

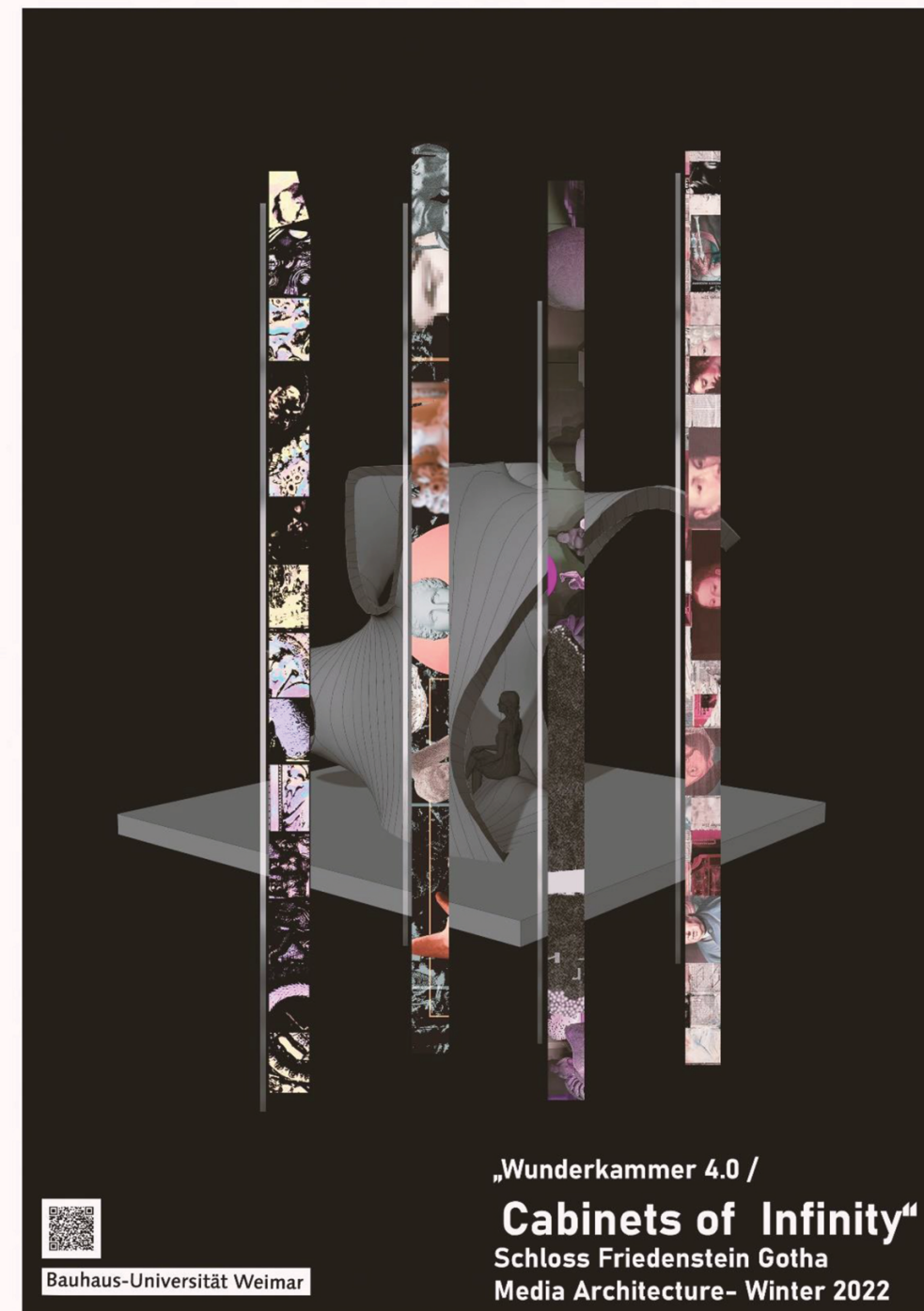
„Wunderkammer 4.0 / Cabinets of wonder“ Schloss Friedenstein Gotha

Betreuung: Prof. Bernd Rudolf, Prof. Andreas Kästner, Junior Prof. Reinhard König,

