

Shadow Play

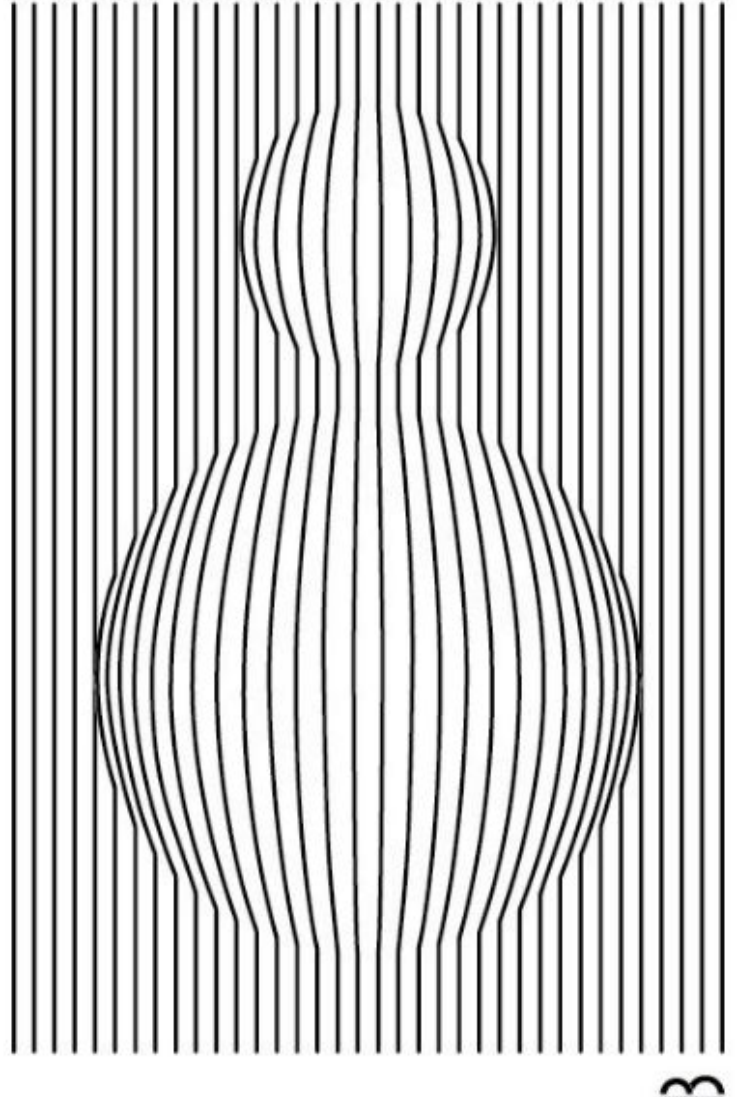
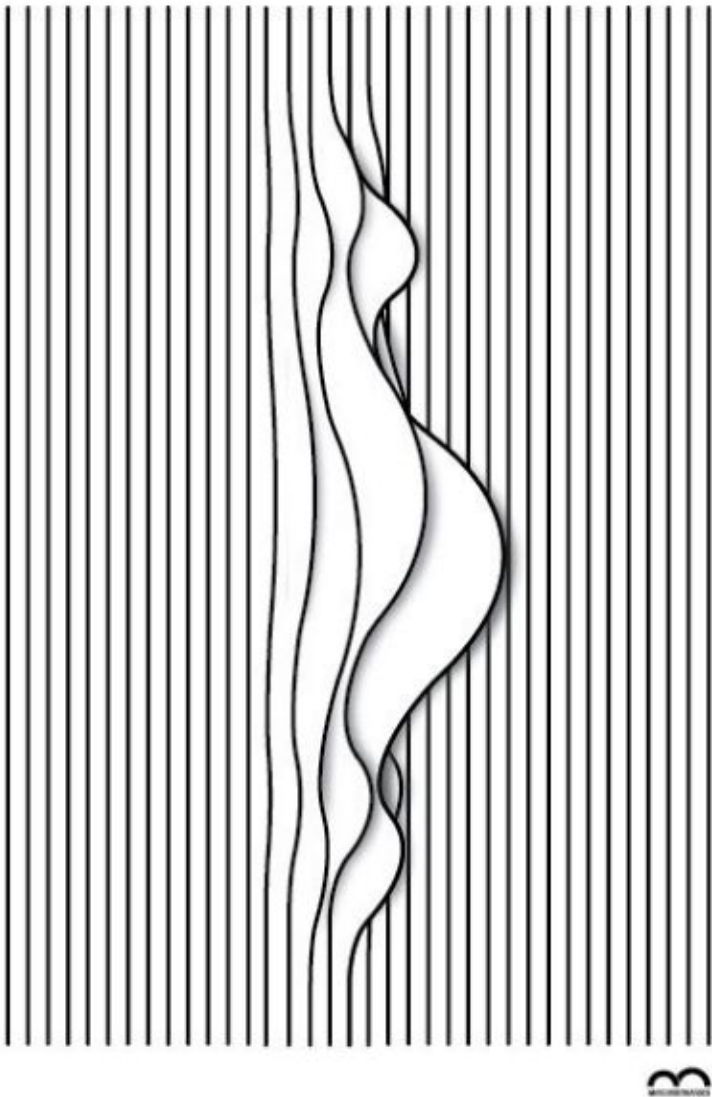
Create shadow based installation for outside wall, shadows should be reflective of data associated with the house (ex. consumption, temperature, overall attributes.)

