LOGBOOK // CABINETS OF MISCHIEF //

entries 25

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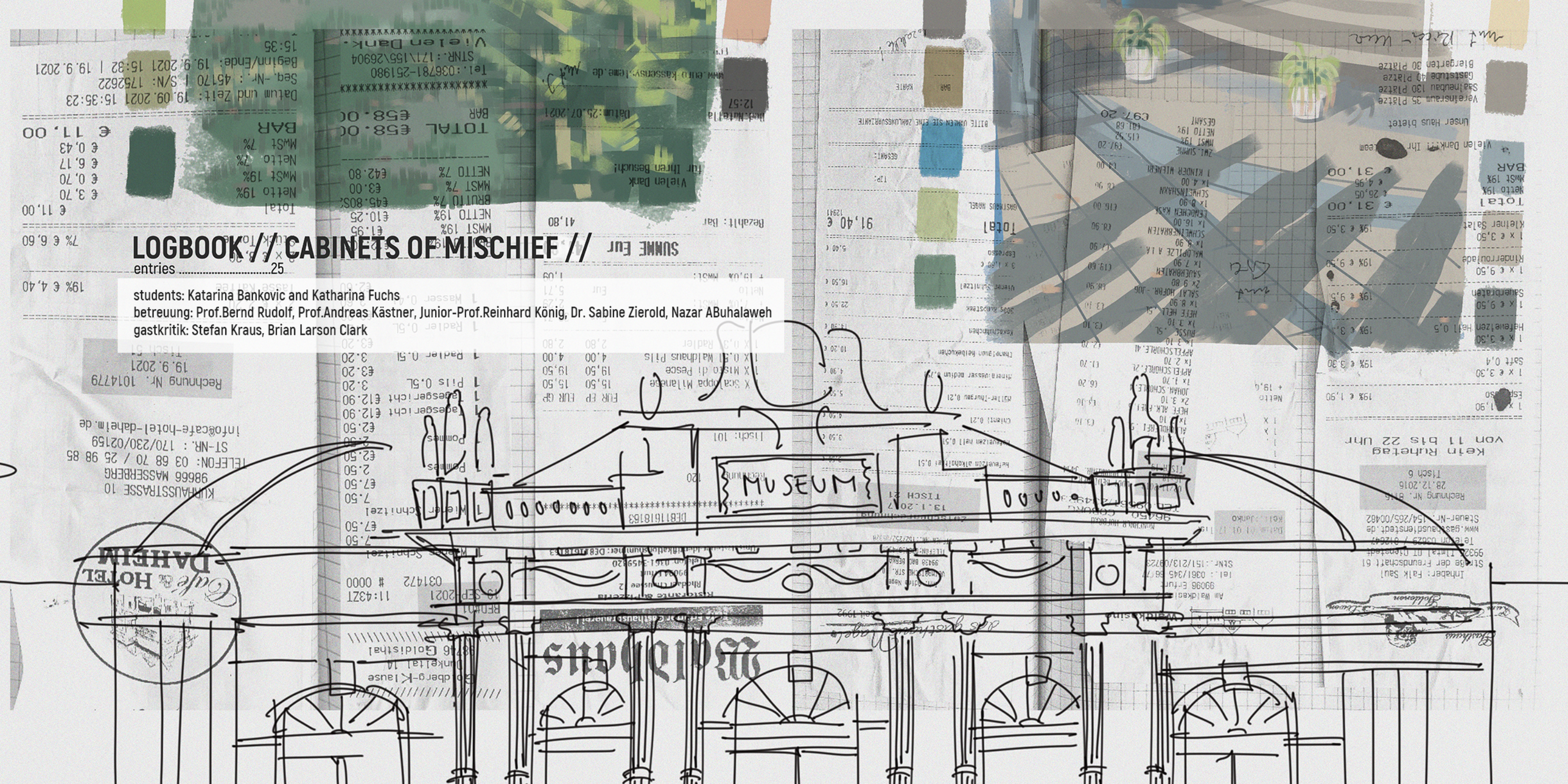
gastkritik: Stefan Kraus, Brian Larson Clark



In-Between

Like mapping memories and brain paths, through our project we want to map out stories and historic paths of Gotha and Baroque. Our project should be interactive so that it invites the guest/onlooker to connect his own experience to the memories of Baroque. Exactly like when person is watching a movie, tv show or a theatre play, the emotional connection allows the person to remember the story without even trying.

We started by examining our two separate baroque boxes.

Katarina's baroque box expressed a game-like vision of her own memories. The cube was an intuitive process and to her, her own brain seems chaotic and mysterious. On the other hand, Kati's collection was also of memories, but was consisted of a structure, that was given by the presence of the well kept receipts and dates.

Since our brains are actually precisely structured and Gotha exhibition and collection clearly archived, our game-like approach required some kind of rules, a code.

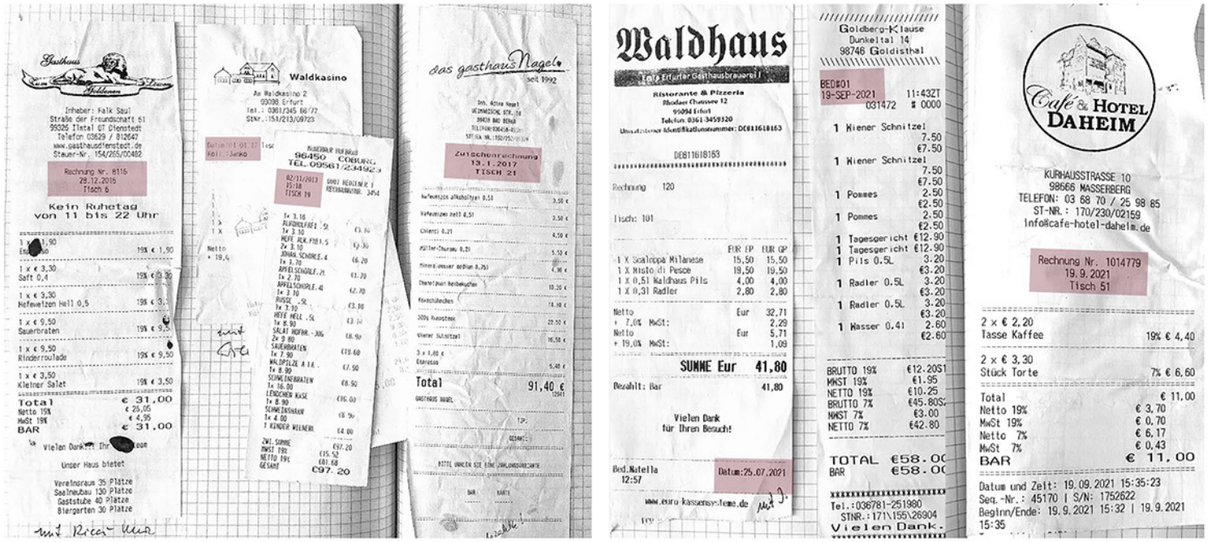
Next step was to examine our own ideas that were closer related to the future pavilions.

Kati's receipts gave us a glance at her dad's meals shared with many different people, from his own family to his co-workers and their kids and it shows the intention to make the "game" playable by everyone. This means we need different levels of access and perspectives, to allow different participants.

Katarina's mapping on the city map of Gotha presents the need to have multiple levels of this "game", which would at the end lead to the point that both of us recognized as the main visual
point between the Museum and the Castle.

Now we present you our project.

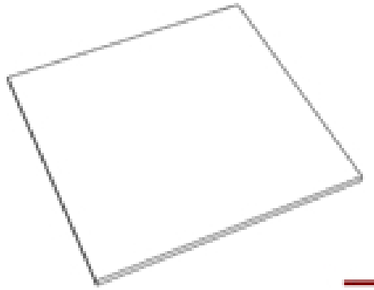
//baroque box



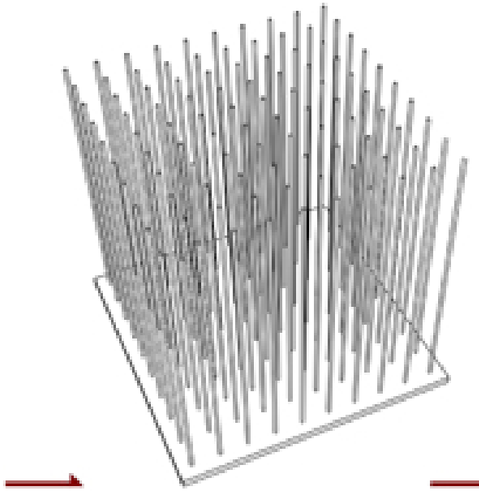
https://www.sueddeutsche.de/reise/mitten-in-gotha-das-versteckte-welterbe-1.242823

https://de.foursquare.com/v/bahnhof-gotha/4b76802bf964a5204c4f2ee3

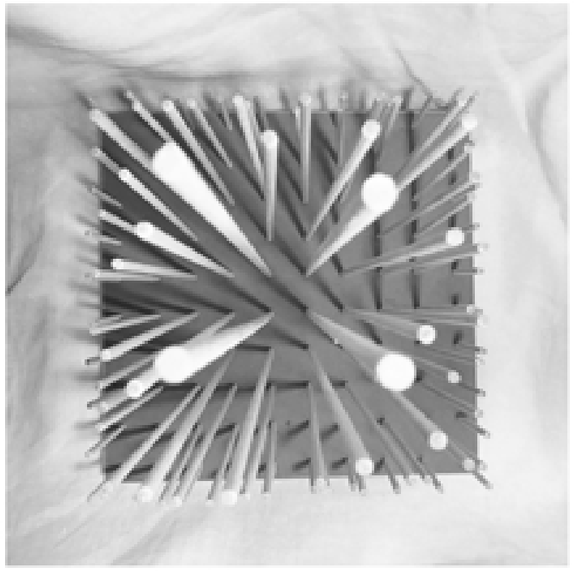
https://www.f1online.de/de/bilder-

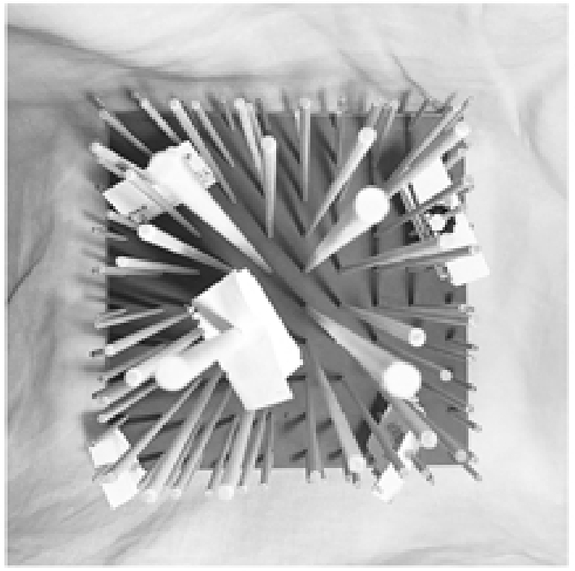


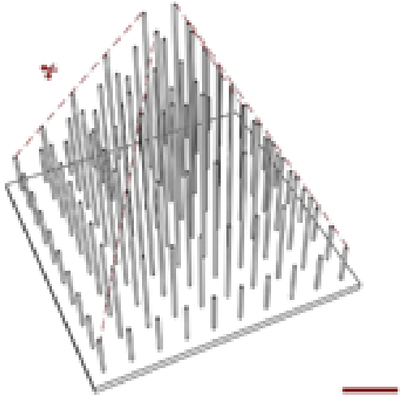
base 20x20cm



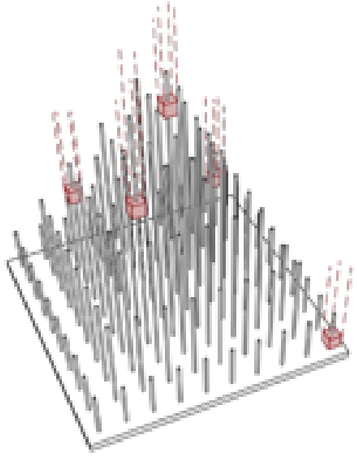
adding baroque elements
columns, symetry