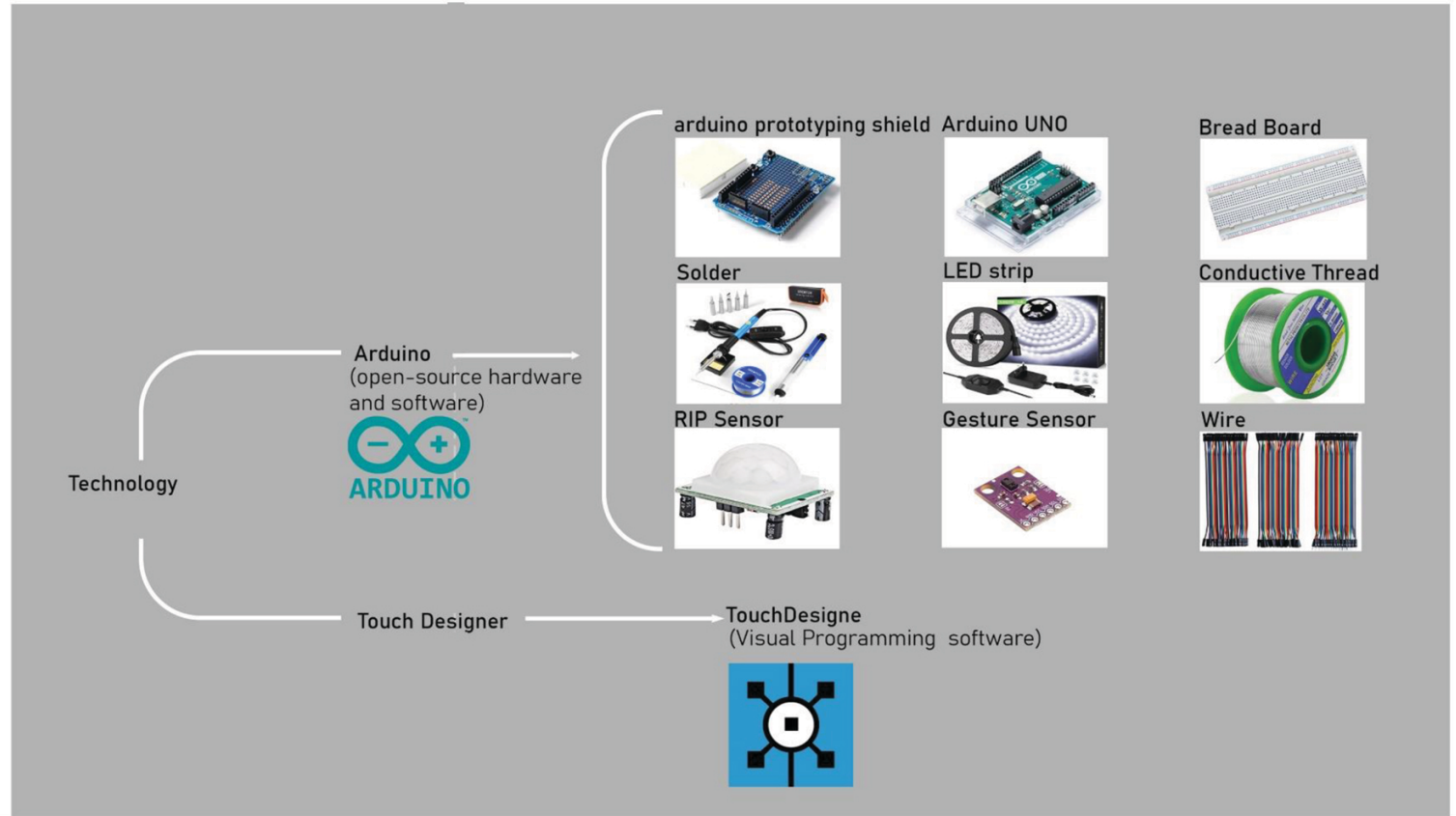
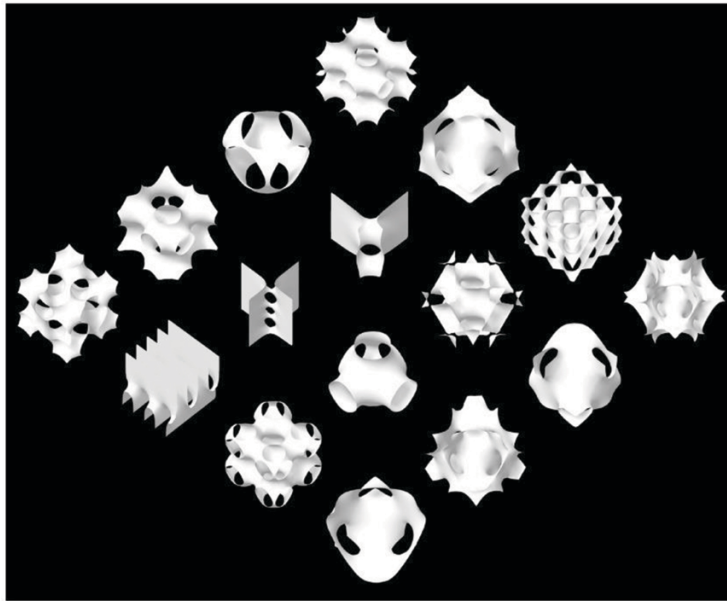
Dr. Sabine Zierold,

Nezar Abuhlaweh

Gastkritik: Stefan Kraus / Author: Zeinab Rahimi, Faezeh Mansourkhaki



Light Movement Layers _____ Shadow



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The fundamental design concepts of this two-layer pavilion is based on the baroque architecture concept of high decorative interior design and relatively simpler faced. The intention is to show pictures of art pieces through interactive LED screens and give the visitor the joy of moving the displayed photo collection by themselves. we have chosen four modules to show four categories of art pieces which are: Sculpture, Paintings, Patterns, and Objects.



