



maxmollon / MEDIA DESIGNER

PORTFOLIO 2010

HEAD geneva – master student

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A person is kneeling in a dark room, interacting with a large-scale projection of a landscape on a wall. The projection shows a scene with trees and a building, with the person's hand reaching towards it. The text 'vapor mist / HOLE THROUGH WEATHER AND SPACE' is overlaid on the left side of the image.

vapor mist / HOLE THROUGH WEATHER AND SPACE

team: Leila Jacquet, Max Mollon – concept
Pierre Rossel, Douglas Edric Stanley – software development

tutor: [Douglas Edric Stanley](#) ↗

June 2010

- Interaction Design
- Programming
- Software
- Device
- Gesture Capture
- Tangible

vapor mist

/HOLE THROUGH SPACE AND WEATHER



VAPOR MIST— HOLE THROUGH SPACE AND WEATHER

design fields:

concept, interaction design, user experience, programming

software & technology:

openframeworks, tuio

Vapor Mist connects **two communicating walls sensible to the real-time weather** of their geolocalisation.

Differences of weather generate physical reactions on this window through space. These reactions become **alternative and poetic way of communication.**

This prototype uses the "Mur Communicant" device.

[vapor mist on vimeo ↗](#)

[more on the "mur communicant" project ↗](#)

Wall behaviour:
Different combinations of weather are prepared to react to the real-time weather between two walls. The results generated can propose to retain the rain to drip on the window, to move the arms to chase the fog, to scratch the wall to take off the ice etc...

Weather parameters used are temperature, height, humidity, wind speed and sun/rain/snow/fog and.



mobile window / INTERACTIVE

tutor: [Jean-Louis Boissier](#) – [Dominique Cunin](#)

software & technology: iPhone, Mobilizing (iPhone framework)

May 2010

- InteractionDesign
- InteractiveArt
- Programming
- Software
- GestureCapture
- Tangible

GESTURE MICRO-STORY

mobile window

INTERACTIVE GESTURE MICRO-STORY



MOBILE WINDOW – INTERACTIVE GESTURE MICRO-STORY

design fields:

concept, interaction design, user experience, programming

software & technology:

iphone, mobilizing (iphone framework)

Mobile Window tries to teach or **to force the user to adapt himself to an other interactive and gesture language** with the iPhone. Finger interactions are useless. The user find his way throug the narration of a small story by searching the right position to adopt. **Gesture becomes a remote control of the story.**

[mobile window on vimeo ↗](#)

[more on the mobilizing framework project ↗](#)



Fenêtre mobile

Mobile Window is programmed with Mobilizing an iPhone frameWork created by the EnsadLab (École supérieur des arts décoratifs de paris).

More info on [mobilizing and Dominic Cunin ↗](#)

More info on [Jean-Louis Boissier and EnsadLab ↗](#)

At right :

Those two images flick like if the narration was frozen, to unlock it the user has got to shake the phone exactly as he would erase the black board.



mobile window

INTERACTIVE GESTURE MICRO-STORY



A bit more on the concept
The user participate to the narration thanks to his movement, therefore he becomes a kind of actor for those whatching him.
This project deals with different themes: the relationship between mobile camera VS fix projector, interaction with the content VS interaction with the container, the point of view of the cameraman VS the spectator, the position of actor VS viewer.





mode:demo / LIFT CONFERENCES 2010

team: space and communication master program students – interior architecture and labeling systems
media design master program students – some projects exhibited (my project : mobile window)

event: Lift conferences 2010 – geneva

may 2010

- interaction design
- head geneva
- schools
- interior architecture
- exhibition
- abstract

mode:demo

LIFT CONFERENCES 2010



MODE:DEMO – LIFT CONFERENCES 2010

design fields: exhibition

curator: Jean-Louis Boissier

event: Lift conferences 2010 – geneva

Media Design master / Spaces & Communication master contributed to Lift10. It took place from June 5th to 7th 2010 in Geneva. Head – Geneva led the artistic direction of the exhibition born for this occasion: MODE:DEMO. This show exhibited the firsts projects of Media design master programme – containing mine: Mobile Window – among others from partner schools and professional artists.

[more on the exhibition ↗](#)

[more on this event at Lift conferences 2010 ↗](#)

[MODE:DEMO in the press ↗](#)

Partners:

ENSADLab, École nationale supérieure des arts décoratifs, Paris

Design Interactions, Royal College of Art, Londres

The Interaction Design Programme, CIID/DKDS, Copenhague

ARC, Ecole nationale supérieure d'art de Nancy

Curator: Jean-Louis Boissier

Artists: Etienne Mineur, Dominique Cunin, Mayumi Okura, Arthur

Violy, Cédric Brunel, Clovis Duran, Matthieu Cherubini, Max Mollon,

Antonin Fourneau, Kenichi Okada, Chris Woebken, David-Olivier

Lartigaud, Ka Fai Choy, Nicolas Rivet, Juliette Sallin, Ishac Bertran,

Natalia Echevarria, Benoît Espinola, Shruti Ramiah, Leïla Jacquet, Gerard

Rallo, Nicolas Field, Sascha Pohflepp, Karsten Schmidt, Aaron Koblin,

Daniel Massey, Auger-Loizeau



mode:demo LIFT CONFERENCES 2010



abysses REACTIVE AMBIENT AQUARIUM

team:

interior architects:

fabio colucci, maxime ballard bachelor – aquarium concept + room conception + aquarium making

media designers:

matthieu cherubini – software development, sound design

alexandre burdin – electronics, software development, aesthetic advisement

max mollon – concept, aesthetic supervision, sound design, user experience

elwood-léo spafford – hand made work & supply

théo reichel – hardware development, software development, technical supervision

software and technology: MAXMSP, Arduino, PCB hand made, I²C bus, RS485 bus

April 2010

- tinkering
- Electronic
- programming
- interactive environment
- Ambient interactivity

