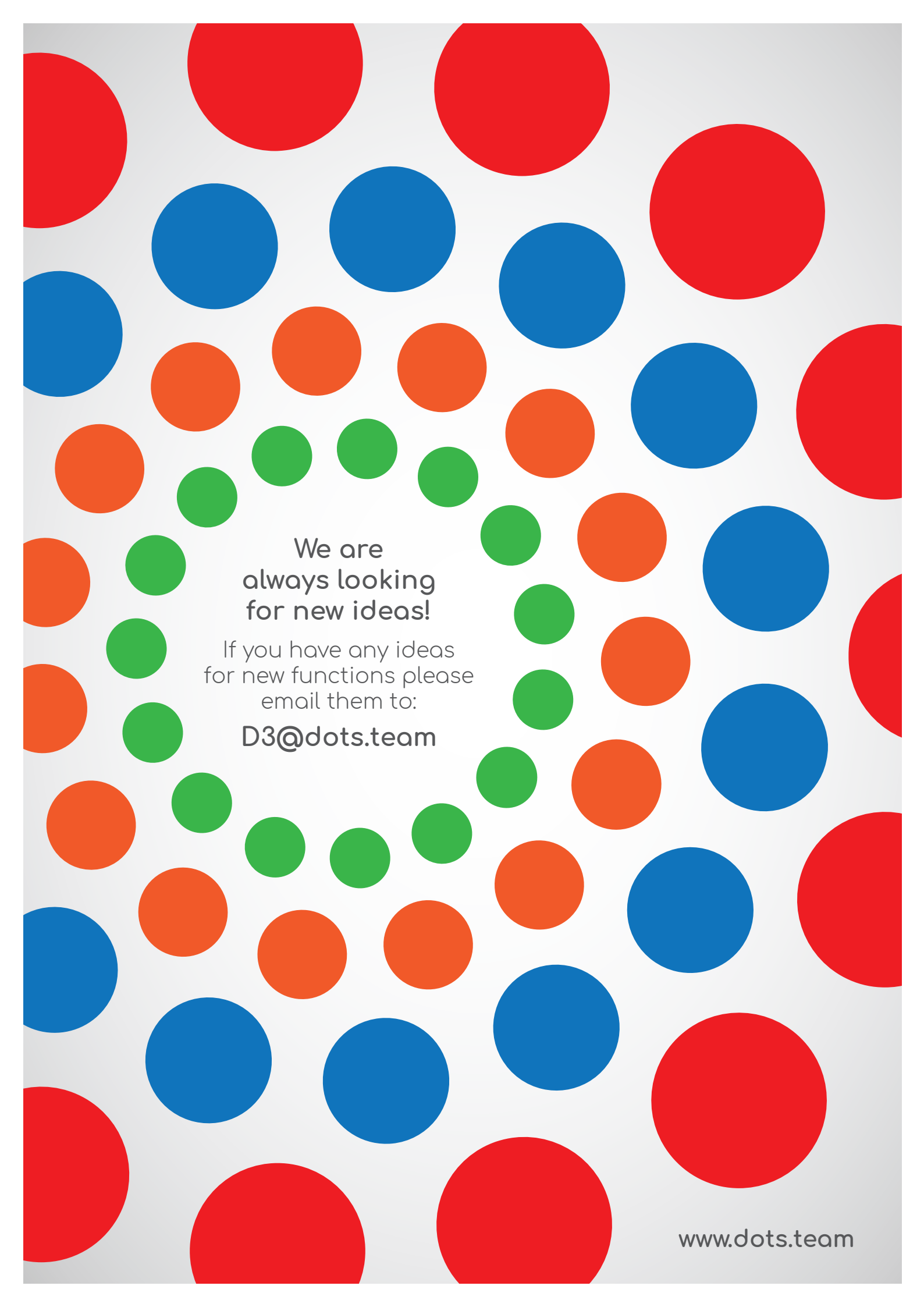


A film funnel with USB stick, to capture moving images.



Plan for building a Snooze Snaffler M-11





We are
always looking
for new ideas!

If you have any ideas
for new functions please
email them to:

D3@dots.team

www.dots.team