Cyber-physical space

Midterm presentation

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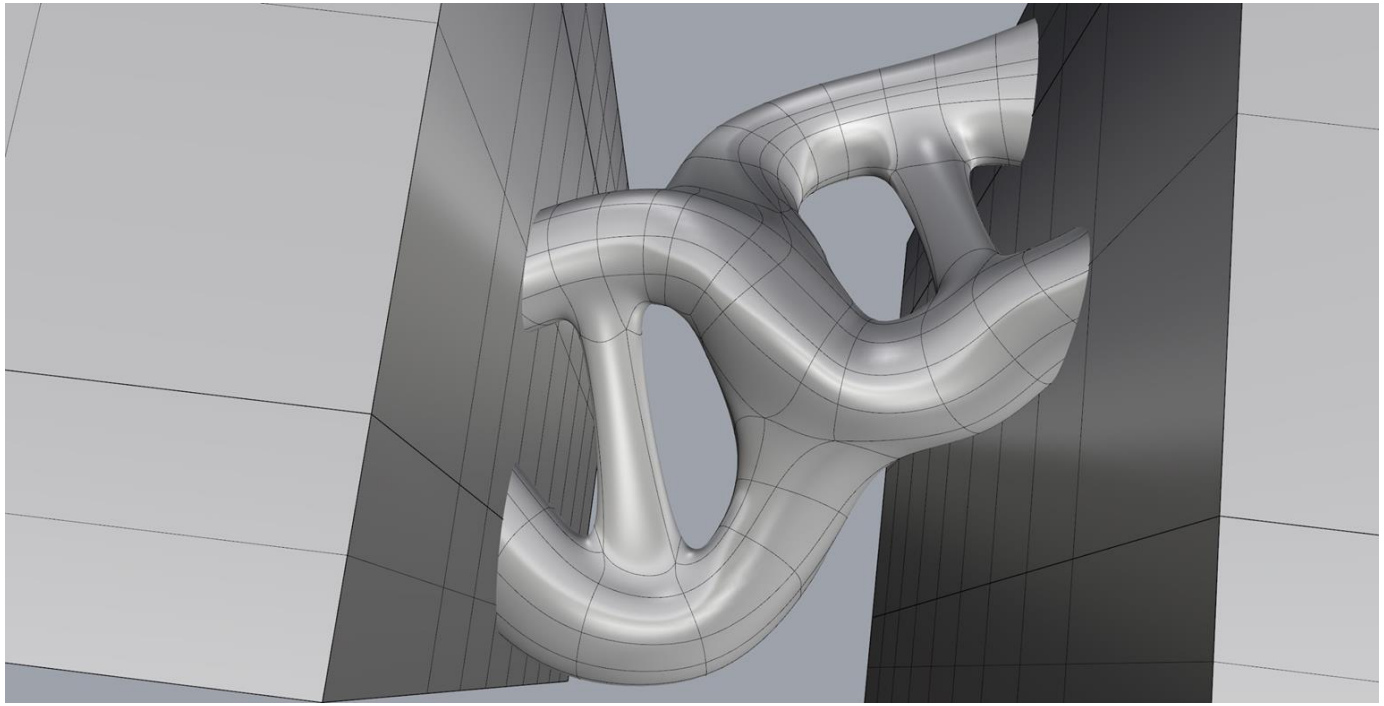
GROUP 3

