

THE HEART OF THE CITY

AUTHOR: ANAISA FRANCO STUDIO SYDNEY, AUSTRALIA, 2015

The Heart of the city is an interactive public art sculpture are invited to hang out and experience an expansion that pulses light according to people's heartbeats. The of their own heart shared with others. sculpture invites several people to sit and interact with the work. It was located on the corridor of Sydney The shape of the sculpture comes from an original Opera House during the VIVID Light Festival in 2015.

The interactivity of the work occurs when the viewer was inspired by the human organ. puts his finger on the pulse sensor located in the center of the sculpture, and it begins to pulse light The idea was to create an organic, cozy resemblance according to the heart rate of the user.

of the city is waiting for its next user.

at a time.

The sculpture is covered with a light skin made of flexible LED Neon flex, where half of the leds pulses according to the left heart artery while the other half pulses according to the right heart artery, which and resin in order to reinforce and protect the structure, creates a unique rhythm to be experienced by the which needed to carry hundreds of kilos from the led user and its spectators.

The piece aims to bring together the heartbeat of the citizens by creating a heart to the city where people The sculpture is robust, waterproof and durable.

human heart model, which was modified to get the desired shape for the interactive public furniture which

of a heart where several people could sit and feel When no one is touching the pulse sensor, the heart comfortable in the sensitive light skin curvatures.

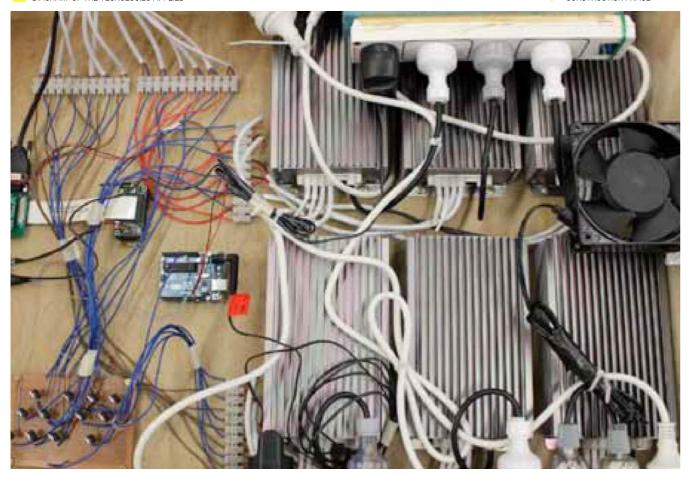
The work hosts 5 people sitting and one interacting The interior structure was made by carving 3 blocks of Styrofoam using an electric chain saw and finishing with sand machines.

> After the desired organic form was achieved, several layers offiberglass and resin were added of fiberglass neon flex plus 6 people sitting on it.





54





CONSTRUCTION PHASE



RESEARCH

TEMPORARY





··· OTHER







SWEET REFLECTION AUTHORS: ANAISA FRANCO STUDIO & RODRIGO WAIHIWE

SAO PAULO, BRAZIL, 2016

Sweet Reflection is an interactive public art in a shape transient anthropology in printed panels and edible of a parametric honeycomb pavilion where visitors units. could obtain their chocolate or pancake portraits The URBE Public Art Festival aimed to investigate the made with a digital food printer. The translucent cover of the pavilion was also printed using images of the the fusion between work and place with temporary people.

The purpose of this record and the autophagic act Luz Park, on Prates Street, its purpose was to create symbolized by the food came from the artist's desire to a temporary memorial for the population of the create a memorial that celebrated the ethnic diversity of the Bom Retiro neighborhood and to return that diversity of the Bom Retiro neighborhood by returning experience in the form of personalized sweets. The that experience in the form of designed personalized public can literally eat themselves.