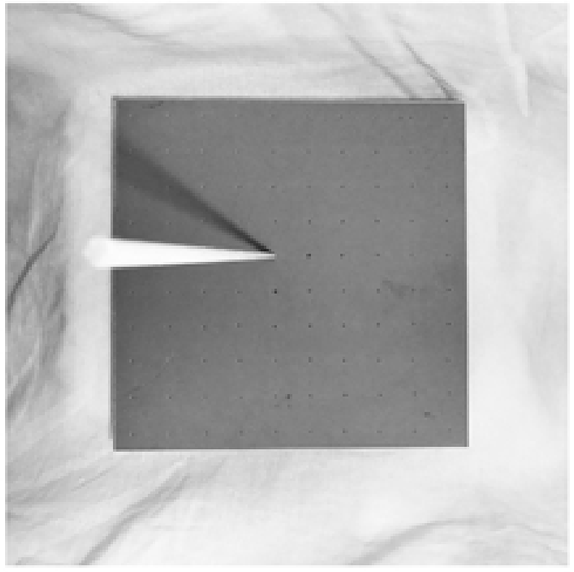


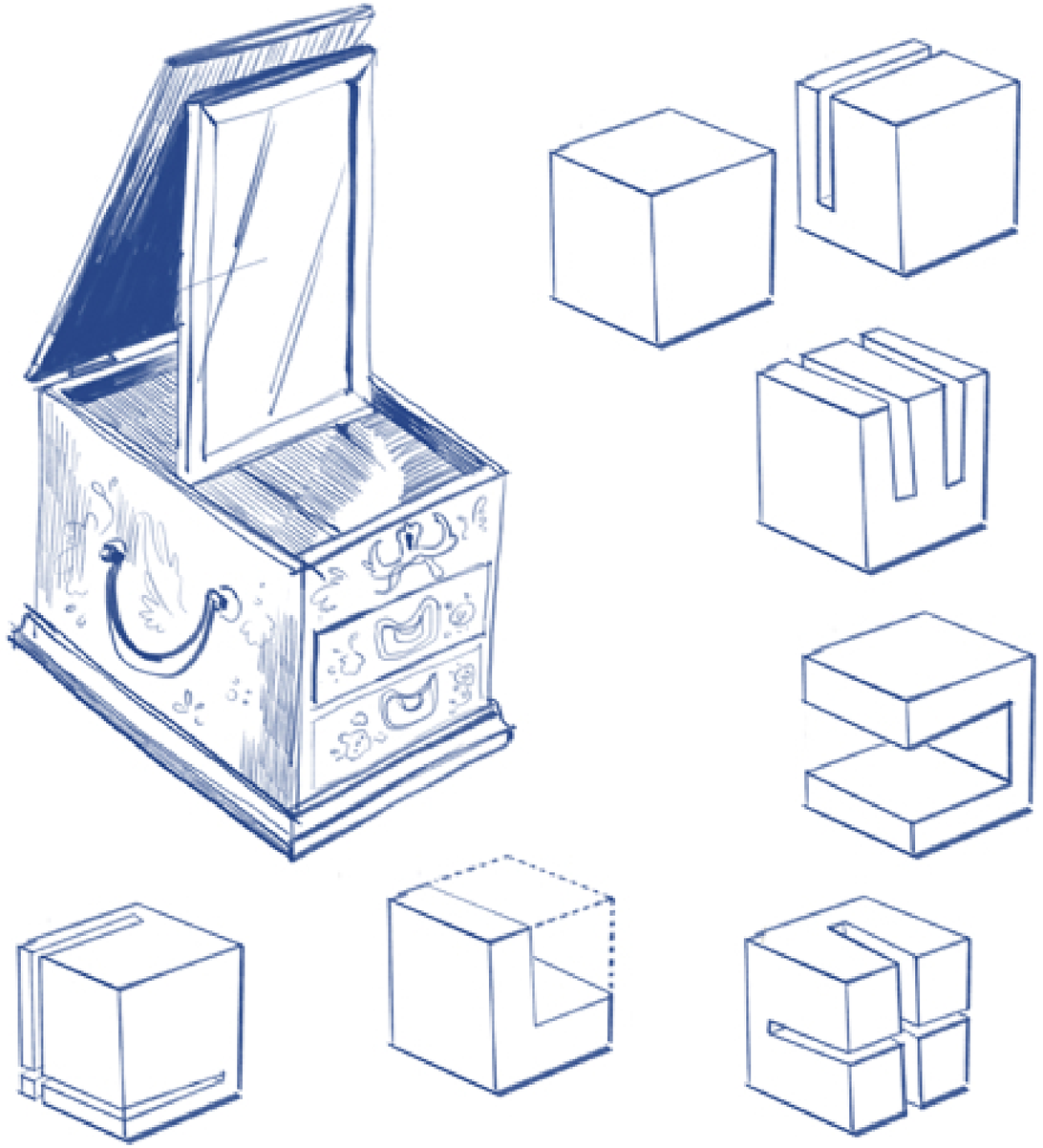


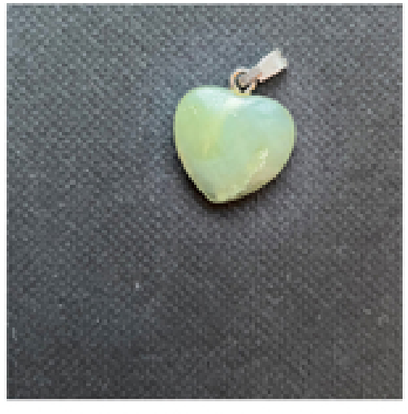
bringing the center into focus
differentiate in height

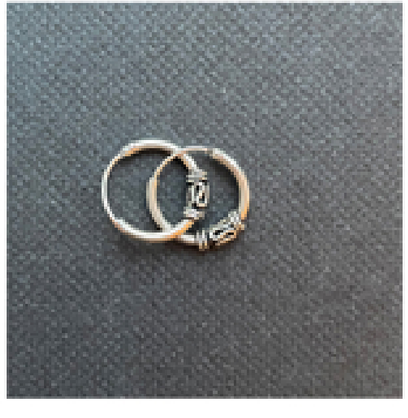
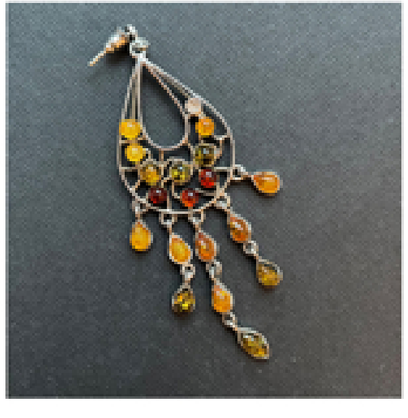


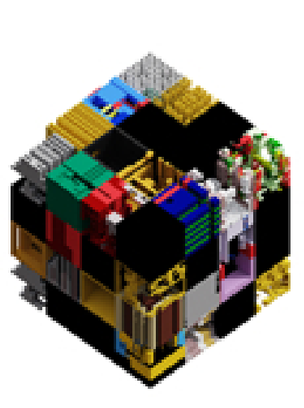
adding my personal collection
arranging memories by relevance







