

Lifestyle and Lighting

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Intent

understanding the qualities of light both natural and man made

study the aspects of light that are linked to our well being

exploring the possibilities of creating a synergy between the light and various other sensory stimuli

experiencing light through an intimate interaction

creating an ambience that enhances both personal reflection and social togetherness

Study of Light and Lighting

light

natural

artificial

direct

incandescence

reflected

chemical

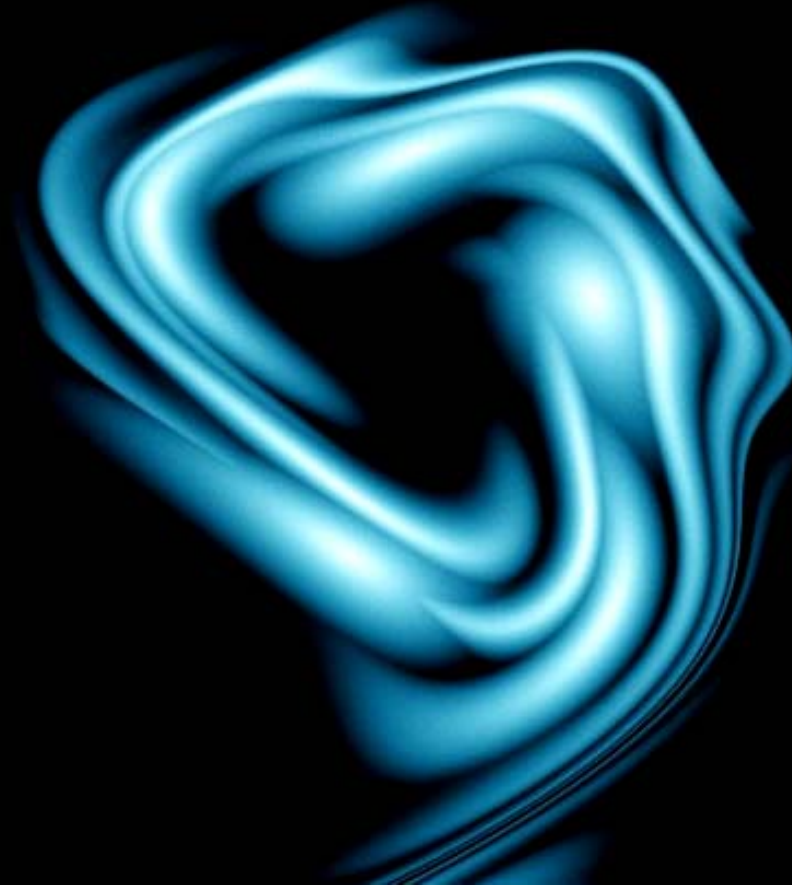
atmospheric phenomena

bioluminescence



Effect of light on our well being

air
appearance
atmosphere
aura
bearing
comportment
demeanor
effect
feel
flavor
impression
look
manner
mood
pose
presence
property
quality
semblance
tone



lighting
illumination
hue
ambience



Scale



Space



Interaction



Materials

Lighting and Design



Scale

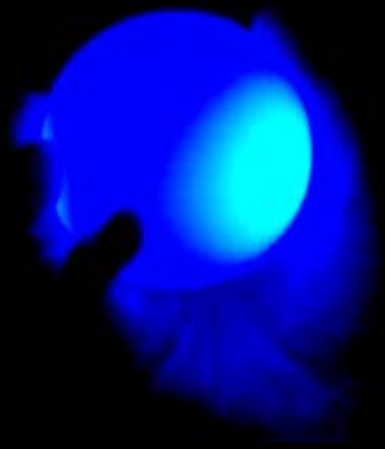
area

body

dimension

extent

spread





Space

geometry

expanse

facade

play

reach

scope



Interaction

humane

natural

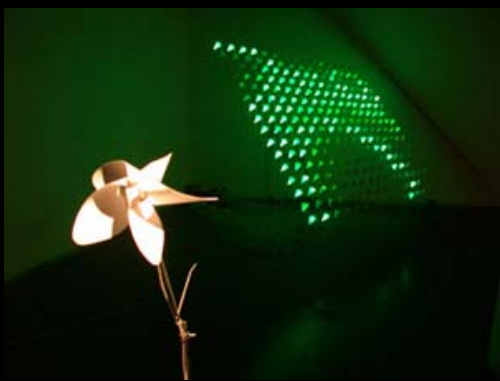
intuitive

playful





touch



air



sound

Material

paper

acrylic

natural fiber

fabric

ceramic

wood

metal



User Survey



Inferences

Appreciate the need of having a lighting object that has an aesthetic character and creates a relaxing ambience.

Widely exposed to the international arena through mass media and also frequently travel abroad and hence are knowledgeable and discerning about current trends .

Natural elements such as water and plants are being used in combination with the lighting object.

There is a naturally prevalent fear of handling electrical objects, this anxiety prevents people from having overly physical interaction with such objects.

Most of the time the lighting objects bought are used as display pieces as well, when not in use.

User Profile

25-35 yrs

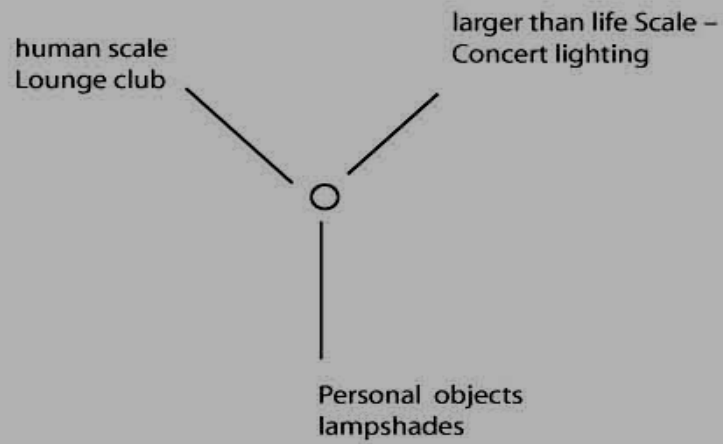
Urban

Middle income to upper income

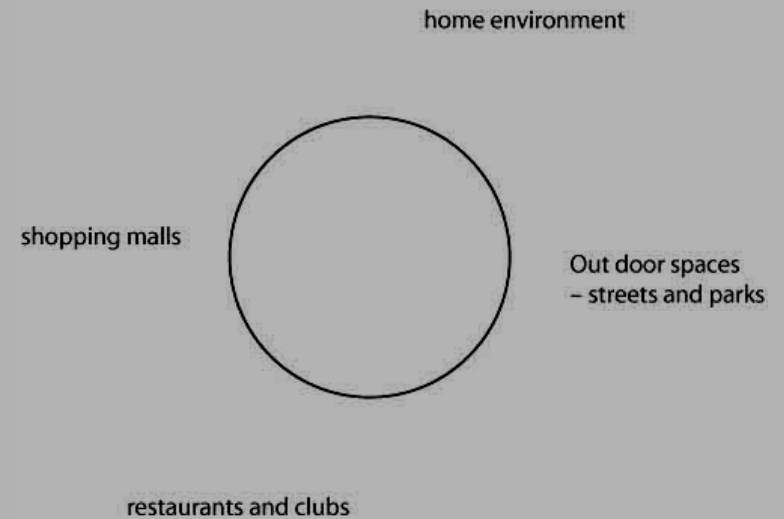
Double income couples, single, married with young children

