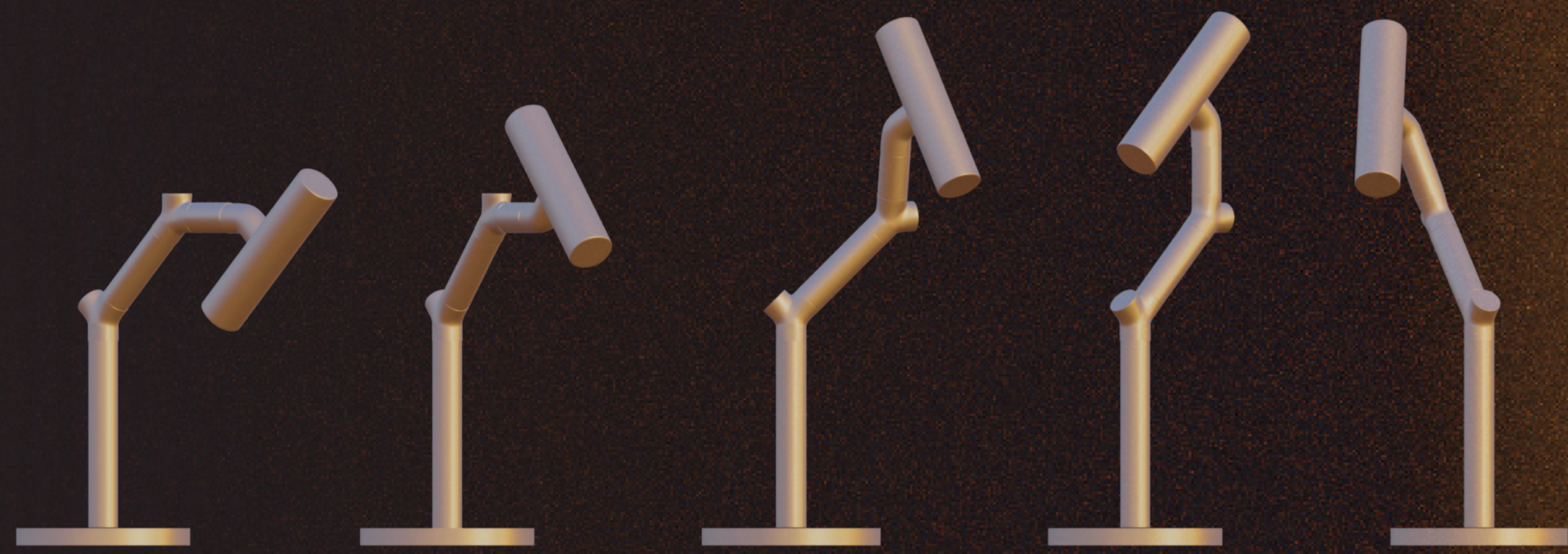


BEAM

BRIGHT EMOTIVE ANIMATED MODULE



SAMPLE LIGHT VARIATIONS



SAMPLE ANIMATION POSES

KINETIC MOTION

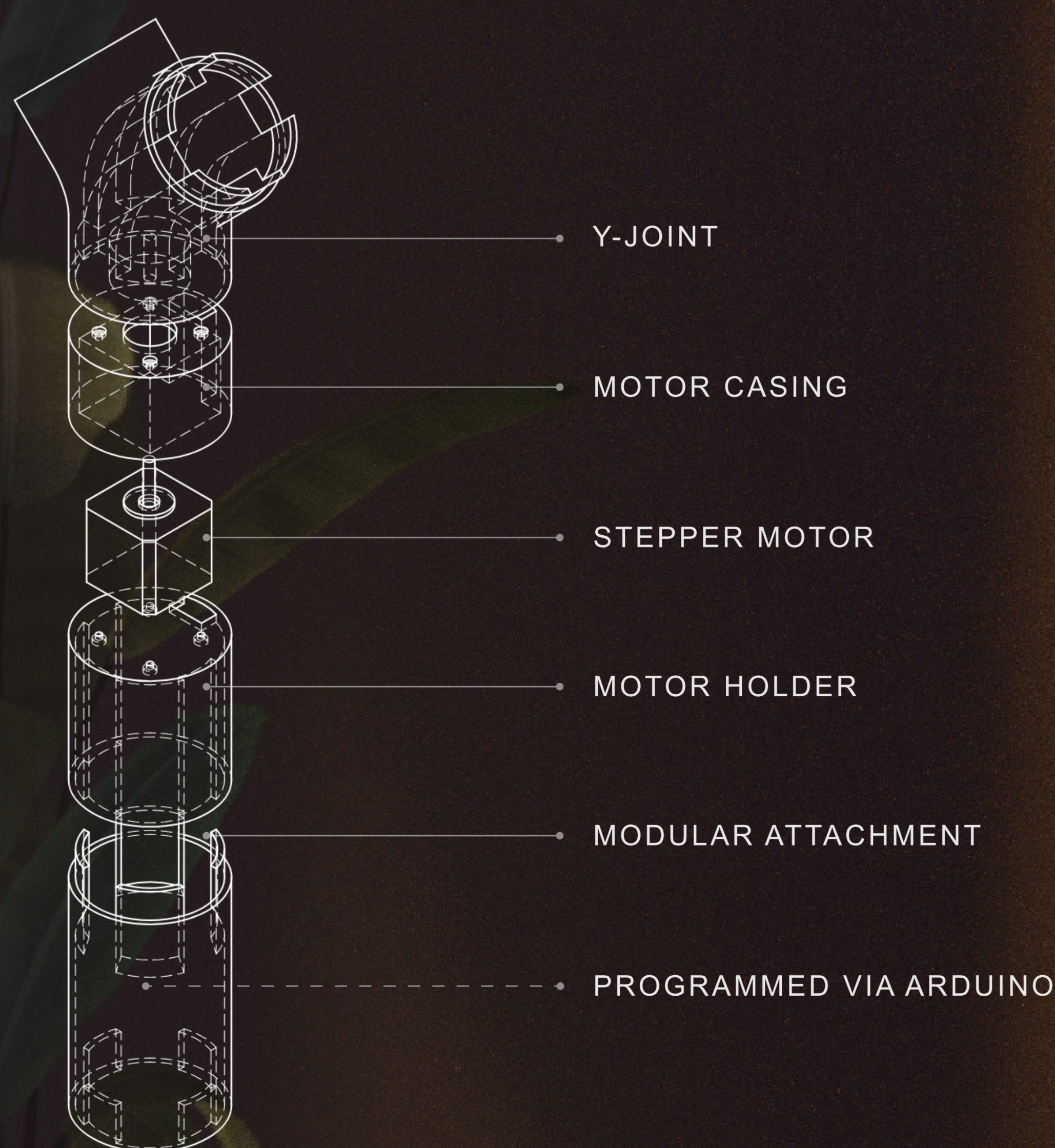
Four stepper motors are used to create lifelike, biomimetic animations in BEAM, mimicking nuanced nonverbal cues found in humans and animals, helping it to respond to the daily cycle and its environment.

TANGIBLE LIGHT

Light is treated as a tangible kinetic entity in BEAM. Using an LED panel tube, BEAM can shift light from ambient glows to distinct spotlights, creating dynamic, contextually varied visuals via generative AI.

SONIC PERSONALITY

By voicing a range of dynamic and varied auditory cues through a speaker, BEAM communicates its feelings and intentions in response to user behaviour in subtle and intuitive ways.



SPECIFICATIONS



Royal College of Art
Postgraduate Art & Design

Imperial College
London

GID GLOBAL INNOVATION DESIGN

MEET BEAM!

BEAM is a "living" lamp that blends kinetic motion, light, sound and AI to transform our relationship with everyday household objects. Inspired by elegant, biomimetic movements of nature, BEAM creates emotionally-rich interactions through intuitive kinetic behaviours, bringing a uniquely graceful and delightfully unpredictable presence to your living space.

ABOUT THE TEAM

Xin Wen, JJ Agcaoili, Wei Zhang are recent MA/MSc Global Innovation Design graduates of Royal College of Art and Imperial College London. BEAM (recipient of the Proposal Development Award) is developed in collaboration with Luling Wang, sound and music maker. Contact the team at: xin.wen@alumni@rca.ac.uk

