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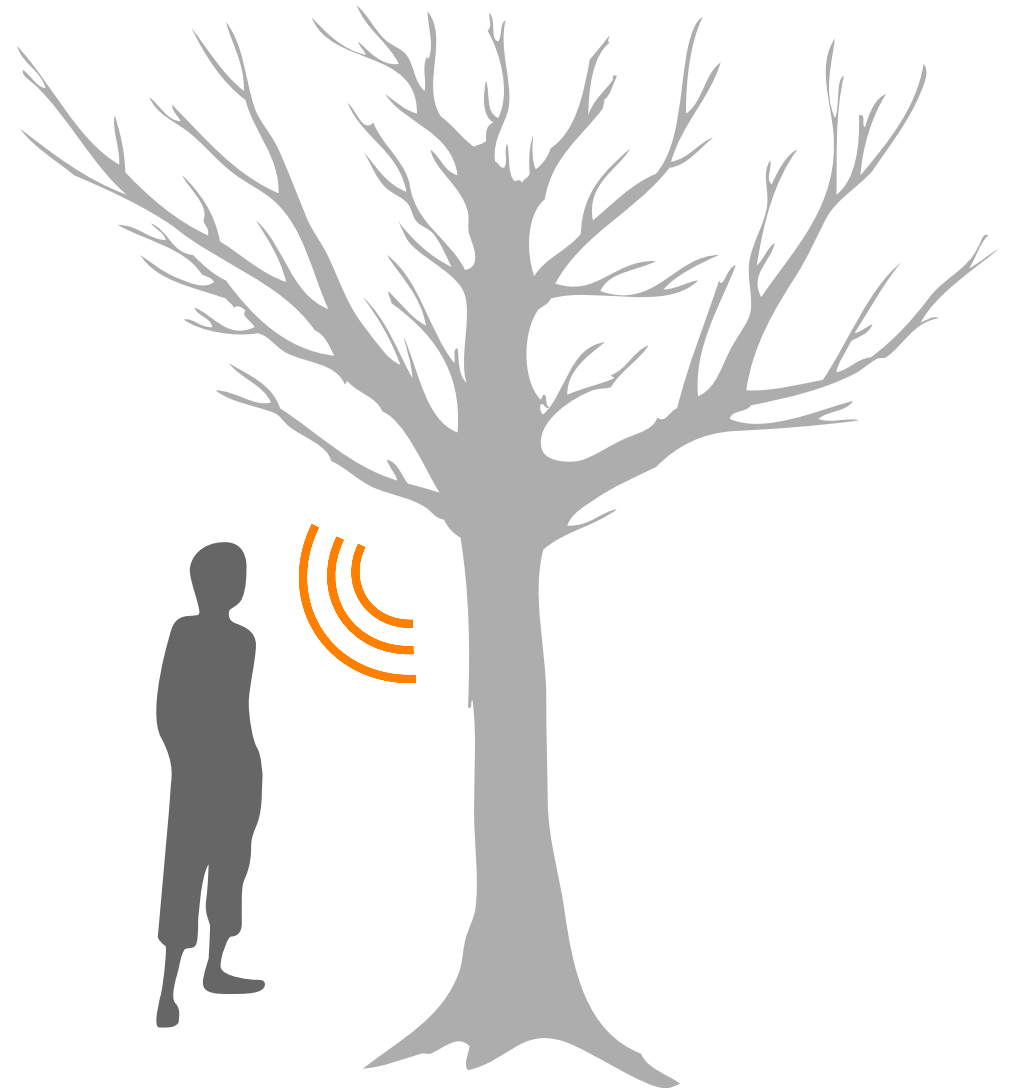
IxD Lab 2

PROJECT

TREE OF LIFE

is an interactive tour in the ghetto of Venice.

It's compound of 3 different experiences on the subject of the place, the jewishian people and the religion.



