

# **LOGBOOK**

**(DE+RE)COMPOSITION**

**„NEW NATURE IN  
PARK AT THE ILM”**

**Advisor:**

**Prof. Dipl.-Des. Bernd Rudolf, Bauformenlehre**

**Prof. Andreas Kästner, Darstellungsmethodik**

**Juniorprof. Dr. Reinhard König, Computational Architecture**

**Dr.-Ing. Sabine Zierold, Darstellungsmethodik**

**DEFNE ISIKLI 123399**  
**BELCİM YAVUZ 123227**

# ***CONTENT***

**01 05**

STAR CHAMBER 3. PLENUM

**02 06**

ILM ANALYSIS PROTOTYPE DEVELOPMENT

**03 07**

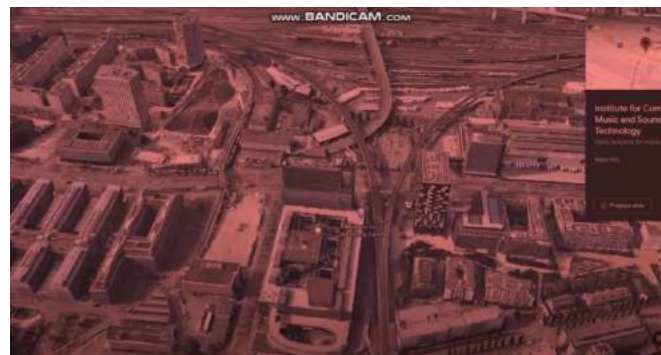
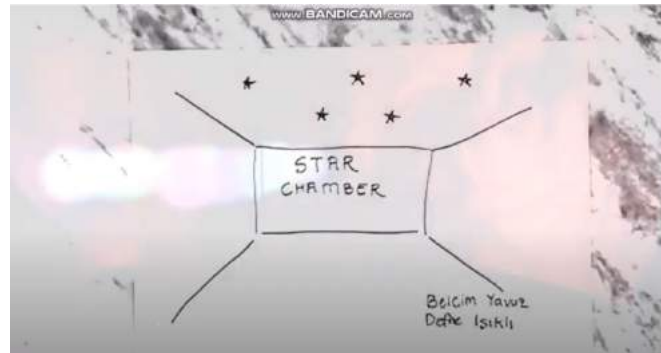
2.PLENUM 4.PLENUM

**04 08**

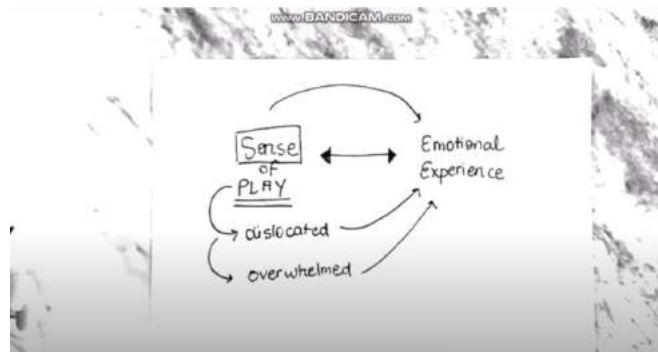
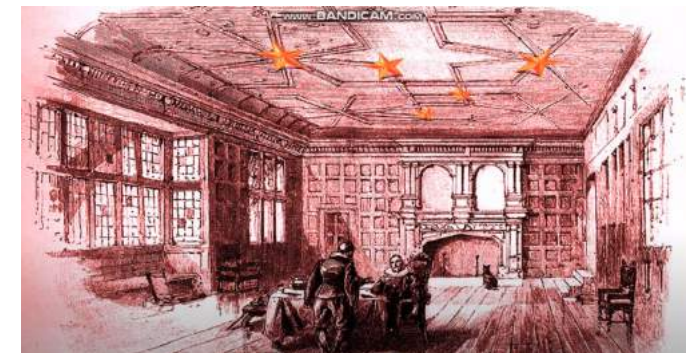
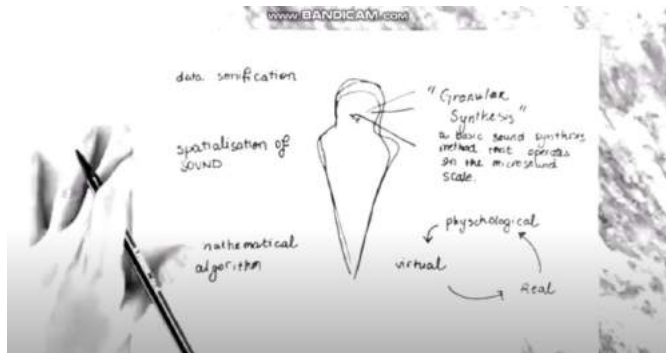
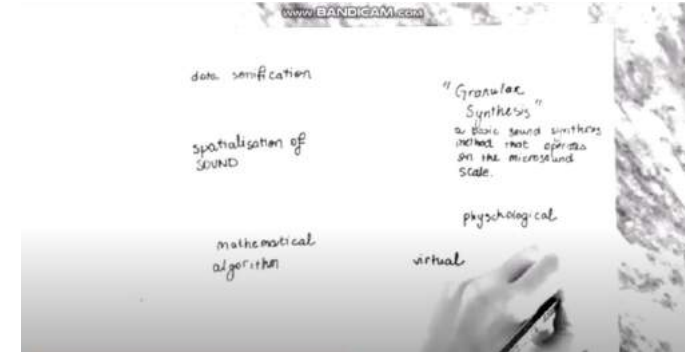
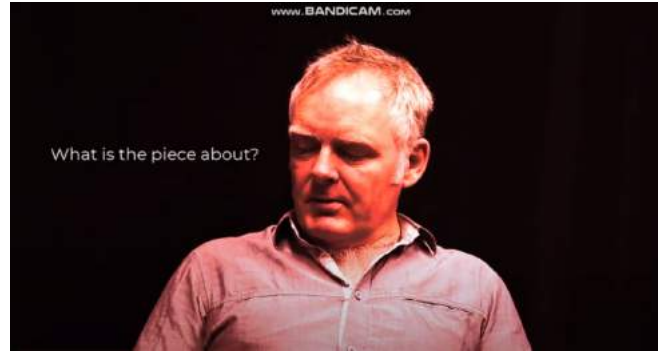
3 PROPOSALS AFTER 4.PLENUM

# CASE STUDY

## STAR CHAMBER

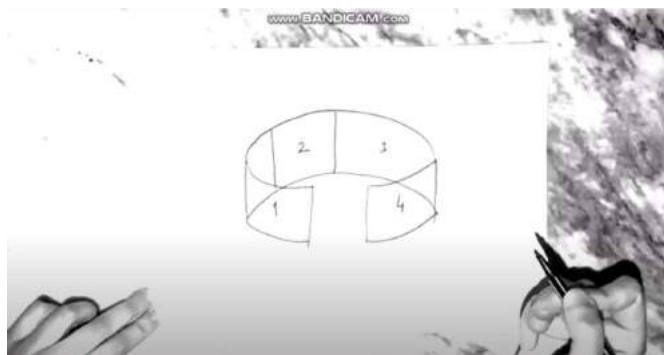
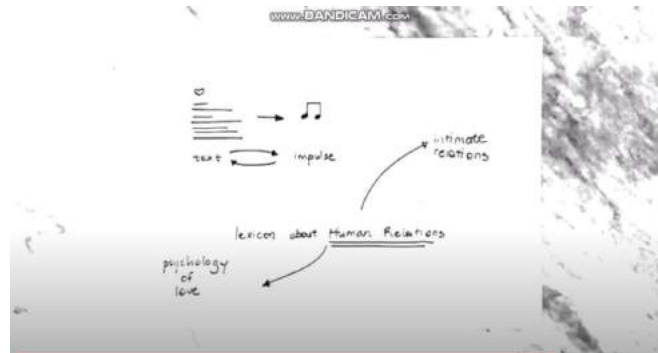
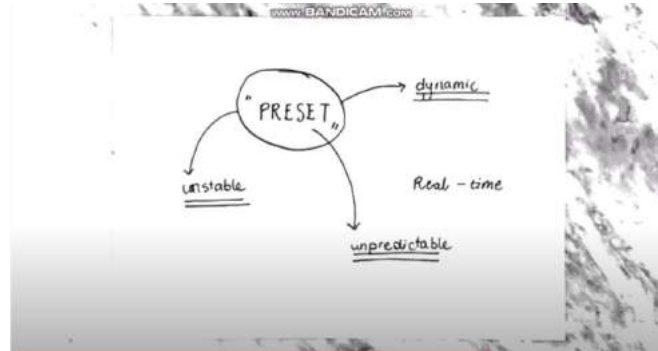


# „NEW NATURE IN PARK AT THE ILM”





## „NEW NATURE IN PARK AT THE ILM”





The piece brings us back to the source of human nature, to a pre-verbal space, where the voice loses its symbolic meaning and turns into an utterance by deconstructing the voice.

Psychological space that was created in a panoramic way surrounds the visitor and puts her inconnection to her own self through an inner voice sound of the piece, while the universe-like atmosphere empasizes the inseparable wholeness of Human and Nature.

VIDEO LINK: <https://www.youtube.com/watch?v=5nal1B0gk-4&t=5s>

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# **ILM ANALYSIS**

## **“spazieren gehen”**

Charles Darwin, Friedrich Nietzsche, William Wordsworth, even Aristotle:  
The list of great minds that were also obsessive walkers is long.

Studies confirm that walking is also a creativity booster.



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# ***A PHILOSOPHY OF WALKING***

“Walking can provoke these excesses: surfeits of fatigue that make the mind wander, abundances of beauty that turn the soul over, excesses of drunkenness on the peaks, the high passes (where the body explodes).

Walking ends by awakening this rebellious, archaic part of us: our appetites become rough and uncompromising, our impulses inspired. Because walking puts us on the vertical axis of life: swept along by the torrent that rushes just beneath us. What I mean is that by walking you are not going to meet yourself.

By walking, you escape from the very idea of identity, the temptation to be someone, to have a name and a history.” from Philosophy of Walking by

Frédéric Gros

# ***CHOREOGRAPHY OF FRENCH GARDEN***

On account of a visit of the English Queen to Versailles in July 1689, Louis XIV sat down and wrote a guide to the magnificent garden. His itinerary takes the form of carefully prepared choreography of walking, pausing and turning. From the main avenues with their grand vistas the visitor is invited to make detours into bosquets and other closed spaces; special attention is paid to the fountains, their jets, cascades and mirrors of water. In Louis' choreography the garden is a place to experience through corporeal movements as much as a place to survey from one privileged viewpoint. Rather than a static view the garden appears as a series of events.

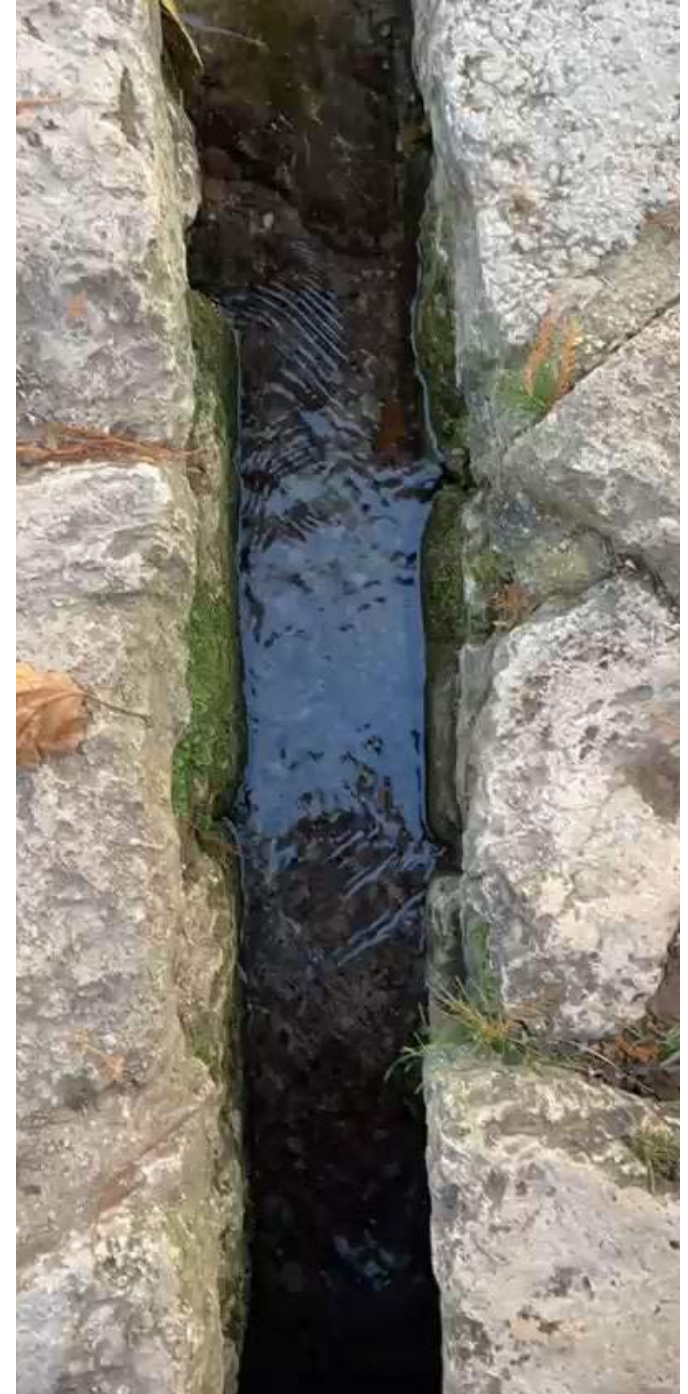
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Nietzsche: “Do not believe any idea that was not born in the open air and of free movement.”

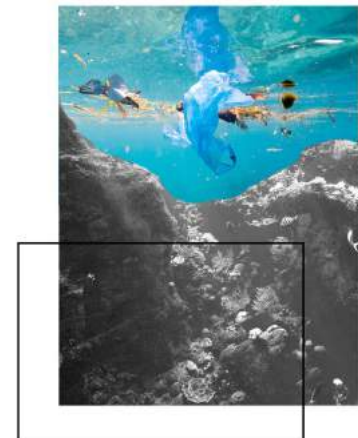




## 2.PLENUM



WHAT IS NEW NATURE?



„NEW NATURE IN PARK AT THE ILM”

New Nature refers to a dystopic era in the future where “garbage” will be considered as natural phenomena and “walking” will have artificial meanings apart from the philosophical approach of “Spaziergehen”.

## **GARBAGE**

In contemporary times, garbage has become more than a simple problem of excessive waste, it will endanger the sake of human existence on Earth. Non-confronted current facts related with garbage, climate change and pollution will become non-bearable conditions for tomorrow.

## **WALKING**

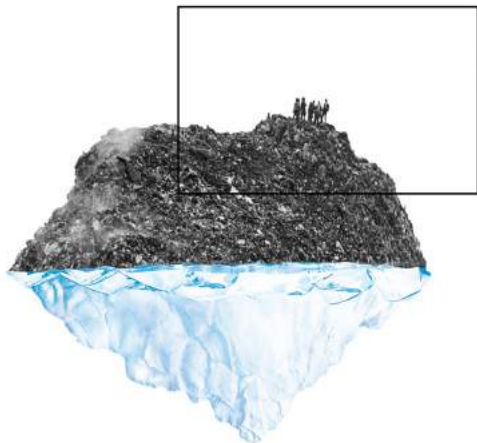
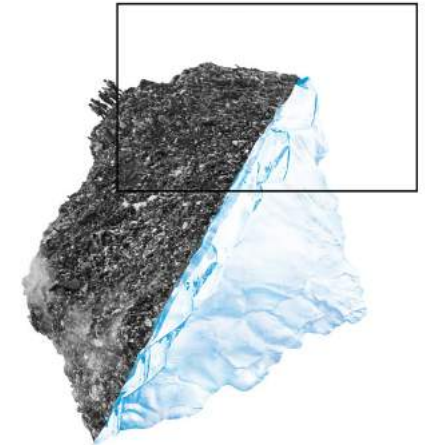
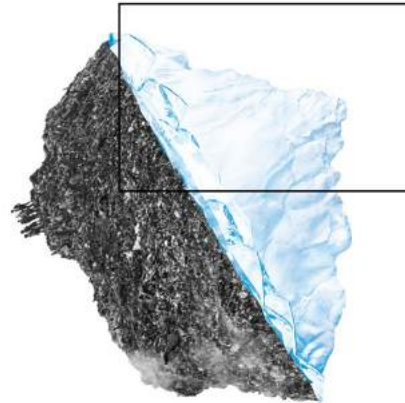
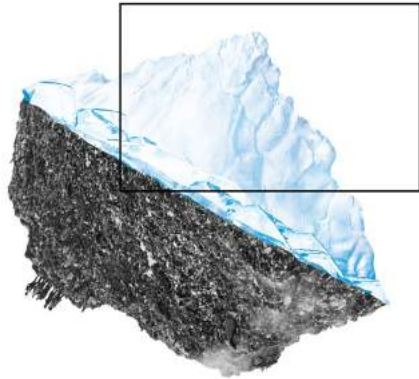
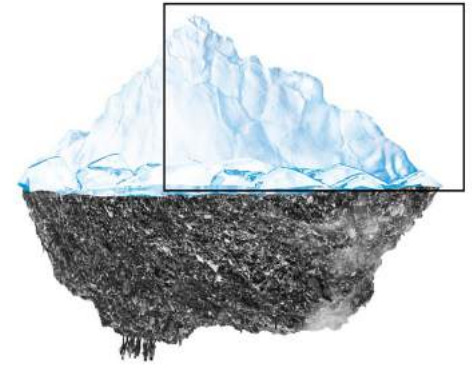
Walking was used as a means of thinking by philosophers, scientists and thinkers such as Charles Darwin, Friedrich Nietzsche, William Wordsworth, Aristotle. As an act of “Spaziergehen”, great minds were able to provoke these excesses: surfeits of fatigue that make the mind wander, abundances of beauty that turn the soul over, excesses of drunkenness on the peaks, the high passes (where the body explodes).

