

patten studio

Lift: Interactive Lighting that Moves with You

FOR PROJECT & SALE INQUIRIES

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LIFT

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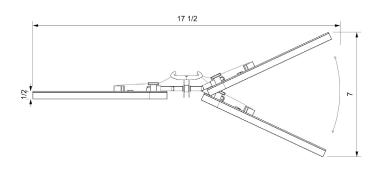


Lift

An interactive lighting feature that senses and responds to human activity in its environment



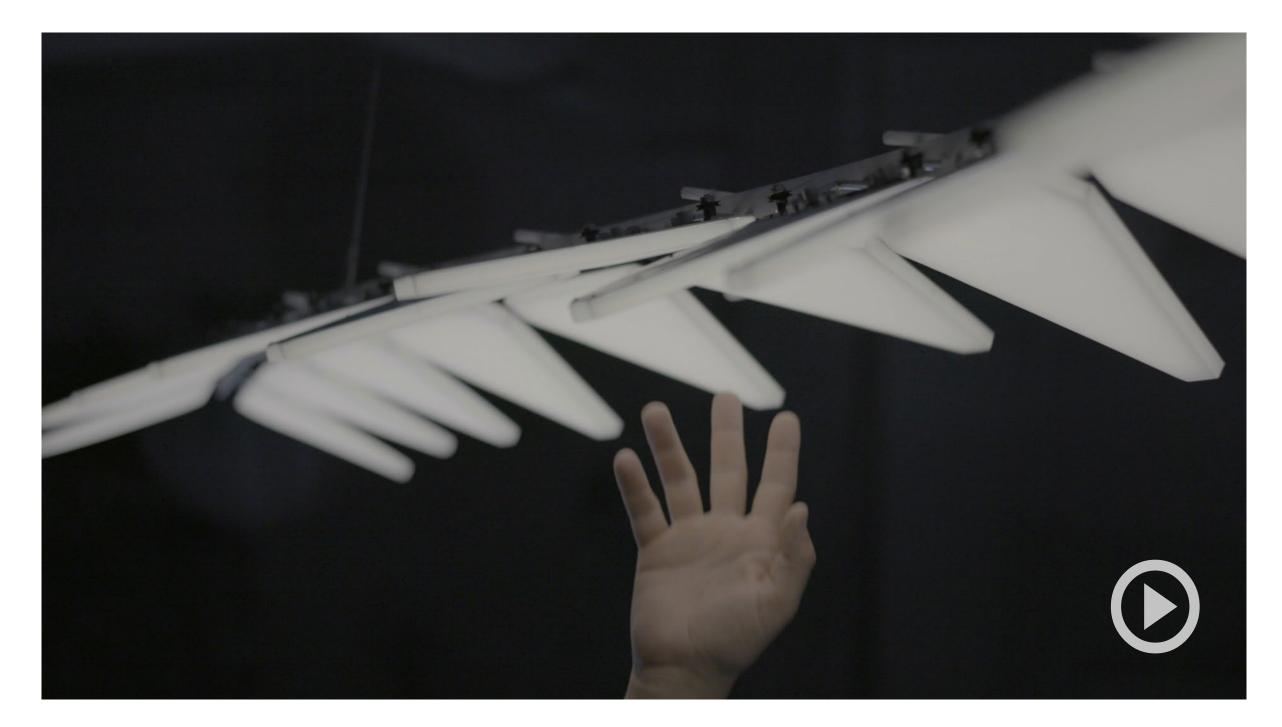




Comprised of 24 geometric petals attached to a single spine, each petal moves up and down in response to the motion it detects.

SEE THE VIDEO:

https://vimeo.com/194107590



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LIFT

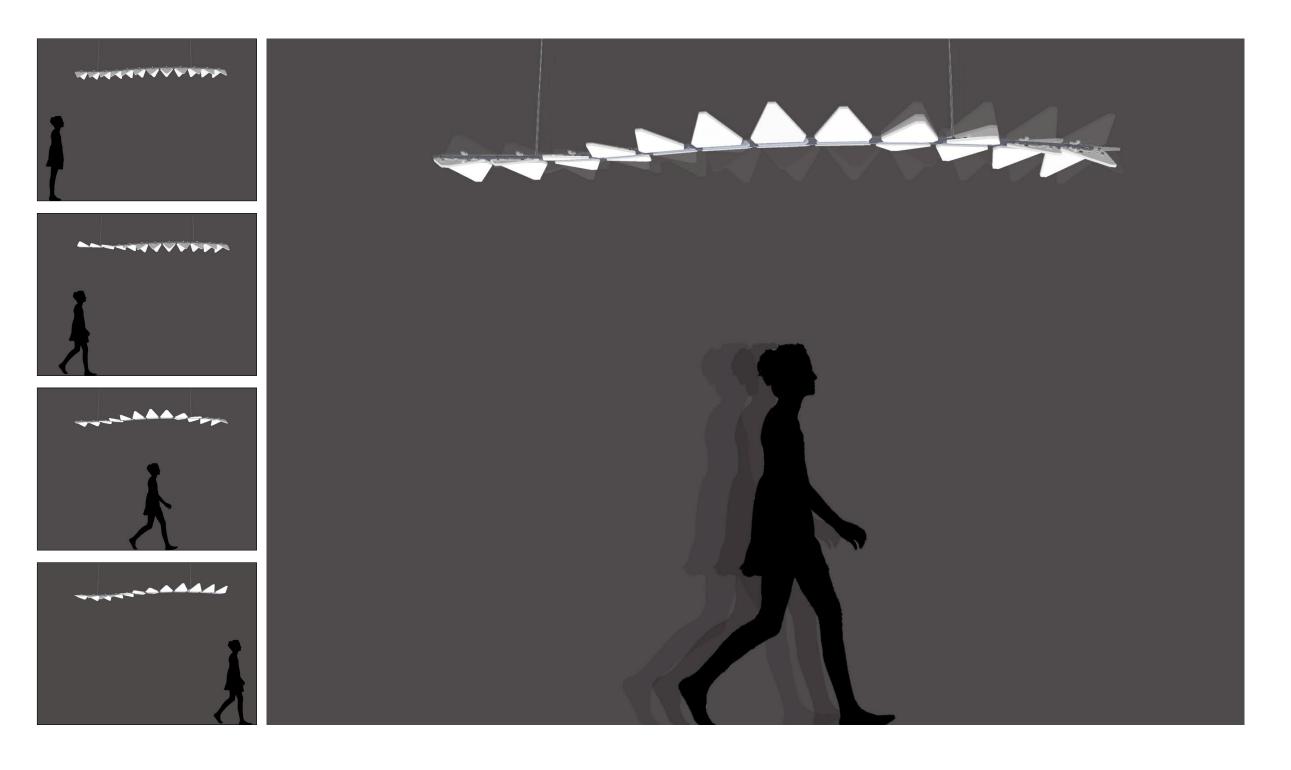
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Movement & Interactivity

Lift is programmed to respond to movement it detects - subtly fluttering as someone walks beneath it or moving more dramatically in wave-like response to faster movements.



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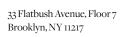


Designed to be a site-specific indoor installation, Lift is configurable and can be customized in spine length, petal shape, and motion.

PROJECT APPLICATIONS

- Lobby Installation
- Art Feature
- Area Lighting
- Retail Installation





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Actualizing Data with Movement

Lift can be connected to almost any dataset, although it works best with a data stream or sensors that update in real time, like energy usage in a building, foot traffic through a lobby, hits on a company's website and so on.

In the simplest case, the level of motion and responsiveness changes in proportion to whatever is being visualized. For example, if Lift were mapped to hits on a company's website, it would be relatively subdued when few people were on the site. As traffic picked up, Lift would start undulating and twisting more and more.

More complex custom mappings can be developed on request.

LIFT

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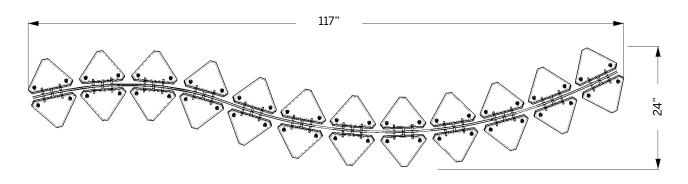
"The conversion of an idea to an artifact is a complex and subtle process that will always be far closer to art than to science."

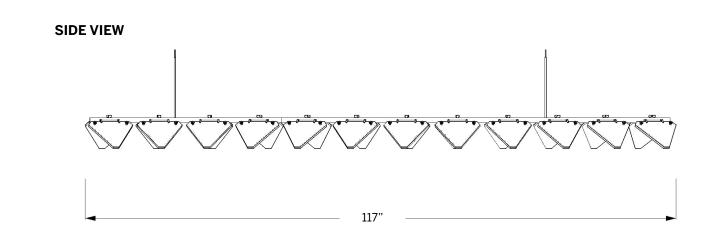
• Eugene Ferguson, Engineering and the Mind's Eye

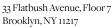
Lift exists at the convergence of architecture, art, design, and technology, challenging us to consider an alternative narrative for our relationship to the digital world. Rather than being a force that separates us from each other, interactive technology can, with careful design, imbue our spaces with some of the richness, nuance, and immediacy we experience in the natural world.



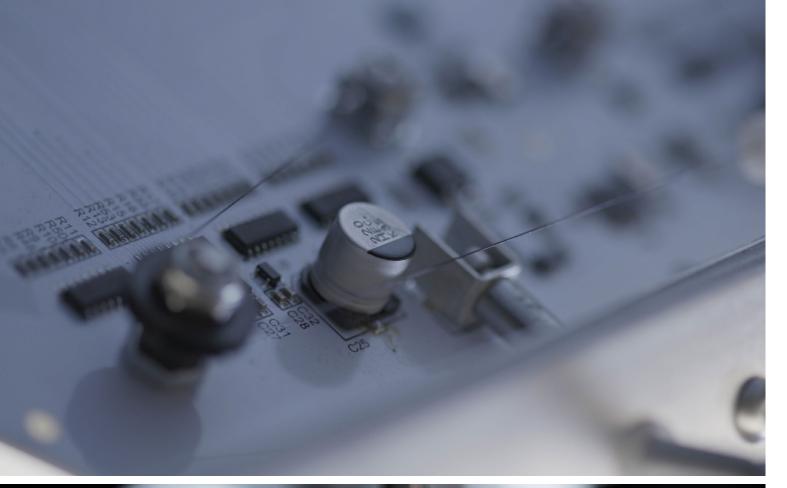
LIFT













LIFT

Placemaking - Beyond Lighting

Interactive installations like Lift can create a richer, more experiential spatial narrative, setting the tone for a sense of place.

Featured in Vice's The Creators Project and the Creative Applications Network, Lift uses a series of thermal sensors to detect nearby motion.

An embedded micro-controller and low power radio link direct each petal's movement, which is achieved using nitinol, a shape memory alloy that shrinks in length when heated.

Lift does not use any motors and as a result the motion is completely silent. The nitinol, also known as "muscle wire," gives the motion a fluid, organic quality.

IN THE PRESS:

http://thecreatorsproject.vice.com/en_uk/blog/interactive-petaled-light-responds-to-human-movement http://www.creativeapplications.net/objects/lift-a-luminous-petal-filament-that-ebbs-and-flows/



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LIFT

"Using computation as a design material, much the way you would use materials like stainless steel or glass, Lift expands the vocabulary of design. It introduces a playful interactivity into an otherwise inanimate object that opens new possibilities for how we experience the spaces where we live and work."

• James Patten, Ph.D.

James Patten is an interaction designer, inventor, and visual artist, whose practice pushes the edges of interactivity at the intersection of the physical and digital worlds.

He is a TED Senior Fellow and Director of Patten Studio, a creative agency that specializes in the creation of interactive activations. The studio is known for its selfinitiated research projects that invent new technology platforms, such as Thumbles, tiny computer-controlled robots.

33 Flatbush Avenue, Floor 7 Brooklyn, NY 11217 pattenstudio.com 718.414.6158 Patten earned his doctorate at the MIT Media Lab where he studied in the Tangible Media Group under Hiroshi Ishii. His work has been exhibited or performed in venues such as the Museum of Modern Art, the Transmediale festival in Berlin, the Museo Guggenheim Bilbao and the Ars Electronica Center. Patten's work has been recognized in several international design competitions including the International Design Magazine's Annual Design Review, and the International Design Excellence Awards.

FOR ALL INQUIRIES

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