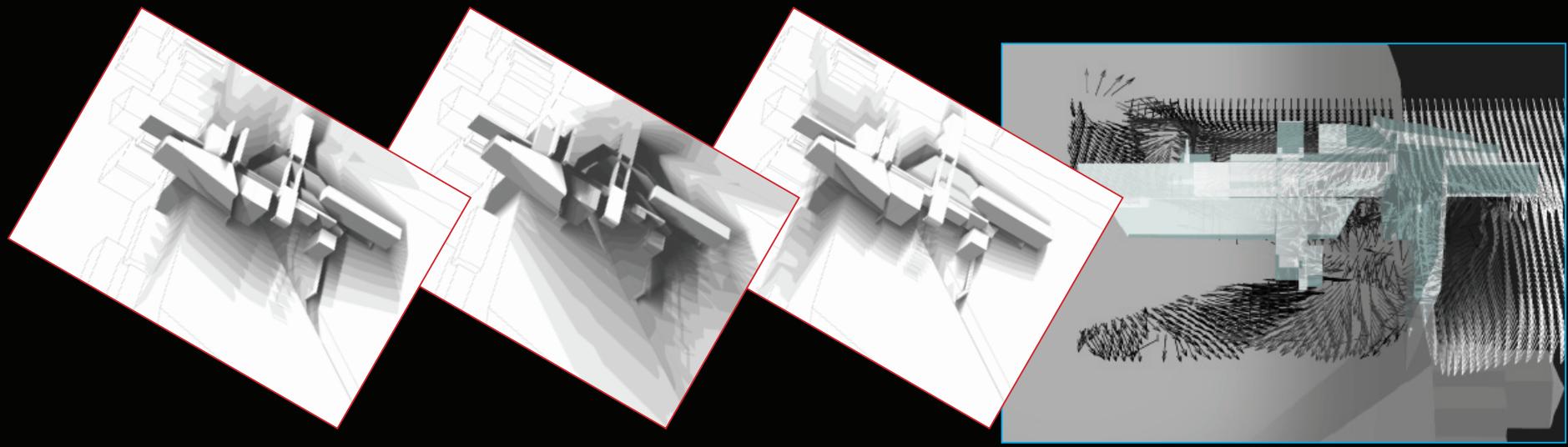
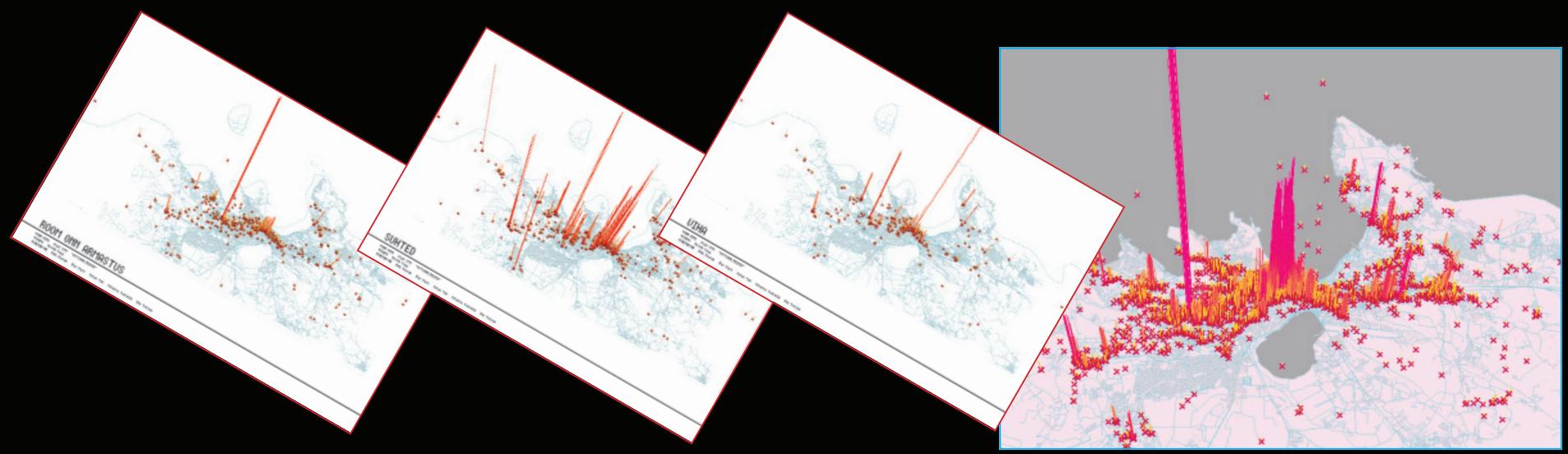


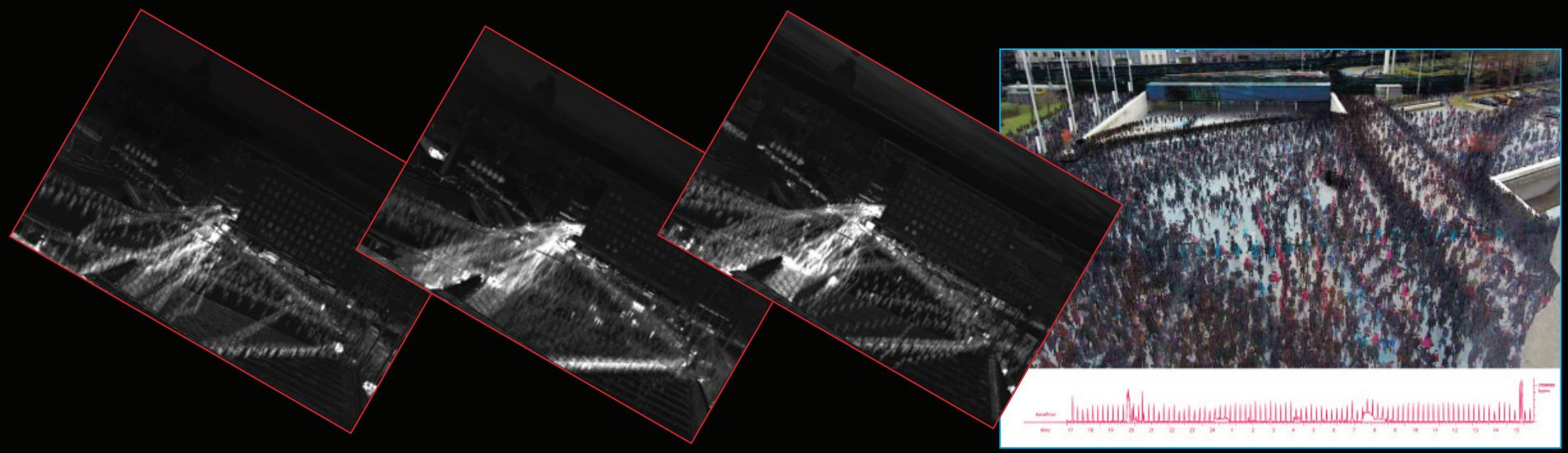
elamusandmed ruumi kujundajana
johanna jõekalda

