SYNTHESIA

STATEMENT

One common condition of an industrialised capitalist society is the stratification and isolation of its populace, this is no more apparent than in mega-cities such as New York. New technologies provide the capability to diminish this condition, yet, so far, these technologies have remained in the virtual realm. The intersections of information, life, machines and matter display complexities that suggest the possibility of a much deeper synthesis.

Synthesia is a project that aims to eliminate social divisions and develop a new state of human connectivity through blurring the boundaries between local and regional scales, virtual and physical realms and internal and external conditions.

Utilising regional data sets from analysis of online social activity and local environmental data through various instruments, (including motion detectors, microphones and a wireless emotional sensor developed by MIT.) Initial predetermined functions are employed to initiate the process of developing a heightened sense of collectivity, these functions alternate periodically. Synthesia then uses intelligent, cybernetic systems to learn and adapt the primary functions to create a hybrid, evolving model therefore enhancing the experience and developing a collective nervous system.

The project is manifested in the physical realm through interactive glass elements placed on each block in Manhattan and an elegant pavilion set in Central Park. This pavilion uses moving electrochromatic glass panels that embody the various inputs through colour, height and intensity of natural light. These are supported by a sculptural marble structure; referencing Central Park's 'lost marble arch', therefore representing the threshold between the juxtaposing conditions.

The pavilion is both reactive and interactive, encouraging users to communicate, play, react in virtual and physical space and therefore become part of one holistic connected system. Thus Synthesia has the potential to become much more than an environmental or emotional prosthesis, it unites all aspects of humanity into one collective nervous system.
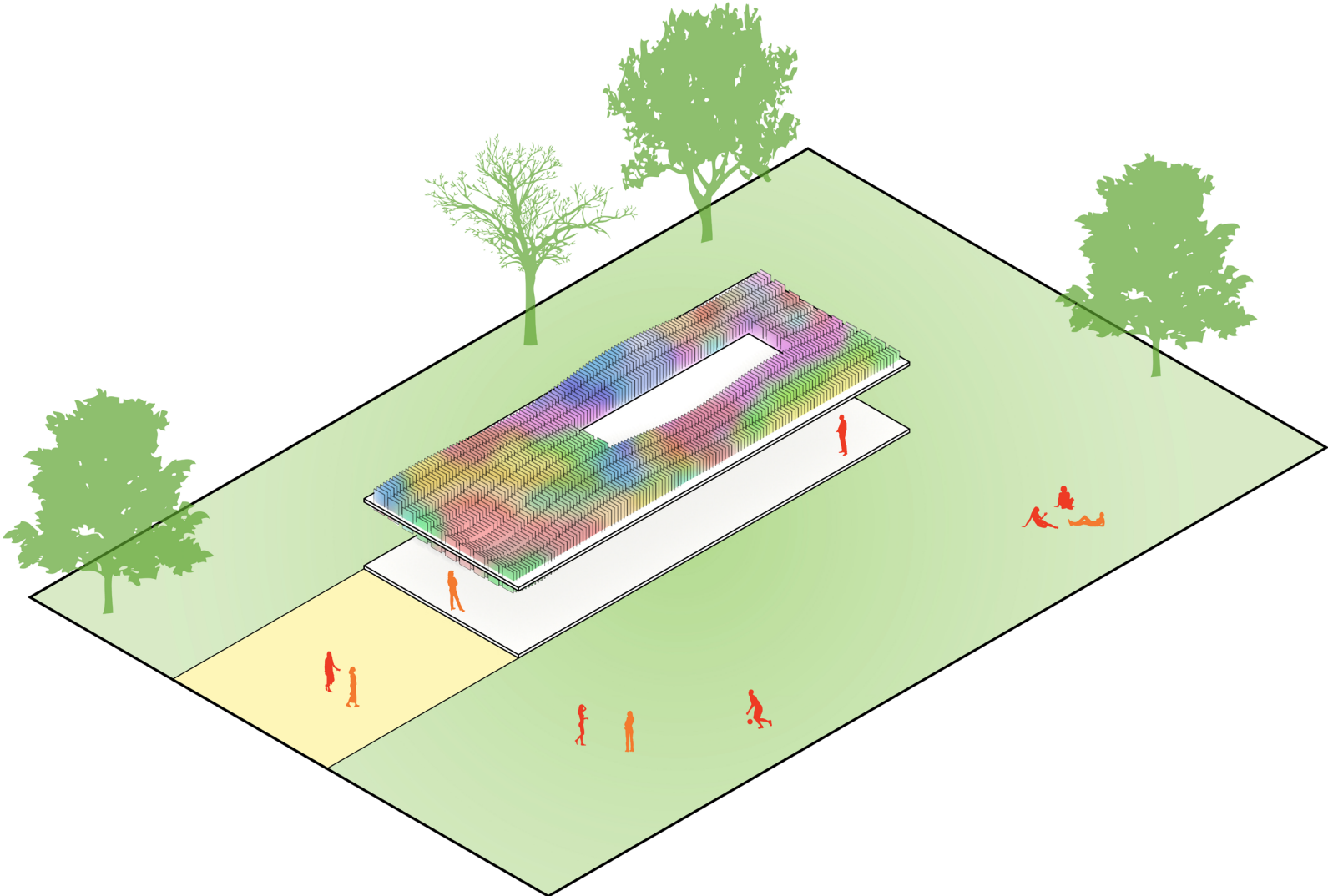
EMOTIONAL SYNTHESIS
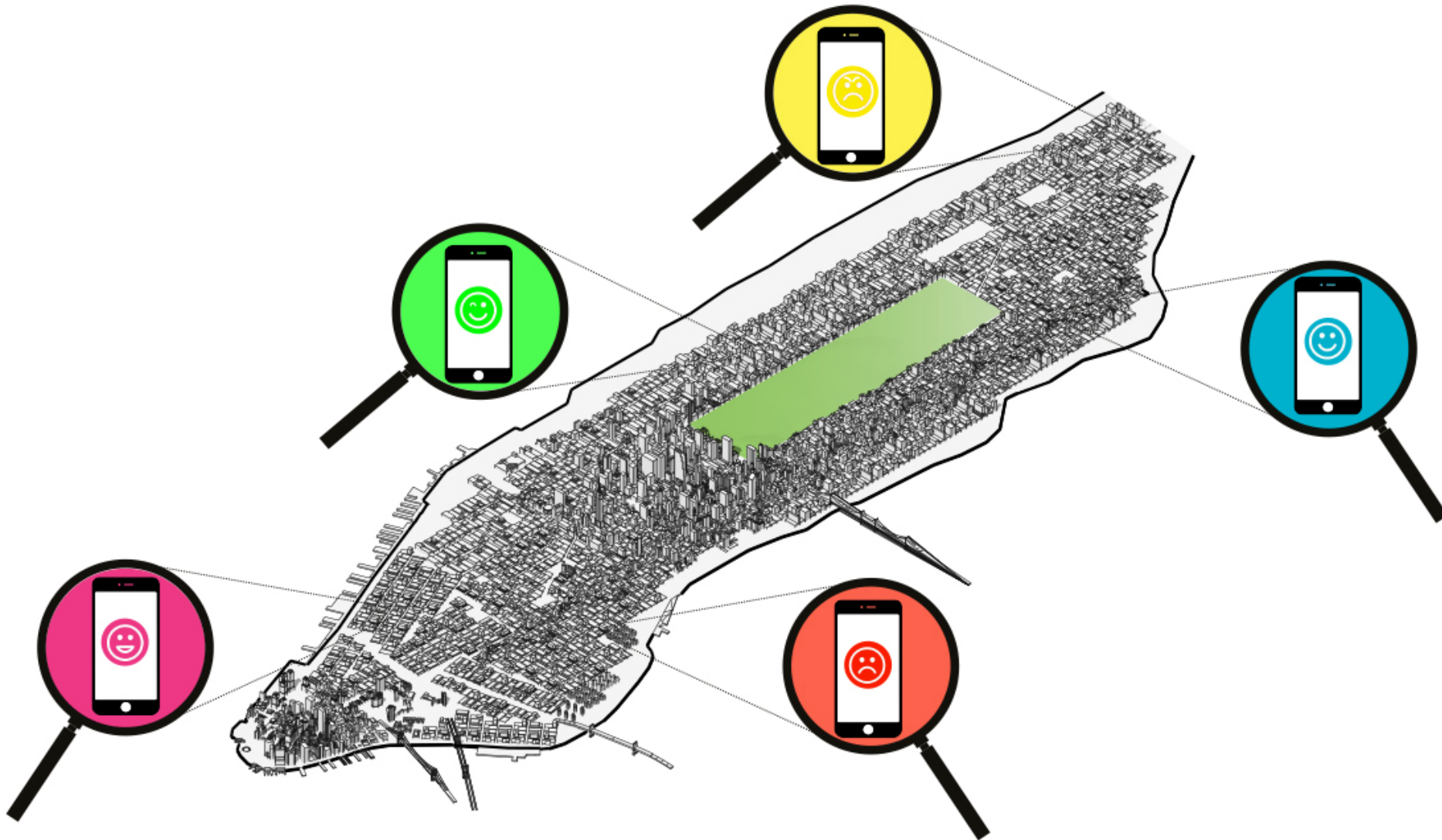
All language used on twitter and other public social media has inherent emotional associations and are geographicalwly tagged to high accuracy.
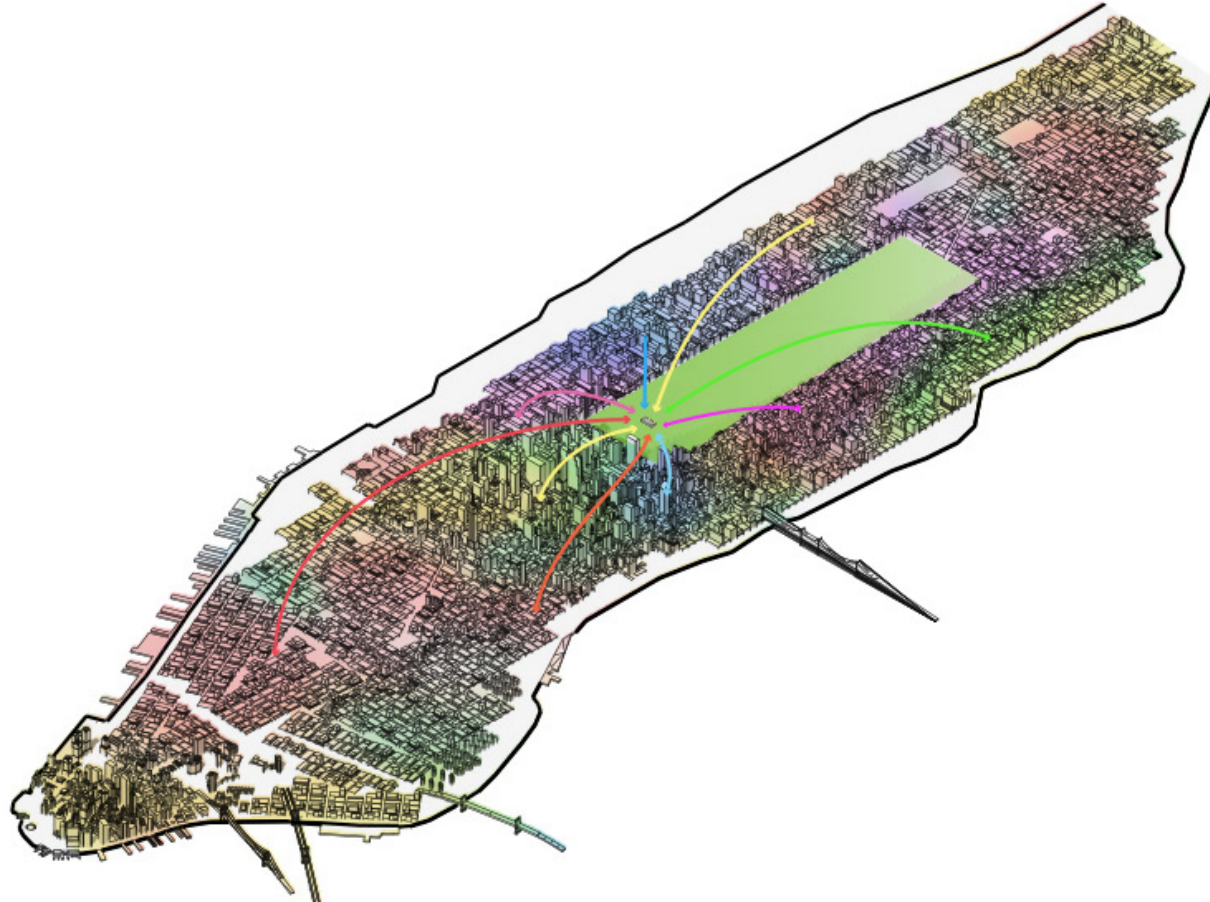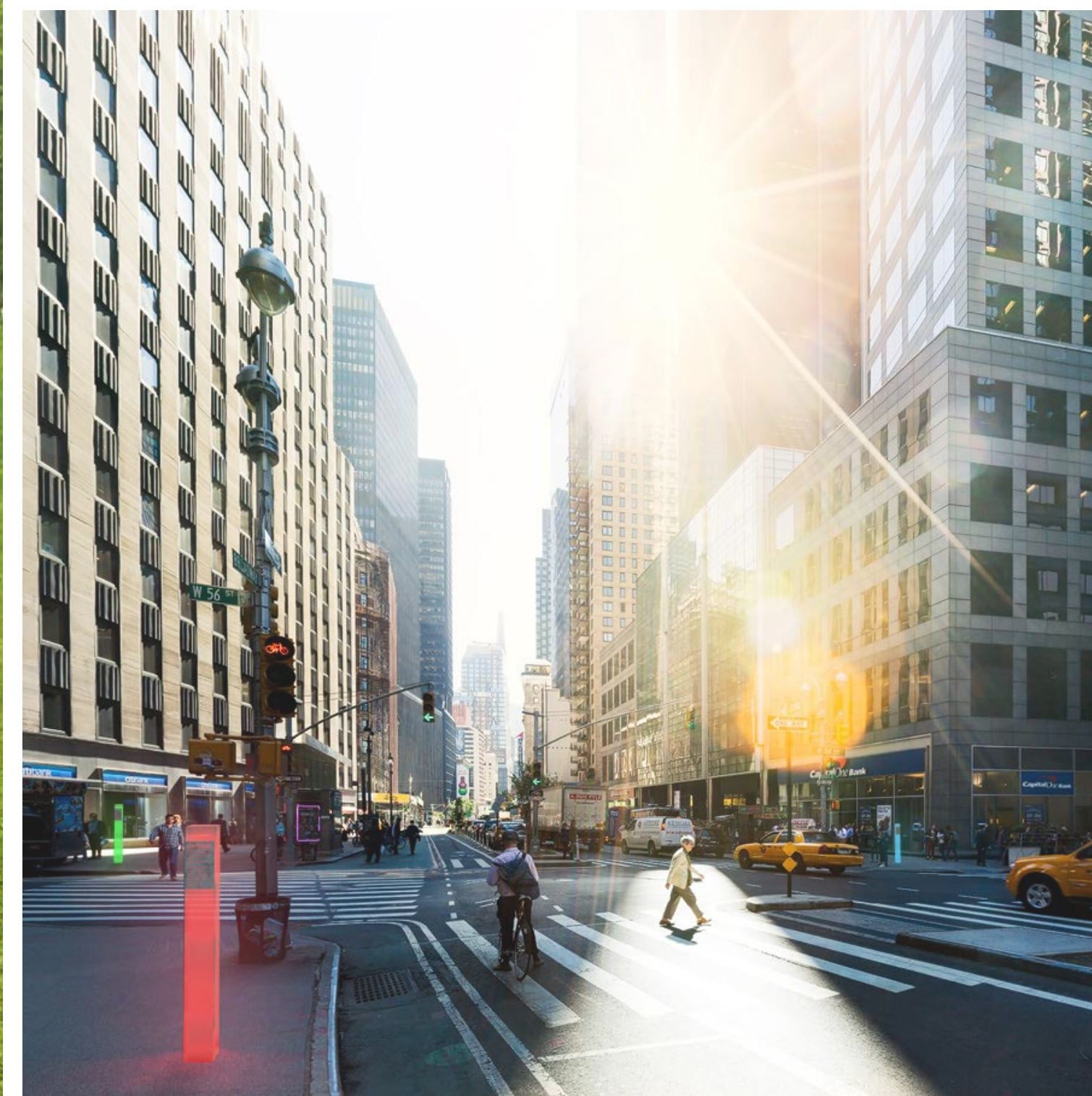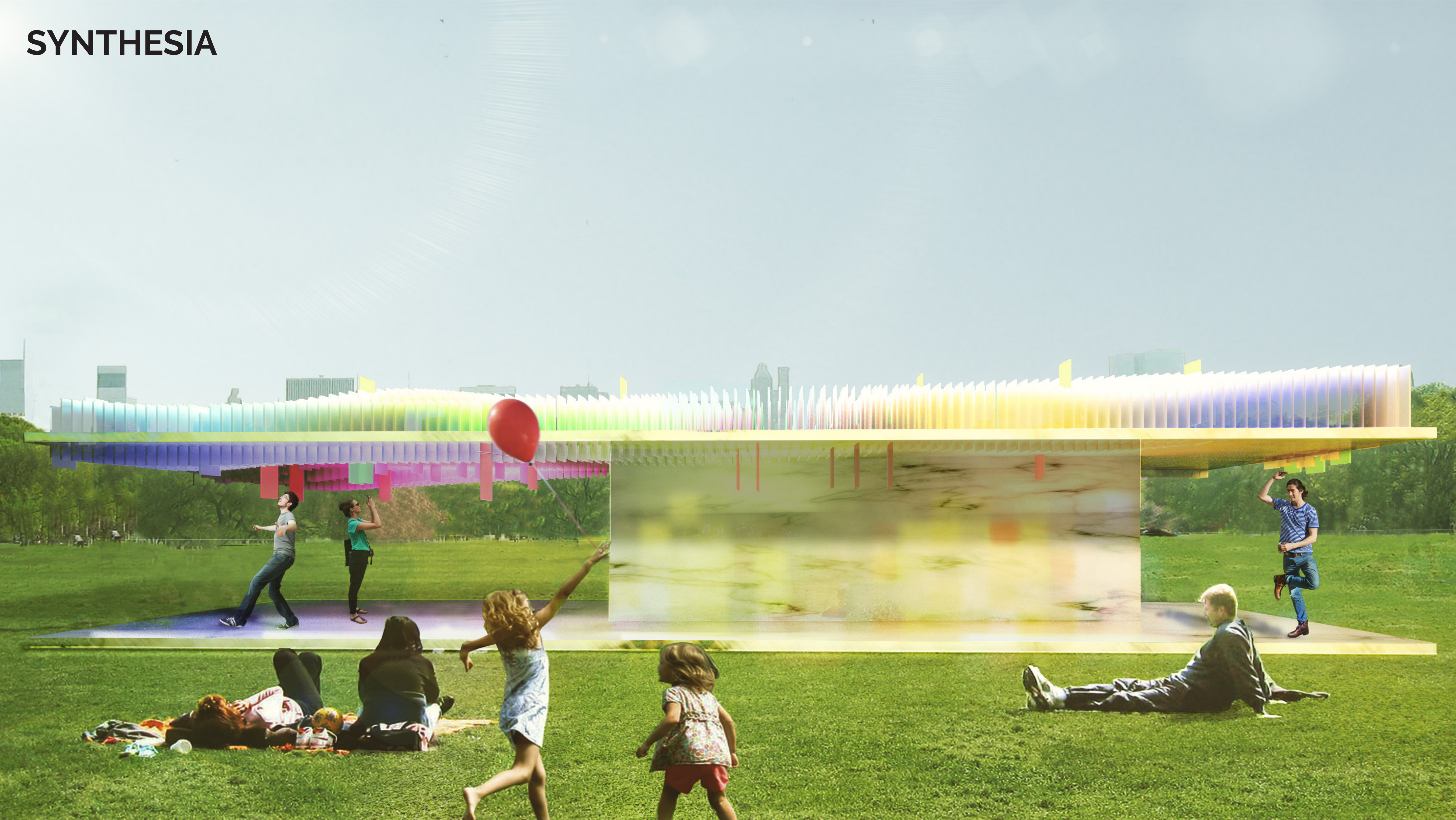

