Multiple sensory and semiotic channels
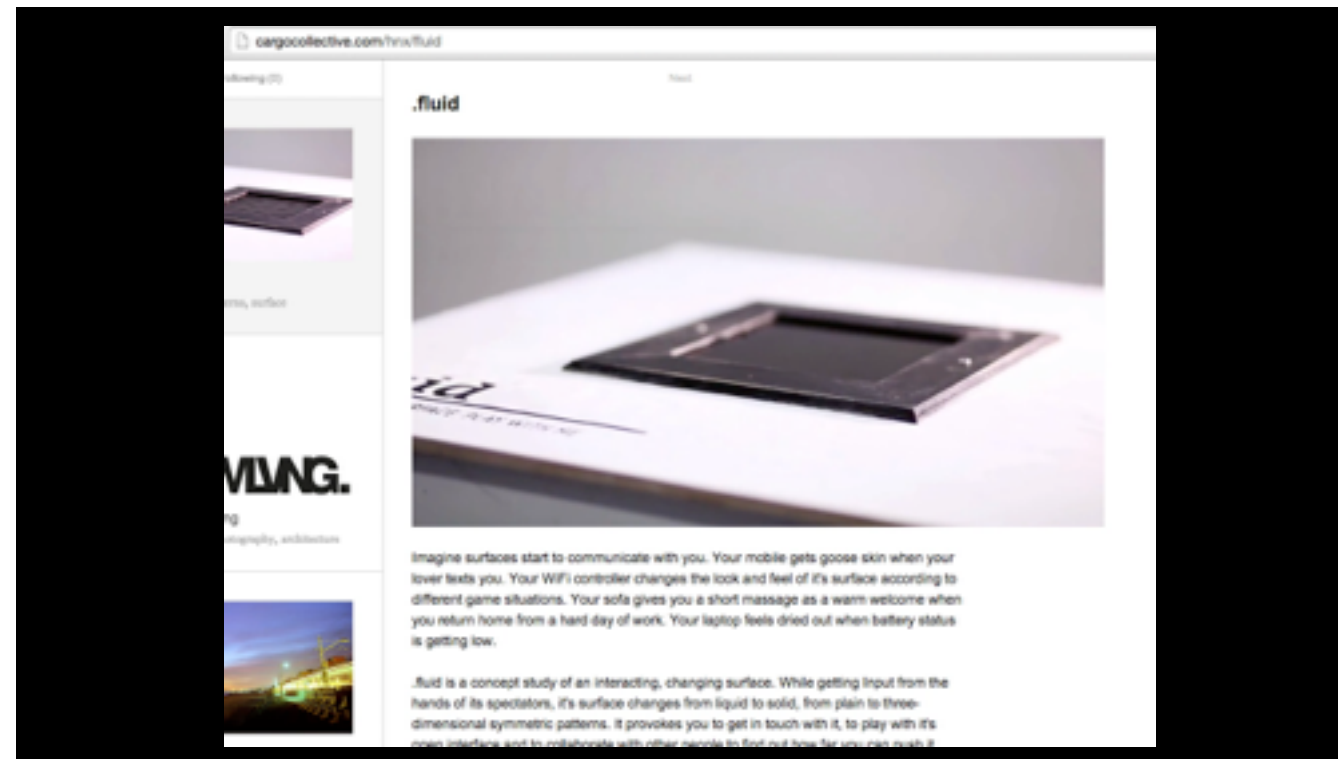
Jen Lewin
Modular lilly pads
each one is identical

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reference:

video by AdinaOnLine

Here is The Pool at Vivid festival in Sydney last year, marketed as a "play ground"