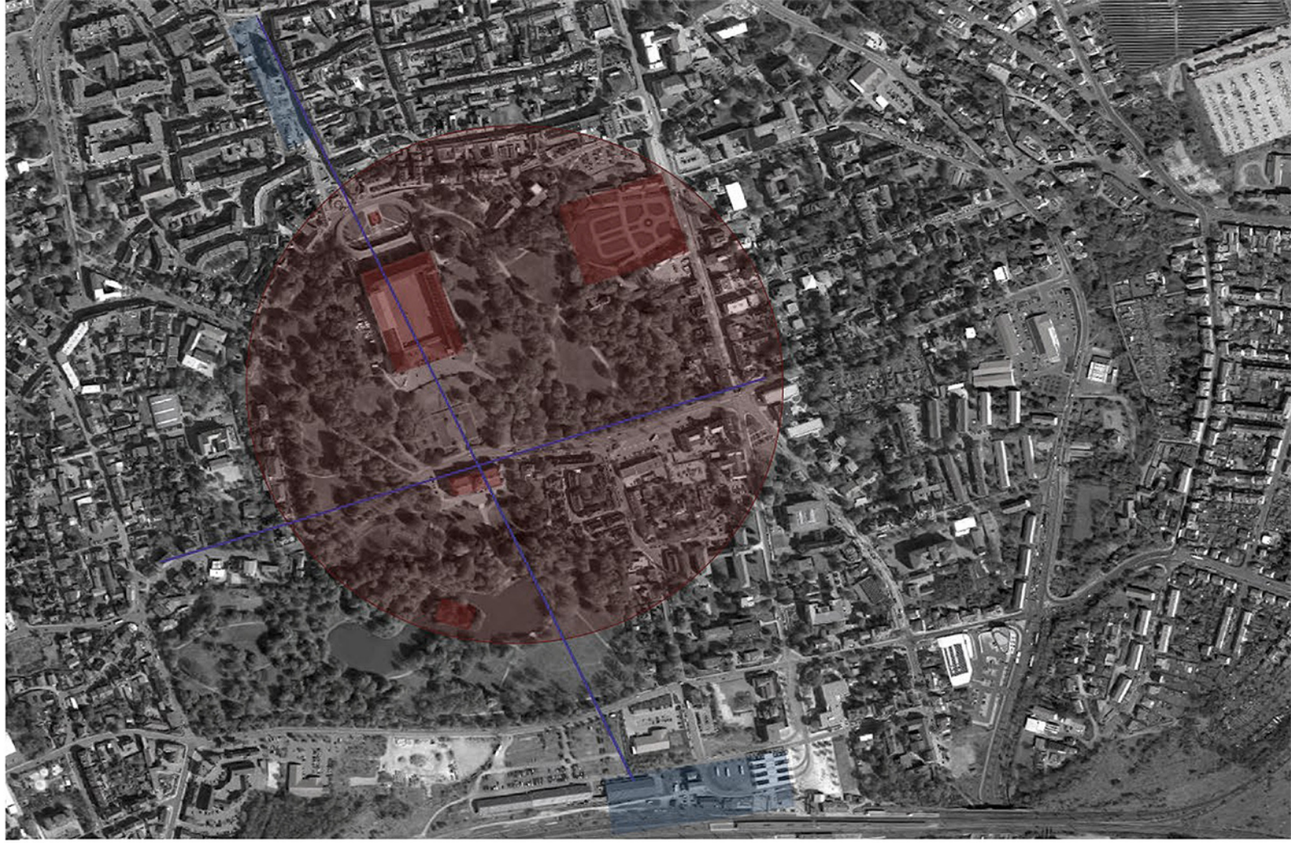





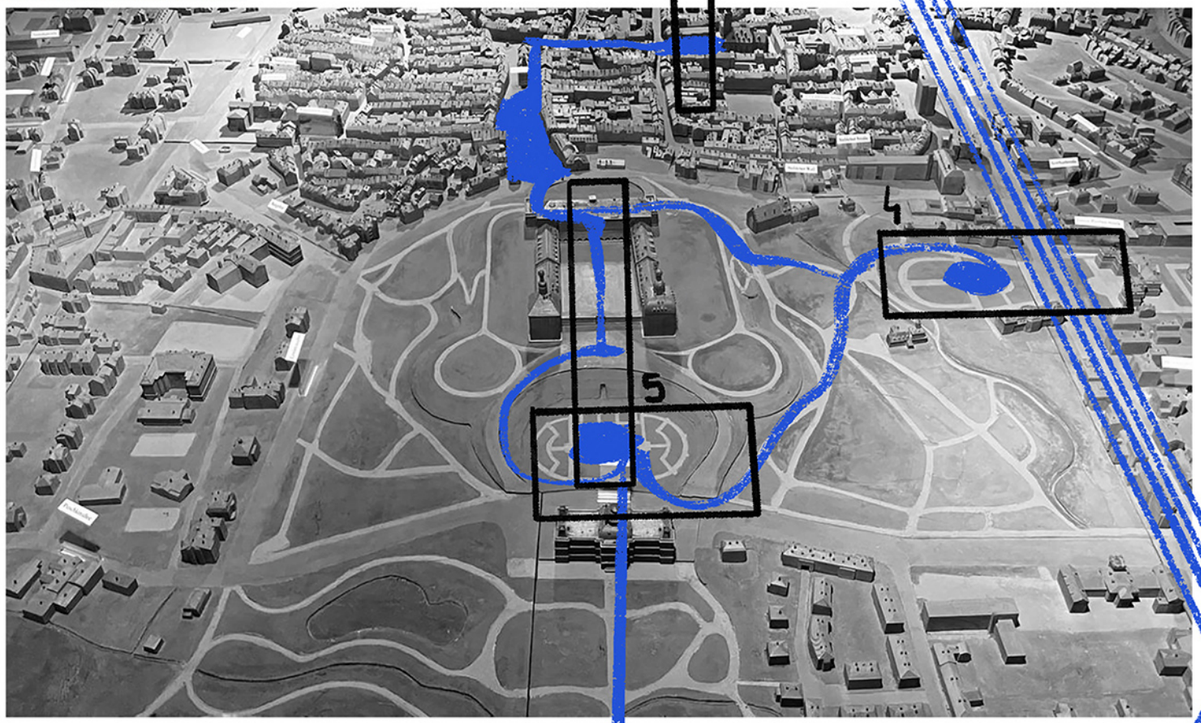
until 1956 https://de.wikipedia.org/wiki/Schlosspark_Gotha

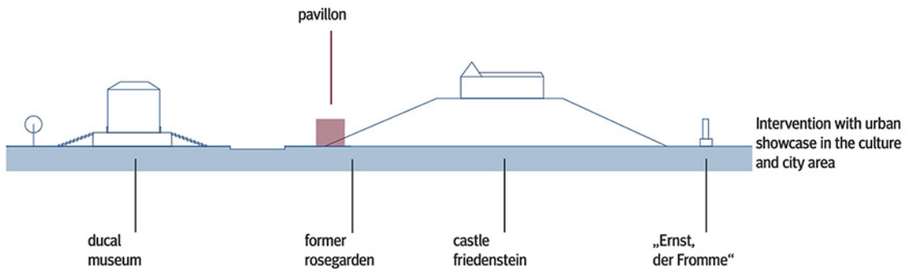
until 2011 https://de.wikipedia.org/wiki/Schlosspark_Gotha

now https://www.tripadvisor.de/LocationPhotoDirectL_Schloss_Friedenstein-Gotha_Thuringia.html



photograph source: Zahra Zoleykhaei





Here we explored the connection between our target group, locations and our main communication strategy, which is “playful interaction”.

We decided to place two first level pavilions on two opposing locations in the city. One would be placed at the Neumarkt, inviting locals to participate. Squares and markets are spaces of a city where all it’s bustling life is gathered. On the other side, we placed the second pavilion in front of the train station, welcoming new visitors of the city of Gotha.

Second level would be placed at Orangerie and third one at former Rosengarten in between the museum and the castle.

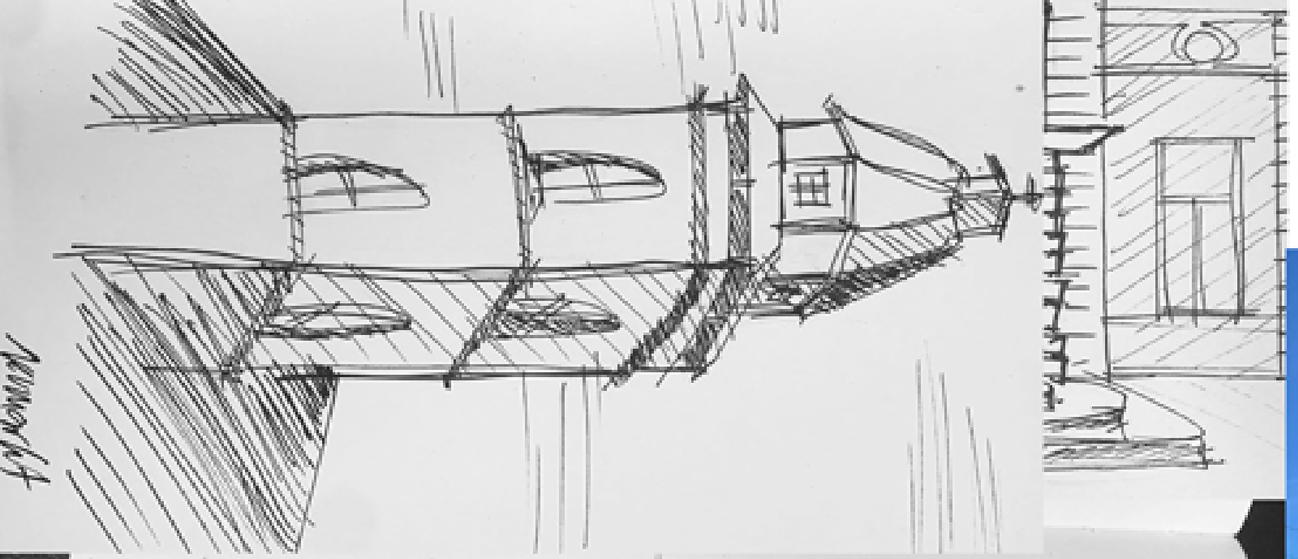
On a later slide we will better explain this connection.

Our next analysis was that of colors found on our chosen locations. We decided early on that the color will play an important element in the rules of our game. We picked six distinguished colors found in all four locations and used them in our project.

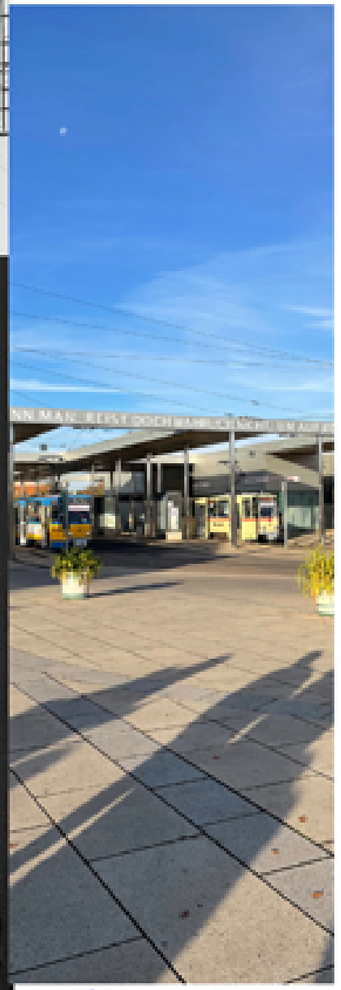
Since we wanted our pavilions to present opportunity for participants to relate and create a connection with the presented information/knowledge, we decided that each season(not clearly defined), 6 objects/artifacts would be chosen from the collection as the start for our game.

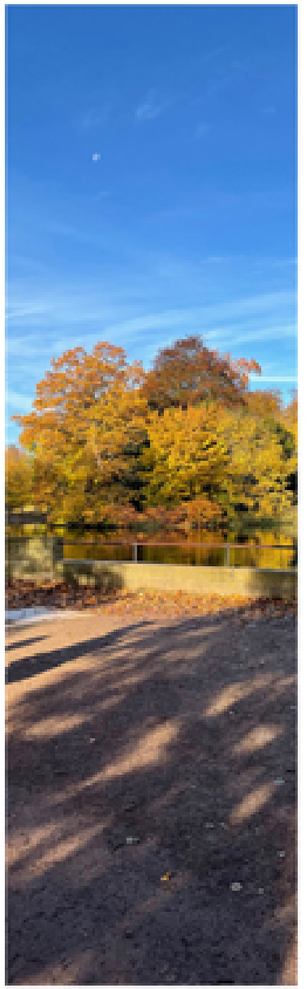
It means that at the first level, a player would be able to get a glimpse of five different objects, then by the time he reaches the second pavilion he would choose two that he likes the best and by the end he would have decided on only one, whose background story he would be able to experience. This way, by presenting a player opportunity to choose, we automatically create a connection between these objects and a player.

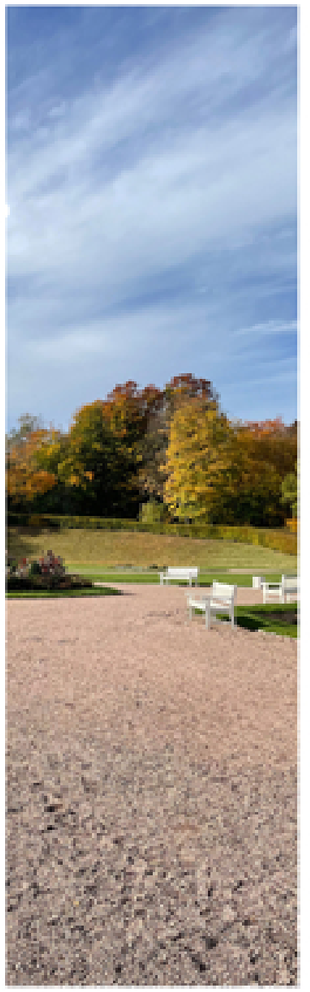
Here is a small analysis of six objects that we choose to use for our presentation. Some other time it could be some other six objects. We would also like to re-examine our choice of objects after plenum and find the best combination.