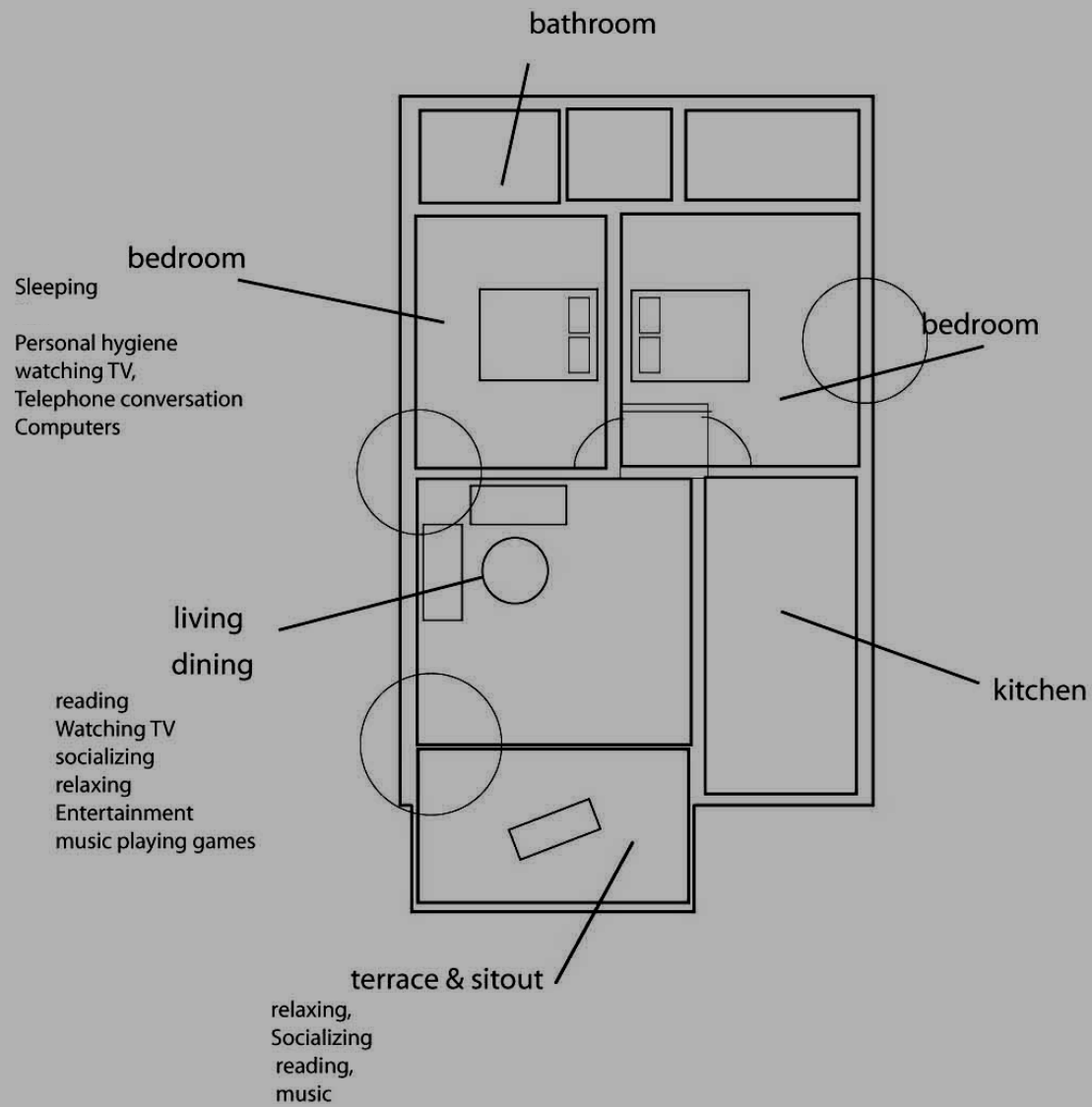
Scale, space and activity analysis

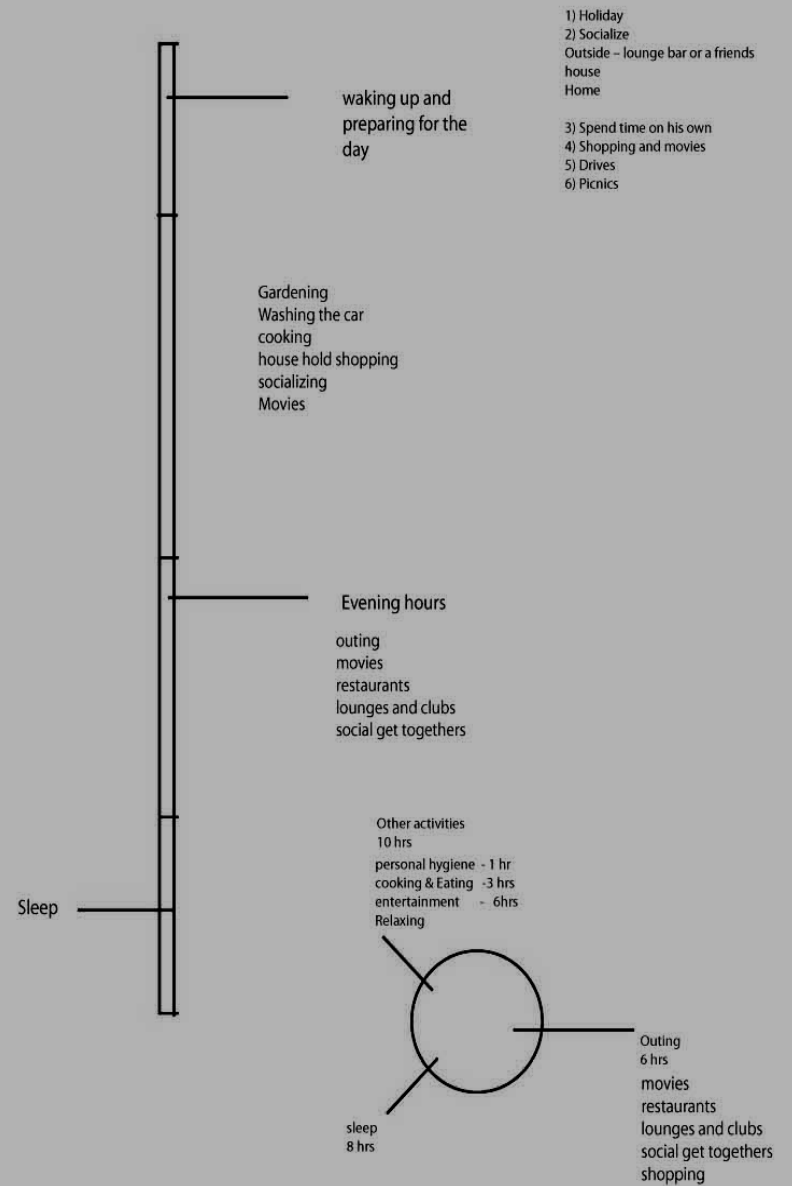
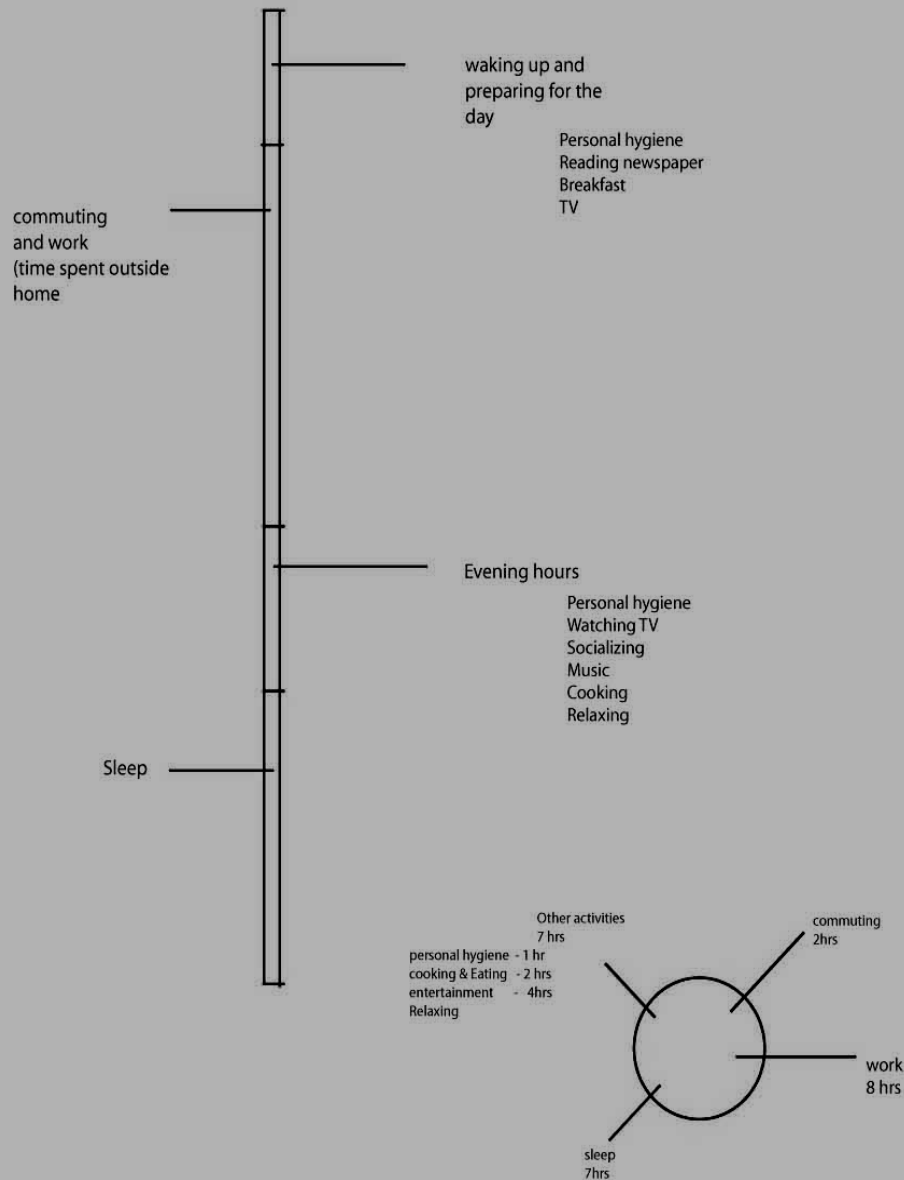
Scale of ambient lights



places where he experiences ambient lighting

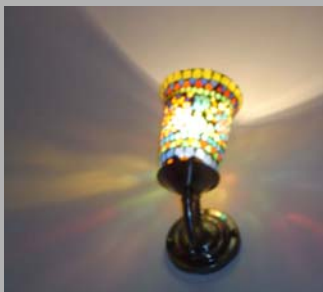






Market Survey

ceiling fixtures



wall fixtures

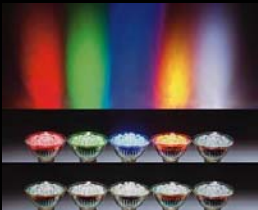
Inferences

The majority of the designs serve only as lighting object, there is scope in broadening the kind of interaction between product and user.

Floor based design prove to be more flexible at adapting to changing environments. They can be moved around within a space.

The form of the lighting fixtures or luminaries tend to dominate over the actual lighting effect/ambience.

The space analysis revealed that there are surfaces and geometries within the space such as corners, skirting, around pillars and curved walls, bay-windows etc that can treated specifically with lighting.



The technology is chosen based on

- 1) The heat generated
- 2) the kind of lighting effect produced (color/intensity/fade)
- 3) Overall dimensions were an important factor as smaller units give more flexibility in design and packaging.
- 4) The initial cost vs. maintenance cost is also an important factor for the selection of light sources. A lamp which is not used very frequently can have incandescent sources, which would make the initial investment less.
- 5) Variability in the kind of bulbs that can be used would be an added benefit.

Design Brief

Develop a lighting object/system primarily for use in the home environment

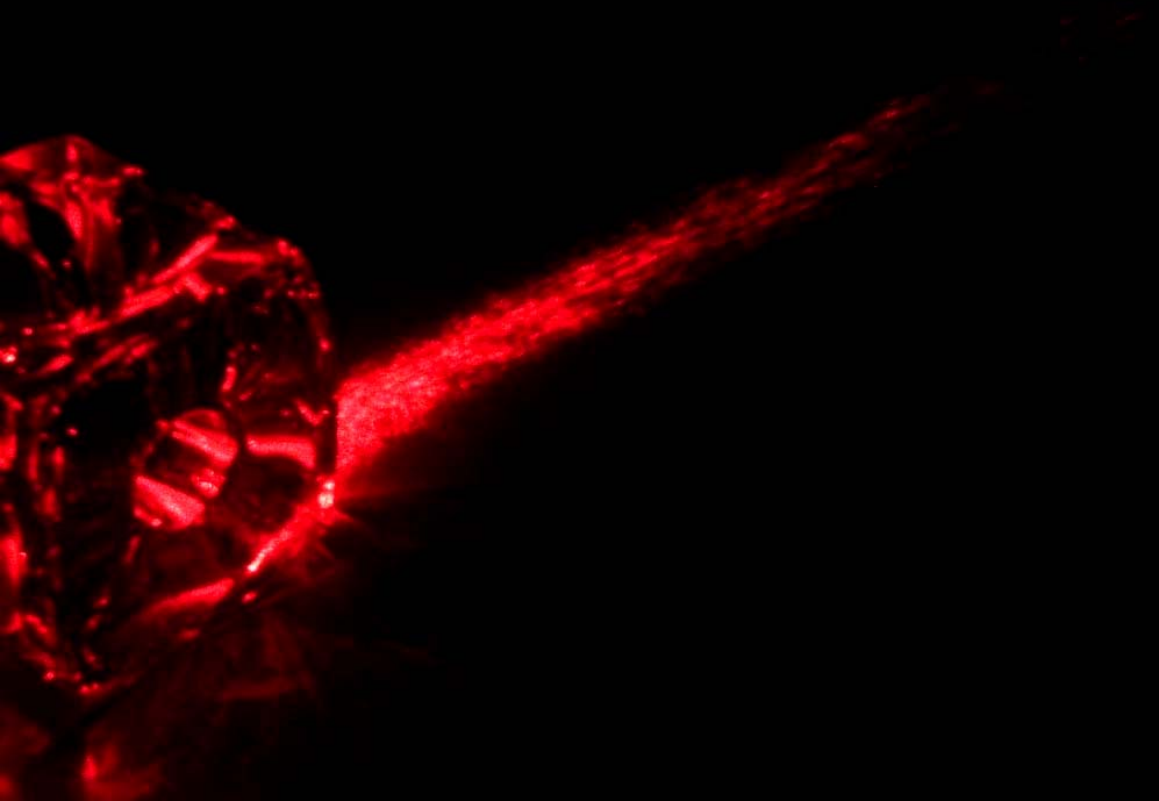
Specifically catering to the ambient lighting requirements of the user

Explore possibilities of incorporating other sensory perceptions such as sound, touch and smell.

