

The **nothing** that is.

IoT in the field of ambient media

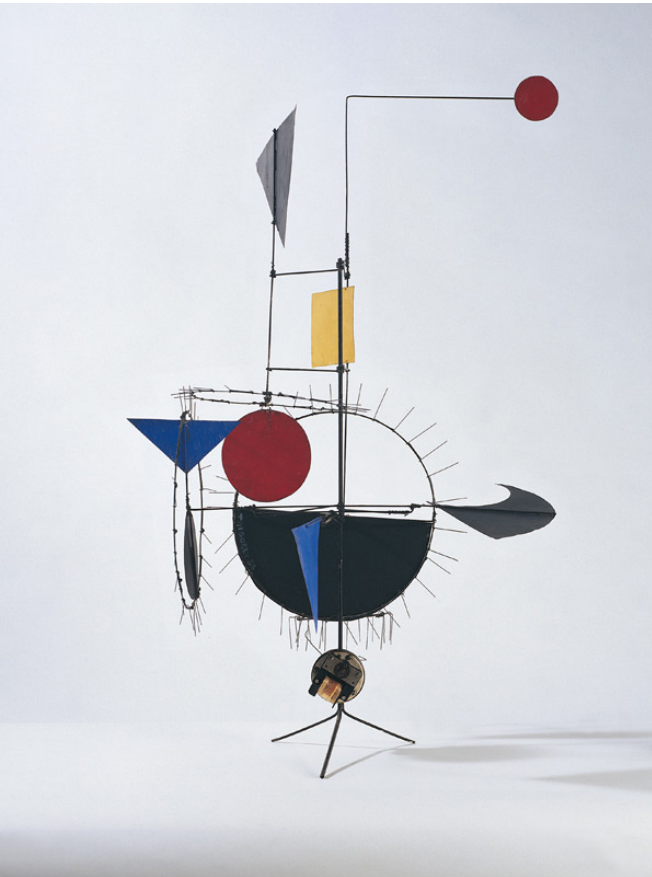
1 // *inspiration*

Non-*place*:

neologism coined by the French anthropologist MARC AUGÉ to refer to anthropological spaces of transience where the human beings remain anonymous and that do not hold enough significance to be regarded as “places”.

»Clearly the word ‘non-place’ designates two complementary but distinct realities: spaces formed in relation to certain ends [...], and the relations that individuals have with these spaces.«

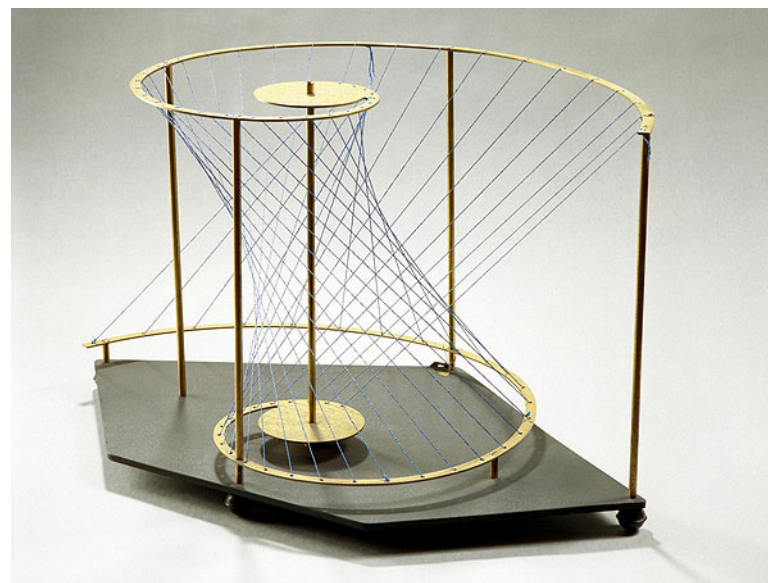
MARC AUGÉ
Non-places: Introduction to an
Anthropology of Supermodernity



KINETIC ART

Jean Tinguely

Méta-mécanique (1955)



SCIENTIFIC MODELS

Doubly ruled hyperboloid (1959, Sammlung
der Technischen Universität Dresden)



