



**O2L**  
UNITÀ ZERO

Project details and technical rider



## 02L > Outside Standing Level

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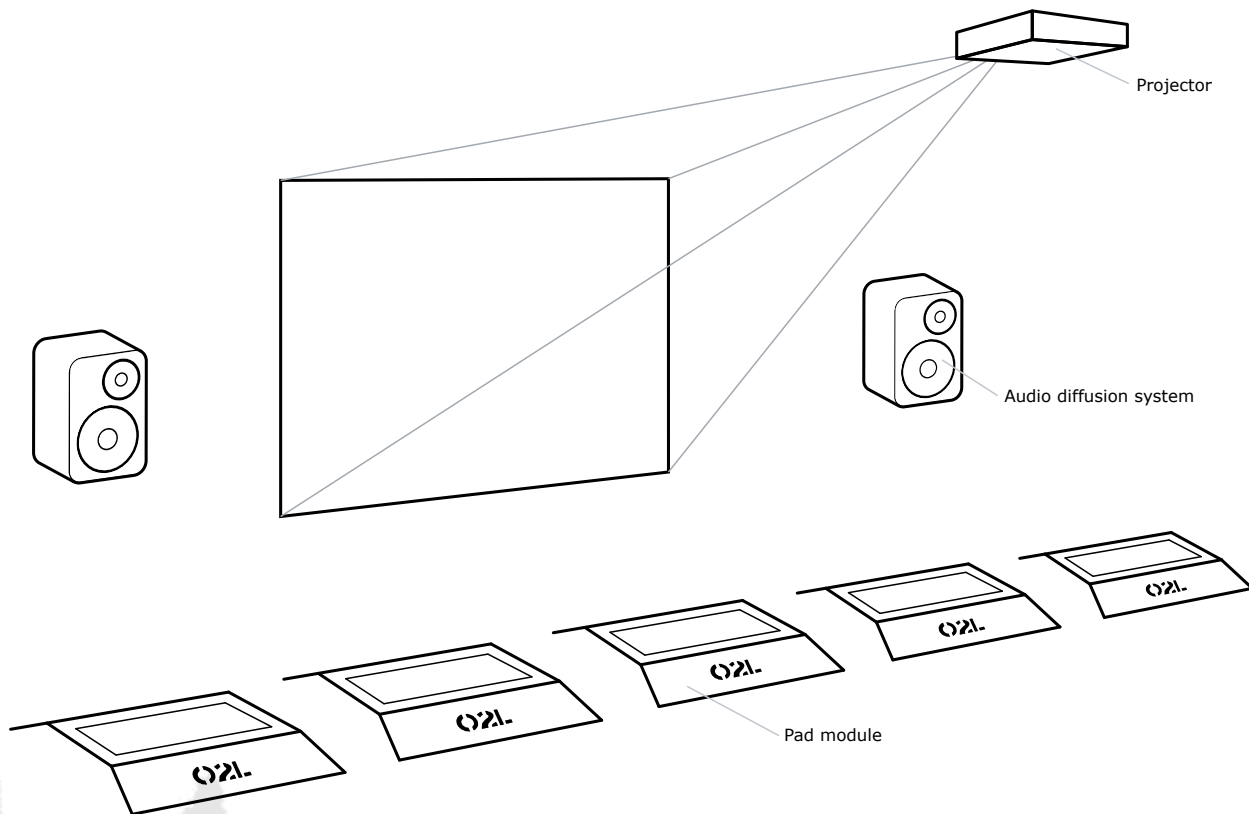
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## • Unità Zero

### > Intro

Take five „red buttons“, stretch them up to a size that fits into your exhibition room, have a projector sufficiently bright to burn people's retinas and finally add a belly-shaker audio system: you'll get a basic setup for **Unità Zero**, an interactive entertainment system.



## • Unità Zero: the project

### > Concept

Five are the senses, many more the combinations of feelings.

If senses describe reality, their combination is an ideal and intangible depiction.

Unità Zero let itself to be explored, narrating the ideal by the means of the sensible, in a seamless synesthetic chain of sensations.