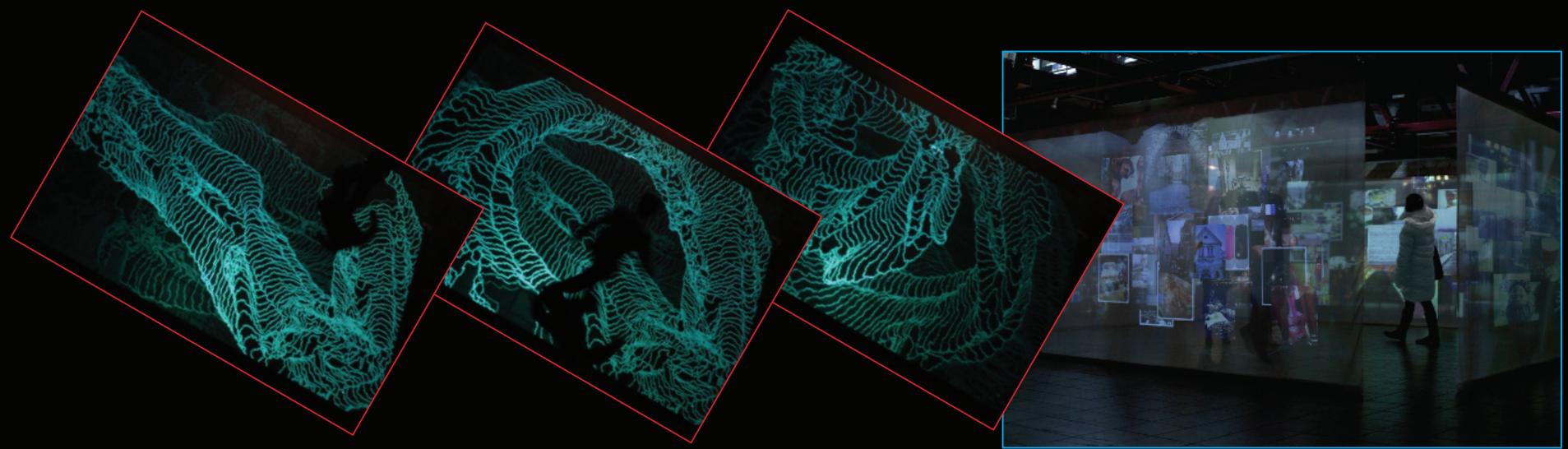
planeerimiskonverents







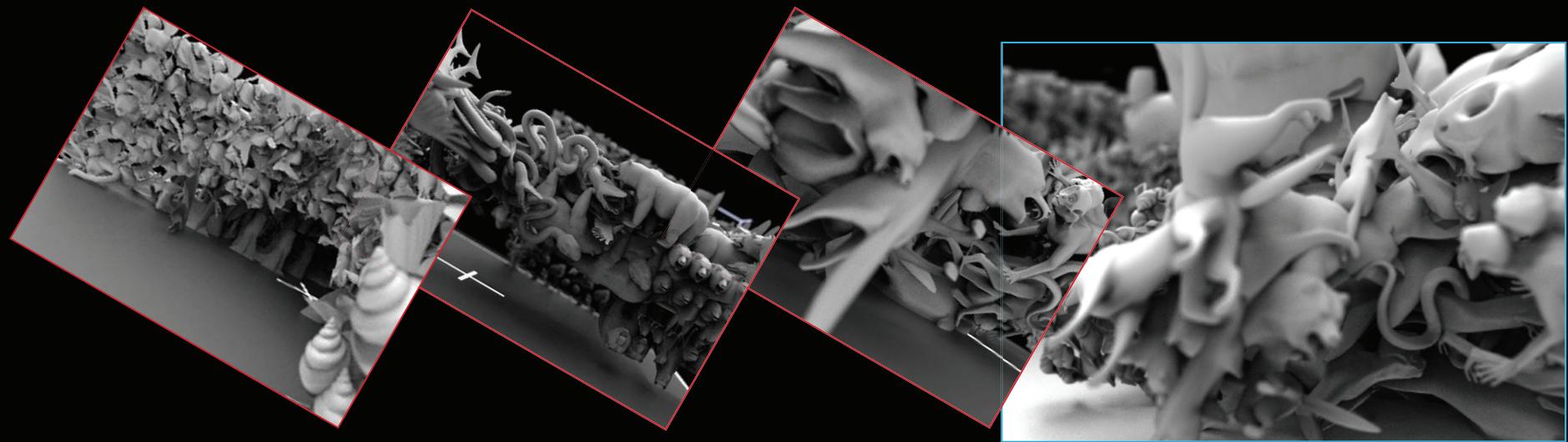


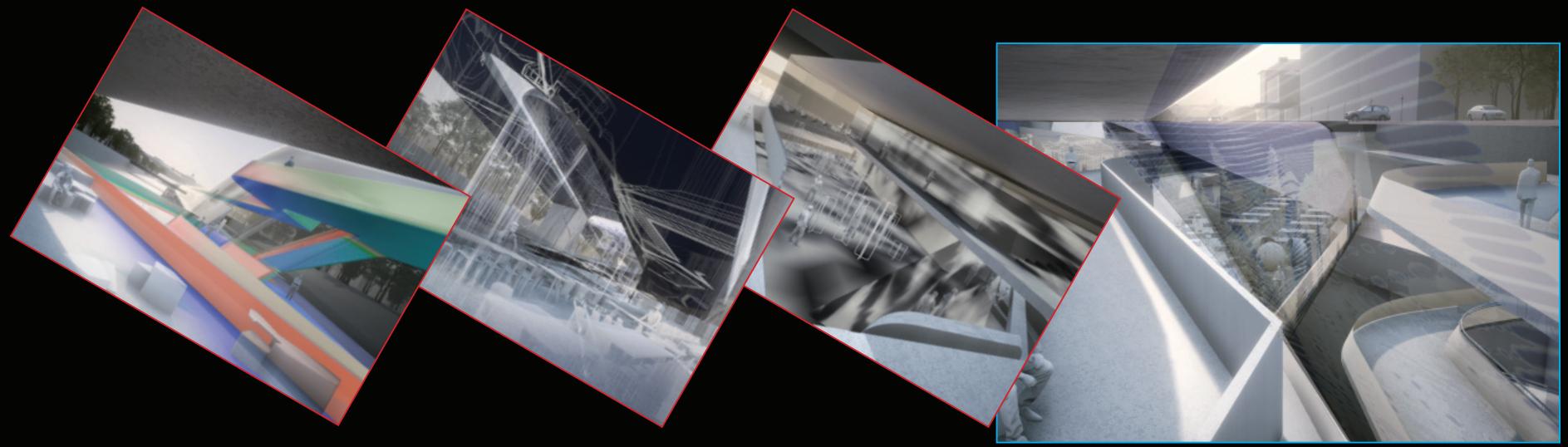


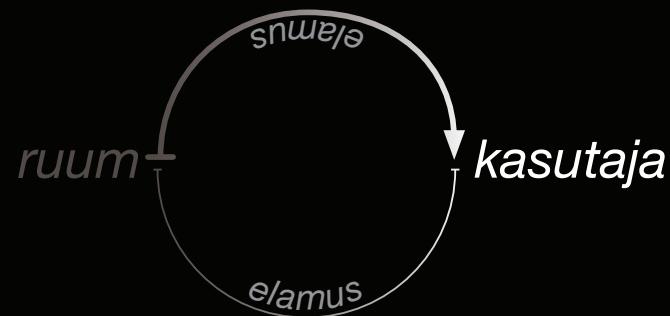


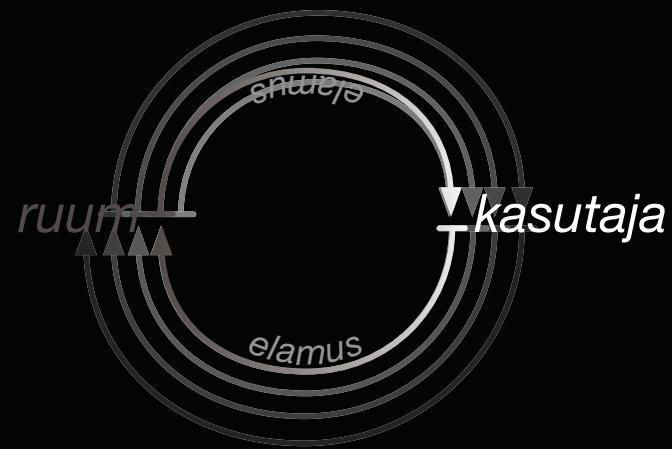






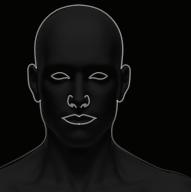








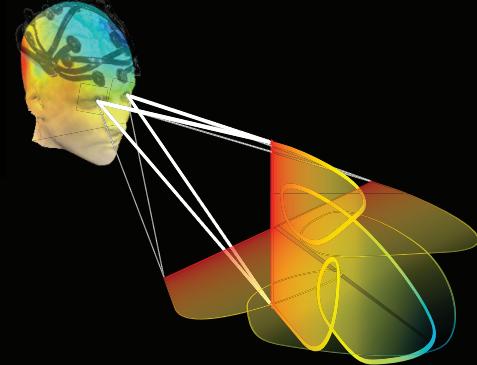
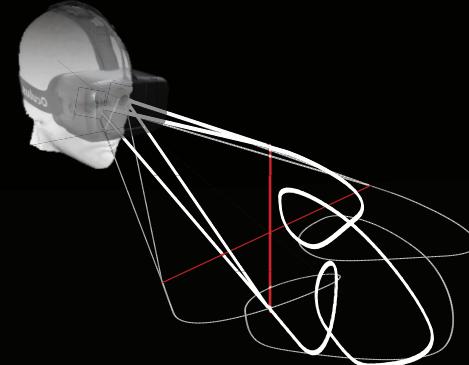
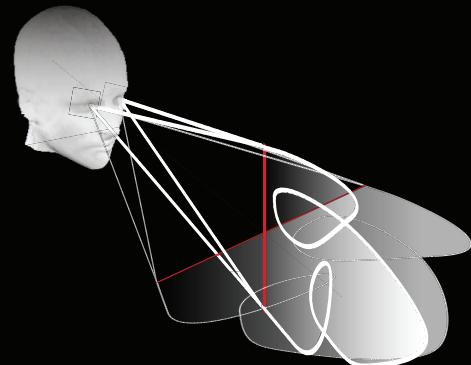
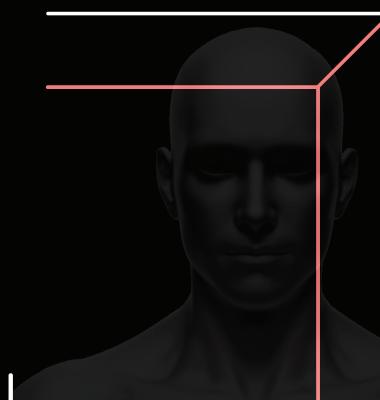
*ruumi omaduste
andmepõhine moonutamine*



*ruumi vaadete
andmepõhine konstrukteerimine*



*ruumielamuse
andmepõhine defineerimine*



ruumi kujundamine

illusioonitehnika kaasabil

elamuse tõlgendamine

illusioonitehnika abil ruumitoomiseks

võtē toimib



SCALA REGIA VATICAN



PALAZZO SPADA ROME

Gian Lorenzo Bernini 1660s



Francesco Borromini 1630s



võtē paljastub

võtə toimib



TEATRO OLIMPICO VICENZA



SANTA MARIA PRESSO SAN SATIRO MILAN

Andrea Palladio | Vincenzo Scamozzi 1580s



Donato Bramante 1470s-1480s



võtə paljastub

võtete toimimis



OLD ROYAL NAVAL COLLEGE (PAINTED HALL) LONDON

Sir Christopher Wren, Nicholas Hawksmoor | Sir James Thornhill 1690s-1710s



võtete paljastub

võtē toimib



CHIESA DI SANT'IGNAZIO DI LOYOLA ROME

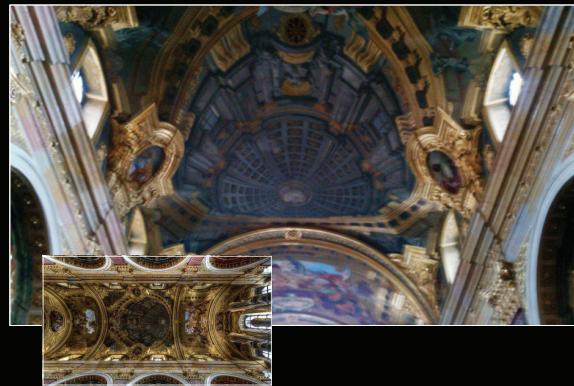


JESUITENKIRCHE VIENNA

Orazio Grassi 1620s-1640s | Andrea Pozzo 1690s



? | Andrea Pozzo 1620s (1700s)



võtē paljastub

probleemid:

*ainult nägemismeelele orienteeritus
ainult ühest vaatepunktist toimimine*

lahendused:

*multimodaalse elamuse loomine
uue meedia tehnikate kaasamisel*

optika



HARPA CONCERT HALL AND CONFERENCE CENTRE (REYKJAVIK)
Henning Larsen Architects | Studio Olafur Eliasson

perspektiv



CRYSTALS AT CITY CENTER (LAS VEGAS)
Studio Libeskind (+ Rockwell Group) | James Turrell

värv



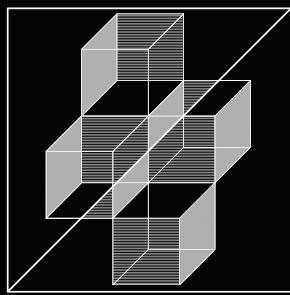
HOTEL SOFITEL VIENNA STEPHANS DOM (VIENNA)
Ateliers Jean Nouvel | Pipilotti Rist

valgus

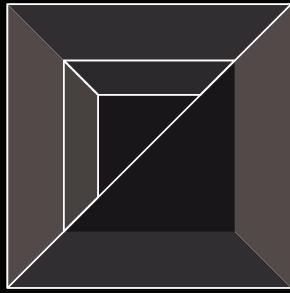


CLEVELAND CLINIC: LOU RUVO CENTER FOR BRAIN HEALTH (LAS VEGAS)
Gehry Partners | Jack Valencia

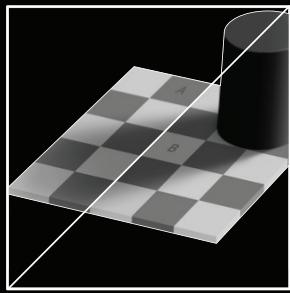
optika



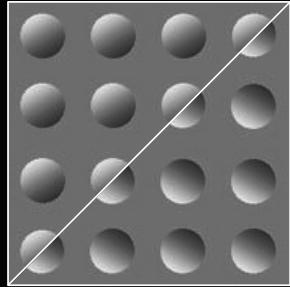
perspektiv



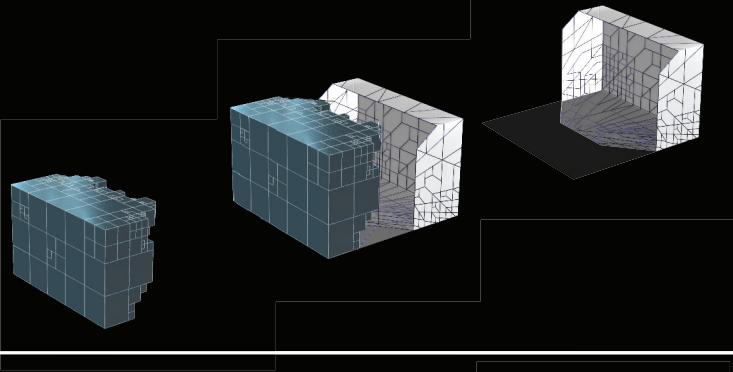
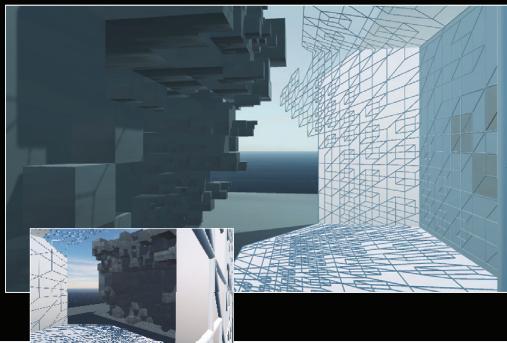
värv



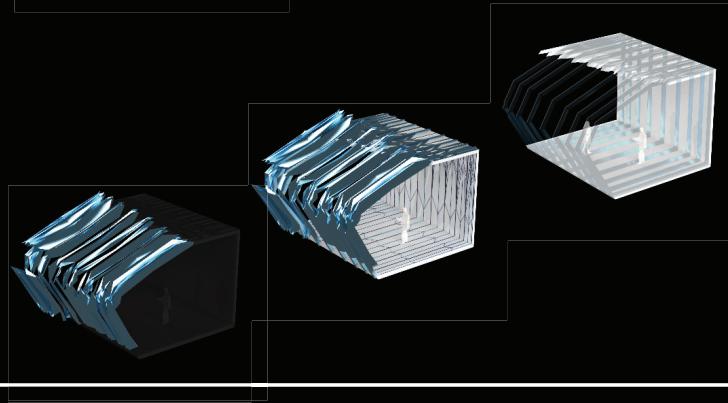
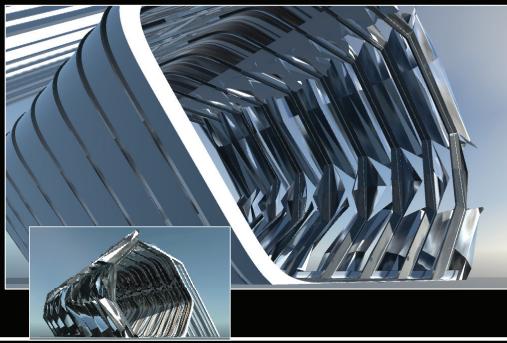
valgus