Photo Category: Sculpture



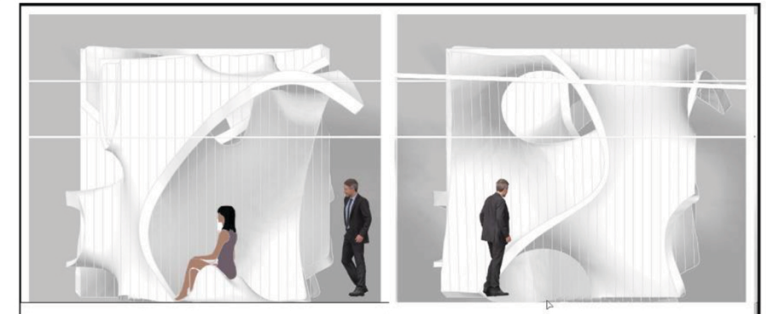
Photo Category: Pattern



Photo Category: Objects



Photo Category: Painting



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First collection- sculpture



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First collection- sculpture

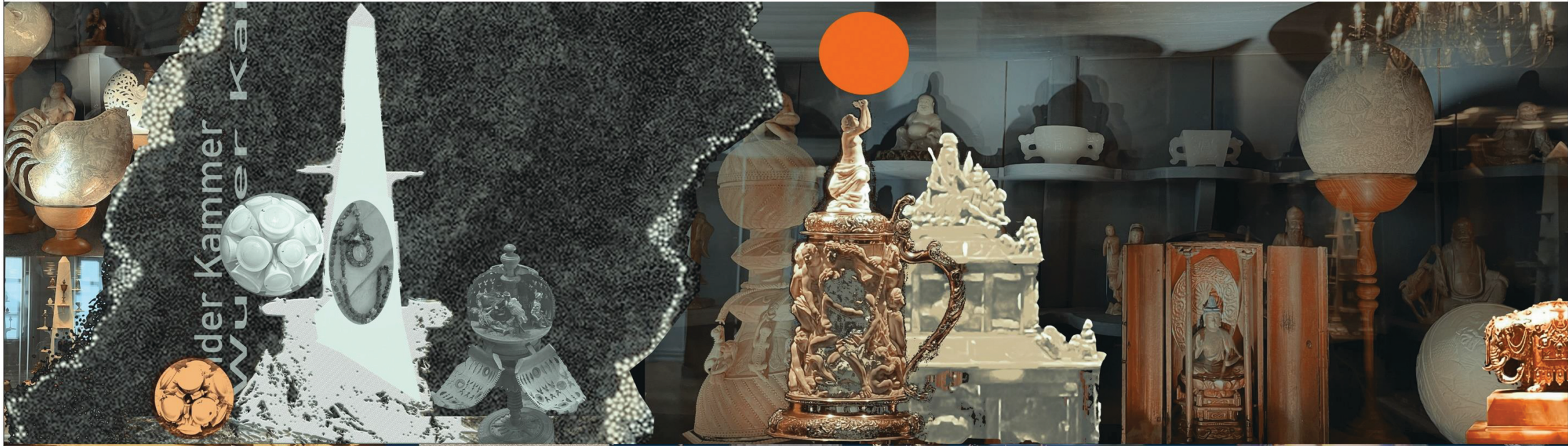


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First collection- sculpture



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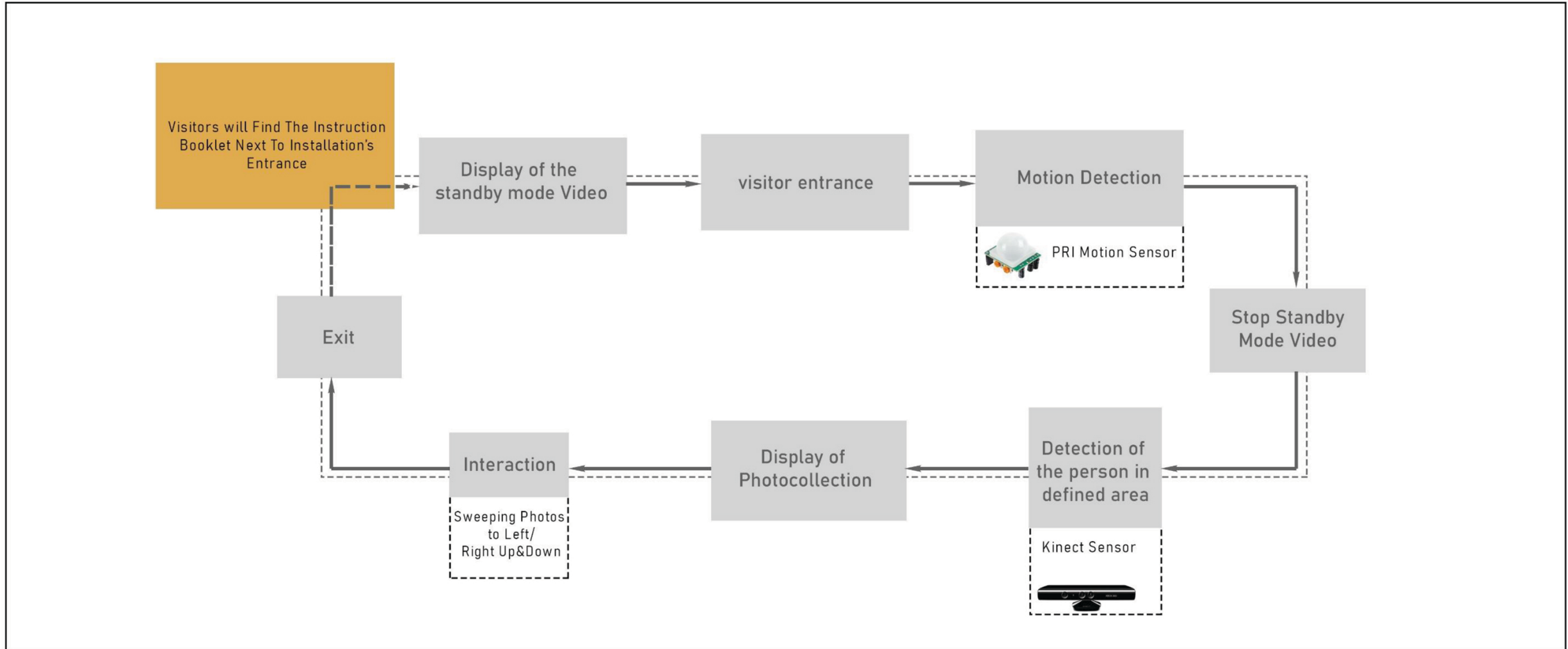
First collection- sculpture



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```
#include <Wire.h>
#include <SparkFun_APDS9960.h>

// Pins
#define APDS9960_INT 2 // Needs to be an interrupt pin