“By walking, you escape from the very idea of identity, the temptation to be someone, to have a name and a history.” Frederic Gros

However, within the concept of New Nature, walking will emerge and reshape itself as an act of activism. Human will interact with nature by the very primitive act of prescience. Garbage triggers within self to define a new perspective of walking.

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THE GARBAGE PROBLEM IS NOW  
THE TIP OF THE ICEBERG...



## PLASTIC.

Plastic never fully degrades.

Every year, over 8 million tonnes of plastic waste flow from land to sea.



## & OCEAN.

In certain parts of the globe, plastic represents up to 95% of the total marine debris.



## MARINE DEBRIS

any persistent solid material that is manufactured or processed and directly or indirectly, intentionally or unintentionally, disposed of or abandoned into the marine environment

## & RIVERS.

Between 1.15 and 2.41 millions of tonnes of plastic flow from rivers into the ocean every year.

WATERWAYS ARE THE MAIN CARRIERS OF WASTE FROM INLAND AREAS TO THE SEA.

## NEW NATURE

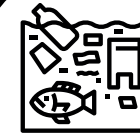


7<sup>th</sup>

CONTINENT



In January 1992, an ocean liner connecting China to the US lost 12 containers off the coast of Russia in a storm. Thousands of “plastic ducks” poured into the ocean. Ten months later, numerous ducks were found on the coast of Alaska.



## & MOVEMENT OF MARINE DEBRIS IN OCEAN

Today there are over 5000 billion plastic particles floating in our oceans even though majority of it sinks to the bottom of the ocean.

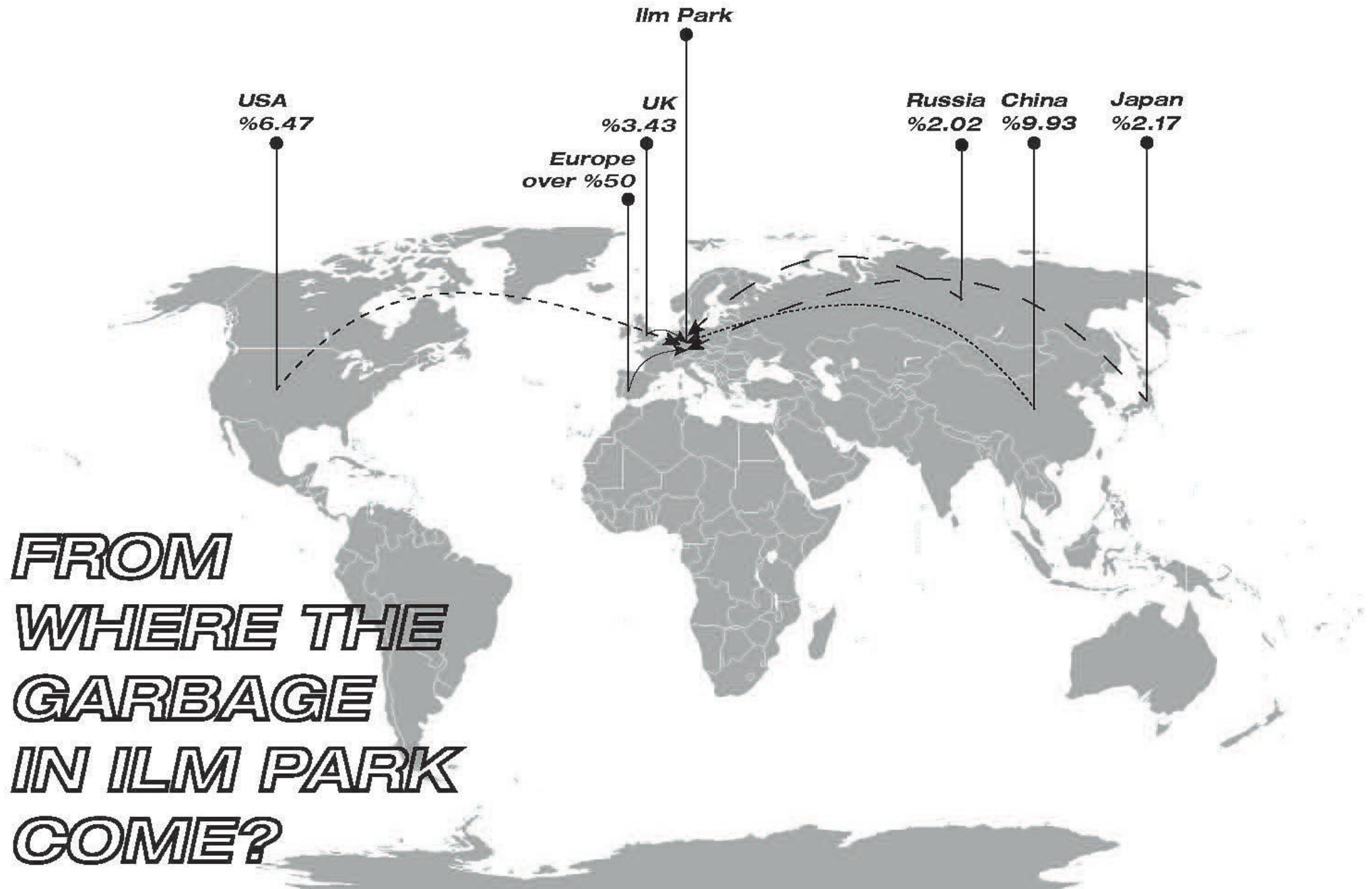
Floating debris can be carried by ocean currents across sometimes remarkable distances.



“The Seventh Continent”, also called the Great Pacific Garbage Patch, is a zone where floating debris converges, situated in the North Pacific between California and Japan. There are 5 such meeting points or ‘gyres’ on earth.

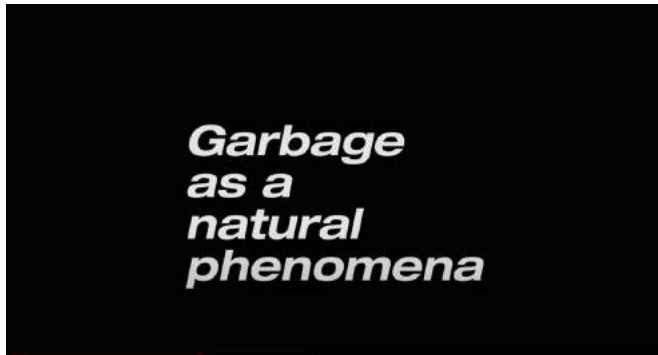
## & GYRES.

Taking the form of a plastic soup, these gyres are essentially made up of plastic particles smaller than 5mm. It is estimated that the Great Pacific Garbage Patch or Seventh Continent could contain between 45 and 129 thousand tonnes of waste.

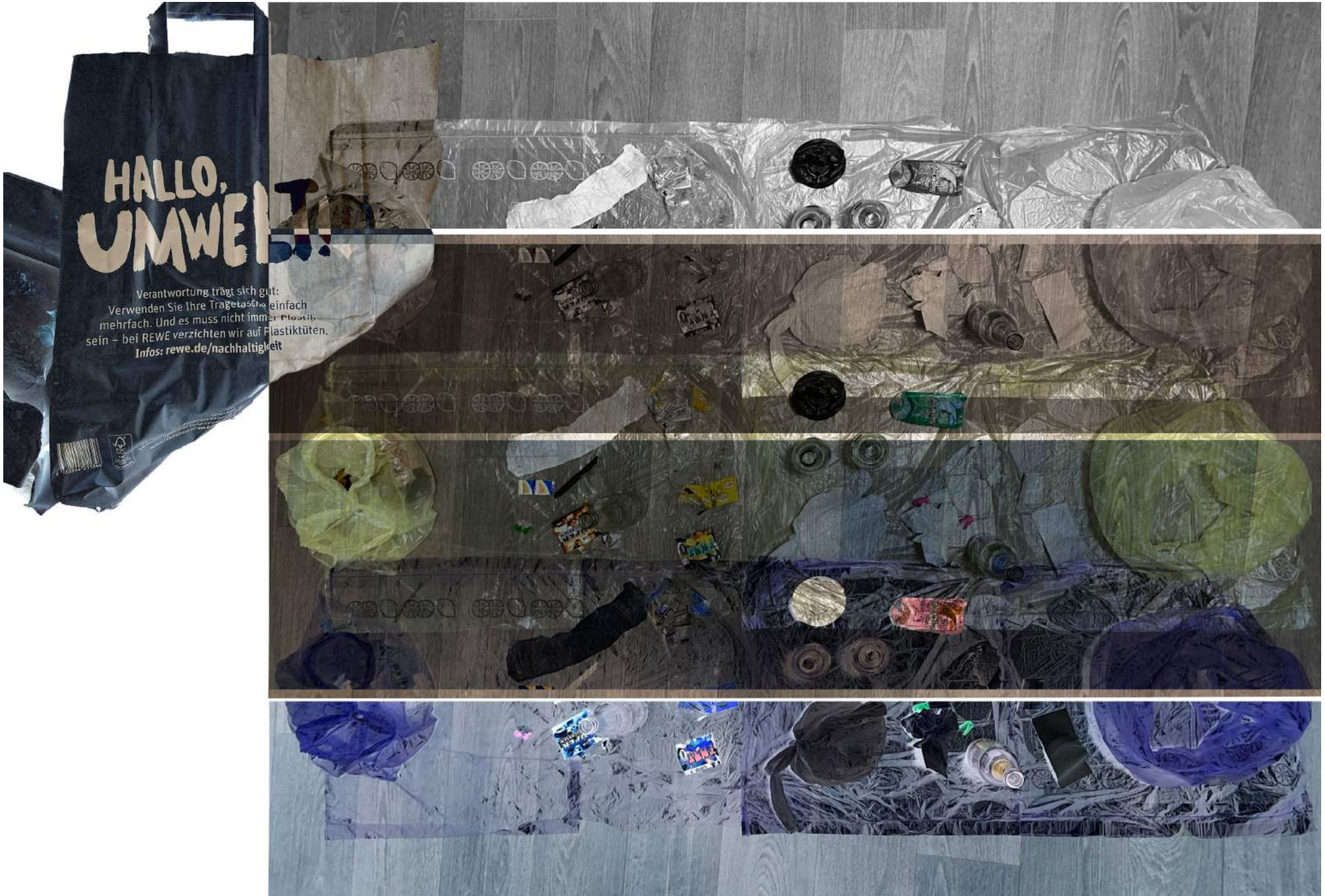




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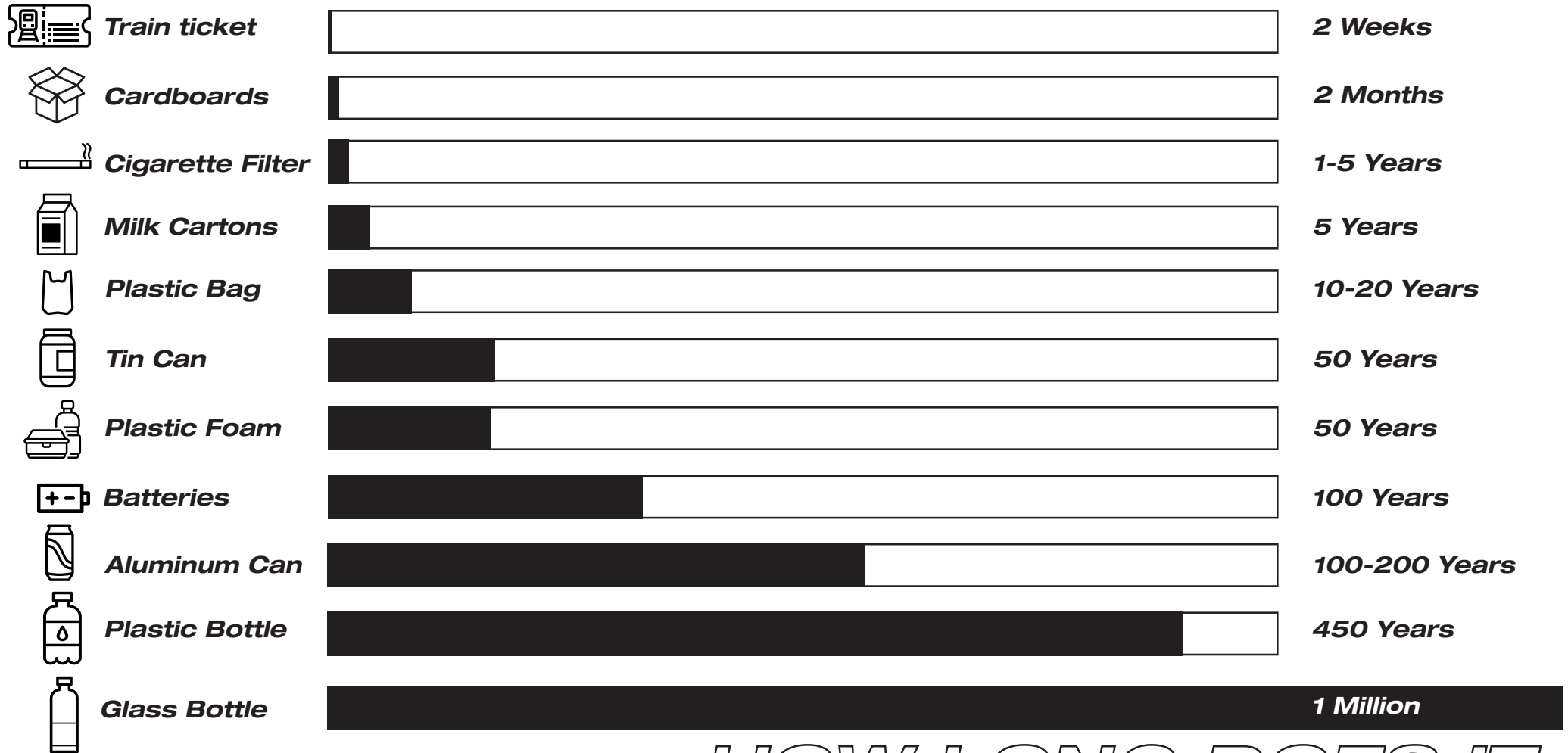




