

Q&A for webinar Lighting University - Light in Space

December 6th 2018

Q: Can you give some details on how these came to life? Were they through a call to art, a grant or what are some common ways you find funding and space?

A>> The project Lumisonica was the winning entry of a call for an interactive installation for the grand staircase of the Mint Museum Uptown, Charlotte NC, supported by the Knight Foundation.

Immersive environments can be typically commissioned by an art organisation (art development agency, gallery, theatre), as part of an architectural or landscape design project, with clients ranging from hospitality and heritage venues to academic and research institutions.

Q: How can you walk safely on these stairs with all the changing colors?

A>> Unlike the colour changes at an entertainment venue where a dizzying effect is required as part of the experience, this is an outdoor lighting scheme and had to be designed with health & safety standards in mind, appearing visually more subtle than theatrical or interior lighting. The rhythm and the pace of the colour changes, the palette have been taken into consideration - in regard with the times of the day or night, number of users, the weather and the changing natural lighting conditions throughout the year.

Q: How was the experience of the virtual simulation different from the realization?

A>> The simulations were designed in Unity, a game design software that is not primarily intended to handle highly detailed, photo realistic art assets (unlike animation softwares for VFX). However it does allow to create spatially accurate architectural models, and render lighting simulations with an accurate number of light sources and natural lighting conditions. We have collaborated with VR designers and architects to make these simulations as our working environment, so the client could get the first-person perspective of walking through the space at different times of day and night, and to allow the design team to previz, test and communicate.

Q: How was the experience of the virtual simulation different from the realization?

A>> For Entity light: The light simulation in terms glare shielding & light guiding it was pretty close to the final product. The light intensity was not simulated but since the light source is dimmable it was not very important to simulate.

Q: What are examples of the luminaire object functions in the space when it is off?

A>> Especially in domestic environments all luminaire objects should nicely work with the rest of the interior in terms of material, colour, form and size. Unless the luminaire is

integrated into the architecture it is a physical object in your space. When it is switched off and not in use it should still work as a sculptural object, a decorative object or an object that zones your space. For instance, a pendant light defines and zones an area in your room where you read or eat.

Q: What are some suggestions for someone who is building their own light art/installation practice?

I would say great light installations are often the result of various design skills working together, e.g. experience design, art, lighting design, creative coding, interaction design, product design.etc. So one suggestion would be to find a way to involve different design disciplines.

Q: Where is the fixture you designed available? What is its name/product number?

A>> It is no longer commercially available.

Q: Is there are good introductory books/materials about art of light design?

A>> To get started, I can recommend, "Architectural Lighting: Designing with Light and Space" by [Herve Descottes](#) and [Cecilia Ramos](#)

B>> There are various Webinars about lighting design on the Pioneers of Light site. For instance, 'Zen and the Art of Lighting Design' about a holistic design approach, and 'Lighting Design Principles' which shows a framework for composing light scenes.

<http://www.lighting.philips.com/main/education/lighting-university/lighting-university-browser#page=1&filters=Theme%2FDesign%2C>

Q: What I have not heard today is about the reality of cities and light pollution. Any thoughts?

1. Having more control over light means we can dim it when not needed and be more precise about putting the light only where it is needed.
2. We can tune the light spectrum to be animal friendly. For example bat friendly lighting that still allows people to see. In this way people and animals can safely get from A to B.
3. There is a Webinar coming up on this topic on 17th January. It is called: Light Pollution – The Effects on Animals and Humans.

