

MEDIA AND ARCHITECTURE INTEGRATION

New Territories for Lighting and Architecture

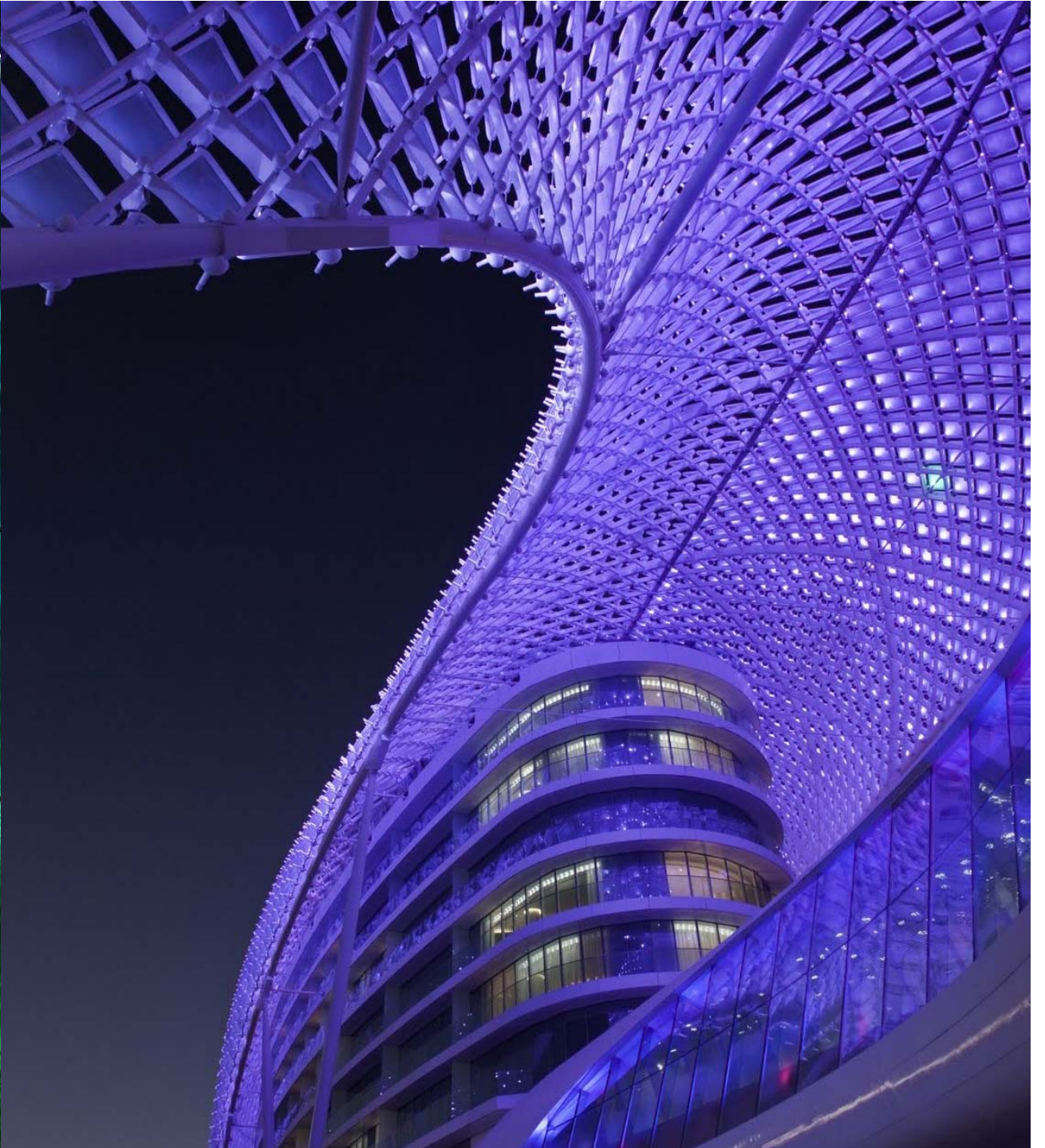
Robert Osten, IALD

Principal, Lam Partners

Kera Lagios

Designer, Lam Partners





Media integration with architecture

Architectural forms convey visual content

The visual content is dynamic: variable, animated

The visual content and the form are integrated

The content shapes the form

The form shapes the content

Presentation outline:

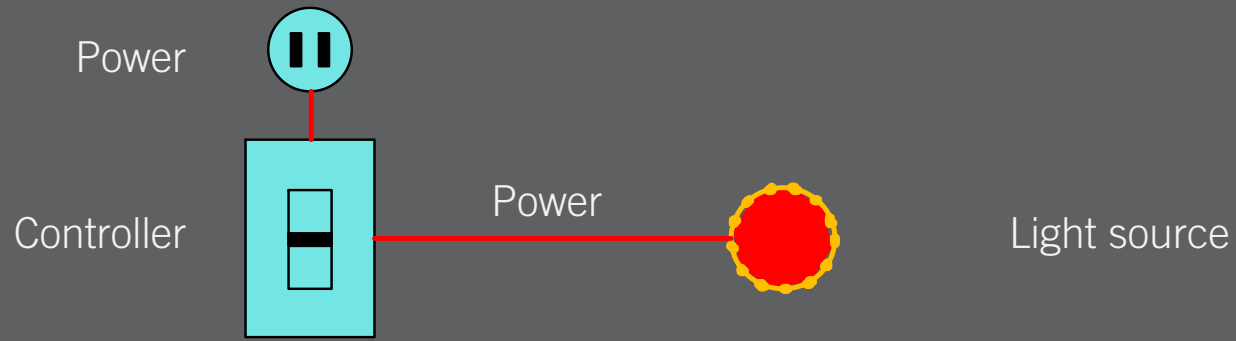
1. Technology
2. Design
3. Implementation / Case-Study

TECHNOLOGY

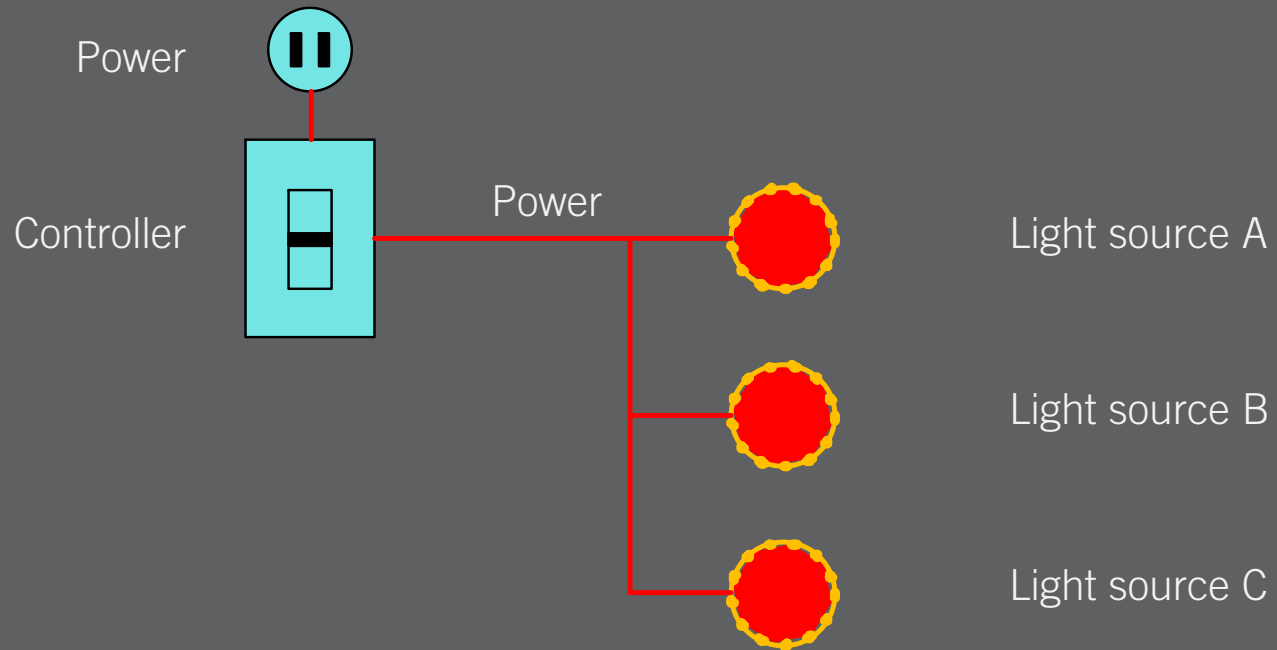
Light Sources and Controls



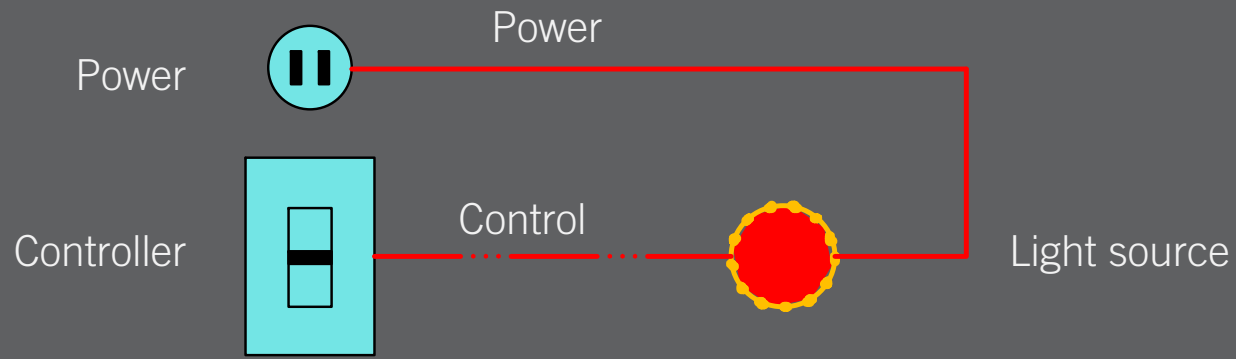
Dimming - Analog



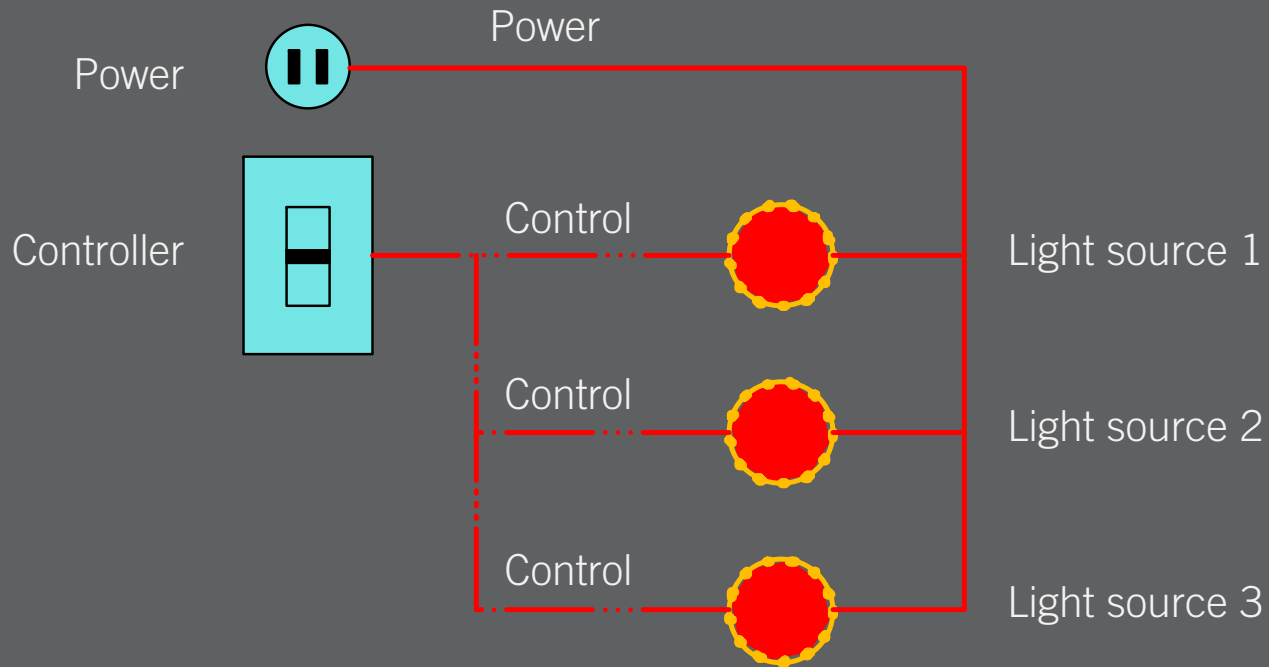
Dimming - Analog



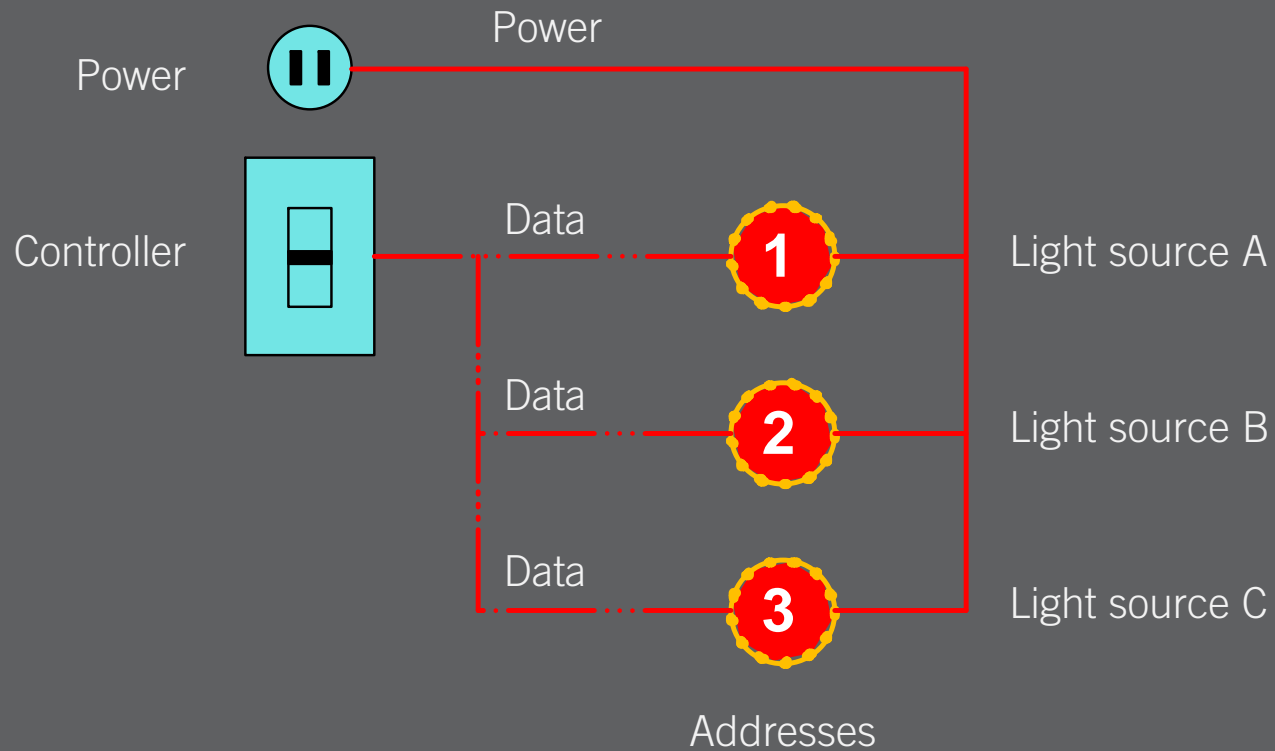
Dimming - Separate Control - Analog or Digital



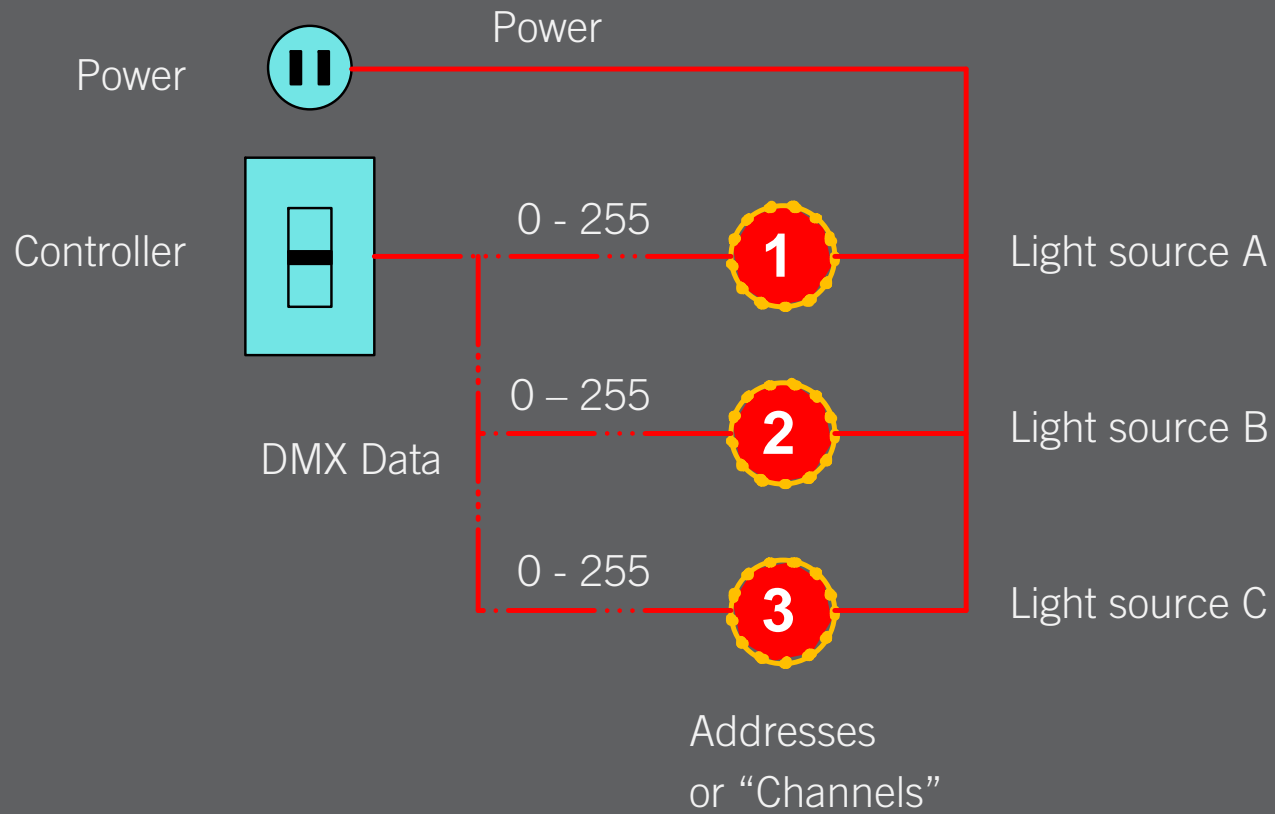
Dimming - Separate Control - Analog or Digital



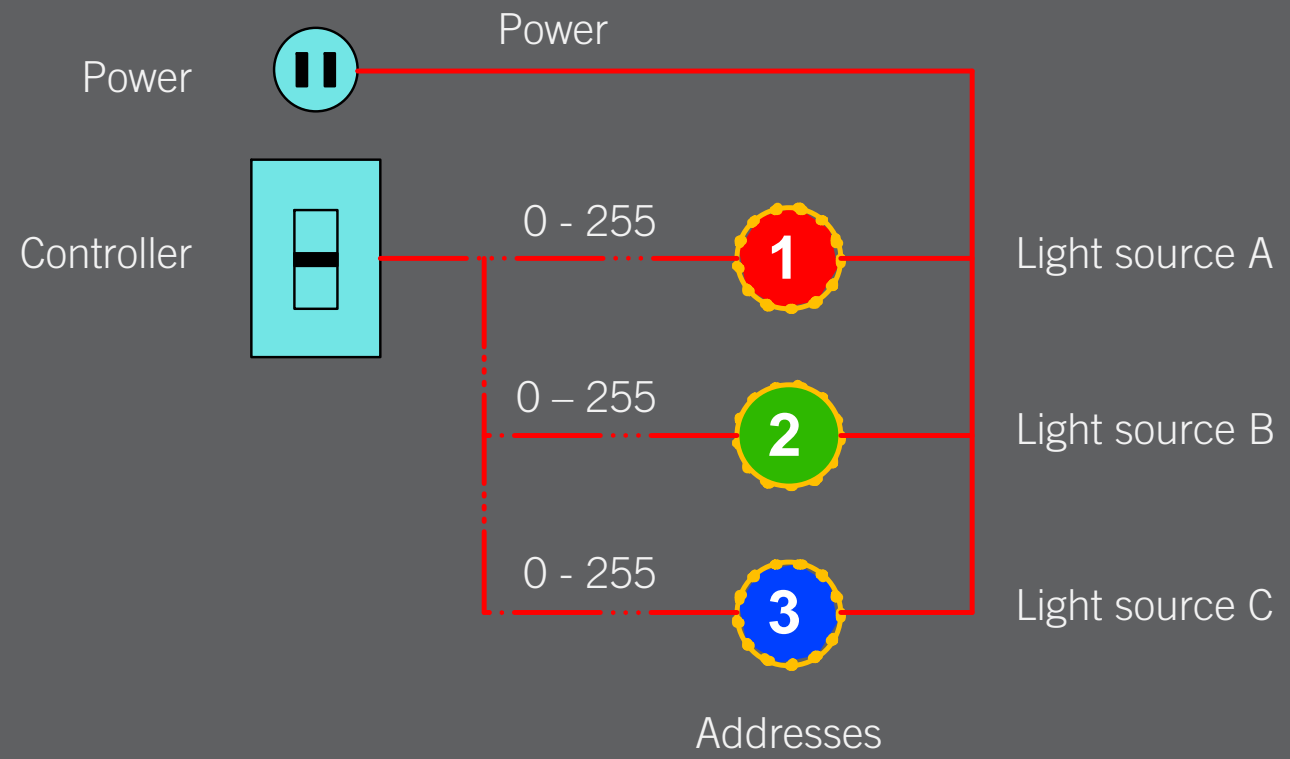
Dimming – Digital Addressable



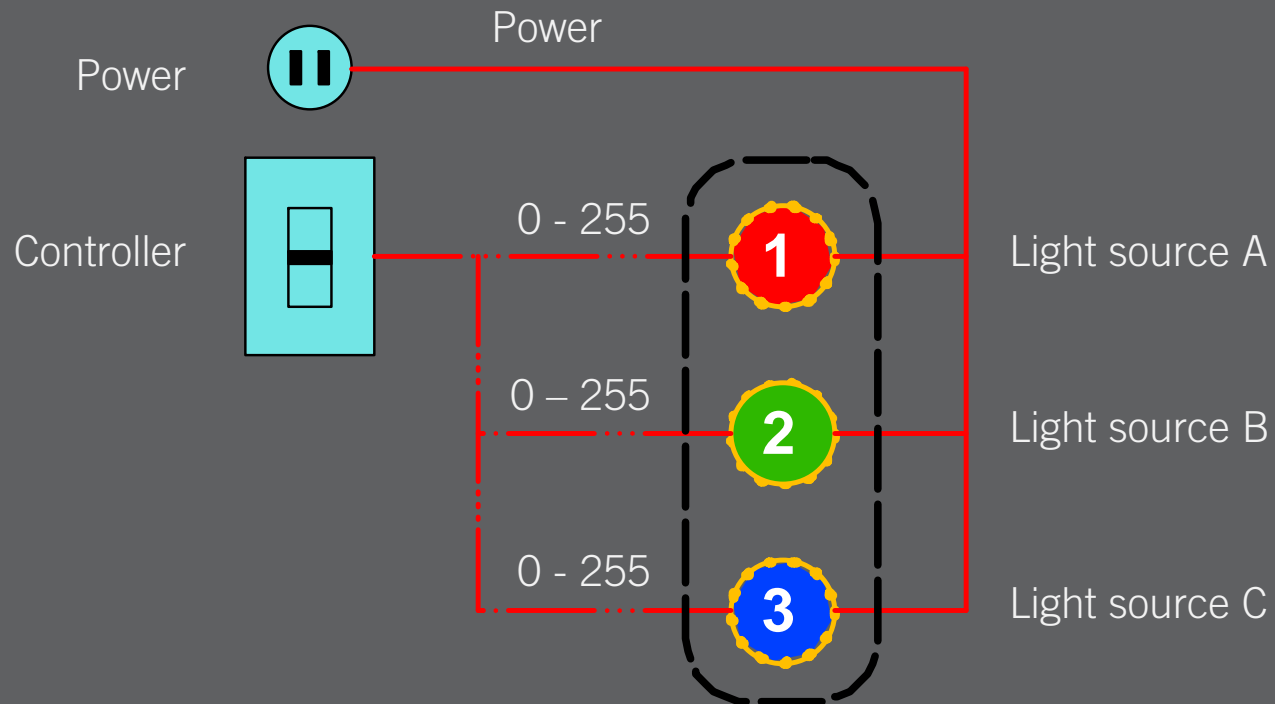
Dimming – Digital Addressable



Dimming – Digital Addressable RGB



Dimming – Digital Addressable RGB



“Addressable RGB Color Changing Luminaire”