Arduino & Processing

Created by Hannes Jung, .fluid is a concept study of an interacting, changing surface that uses non-newtonian fluid, an Arduino board, a speaker and Processing to allow surface to change from liquid to solid, from plain to three-dimensional symmetric patterns

https://processing.org/exhibition/
http://cargocollective.com/hnx/fluid

Light Music

could be Arduino + Processing
but maybe Arduino + Max

Yuko Mayumi and Nao Koike's (マユミユウコ, コイケナオ)
work Light Music (Hikari no gakuhu 光の楽譜) was installed
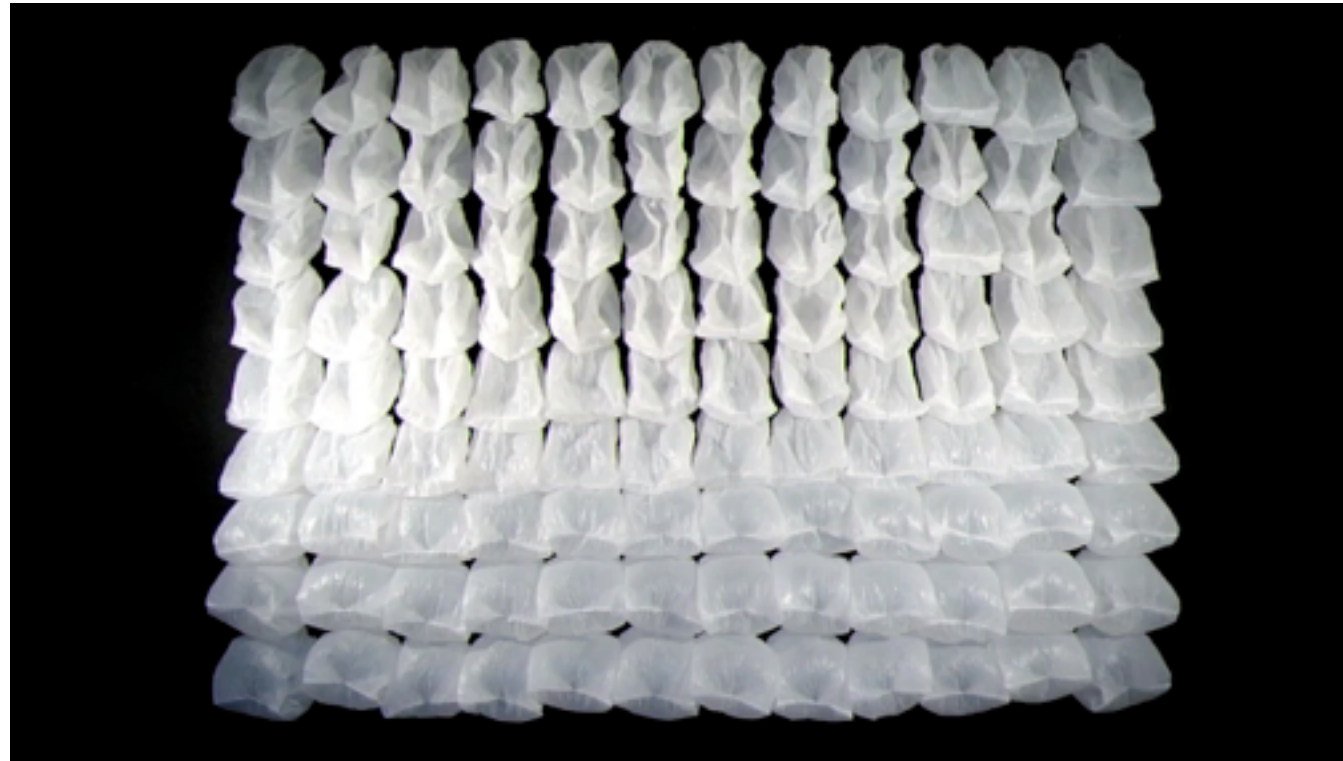during Smart Illuminations Yokohama 2013, in Yokohama

One Hundred and Eight by Nils Völker
http://nilsvoelker.com/content/onehundredandeight/index.html

One Hundred and Eight is an interactive wall-mounted Installation mainly made out of ordinary garbage bags. Controlled by a microcontroller each of them is selectively inflated and deflated in turn by two cooling fans.

http://highlike.org/text/nils-volker-2/

Created by Nils Völker, One Hundred and Eight is an interactive wall-mounted Installation made out of ordinary garbage bags. Controlled by an Arduino and Processing, each of the bags is selectively inflated and deflated in turn by two cooling fans. The installation runs in either "patter mode" or reacting to people nearby – see video.

