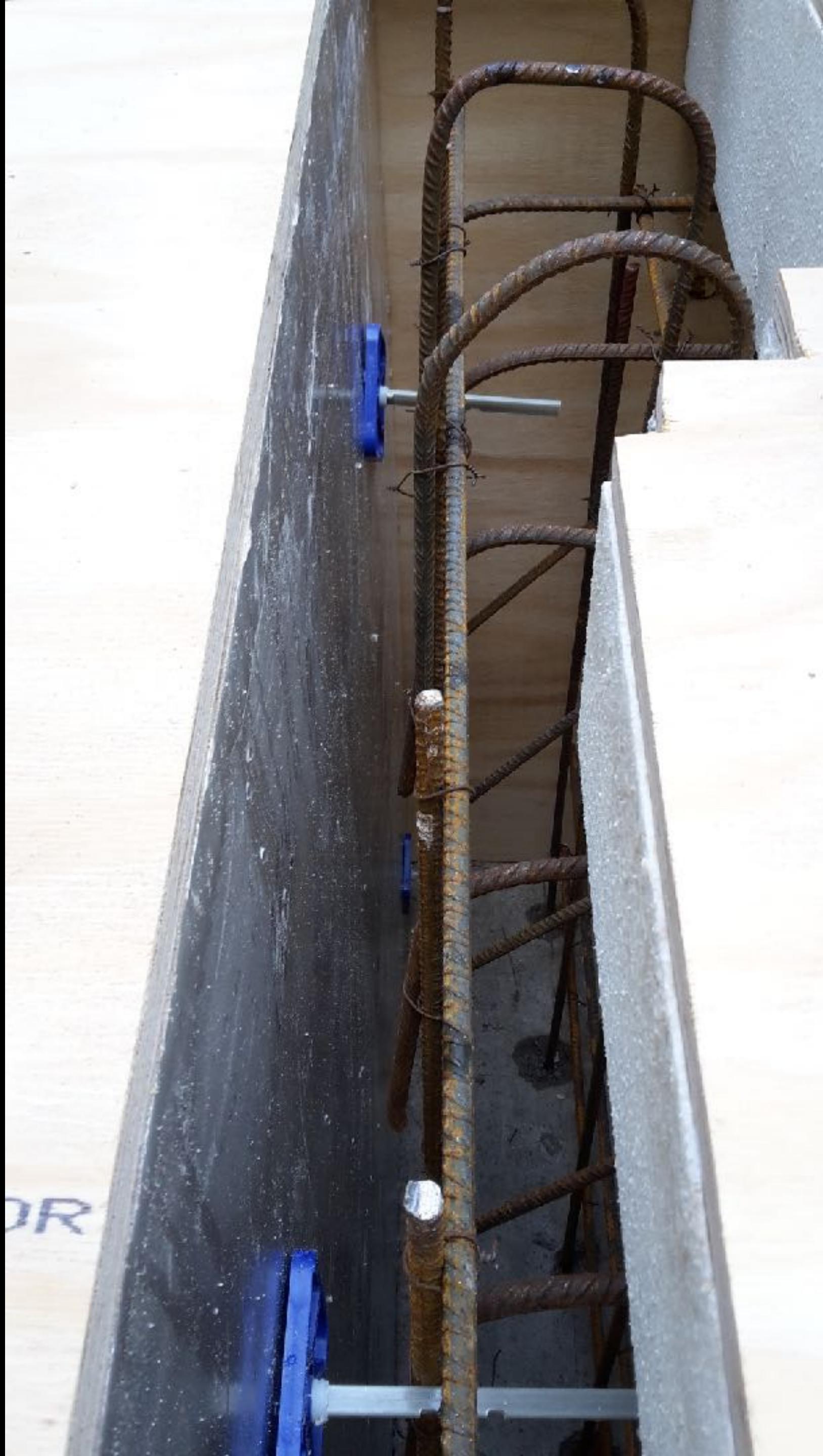


Animacy Aesthetics

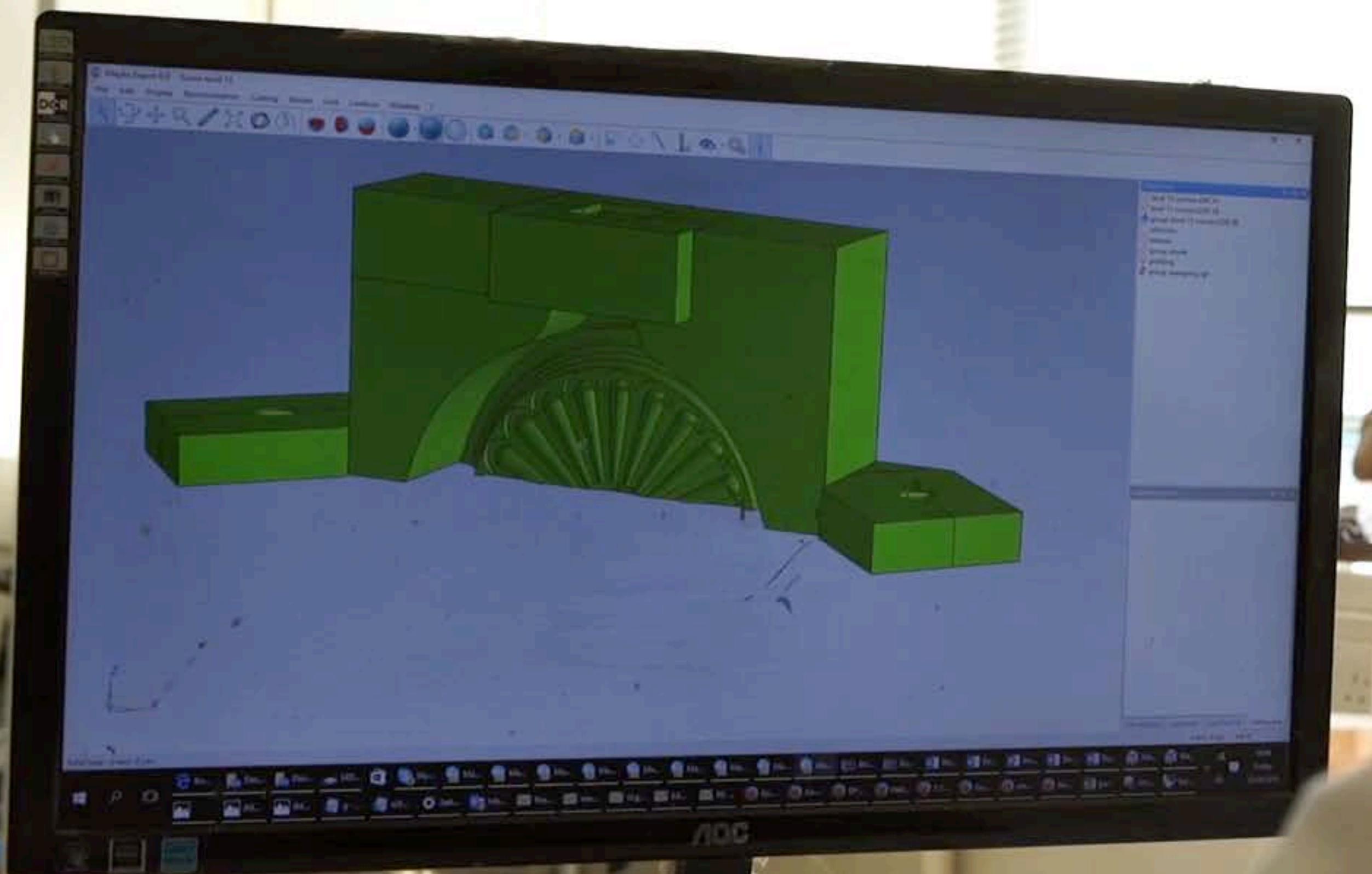
Interactive Architecture Lab @ialab

Ruairi Glynn @ruairiglynn











MILTON



BARNSBURY
STREET

30

THE WELL

BARNSBURY
STREET







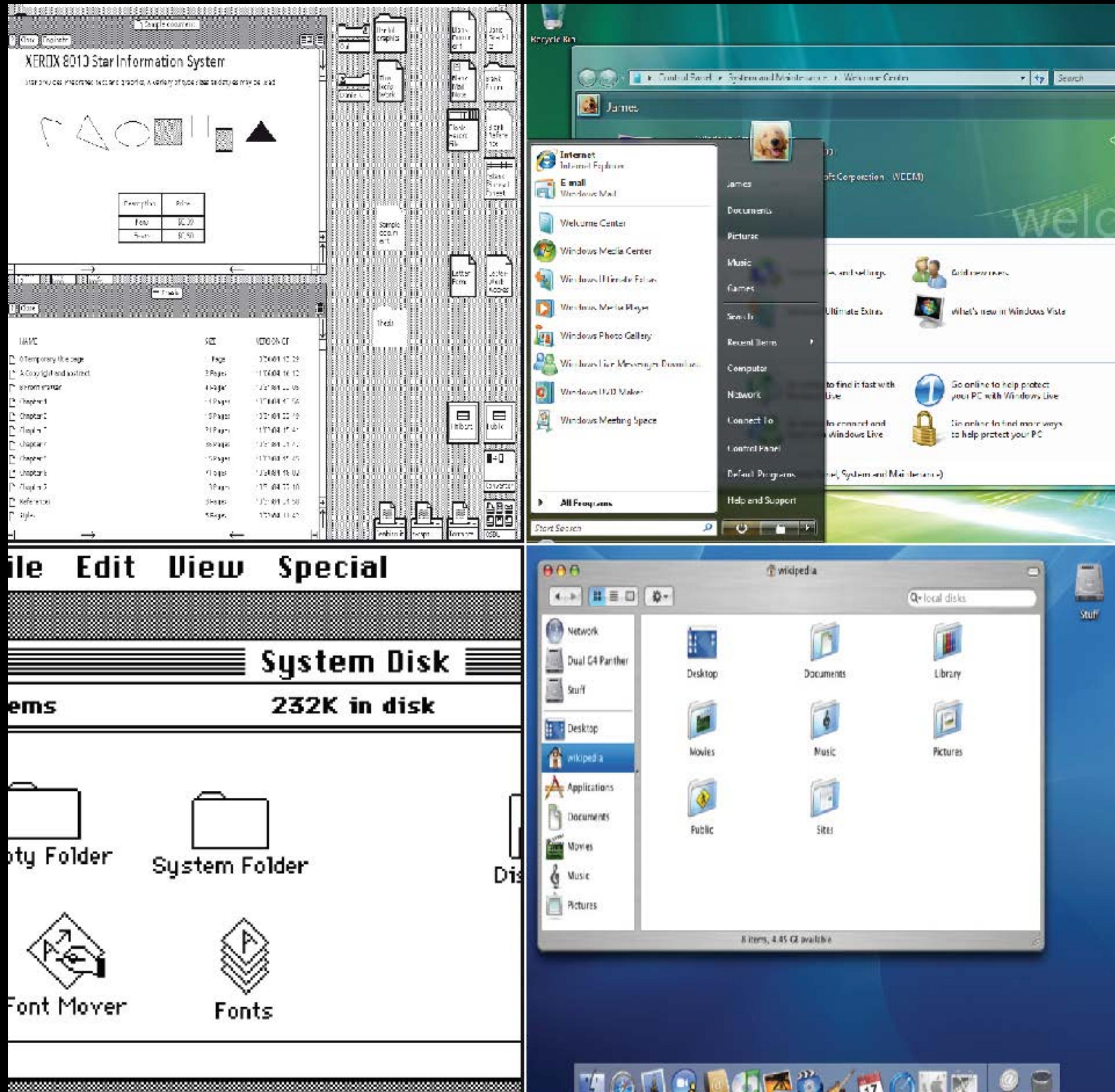
Interactive Architecture Lab

MArch Design for Performance & Interaction



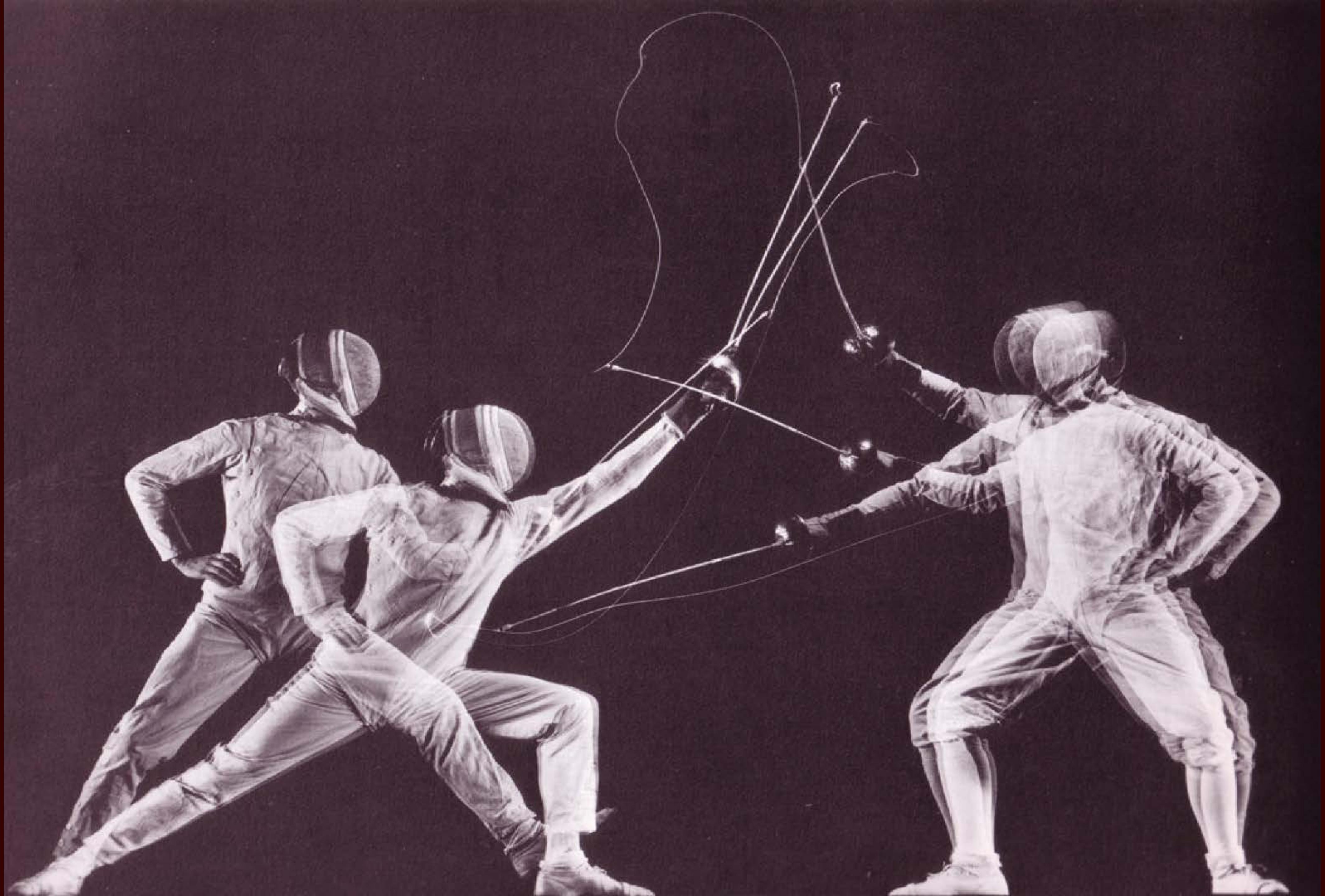
INTERACTIVE
ARCHITECTURE
LAB

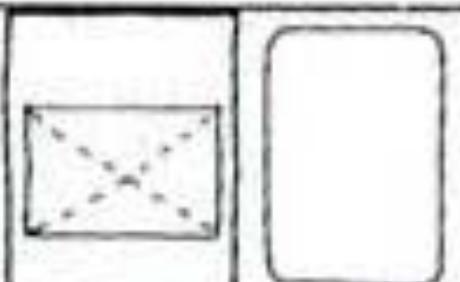
