

# AUDITUM

Carla Piazza - Fosca Salvi - Nicola Vittori

IxD Lab 2

Philip Tabor with Gillian Crampton Smith

IUAV Masters in Design

XXX - II - MMX

# AUDITUM

Is a site specific interactive installation that allows people to perceive the meaning of this unique place thorough a mystic and introspective experience.



# AIM

A photograph of a classical colonnade with two people standing in the distance. The scene is dimly lit, with a warm, brownish-orange color palette. The colonnade consists of several tall, fluted columns supporting a dark, heavy entablature. In the background, a multi-story building with arched windows and a balcony is visible. Two people are standing in the middle ground, facing each other as if in conversation. The overall atmosphere is quiet and contemplative.

We want to change people's behaviour making them calm down and reflect about the meaning of the colonnade and main aspects of Franciscan's life through a reflexive and contemplative experience, an hint of what friars did many years ago.

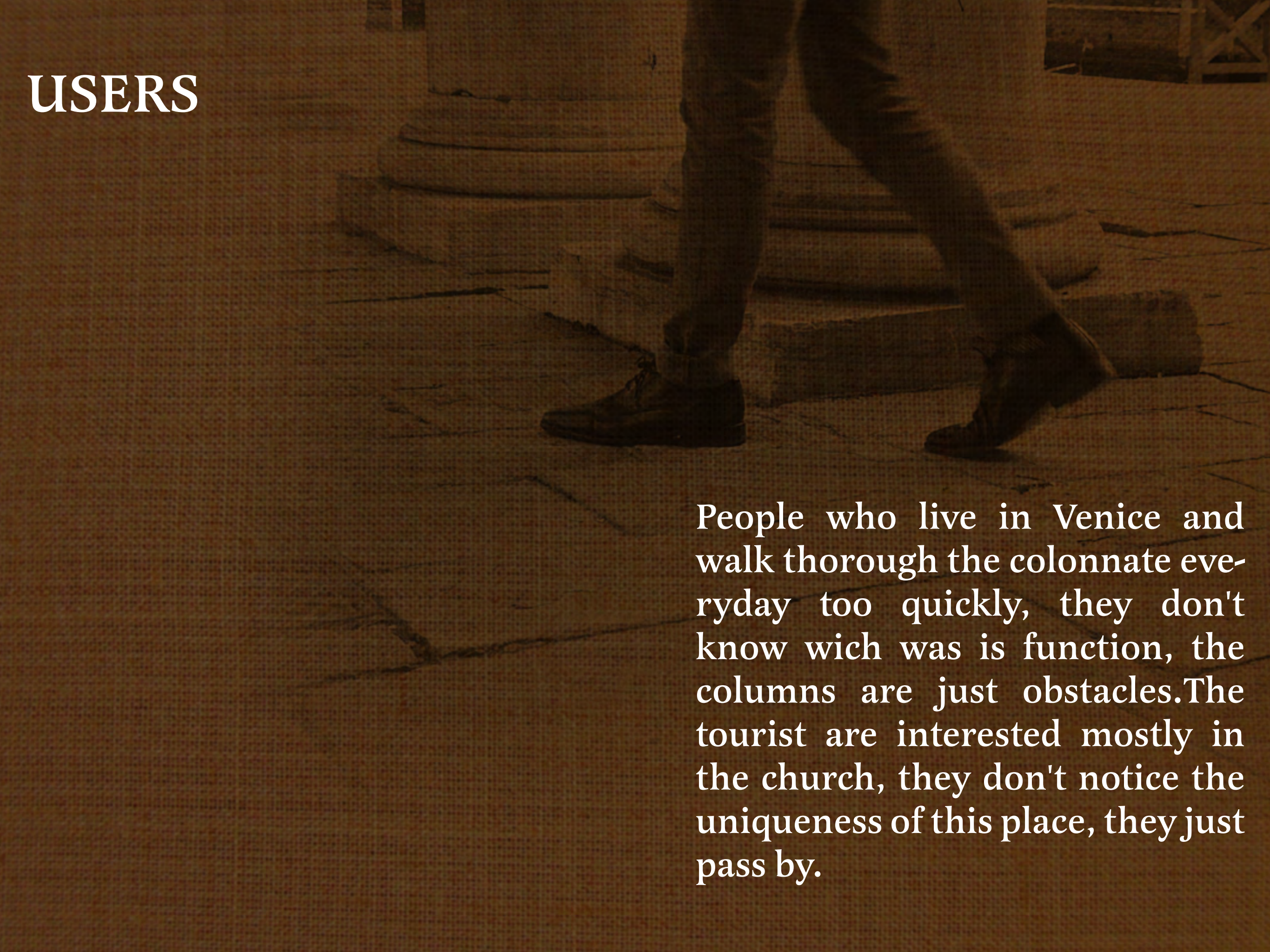
# WHAT?