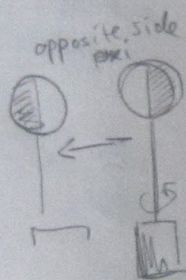
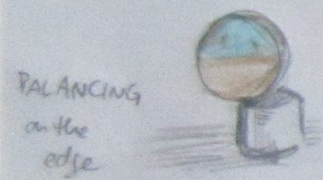
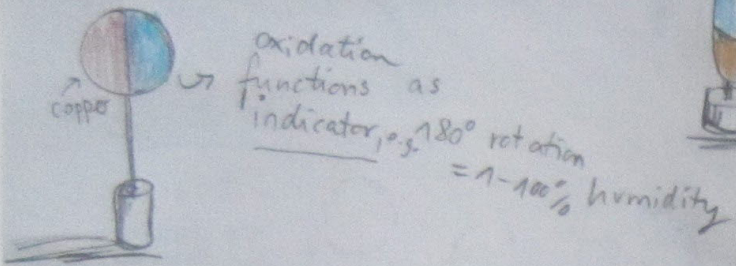
INTERNET OF THINGS

various devices

*2 // **sketches***

Oxidizing copper & BRASS →
make weather (withering) visible

half/half - oxidation



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THAT IS

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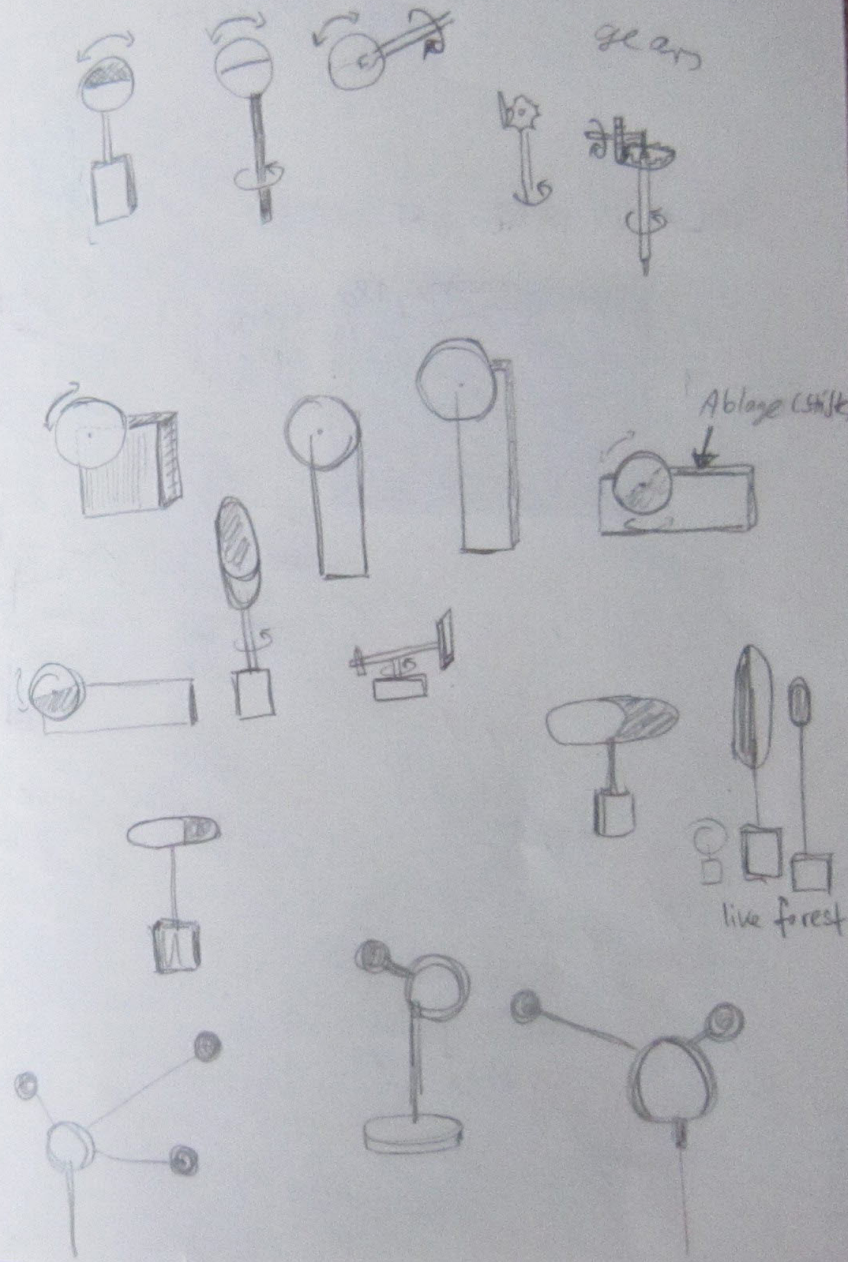
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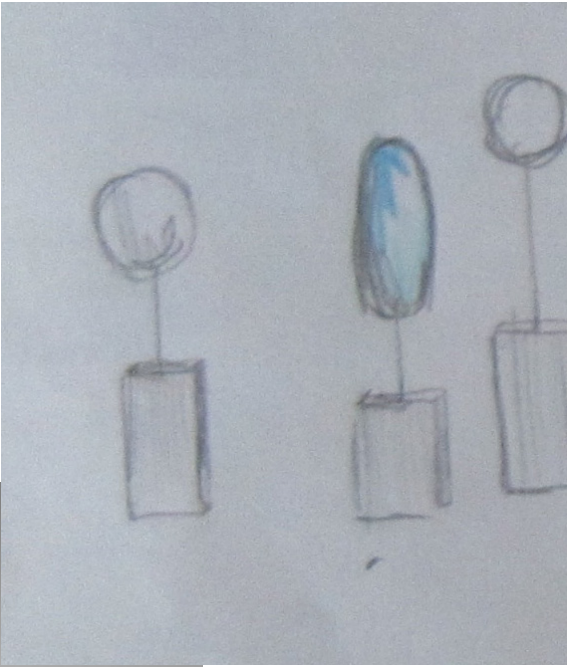