The installation consists of 108 interconnected modules made from MDF. Each single one is equipped with a white, semi transparent plastic bag, two cooling fans and a relay that switches the electric current between the fans. One program is running on an Arduino mounted to the lower side taking control of a set of shift registers that trigger the relays individually. A camera is mounted to the ceiling above and connected to a computer on which a second program (Processing) is running. The program registers and tracks movement via the camera and sends the necessary information via a serial connection to the microcontroller.
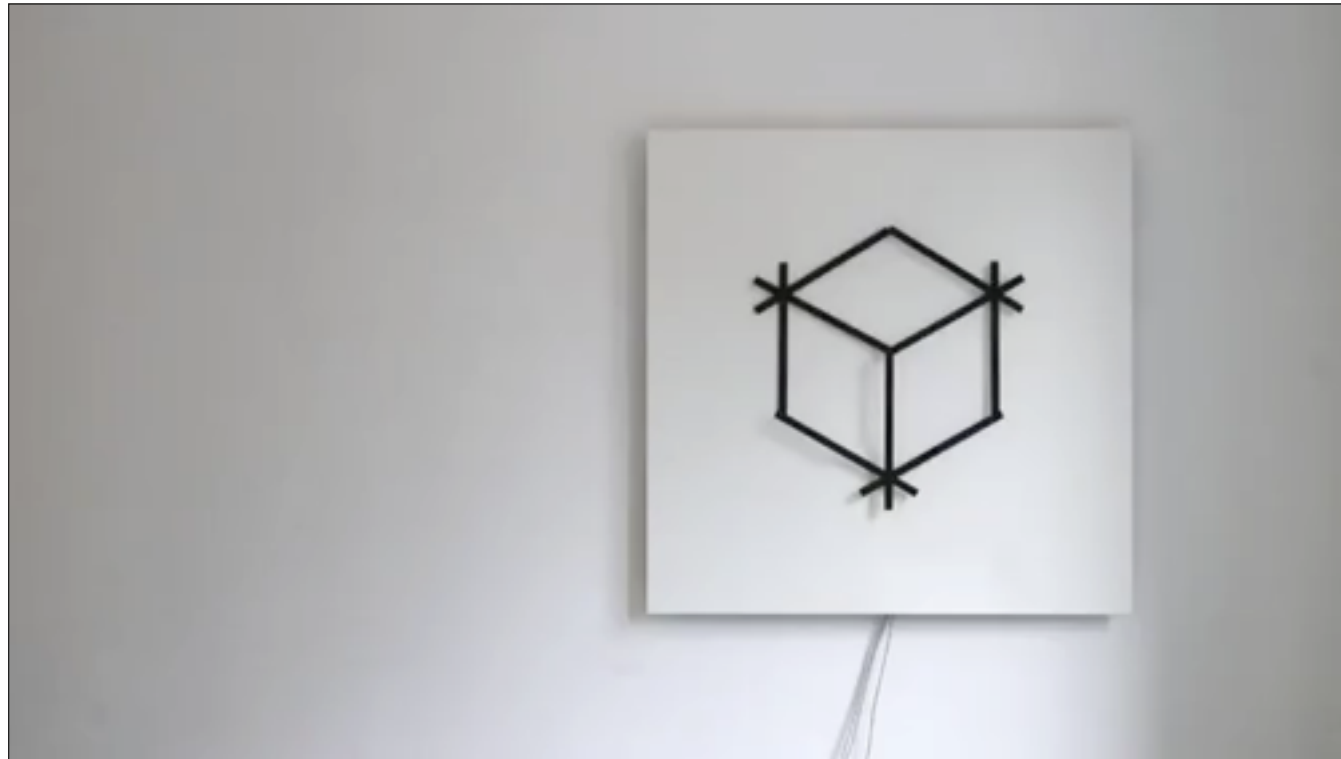
One Perfect Cube
The work "One Perfect Cube" consists of three synchronized clocks that form a sign every 12 hours for exactly one second.
http://florianjenett.de/one-perfect-cube-making-of/

To be able to try different symbols and texts to embed into "One Perfect Cube" a custom layout software was built in Processing. It allows one to freely place, scale and adjust time on a multitude of clocks. Every time a clock is added or changed the software would check for possible collisions between the clocks and would arrange the clocks on different yet as few as possible layers to allow the hands of two clocks to pass one another. A virtual master clock can be used to test the sculpture at different times.