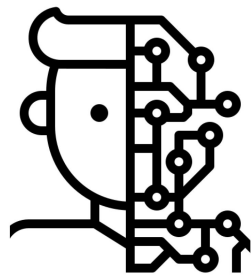


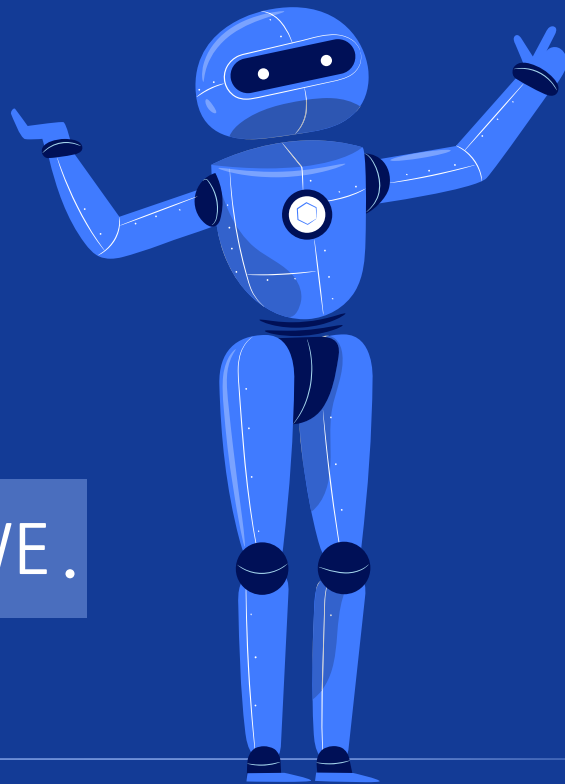
Francesco Colasante  
Emanuele Santo Iaia  
Simone Di Tanna



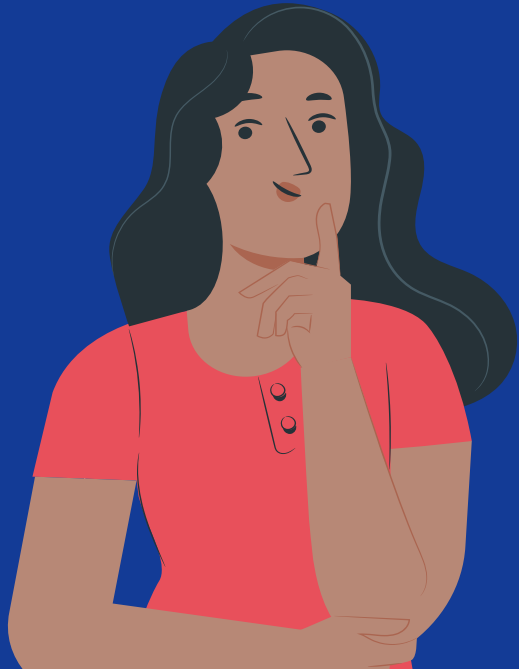
DYNARTWORK

INNOVATION ON ART

MAKE YOUR ART LIVE.