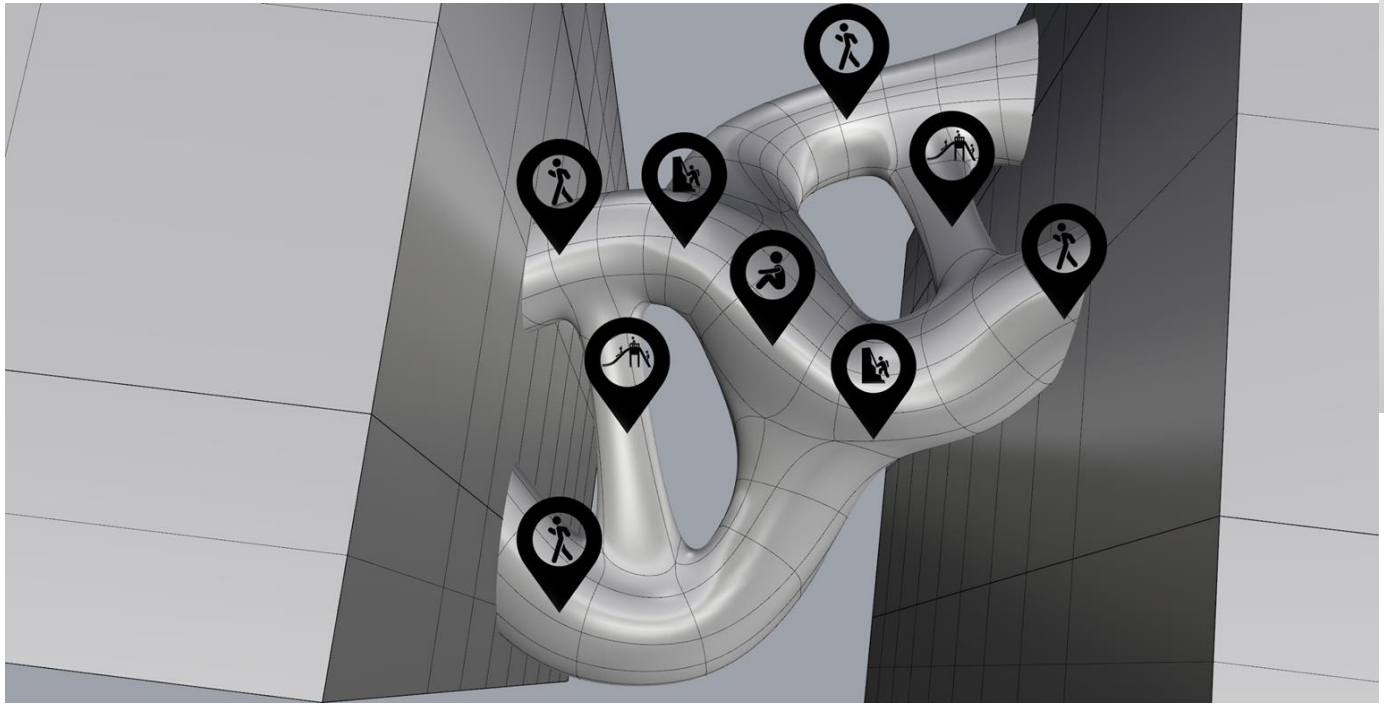
Vision

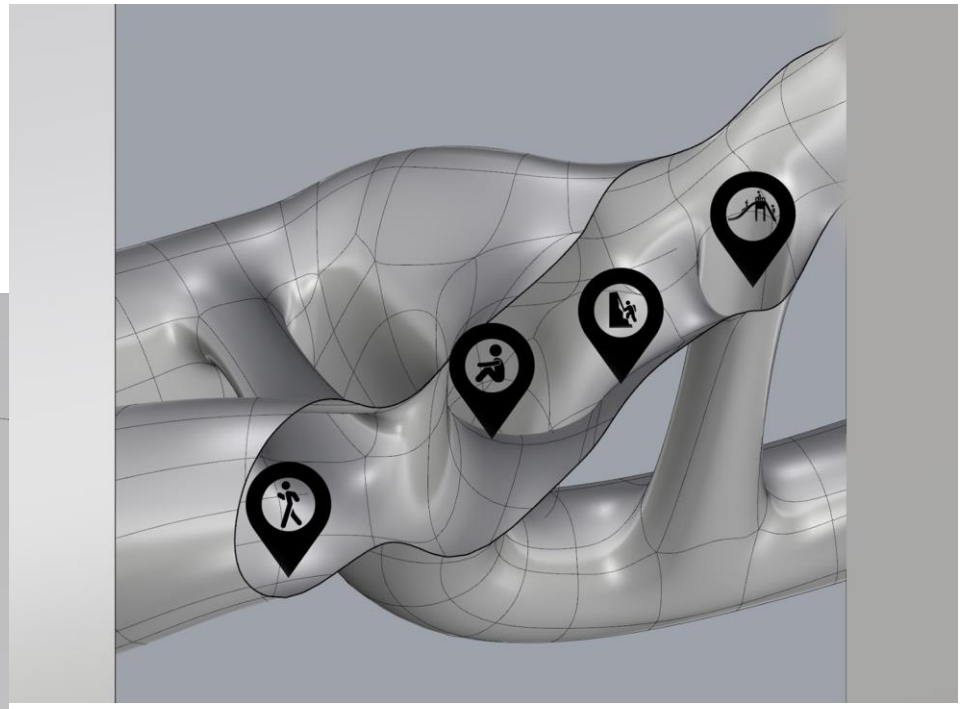
Creating a (sub) level within the existing city that connects people and their buildings. By creating an interactive playground.