When someone passes thorough the colonnade the interaction starts, the correspondent module's light is turned on. If the user notices it and stays inside for a couple of seconds the passage relives his history, the friars start their "procession" recalling what happened centuries ago. The installation doesn't work always, just according with the principal friar's prayer times and never on wednesday.

# WHERE?

San Francesco della Vigna.  
The colonnade has been built in middle 19th century. The friars used the raised passage to reach the church. Everyday, for many years, the Franciscans walked on this colonnade.

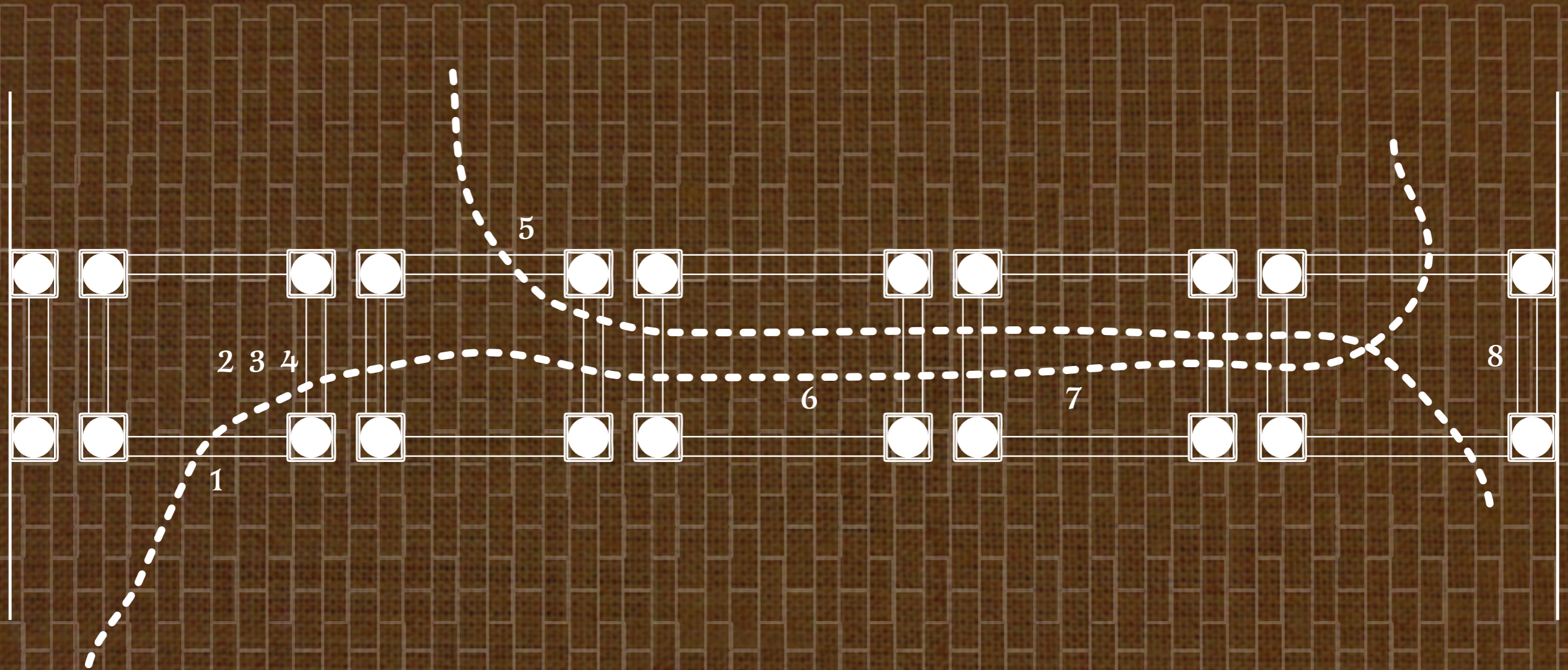
# USERS

A photograph of a person walking through a colonnade in Venice. The person is seen from the waist down, wearing dark trousers and dark shoes. They are walking on a stone-paved path between a series of columns. The lighting is dim, suggesting an evening or indoor setting. The background shows the continuation of the colonnade and some architectural details.

