



# Ambient Luminescence and Experiential Design

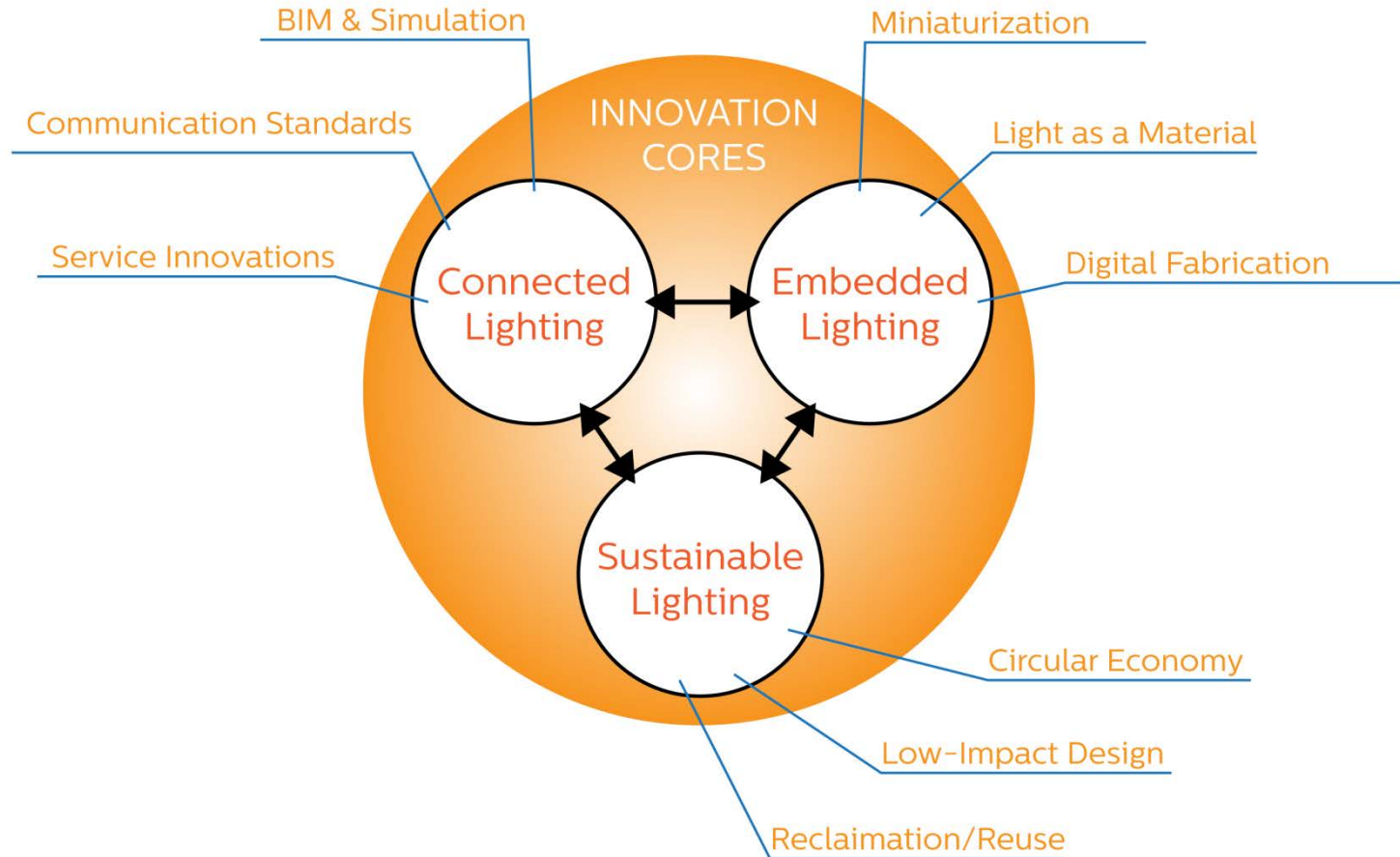
10-MAY-2017

Brad Koerner

Creative Director – Philips Lighting

# Ambient luminescence and experiential design:

- Background
- 5 Characteristics
- The Future

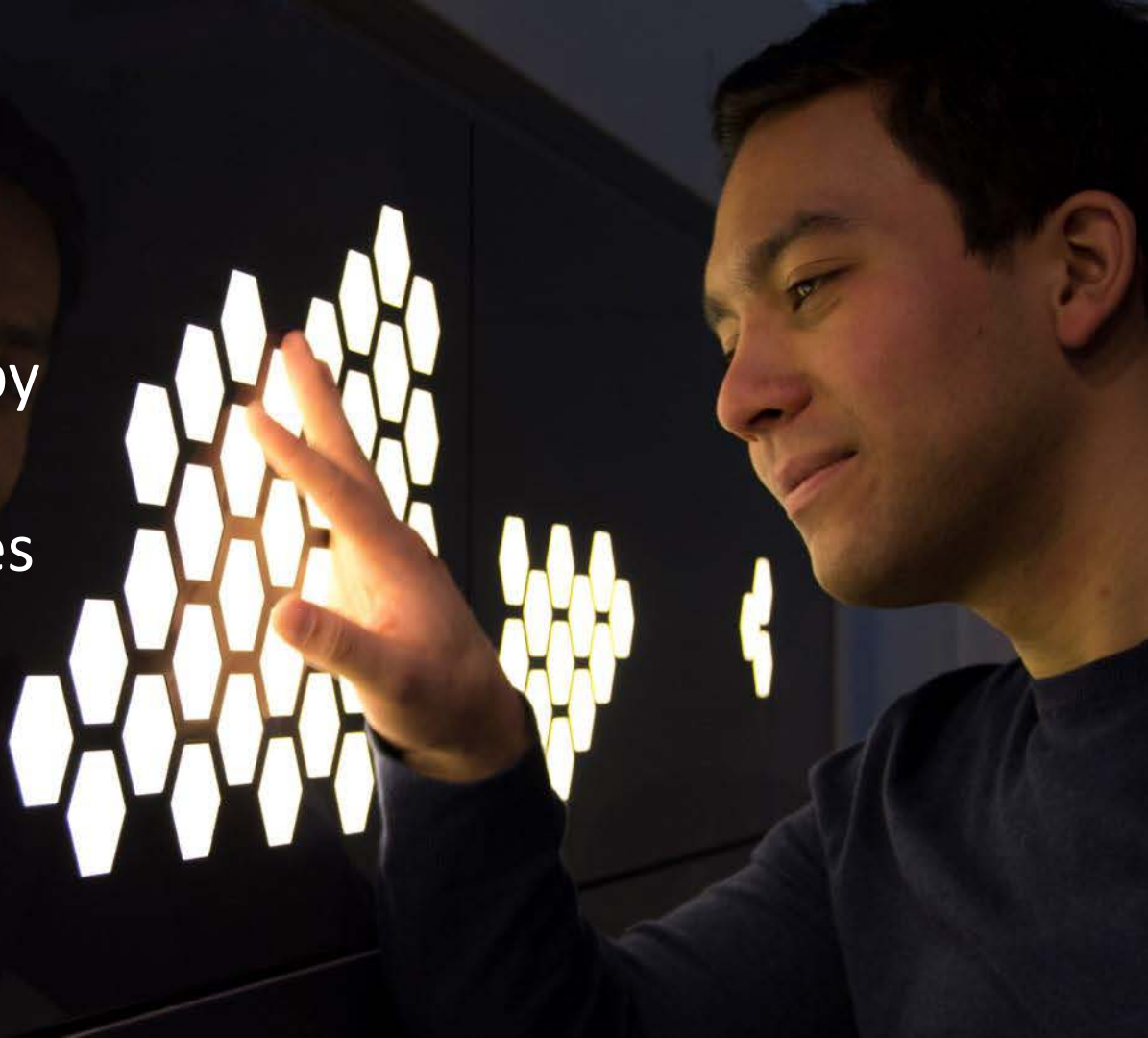


What is “embedded lighting”?

LIGHT + MATERIAL



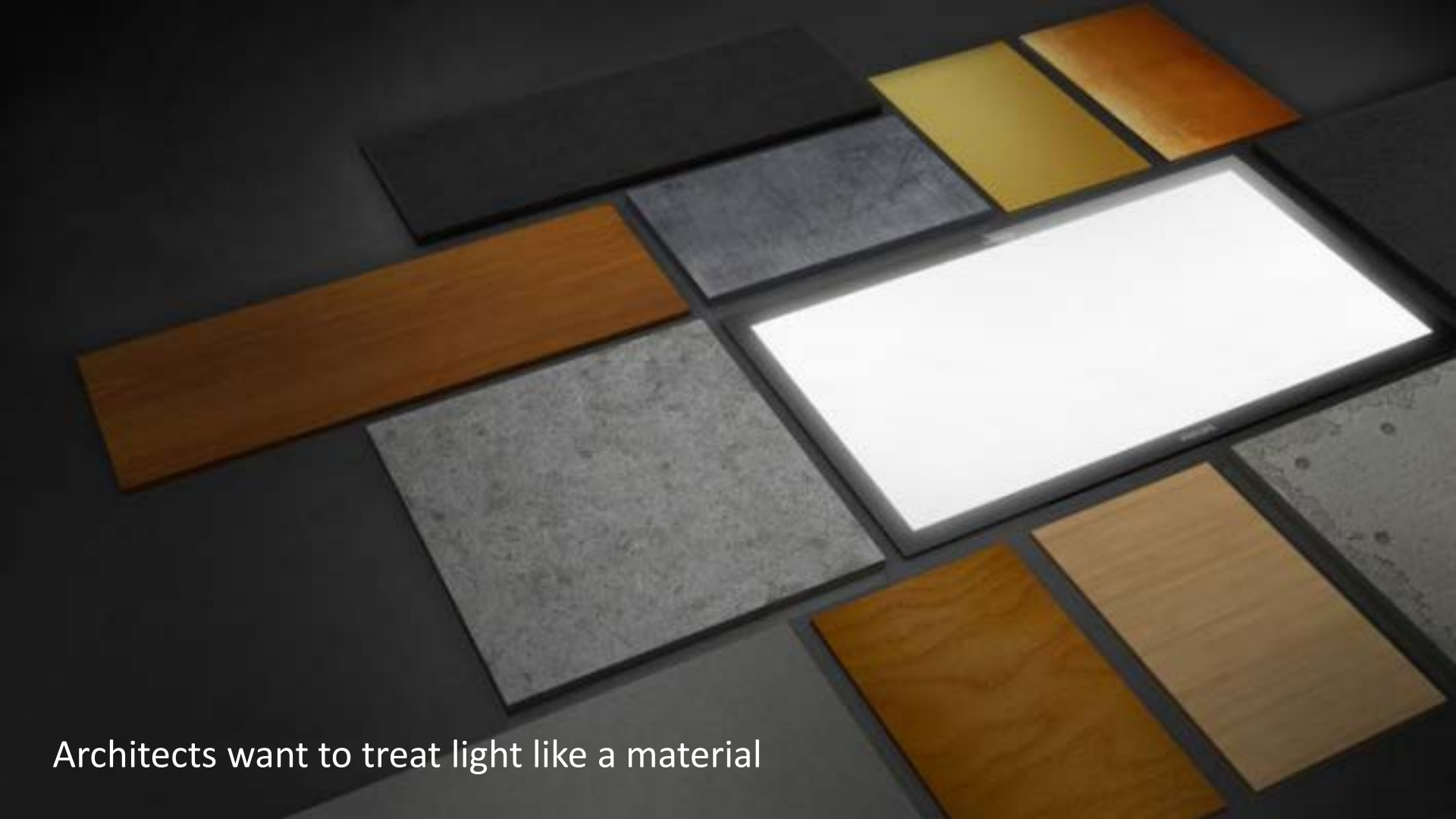
With LEDs we have  
the opportunity to  
bring spaces to life by  
fusing light into  
architectural surfaces



Lighting  
Technology



Architectural  
System



Architects want to treat light like a material



## Richard Kelly

*Pioneering mid-century  
lighting designer*

### 3 types of lighting:

- Focal Glow
- Ambient Luminescence
- Play of Brilliants

# Richard Kelly

*Pioneering mid-century  
lighting designer*



Focal Glow



A black and white portrait of Richard Kelly, a man in a dark suit, white shirt, and striped tie, looking slightly to the left. He is positioned in the lower-left corner of the frame. The background is a bright, minimalist interior with a large window and a dark vertical element on the left.

# Richard Kelly

*Pioneering mid-century  
lighting designer*



Ambient Luminescence

A black and white portrait of Richard Kelly, a man in a dark suit, white shirt, and striped tie, looking slightly to the left. He is positioned in the lower-left foreground of a larger architectural photograph. The background shows a modern interior with large windows and a doorway.

# Richard Kelly

*Pioneering mid-century  
lighting designer*



Play of Brilliants



## Richard Kelly

*Pioneering mid-century  
lighting designer*

## Kelly's Six Qualities of Light

*"... light itself as a physical force can have specific qualities attributed to it by the regular occurrence of effects as does the wind..."*

1. Intensity
2. Brightness
3. Diffusion
4. Spectral Color
5. Direction
6. Motion



*“Play of brilliants* is Times Square at night. It is the eighteenth century ballroom of crystal chandeliers and many candle flames. It is sunlight on a fountain or a rippling brook. It is the rose window of Chartres.

*“Play of brilliants* excites the optic nerves, and in turn stimulates the body and spirit, quickens the appetite, awakens curiosity, sharpens the wit....”



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*“Play of brilliants* excites the optic nerves, and in turn stimulates the body and spirit, quickens the appetite, awakens curiosity, sharpens the wit....”



Efficiently, perfectly,  
*miserable*

A world with no focal glow,  
ambient luminescence, play of  
brilliants, or *temporal change*...



“I've learned that  
people will forget what  
you said, people will  
forget what you did,  
but people will never  
forget how you made  
them feel.”