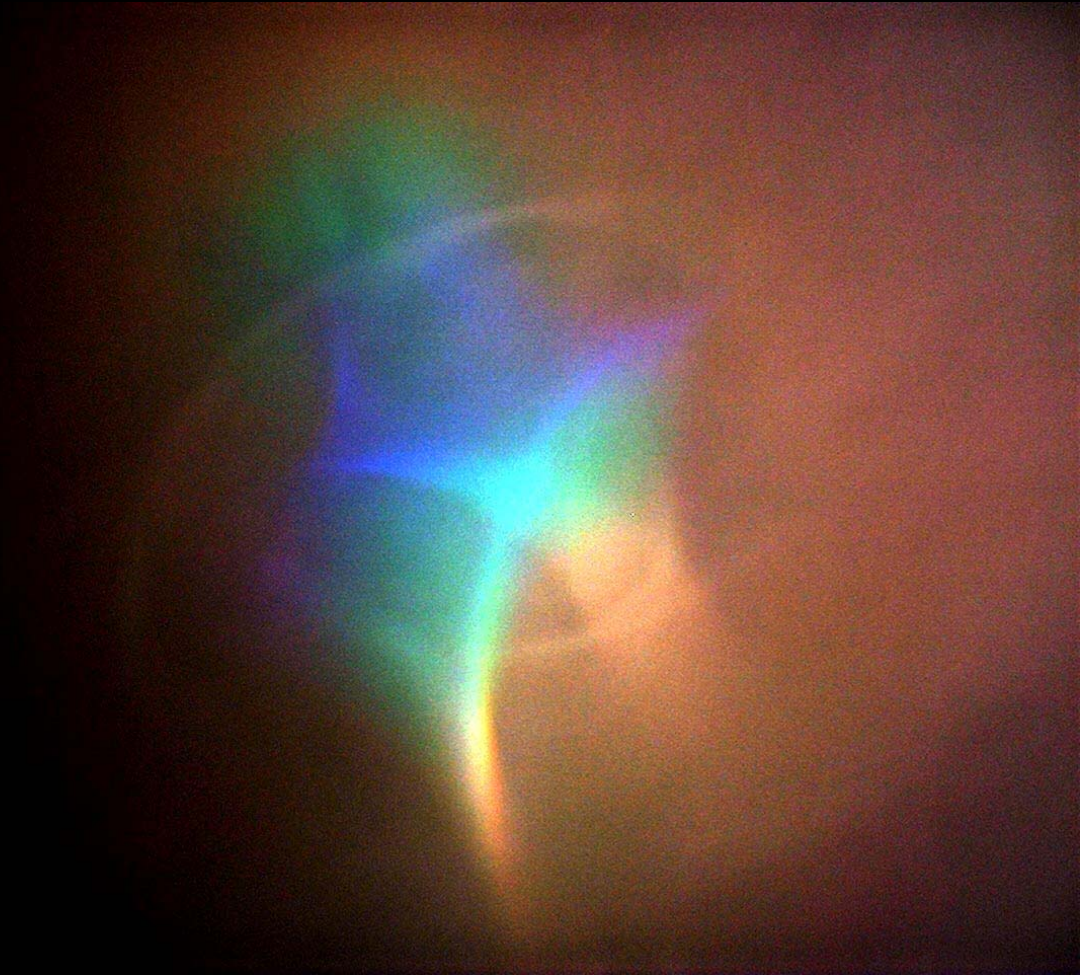
The user-object interaction should impart a sense of character to the product along with the lighting effect it produces.

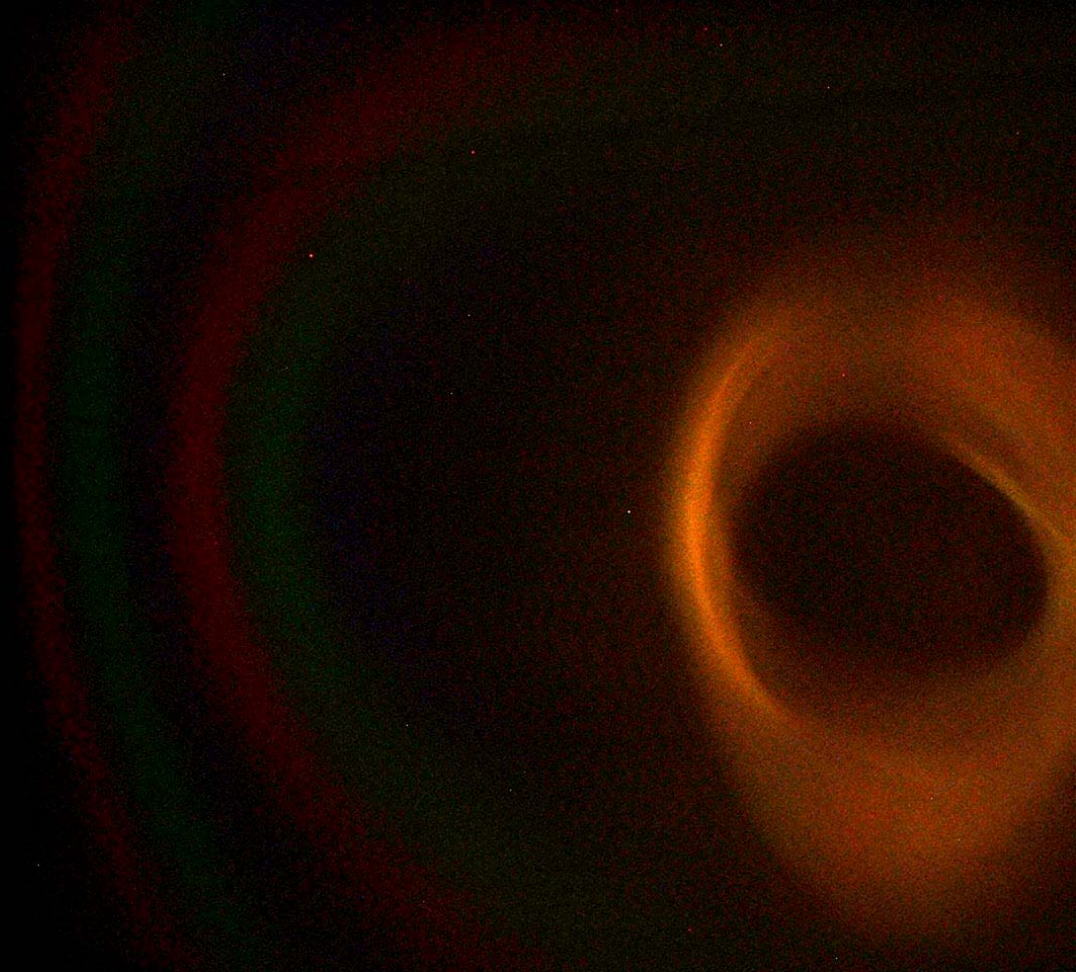
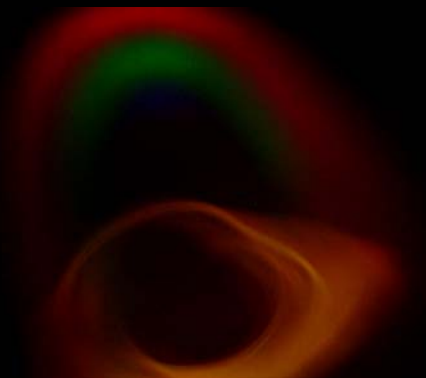
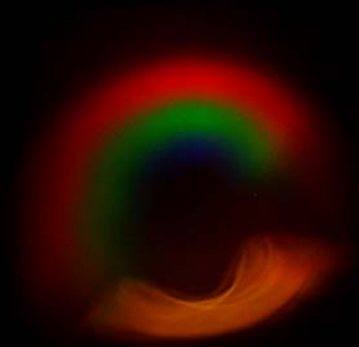
Exploration

glass and laser



old cd's and filament lamp







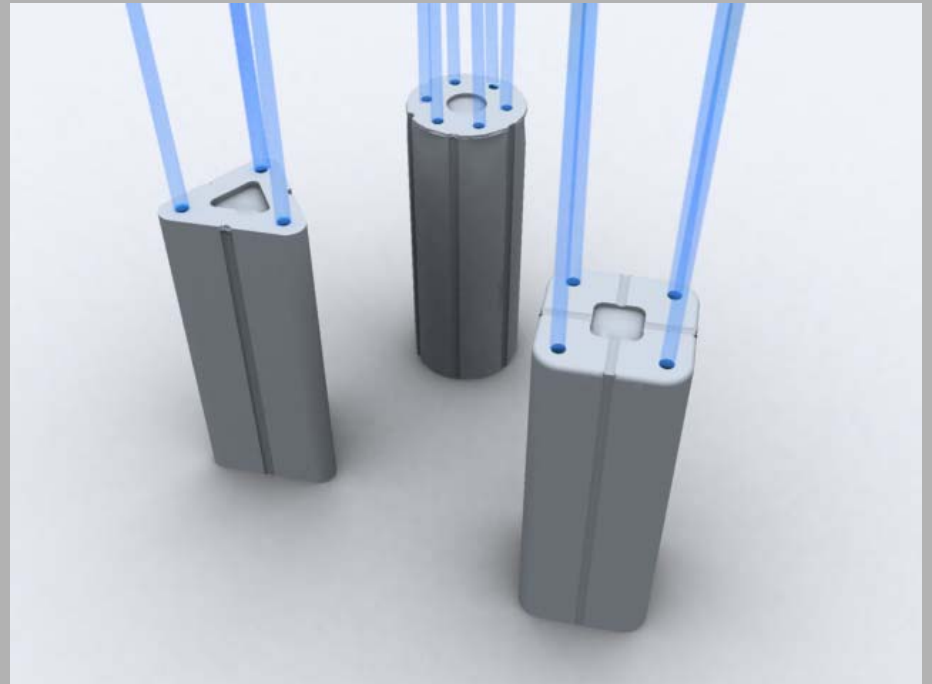
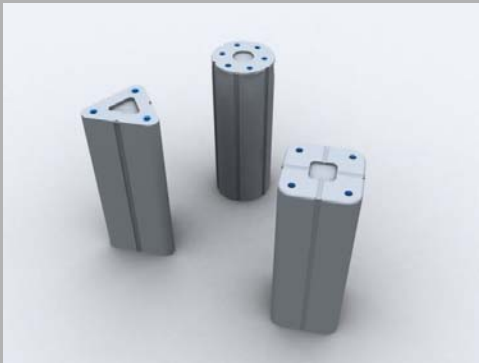
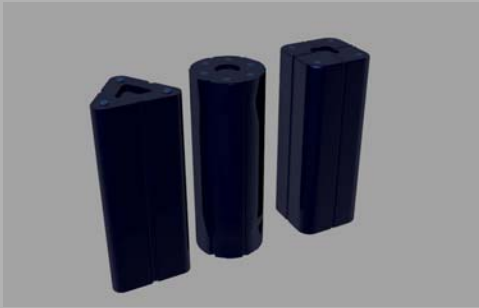
Concepts

bulb, bloom, flower, grow, herb, leaf, pot, sapling, shoot, scent, sprout, thorn, weed, scatter, seed, sow

