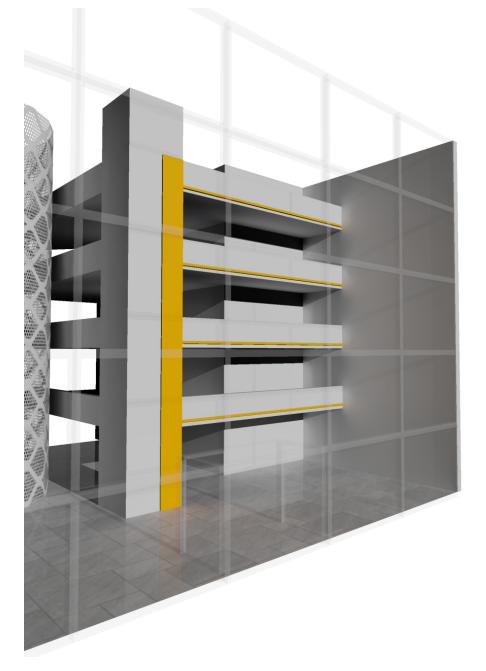


Actual Condition

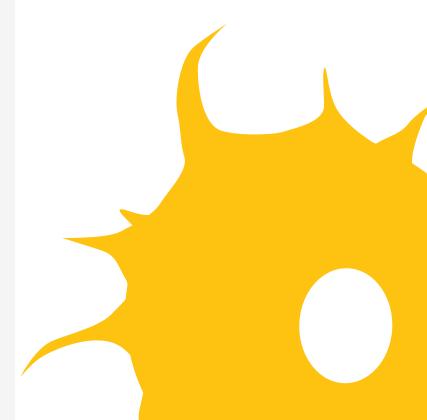
The foyer is lacking representation of research being done inside the labs. Hence we want to install an interactive light installation, which brings the lobby to life.

