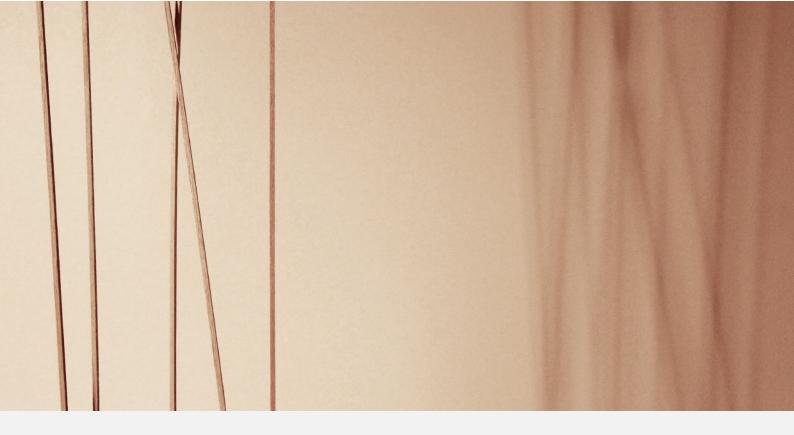
Robotics & Physical Computing

NAUGHTY

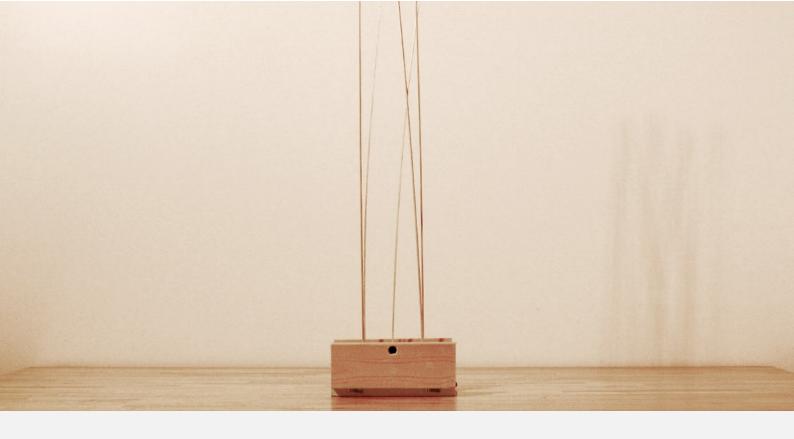
SHU KUANG LIN





- SYNOPSIS -

Generally, the interactive behavior between the paticipants and the installation is like a trigger. The user has to "do" something to make the installation interacting with them. In other words, the status of installation should be altered from static to dynamic. How about subverting this usual interactive behavior? In the case, I was thinking to design an installation, which reverses the interaction of users' expectation.



- CONCEPT -

The idea of "Naughty" is combined with the dynamic physical sculpture and the interactive installation. In terms of the component, it is composed of a wooden container and five delicate sticks.

The interactive experience for participants is like facing a naughty child. It acts on a different role from what we thought it should be. The inspiration comes from a Rafael Lozano-hemmer's project, Apostasis. He changed the common function of light to avoid illuminating on people. Rafael called it "shy" light.



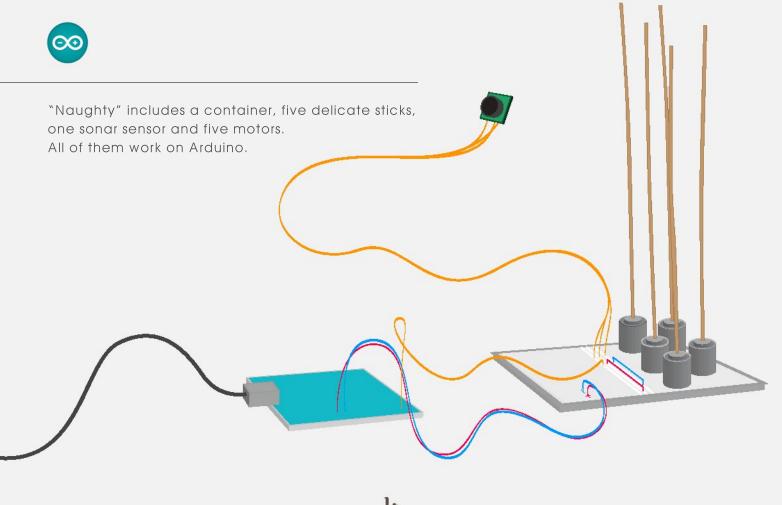
- INTERACTIVE -

In general, the five delicate sticks swing spontaneously like a organism. It seems alive and curious for people to come close to the sculpture, and then they will find out something out of expectation. Differ from the usual interaction, the "Naughty" will become static when users are close to it.

Suddenly, the dynamic sculpture looks like dead. It is still so that paticipants can see each detail and static moment of five delicate sticks. When they stop swaying, the sticks will compose of a spontaneous sculpture. However, the arrangement of sticks will be changed while the users leave far away from the installation. People can make another static sculpture by walking close to it again.



- DIAGRAM -





- SCULPTURE -





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