*Maya Angelou*





## Luminous Patterns































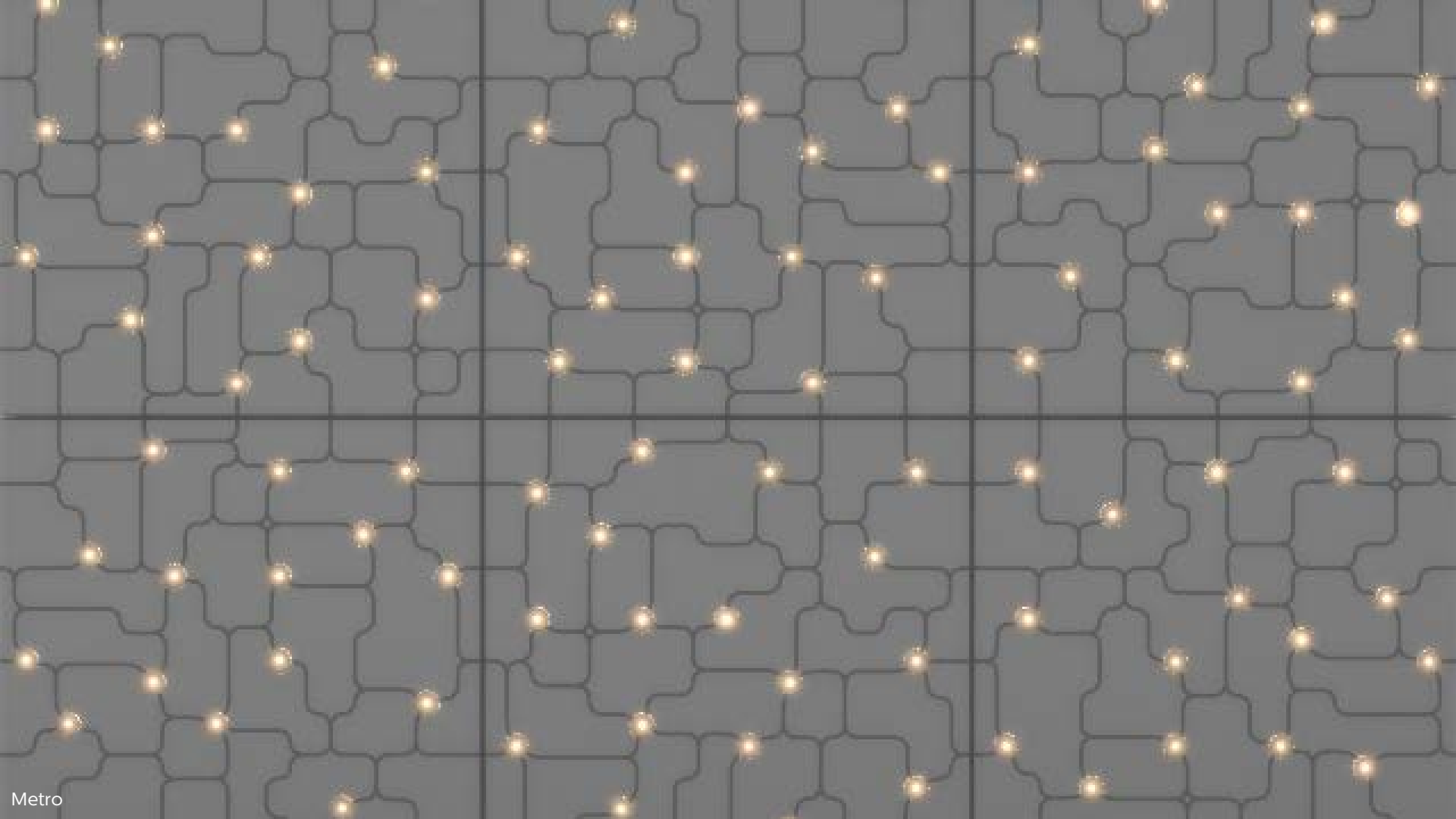




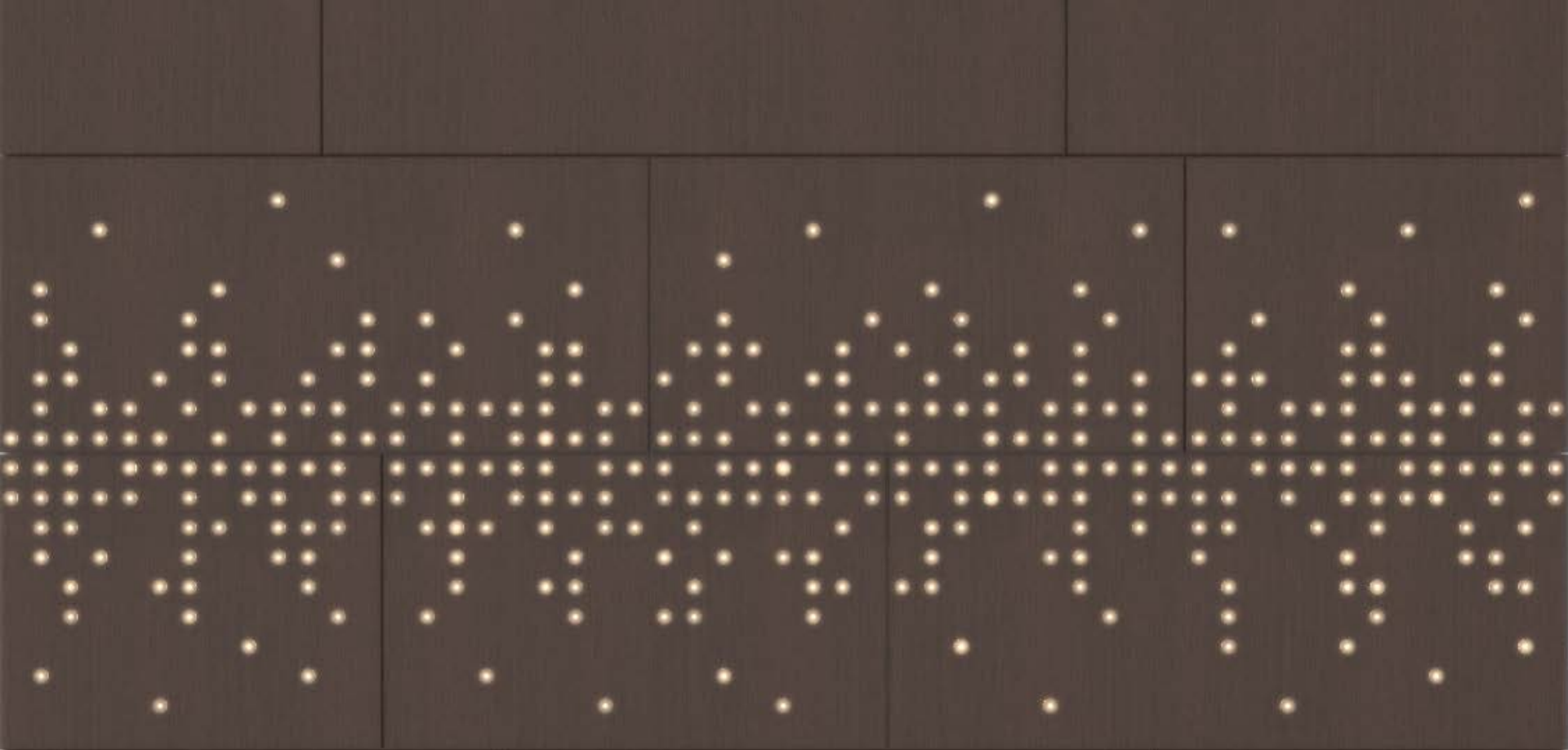


# Luminous Patterns

## Pattern collection













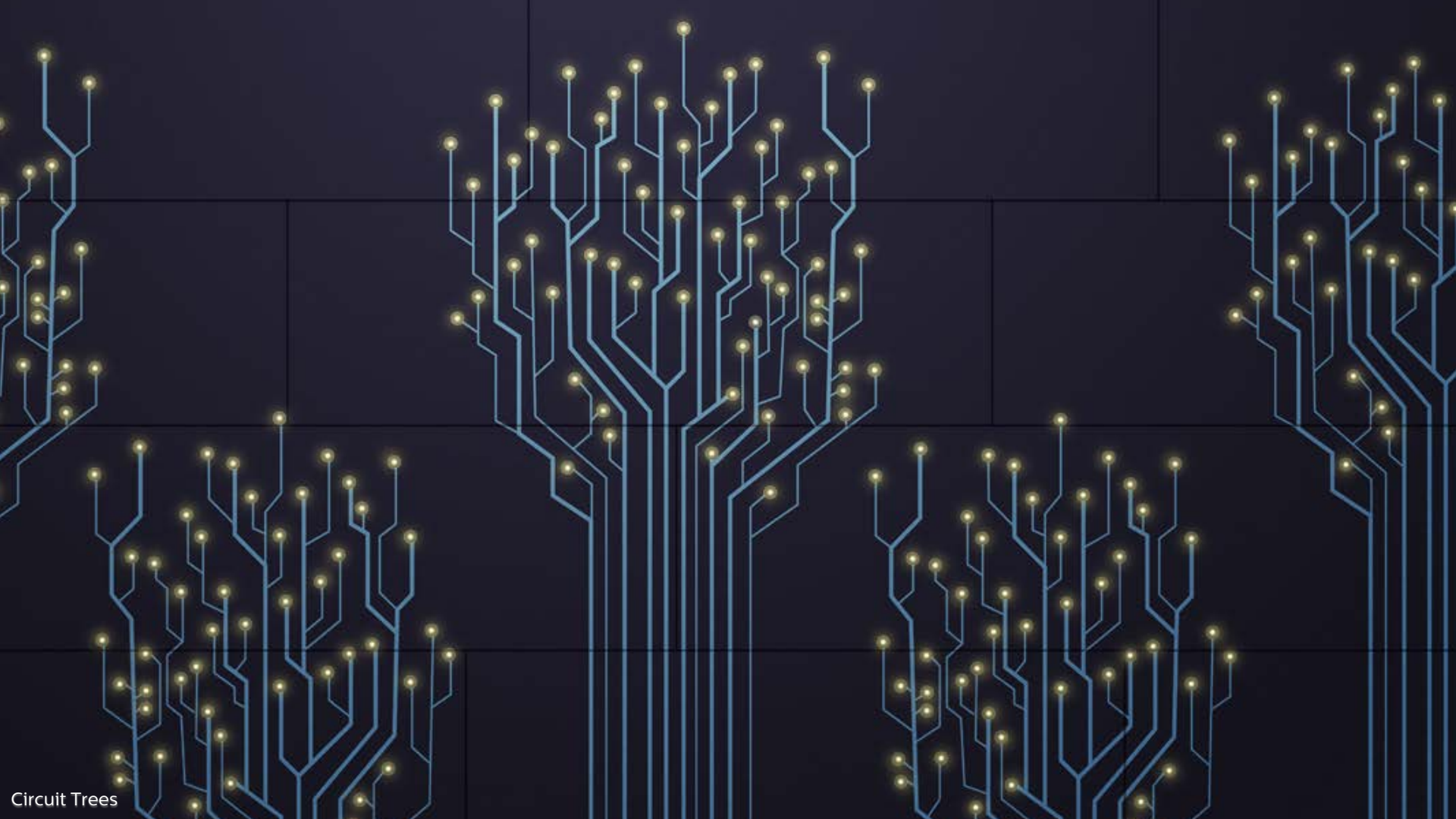