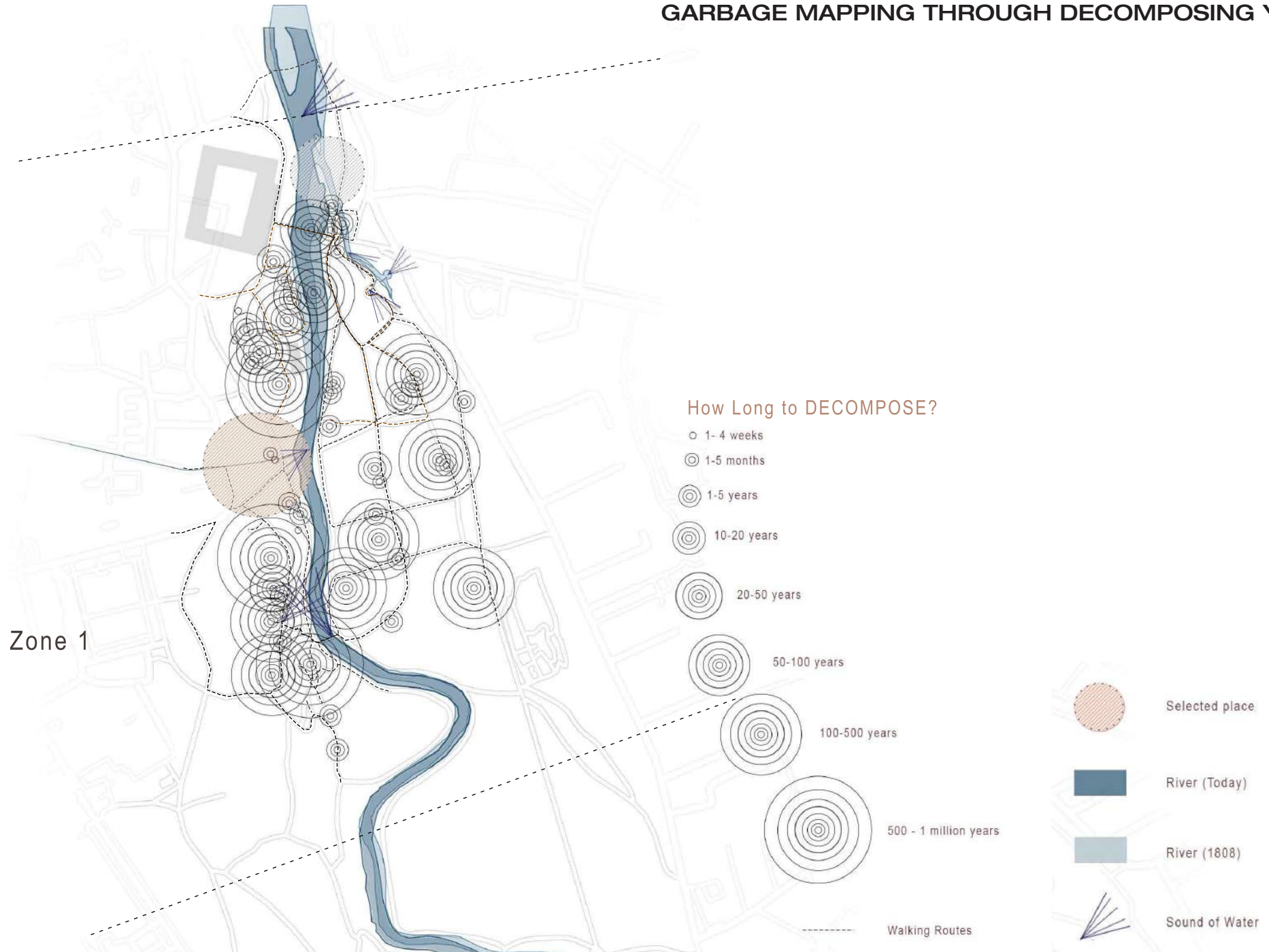




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*HOW LONG DOES IT  
TAKE FOR GARBAGE TO  
DECOMPOSE IN  
NATURE?*

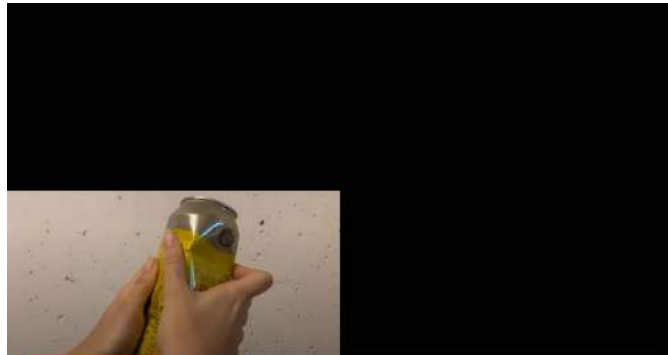


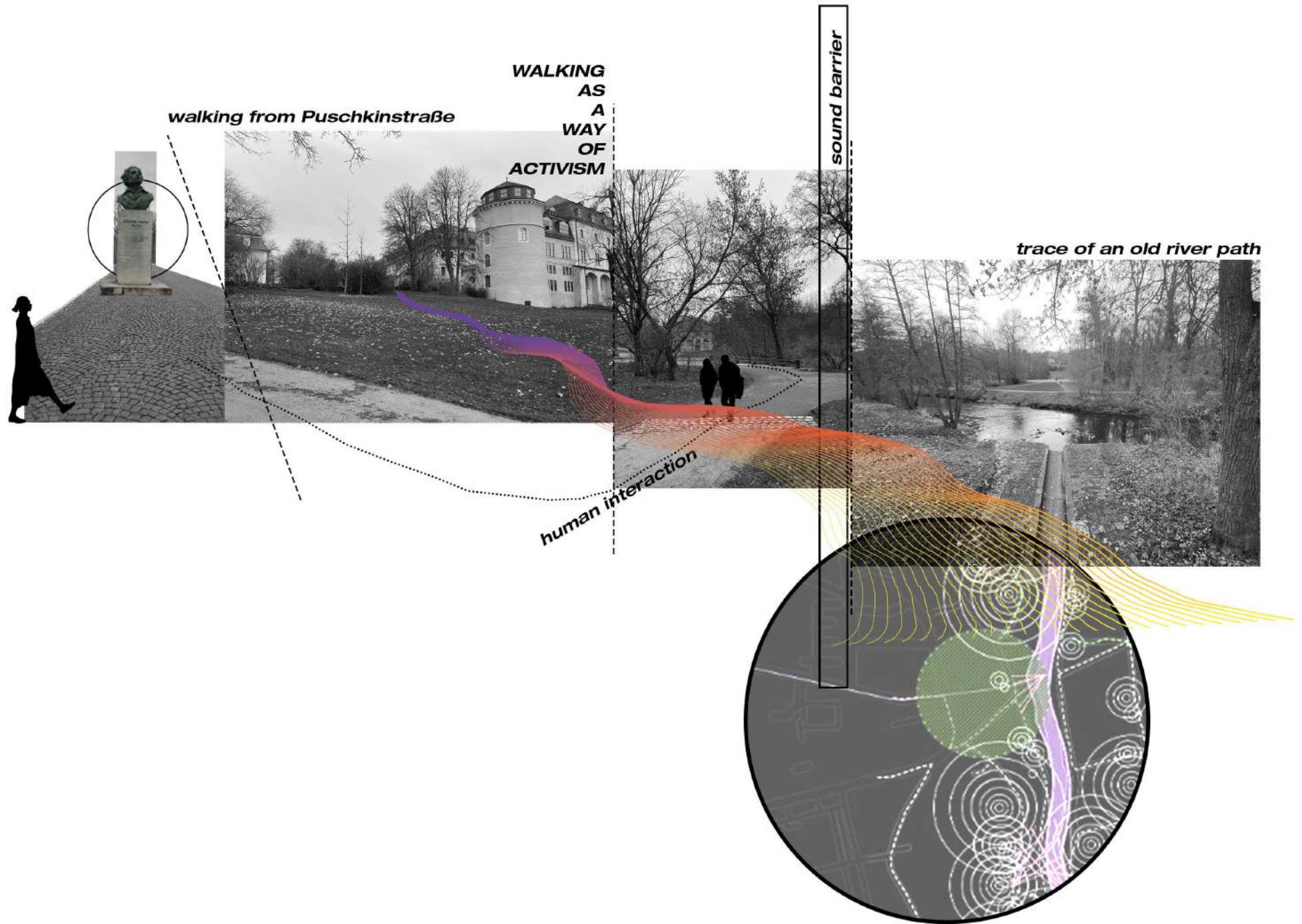
# „NEW NATURE IN PARK AT THE ILM”

## DE+RE COMPOSING

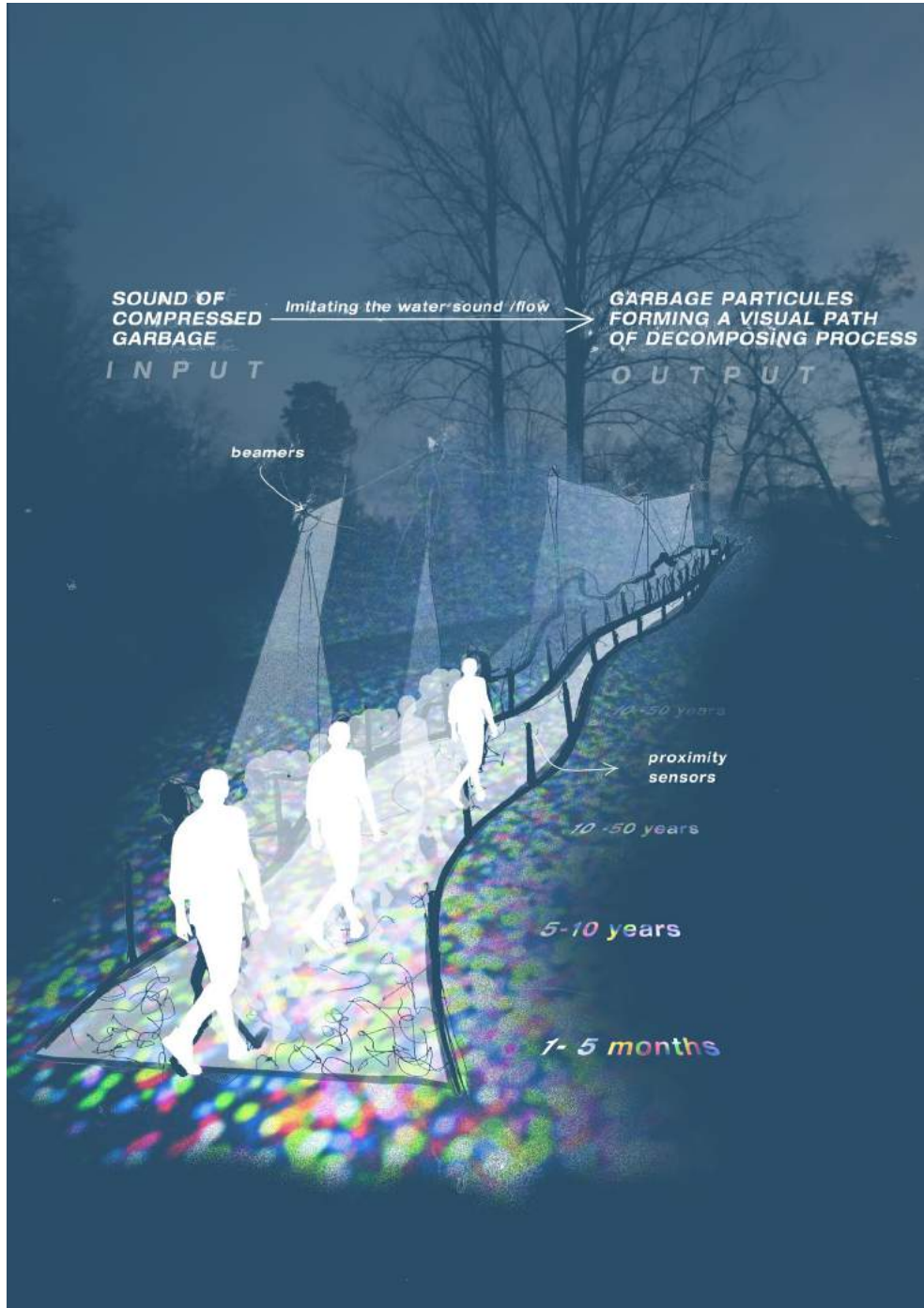
**INPUT:**  
sound of the compressed garbage

**OUTPUT:**  
interactive sound visualisation

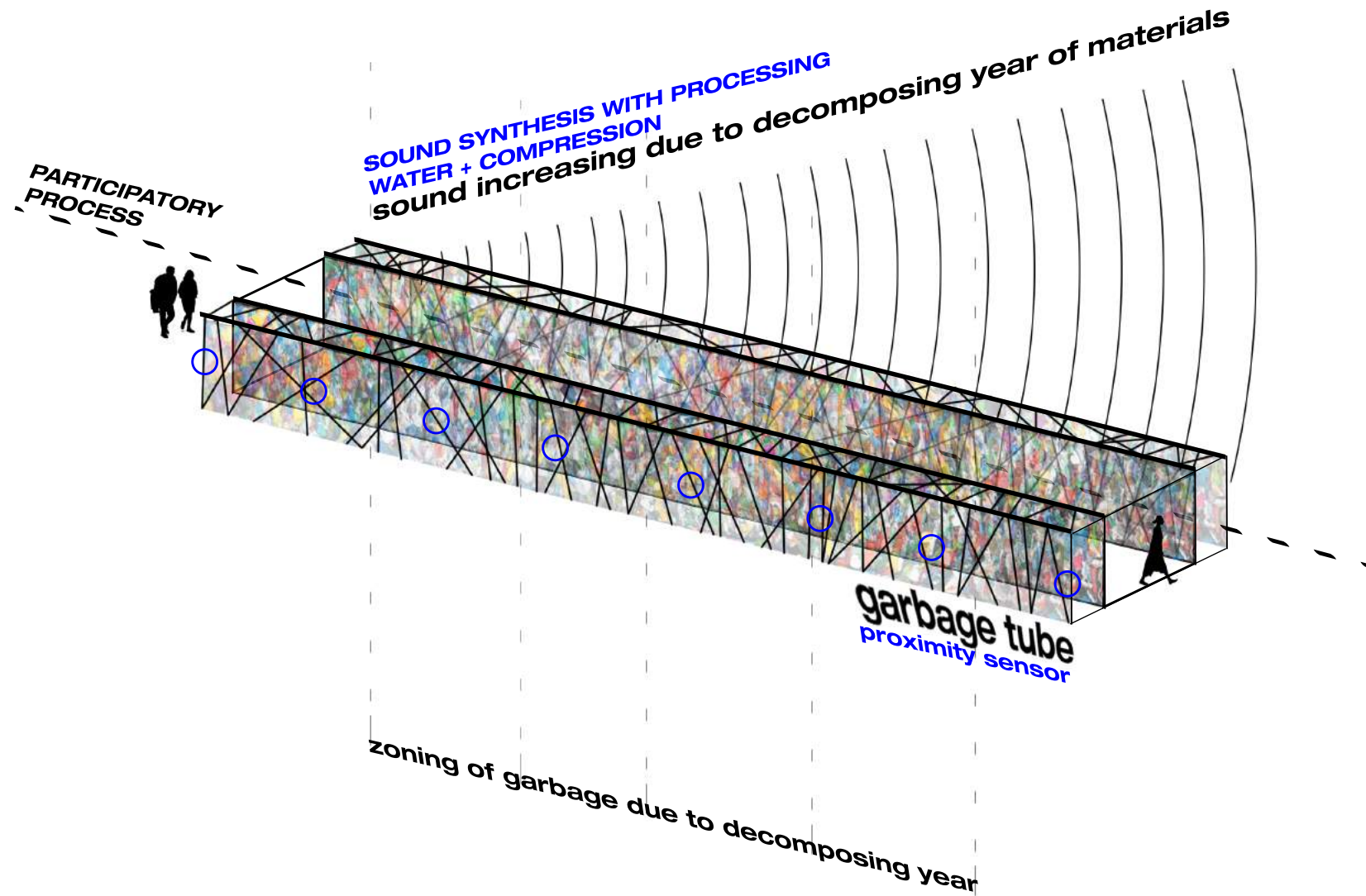


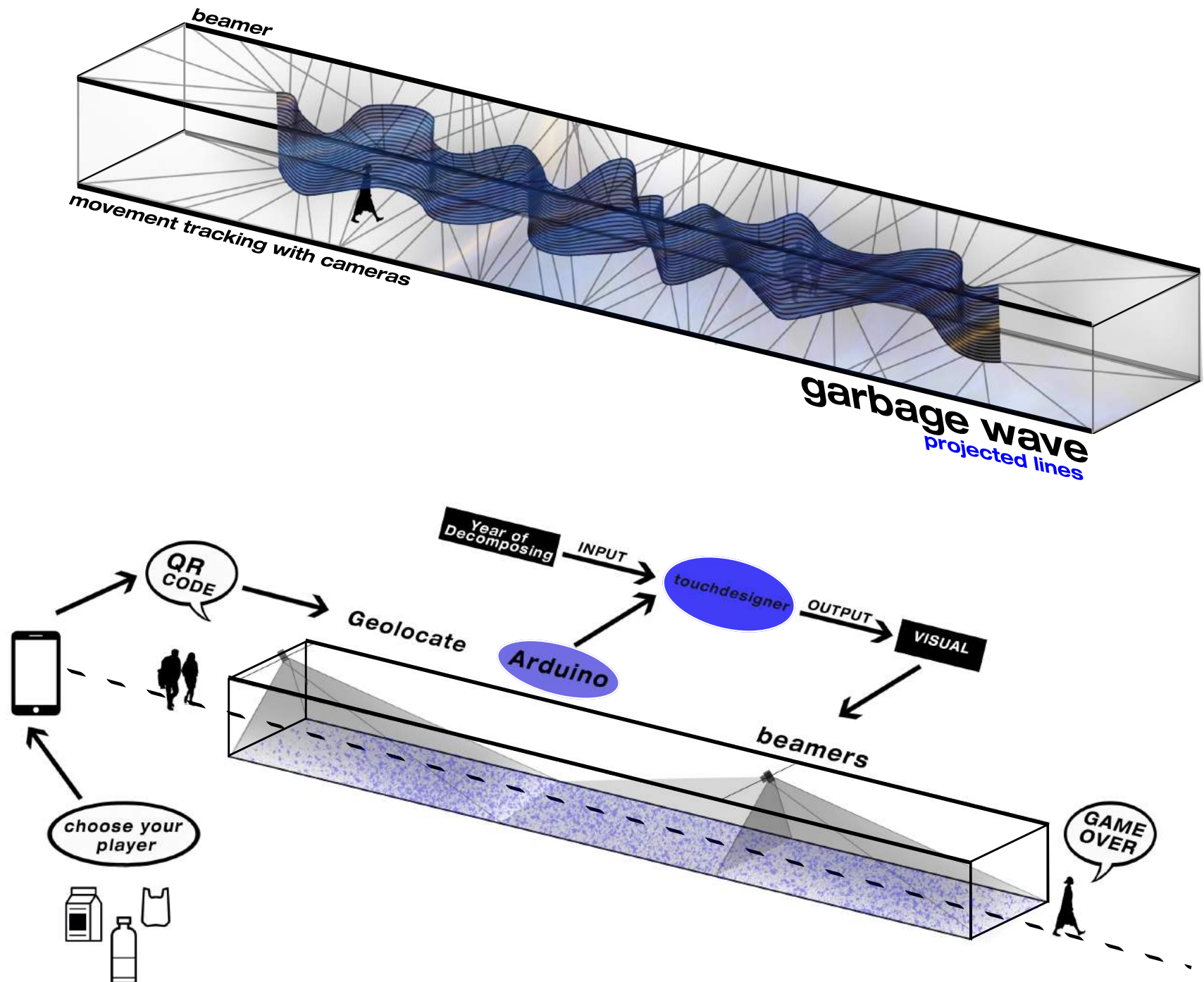






## 3 PROPOSALS







### **3.PLENUM**

On 3.rd plenum, the aim is to combine all of the proposals that we have presented last week.