// Constants

// Global Variables
SparkFun_APDS9960 apds = SparkFun_APDS9960();
int isr_flag = 0;

void setup() {

  // Set interrupt pin as input
  pinMode(APDS9960_INT, INPUT);

  // Initialize Serial port
  Serial.begin(9600);
  Serial.println();
  Serial.println(F("-----"));
  Serial.println(F("SparkFun APDS-9960 - GestureTest"));
  Serial.println(F("-----"));

  // Initialize interrupt service routine
  attachInterrupt(0, interruptRoutine, FALLING);

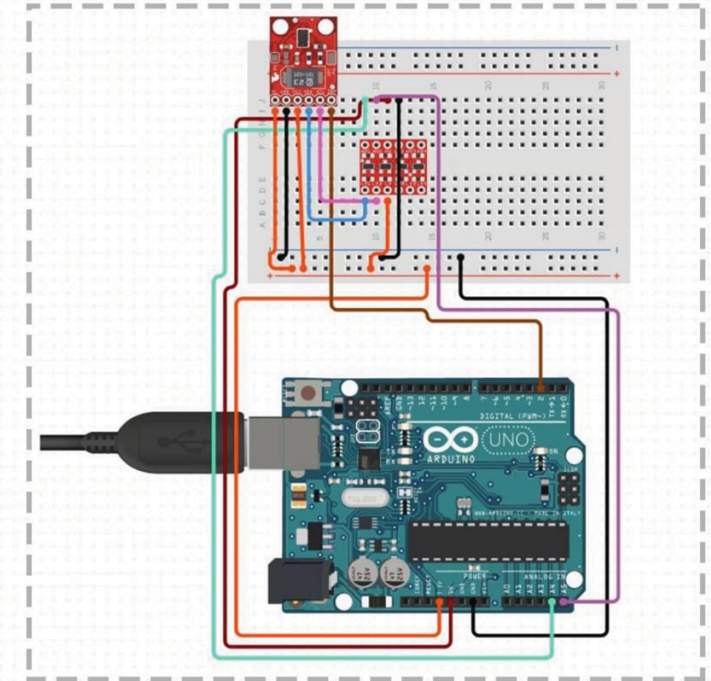
  // Initialize APDS-9960 (configure I2C and initial values)
  if ( apds.init() ) {
    Serial.println(F("APDS-9960 initialization complete"));
  } else {
    Serial.println(F("Something went wrong during APDS-9960 init!"));
  }
}
```