# PROBLEMS



The lack of  
dynamism of the  
artworks

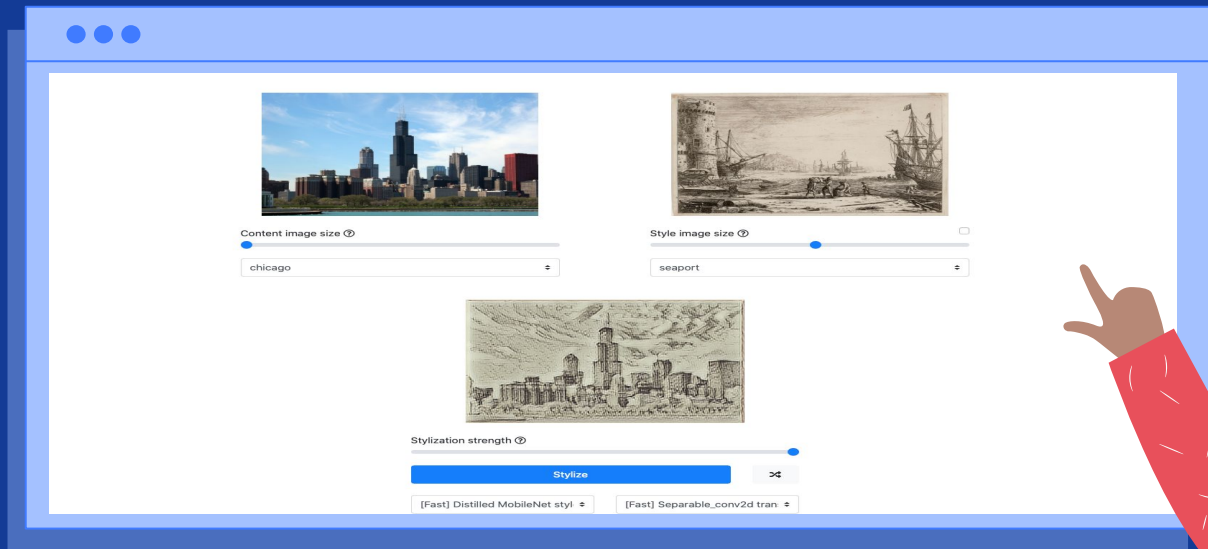
The role  
of artists is not  
highlighted

Poor interaction  
between the art  
world and  
technology

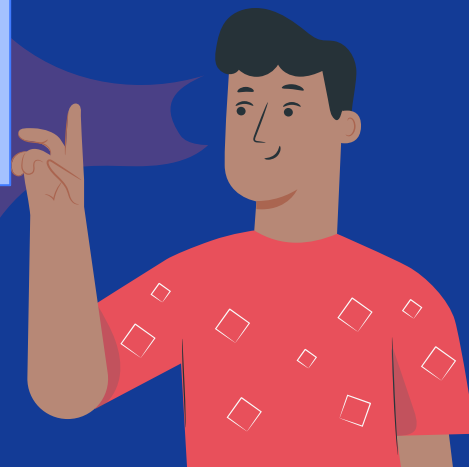
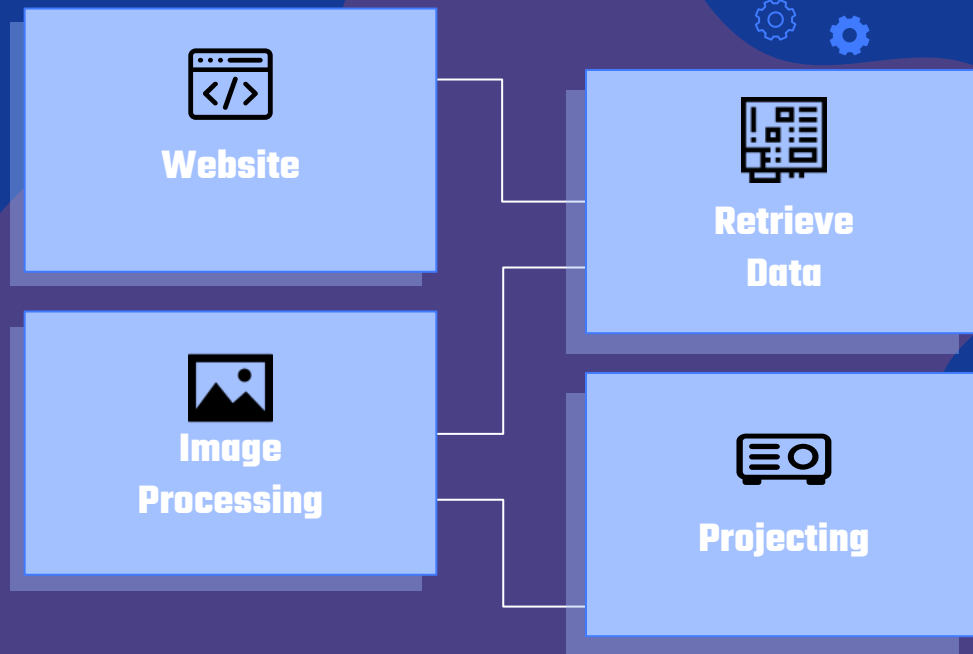
Poor  
opportunities for  
artists to emerge

