Interface Architecture

Phygital Space: An Interface-Enabled Augmentation

Author: Nicolas Stephan

Supervisor: Prof. Kristina Schinegger, Prof. Stefan Rutzinger

Keywords: Interface, Robotics, User-Machine Collaboration

ABSTRACT:

Phygital Space: An Interface-Enabled Augmentation explores the connection between physical and digital space through an interactive installation. The work questions how architecture, as an integral part of our physical environment, can contribute to our digital future and either host or be hosted by digital content. Visitors to the exhibition experience different spatial qualities and can interact with and influence the environment both physically and digitally.

The installation consists of a 2.5m x 1.25m relief wall and a virtual space that can be experienced through augmented reality. The relief is composed of 72 modular elements that are continuously reconfigured by a robotic arm. It is in mutual communication with the virtual space and influences its appearance or is itself influenced by changes in the same. Visitors to the exhibition can intervene in this ongoing process on both the digital and physical levels of the installation.

This project is a collaboration between Alexandra Moisi and Nicolas Stephan and combines their respective research topics.

CREDITS:

Software Development: Adam Geraia

Wood Workshop: Ernest Hager, Klaus Oberwalder, Günter Hofer

Special Thanks:

Marine Lemarié, Johannes Schlusche, Nina Hütter, Moritz Riedl, Paul Kapeller, Rupert Maleczek, Julian Edelmann, Rexlab, David Christian, Margit Naumann-Stephan, Hartmut Stephan, Max Wacker, Samuel Erlacher, Robby Kraft, Yiqun Wang, Victor Kuebart, Caroline Fritz, Hannes Megens