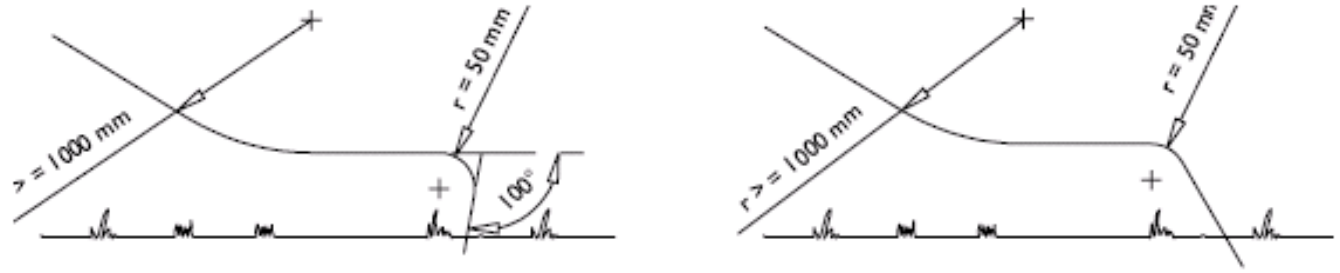
Structure / shape



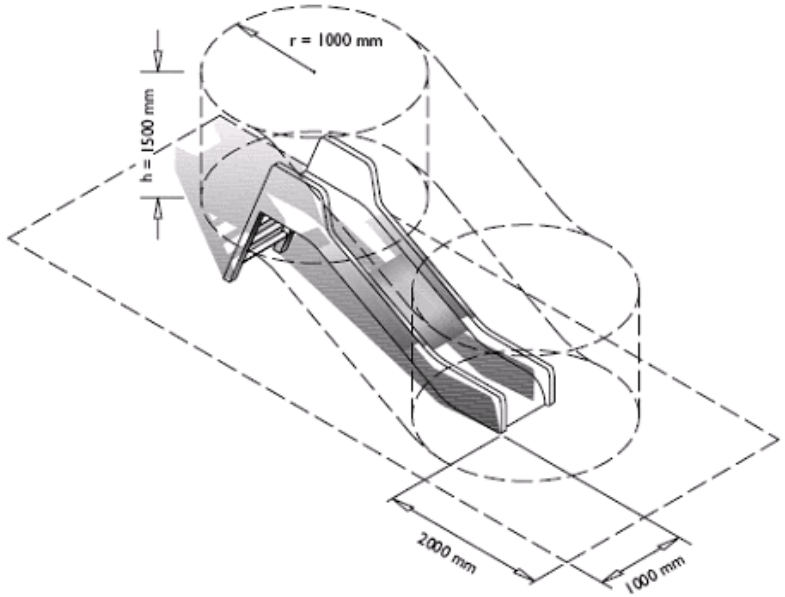
Activities







Bron: Handboek veiligheid van speelgelegenheden, 2003



