

memento

Silvia Boscolo

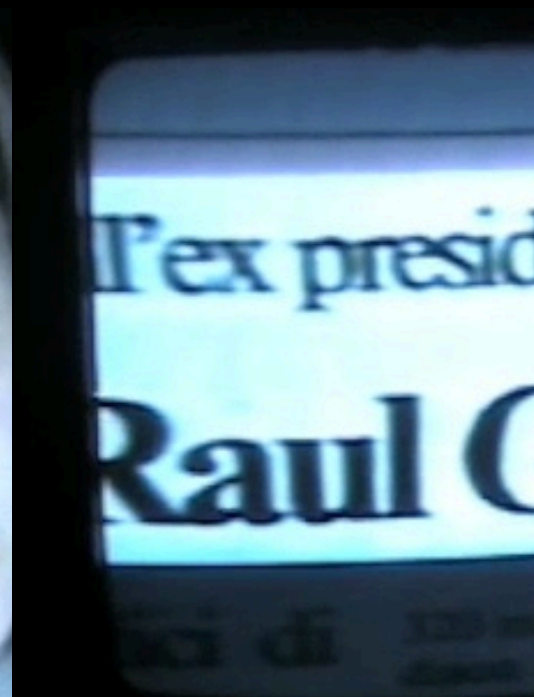
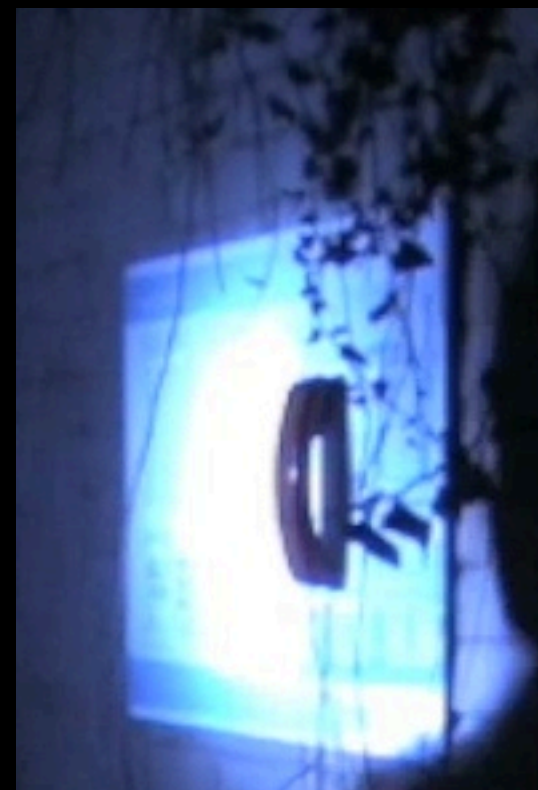
Alberto Moro

Erika Rossi

IxD Lab 2 | Final Crit

Video scenario

<http://vimeo.com/10720774>





Elevator pitch

Memento is a public installation that create connection between people that cross Ramo de Cà Dario and old presences that had once been owners of Dario Palace. All the owners died in misery or with a cruent death.



Where and when

The installation will be located along Ramo de Ca' Dario, in both sides of the 'alley'.

Memento is activated only when a set of conditions are satisfied:

- darkness
- cold
- person alone



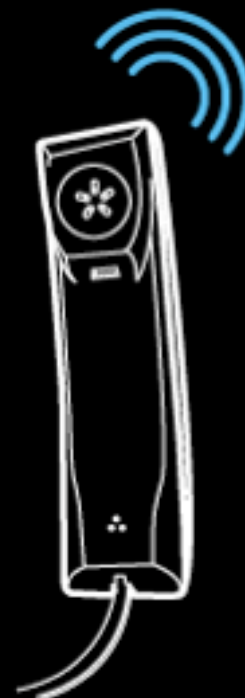
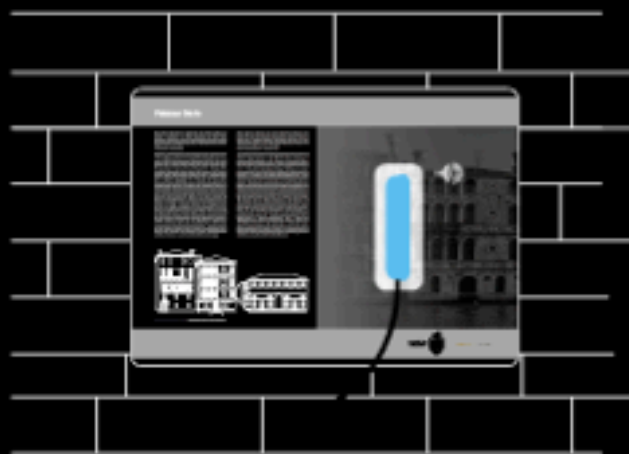
Users

All the people who cross the 'alley' alone.