Concept 1

purity of light, its truness and incredible velocity

fragrance and form

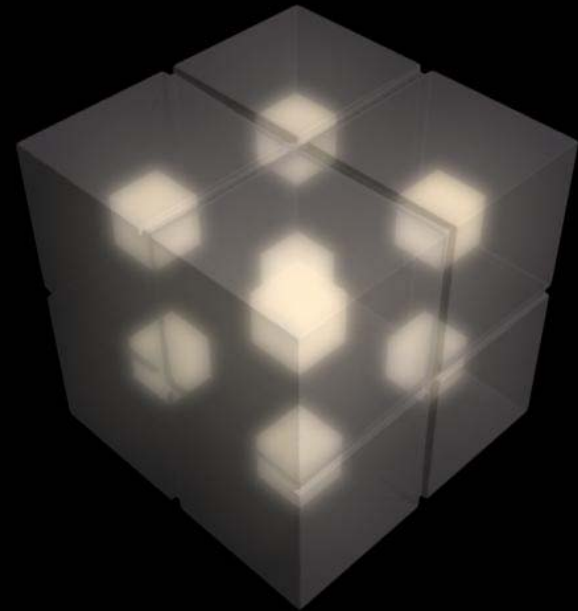
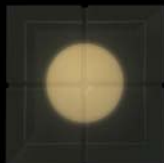
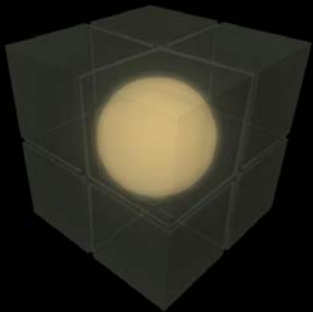


Object becomes an extension of the quality of light
that it emits

Concept 2

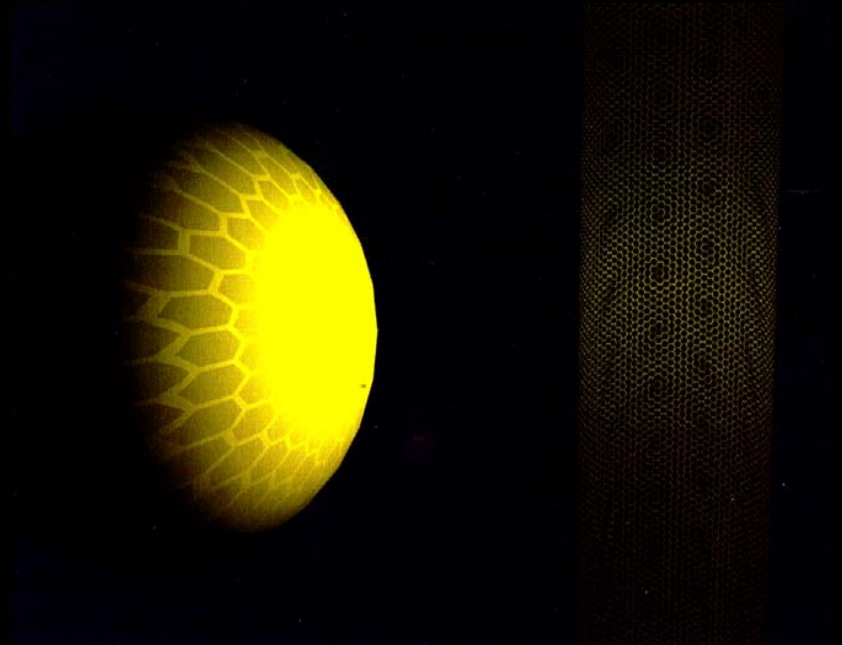
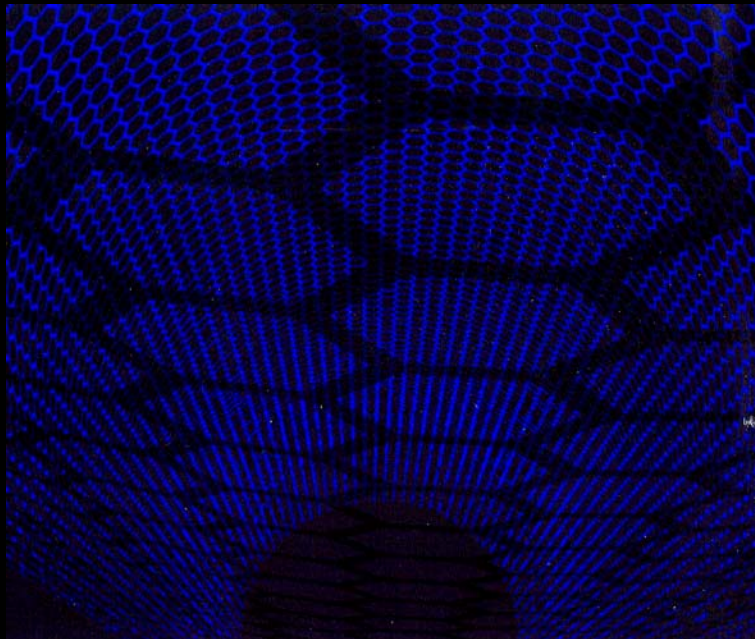
What would it feel like to hold light in the palm of your hand?

Can light be trapped or brought to stand still?



Concept 3

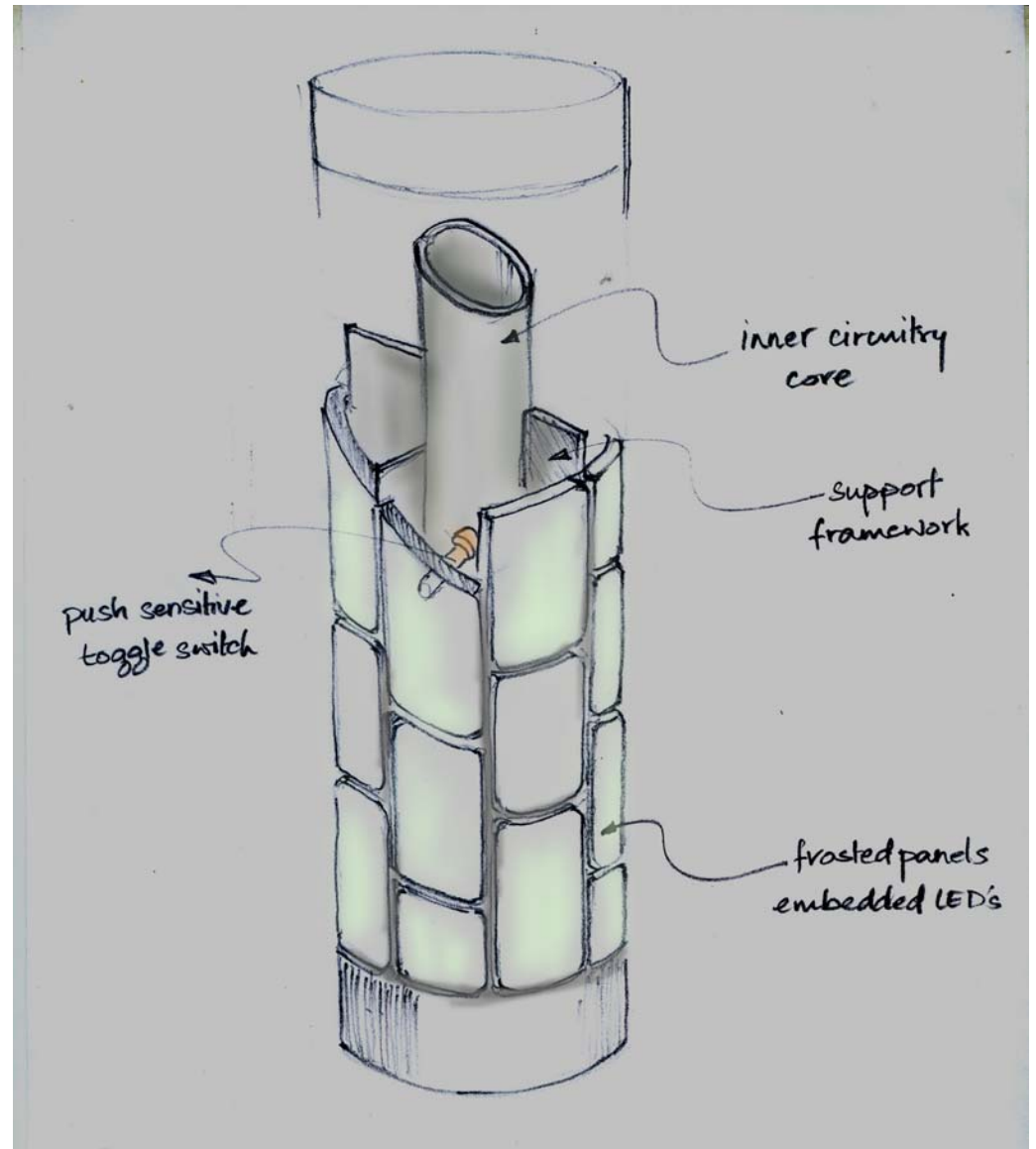
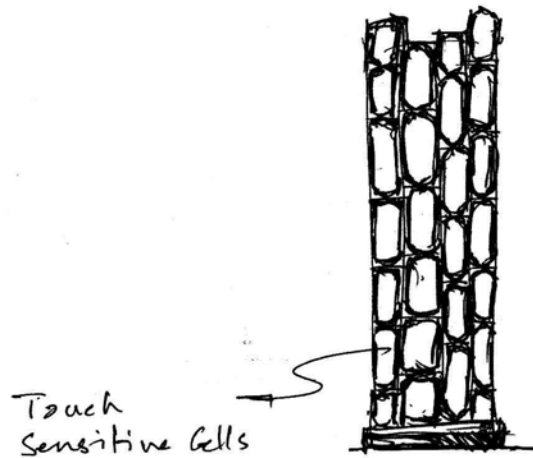
Taking inspiration from the bioluminescent creatures of the ocean depths, this concept tries to explore the possibilities of using light in multiple layers.



