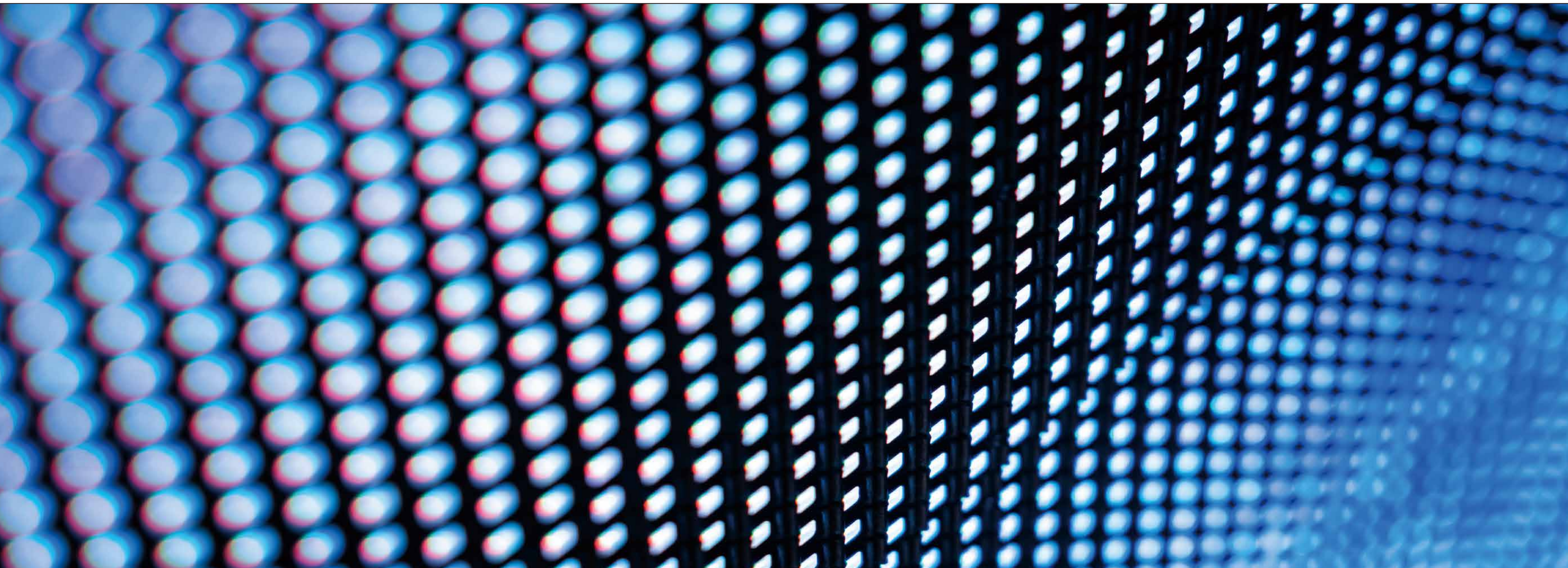


PARALLEL WORLD

An Art Interactive Device

Simulate the ‘parallel world’ through simple circuits and originals, and let players interact with the parallel world and trigger thinking.



INSPIRATION



From cyborg, after reading this book, I had the illusion that if the new species combined by machines and human bodies may exist in a world, which is an electronic world without so-called social relations and groups.

Maybe the components of our bodies like a very small molecule are existing in the universe in other forms at the same time? So I use a concept of "parallel world" here. It can be called "parallel world" or other names. You can call it whatever you want. X