abysses

REACTIVE AMBIANT AQUARIUM



ABYSSSES – REACTIVE AMBIANT AQUARIUM

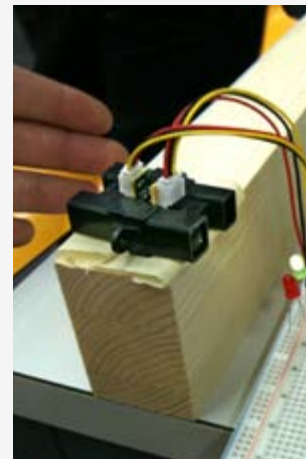
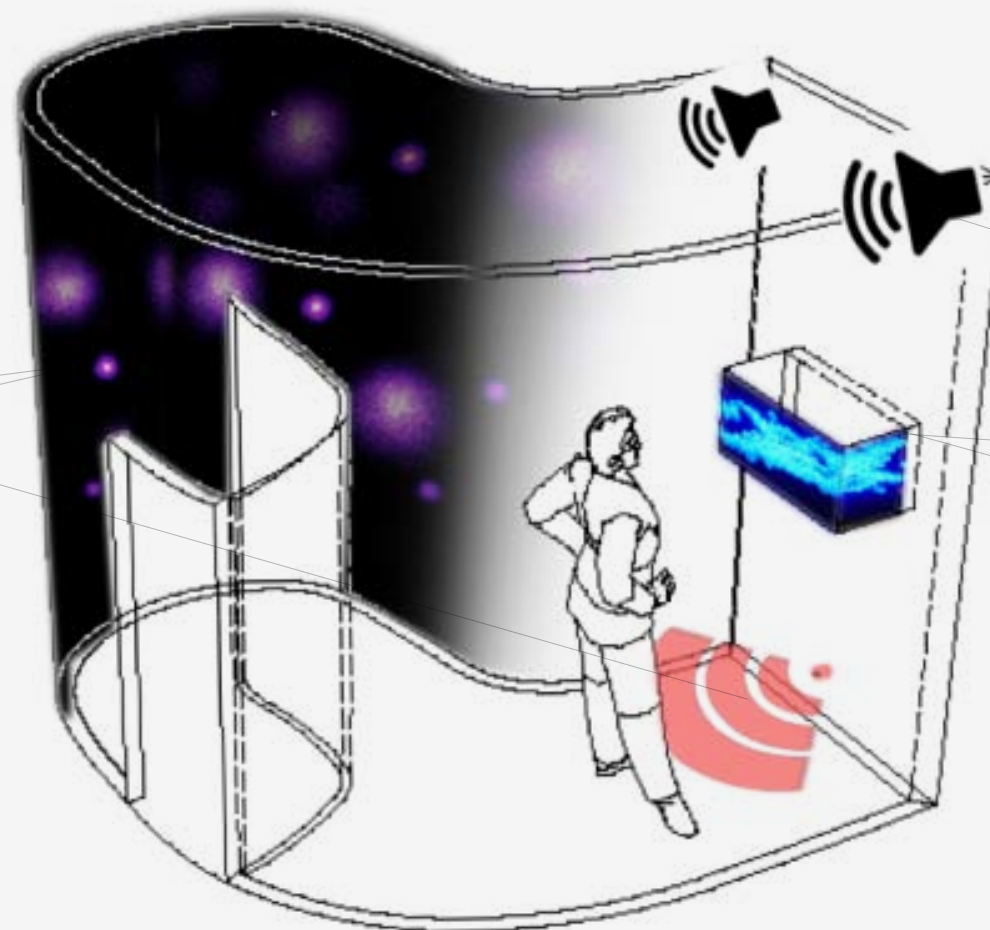
design fields: concept, aesthetic supervision, user experience, interaction design, software development, sound design, electronics, hand made work, hardware development.
software and technology: MAXMSP, Arduino, PCB hand made, I²C bus, RS485 bus

Facing an aquarium containing 250 glowing jellyfishes made of fabric and air, the visitor is dived into a dark, disturbing, oppressive and presence sensitive space. Beyond the black foam walls swarm 250 little luminous creatures lying in wait for the visitor movements. Abysses has been created for the Salone del Mobile de Milano 2010.

[more info on the exhibition and the projects ↗](#)
[watch the exhibition video on vimeo ↗](#)