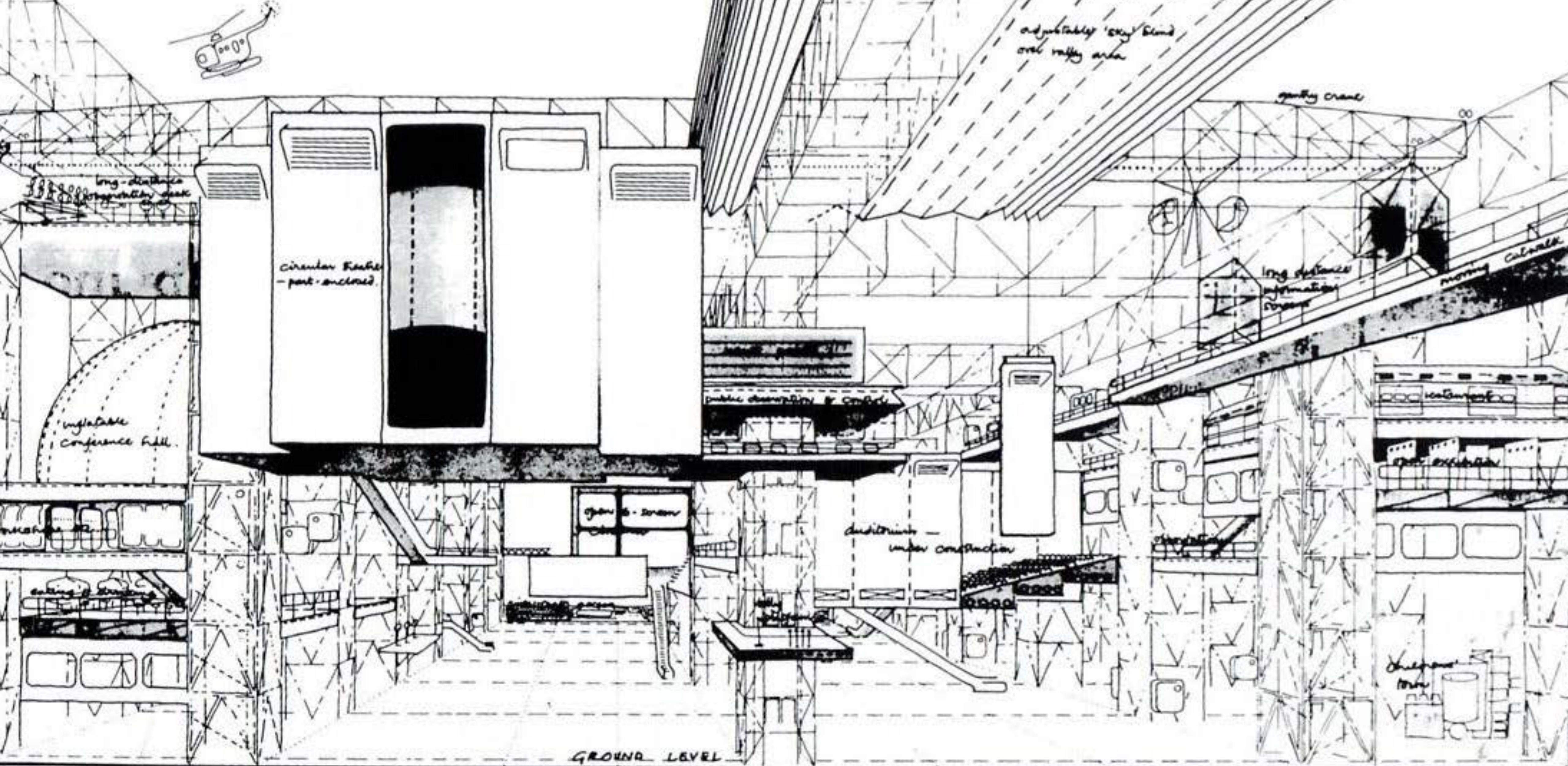




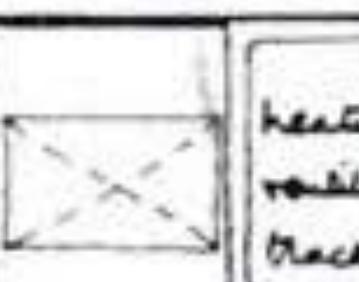
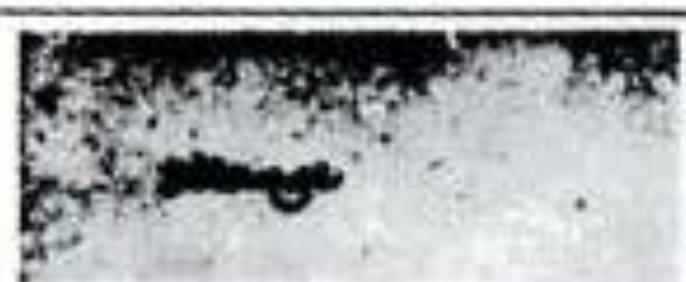
Most modern interface designs... do not involve “interacting” very much at all. They are more like command-line instructions dressed up in drag

Paul Panaro Systems Research, Vol 10, No.3, 1993

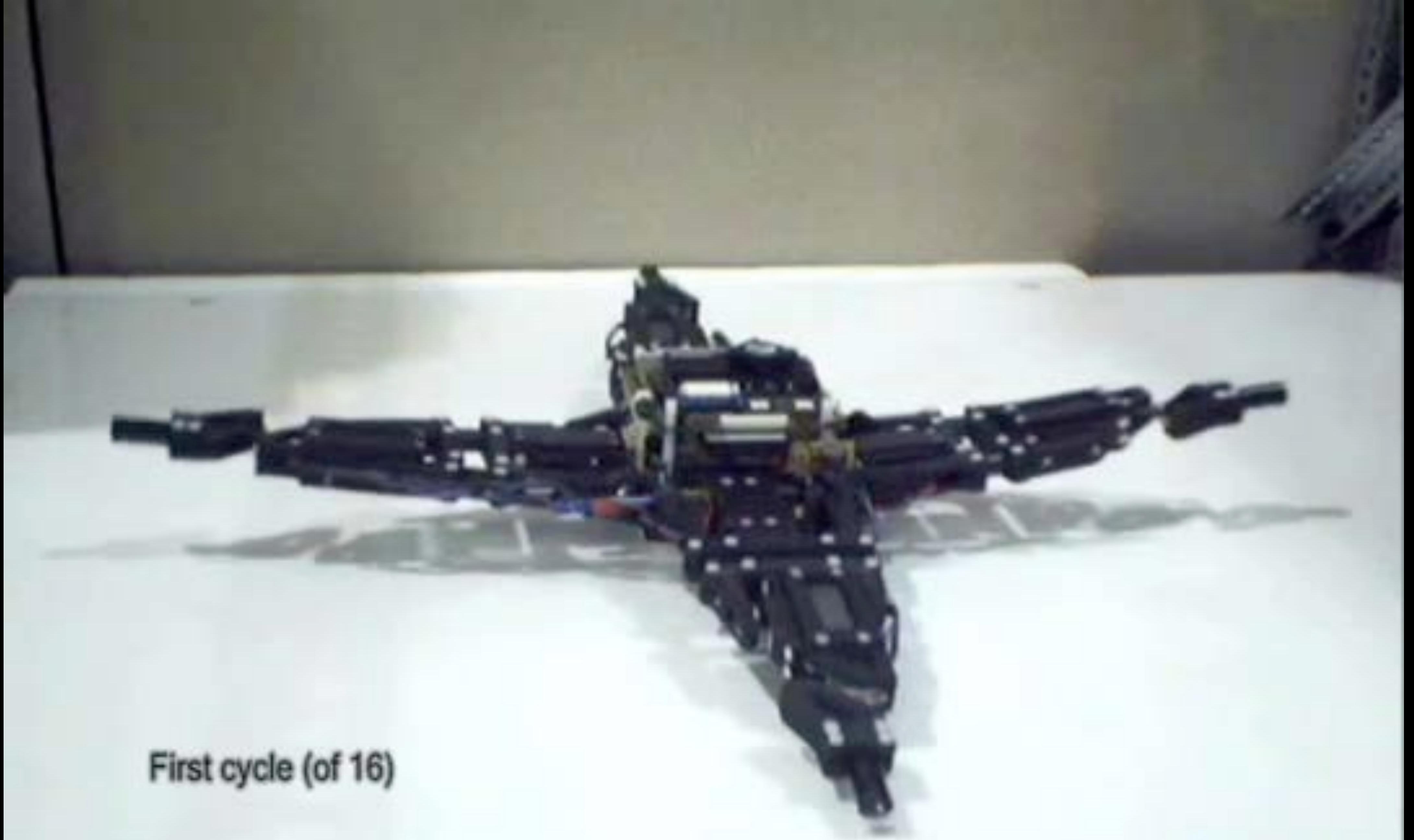




service



heating &
cooling track



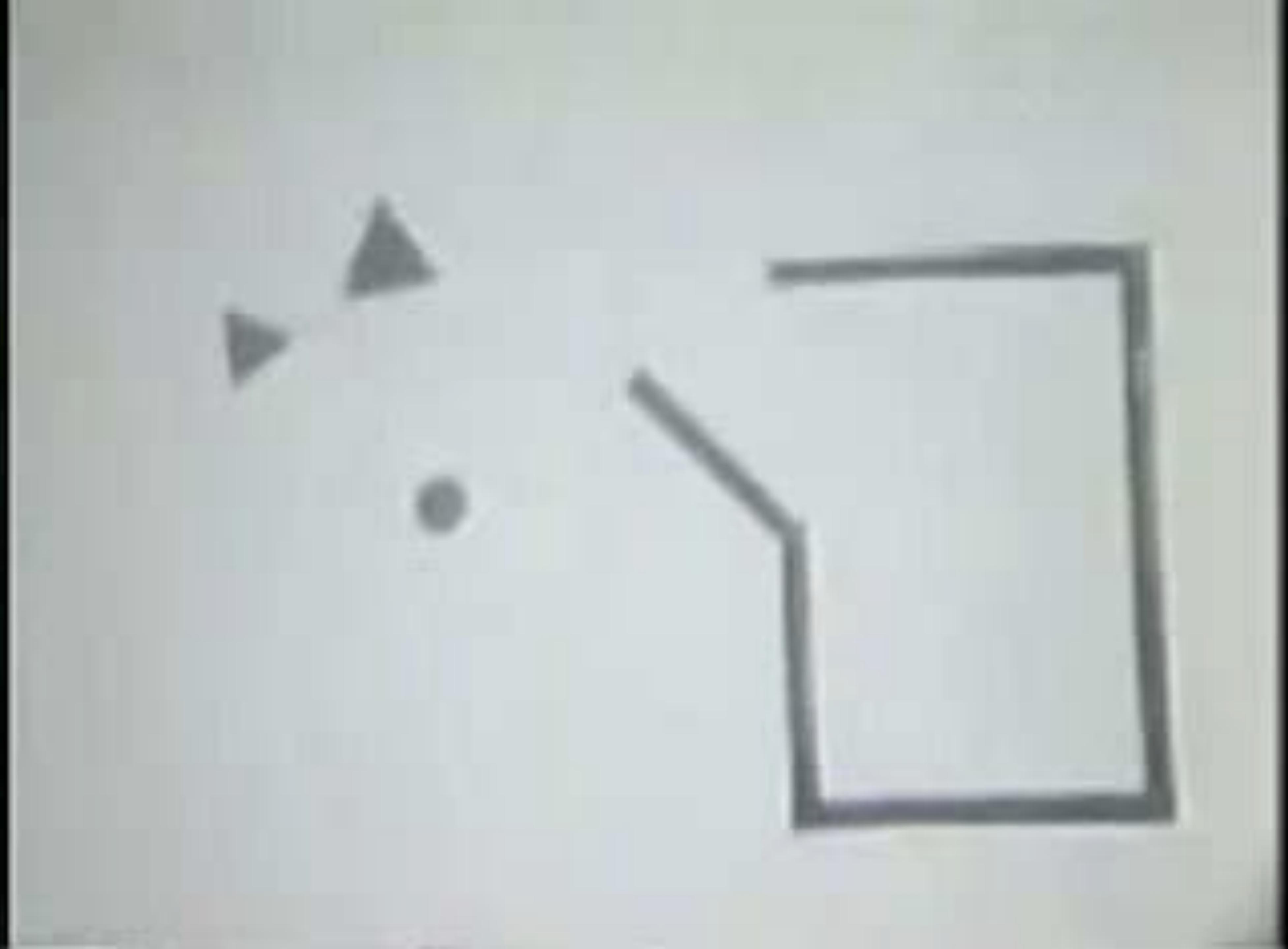
First cycle (of 16)