People who live in Venice and walk thorough the colonnate everyday too quickly, they don't know wich was is function, the columns are just obstacles. The tourist are interested mostly in the church, they don't notice the uniqueness of this place, they just pass by.

# Interaction 1

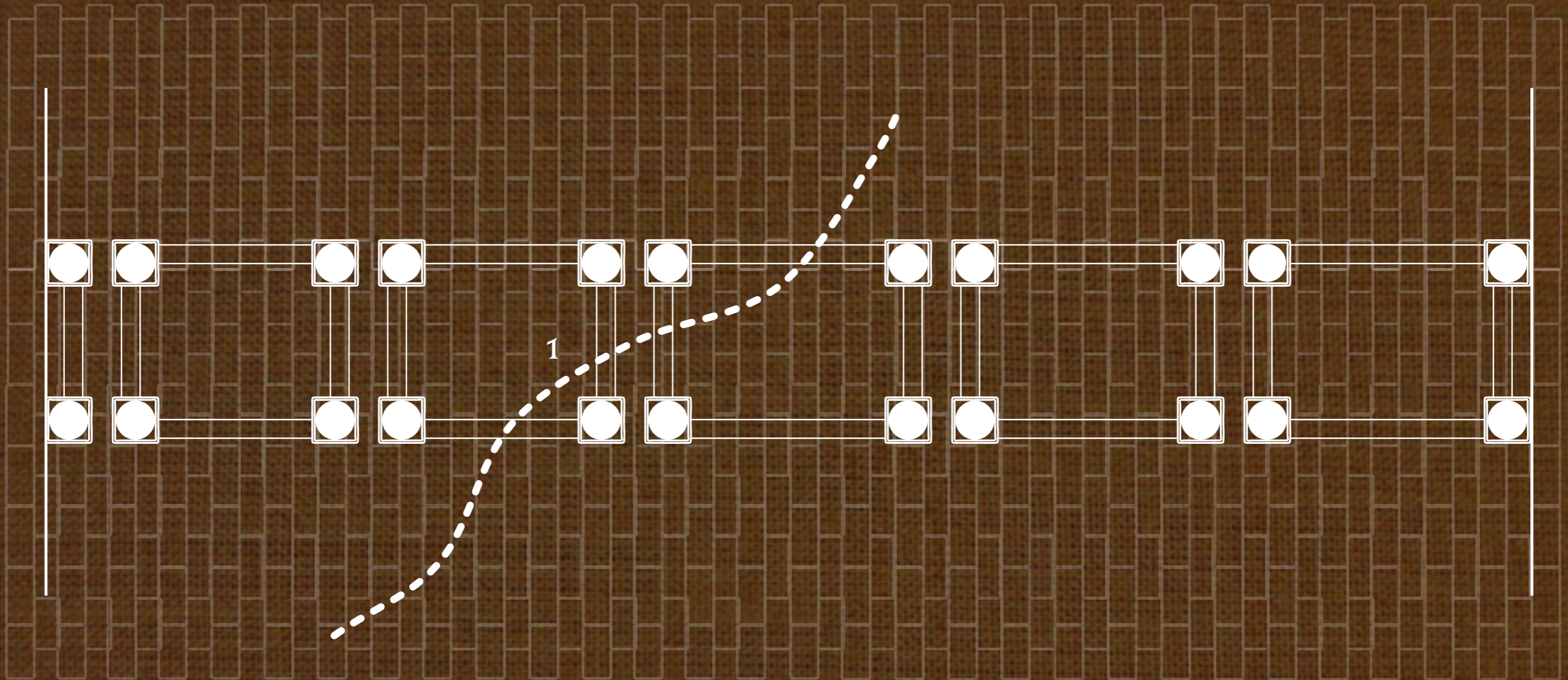
time: 7.35 am | lodi



1. The user comes into the colonnade
2. Relative light module is turned on
3. After 3 seconds the module is turned off
4. The procession starts
5. A second user arrives
6. Users are making noise, interaction's volume decreases
7. Noise stops, the volume increase again
8. The informative phrase appears

