

LUCE

MILAN



Amy Beaumont

- Initial & Material Research
- Idea Generation & Concepts
- Development & Refinement
 - Illustrations
 - CAD
 - Prototyping



Rory Smith

- Initial & Arduino Research
- Idea Generation & Concepts
- Development & Refinement
 - PeDeTePl
 - Coding and Arduino
 - Interaction Design
- Electronics Prototyping
 - Construction



Eve Goodfellow

- Initial & Material Research
- Idea Generation & Concepts
- Development & Refinement
 - PeDeTePl
- Graphic Design & Brand Identity
 - Prototyping
 - Construction
 - Exhibition Lead



Rohan Hollingsbee

- Initial & Material Research
- Idea Generation & Concepts
- Development & Refinement
 - PeDeTePl
- Photography & Videography
- 3D Modelling & Rendering
 - Prototyping
 - Construction





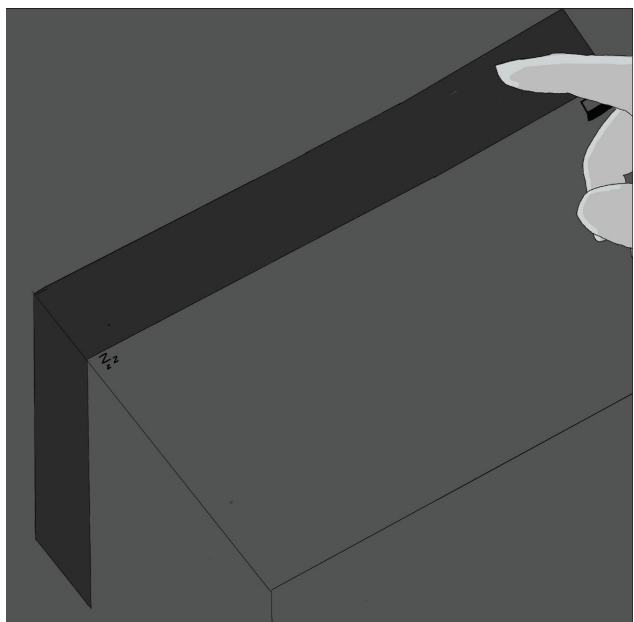
The user arrives at the airport and prepares to check in their baggage, go through security, and complete all of the steps involved in preparing for their flight.



After completing these steps, the user can make their way to the waiting area and enter the lounge.



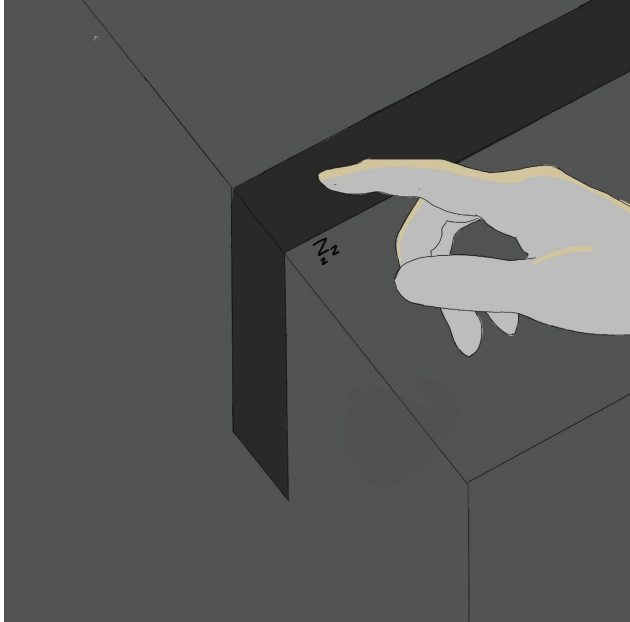
Having entered the lounge, the user identifies their seat and gets prepared to make the most of their waiting time, whether that be productivity, or rest.



To wake the light, the user can tap any point and drag their finger along to adjust the temperature and brightness.



