



Prototype at Aalto University

Social Painting – embrace the differences

Project Description

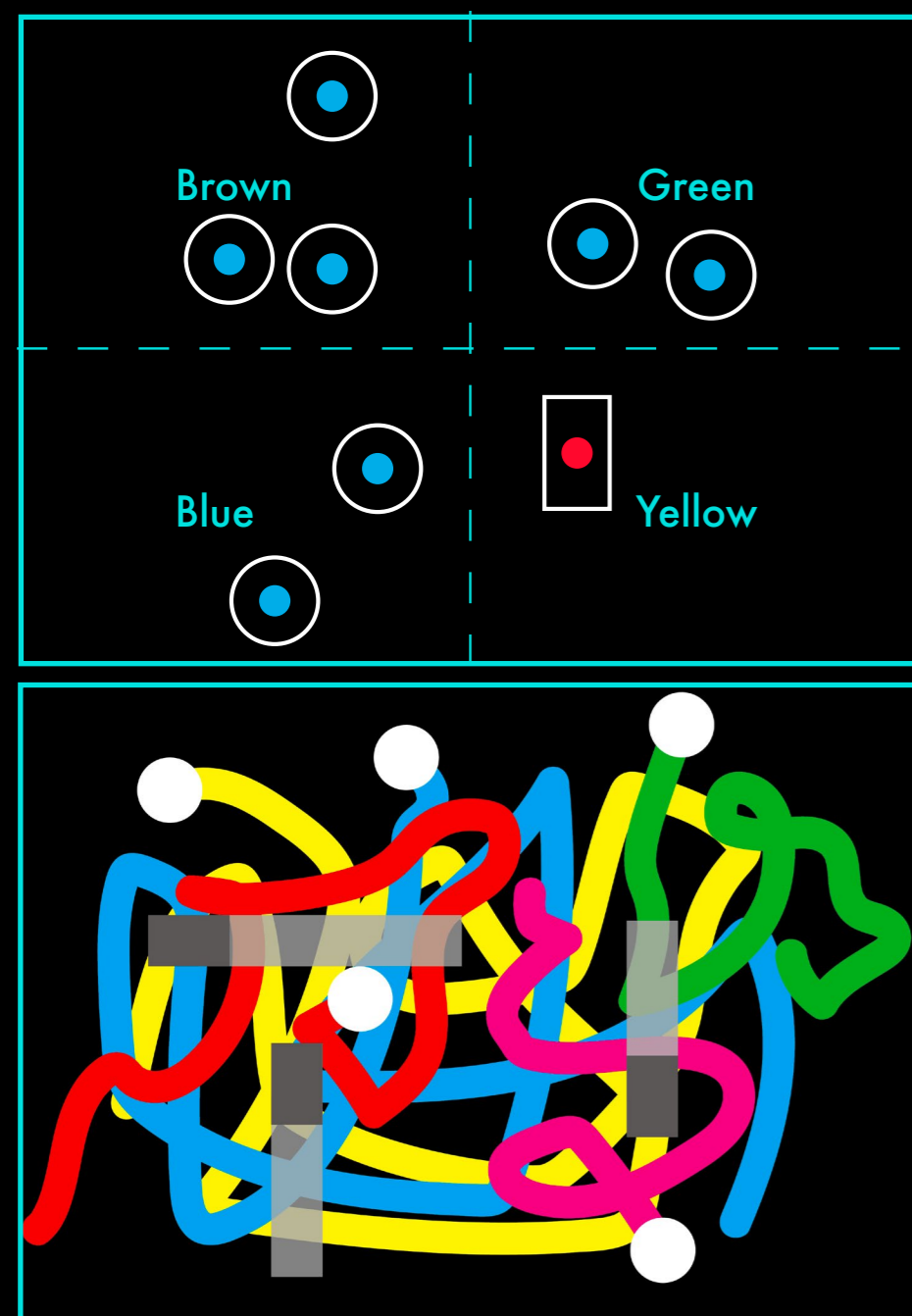
We are living in a world in which discrimination is a daily challenge for many people. Common examples for anti-discrimination movements are the #blacklivesmatter or #LGBTQ+ movement. Especially in the current situation while we are trying to overcome a pandemic, Asian-looking people had to deal with discrimination #ichbinkeinvirus. We want to focus on the topic of discrimination in a playful and artistic way to visualize how it feels to be excluded and neglected. Based on this idea we created an interactive installation and projection mapping. Through body-related questions, we are creating starting situations that we cannot influence and are often the reason why people are being discriminated against. Our main goal is to overcome the worldwide social problem of exclusion and solve this through integration to finally reach complete inclusion. Through visualizing the exclusion and the creation of communication spaces we are trying to provide enough information and exchange of experiences to prevent misunderstandings and prejudices, which are another cause of discrimination.