```
// Start running the APDS-9960 gesture sensor engine
if ( apds.enableGestureSensor(true) ) {
  Serial.println(F("Gesture sensor is now running"));
} else {
  Serial.println(F("Something went wrong during gesture sensor init!"));
}
}

void loop() {
  if( isr_flag == 1 ) {
    detachInterrupt(0);
    handleGesture();
    isr_flag = 0;
    attachInterrupt(0, interruptRoutine, FALLING);
  }
}

void interruptRoutine() {
  isr_flag = 1;
}

void handleGesture() {
  if ( apds.isGestureAvailable() ) {
    switch ( apds.readGesture() ) {
      case DIR_UP:
        Serial.println("UP");
        break;
      case DIR_DOWN:
        Serial.println("DOWN");
        break;
      case DIR_LEFT:
        Serial.println("LEFT");
        break;
      case DIR_RIGHT:
        Serial.println("RIGHT");
        break;
      case DIR_NEAR:
        Serial.println("NEAR");
        break;
      case DIR_FAR:
        Serial.println("FAR");
        break;
      default:
        Serial.println("NONE");
    }
  }
}
```



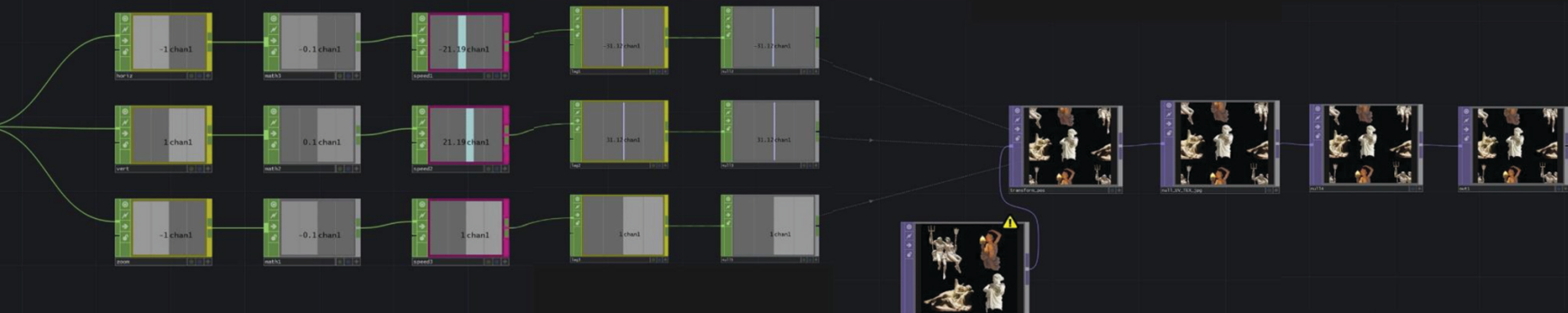
Touch Designer inner shell code

```

0 message
1 RIGHT
2 NONE
3 NONE
4 RIGHT
5 LEFT
6 RIGHT
7 FAR
8 UP
9 NEAR
10 NEAR
11 FAR
12 LEFT
    
```

```

0 chan1
0 chan2
0 chan3
0 chan4
0 chan5
0 chan6
0 chan7
0 chan8
0 chan9
0 chan10
0 chan11
0 chan12
    
```



```

1 # me - this DAT
2 #
3 # dat - the DAT that received the data
4 # rowIndex - the row number the data was placed into
5 # message - an ascii representation of the data
6 # Unprintable characters and unicode characters will
7 # not be preserved, use the 'bytes' parameter to get
8 # the raw bytes that were sent.
9 # bytes - byte array of the data received
10
11 def onReceive(dat, rowIndex, message, bytes):
12     #message = op('select1')[0,0]
13     #print(message)
14     if message == "RIGHT":
15         op('horiz').par.value0 = 1
16     elif message == "LEFT":
17         op('horiz').par.value0 = -1
18     elif message == "UP":
19         op('vert').par.value0 = 1
20     elif message == "DOWN":
21         op('vert').par.value0 = -1
22     elif message == "NEAR":
23         op('zoom').par.value0 = 1
24     elif message == "FAR":
25         op('zoom').par.value0 = -1
26     elif message == "NONE":
27         op('horiz').par.value0 = 0
28         op('vert').par.value0 = 0
29         op('zoom').par.value0 = 0
30     return
    
```



```

1 # me - this DAT
2 #
3 # channel - the channel object which has changed
4 # sampleIndex - the index of the changed sample
5 # val - the numeric value of the changed sample
6 # prev - the previous sample value
7 #
8 # Make sure the corresponding toggle is enabled in the CHOP Execute DAT.
9
10 def onOffToOn(channel, sampleIndex, val, prev):
11     op('speed1').par.resetpulse.pulse()
12     op('speed2').par.resetpulse.pulse()
13     op('speed3').par.resetpulse.pulse()
14     return
15
16
17
18 def whileOn(channel, sampleIndex, val, prev):
19     return
20
21 def onOnToOff(channel, sampleIndex, val, prev):
22     return
23
24 def whileOff(channel, sampleIndex, val, prev):
25     return
26
27 def onValueChange(channel, sampleIndex, val, prev):
28     return
29
30
    