# EXISTING APPROACHES

## Arbitrary Style Transfer



# IDEA



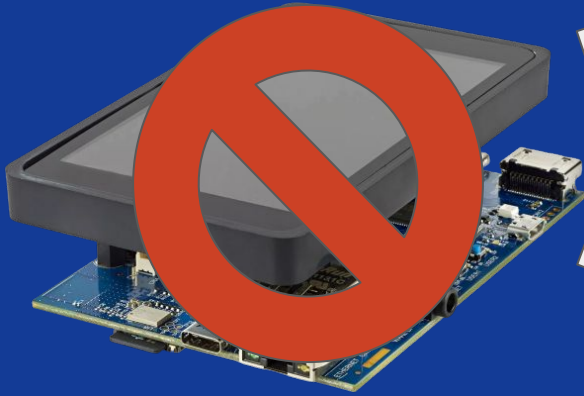
# HARDWARE COMPONENTS



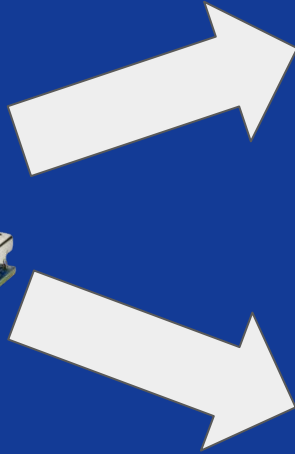
## ESP WROOM 32

It is a series of low-cost, low-power system on a chip microcontrollers with integrated Wi-Fi and dual-mode Bluetooth. Runs a RIOT-OS custom firmware forked by emcute.

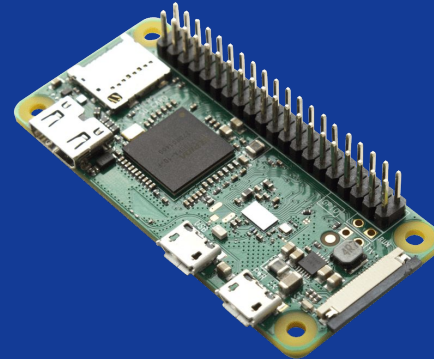
# HARDWARE COMPONENTS



STM32MP1



ESP WROOM 32

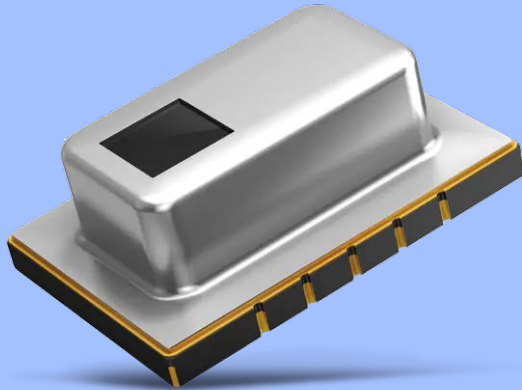


Raspberry PI 0 W

WHY?

- distance
- reuse of code
- community
- costs

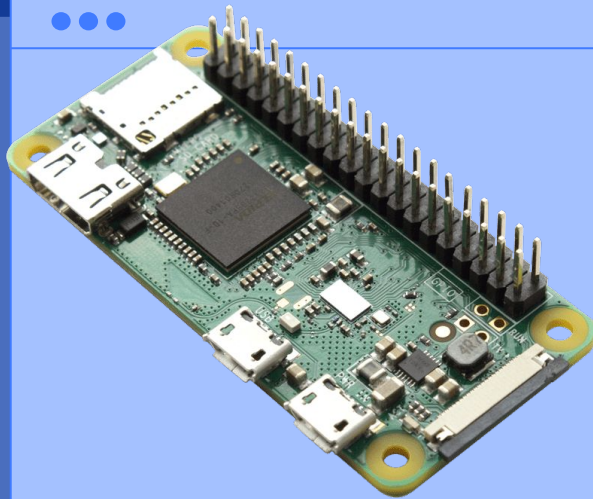
# HARDWARE COMPONENTS



## Panasonic Grid Eye sensor

It is the input of our DynARTwork infrastructure. It features 64 thermopile elements in an 8x8 grid format that detect absolute temperatures by infrared radiation.

