

Curriculum Overview Summer Semester 2023

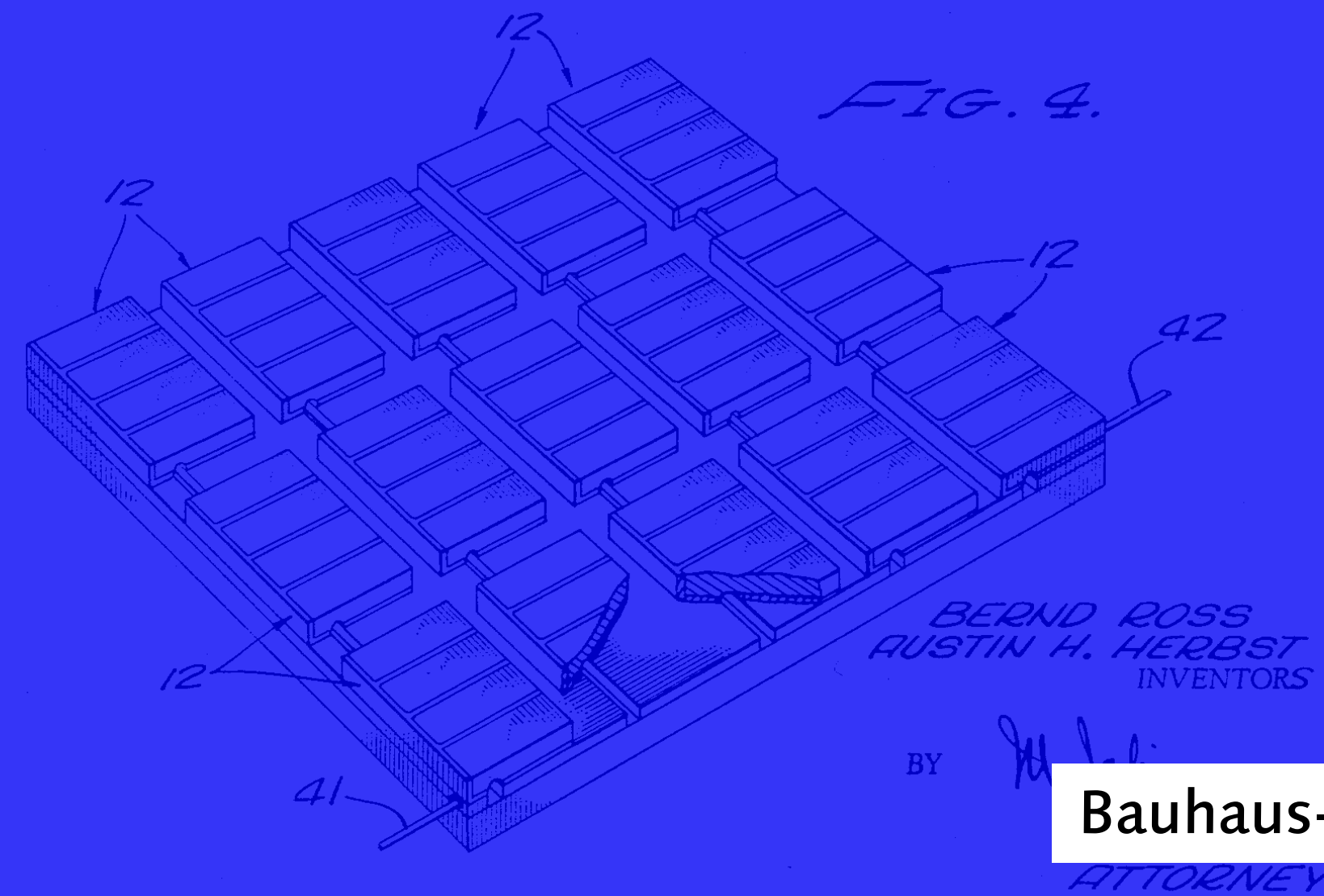
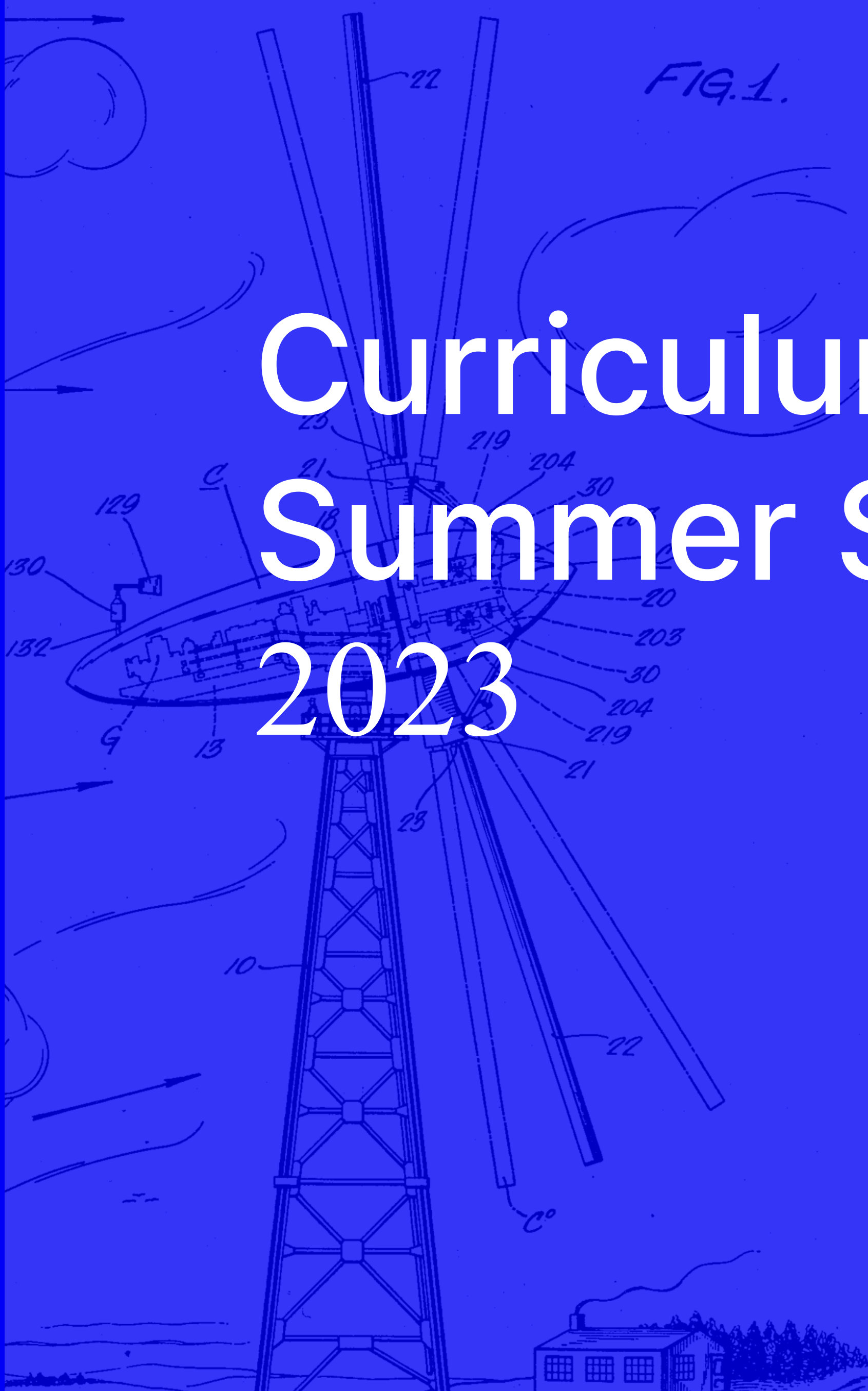
Nov. 19, 1968