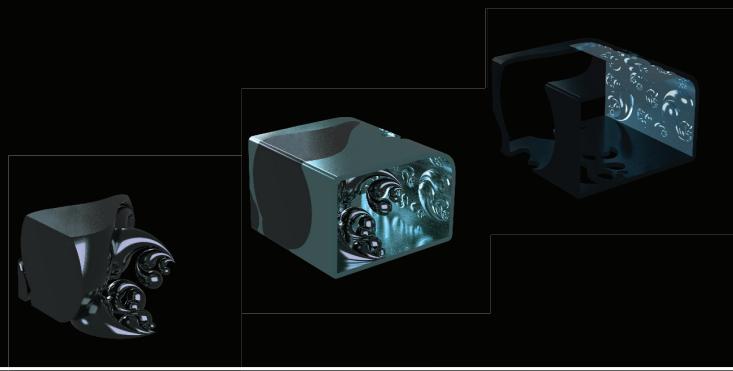
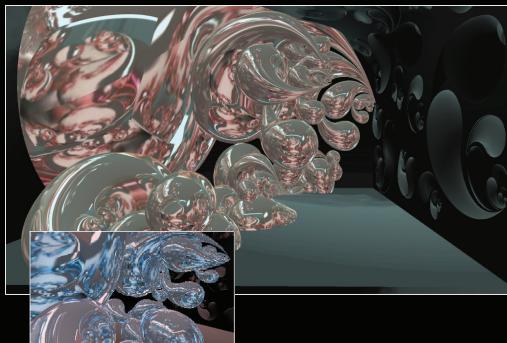
optika



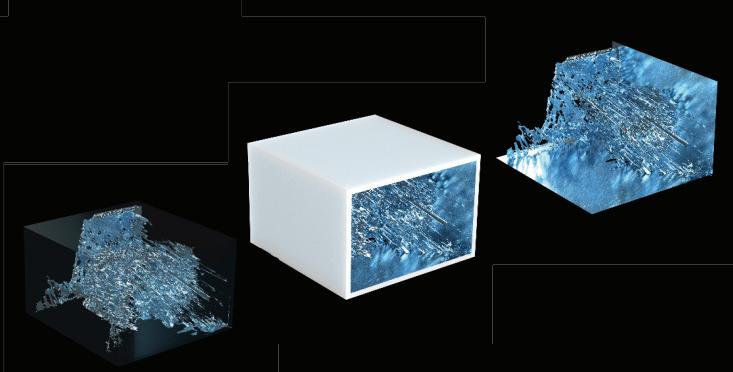
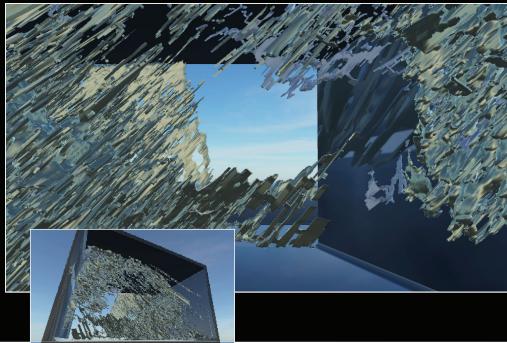
perspektiv



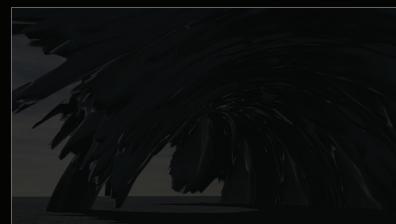
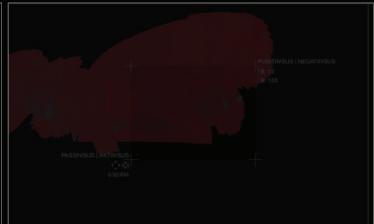
värv



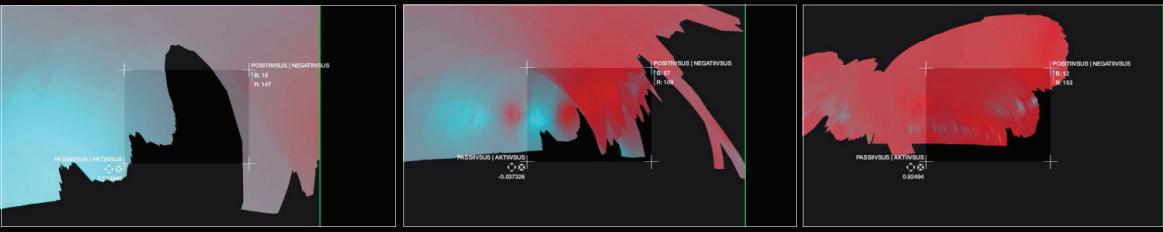
valgus



test - valentus



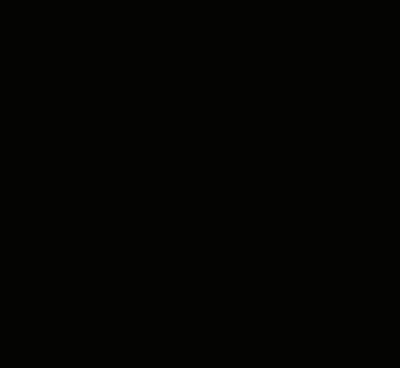
test - valentsus



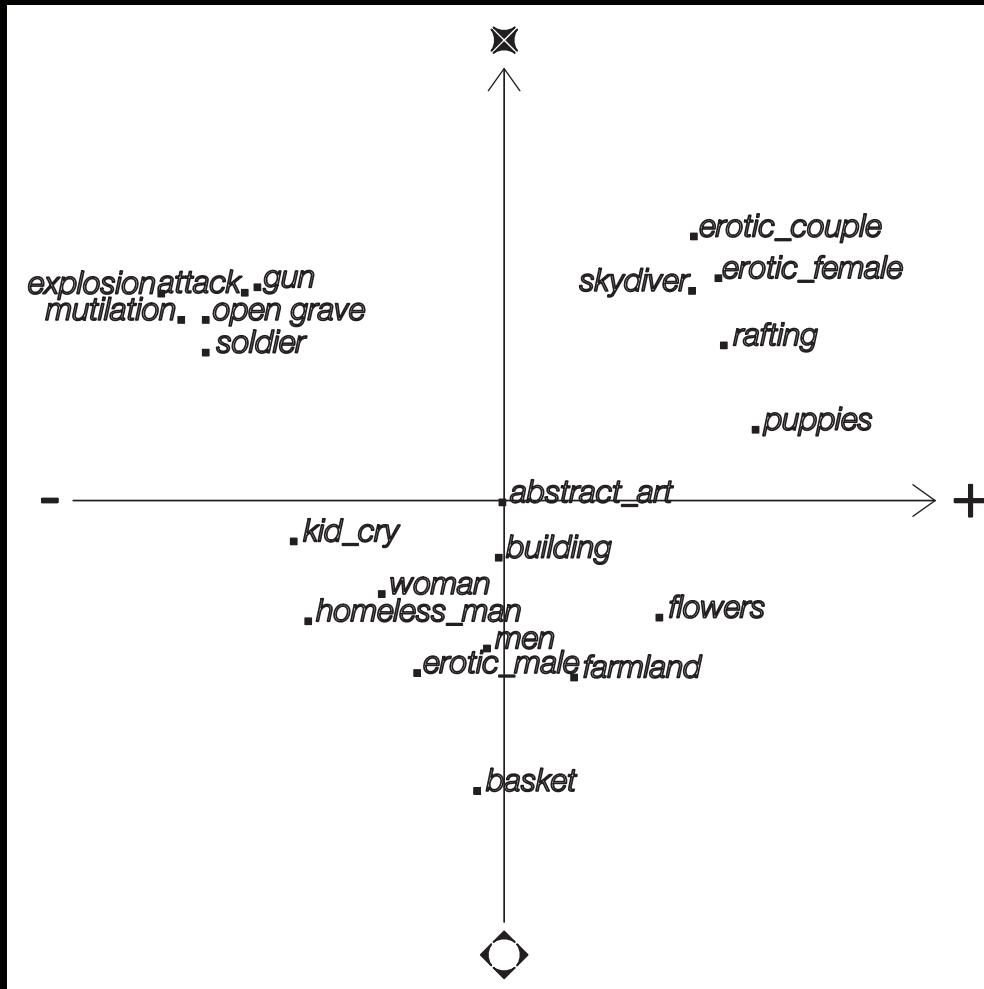
A person wearing a VR headset, viewed from behind, with their hands raised to adjust it. Below the main image are three smaller video feeds showing different scenes: a man working on a laptop, a person wearing a VR headset, and a person working at a desk. To the right of the video feeds are two tables of numerical data. The top table is labeled "VAATSEIHT" and the bottom table is labeled "VALENTUS". Both tables contain numerous rows of coordinates and values.

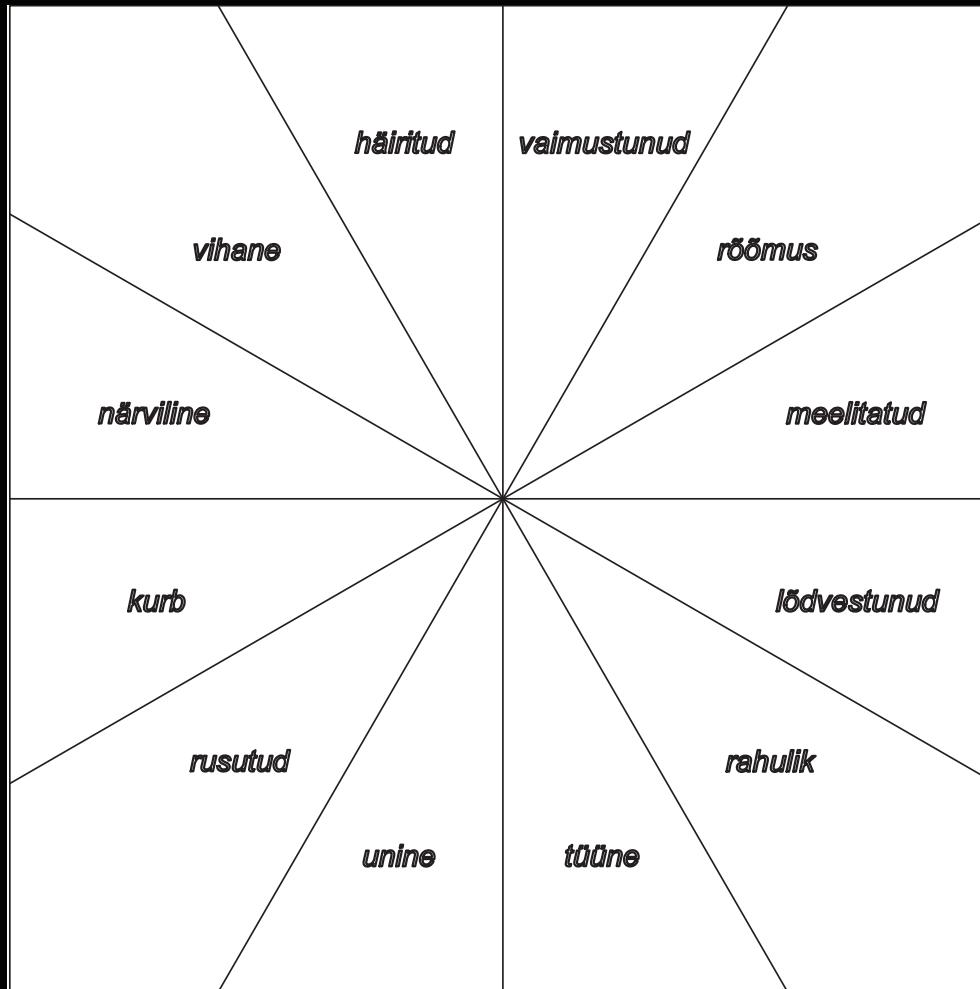
VAATSEIHT
(354.2, 23.0, 0.7)
(354.2, 22.7, 0.7)
(354.1, 22.2, 0.8)
(354.0, 21.9, 0.9)
(353.9, 21.6, 1.0)
(353.8, 21.3, 1.1)
(353.6, 21.0, 1.2)
(353.5, 20.7, 1.3)
(353.3, 20.2, 1.4)
(353.2, 19.9, 1.5)
(352.9, 19.3, 1.7)
(352.8, 18.9, 1.8)
(352.7, 18.5, 1.9)
(352.3, 17.9, 2.0)
(351.9, 17.3, 2.1)
(351.6, 16.3, 2.3)
(351.3, 15.3, 2.5)
(351.1, 15.1, 2.5)
(350.9, 14.5, 2.6)
(350.7, 14.1, 2.7)
(350.3, 13.3, 2.8)
(350.0, 12.9, 2.9)
(349.8, 12.0, 3.1)
(349.5, 11.4, 3.2)
(349.3, 10.8, 3.3)
(349.0, 10.2, 3.5)
(348.8, 9.7, 3.6)
(348.6, 9.1, 3.8)
(348.4, 8.5, 3.9)
(348.2, 7.9, 4.0)
(348.0, 7.4, 4.1)