3 Data Channels (Addresses)

$256 \times 256 \times 256 = 16.8$ Million “Colors”

Addressable RGB Luminaires

Or “Nodes” – Mini Luminaires Physically Joined Together



1 Node - 3 Channels



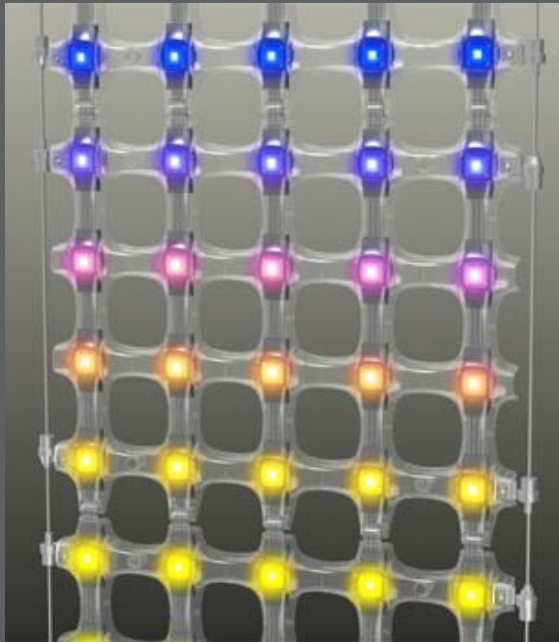
Many Nodes - 3 Channels per Node



Many Nodes – 3 Channels per Node

Addressable RGB Luminaires

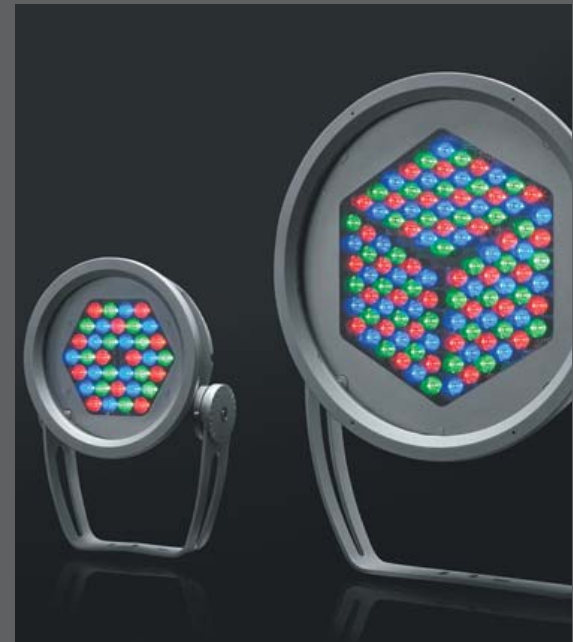
Or “Nodes” – Mini Luminaires Physically Joined Together



30 Nodes - 90 Channels

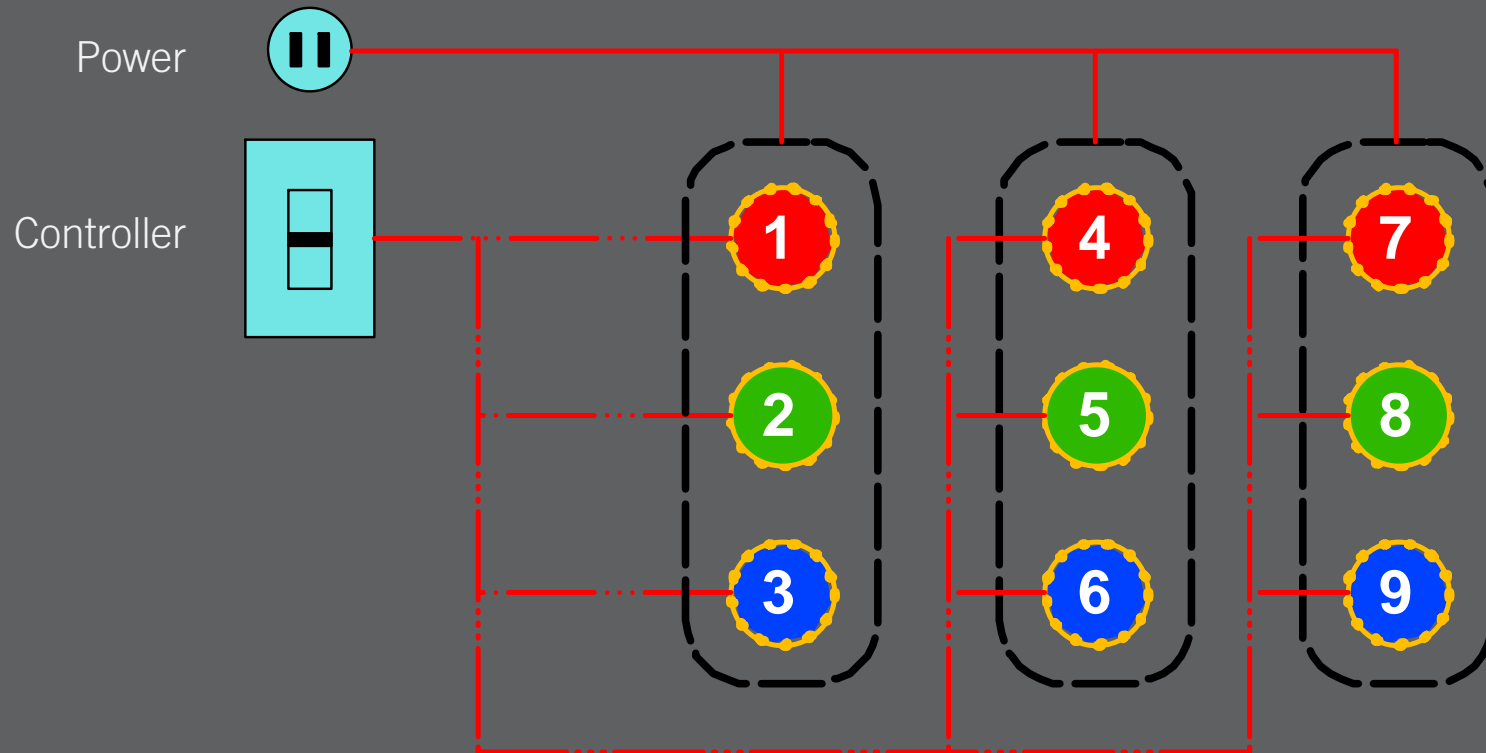


64 Nodes - 192 Channels



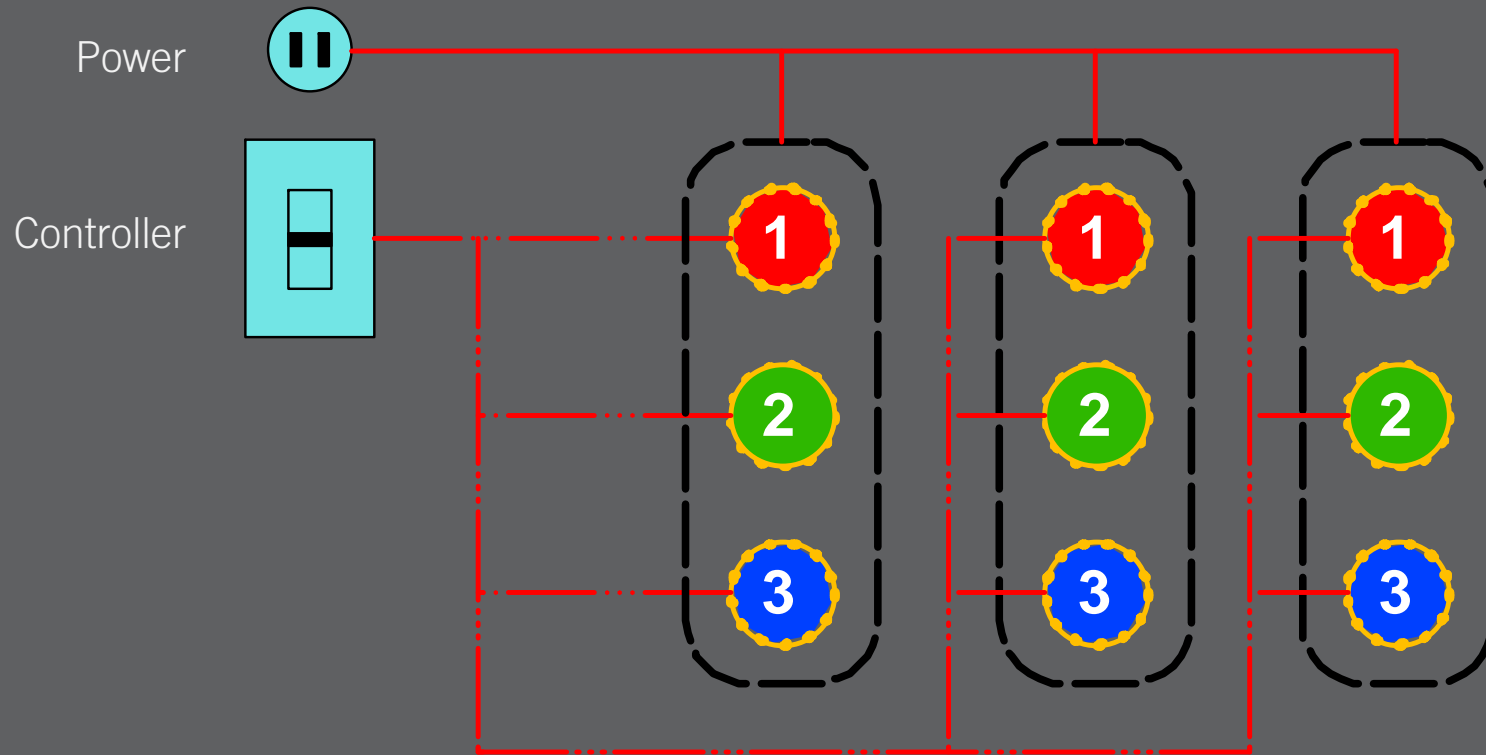
Many Nodes – 3 Channels

Independent Addresses



3 RGB Luminaires or Nodes
Independent Addresses
9 Addresses or "Channels"

Shared Addresses



3 RGB Luminaires or Nodes
Shared Addresses
3 Addresses or "Channels"

Shared Addresses – structuring the content



Why Use LEDs?

Long Life

Available in Colors

Small Physical size

Low Wattage

Easy to Control
with data

Quick Response



Controllers – Manual DMX

6 Channels plus Master

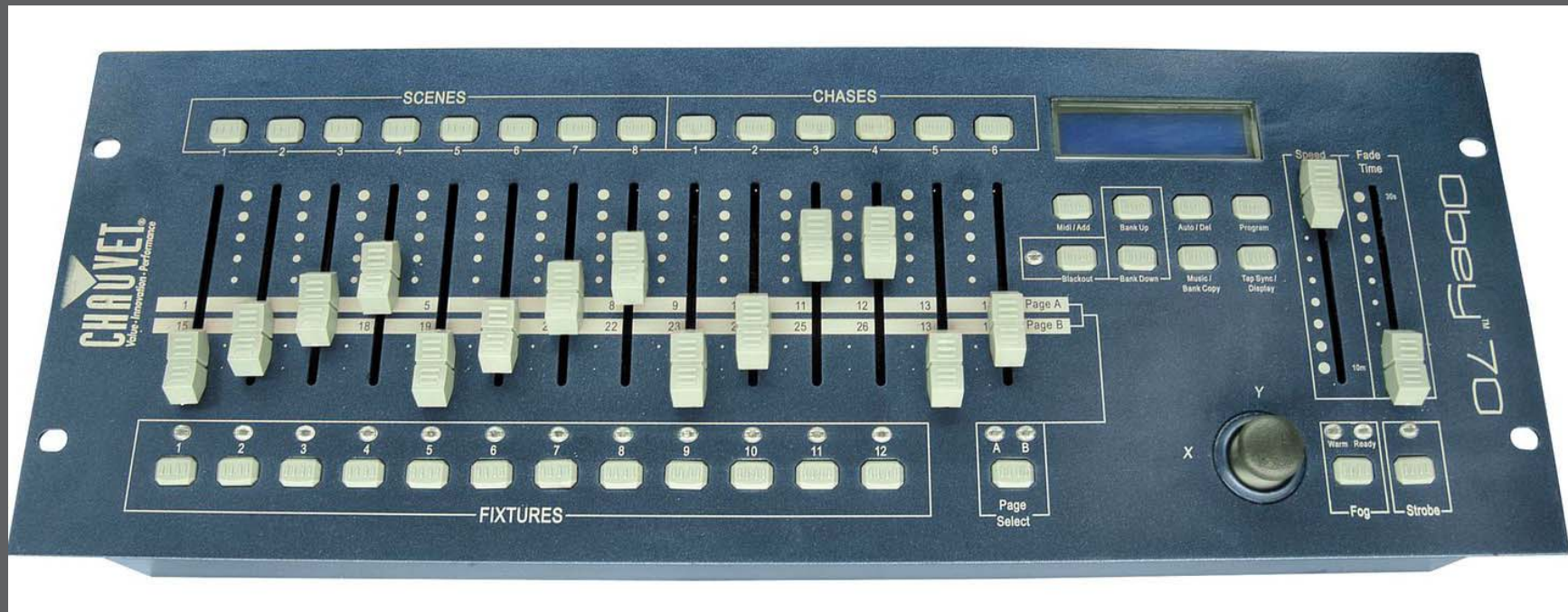


Controllers – Mostly Manual DMX

384 Channels

240 Saved "Scenes"

Automated Effects (Chases)



Controllers – Software Based Multi-Lingual

DMX:

256 Universes
(131,072 Channels)

1.3 Million Nodes

Saved Shows

- Sequences
- Fades
- Transitions
- Timing
- Triggers

Pre-programmed
Effects



Controllers – Theatre Based

“Scenes” and “Shows”



25 X 40 = 1000 Nodes



Controllers – Image Based



DESIGN BASICS

Mapping

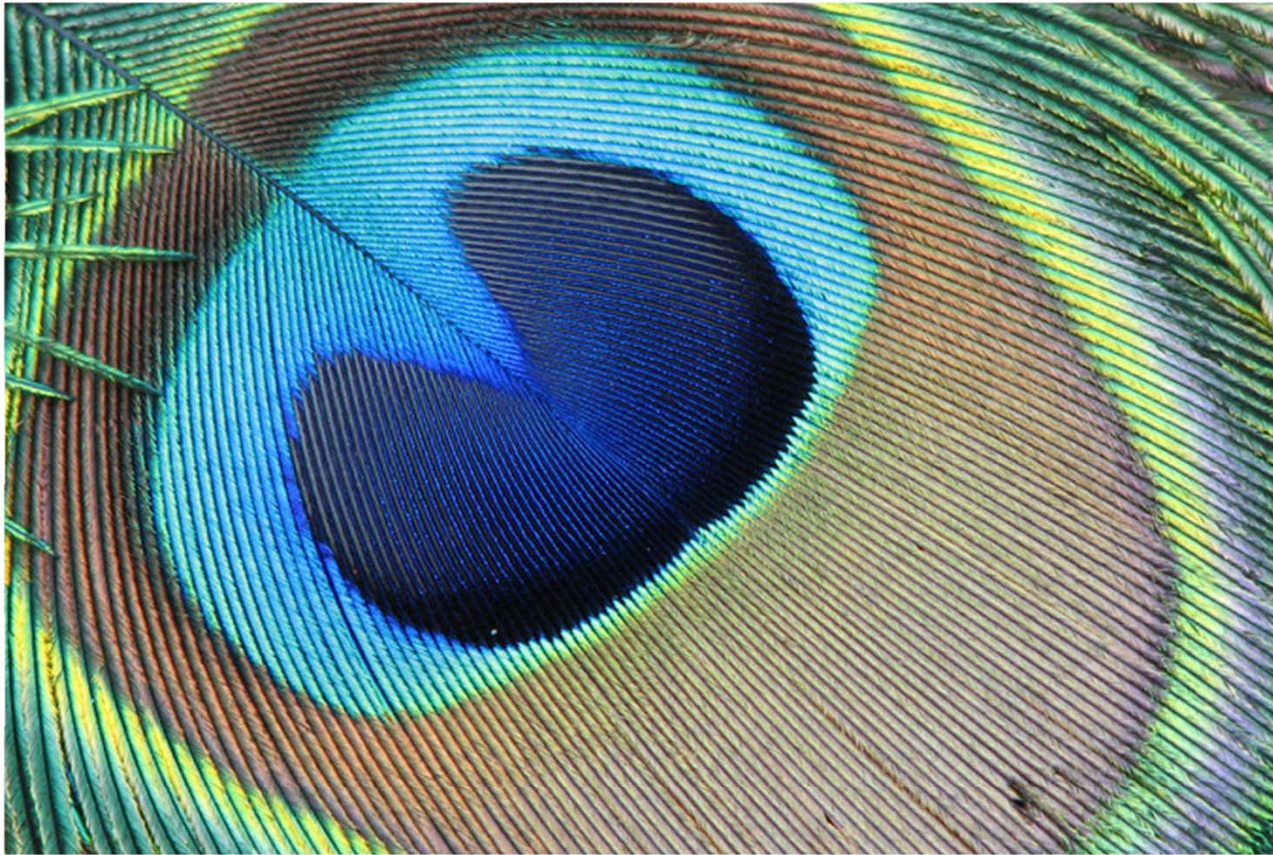


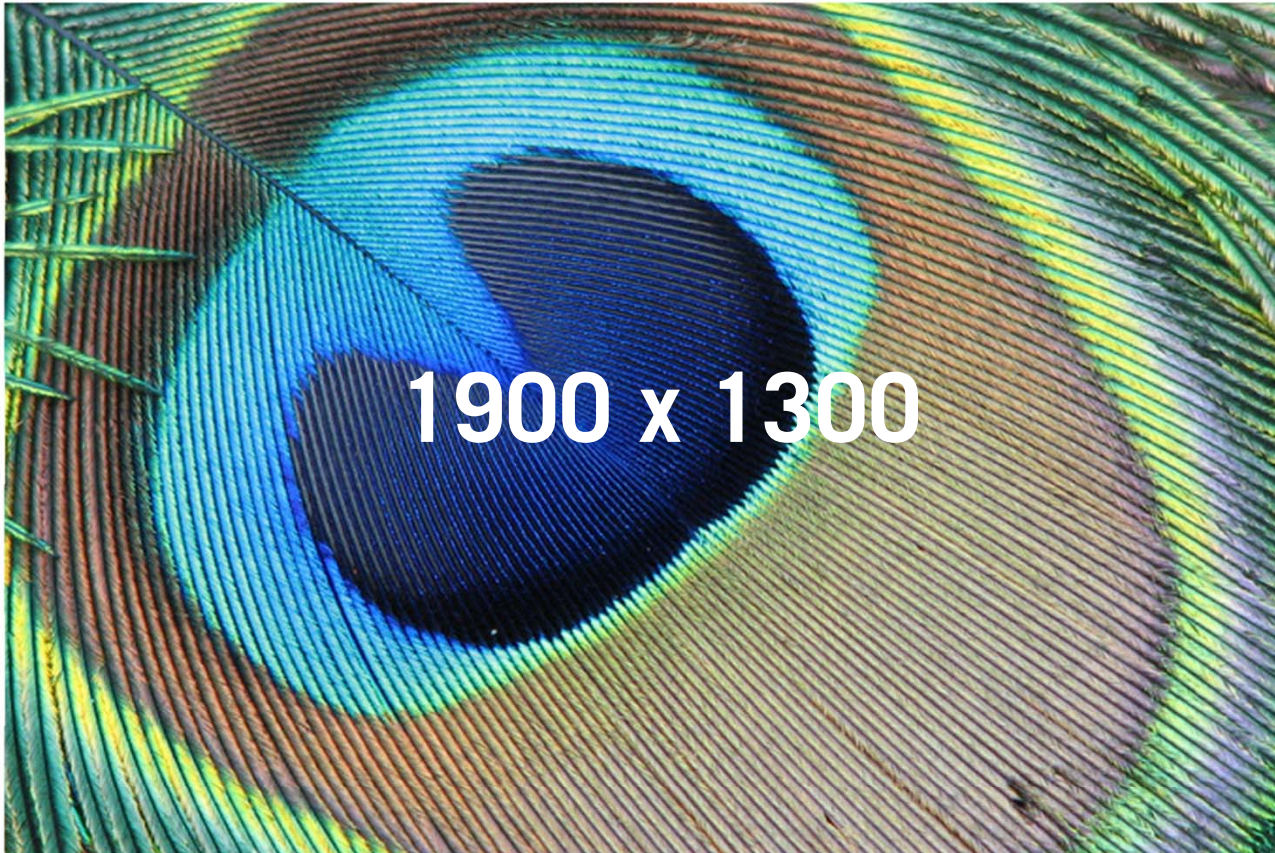
Mapping

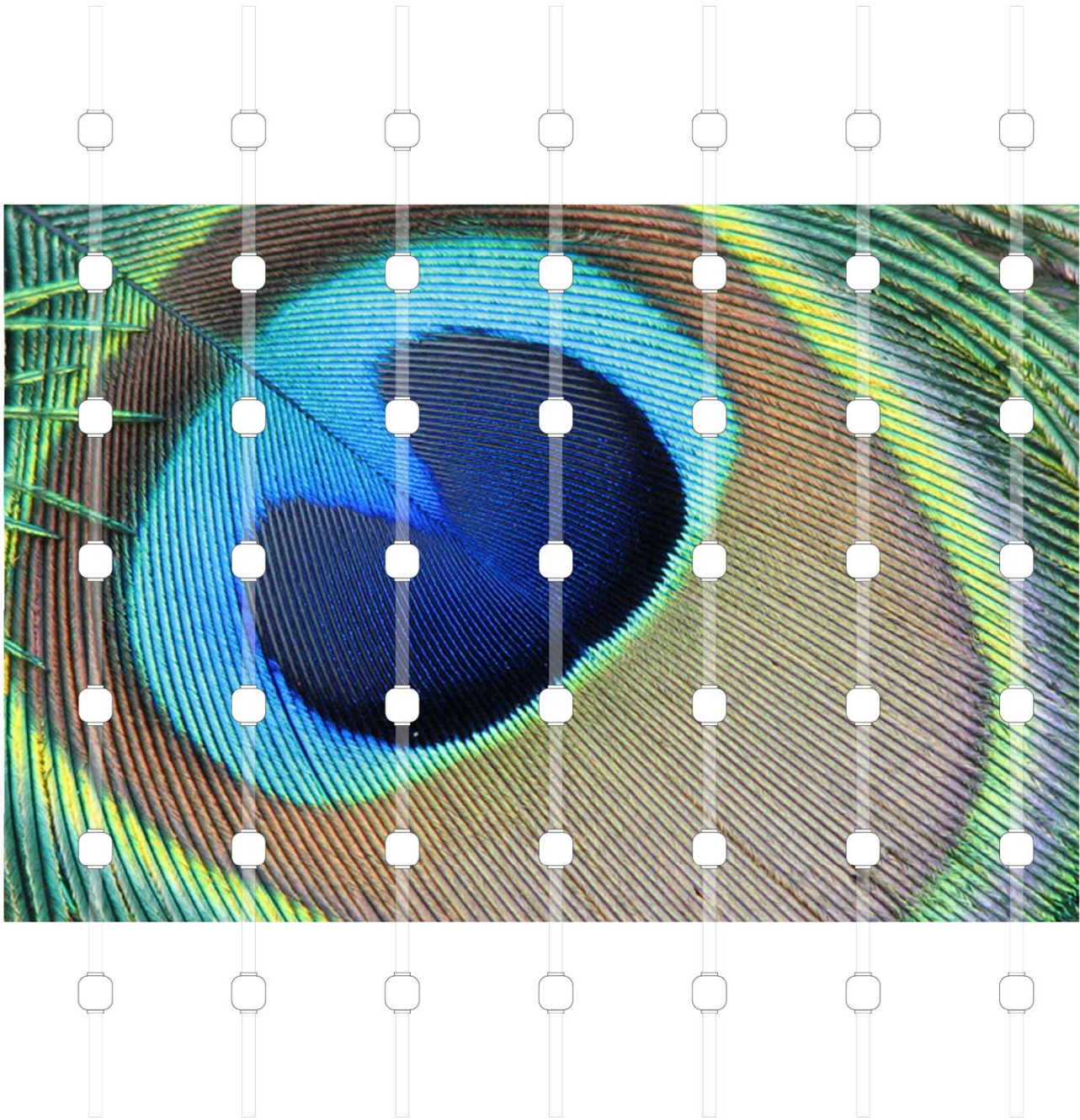
...making the link between content and form

