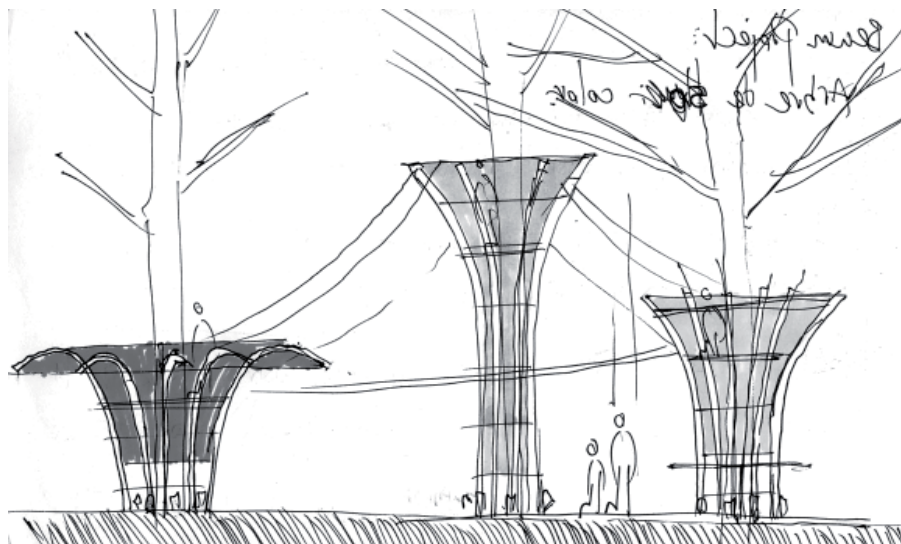


BEAM PROJECT PROPOSAL

SCORE LIGHT

LEMMUR

LABORATORI
d'EMERGENCIES
URBANES



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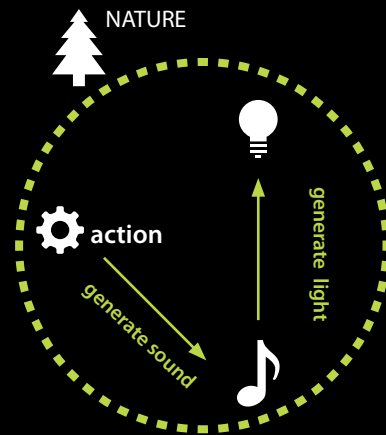
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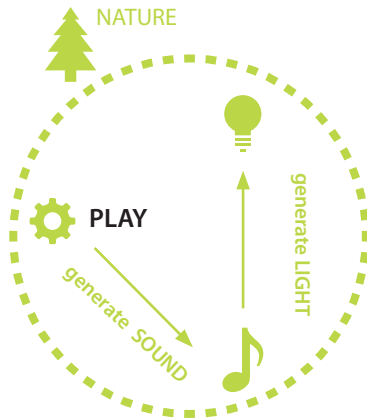
02.06| Integration of instruments





01 | CONCEPT





01.01 | Idea and intentions

The idea of the project is the construction of a landscape of light and sound, built in the forest. This new landscape is inhabited by the children who trigger some mechanisms to give light and sound to this new landscape.

The main objective is to play:

- Awakening creativity and children's sensibility.
- Improving their cognitive capacity through play.
- And establishing relations, depending on the sounds and light intensities created through the music they play and the generated light composition.

?

THE ACTION is **TO PLAY with LIGHT, MUSIC and NATURE**



PLAYING MUSIC work with SOUNDS



INTERACT WITH LIGHT work with LIGHT

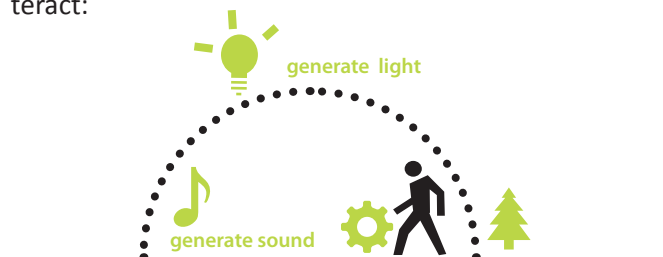


INTEGRATION with the NATURE



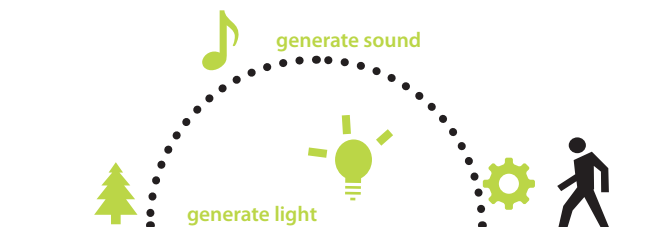
01.02 | The action is TO PLAY

The interaction between the forest, the light and sound create endless lighting and musical compositions that transform the landscape. We study different ways to interact:



option A

Sound is generated from inside and, consequently, light is created in the outer



option B

Sound is generated from the outside and, consequently, light is created inside.



option C

Sound is generated from the outside of one pavilion and, consequently, light is created outside another one.



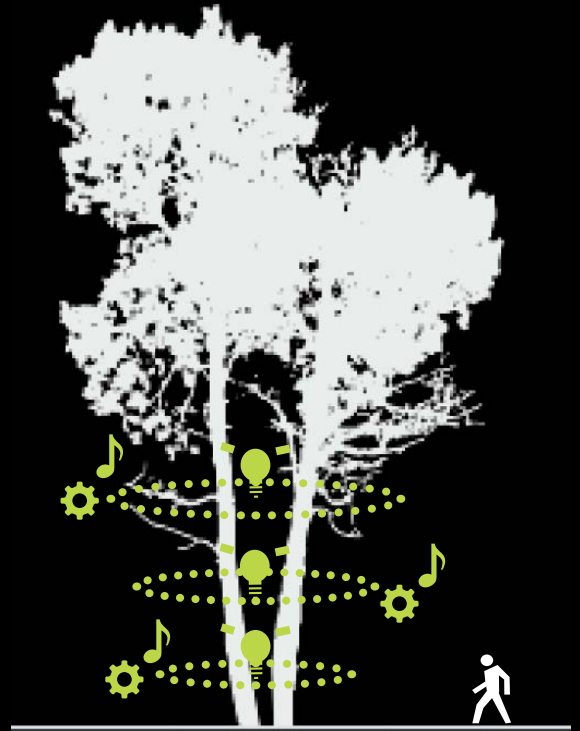
01.02 | The action is TO PLAY

The idea of the project is the construction of a system which is integrated in the forest, where children are protagonists. Without them the magic would not be possible.

It is the child who activates the mechanisms which allow interaction between the forest, light and sound, creating an endless set of luminous and musical compositions.

?

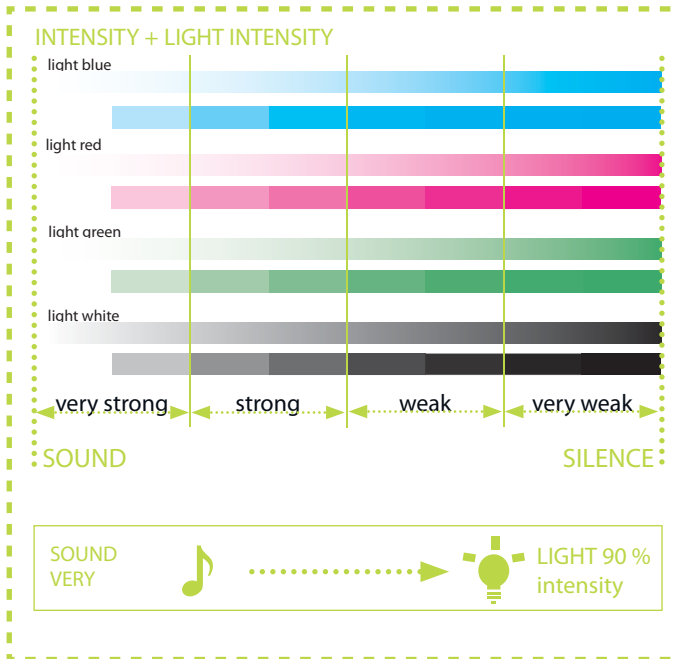




02.01 | Analysis

This interaction has been designed following a study, in which we analyze the different elements separately to understand their behavior and characteristics and to establish correlations between them and formalize the project. Meanwhile, the light control allows greater or lesser intensity, color and composition through the superposition of the light beams; the sound is characterized in terms of sound parameters; and the nature is dynamic and changing over time and throughout the day and night.