# Interaction 2

time: 9.00 am

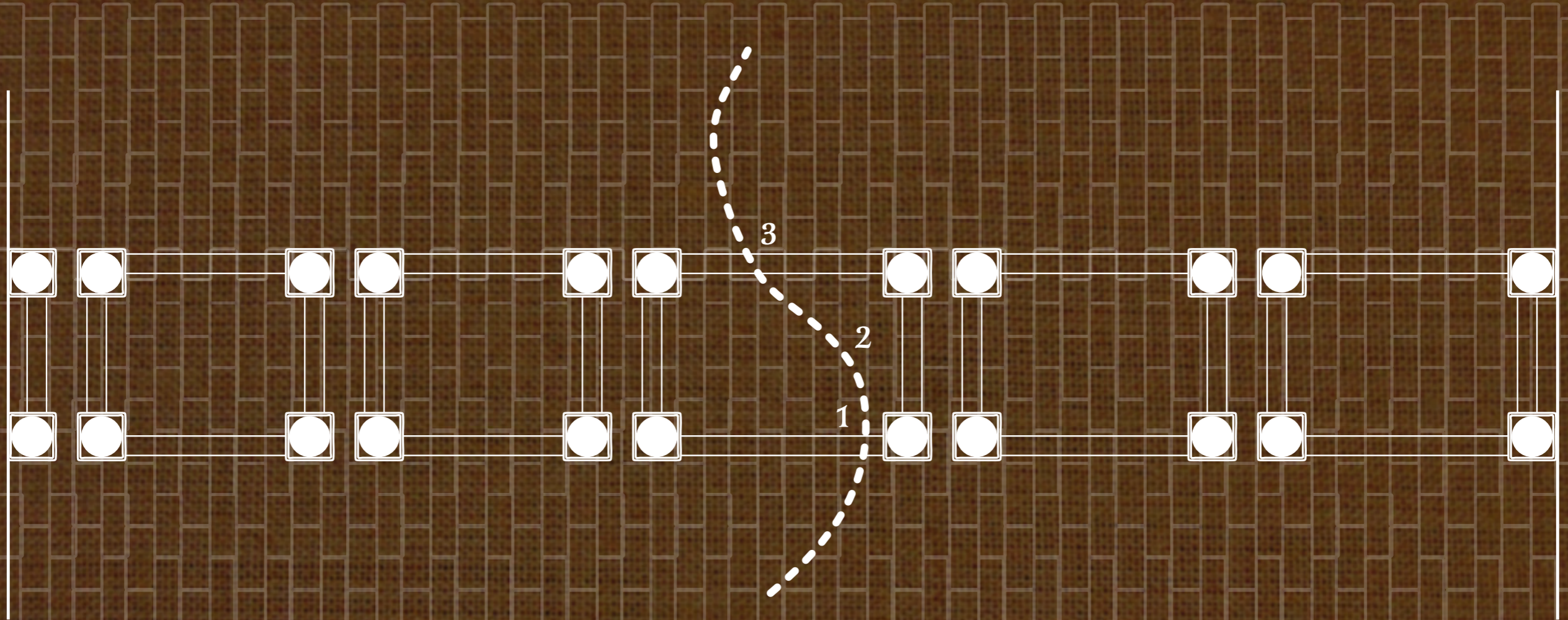


1. The user passes at the wrong time: nothing happens



# Interaction 3

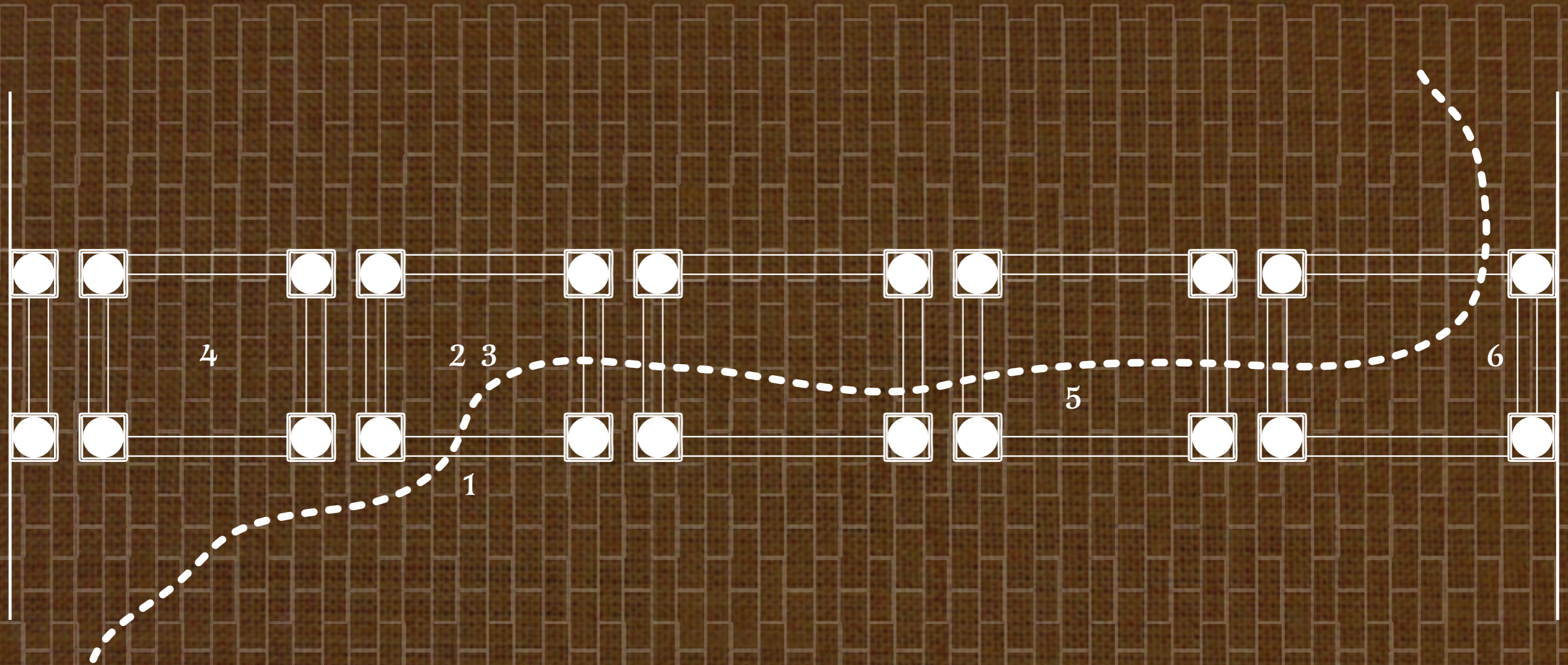
time: 5.15 pm | afternoon mass



1. The user comes into the colonnade
2. Relative light module is turned on
3. The user doesn't stay into the colonnade enough,  
the procession can't start