VALENTUS $\alpha(4)/\beta(4)-\alpha(3)/\beta(3)$
(354.1, 29.1, 359.6)
(354.3, 28.9, 359.8)
(354.4, 28.7, 359.8)
(354.5, 28.5, 359.8)
(354.6, 28.3, 359.8)
(354.7, 28.1, 0.0)
(354.8, 27.9, 0.1)
(354.9, 27.4, 0.3)
(355.0, 27.0, 0.3)
(355.1, 26.6, 0.4)
(355.0, 26.3, 0.4)
(355.0, 25.9, 0.4)
(355.0, 25.5, 0.5)
(354.9, 25.2, 0.5)
(354.9, 24.9, 0.5)
(354.9, 24.3, 0.6)
(354.9, 23.9, 0.6)
(354.9, 23.6, 0.6)
(354.9, 23.3, 0.6)
(354.9, 23.0, 0.6)
(354.9, 22.7, 0.6)
(354.9, 22.5, 0.7)
(354.1, 22.2, 0.8)
(354.1, 22.0, 0.8)
(353.9, 21.6, 1.0)
(353.9, 21.3, 1.1)
(353.9, 21.0, 1.2)
(353.9, 20.7, 1.3)
(353.9, 20.4, 1.4)
(353.9, 20.1, 1.5)
(353.9, 19.8, 1.6)
(352.9, 19.3, 1.7)
(352.8, 18.9, 1.8)
(352.7, 18.5, 1.9)
(352.3, 17.9, 2.0)
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(351.6, 16.3, 2.3)
(351.3, 15.3, 2.5)
(351.1, 15.1, 2.5)
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(350.7, 14.1, 2.7)
(350.3, 13.3, 2.8)
(350.0, 12.9, 2.9)
(349.8, 12.0, 3.1)
(349.5, 11.4, 3.2)
(349.3, 10.8, 3.3)
(349.0, 10.2, 3.5)
(348.8, 9.7, 3.6)
(348.6, 9.1, 3.8)
(348.4, 8.5, 3.9)
(348.2, 7.9, 4.0)
(348.0, 7.4, 4.1)



test - virgus





aktiivsus

negatiivsus

passiivsus

positiivsus

häiritud

vihane

närviline

kurb

rusutud

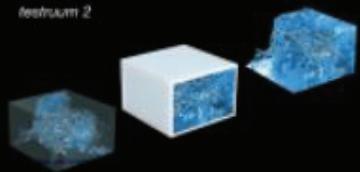
ühine

vaimustunud

meelitatud

tüüne

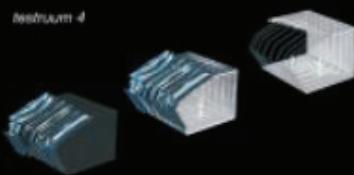
testraum 2



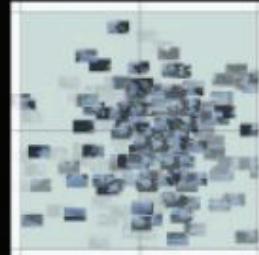
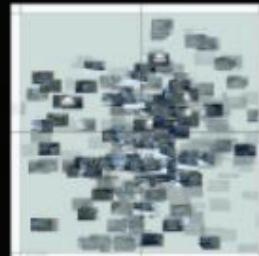
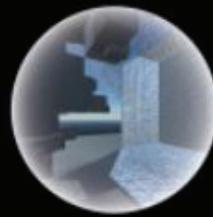
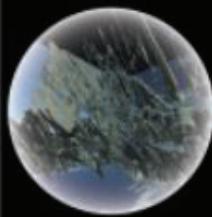
testraum 3



testraum 4



testraum 5



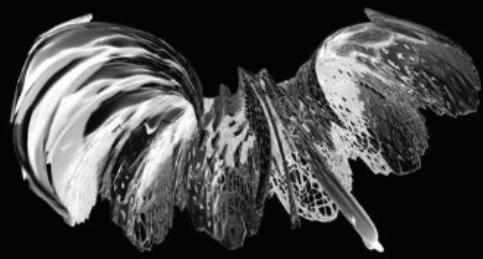


POSITIVVSUS | NEGATIVVSUS

8:10

R:1





ruum:

3d-modelleerimine ja
virtuaalse reaalsuse keskkonnas esitamine

meeed:

asukoha ja vaatesuundade
salvestamine ja rekonstruktsioneerimine

aju:

ajukoore bioelektrilise aktiivsus
väljenduv virgus-valentsus info

scatterplottimine

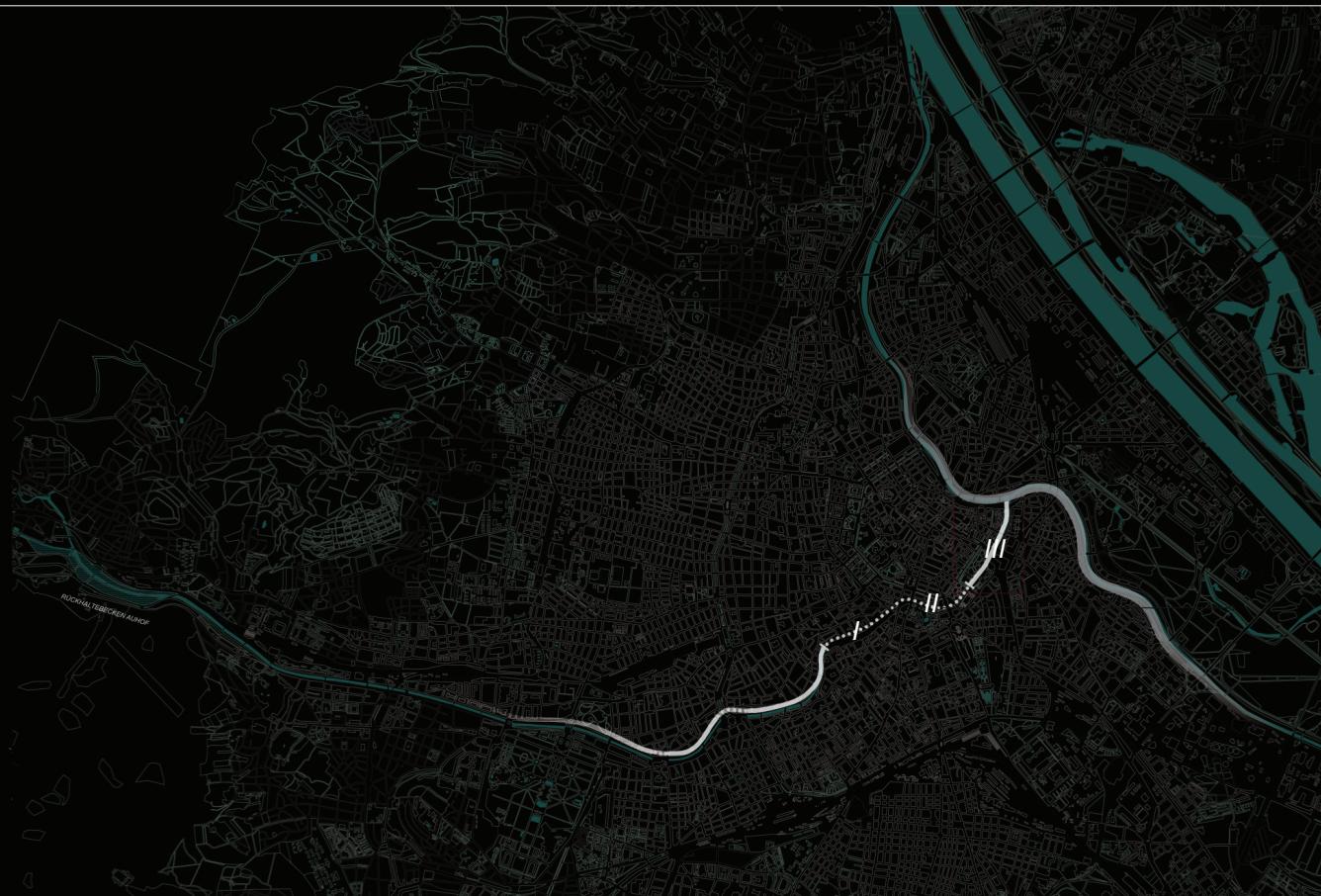
võimaldamaks mustrituvastuse põhimõttel ruumi mõjudes seaduspärasid leida

rekonstruktsioneerimine

võimaldamaks uurimise või augmenteerimise eesmärgil ruumi elamusinfot visualiseerida

deformeerimine

võimaldamaks tööprotsessis kogutud andmeid vormi edasisel kujundamisel ära kasutada



