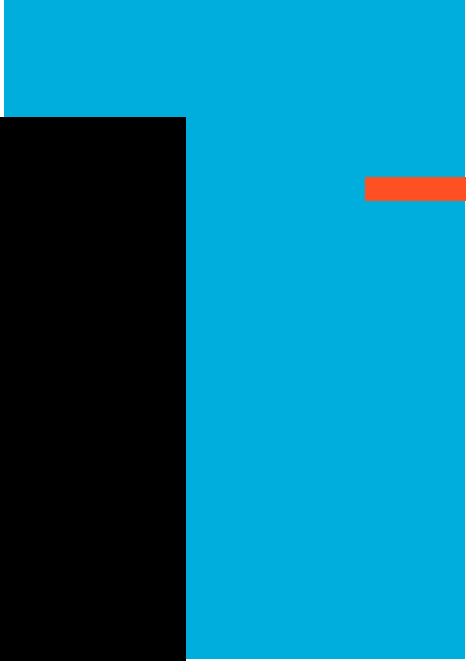
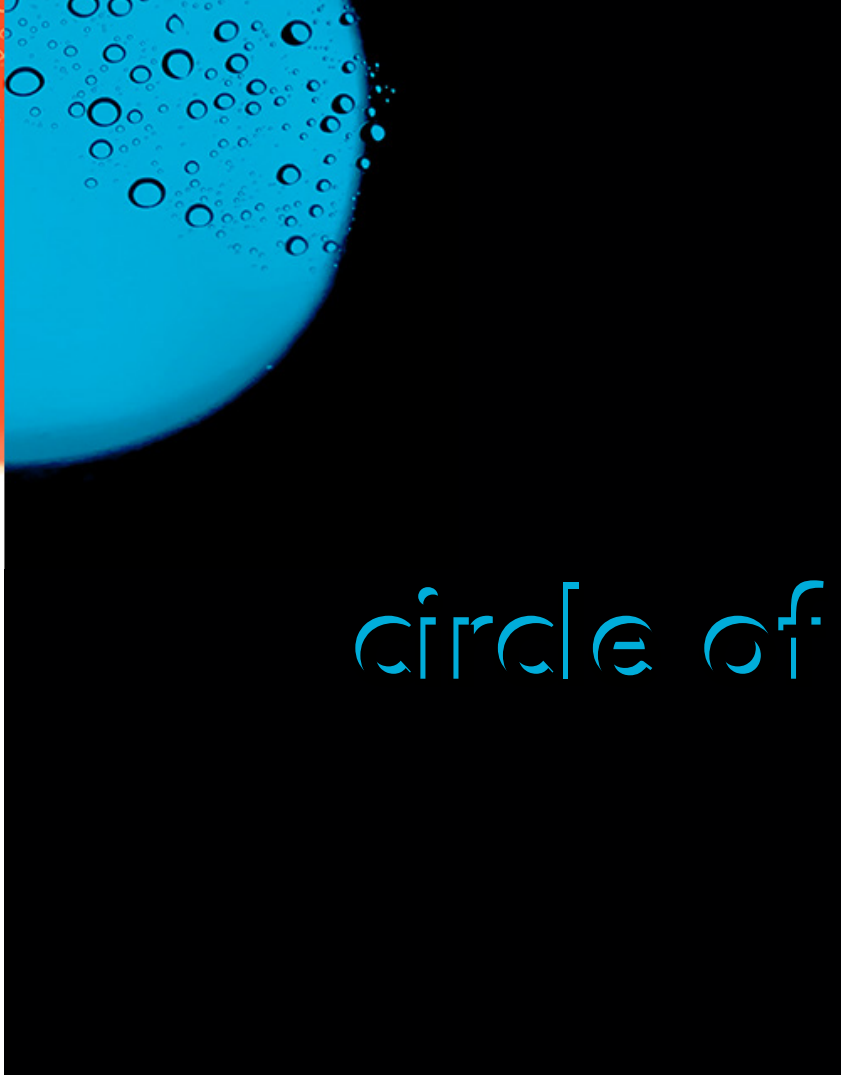
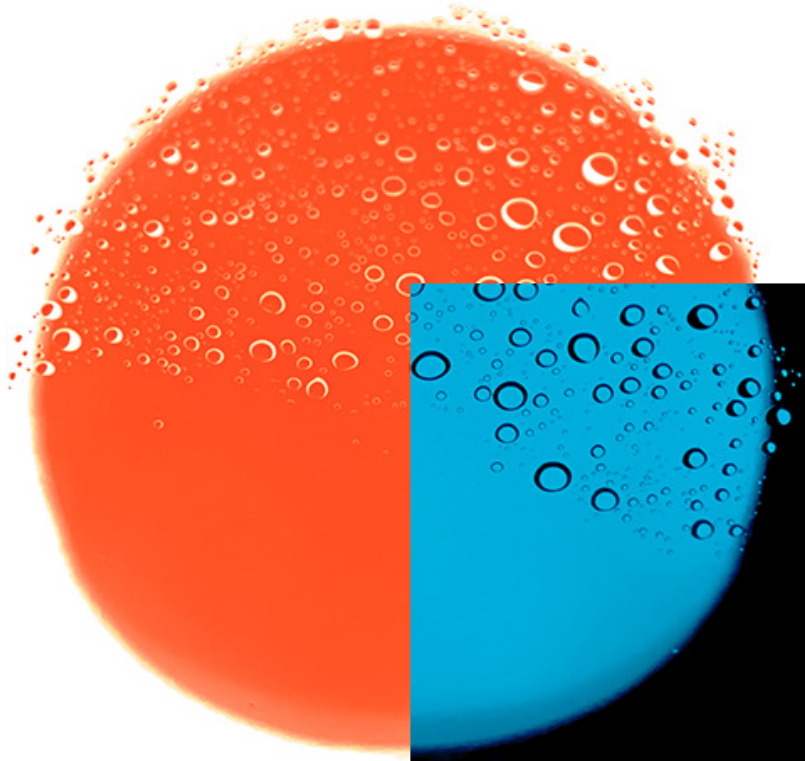


Timo Bedert:



New  
Nature



Ilm  
Park

circle of lights

NIJK Dammerruif



### human [hu'ma:n]

sounds created by human (inter-)action. calculated during a period of visits. graphed by relative loudness.



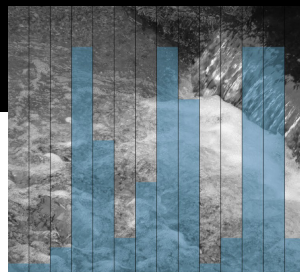
### animal ['ænəmə]

sounds created by animal (inter-)action. calculated during a period of visits. graphed by relative loudness.



### water ['wɔ:tə]

sound of water. calculated during a period of visits. graphed by relative loudness.



### noise ['nɔɪz]

artificial sounds. calculated during a period of visits. graphed by relative loudness. main source: construction work, motorised vehicles, bikes.