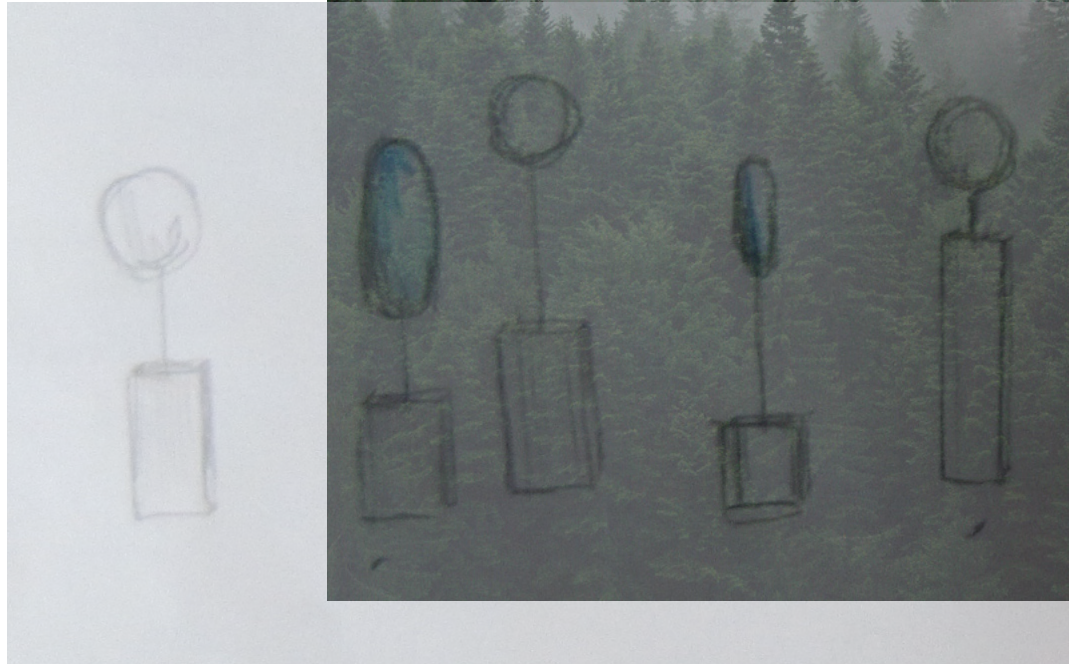
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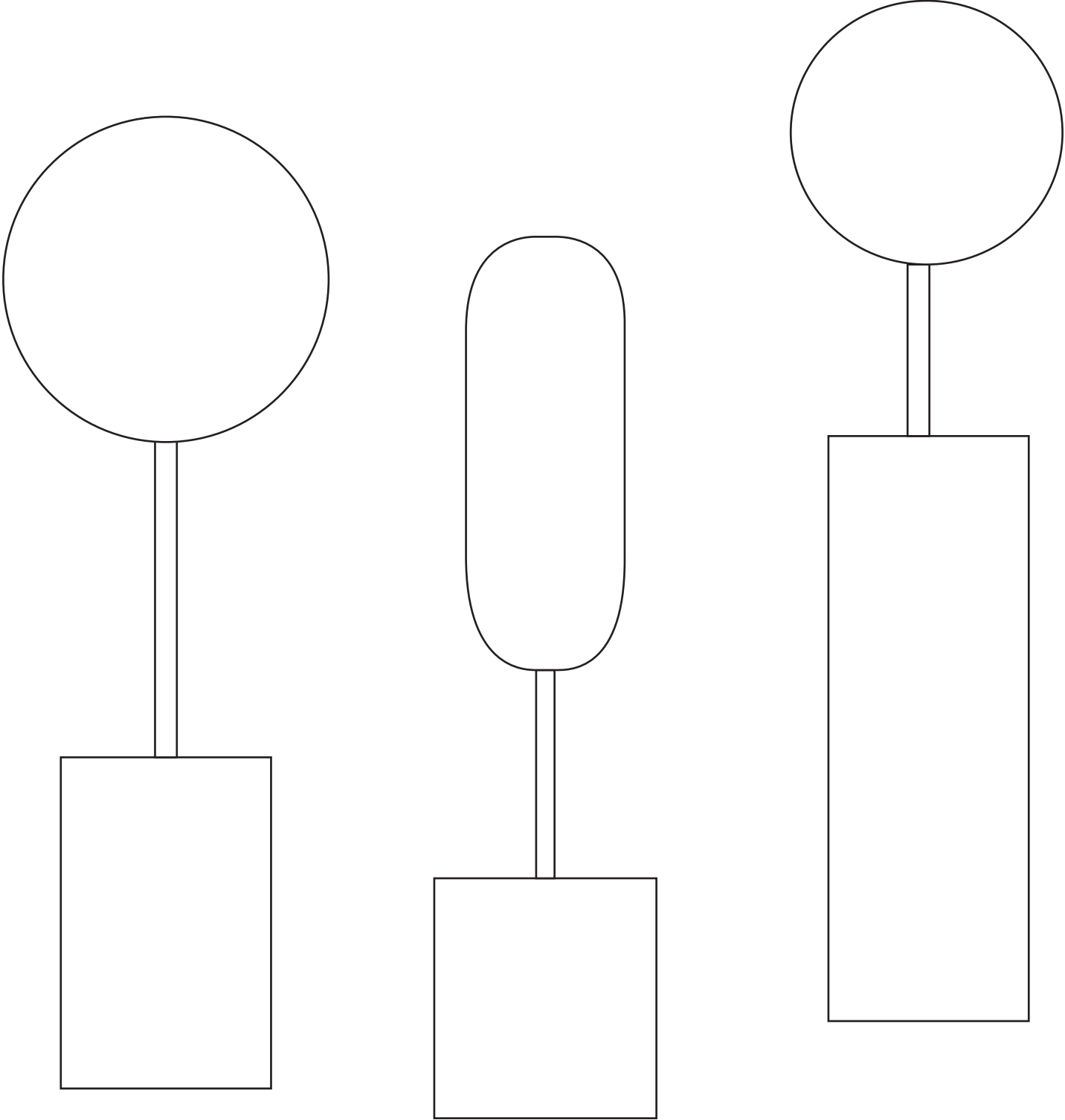
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3 // **design**