water flow visual on the ground



water flow sound

**Moment 0**



water flow visual on the ground



water flow sound

**Moment 0**



water flow visual on the ground



water flow sound

**Moment 1**



water flow visual on the ground



water flow sound

**Moment 1**



particules on the ground start to flow



Zone -1's sound starts (paper sound)

**Moment 2**





particles on the ground start to flow



Zone -1's sound starts (paper sound)

**Moment 2**

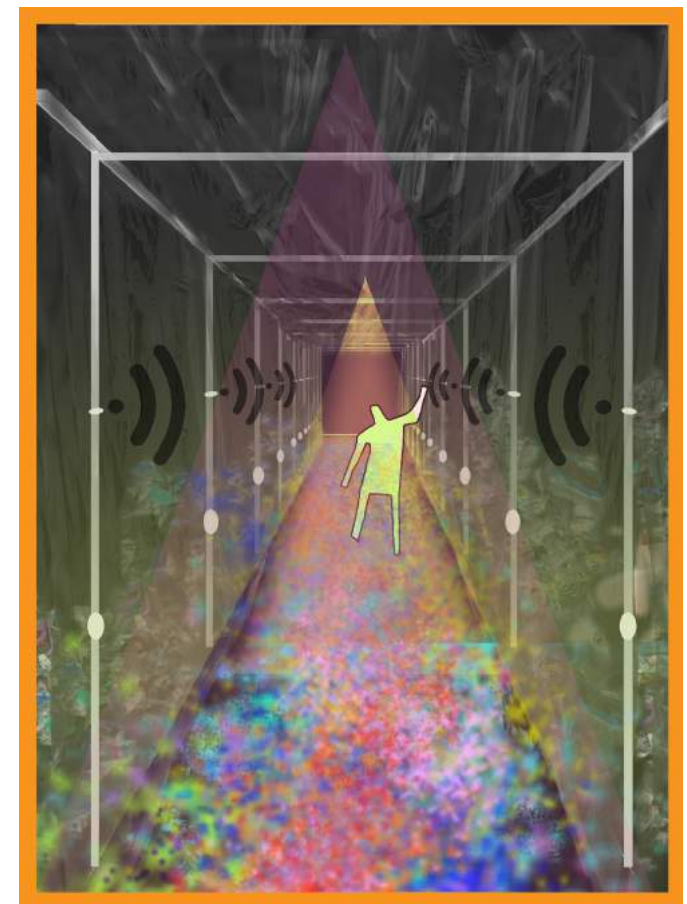


particles on the ground start to flow



Zone -1's sound starts (paper sound)

**Moment 2**

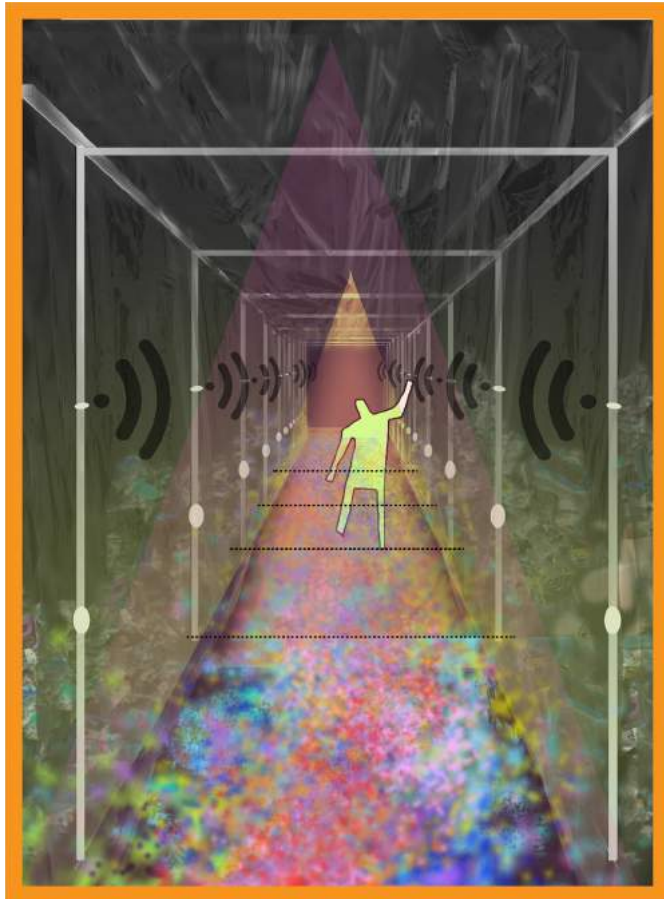


particles on the ground continue to flow and certain particles disappear when their lifespan/zone ends



Zone-3's sound starts (cigarette filter)

**Moment 3**

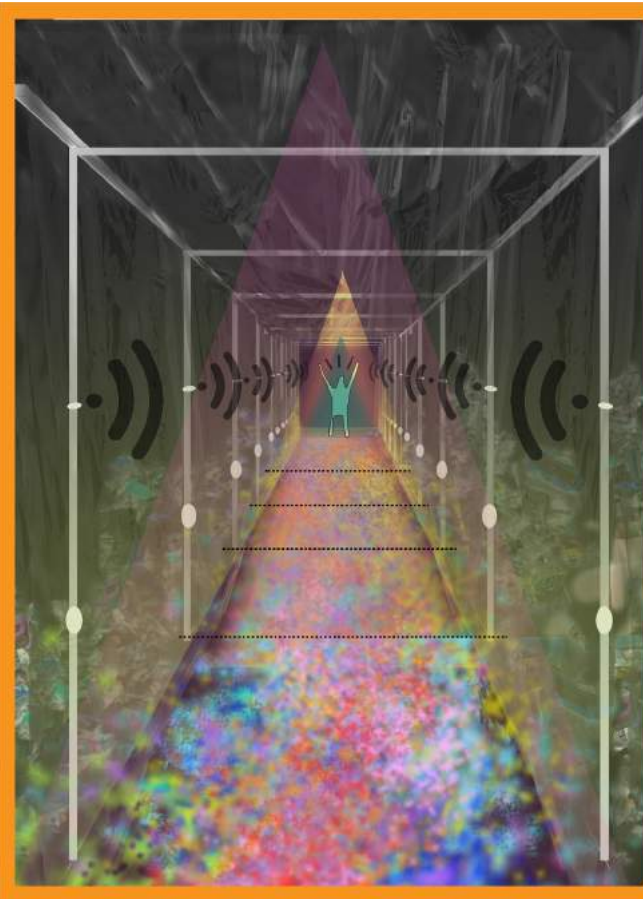


particles on the ground continue to flow and certain particles disappear when their lifespan/zone ends



Zone-3's sound starts (cigarette filter)

## Moment 3



particles on the ground disappear except for the glass

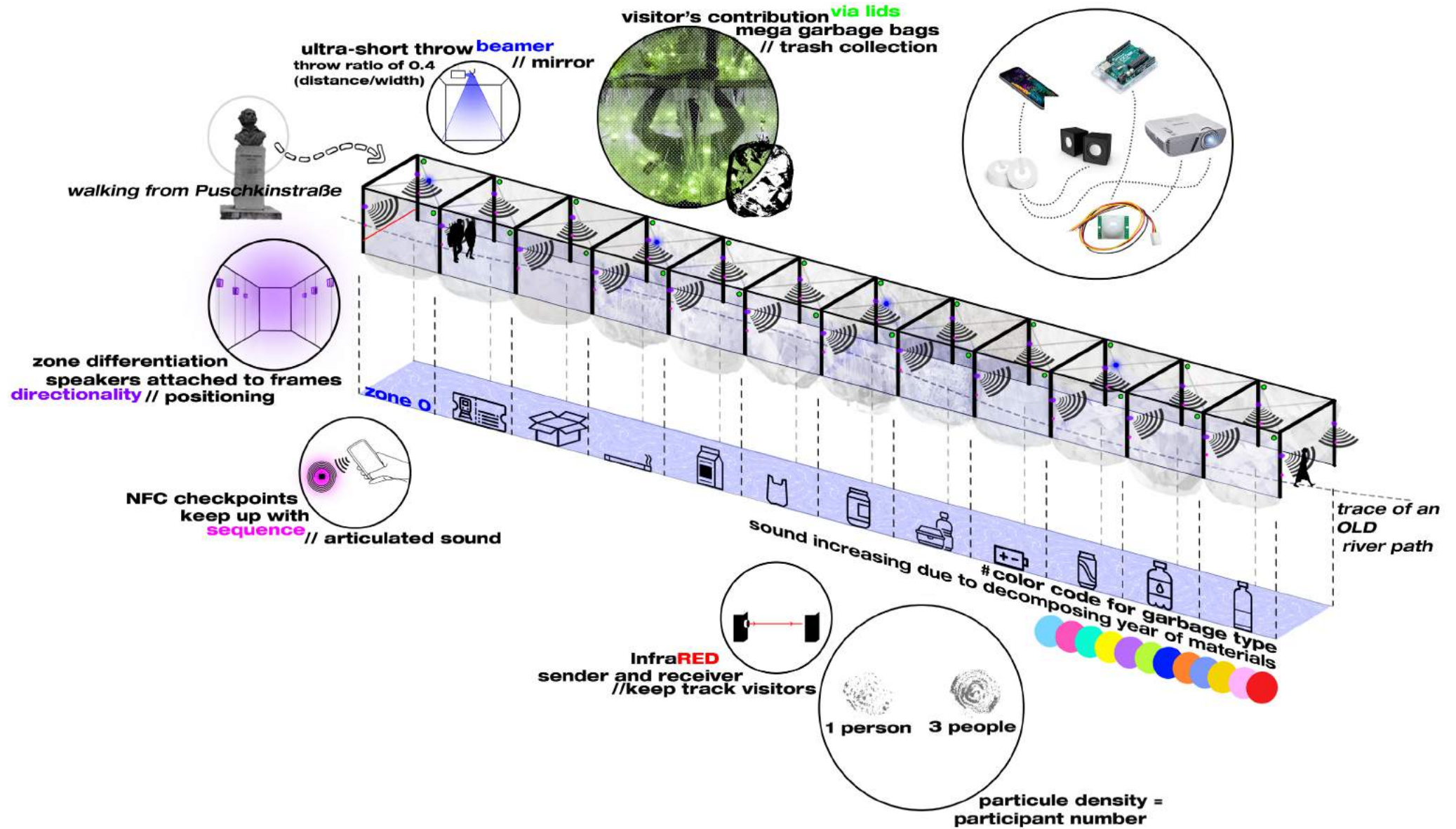


Zone-12's chotic sound fades away when the visitor check-out

## Moment 4

GIF / DAY& NIGHT CONDITION







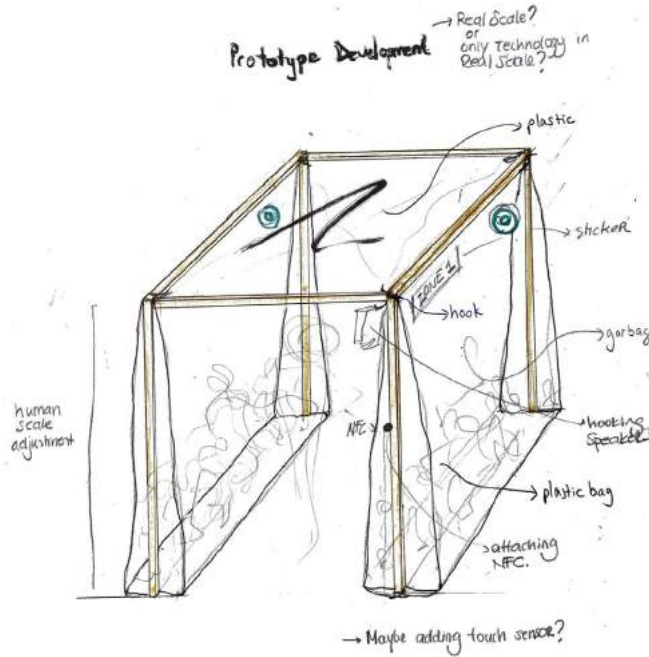
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# PROTOTYPE DEVELOPMENT

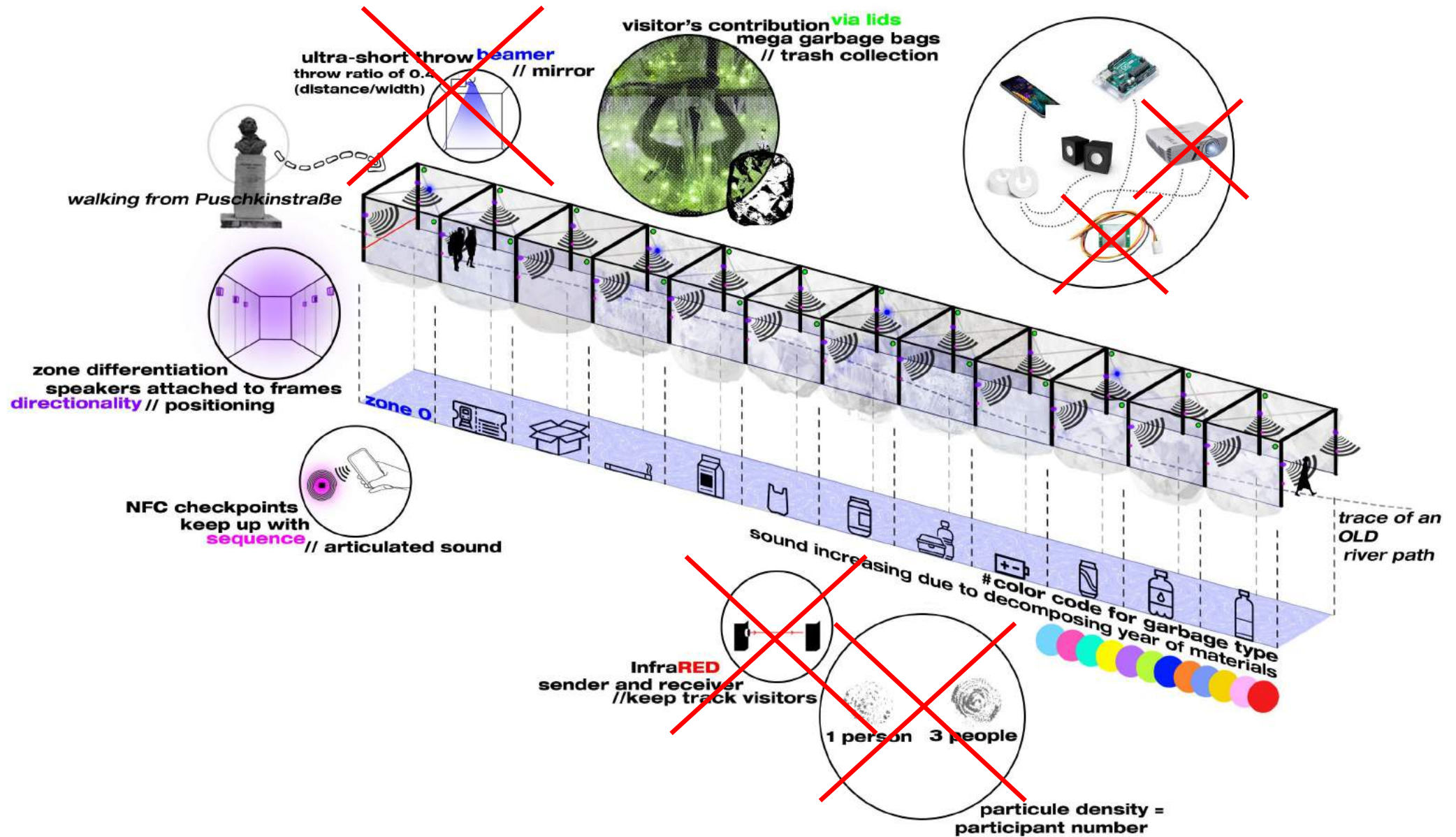
Eliminating complexity:  
Visual particle system  
Beamers (also due to cost)

Focusing on the sound experience;  
Making Sound clips for each zone;  
(Premiere-Audition // Juxtaposing  
an layering)  
Sound distortions or adding  
effects??

