



BRUNSWICK BEATS

A MUSIC MAKING
INTERACTIVE PROJECTION EXPERIENCE
IN PLAYABLE CITIES BRUNSWICK

MUSIC AND CELEBRATION

BRUNSWICK BEATS is an interactive projection-mapped music creation game. It allows players to interact with the urban environment (or game controllers/drums/guitar) to generate sounds that also create floral and nature elements projected onto the environment.



BRUNSWICK LIBRARY SAXON ST.

The key area for the Music and Celebration badge for the Playable Cities Brunswick walking tour.

The Saxon St. Library building's surface is the chosen site for Brunswick Beats to hark back to the Library's previous history of being a dance hall. Connecting people with the universality of music and performance.

The project's aesthetics stems from the Brunswick community's value and appreciation for little pockets of nature amongst the urban structures of Brunswick. To allow people to play music, and "make" nature out of the urban environment.



The Dance Hall as Library

Ann Laffan

READERS MAY BE INTERESTED to know that plans are in train to convert the Brunswick Town Hall or Dance Hall into the Brunswick Library.



Twelve months ago, the future of the Dance Hall was decidedly clouded with the announcement that the Council had decided to demolish the building, with the intention of erecting a new library building on the site.

While the National Trust had classified the 19th Century parts of the Town Hall complex in May 1986, it was only when the Trust began receiving numerous calls from people about the proposed demolition that it decided to look into classification of the 20th Century components of the site.

On 12th November 1990, the Trust lodged a formal objection to the demolition with the Brunswick Council. The Trust was concerned to emphasise the architectural significance of the interior decoration of the Dance Hall in the 'Moderne' style, with the concealed lighting, the three dimensional aspect of the proscenium and other stylistic

elements such as the wall clock and the veneered joinery.

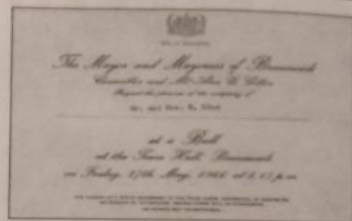
The Trust also emphasised the historical significance of the Town Hall complex. This includes the original Shire Hall, erected in 1876 (presently used as the Library), the surrounding additions to 1926 and the 1937 renovations to the Dance Hall.

Anticipating the classification, the Council voted to retain the Dance Hall and to build the new Library within the Dance Hall. Both Council and National Trust representatives agree that a good working relationship was established between the two parties and that they are both happy with the decision.

The Library and Associated Developments will proceed, in stages, with the first part of the library redevelopment and the



Debutantes Ball



new council offices to be completed before proceeding to further work on the library redevelopment.

The architects are presently working on appropriate colours and finishes for the Dance Hall and the Council buildings. They are working closely with the Council Heritage Advisor, Trevor Westmore, to ensure choices are appropriate. It is intended these will also be submitted to the National Trust before work proceeds.

The National Trust classified the Dance Hall on 21st March this year. (1991)



REFERENCES & CONTEXT



THE HANGOUT
(THE URBAN CONGA 2017)

The Hangout focuses on sight, sound, and touch to spark creativity, exploration, and free-choice learning.

The playable environment uses touch sensor technology to trigger sounds when one touches the tops of the cylinders. At night the installation illuminates the block with sequenced lighting. The space was designed as a place for the community to gather and simply hangout.

(THE URBAN CONGA 2017)



PLAYDODO
(RAONSQUARE 2016)

Projection Mapping, Conductive Ink, Interactive Art Music Playing Wall, a fun Interactive touch wall painted with instruments recognizes hand touch, plays the sound of instruments and maps colors. Children can easily play various kinds of instrument without physical constraints.

(RAONSQUARE 2016)



**FOREST OF FLOWERS AND PEOPLE:
LOST, IMMERSSED AND REBORN**
(TEAMLAB 2017)

The seasons change gradually across the installation space. A seasonal year of flowers blossom according to the changing seasons, and the place where they grow gradually moves.

If a person stays still, the flowers surrounding them grow and bloom more abundantly. If viewers touch or step on the flowers, they shed their petals, wither, and die all at once.

The interaction between people and the installation causes continuous change in the artwork: previous visual states can never be replicated, and will never reoccur. The picture at this moment can never be seen again.

(TEAMLAB 2017)



FLORAL BEATS
(TOLENTINO 2019)

Flower Beats is an audio-visual interactive animated flowers and plants growing prototype using a Rock Band Drum Kit (input controller), Resolume Arena (animation, interactions), rb2midi (Rock Band Drums kit bridge to pc), loopbe1 (music output as midi inputs).

The eventual idea of making flowers and plants move and react to inputs and music is from a research suggesting that sound, music, and its vibrations stimulate plant growth. I wanted to play with the information on these findings, and see how I can translate it through my process of rhythmic music created by a person in real-time.

(TOLENTINO 2019)

LIBRARY



LIBRARY



KEY METHODS AND TECHNOLOGY



METHODS

EMERGENT COLLABORATIVE EXPERIENCE

MUSIC & SOUND
GENERATION/PERFORMANCE

INTERACTION DESIGN

COMMUNITY ENGAGEMENT

PROJECTION-MAPPING



Projection-mapping from Funktioncreep.com



TECHNOLOGY

UNITY (INTERACTIVE DESIGN)

RESOLUME (PROJECTION-MAPPING)

C4D / AFTER EFFECTS (ANIMATIONS)

MAKEY-MAKEY (ALTERNATIVE INPUT)

BRUNSWICK BEATS MOOD BOARD