## light [laɪt]

amount of light. calculated during a period of visits. graphed by relative brightness, by own perception.

## flow [flɔʊ]

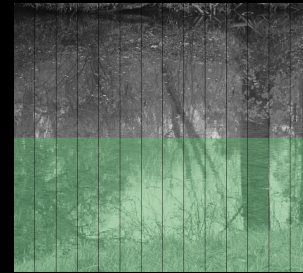
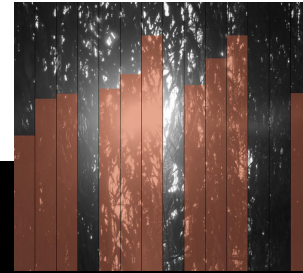
waterflow. calculated during a period of visits. graphed by relative speed of the river and amount of water in the river, by own perception.

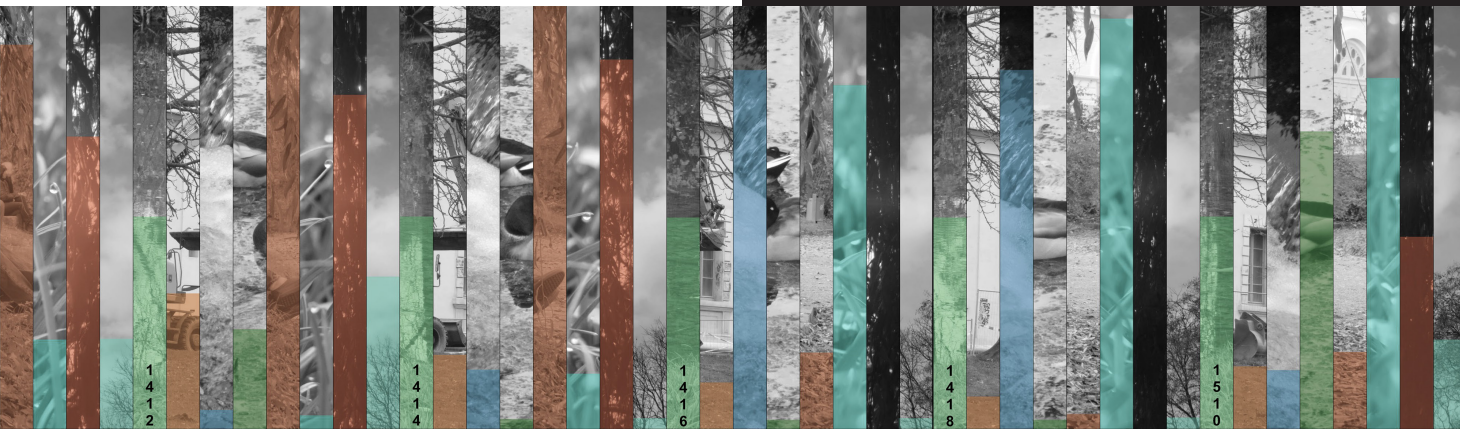
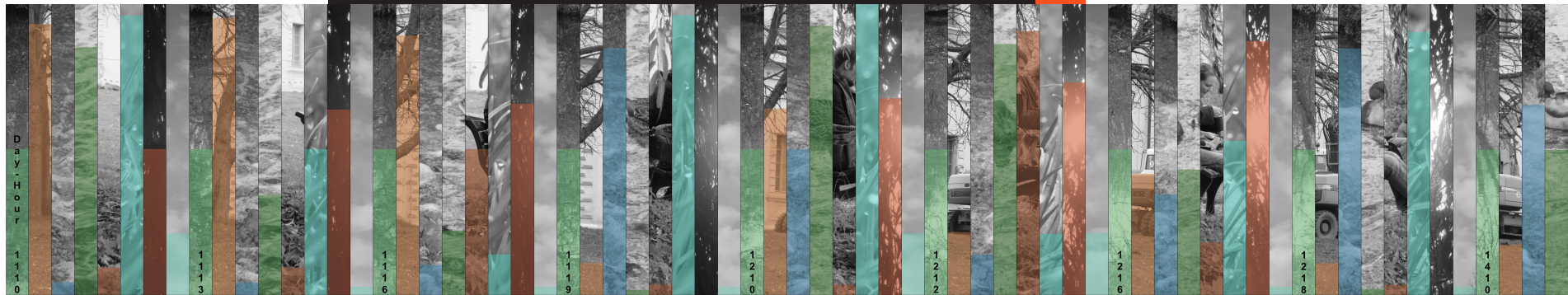
## humid [huˈmi:t]

humidity. calculated during a period of visits. graphed by relative wetness of the lawn, by own perception.

## wind [ˈwɪnd]

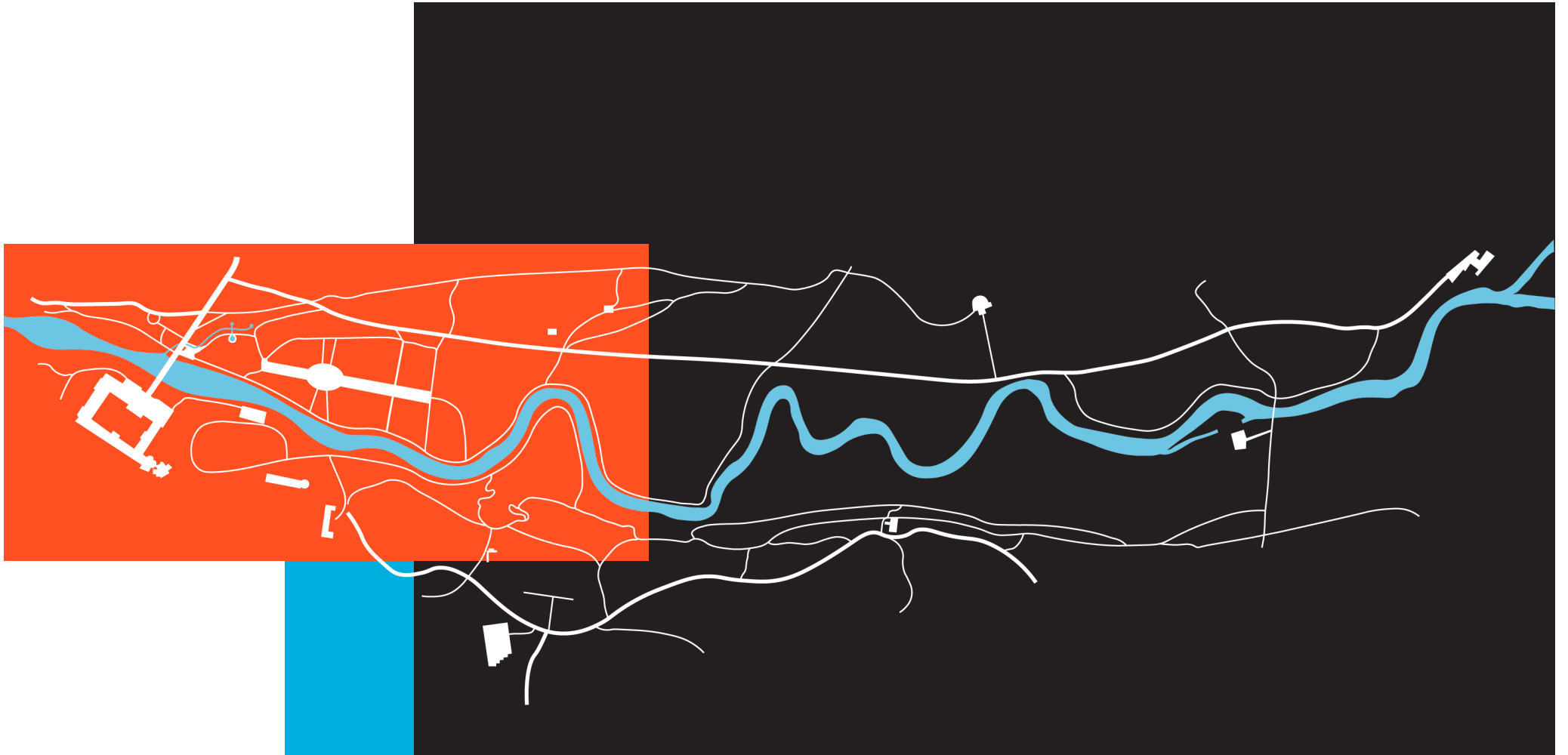
sound of wind. calculated during a period of visits. graphed on own perception.