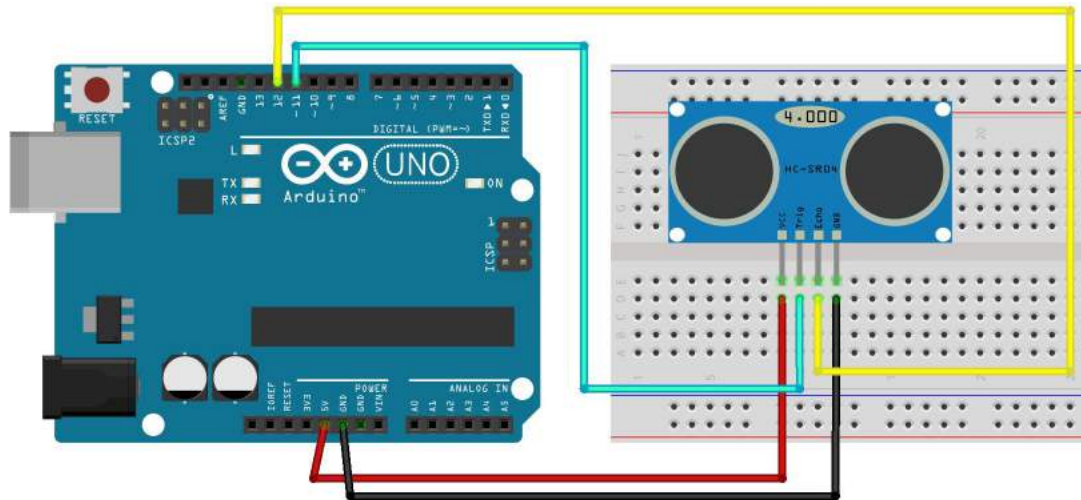
Focusing on prototype  
development;  
Wooden Structure-Frame  
Big garbage bags attached to frame



REFERENCES



# TECHNOLOGY



Arduino UNO  
Ultrasonic Sensor  
Mini MP3 Player Module with Round Speakers



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## ***FURTHER IDEAS***

Adding a designed interface where  
the idea of installation is introduced.

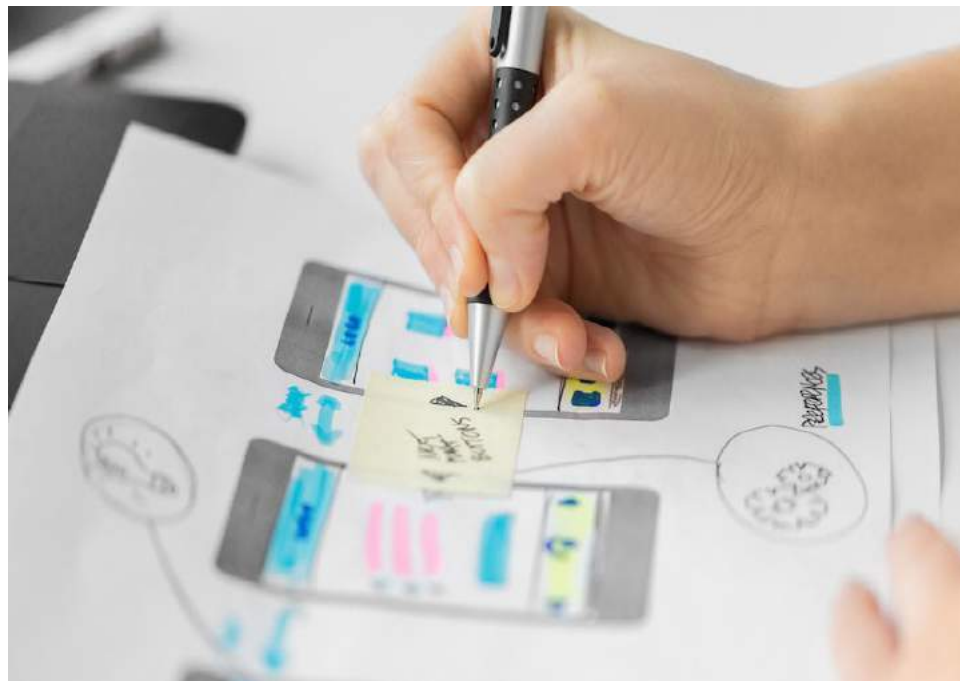
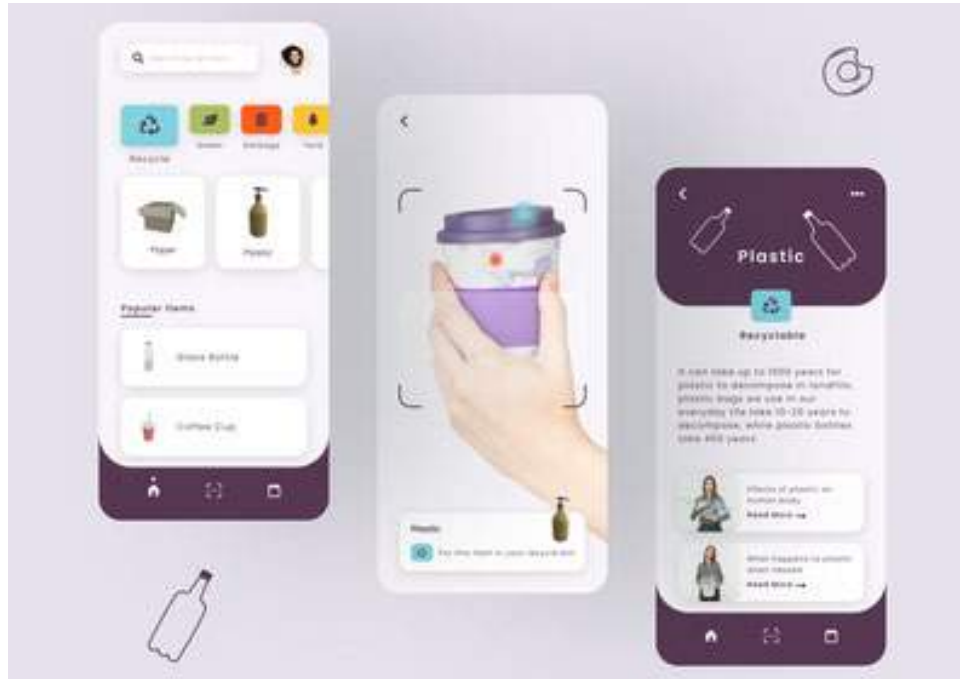
(Garbage == new nature ==  
mimicking water)

Making a mockup project of  
interface

Extra information about Zones;

(ex: Zone 1: (through NFC) //

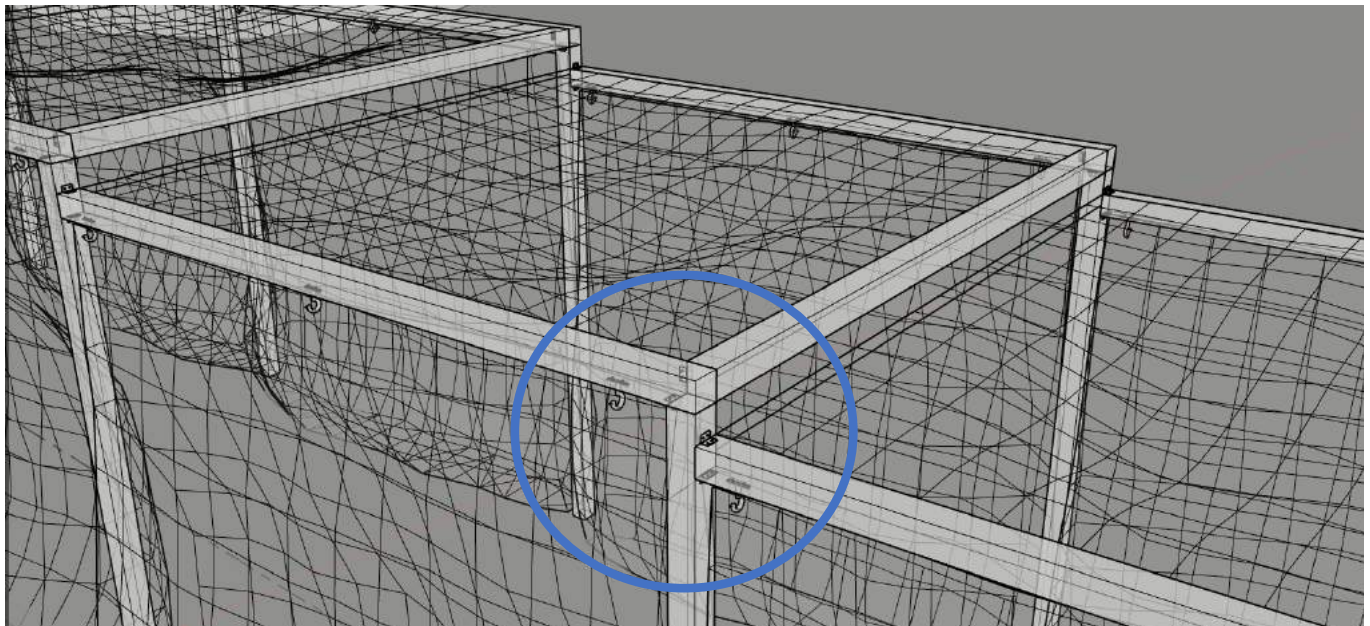
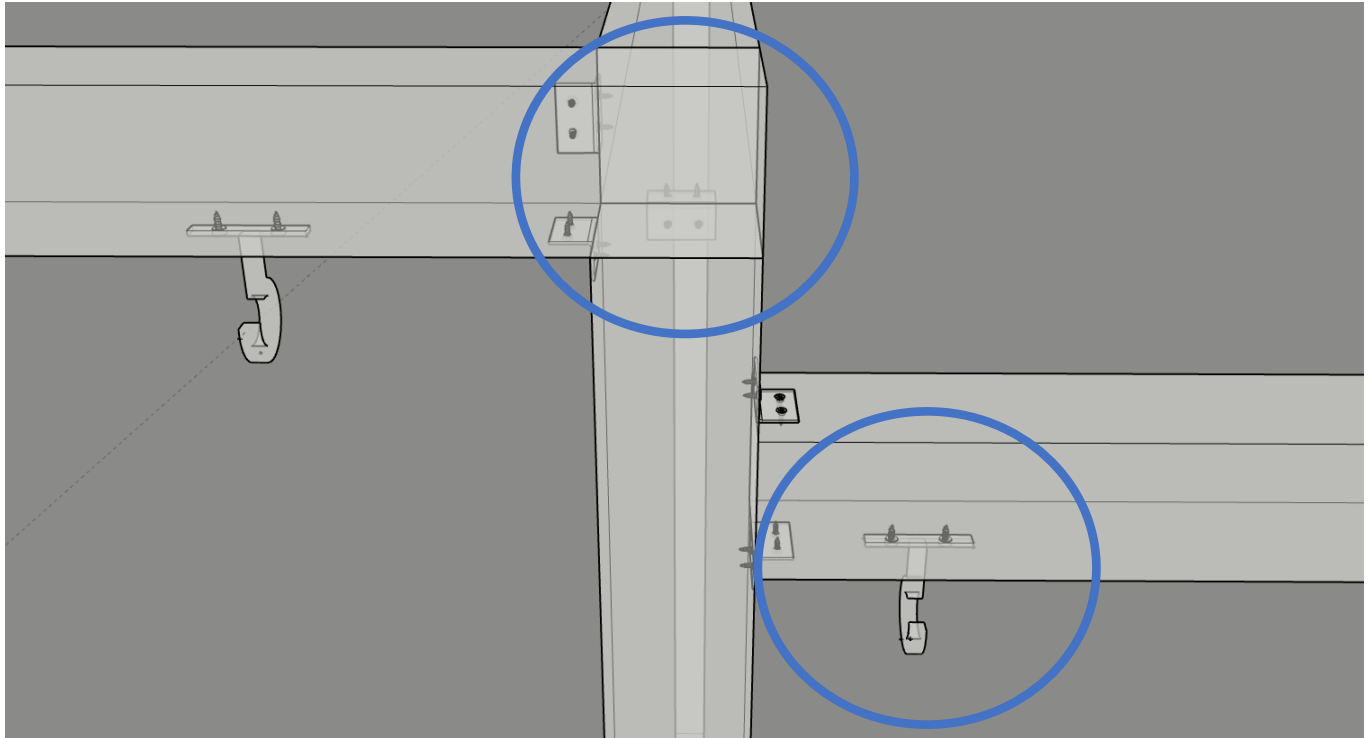
Explaining decomposing time of  
garbage)



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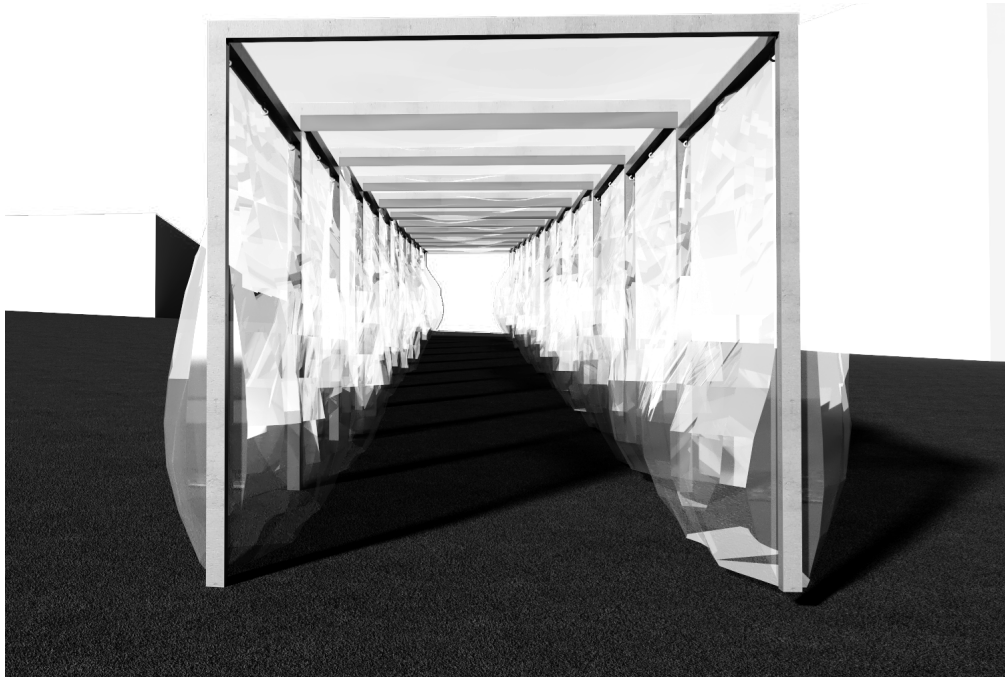
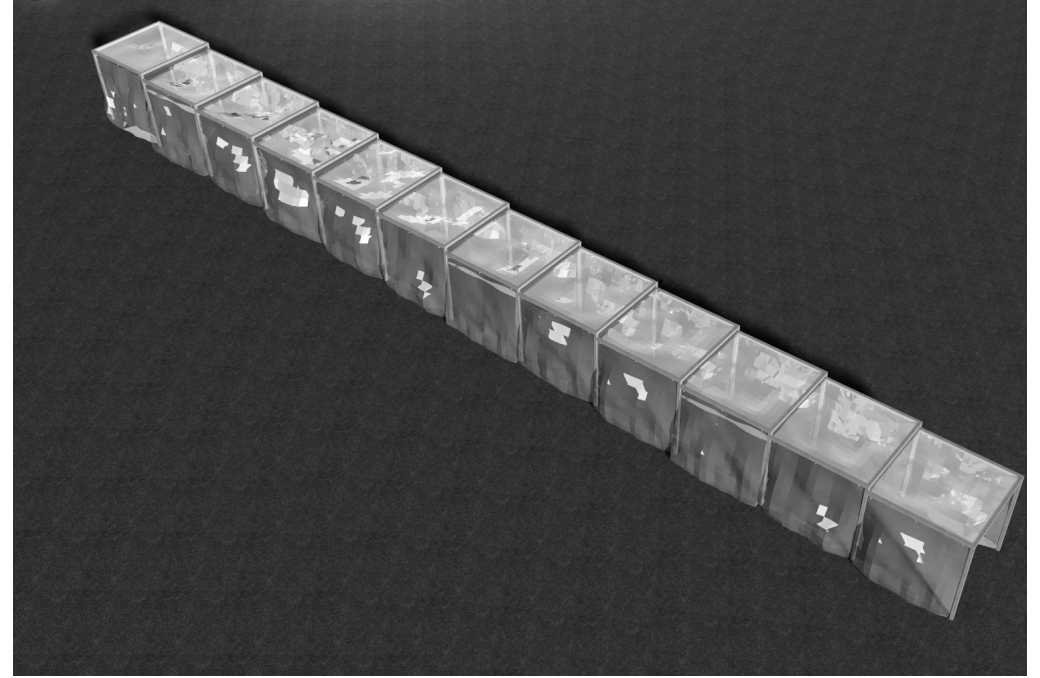
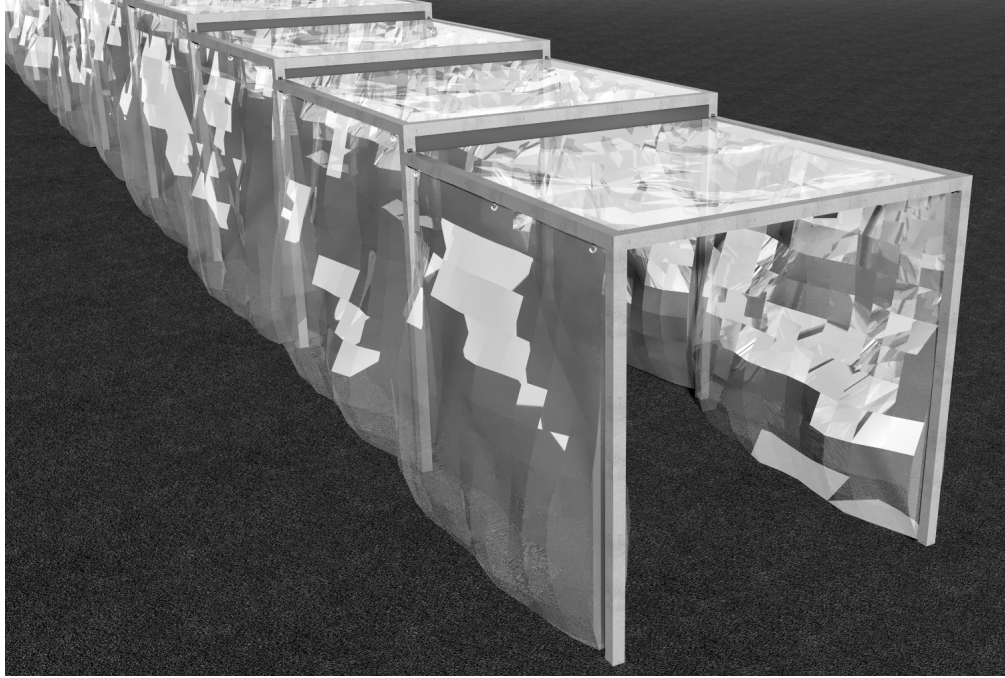
# CONSTRUCTION