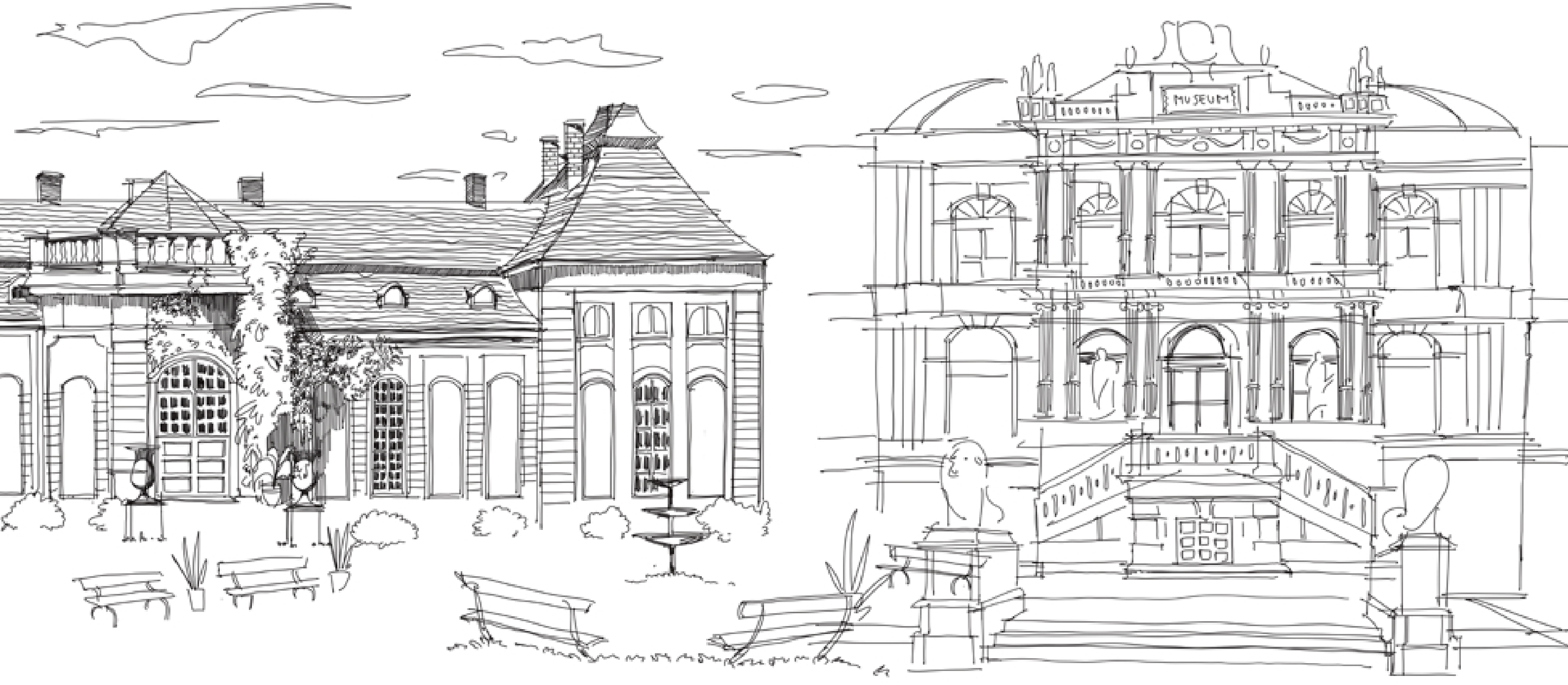


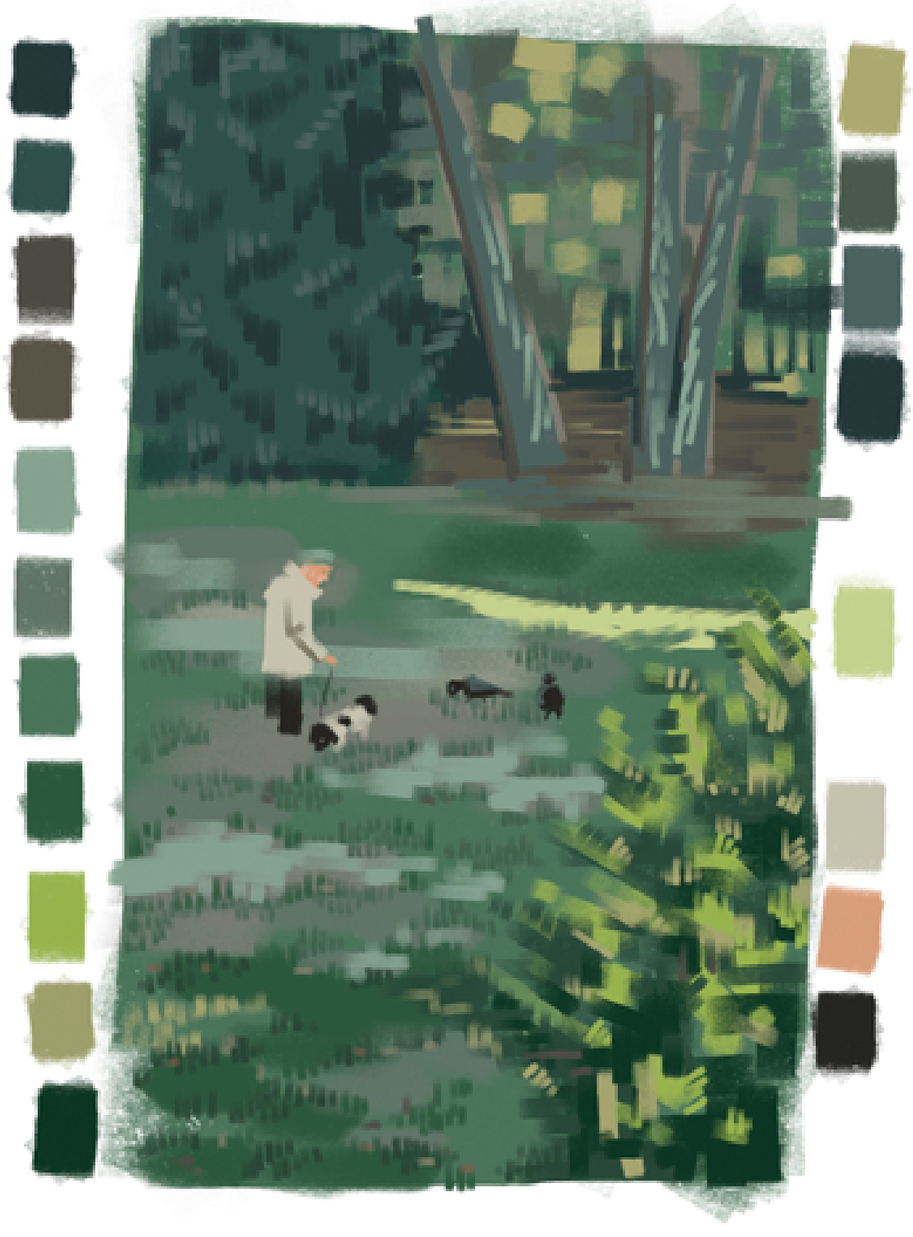
BAHNHOF








MUSEUM



slate

copper patina

sandstone

yellow plaster

brick stone

wood

https://www.gotha-adelt.de/sehenswert/gothas-sehenswuerdigkeiten/details/?tx_t3events_events%5BeventLocation%5D=87

https://de.wikipedia.org/wiki/Datei:Tor_Orangerie_Gotha.JPG

orangerie

https://www.thueringerschloesser.de/objekt/schloss-friedenstein-mit-herzoglichem-park/

https://www.touren-lutherland-thueringen.de/en/point/museum/ducal-museum-gotha/18756533/

castle friedensstein

ducal museum

https://www.thueringer-allgemeine.de/regionen/gotha/bahnhof-gotha-in-staedtischem-besitz-id232171671.html

https://www.alamy.de/stockfoto-margarethen-kirche-am-neumarkt-gotha-thueringen-deutschland-58358353.html

train station

neumarkt

communication strategy

playful interaction

target group

residents

accesable for all ages

locations

Neumarkt

Orangerie

Hauptbahnhof

Rosengarten

The painting was transported to Moscow via Leipzig by the Soviet trophy brigades in 1946

the paint has been applied broadly and yet is carefully blended

received by a Duke as a present from his wife

artefacts

has been in the Gotha Kunstkammer since 1728

was a birthday present from the Duke of Saxony-Weissenfel, Johann Adolph I

prototype of the potent, splendour-loving Baroque duke

Since 1717 kept at the „Kunstkammer" at castle Friedenstein

the object had been considered missing since the post-war turmoil 1945

Johann Melchior Dinglinger Dresden, 1710

it was an engagement gift from Frederick II to his wife Magdalena Augusta

is part of an ensemble of memorabilia intended to commemorate an accident of Duke

ivory on wooden corpus, brass fittings, silk atlas appliqués

In 1979 it was stolen during an art theft and remained missing for almost 40 years

measurments: 13 x 12 cm x 17 cm

The details of the pleating of his collar and the lace of his undergarment are finely worked

object had been auctioned off at a campaign in Heidelberg in May 2017

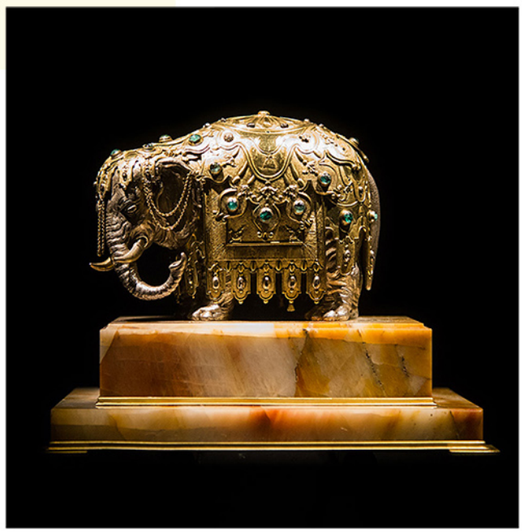
shows scenes from the Old Testament in half relief, such as the worship of the golden calf

one of the most important small sculptures from the early 18th century

a symbol of the victor who guides the rearing horse just as surely as the people entrusted to his care