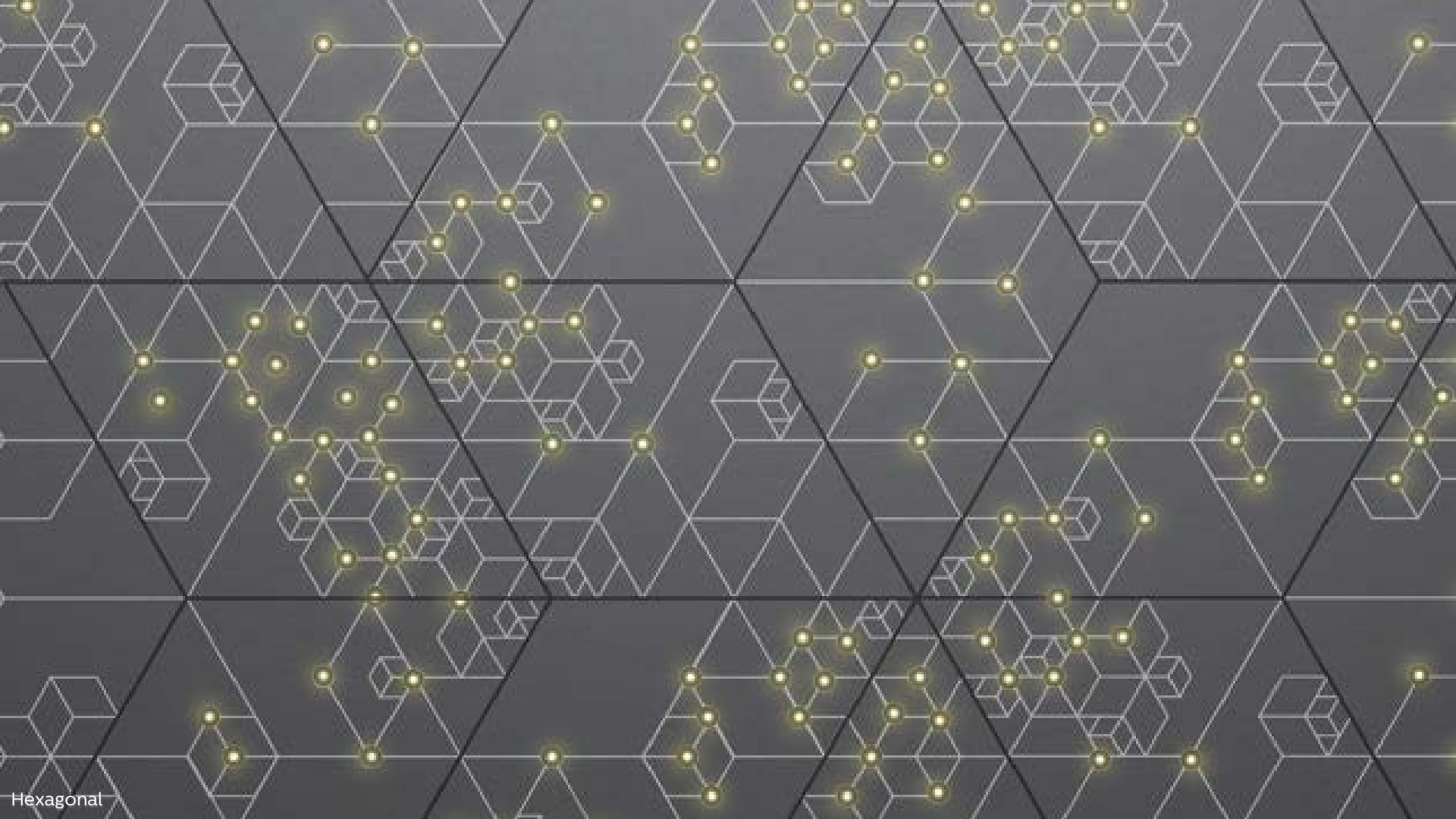


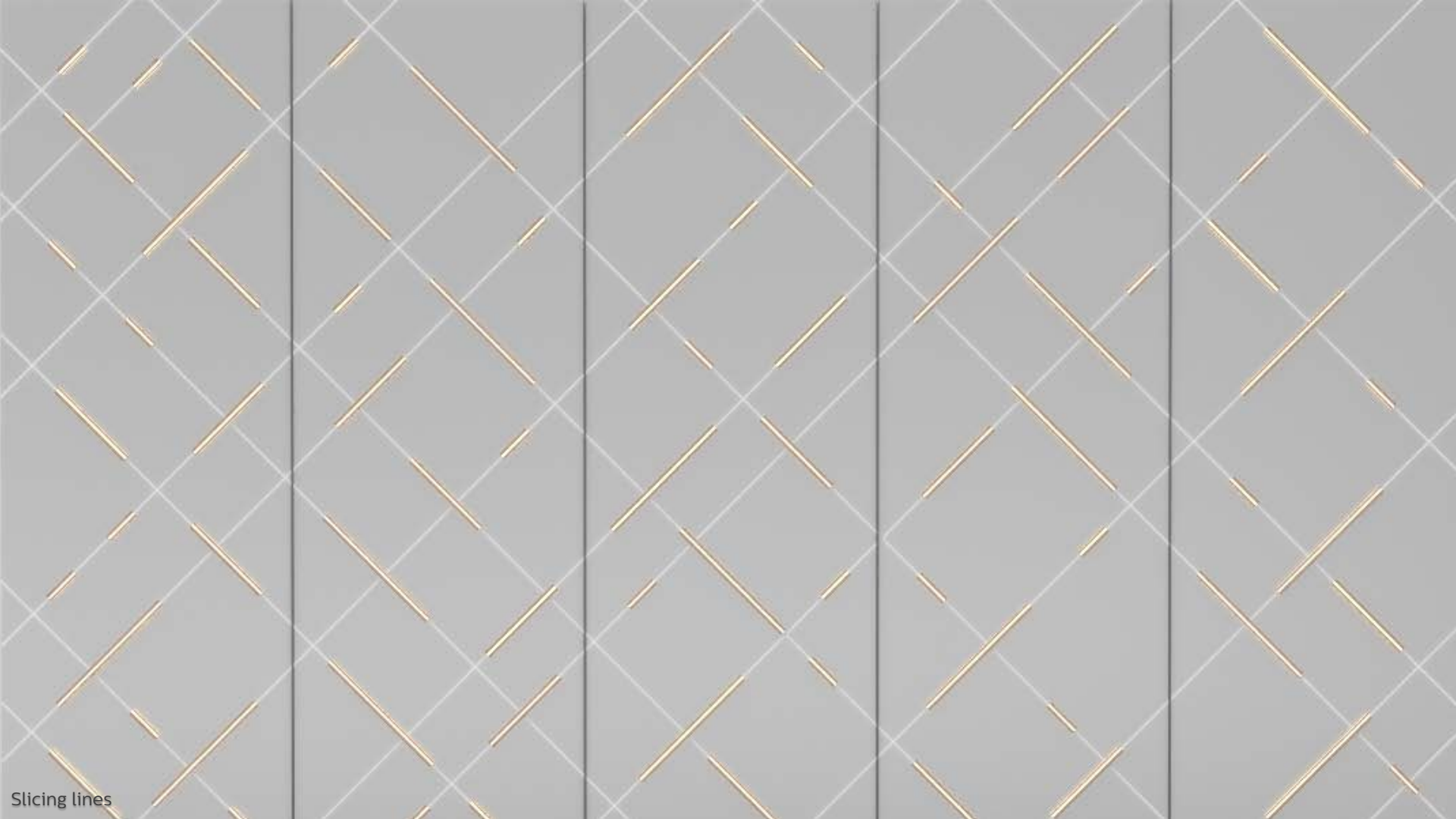




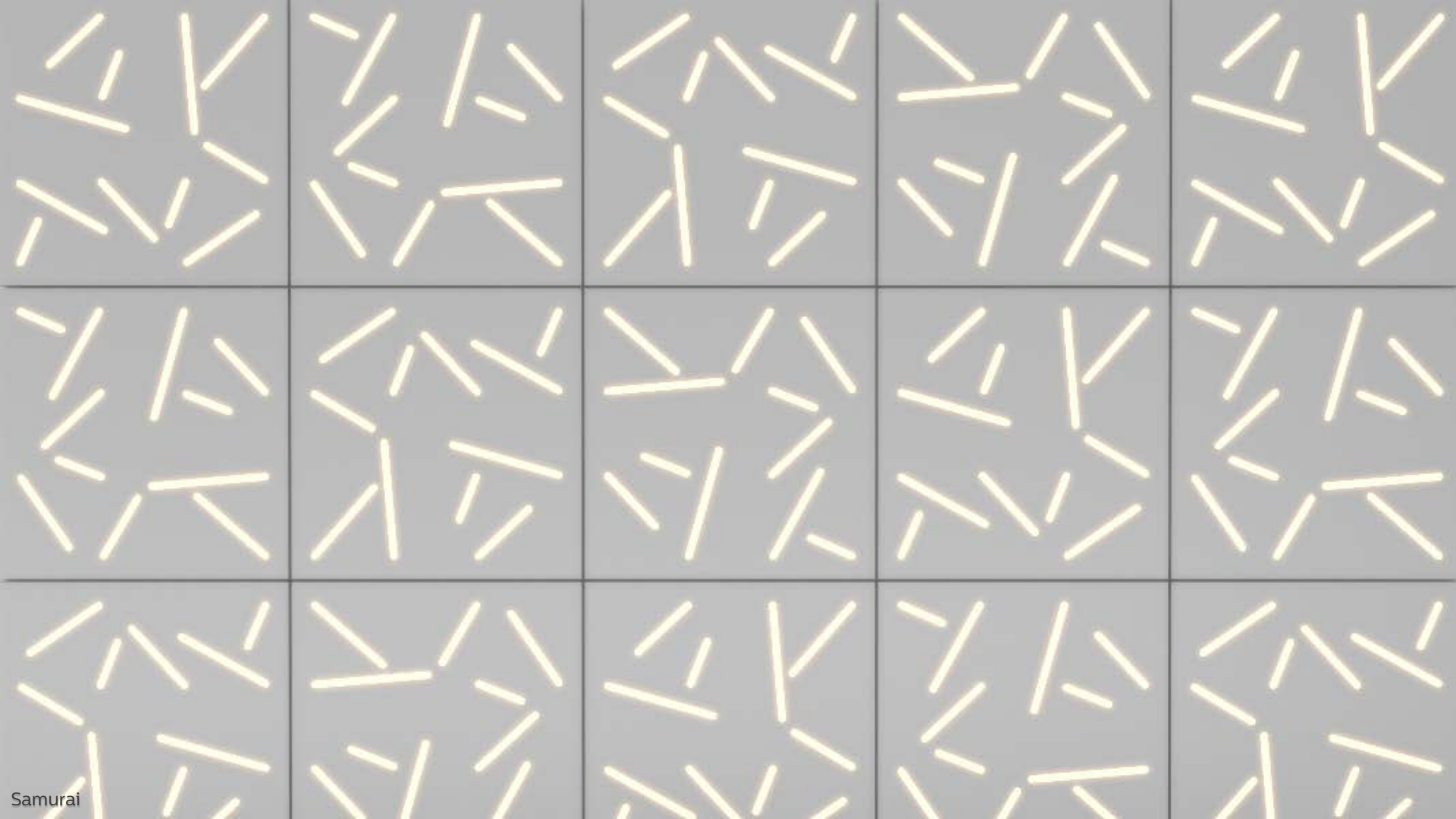








Slicing lines





Diagonal Lines









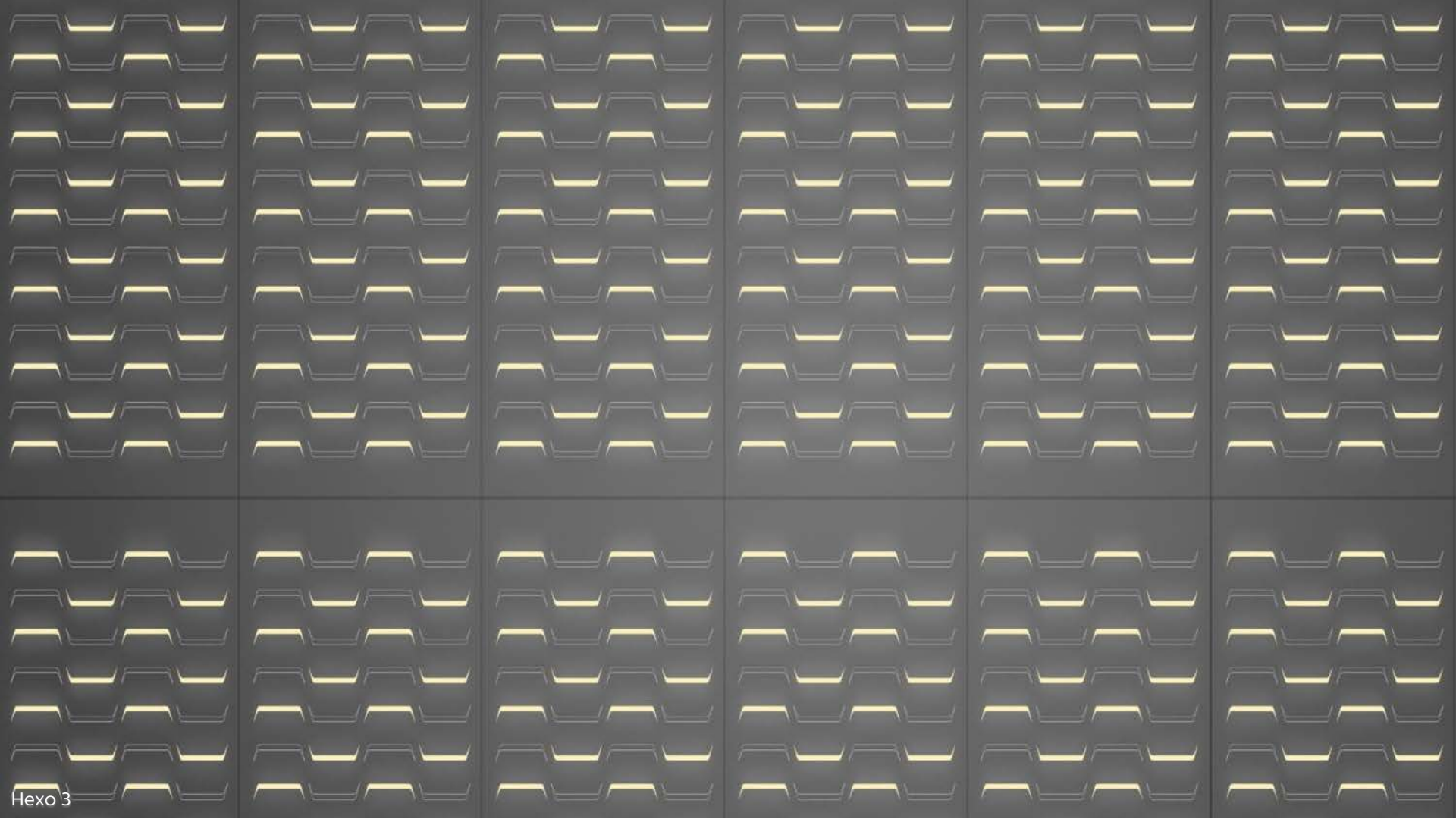