INTERACTION BETWEEN LIGHT AND SOUND



PLAY WITH LIGHT

INTENSITY



COLOUR



PLAY WITH SOUND

INTENSITY

It is the quality that distinguishes between strong and weak sounds.

TONE

It is the specific speed of each sound vibration, which defines the treble or bass.

TIMBRE

Timbre is the quality that distinguishes the sounds produced by different instruments.

INSTRUMENTS

The instruments are grouped in families, so that all who belong to the same share a similar sound characteristics:

01. Wind family
02. Strings family
03. Percussion family



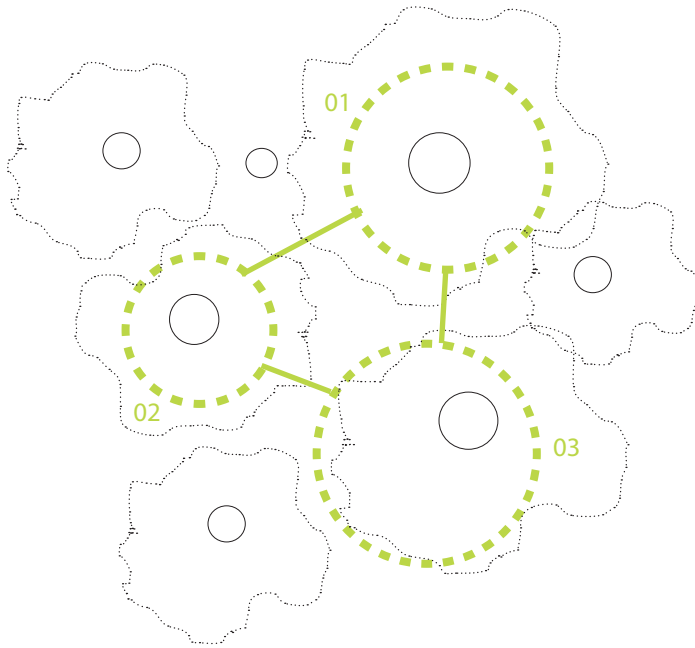
INTEGRATION WITH NATURE

ATMOSPHERICS effects



DAYLIGHT cycle





SCHEMATIC PLAN

- bridge (connection)
- mini-pavilion

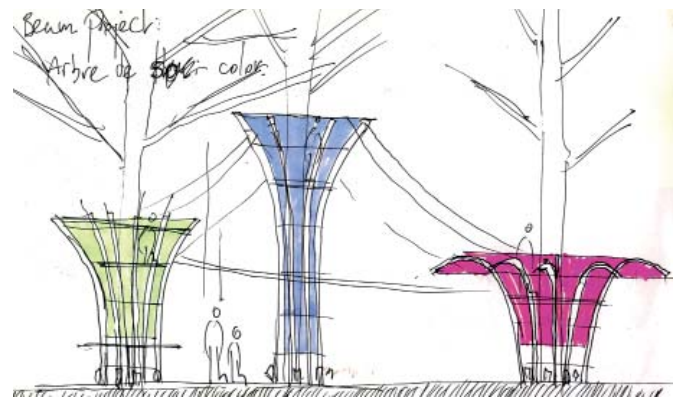
02.02 | Proposal

The project is formed by **three interconnected mini-pavilions**, each built around a tree. Each pavilion hosts a family of musical instruments. In this way there is:

01. A pavilion for string instruments.
02. A pavilion for wind instruments.
03. A pavilion for percussion instruments.

Each pavilion incorporates instruments of a determined family, which sound when activated by different mechanisms. These mechanisms provide enough energy to create light, depending on the intensity of the action more or less light will be created. Additionally, two types of light can be distinguished:

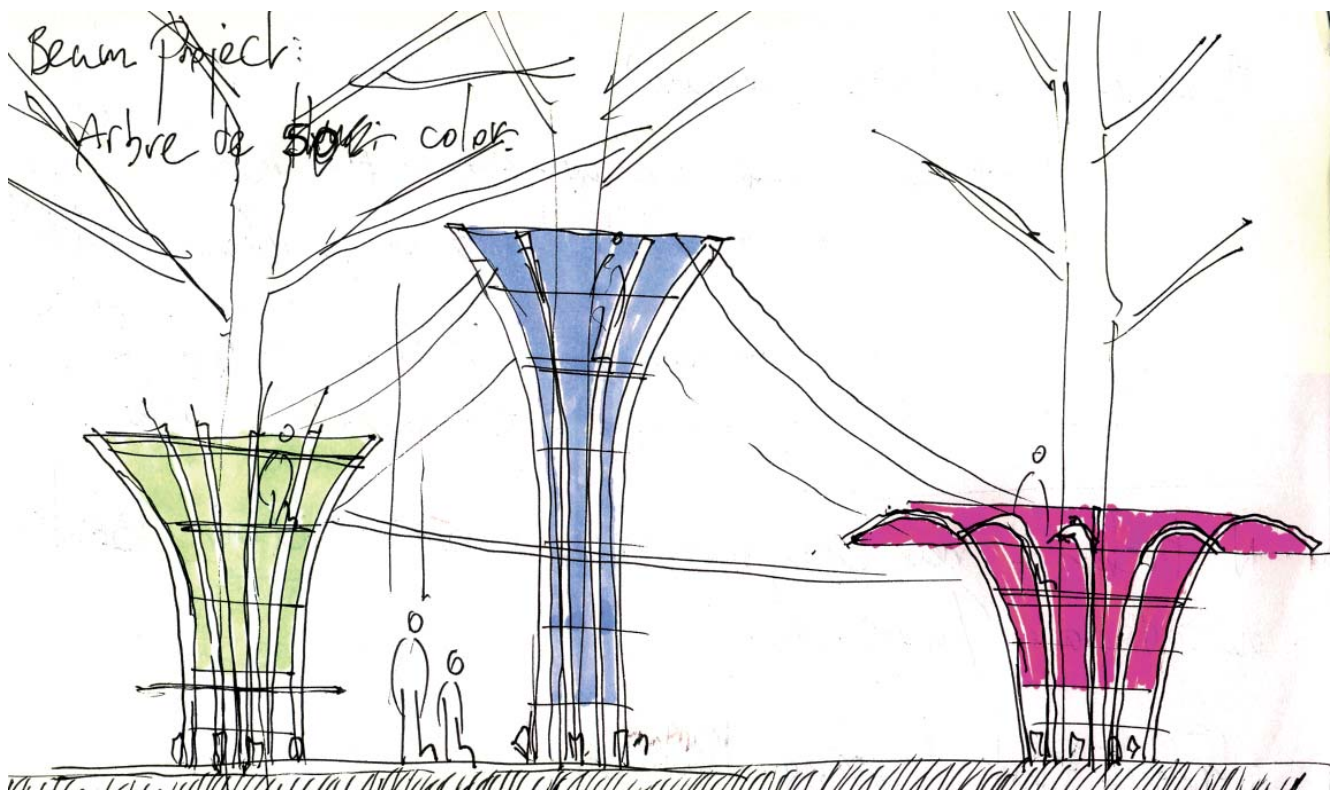
- a. **Direct light.** It generates a light that illuminates the pavilion itself.
- b. **Indirect light.** It generates a reaction light that illuminates the forest environment that integrates the other two structures.



