FUNKY FOREST

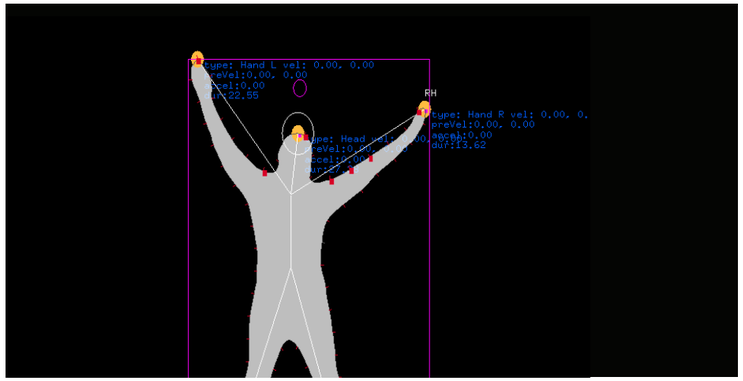
AN IMMERSIVE ECOSYSTEM BUILT FOR OPEN PLAY AND EXPLORATION

2007 / *Cinekid Festival, Amsterdam, Singapore Art Museum*

Funky Forest is an interactive ecosystem where children create trees with their body and then use physical logs to divert the water flowing from the waterfall to the trees to keep them alive. The health of the trees contributes to the overall health of the forest and the types of creatures that inhabit it. Funky Forest is a collaborative space that supports open play, where children can explore and experiment, setting their own objectives and creating their own stories.

Funky Forest was first installed at the 2007 Cinekid festival in Amsterdam. In 2010, Design I/O developed a new version for the Art Garden exhibition at the Singapore Art Museum.

Video: design-io.com/projects/funkyforest



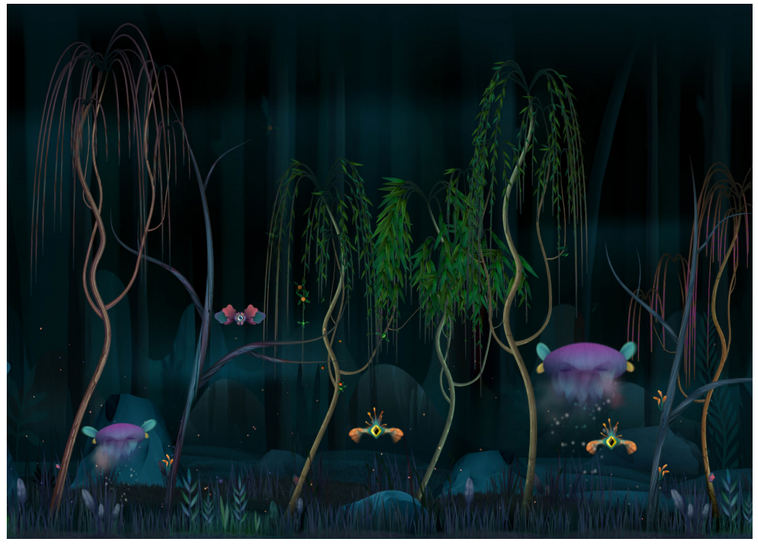
HOW IT WORKS

Custom computer vision software, combined with depth and IR cameras tracks visitor's bodies along the forest wall. When a person holds a pose, a tree is grown with the branches direction matching the angle of their arms.

The software also tracks the physical logs and rock pillows on the floor, which can be used to dam and divert projected water flowing from the waterfall to the forest. Children can also use their bodies to interact with the flowing water.

INNOVATION + IMPACT

This groundbreaking experience was first exhibited in 2007 in the Netherlands where it was an audience favorite. At the time, it was one of the leading examples of immersive interactive installations mixing physical and digital elements, especially in the area of supporting unstructured or 'open' play. Since then, Funky Forest has been continually evolving in its design and interaction, being exhibited at the Singapore Art Museum, Moomah NYC, Fort Collins Discovery Museum, LMNL San Francisco and Natura Docet, Nature Museum.



Dry forest

Withering forest

Moist forest