



PAINT
BREEZE

2014
BAUHAUS UNI

DAVID PEREIRA EDT.

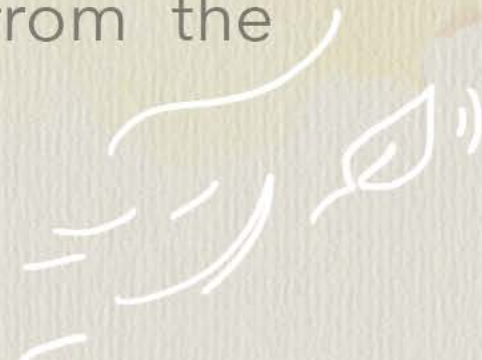
A set of multiple installations to create collaborative paintings of a city by the city through interaction of the citizens with the installations and wind as a contribution from nature.



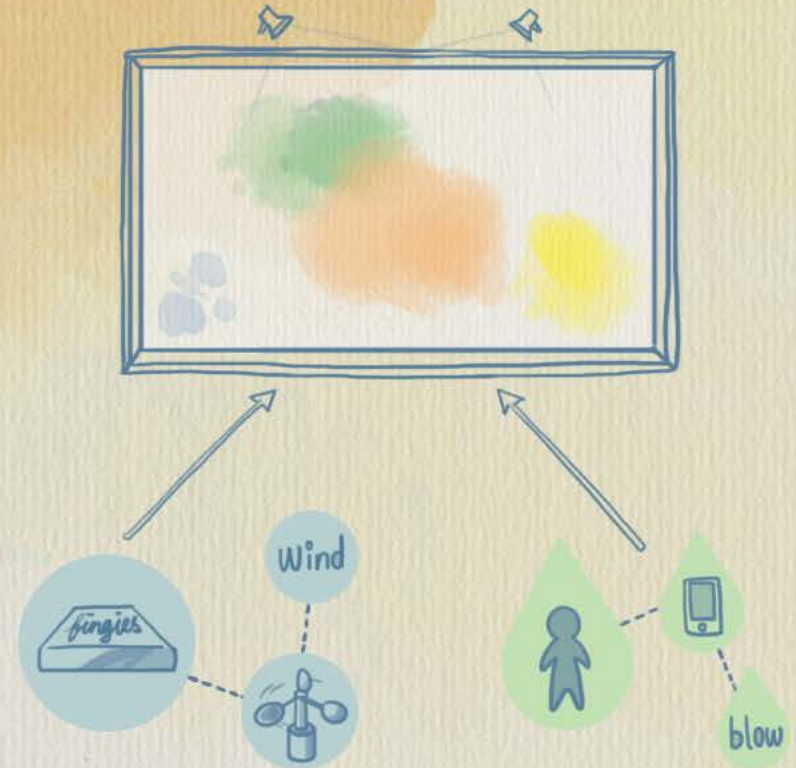


1 Concept

- ▶ Collaborative Paintings of a city by the city.
- ▶ Not graphics but an artistic rendition of movement and interaction in the space.
- ▶ Receive information from different parts of the city, interactions not just from the people but nature as well.



- Multiple installations with the same canvas spread out in different parts of the city.
- Each person starts with a drop of paint, they blow into their phone to start spreading the paint.
- The wind takes the paint in a certain direction in the canvas.
- Generating an unconventional art on the canvas created by the citizens and the nature.



2

How Things Work

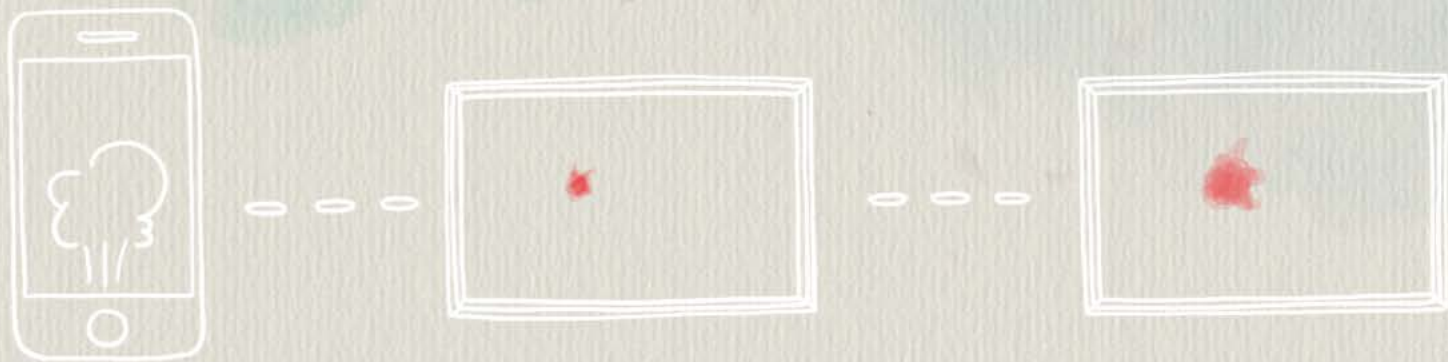
- Fingies network provides an inter-platform connectivity between sensors and cellphones.
- And we use cellphones as the point of interaction between people and the painting.
- Wind Sensor is attached to a Fingies box getting information about the wind in that part of the city.
- Only difference between the Fingies platform and what we need is the connection of simultaneous multiple connections.

People should log on to www.paintbreeze.com/MobileApp on their cellphone.

As soon as they log on, a new dot appears on the canvas.

As they blow into their phones, the microphone senses the blow and spreads the paint.

The input from Wind Sensor decides the direction of paint.
www.paintbreeze.com



3 Technical Details

The Fingies box should be connected to an
• anemometer and wind direction sensor.

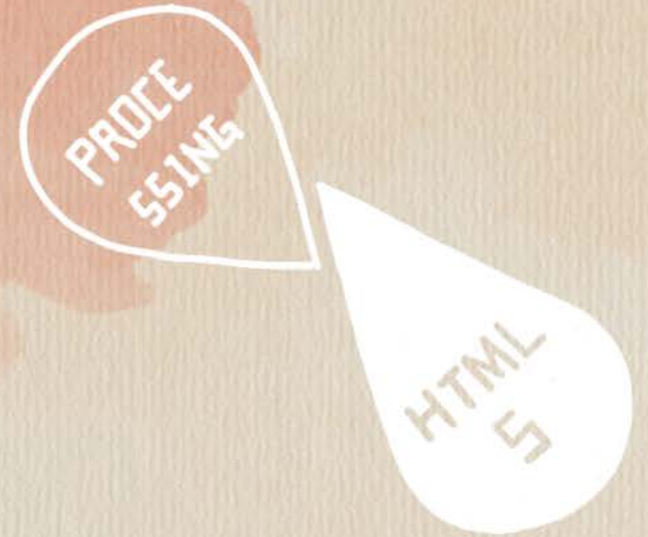
We get the intensity and direction of wind
respectively.



Two options for generating the painting:

1. HTML5 Canvas
2. Processing

HTML5 is preferred, because Fingies already has a web interface where the data from all sensors and cellphones are accumulated.



- Interface on the Cellphone also makes use of HTML5
- HTML5 allows native use of sensors and device hardware
- Can send data from the microphone directly





An example of
a possible painting

APPASRI TITATARN, ASHIN MANDAL & TING SHEN



THANK YOU!