Mood

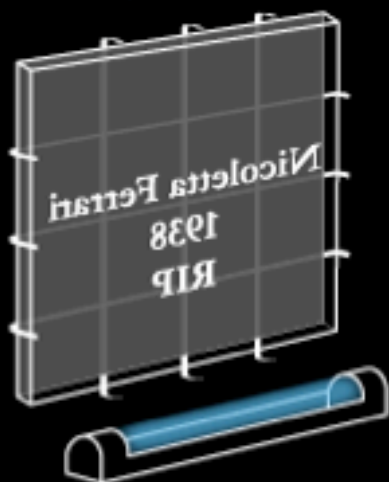
The mood is ghostly, but not spooky, it's not an horror house but a sort of memorial of past presences.



the actuator:
audioguide/phone



the information:
owner's name
and date of death

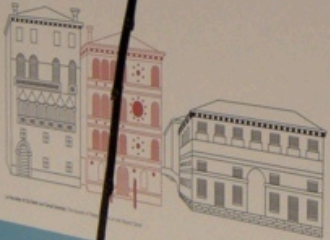


Palazzo Dario

Palazzo Dario è un edificio storico veneziano, situato nel sestiere di Dorsoduro, in un'area caratterizzata dal Canal Grande e dal Canal Grande Vecchio. Il palazzo è stato costruito nel 1521 da Andrea Palladio, uno dei più grandi architetti del Rinascimento italiano.