# HARDWARE COMPONENTS



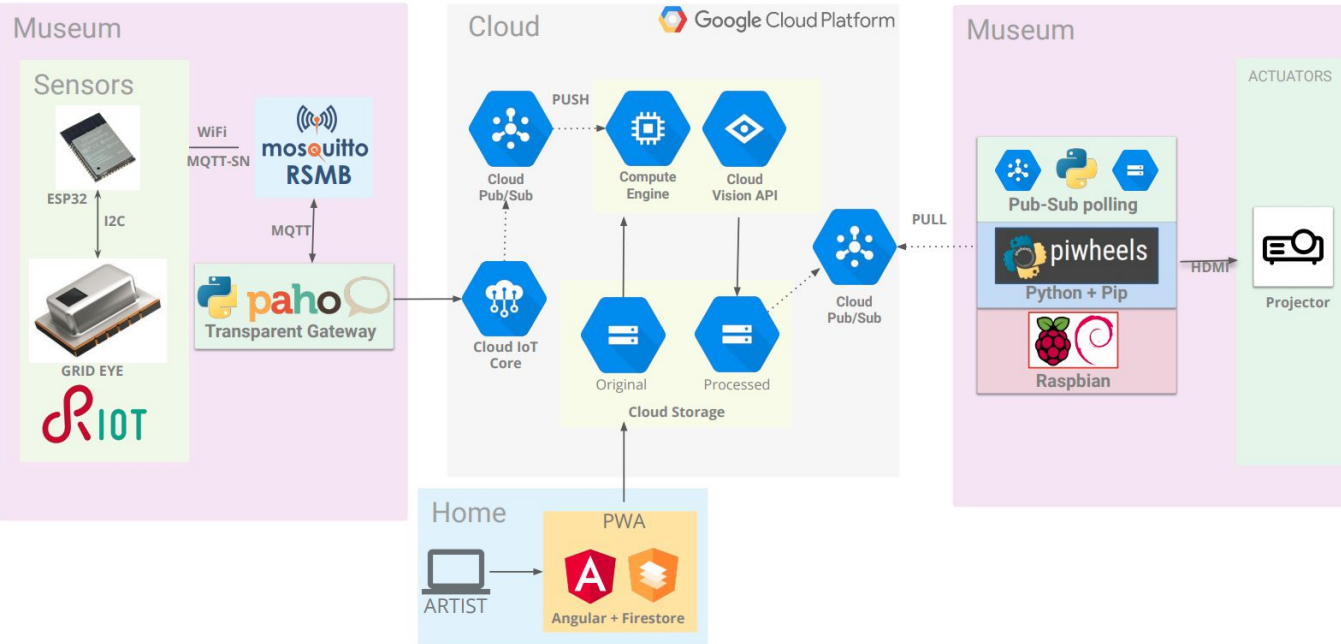
## Raspberry Pi 0 W

It will allow, through the use of a python script, to download the processed image and display it through the use of the hdmi interface.



# ARCHITECTURE DIAGRAM

## Dynamic real-time Artwork



### WHY?

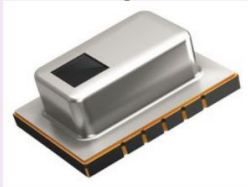
- modularity
- loosely coupled architecture
- unit testing