20 cm high equestrian statuette

original lid crowning shows an ivory figure of the priest Aaron, which had been in Gotha



https://de.m.wikipedia.org/wiki/Datei:Gotha-exponate-003.jpg
https://thue.museum-digital.de/singleimage?imagenr=98
https://www.friedensteinblog.de/2020/07/10/eine-verlorene-kugel-und-ein-elfenbein-kaestchen/ https://www.wikiwand.com/de/Schloss_Friedenstein https://www.imago-images.de/st/0096306321 https://www.stiftungfriedenstein.de/aktuell/kunstkammer

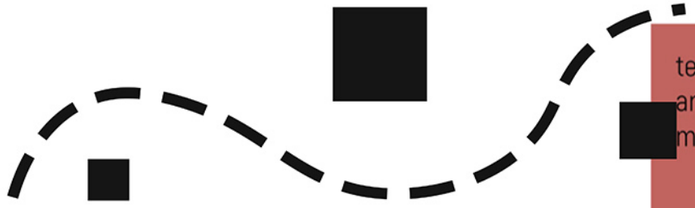
no more borders / no closed spaces
bring the collection outside
(the location)

presence
in daily life
and city scape

playful
learning

varying/
changing
program

imagine fun paths to knowledge
changing
interactive
(the concept)



telling stories
and connecting
memories

how to gain more visitors
and make them eager to
explore baroque and gotha
universe?

offer
interactive
experiences

create familiarity / simple
eliminate the fear
(the design)

creating
simple rules

offer a gain in
knowledge

expand
and adress
target group

inspiration / level 1

inspiration / level 2

https://www.stiftungfriedenstein.de/

inspiration / level 3

The visitor from the train station or Neumarkt would come to our first level and be presented with 81 rotating squares which on one side have facts corresponding to 6 different artifacts and on the other 6 colors that would map out these facts. Each color represents one object. To find all facts of one object, a visitor would flip through them searching for the same color. At this level, visitor also gets a simple leaflet with a map to all the other pavilions and both the museum and the castle and just simple introduction to our game.

After the visitor decides for one color, or for one object that he wants to learn more about, he would get a code that he would keep. This level is all mechanics, there is no use of media or any software.

On the second level the visitor would use this code to scan it and choose which two objects would be presented on the screen.

Second pavilion has three construction layers. First one being a conductive transparent foil acting as a touch sensor, second a shutter glass that reveals or hides the part of the picture behind and third the screen that shows the visual behind.

This screen/visual shows scattered details of two objects that explain material and texture of these parts. A visitor has to play a simple memory game and reveal all the parts of the same object. Here he would get another code that he would scan at the third level.

At this level we use Arduino, playing with sensors and light.

On third level a visitor scans the code to continue exploring the artifact that he connected with. He enters the cube where he gets to experience the story behind the object, without actually seeing the whole object. We want to create interactive Audio/Visual experience that would tell a history of an artifact, but more through glimpse of memories, feelings and ambience then actual images of real spaces. A visitor gets to experience a feeling of a room where this object would have found itself.

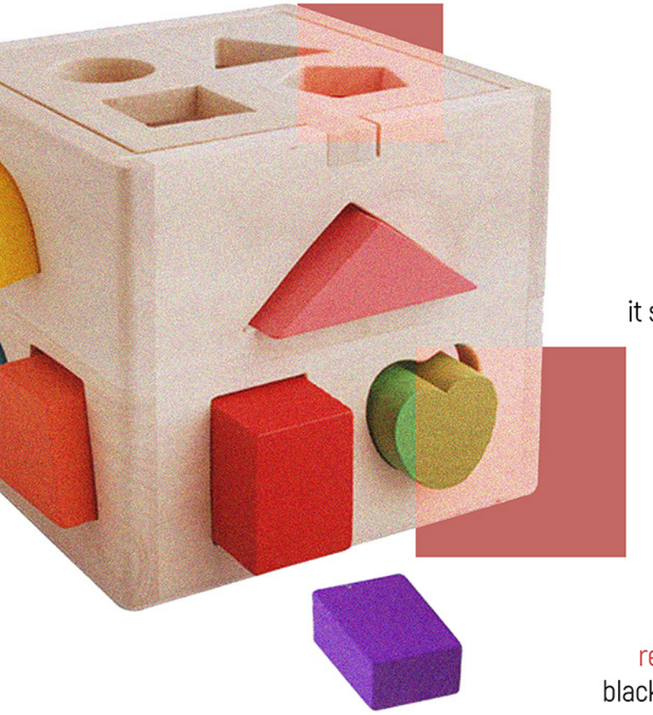
For this we thought of using the touchdesigner, but we still need to explore its possibilities and connect it to our idea.

At third level, by scanning another code, visitor would get a simple map to the object that he chose. This is the first time he sees the object in full. From this point his visit to museum and castle begins.

a child's play

creating a simple game which is familiar to everyone, understandable to everyone and intuitive

this provides inclusivity, equality and absence of fear



collect it

what
am I?

the end is
not **the end**

collect it

does it make
you curious?

interact if
it seems fun

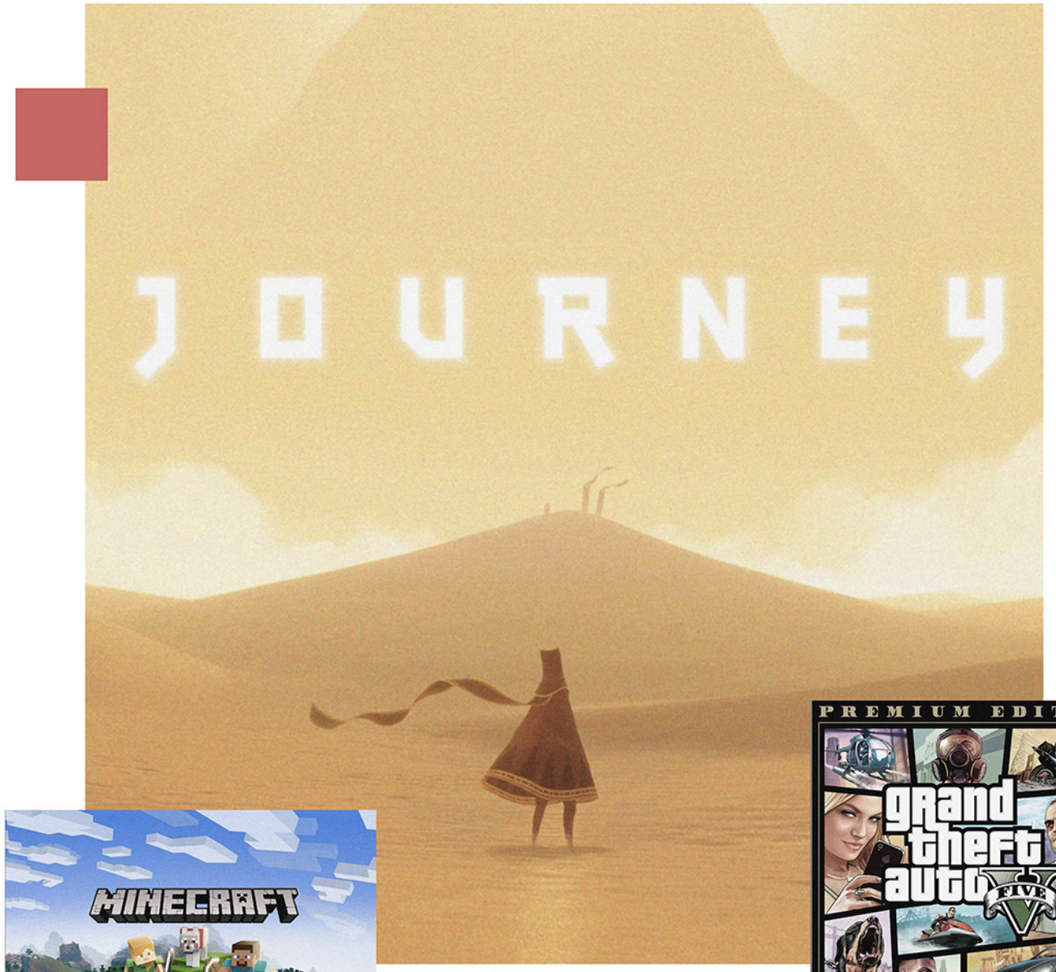
collect it

collect it

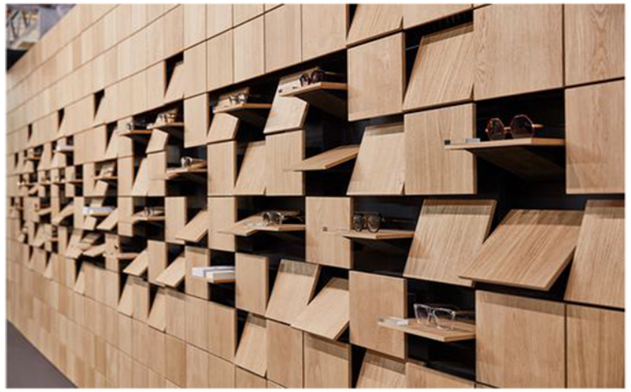
touch it?

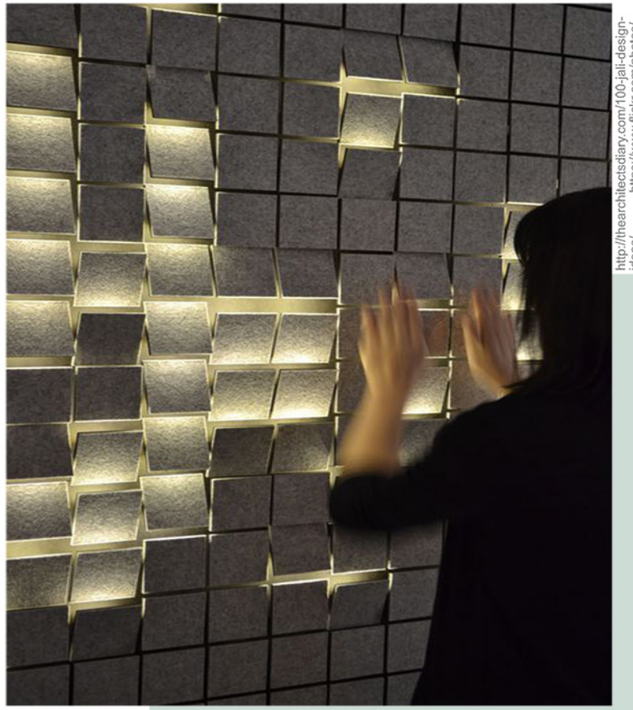
red is in the rules
black is your journey