Joint details of how wooden  
elements come together  
Joint details of how plastic bags  
will be hooked





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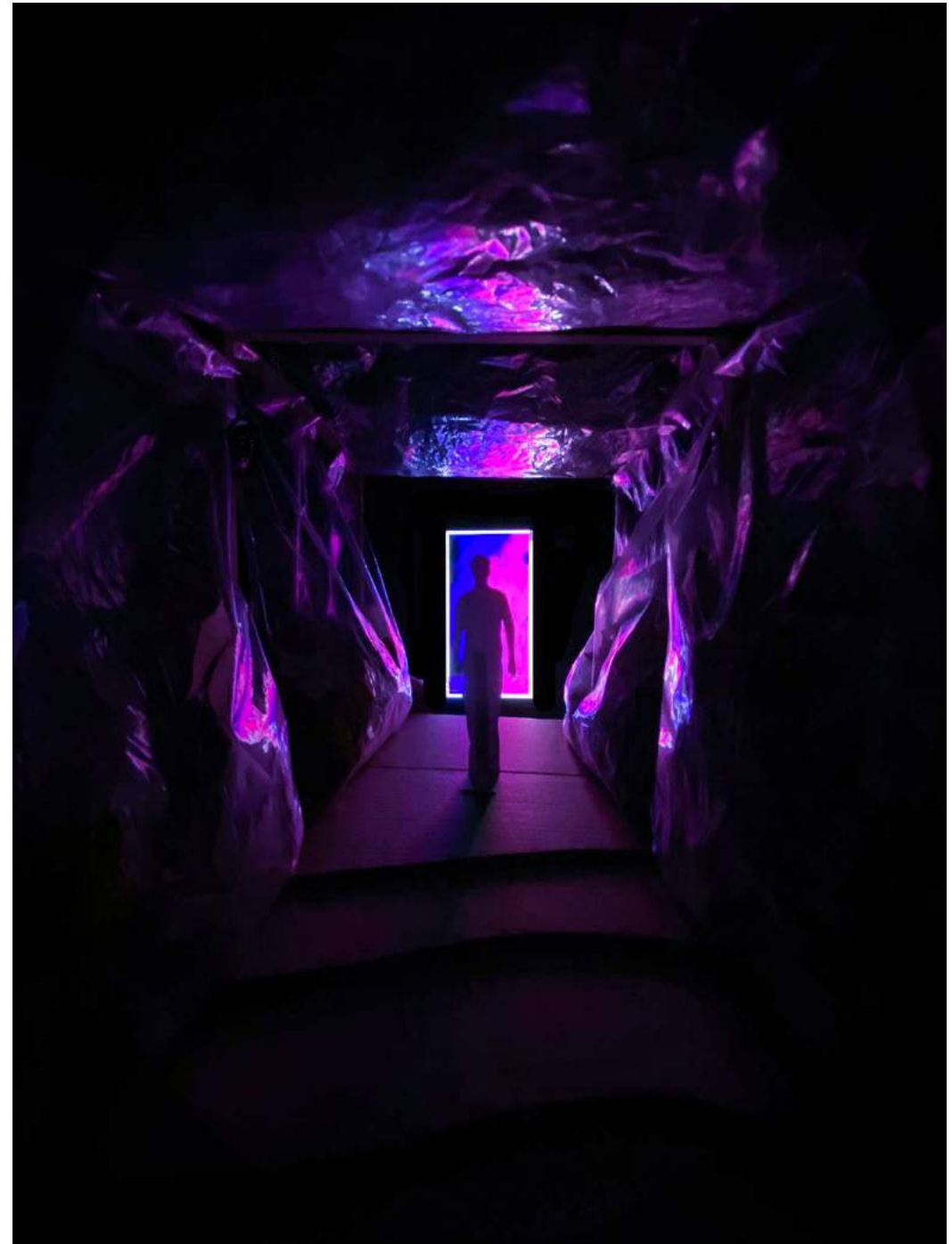
## 4.PLENUM

Welcome to your future Home!

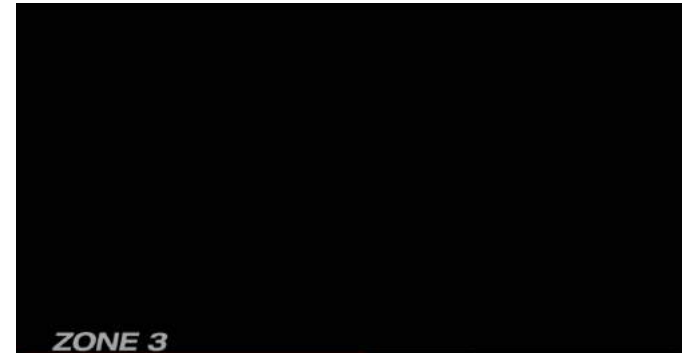
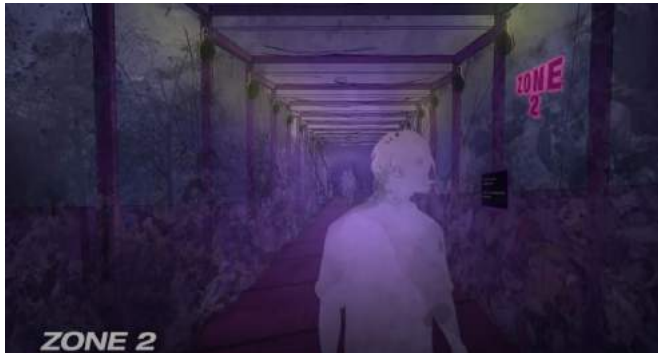
Here you will enter an auditory experience of a world full of waste. During this journey, you will be accompanied by the items that were collected from the park “Ilm” every day. You, as humans produced more than this planet can handle and you are not doing anything to stop it. So instead, we are giving you a chance to get used to your future and look at these items which would normally end up in the ocean after Germany’s annual waste export. The final destination of all of the Planet’s waste is forming “The 7th Continent” in the ocean, which is also called “the great pacific garbage patch”, has now an area of 1.6 million square kilometers and continues to grow. Ultimately, It will be a brand-new habitat for humankind but no other species.

The materials on the sidewalls are placed in plastic bags to enhance a pleasant journey. You can enjoy listening to the decomposing sound of each waste-zone that is sorted according to their life-span respectively. In your future environment, you will have the opportunity to experience them on another level, by touching, smelling, walking on, and maybe swimming in it.

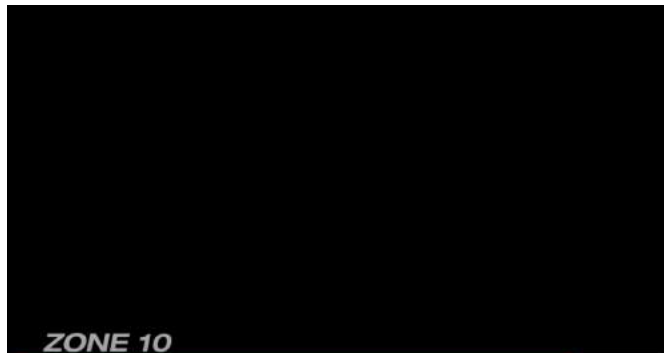
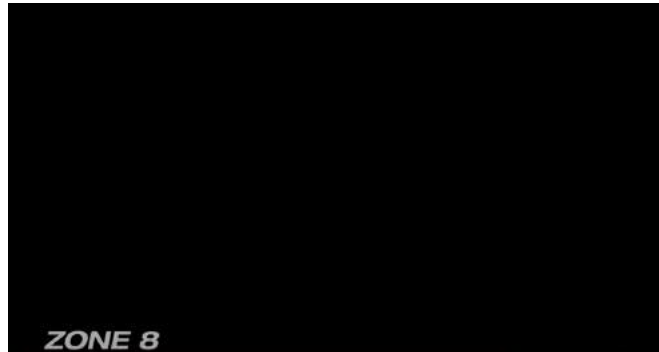
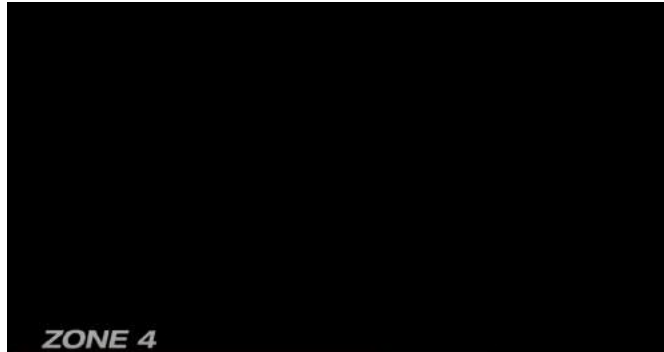
Enjoy your sterile experience while you still can.



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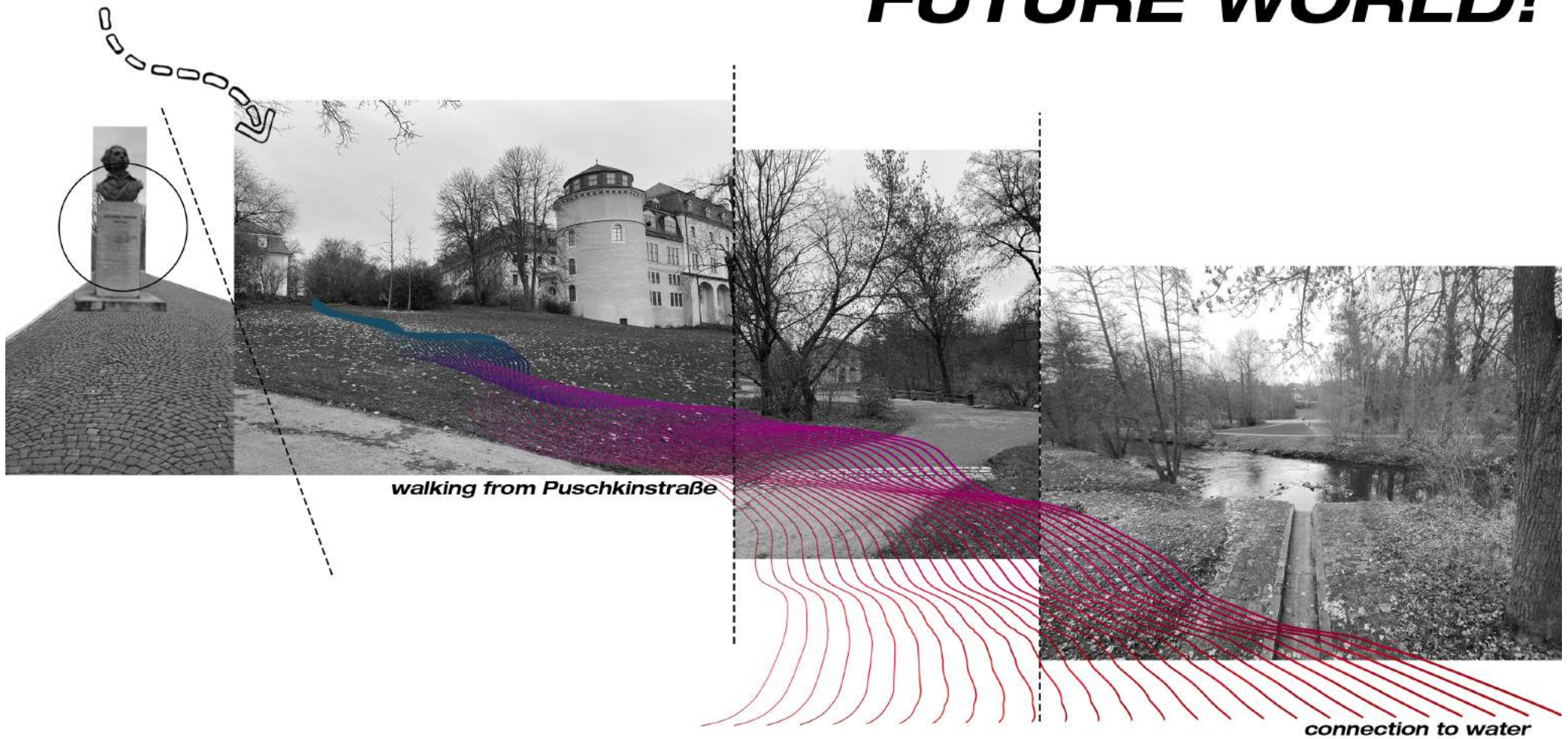




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# ***WELCOME TO YOUR FUTURE WORLD!***

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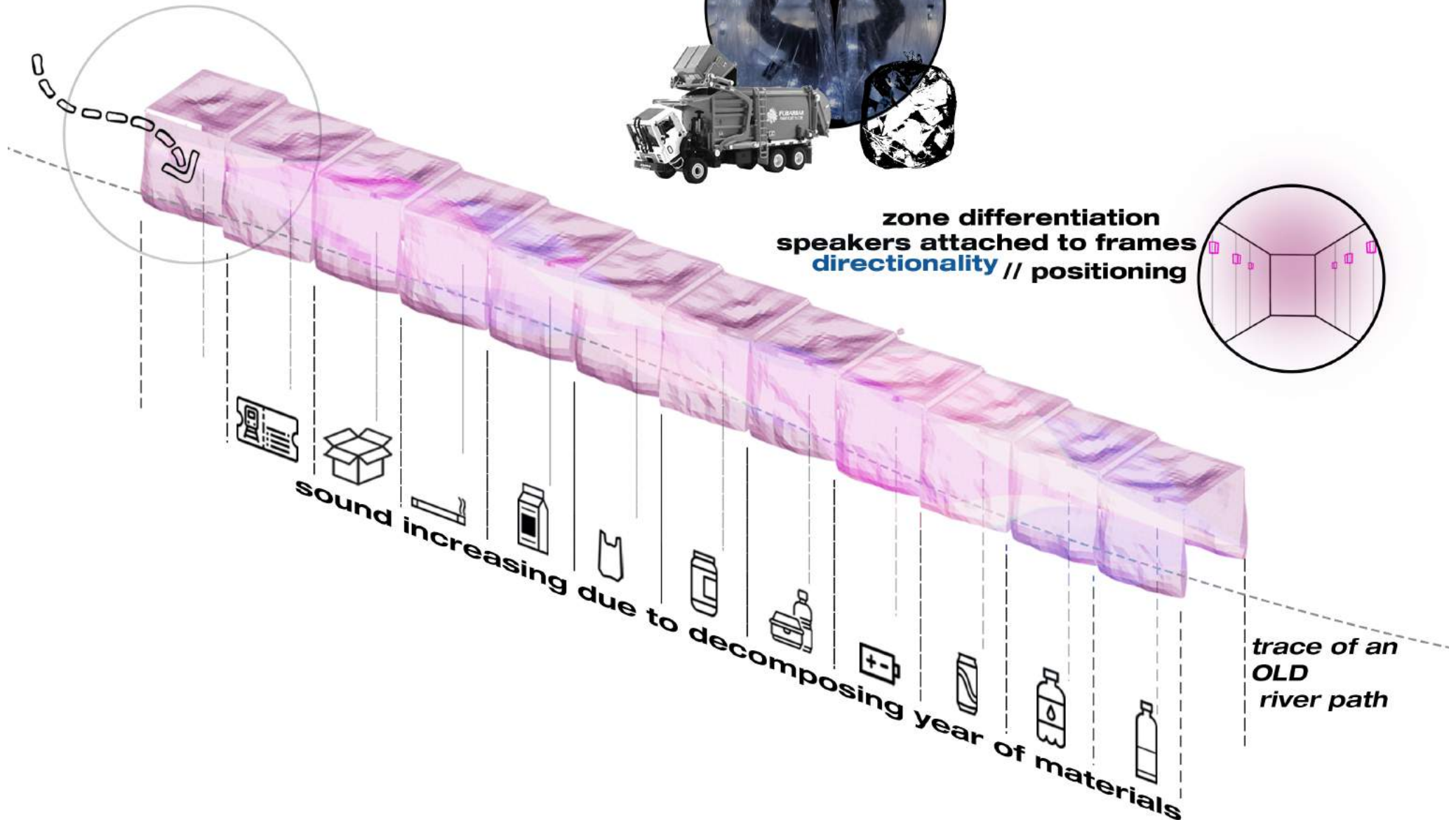
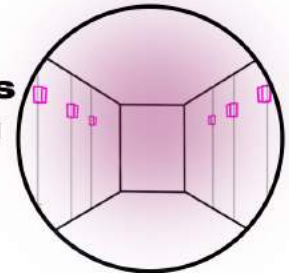