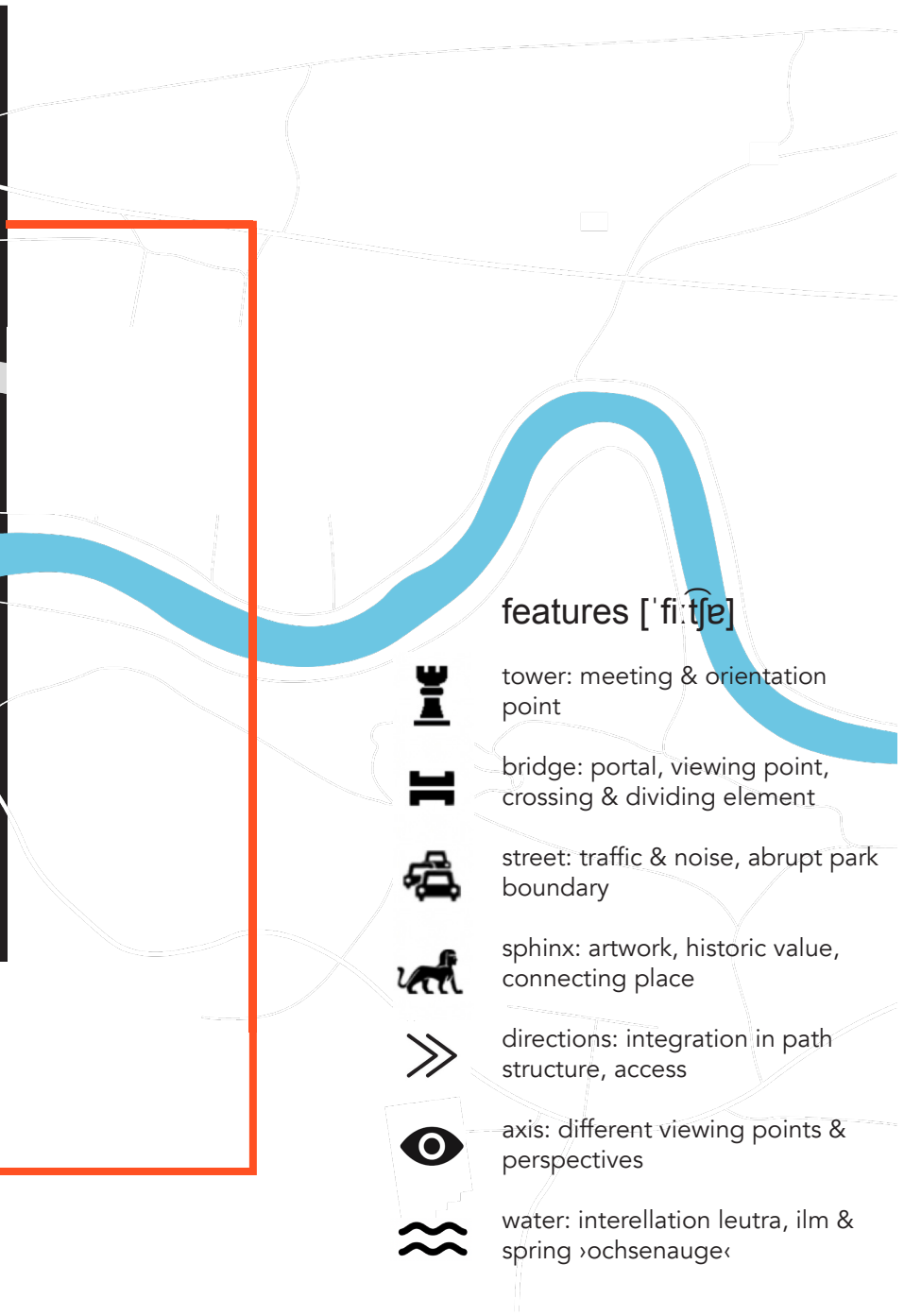
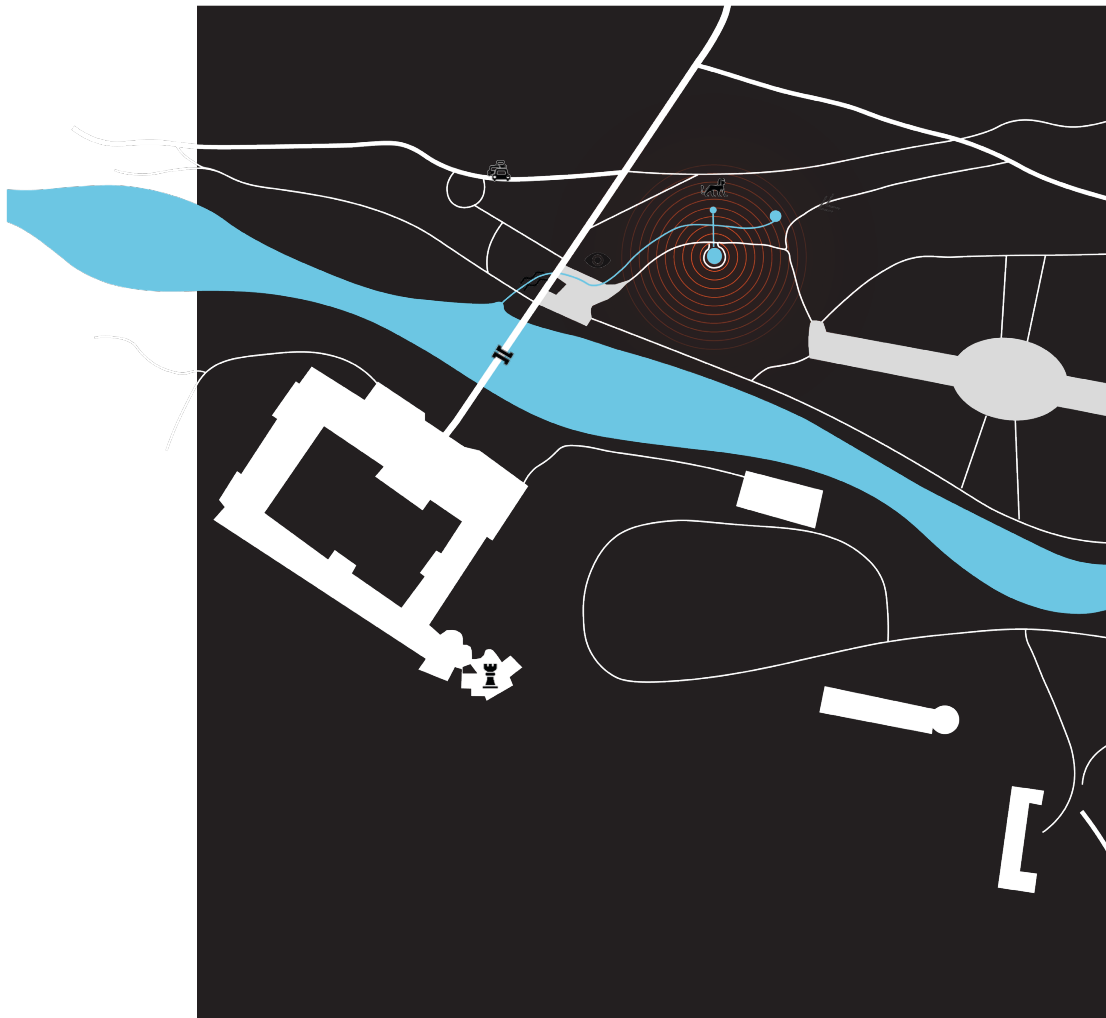