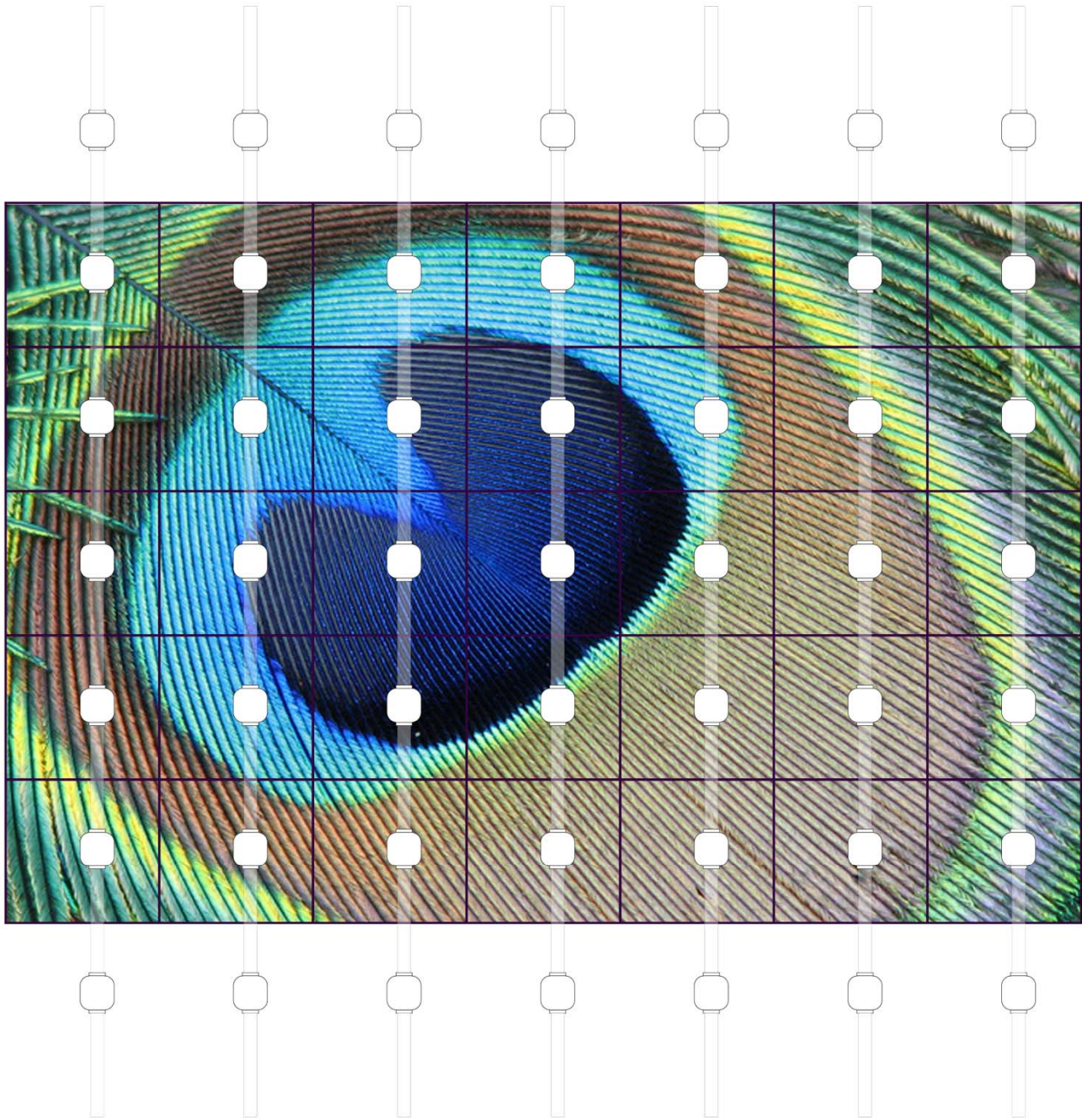


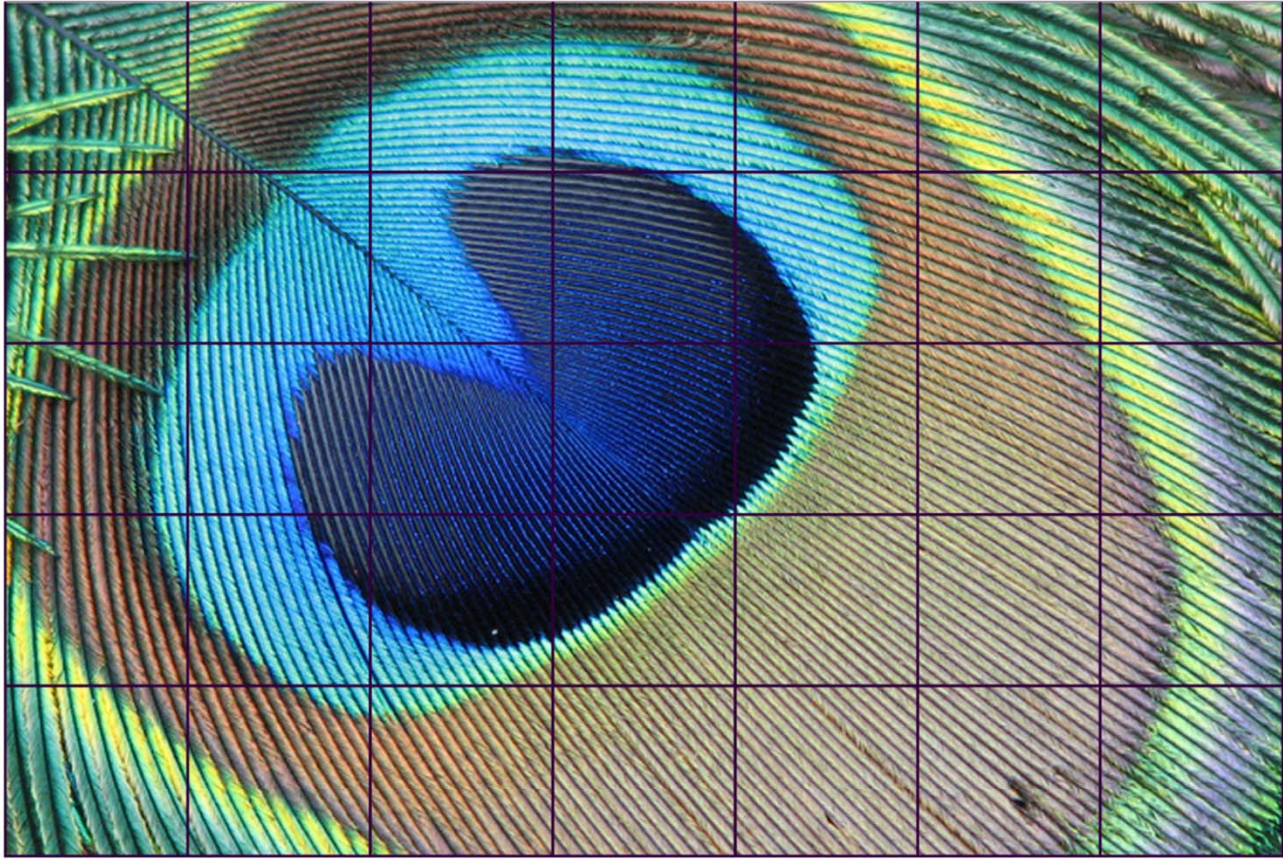
...let's take an image (content)