Once set to their preference, the user can begin with their productivity goal. In this case, the light is cool and bright, creating a more productive environment.



When the next user comes along and has a different goal, they can slide their finger along and set the light to a warmer and dimmer tone.



The user can then spend their wait relaxing, accompanied by a soft warm glow.

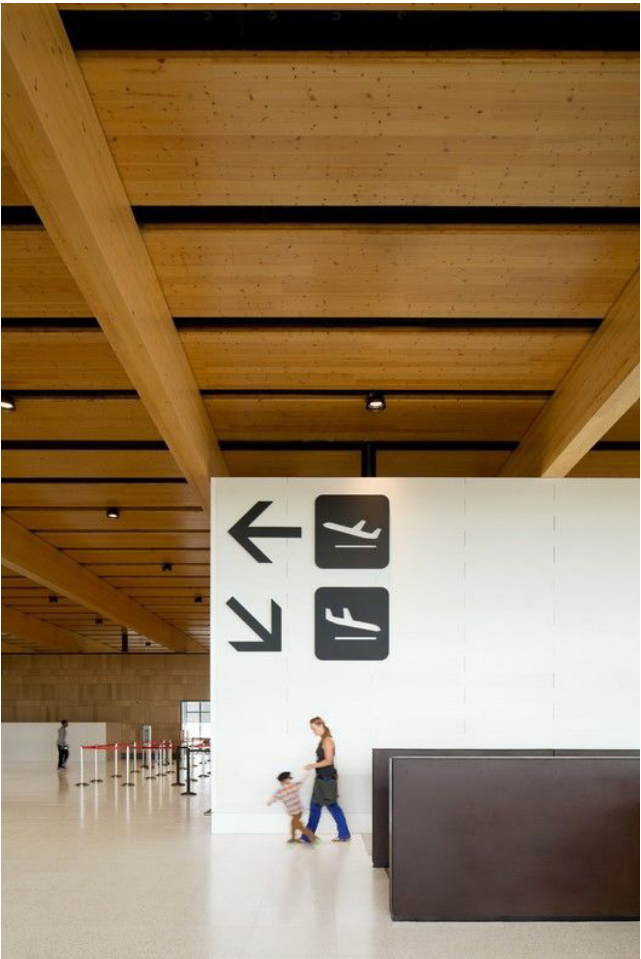


They can then have a safe and calm flight having achieved their goals within the lounge.

To the average person, airports tend to be a place in which you rush around, trying to get from A to B as fast as possible, only to be met with a long wait once you get there. For some people though, primarily those travelling for business, there is another side to air travel.

Most well-established airlines operating from key airports have their own designated seating areas for their higher class passengers. People travelling for big companies to attend meetings or represent their employers. These lounges are tailored to make their occupant as comfortable as possible on their way to their destination. While these leather and hardwood clad retreats have typically gotten the comfort aspect right, when it comes to productivity, there is scarcely more thought than the placement of. Few desks or coffee table with accompanying power outlets, we aim to change that.

By considering humans reaction to different types of light, it is our intention to use our product in conjunction with the existing tables and desks, to promote a higher level of productivity in these lounges.

