

LUCY IN THE SKY

Light Programming

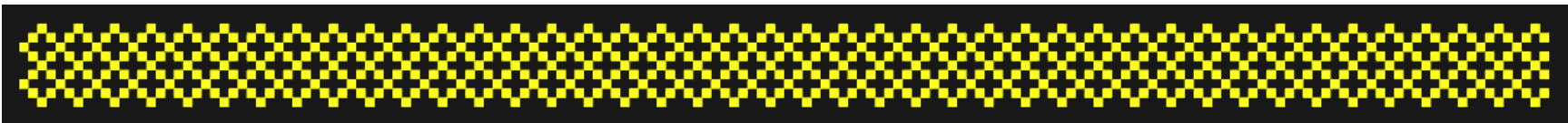
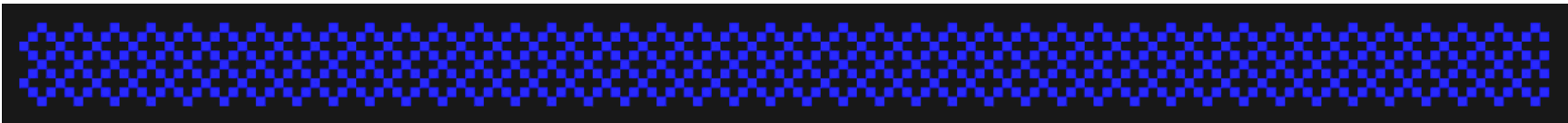
The light design submitted shows the programming as intended for the installation. The submitted computer animation was created using the simulation feature of the programming software.

Due to the enormous scale of the installation with a length of 688 ft the simulation is an approximation of the final program. Tempos, color and certain details of patterns will be optimized at the site. I intend to add more patterns if they are suitable for the specific site conditions.

The four parts of the 19 min 30 sec long animation explores basic options of color, movement and pattern combinations within the layout of the installation.

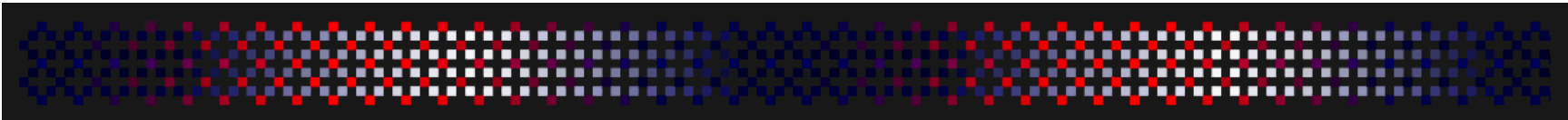
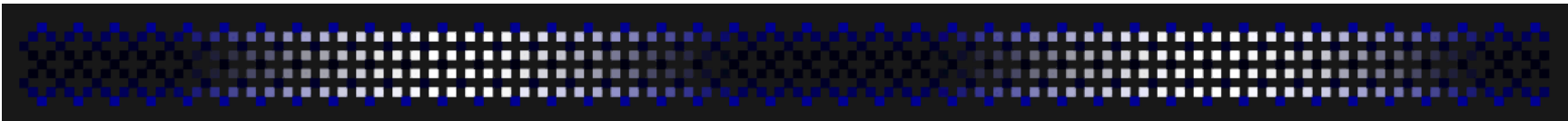
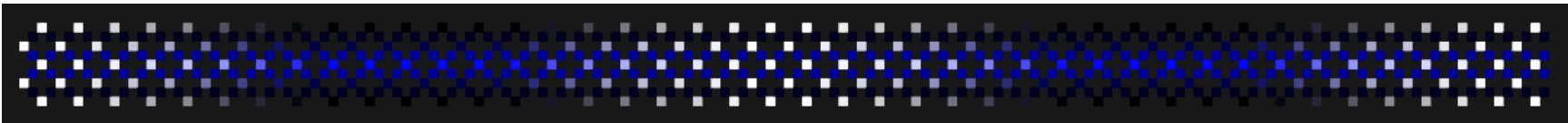
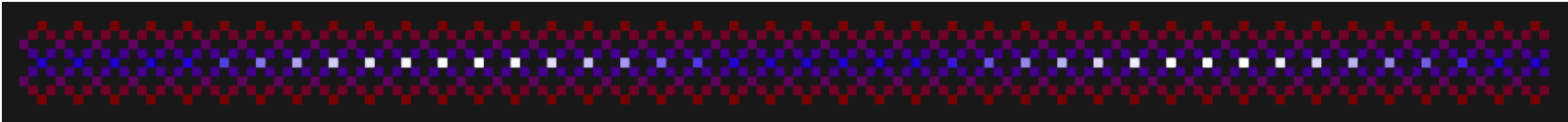
1. Fade

Very slow, monochrome color fades stretch across the entire installation. White sparkles end this sequence as a preview to white patterns used in the next section.



