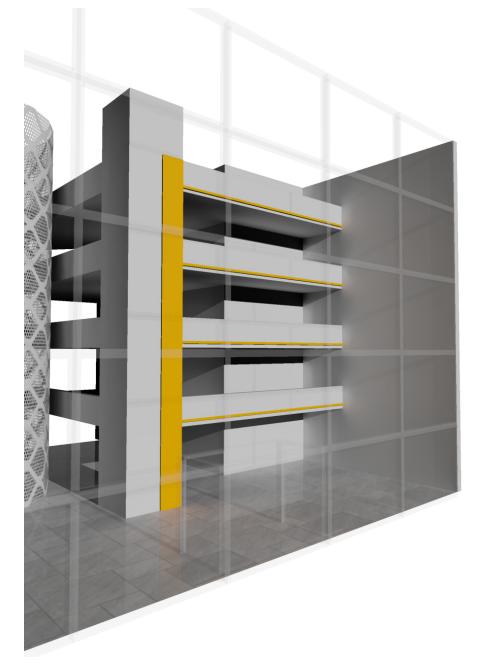


Actual Condition

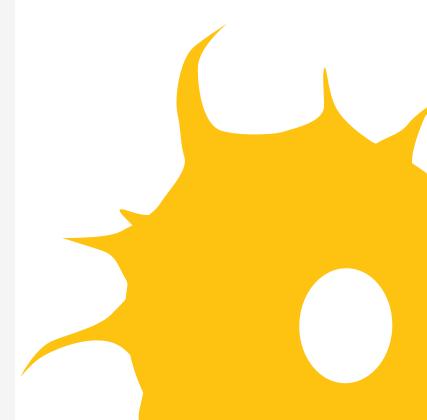
The foyer is lacking representation of research being done inside the labs. Hence we want to install an interactive light installation, which brings the lobby to life.

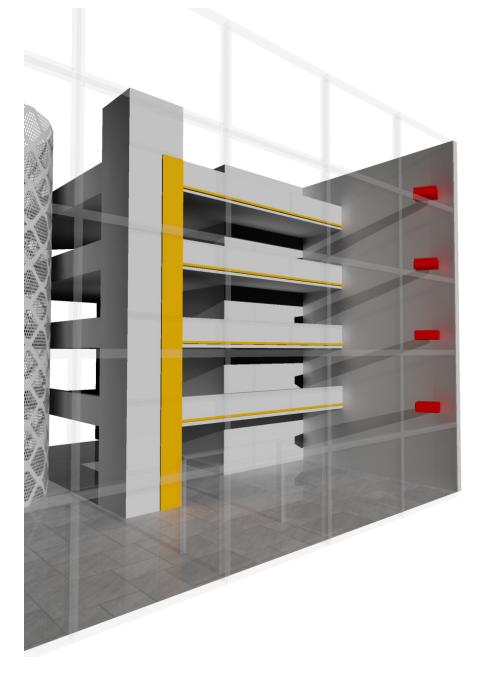




Print

A permanent print is applied to the elevator shaft, which is clearly visible at daylight.

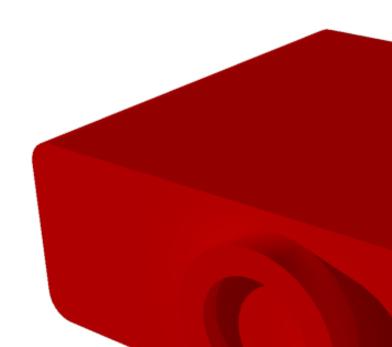


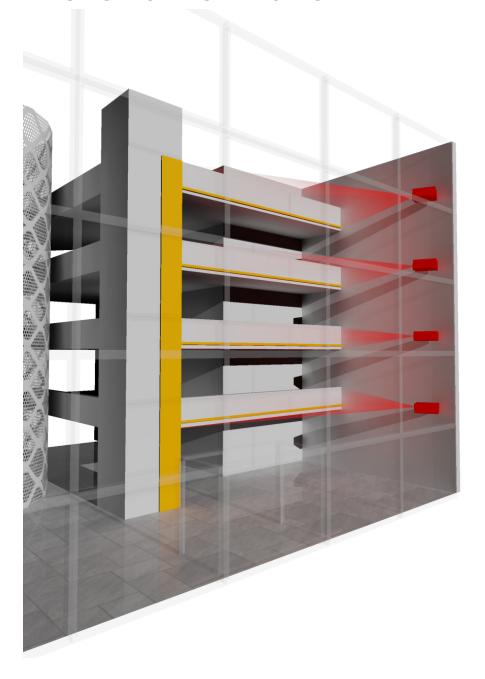




Illumination

An array of projectors can cast moving illumination to the elevator shaft and the galleries leading to the northern home bases.