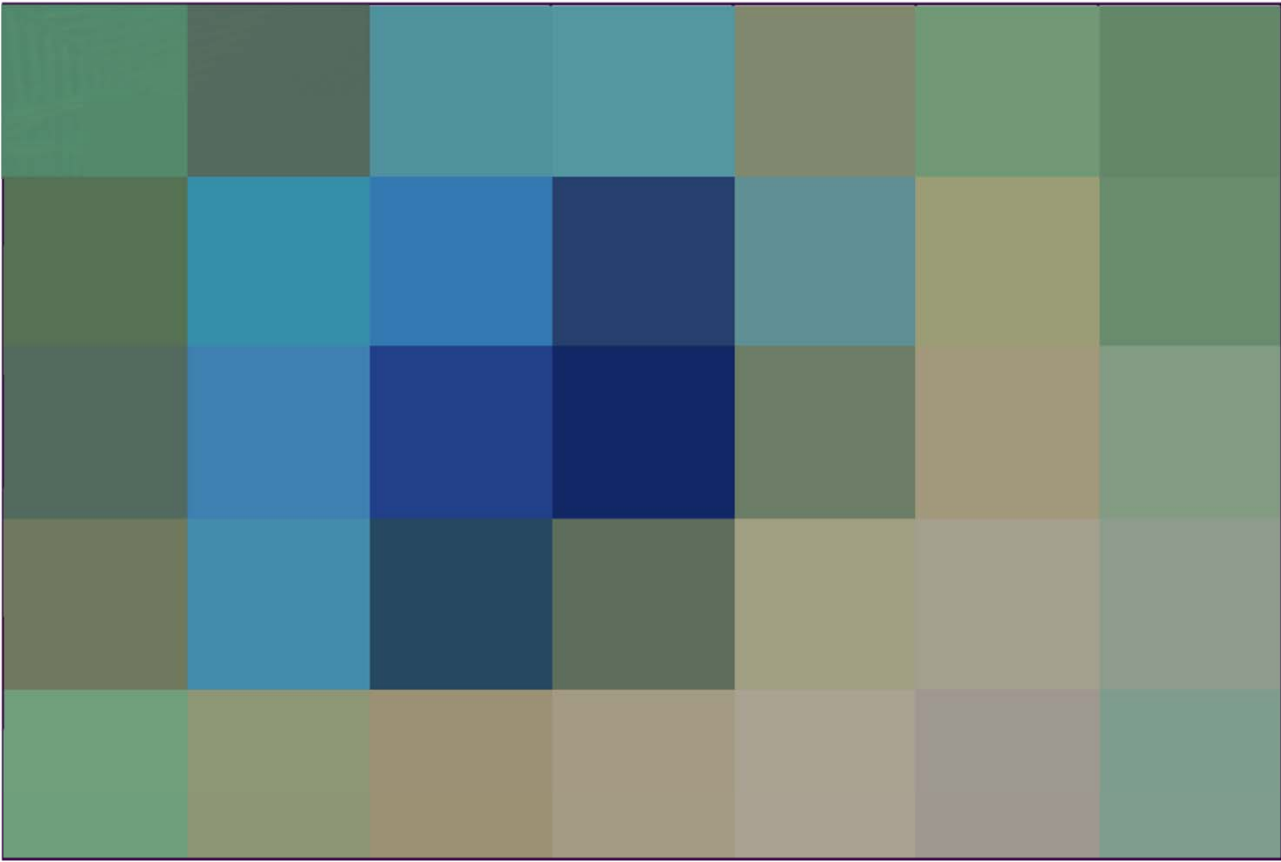


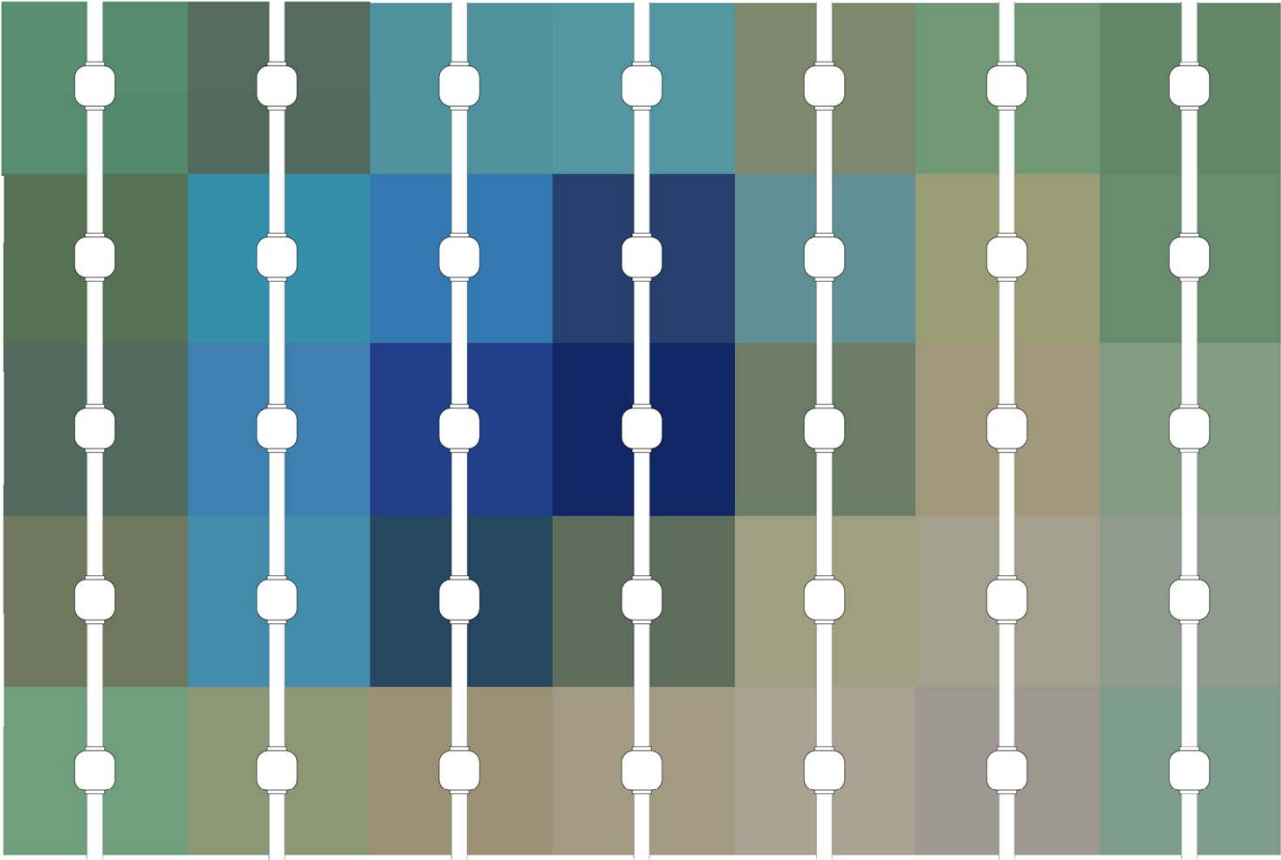


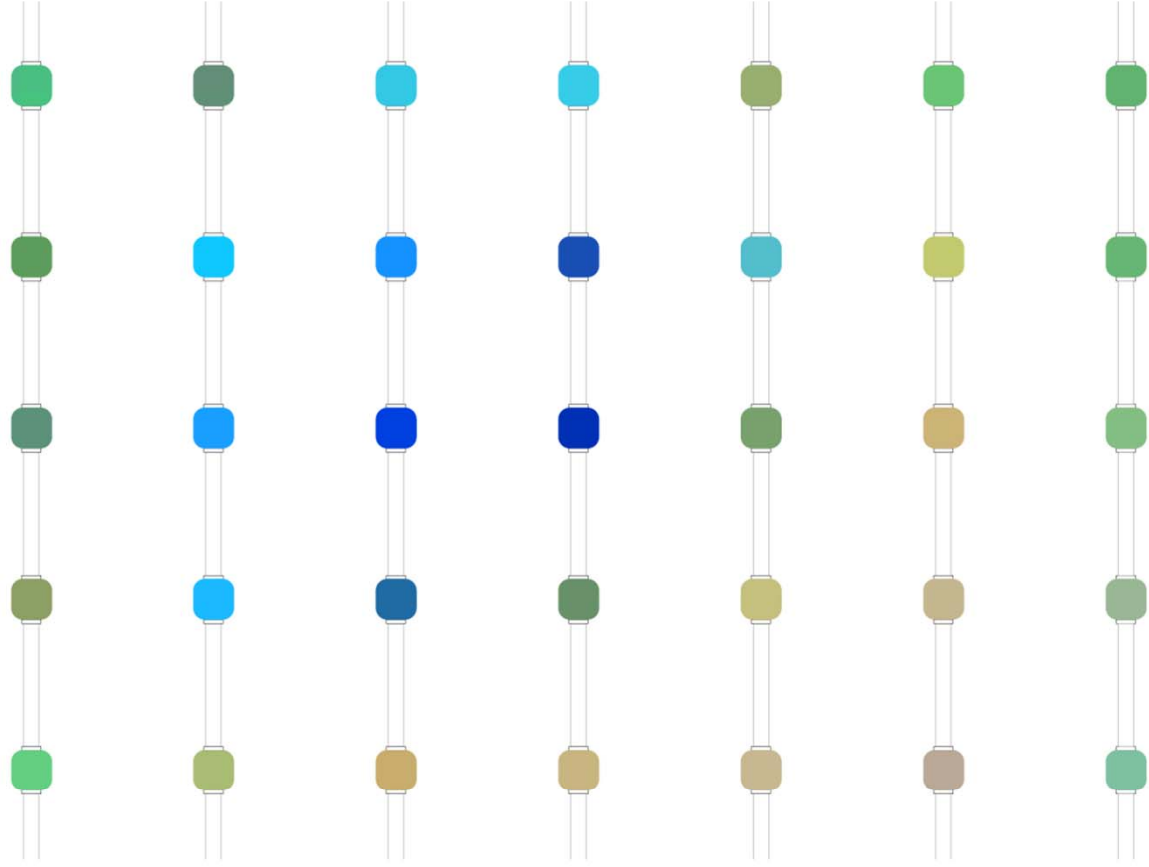


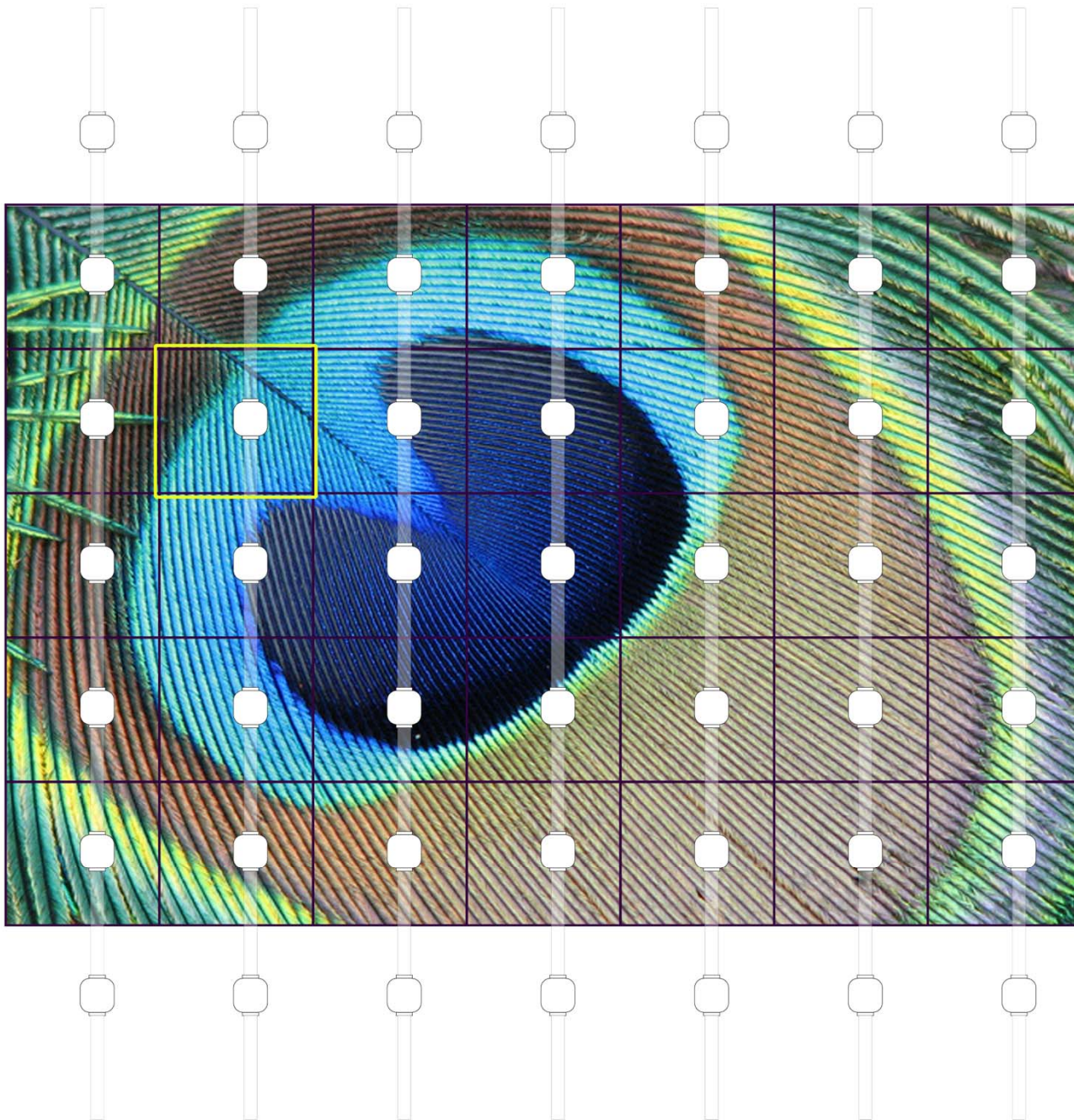


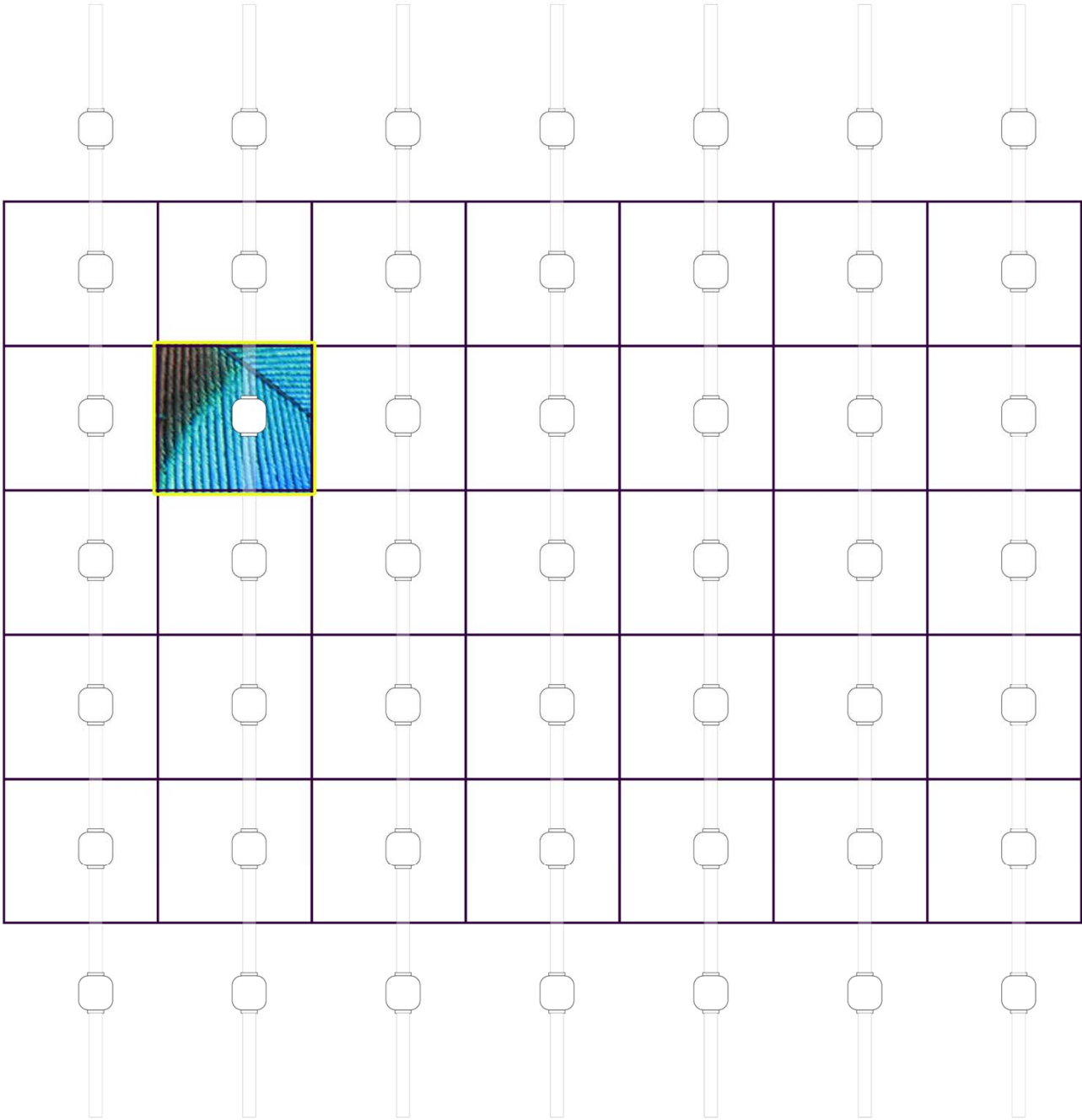


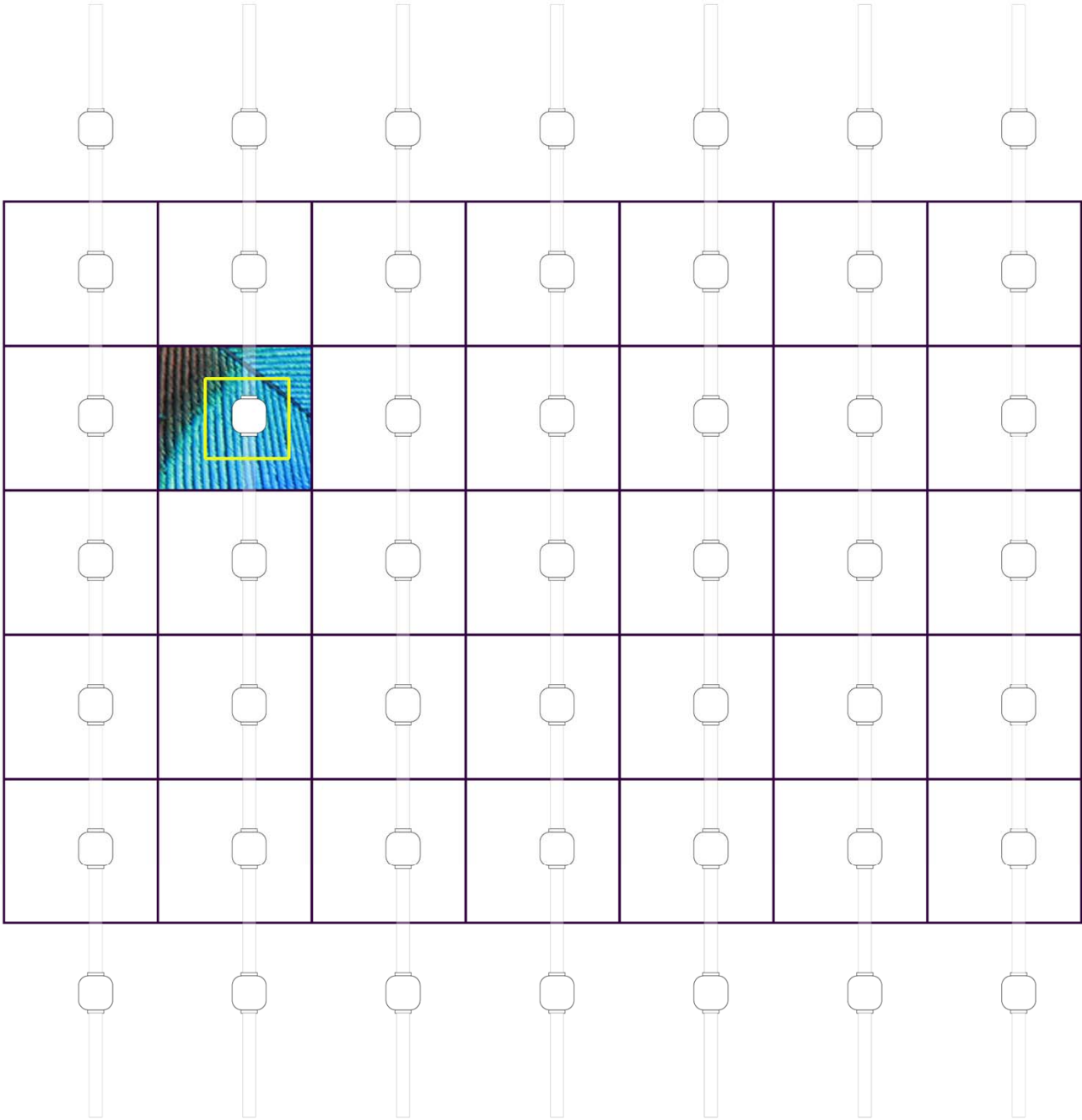


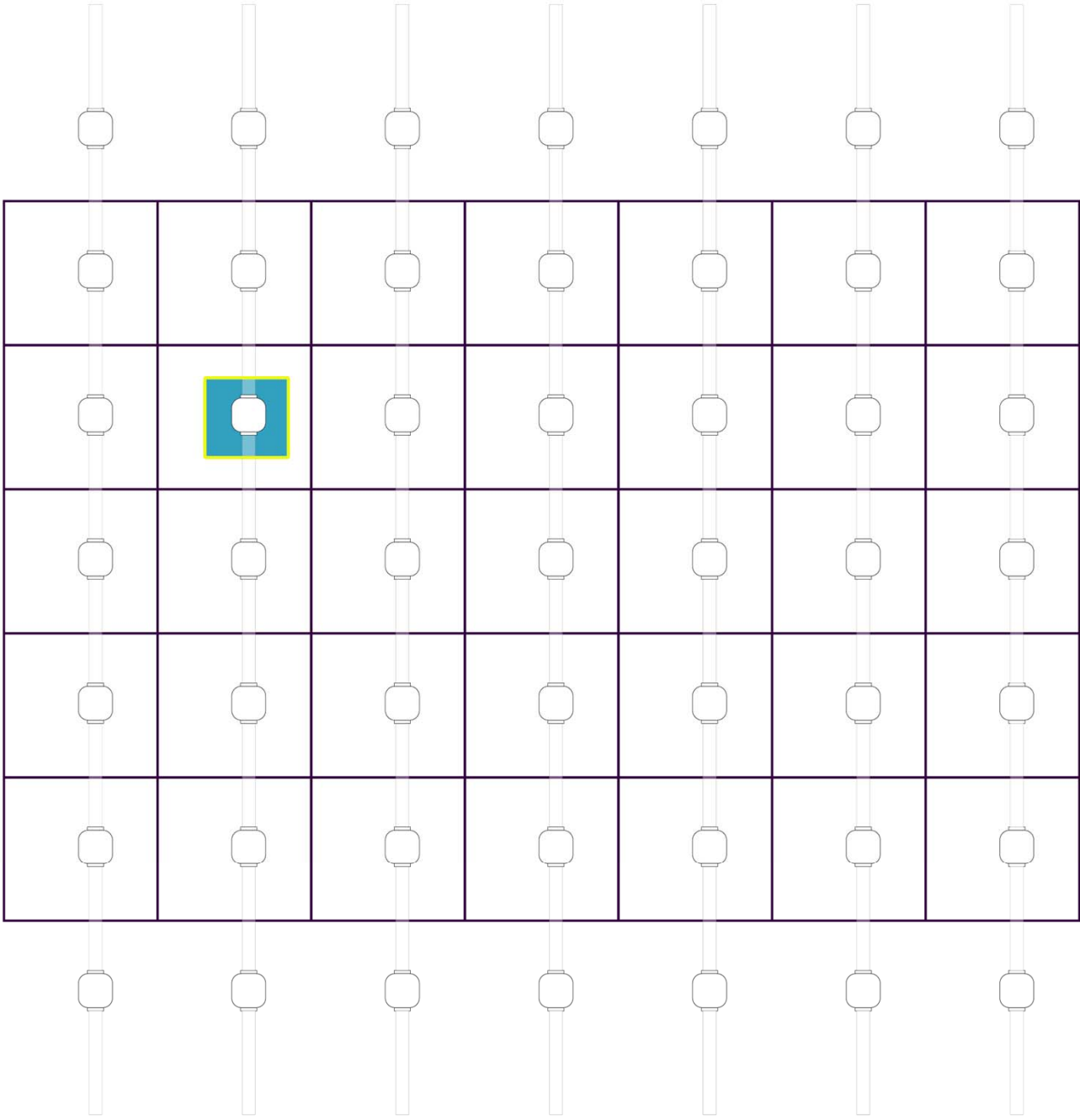




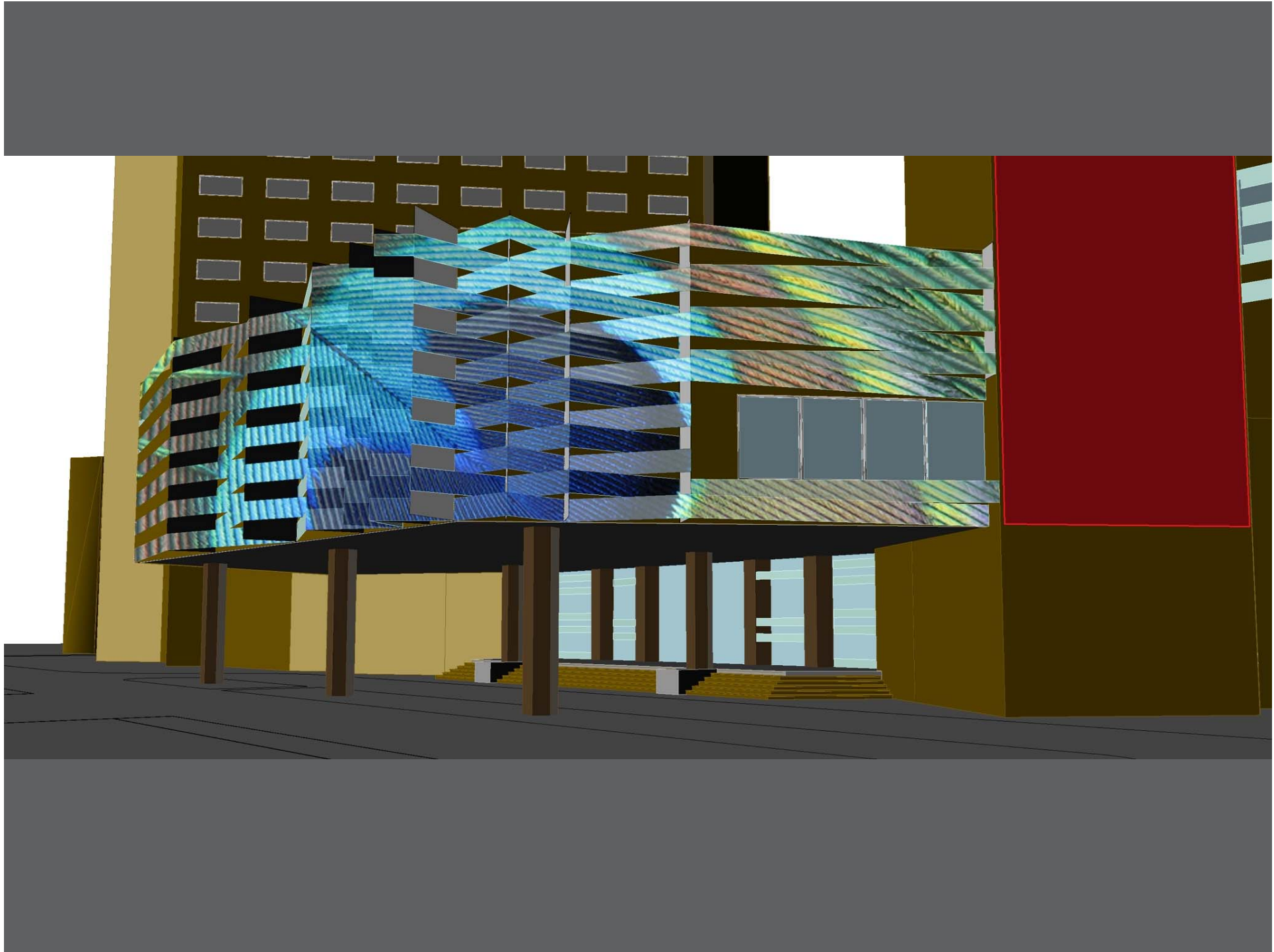




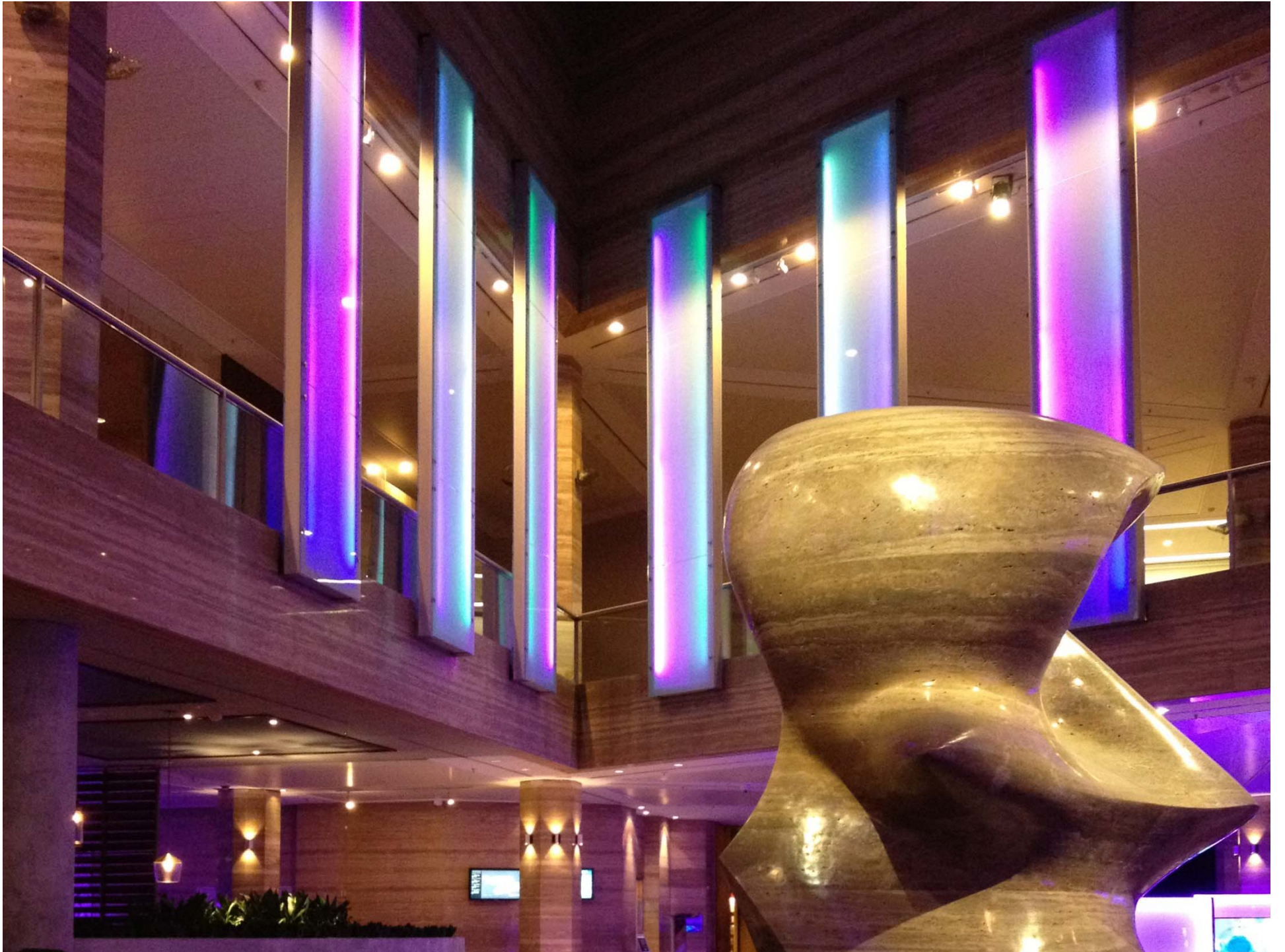


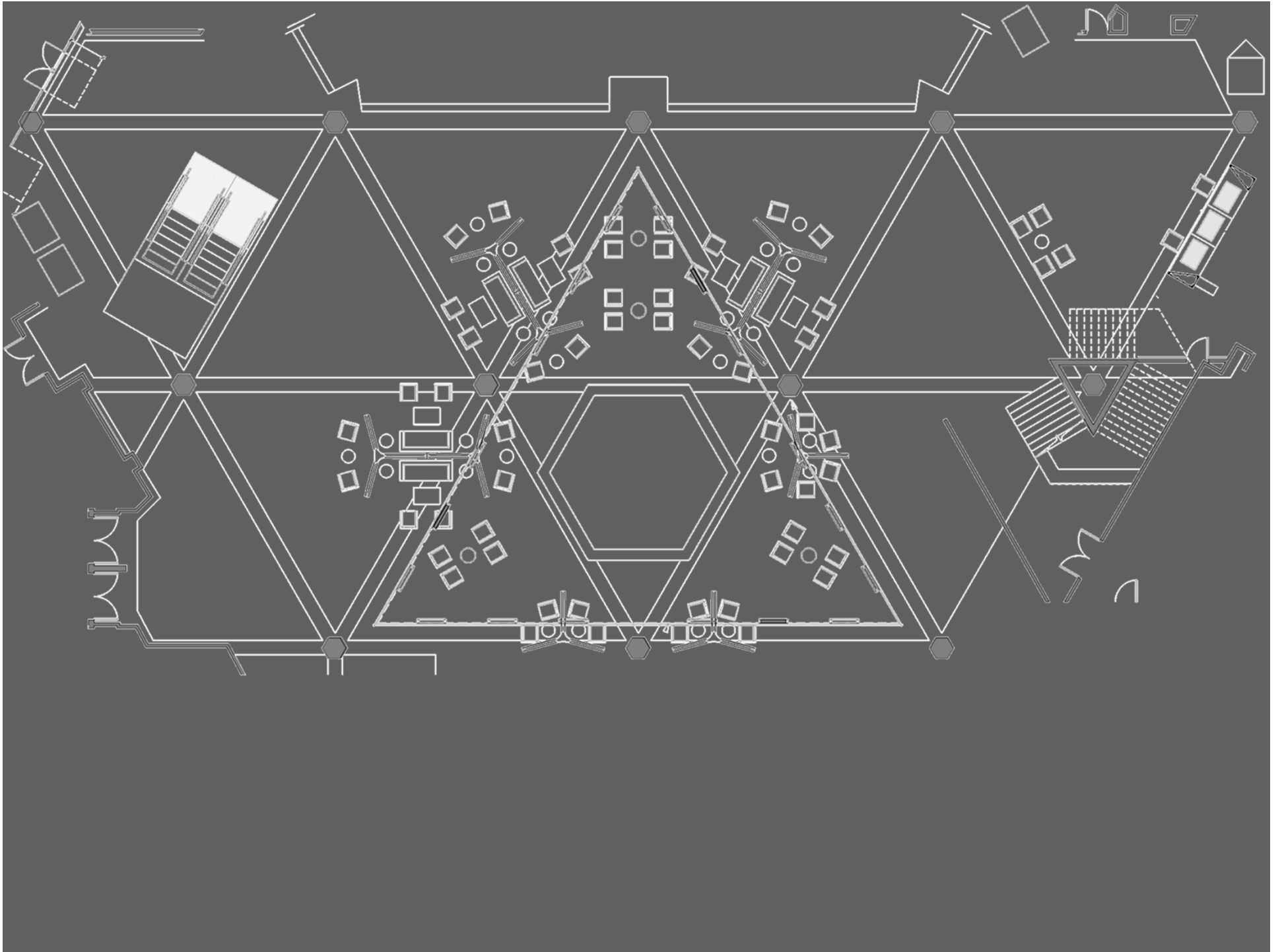


