

A&D 590E Physical Computing
Prof. Fabian Winkler
Spring 2008

Project 01 (presentations on 01/29/08)

BLINK!

Develop/design an object that blinks, either by itself, as a reaction to its environment or in response to a simple audience/user interaction. Make use of the simple analog circuits that we have experimented with in class. Remember that the design/aesthetic of the object is as important as its technical functionality. Make sure that the object's light output is meaningful in the context of the audience interaction, its response to the environment or the object's design/aesthetic.