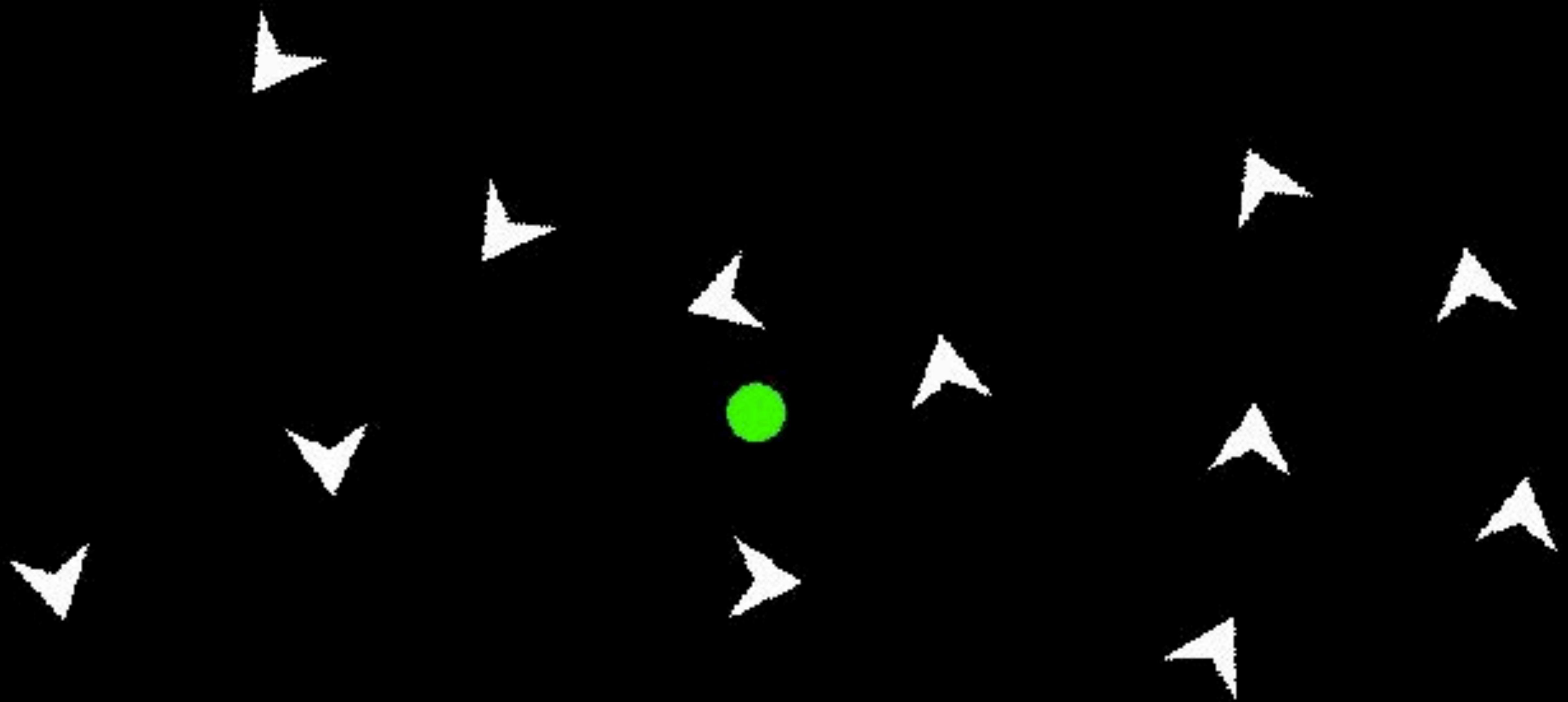


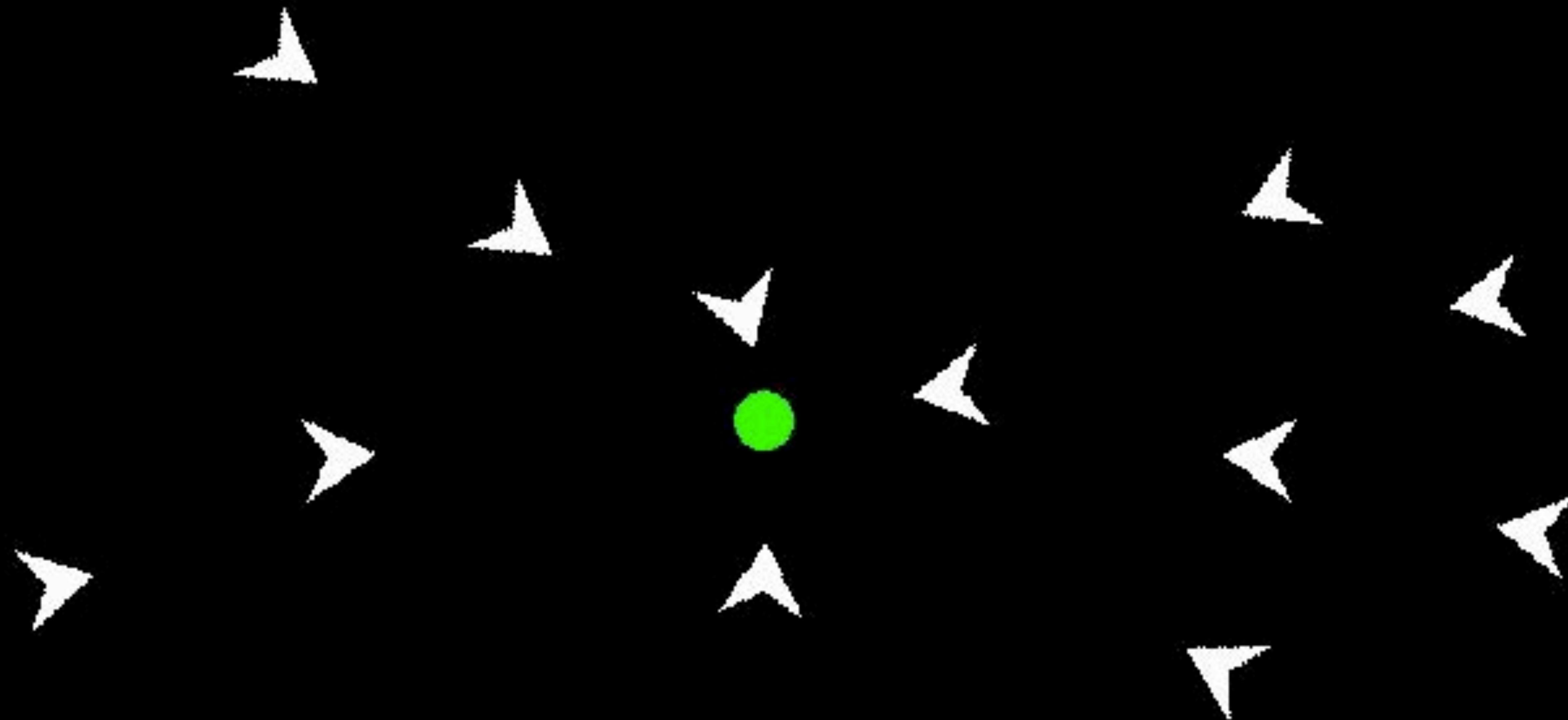




<https://www.youtube.com/watch?v=f-i8ReV5EU8>









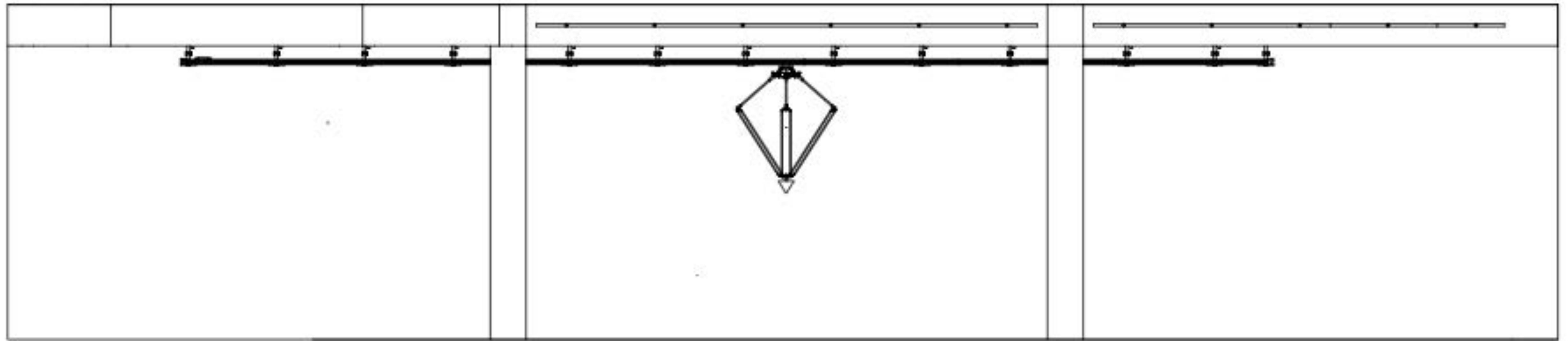






Fearful Symmetry

















BBC







that draw water and drink and the like, and all the other things that delight our senses for the eyes' enjoyment and the ears' engagement.* 5. Of these things, I have selected those inventions of his that I judged most useful and necessary. I thought that I should speak about clocks in the previous volume and in the present one about compressed water. Those who are taken with his cleverness can find the remaining machines, namely those inspired not by necessity but only by a wish to delight, in the treatise of Ctesibius himself.

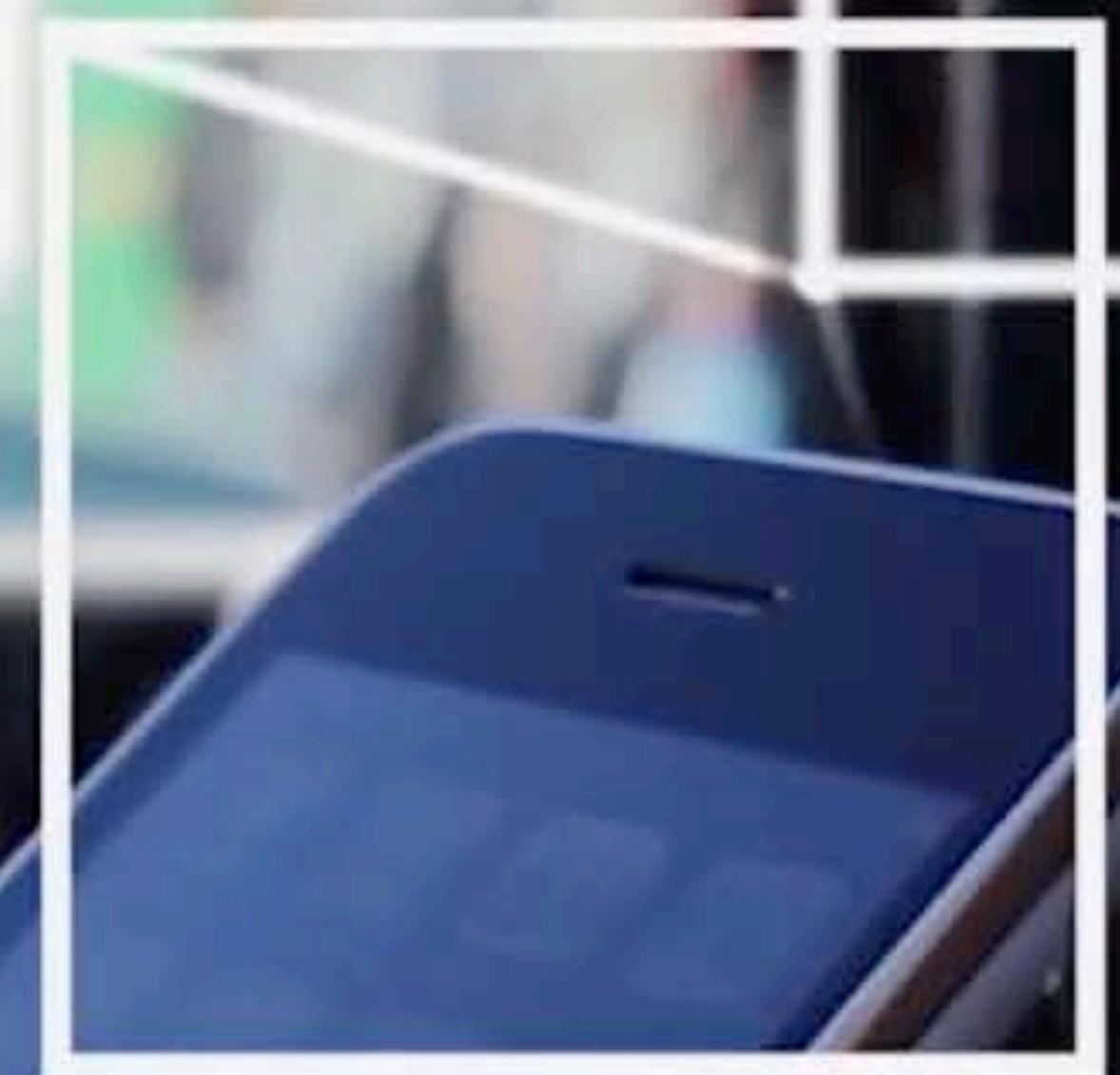
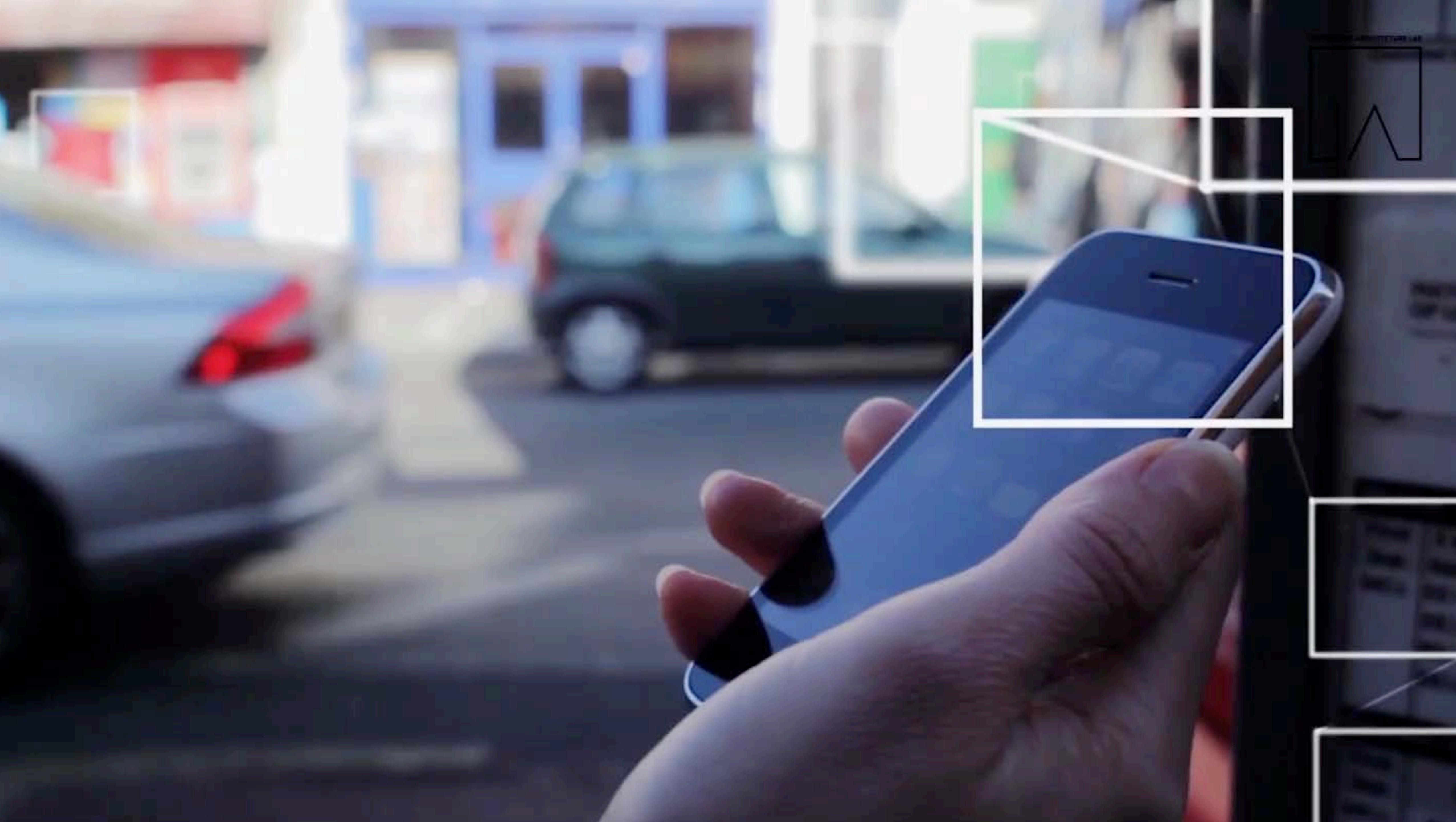
CHAPTER 8. THE WATER ORGAN OF CTESIBIUS (FIGURE 129)