4 // **materials**

METAL



copper

brass

WOOD

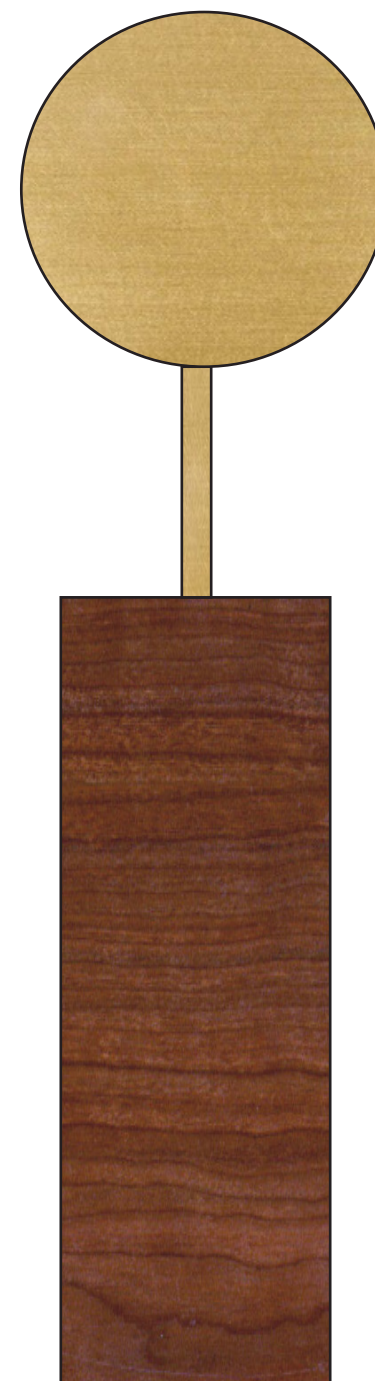
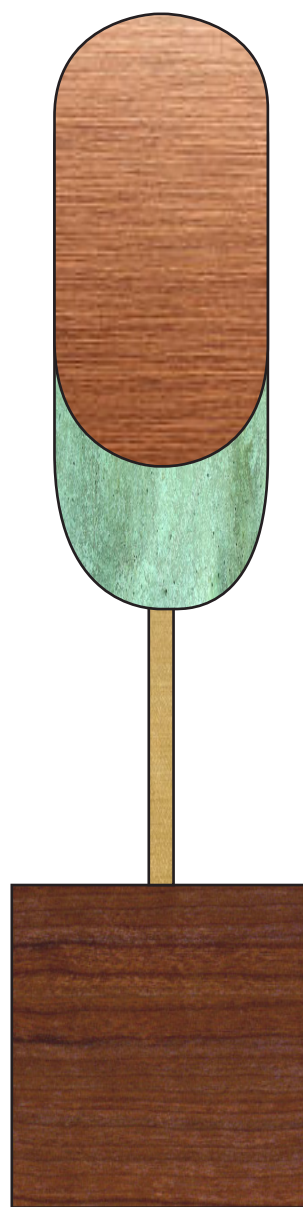
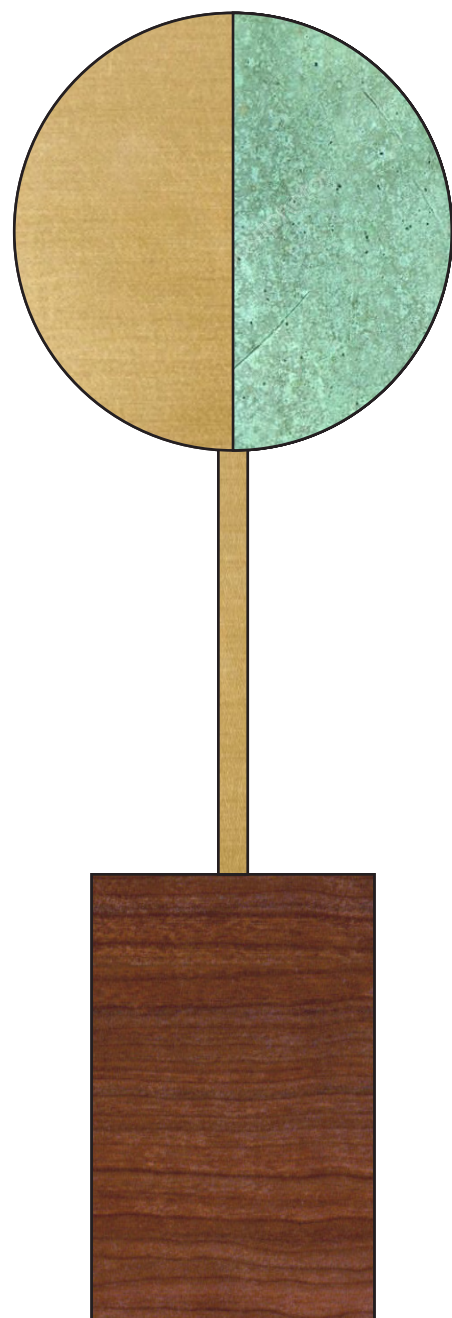