Prototype

Hardwares : 1. Kinect 2. Projector 3. Magic Arm
Software : 1. Processing 2. Touchdesigner



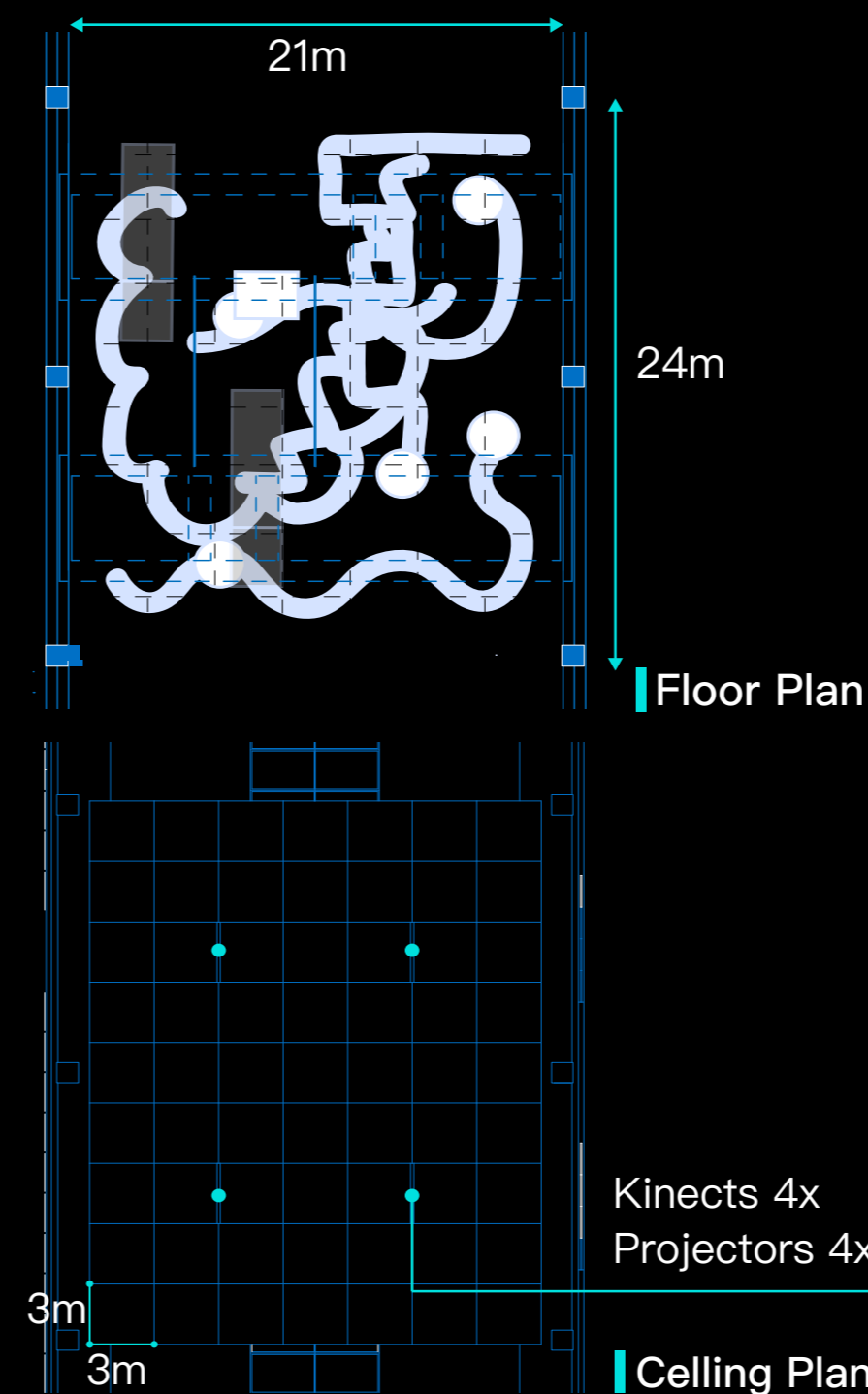
Game Procedures



? What is the color of your eyes

1. Separating visitors by the questions relating to their **appearances**.
2. The majority is assigned by "circles" and they can move **freely** to draw our space **colorful**. / The minority is assigned by "squares." Their movements are not only **limited** in one direction but also **erase all the colors into gray**.
3. To encourage "circles" to **cooperate** with "squares," we used "Emoji" as combination patterns when they draw on the canvas **together**. Leading to the reflection of visitors on the **reasons behind discrimination** that happens in our daily life.
4. The viewers could join the game with pads to **change the colors** of paths to see the different visualization.