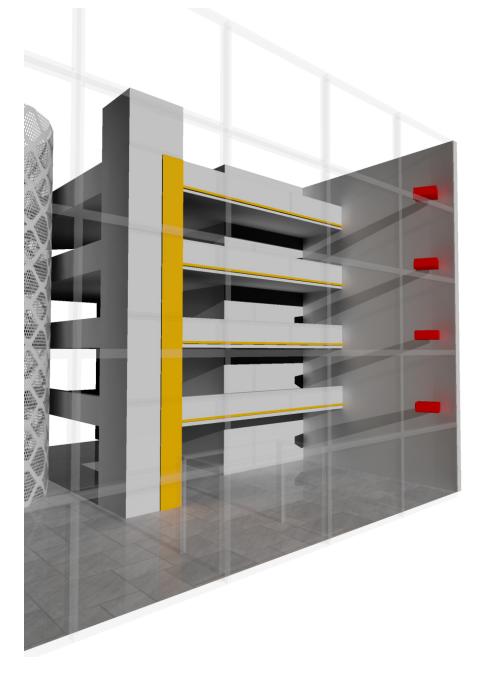




Print

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

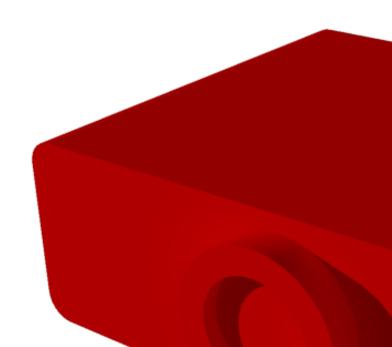


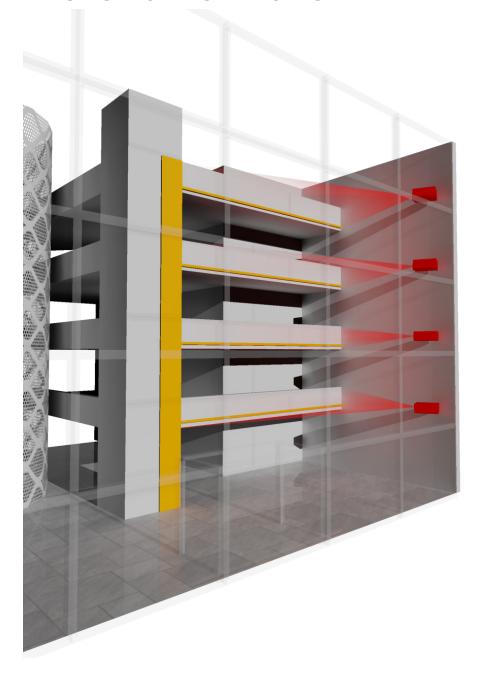




Illumination

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

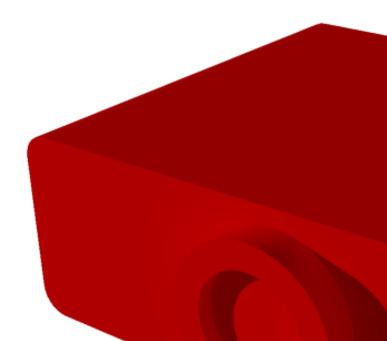


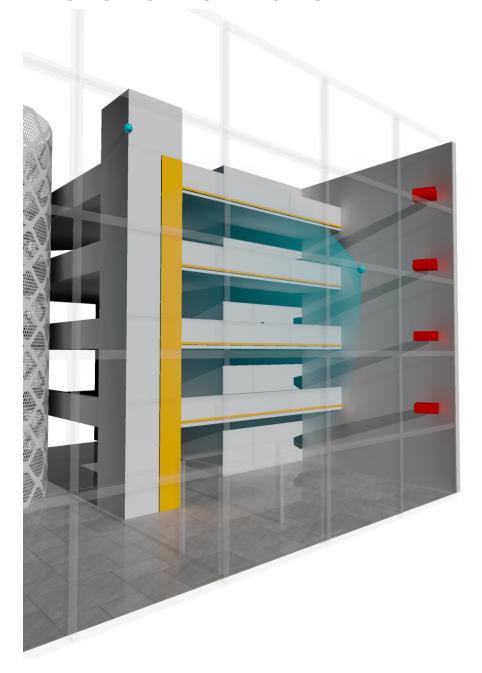




Illumination

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



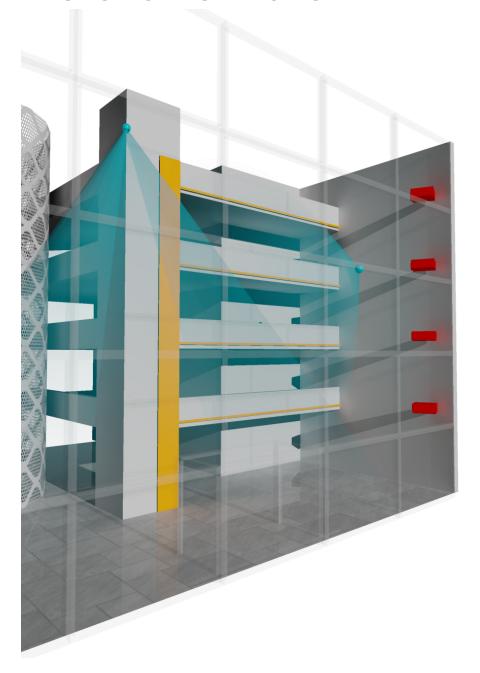




Motion Detection

Motion trackers will observe movements and gatherings of people.