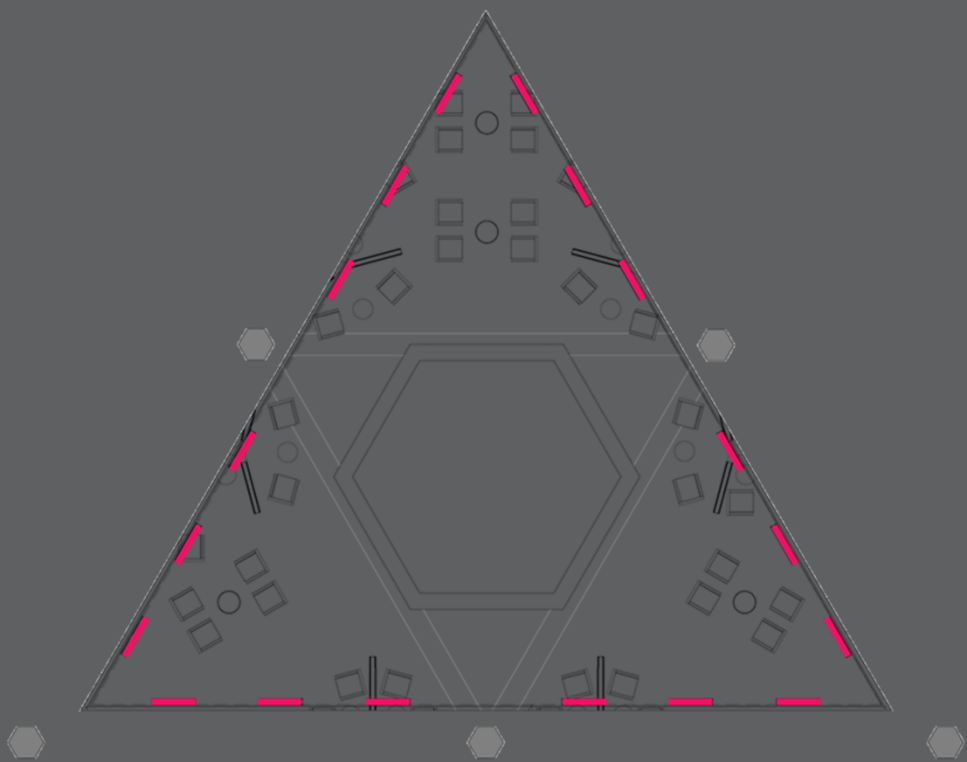


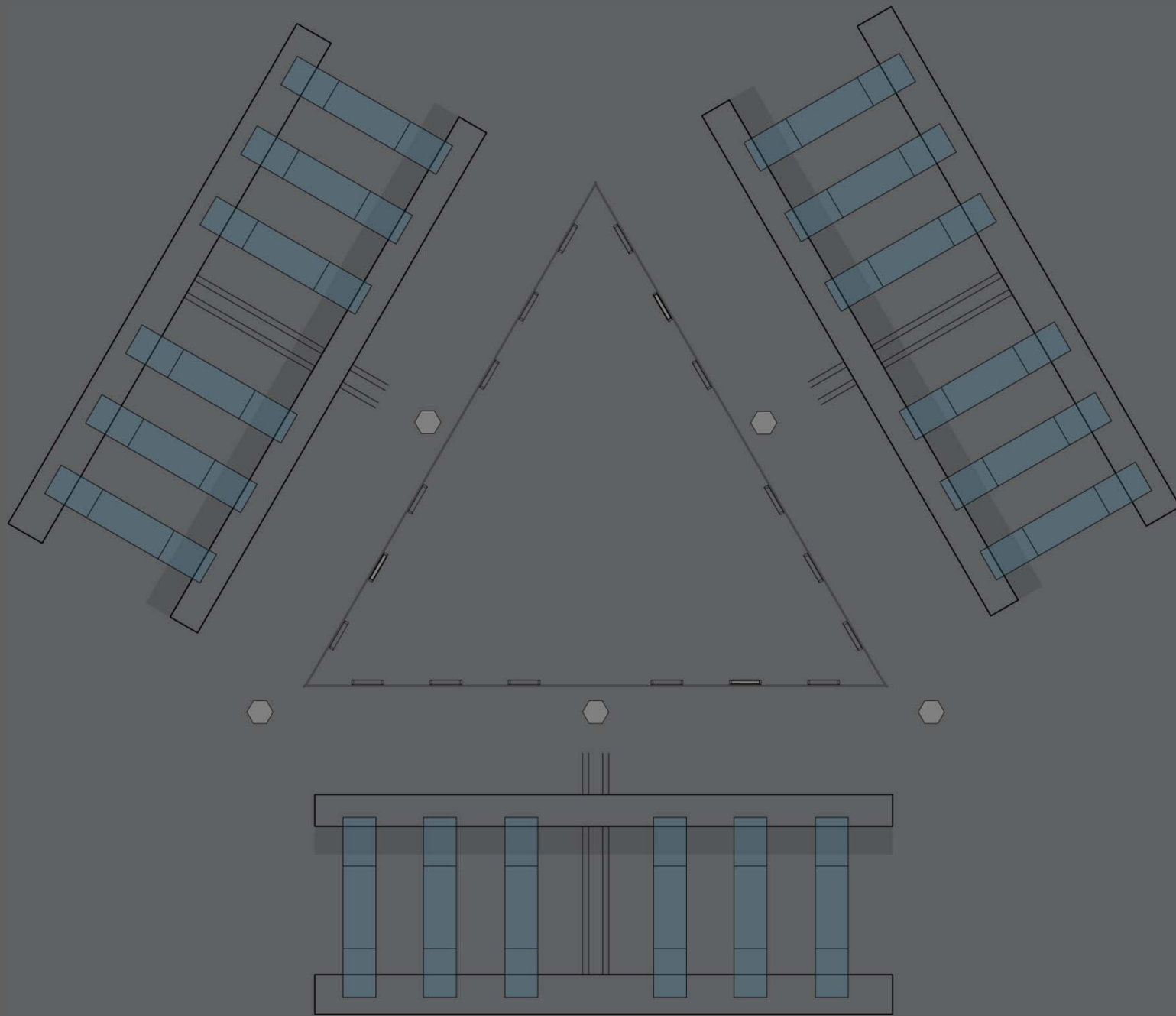


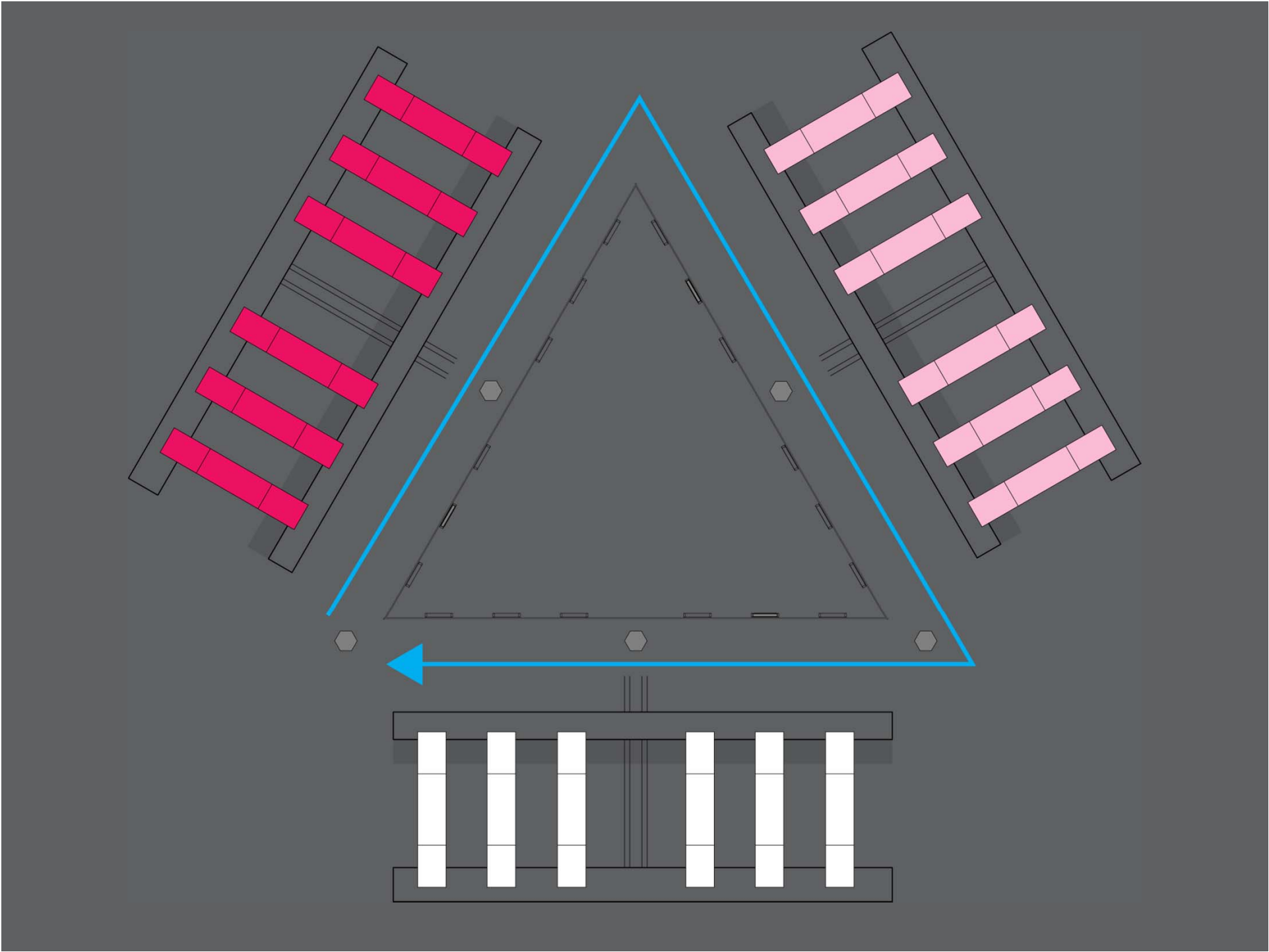


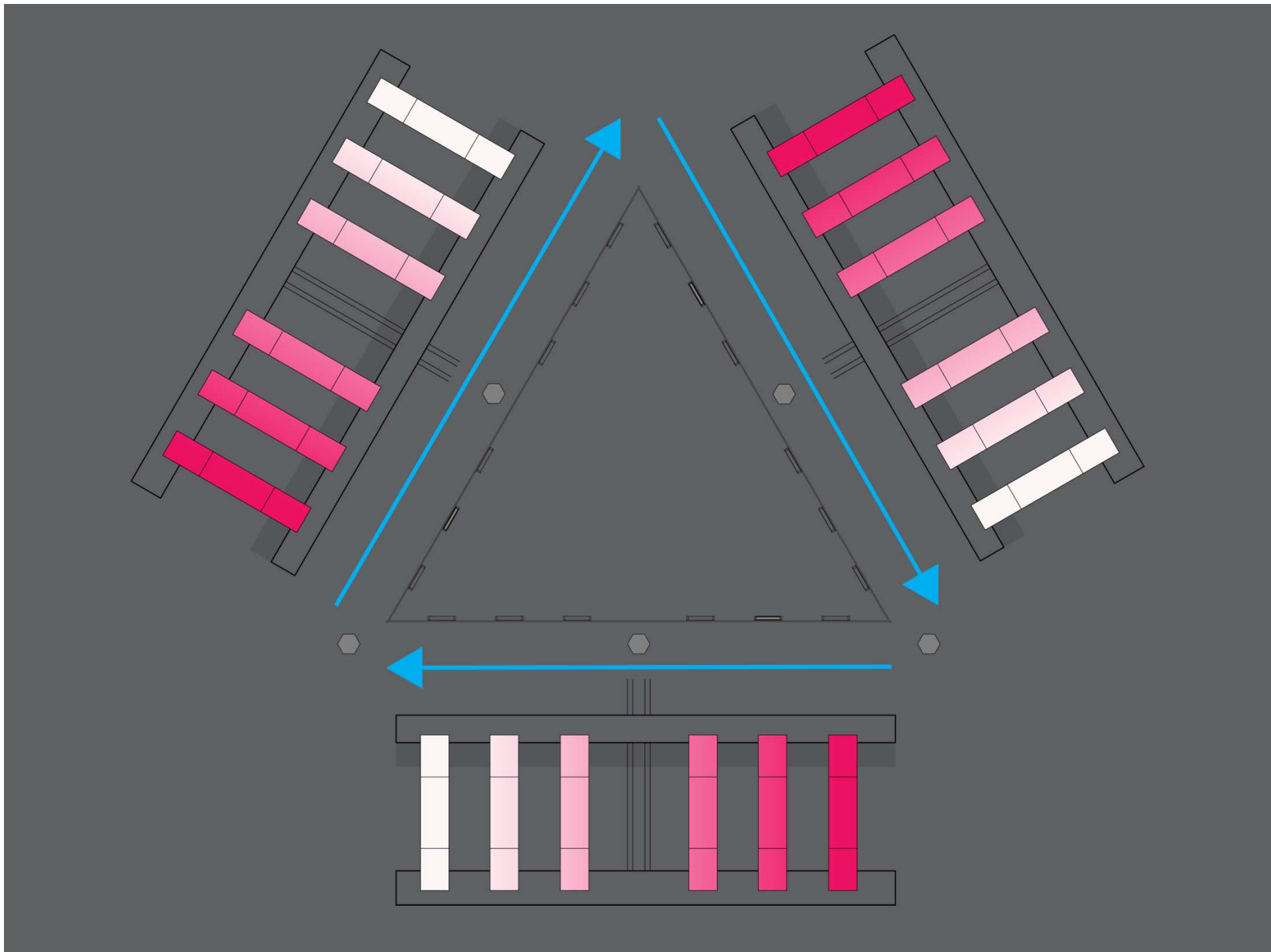


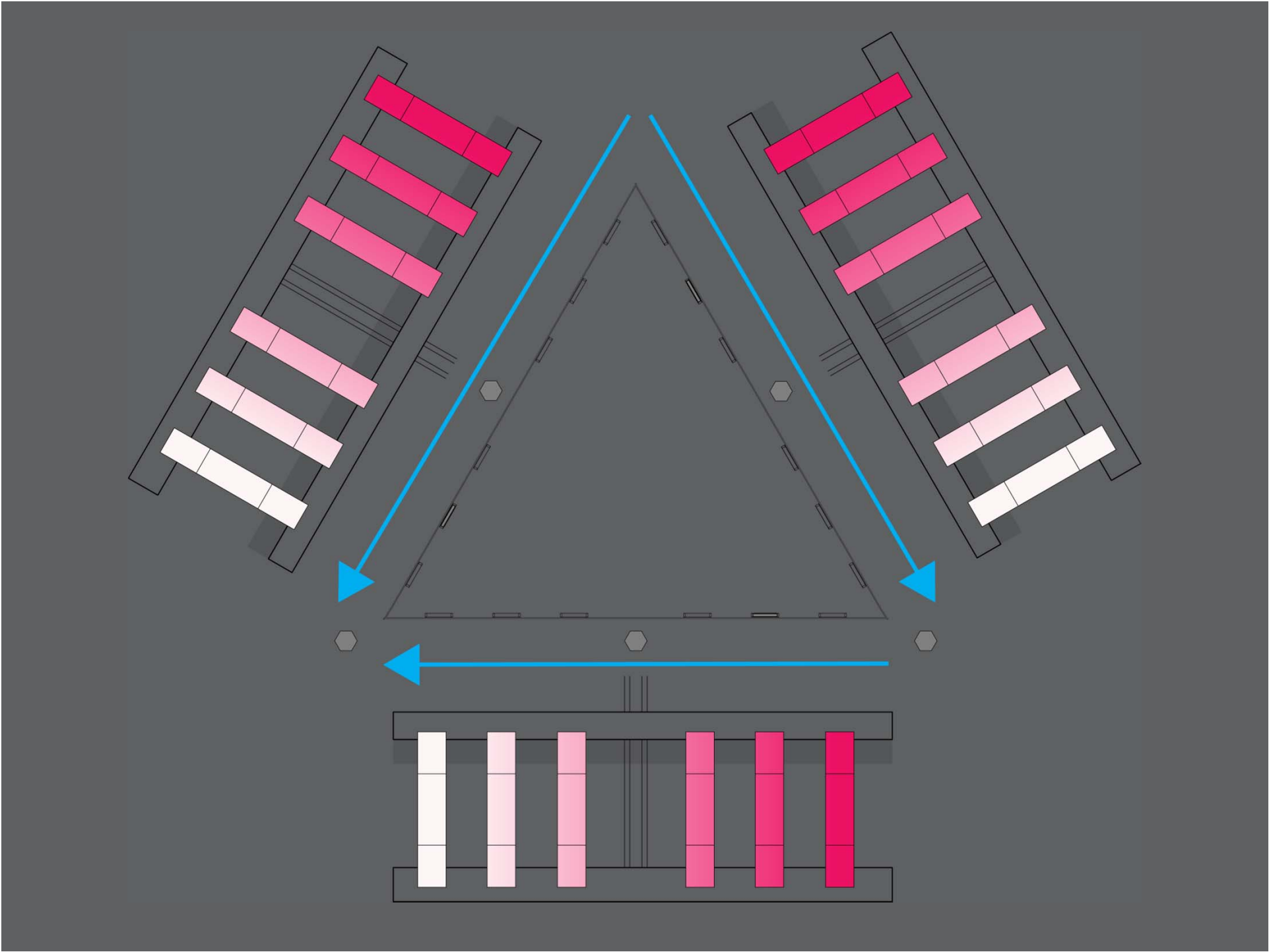


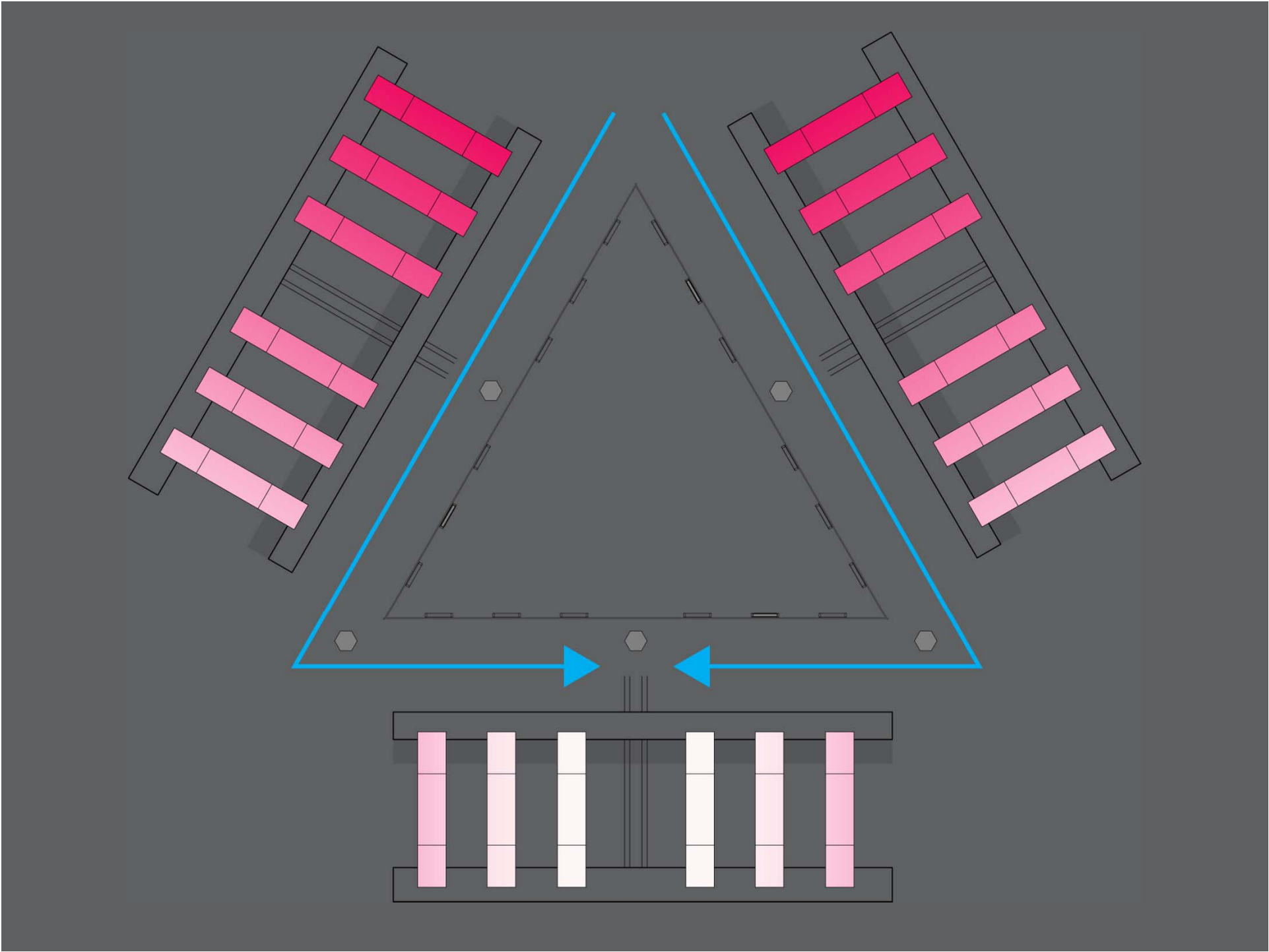


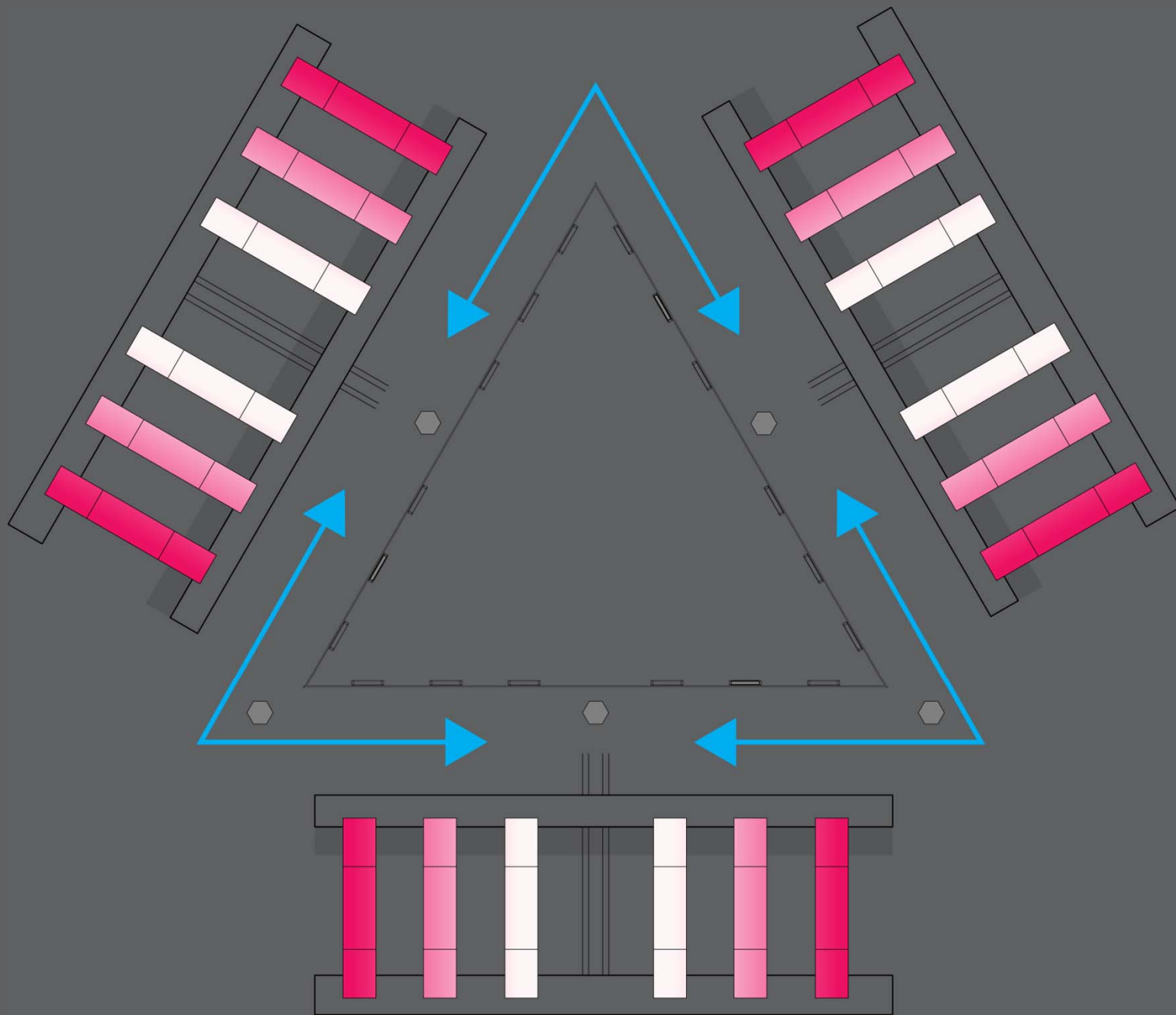


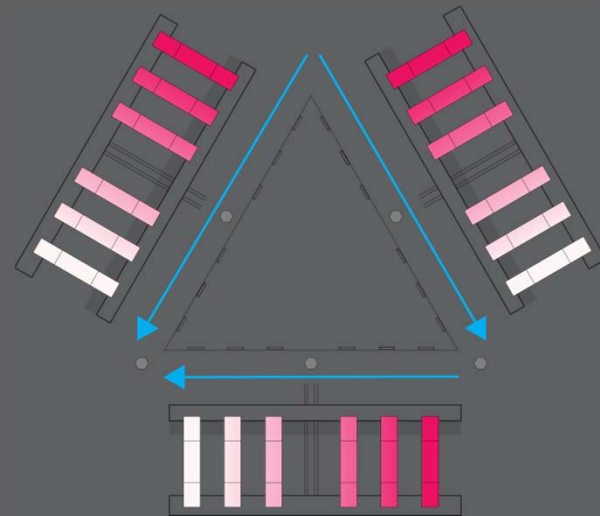
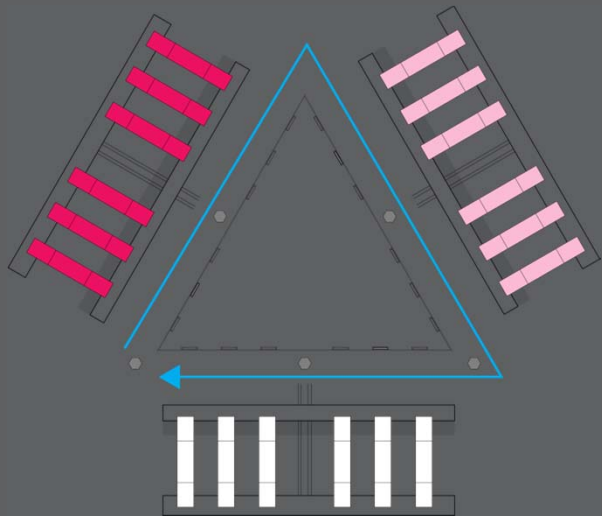
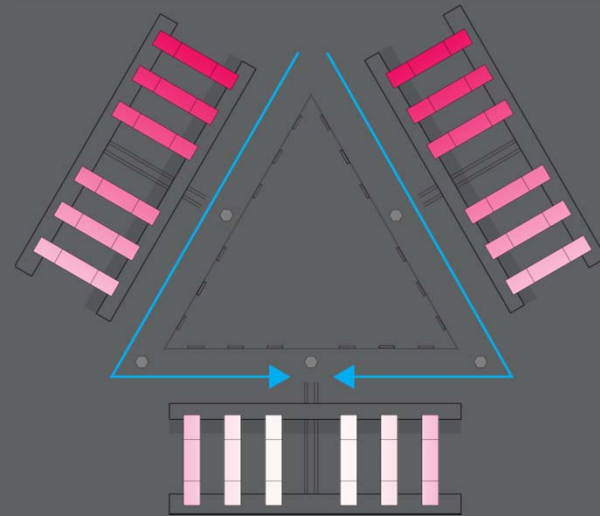