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CITTÀ DI VENEZIA
COLLEZIONE



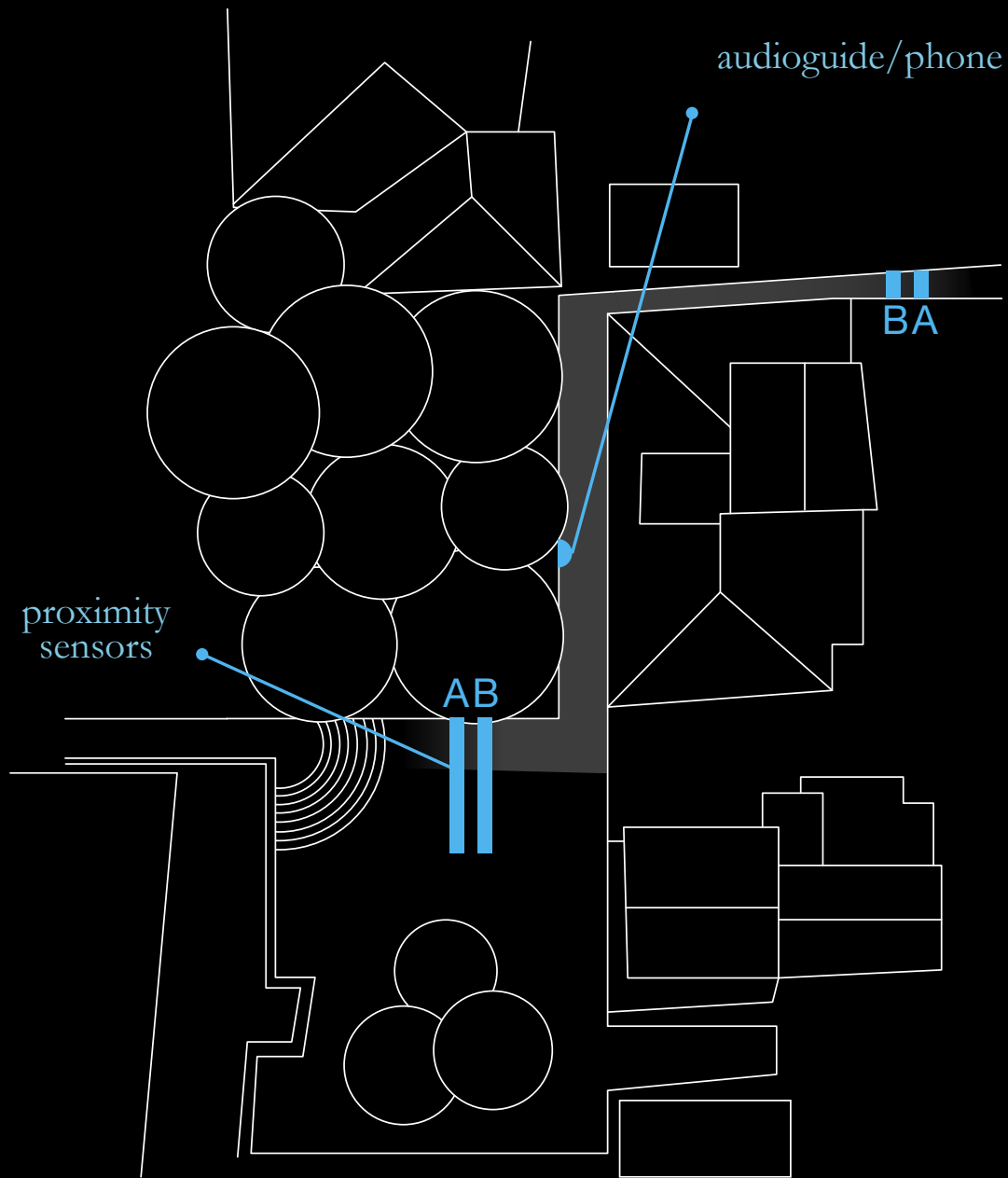
The actuator

The actuator is a phone, but not a normal one... The phone changes its behaviour during the day, based on the hours.

Telephone behaviors

<http://vimeo.com/10747959>

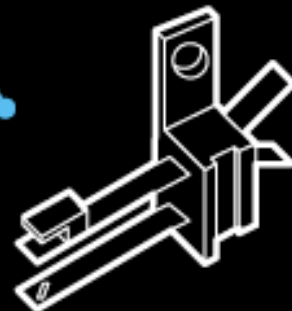
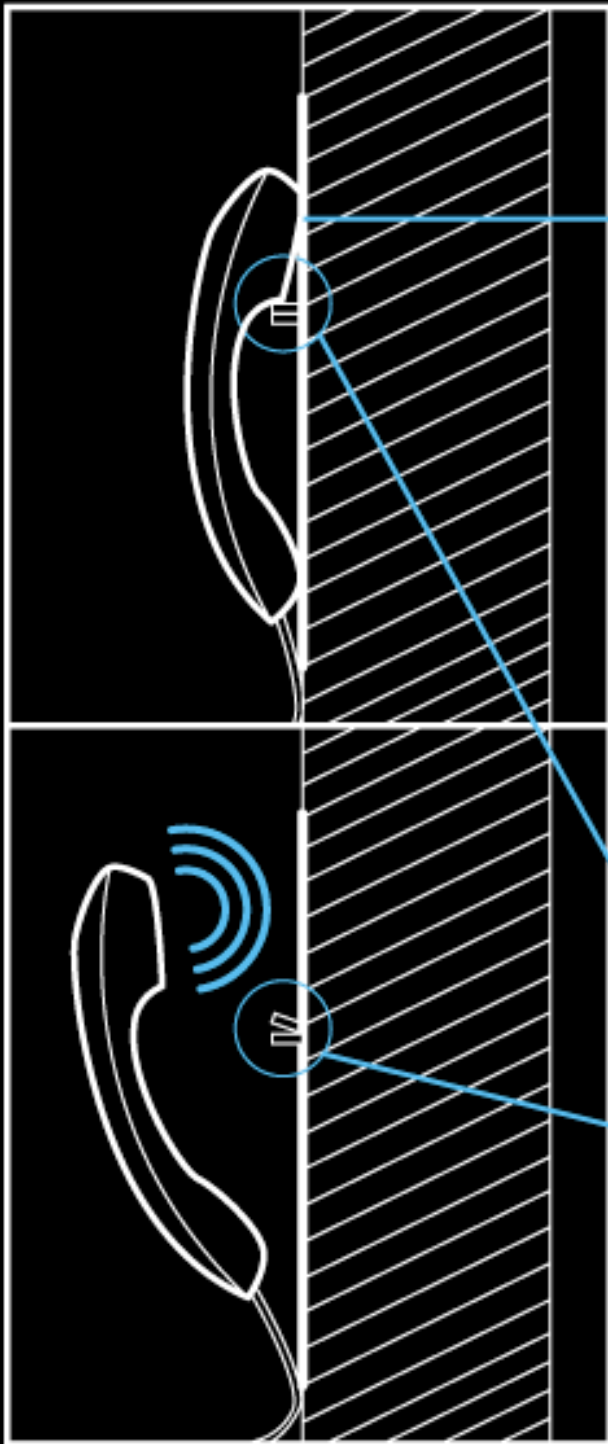




The sensors

Two proximity sensors very close in both the entrances of the 'alley'. These sensors permit to us to detect how many people are there.

audioguide/phone



pressure sensor

The actuator

The phone works thanks to a pressure sensor which activates its behaviour when the user pick up the phone.



