

## VIENE

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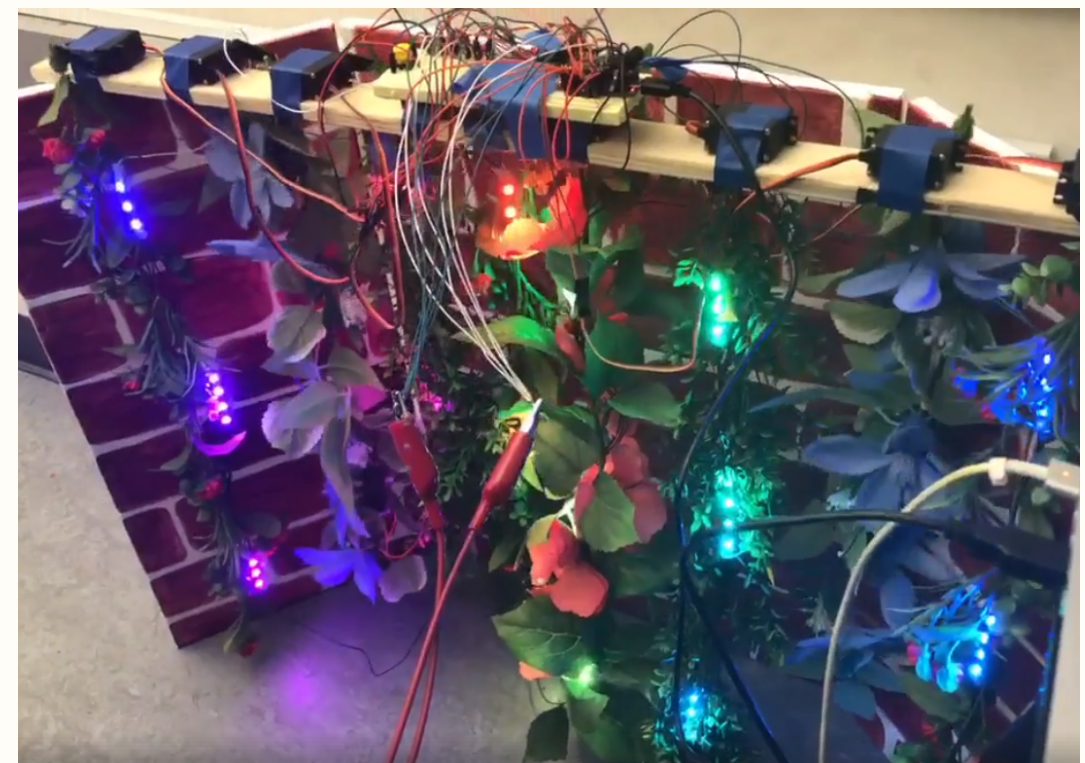
Viene is a robotic living wall meant to give people a way to artificially experience the beauty of changing seasons as a living art piece.

The wall cycles through the seasons of the year along with a soundtrack consisting of segments from Vivaldi's The Four Seasons concertis to enhance the mood of each season. Moving vines suspended horizontally along a beam and spinning flowers on the vines powered by DC motors allow for movement as the seasons pass, simulating growth, change, and wind. Strings of neopixels are embedded along each vine and allow for changing colors and patterns according to the season that the wall is experiencing. This project aims to mimick the events of nature through programming and electronics.

Viene is the amalgamation of various skills that we acquired while taking Design Innovation 23: from the DC motors controlling the spinning flowers, to the servos that jitter the vines, and the neopixels that dominate the transition of the seasons, all aspects of this project have been built upon a unit in this course. Looking back at the various prototypes that led us to this final project, it is clear that Viene embodies the spirit of iteration and learning from doing. Moreover, as with all projects, the final result deviated significantly from what we originally imagined; but because of this we learned to be adaptive, innovative, and tenacious. These are skills that are not only important to success in the field of design, but also in college and life in general.



*Early prototyping with servos*



*Testing our moving vines and neopixels*