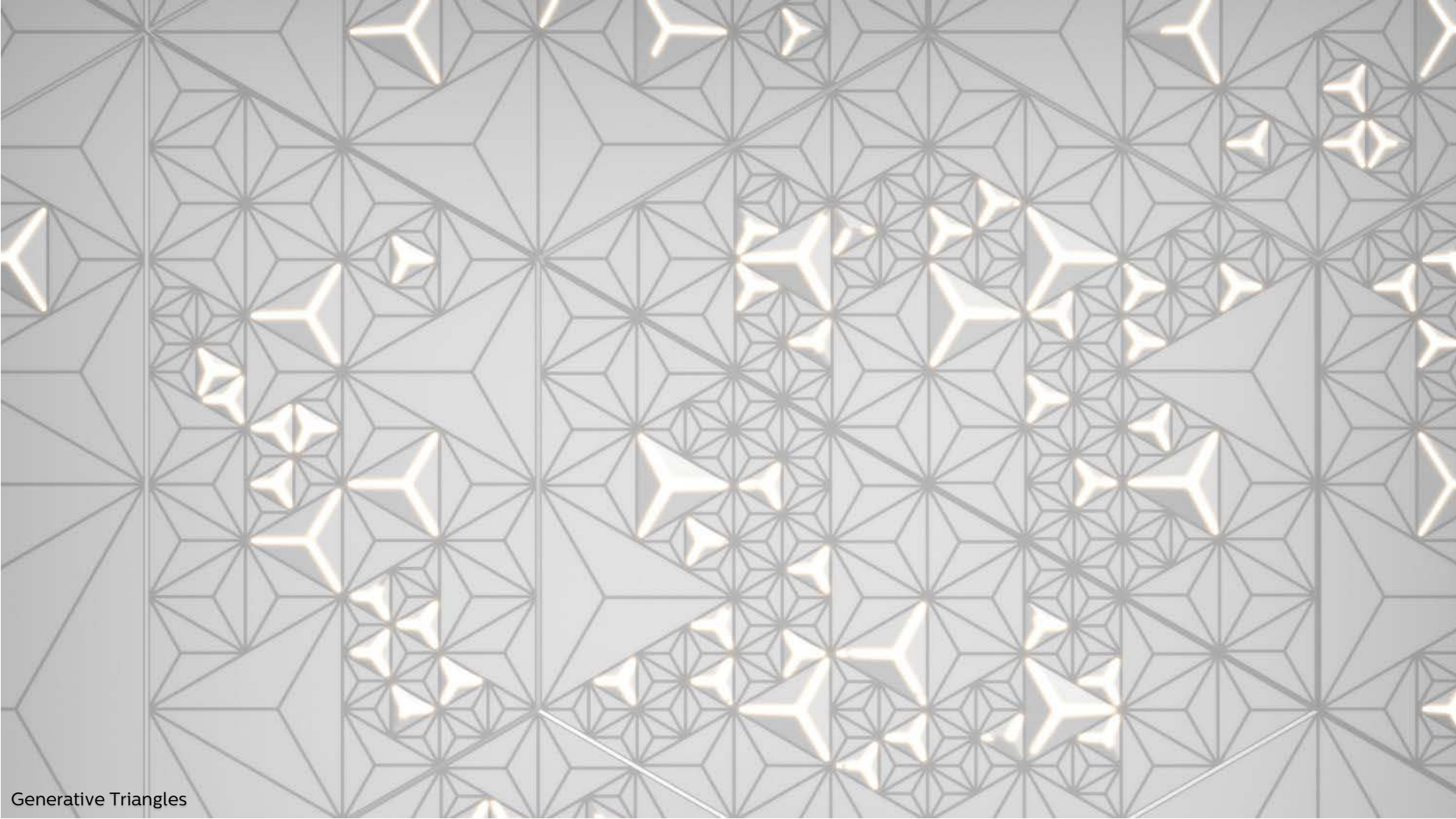




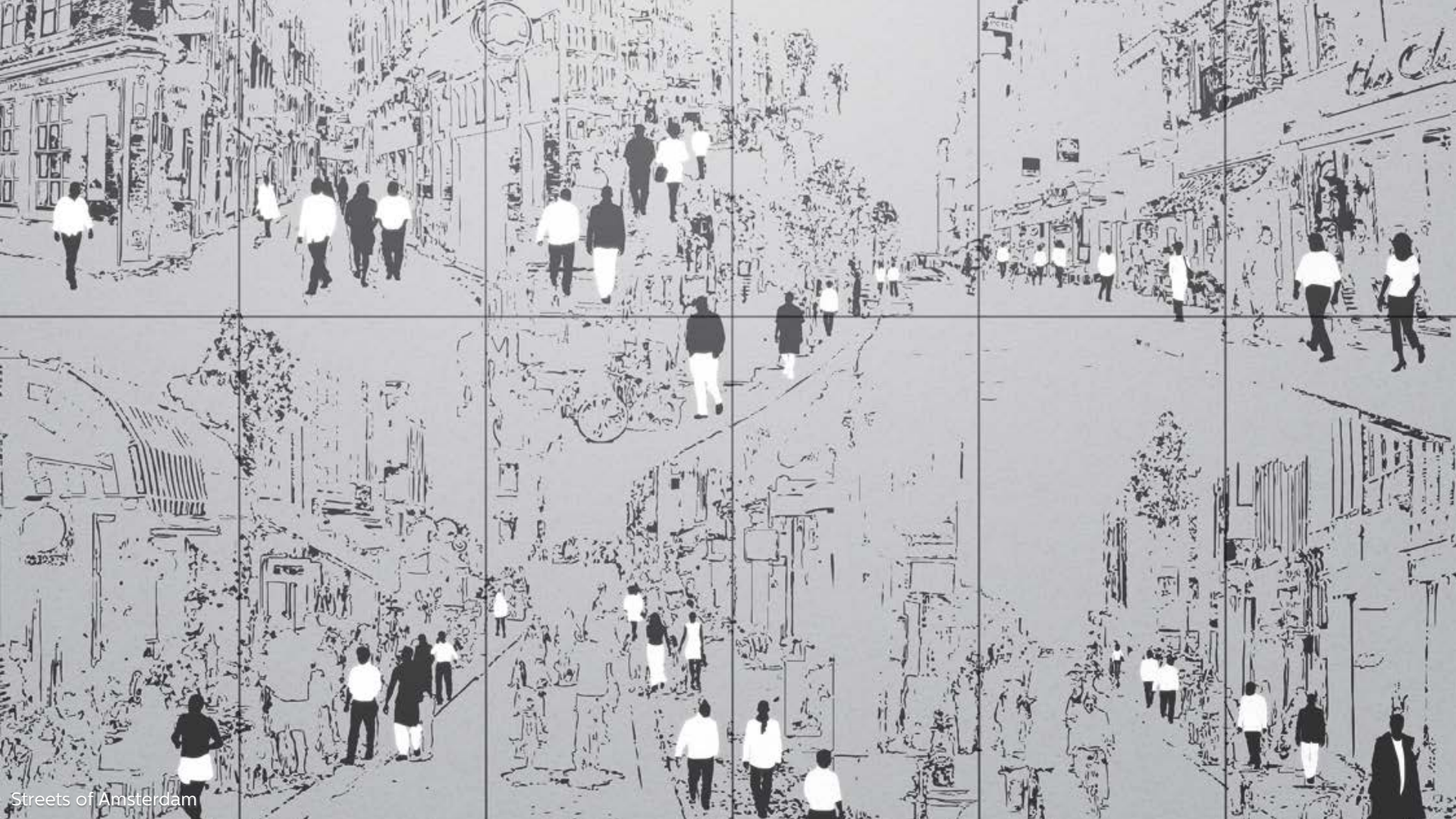






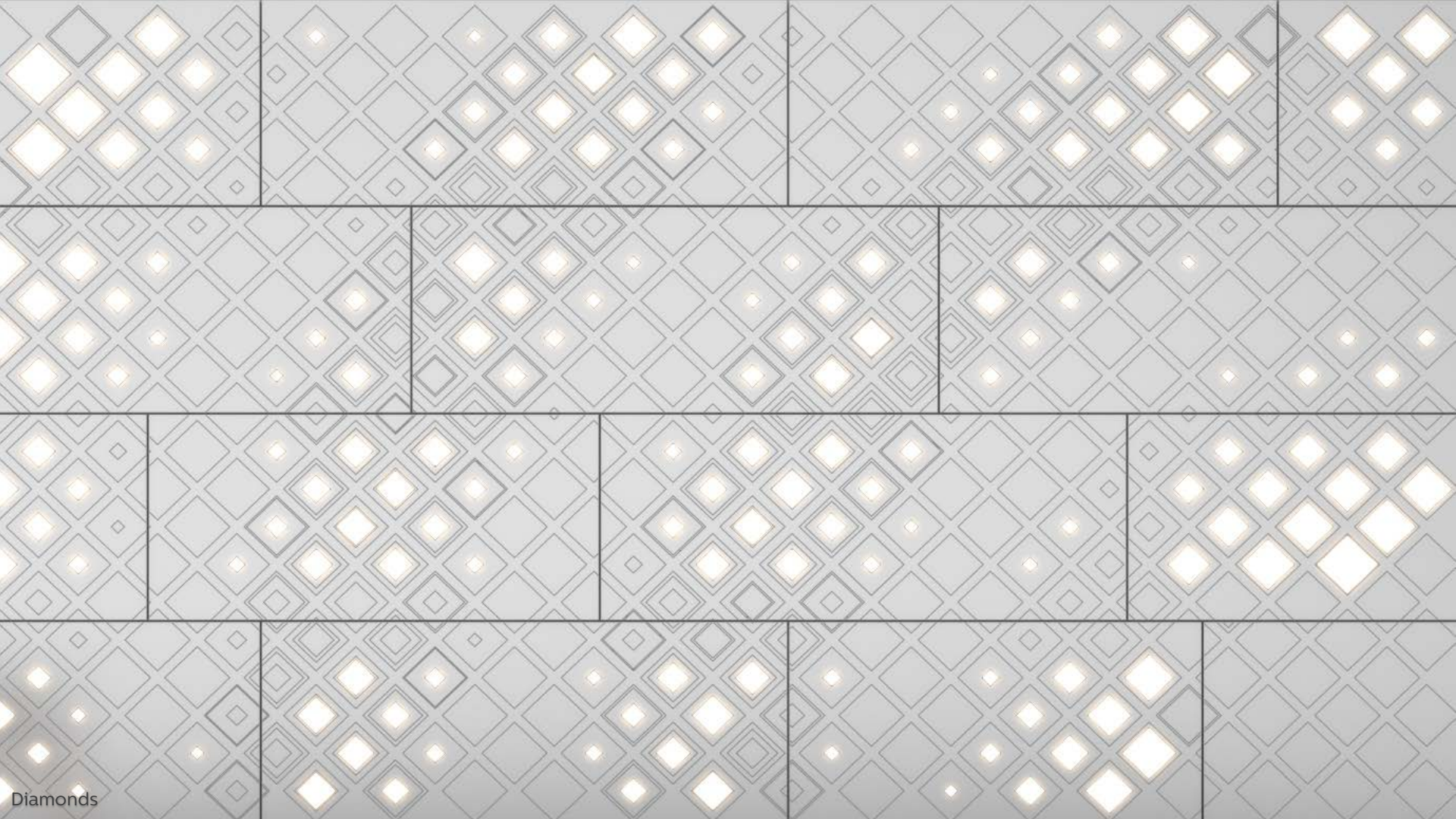






Streets of Amsterdam

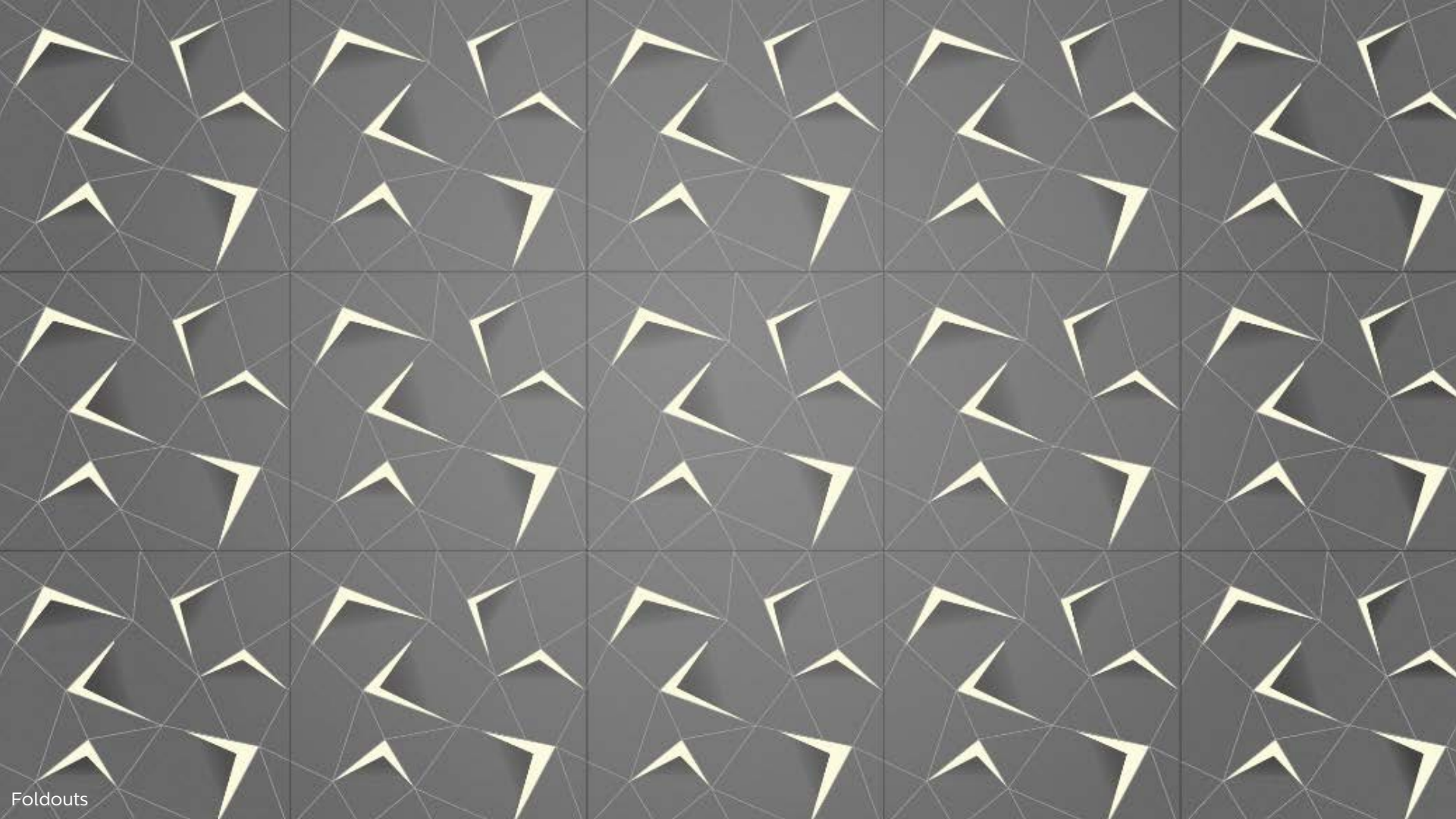






Magnolias (also available in 3D foldouts)