path of knowledge / discovery



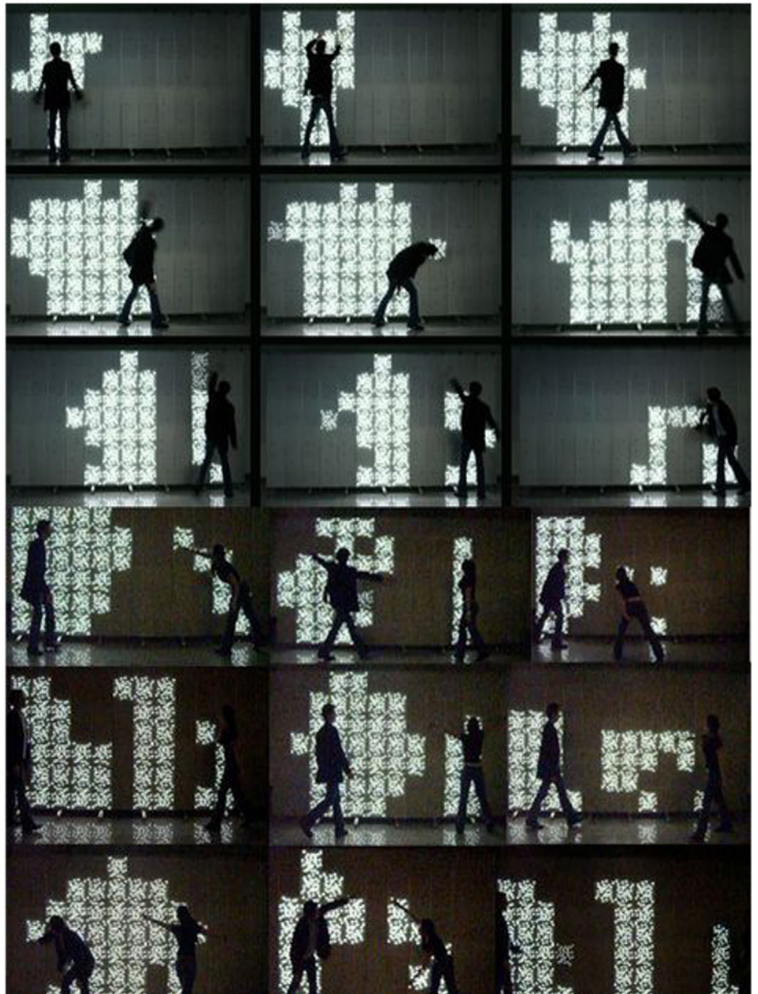
lvl 1
inspiration





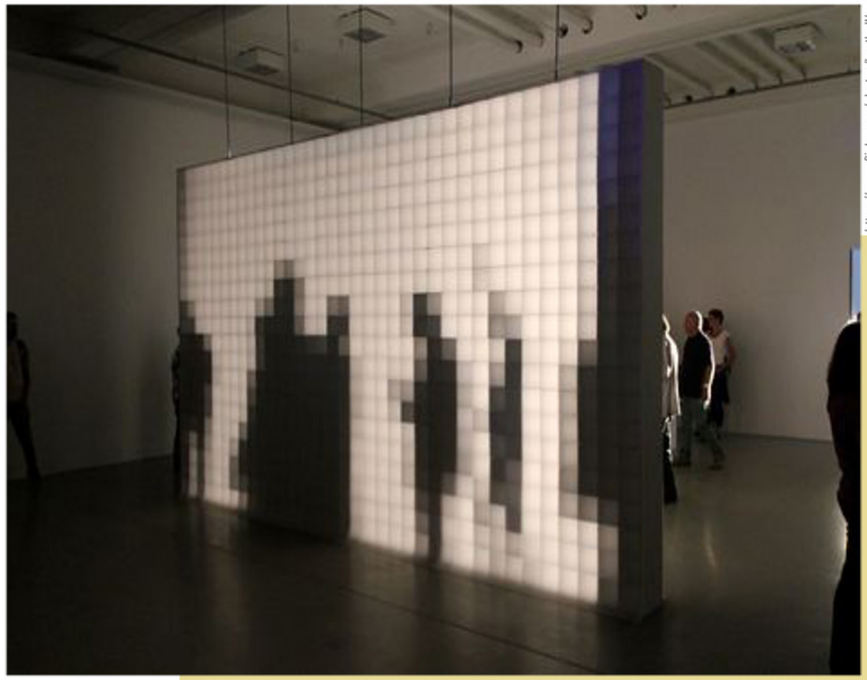
http://thearchitectsdiary.com/100-jali-design-ideas/ https://www.flickr.com/photos/sylviedjinn/11457843945/sizes/l

https://www.archdaily.com/925731/the-renovation-of-sriwara-office-fatstudio/5d9245eb284dd1b84b00029f-the-renovation-of-sriwara-office-fatstudio-photo?next_project=no https://www.behance.net/gallery/71314943/Kite-Stand-LDF?trackingid=QGMZPL35&mv=email



https://www.designboom.com/project/mes-etoiles/ https://www.flickr.com/photos/jacqueline_poggi/8050710636/in/set-72157631509845320

lvl 2
inspiration



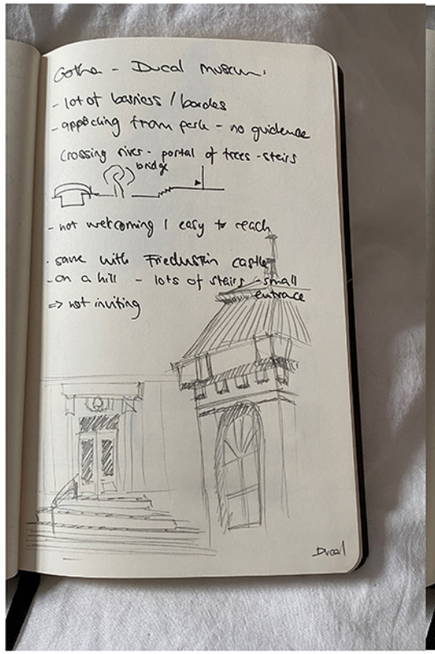
https://www.flickr.com/photos/bartholl/9709766564/ https://retaildesignblog.net/2012/02/07/pop-up-uniqlo-pop-up-store-by-kwkw-new-york-2/

lvl 3
inspiration

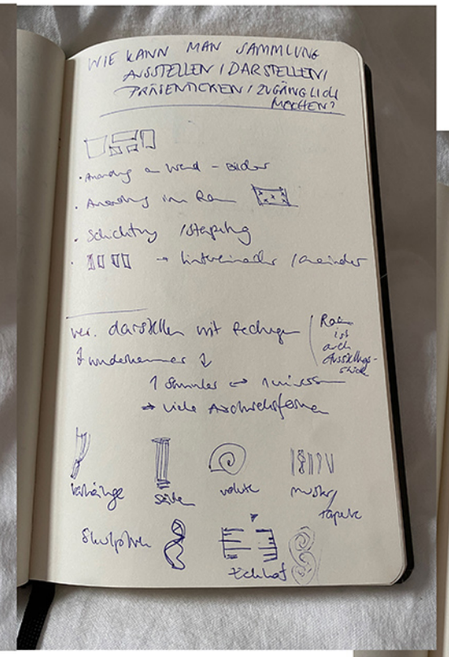
https://www.pinterest.de/pin/256071928802711530/ https://walkerart.org/magazine/counter-currents-thomas-lonmee-on-modular-systems

https://www.dezeen.com/2019/05/08/camp-notes-on-fashion-exhibition-the-met-costume-institute/ https://scenicdesign.tumblr.com/post/112451098512/man-from-nebraska-todd-rosenthal

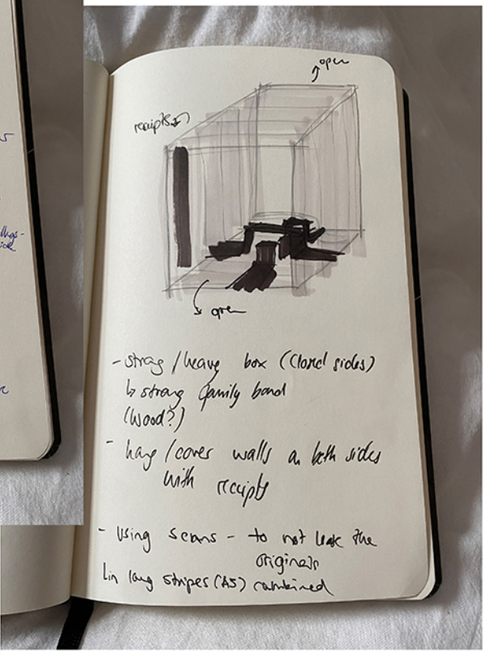
access in sich!
like rubix cube
6 sides
but with structure & rules
- like a puzzle
- keep it participatory & like a game
→ create a picture
lean something
→ when its right audio or light starts
Level 1
2m
2m
pixel : 10 x 10 cm
100 pixels
→ Space between
objects = 10 clues
J objects = 20 clues
facts: time/place/occasion history
→ AR code on last slide
Level 2
roof
pixels = 20 x 20
100 pixels/50 pixels
→ 200m ins/materiality
+ fingers
to choose which puzzle



Gotha - Ducal museum
- lot of barriers / borders
- approaching from park - no guidance
crossing river - portal of trees - stairs
bridge
- not welcoming / easy to reach
- same with Friedenstein castle
- on a hill - lots of stairs - small entrance
⇒ not inviting
Ducal



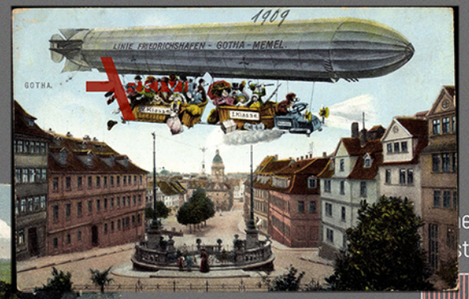
WIE KANN MAN SAMMLUNG AUSSTELLEN / DARSTELLEN / PRÄSENTIEREN / ZUGÄNGLICH MACHEN?
Anordnung an Wand - Bilder
Anordnung im Raum
Schichtung / Stapelung
→ hintereinander / aneinander
ver. darstellen mit Rechnungen
Raum ist auch Ausstellungsstück
1 Stunden ⇔ 1 Meter
→ viele Archivschiefer
Vorhänge
Seide
Volute
Muster/Tapete
Skulpturen
Eckhof