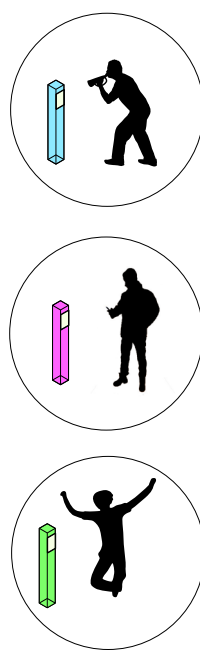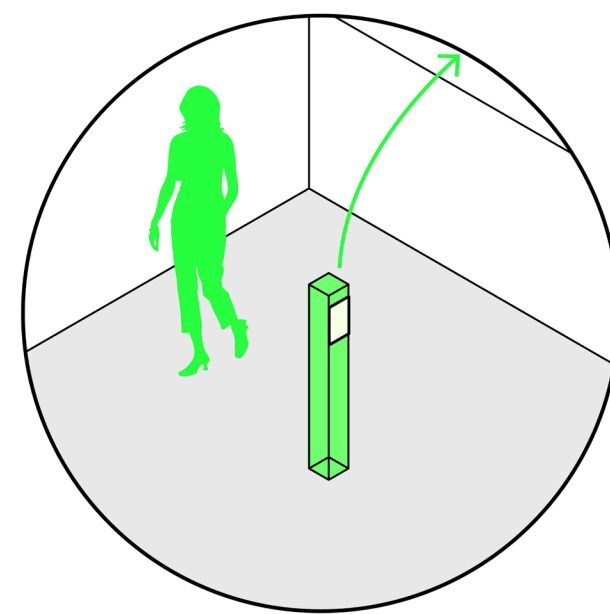This language can be analysed to create an emotional map of the Manhattan blocks.

This emotional map is translated onto the pavilion, the pavilion users then interact with the structure and therefore interact with the residents of New York.
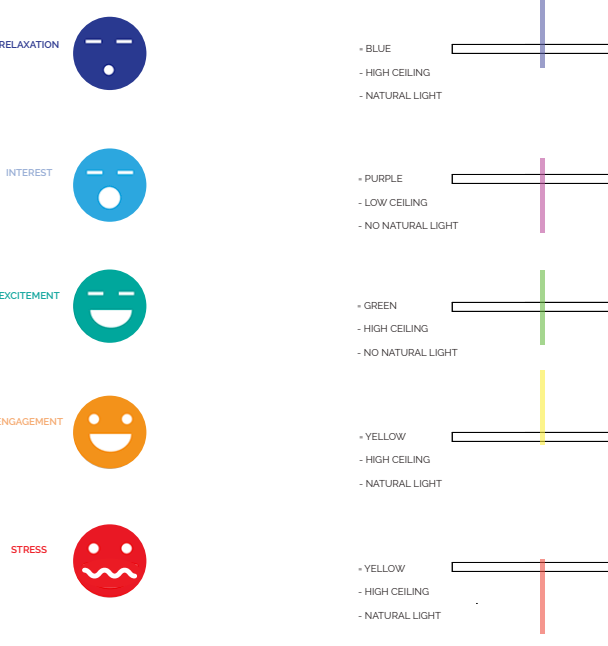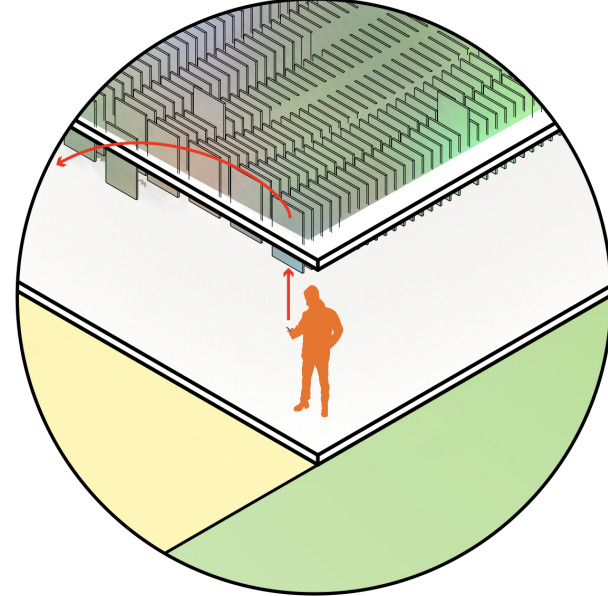
SYNTHESIA