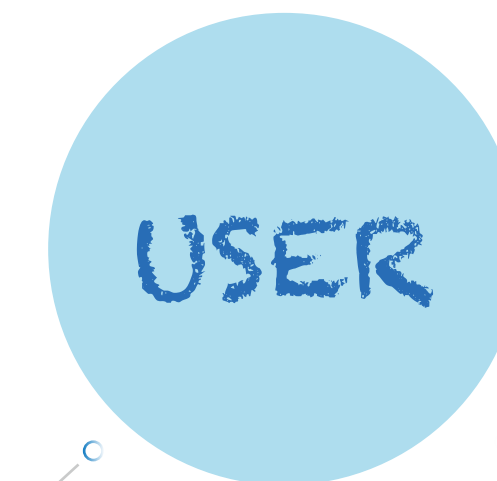


DEVICE

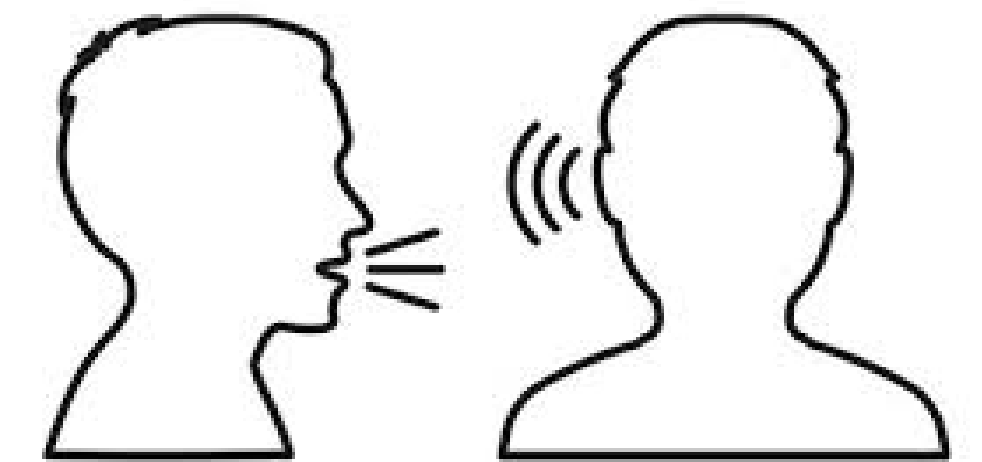
Simulation
of the X world



simple action



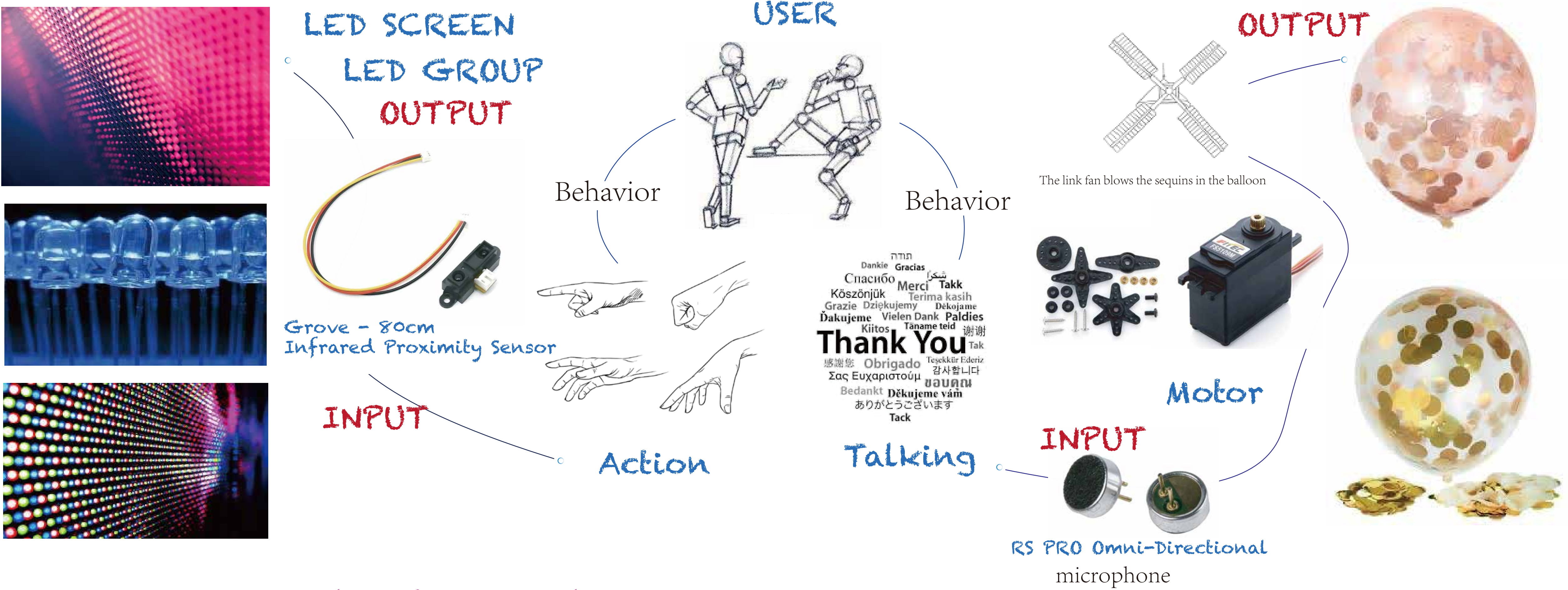
USER



just speak

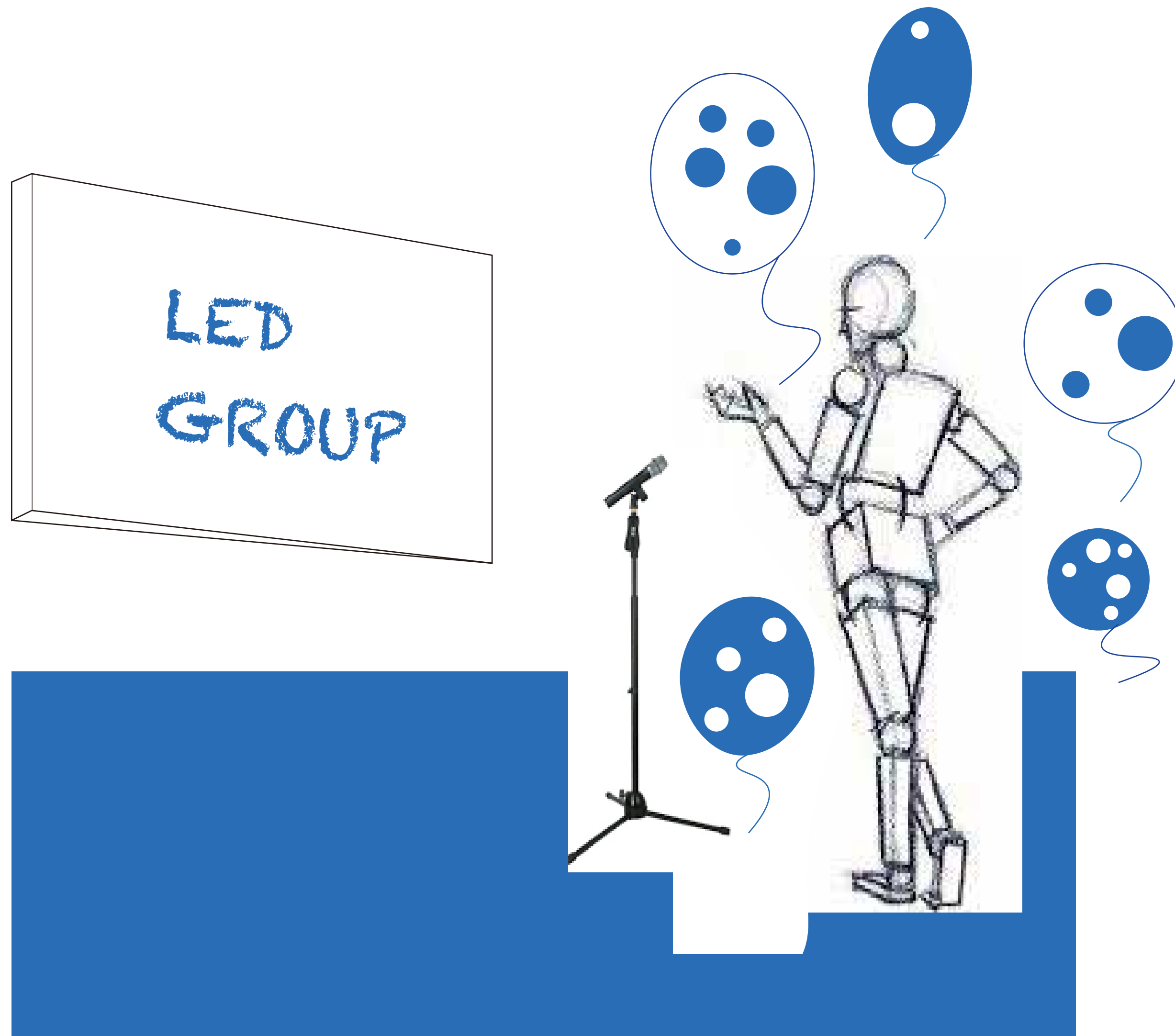
The device I made is a simulation of the concept parallel world. Users can use gestures or just speak. See the corresponding response of "yourself" in the parallel world.

FUNCTIONAL PRINCIPLE



For example, when people waving.
The form of "waving" in the parallel world is the floating of LED lights.
For another example, when people speaking.
The form of "speaking" in the X world is the corresponding art vibration.

FINAL



Q:

1. How many LEDs does the LED matrix group need?
What size is appropriate?
2. Whether to capture human hand movement or overall movement?
whether to use infrared sensor or distance sensor?
3. Is there a better idea of the form of artistic vibration?: