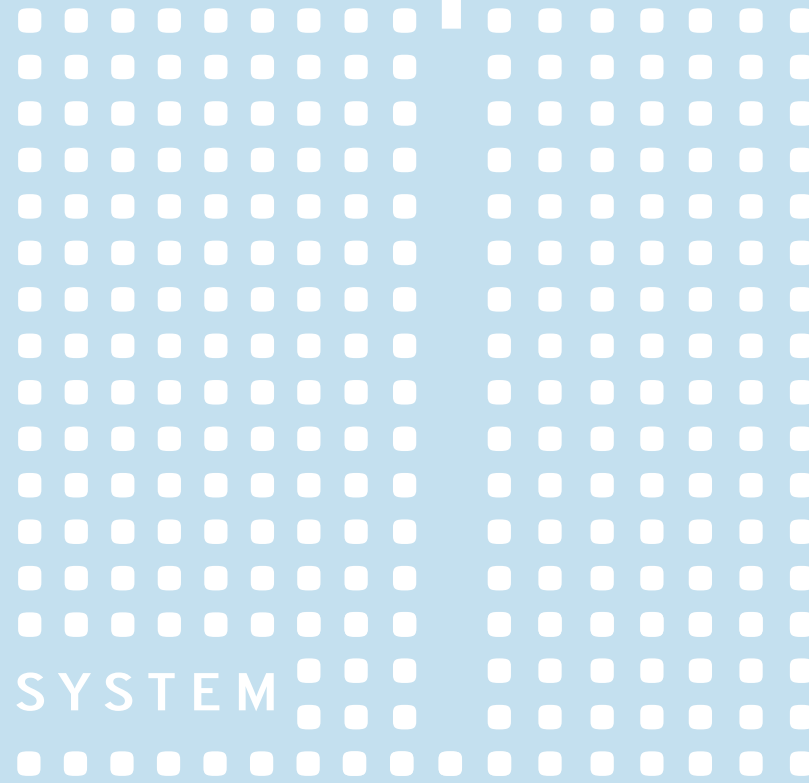
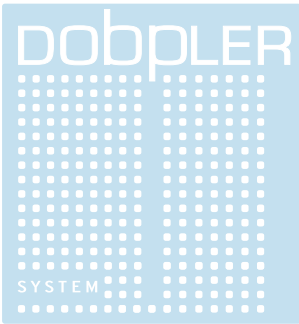


DOBPLER



SYSTEM



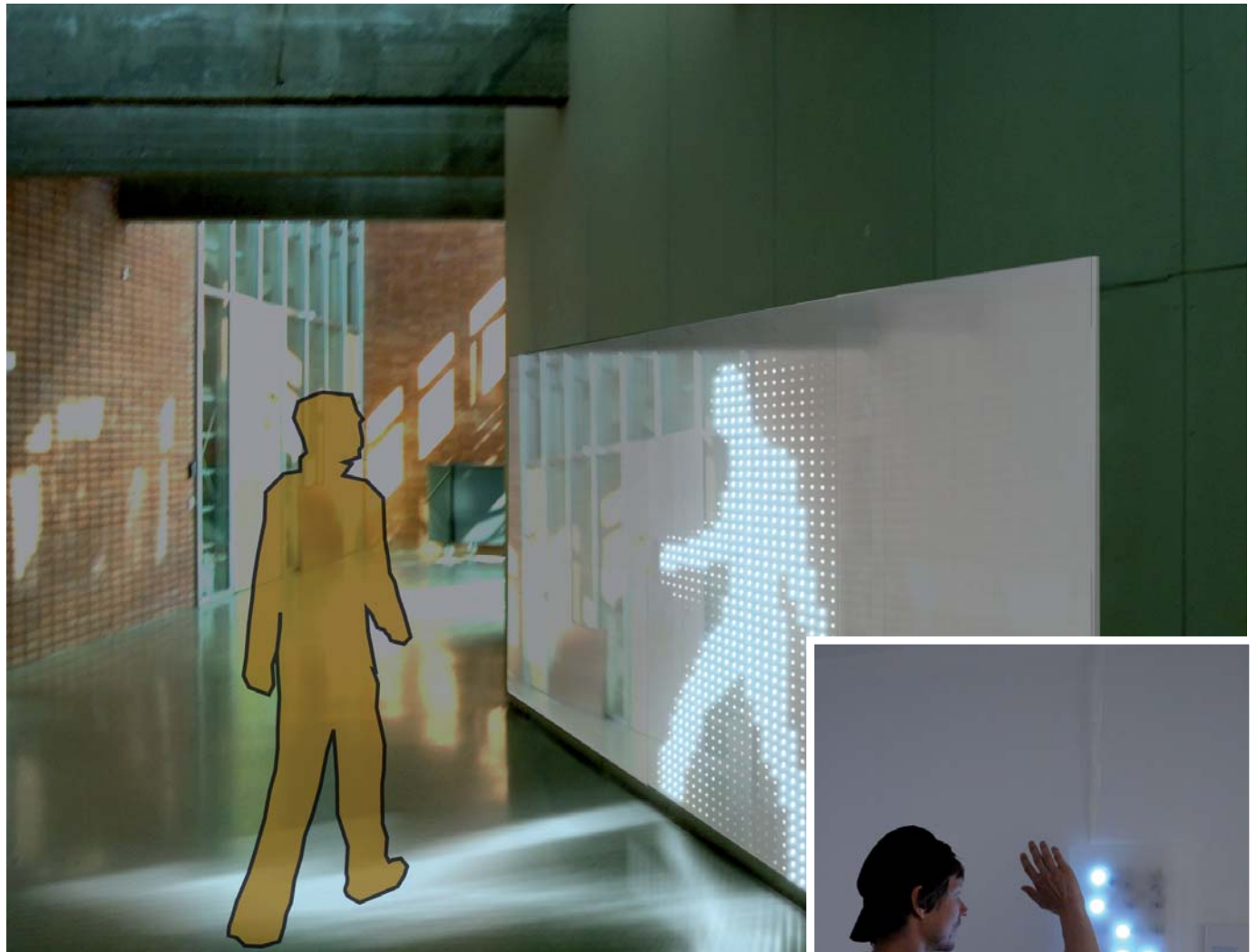
## INTERACTIVE LIGHTNING SYSTEM

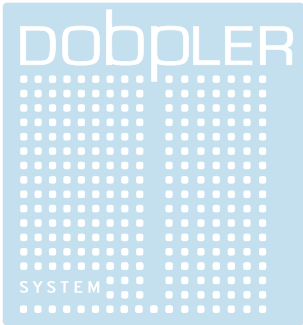
MODULE BASED SYSTEM BUILT WITH LED TECHNOLOGY ENABLES POSSIBILITIES FOR CREATING HUGE ARCHITECTURAL INTERACTIVE LIGHTNING SYSTEMS THAT INSTANTLY REACTS ON ANY MOVEMENT FROM BY-PASSERS.

A person will instantly create a mirroring light, as a pixelated glowing shadow, the opposite experience of ordinary light. The silhouette is the artistic human incarnation of what's often described in art and religion as the human-self. Bringing a short instant greatness for the playful .

The light is timed and tweaked in a manner that gives a short attack-curve and a long whispering decay and release. Creating a effect in time and space. On exit the person will leave a faint trace of light for some decaying seconds, and then the surface again enters its state of untouched clinical white semi transparency, the faster you pass by, the smaller inn-print you will leave.

The installation is intended to be mounted in an area where people will enter and leave in a hastily manner, hopefully adding a moment of reflection on where and why the person is heading, and what differences will it make...