graph [ɡvɑ:f]








documented visits. sorted by time and graphing matter. first two numbers depict the day in november – last two numbers depict the time of day data was taken in.



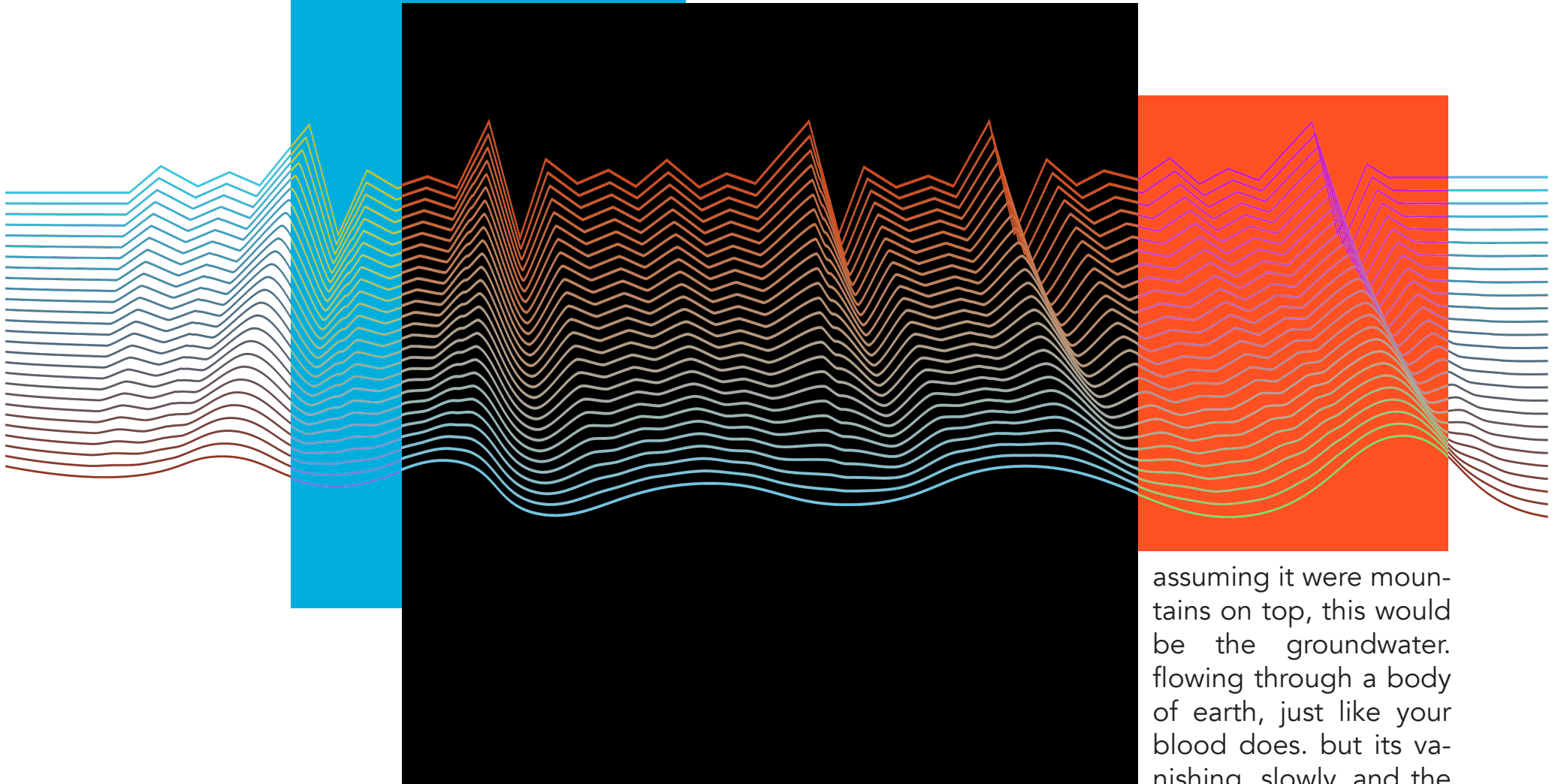
Ilmpark : The Location



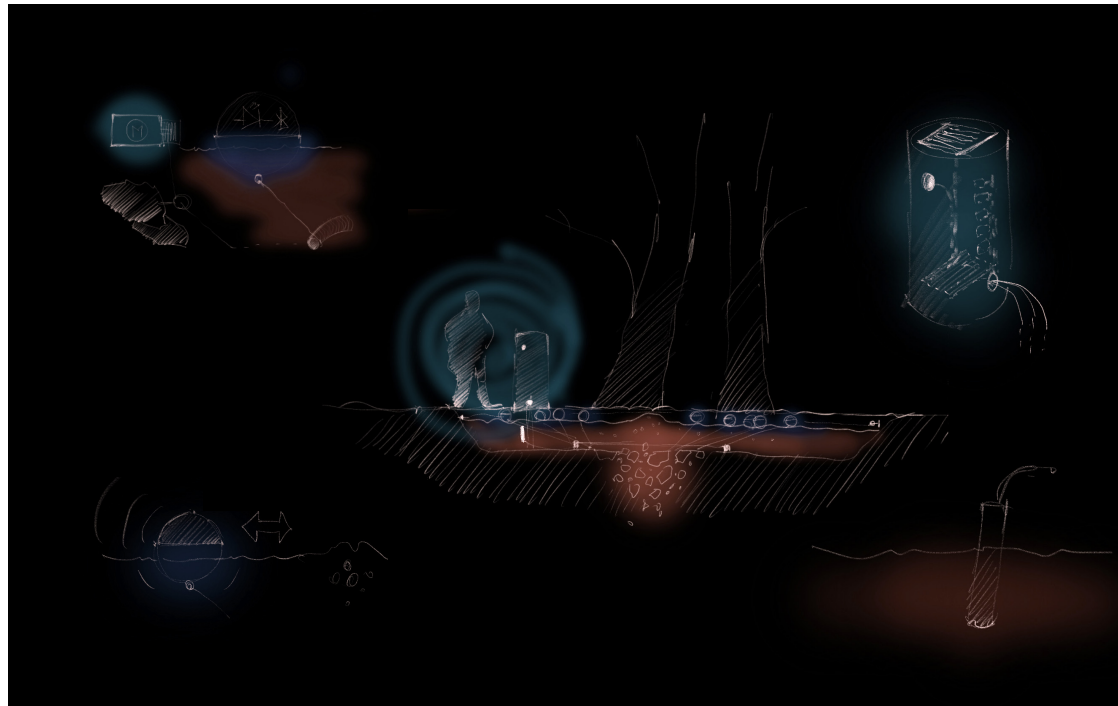
features [ 'fi:tʃe ]

- 
 tower: meeting & orientation point
- 
 bridge: portal, viewing point, crossing & dividing element
- 
 street: traffic & noise, abrupt park boundary
- 
 sphinx: artwork, historic value, connecting place
- 
 directions: integration in path structure, access
- 
 axis: different viewing points & perspectives
- 
 water: interrelation leutra, ilm & spring ›ochsenaug‹