1. I shall not, however, omit water organs and the reasoning connected with them, and so, as briefly as I can, I will touch upon them next and commit them to writing.* Once a wooden base has been assembled, a box⁴ fashioned in bronze, is placed on it. Above the

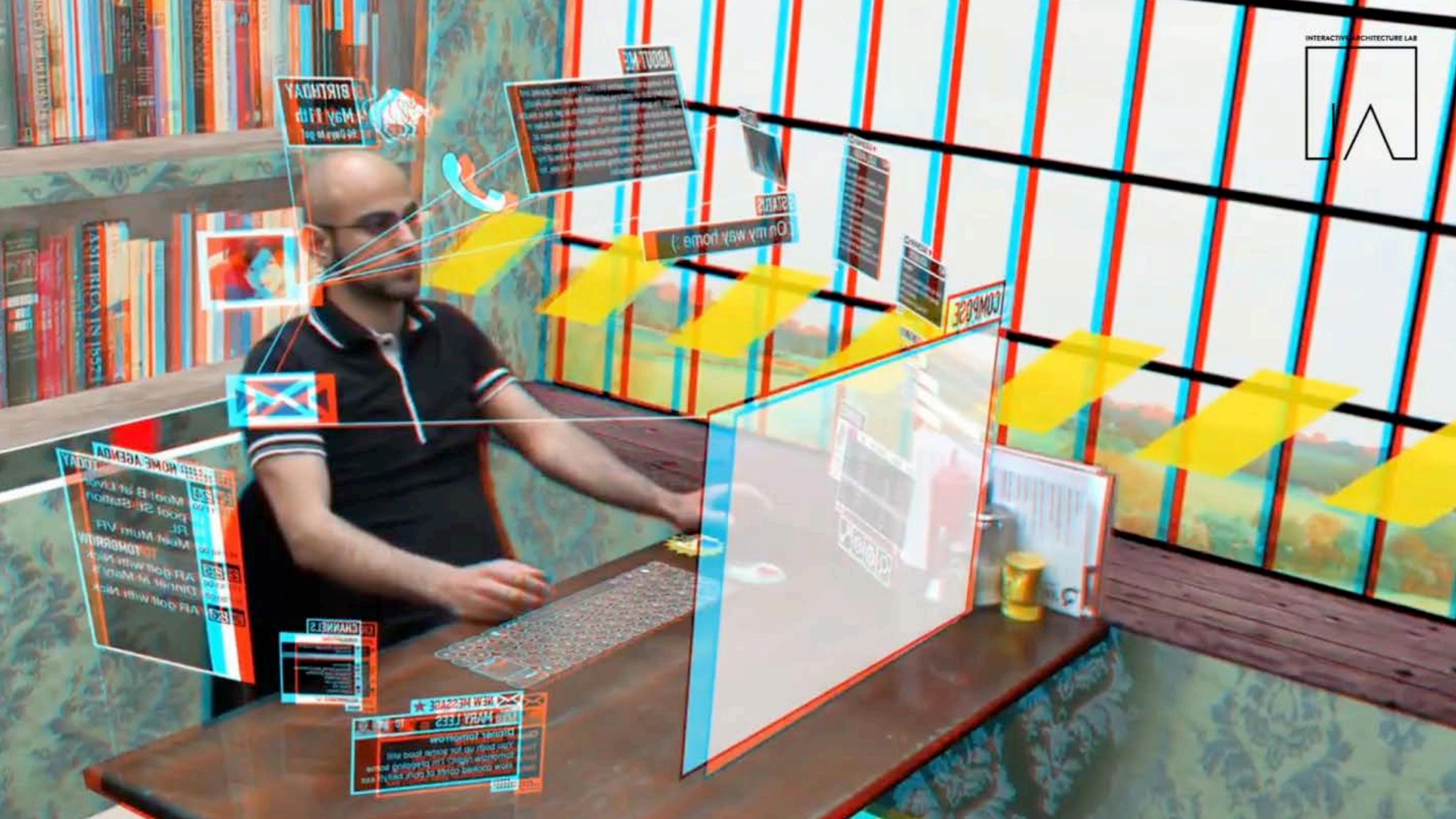
up the outlets from the small chamber into the channels. Leading from the channels, the *canon* has holes arranged in transverse rows that correspond to the openings on the top of the tablet; in Greek this tablet is called the *pinax*. Between the *canon* and the *pinax*, sliding tabs are installed that have holes bored in the same fashion; they have also been treated with oil so that they can be inserted and withdrawn easily, and thus they are able to block the holes. They are called *plinthides*. The back-and-forth movement of these sliding tabs covers some of the holes and opens others. 4. They also have iron hooks that are fixed to organ keys,⁶ and it is touching the organ keys that continually creates the motion of the sliding tabs. Above the holes in the *canon*, where the pressure escapes through the channels, rings are glued down, the ones by which the tongues of all the organ pipes are fastened in place. From the cylinders, furthermore, there are continuous pipes joined to the neck of the throttle and extending to outlet holes that open into the small chamber. Here there are disk valves, fashioned on the lathe and then set in place;

