Quality in Tangible Light - how light portrays the tangible action of things and spaces around us. . ?

Richard Appleby - 23rd May 2008
Tangible interaction improves human interaction with products and spaces

Elements of visual attraction of surfaces performs as an early factor in the interaction process
- The role of the consumer product
- Project examples that explore tangible light
- Using context as an abstract
- Future projects
Looking through the dark aisles of consumerism

Many choices, but all the same
- Products for high volume consumer markets
- Designed for manufacturing process.
- Visual cues to do with their ‘history of making’, rather than embodied design values for user interaction.
- Specific ‘cues and responses’ can be more closely related to our human interaction rather than design values that advertize object’s construction.
project examples that explore tangible light

1. Remote presence
2. Reading the news
3. Sharing in the community
4. Remote experience
Newsflash
infinite news stream to compare and contrast current events and topics from different viewpoints
Guus Baggermans
image projected to the reading pane
emissive or emitted?
Light Story: (video samples)

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Follow me phone
communicating aspects of presence that inform the interaction process

Joris Zaalberg
user conversations

Project Follow me phone: Joris Zaalberg

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Follow me phone: (video samples)
Nagara
social interaction in the community

Mehmet Yalvac
Nagara
breathing light

Project Nagara: Mehmet Yalvac

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moving context

real time abstractions to communicate experience - to feel presence

Bram Knaapen
moving context
real time abstractions to communicate experience - to feel presence
Abstracting context
Separating context elements (video samples)
angles of movement duplicate the remote movement and angle of vision.

communication from a remote location sending visual and movement data.
Future Projects:
- tangible light interaction
  - communicating context - ‘point of view’
  - spectral dialectic - tangible light changes as a factor of pre-attentive awareness
Summary

- Tangible interaction improves human interaction with products and spaces
- Elements of visual attraction of surfaces performs as an early factor in the interaction process