this could be mountains. or it could be your heartbeat. your heart pumping blood through your veins on each beat. 6 liters per minute – for a regular person.



assuming it were mountains on top, this would be the groundwater. flowing through a body of earth, just like your blood does. but its vanishing. slowly. and the springs are d(r)ying.



a rough sketch of installation components. a spring. outflowing water. a cylindric interface. glowing balls attached to cables. vague and indistinct.



Visualisation : Ochsenauge

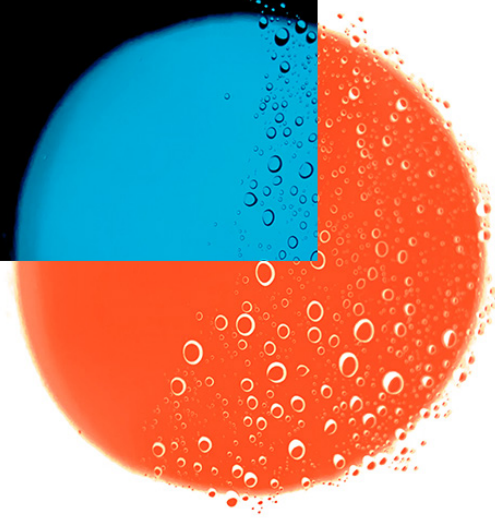


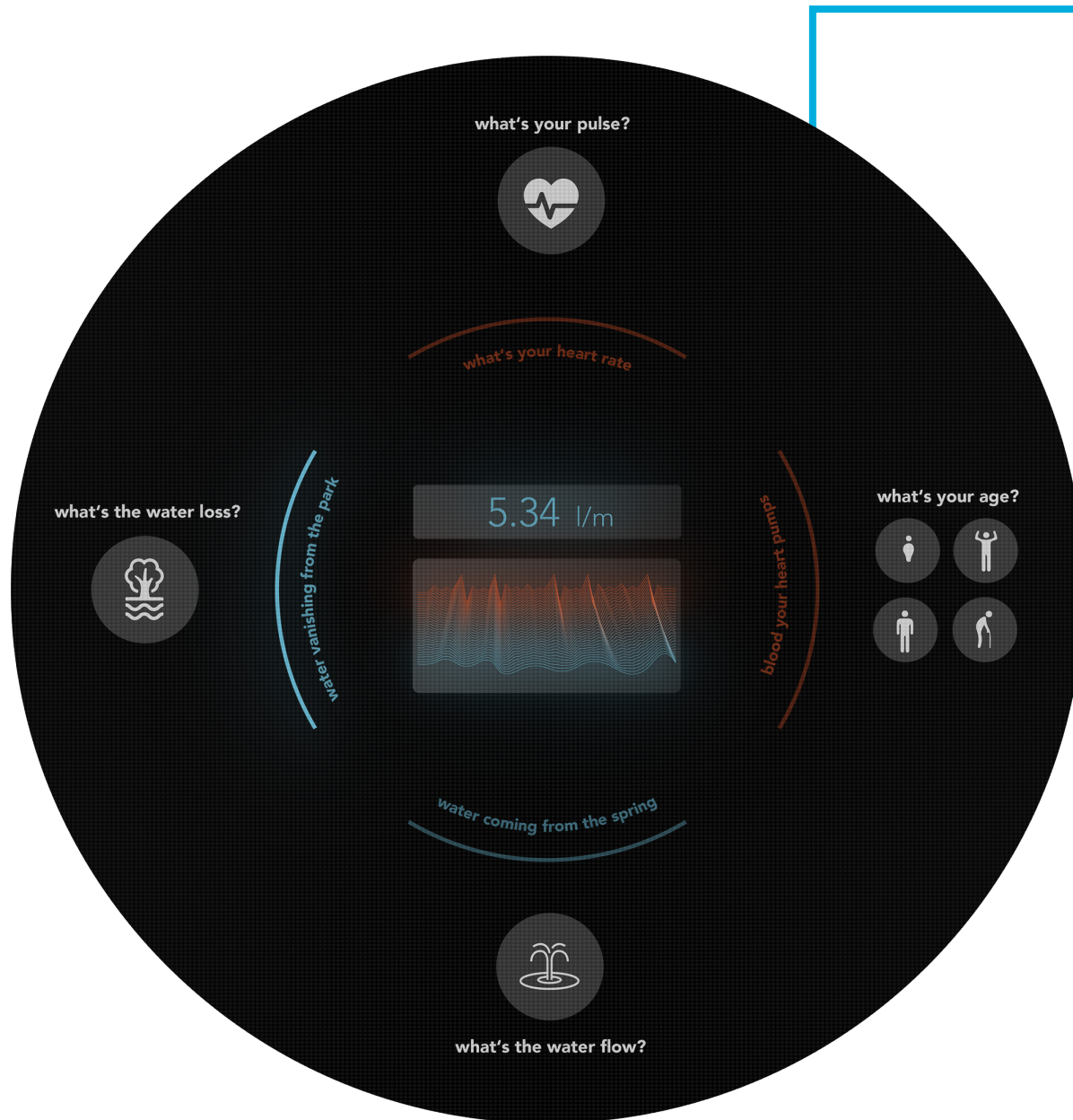
a circle of lights. growing and shrinking in diameter, depending on mode and incoming values. if your heart beat is measured, a blinking red – so you know its about you

