Project: Chirp.

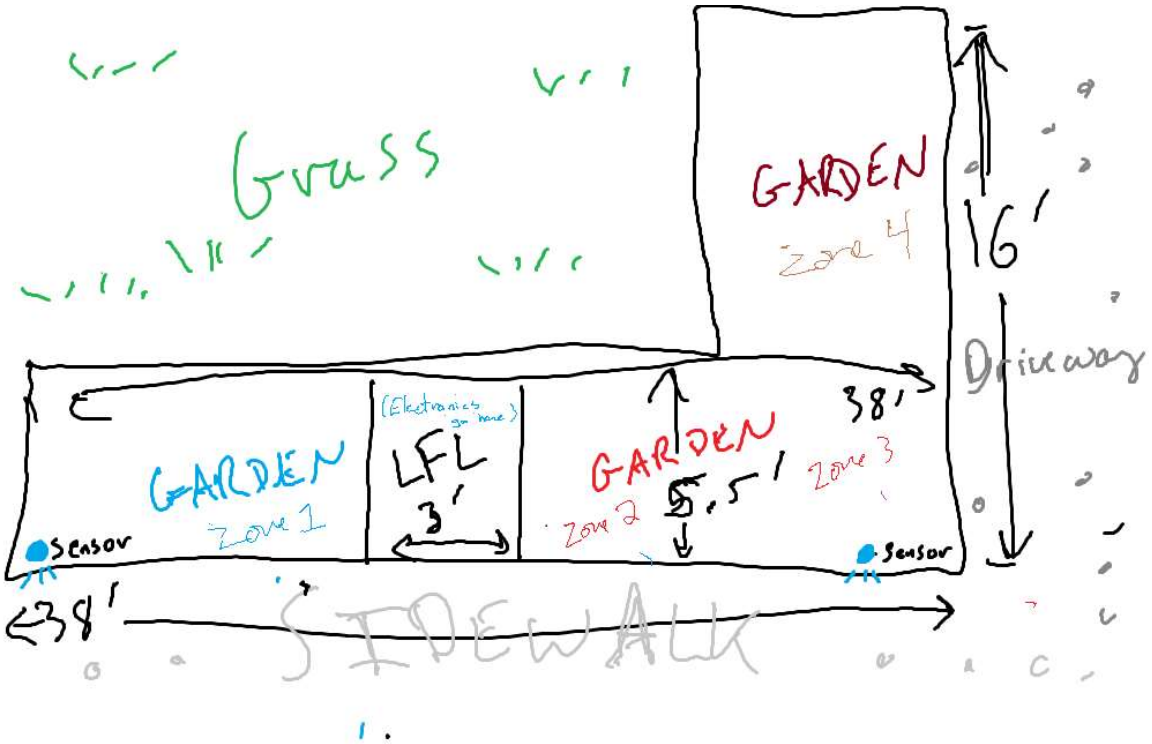
Objective:
To create an extremely brief light show that feels like the passerby had unintentionally startled an unknown lightning-bug-like insect species.

Key ideas:
- organic
- surprising
- fleeting
- placemaking

Process:
1) system is off (or eventually charging) daytime.
2) From ~10pm to ~3am, the systems will be on
3) When on, motion sensors will trigger by pedestrians heading along sidewalk from north/south ends
4) When triggered, they will spark a quick 3 colour flash of RGB light from a random nearby light
    - This is to replicate the feeling as if an insect had sounded an alarm to others that there was a nearby threat. This is the “call”.
5) As a “response”, another RGB set flashes an echo in another zone.
    - We’ll start with 1 response and expand to more later
    - Time between each response should be between 1-3 seconds (unweighted)
    - RGB responses should differ from the initial flash so they feel organic and reactive
6)The system should go silent for a random period of time (I’d prefer weighted like 2d6)
    - this is to further reinforce an organic feeling that people can’t just generate mechanical responses by simply tripping the signal over and over again.

Considerations:
- Can’t annoy neightbours
    - no sound
    - lights not too bright
- power
    - can we make this self-sufficient or will it need hidden AC?
- hardware for
    - central arduino board and possible sub-boards
        - how many lights/sensors can we do?
    - motion sensing
    - controllable RGB light flashes
    - outdoor durable lights, sensors, wiring and casing for arduino(s)
- Software
    - Manage time of day
    - Generate random “organic” reactions
- Cost
- Keeping “feature creep” low

Venue:
My front garden with the brains of the project hidden in LFL and the lights and sensors spread the garden itself.


Grass
GARDEN
zone 4
16'
Driveway
38'
(Electronics go here)
GARDEN
zone 1
LFL
3'
GARDEN
zone 2
5.5'
zone 3
Sensor
Sensor
38'
SIDEWALK


LITTLE FREE LIBRARY
3158