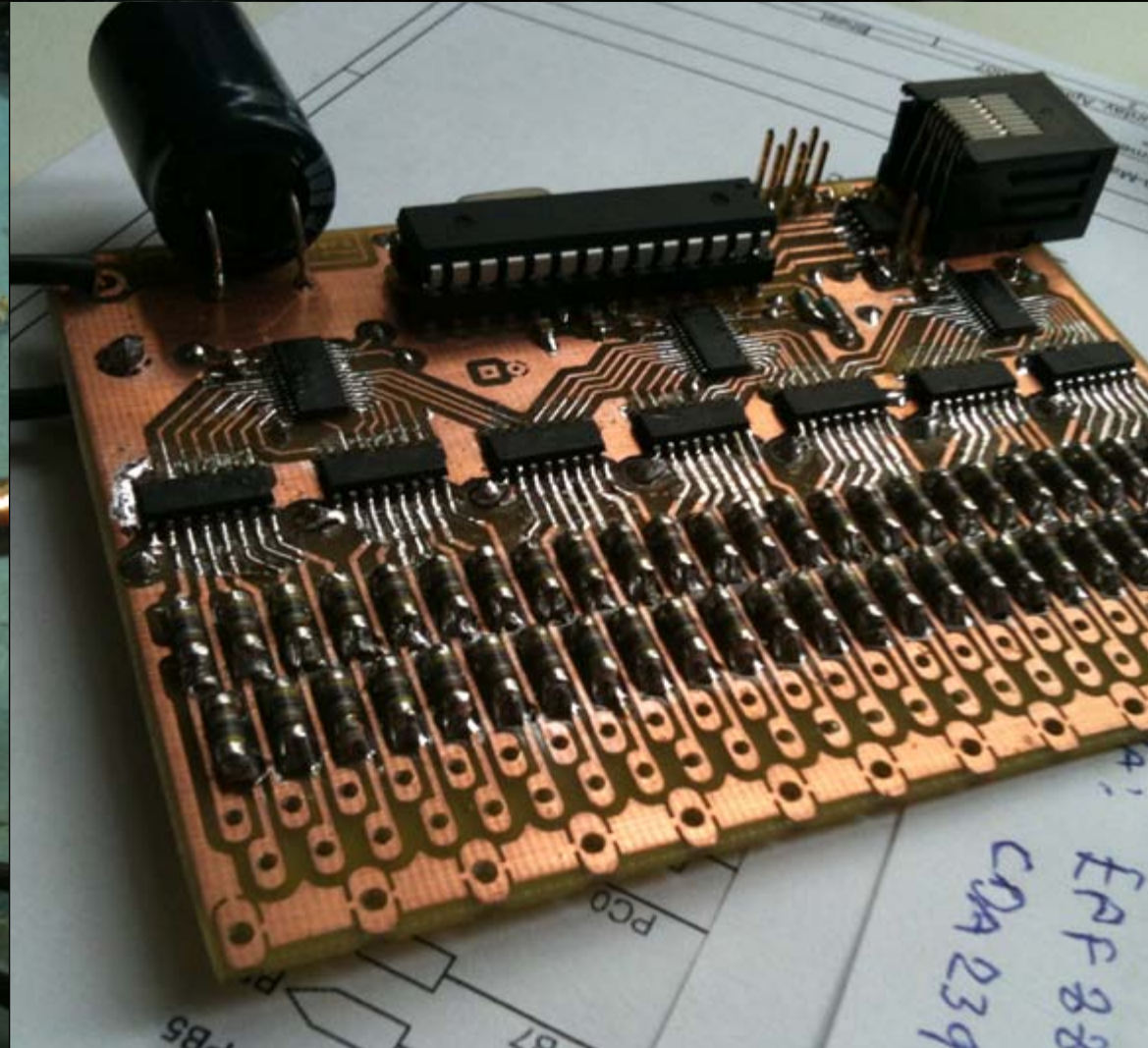
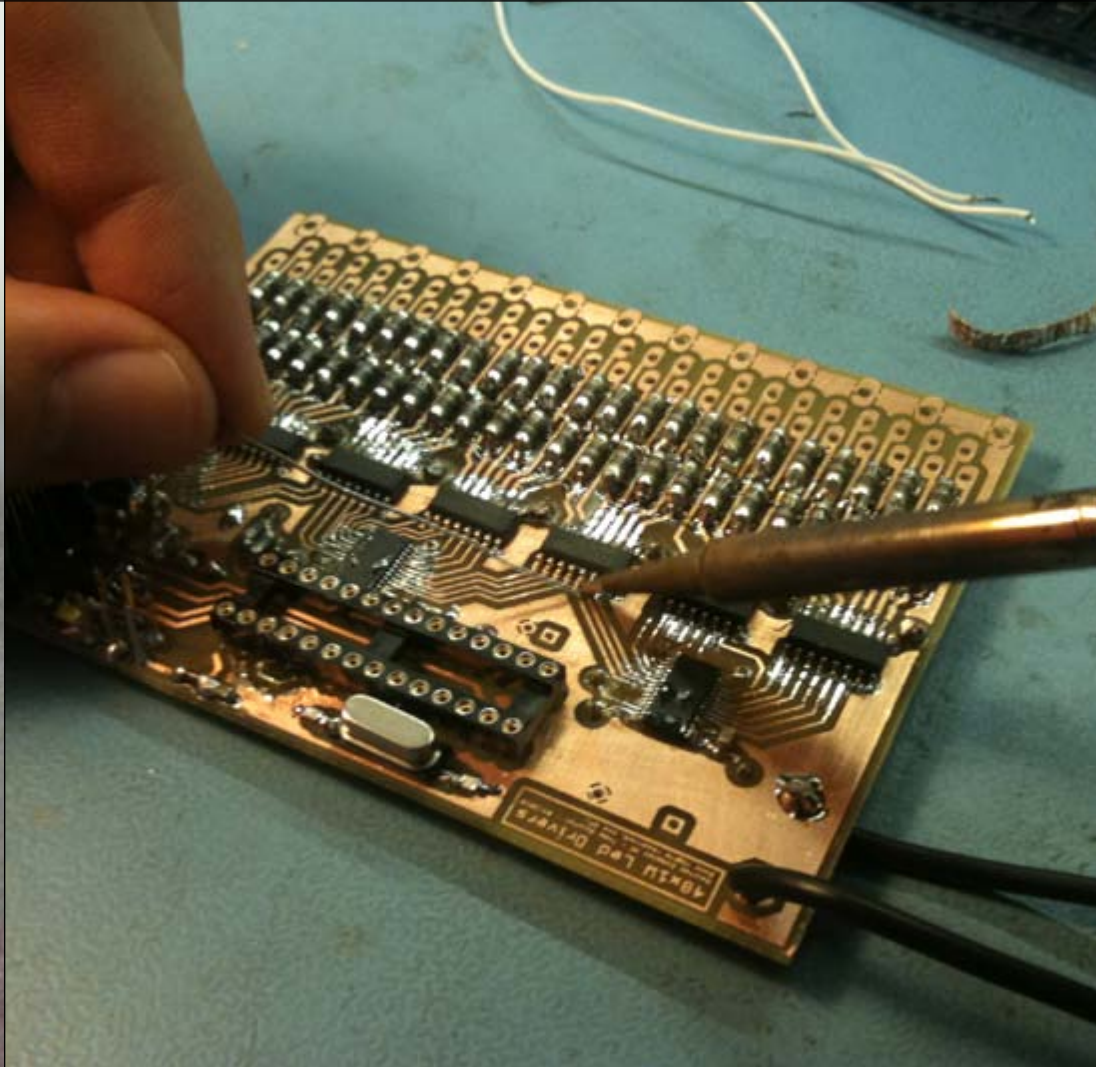