...and the water you consume

Part 2

Proto  
Type





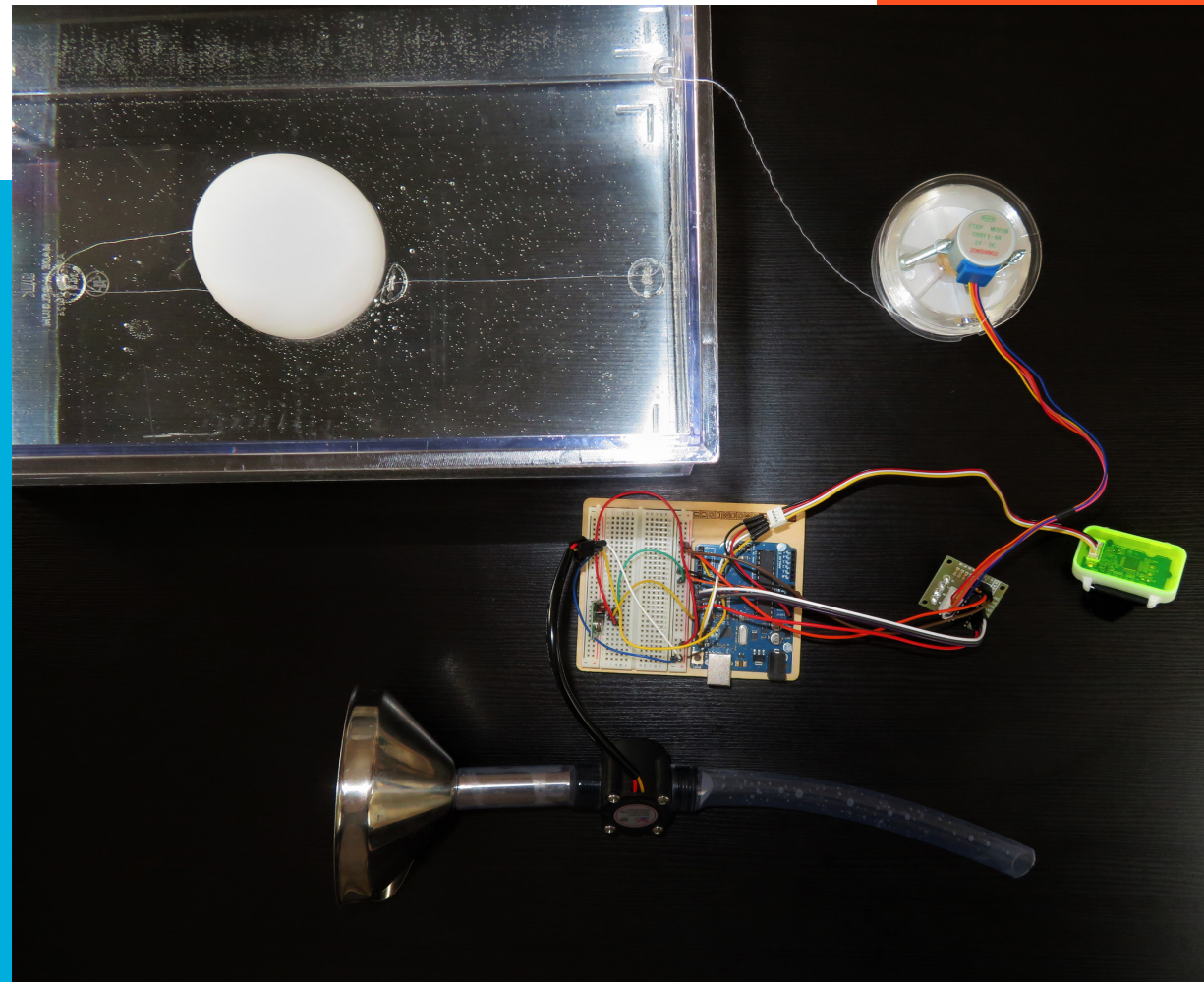
## interface [intə(r)feɪs]