B. ROSS ET AL

3,411,952

PHOTOVOLTAIC CELL AND SOLAR CELL PANEL

Filed April 2, 1962





Interface Design

Prof. Martin Hesselmeier

Mitarbeiter / Associates:

Brian Larson Clark

Jesús Velázquez

Clemens Wegener

Dr. Max Neupert

& Special Guests

WHAT WE DO

We design, develop and implement interfaces and applications that enable and facilitate access to the digital world in interactive, networked and physical environments.

EDUCATION & RESEARCH TOPICS

Spatial Interaction

Physical, Tangible Computing

Architectural Interfaces

2D/3D Prototyping

Printed Electronics

Interactive Art

Location-based & Web Applications

UX/UI/Screen-based Interfaces

Interface Design

Online Course Presentations /
Modulbörse

Monday, 3 April 2023
2pm–3pm on BigBlueButton

Online Semester
Consultations

Tuesday, 4 April 2023
10am–11am on BigBlueButton

Digitale Ressourcen / Digital Resources

IFD MediaWiki

Up-to-date Course Information, Syllabi

BISON

Official university course catalog and registration platform

Moodle

Official university courseware platform

Räumlichkeiten / Facilities

Marienstraße 5
Staff Offices, Sekretariat

Marienstraße 7b
Seminar Rooms, Studios
Electronics Lab
Prototyping Lab
Bauhaus Form & Function Lab

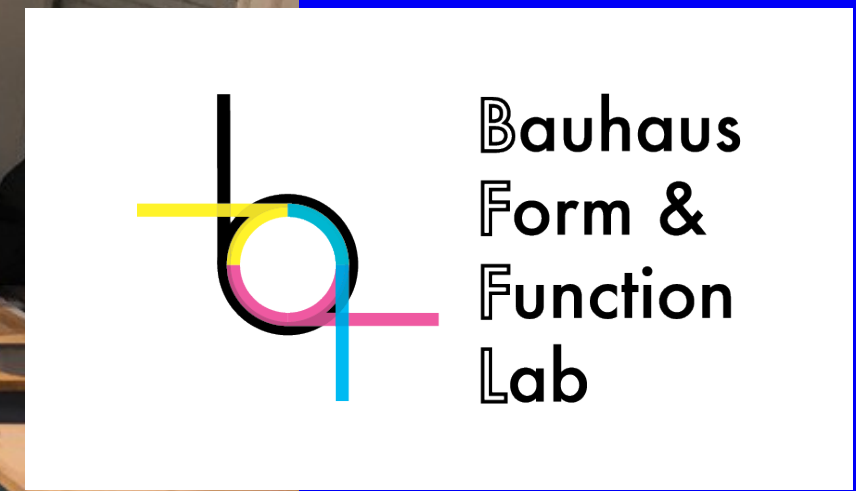
Electronics Lab Prototyping Lab

Research and Production
of Functional Electronic
Prototypes



bffl Bauhaus Form & Function Lab

facilitates the research of
innovative haptic interfaces
and functional prototypes for
digital applications and
services.



bffl
Bauhaus
Form & Function
Lab

Screen printing and LPKF
laser for printed- and 3D
electronics prototyping.