# Interaction 4

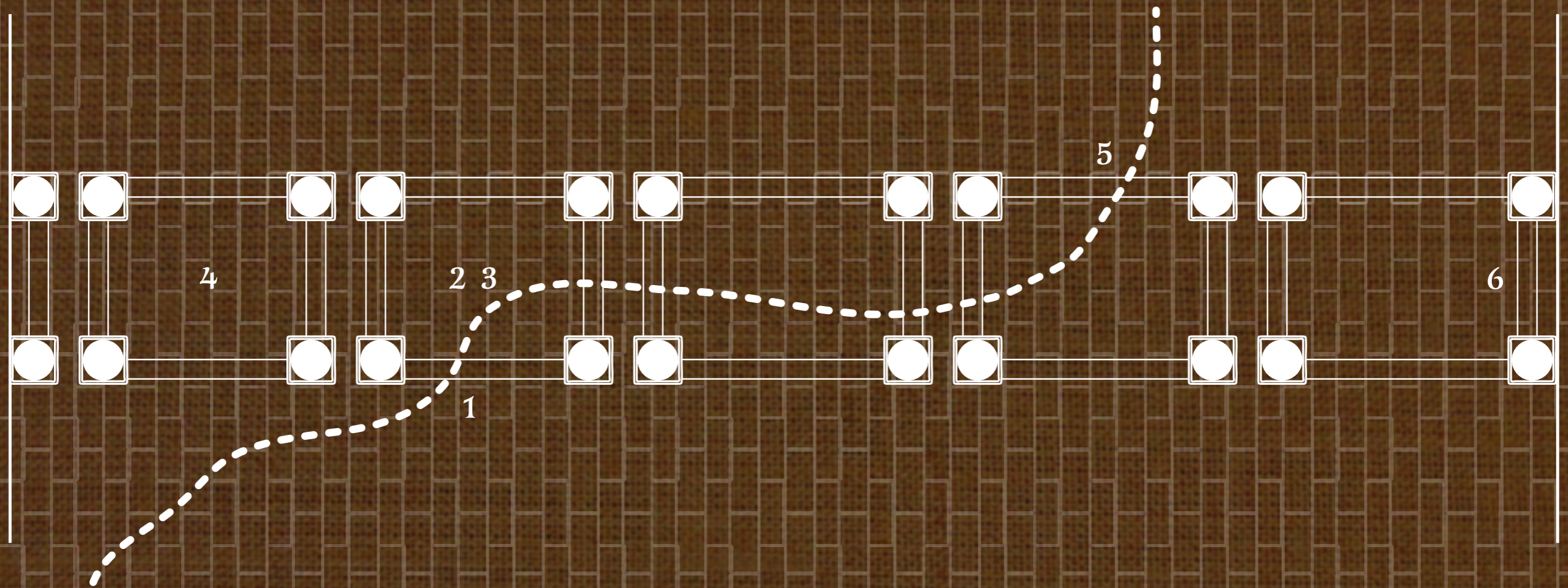
time: 7.43 pm | vespers



1. The user comes into the colonnade
2. Relative light module is turned on
3. After 3 seconds the module is turned off
4. The procession starts
5. The user follows the procession until the end
6. The informative phrase appears

# Interaction 4.1

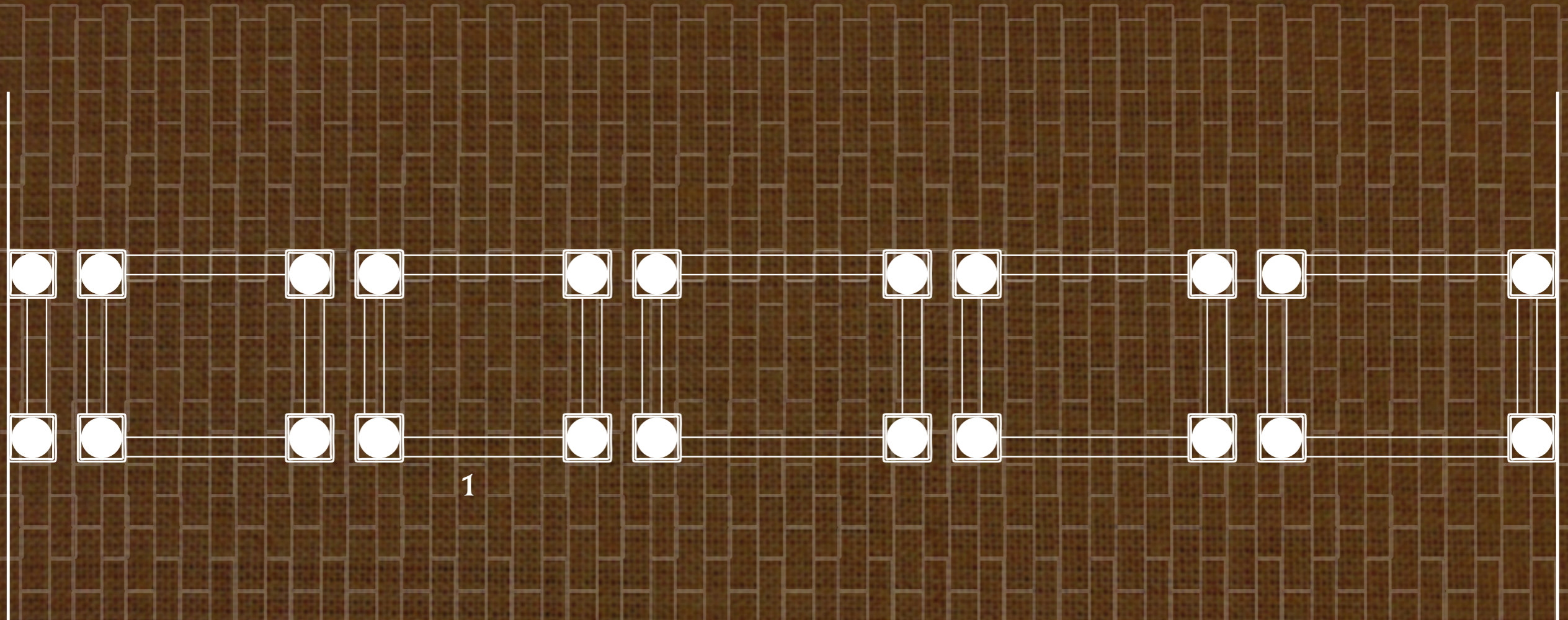
time: 7.33 pm | vespers



1. The user comes into the colonnade
2. Relative light module is turned on
3. After 3 seconds the module is turned off
4. The procession starts
5. The user goes away before the procession's end
6. The interaction goes on anyway