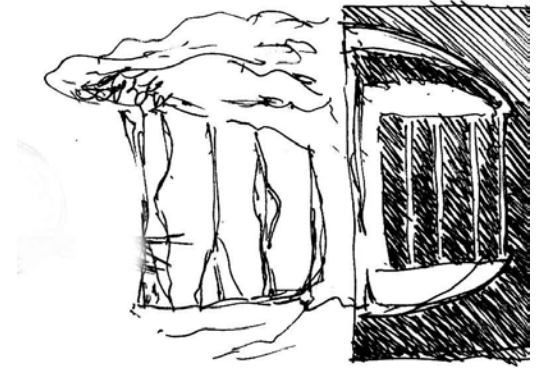
Concept 4



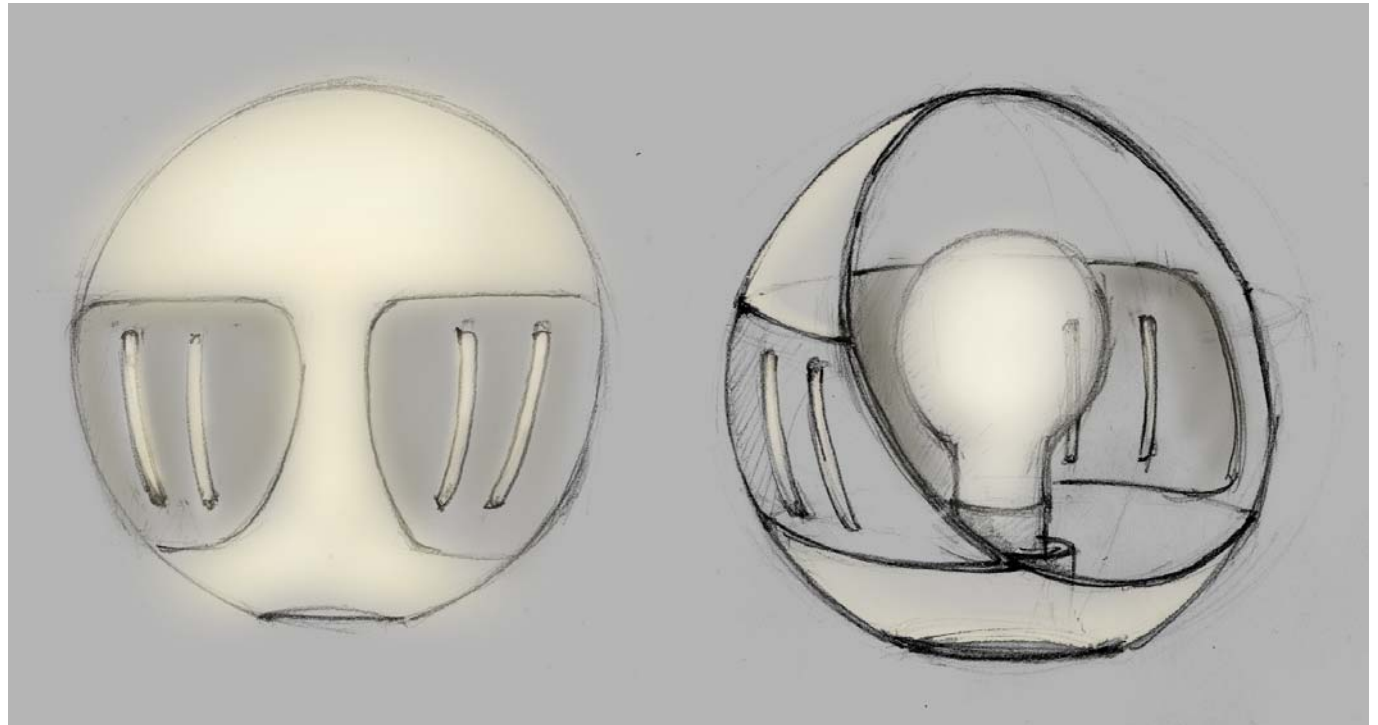
each cell can be lit up individually so the user can brighten or dim the lamp by pushing the requisite cells



Concept 5



abstraction of the
banyan tree in the
form of a spherical
lamp



Concept 6

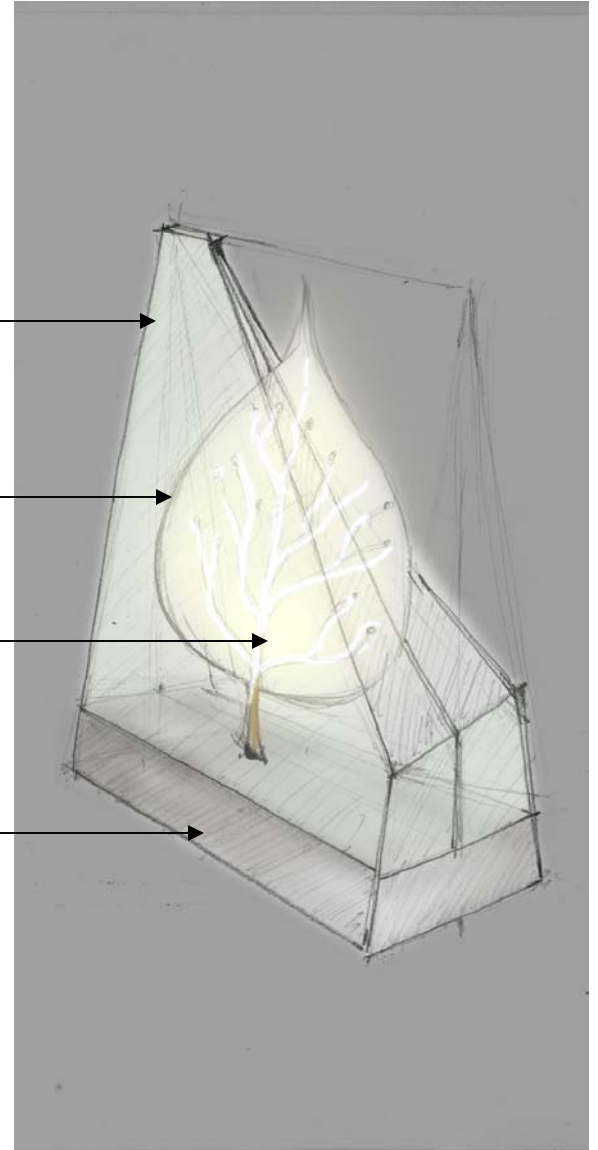


textured metal slab with banyan leaf cut-out in the middle

polycarbonate leaf cut-out inserted into slab in two halves

veins of the leaf are highlighted by fibre optic strands

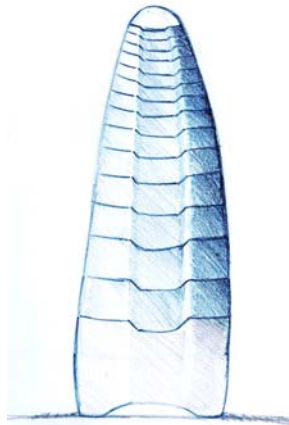
light source for fibre optic strands

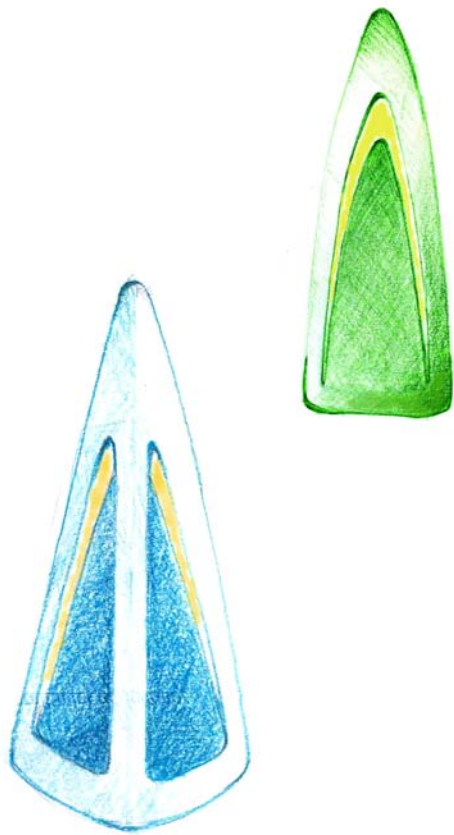


Concept 7

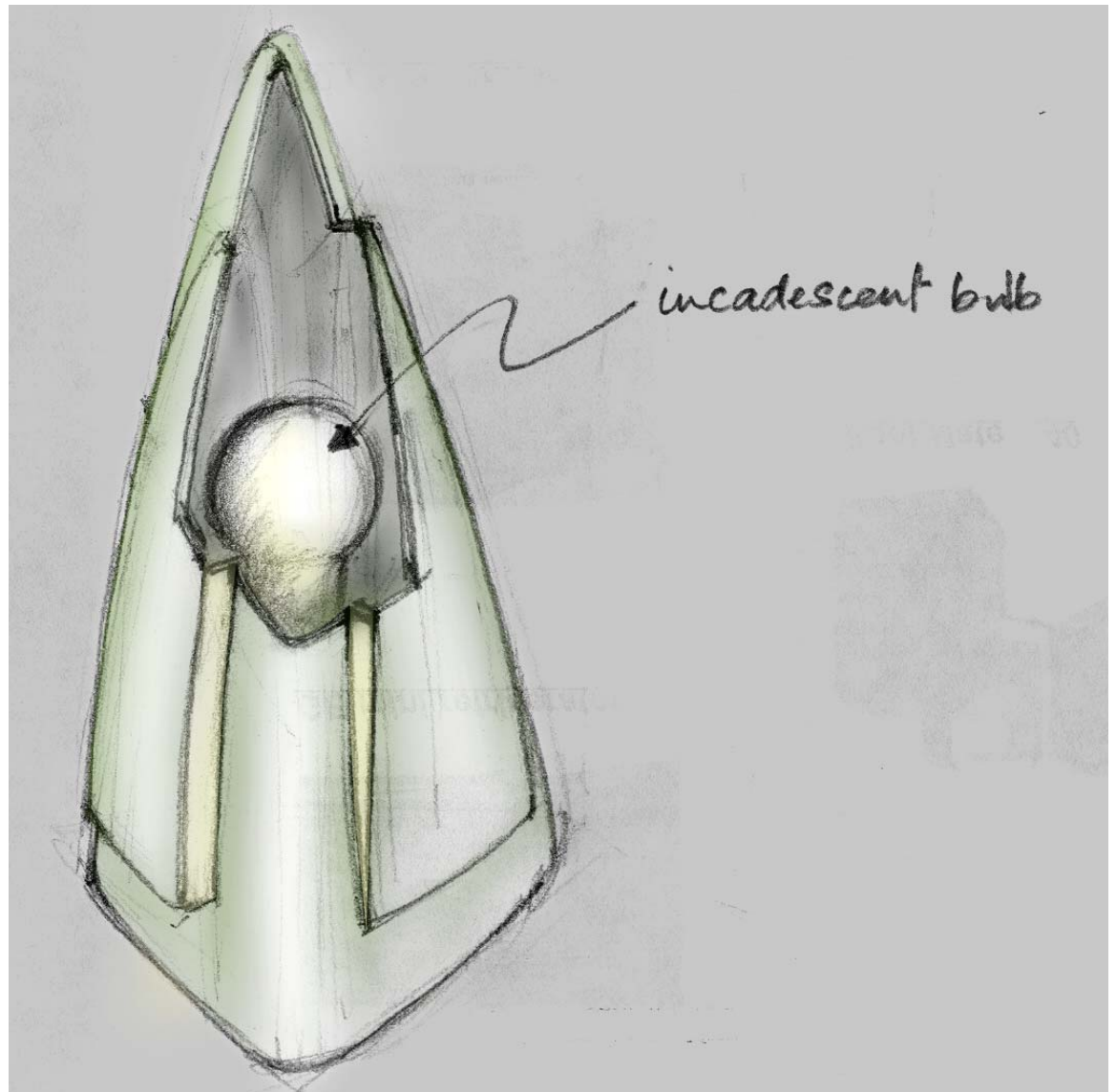


the streaks of light can be played with by rotating the discs, the slits create sharp rays of light simulating the thorns of the plant





thin rims of light visible along the
contours of the flaps



Concept 8

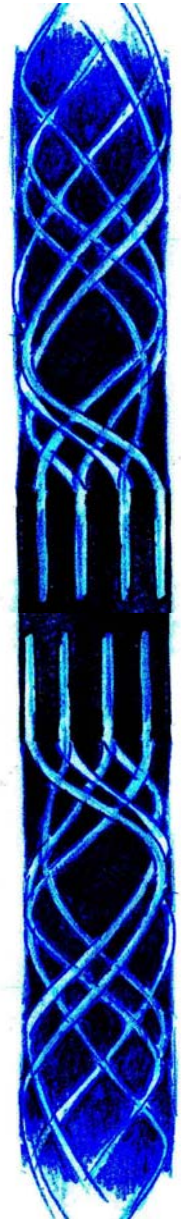
Light both
as parallel beams
and helixes