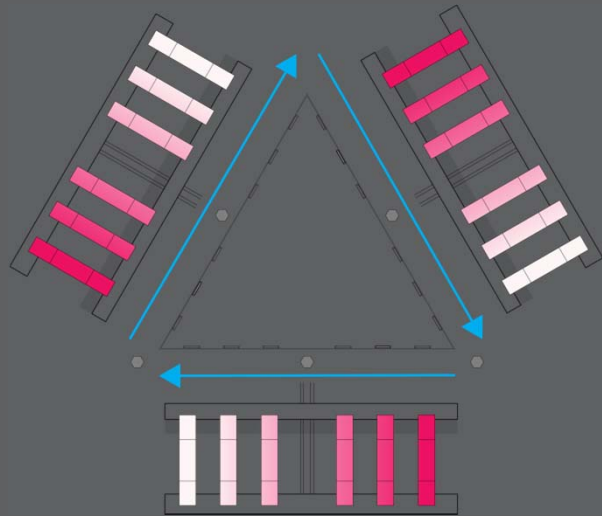








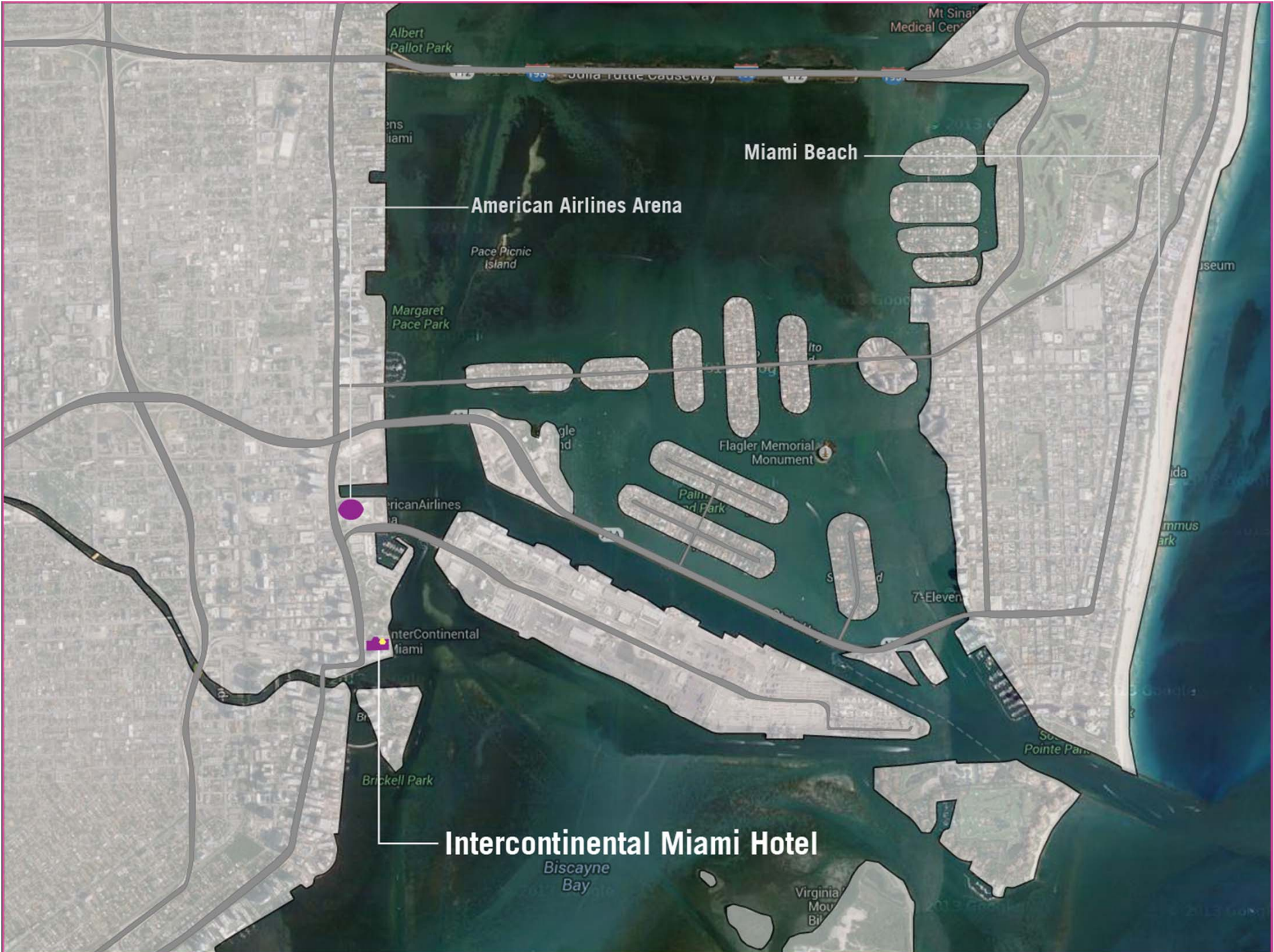




IMPLEMENTATION

InterContinental Miami

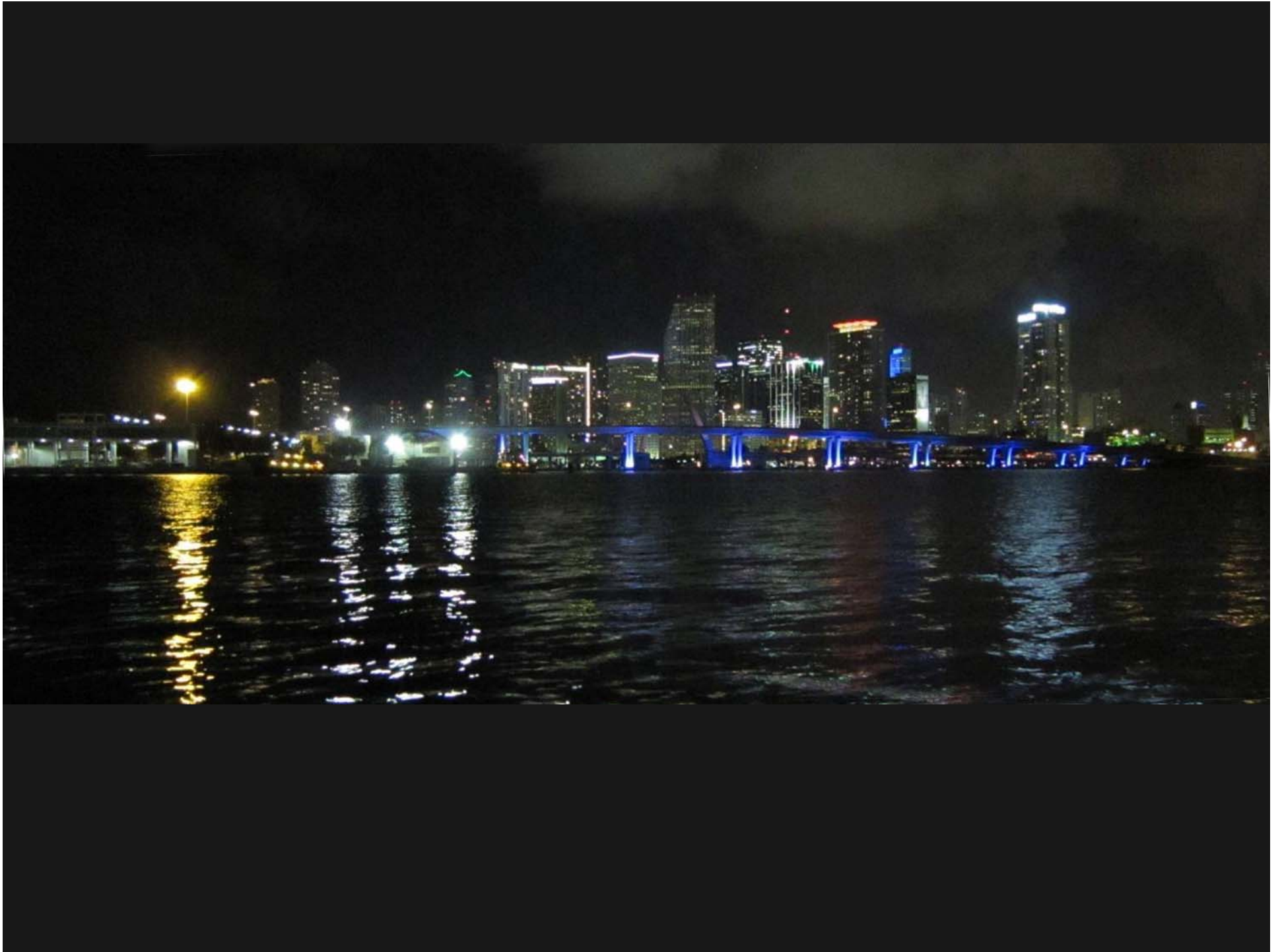
A media façade case-study

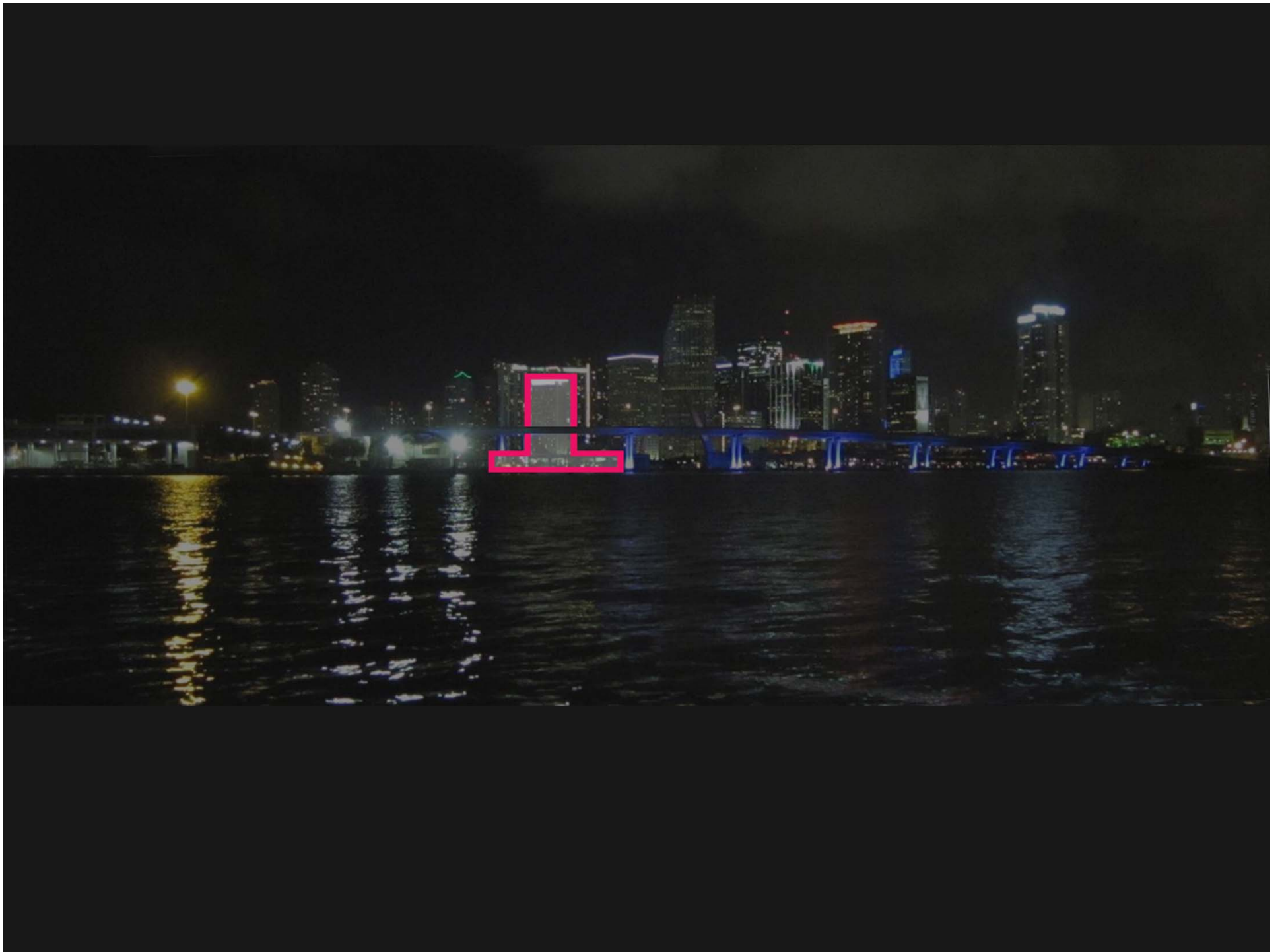


American Airlines Arena

Miami Beach

Intercontinental Miami Hotel



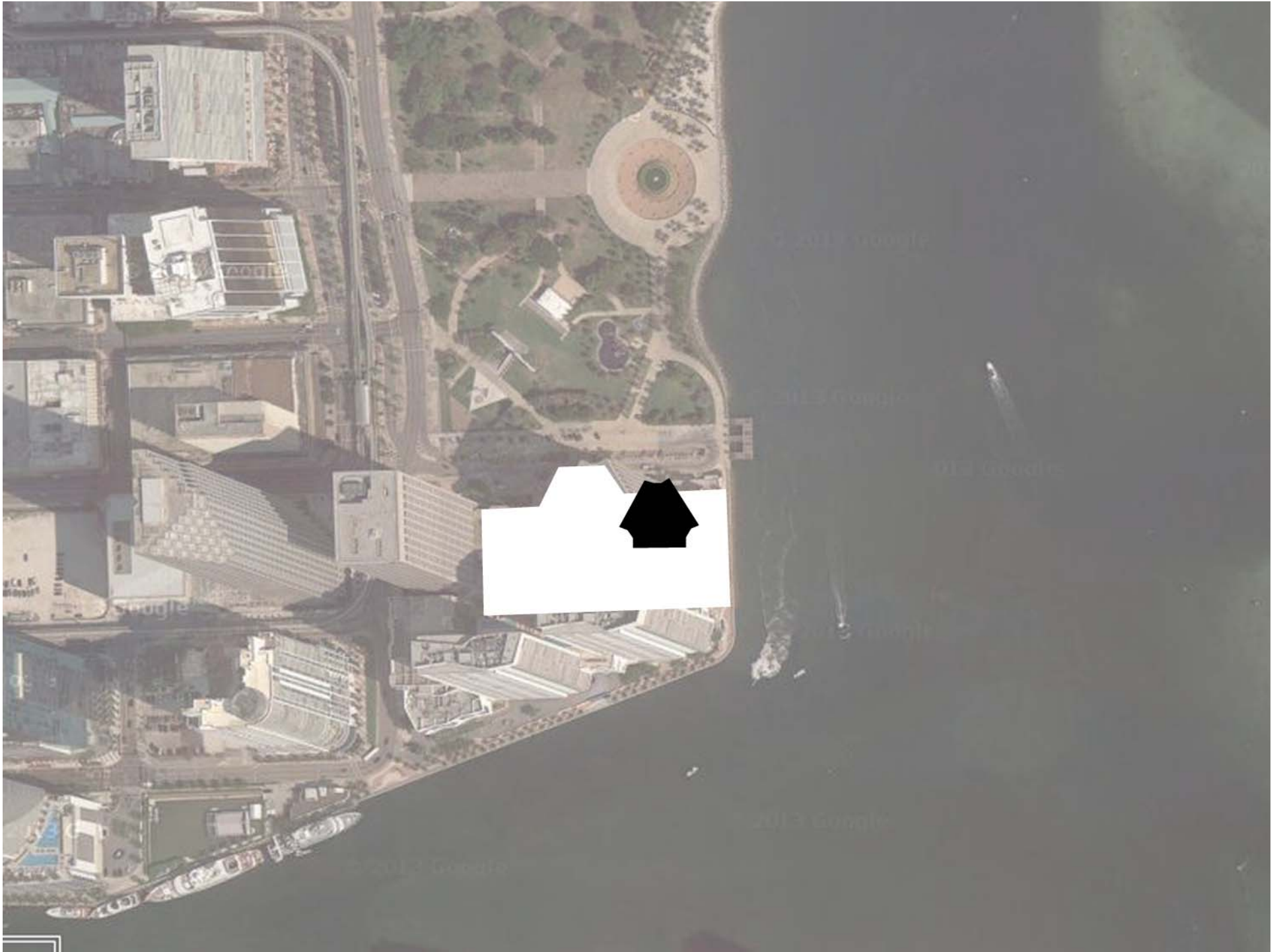




Miami Beach at night. From Miami Beach Real Estate, Inc.