# NETWORK DIAGRAM

## Museum



ESP32



ESP32 +  
Grid Eye

WiFi  
MQTT-SN



MQTT



# NETWORK DIAGRAM

Home



ARTIST



Angular + Firestore

# NETWORK DIAGRAM

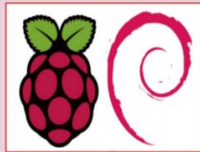
Museum



Pub-Sub polling



Python + Pip



Raspbian

PULL

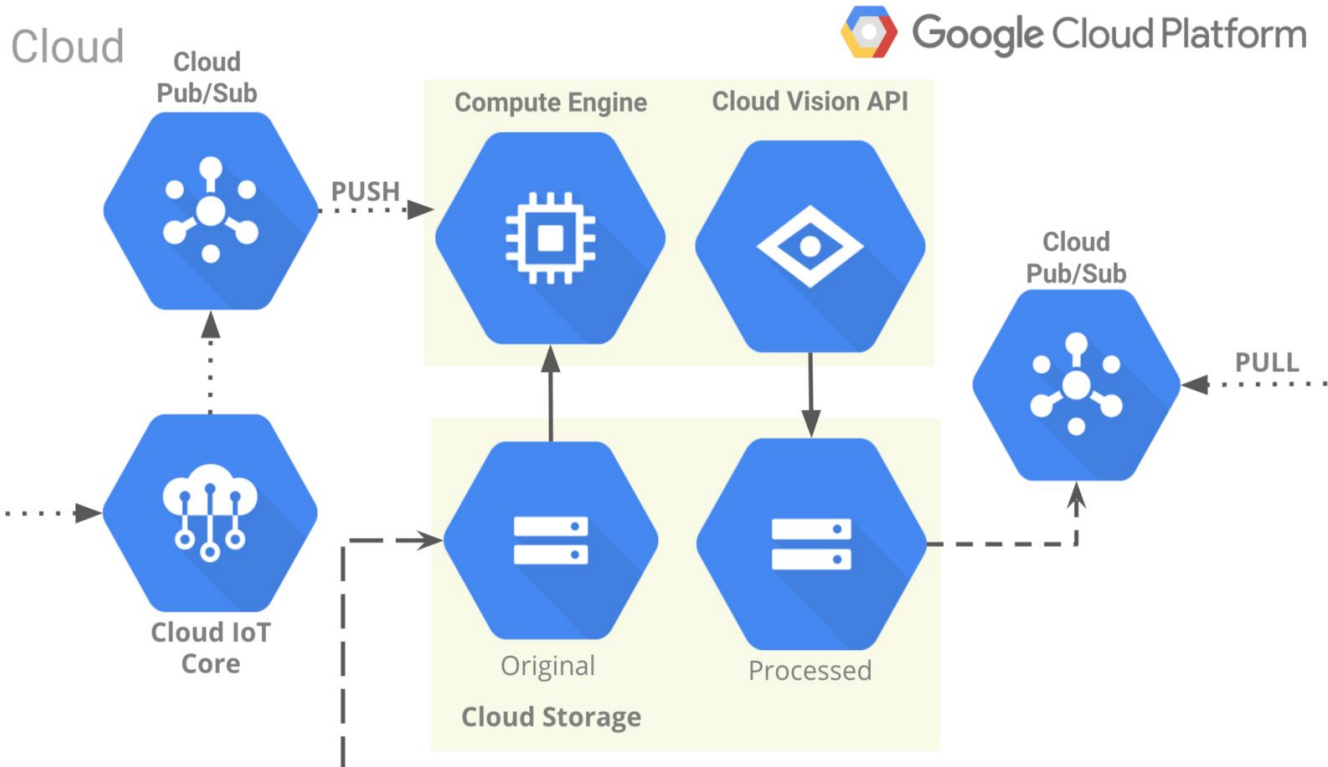
HDMI

ACTUATORS

Projector



# NETWORK DIAGRAM



# EVALUATION - TECHNICAL PART

Monitor single  
tasks of the  
project

## UNIT TESTING

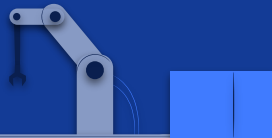
01



Monitor entire  
architecture  
running

## COMPLETE TEST

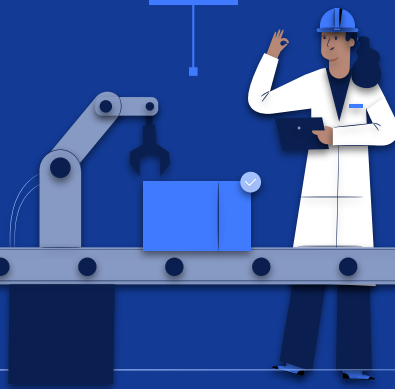
02



Despite the  
complexity  
performs well  
in all tasks we  
designed

## PERFORMANCE

03



All the goals for  
a minimum  