PROJECT

01

the tree detect you and in the bluetooth headset are sent audio

subject: the origin of the word “ghetto”



02

interactive floor, on which your walking is detected and identified on the timeline of the story and audio are sent to the bluetooth headset

subject: jewish diaspora



03

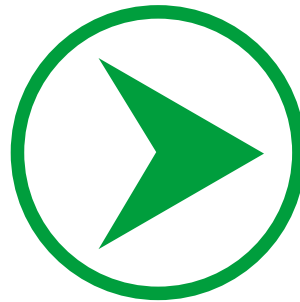
a carpet on which you touch hide buttons and audio is sent on the bluetooth headset

subject: the tree of life, extract from Cabbalah

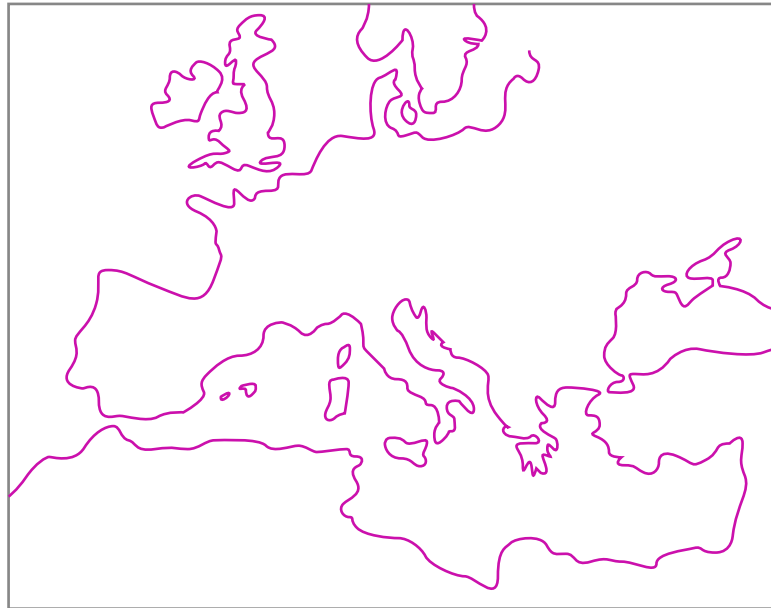


PROJECT

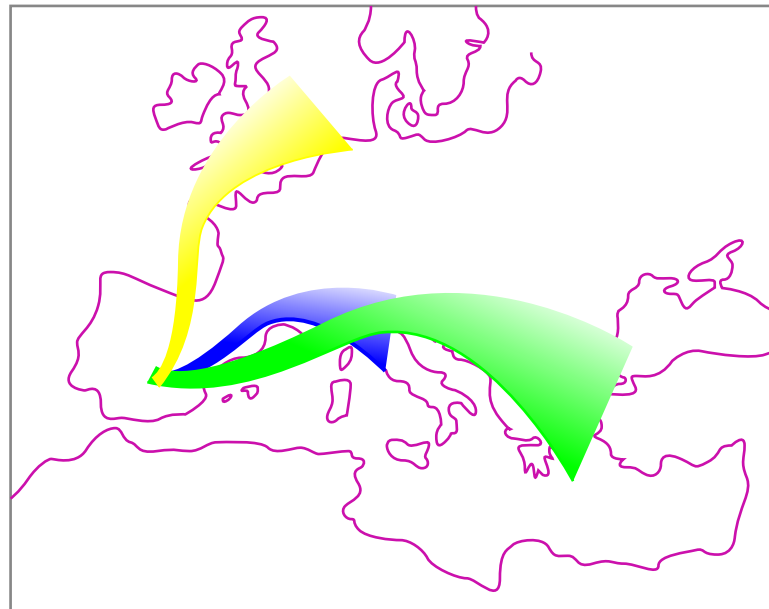
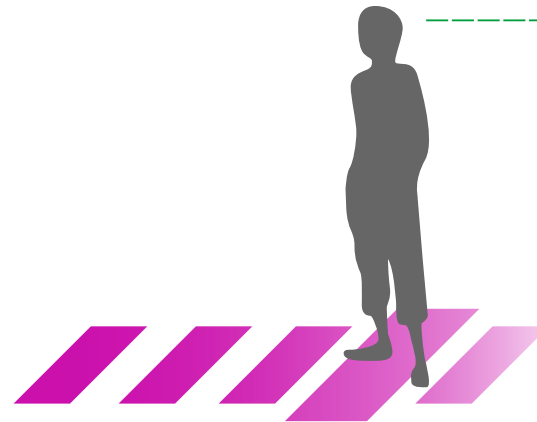
**Click to play the video about the
concept of the idea**