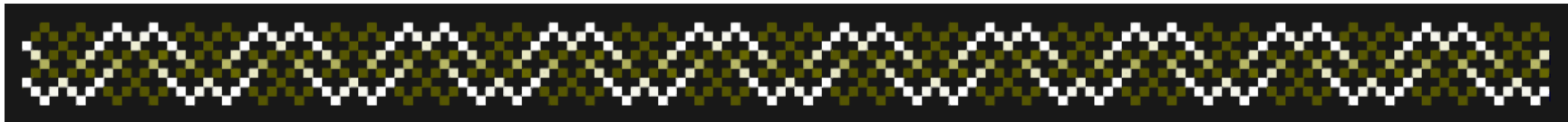
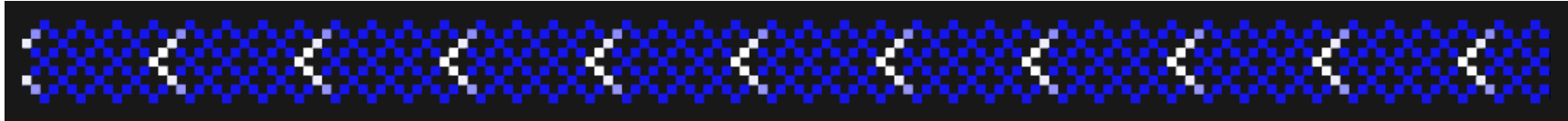
2. Wave

Slow moving white wave patterns progress down the corridor and emerge on top of color fades moving in a perpendicular direction. Over time red patterns move in the opposite direction and overlap with the white waves in dense color rhythms.



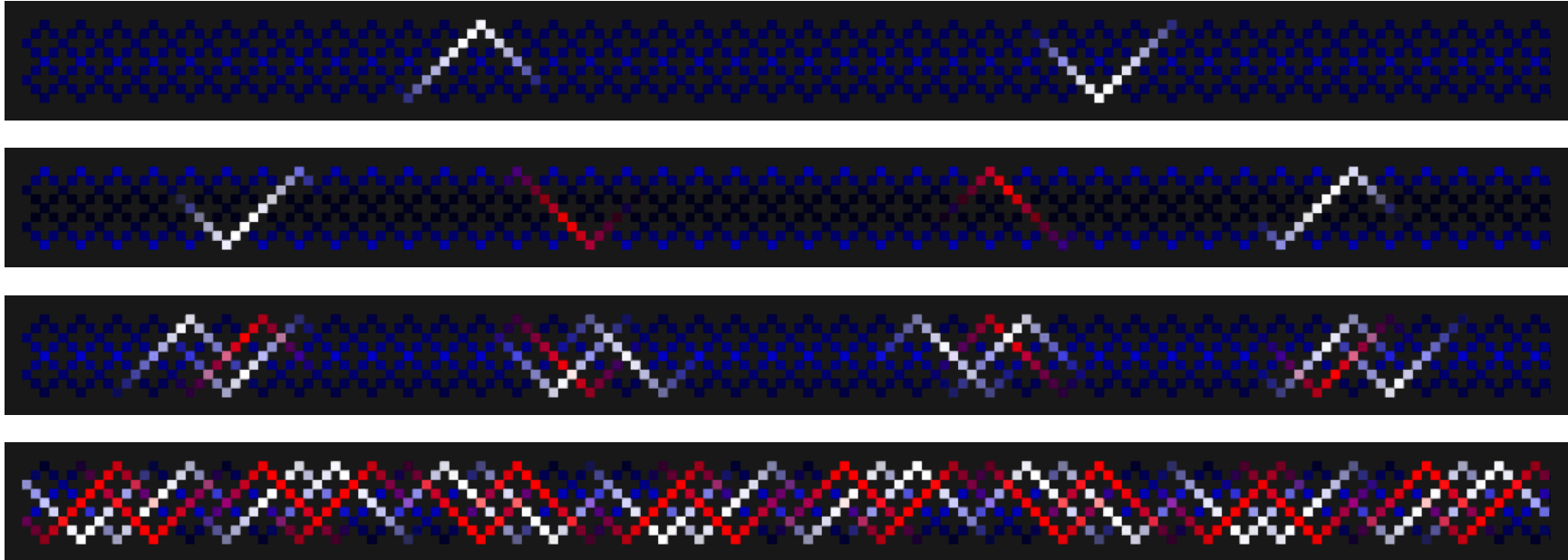
3. Rotation

With the slow, monochrome color fades in the background the animation builds up from basic rotations along the diamond patterns of the installation. The sequence culminates in complex patterns juxtaposing clockwise and counterclockwise rotations along interleaving diamond configurations.



4. Diamonds

White and red patterns slowly weave along the corridor. The waves trace the diamond layout of the installation. The background shifts between subtle hues of blue between the corridor walls. As the intricate weaving patterns fade out, cascading white sparkles conclude the animation.



Images of the light panel prototypes in artist's studio