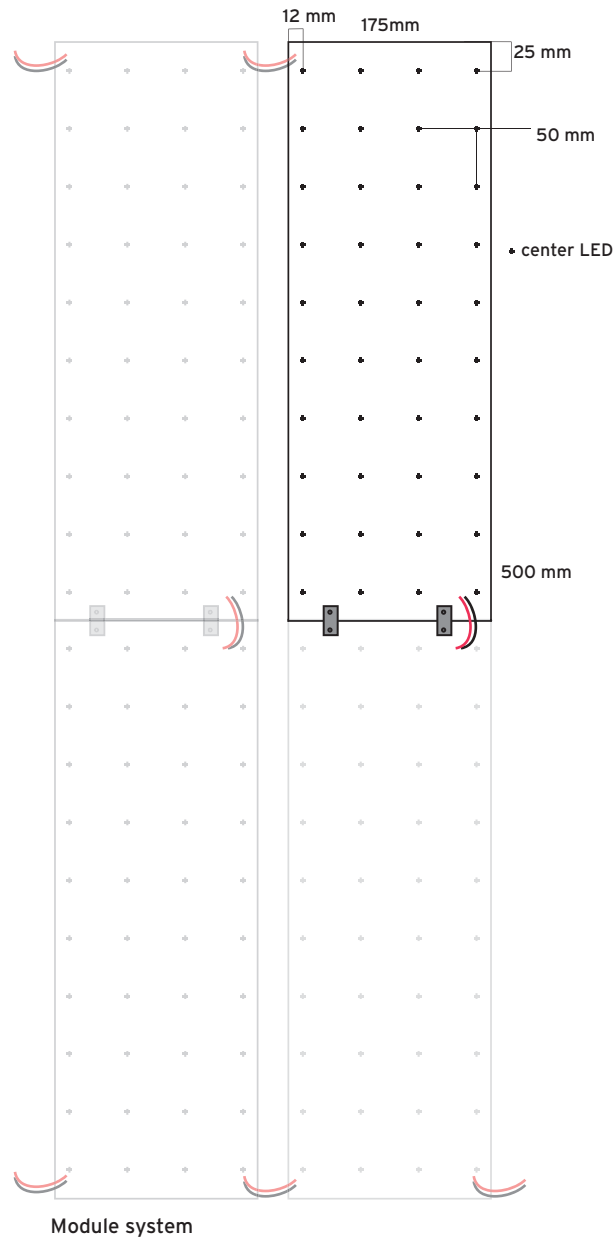
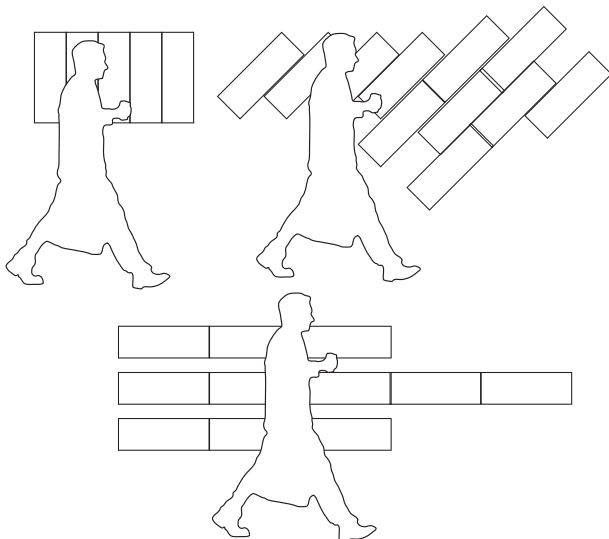