Interface Design Modules 2023

Projektmodul BFA/MFA

Unplugged - exploring the artistic potentials with Energy Harvesting

Prof. Martin Hesselmeier

Tuesdays 9:15 – 12:30

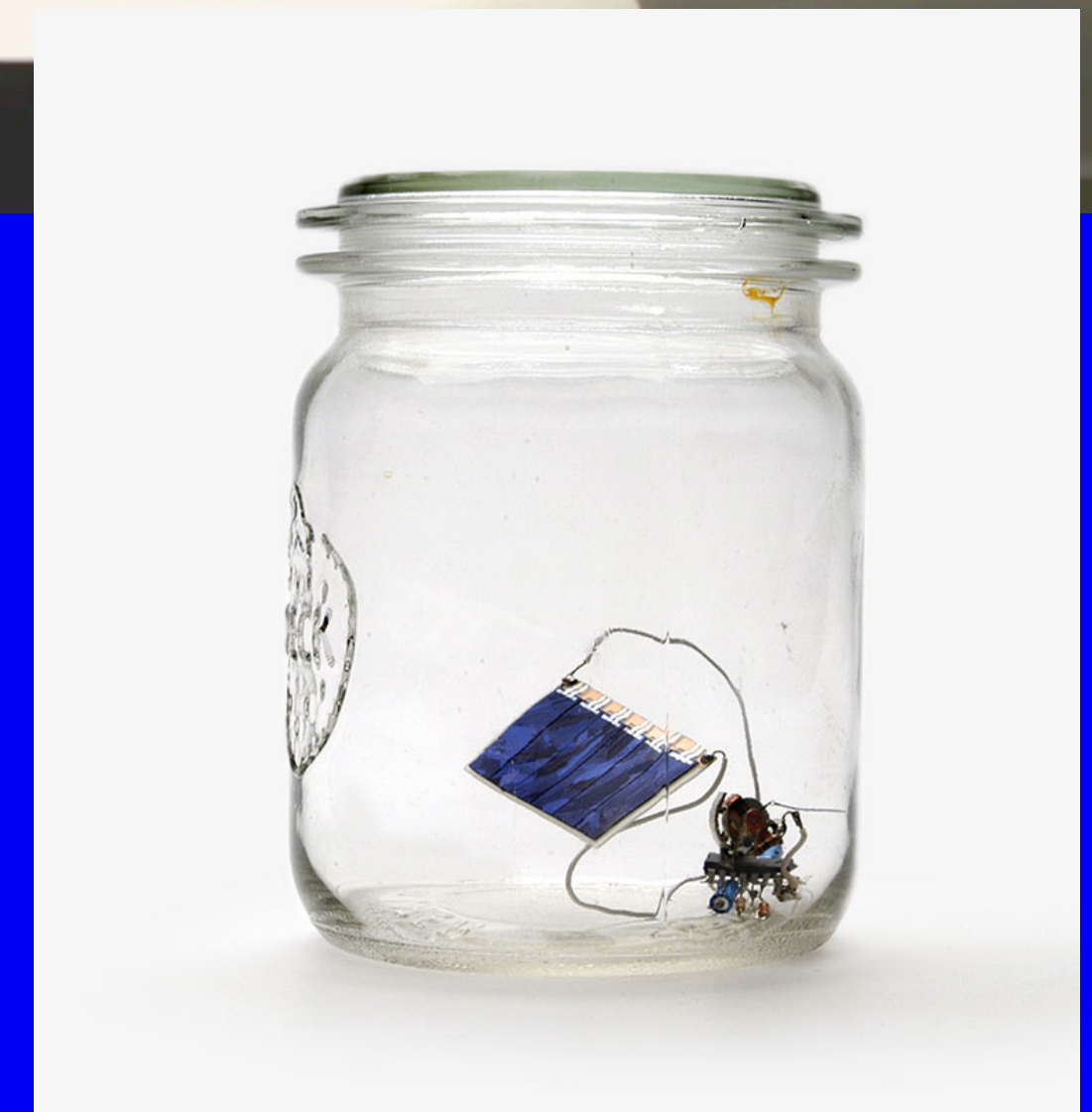
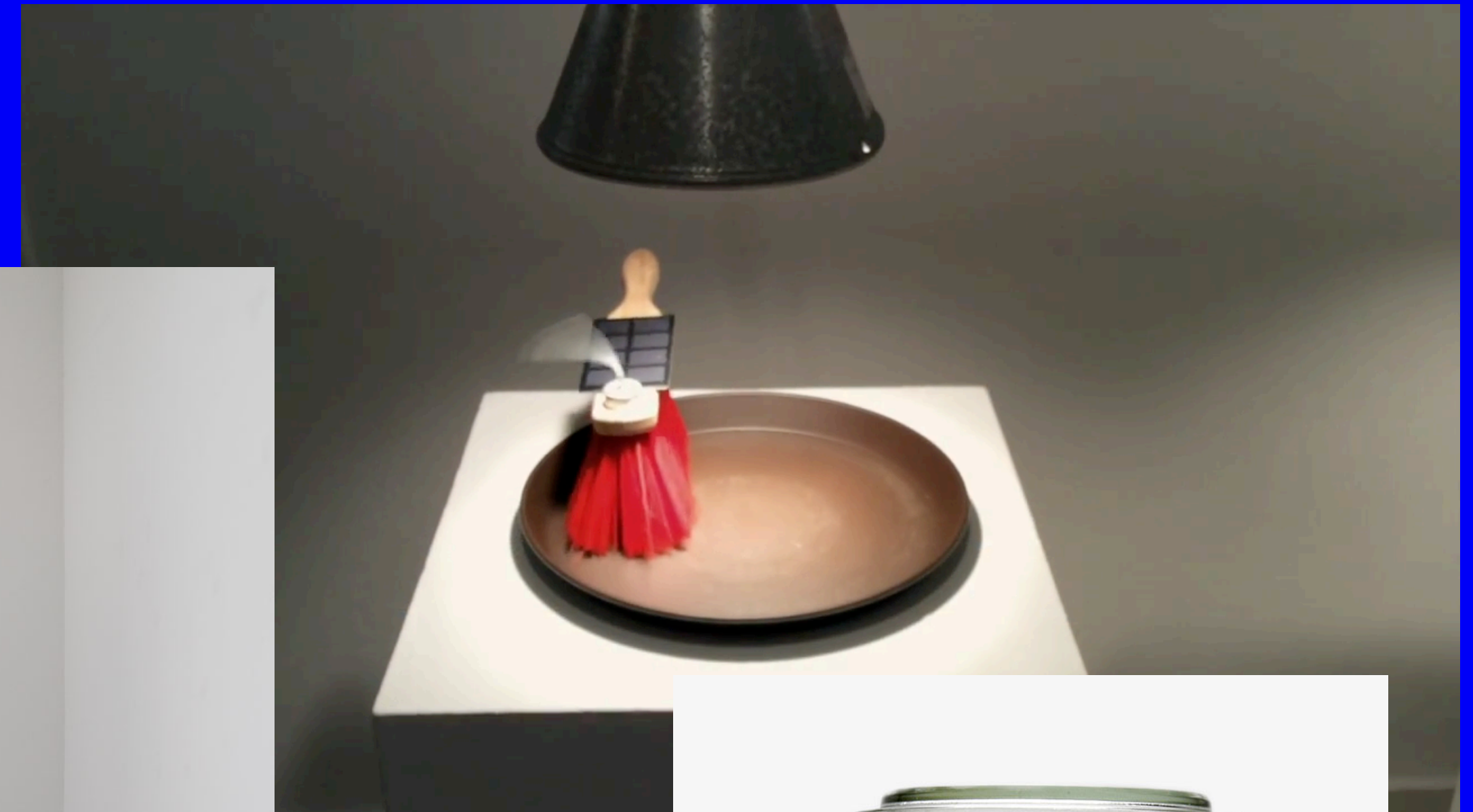
Marienstraße 7b, Raum 104 + Online via BBB