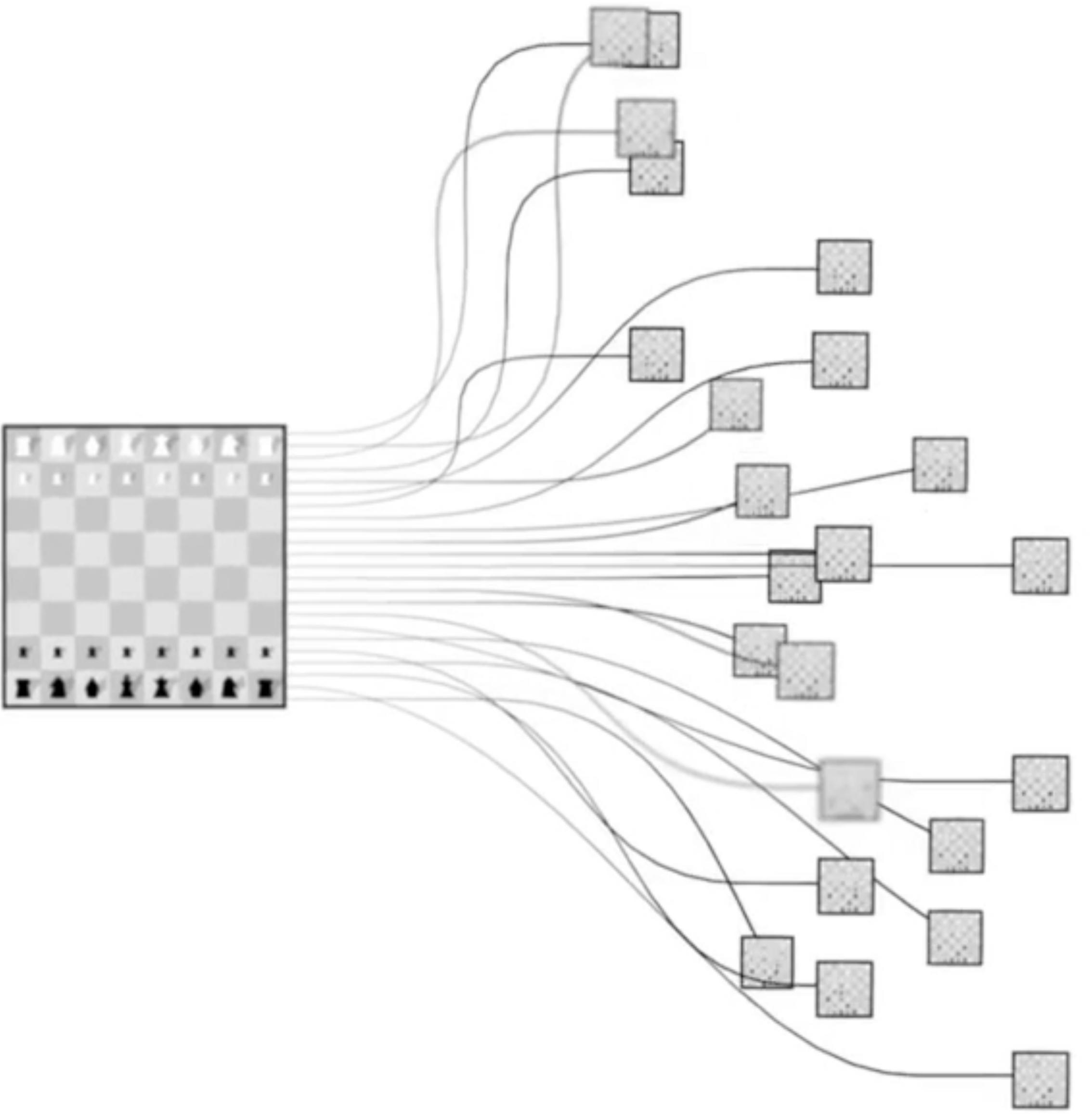
LA



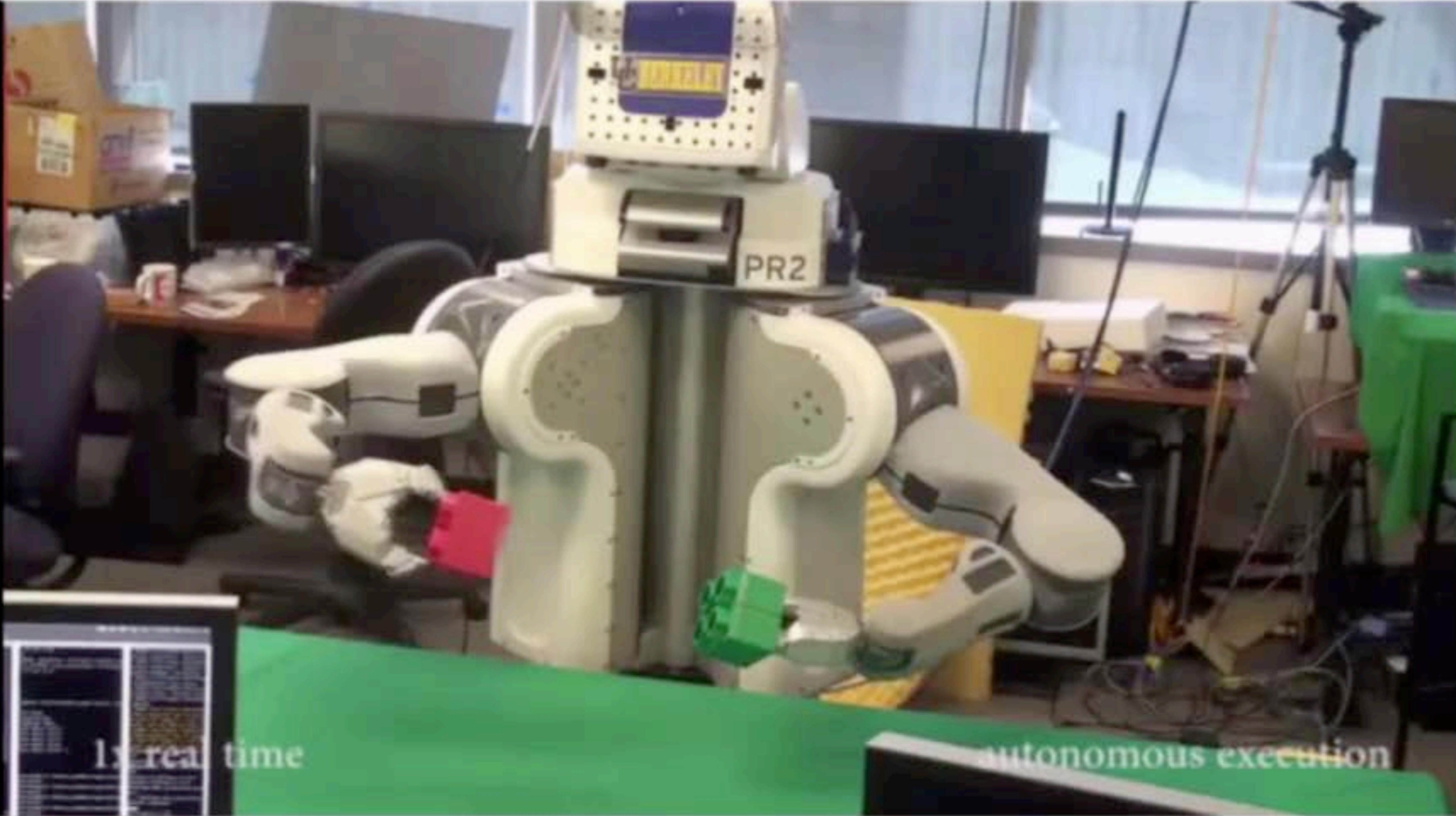






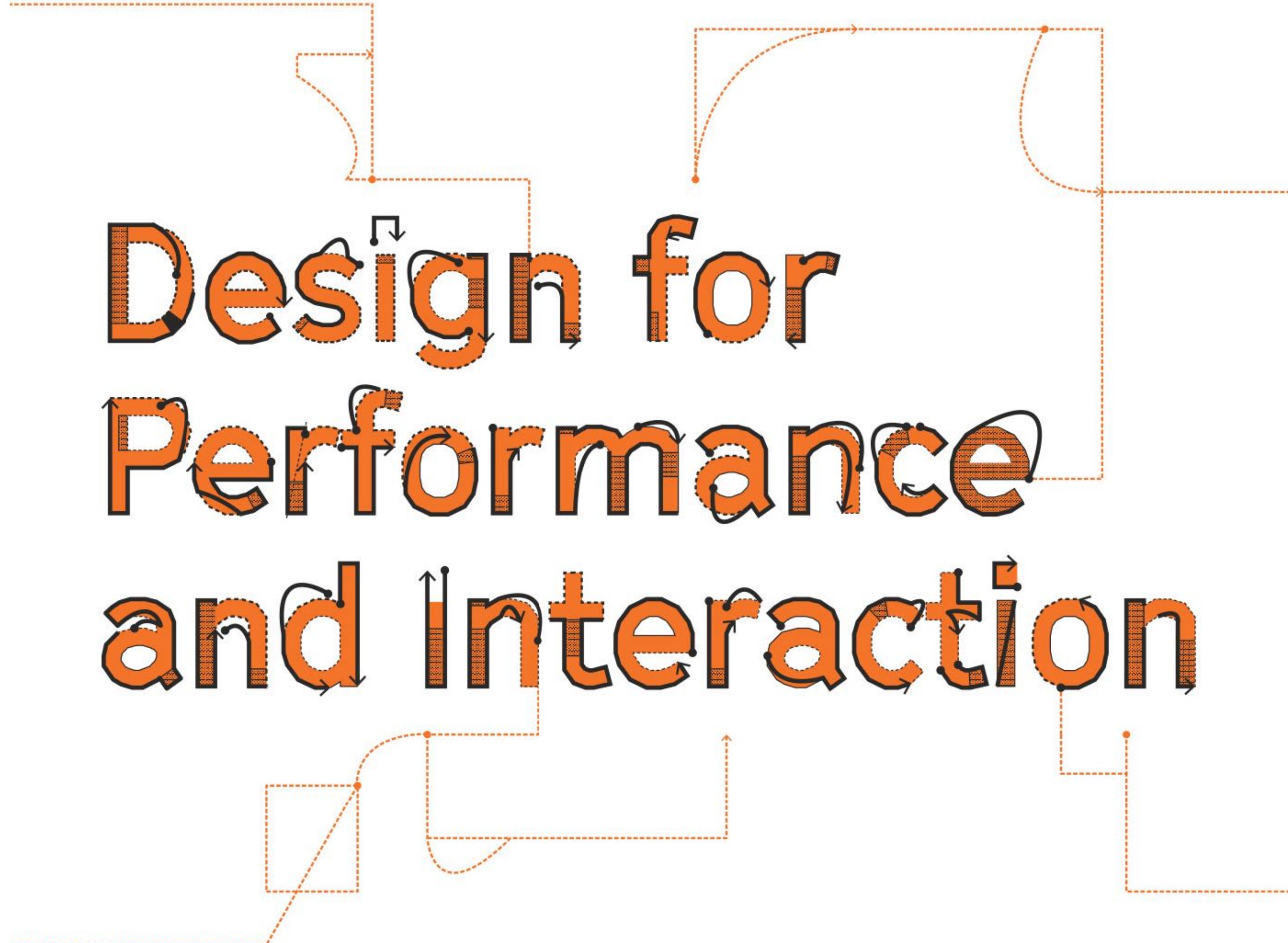


CHESS



In real time

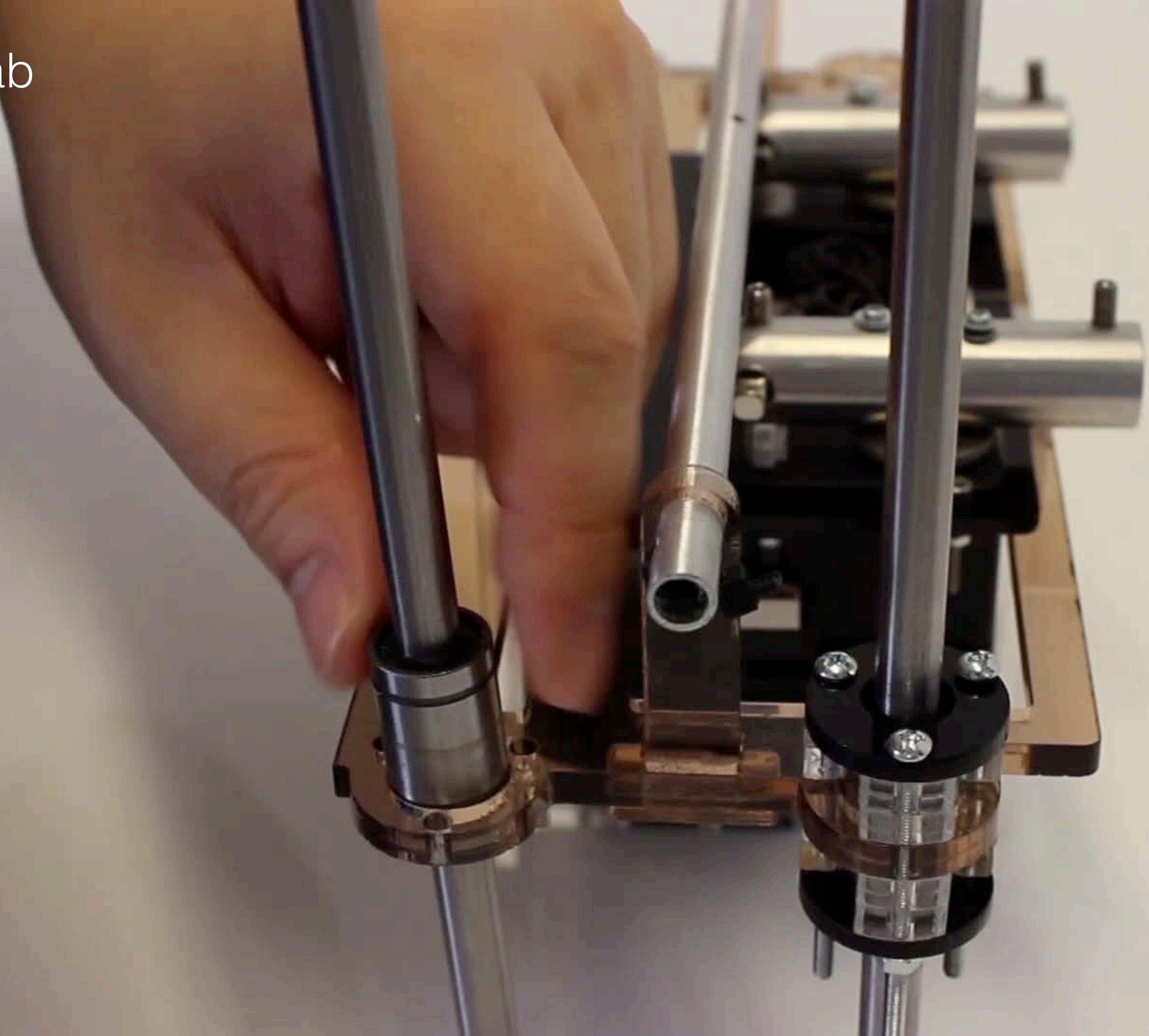
autonomous execution



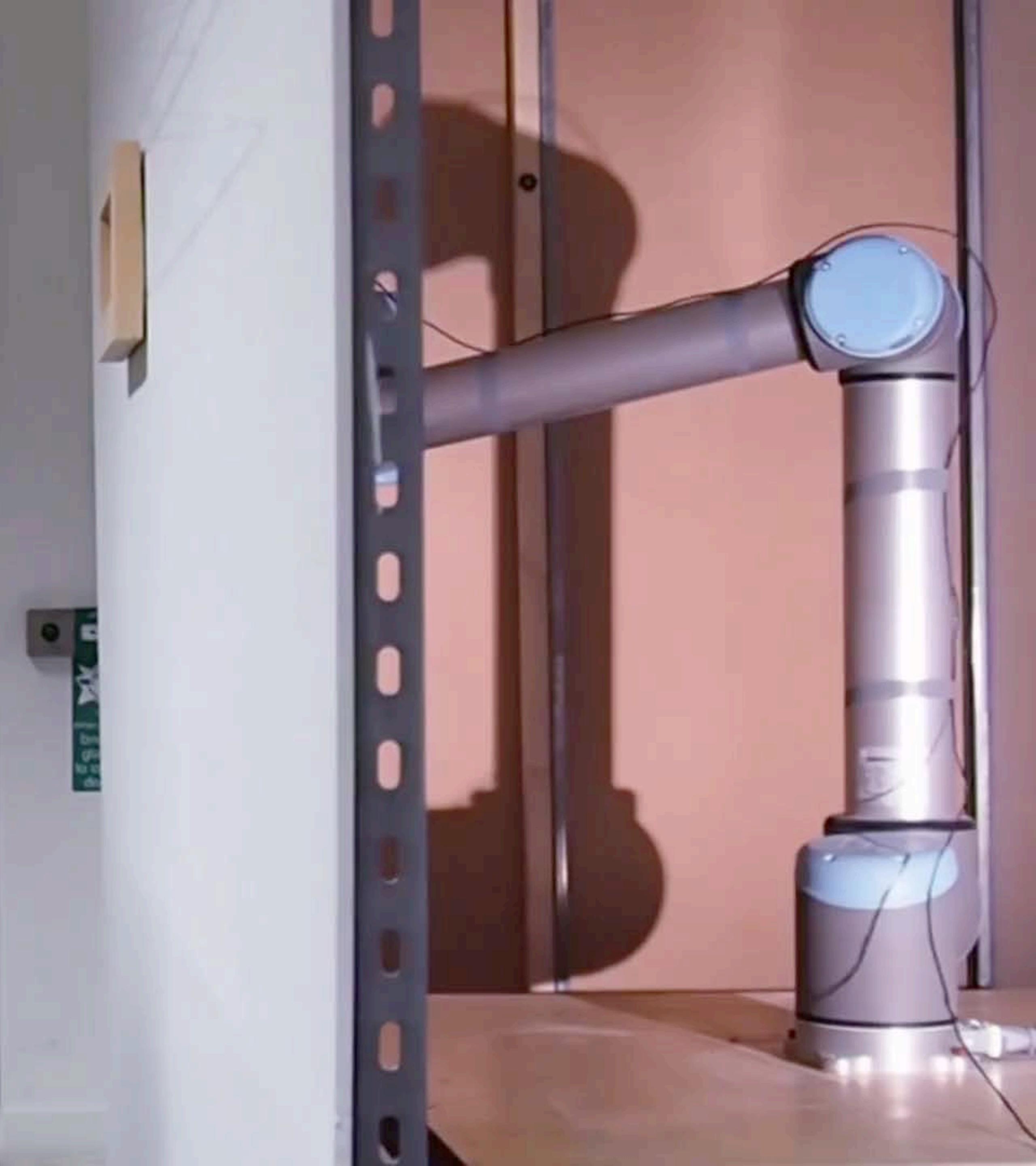
**Design for
Performance
and interaction**

The text is rendered in a large, bold, orange font with a black outline. It is set against a background featuring a complex, abstract orange dashed line graphic that forms a grid-like structure with various loops and arrows, suggesting a digital or performance-oriented theme.