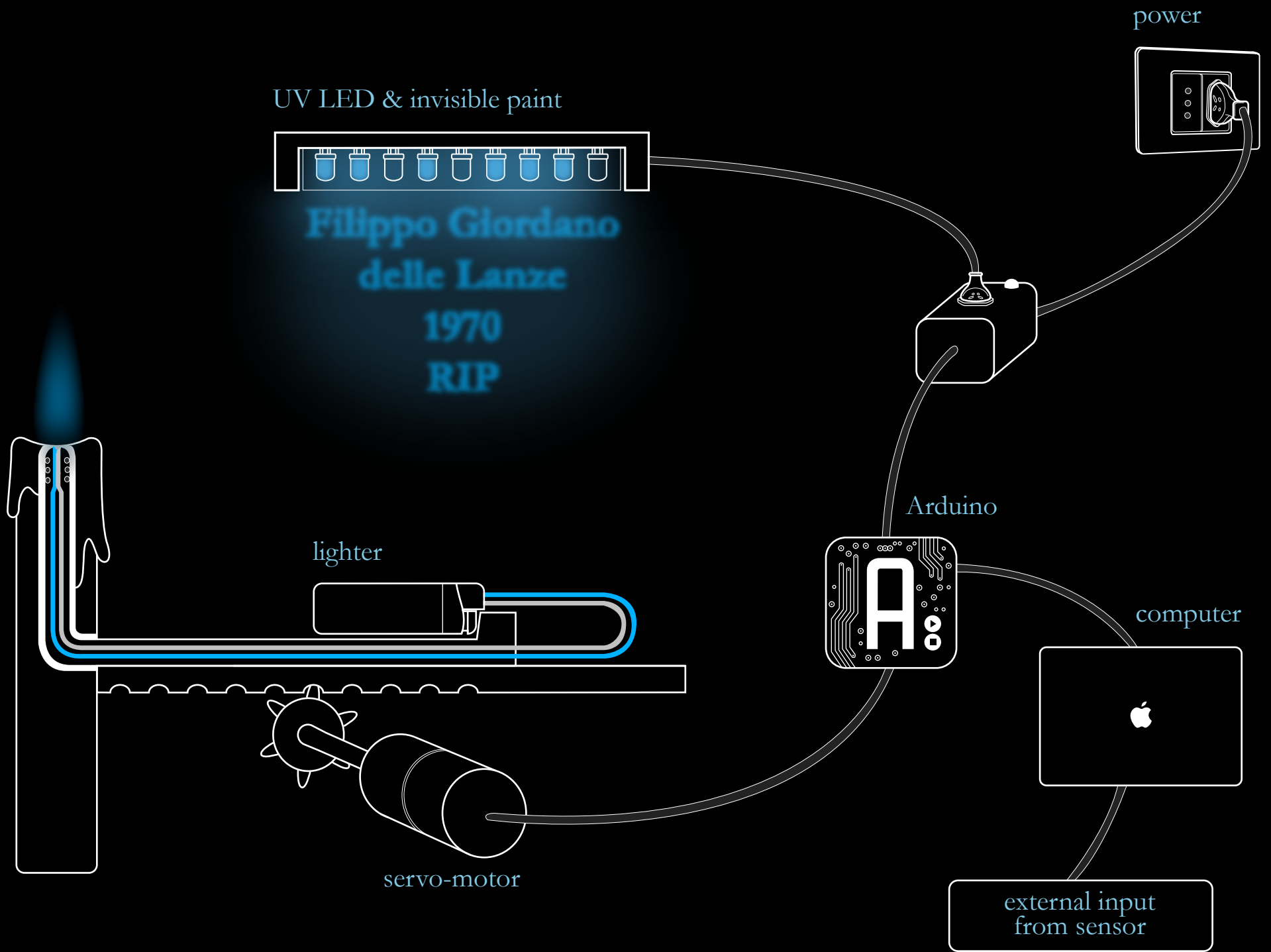
The information

Owner's name and date of death.

