AMATRIA
Sentient Architecture

Amatria is a luminous interactive sculpture designed by Canadian architect and visionary Philip Beesley and the Living Architecture Systems Group (LASG). The group is composed of leading architects, scientists, sound artists, researchers, and engineers based around the world.
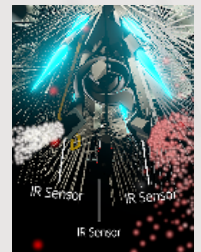
Using sensors, *Amatria* watches her environment from the atrium ceiling of Indiana University's Luddy Hall in Bloomington, reacting to the stimuli of visitors with unique soundscapes and undulating movement.

Amatria is the focus of research in information science and engineering with implications that could transform the future of architecture, answering questions about whether a building can know us, talk to us, and possibly even care about us. With her 3D-printed formations embedded with artificial intelligence, she is an ethereal creature that captivates all those who enter her realm.

AMATRIA RESEARCH

In addition to being an art installation, *Amatria* is also a testbed for teachers and researchers to experiment with the data streams she generates and the behaviors she exhibits. For example, Tavola is a software application that helps visitors visualize the sensors (her senses) and actuators (her means of communication).

Recently, *Amatria* gave birth to Moths and Dendrites that provide opportunities for students to build individual pieces of living architecture and understand the Internet of Things concepts *Amatria* embodies. They are on display in the Visualization Lab (Room 4012).

Learn more about *Amatria* at cns.iu.edu/amatria.html

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