@ialab



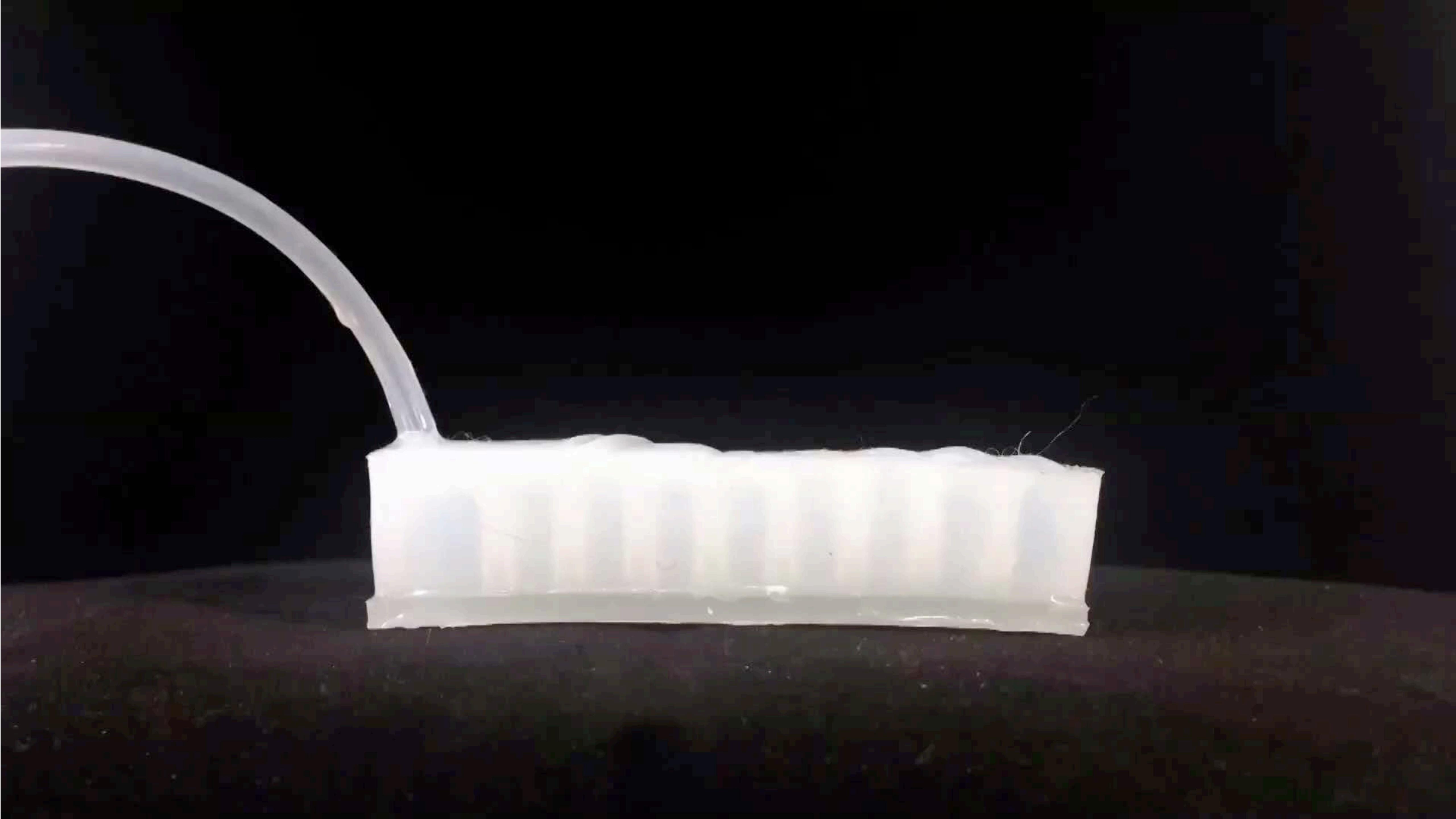
@ialab



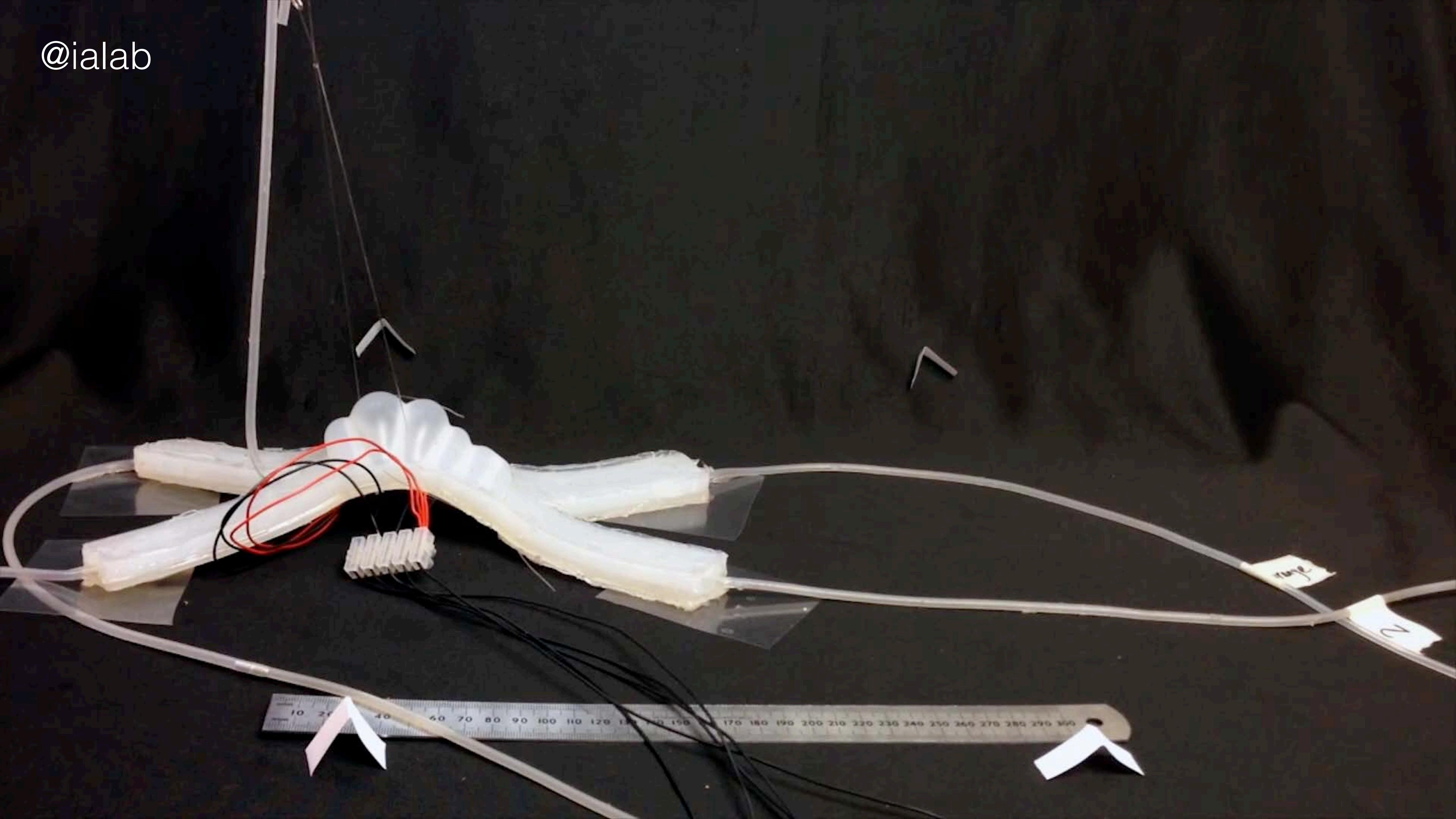
@ialab



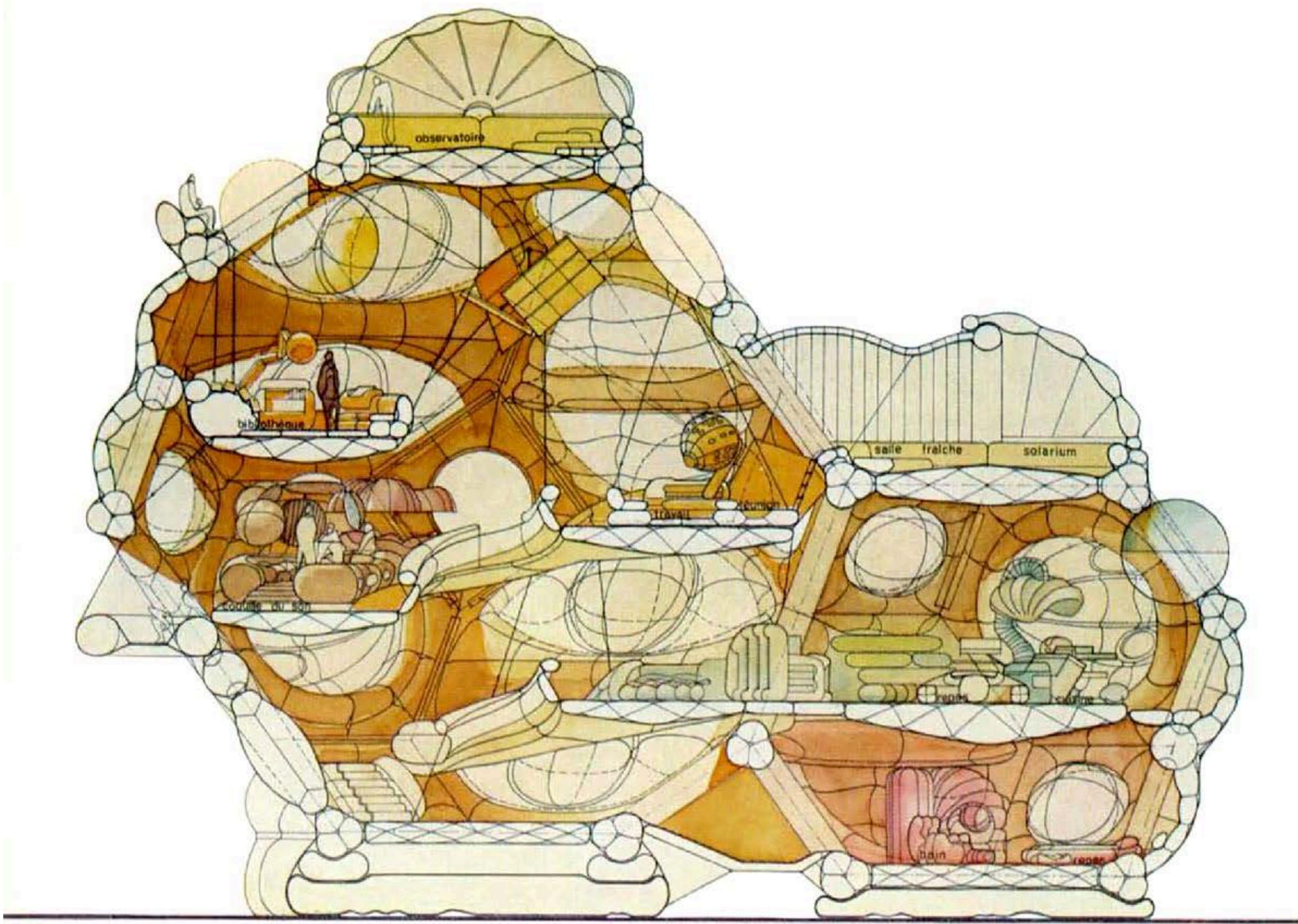




@ialab



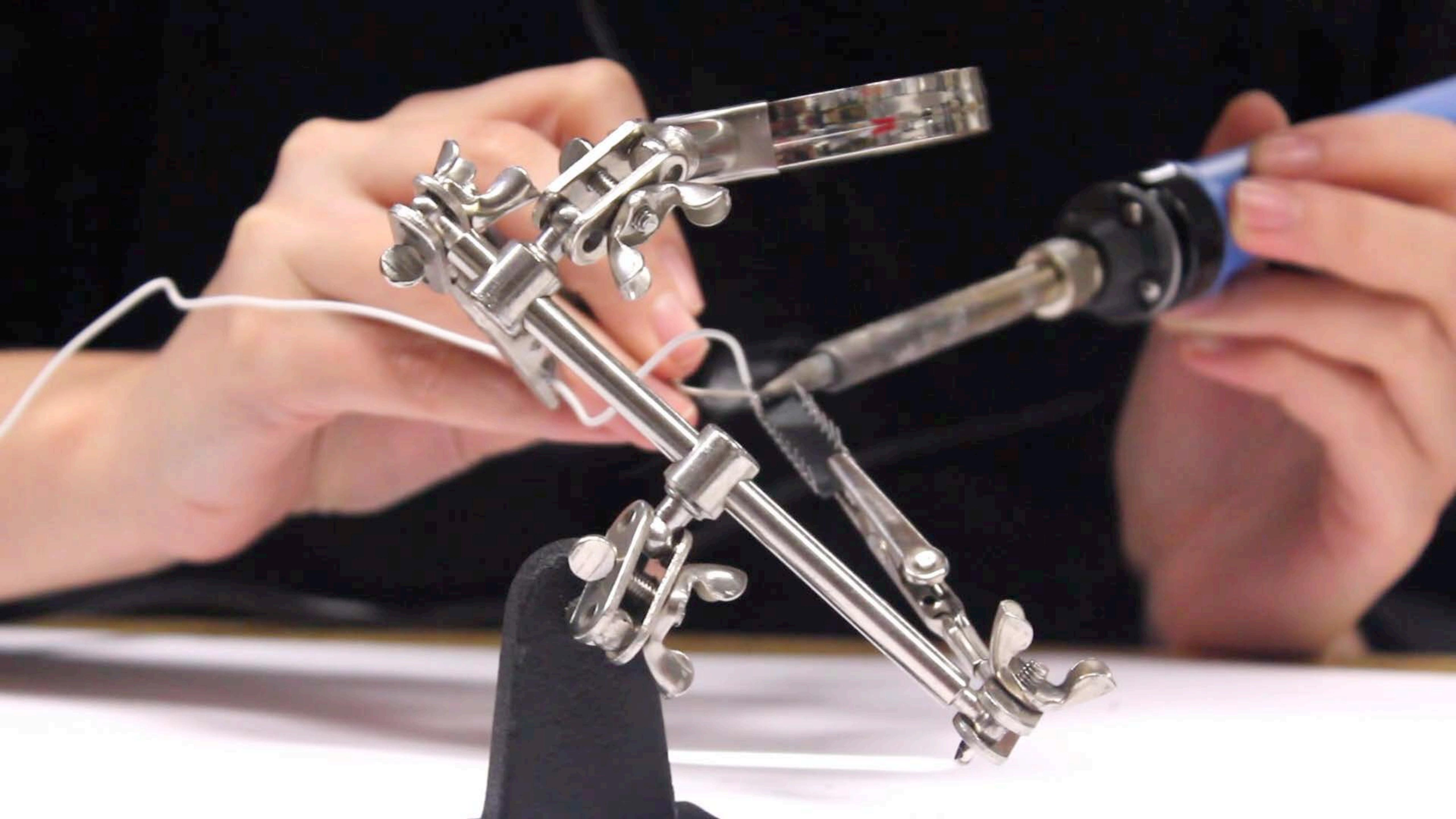






@ialab





@palab

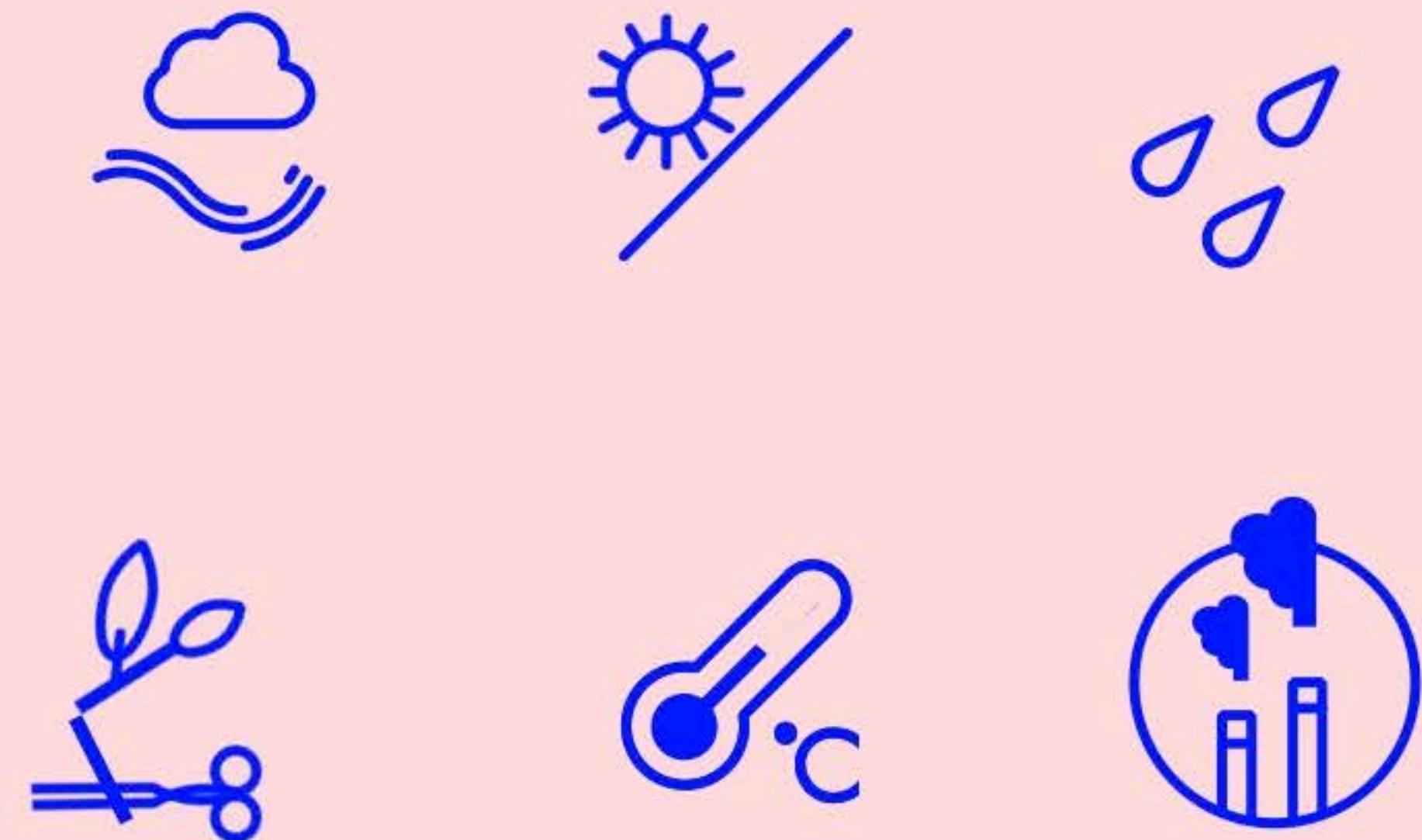


@ialab





Plants don't have a nervous system, but they can sense..



And become electro-chemically stimulated by a variety of stimuli.

@ialab



@ialab







```
-- Configuring done
-- Generating done
-- Build files have been written to: /Users/research/torch/cmake/3.6/build
Install the project...
-- Install configuration: ""
-- Up-to-date: /Users/research/torch/install/share/cmake/torch
-- Up-to-date: /Users/research/torch/install/share/cmake/torch/FindCUDA
-- Up-to-date: /Users/research/torch/install/share/cmake/torch/FindCUDA/make2cmake.cmake
-- Up-to-date: /Users/research/torch/install/share/cmake/torch/FindCUDA/parse_cubin.cmake
-- Up-to-date: /Users/research/torch/install/share/cmake/torch/FindCUDA/run_nvcc.cmake
-- Up-to-date: /Users/research/torch/install/share/cmake/torch/FindCUDA/select_compute_arch.cmake
-- Up-to-date: /Users/research/torch/install/share/cmake/torch/FindCUDA.cmake
FindCuda bits of CMake 3.6 installed
Installing common Lua packages
env MACOSX_DEPLOYMENT_TARGET=10.8 gcc -O2 -fPIC -I/Users/research/torch/install/include -c src/lfs.c -o src/lfs.o
env MACOSX_DEPLOYMENT_TARGET=10.8 gcc -bundle -undefined dynamic_lookup -all_load -o lfs.so -L/Users/research/torch/install/lib
c/lfs.o
Updating manifest for /Users/research/torch/install/lib/luarocks/rocks
luafilesystem 1.6.3-1 is now built and installed in /Users/research/torch/install/ (license: MIT/X11)

Updating manifest for /Users/research/torch/install/lib/luarocks/rocks
penlight scm-1 is now built and installed in /Users/research/torch/install/ (license: MIT/X11)

env MACOSX_DEPLOYMENT_TARGET=10.8 gcc -O2 -fPIC -I/Users/research/torch/install/include -c lua_cjson.c -o lua_cjson.o
env MACOSX_DEPLOYMENT_TARGET=10.8 gcc -O2 -fPIC -I/Users/research/torch/install/include -c strbuf.c -o strbuf.o
env MACOSX_DEPLOYMENT_TARGET=10.8 gcc -O2 -fPIC -I/Users/research/torch/install/include -c fpconv.c -o fpconv.o
env MACOSX_DEPLOYMENT_TARGET=10.8 gcc -bundle -undefined dynamic_lookup -all_load -o cJSON.so -L/Users/research/torch/install/l
lua_cjson.o strbuf.o fpconv.o
Updating manifest for /Users/research/torch/install/lib/luarocks/rocks
lua-cjson 2.1dev-1 is now built and installed in /Users/research/torch/install/ (license: MIT)

Installing core Torch packages
env MACOSX_DEPLOYMENT_TARGET=10.8 gcc -O2 -fPIC -I/Users/research/torch/install/include -c test.c -o test.o
env MACOSX_DEPLOYMENT_TARGET=10.8 gcc -bundle -undefined dynamic_lookup -all_load -o ffi/libtest.so -L/Users/research/torch/ins
l/lib test.o
env MACOSX_DEPLOYMENT_TARGET=10.8 gcc -O2 -fPIC -I/Users/research/torch/install/include -c call.c -o call.o -Idynasm
env MACOSX DEPLOYMENT TARGET=10.8 gcc -O2 -fPIC -I/Users/research/torch/install/include -c ctvne.c -o ctvne.o -Idynasm
```