Fibre optic
cables

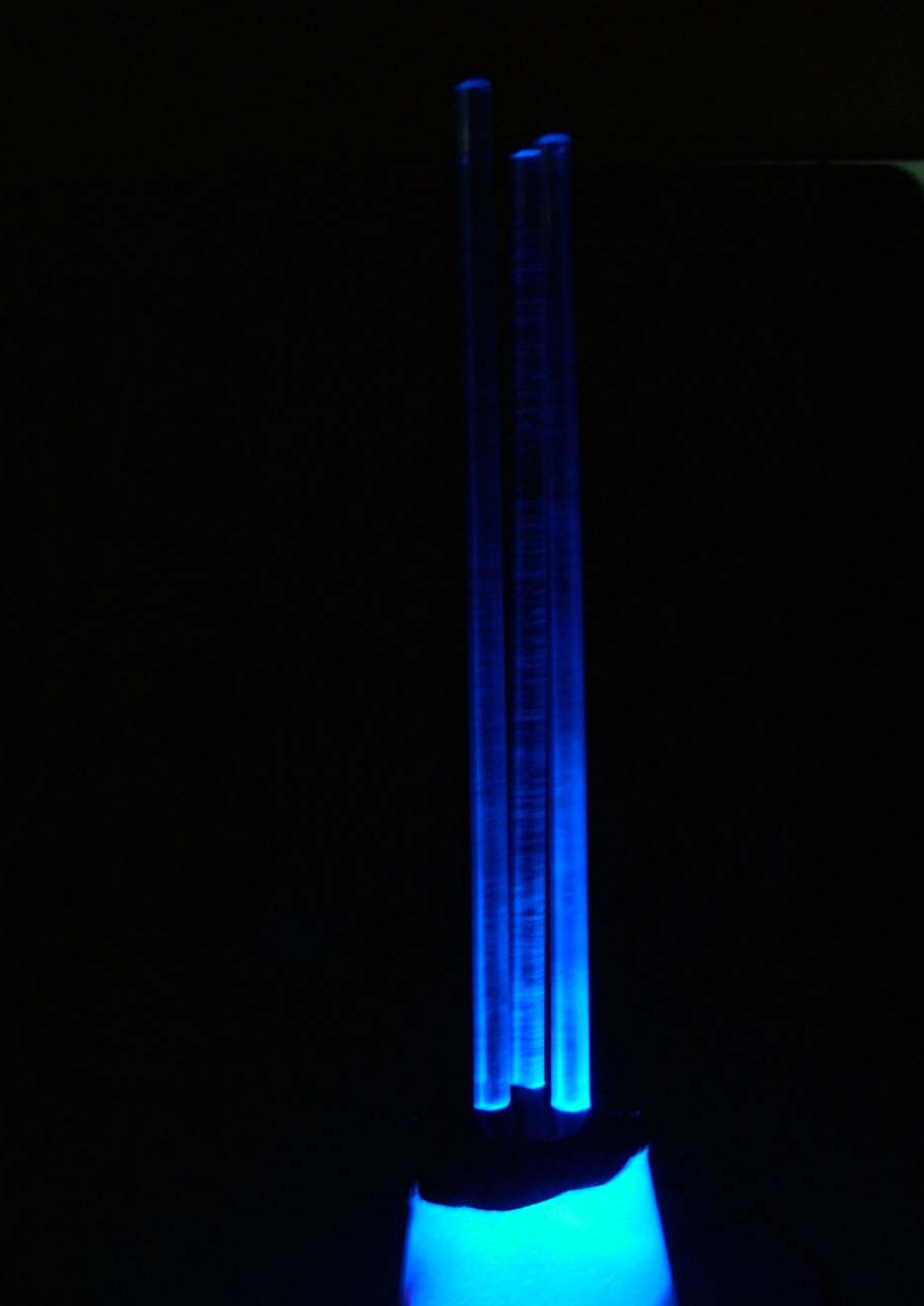
Laser beams

Light source

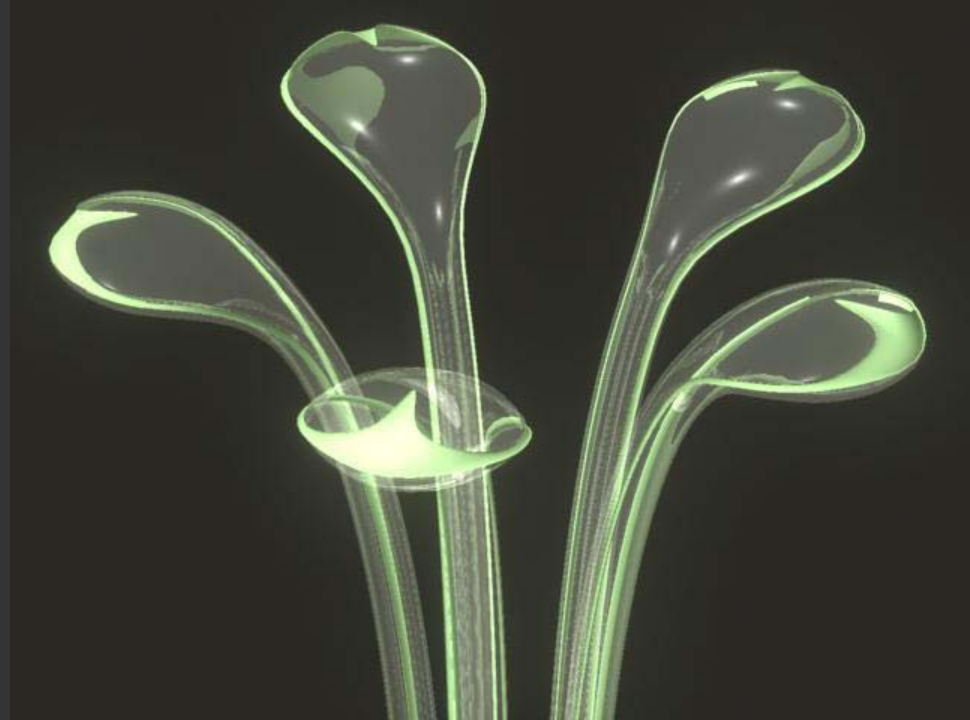
3 feet approx.



Concept 9



This concept was initiated with attempts in exploring ways in which to interact with the lighting product during the actual 'switching on' 'switching off' point.



Final Concepts

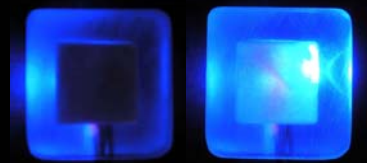
Sunflower

Do we really perceive time in any sense or is duration just a measure of events?



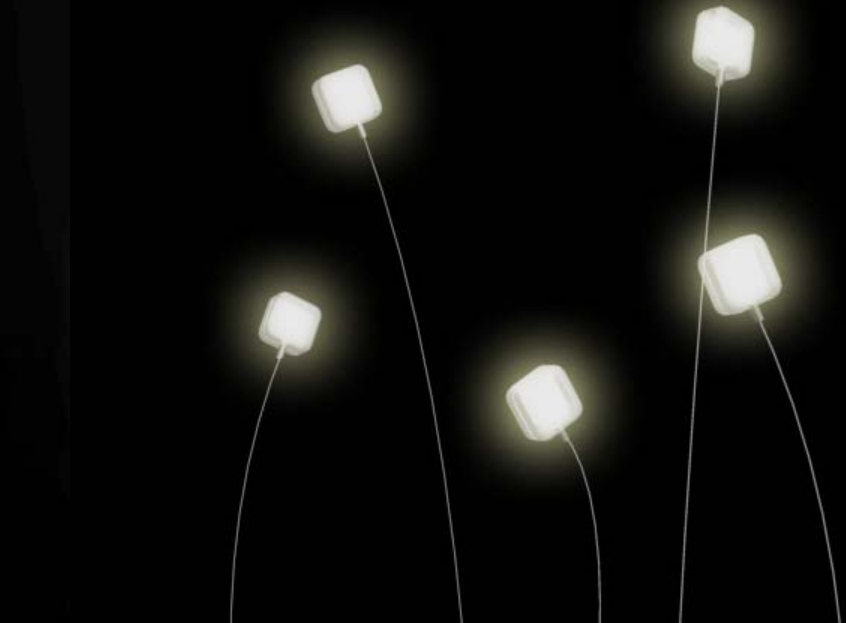
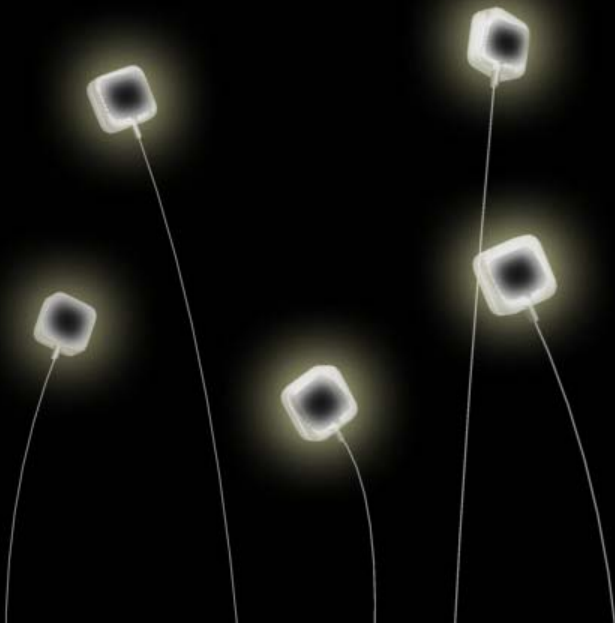
sense of duration felt with movement of natural light

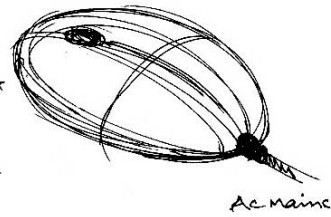
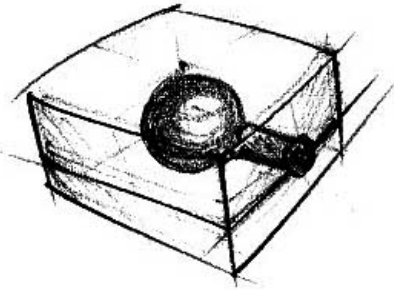
property of phototropism – growth of the organism
towards or away from light.



