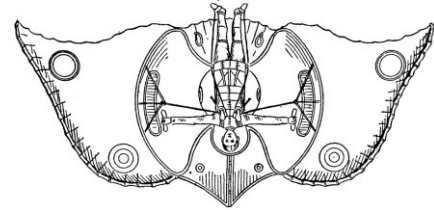
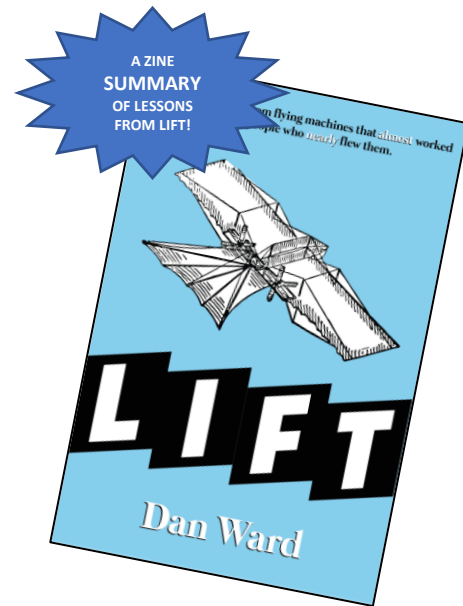


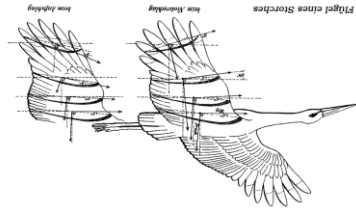
AND THE PEOPLE WHO  
NEARLY FLEW THEM



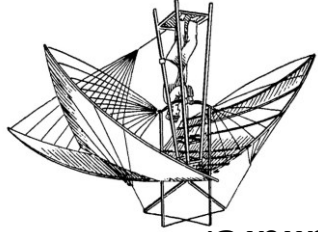
INNOVATION LESSONS  
FROM FLYING MACHINES  
THAT ALMOST WORKED



Make prototypes.



Draw a picture.



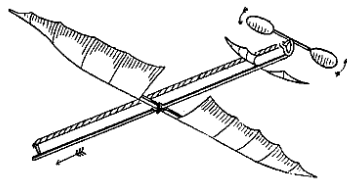
Study failure.



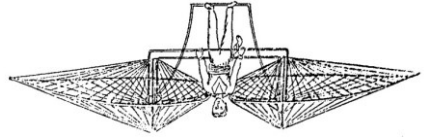
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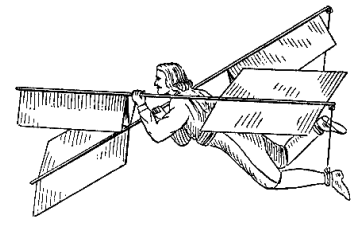
Deconstruct the problem.



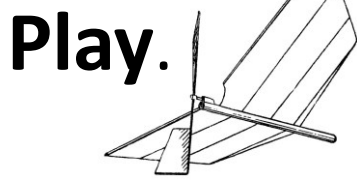
Go small & simple.



Do experiments.



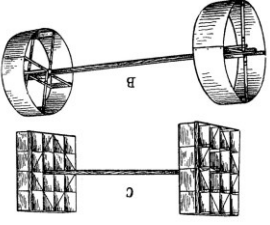
Add lightness.



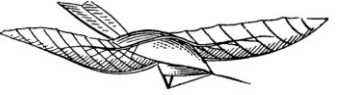
Play.

tech.

Combine dissimilar

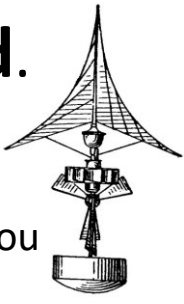


Build a kite.

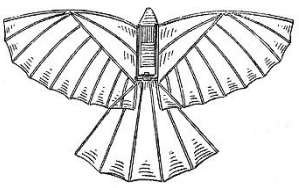


Remove the engine.

Be weird.



Share what you know.



Embrace diversity.