

First Etude - Véronique Pesant

FIRST THING - My favorite plant & plants in general:

This object is meaningful to me in two different ways. The specific one I'm currently looking at is special because it was given to me by my boyfriend as a gift, so it has a sentimental aspect to it. Plants in general though are also a symbol of nature and the environment, which is really important to me and should be important to everyone. Plants are a big part of our world, and are necessary to our survival and to the earth's well being. In my home, its role is to help purify the air, and bring positive vibes to the room, while being beautiful to look at and therefore serve as decoration. I love how plants are like natural air purifier.

My plant is a Sansevieria Trifasciata, known as 'Langue de Belle-Mère' in french. It's a plant that doesn't need a lot of sun, or water, only a little bit of love. It's from the succulent family, and is known for its great purifying qualities. If placed in a bedroom, it can also help to fall asleep since it releases oxygen at night.

Plants are also something that I've always liked to draw or photograph because of their look, diversity, and how each one is unique, creating funky patterns with their leaves or petals. I love how some plants are strong enough to grow in the oddest places making them almost magic. Speaking of magic, plants are at the very center of some fairy tales, used for some healing treatments, witch potions, metamorphosis (harry potter 4), wise talking trees, magic beans, etc. They have a magical aspect that makes them even more special.

In conclusion, plants are the center of our world and and of many imaginary worlds and for those two reasons, they are special to me and I'm sure to many other people. On top of that, they are literally the reason why we are alive today so the least would be to take care of them in exchange. Furthermore, to link with the text on interaction, I believe that humans and plants are truly interacting (not always on the best way from our side though). We provide (or don't) what the plants need, and they provide our oxygen.

Ways to make it interactive:

First → I would like to create an interaction with my plant so it can warn me when it needs water. Some kind of sensor could go into the plant's soil and analyse its humidity. Then a corresponding light would light up: green is okay, yellow is getting dry, red needs water. In the case of a red light, a little bell would ring. In a perfect world, I would also like to figure out a way to send a notification to the owner of the

plant like 'Hey I'm getting thirsty here'. That would help people everywhere to take care of their plants, cause we all know it's not always a reflex to water regularly our plants and we surely don't want to see them die.

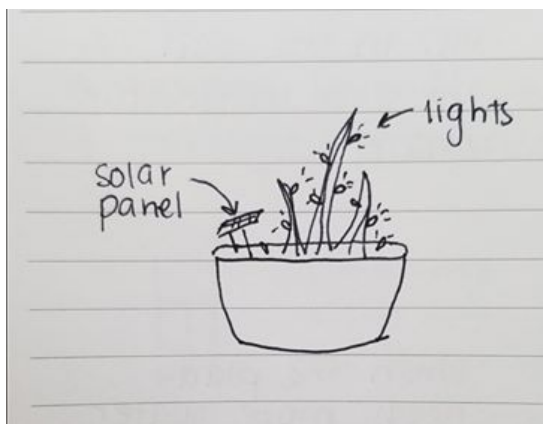
The goal is to give some kind of communication skill to my plant to give it an extraordinary aspect.

This is the idea I chose so see the storyboard at the end of the document.

Second → Another idea I had was to create a decor with my plant, or multiple plants, and hide a circuit with different interaction in it. It could be joined with a story, and as you go through the story, you activate the different part of the circuit, lighting up the decor, making objects move, etc.

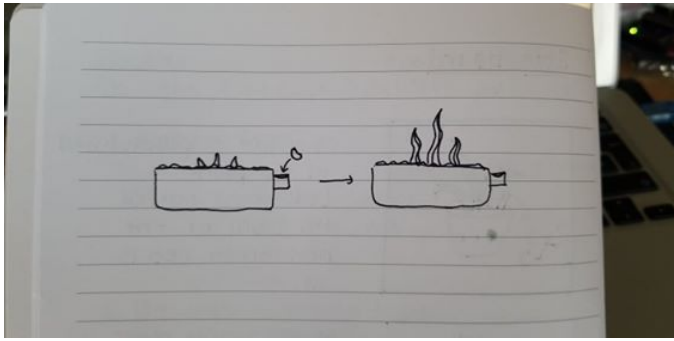
A simpler version of that idea, but I think it would still be a cute idea, would be to simply place LEDS on the leaves or in the soil and a light captor. When the sun sets down and the captor can't detect any light, the LEDS light up to give the impression that the sun accumulated by the plant during the day, makes her glow at night. Just like magic!

The goal is to put a simple object that we see everyday and give it magical properties, to remember people to look for the beauty in everything.



Third → My last idea feels a little bit like cheating, but I hope it still works because I love that idea too. I would use more the idea of the plant than an actual plant. In other words, I would craft some kind of fake plant with interactive branches or leaves. I would like to join my love for fairytales and my love for plants, and try to represent the famous magic beans. The idea would be to place a bean in the soil, and watch the leaves grow. If you add a bean, the leaves grow more, until they reach their maximum height. After reaching that maximum height, the plant would die.

This idea could be used as a metaphor for drugs abuse. Trying is okay, but too much results in horrible consequences.