EXPERIENCE



EXPERIENCE



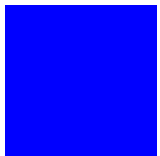
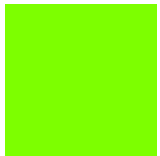
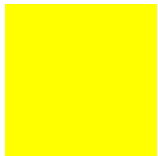
1492 Expulsion of Jewishian from Spain

The majority of jewishian find refuge in Portugal, but after Spain also Portugal followed the spanish example and complete the depuration of iberic peninsula. The migration of cca 200.000 jewishian establish the growth of comunity in Italy, eastern Europe and Impero Ottomano, and bring new comunity in Holland, England and France.

EXPERIENCE

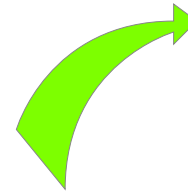
COLORS FOR PROJECTIONS

light and powerful

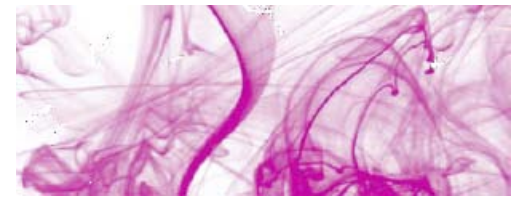


THEMES

- arrows



- ink blot



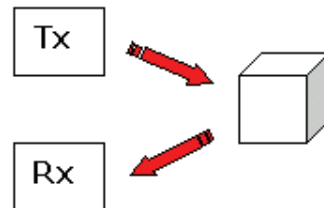
- blurring colors



TECHNOLOGY

SUCCESSORS OF PRESENCE TO ULTRASOUNDS

These sensors emit an I bind of ultrasounds. When this bind it comes reflected, the sensor calculates the time of return and so the distance of the object. The distance of intervention of these sensors comes planned, using the keys of planning and memorized in an EEPROM to the inside of the sensor. They can have an either two thresholds of intervention or a work window and the relevant one gone out analogic. The moderate distance comes transformed in a signal analogico or digital serial, or comes transformed the exit, according to a formal procedure preventively programmed.



INFRARED SENSORS

SENSORS OF PROXIMITY

This sensors can point out the objects if this are near at the sensitive side of the sensor.

OPTIC PROSSIMITY

This sensors point out the reflection of a bind bright to part of the object pointed out. Usually in these systems use an infrared ray.

OPERATION

The sensor of proximity to infrared function like the sonar. A transmitter emits an infrared ray of light. If the ray intercepts an obstacle, comes reflected towards the sensor.

To do in manner that the sensor does not come influences from the environmental light or from other signals, modulated the infrared ray with a wave makes square. Only tuning in the ricevitore on the same frequency of the transmitter, receives the signal transmitted.