MODES OF INTERACTION

EXAMPLE 1 _ **REGIONAL DATA SETS**

EXAMPLE 2 _ **EMOTIONAL SYNTHESIS**

EXAMPLE 3 _ **COLLECTIVE HARMONY**

EXAMPLE 4 _ **KINETIC UNITY**
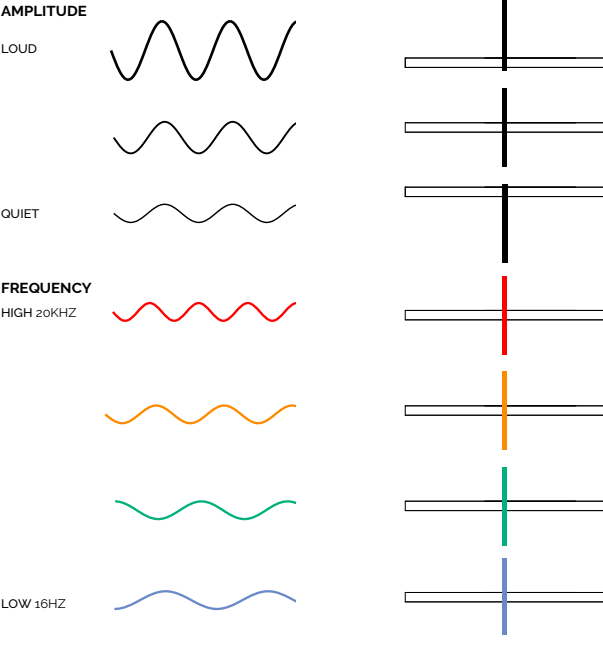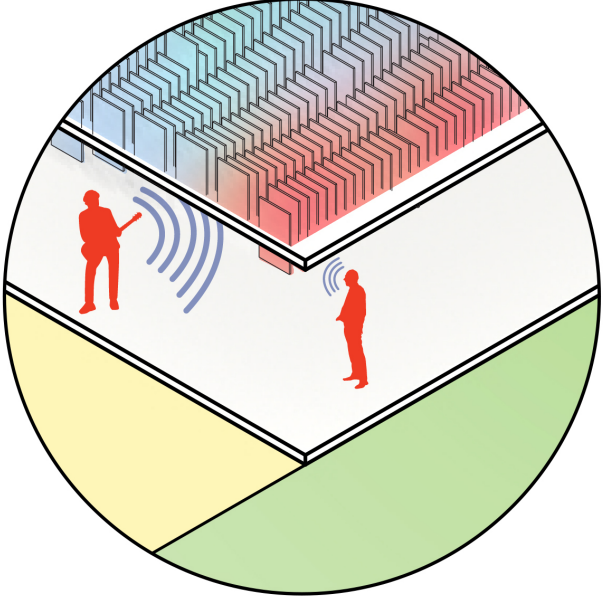
EXAMPLE 5 _ **CONNECTED COGNITIVE IMPULSES**

1. The concept of emotional contagion is heightened through the architecture, studies state that the ceiling height, amount of natural light and colour effects the mood of the occupant as shown in these diagrams. This therefore creates an emotional skyline of New York city, with the happiest blocks standing tallest, encouraging competition and interaction.

2. Motion sensors encourage interaction with the architecture, users are encouraged to group together, creating a more comfortable space with higher ceiling heights. When at proximity the design then inspires playfulness as chromatic changes occur with different levels of movement.

3. Synthesis merges the physical with the digital through noise. The user is encouraged to play with the architecture, making sounds of different frequency and amplitudes create a fun interactive experience for the users, and creates a sense of excitement, forming an event to draw in others from outside the pavilion.
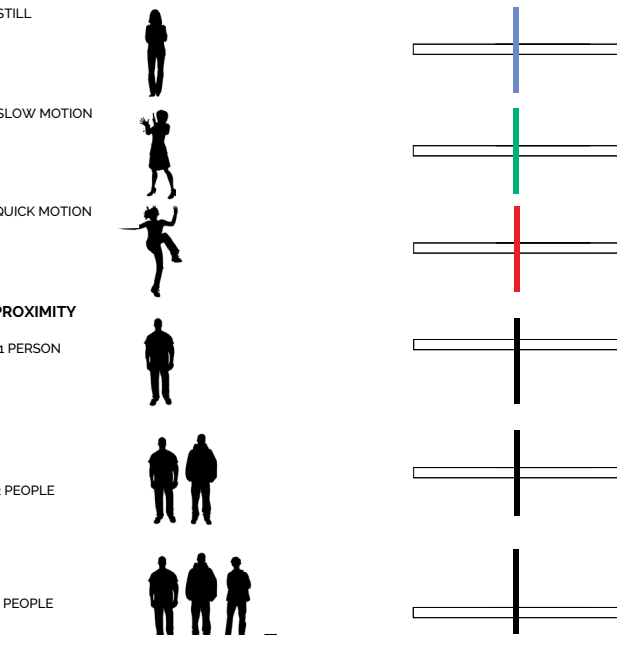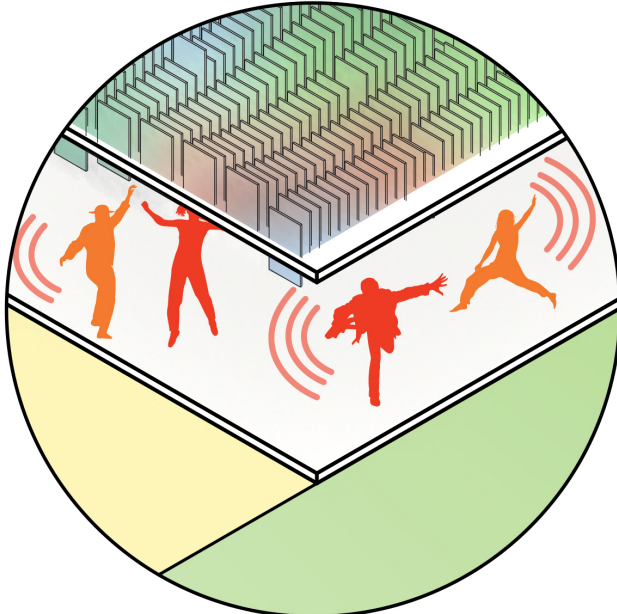
RELAXATION