**Filippo Giordano
delle Lanze**

<http://vimeo.com/10749682>



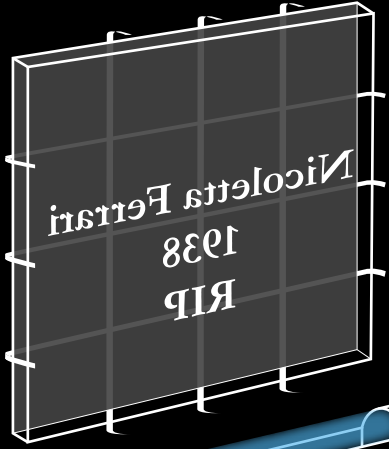


Nicoletta Ferrari

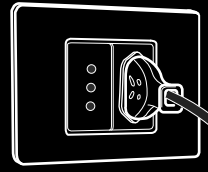
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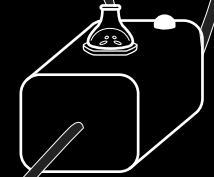
mirror-window



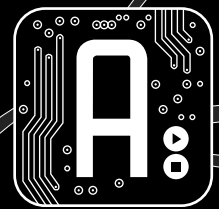
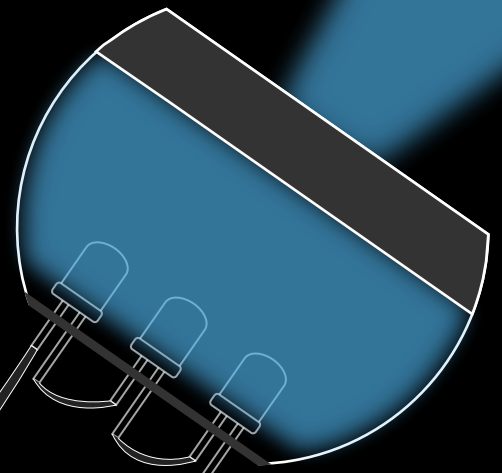
power



