

Multiple sensory and semiotic
channels



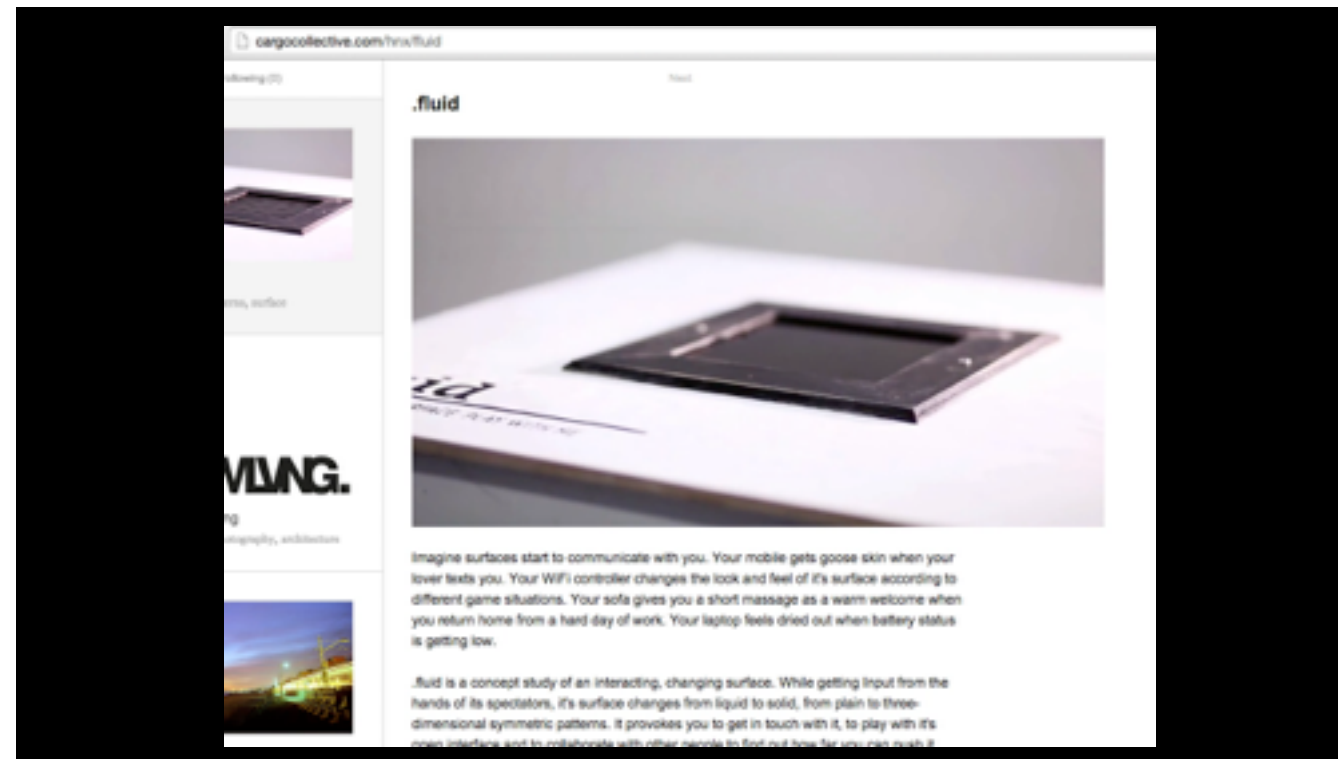
Jen Lewin
Modular lilly pads
each one is identical

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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 gaku 光の楽譜) was installed
during Smart Illuminations Yokohama 2013, in Yokohama





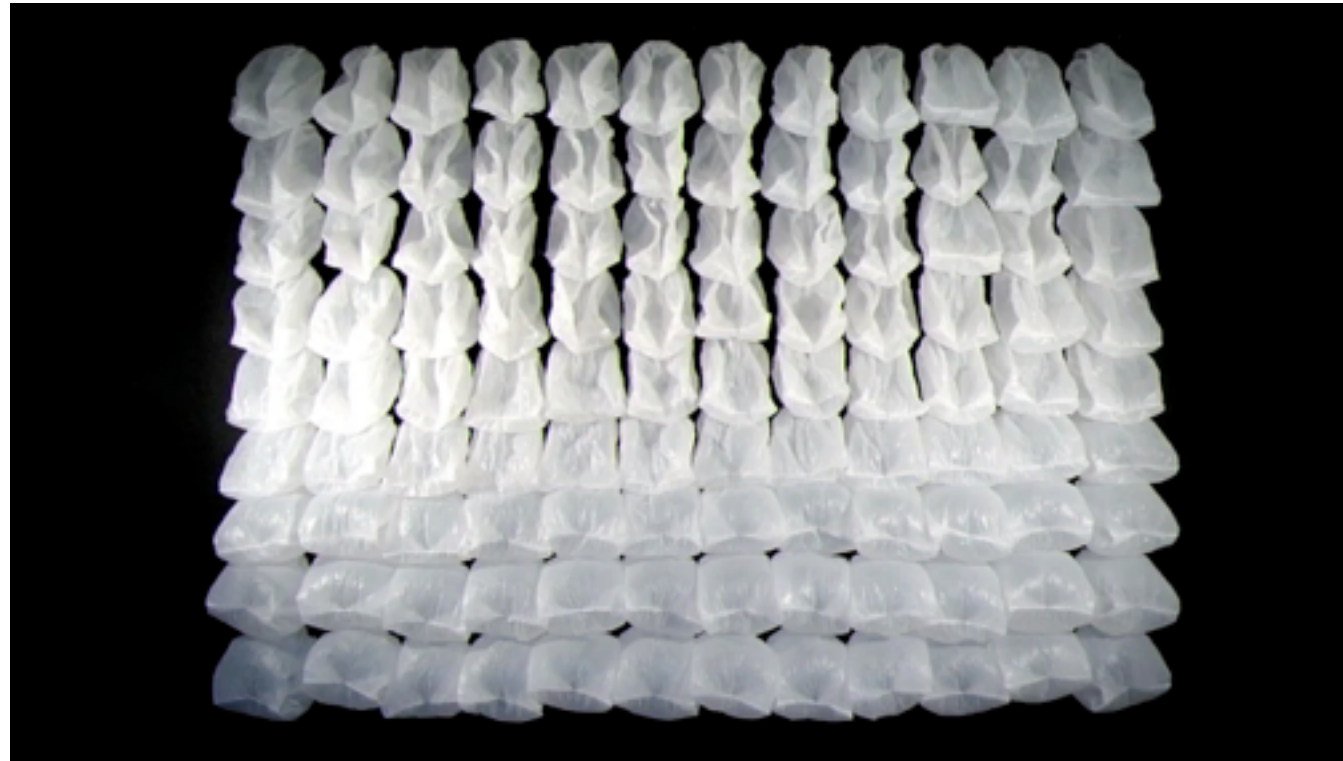












One Hundred and Eight by Nils Völker

<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.