

# **The Lit Ecology**

By Hanley and Emila

# Themes

Initially the theme addressed the issue of invasion and humans disturbing the natural habitats of other living organisms.

Looking back on the History of the Rocks, we found that the first Europeans settled there back in 1788

Now we're interested in re-instigating the feelings the first settlers had, and creating a sense of being lost in a unknown and hostile environment, which then evolves into a feeling of a new beginning.

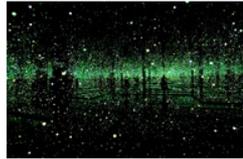
# Inspirations



FUTURE SELF | Project Film by MADE. FUTURE SELF studies human movement, mirroring interaction in dance, light and sound, while exploring the self, present and future.

by MADE

Hanley Weng from vimeo.com



Step into Infinity at Tate Modern, London - My Modern Metropolis

Hanley Weng from mymodernmet.com



Lighting curtains - Christmas lights

Hanley Weng from orgeco.sk



Lighting curtains - Christmas lights

Hanley Weng from orgeco.sk



led tree

Hanley Weng from google.com



Digital Media Room at the BC Pavilion, 2010 Vancouver Winter Olympics by Alex Beim. During the 2010 Vancouver Winter Olympic Games, Tangible Interaction was asked to curate the Digital Media Room in the BC Pavilion at the Vancouver Art Gallery.

by Alex Beim

Hanley Weng from vimeo.com



LEDcube 32^3

by terrycome

Hanley Weng from youtube.be



LED bottles

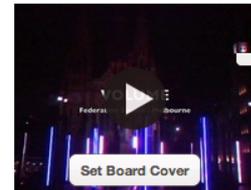
Hanley Weng from tastytreatsathome.com



Gate\_LAB interactivity using Computer Vision by Ceyhun derinbogaz. GATE is a public interactive pavilion designed by Alper Derinbogaz and engineered by Ceyhun Derinbogaz. GATE is able to reconfigure itself in response to human stimuli.

by Ceyhun derinbogaz

Hanley Weng from vimeo.com



VOLUME by artpunk. This short video captures some of the ambience of the audio-visual installation known as Volume, currently at Federation Square in Melbourne as part of The Light in Winter 2009 events. Some of the video is captured with the Digital Harinezumi by Superheadz and some on a more conventional Kodak M1093S camera. All audio is actual sound from the installation (and ambient surrounding noise)

by artpunk

Hanley Weng from vimeo.com



Browsing for individually accessible



Water Light Graffiti by Antonin Fournau, created in the Digitalartl Artlab by Digitalartl. The "Water Light Graffiti" is a surface made of thousands of LED illuminated by the contact of water. You can use a paintbrush, a water atomizer, your