- Contrast between different shadows that expresses an alternating ambiance
- Findings were that it would be nice to work with multiple light sources and have them rotate ((this will make mapping the door and window out of the shadow play wall (if included) difficult))

Conceptual thoughts

Linear vs non-linear

Rigid lines can evolve to flowing lines as light source rotates



Sources

- Rotating figure vs light
—> Shape of imagination LEGO

<https://www.dandad.org/awards/professional/2016/branding/25474/the-shape-of-imagination/>

- Multiple light sources
—> Chair study Massiliano Moro

<https://www.youtube.com/watch?v=Ei75FpsgfJU>

- Pages turning animation

https://www.youtube.com/watch?v=oLMLt_7_Evs&t=2s

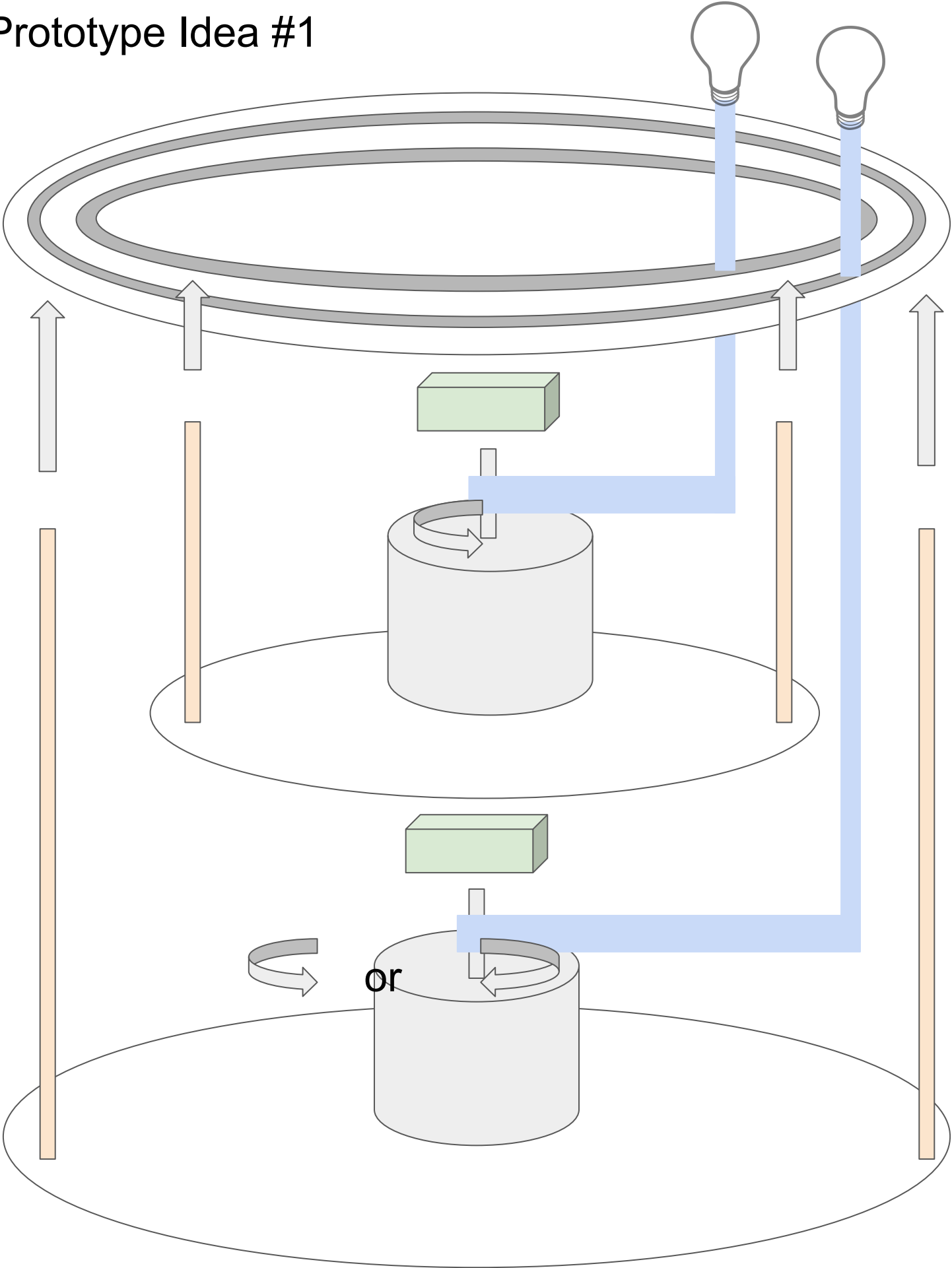
- Spinning sculpture shadow illusions
—> Alexander Calder