Adobe After Effects CC 2017 - Untitled Project

Essentials Standard Small Screen Libraries > Search Help

Project ▾ Composition 01 2001 Hexagon ▾ Footage (none) Layer (none)

01 2001 Hexagon
1920 x 1080 (1.00)
Δ 0:00:52:24, 25.00 fps

Name Type Size Frame...
01 2001..mp4 MPEG ...MB 25
01 2001..gon Composition 25

Search

Audio

0.0 12.0 dB
-1.5 10.5 dB
-3.0 9.0 dB
-4.5 7.5 dB
-6.0 6.0 dB
-7.5 4.5 dB
-9.0 3.0 dB
-10.5 1.5 dB
-12.0 0.0 dB
-13.5 -1.5 dB
-15.0 -3.0 dB
-16.5 -4.5 dB
-18.0 -6.0 dB
-19.5 -7.5 dB
-21.0 -9.0 dB
-22.5 -10.5 dB
-24.0 -12.0 dB

Preview

Effects & Presets

Align

Libraries

Character

Paragraph

Tracker

8 bpc 50% 0:00:00:00 Active Camera 1 View +0.0

Render Queue ▾ 01 2001 Hexagon

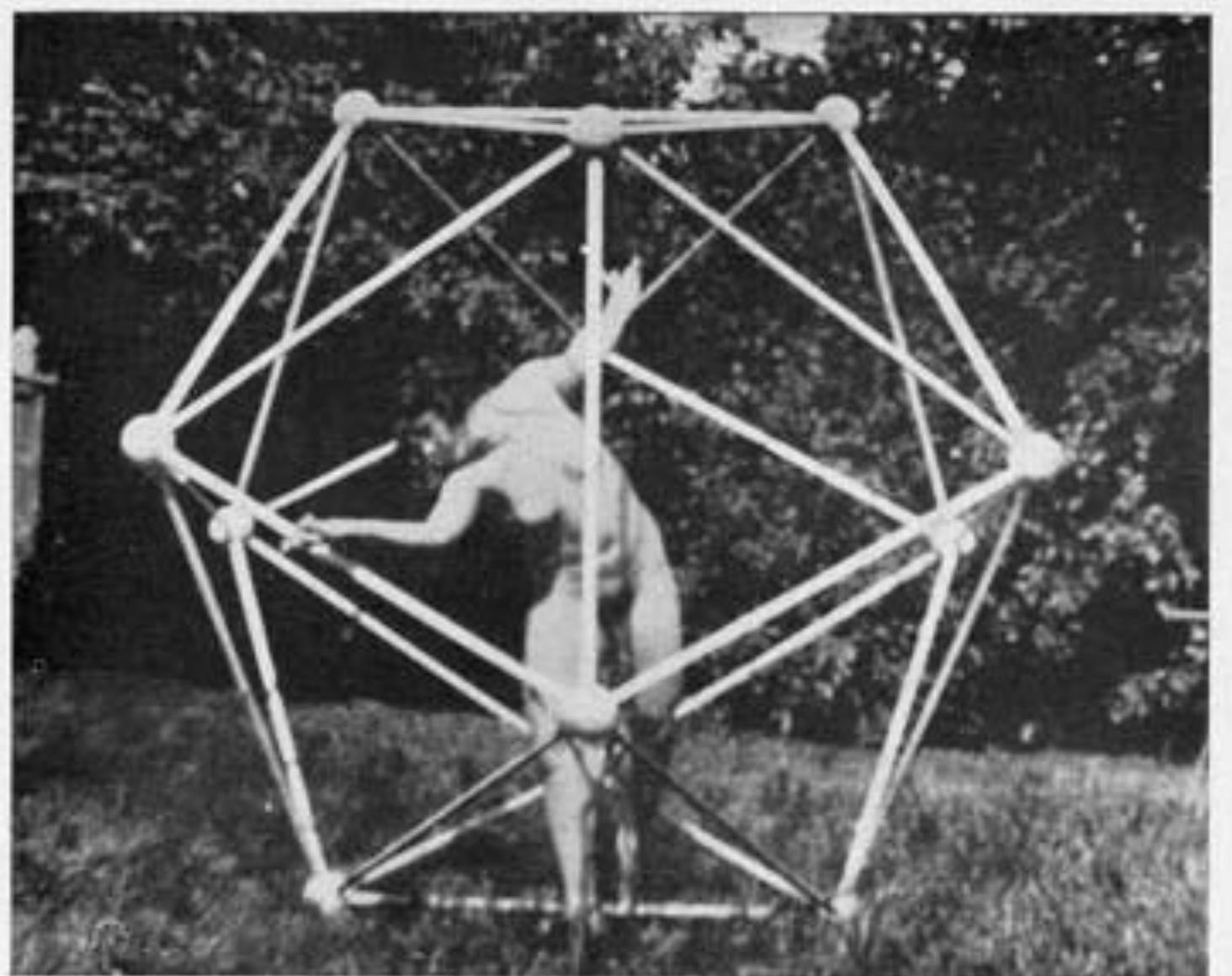
Current Render Elapsed: Est. Remain: Queue in AME Stop Pause Render

Render	#	Comp Name	Status	Started	Render Time	Comment
1	01 2001 Hexagon	Queued				

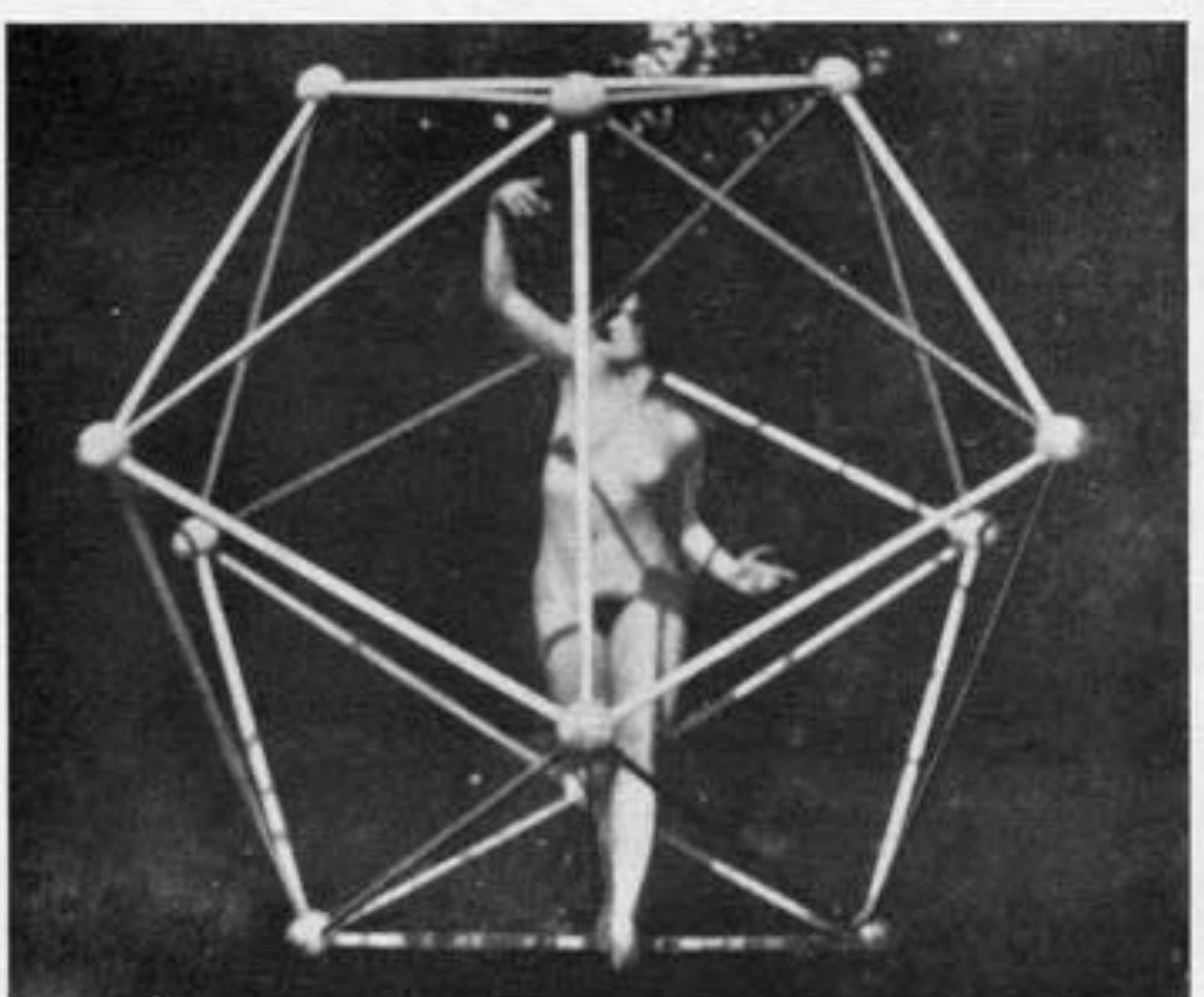
Log: Errors Only
Output To: 01 2001 Hexagon.mov

Message: RAM: Renders Started: Total Time Elapsed:

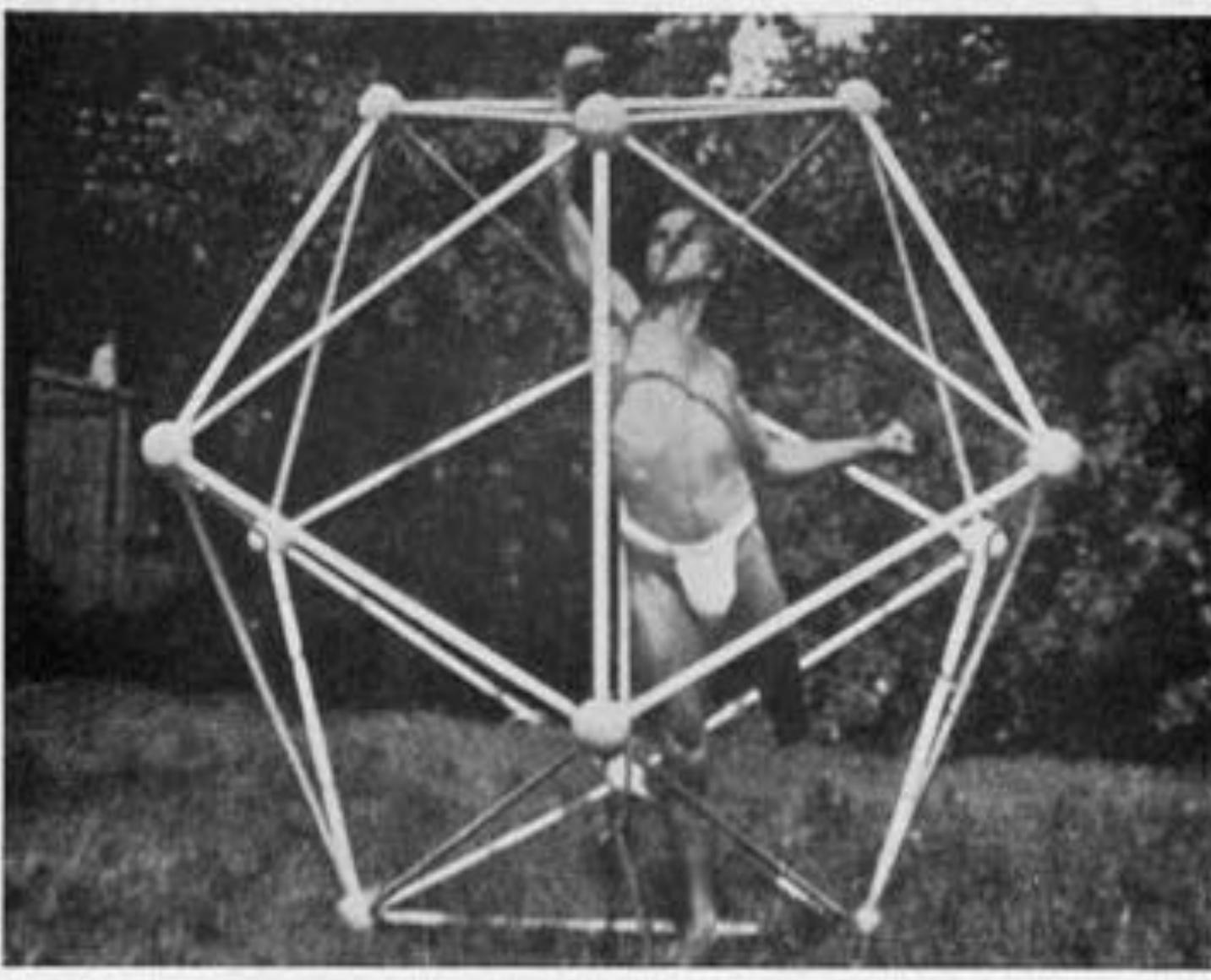
The image shows a complex 3D scene within the After Effects interface. A character in a red spacesuit is walking away from the viewer through a series of hexagonal panels that form a corridor. The panels have various rectangular cutouts and are set against a dark background. The After Effects interface is visible around the scene, including the top menu bar, toolbars, and various panels on the right side.



