

Project Summary

Our goal was to design and fabricate art installations that could connect people specifically through their interactions. Although the structure of a space may remain unchanged, the experiences that take place in it are constantly in flux. Our project seeks to tell those stories, connect people across time, and help them realize themselves as part of a larger social context.

Since this was also our final semester, we wanted to try something that was a bit different from the traditional Entertainment Technology Center (ETC) projects we had seen. More specifically, we wanted to try something physical, something decidedly outside of the virtual, to expand our own breadth of entertainment technology. Since we were a pitch project, we also made a point to leverage our four distinct backgrounds: architecture, electrical engineering, industrial design, and psychology.

We spent the first eight weeks of the project designing and prototyping four concepts. We approached each idea from a different perspective and the creative process in developing those ideas shifted throughout this first half of the semester. By the halfway point, we chose two ideas to move forward into parallel fabrication. For the remainder of the semester, we developed the artistic identity of the pieces and built the two installations.

A thread that ran throughout the entire semester was research, both for art and for tech. We constantly researched artists working in the same space of installation art, technology that could help drive our experiences, different ways to design our circuits, and different tools we could use to fabricate the pieces.

Team: *flux*, ETC Pittsburgh, Carnegie Mellon University

Yotam Haimberg, Producer

Anisha Deshmane, Fabrication & Materials

Jason Hsu, Technologist

Elwin Lee, Industrial Designer

Shirley Saldamarco, Advisor

Ruth Comley, Advisor

Installation: *One to One*

Location: Entertainment Technology Center, 2nd floor

Materials: Baltic birch, glass jars, chipboard, polyester filling

Electrical Components: Custom Printed Circuit Board, LEDs, microphones, speakers

Tools: laser cutter, CNC mill, table saw, chop saw, belt sander, palm sander, power drill, hand tools, soldering iron

Software: Arduino

Installation: *M_rror*

Location: Entertainment Technology Center, Lobby

Materials: 8020 aluminum framing, mirrored acrylic, clear acrylic, servo mount assembly

Electrical Components: Servos, Arduino, Multi-channel Breakout Board, PC

Tools: Table saw, chop saw, belt sander, palm sander, power drill, hand tools

Software: Microsoft Kinect for Xbox, Processing, Arduino