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mega-zipped garbage bags  
visitor's indirect contribution  
// trash collection  
garbage dwelivery

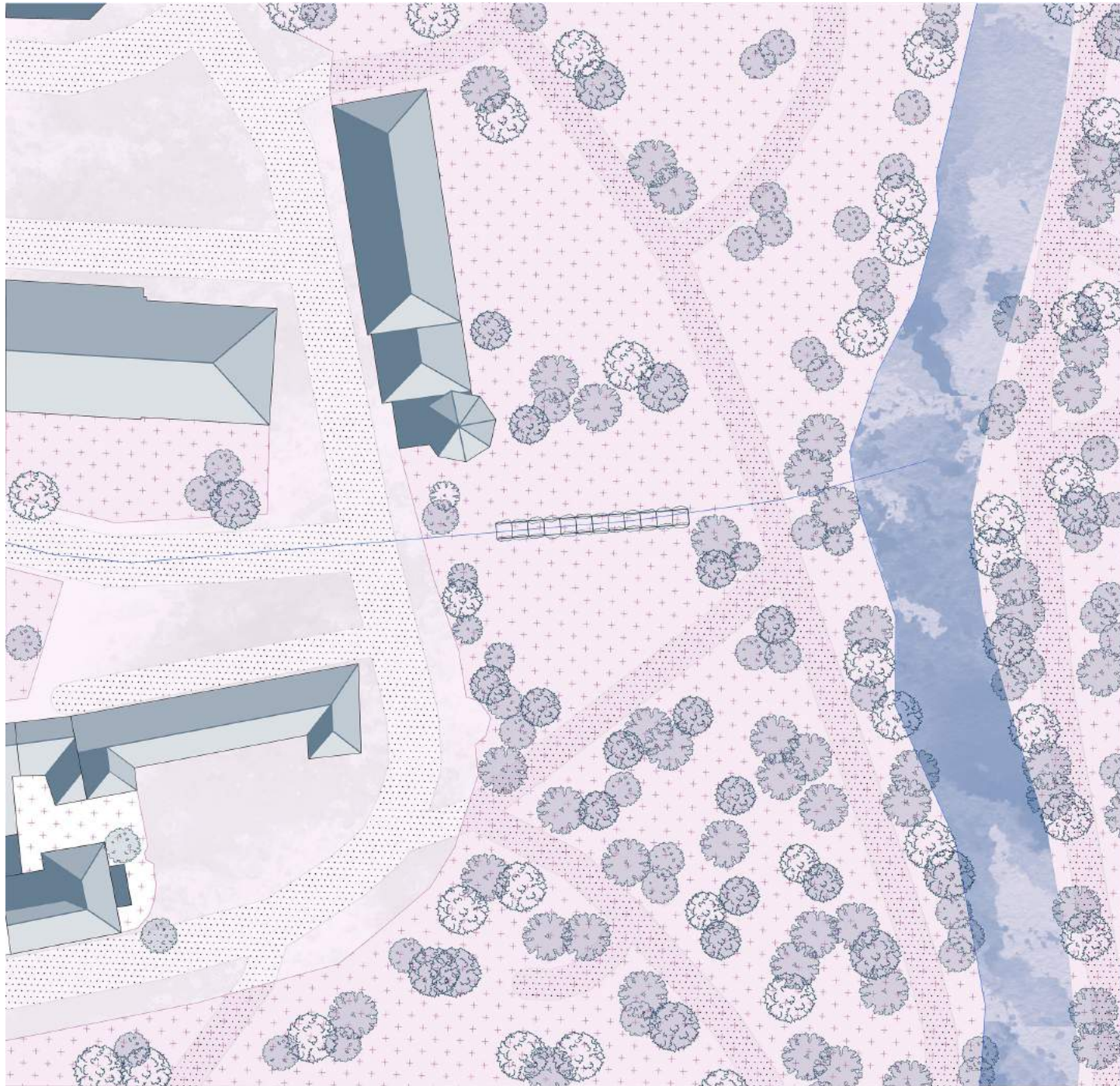


zone differentiation  
speakers attached to frames  
directionality // positioning





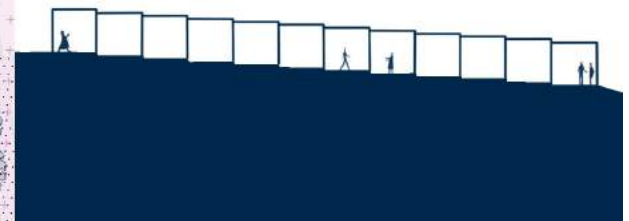
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# **SITE PLAN**

*section // slope*

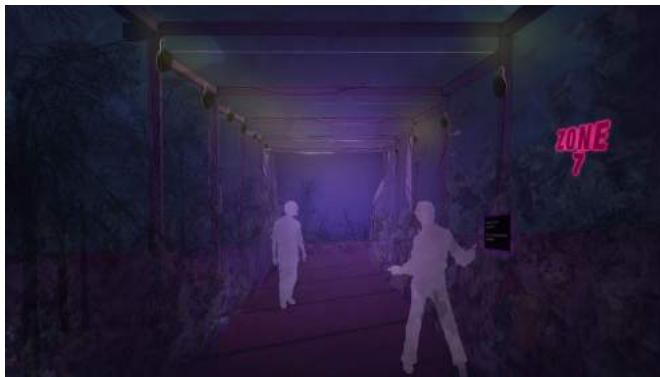
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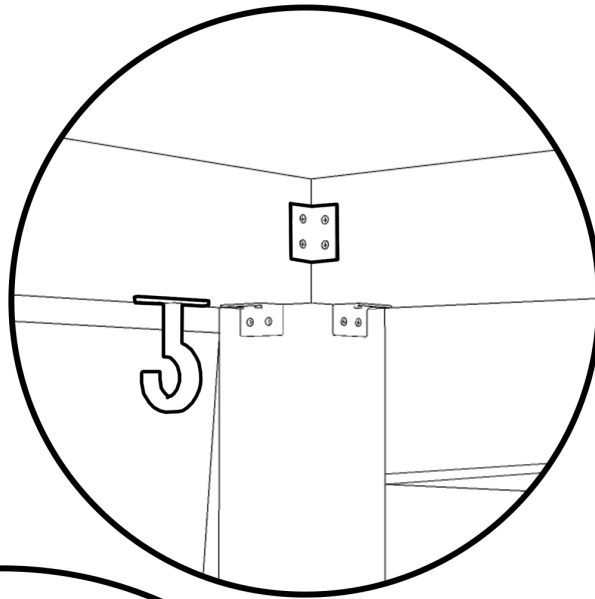


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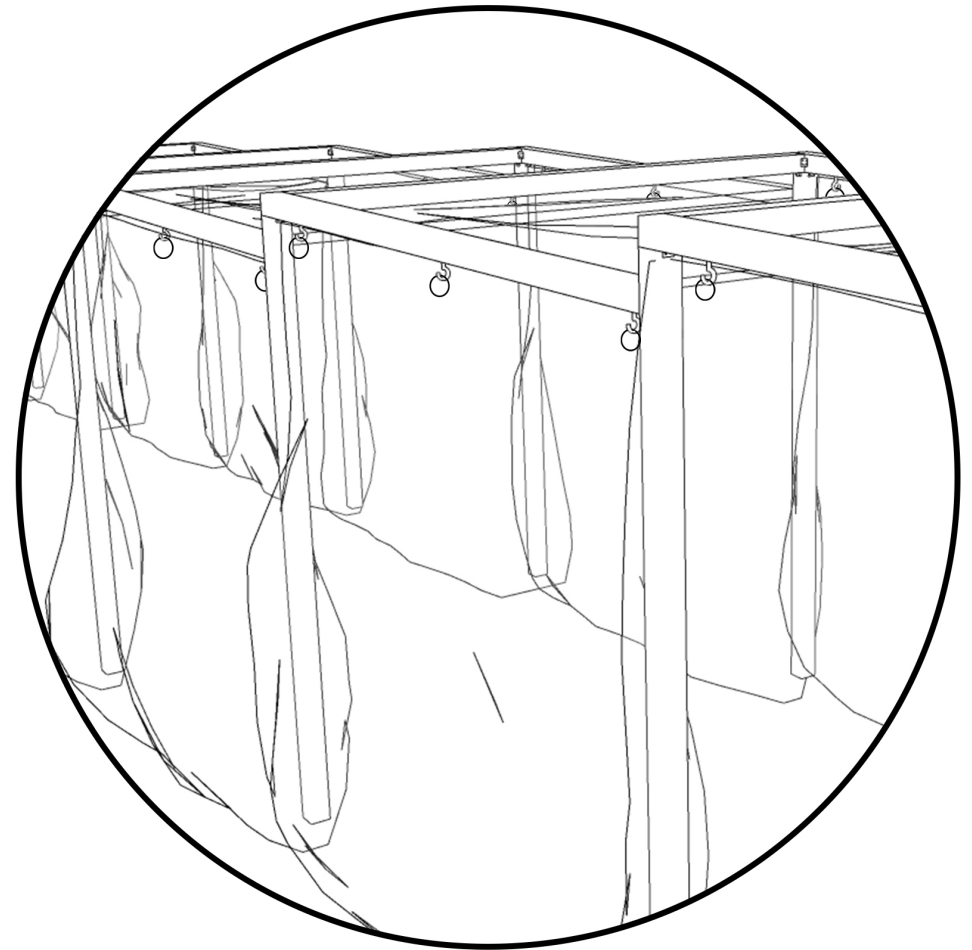
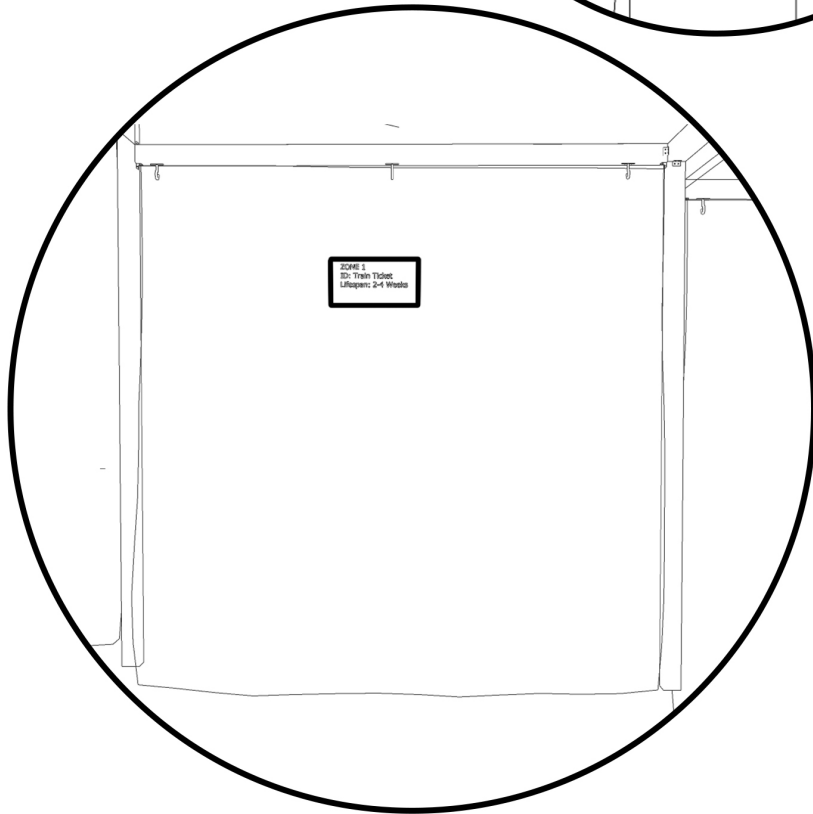


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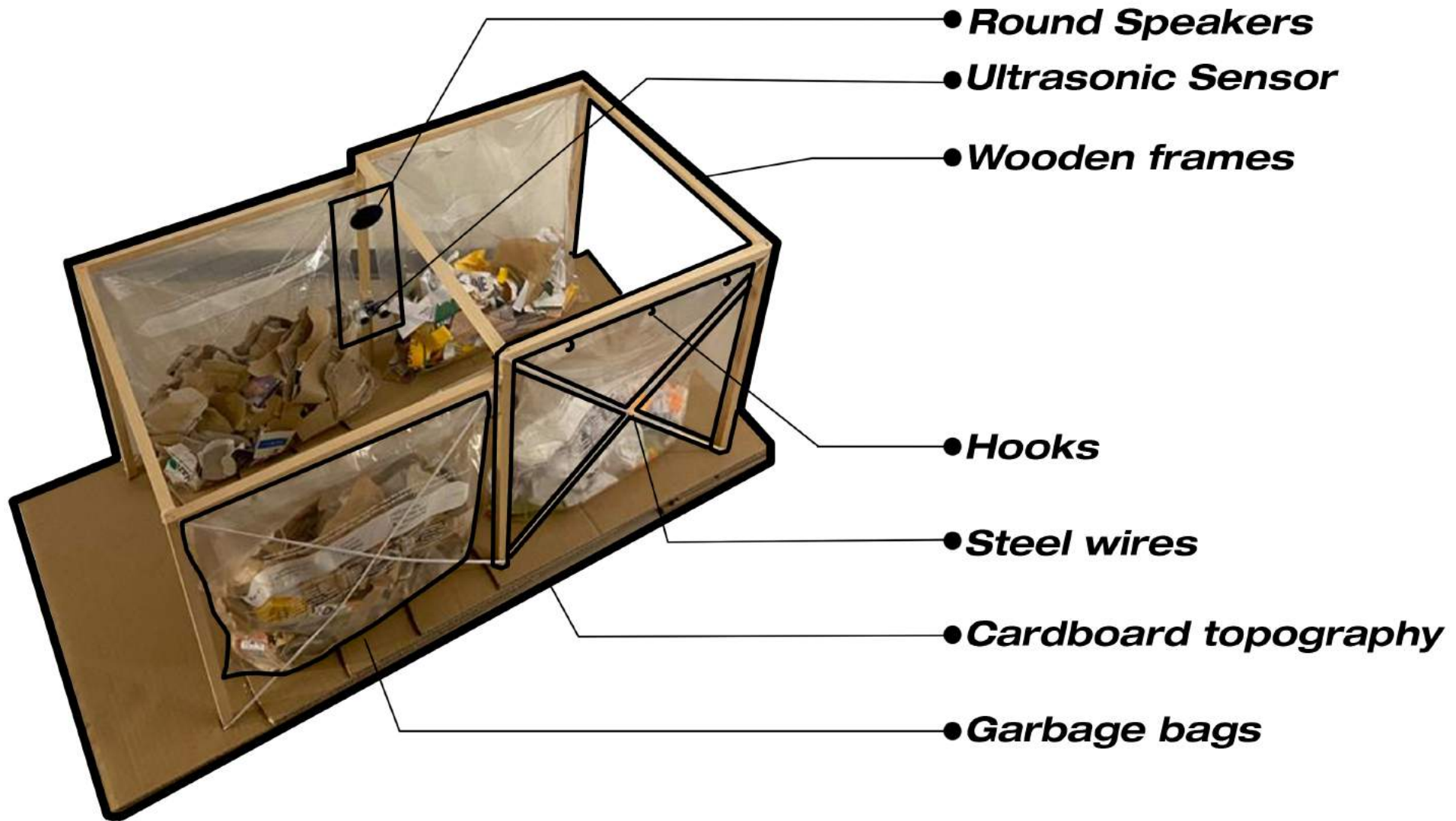




***DETAILING***  
***Joint details of how plastic bags***  
***will be hooked***  
***Joint details of how plastic bags***  
***will be hooked***  
***Garbage ID Stickers***