INTEREST

EXCITEMENT
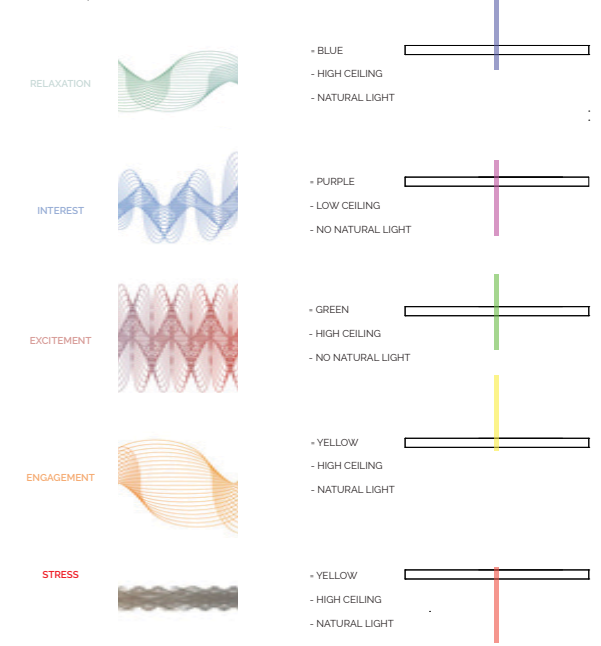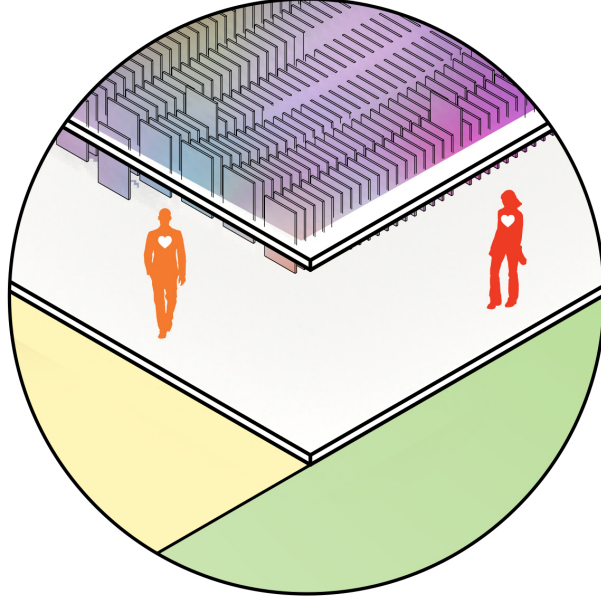
STRESS

AMPLITUDE
LOUD
QUIET

FREQUENCY
HIGH 20KHZ

Asleep   Deeply relax   Alert & F
0.2 Hz - 3 Hz   3 Hz - 8   12 Hz
Delta   **Theta**   **Be**
LOW

STILL
SLOW MOTION
QUICK MOTION

PROXIMITY
1 PERSON
2 PEOPLE
3 PEOPLE

NERVOUS SYSTEM

CENTRAL NERVOUS SYSTEM

PERIPHERAL NERVOUS SYSTEM