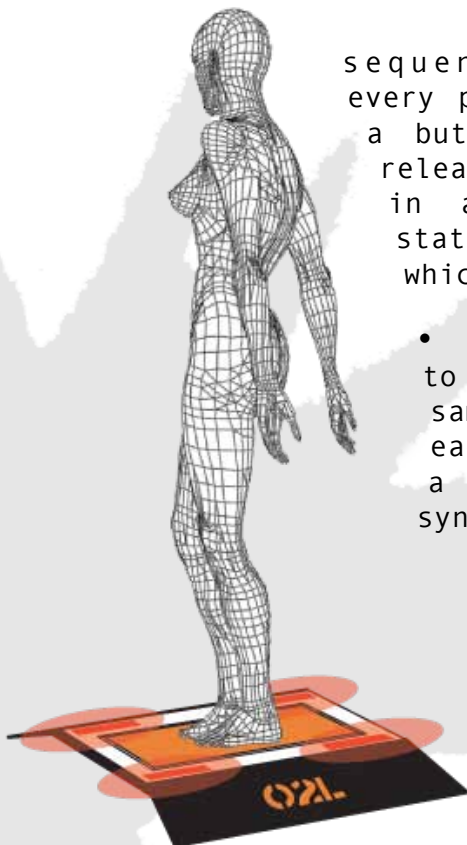
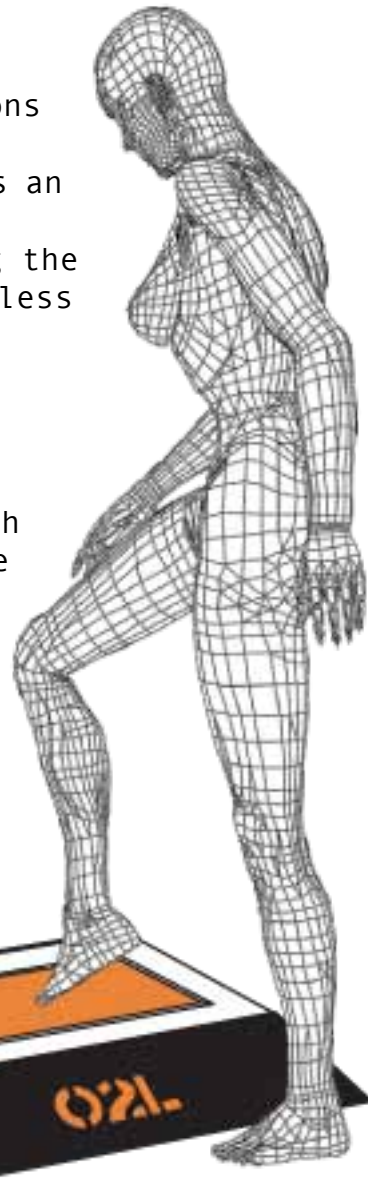
### > Five pads

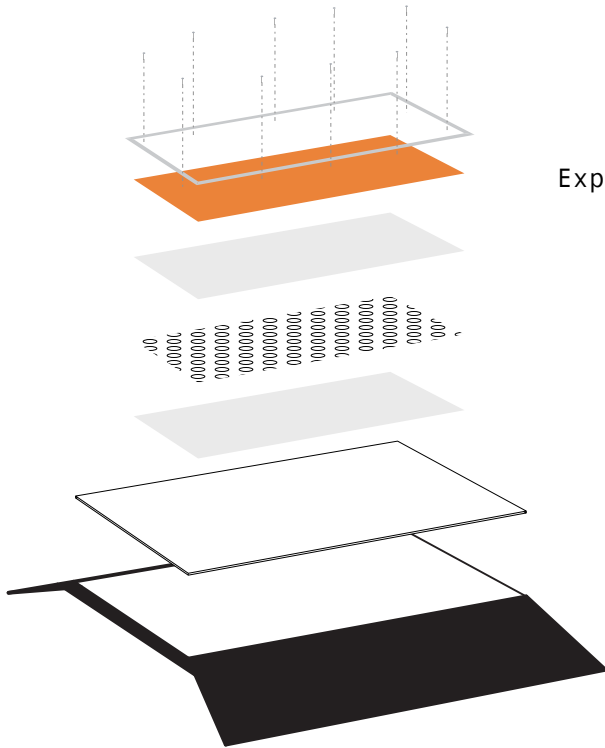
Unità Zero is composed of 5 sturdy pads. Such elements represent the sensitive nodes of the system, that can be triggered by a pressure applied by the visitor's feet or hands. The activation of the platform unleash a chain reaction on three different levels:

- 1. local level (light feedback): generated by a pulsating powerful red flashlight emitted by four LED strips located under the transparent surface of the platform.
- 2. visual level (video

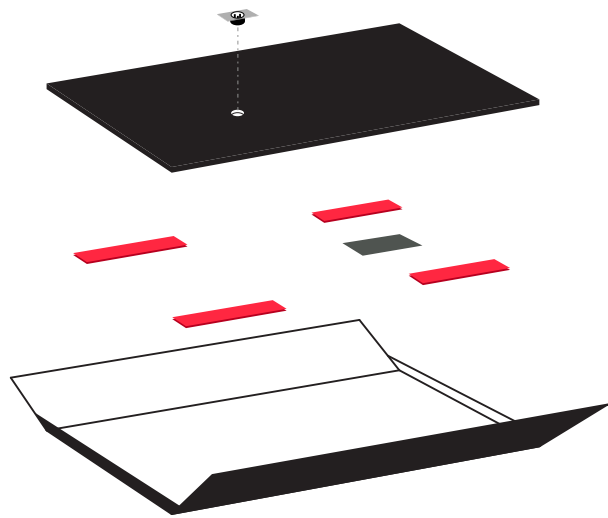
sequencing): every pad acts as a button (pressed, released), resulting in a total of 32 possible states: each one is codified with a specific video, which is played back on the display system.

- 3. auditory level (audio mix): in addition to video, each platform triggers his own audio sample. When more than one platform is triggered, each sample is mixed together and the result is a composite looping sound which is always in synch.



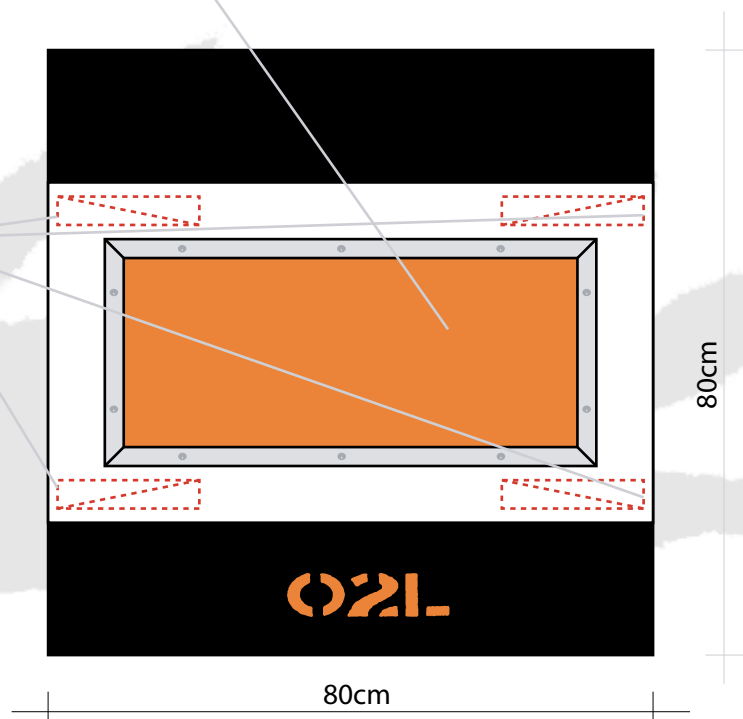


Exploded view



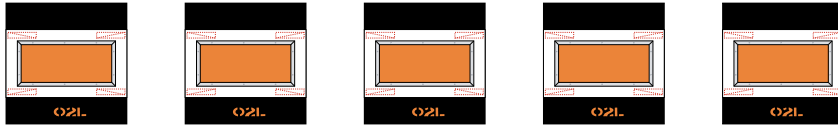
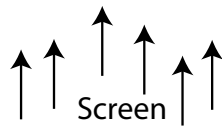
Pressure trigger