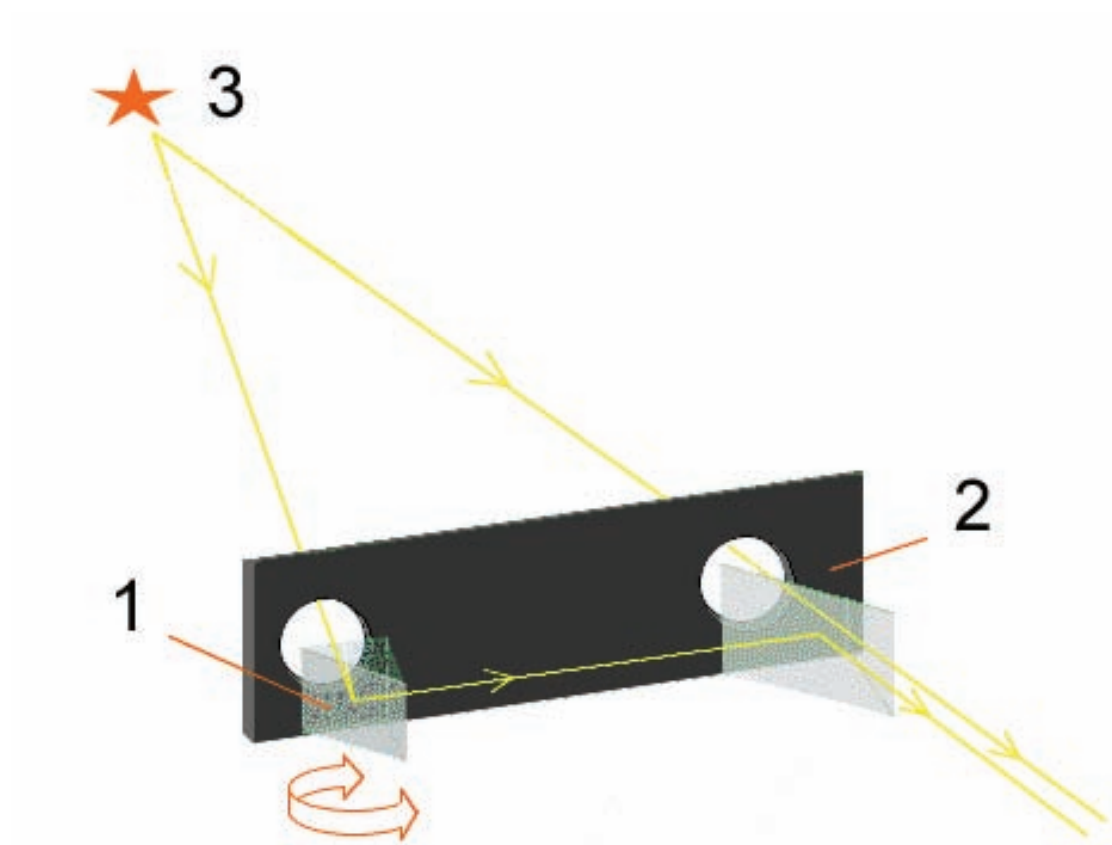
TECHNOLOGY

TELEMETRO

The laser telemeter is a tool of high precision, whose operation exploits the emission of a laser ray of low power and therefore not dangerous to determine a distance.

In the instant in which it comes activated, the telemeter emits a laser ray. A cronometro to high precision measures the time existed between the emission and the return of the ray reflected.

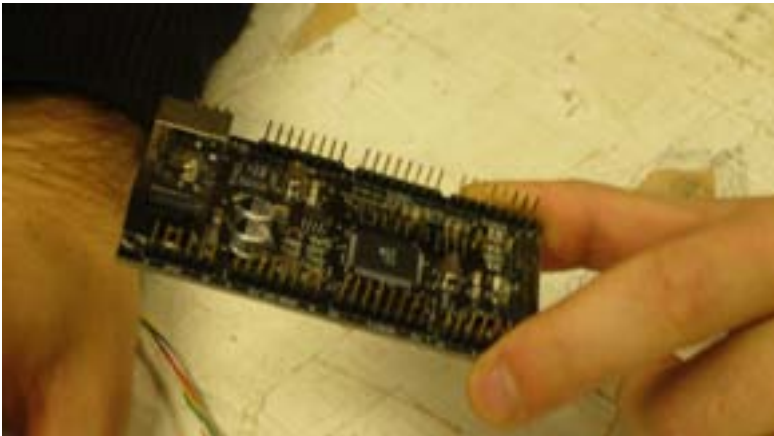
Knowing the speed of the laser in the atmosphere is immediate to calculate the distance route from laser.



TECHNOLOGY

KEYBOARD LIKE CARPET

like during Ianiv's workshop, we can use a keyboard for build a interactive carpet. So the beating are the date on the time line, and when the user put the date, start the animation.



VIDEO TRACKING

Video tracking is the process of locating a moving object (or several ones) in time using a camera.

An algorithm analyses the video frames and outputs the location of moving targets within the video frame.

The motion capture computer software records the positions, angles, velocities, accelerations and impulses, providing an accurate digital representation of the motion.

A motion capture session records only the movements of the actor, not his visual appearance. These movements are recorded as animation data which are mapped to a 3D model (human, giant robot, etc.) created by a computer artist, to move the model the same way.



Thank you