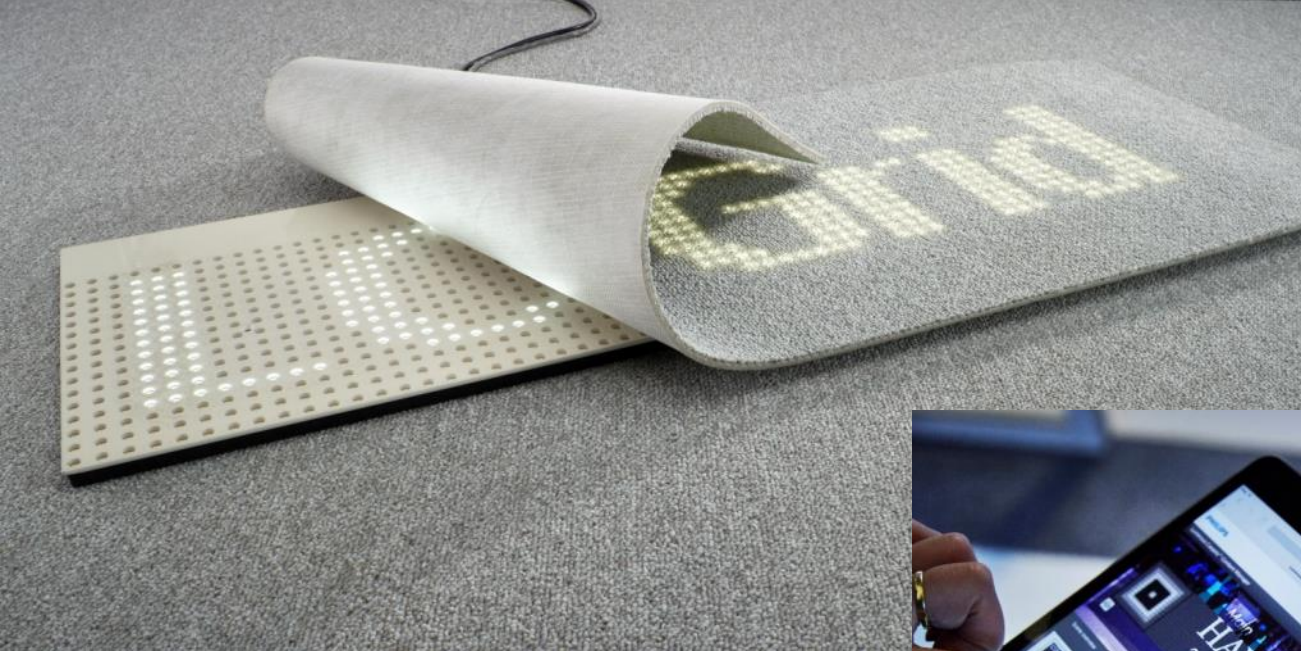


Luminous Carpets













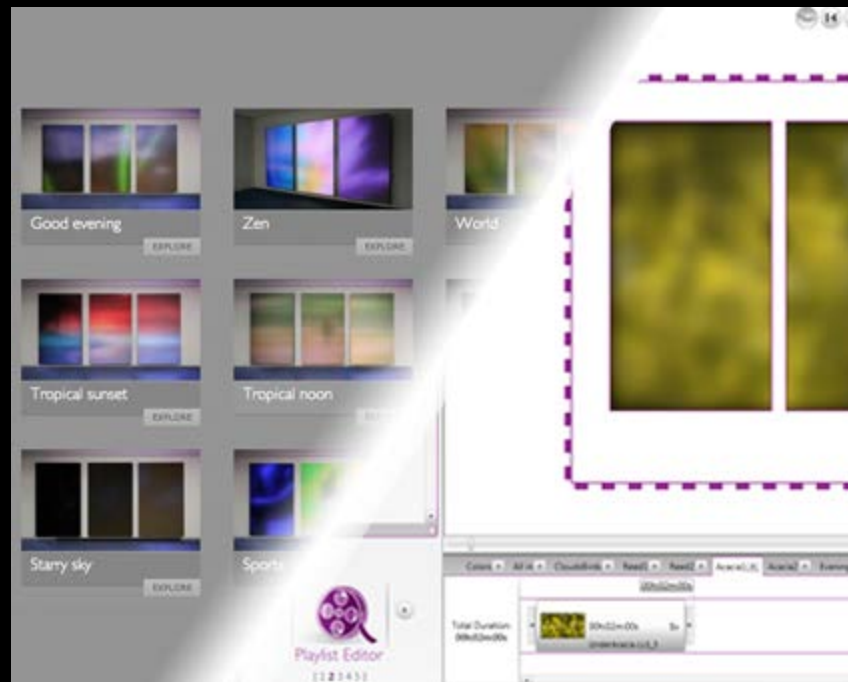


## Luminous Textiles



*Kvadrat*  
textile

Fabric + Media Content





## Luminous Ceilings





3m X 10m



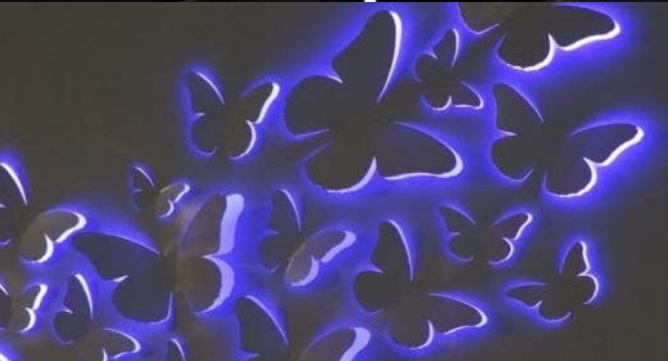
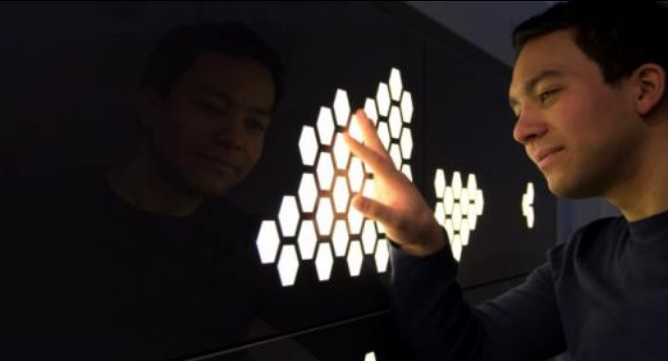
# 5 characteristics of embedded light:

1. Light Effect
2. Composition/patterning
3. Material expression
4. Animation
5. Interactivity

# Embedded Lighting:

1: Light effect





# Selecting a Light Effect

## Geometry?

- Points, lines, planes, graphic?

## Optic?

- Brilliant or diffused?

## Shape?

- Inset, flush, or protruding from the wall surface?  
Sculptural relief?

## Silhouette?

- Direct-view or indirect-view? Shadow-play?

## Color of light?

- Color system? White or color? Fixed or dynamic?

# Embedded Lighting:

2: Composition or patterning



# Light pattern selection

## Resolution

- Number of individually controlled pixels?

## Density

- Size and spacing of pixels/light effects?

## Visual Field

- What style of pixels and what surrounds them?

## Structure

- Are the pixels flat or dimensional? What are they mounted to? What is their order?

## Graphic Arrangement

- Scaled, flowing? Repetitive tiles? Deforming pattern?



Patterns can become iconic...



# Embedded Lighting:

## 3: Material expression



# Material expression of the surface

- Contrast?
- Texture? Tactility?
- Color?
- Fusing the ephemeral magic of light plus the tactility of a material creates a whole new range of surface expressions



**Material expression**

Shanghai Museum of Glass (2012)  
Logon Architecture



**Material expression**

Elie Tahari Beverly Hills (2007)  
Lissoni Associati





Material expression

SK Media (2009)  
Glas Platz GmbH

# Embedded Lighting:

4: Animation

# Dynamic animation of embedded lighting

- Humans are naturally attracted by movement
- Movement creates pleasurable visual sensations
- Animation makes us feel comfortable, makes a space feel more natural and attractive



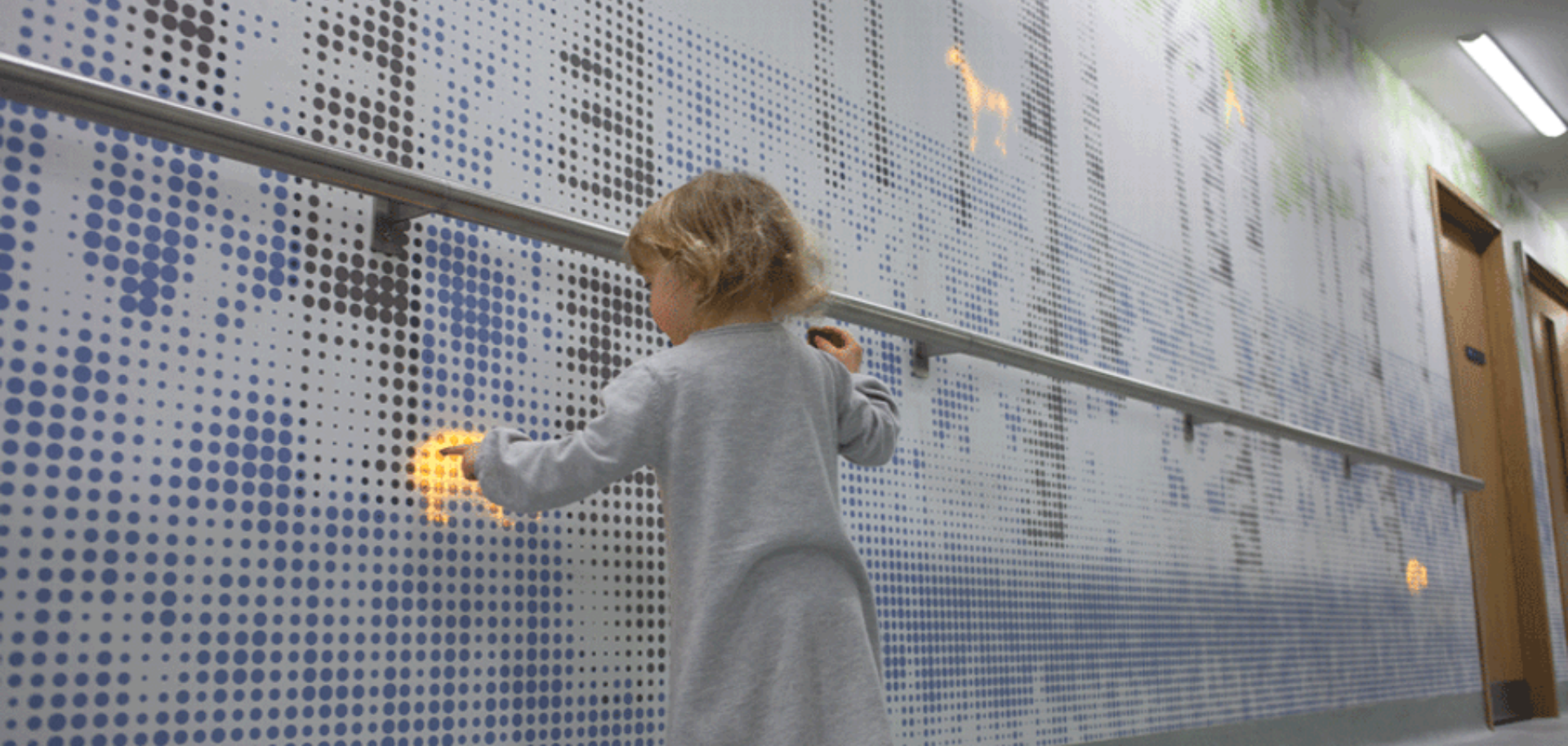
# Veronica Strang

Aboriginal anthropologist

“I suspect that the shimmer of light on water echoes what is going on inside our heads. This constant neurological ‘fizz’ or ‘shimmering’ of thoughts might remind us of the mesmerizing effect of sitting beside a glittering body of water, watching the light sparkle on the surface...its powerful mesmerizing or hypnotic effects...”

Images: Tim Macauley





## Animation provides distraction

*"The brief was to design and install a distraction artwork helping to create a calming yet engaging route that culminates in the patient's arrival at the anaesthetic room."*

Great Ormond Street Hospital (2012)  
Jason Bruges Studio

# Embedded Lighting:

## 5: Interactivity

A highly personal and dynamic experience...

## Methods of interaction

---

Touch	(poking, grabbing, twisting)
Proximity	(zonal, near/far)
Occupancy	(passive)
Tracking	(stereo vision camera)
Identity	(facial recognition)
RFID Tagging	(iBeacon, NFC, etc.)

Me and my shadow....





# Interaction

Hotel Puerto America (2005)  
Jason Bruges Studio



**Interaction**

Hotel Puerto America (2005)  
Jason Bruges Studio



Unbuilt concept by Electroland

# What kind of interactions are meaningful in architecture?

## Deliver “function”

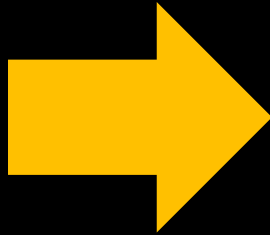
- The right light, at the right place, at the right time.

## Deliver “delight”

- Dynamic-lighting-vs-the-compression-of-memory

## Deliver “content”

- Architecture can act as a portal to the digital world



Hospitality?

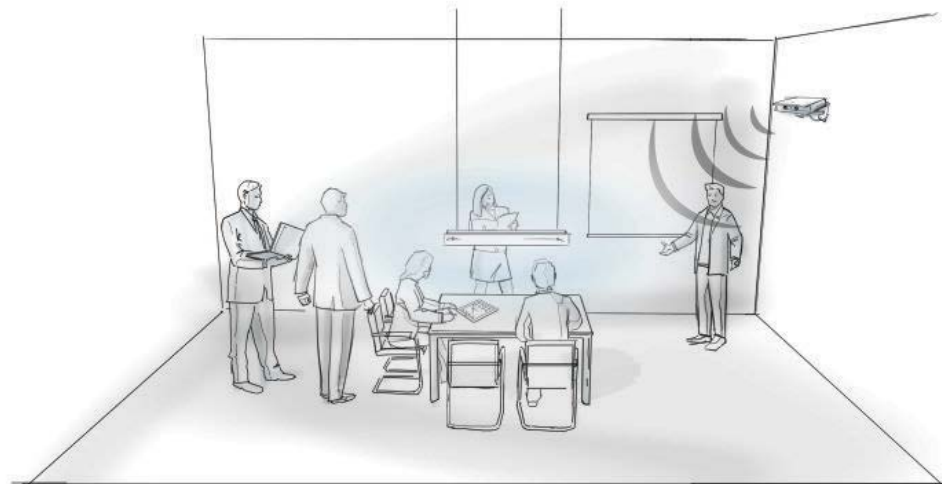
Retail?

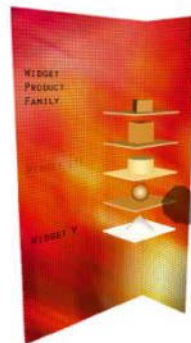
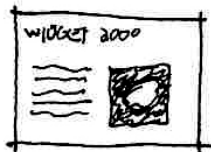
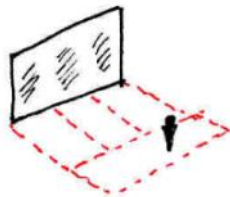
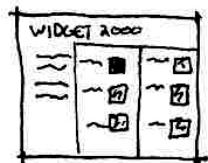
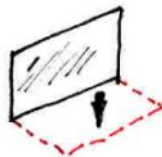
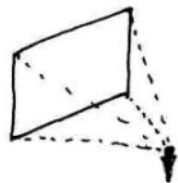
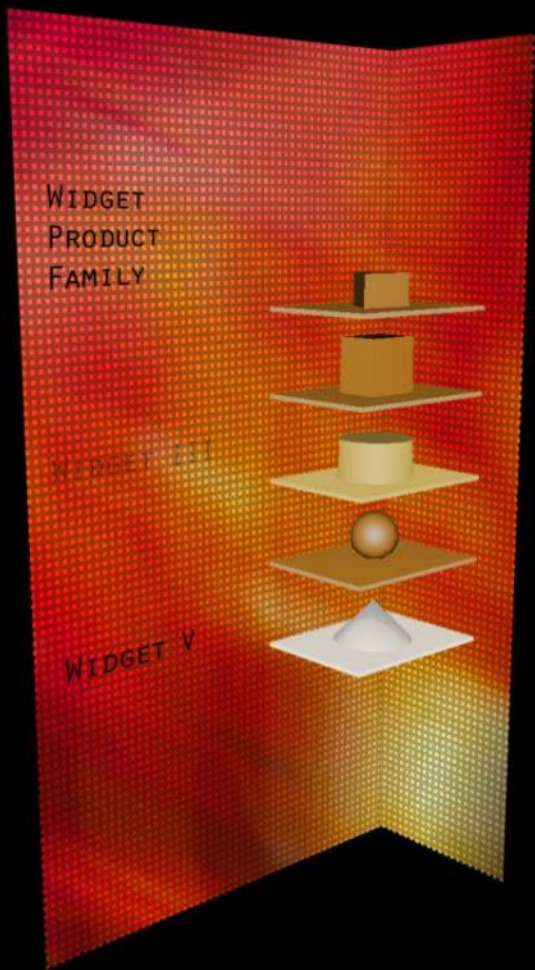
Healthcare?

Office?

Outdoor public spaces?









**Ambient luminescence:**

What does the future hold?