LED Feedback

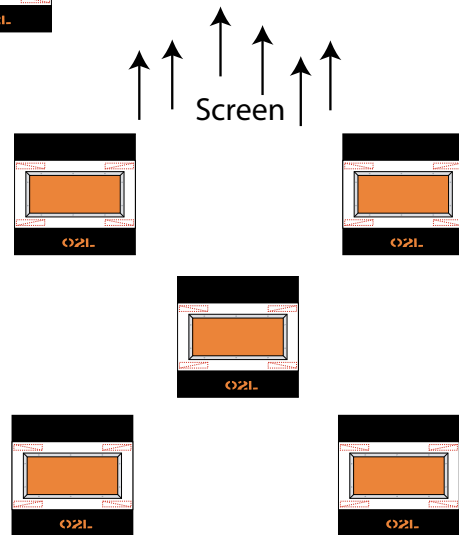


## > Pads layout

The five pads can be arranged in a free topology. The most attractive and effective ones are the five-in-a-row and X-shape:



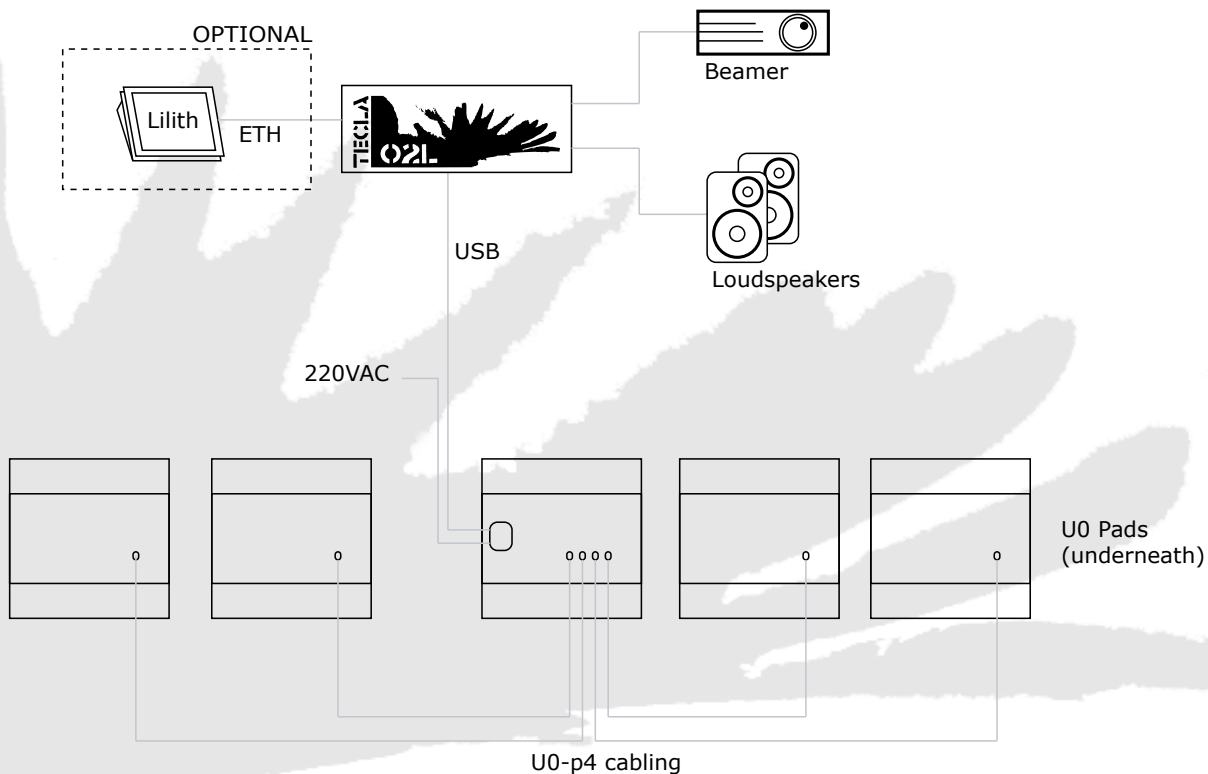
Other layouts can be achieved considering a maximum distance of 2m between one pad (the master one) and the others four and to have direct and close view to the projection screen.



## > wiring

Wiring scheme is shown below and is easy and straightforward.

There is one master pad which has to be powered and where all the connections to the other pads come from.