valuable product  
have been  
satisfied

## CONCLUSION

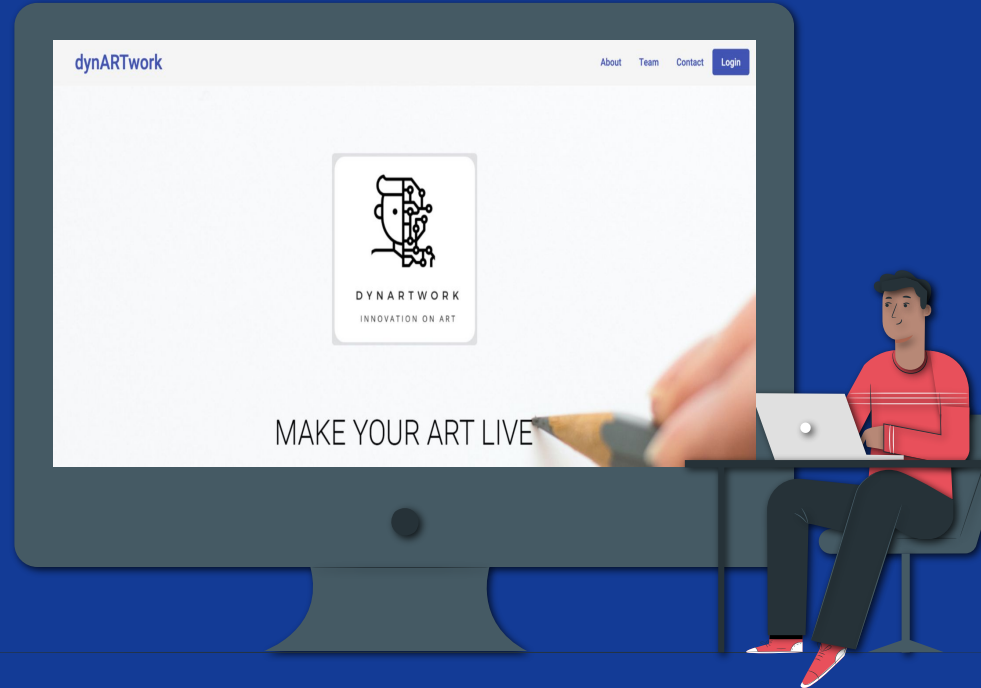
04



# EVALUATION - USER EXPERIENCE

## USER SATISFYING

We gave the web application to about 20 people and we collected opinions about the difficulty of the actions and the satisfaction about the final result provided by our architecture.



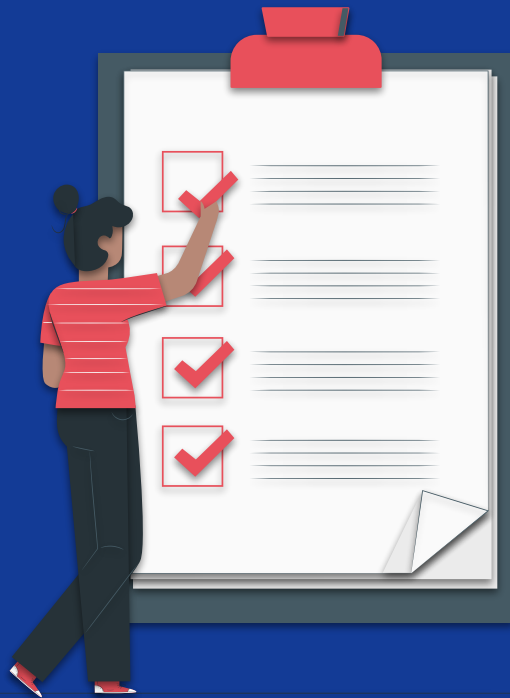
# FUTURE IMPLEMENTATION

## EVALUATION

- ONLINE PART (USER EXPERIENCE)

## MACHINE LEARNING

IMPLEMENT MACHINE LEARNING TO  
MERGE IMAGES



## WEBAPP

COMPLETE FLOW ON WEBAPP

## MVP

COMPLETE HARDWARE  
PCB + PACKAGE



# THANKS

CREDITS:

Francesco Colasante

Emanuele Santo Iaia

Simone Di Tanna



<https://dynartwork-277815.web.app/>