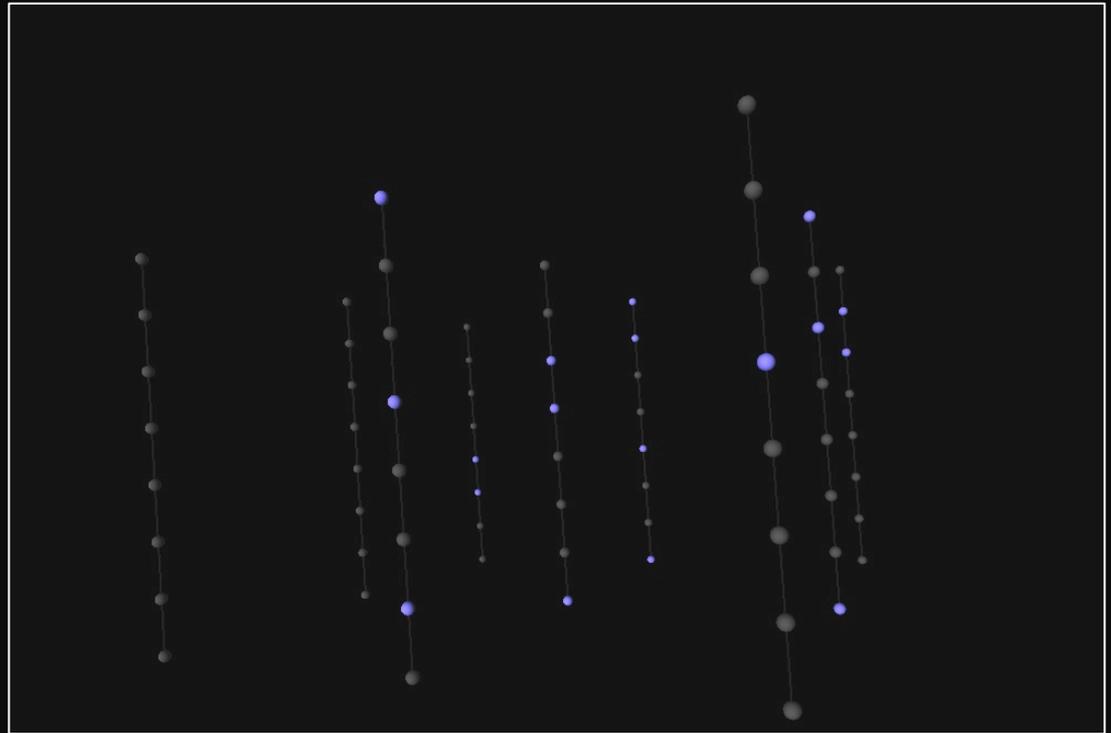


Canopy by United Visual Artists. Inspired by the experience of walking through the dappled light of a forest, Canopy is a 90-metre long light sculpture spanning the front facade of the building, using mass production and precise fabrication to evoke and reflect nature. Thousands of identical modules, their form abstracted from



# Concept

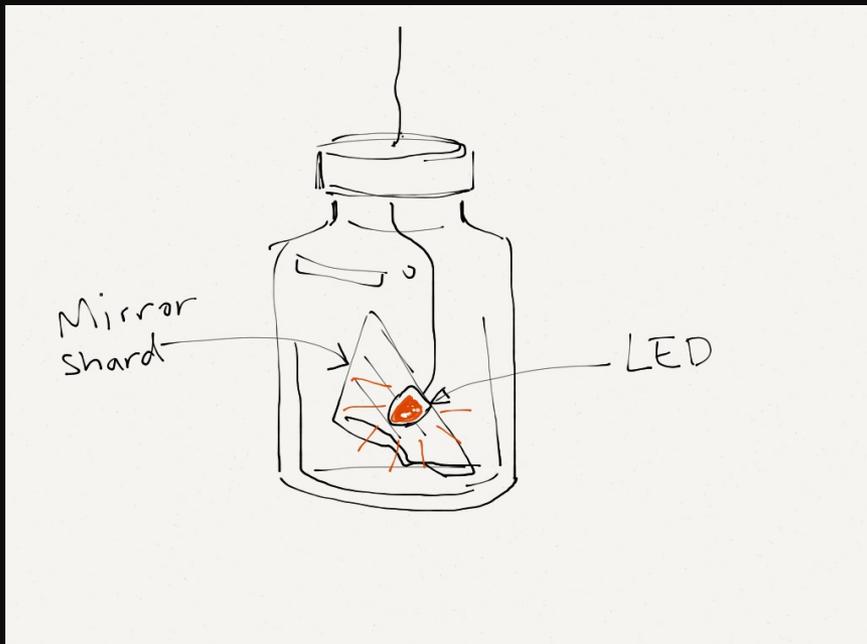
```
LitEcologyVisualisation | Processing 2.0a5  
STANDARD  
LitEcologyVisualisation  
import peasy.*;  
  
PeasyCam cam;  
  
int edgeNumber = 3;  
int heightNumber = 8;  
int totalLength = 300;  
int totalHeight = 200;  
float lightSize = 3;  
int rootFrame = 0;  
  
void setup() {  
  size(1000,800,OPENGL);  
  cam = new PeasyCam(this, totalLength);  
  //cam.setMinimumDistance(50);  
  //cam.setMaximumDistance(500);  
  
  smooth();  
}  
void draw() {  
  rootFrame++;  
  
  background(30);  
  
  lights();  
  //sphereDetail(8);  
}
```