## > Software

Unità Zero is controlled by a software which runs on a dedicated machine (Tecla) or on any Apple Mac.

The software itself allows the curator to perform a realtime playback using the pads as input controller.

Video and audio projects can be easily selected and sequenced among the vast availability of assets which comes packaged within Unità Zero.

A simple point-and-click interface guides the curator to the exploration of each possible combination among video and audio.

Some parameters as playback timeouts and sequence/shuffle can easily adjusted at once.

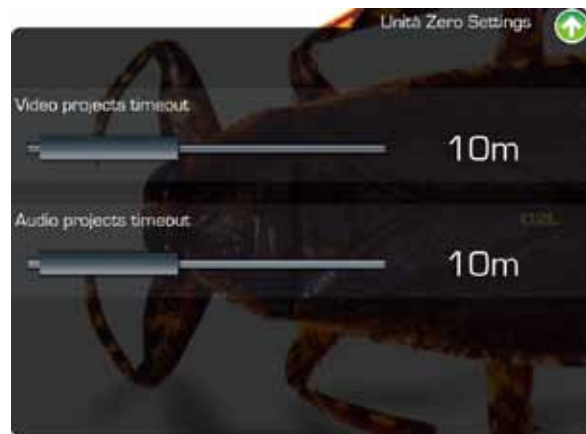
To test the setup, the software comes with a bundled tester which helps to debug connections and system functionality.