**A revolution has occurred in  
architectural construction**



Harbin Opera House  
MAD Architects





















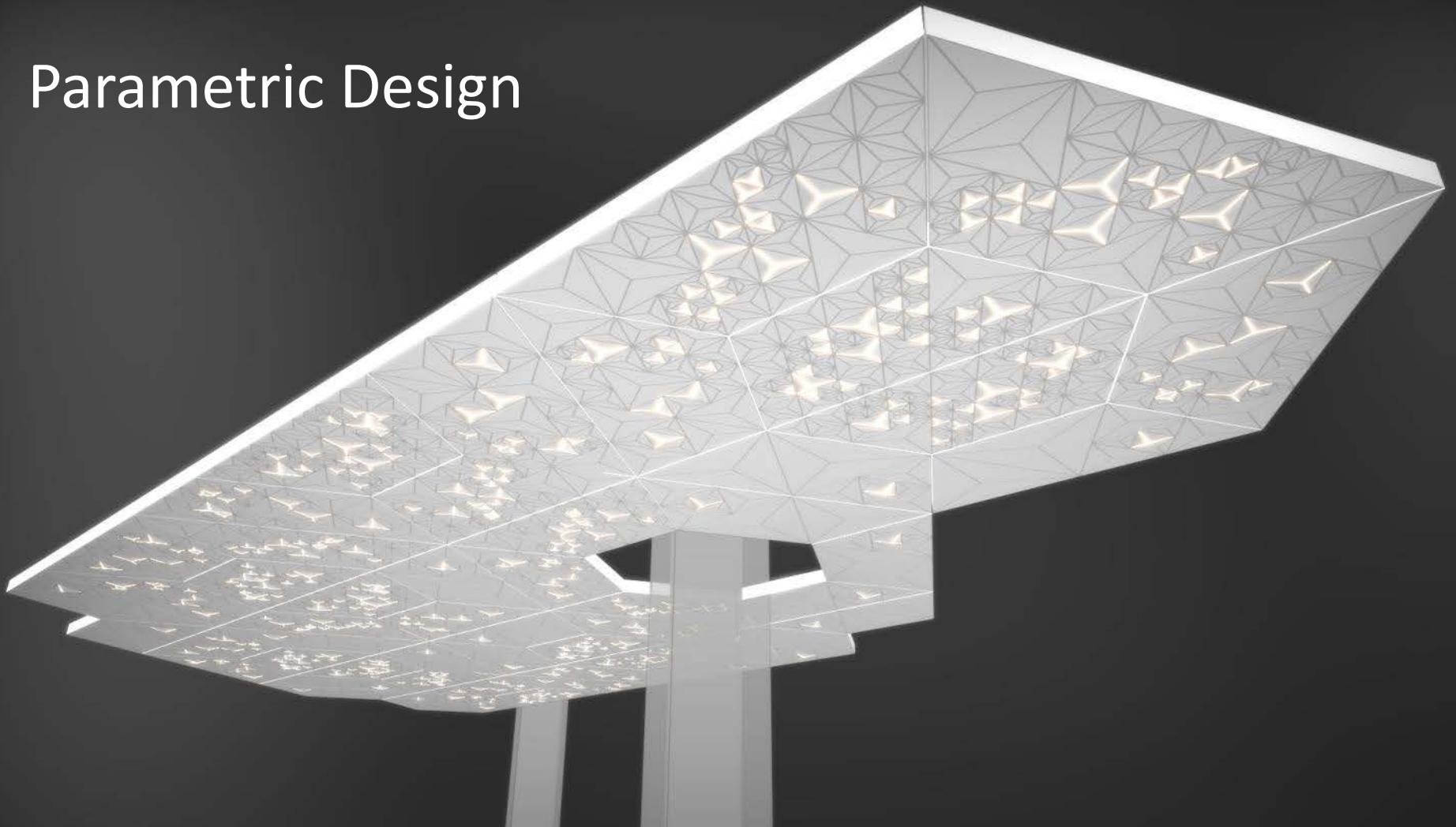




UN Studio  
Taiwan Airport



# Parametric Design









☒ Wall Size

5170 hgth (mm)

2051 Wall Height (mm)

X Panels 7

5 Y Panels

☐ Vertical Orientation

☒ Design Parameters

0 Different Curves

☐ Symmetrical/Assymet...

20 Attraction EXTRA curve

A 222 on Light Modules

MAX 26 bond Size

2 Print Thickness

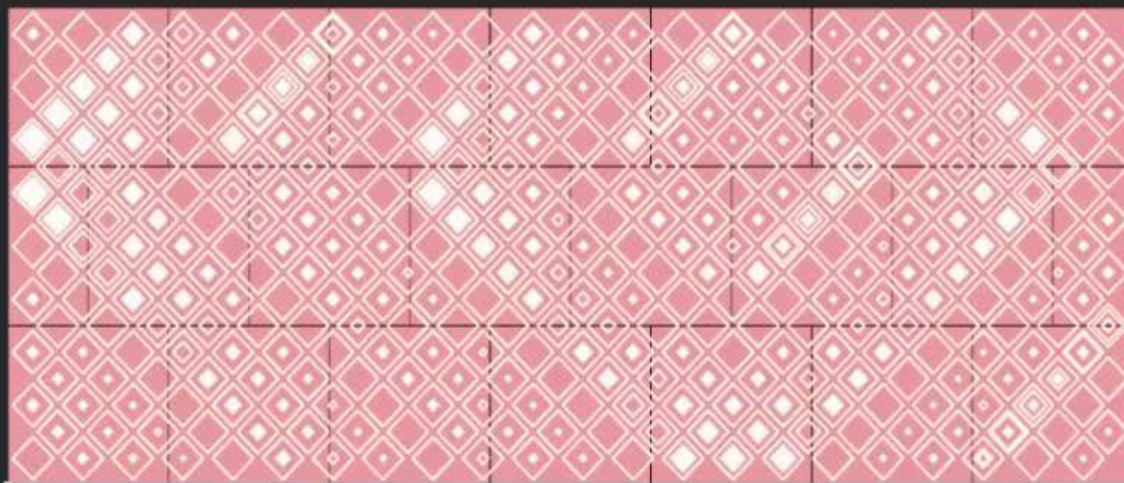
☒ Colors

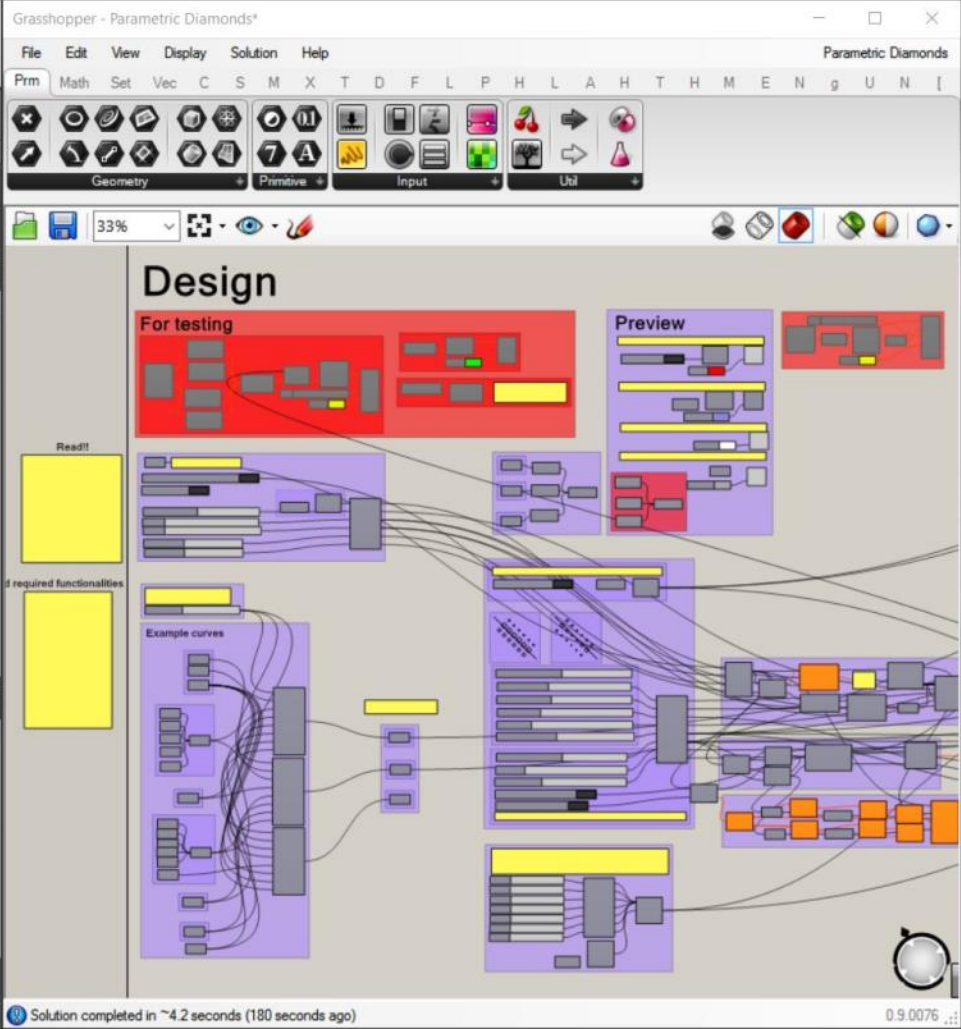
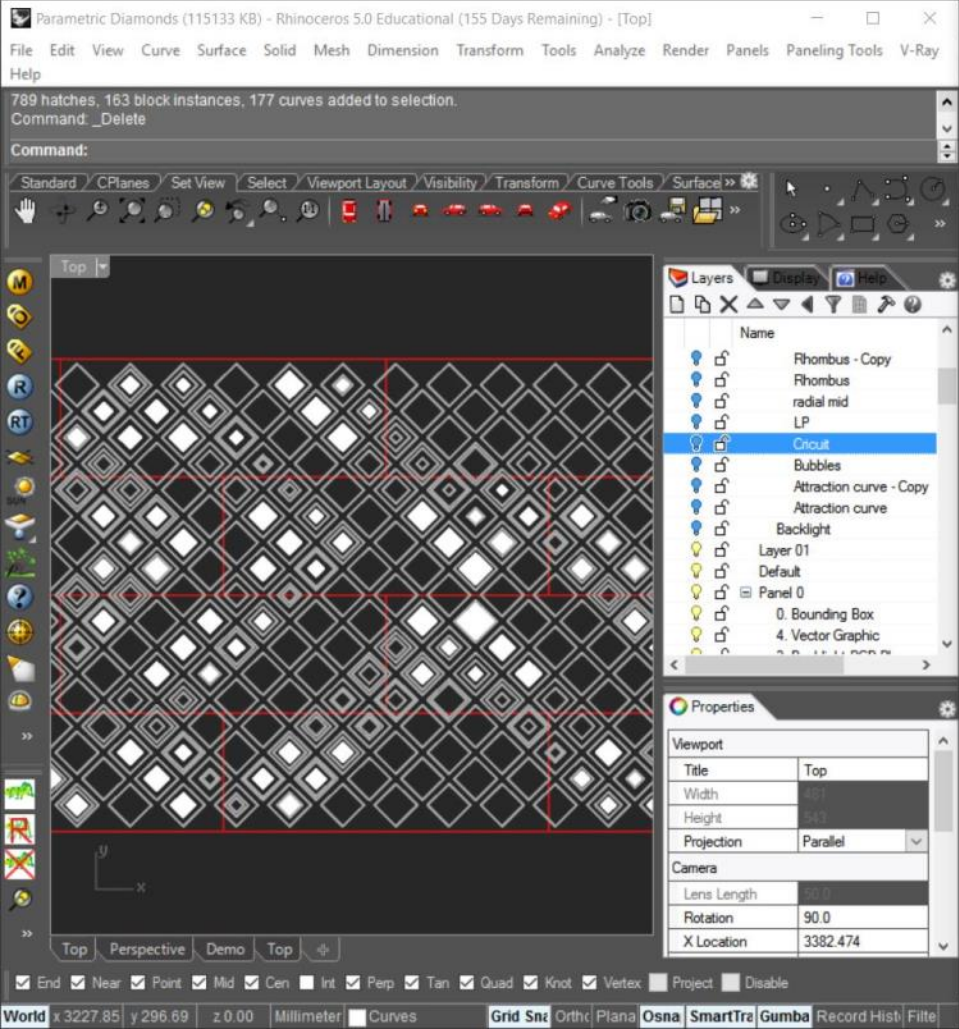
PCB Color

Panel Color

Print Color

☐ Show Panel Lines









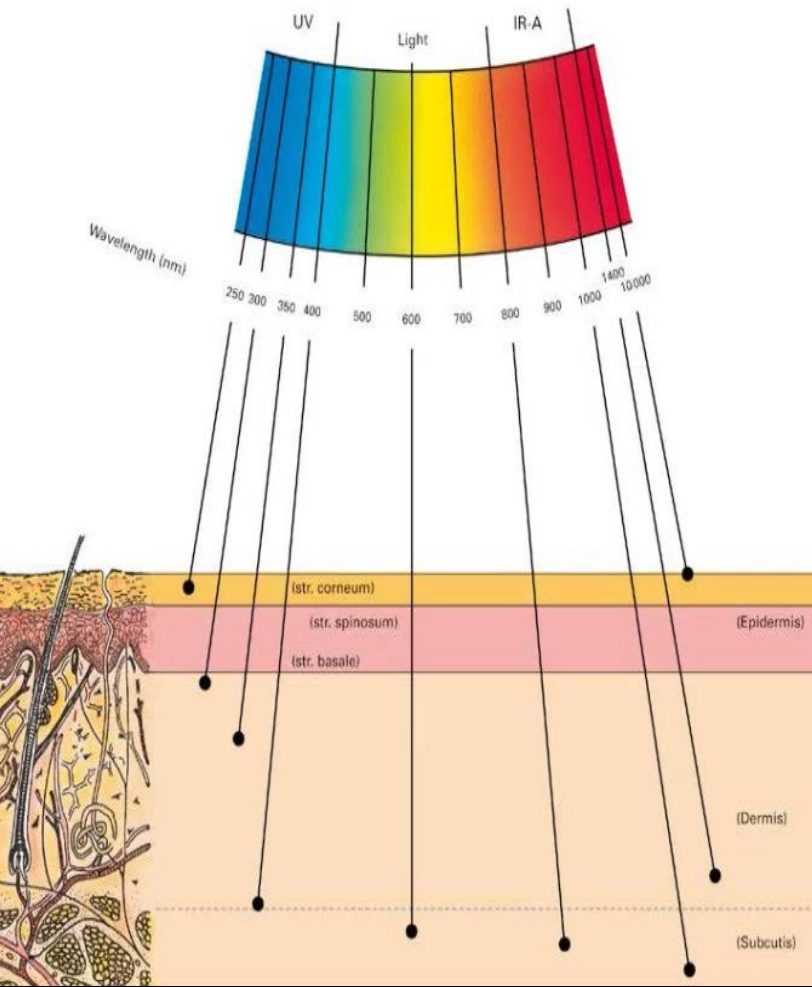
BIM/Parametric/Digital Fab



Light as a Material



Healthy Light



## Light therapies that are in various stages of research:

- wrinkles and stimulating collagen production
- adjusting circadian rhythms and sleep cycles
- reducing/eliminating the effects of jet lag
- SAD (Seasonal Affective Disorder)
- anxiety
- skin disorders like psoriasis, eczema, acne, and vitiligo
- wounds and scars
- muscle pain
- reducing inflammation