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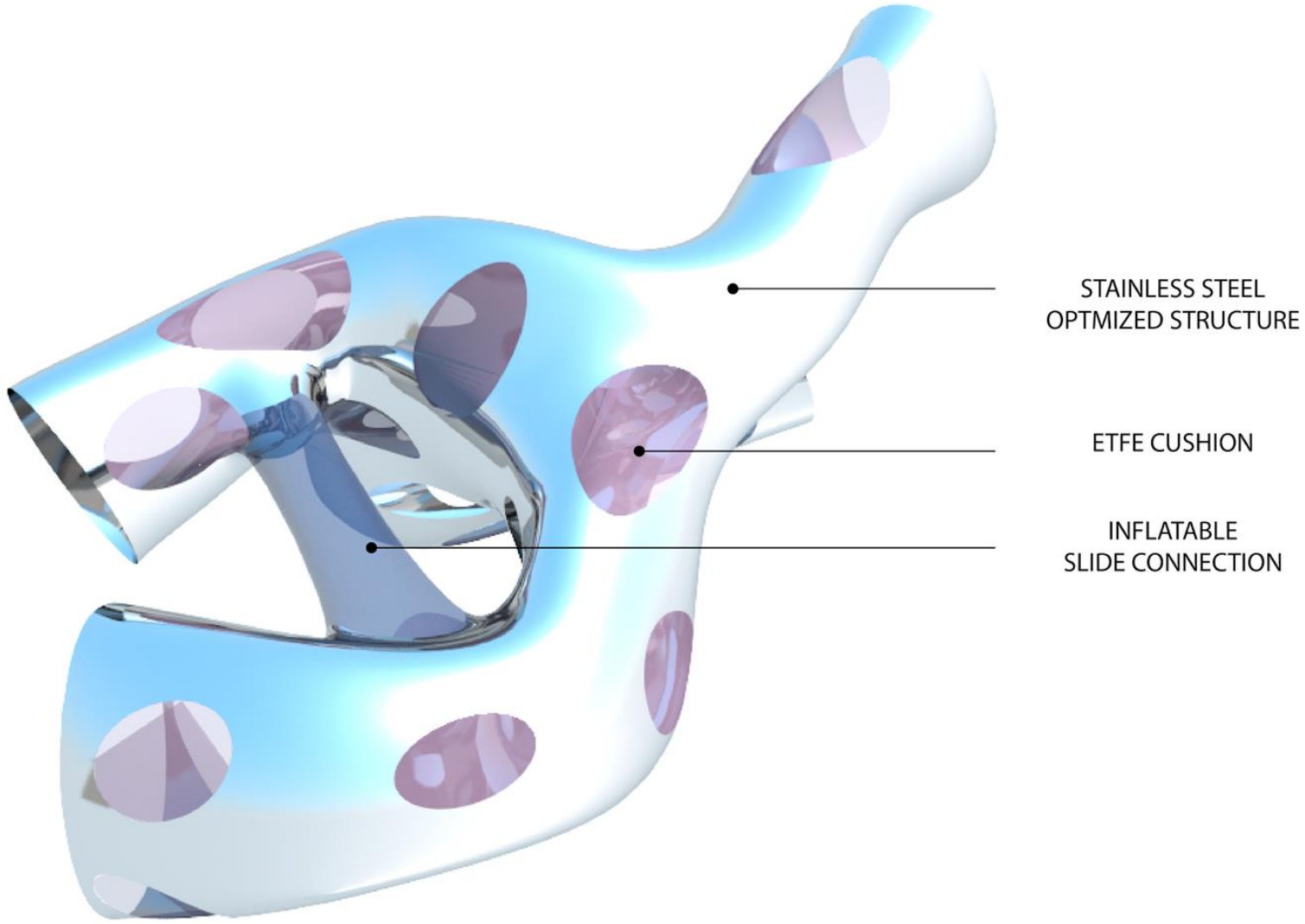
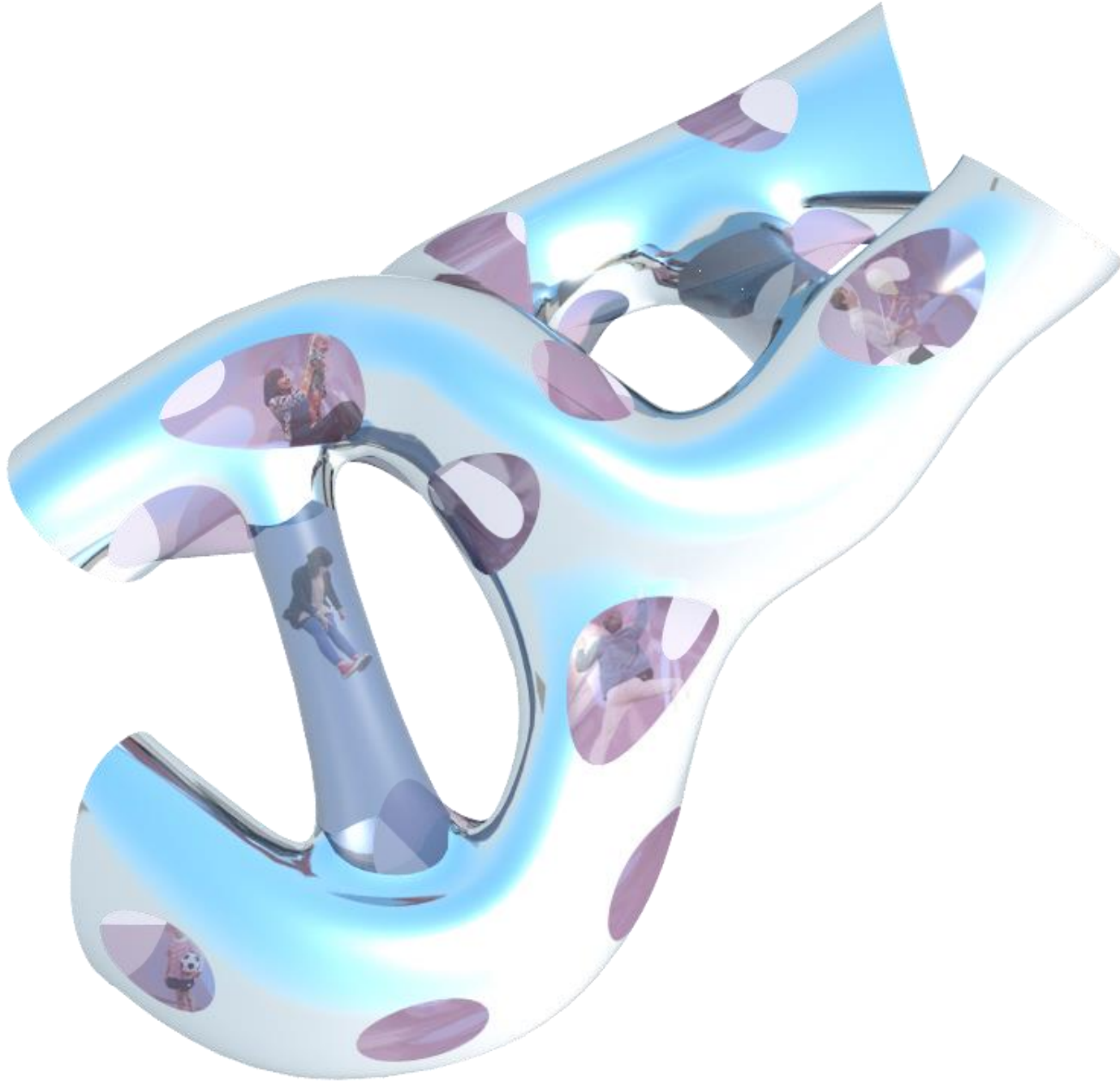
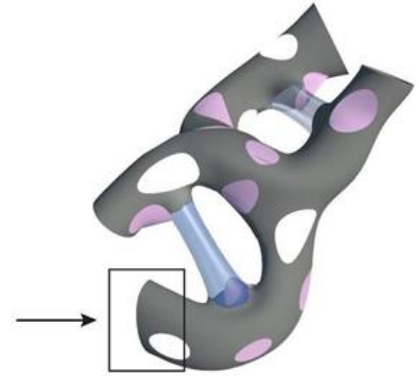
Section