02.02 | Proposal

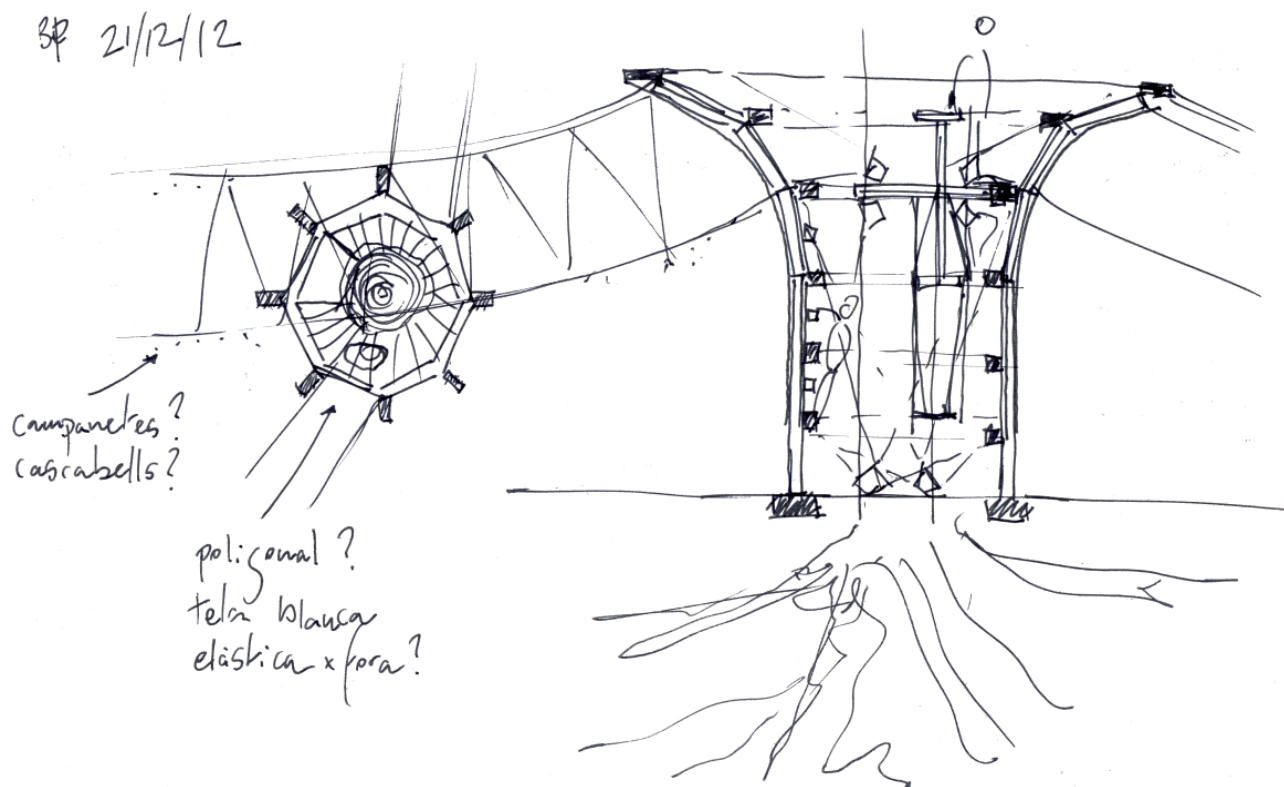


02.03 | Sketches



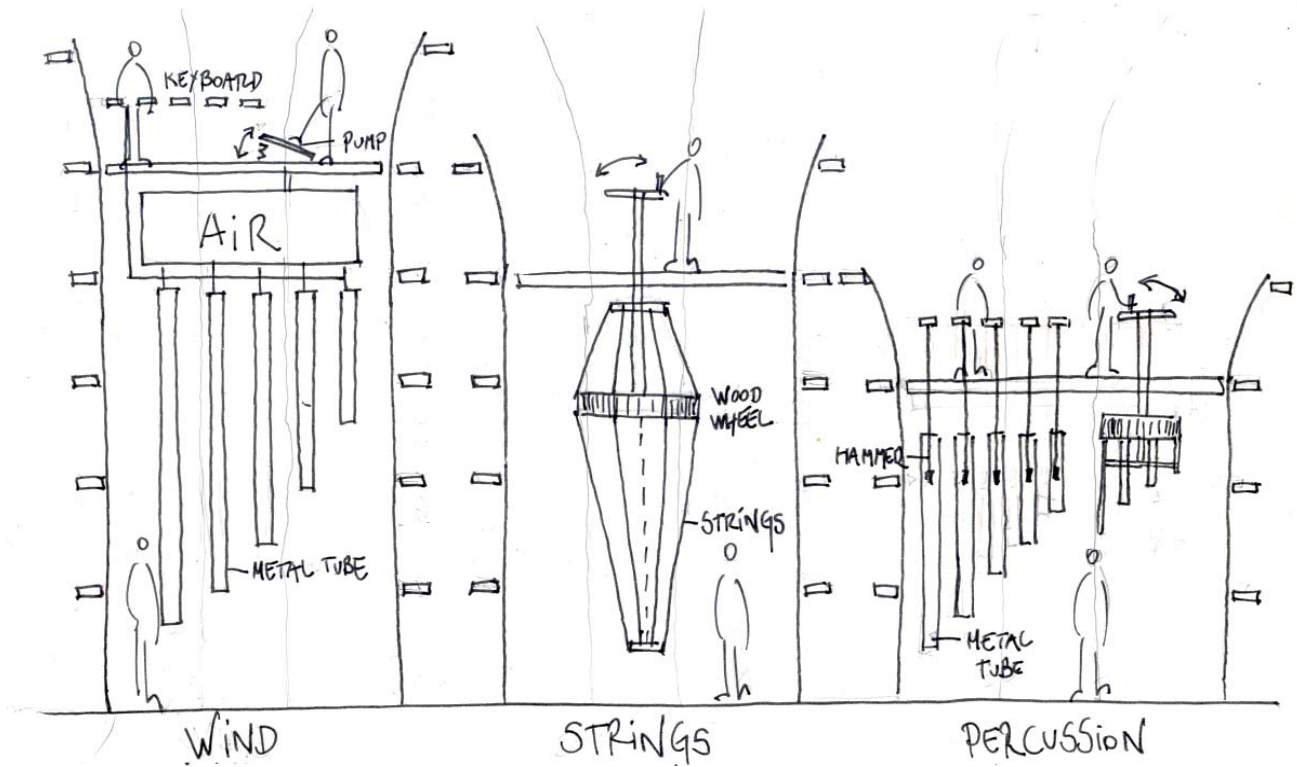
02.03 | Sketches

On the construction side of the project, the technology used is very basic, easy to build and assimilate on the children's behalf. A low-tech system is used: building with wood, strings and tulle.



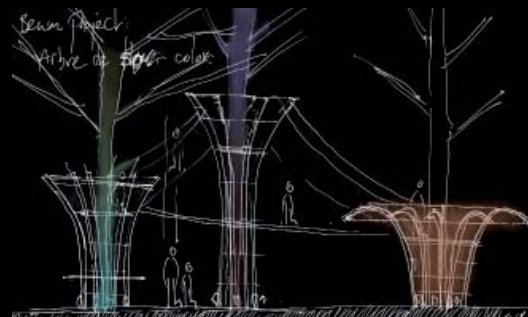
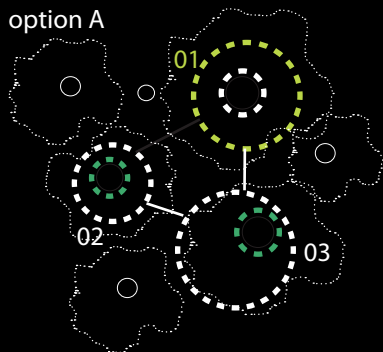