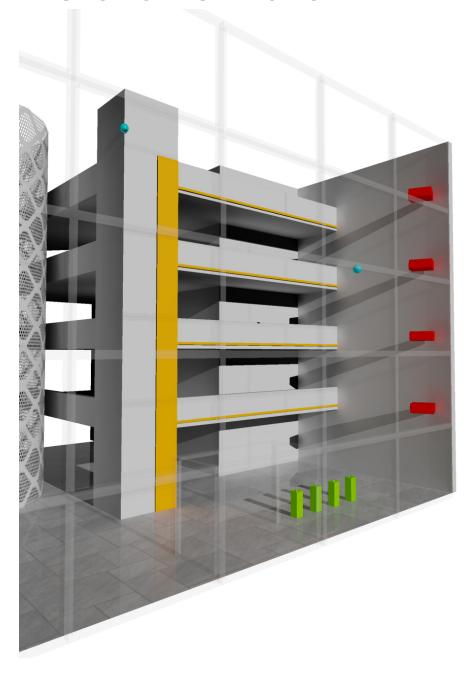




Motion Detection

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

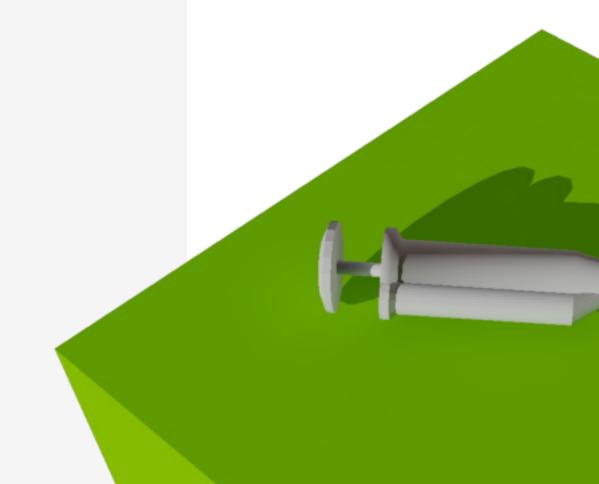


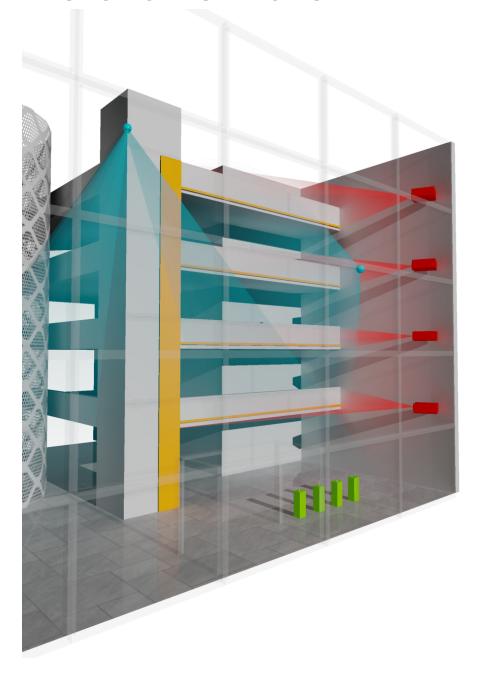


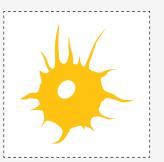


Direct Interaction

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.









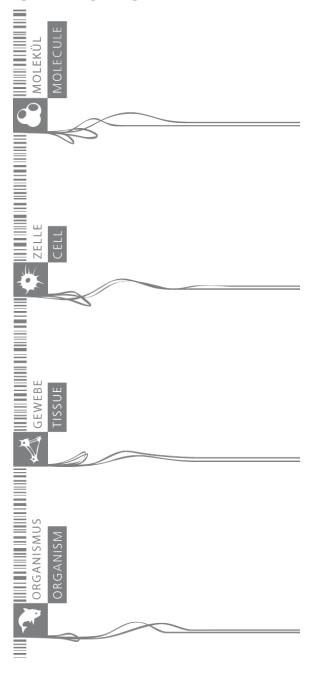




Connecting the Pieces

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











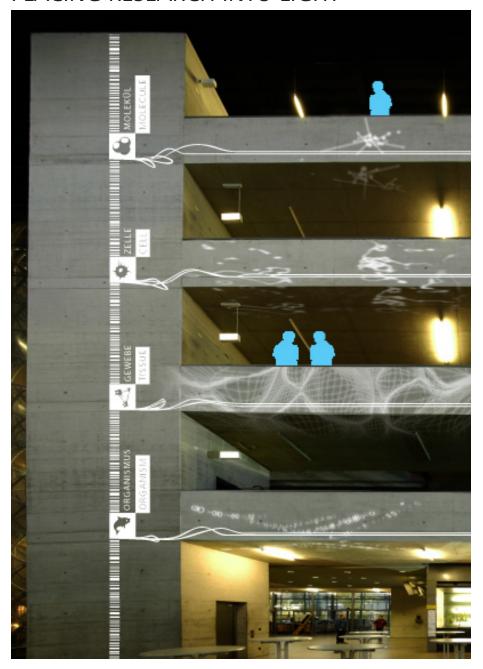
Levels of Detail

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 | 1900 | 7600 | |
| PC with Multicore and good GFX | | 3 | 600 | 1800 | |
| VGA Cable, very long | | 4 | 30 | 120 | |
| Ambient Lights | | 8 | 20 | 160 | |
| Total | | | | 9680 | Г |

| Materials | dedicated to building | | | |
|--|-----------------------|-----|------|---|
| Plot and Application onto concrete | 1 | 500 | 500 | |
| Webcam | 3 | 50 | 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 | _ |

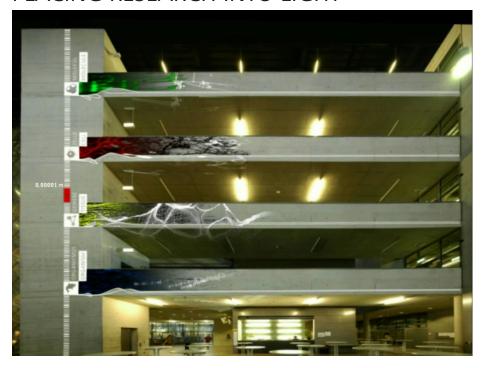
11000

Estimated Total



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