Consultations per appointment

BISON NO. 323120025

martin.hesselmeier@uni-weimar.de

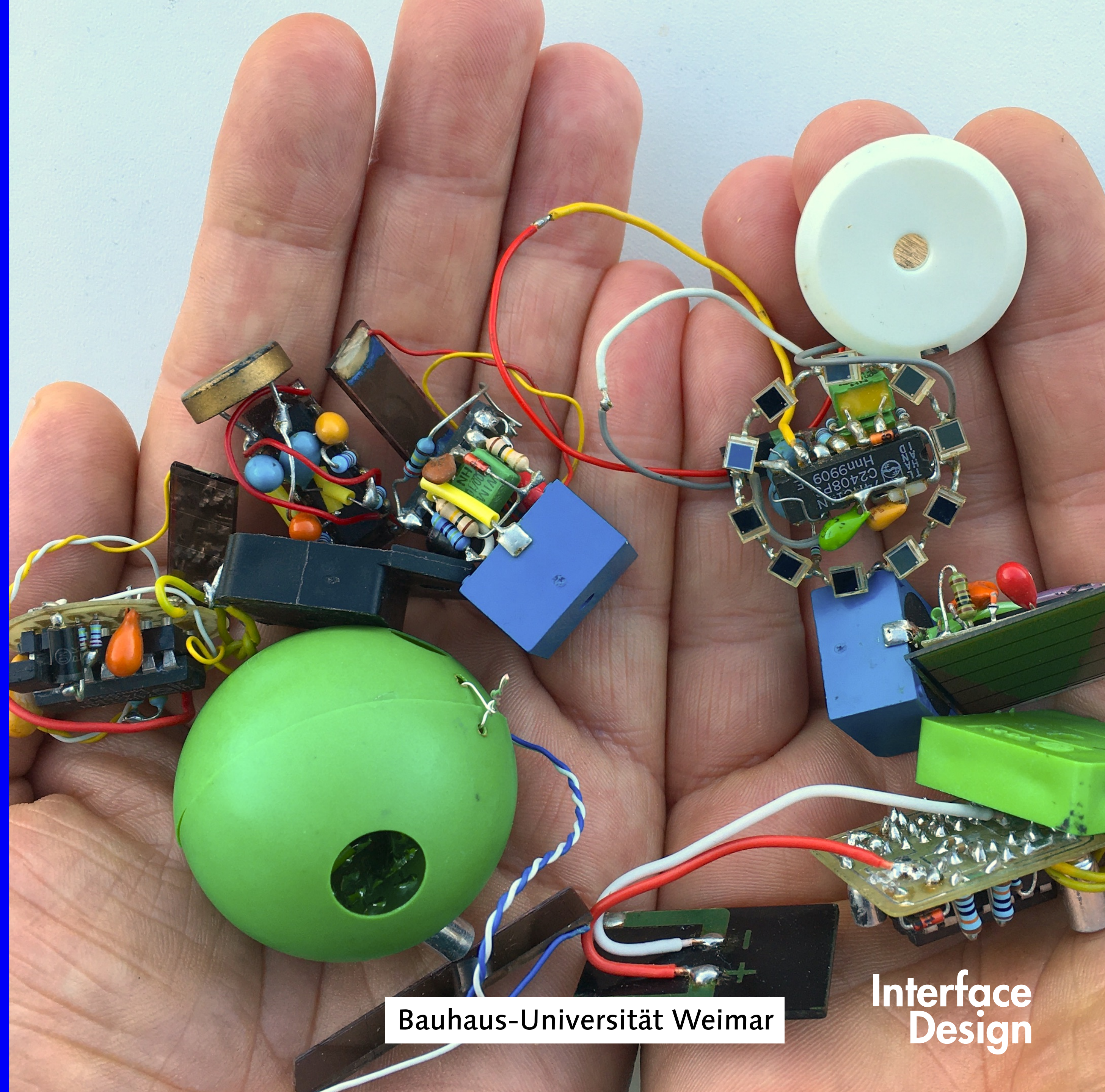
Lecture



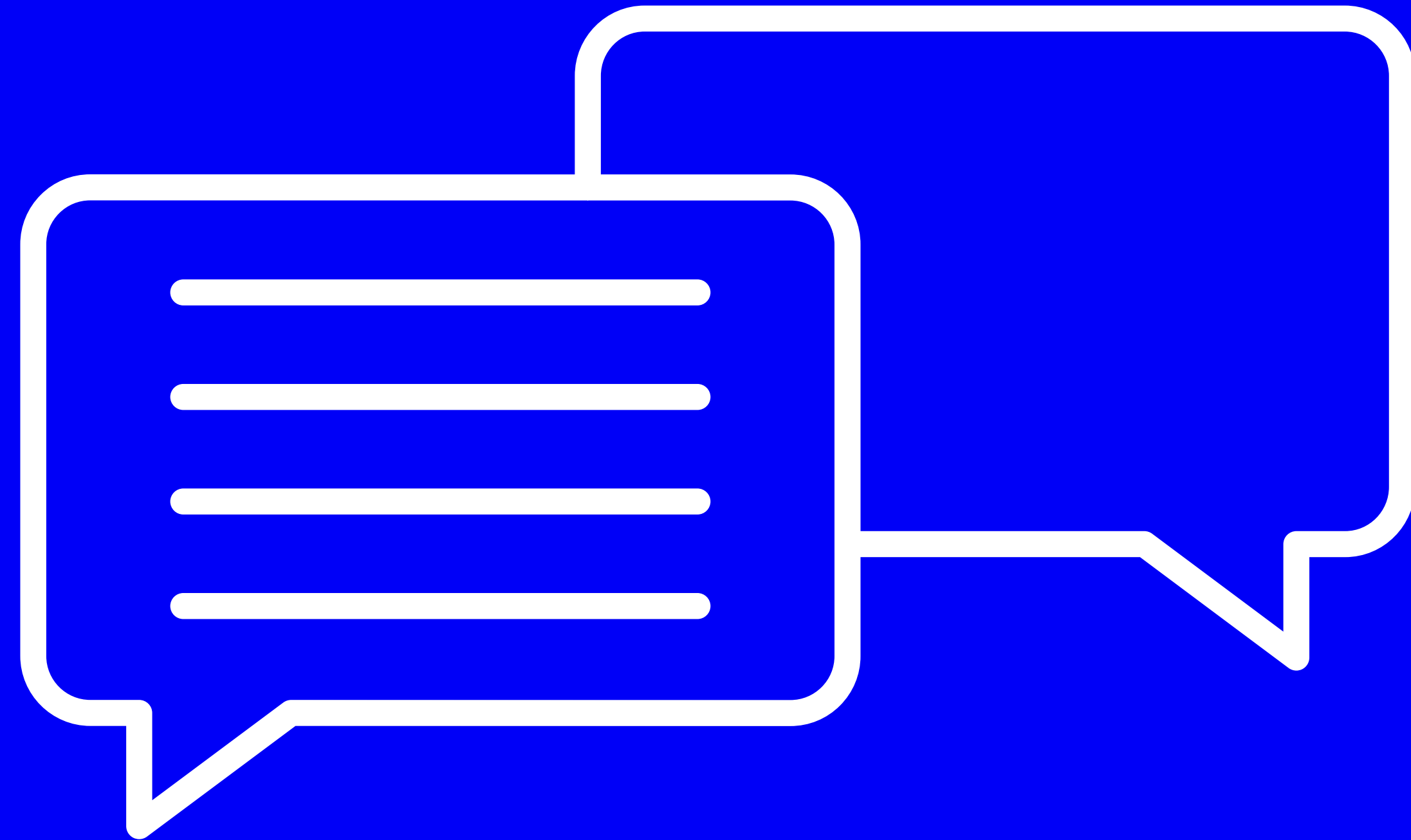
Workshop

26 – 28. April 2023

“WILD WEAK ELECTRONICS”
by Ralf Schreiber



Consultation



Excursion

5–9 June 2023
Schifferpark