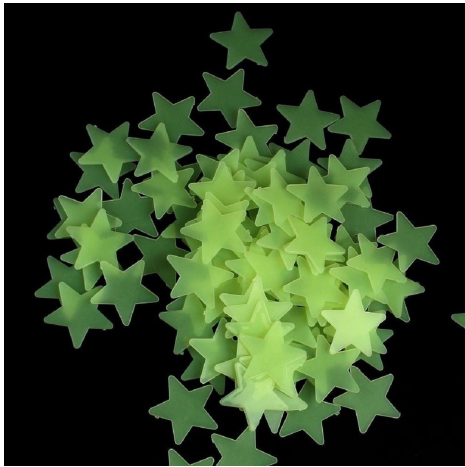
SECOND THING - The little stars on my ceiling (I don't have photos since they are in my home in québec, but I put a reference image found on internet):

I've always liked space. As a kid, I would love to fall asleep looking at those little stars, and now I love the memory they bring and the reference to real stars. Outer space is something that's fascinating to me and to many others and it would be really interesting to create an interactive project related to it. On a larger scale, looking at stars help to put our lives in perspective. It reminds us how small we are compared to the universe and that our problems are probably not as bad as we think. In my particular case, they were also special because they remind me of family cottage and the nights we spent there looking at the stars. I'm sure many other people had these in their room, so it's an object that's relatable to a lot of people.

Some people also believe in the art of astronomy to guide their lives. It is a possibility that greater things impact our lives on earth. That could be an interesting path for a project. The plastics stars become more of a symbol though. A window to the actual outer space, thinking outside of the bedroom. That's a great image that I often thought about as a kid.

As a kid, the way these stars light up was a mystery. Today, I'm wondering what could be done with such a technology on a larger scale. The problem with this object is that the stars in themselves would probably be hard to make interactive. Instead, it would be interesting to explore the idea of astronomy itself, and try to create a interactive experience that relates to space itself, maybe using sun powered technology. Outer space have an infinity of possibilities after all.

So maybe the 'thing' is not the plastic stars per se, but the concept of stars.



THIRD THING - A shirt from one of the many concerts I've seen / A favorite artist's music (I also forgot the picture for this one but I found one online):

One thing I really love in life is music, but I also really love everything related to scenic arts, especially music concerts. I've seen many artists on show and I always bought a shirt from their merch. Everytime I wear them afterwards it brings back all the memories of that moment and makes me feel really warm inside. A shirt is something I can wear and bring anywhere I like. The idea of portability is important, it's what makes it special in way. A shirt allows you to wear your memories (in this case) anywhere.

In one of the concert I've seen, each and everyone of us were given a bracelet and during the concert, the bracelets would light up in synch with the music. At the time I remember thinking that was absolutely awesome, and I still do. That's one thing I like about events like these: the possibilities are infinite to animate the space.

This shirt is also special to me because it reminds me of my younger self. I was in high school when I got it and going through all the ups and downs a teenager has to go through, and that music / concert was really meaningful to me. It helped me escape and forget about my struggles of that time. It made me feel better. At that time, it was also a way to bond with other people. At school, seeing people with

t-shirts with the same t-shirts helped meeting new people and creating links with them.

So the shirt, physically is a pretty regular shirt, but it's the memories around it that make it special. It's more of a symbol. It brings together the music, the lights, the dancing, the people, everything. The only thing is that I'm not sure if this kind of fabric would be easy to use for interactive stuff...



Ways to make it interactive:

First → To make my shirt interactive, I thought I could use the emotions it gives me. I could use a sensor that feels the rhythm of my heart, and when it increases, the shirt would light up. That idea could also be used on any plain shirt, during a concert, to make the concert even more special.

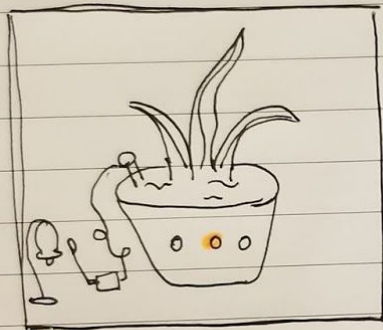
Depending on the intensity of the emotions, the lights would vary, and in the case of extreme happiness, the lights could blink.

Second → I don't know how to make this idea come to life, but I also had the idea to use a song detection, kind of like the Shazam app to interact with the shirt. For example, if I'm wearing a Taylor Swift shirt, and a Taylor Swift song happens to play nearby, the shirt would light up or if possible, get warmer to mimic the warmth the music brings to my heart (aww).

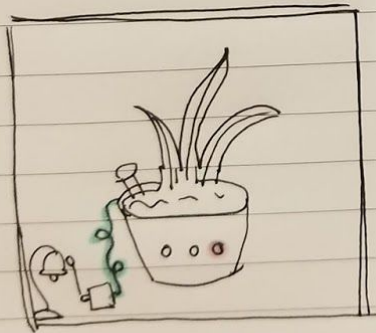
Storyboard



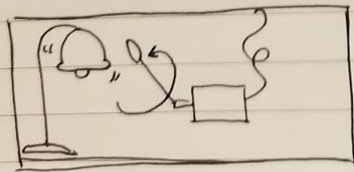
A sensor is positioned in the plant
Leds come out of the front of the pot. Green LED is lit.



As the water dries out in the soil,
the light indicator changes.



when the plant needs more water,
the ~~rig~~ red LED lights up. and a signal is sent to the motor.



The motor activates the stick, which hits the little bell with every turn and alerts the owner of the plant.