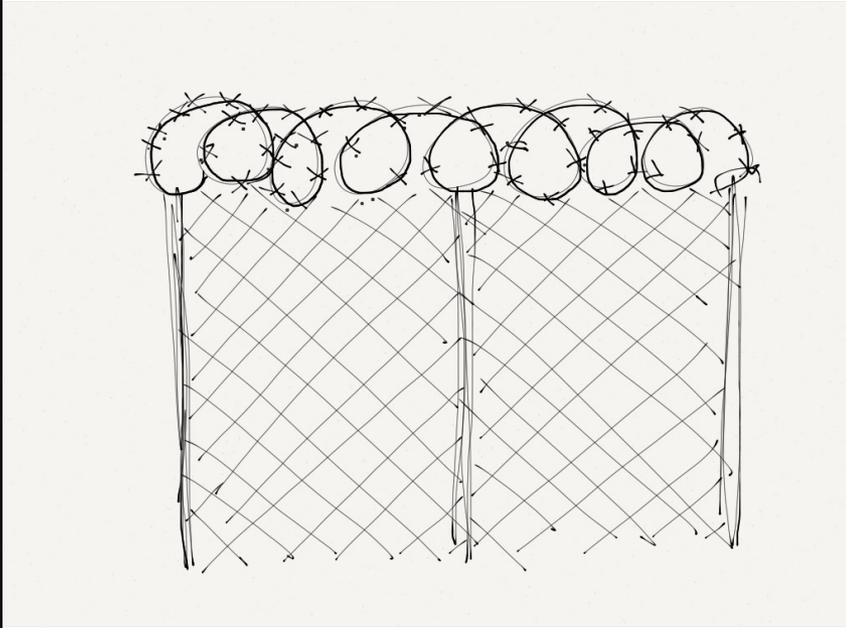


Model developed in Processing

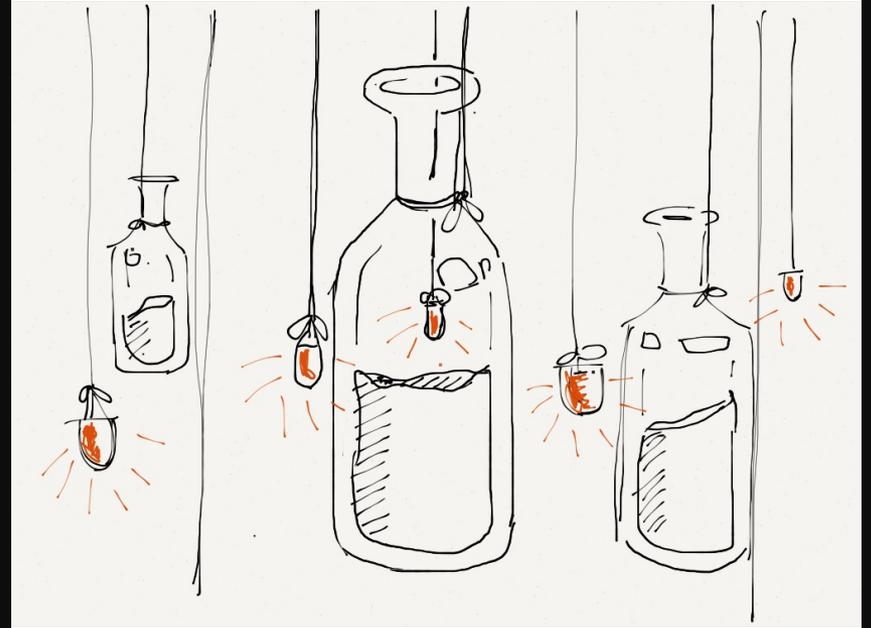
# Concept Development

Based on the re-iteration of our thematic concerns, we've been developing individual threads of ideas which we are currently exploring.





Barbed wires and wire fences to create sense of hostility



Glass bottles and water used to refract the light from LED to create more disconcerting experience

# Technical Implementations: LED Matrix