Dim face

Bright face

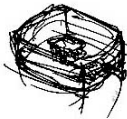




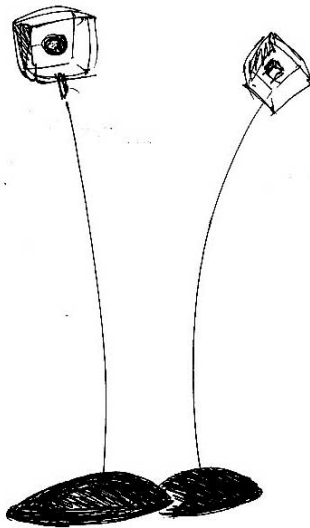
Base

Ac maine

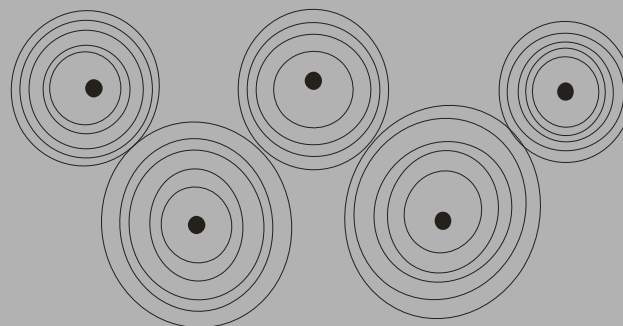
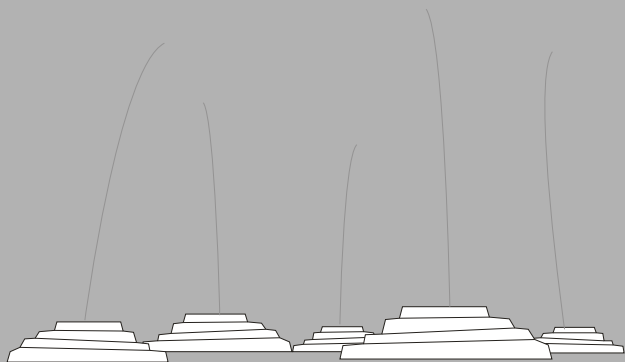
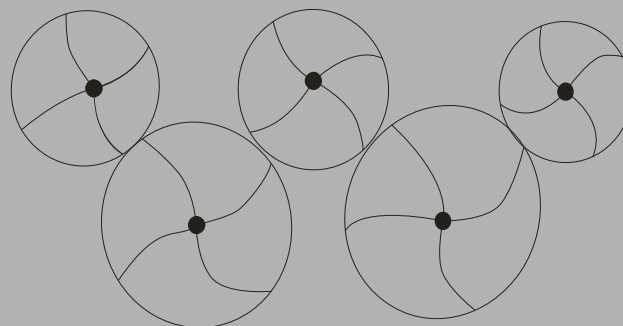
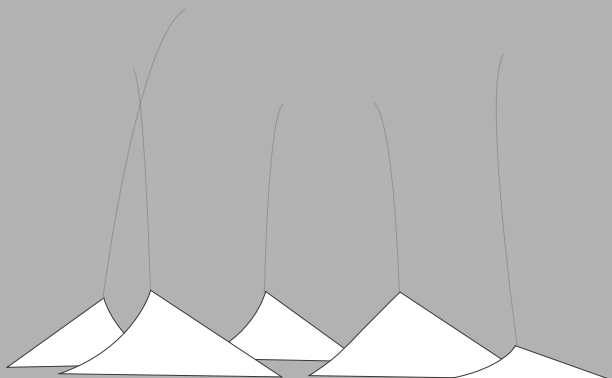
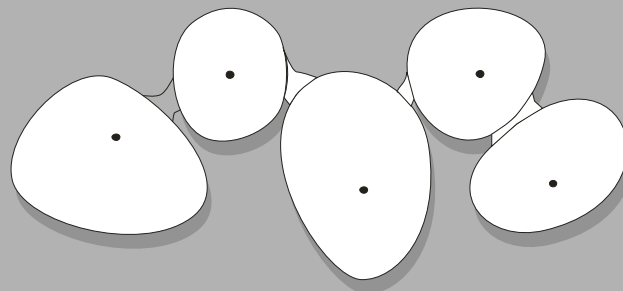
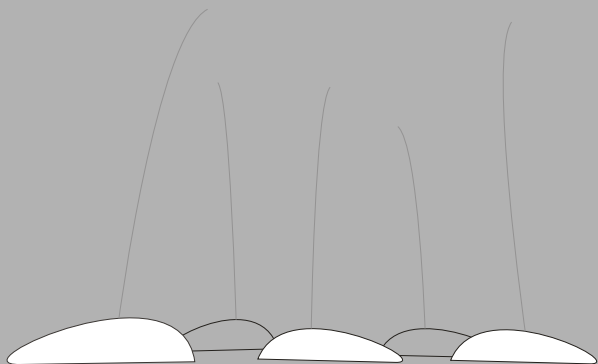
Head



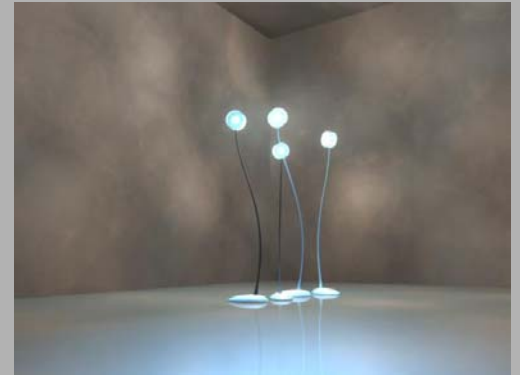
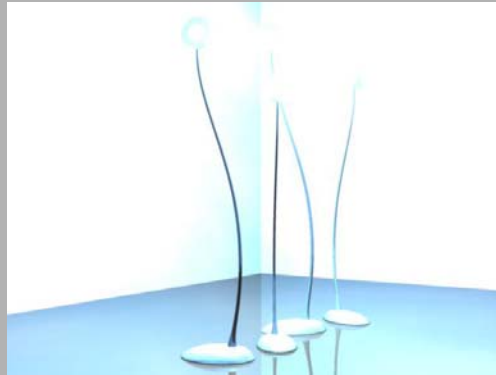
Neck



Form variations

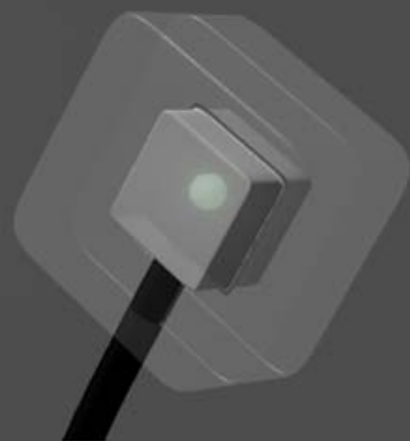


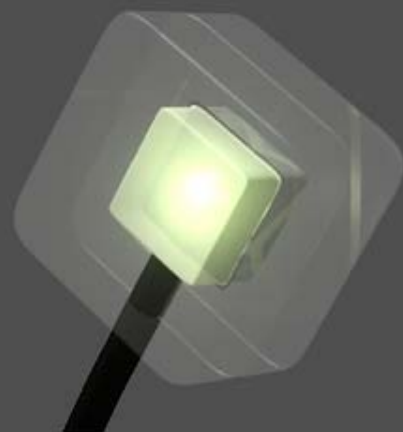
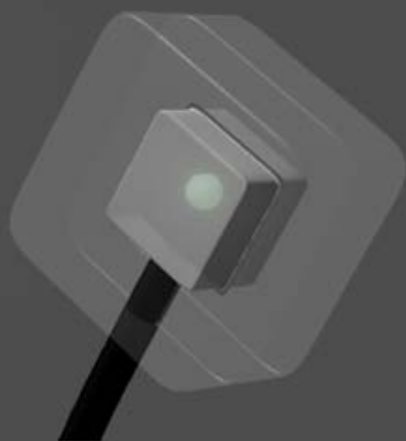
Form explorations

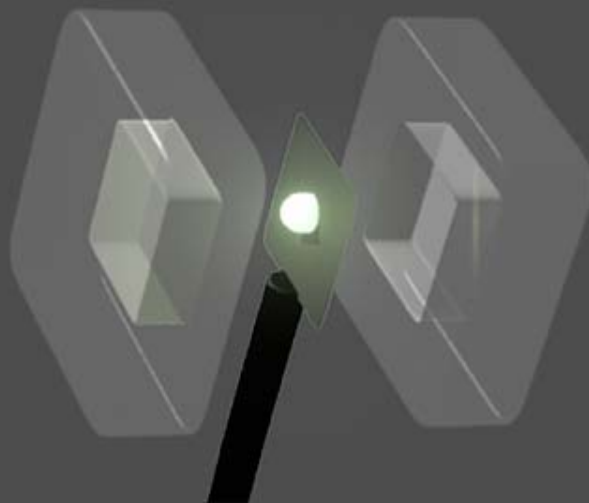
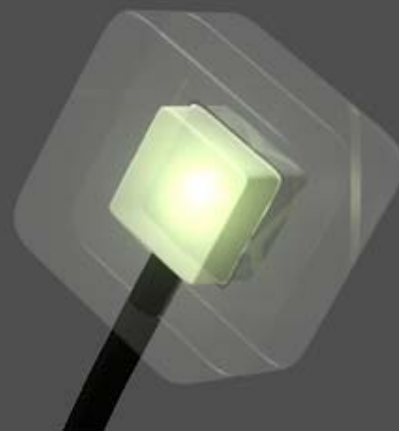
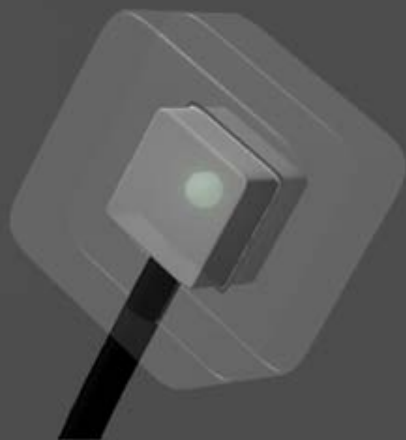




