Architectural Integration

Transparency

Interactivity

Spatial qualities

Integration

Applied

Undifferentiated

Not contextualized

Nuisance

Design challenges

Structure

Stone facade

Visibility near

Visibility far

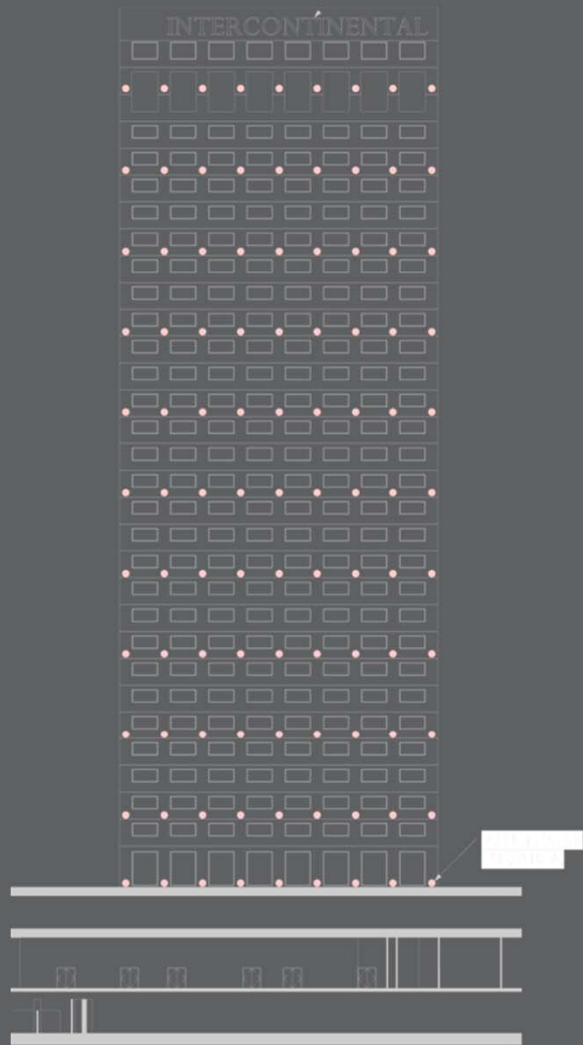
Content

Urban effect

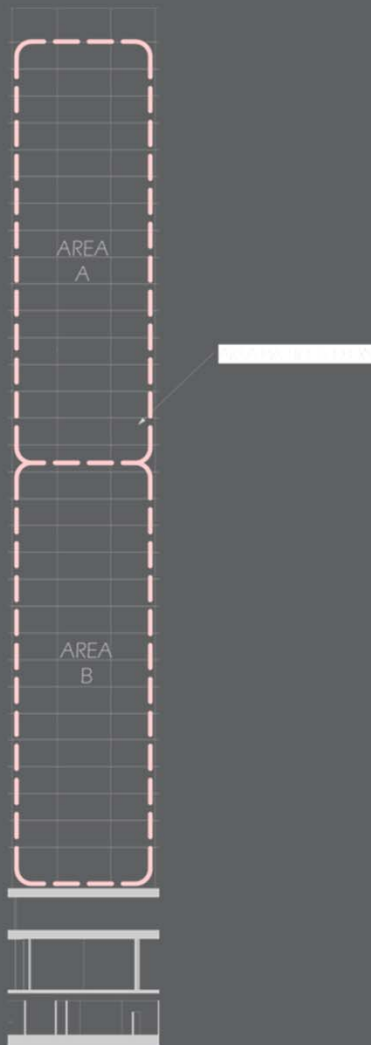
Glare in hotel room

Time

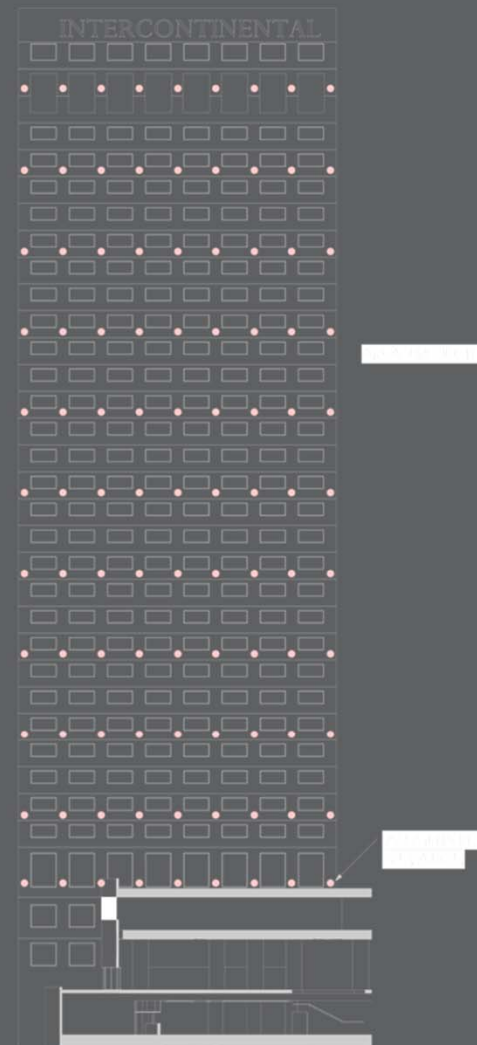
Money



1 South Tower Elevation
3/64" = 1'-0"



2 South West Tower Elevation
3/64" = 1'-0"



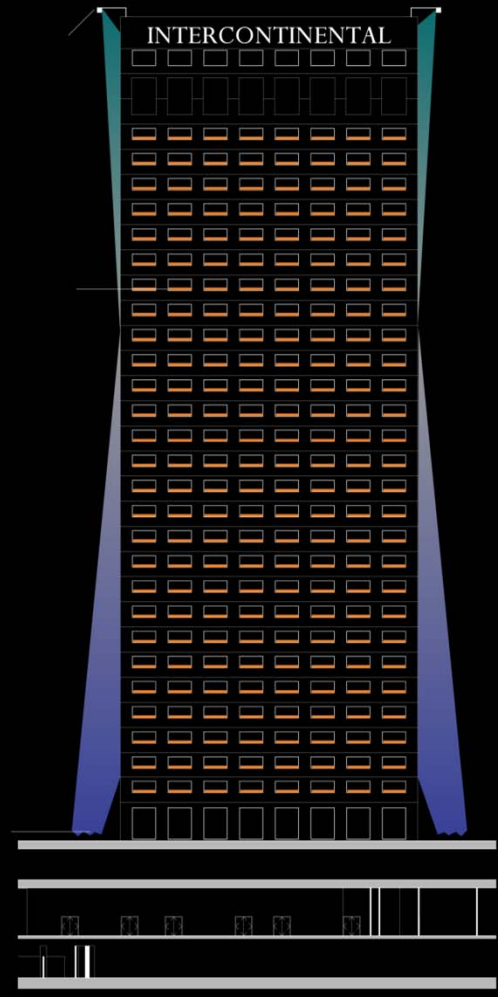
3 North West Tower Elevation
3/64" = 1'-0"



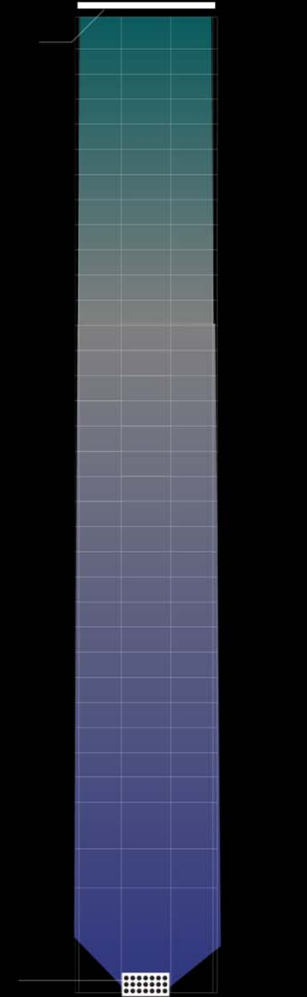
4 North Tower Elevation
3/64" = 1'-0"



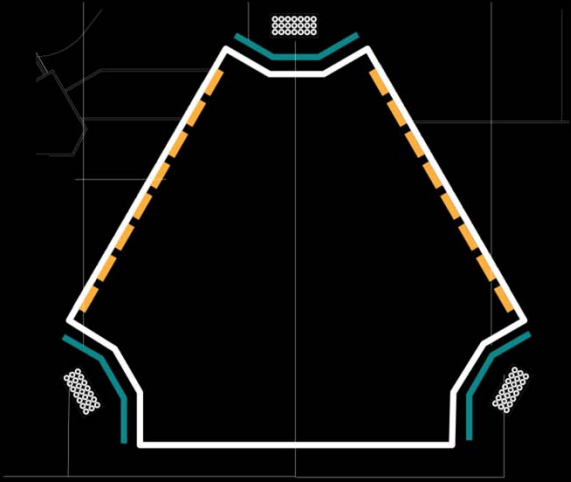




TOWER-WIDE ELEVATION



TOWER-NARROW ELEVATION

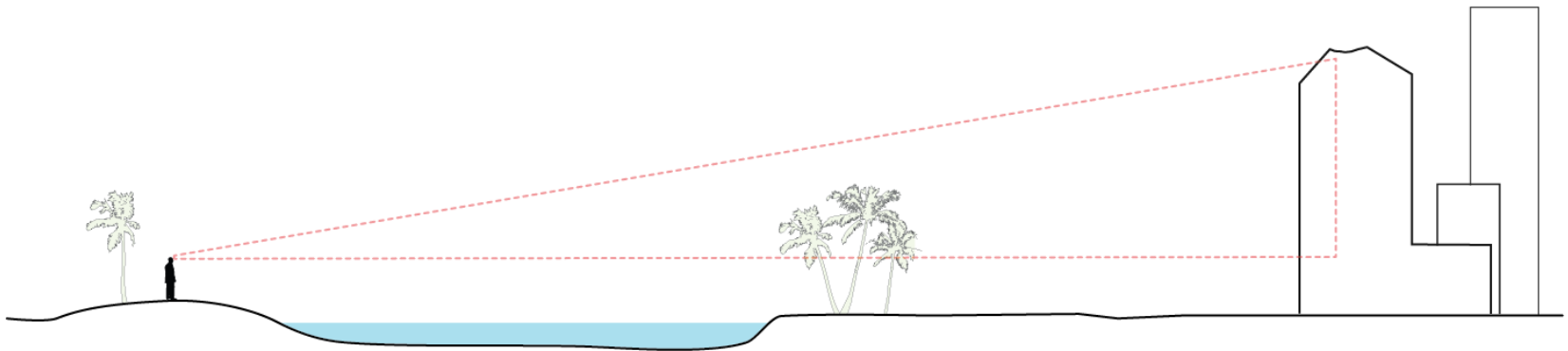
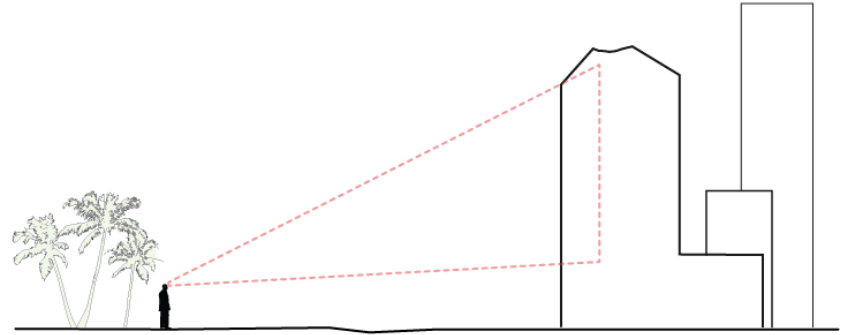
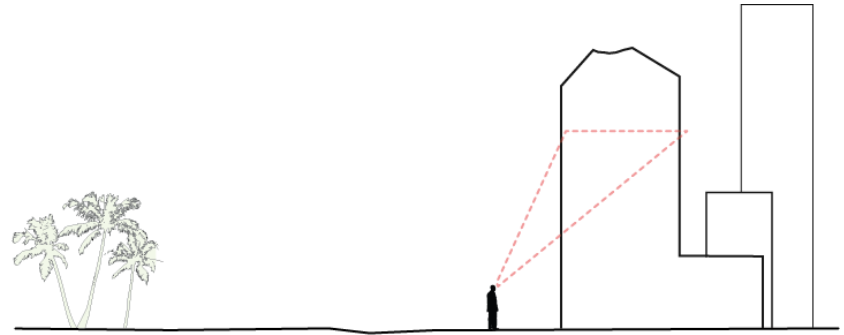


TOWER-PLAN

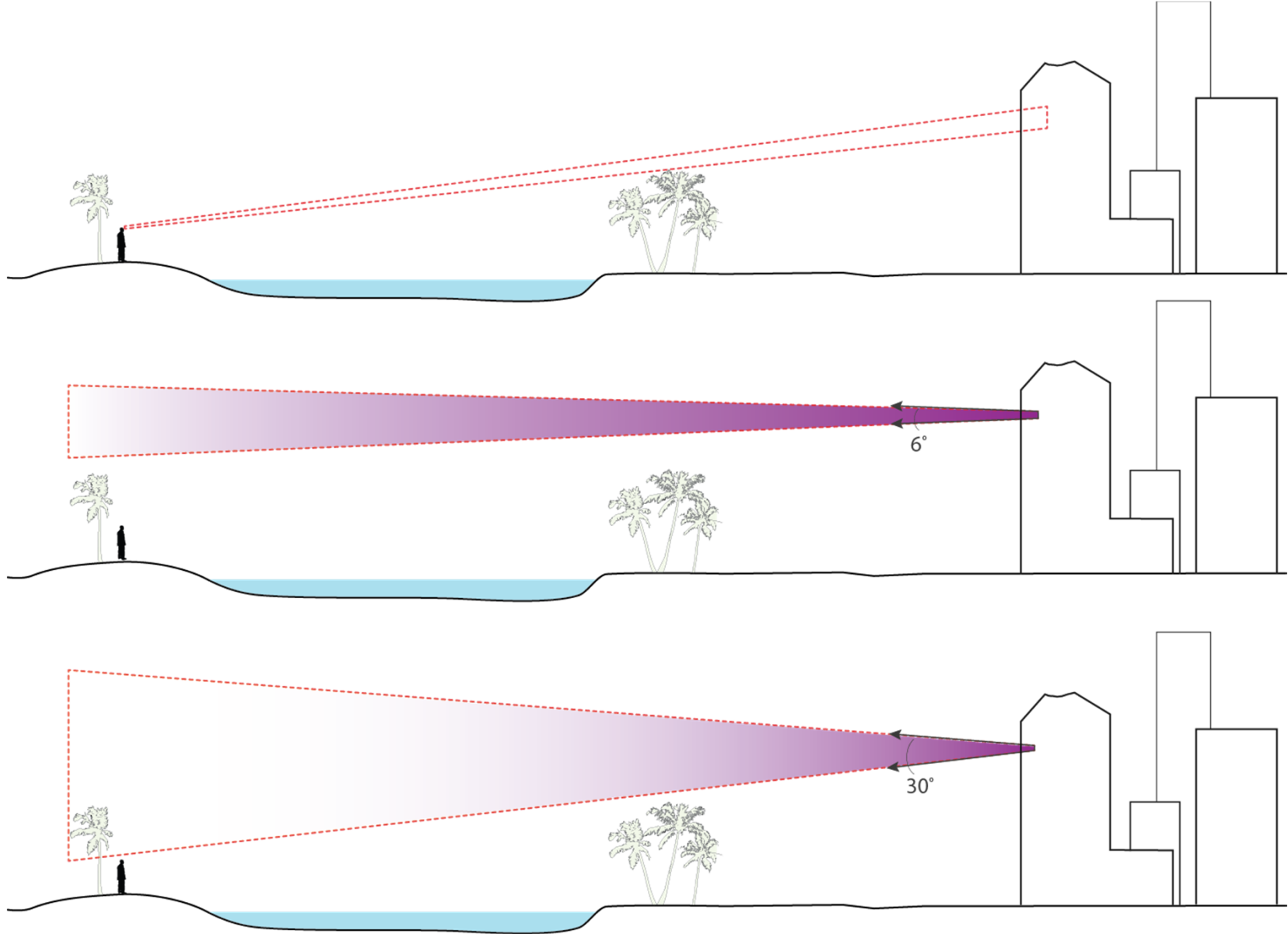
Design Concept Video

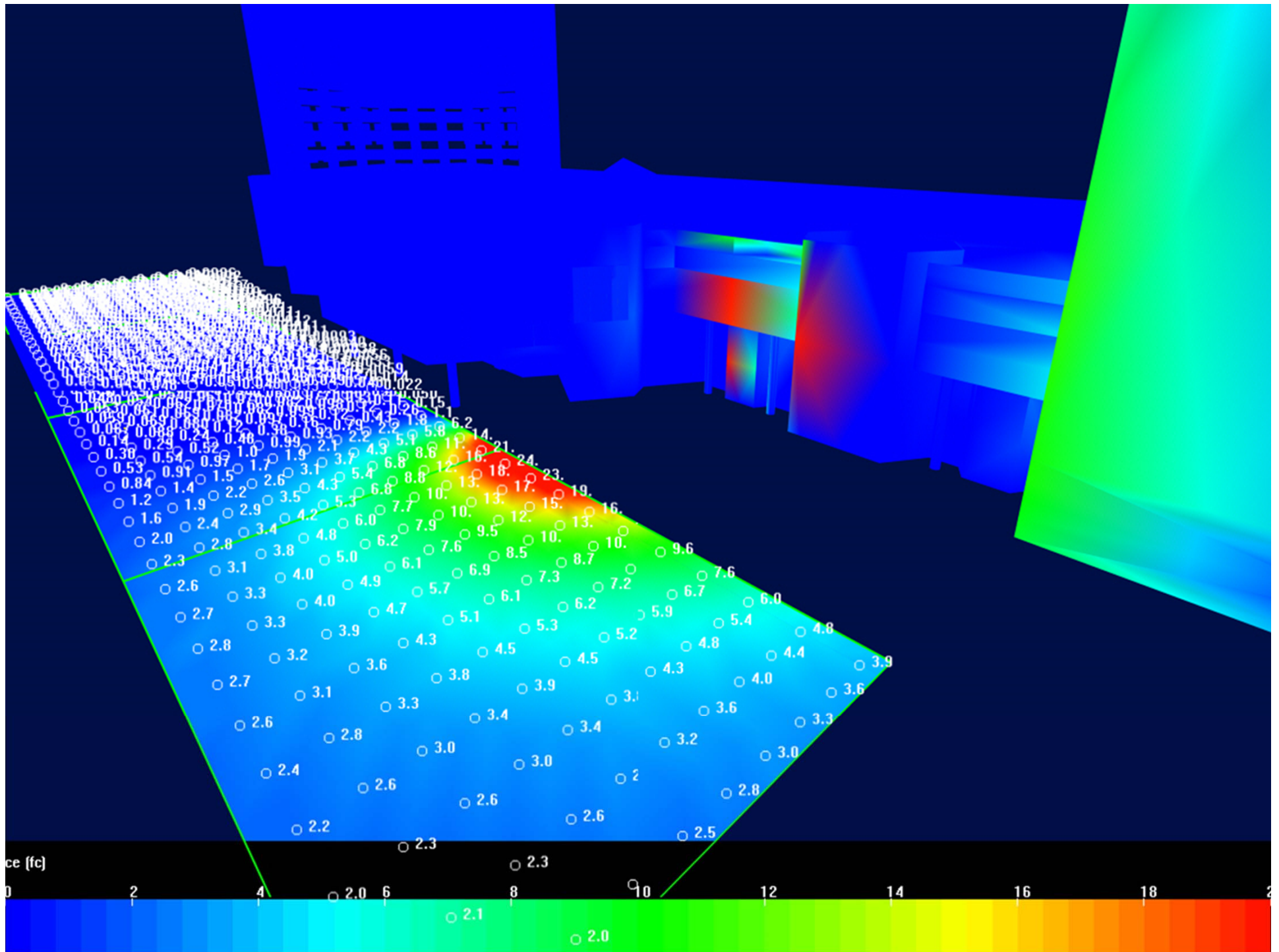


Views from various distances



Beam angles affect light at a distance





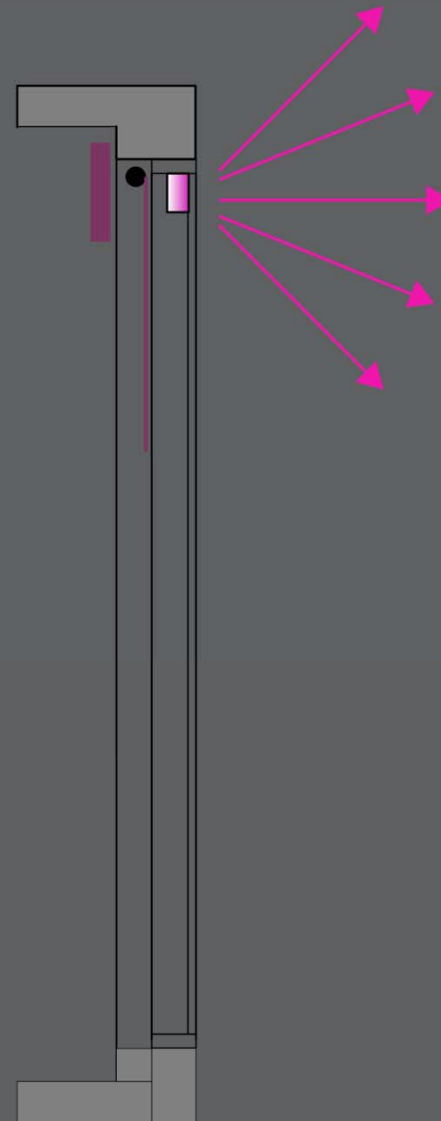
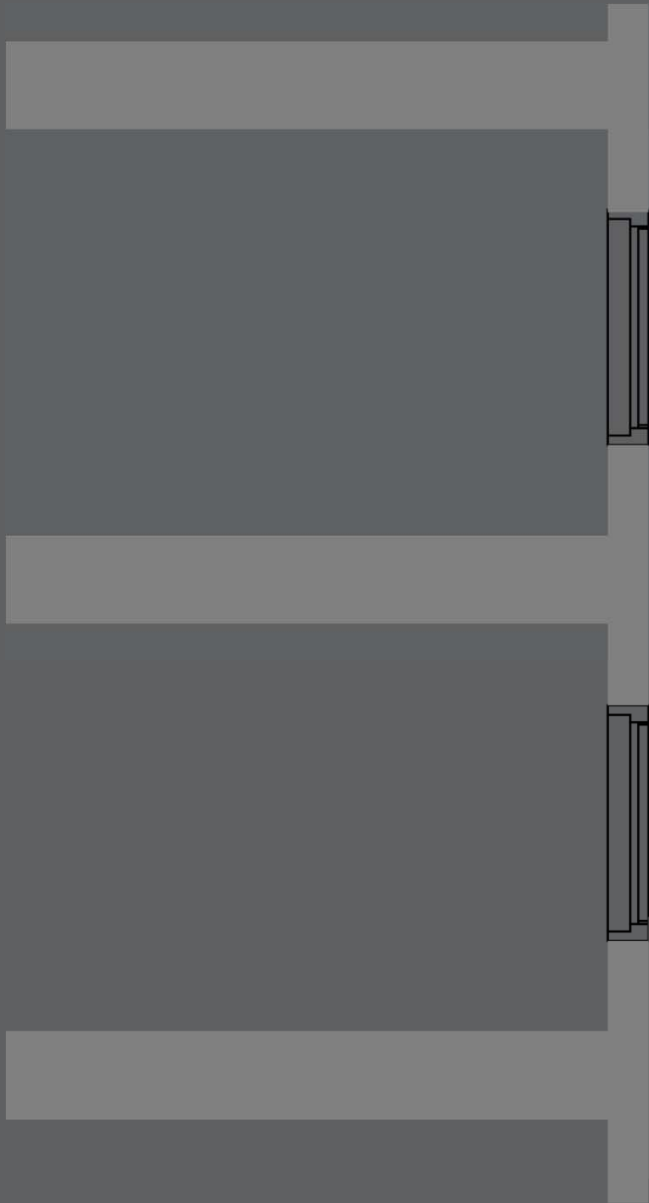
Hotel room