teak

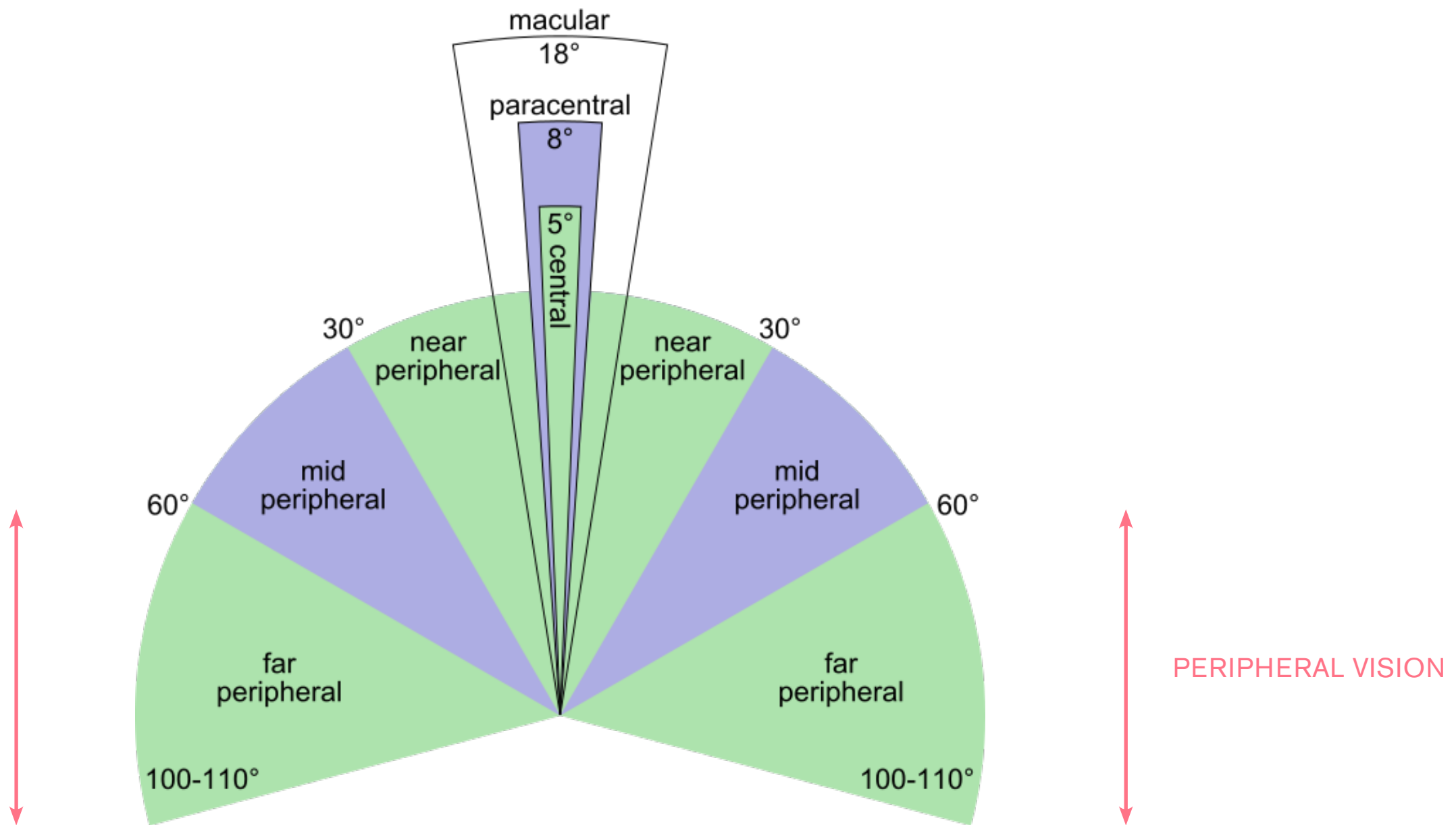
OXIDATION



when metal is exposed to the elements



5 // usage

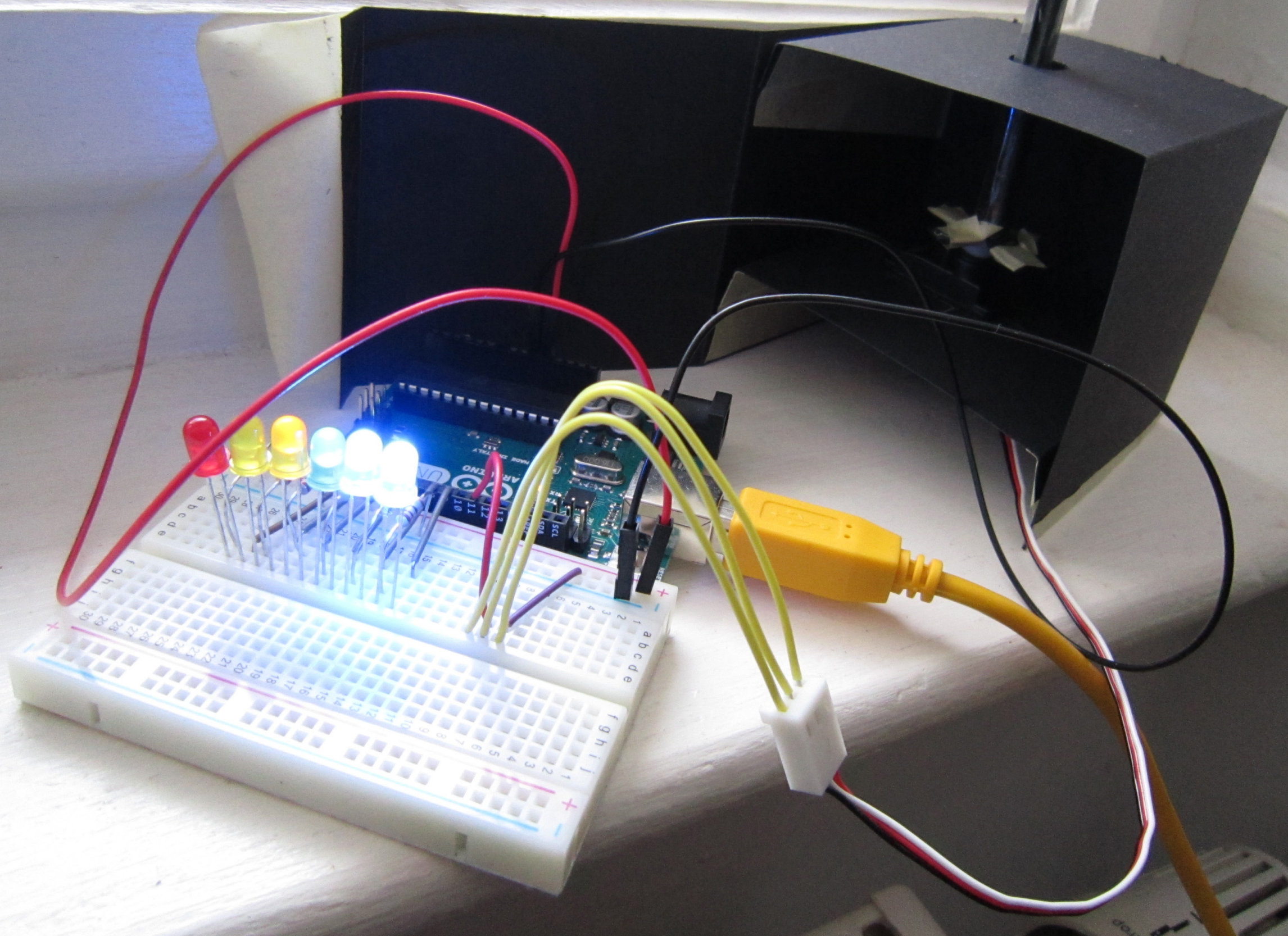


characteristics of ambient media