02.04 | Integration of instruments

Instruments are installed in the same pavilion structure and are formed by very simple elements and rudimentary activation mechanisms such as pedals keyboards and wheels.

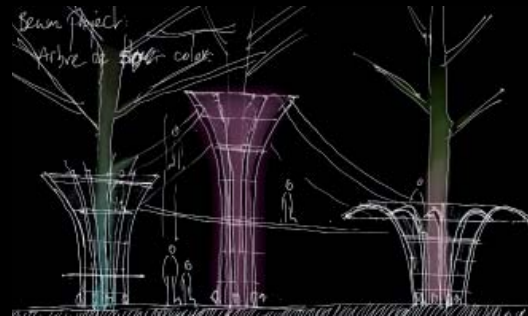
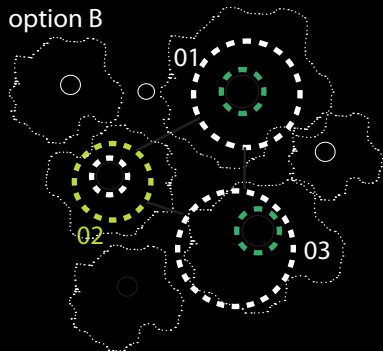


02.05 | Integration of light

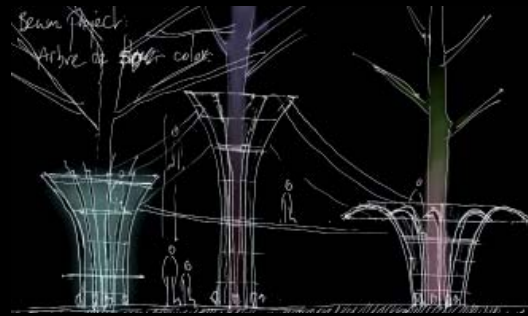
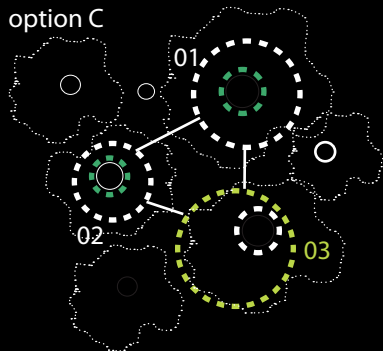
option A