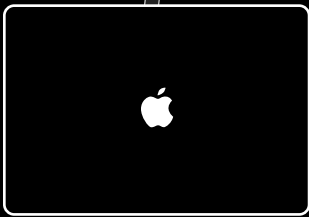
white light



white LEDs

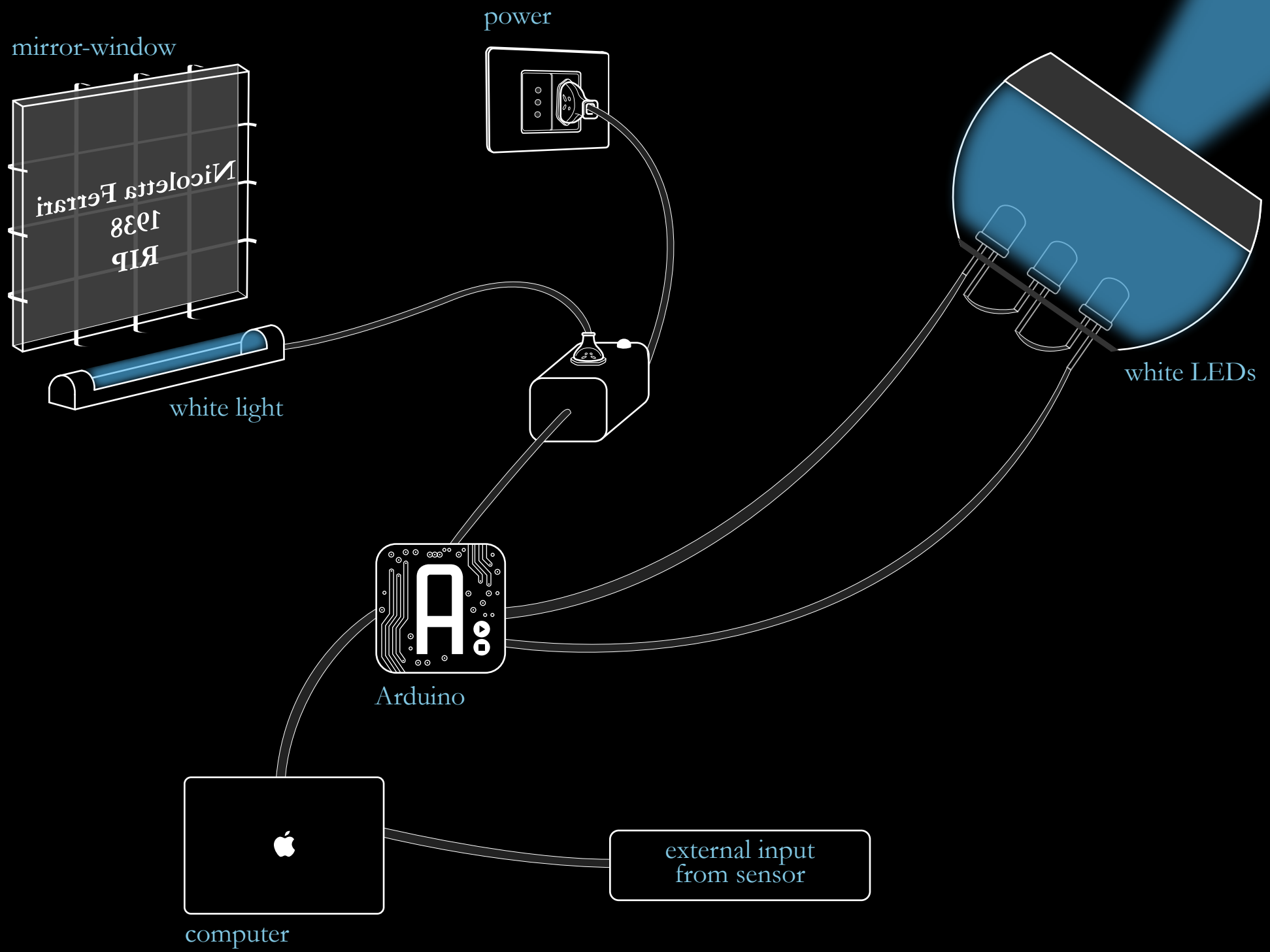


Arduino



computer

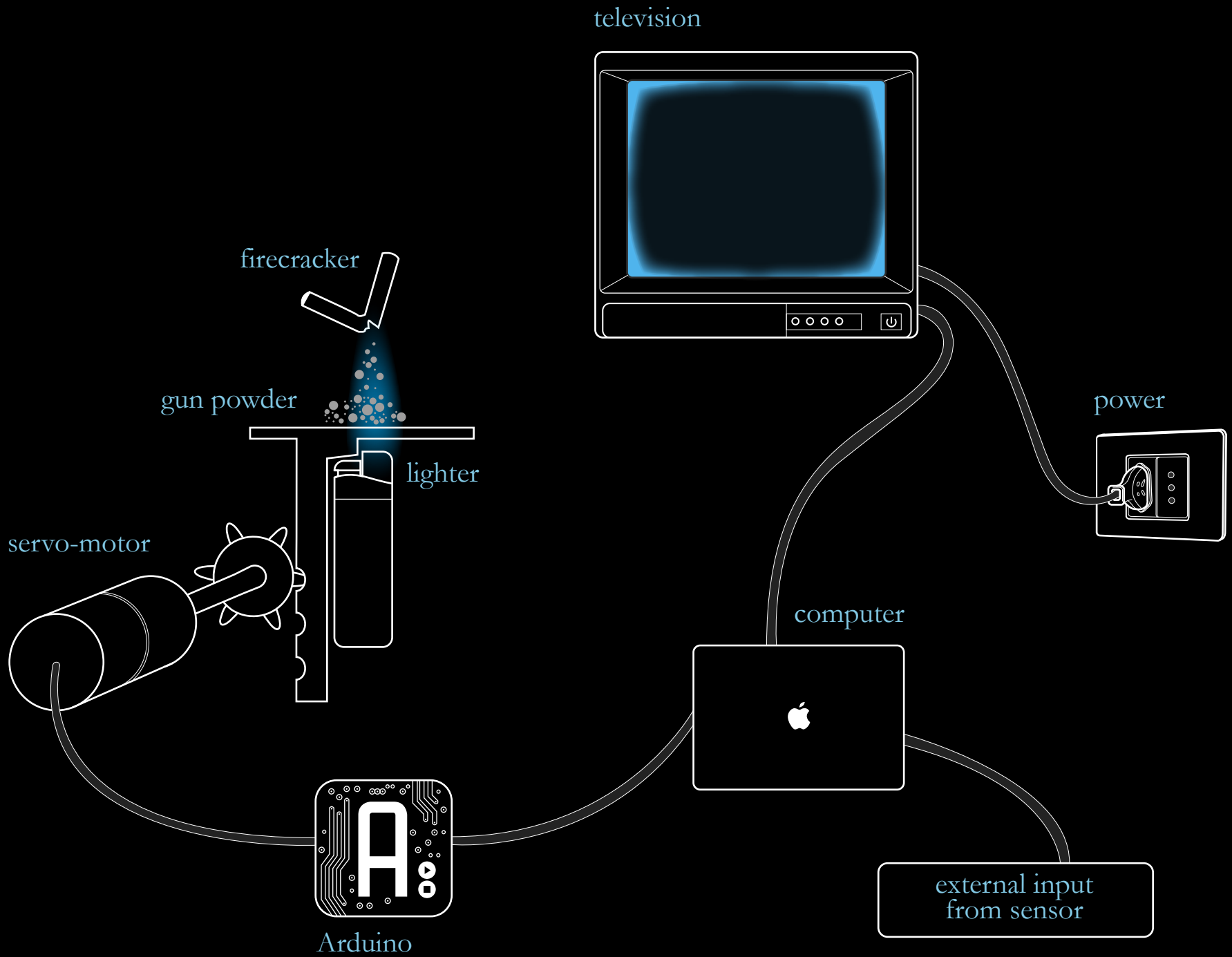
external input
from sensor



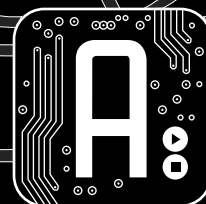
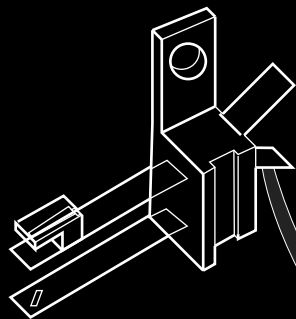
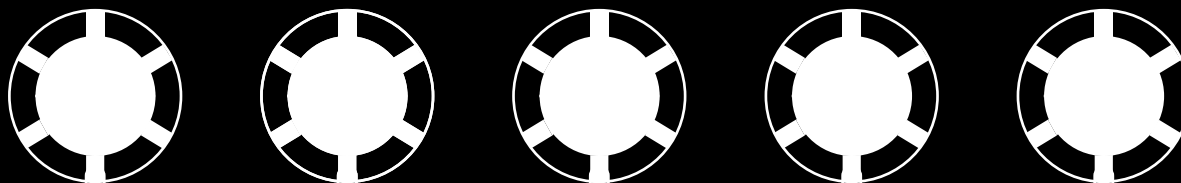
Raul Gardini

