



PARABEL

This unaware object is designed to be perceived as a normal lamp on a fixed place in a living environment. Over time however it will change the light distribution in the room opening up for change in how the room is perceived and being used. Due to changed light conditions, some objects suddenly appear inviting to use, while other objects will be left in the dark.

**Module of Unaware Objects**  
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"The PARABEL slowly drifts it's gaze to explore uncharted territory creating ensembles with other object in the room"

PARABEL

Engaging in a module that is new and only based on initial ideas is always challenging. It gave us very slight support of direction, but that allowed for exploring emerging interests.

We teamed up to brainstorm ideas for what could be an Unaware Object, this proved really challenging only having the knowledge from the papers and two examples (table non-table and photobox). We worked around household appliances and had names as 'Revolver Knife' and 'George the Dishwasher'. Virtually all of the many ideas that came up tend to create an obstructive behaviour, making otherwise functioning objects useless or simply annoying.

This led us to choosing the direction of a lamp that would slowly light up different parts of a room, without obstructing the user's vividly. Eager to get started we build a small moving lamp from Lego to explore more. The choice of using LEGO however quickly proved limiting for the creative process, getting us stuck with a rather robotic 'PIXAR-like' desktop lamp that we wanted to translate to a hacked Ikea lamp. It took more than a day to break out of the this thought pattern. Moving away from the Laplace building and being in the workshop changed the creative flow dramatically and we pushed away from earlier ideas. In one day we designed the desired lamp and technical layout, we did this to be able to accommodate the milestone of being able to live with the object in the weeks in between the module.

The weeks that should have been a pleasant experience living with an unaware object did not turn out as hoped; eventually we had to wait for crucial parts due to a delayed shipping because of the many holidays. When the parts arrived and the construction could continue new challenges emerged. One of the servos elevating the lamp was not powerful enough and created an unpleasant humming hour after hour, this changed the experience dramatically. A result was an unexpected disassembly of the lamp - when it came crashing down to the floor. The setbacks meant that we missed the opportunity to live with the lamp - fully working - in the weeks between the module.

Missing one team member the first 3 days of the second week slowed down the process

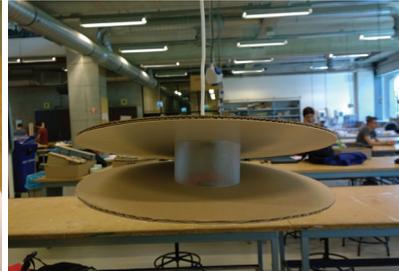
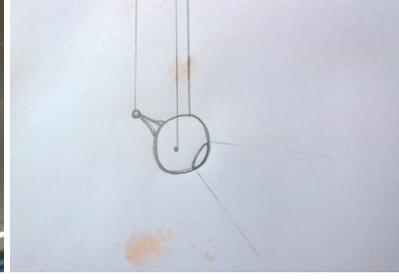
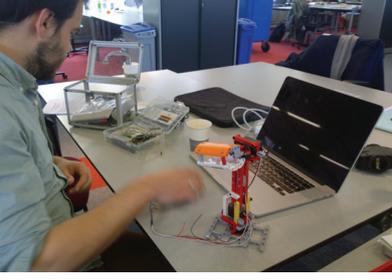
of fine tuning the model. It was a struggle to get the functions working properly due to poorly designed and fabricated system. This was however a conscious choice in order to fast fabricate a unaware object to 'live with' instead of waiting for spare parts in the holidays - eventually we had to wait for parts and now with a poor design.

The model did not collaborate as intended due to the amount of variables interfering, creating unreliable results. Bad wiring connections to the servos created variations in the speed and torque making the programming impossible to predict, and the rapid and rushed design of the internal mechanics also created variables with shifting alignment and internal resistance.

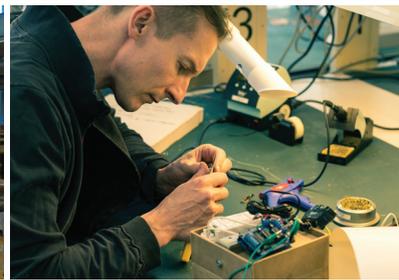
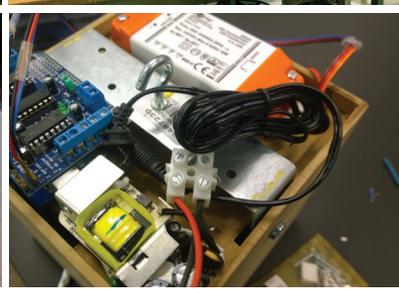
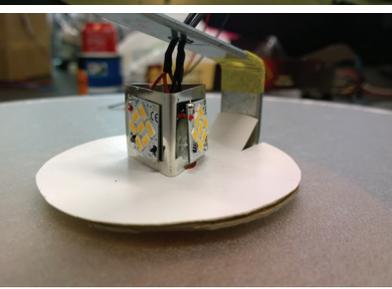
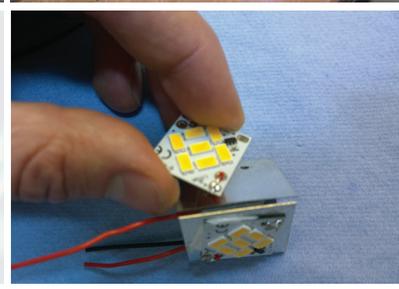
In retrospect the design of internals and materials should have been a higher priority rather than being able to 'live with it' during the weeks between the module. Almost all materials were based upon availability one Thursday afternoon.