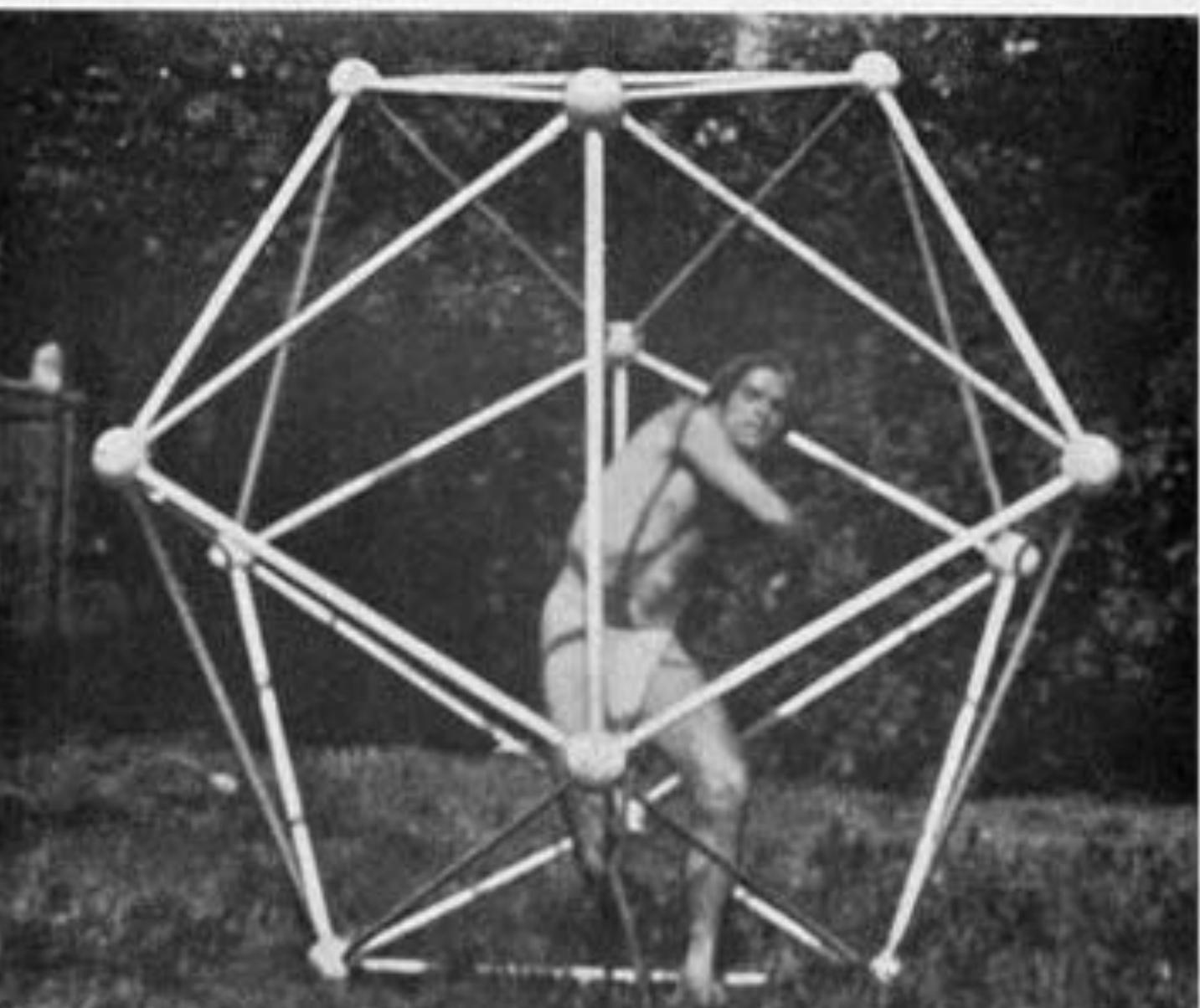
Neigung
rechts
6 A-Skala



Neigung
rechts
8 A-Skala



Neigung
(1-) e (r 8)
aus der
B-Skala



Neigung
2-(e),
(L 9) aus der
B-Skala

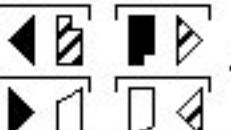
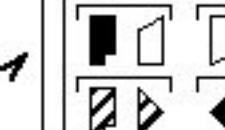
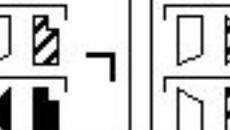
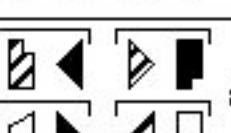
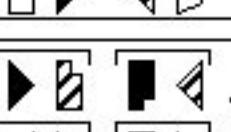
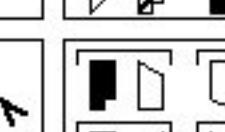
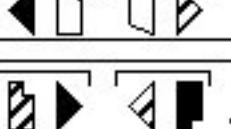
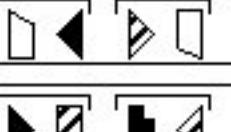
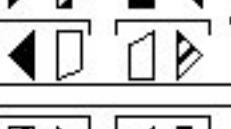
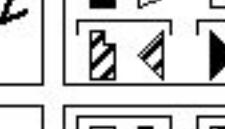
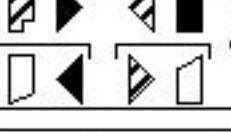
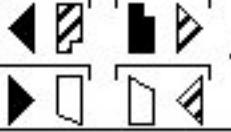
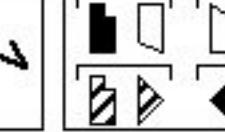
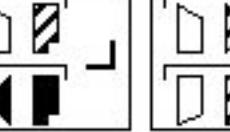
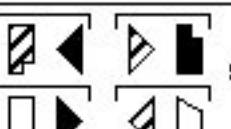
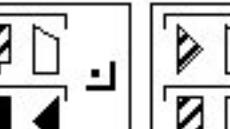
	DIMENSIONS		
	vertical (steep)	sagittal (suspended)	lateral (flat)
D I A G O N A L S	  	  	  
	  	  	  
	  	  	  

Table IV-8. Dimensional / diagonal tertiary deflections; Icosahedral inclinations (transverse and peripheral); Vector symbols. (Symbols in brackets read left to right.)

@ialab







DENSITY of points according to proximity to the viewer.

intimate personal

450

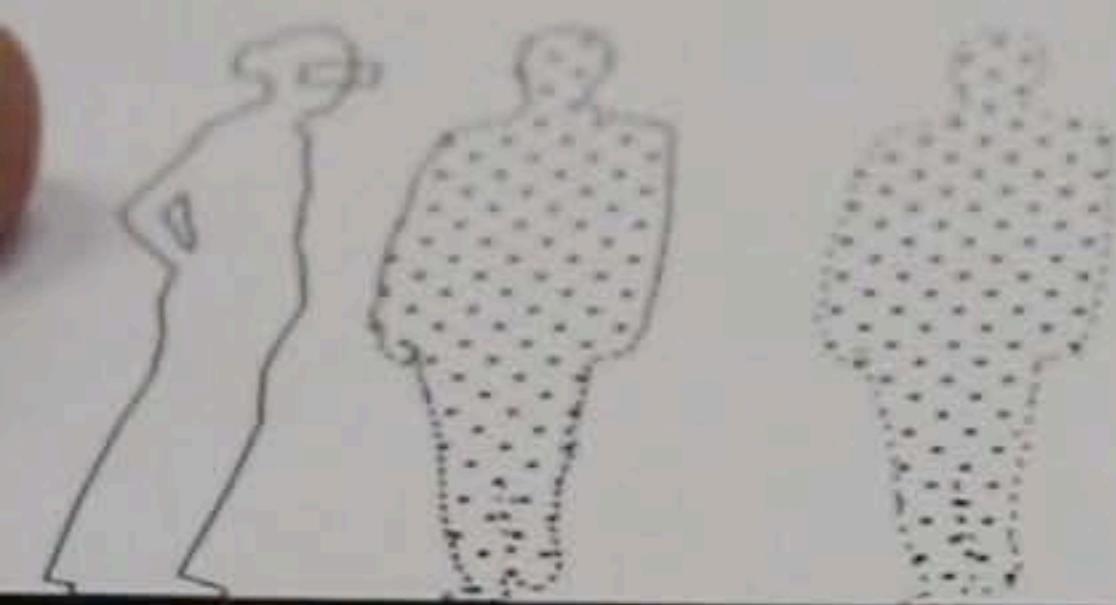
750

social

2400

public

4000

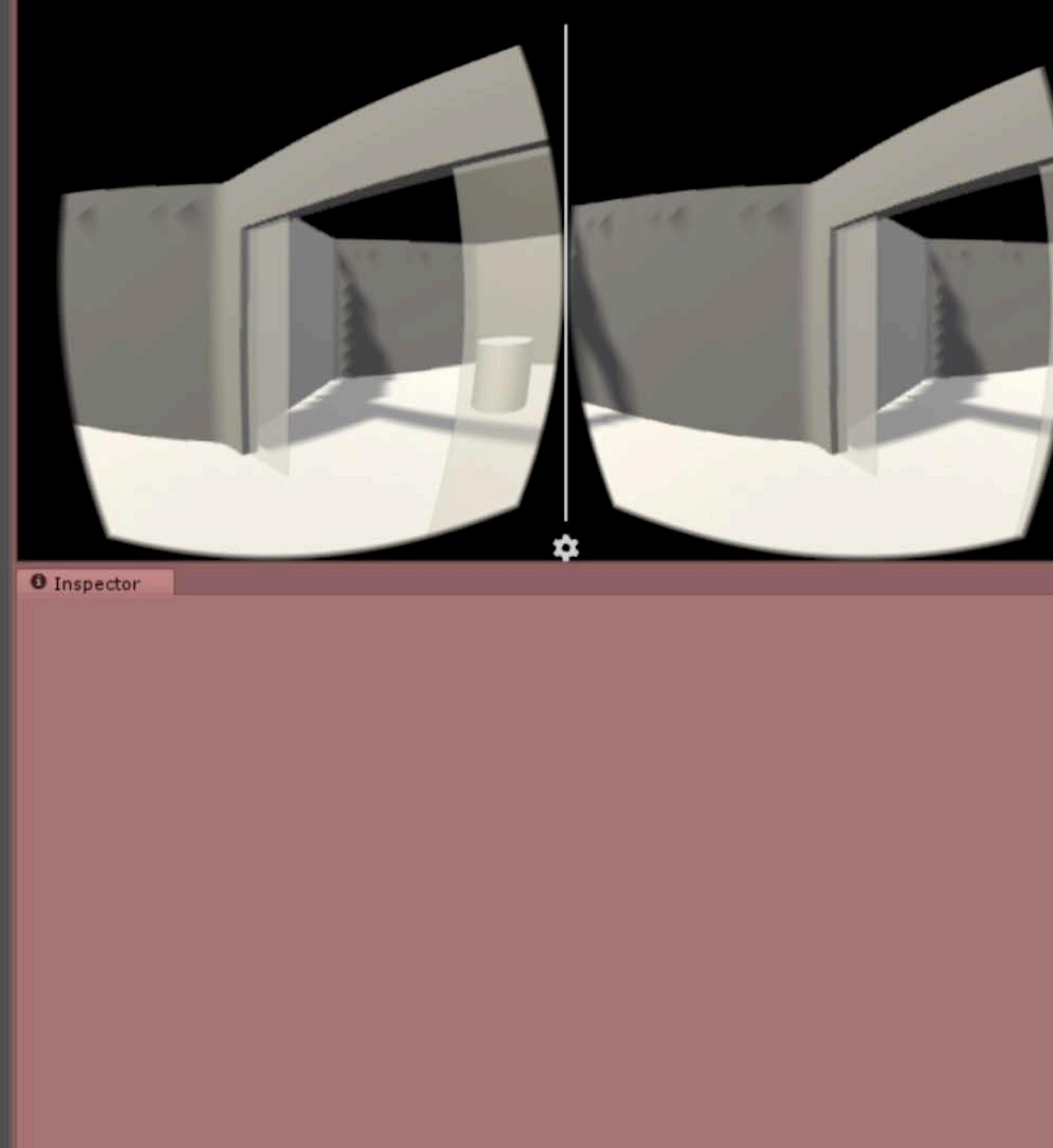
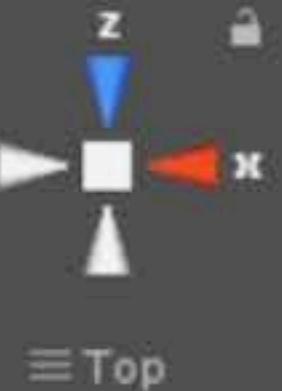


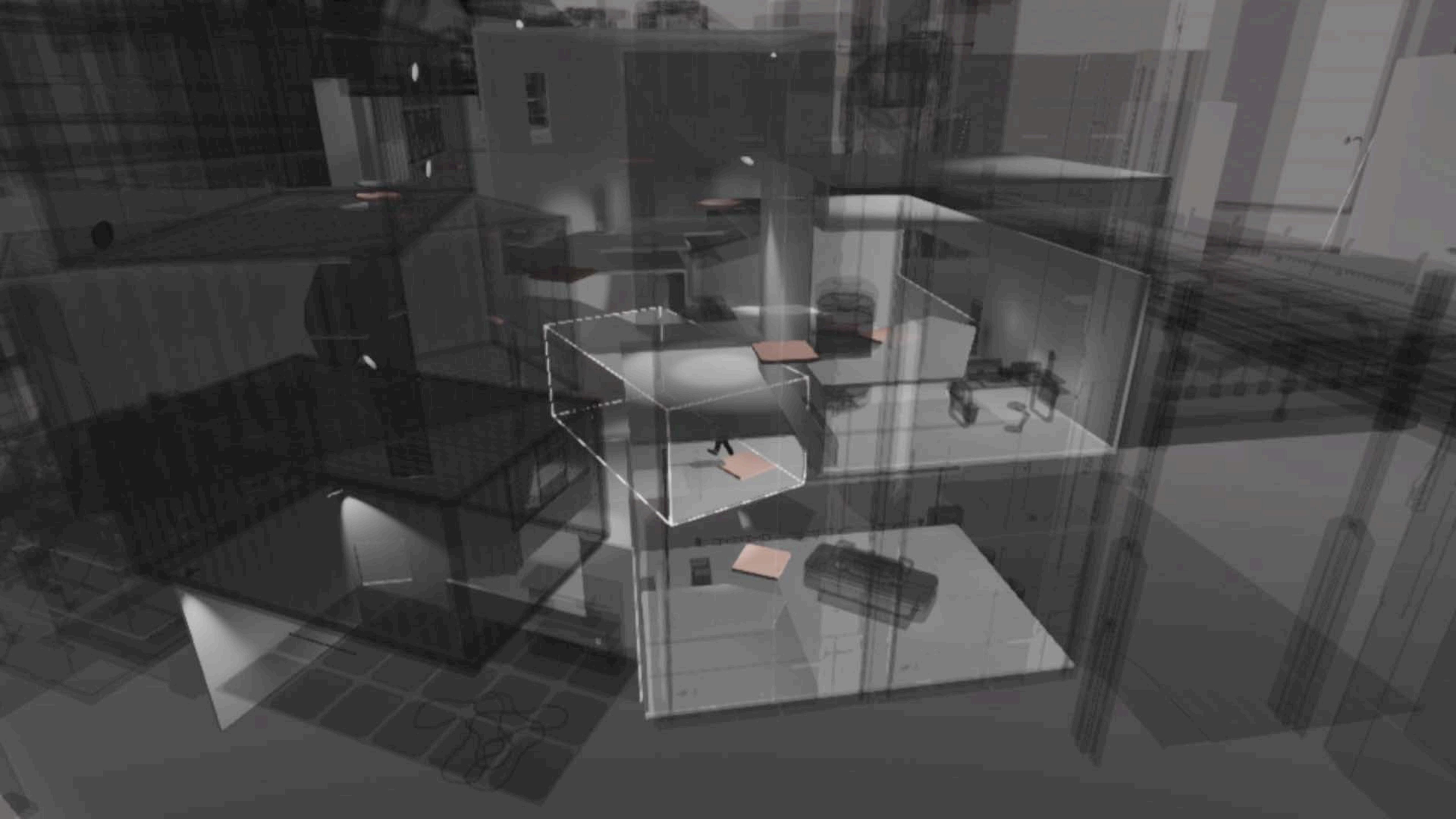
the viewer

the viewer starts
merge with the
scene

the silhouette gradually
becomes more dispersed

Prototyping Spatial Experience Integration In Unity





www.interactivearchitecture.org

@ialab