I Naschmarkti ala



ajalooline kujunemine

II Karlsplatz ala



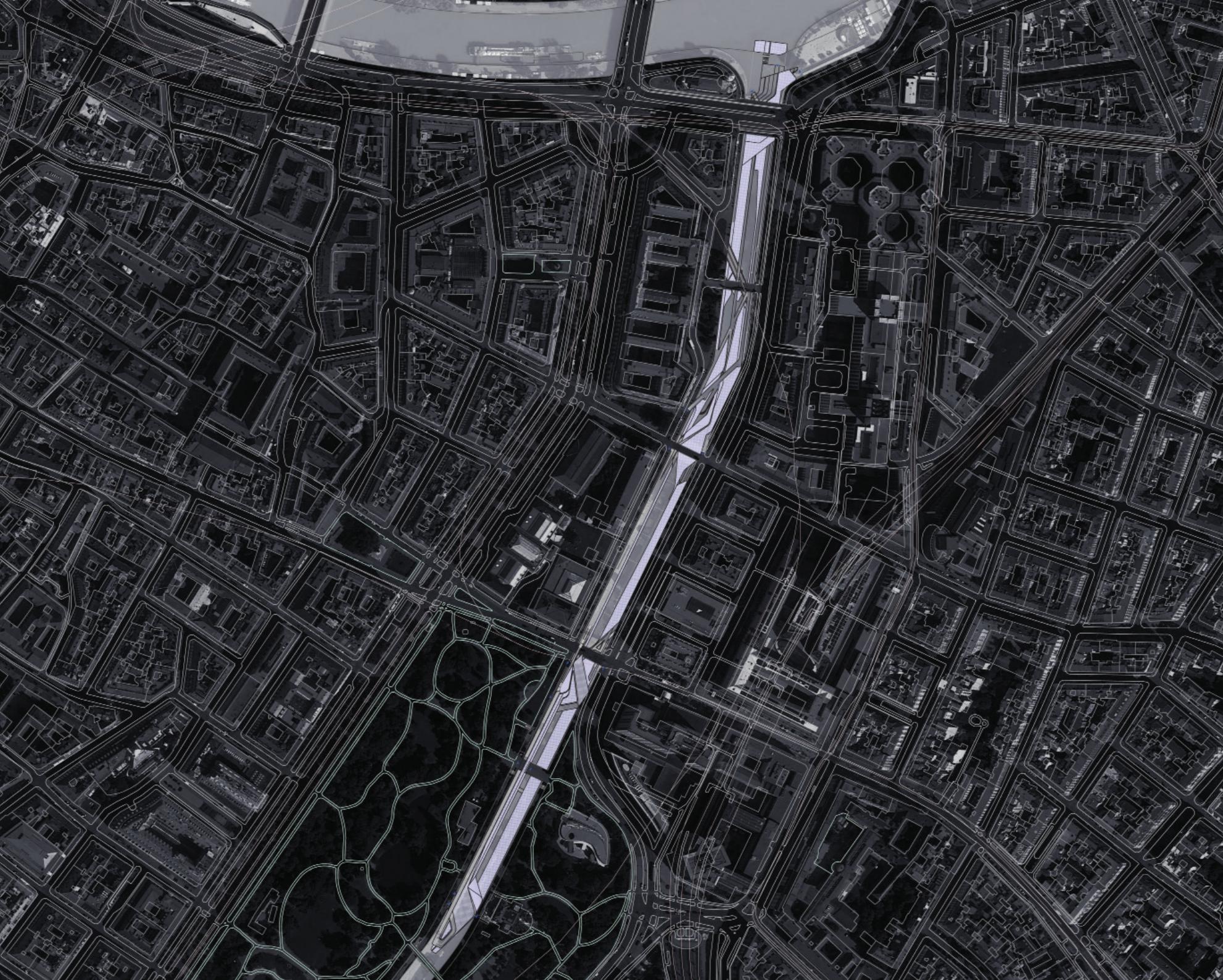
ajalooline kujunemine

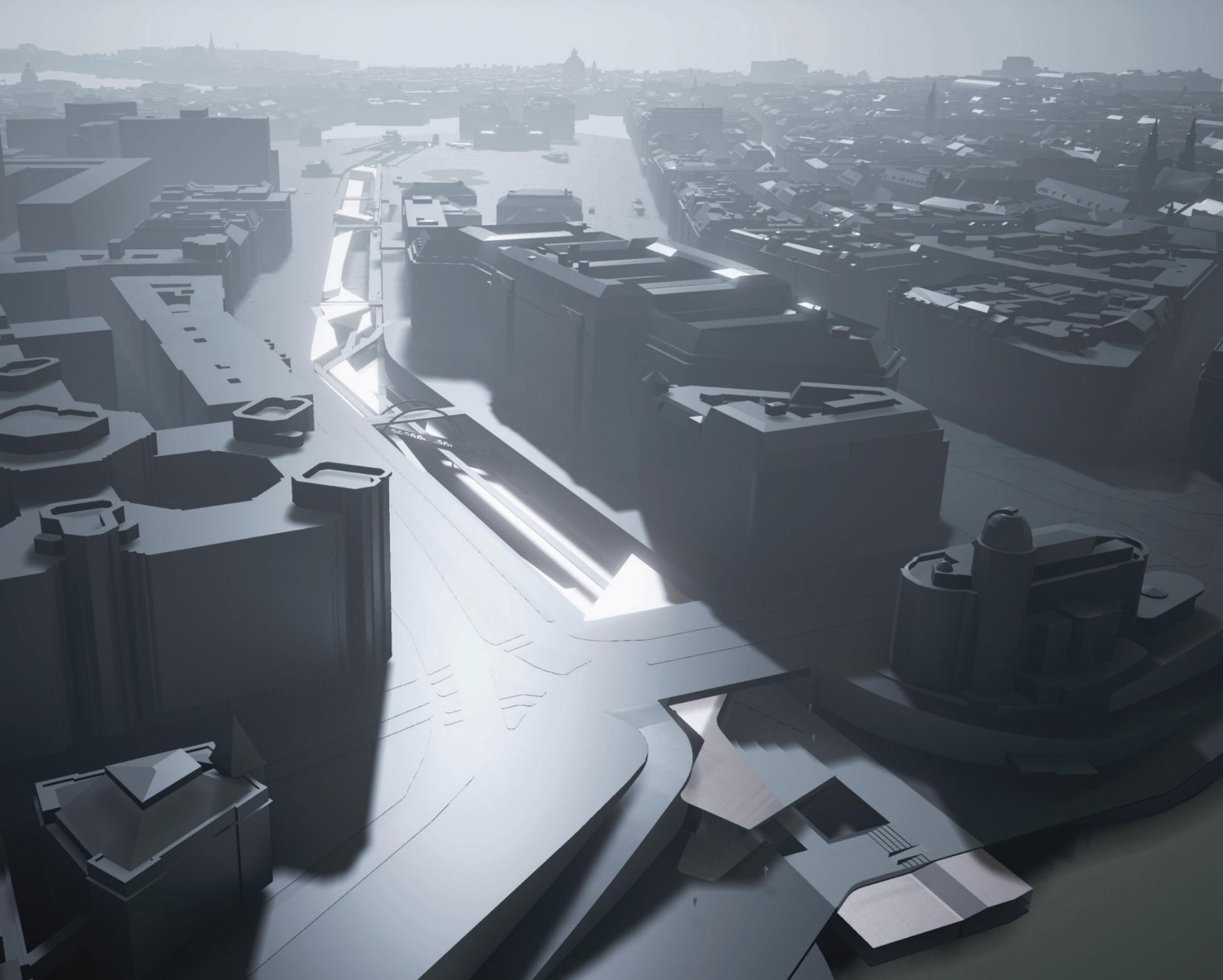


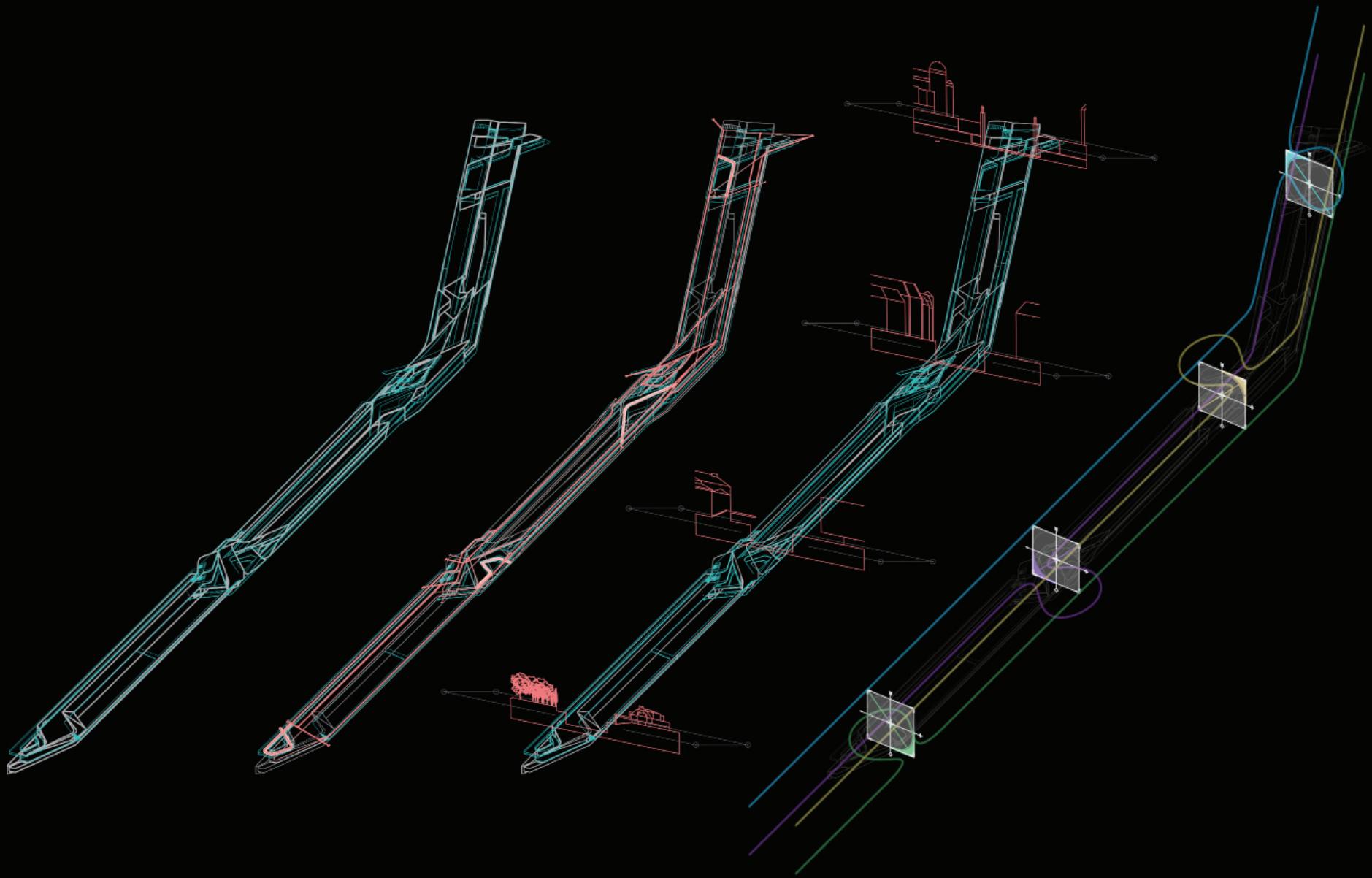




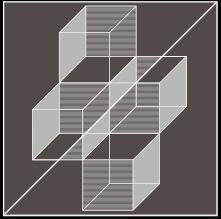




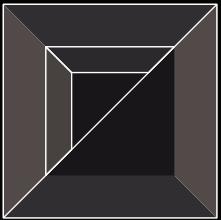




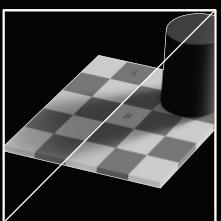
optika



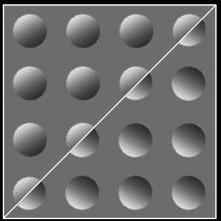
perspektiiv



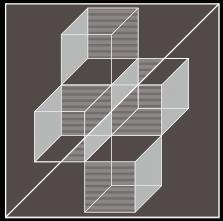
värv



valgus



optika

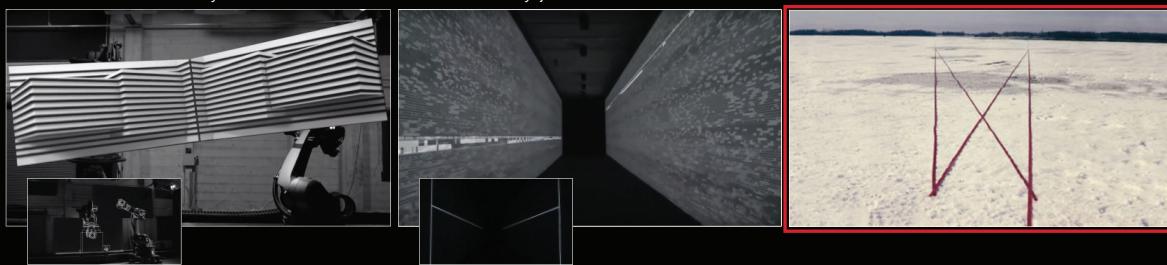
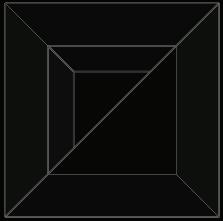