The organic pavilion projected for the sweetness digital kitchen was developed using generative. The starting point of the project was the creation of a modeling and digital fabrication techniques which allow to construct an organic form from hexagonal and from that, with the use of generative modeling, wood structures that resemble honeycomb.

participation system giving a cannibalistic outline by fittings between the edges, which stabilize mainly by showing a playful idea of random construction of compression. several layers, which transforms the facility into a kind About 1200 unique pieces of the structure, from navy of temporary memorial neighbourhood, assimilating plywood, were cut into a 15 mm thick CNC milling

public space through artistic practices that assimilate interventions, creating a course guided by the interest of the viewer. The work was installed on the edge of immigrant neighborhood and to celebrate the ethnic sweets.

double-curved shell that would associate with a hive this shell was subdivided into hexagonal panels giving The work generates interactivity and a social rise to a reticulated structure with circular double





TIME MANAGEMENT OF USES



··· OTHER

Ø



cutter. Through the identification of the virtual model of the project, the manual assembly of the structural parts was done with the aid of a rubber hammer.

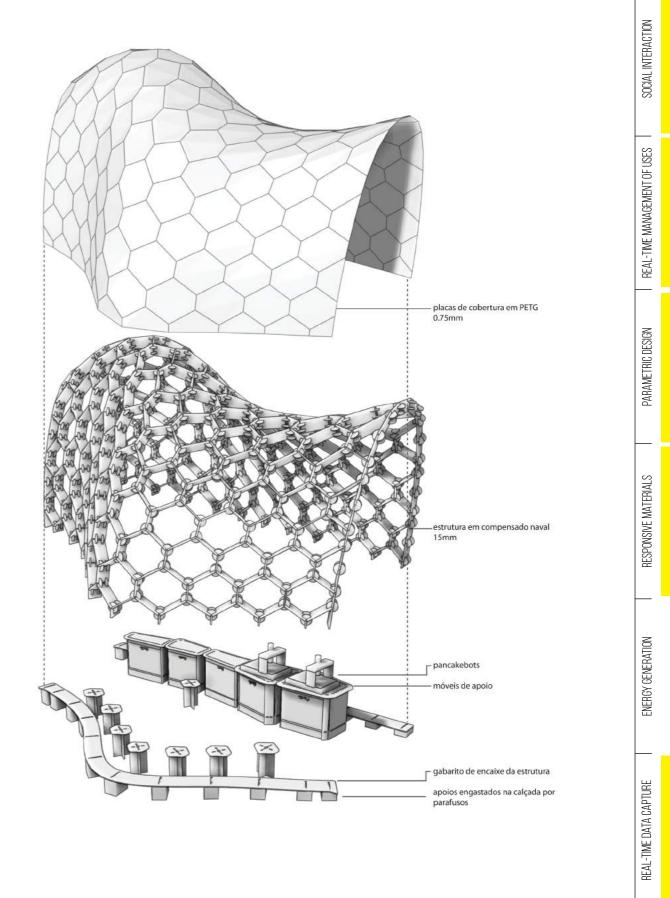
The cover of the pavilion was made of PETG plates of 0.75 mm translucent, to form a scale of the structure, which in turn was fixed through staples on the side of the structural uprights. This plastic has the double function of protecting people and electronic equipment from the elements and fixing the faces that came to stamp the pavilion. The support furniture for team use and electronic equipment - the pancake bot digital press, tablets and the printing press - were designed following the same aesthetic and the same process of generative modeling of the pavilion from the division in hexagons.

The Chacara do Jockey Park, in the western part of the city of São Paulo, was the place where the preassembly of the pavilion structure was fabricated and made.

The production was technically assisted by FabLab Livre SP of São Paulo City Hall and was planned to be pre-assembled into seven large parts to fit the truck, which transported the assembly site to the exhibition space. At the assembly site, the structure was fixed on a jig that rests on small boxes of navy plywood fastened to the sidewalk by means of pressure screws.







▲ CONSTRUCTIVE EXPLICATION

A PEOPLE PLAYING

♦ PROTOTYPE