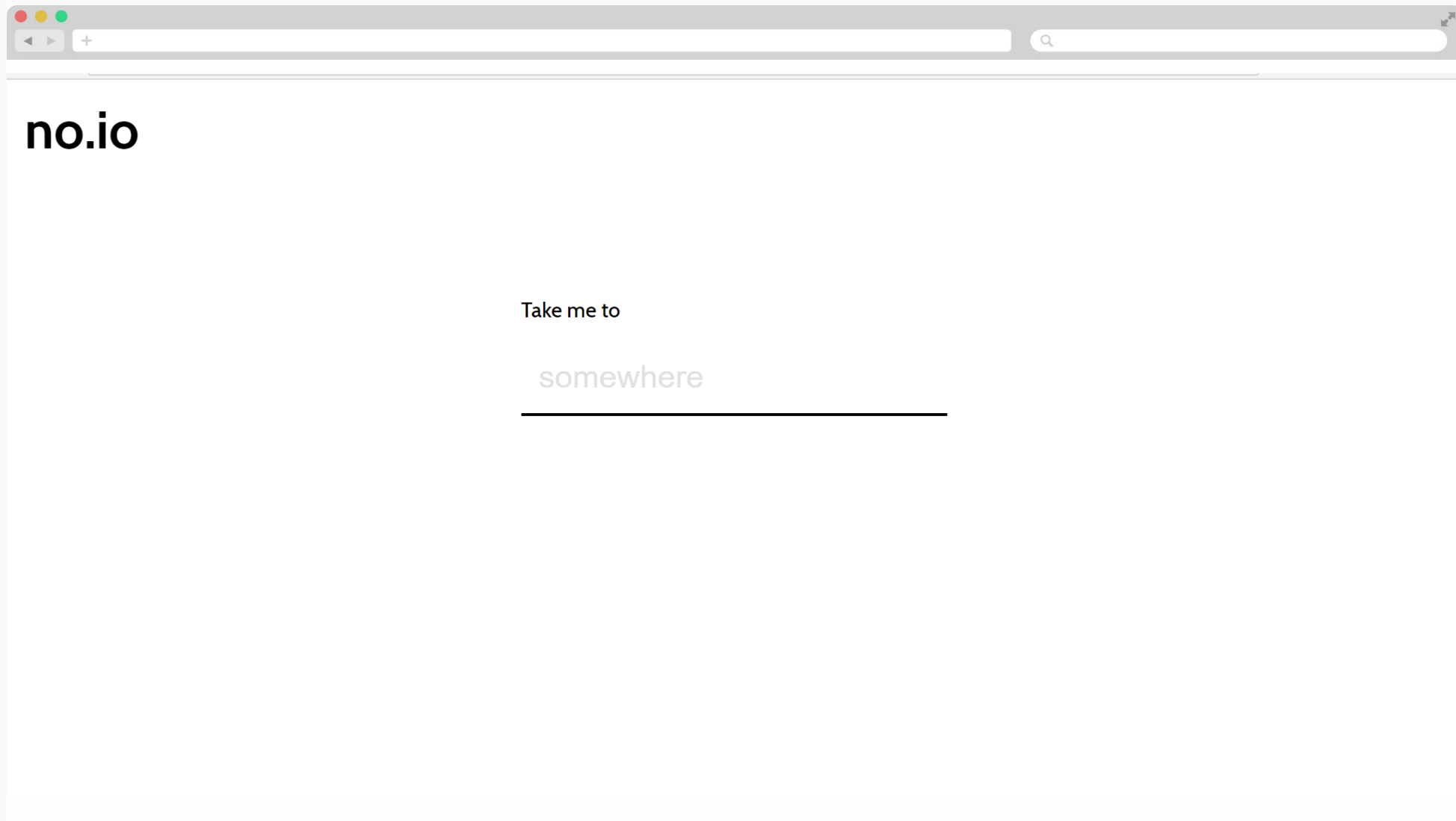
»Space [...] stems in effect from a double movement: the traveller's movement, of course, but also a parallel movement of the landscapes which he catches only in partial glimpses.«

6 // **prototype**





7 // GUI



user interface

8 // **tech***nology*



API
(Open Weather Map)

thank *you.*