Felice Varini Seventeen Orange Eccentric Circles

Jüri Okas Perspective

Norman Wilkinson Razzle Dazzle

perspektiiv

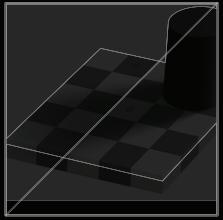


Bot & Dolly Box

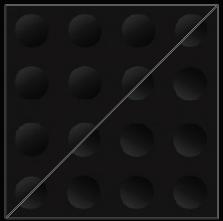
Ryoji Ikeda Data Path

Atelier Brückner CERN visitor centre

värv



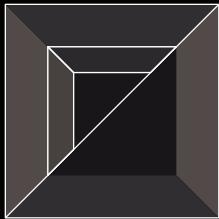
valgus



optika



perspektiiv



Zaha Hadid Architects *WU Library and Learning Centre*

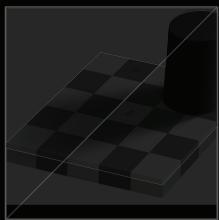


Edgar Mueller *The Crevasse*



? Venus Fort (*Palette Town*)

värv



Daisuke Moriuchi *Tokyo Station Vision*

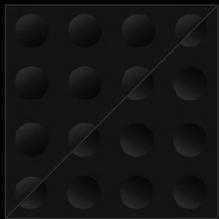


? Club Donau



Irina Nakhova *The Video Room*

valgus



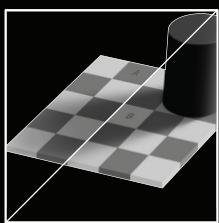
optika



perspektiiv



värv



Olafur Eliasson Studio *Your Rainbow Panorama*



Olafur Eliasson Studio *Your Uncertain Shadow*



Olafur Eliasson Studio *The Gravity Stairs*

Moment Factory *Ode à la Vie Light & Sound Show (Sagrada Familia)*



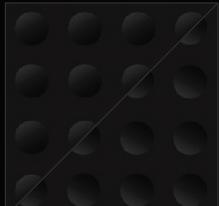
Yann Kersale *In Out (Sony Center)*



? Allianz Arena



valgus



optika

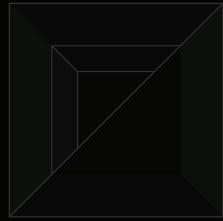


Jaanus Samma *NSFW. A Chairman's Tale*

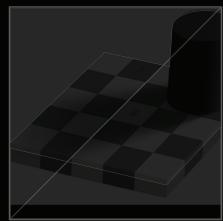
Paul Kuimet *Horizon*

Anish Kapoor *Descent into Limbo*

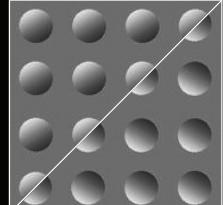
perspektiiv



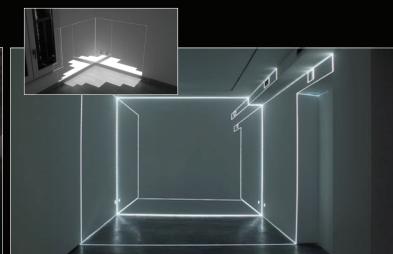
värv



valgus



Anthony McCall *Five Minutes of Pure Sculpture*

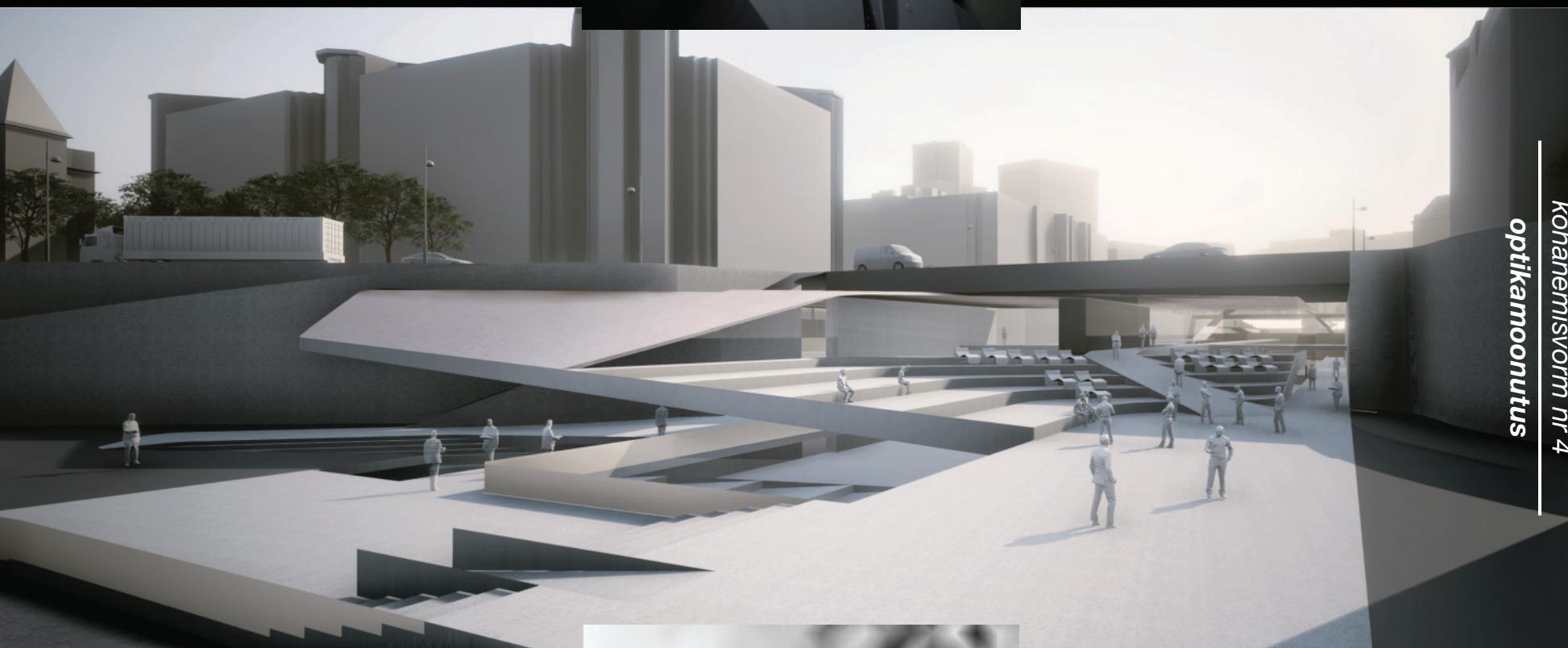


Pablo Valbuena *Extension Series*



? OMV *Raffinerie Schwechat*

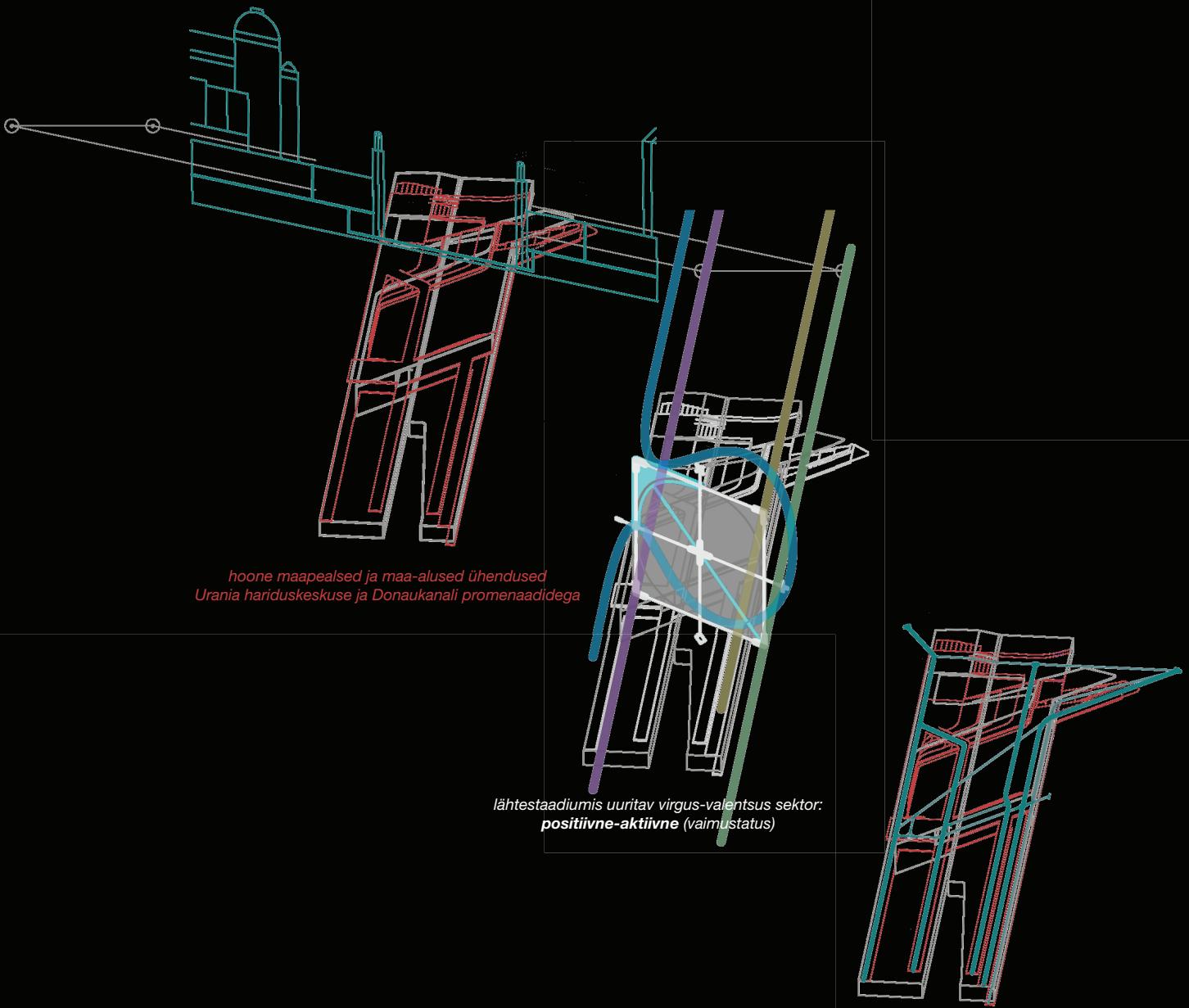
*Iaiendamaks Donaukanali äärsete festivalide ala,
sildab hoone (Wienflussi poolt katkestatud) Donaukanali promenaadid üritusteaalaga*



ruumi näiliseid omadusi moonutatakse elamusandmetest lähtuva optikainstallatsiooniga