STAINLESS STEEL
OPTMIZED STRUCTURE
ETFE CUSHION
INFLATABLE
SLIDE CONNECTION

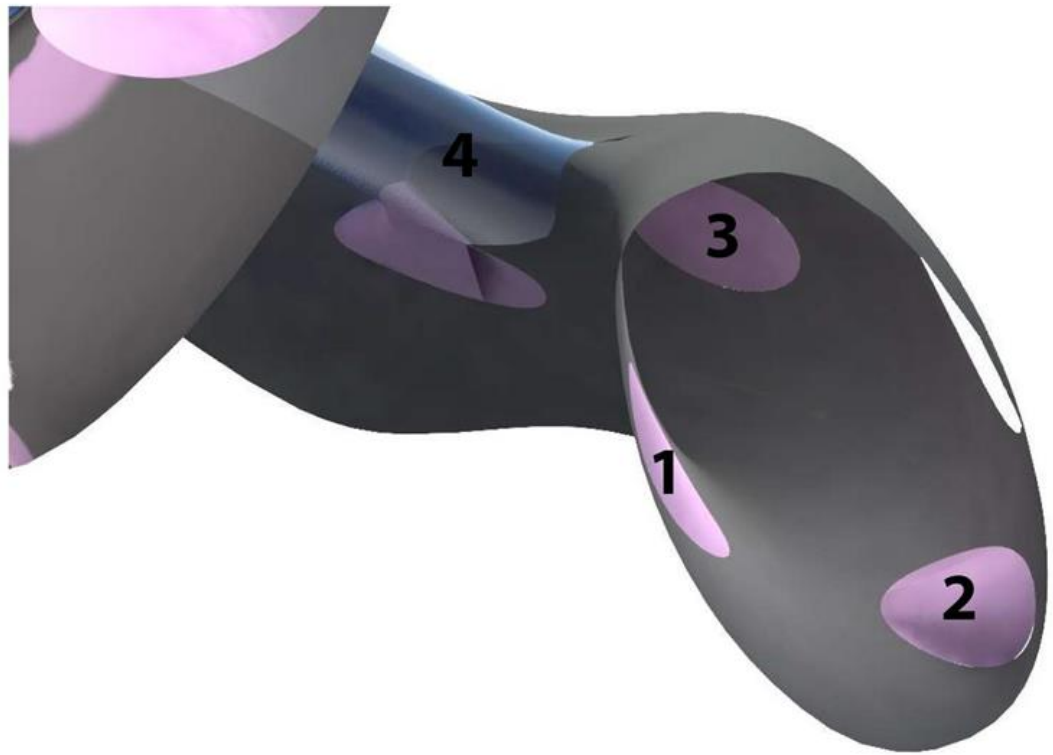


INTERACTION OF THE "DOTS" WITH THE PEOPLE

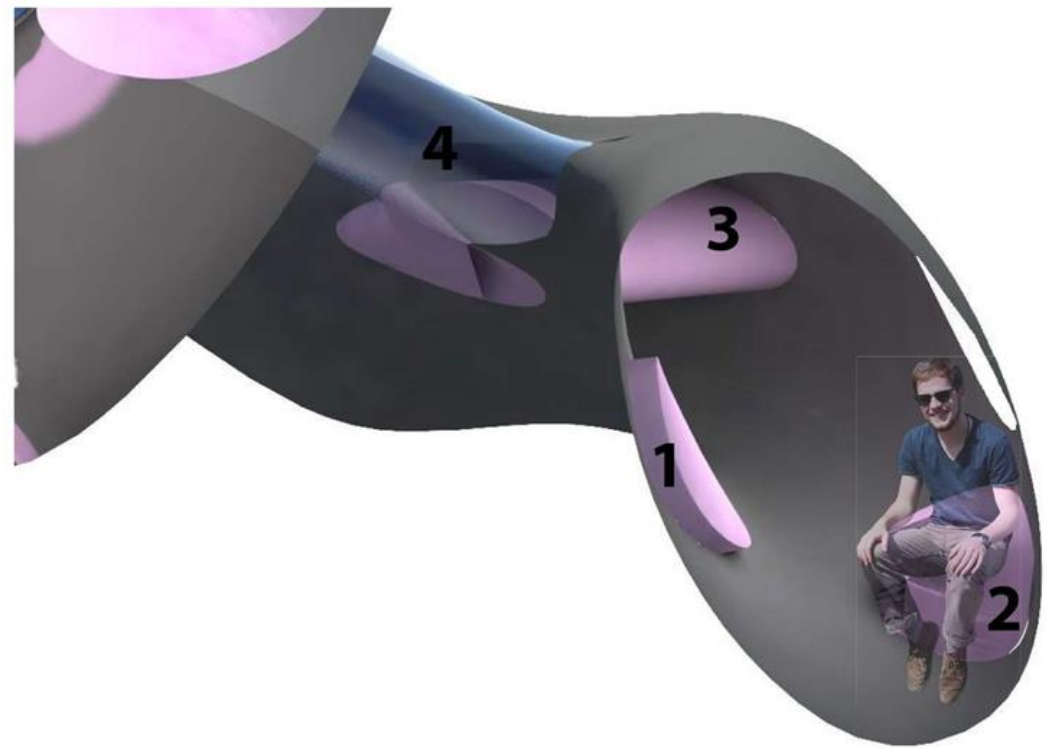
1. BLOW LEVEL 1
2. BLOW SEAT LEVEL
3. BLOW FROM ONE SIDE TO THE OTHER
4. OPENING IN THE SLIDING CONNECTION