<http://vimeo.com/10749682>



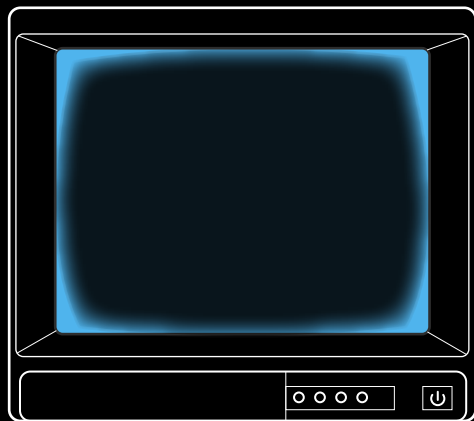


pressure sensors

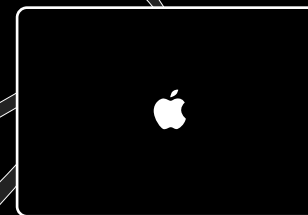
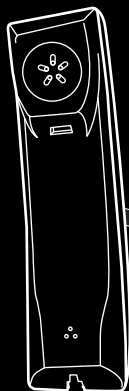


Arduino

television



phone



computer



Prototype #1: the set

In order to recreate the right experience and reach the mood we built a set which reproduce the 'alley' of Cà Dario.