Window head



Guest room fixture

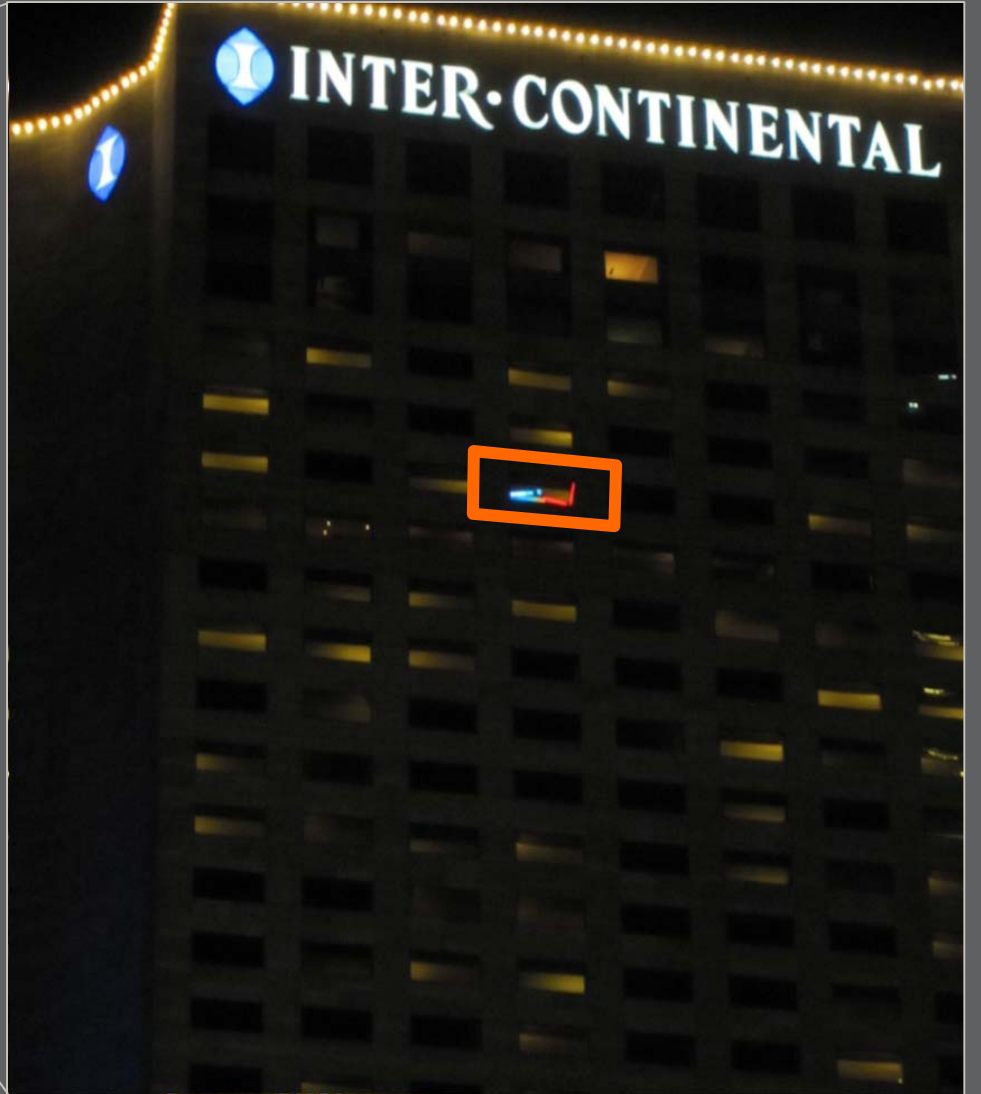
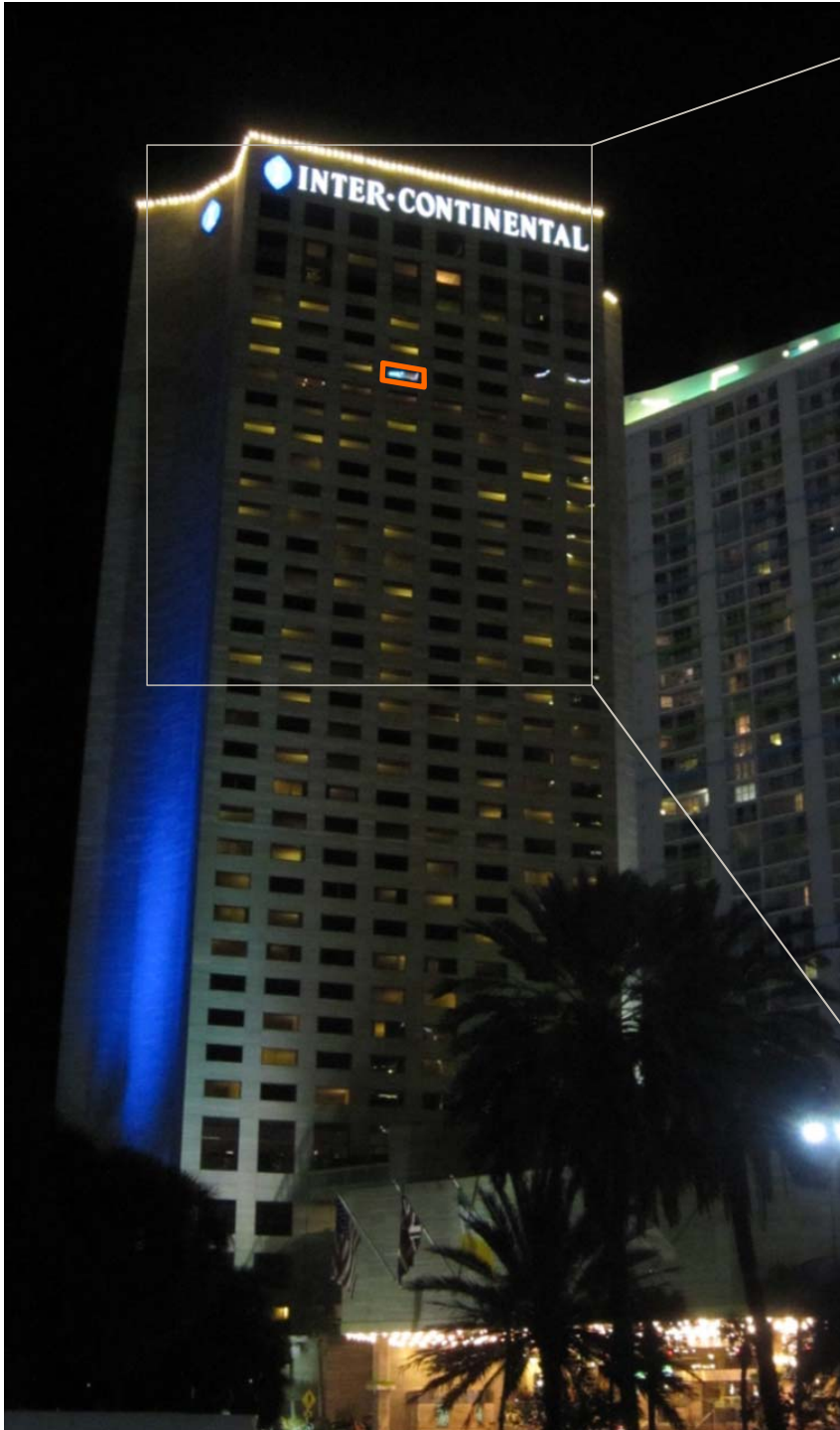


Mockup 1

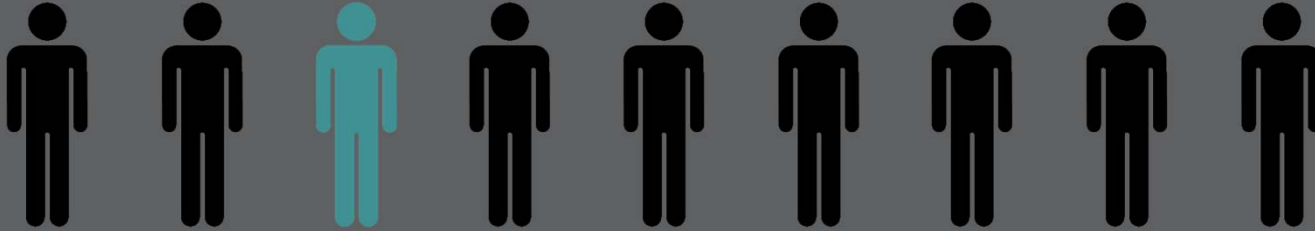


Mockup 1





Players



Developer

Architect

Lighting designer

Integrator

Lighting manufacturer

Structural/glass manufacturer

Electrical Contractor

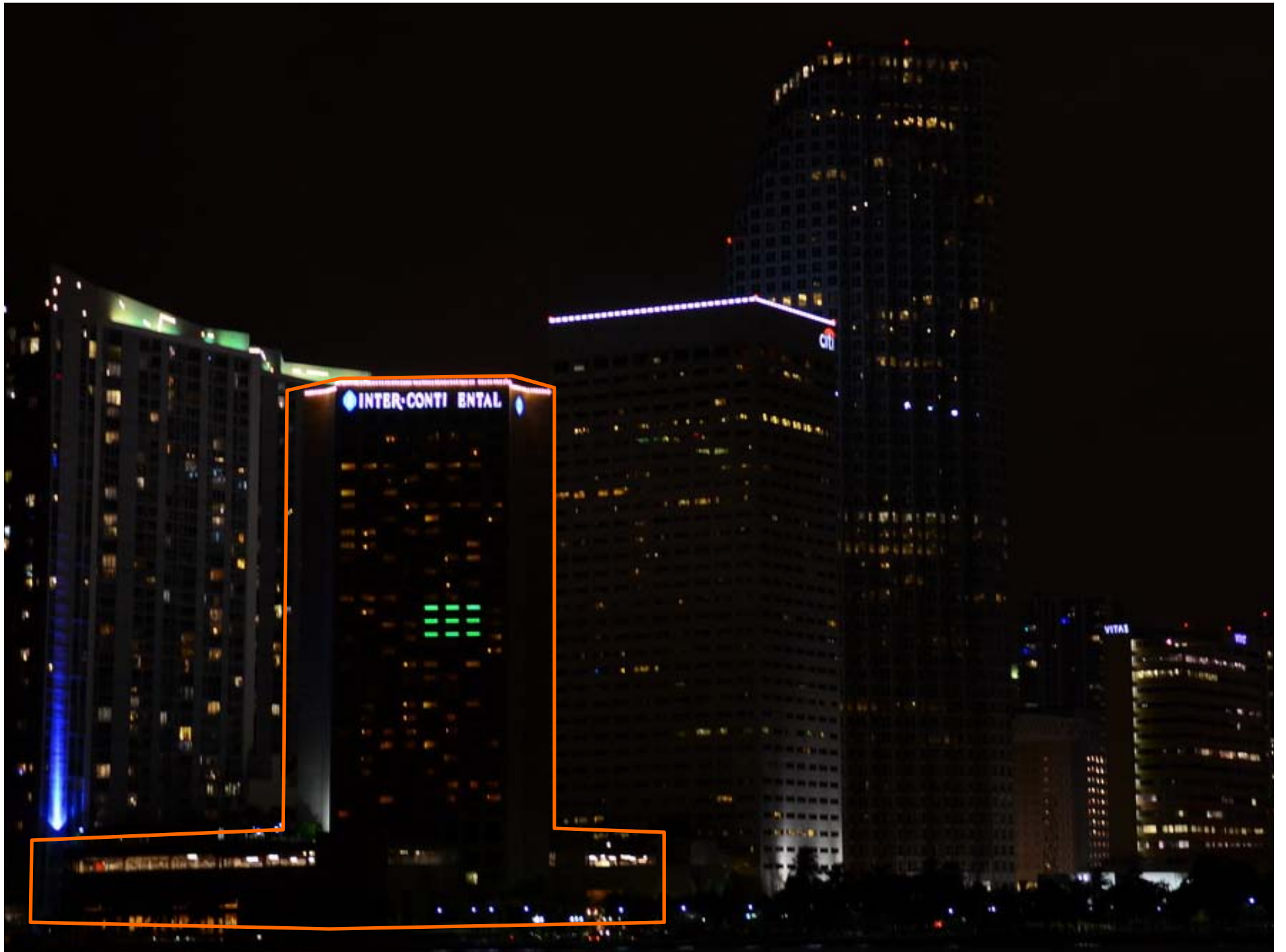
Contractor

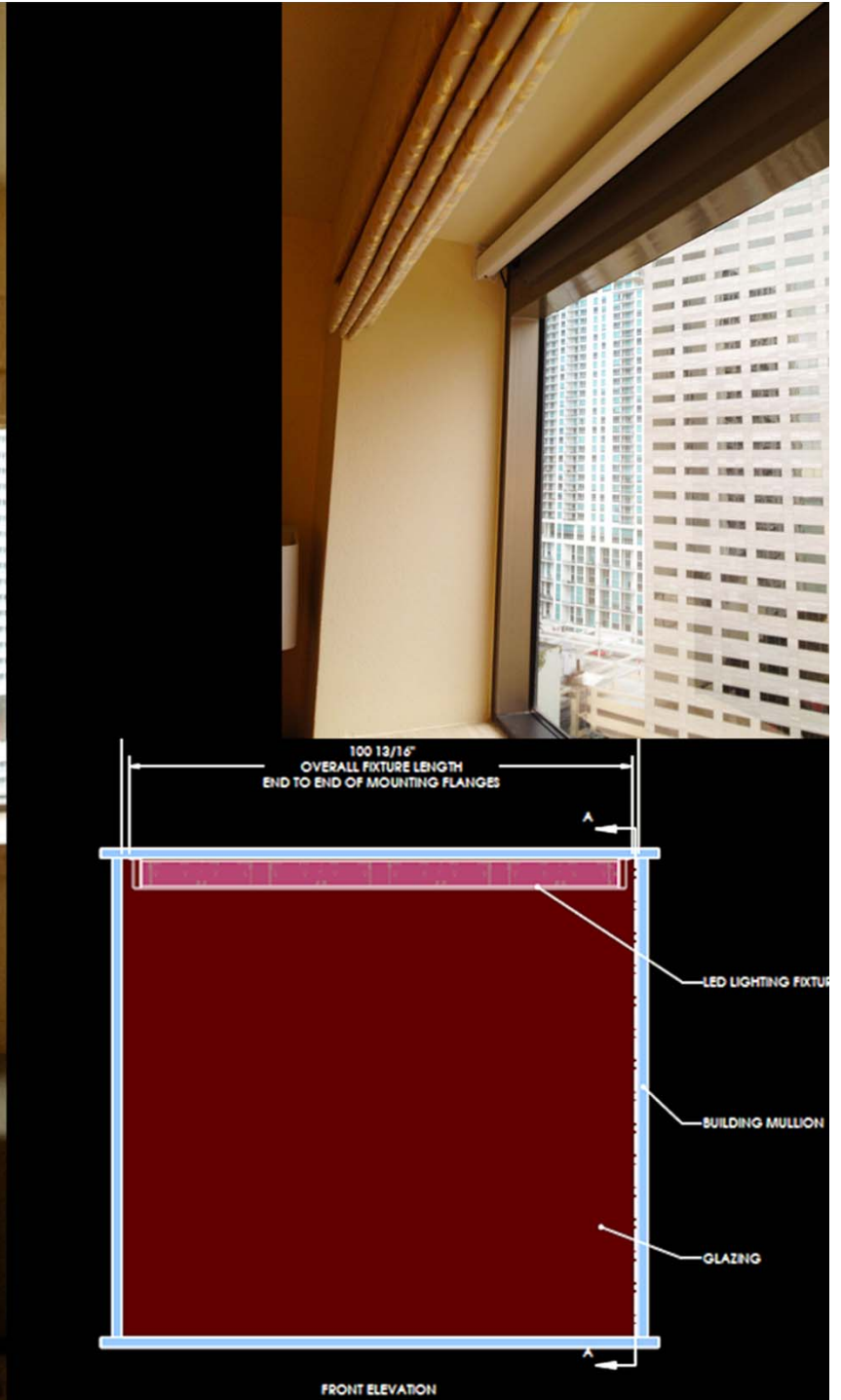
Content company

Data system contractor









100 12/16"
OVERALL FIXTURE LENGTH
END TO END OF MOUNTING FLANGES

LED LIGHTING FIXTURE

BUILDING MULLION

GLAZING

FRONT ELEVATION



OPPORTUNITIES

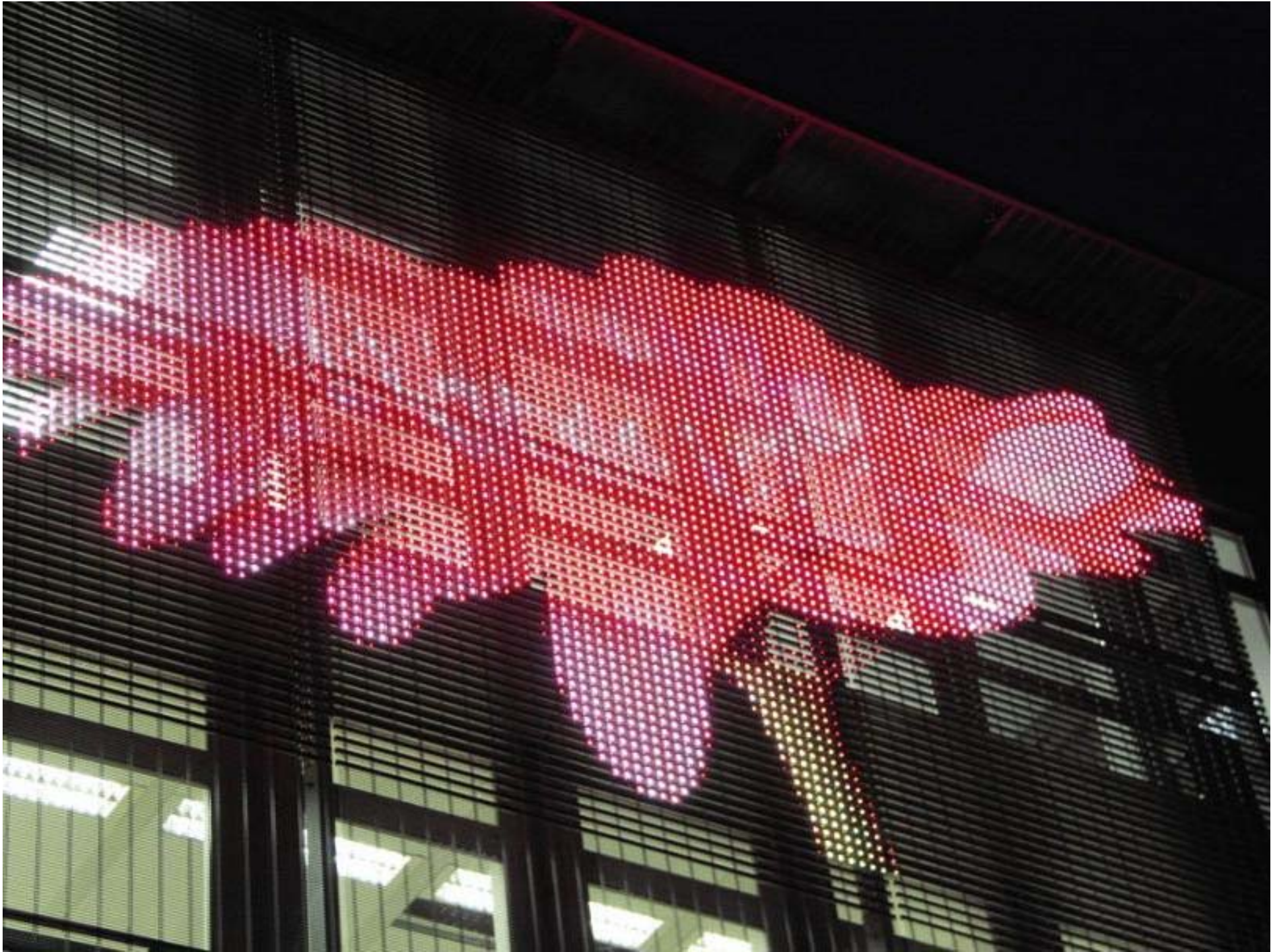


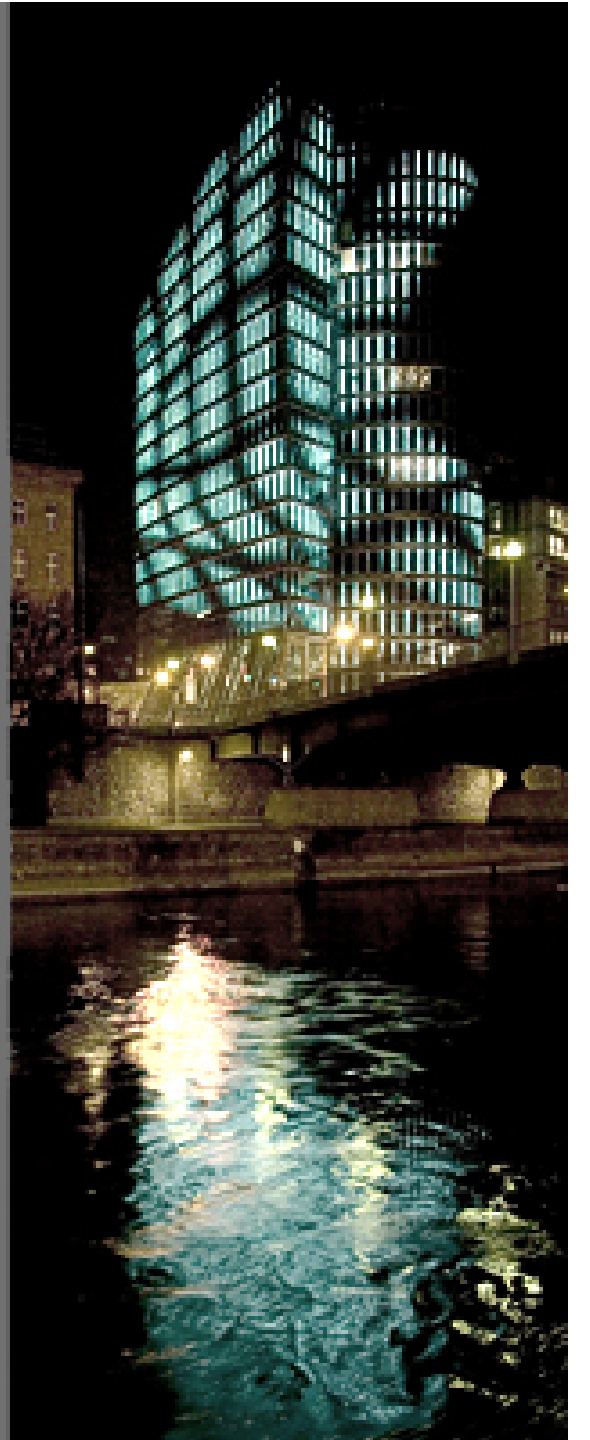






POP Sig











Lam Partners
ARCHITECTURAL LIGHTING DESIGN