```

The code to connect the arduino to Touchdesinger and convert the input data (from sensor) to move the photo on geometry

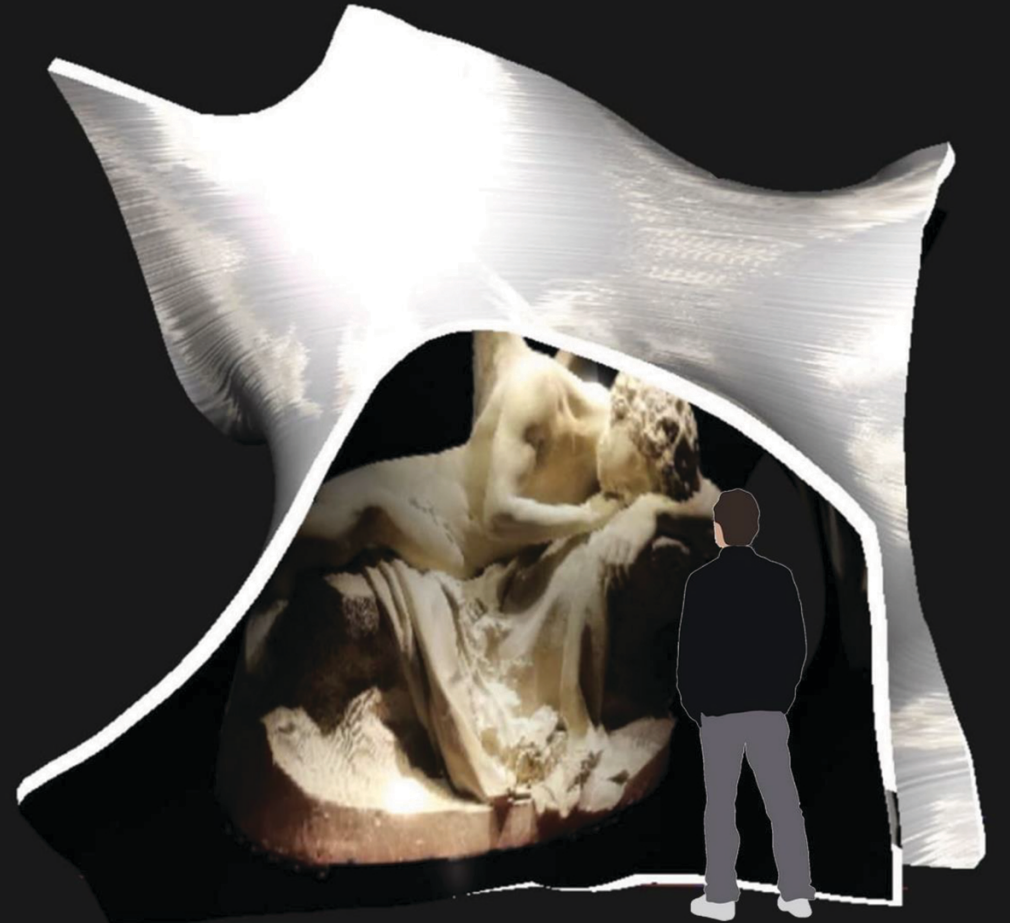
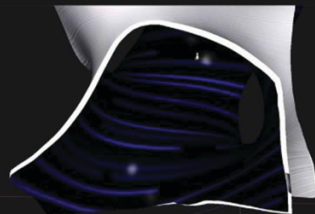
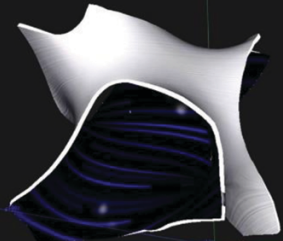
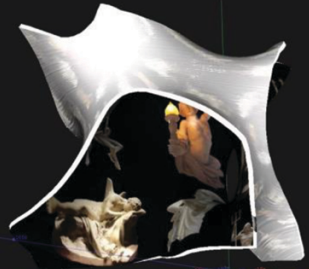
The code used to reset the data



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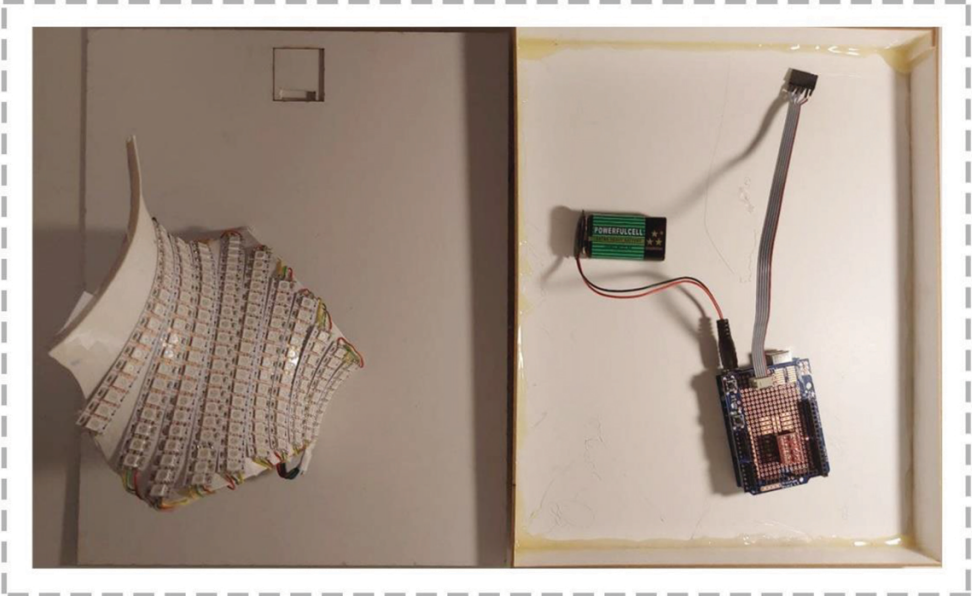
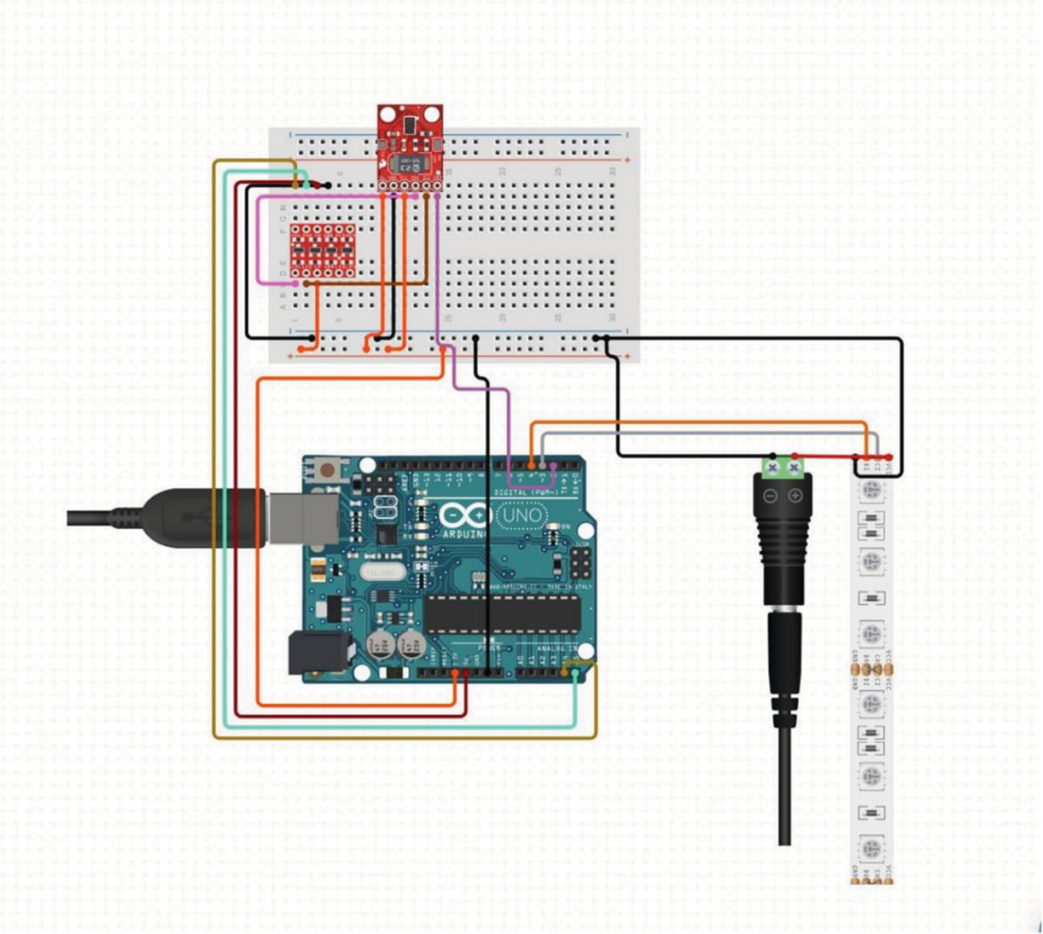


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physical prototyping arduino code



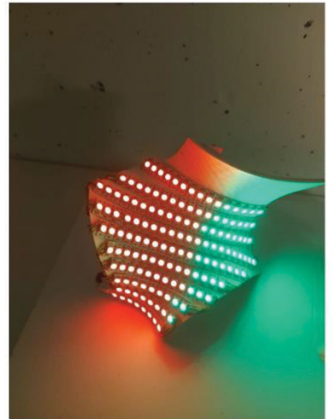
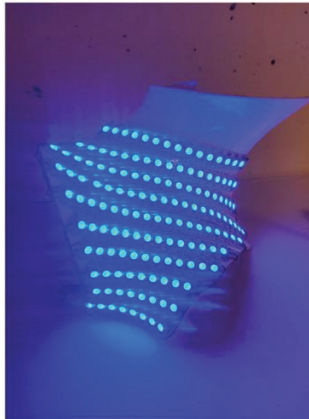
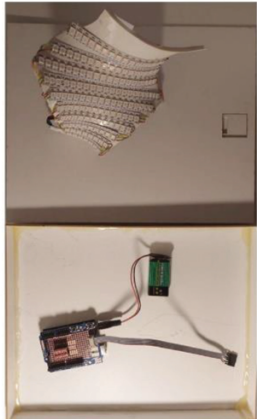