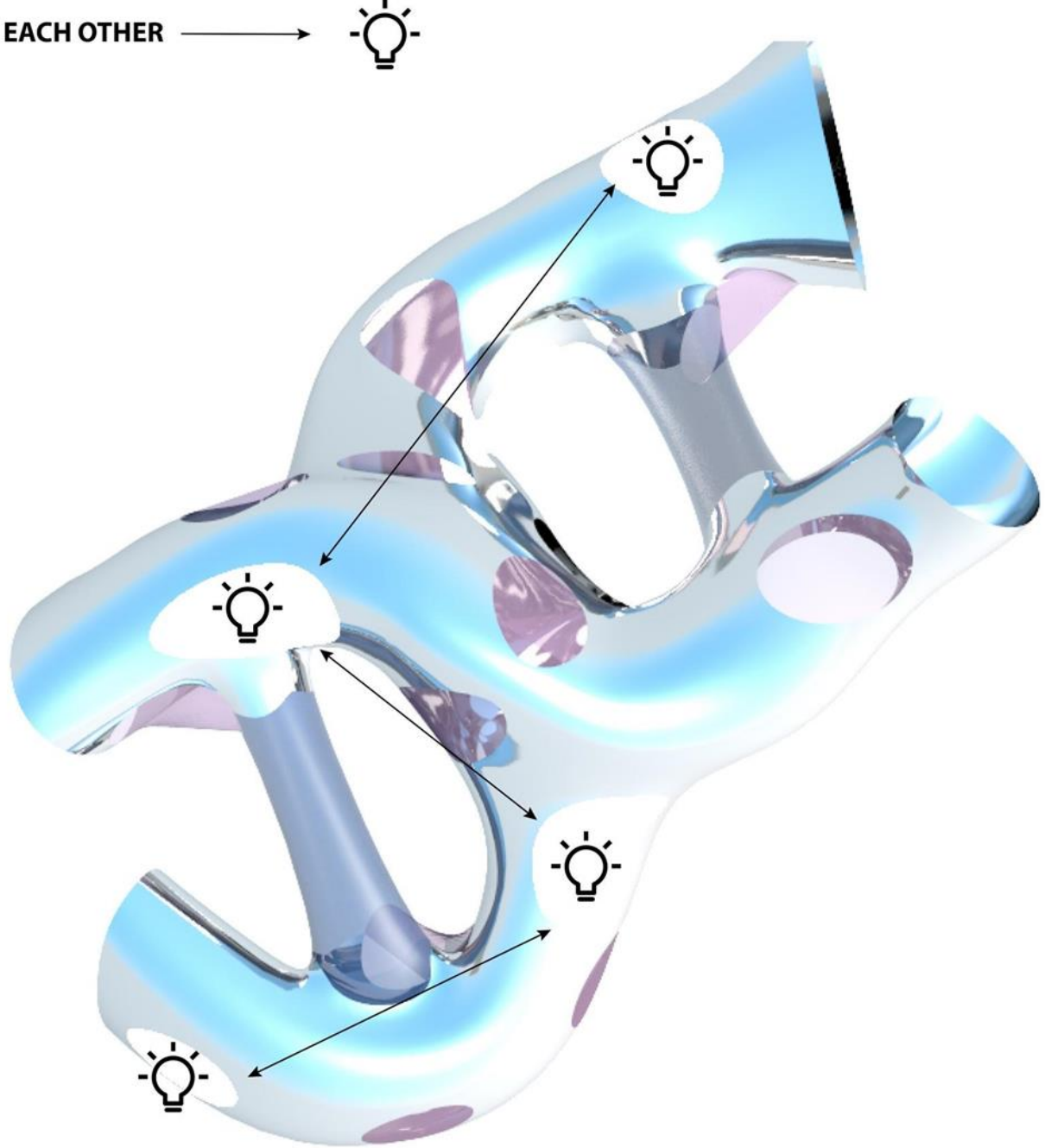
BEFORE



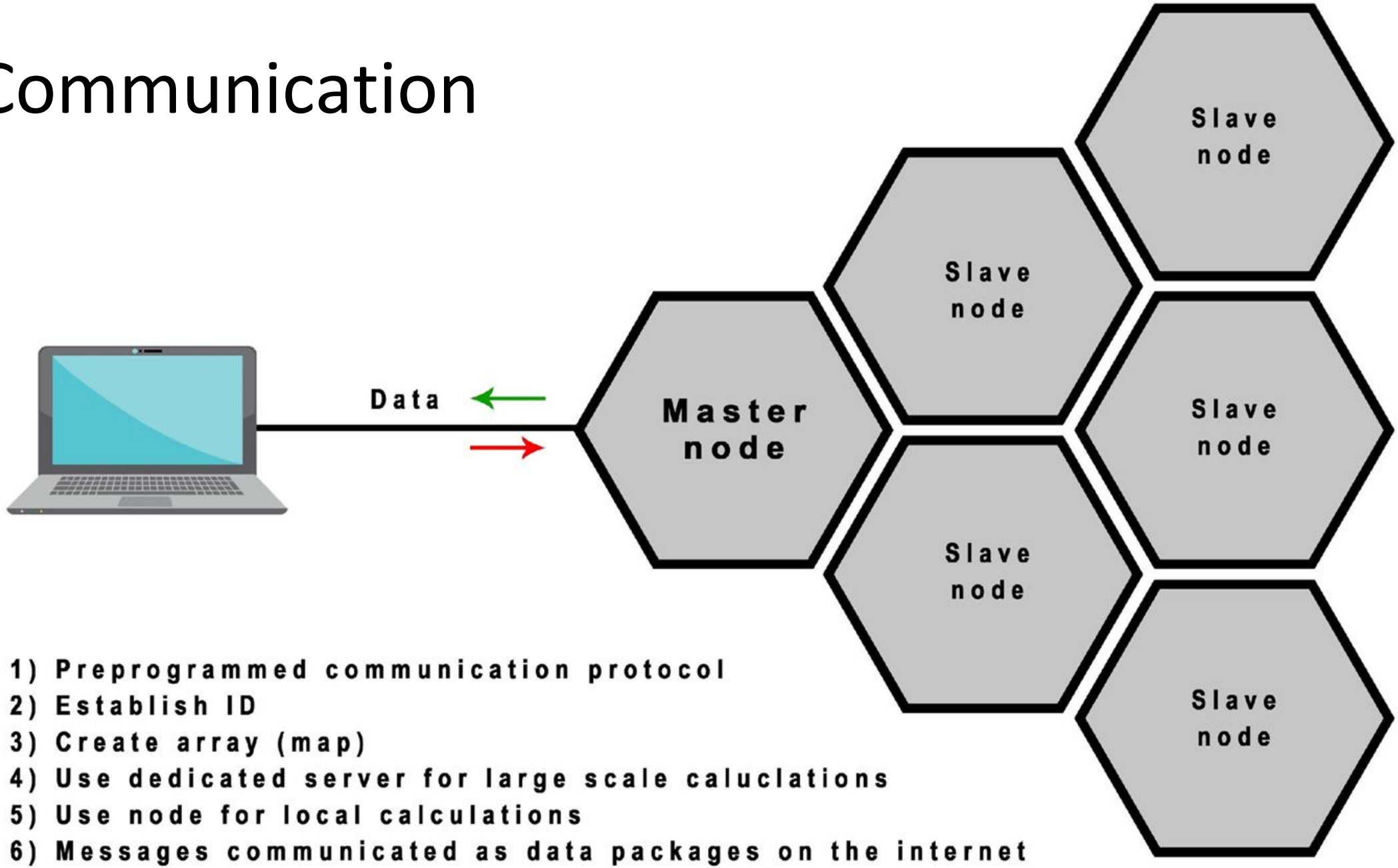
AFTER



INTERACTION OF THE "DOTS" WITH EACH OTHER



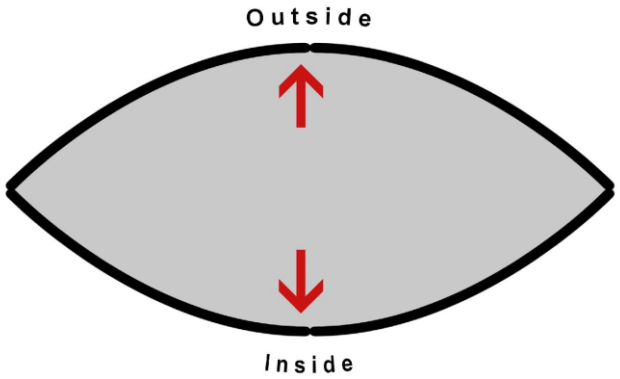
Communication

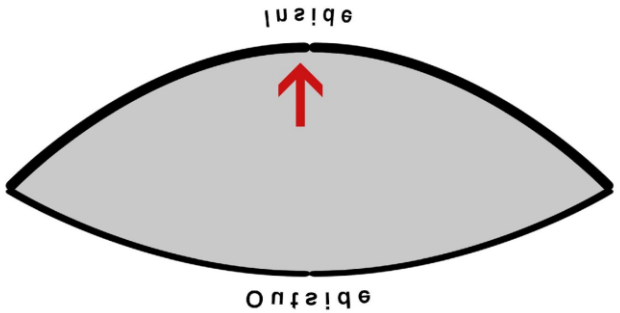


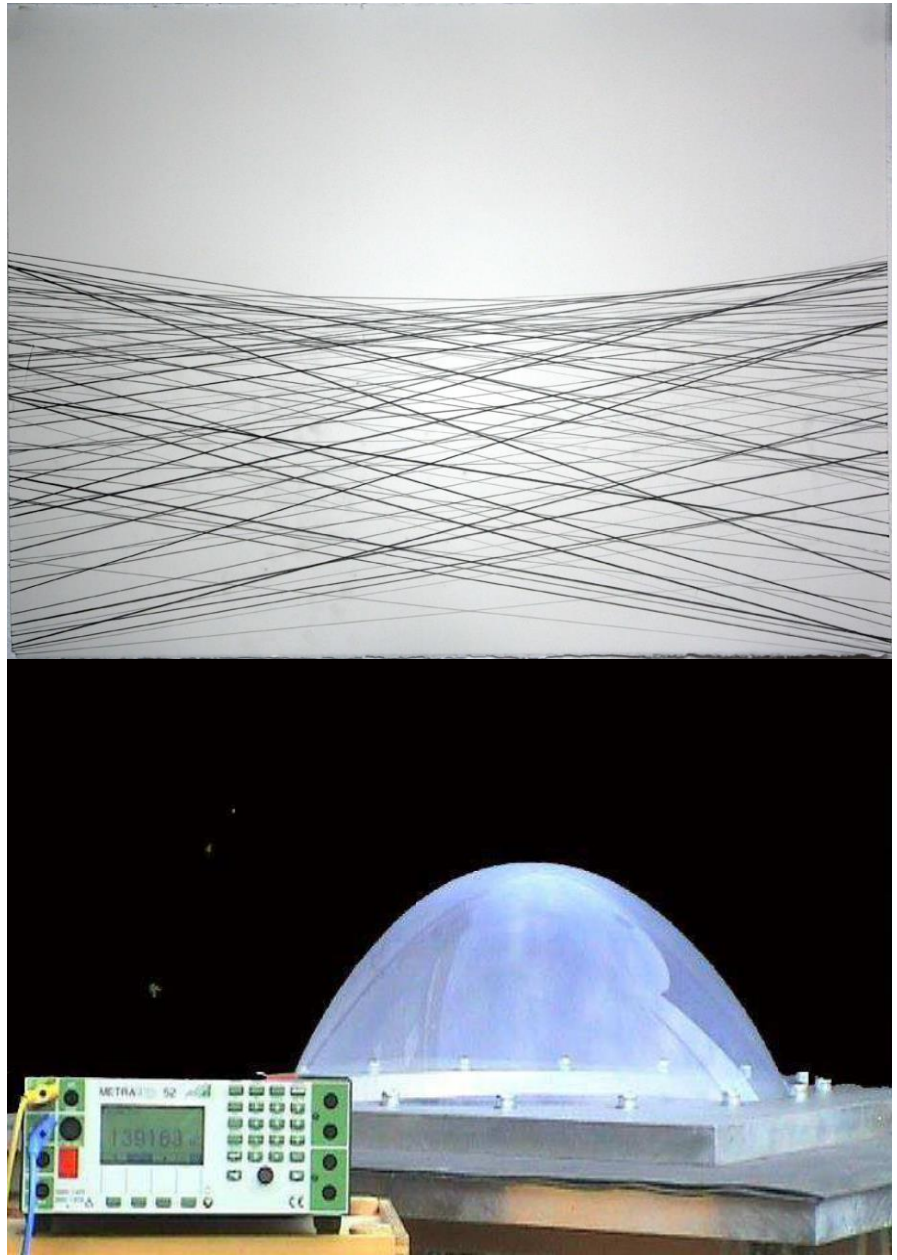
1) Preprogrammed communication protocol