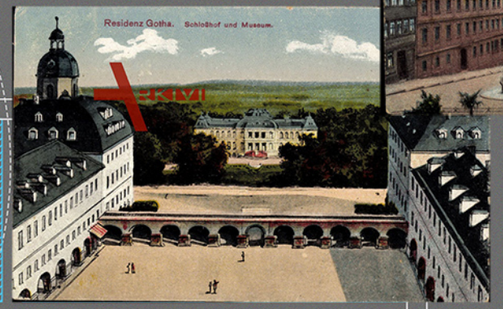


open
receipts
open
- strong / heavy box (closed sides)
→ strong family bond (wood?)
- hang / cover walls on both sides with receipts
- using scans - to not lose the originals
Lin long stripes (A5) combined

choose the button with the color you remember

arduino



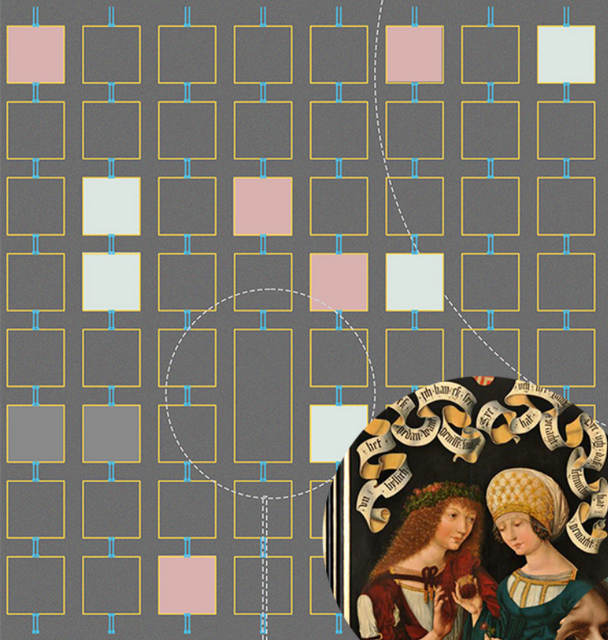


collect the patch

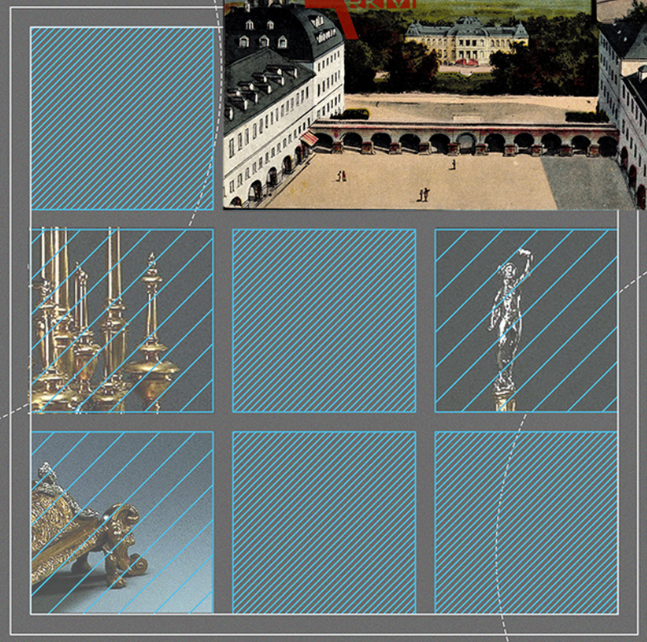
ersive visual experience of the object
stagram studio

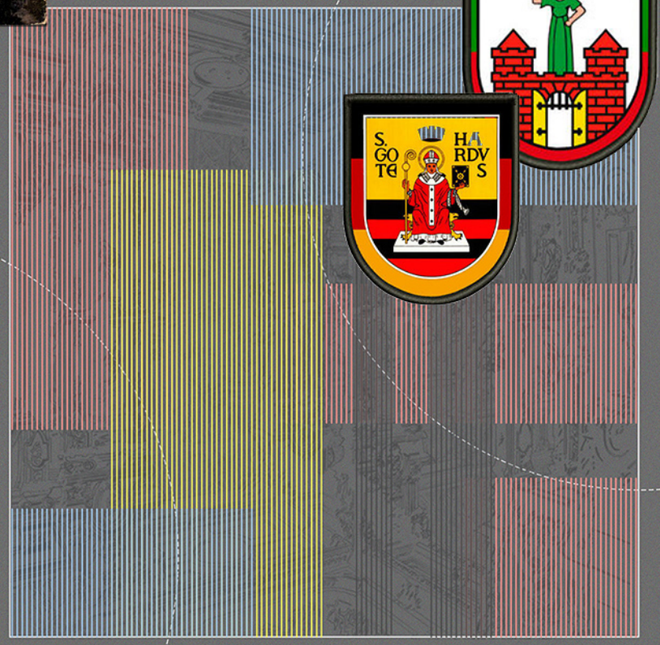
level 1
6 objects

collect the postcard



collect the sticker





touch sensors
3 layers
transparent sensor
shutter glass
screen

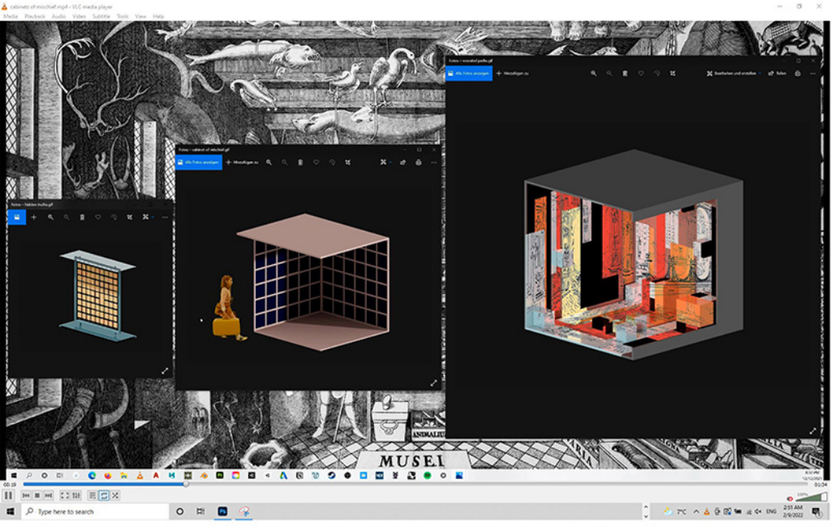
a leaflet (can be found on all levels) / a guide

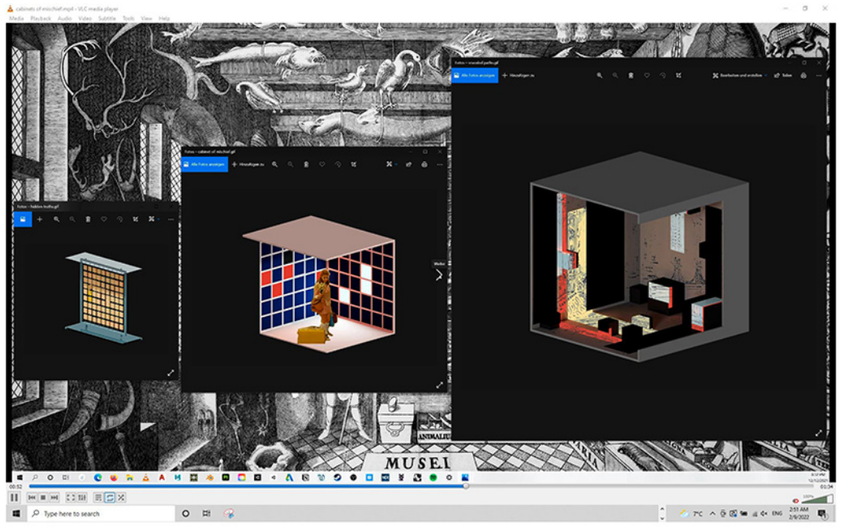
choose the button with the color you remember

touchdesigner

choose the button you like

https://www.arkivi-bildagentur.de/articles/a825485 https://www.arkivi-bildagentur.de/articles/a786225 https://thue.museum-digital.de/index.php?t=objekt&oges=88 https://www.tagesspiegel.de/kultur/groesster-kunstraub-der-ddr-vor-aufklaerung-der-krimi-um-die-schaetze-der-alten-meister/25309066.html https://www.ebay.de/itm/252374180797


MUSEI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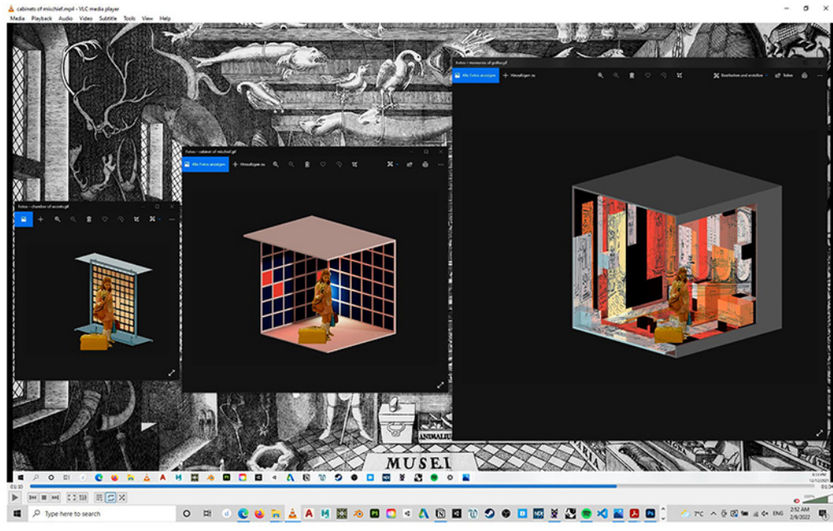

MUSEI

How does it work? Arduino

The ITO (Indium Tin Oxid) coated plastic sheet is connected to the capacitive sensor (mpr 121), so when touched on the conductive side the sensor will recognize it and transfers a signal to the shutter glass.
This shutter glass is a Liquid Crystal Light Valve, which is a device that uses the properties of liquid crystals to control the level of illumination passing through an optical system. By changing the voltage applied, it will block light more and more - until opaque at highest voltage.

Im my case I programmed the code like that, to reach the outcome I wanted:

If a touch is detected - the voltage is getting removed - the shutter glass will turn transparent - and is revealing the information behind it.

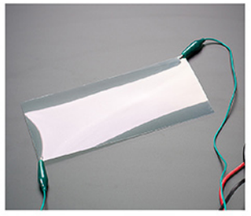
If no touch is detected (anymore) - the glass will turn opak again after a certain amount of time - in this case after 5 seconds.

How does it work? TouchDesigner

We are using LCD panels for showing interactive visuals created inside of the TouchDesigner. The interaction is achived through motion tracking, yet for our protoype we decided on mouse and keyboard interaction.

The visuals are created by creating UV maps in Maya and creating the imput animation and movement inside of the TD.