Staatsbruch 1
07349 Lehesten



Fachmodul BFA/MFA

Paper, Ink and Electronics

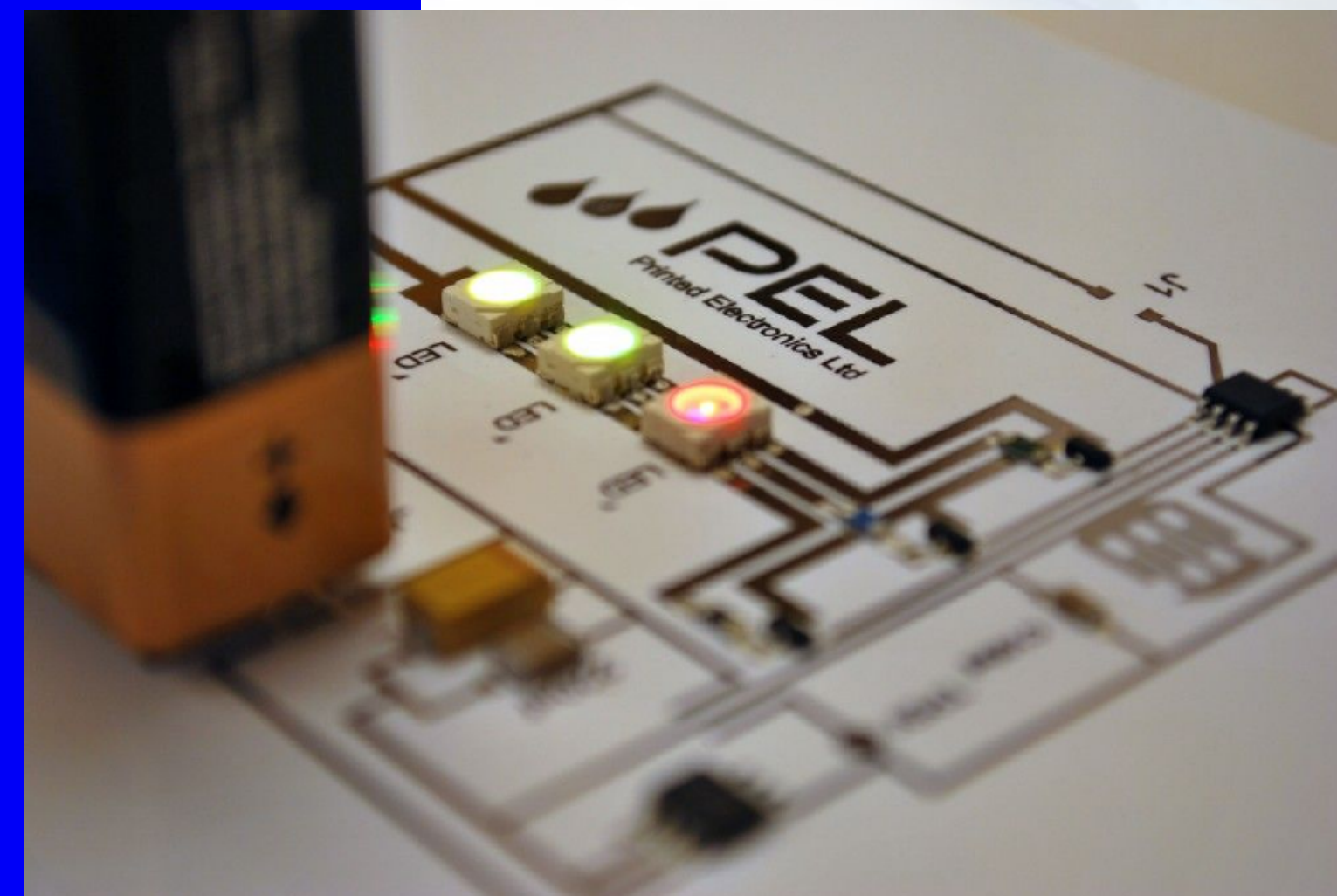
Clemens Wegener

Thursdays 9:15-12:30

Marienstraße 7 B - Seminarraum 102

BISON No. 323110051

clemens.wegener@uni-weimar.de



Source: Printed Electronics Ltd.,
printedelectronics.com.