minimum blob size (% of view): 1.2

maximum blob size (% of view): 12.9

ignore nested blobs

track and send contours

track and send optical flow in blobs

minimum optical flow: 3.3

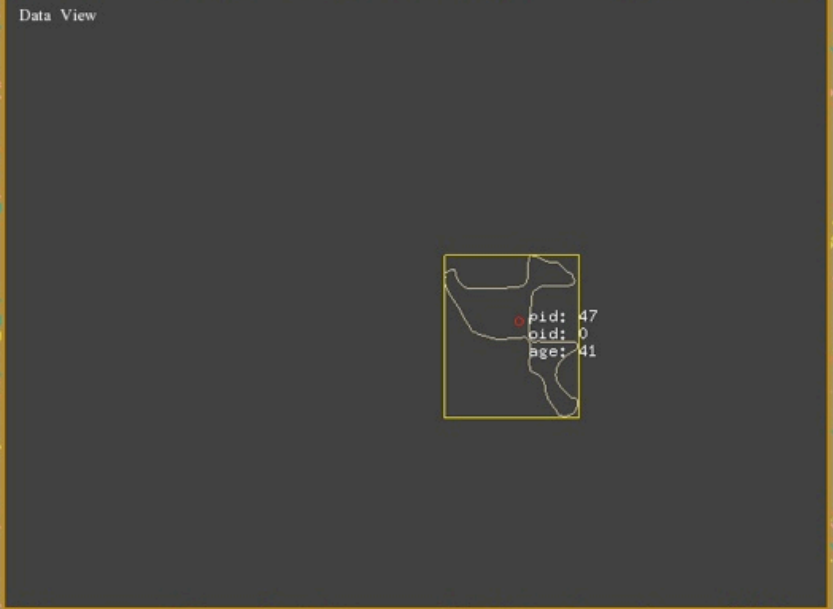
maximum optical flow: 200.0

detect and send features in blobs

types of features:

- haarcascade_frontalface_deHS.xml

expand detection area: 0.0



Prototype #2: camera tracking

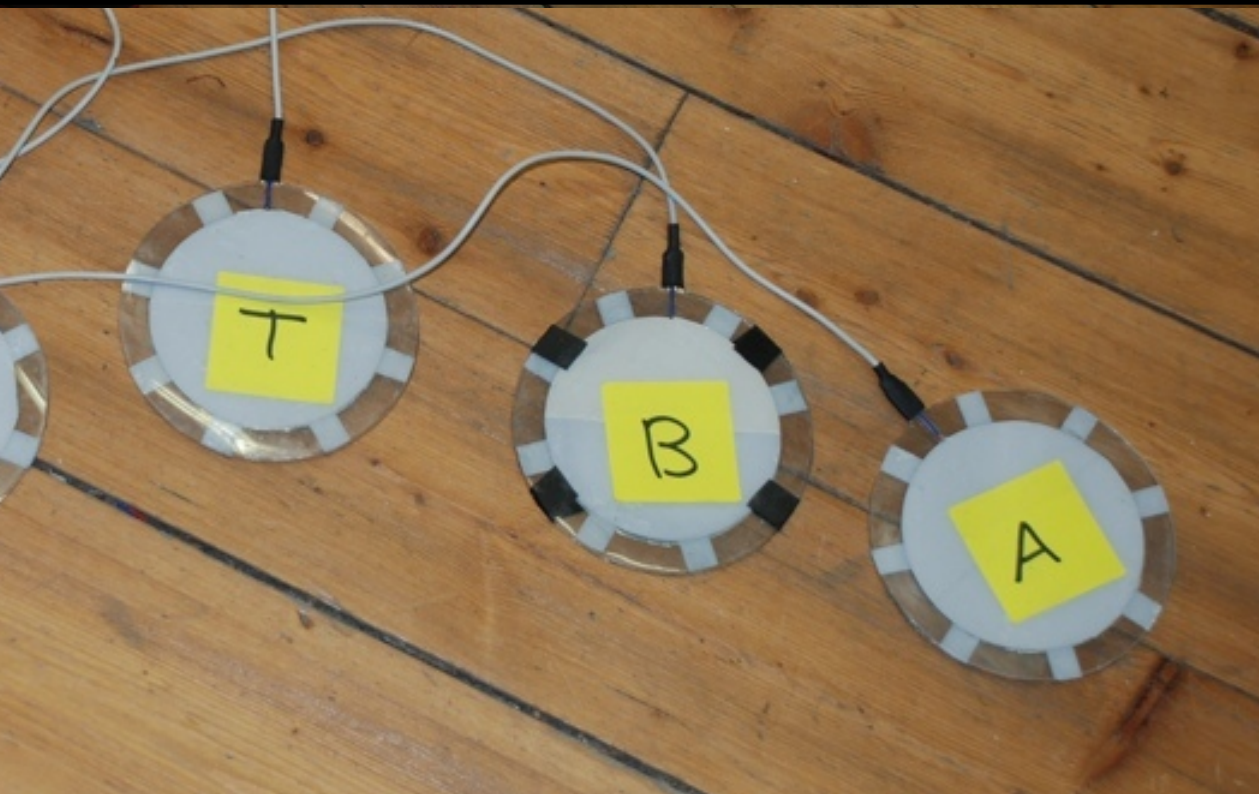
We tried to detect the number of people in the 'alley' with the camera tracking, but we found some problems with the detection of the blobs.





Prototype #3: pressure sensors

We did the next step by using the pressure sensors in both the entrances of the 'alley'. By passing on it the user is counted.



thanks