

.design inspiration



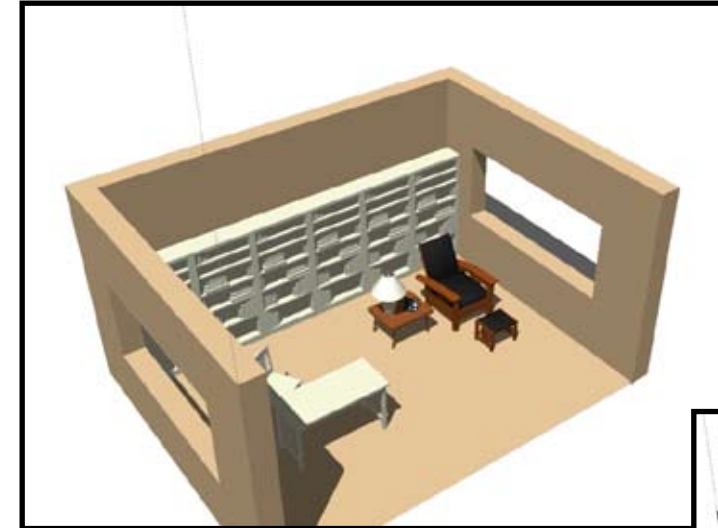
.goals

- . fabricate a dynamic space defined by a system of responsive objects whose actions are dictated by music
- . recognizing that space is precious, draw inspiration from folding travel cups, Mary Poppins' magic carpet bag, and murphy beds to change the way the space is defined
- . create something fun

.components

- . design comfortable, folding furniture
- . create motorized mechanisms for controlling furniture set up and location
- . analyze music to determine room set up
- . control lighting, heating systems
- . atmosphere enhancers
- . create interface for customization, override options

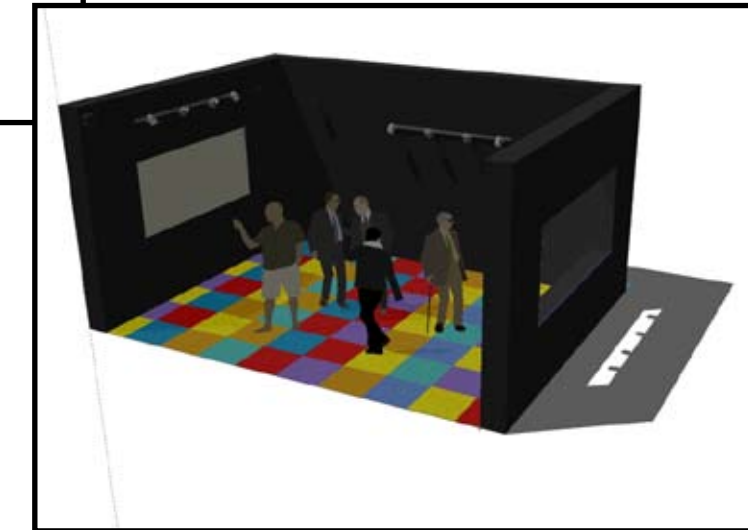
. models



- . **dance beats**
- . loud, acoustically isolated space
- . furniture has disappeared
- . large dancing area
- . exciting room lighting

. classical

- . calm, studious atmosphere
- . accessible bookshelves
- . large working surface
- . comfortable reading chair
- . local task lighting



. other ideas

- . dynamic performance hall
- . integrated alarm chair
- . focus on transforming/disappearing furniture
- . speaker sneakers