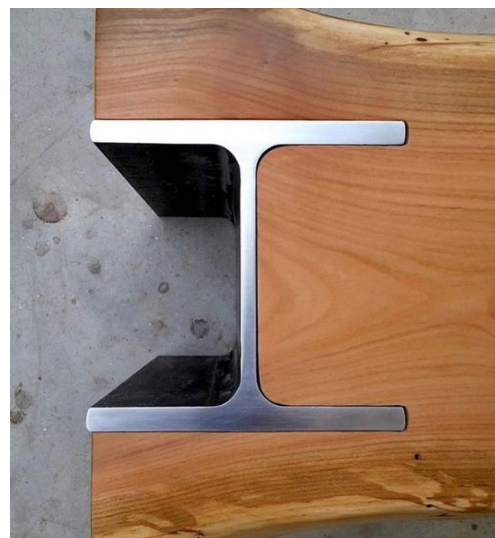
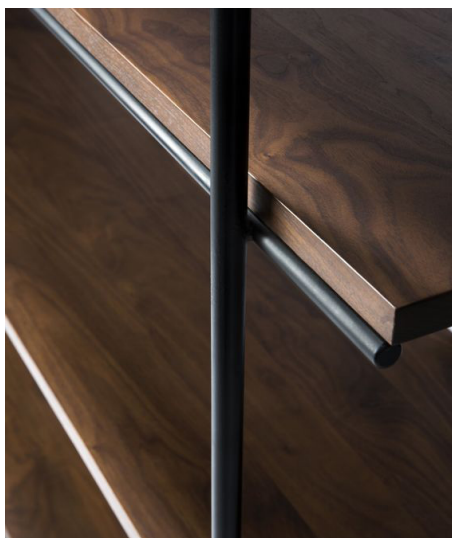


DESIGN | PeDeTePl

Due to the nature of the places we are designing our luminaire to be used in, there were a few considerations we made during the process of idea generation and development. The first of these was that the light had to fit seamlessly into a high-end, luxury space, without drawing undue attention. It is our belief that good design doesn't need to be over-engineered and flashy in order to stand out, and therefore our fitting should speak to our skills as designers in a much more subtle, understated way.



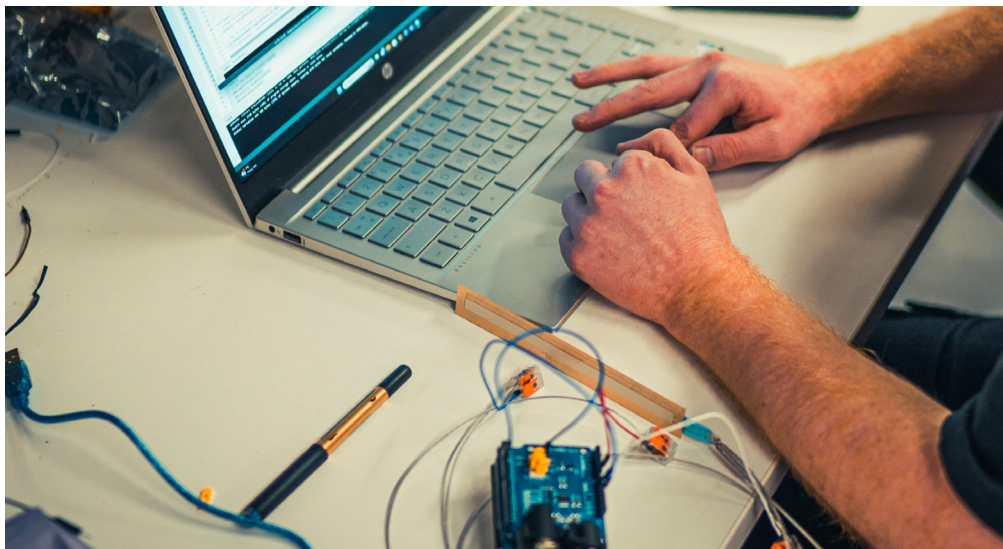
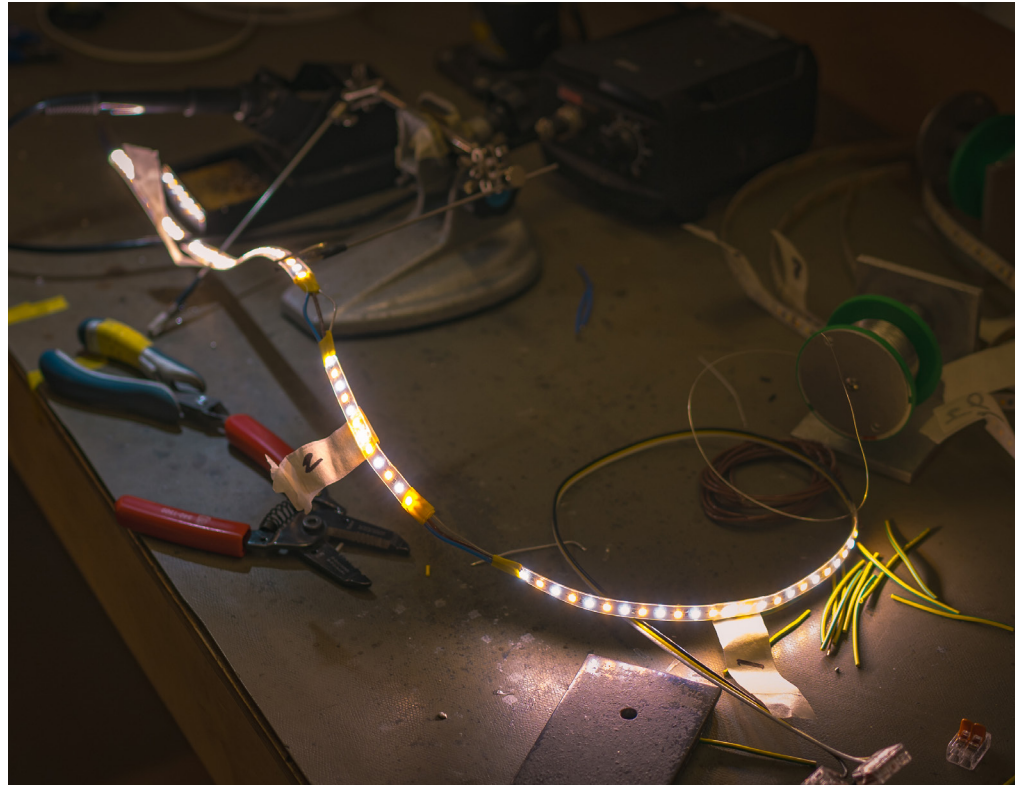
The next consideration we made, was one on material. This ties into the previous point on what does and doesn't fit into luxury spaces, but we think it warrants it's own consideration too. While using concrete and metal is aesthetically, a very satisfying mix, we felt that this approach would one across too industrial and brutalist, we therefore opted for dark hardwoods to pair with the aluminium lighting element, thus creating a 'sleeker' overall product.