2) Establish ID
3) Create array (map)
4) Use dedicated server for large scale caluclations
5) Use node for local calculations
6) Messages communicated as data packages on the internet

Fiber reinforced foil

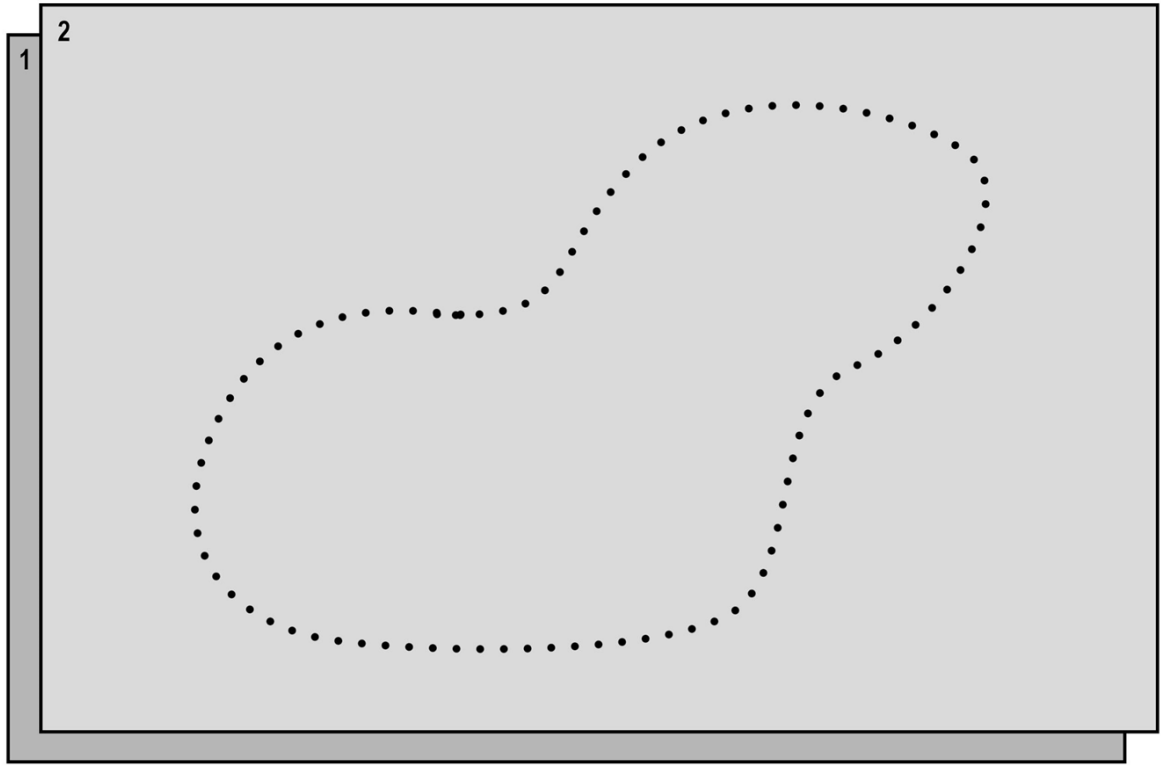
1) Wires limiting expansion on one side
2) Line intensity leads to difference in opacity
3) Potential to integrate LEDs with conductivity wires







D2RO strategy / materialization



Welding sheets

Pattern printing

Conclusion

- Redefined the shape to its activities
- Integration of structure and interactive elements
- Translating design into robotic operations