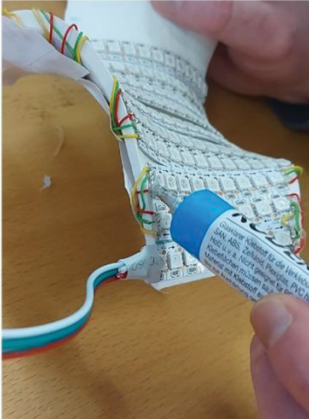
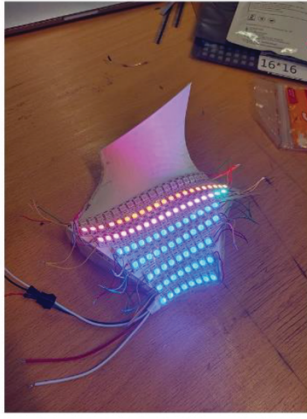
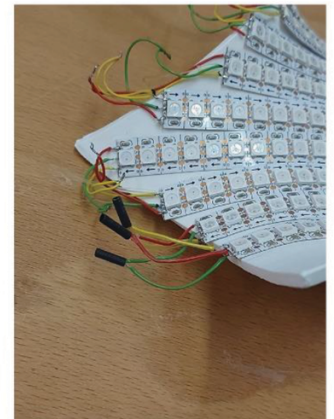
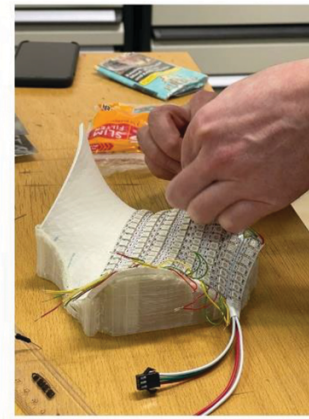
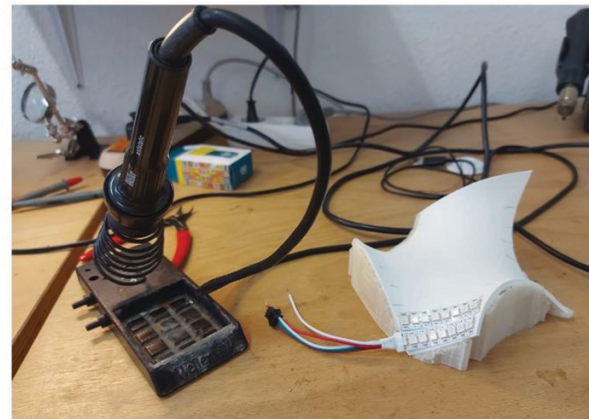
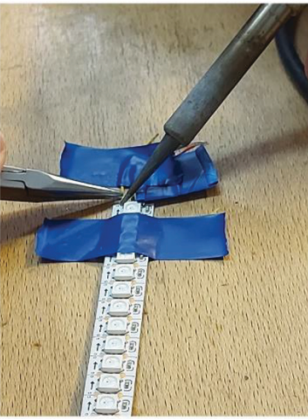
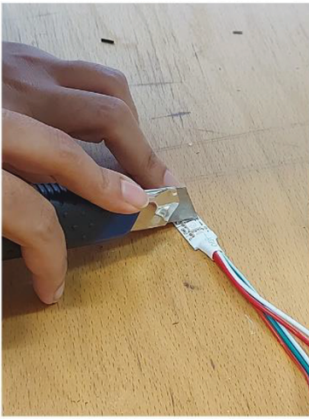
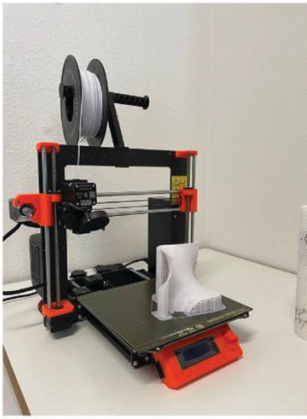
			141	140	139	138	137	136	135	134	133	132	131	130	129	128	127				
	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126				
109	108	107	106	105	104	103	102	101	100	99	98	97	96	95	94	93	92	91	90		
69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	
		68	67	66	65	64	63	62	61	60	59	58	57	56	55	54	53	52	51		
			37	38	39	40	41	42	43	44	45	46	47	48	49	50					
				36	35	34	33	32	31	30	29	28	27	26	25						
						16	17	18	19	20	21	22	23	24							
						15	14	13	12	11	10	9	8								
						0	1	2	3	4	5	6	7								

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physical prototype procedure



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Future construction inspiration



Nejur, A., & Steinfeld, K.). Ivy: Progress in Developing Practical Applications for a Weighted-Mesh Representation for Use in Generative Architectural Design. ACADIA 2017,446-455



Batwing Structure / Mini - Fab Workshop Workshop / Iran University of Science & Technology (IUST) /December 2018



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THANK YOU!