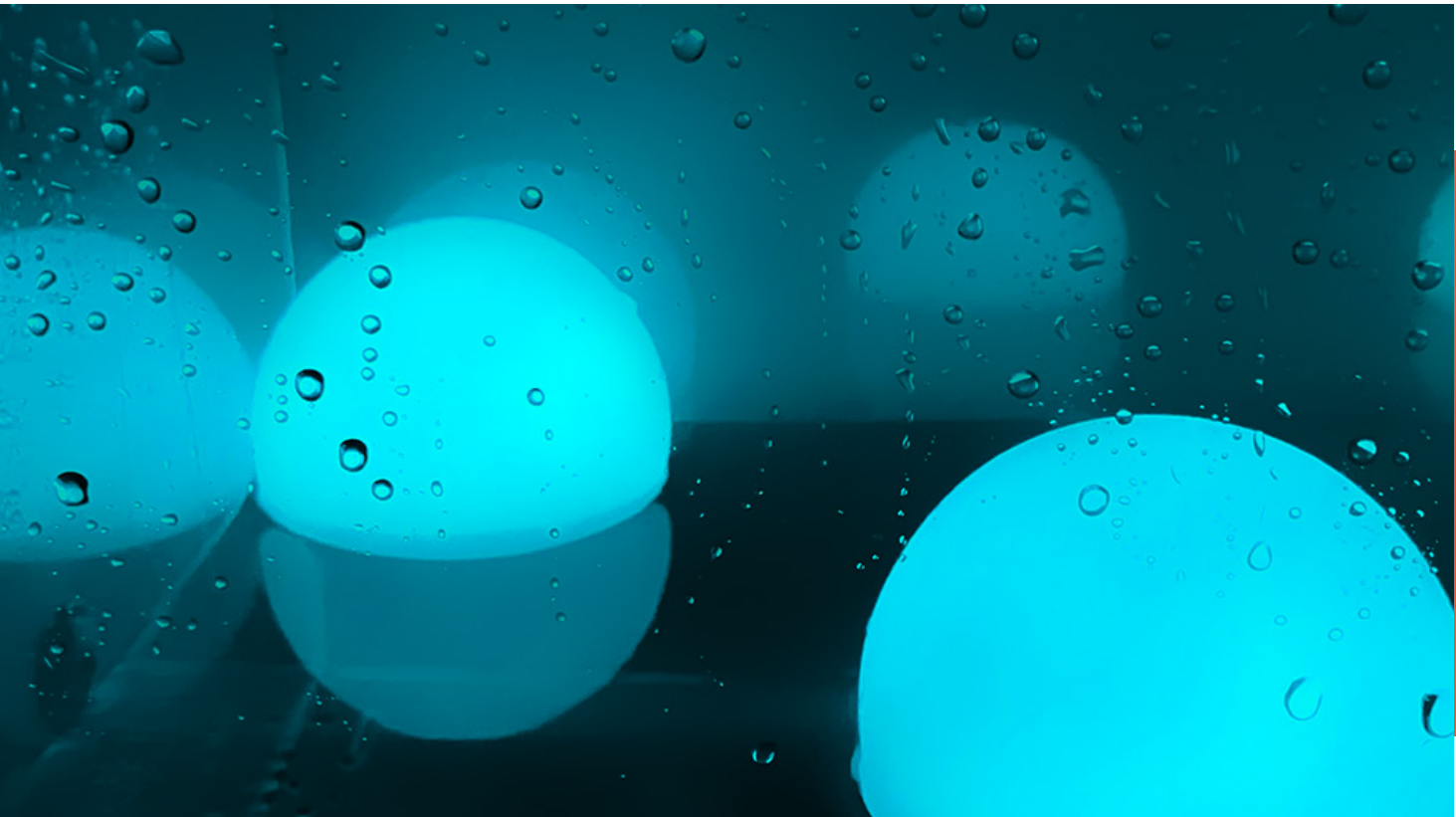
a prototype for the interface. round like a clock to make it easy to understand. you go clockwise, starting on top. first mode is heartrate. your pulse is measured and a value displayed. the balls start blinking with your heart. second mode is cardiac output. depending on your heartbeat a value is calculated. how much liter does your heart pump per minute? third mode shows the waterflow of the spring. fourth mode is dealing with the water loss. 5.34 liters of groundwater are disappearing each minute from the park.



prototype components:

plastic aquarium, led pool lights controlled over radio frequency, fastening eyelets, nylon cable, arduino board, stepper motor, heart rate sensor, flow sensor connected to funnel, flexible tube, 433 mhz transmitter and receiver, connecting cables