Third in our list of primary considerations, was size or form factor. We toyed with the idea of leaning more into the scope of a chandelier, or conversely, a desk mounted task light, however, we ended up setting our sight on a floor standing luminaire as it offers such versatility in both design as well as use. Not only could we design a functional luminaire, but we could also incorporate aspects of sculpture.



To provide the light source within the lamp, we have used a tunable white LED strip (2,700K-6000K) within the inner walls of the luminaire. The light will be set to slowly flow between different colour temperatures whilst the lamp is inactive. Then, when activated, the user will change the brightness and colour temperature of light produced, to fit their desired lighting scenario. Using LEDs that have 2 channels (warm and cool), as opposed to RGB LED strips, means we can achieve more accurate colour recreation with higher output, thus providing, better providing better illumination as well as the necessary criteria to experience the health benefits of good light'.



The Lumo has several crucial components that go into allowing it to deliver, specific colour temperatures of light required to trigger the responses in your brain to boost productivity or restfulness. These are, A 24V/240W Driver that provides the power for the circuit, this is wired to an EldoLED LINEARDrive 222d which handles the DMX signals that change the colours and intensities of the light produced by the LEDs.

Also wired to the LINEARDrive is the Arduino and its capacitive membrane potentiometer. This potentiometer inputs the users desire to alter the light being emitted to the Arduino, where it is translated and sent to the LINEARDrive through the MAX485 DMX 512 Shield atop the Uno R3. An XLR finalises the connection between the Arduino assembly (DMX Master) and the LINEARDrive (DMX Slave). All this information is then processed by the LINEARDrive and sent to the LEDs to deliver the end result, with that being a user specific lighting scene.

