

Five to Watch Upstart Firms from São Paulo to Helsinki The 'A' Team Student Design Review Winners '04 Heads Up Bruce Mau on *Massive Change* School of Hard Knocks Teaching Design in Cuba



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3D Display Cube

James Clar
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Compared to 2D interfaces, the 3D Display Cube exhibits data spatially in a way that is closer to how we actually envision objects. Designed for a course called The

World, Pixel by Pixel, James Clar's cube is made of 1,000 LEDs soldered onto a 10-inch freestanding matrix. Each individually controlled LED acts as one pixel and can be refreshed at a rate of more than 60 frames per second, creating a low-resolution 3D television. Video and audio data enter the cube through a serial input device and are transformed into a dynamic light sculpture. "Watching that wave blasting through the three-dimensional object was absolutely wonderful. It was like one of those holographic devices you have in *Star Wars*," Chantry enthused.

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