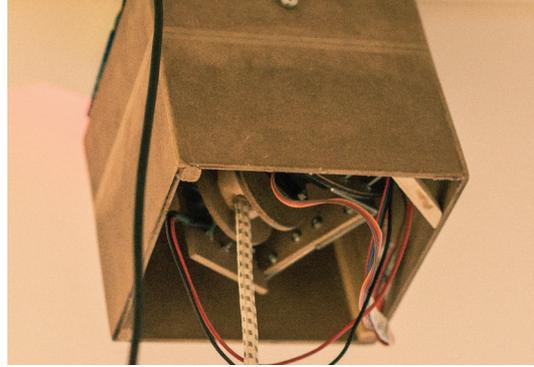
The planning and preparing for the exhibit went smooth as planned, everything was pre-inspected and all parts came together creating a fully functioning unaware object placed in a almost suitable environment.

Since our object is a lamp fixed to the ceiling it is quite challenging as an unaware object, it demands conscious decisions of placement and does not have the same opportunity to effortless 'travel' around the house like other objects. As an object it will most likely stay in the one place where it's originally put and would only be moved if it somehow obstructs the space it occupies.

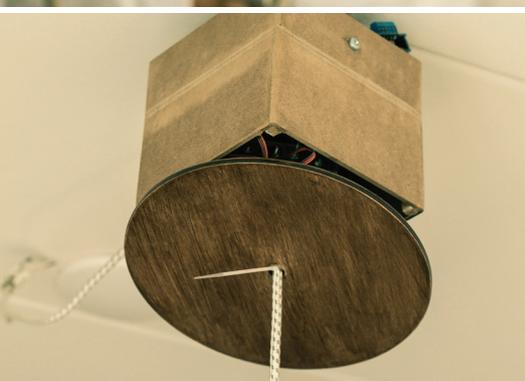
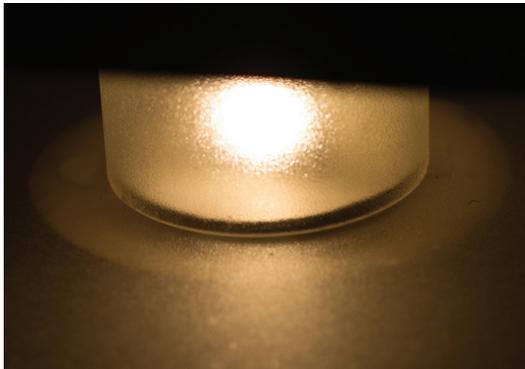
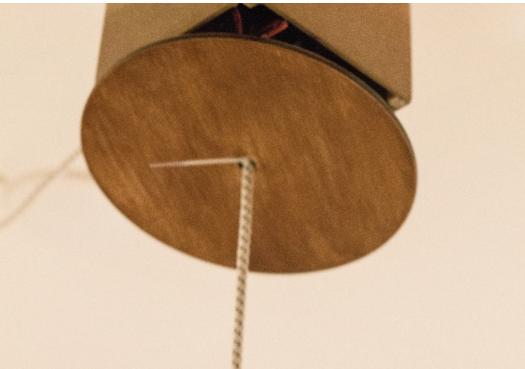


# PROCESS





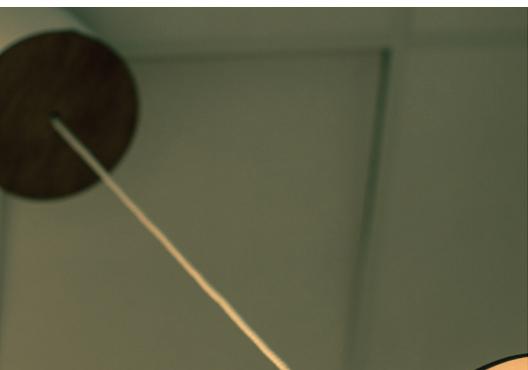
# LIVING WITH IT FIRST TIME





# EXHIBITION DAY





Now the PARABEL is situated in the middle of the living room taking over the function as the main light source. A hanging lamp, in a sense, is an unaware object already. Switching it on is done at the entrance of the room, its just there to light up your room - until the light bulb breaks at some point, the PARABEL behaves just the same. Though on switching it on you hear the servos resetting and - depending on the current position see them centering. This is only evident in the rotation because the elevation has ceased to function. The reset obviously creates some awareness in the beginning. The first few minutes a noticeable tick from the servos from time to time. After a while it's not noticeable anymore - like a ticking clock you get used to the sound.

When making the timelapse for the video, we wondered if it still moved. Because if it didn't the timelapse video would have failed. However looking back at the time lapse, it clearly moved. We just didn't notice, even while sitting right next to it.

The light from the PARABEL is fairly bright, however this is not disturbing when sitting below it because the light is nicely diffused and dampened.

While the light slowly shifted, a non-lightened part of the room suddenly became lid, It was a bit of a mess there which let me to cleaning that away.

At some point during watching television the light shined directly into the screen which was annoying and made us aware of the Parabel. This led us to get some drinks and disregard the television.

The PARABEL will continue to live among us for the foreseeable future and hopefully allow for new interesting intersections.

A product video of Parabel can be found at:  
<https://www.youtube.com/watch?v=hOXQUS-QjN0>

