Park of Uster 2008
Interactive Park Lighting

For the reconstructed and redesigned park of Uster, Switzerland, iart – together with the architects Gramazio and Kohler and the engineers of tegoro solutions ag – developed an interactive lamp made of glass fibre reinforced plastic. The lamp is very energy-saving, reacts to approaching pedestrians and interacts with other lamps. 46 lamps are placed along the paths in the park. Resembling stalagmites, they rise 120 cm out of the ground. Due to the radar and sensor technology in the lamps' base, their luminosity depends on the surrounding light and pedestrians' movements. During the day the lamps are on standby, but when it gets dark they automatically turn on and glow at their base on low power (3 watts) until a pedestrian approaches, at which point the light rises from the base to the upper part of the lamp (the maximum power used being 37 watts). On account of its light-sensitivity, one lamp can also affect the lighting-up of another one. The result is a chain reaction of luminous lamps stretching out in front of pedestrians.

The interactive lamps in the park of Uster

One lamp during programming in the iart studio

Client
The Town of Uster

Services iart
Development of the interactive lamps

Media
46 interactive lamps with 15 high power LEDs each,
which react on movement and interact with each other

Project Partners
Gramazio and Kohler, Concept and design
tegoro solutions ag, Development, manufacturing, installation

Project Duration
7 months

Opening
18 October 2008

Installation Duration
Permanent installation

Park Areal
14 400 m^2