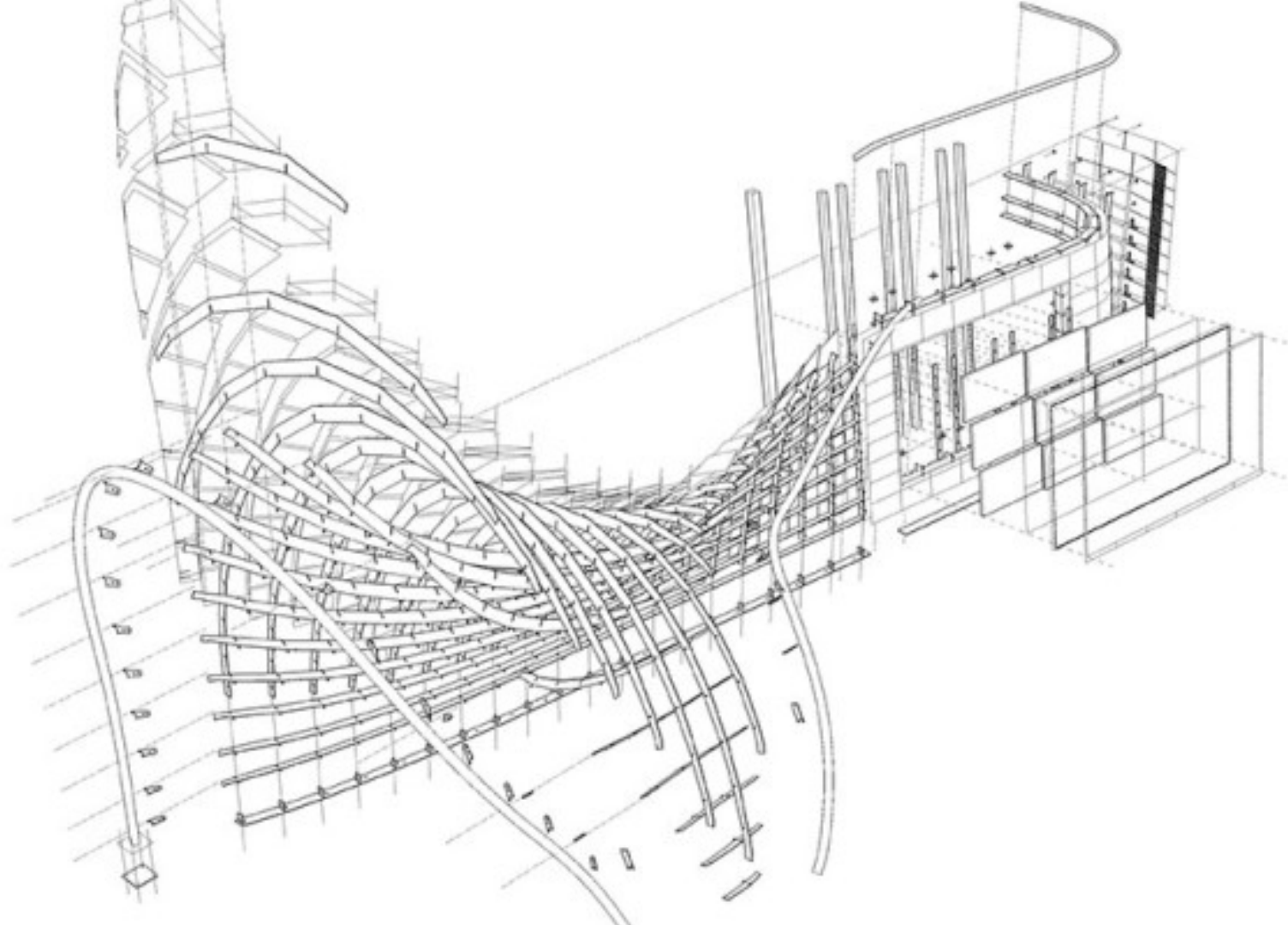




Aurora – DirectTV Headquarters (2013)  
Electroland

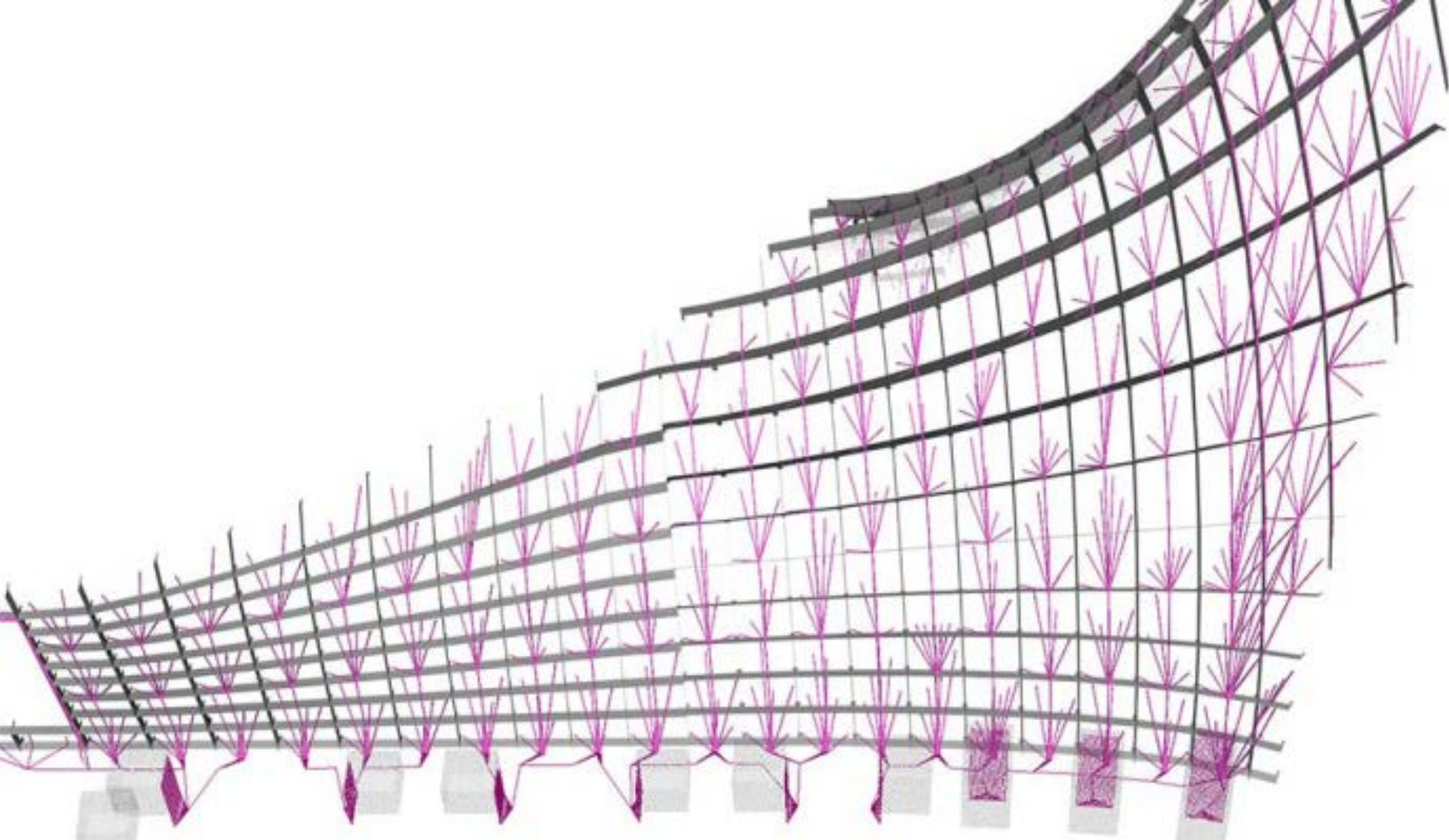




















# The future?

**“The integration of energy harvesting, sensing, control, and illumination into a single, flexible, high-volume, eco-friendly material...”**

Sheila Kennedy  
Harvard Graduate School of Design (1999)



The future?

Light as sheet

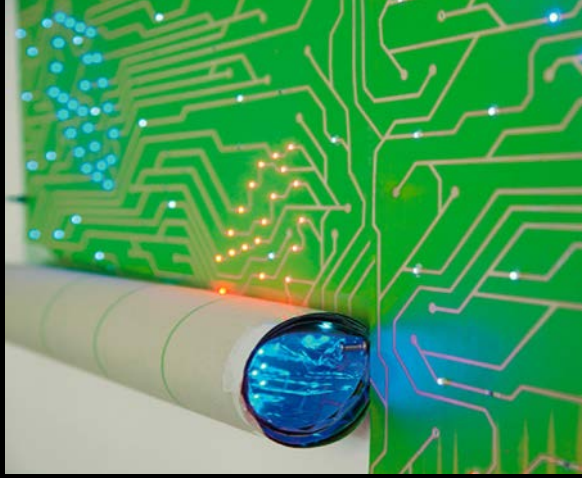




**Flexibility**

Soft House (2013)  
Kennedy & Violich Architecture

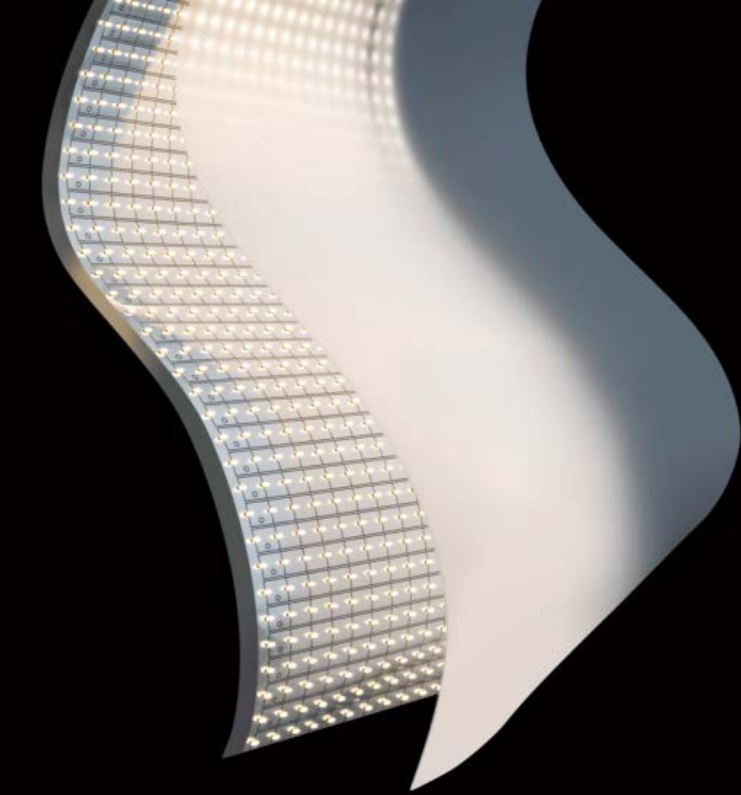




**LED wallpaper**

Ingo Maurer - LED Wallpaper (2011)



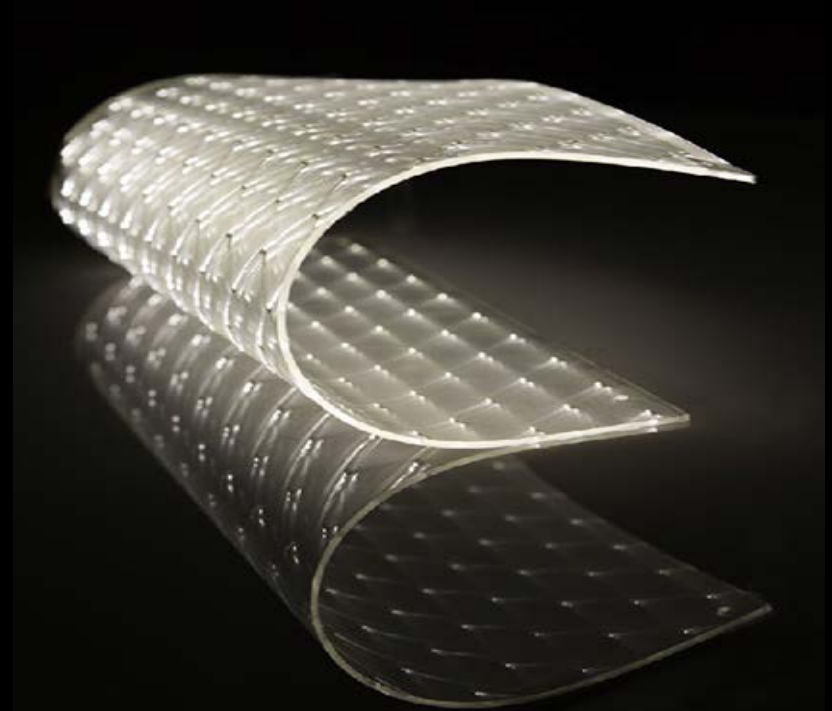


**Planar sheets of light**

Cooledge Lighting (2014)



**Planar sheets of light**



DesignLED Products - Undercabinet Lighting (2014)