Paper, Ink and Electronics

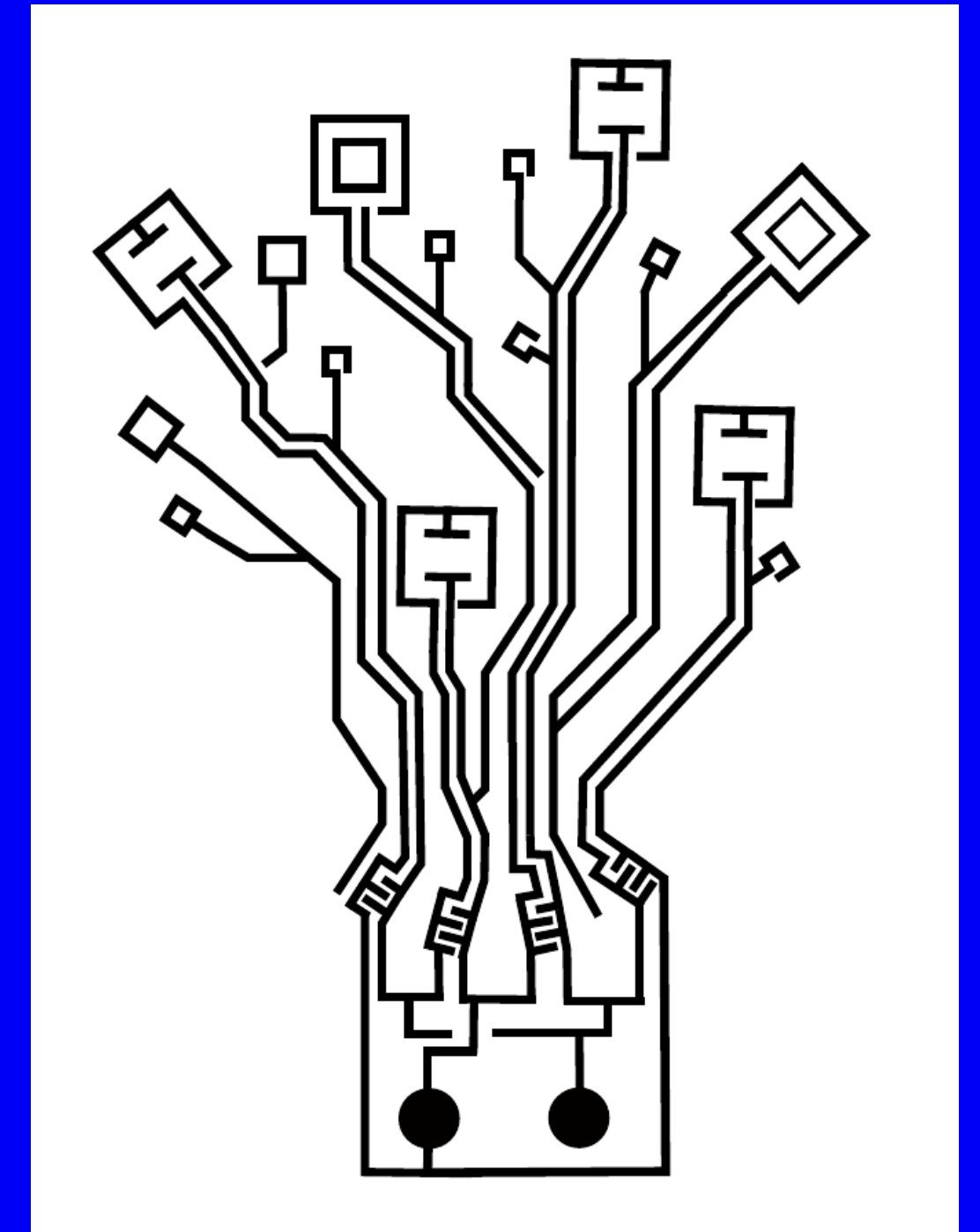
Project Examples



Cäcilie Willkommen - OriGame



Marah Doleh - Speaker printed on vinyl



Laura Simon/Florian Wurm - Tree

Fachmodul MFA

Physical Computing II: Energy Harvesting

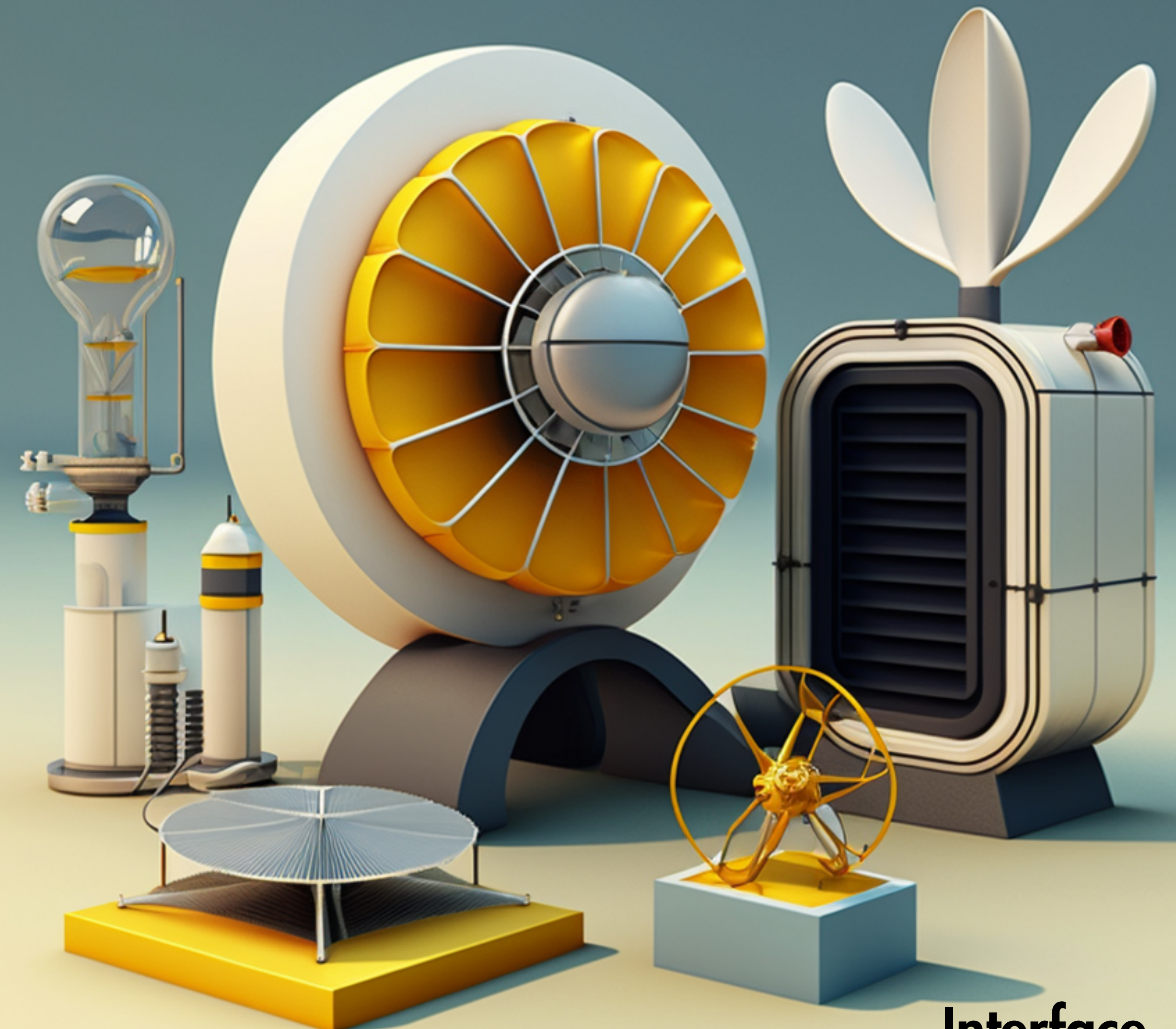
Brian Larson Clark

Mondays 17:00-20:30

Marienstraße 7 B - Seminarraum 105

BISON No. TBA

brian.larson.clark@uni-weimar.de



Bauhaus-Universität Weimar

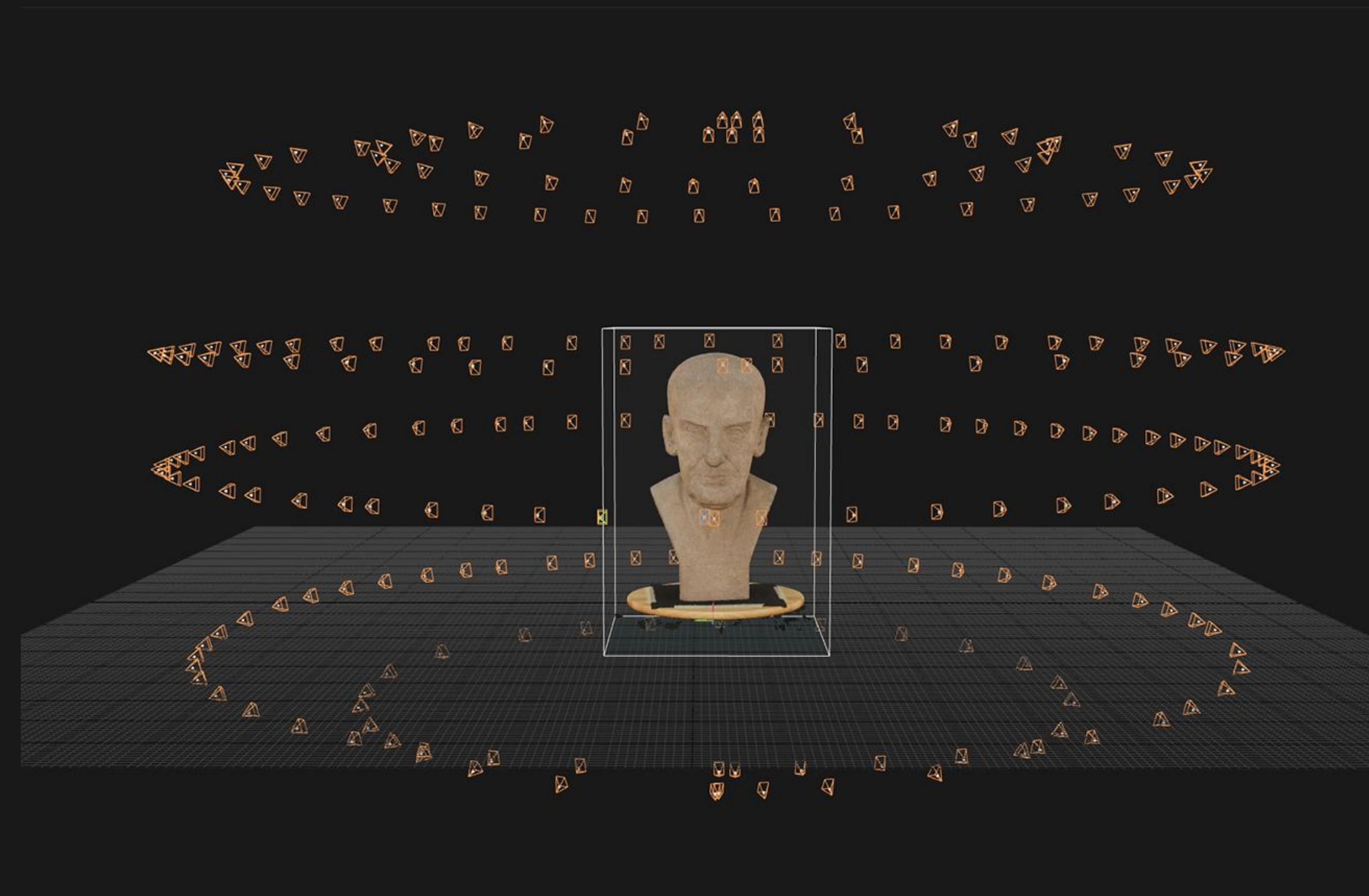
Interface
Design