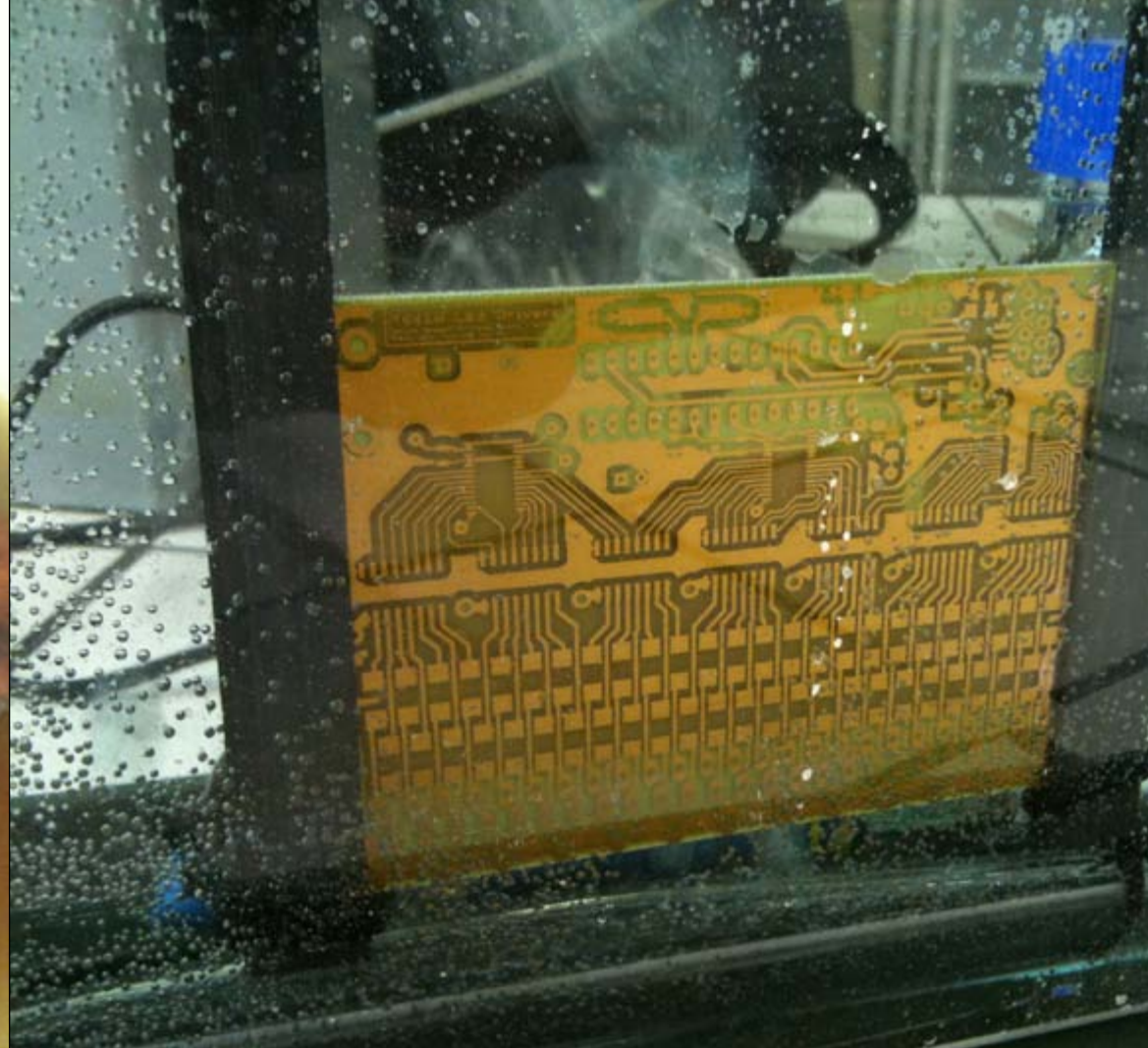
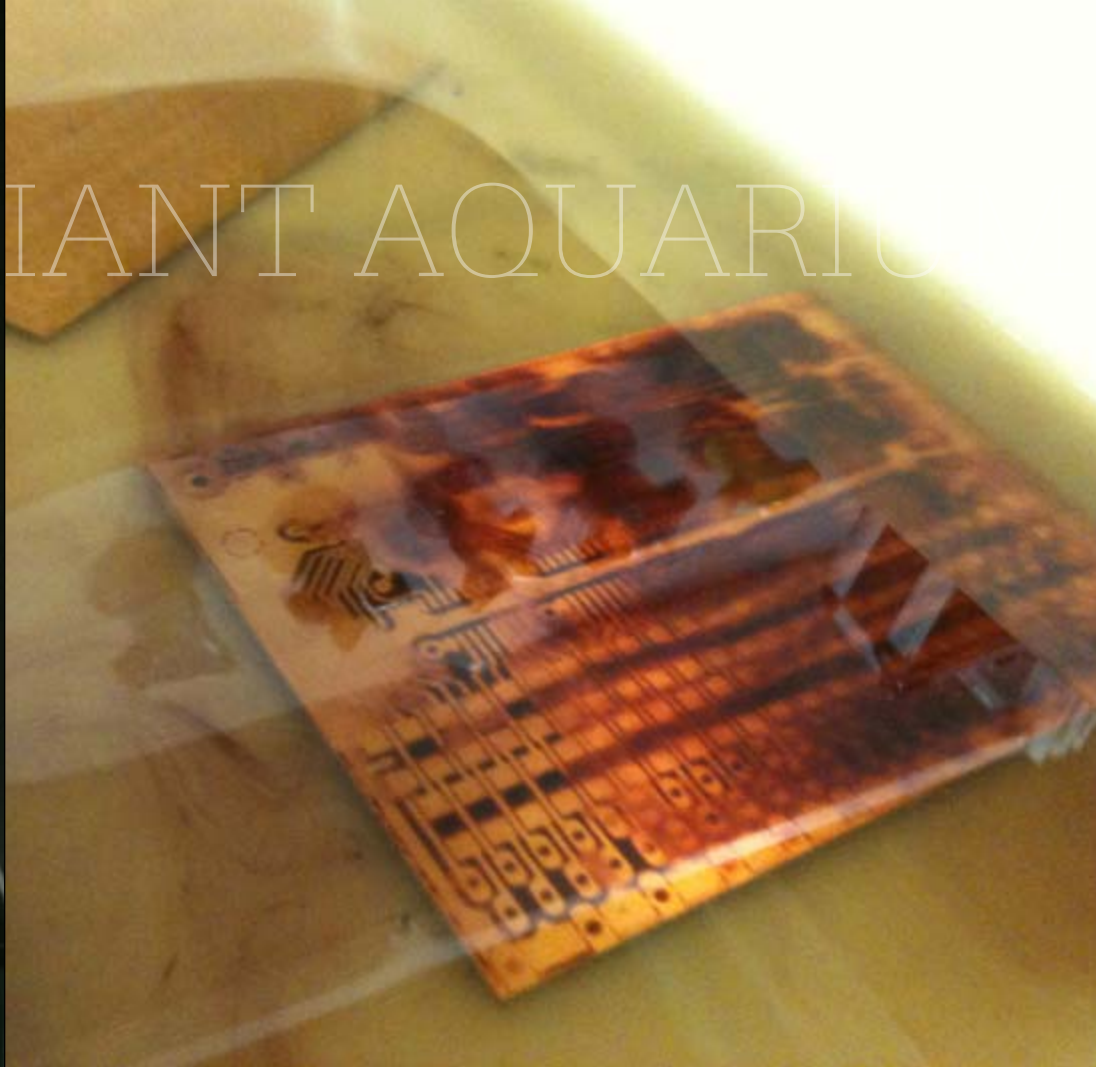
Final installation contains:

- On the walls 250 UV-LEDs + 5 PCB + 5 IR sensors + 8 speakers
- Under the fish tank 104 UV-LEDs + 1 Arduino + 1 shift register circuit
- On the roof 1 Mac Mini + LEDs and sensors power supply + starting point of the RS-485 Bus + sound card + audio amplifier + 1 arduino for sensors
- Under the room 1 subwoofer + sub power supply + sub audio amplifier



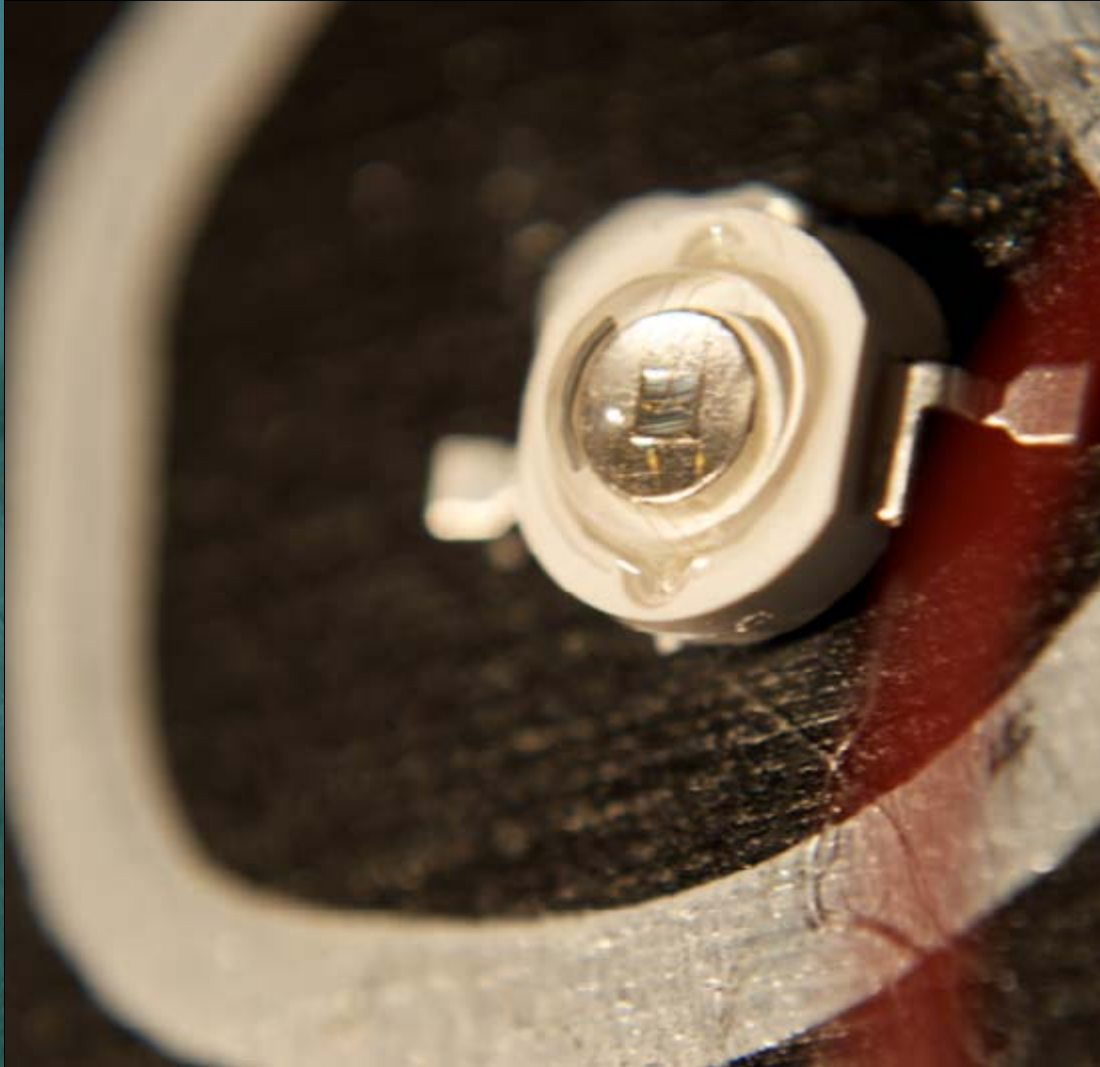
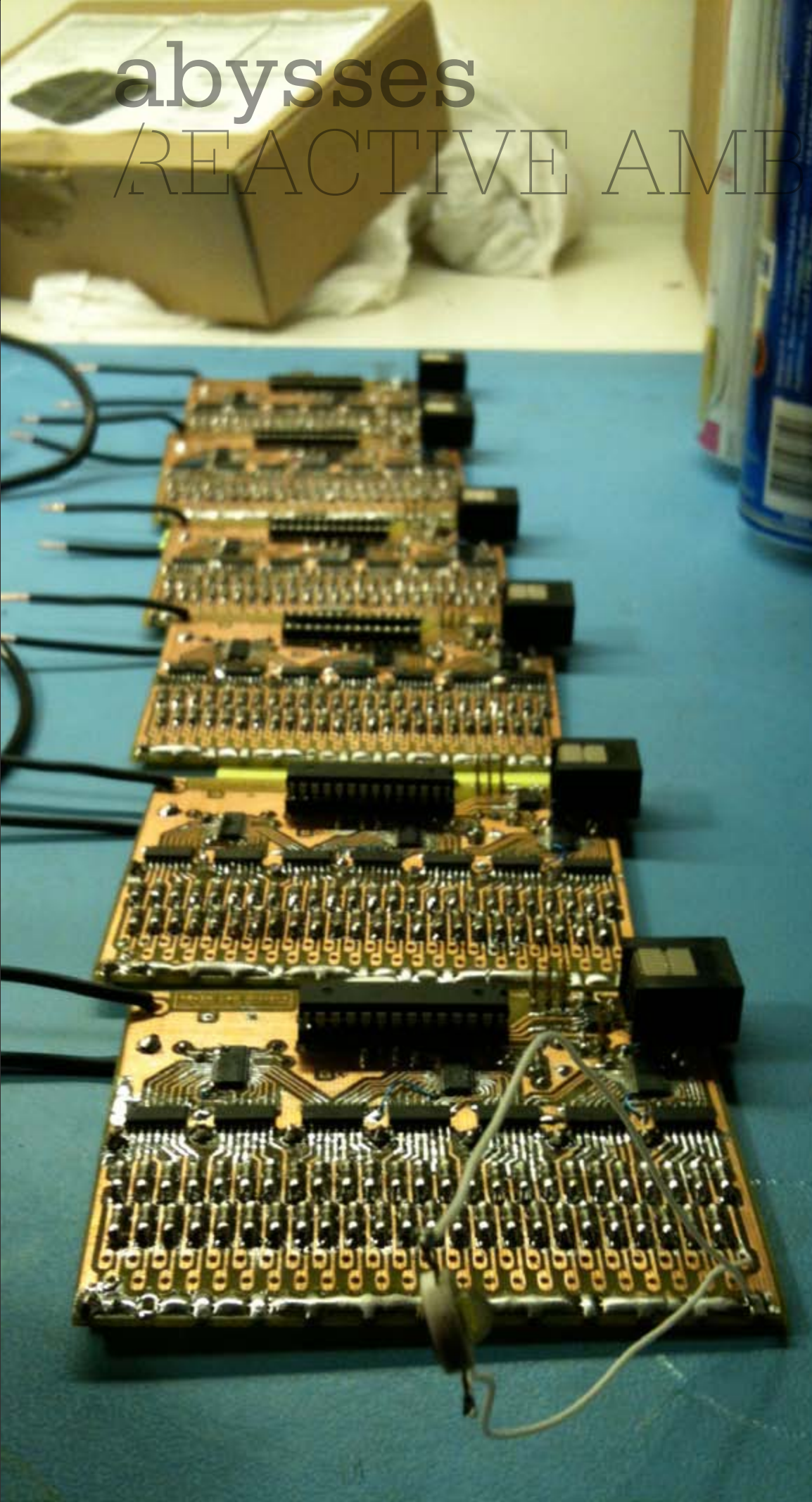
abysses
REACTIVE