Installation



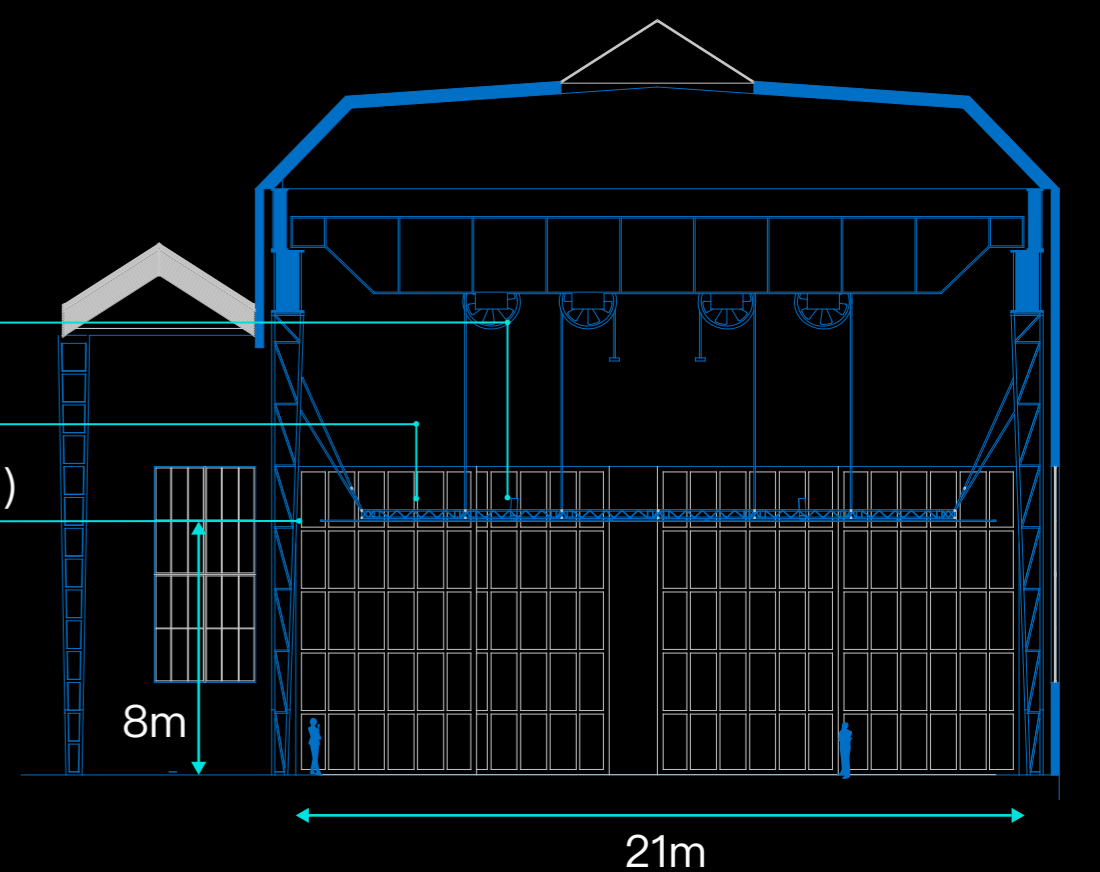
The ceiling mirror is not mandatory in our project, but for the complete atmospheric experience, we decided to install the reflecting surface above. For the base construction and mirror mounts we used common rentable event truss elements, thus almost any height and width can be built. We are building a base frame out of the different truss elements in this case with dimensions of 18,5m x 21,5m with an internal grid of approx. 3m x 3m. The base is suspended from the surrounding columns with 6 steel cables that also serve as bracing. Underneath the construction the 21 x 24m are of mirrors is installed. Each mirror, 63 in total, consists of a 3m x 3m aluminum frame covered with prefabricated mirror-foil. With an exception of eight mirrors positioned at the projectors' slightly smaller locations, leaving four 7,5cm wide slits for the cameras and projectors' view.

Visualization

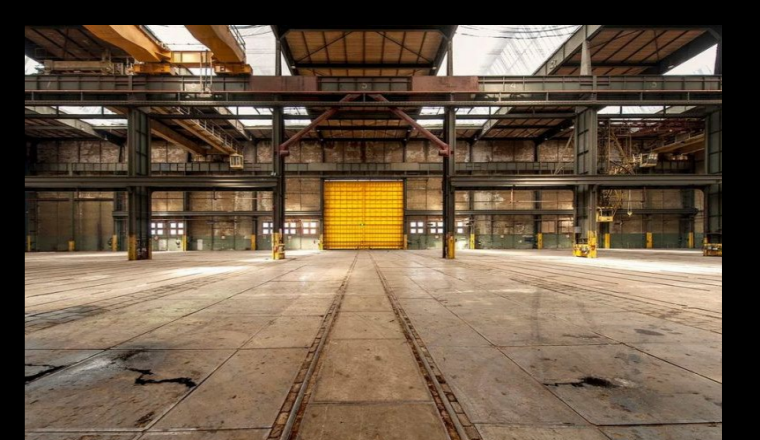


Kinects 4x and Projectors 4x
Truss system (18,5x21,5m)
Mirror foil construction (21x24m)

Section Plan



Location



NDSM Wharf, Amsterdam

Credits

Supervisors : Junior-Prof. Dr. Reinhard König, Dr.-Ing. Sabine Zierold (Bauhaus University Weimar), Dipl.-Ing. Stefan Kraus, Mr. Matti Niinimäki (Aalto University)
Tools : Arduino / Processing / Touchdesigner
Team Members : Ann Böttcher (Master Architecture), Ruo-Xuan Wu (Master MediaArchitecture)