Fachmodul BFA/MFA

Photogrammetry Workflow for Media Practitioners

Jesús Velázquez MFA, Dipl. Künstler
Mondays 13:30-16:45
Marienstraße 7 B - Seminarraum 105

BISON No. 323110024
jesus.velazquez@uni-weimar.de

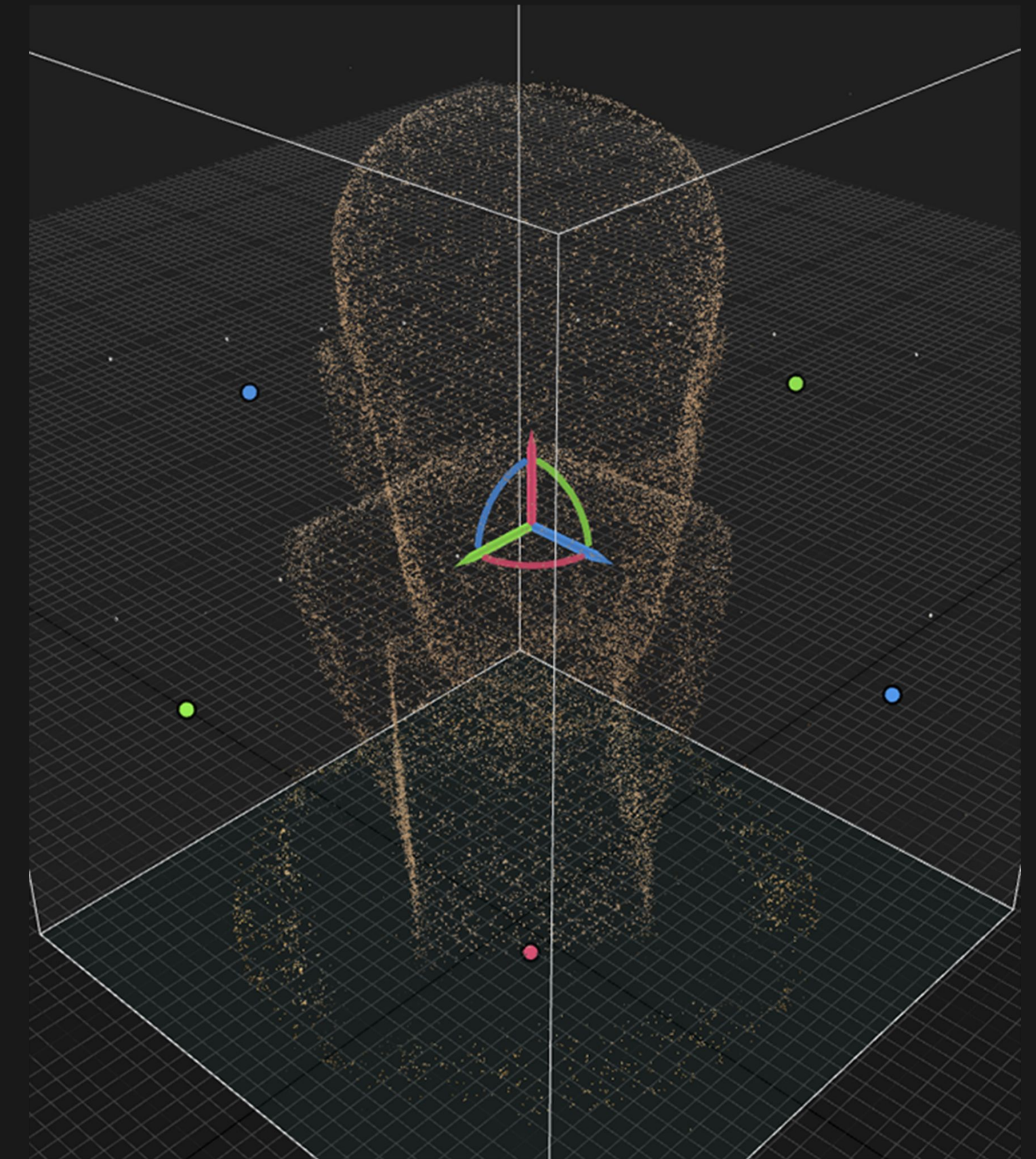


Photogrammetry Workflow for Media Practitioners

In this hands-on course students will learn the basics of photogrammetry workflows as a basis for bridging the transition from the physical world to digital 2D and 3D environments.

Participants will work with photogrammetric equipment (namely digital cameras) and specific processes to retrieve accurate geometry and position data in order to recreate objects/scenarios in a virtual three-dimensional space.

Closing the loop, output possibilities will be explored through the experimentation with rapid prototyping technologies and/or applications in virtual environments.



Kolloquium BFA/MFA

Prof. Martin Hesselmeier
Brian Larson Clark
Jesús Velázquez
Clemens Wegener

Wednesdays, Time and Dates TBA

Thank you
for listening