REACTIVE AMBIANT AQUARIUM



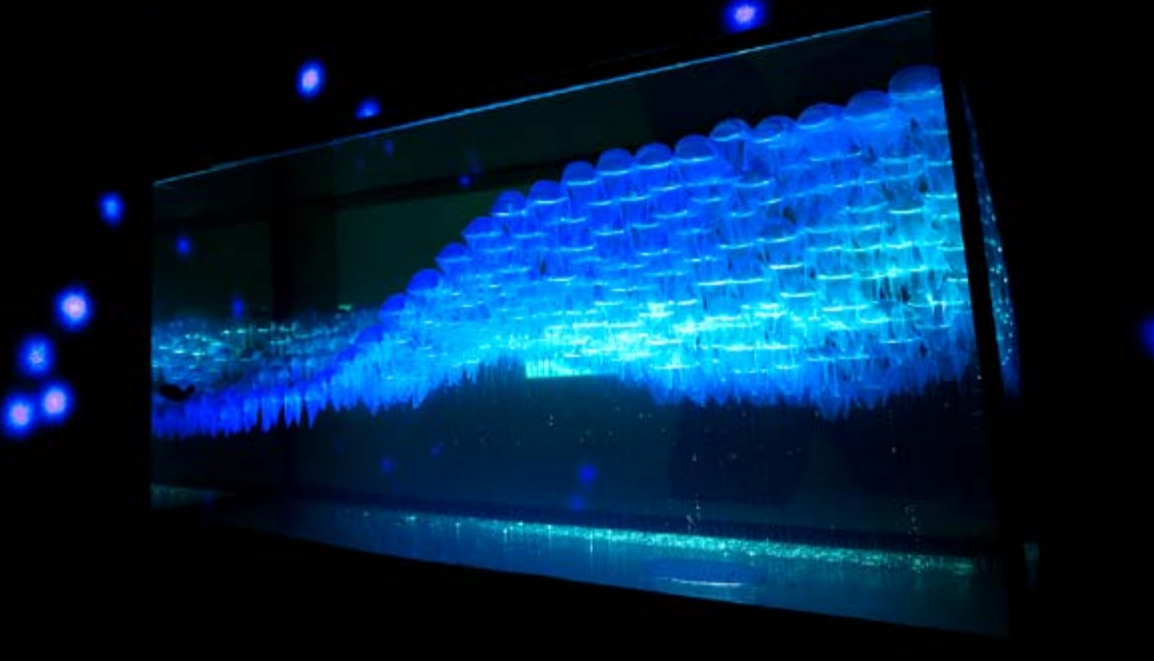
abysses

REACTIVE AMBIANT AQUARIUM



abysses

REACTIVE AMBIANT AQUARIUM



Abysses

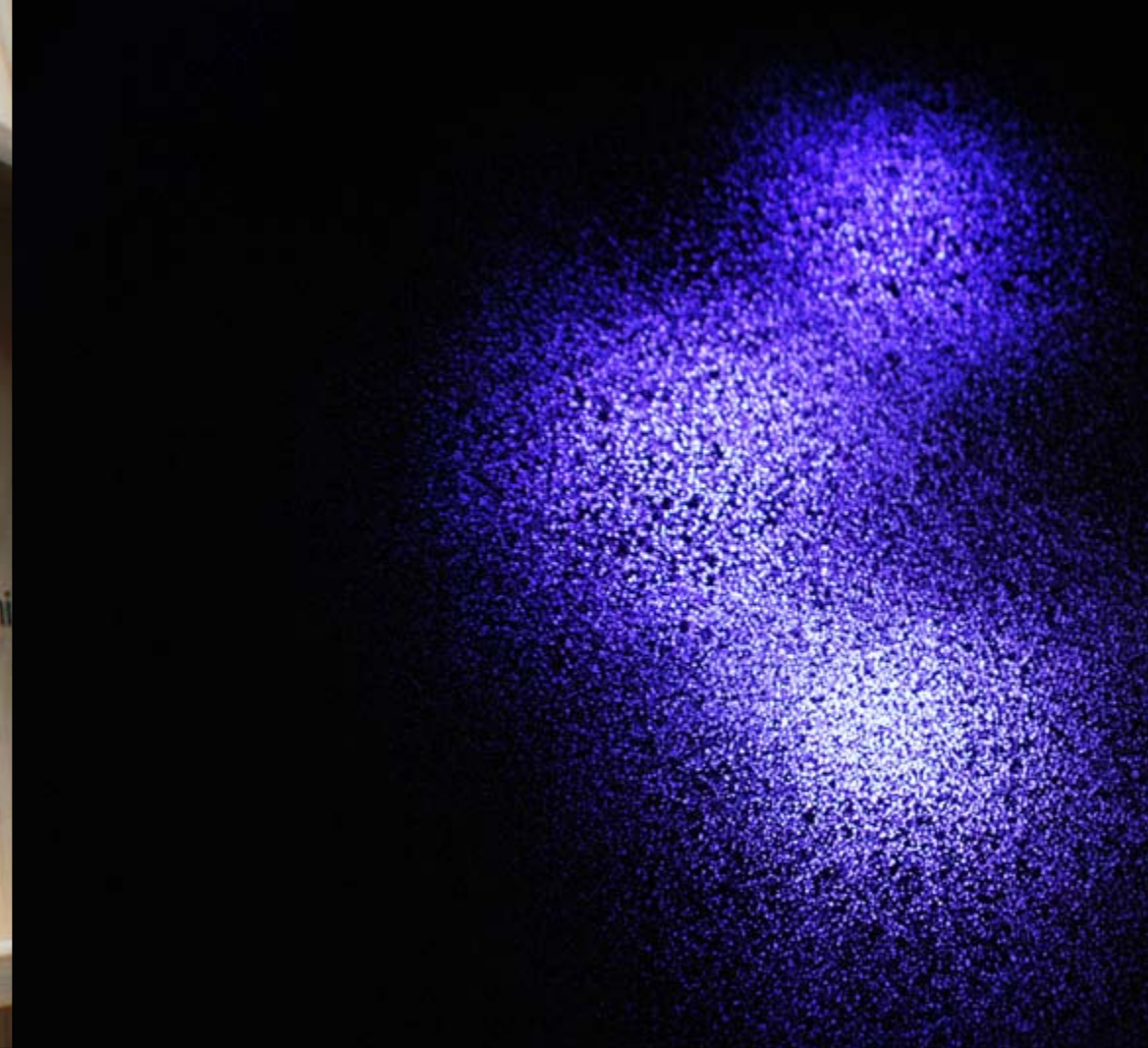
Fabio Colucci,
Maxime Baillard

Interior Architecture / Space Design

Alexandre Burdin-Francois, Mathieu Cherubini