*kohanemisvorm nr 4
optikamoonutus*

kohanemisvorm nr 4
optikamoonutus



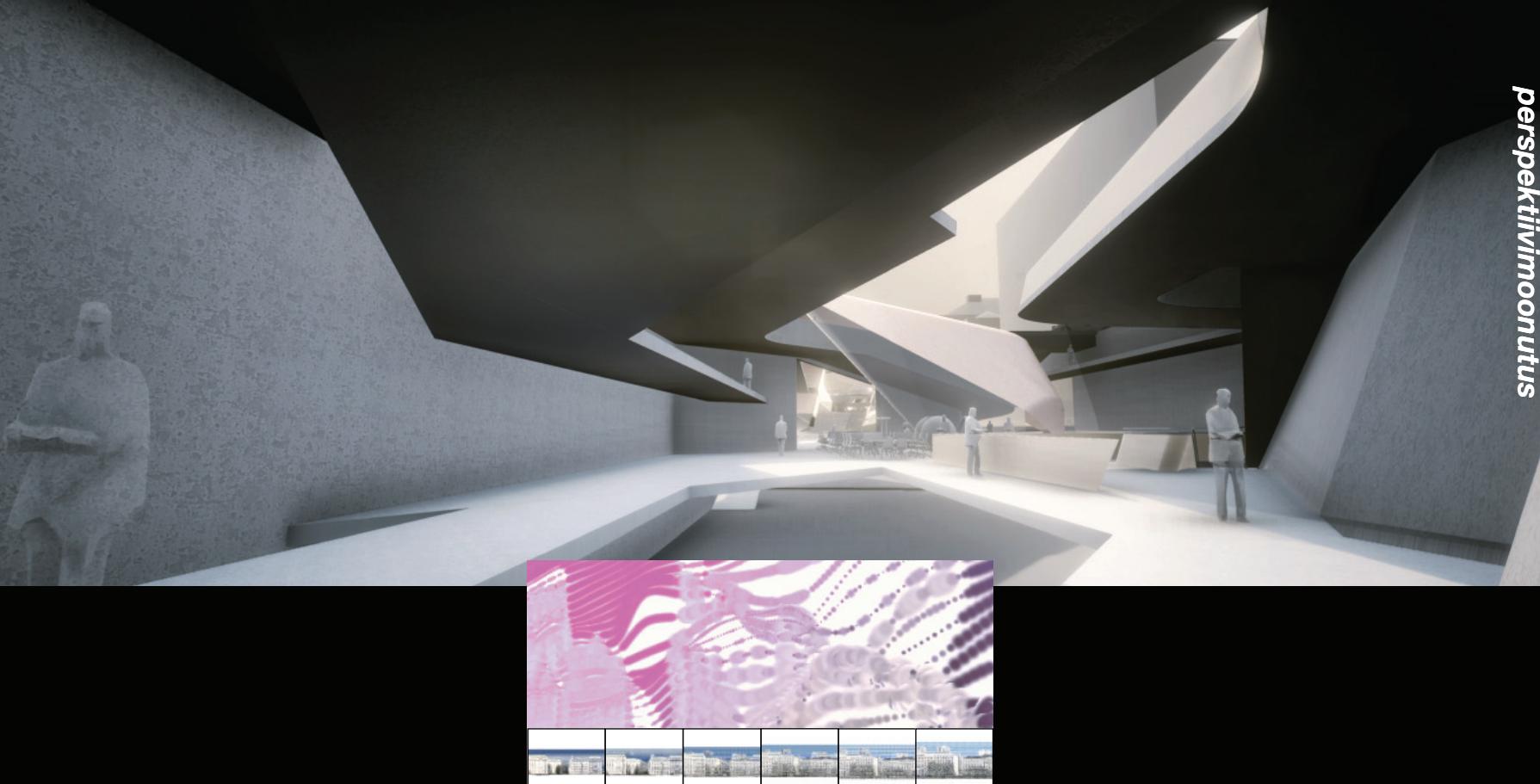
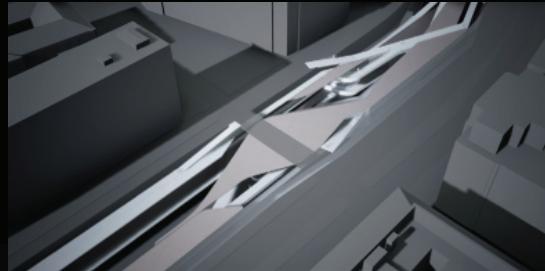
*vormide resolutsiooni muutmine teostatakse projektsioonimäpingutega
visuaalse lahenduse aluseks on optilise voo algoritm*



*kohanemisvorm nr 4
optikamoonutus*

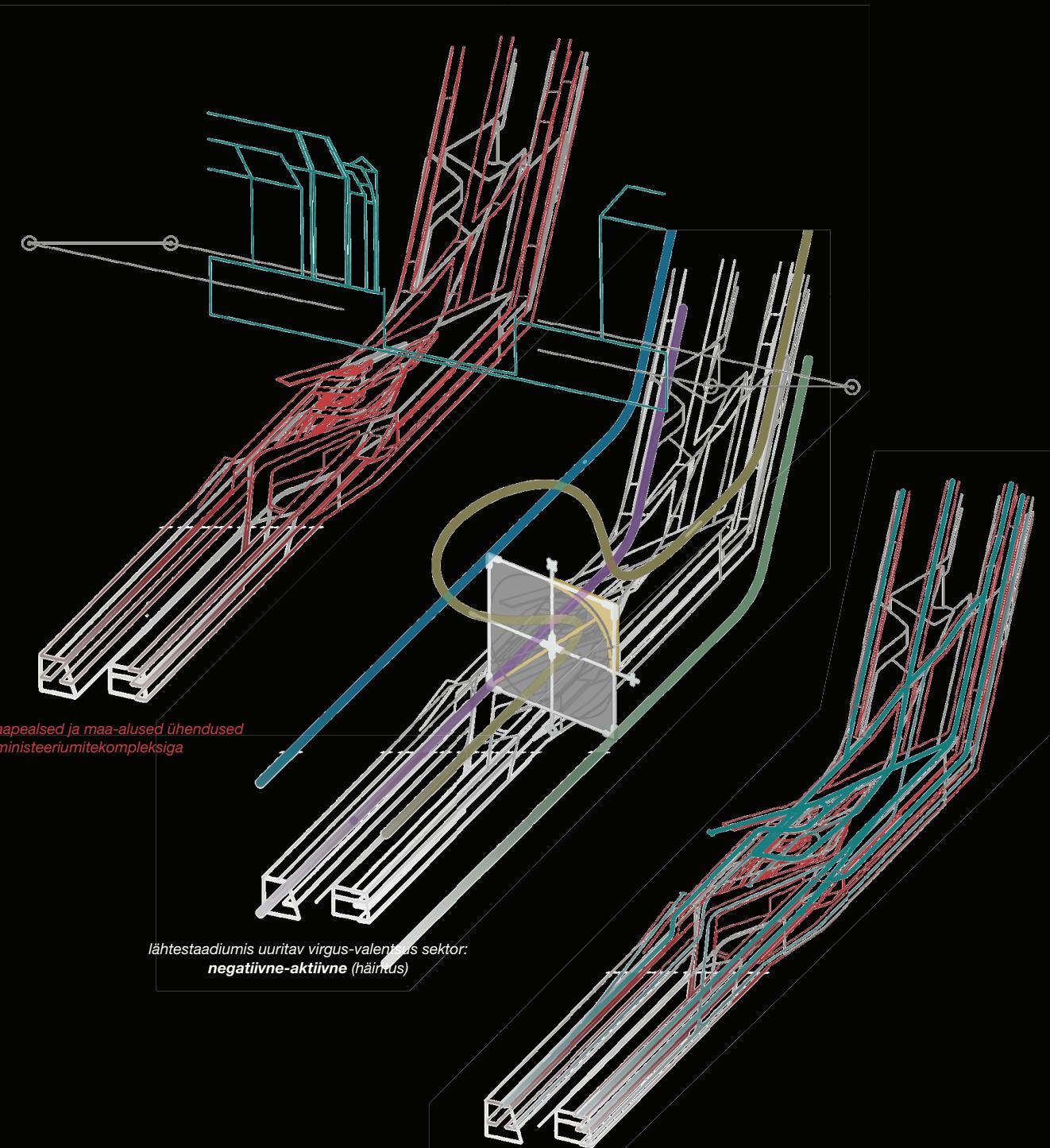
kohanemisvorm nr 3

*peitmaks hoone ülilineaarse ülesehitust,
rõhutab hoone sisestruktuur diagonaalsihtidega vaateid külgnevatele tänavafrontidele*



ruumi näiliseid omadusi moonutatakse elamusandmetest lähtuva perpektiiviinstallatsiooniga

kohanemisvorm nr 3
perspektiivimoonutus



hoone maapealsed ja maa-alused ühendused ministeeriumitekompleksiga

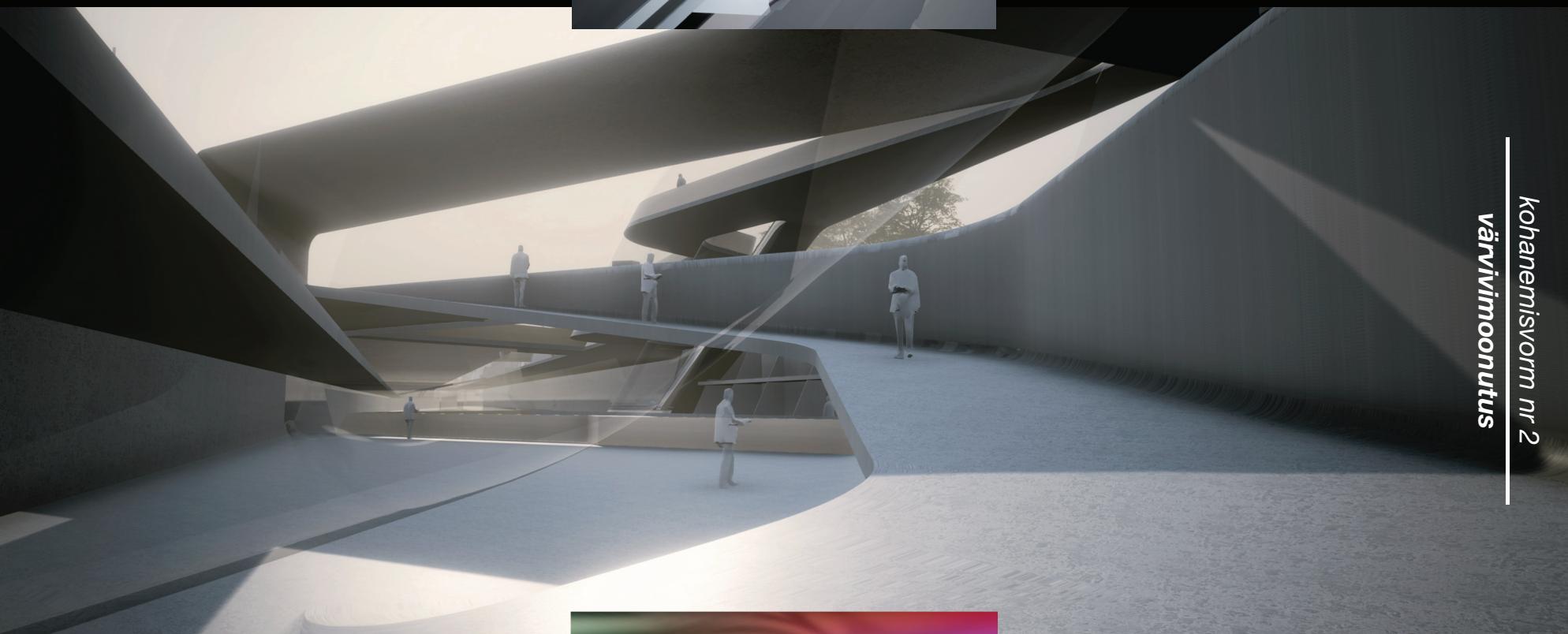
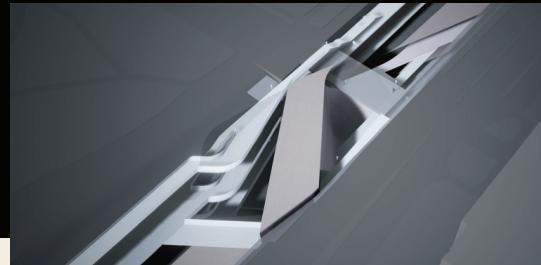
*lähtestaamis uuritav virgus-valentsus sektor:
negatiivne-aktiivne (häireks)*