# PROTOTYPE





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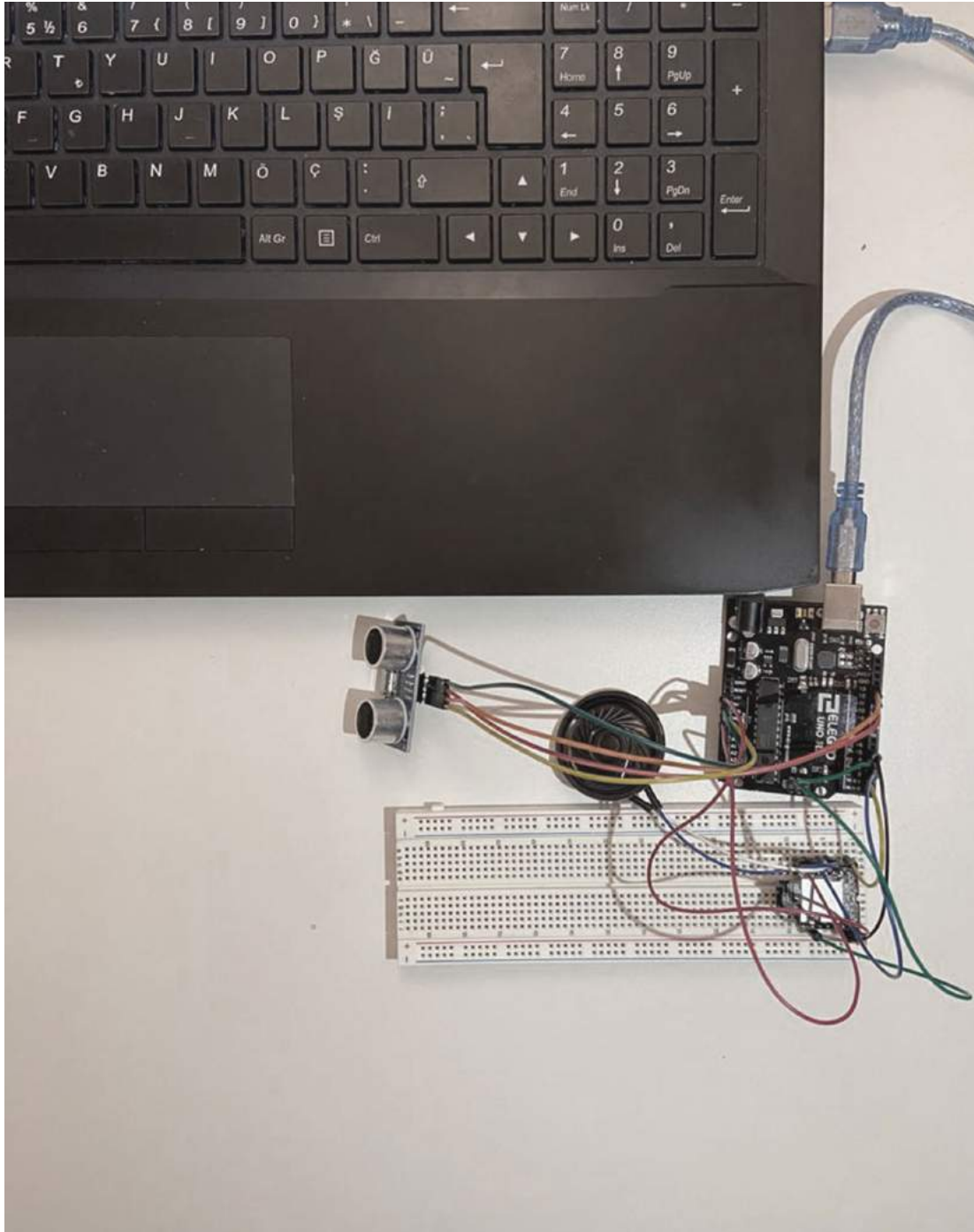


## PROTOTYPE PHOTOS

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# **PROTOTYPE**

## **Mini MP3 Player Module with Round Speakers**



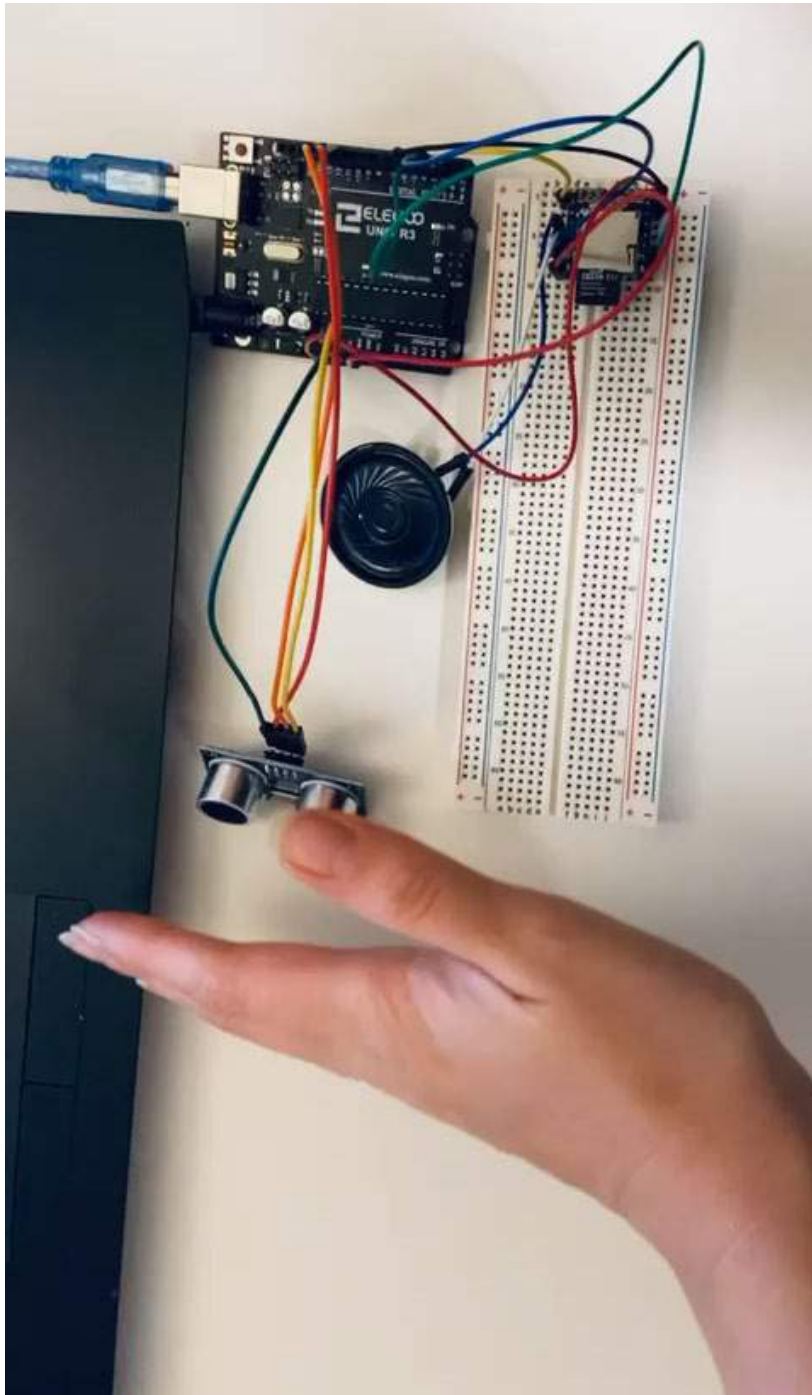
**Ultrasonic Sensor**



**SD Card**







sketch\_arduinoCode7

```
#include <SoftwareSerial.h>
#include <DFPlayer_Mini_Mp3.h>
int trig = 12;
int echo = 13;
void setup() {
  // put your setup code here, to run once:
  Serial.begin (9600);
  pinMode(trig, OUTPUT);
  pinMode(echo, INPUT);
  mp3_set_serial (Serial); //set Serial for DFPlayer-mini mp3 module
  mp3_set_volume (25);
}

void loop() {
  // put your main code here, to run repeatedly:
  int duration , distance;
  digitalWrite(trig, HIGH);
  delayMicroseconds(10);
  digitalWrite(trig, LOW);
  duration = pulseIn(echo, HIGH);
  distance = (duration / 2) / 29.1;
  Serial.print(distance);
  Serial.print("cm");
  delay(50);
  if (distance < 20)
  {
    mp3_play (1);
    delay (1000);
  }
  else if ((20 < distance) && (distance < 100))
  {
    mp3_play (2);
    delay (1000);
  }
  else if ((100 < distance))
  {
    digitalWrite(trig, LOW)
  }
}
```



„NEW NATURE IN PARK AT THE ILM”

# INPUT&OUTPUT

## INPUT

**Garbage from Ilm Park**

*old river path of Ilm river*

collecting&analyzing



## SOUND DECOMPOSING

*water sound imitation*

editing&juxtaposing



**ARDUINO**

**Audio-garbage  
tunnel**

**GARBAGE = WATER**

**Proximity**

*sound trigger*

## OUTPUT

**Physical presence of ignored garbage**

*New nature of water*



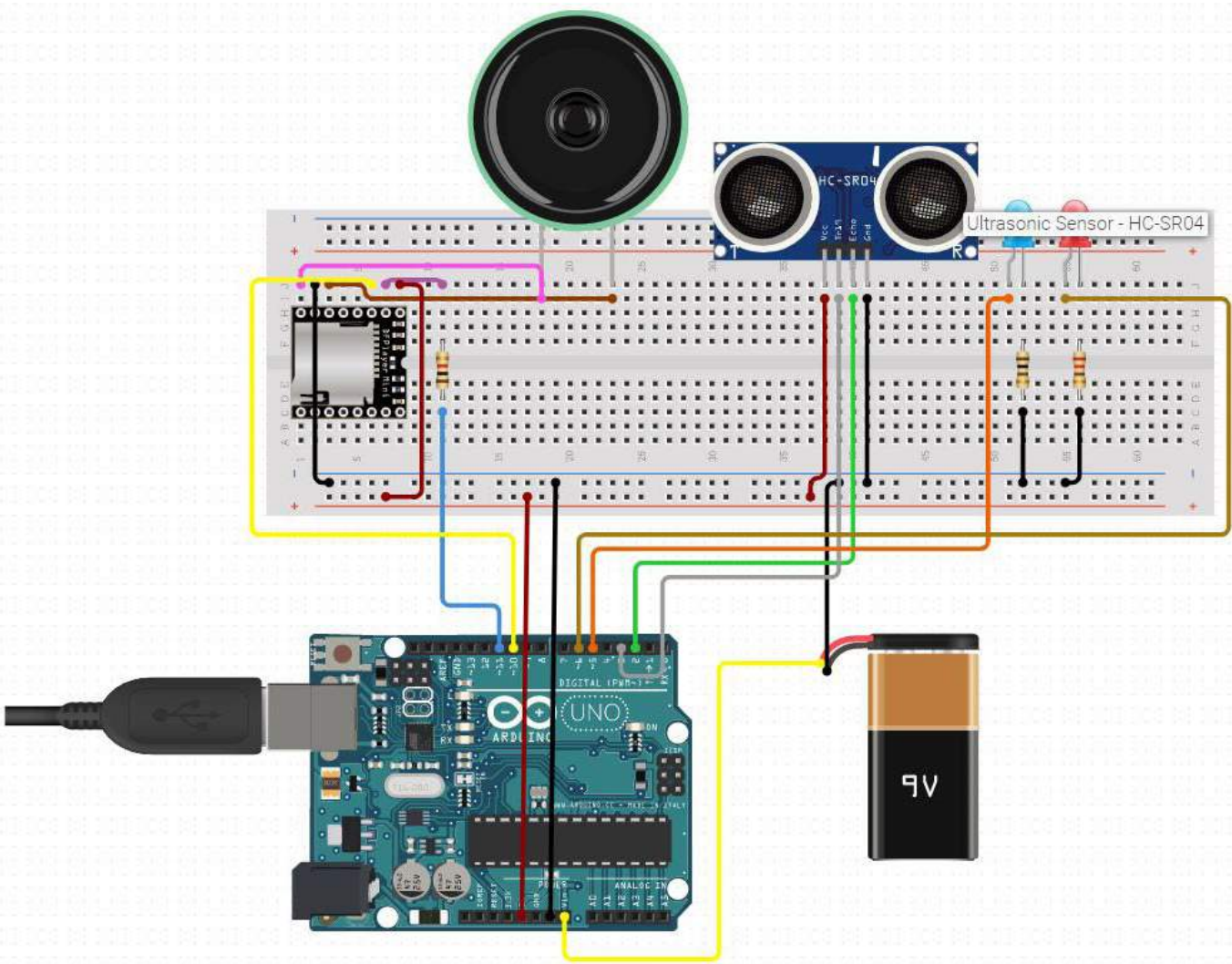


„NEW NATURE IN PARK AT THE ILM”

# AFTER 4.PLENUM

ARDUINO CIRCUIT SCHEMA

BAUHAUS-UNIVERSITÄT WEIMAR | MEDIA ARCHITECTURE



```
sketch_finit
#include <DFRobotDFPlayerMini.h>
#include <SoftwareSerial.h>
#include "Arduino.h"
// We used pins 10 and 11 to communicate with DFPlayer Mini;

const int trigPin = 3;
const int echoPin = 2;
int redLight = 6;
int blueLight = 5;

long duration;
int distance;

SoftwareSerial softwareSerial(10,11);

// Create the Player object;
DFRobotDFPlayerMini player;
void printDetail(uint8_t type, int value);

void setup() {
  // Initialize serial port for DFPlayer Mini
  softwareSerial.begin(9600);
  // Initialize USB serial port for debugging
  Serial.begin(115200);

  delay(1000);

  //to check if DFPlayer is connected
  if (!player.begin(softwareSerial)) { //Use softwareSerial to communicate with mp3.
    Serial.println(F("Unable to begin:"));
    Serial.println(F("1.Please recheck the connection!"));
    Serial.println(F("2.Please insert the SD card!"));
    while (true) {
      delay(0); // Code compatible
    }
  }
  else {
    Serial.println("Connecting to DFPlayer Mini F-A-I-L-E-D!");
  }
  Serial.println(F("DFPlayer Mini online."));

  //to set up volume
  player.volume(30);

  // Play the "0001.mp3" in the "mp3" folder on the SD card
```



„NEW NATURE IN PARK AT THE ILM”

```
sketch_finit
// Play the "0001.mp3" in the "mp3" folder on the SD card
//player.playMp3Folder(1);

Serial.println(distance + "cm");

// integers for ultrasonic sensor
pinMode(trigPin, OUTPUT);
pinMode(echoPin, INPUT);
delay(1000);
//integers of LED Ligts
pinMode(redLight, OUTPUT);
pinMode(blueLight, OUTPUT);
delay(1000);
}

void loop() {

digitalWrite(trigPin, LOW);
delayMicroseconds(2);
digitalWrite(trigPin, HIGH);
delayMicroseconds(10);
digitalWrite(trigPin, LOW);

duration = pulseIn(echoPin, HIGH);
distance = duration * 0.034 / 2;

//to see cm in the console
Serial.print("Distance from the object = ");
Serial.print(distance);
Serial.println(" cm");
delay(10);

if (distance >= 10 ) {

    // NO SOUND AT ALL ONLY BLUE LIGHT

    digitalWrite(blueLight, HIGH);
    delay(10);
    digitalWrite(redLight, LOW);
    delay(10);

}
else if (distance < 10 ) {
    // SOUND AND RED LIGHT
    digitalWrite(redLight, HIGH);
    delay(10);
}
```

```
sketch_finit
else if (distance < 10 ) {
    // SOUND AND RED LIGHT
    digitalWrite(redLight, HIGH);
    delay(10);
    digitalWrite(blueLight, LOW);
    delay(10);

    static unsigned long timer = millis();
    //
    if (millis() - timer > 60000) {
        timer = millis();
        // // player.next();
        player.playMp3Folder(1);
        delay(6000);

        //
        //
        // // Set volume to maximum (0 to 30).
        // // player.volume(30);
        // // Play the "0001.mp3" in the "mp3" folder on the SD card
        // //player.playMp3Folder(1);
    }
    if (player.available()) {
        printDetail(player.readType(), player.read()); //Print the detail message from DFI
    }
}

void printDetail(uint8_t type, int value){
    switch (type) {
        case TimeOut:
            Serial.println(F("Time Out!"));
            break;
        case WrongStack:
            Serial.println(F("Stack Wrong!"));
            break;
        case DFPlayerCardInserted:
            Serial.println(F("Card Inserted!"));
            break;
        case DFPlayerCardRemoved:
            Serial.println(F("Card Removed!"));
            break;
        case DFPlayerCardOnline:
            Serial.println(F("Card Online!"));
            break;
        case DFPlayerUSBInserted:
            Serial.println(F("Card Online!"));
            break;
    }
}
```

```
sketch_finit
Serial.println(F("Card Online!"));
break;
case DFPlayerUSBInserted:
    Serial.println("USB Inserted!");
    break;
case DFPlayerUSBRemoved:
    Serial.println("USB Removed!");
    break;
case DFPlayerPlayFinished:
    Serial.print(F("Number:"));
    Serial.print(value);
    Serial.println(F(" Play Finished!"));
    break;
case DFPlayerError:
    Serial.print(F("DFPlayerError:"));
    switch (value) {
        case Busy:
            Serial.println(F("Card not found"));
            break;
        case Sleeping:
            Serial.println(F("Sleeping"));
            break;
        case SerialWrongStack:
            Serial.println(F("Get Wrong Stack"));
            break;
        case CheckSumNotMatch:
            Serial.println(F("Check Sum Not Match"));
            break;
        case FileIndexOut:
            Serial.println(F("File Index Out of Bound"));
            break;
        case FileMismatch:
            Serial.println(F("Cannot Find File"));
            break;
        case Advertise:
            Serial.println(F("In Advertise"));
            break;
        default:
            break;
    }
    break;
default:
    break;
}

}
Done Saving.
```

„NEW NATURE IN PARK AT THE ILM”



VIDEO LINK: <https://www.youtube.com/watch?v=SYUGjl6Jy8I>