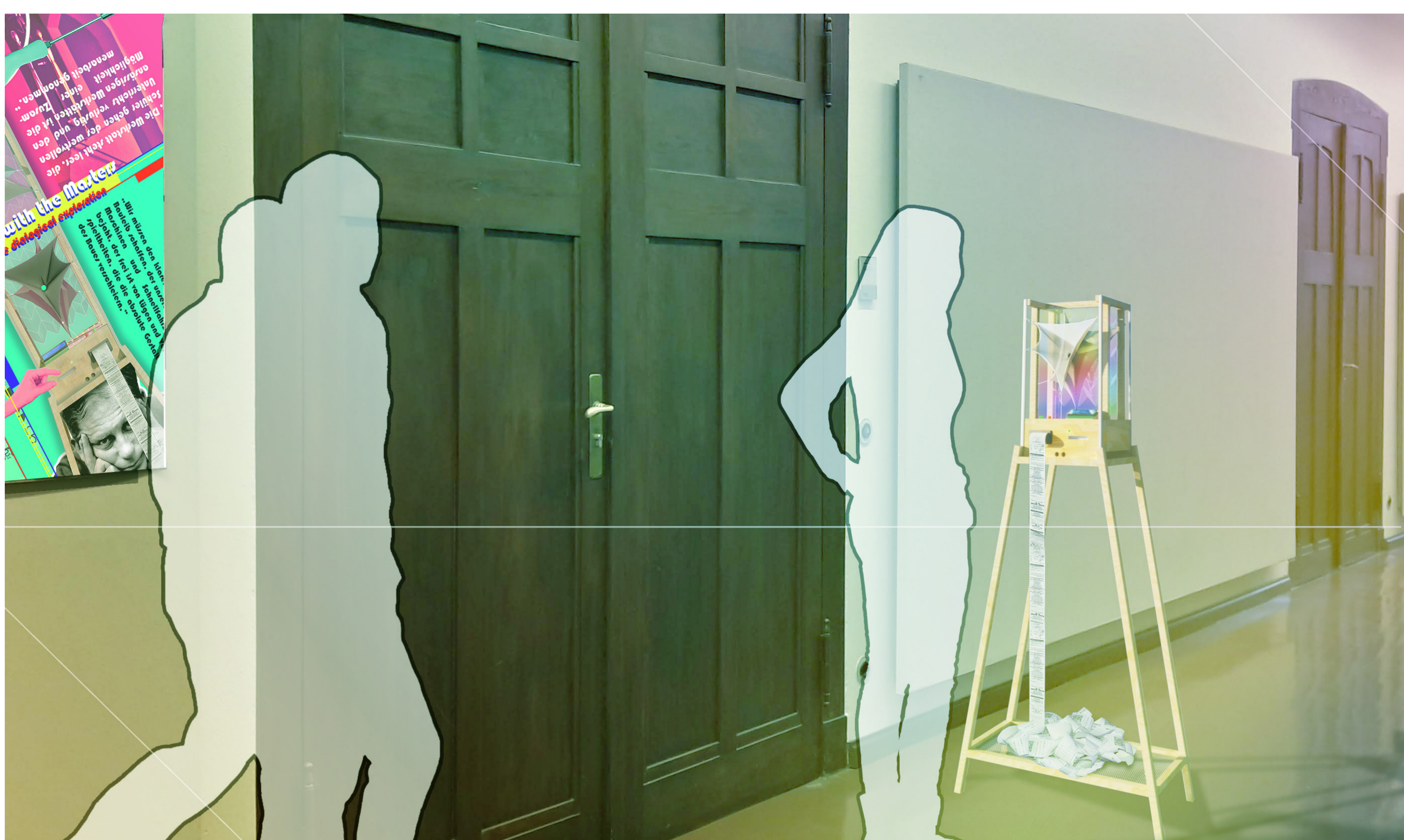


Bauhaus oases_trans-local network



Walter - Gropius office

One of the selected places is groppius office, located in the hauptgebäude of the Bauhaus University. This place was used for Walter during his time in Weimar in Bauhaus times.

Conversation with the Masters. A Human-Machine dialogical exploration

"Conversation with the Masters" is a Media-Installation that attempts to convey the messages and the philosophy of the Bauhaus masters while exploring the dialogical possibilities between humans and machines.

We started by researching the masters of the Bauhaus, and the locations of their most iconic works. We select the founder of the Bauhaus University; Walter Gropius and one iconic master/professor; Oskar Schlemmer for the first stage of the project.

Project approach

Create an interactive installation for the Bauhaus 100 years that combine a concept with different technical systems that is translocal. The installations must be a functional element that can be developed with the skills of the team members and new skills that can be developed within a time of 3 months.

Our challenge was, how to abstract the personality and characteristics of different characters, and reincarnate them in a physical form. To do that, we choose iconic characteristics of the style of the two characters that we selected to be our reference in designing a physical form of the installation.;

-Walter Gropius, with his style of square and straight lined shapes, the use of wood, metal, and glass in his work.

- Oskar Schlemmer, with his ideas around the ballet the movement and shapes represented in the fabric that goes through the different layers of the installation.