Scenario
sitting in a easy chair
Listening to music

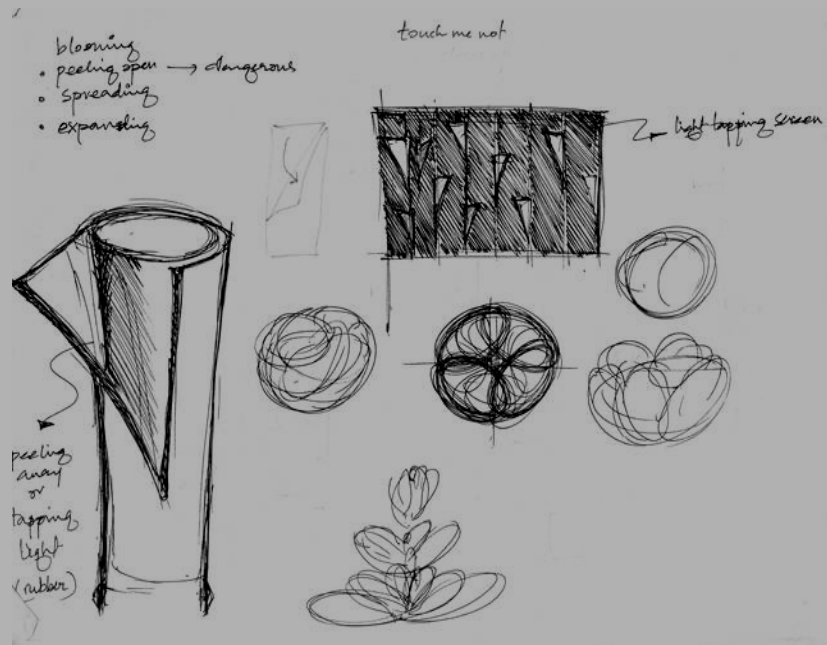
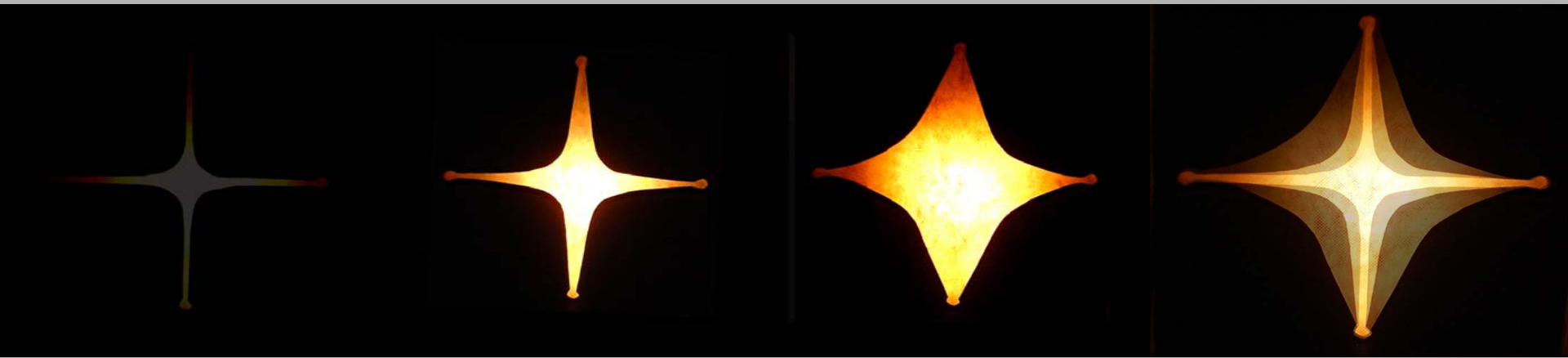
Peeling

peeling open the corn – as the outer leaves are peeled away beautiful golden corn are revealed one by one.



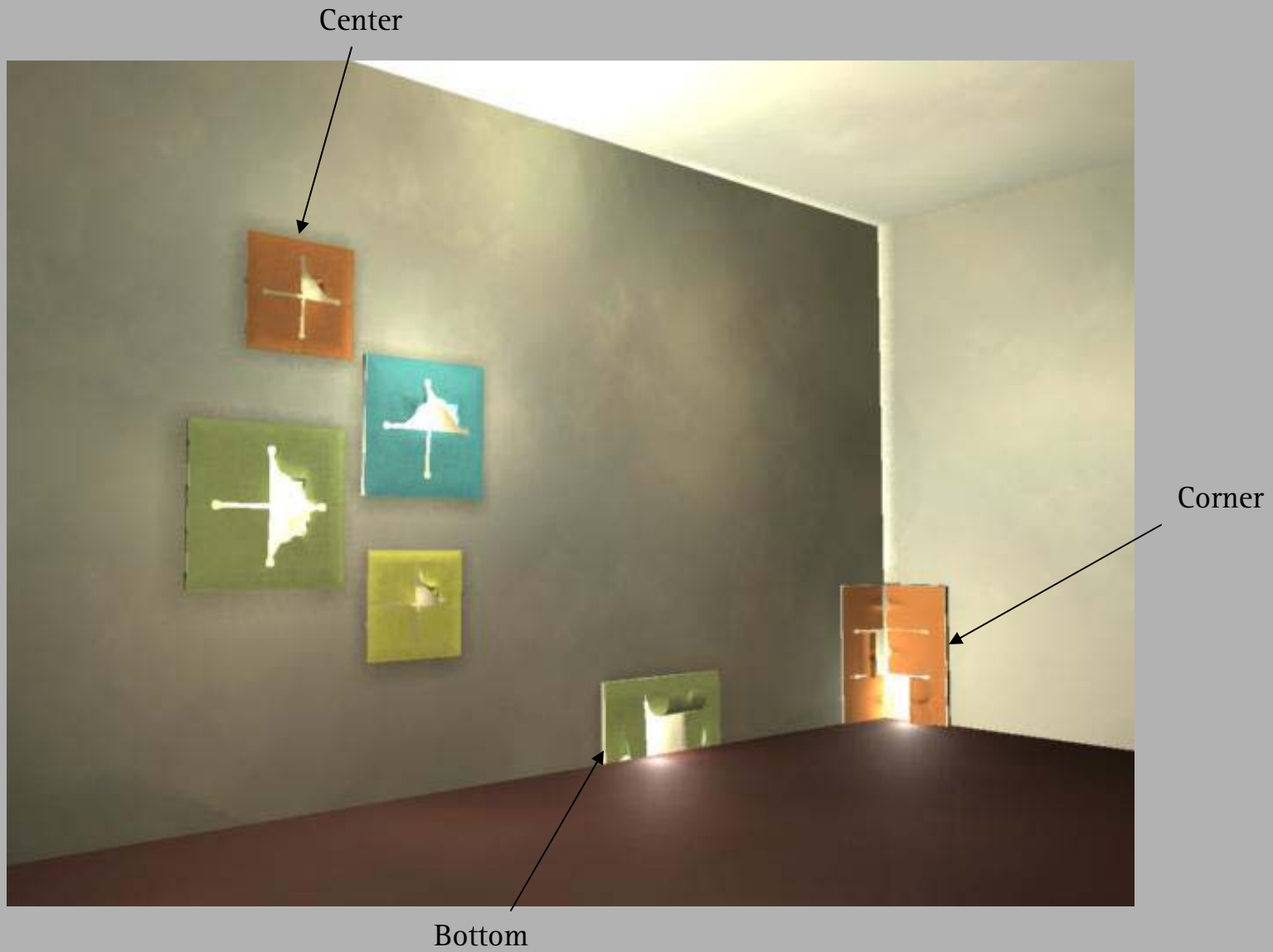


Blooming of the flower – the face lights up as the petals spread open – the light brightens as the flaps are peeled open.



Allow the user to engage in an almost playful manner and control the amount of light to create the perfect ambience for himself.

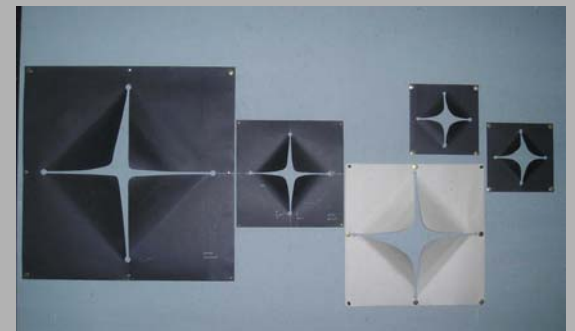
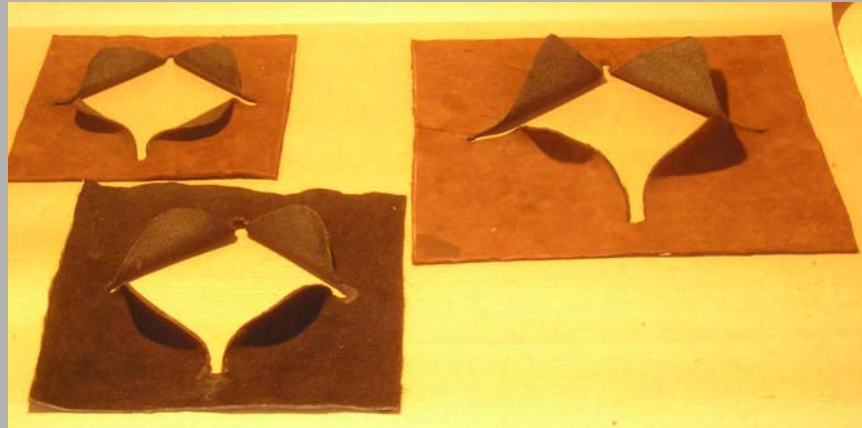
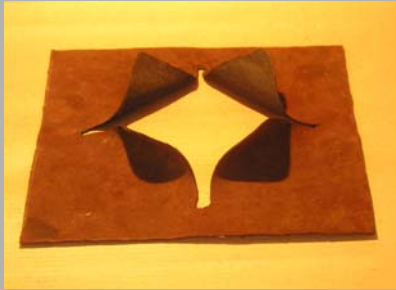
Modules



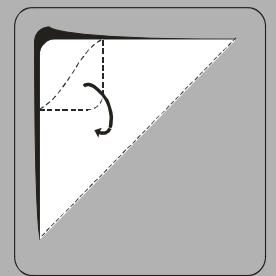
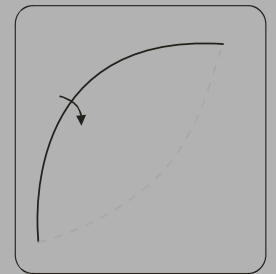
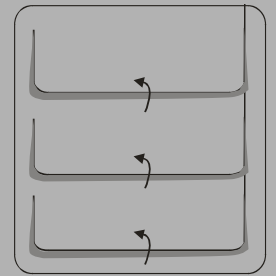
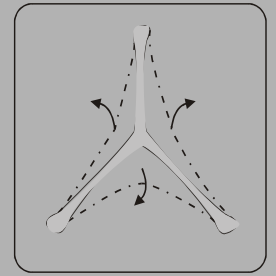
Operation

Animation flap opening

Mock-up and scale



Colour and pattern

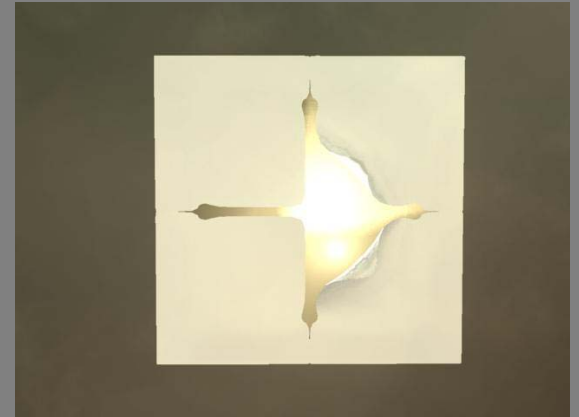


Material

opacity

texture

Opaque



Translucent

