



what's de:zein?  
 ahhh ok, de:zein  
 extended resume, pseudo CV  
 (a)vocation; 2021 onward  
 (a)vocation; 2018 - 2020  
 (a)vocation; 2016 - 2018  
 (a)vocation; 2013 - 2016  
 community engagement  
 arts works  
 writing

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## Interaction Design, Visual Scripting Prototype, and Art Direction for an Interactive Audio + Visual Installation

Client: [yurv](#)  
 Role: Concept, Art Direction, Interaction Design, Interactive Graphics Prototyping

2016



The audience affects an immersive flow state environment using a wearable device.

In Positive Psychology, flow is a mental state in which a person is fully immersed in a feeling of focus, involvement, and enjoyment in the process of an activity. It is achieved through a balance of challenge and skill – arousal and control. Like an athlete in the zone or a musician swept away in a moment of free improvisation.

As a public artwork, Flow Factory engages Austin audiences on the sidewalks of developing districts to engender a sense of connection to the places and people that make these districts communities.

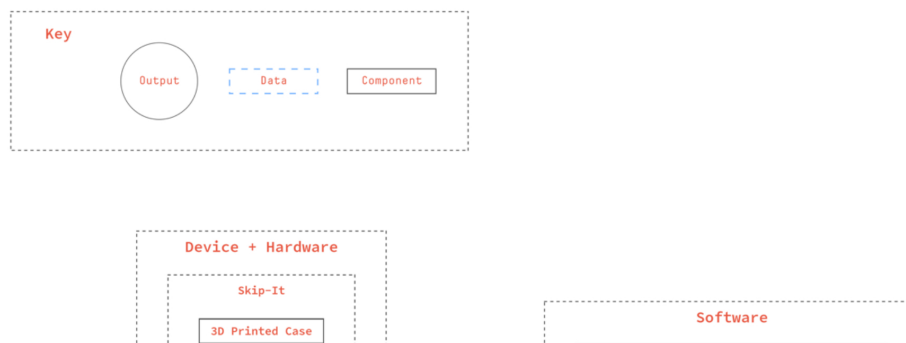
Flow Factory is commissioned by the city of Austin Art in Public Places TEMPO program, and produced in cooperation with the Soul-y Austin Business District Incubator.

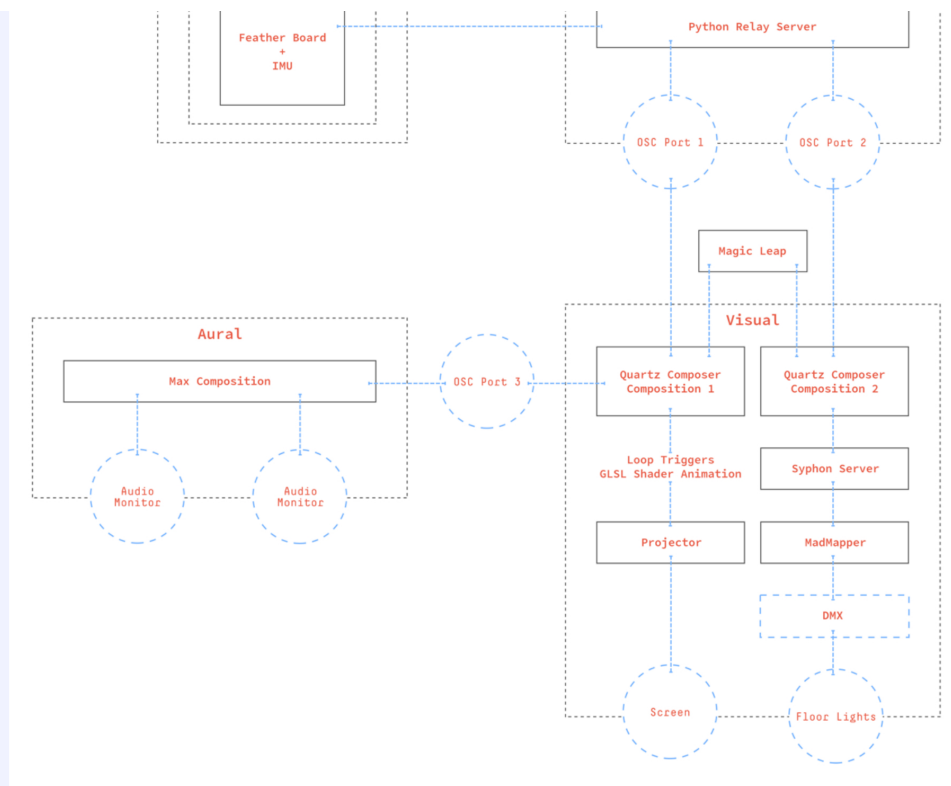
### Data Flow Diagram

I made a data flow diagram of how user interaction affects the visual and aural composition that culminates in the gestalt Flow Factory experience.

Why?

Partially because I really love making diagrams and partially because I felt it was important to expose the inner workings of the experience from beginning to end to attendees at an exhibition we held for Flow Factory during EAST, as a way to champion all team members involved in the project.





## Production

### Device

Skip-It , Rhino Model, 3D Print

### Hardware

Custom Feather Board, IMU, Huzzah, Neopixel

### Software

OSC, Python

### Visual

Quartz Composer, GLSL Shaders, Syphon, MadMapper, DMX Light Mapping

### Aural

Max

### Project Team

Adam Carnes, Adam Zeiner, Alan Koda, BJ Thomas, Harry Scott, Kevin Reilly

in collaboration with

Jeff Humble, Pedro Motta

Filed under [Interactive Installation](#), [Visual Scripting](#), [Ix Design](#), [Brand Design](#) [Edit index](#)