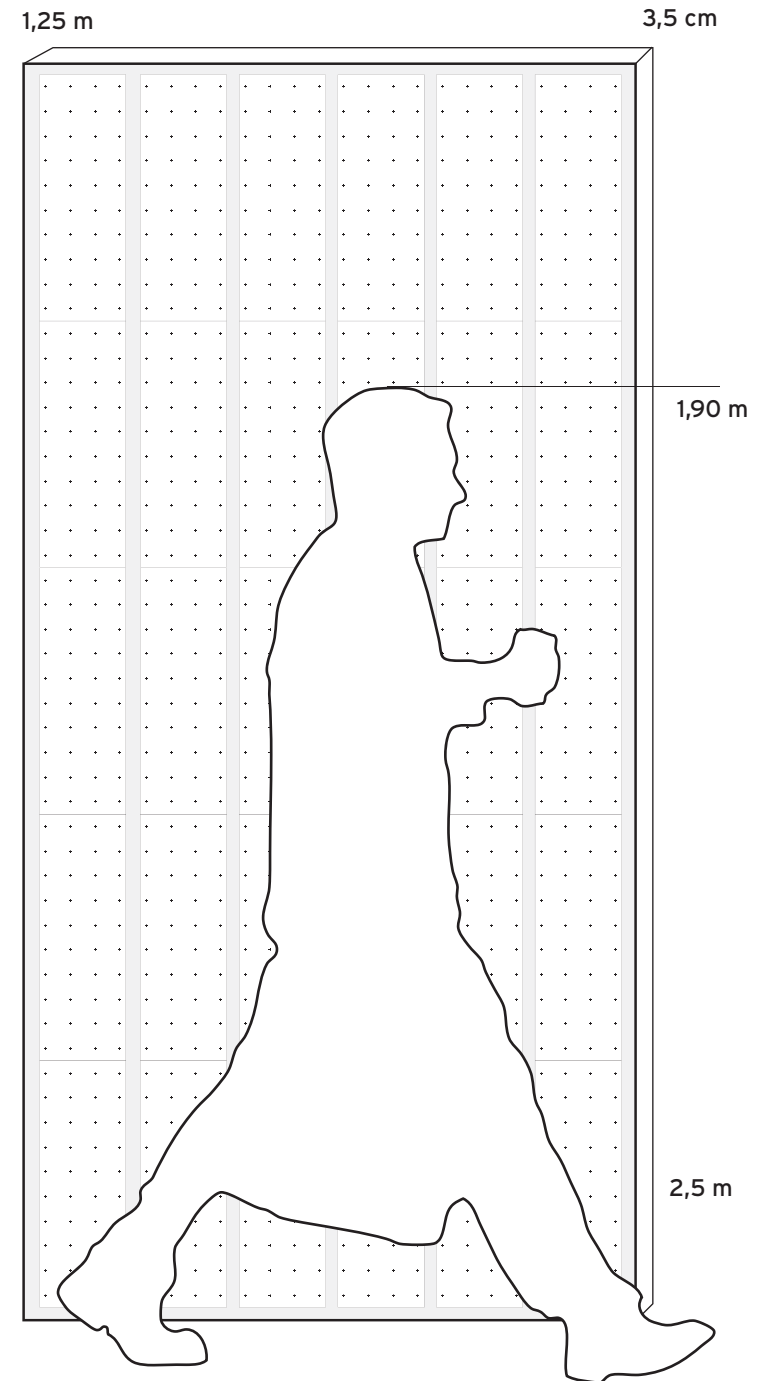
## INTERACTIVE LIGHTNING SYSTEM

### MATERIALS:

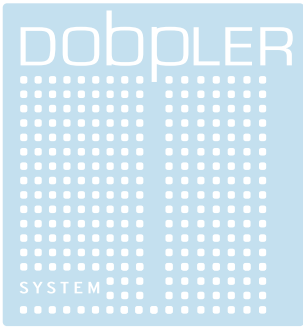
- Circuitboards, automated factory produced with surface-components
- Costs are in ordinary range for lightning systems, the larger production the lower cost pr m<sup>2</sup>
- Opal white acryl or opal glas. Silicone glued and screwed on auluminum ribb-support. May also be placed behind existing transparant wall strukture depending on materials used.
- Free placement in any shape, preferbly in large enough size to reflect a recognisable part of human shadow.



Module system



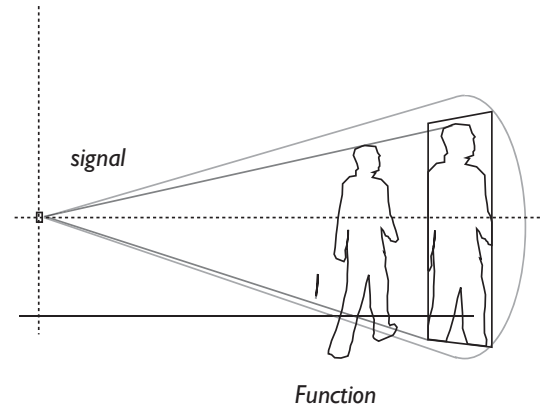
prefered minimal size...



## INTERACTIVE LIGHTNING SYSTEM

### PRINCIPLE OF TRANSMITTER PLACEMENT AND SHADOW PROJECTIONS

A close placement means larger scaled shadow. Long range gives more closely I/I.  
 A high placement means less disturbing shadows from bystanders.



### ADVANTAGES COMPARED TO VIDEO/PROJECTOR-BASED SYSTEMS:

- Flat system, no need for large projector beam room behind or in front of "canvas"
- System detects only objects in front of, not landscape, shadows and light from surroundings.
- Works in both daylight and darknes.
- No need for regularly and expensive projector bulb replacements
- No heat from projector and the problems of dust-burning
- No need for computer maintenance
- Flexible system with discrete "image transmitter" instead of vouldnerable camera
- Very low energy consumption, = ecologically friendly
- Extremely long life-span (90 000 hours and more in active modus)

### COMPARED TO DIGITAL /COMPUTERIZED SYSTEMS

- No computer crash or brownout
- No dust acumulation in a fanned computer, or hardisk failure over longer timespan.
- No „0/1,, disfunctioning in the precense of inbetween data..
- Autonomous system enables complete scalability, no reconfig of code when moduels are added or removed.
- Multi-path electricity supply secures system running even if single modules mailfunction.