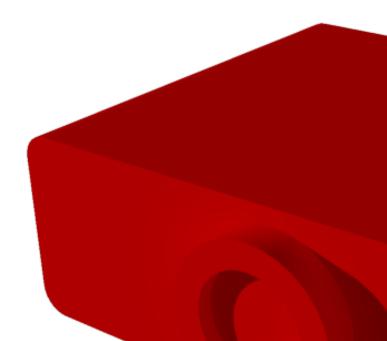


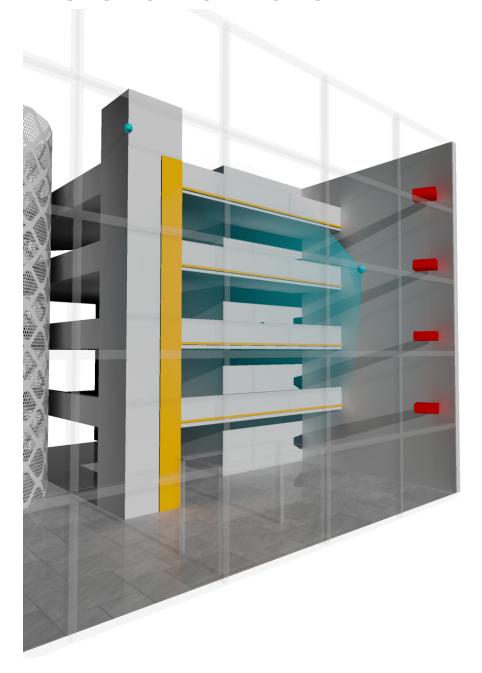




Illumination

The projectors are only activated when light conditions allow. They turn the very architecture of the lobby into one huge screen.



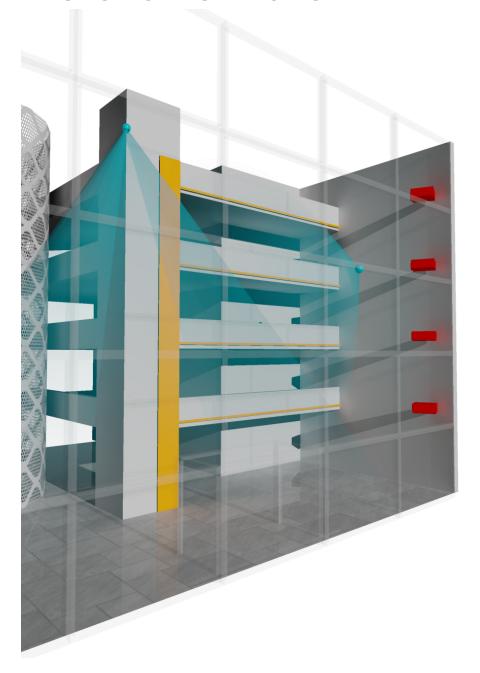




Motion Detection

Motion trackers will observe movements and gatherings of people.



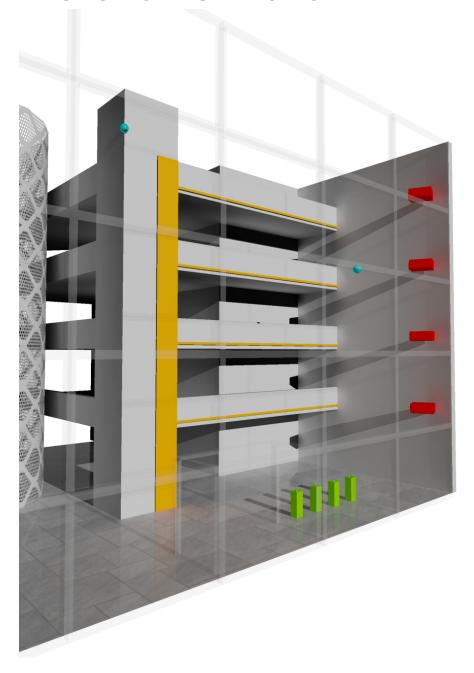




Motion Detection

So the illumination can be depended on current general activity in the lobby.