Teaser video



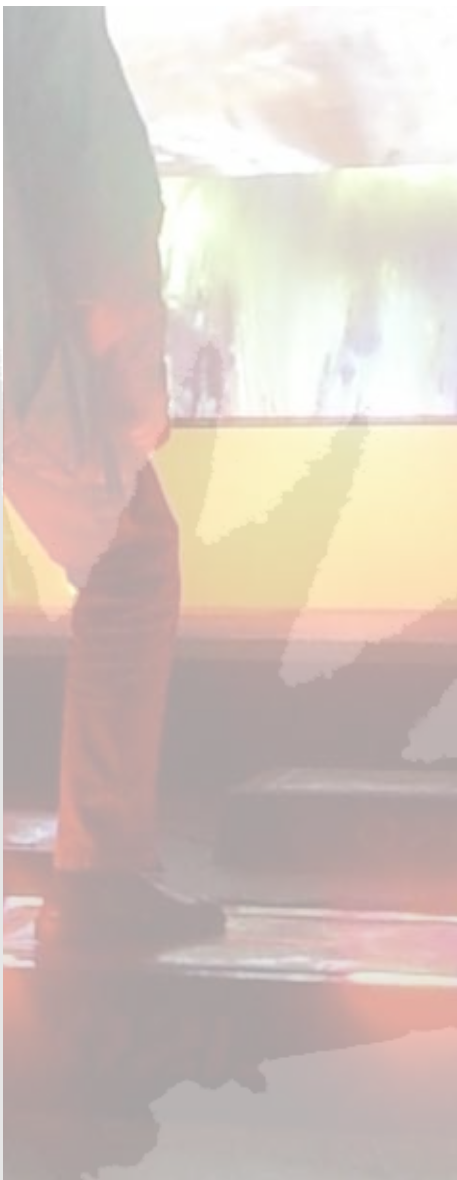
Project browser



Default settings



Tester



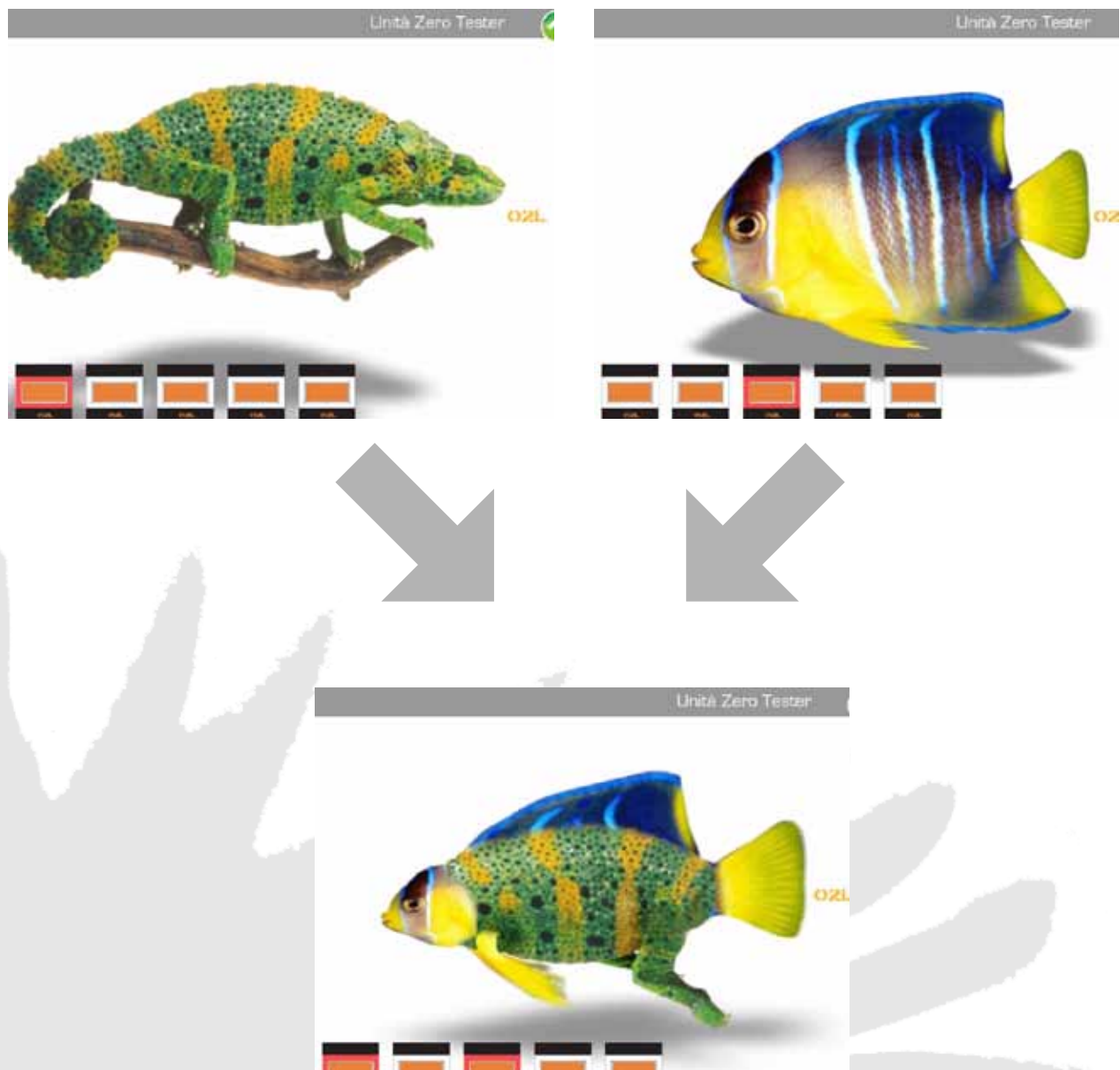
## > Projects

Unità Zero comes with a bundle of more than 500 combinations of video and audio projects. All the assets, produced by 02L > Outside Standing Level, are available at once and can be accessed using the internal browser interface.

Video projects come with two variants:

- Animals
- Stripes of nature

## ANIMALS



# STRIPES OF NATURE



## • Technical Rider

Unità Zero is composed of the following elements:

- 5 platform assemblies  
30/10 iron framework, trigger pad sensor, flashlight feedback unit, USB uplink interface, interconnection cabling
- TECLA v3 interaction engine  
5m USB cable uplink to master pad

Stuff needed onsite:

- PA, two channels  
uplink: 3,5mm stereo TRS unbalanced (computer standard PC99)
- Projector  
uplink: VGA or DVI output, 4:3 image ratio, VGA
- Cables and assemblies  
Audio, video and power (1xIEC to master pad w/ extension cord, 1xSchuko socket on the consolle)
- Consolle space  
60cm / laptop space

### > Notes:

- Pads topology can be adjusted at will.
- Distance from consolle to master pad should be inferior to 5m.
- Suggested projection pattern is single.  
Any duplication can be worked out with onsite devices (VGA port replicators, daisy chain ports).