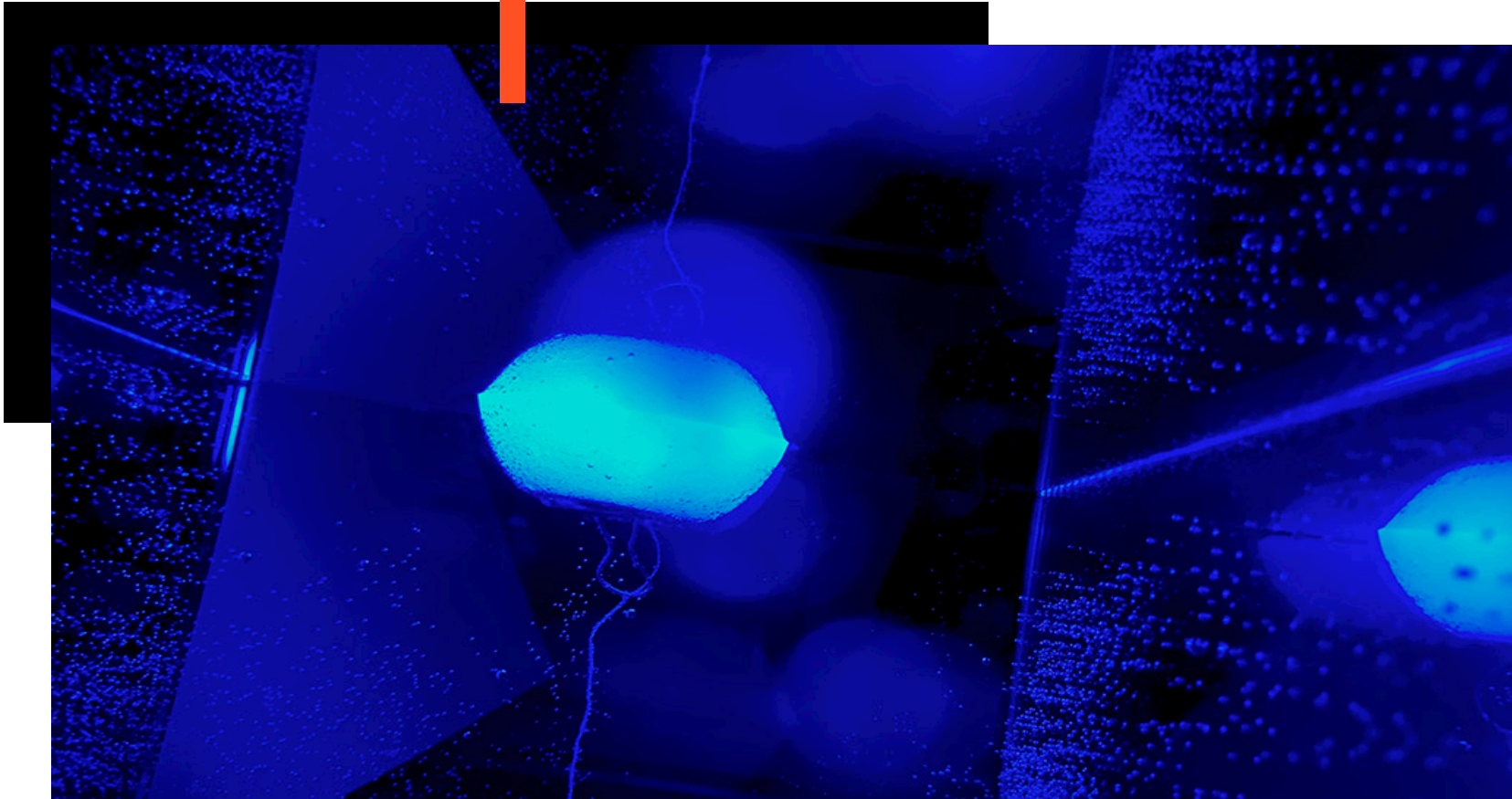


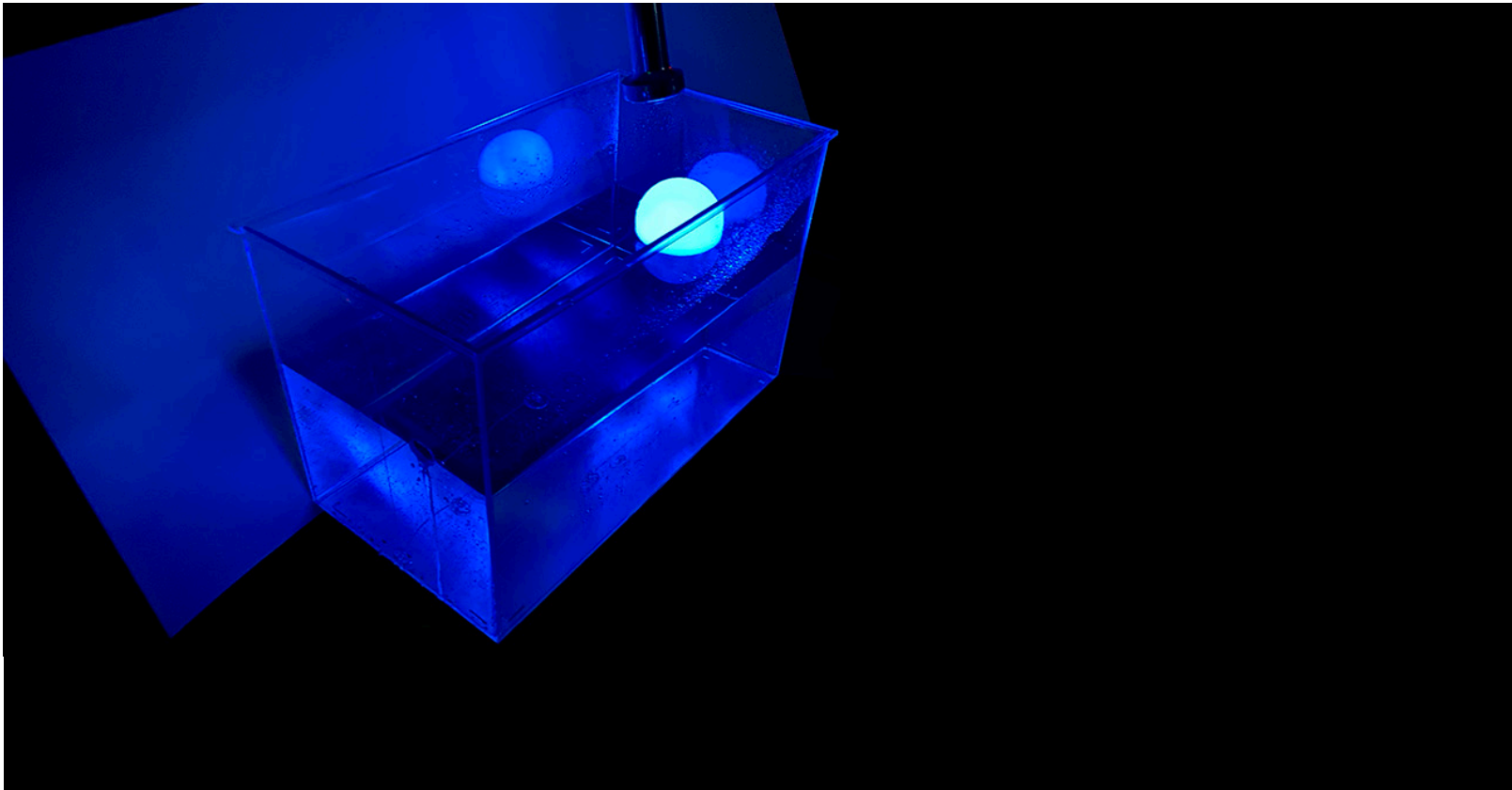


Photograph 1 : Lights

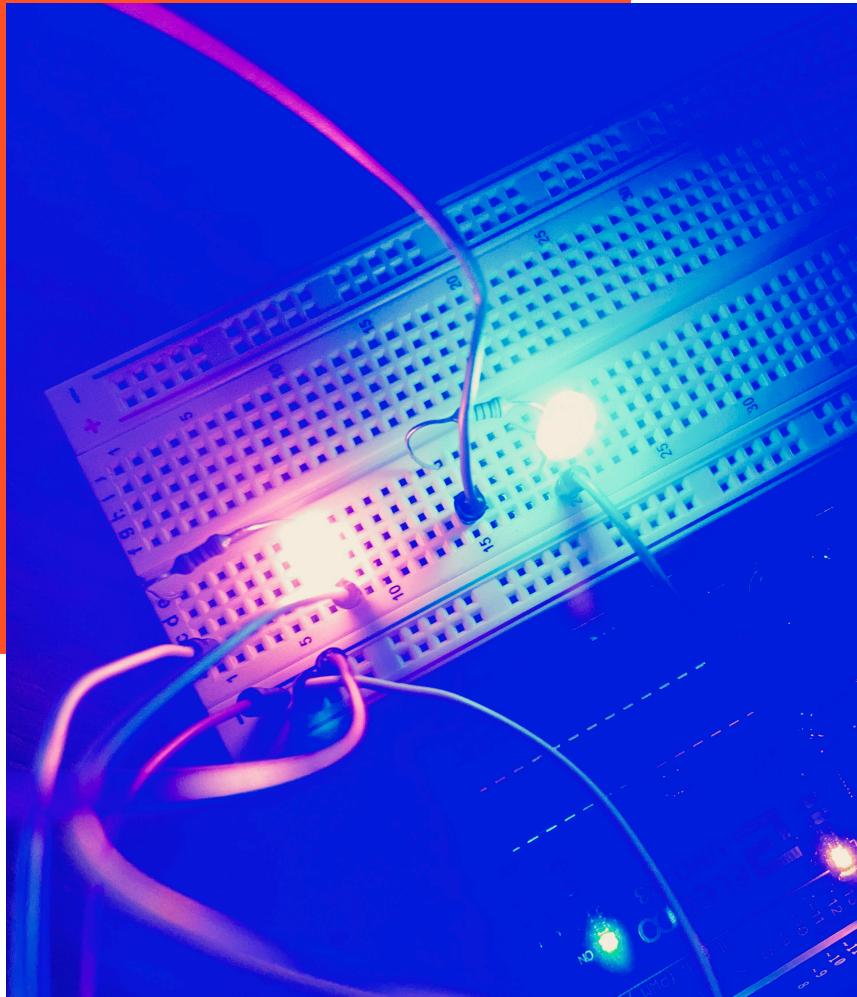
Photograph II

Reflections





Photograph III : Setup



estimated project cost:

arduino hardware, nema 23 stepper motor, attaching equipment, pk green floating lights, cover for electronics, heart rate sensor, open channel flowrate sensor, extras.

= 1.612 € =

application of media:

coding language processing is used to programm the prototyped interface. arduino software and hardware is used for all physical components of the prototyped installation. presentation uses photography, video, photoshop, illustrator and indesign.