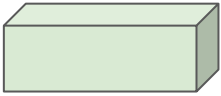
https://www.youtube.com/watch?v=fOSiZb_ETOI

After testing...

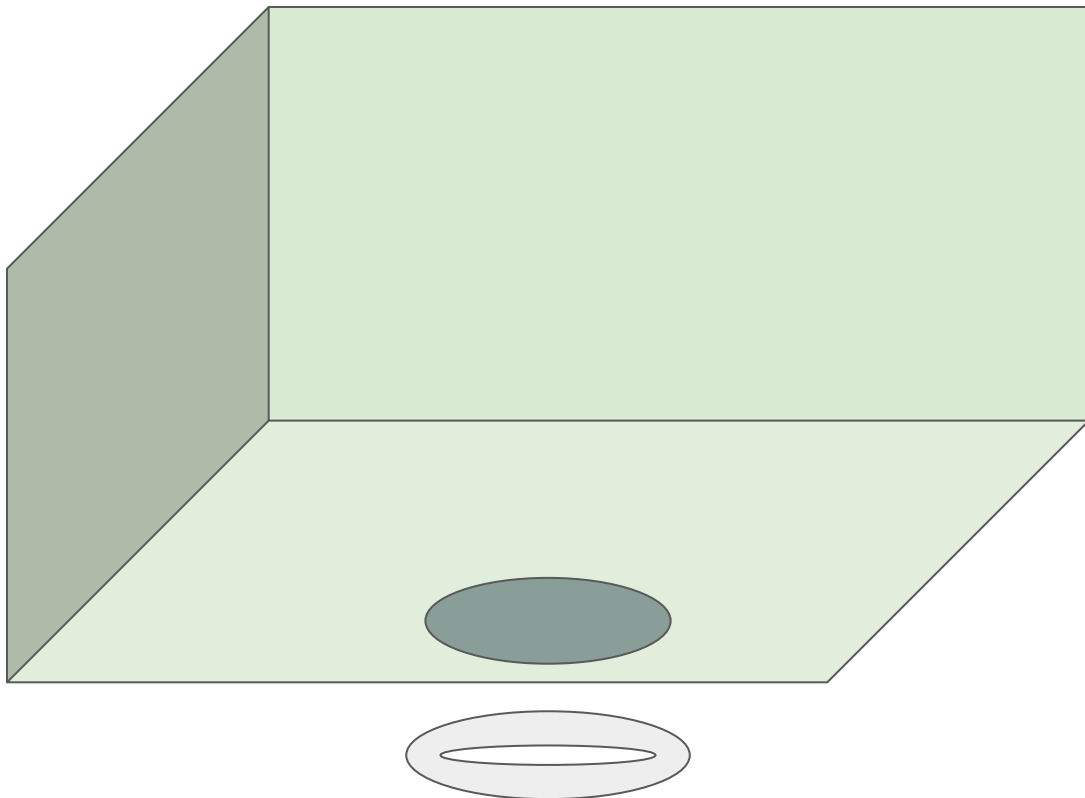
- If multiple light sources
—>lights move
 - If single light source
—>structure moves
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- Preference for multiple light sources
 - Structure should be on circular rotating disk
 - 2 tracks going around disk for light motion
 - Hot glue for prototyping

Prototype Idea #1





Either going to need washer box to prevent objects above from rotating on top of motor and/or to hang above objects with fishing line.



Would need to hang innermost rings