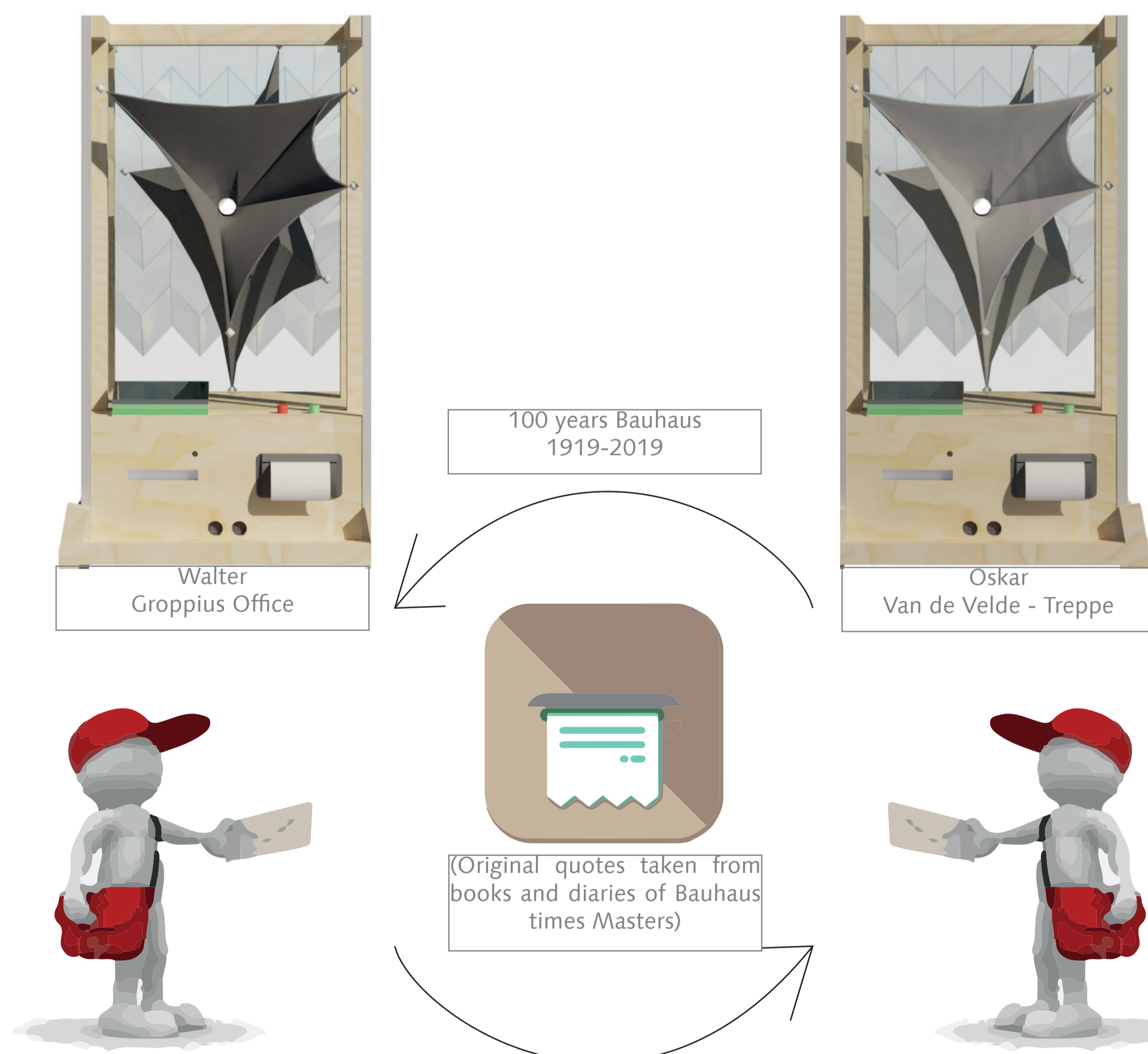
We integrate the concept of both characters into one, so the user can easily identify our installations and interact with them. In order to create a difference between Walter and Oskar, we use the color of the fabric that goes through the layers of each character; black and white, and we create to shapes based in origami, one whit straight lines for Walter and the other one with circles for Oskar.

To develop the interactive features we used Arduino elements and Adafruit components. We developed a code for different features like; proximity sensors to initiate an interaction, LCD screen, and buttons to interact across the conversation, step motors and light led color change for emotions and respond to user interaction, a thermal printer for the printed messages (that works as a souvenir for the user) and a barcode that works to read the secret message when the user delivers the message from one character to the other.



Oskar - Van de Velde Bau(Treppe)

One of the selected places is the stairs of Van de Velde building, located in the Bauhaus University. This place contains the murals and sculptures made by Oskar during his time in Weimar in Bauhaus times.



Translocal Interaction Concept

The interaction idea goes around the User. How he/she becomes a part of the installation by being a messenger, who after a conversation with one of the machines, decide to participate in the delivery of a message from one character to the other.

Projektmodul Wintersemester 2018/19

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