OLED

LG Chem/LG Display

# The future?

Light as a textile

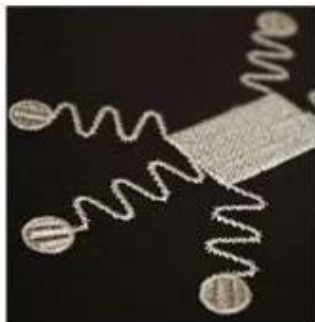
Forster Rohner





# The future?

Light as a textile



Forster Rohner

> TEXTILE CONDUCTORS

> TEXTILE HEATING

> TEXTILE SENSORS

> ILLUMINATED TEXTILES

# The future?

Light as a textile



E-Static Shadows (2009)  
Zane Berzina, et al

# The future?

Light as a textile



E-Static Shadows (2009)  
Zane Berzina, et al

# The future?

Embedded controls



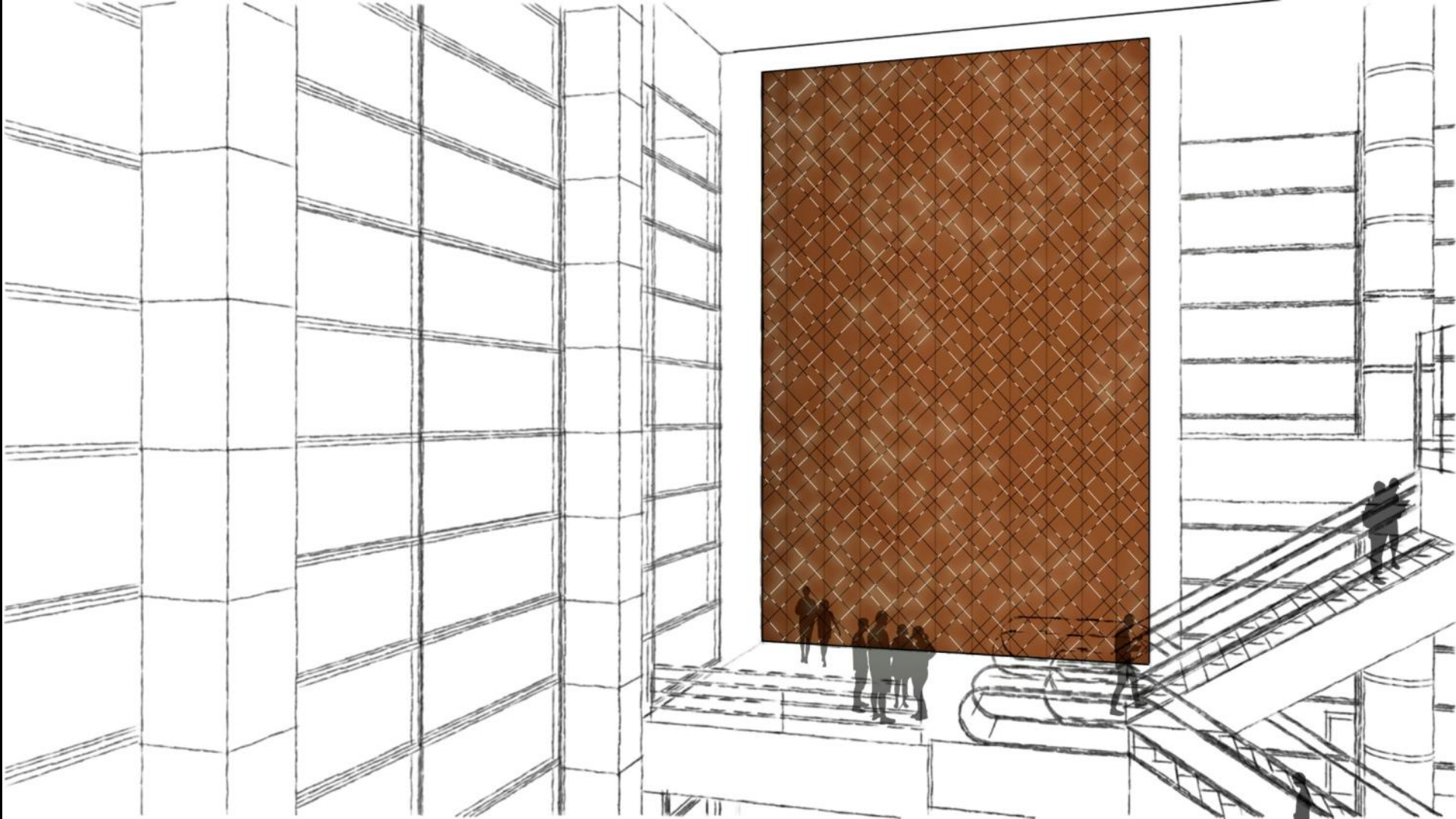
Living Wall (2010)  
MIT Media Lab



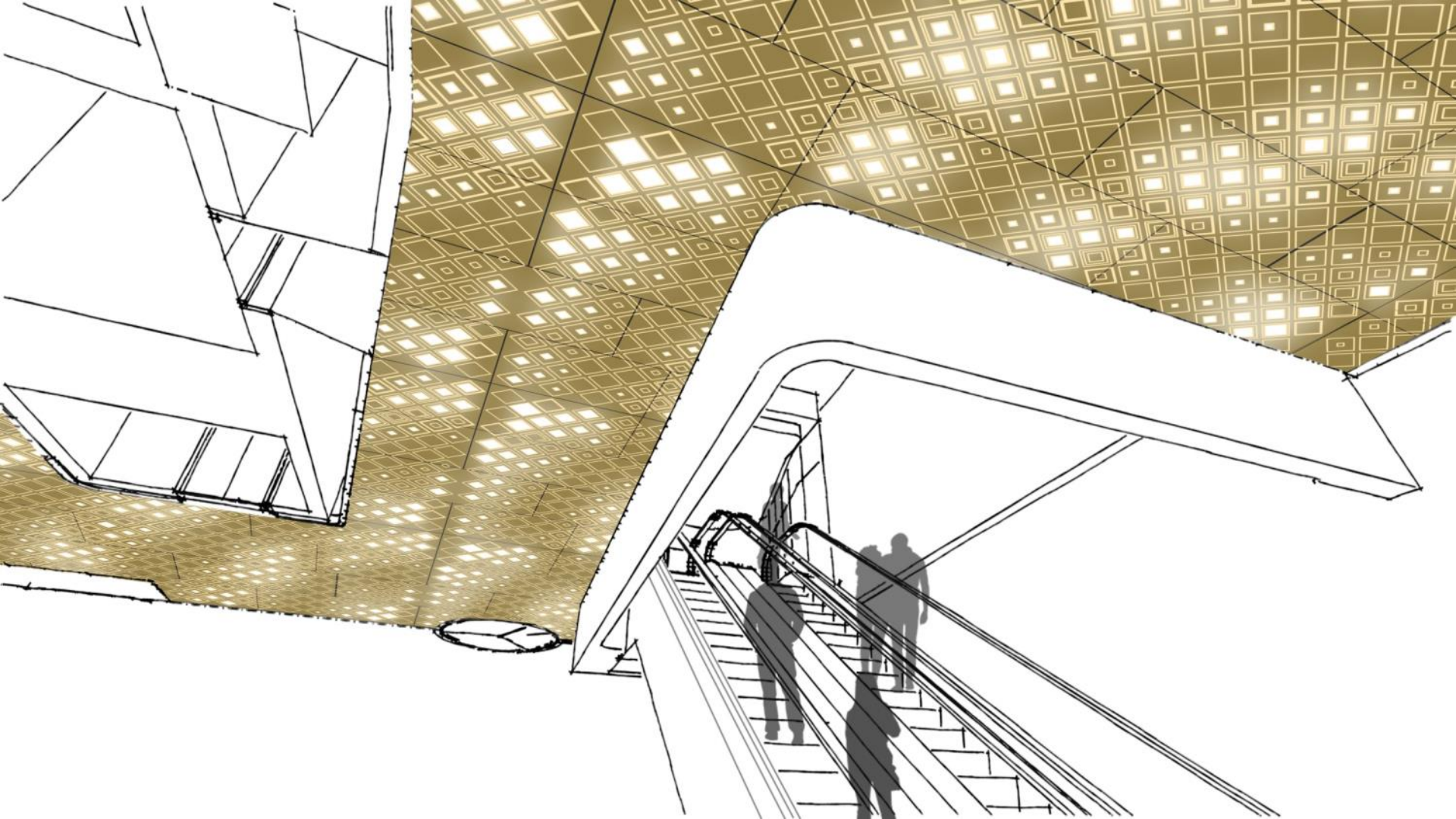
Ambient Luminescence and  
Experiential Design:

**Dream big!**

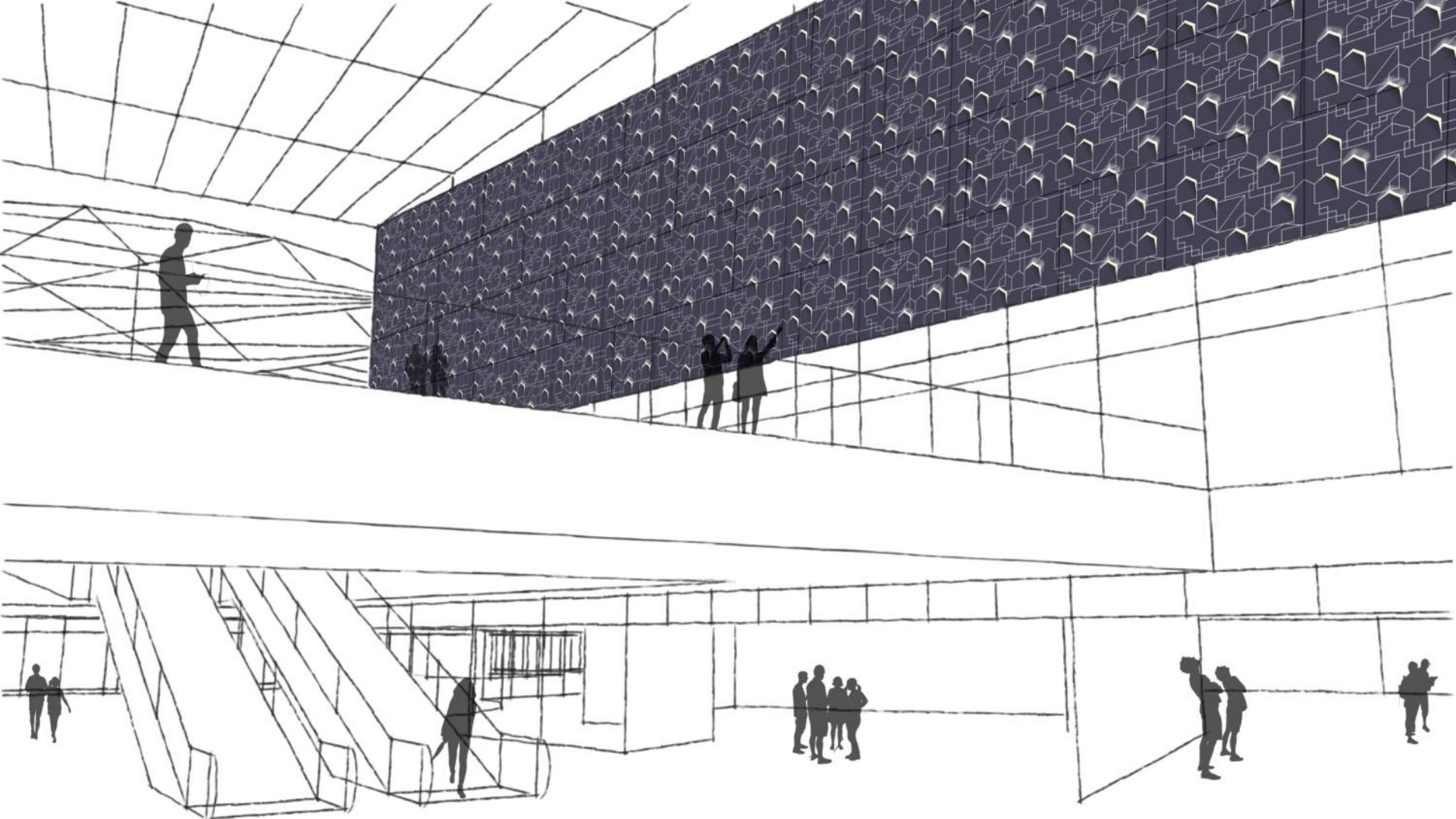


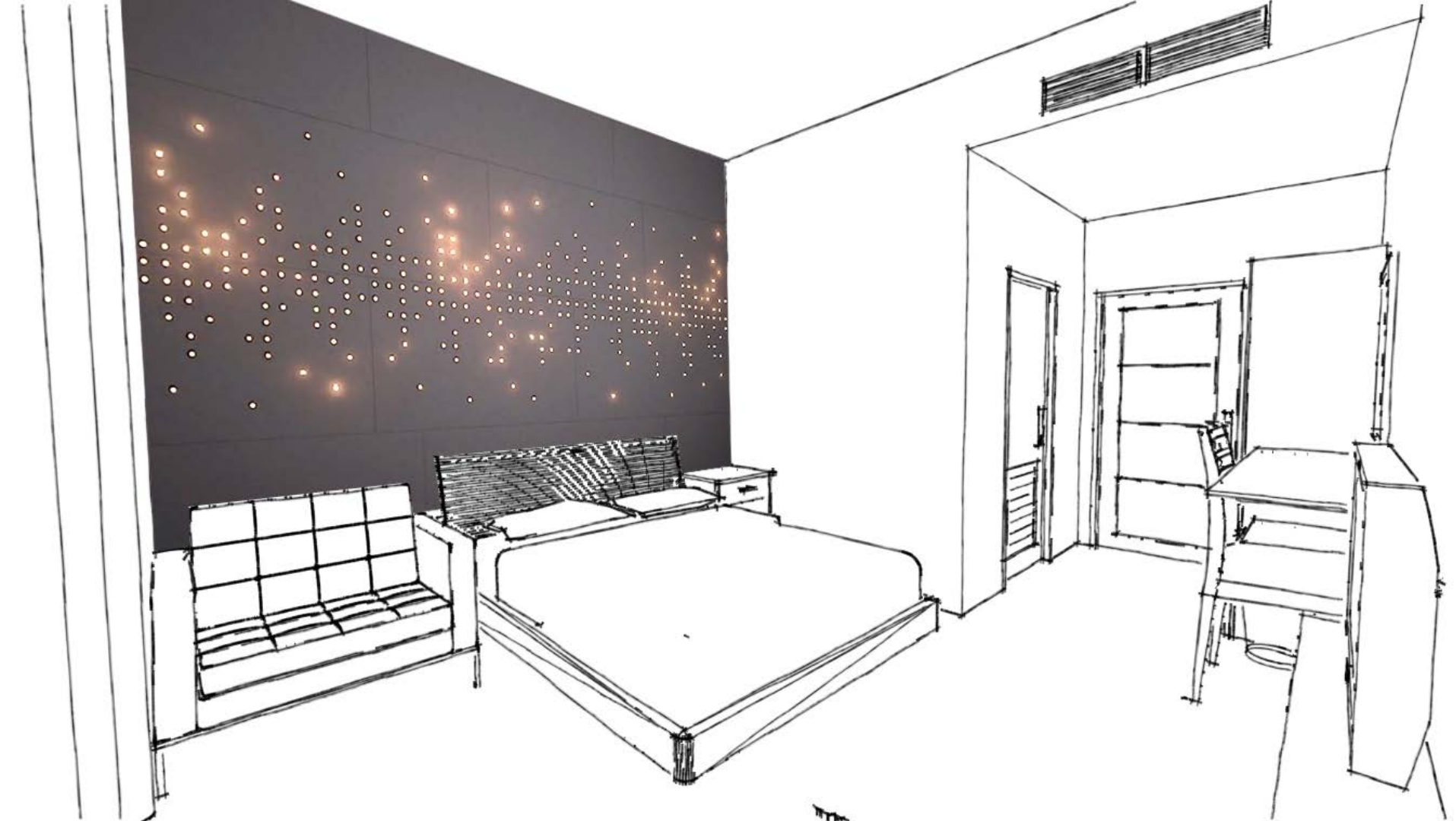


















# Thank you!

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