*vormide läbipaistvuse muutmine teostatakse elektrilise klaasiga
visuaalse lahenduse aluseks on vaadete rekonstruktsioon algoritmi*

kohanemisvorm nr 3

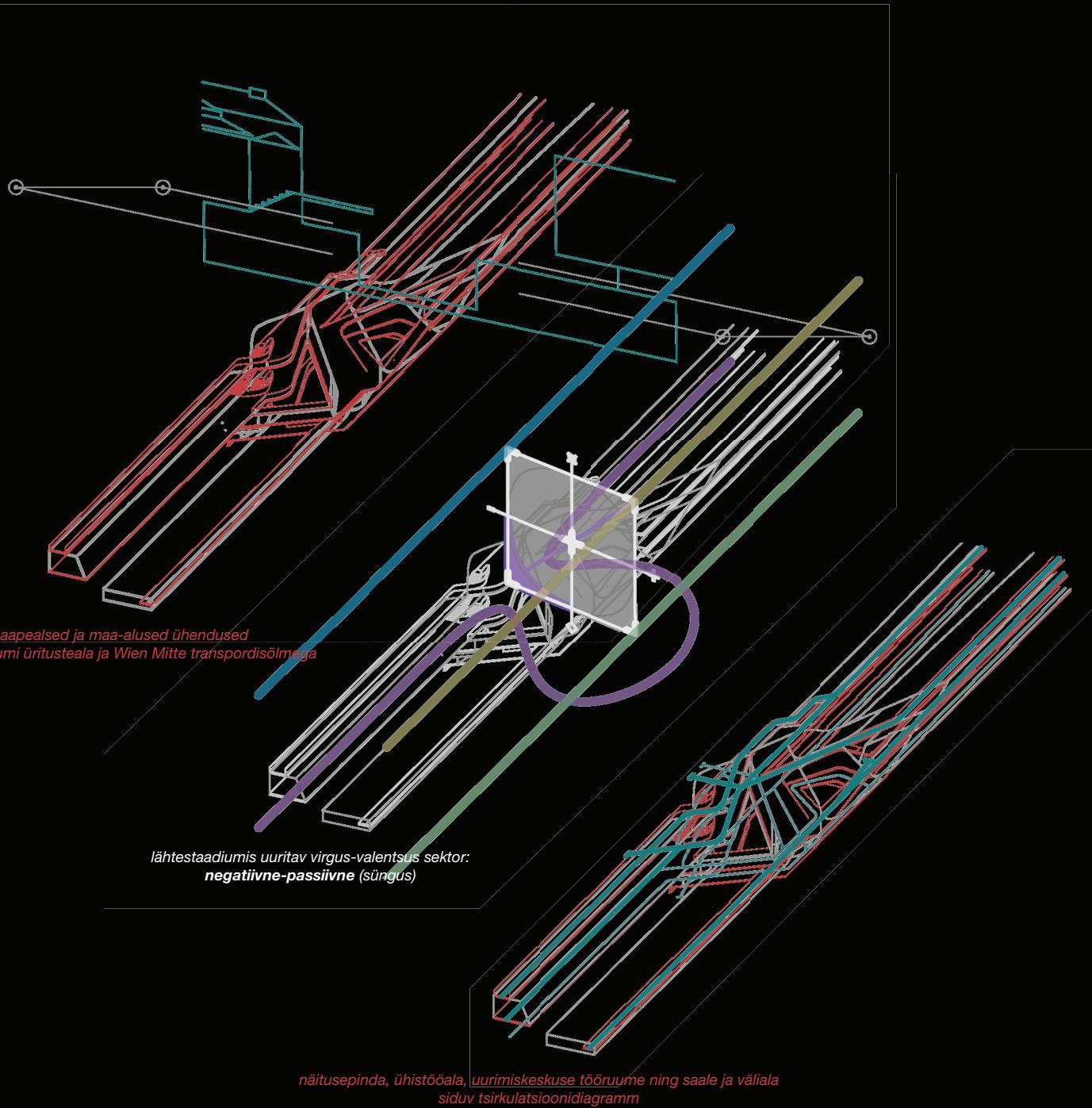
perspektiivimoonutus

haaramaks innovatsioonilabori uurimiskeskonda maksimaalselt ristmikku läbivaid inimesi,
toimib hoone olemasoleva tänavastruktuuri kolmemõõtmelise jätkuna

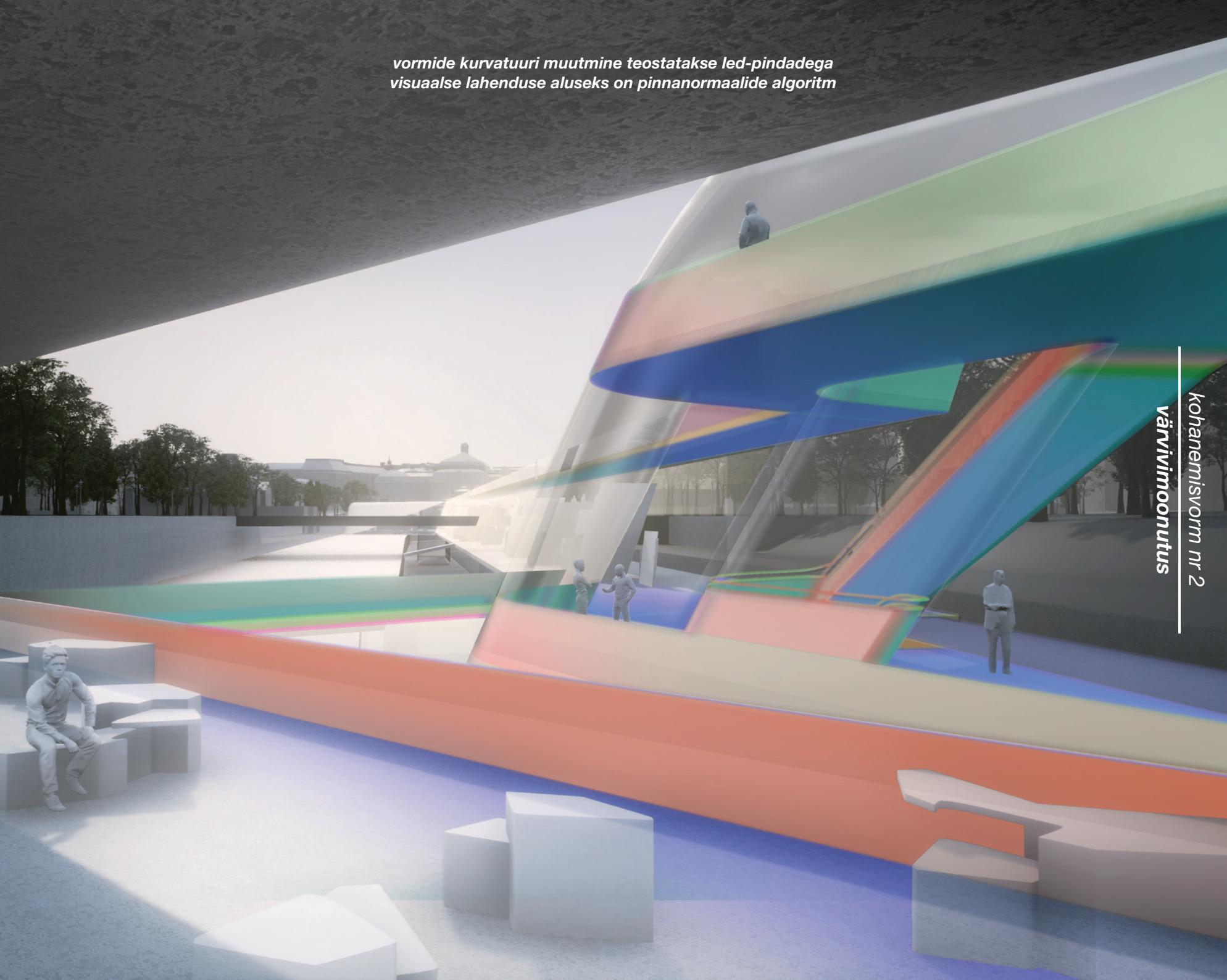


ruumi näiliseid omadusi moonutatakse elamusandmetest lähtuva värvinstallatsiooniga

kohanemisvorm nr 2
väravivimoonutus

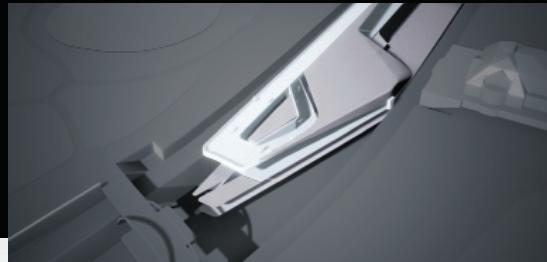


*vormide kurvatuuri muutmine teostatakse led-pindadega
visuaalse lahenduse aluseks on pinnanormaalide algoritm*

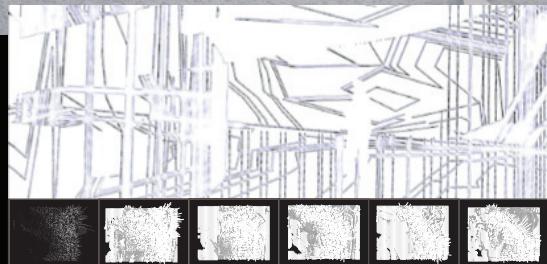


*kohanemisvorm nr 2
värvivimoonutus*

*ühendamaks Wienflussi ja Donaukanali katkevad promenaadid,
toimib hoone Stadtparki jätkava lineaarpargina*

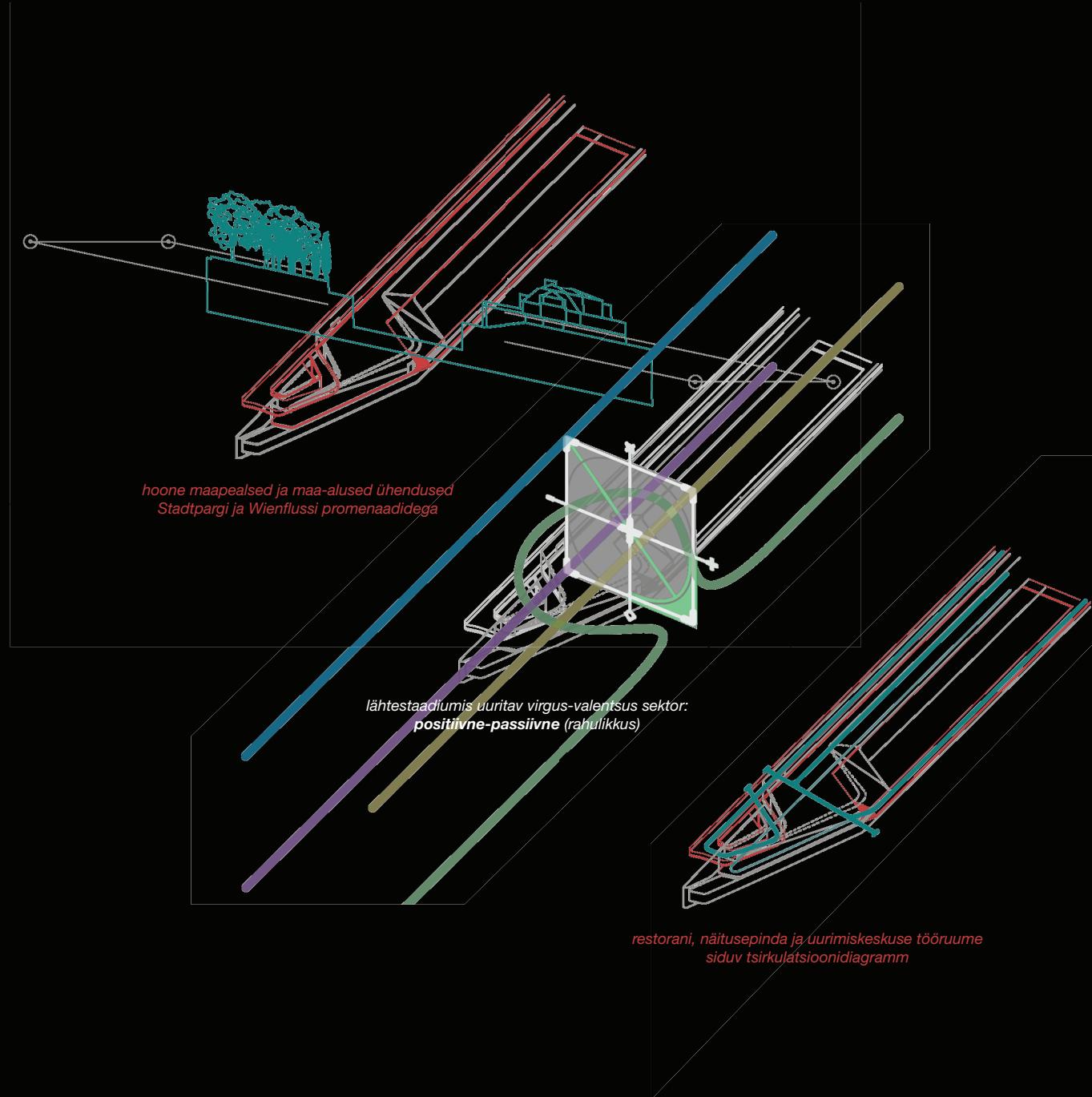


*kohanemisvorm nr 1
valgusmoonutus*



ruumi näiliseid omadusi moonutatakse elamusandmetest lähtuva valgusinstallatsiooniga

kohanemisvorm nr 1



*vormide loetavuse muutmine teostatakse laservihkudega
visuaalse lahenduse aluseks on jõujoonte algoritm*

kohanemisvorm nr 1
valgusmoonutus