Elwood-Léo Spafford, Max Mollon

Media Design Master programme

Software development:
Théo Reichel



Abysses

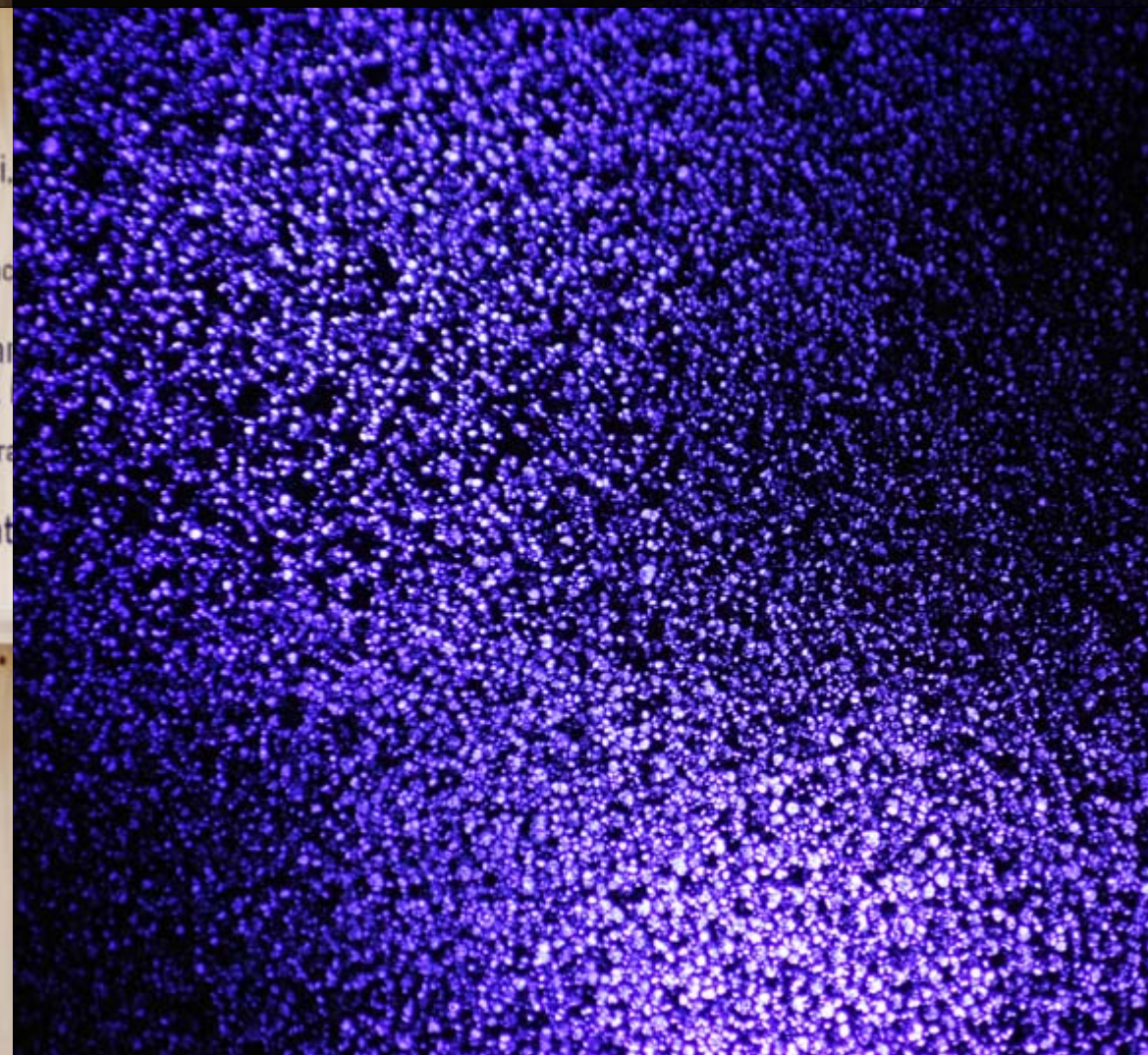
Design: Fabio Colucci,
Maxime Baillard

Interior Architecture / Space Design

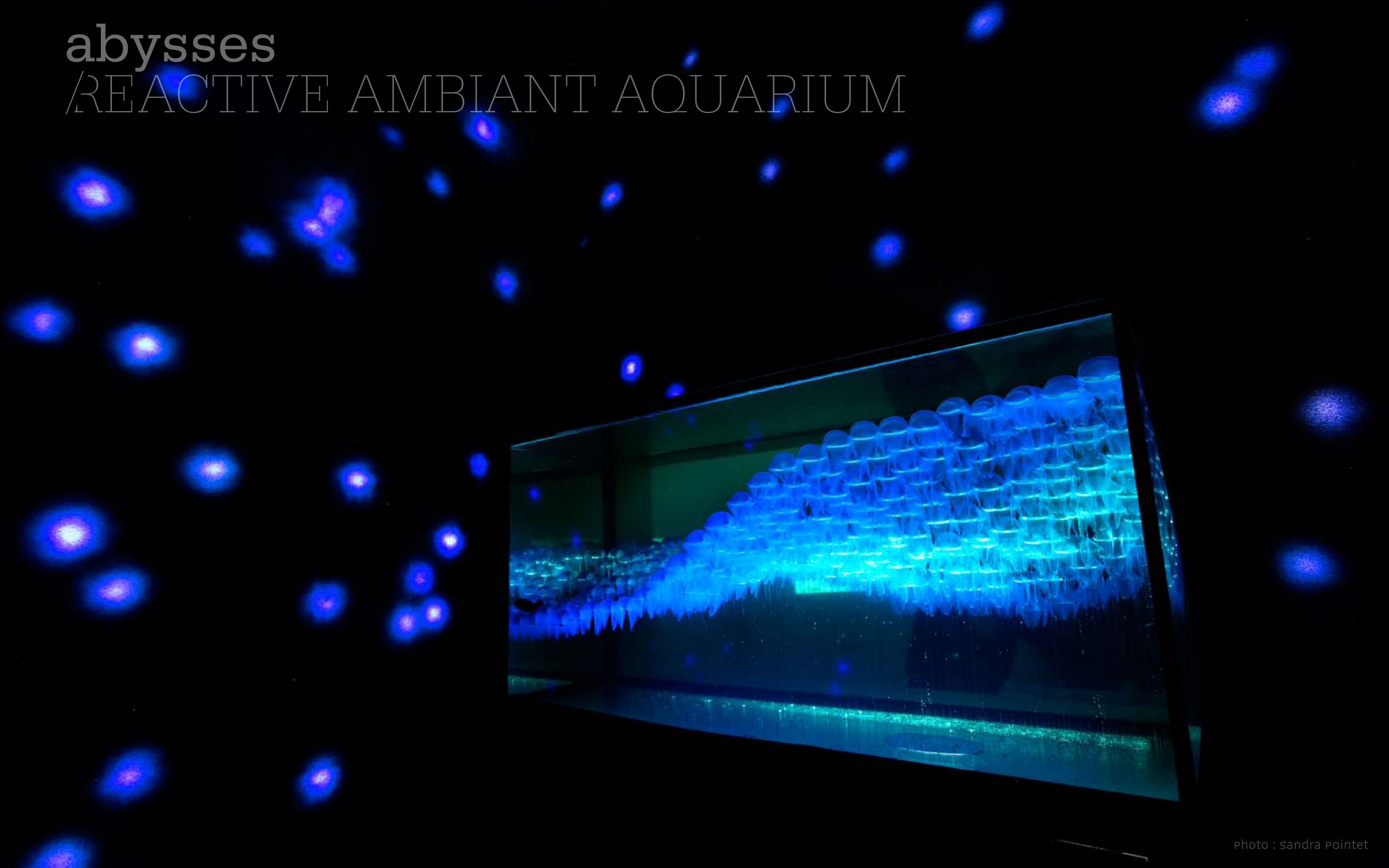
Alexandre Burdin-Francois,
Elwood-Léo Spafford,