option B



option C

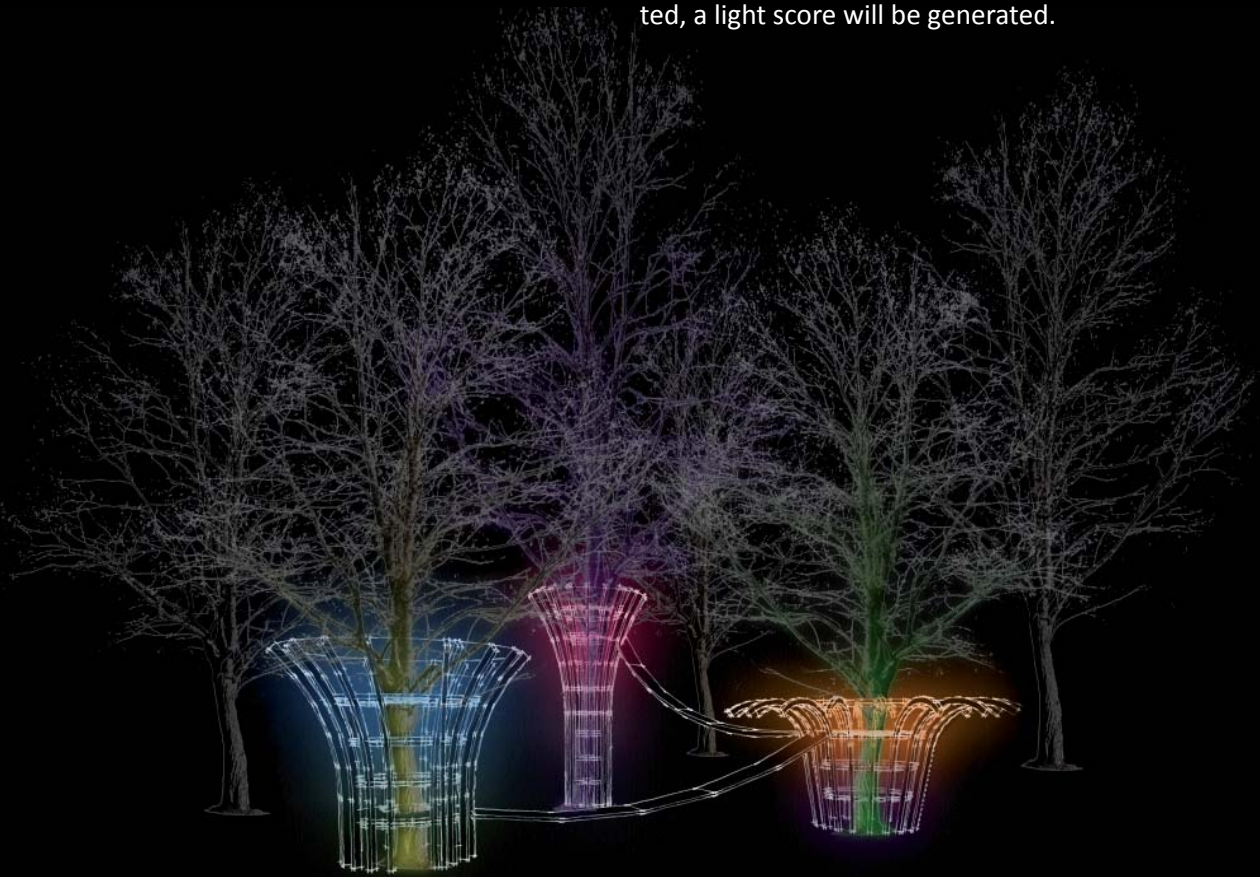


LEGEND	
01.	Wind pavilion
02.	Strings pavilion
03.	Percussion pavilion
---	light OFF
---	light ON exterior
---	light ON interior



02.06 | Integration of instruments

The child will then have the experience of investigating and knowing different musical elements through play. The more the children or the enthusiasm into the action, more light and sound will be generated. At the same time as the different sound compositions are created, a light score will be generated.



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