//media

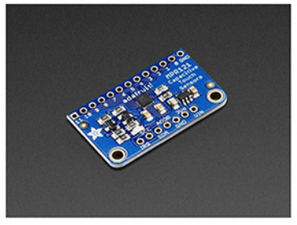


ITO Coated Plastic

ITO = Indium Tin Oxide

ITO is a clear, conductive liquid/film as a coating on a flexible plastic sheet

the plastic sheet is connected to the capacitive sensor, so when touched on the conductive side the sensor will recognize

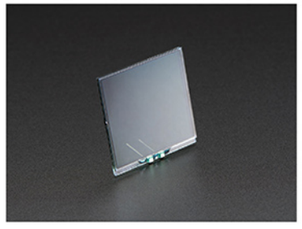


Touch sensor mpr 121

12-Key Capacitive Touch Sensor

can handle up to 12 individual touch pads

Senses the touch of the finger / hand and transfers the signal to the shutter glass



Shutter glass

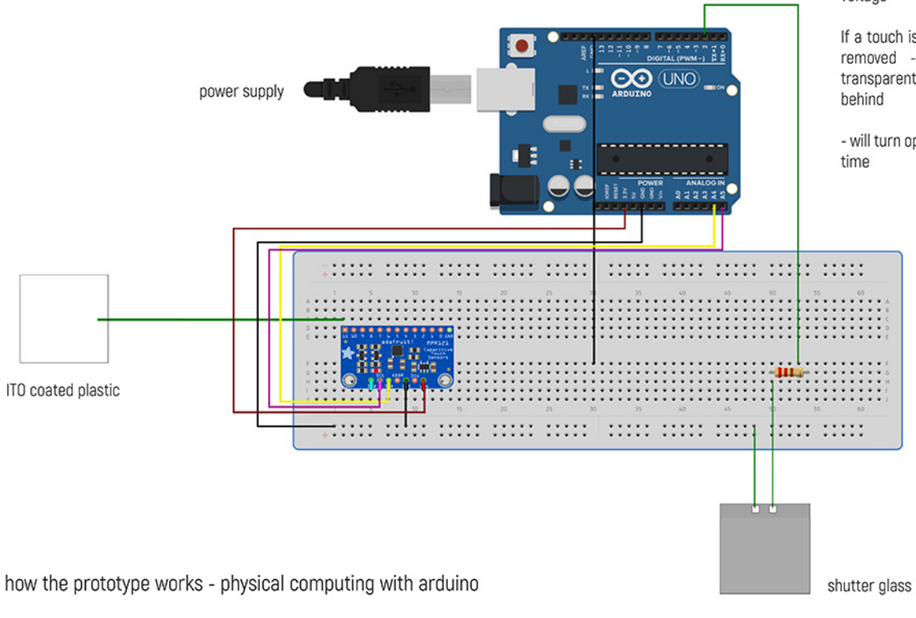
Liquid Crystal Light Valve Controllable Black-out Panel Reveal effect

A Liquid Crystal Light Valve (LCLV) is a device that uses the properties of liquid crystals to control the level of illumination passing through an optical system.

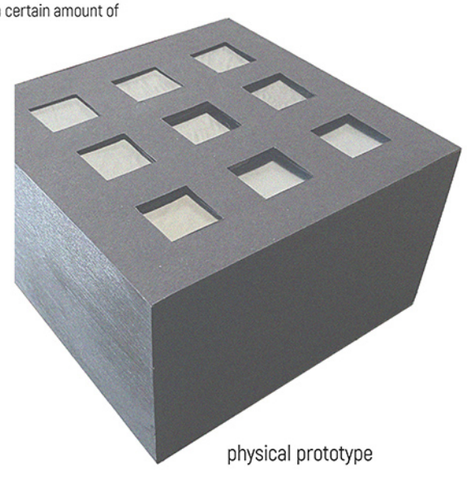
By changing the voltage applied, it will block light more and more - until opaque at highest voltage

If a touch is detected - the voltage is getting removed - the shutter glass will turn transparent - revealing the information behind

- will turn opal again after a certain amount of time



how the prototype works - physical computing with arduino



physical prototype

arduino workflow

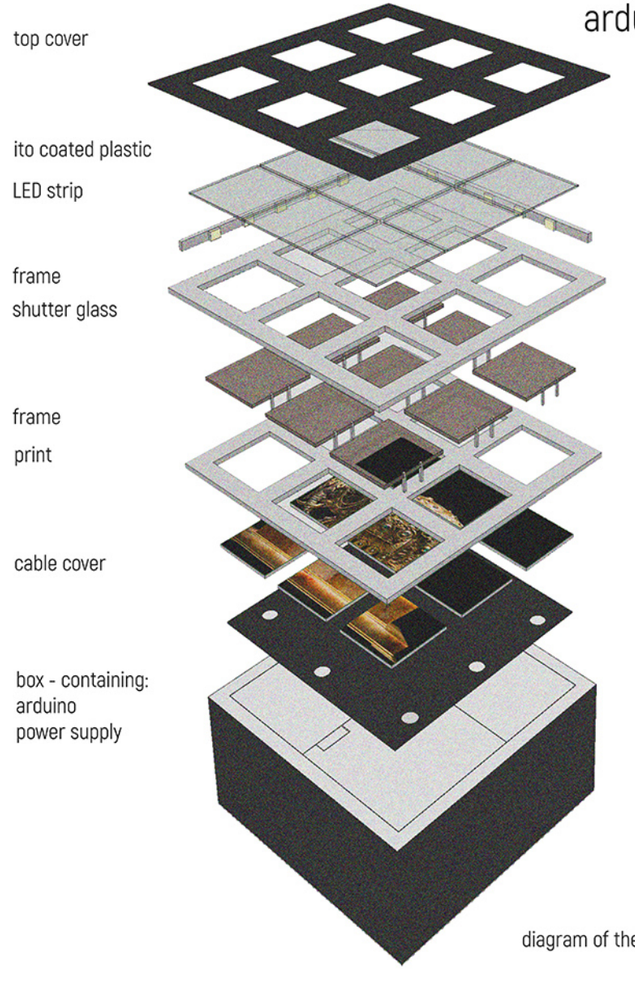
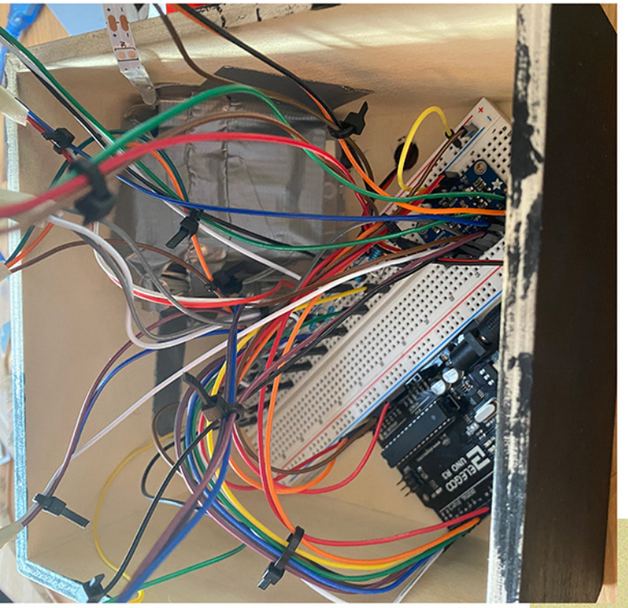
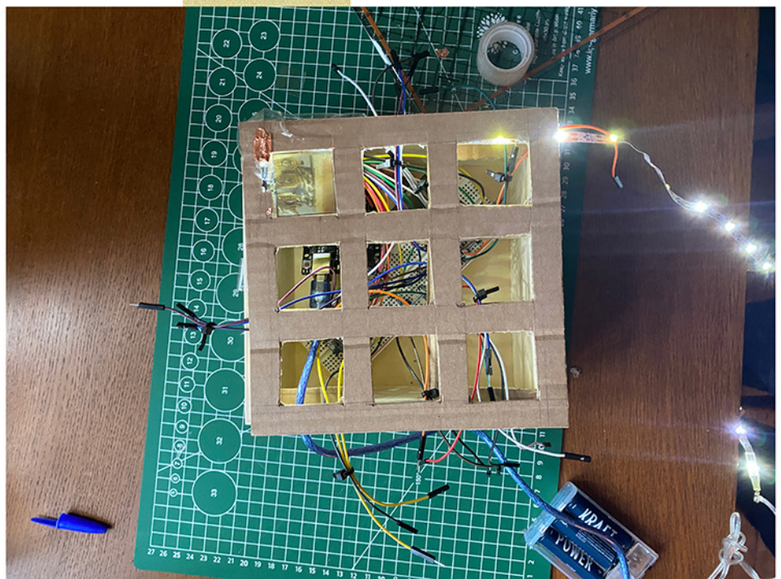
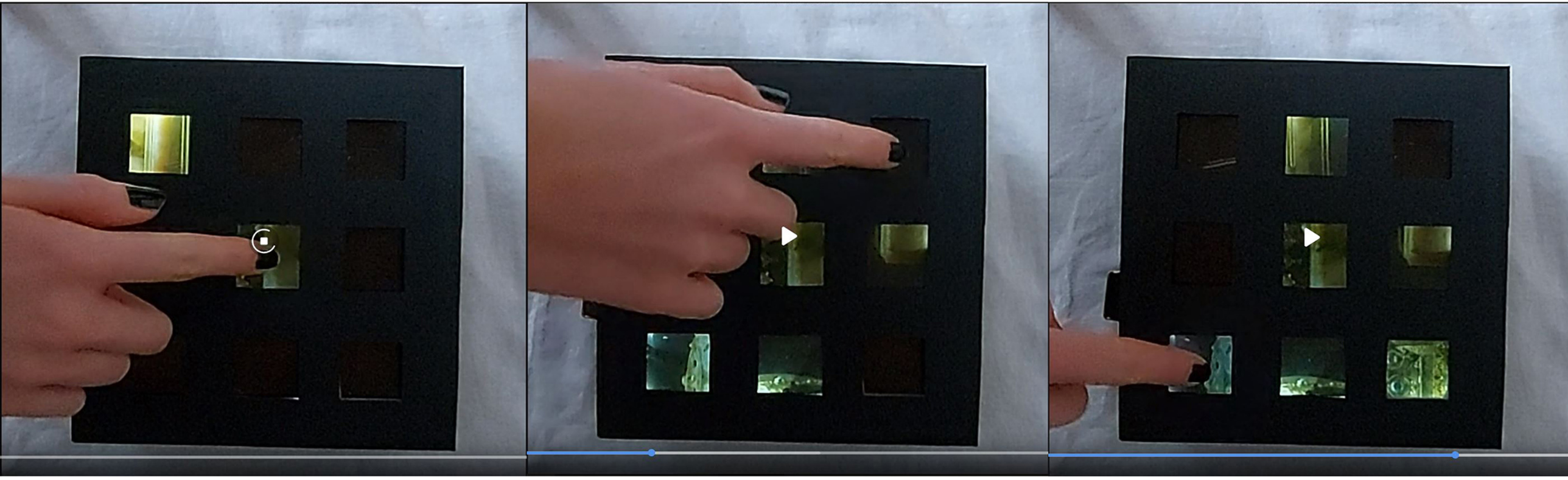


diagram of the prototype



//arduino





perform
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cam2
cam1
cam6
cam8
cam9
cam10
cam5
cam7
cam11
cam12
camblend2
keyboardin2
chopexec1
number
filter2
null16
opviewer2
opviewer1
container10
container9
container8
container7
container11
container3
container4
container6
container5
pane16
pane18
pane19
pane110
pane111
pane12
pane13
pane14
pane15
comp2
comp1
merge1
null14
merge2
null15
merge3
par1
speed1
null11
noise1
constant3
matte1
thresh1
displace1
bg
null12
elefant_tdi

light1
light2
light3
renderpass2
blur2
add2
comp2
out1
outnull
perform2
cubefbx_5
render1
ssao1
render2
renderpass1
blur1
add1
comp1
out2
null2
mouseinteraction
select1
override1
null56
math1
speed56
lag1
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transform8
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