Media Design Master programme

Software development:
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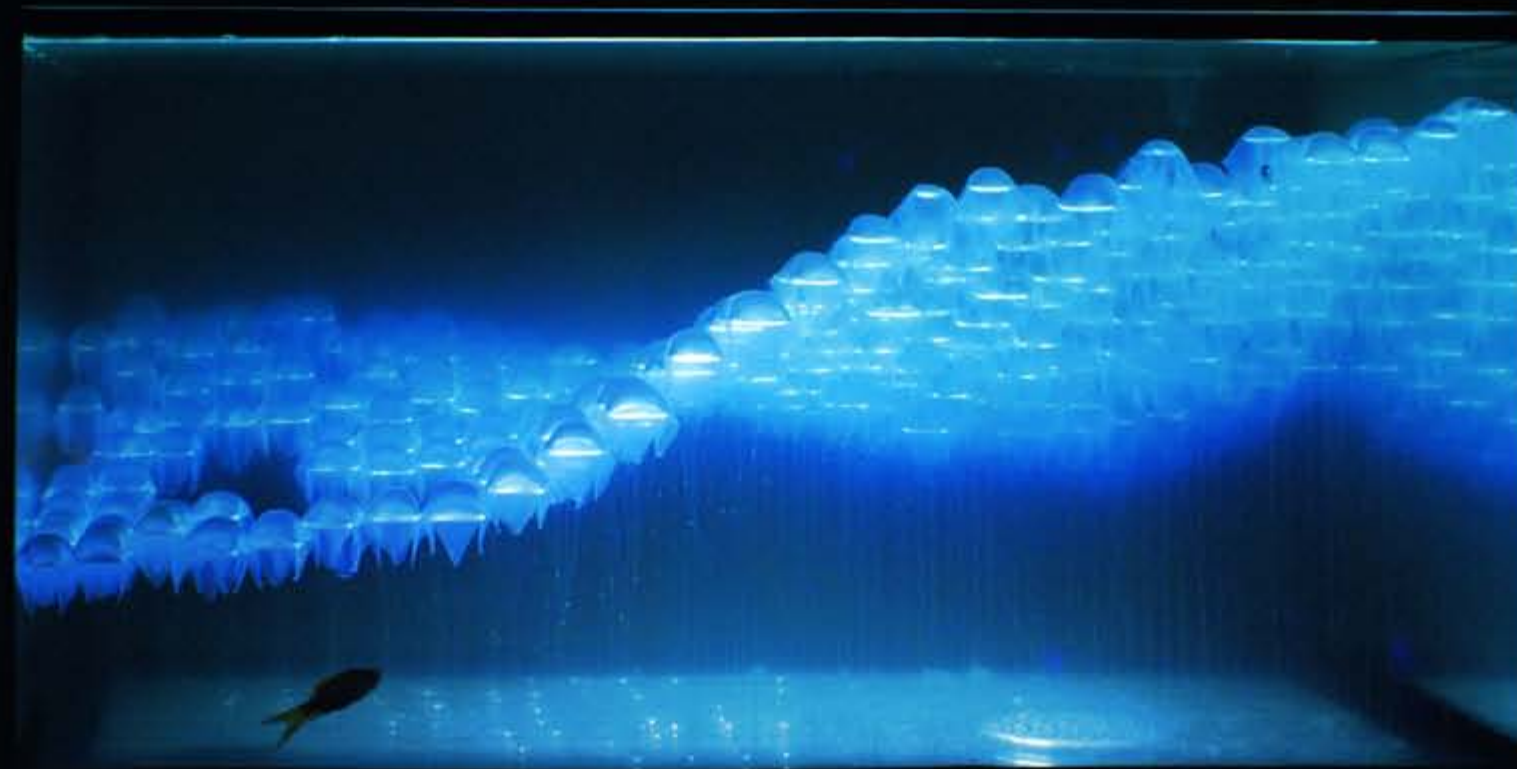


abysses
/ REACTIVE AMBIANT AQUARIUM



abysses

REACTIVE AMBIANT AQUARIUM



abysses

REACTIVE AMBIANT AQUARIUM



This is what people see of Abysses aquarium
from the outside of the Peep-Show box

Abysses

photo : sandra pointet

abysses

REACTIVE AMBIANT AQUARIUM

Abysses

Design : Fabio Colucci,
Maxime Ballard

Interior Architecture / Space Design

Alexandre Burdin-Francois,
Elwood-Léo Spafford, Max Mollon

Media Design Master programme

Software development :
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Help yourself

peep-show / FISHES AND OTHER OBJECTS OF DESIRE

event: salone del mobile de milano 2010

team: HEAD – geneva, Interior Architecture bachelor program
2nd year students, media design master program students

April 2010

- headgeneva
- schools
- interiorArchitecture
- exhibition

peep-show FISHES AND OTHER OBJECTS OF DESIRE



PEEP-SHOW – FISHES AND OTHER OBJECTS OF DESIRE

design field: interior Architecture, media design
event: salone del mobile de milano 2010

For the *Salone del Mobile de Milano 2010*, Head – Geneva proposed a series of media-design / interior architecture projects which reinterpreted the theme of the home aquarium. The exhibition proposed to walk round the installations on a circular track along 7 rooms – containing mine: Abysses – to finally enter the central cript to see the peep-show windows of every rooms visited.

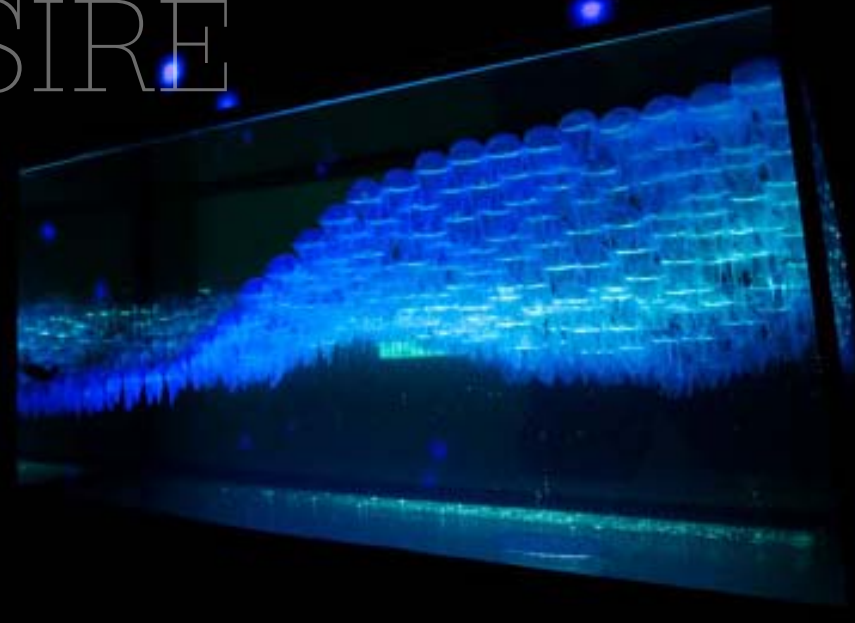
[peep-show in the press ↗](#)

[more info on media design projects exhibited ↗](#)

[watch the peep-show video on vimeo ↗](#)



peep-show
FISHES AND OTHER OBJECTS
OF DESIRE



peep-show

FISHES AND OTHER OBJECTS
OF DESIRE



peep-show

FISHES AND OTHER OBJECTS OF DESIRE



Design: Fabio Colucci,
Maxime Baillard
Interior Architecture / Space Design
Alexandre Burdin-Francois, Mathieu Cherubini
Elwood-Léo Spafford, Max Mollon
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