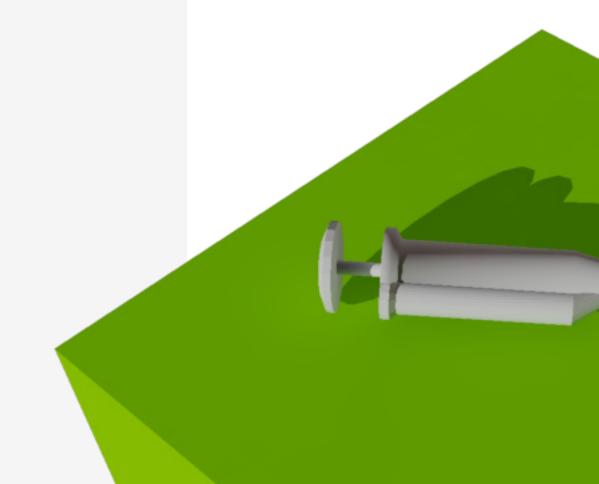


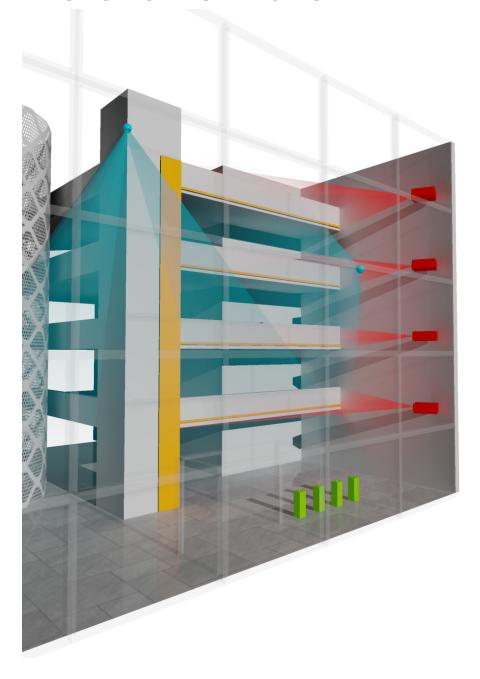




Direct Interaction

Four hands-on terminals allow easy and direct interaction with the the projected illumination. All terminals can be themed to lab instruments that are used in everyday research.









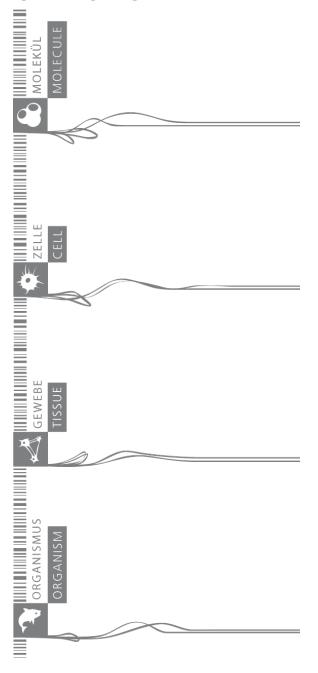




Connecting the Pieces

As research meets art and cutting edge multimedia technology several benefits are offered:

- * Tight integration with the architecture and its people (yes, you)
- * Ambient illumination of the lobby at night and twilight
- * Visual explanation of the field of CBG-research
- * Playful introduction to the experiments carried out in the labs











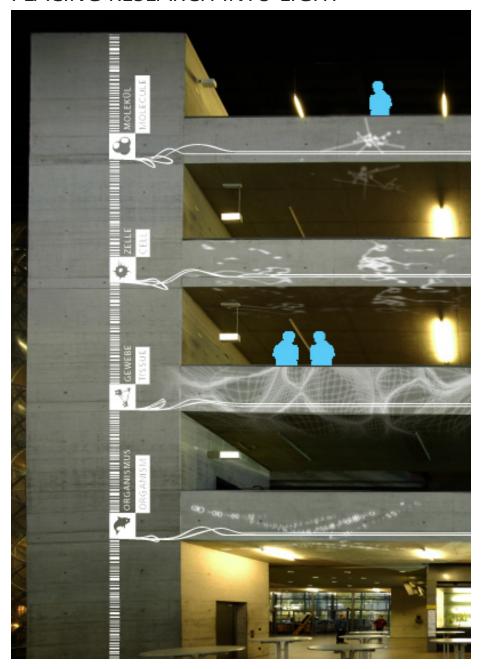
Levels of Detail

It is size that makes the research of molecular cell biology both hard and interesting. Scaling from entire organisms down to nanostructures, and still making the connections in between is what makes the CBG special.

Hence we theme each gallery with one out of four size levels:

- * Molecule 1nm
- * Cell 1µm
- * Tissue 1mm
- * Organism 1m

The size levels are ordered from bottom to top, decreasing exponentially in size and growing in abstraction.





Motion Detection

Everytime somebody walks down the galleries his movements are detected and the projected life will react in various ways.

Technology	which can be reused without the installation			
Projector with 4000-5000 Ansi Lumen		4	2400	9600
PC with Multicore and good GFX		3	600	1800
VGA Cable, very long		4	30	120
Ambient Lights		8	20	160
Total				11480

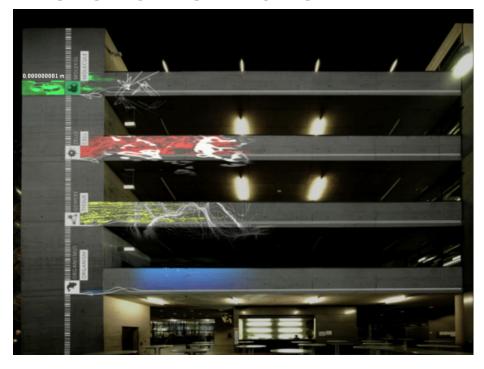
Materials	dedic	ated to	building
Plot and Application onto concrete	1	500	500
Webcam	3	100	300
Microphone	1	50	50
Midi Keyboard	1	70	70
Construction Supply for Terminals (wood, paint, plastics)	1	150	150
Technical Supply for Terminals (cables, controllers, interfaces)	1	250	250
Total			1320

Estimated Total	13000



All cost in Euro

The ownership of all used parts will be transfered to the MPI-CBG after construction is complete.





Movie

Click on the image to start the movie.



Team

Marko Ritter Robert Pohle Johannes Timpernagel Sebastian Huber Fabian Weißpflog Stephan Hagedorn

Prof. Kühnle

