DOTZ° SKETCH

David Bihanic
UI and Data Design
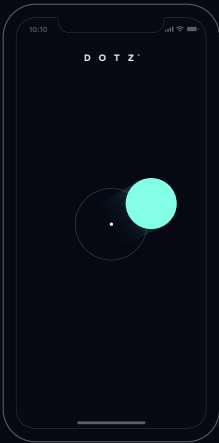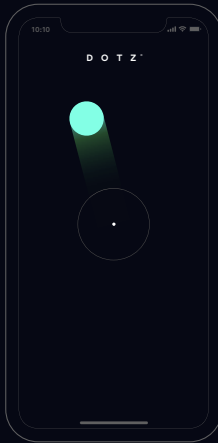
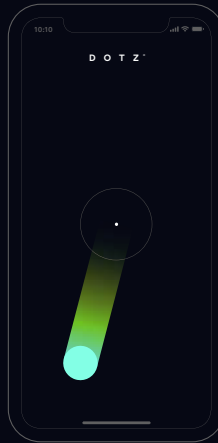Oussama Mubarak
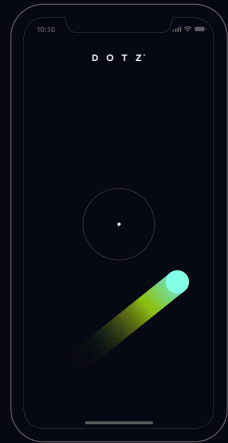Sensor Data Acquisition and UI programming

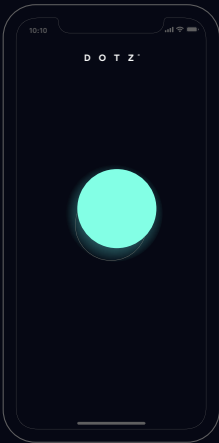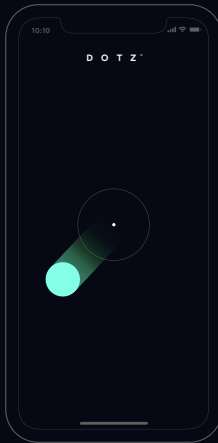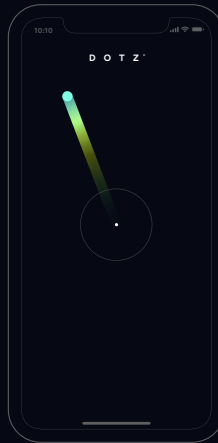2018 — Discontrol Party #3

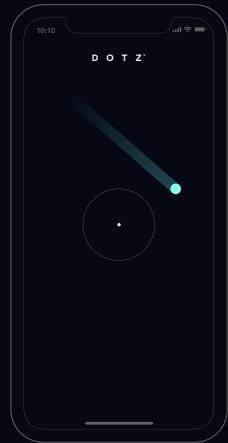## UI #1 controler — mobile device
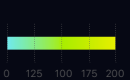

s08

s07

s06

s05

s04

s03

s02

s01

Individual movements

Length: **distance (cm)**

Transparency: **time (s)**

Gradient: **velocity (cm/s)**

size: **height (cm)**

position: **displacements (cm)**

0   ∞

0   30

0   125   100   175   200
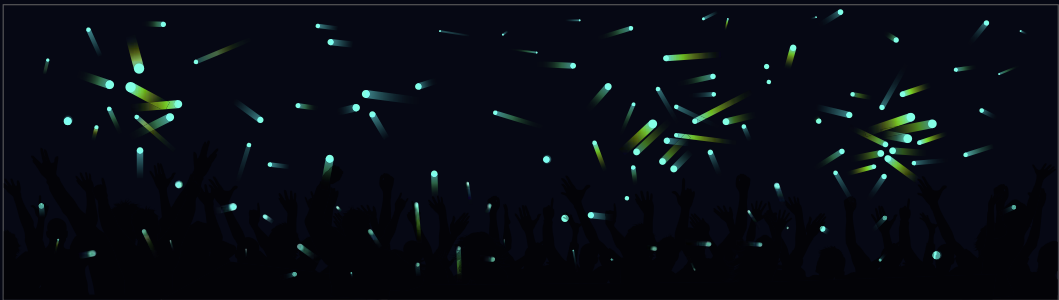
The dot returns to its initial size after 500 milliseconds of immobility.

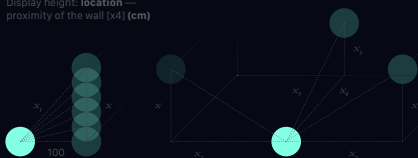The dot returns at the center of the screen after 500 milliseconds immobility.

UI #2 controler — projection wall

w01

Pluri-individual movements

Display height: **location** — proximity of the wall (x4) **(cm)**

100

The dots position (projection) on the wall depends on the individual locations/situations in the space (X). The more individuals get away from the wall (Y), higher up are displayed the dots. The dots move wall to wall (x4) following the individuals.

The dots size on the wall is always referring here to the height of the individuals, or more exactly to the position on their smartphones in the vertical (Z) axis; for instance, people may choose to hold their mobile devices in their hands, and stir them strongly.

The result displaying on the wall (as well as on their personal screens) will be a set of large dots with long vibrant color tails.

Mockup v3 — december 2017. Crďts. **David Bihanic**