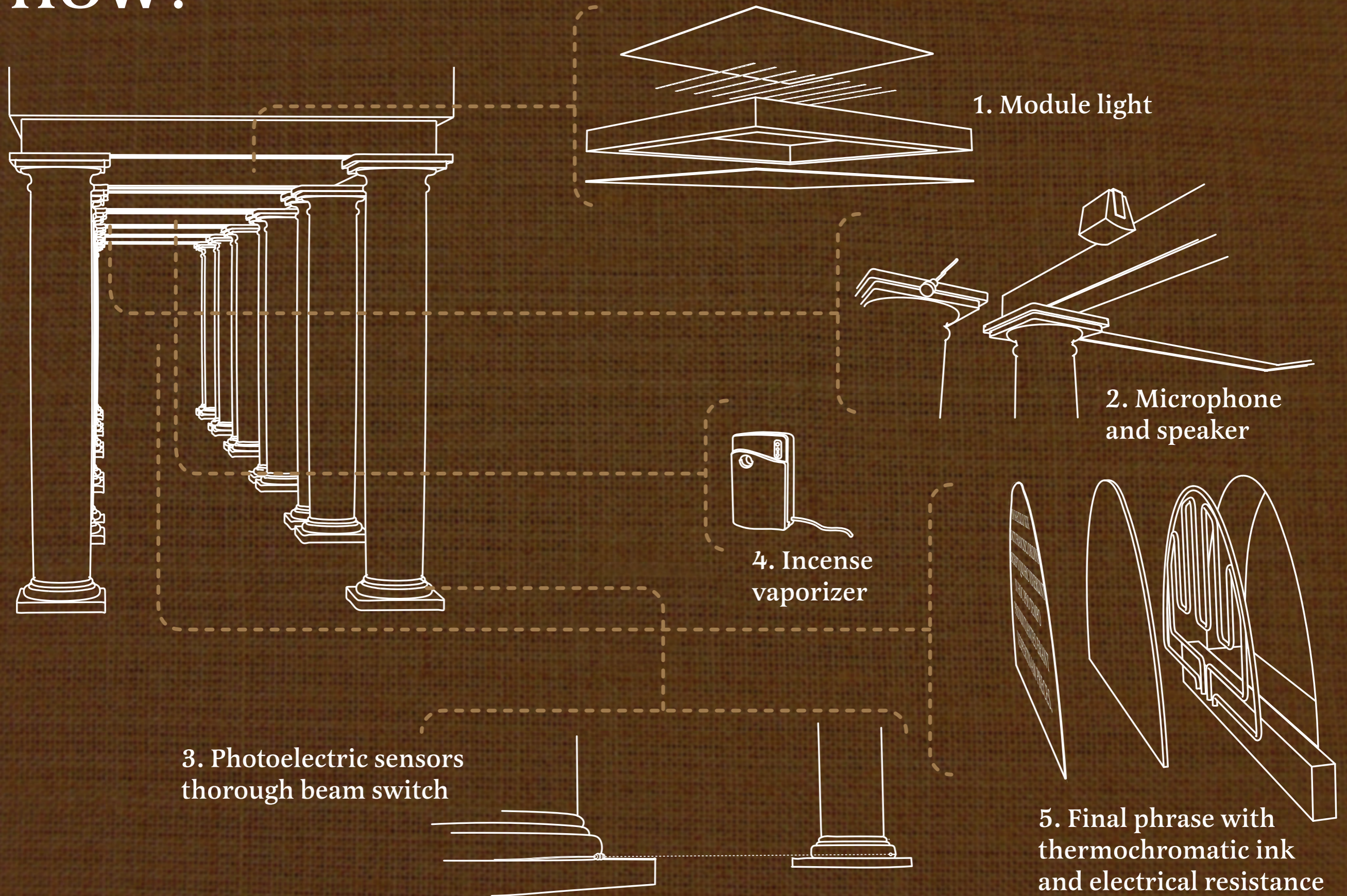
# No-Interaction 5

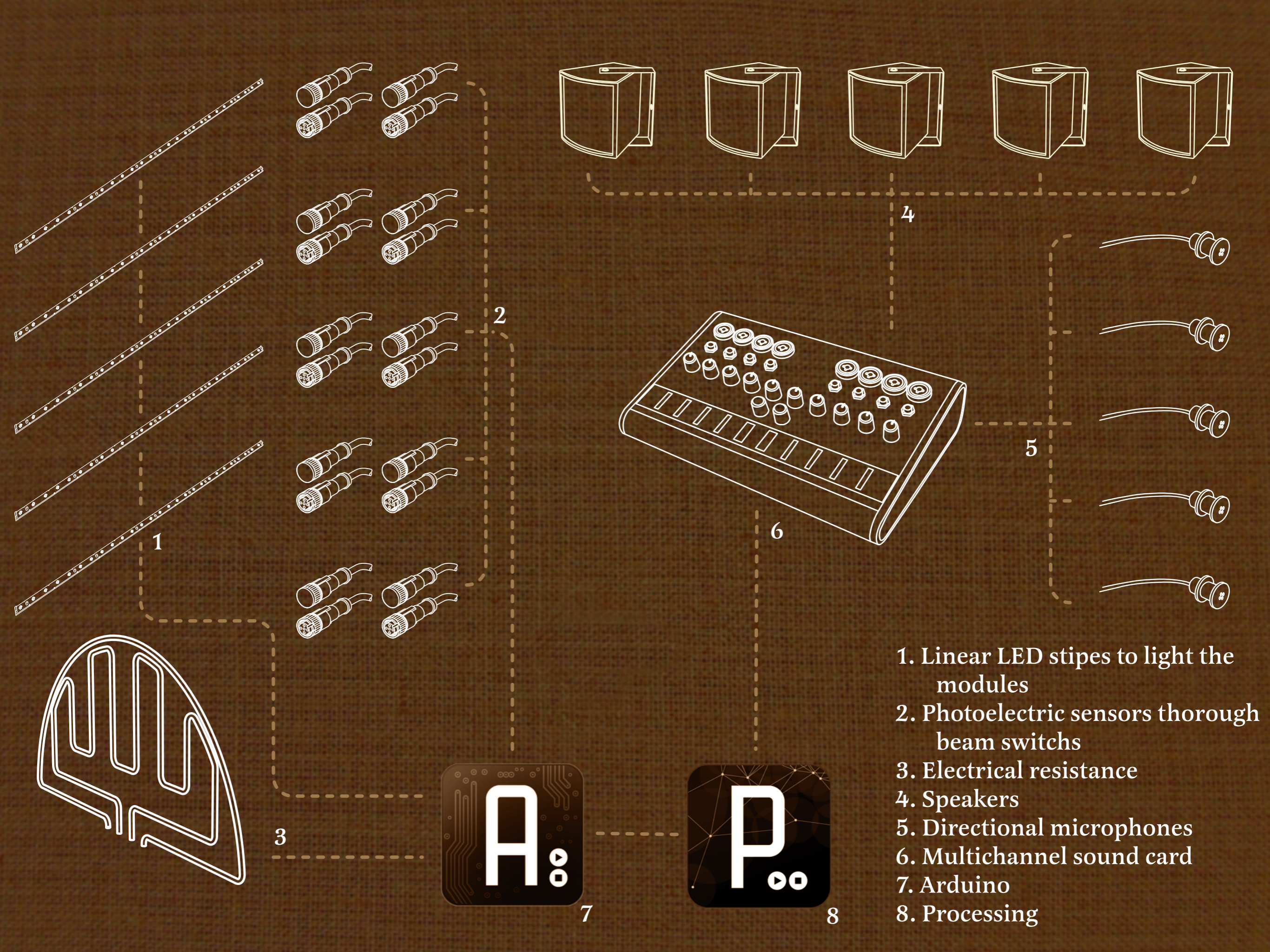
wednesday



1. The interaction never works on wednesday because of the friar's penitence to apologize for the building of the collonade

# HOW?





1

2

3

4

5

6



7



8

1. Linear LED stipes to light the modules
2. Photoelectric sensors thorough beam switches
3. Electrical resistance
4. Speakers
5. Directional microphones
6. Multichannel sound card
7. Arduino
8. Processing

# PROCESS



Auditum had a long generation process: from the observation of the place, the first ideas, interviews with friars, initial experiments, building of the prototype to the programming and the working prototype

# SPECIAL THANKS



to

Fra' Gabriele et Fra' Maurizio  
Durrell Bishop et Tom Hulbert  
Yaniv Steiner  
Alberto Elizondo  
Alessandro Squatrito



**THANK YOU**