

# Body Remapping

Yumeng Wang  
Core Studio: Object /Core Lab:Object  
Design and Technology  
12/8/2014

**What does it feel like to have  
different parts of our body and  
their functions misplaced?**

**Which direction is the evolution  
of human beings going?**

**This project remaps the locations, sizes, and functions of human body parts. It provides an engaging and immersive experience of a whimsical possibility of human mutation.**





# Reference



The body structure of alien creatures from sci-fi movies

# Materials

Arduino Uno

Adafruit Motor shield

DC Motor x 2

Stepper Motor

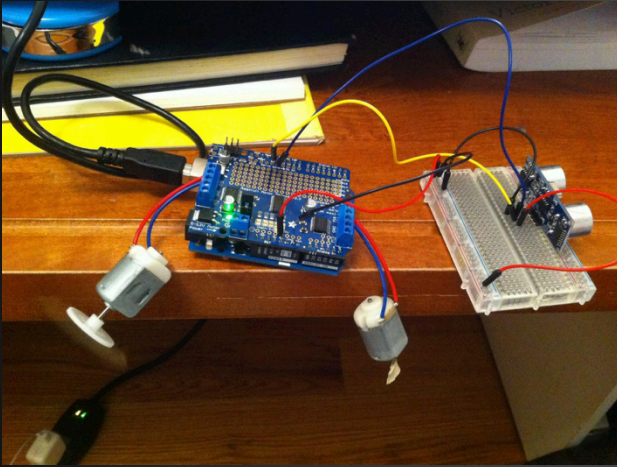
Ultrasonic Distance Sensor x 2

Sound Impact Sensor

Gears

Skin-colored Neoprene

# Eye - Sound Ear - Movement



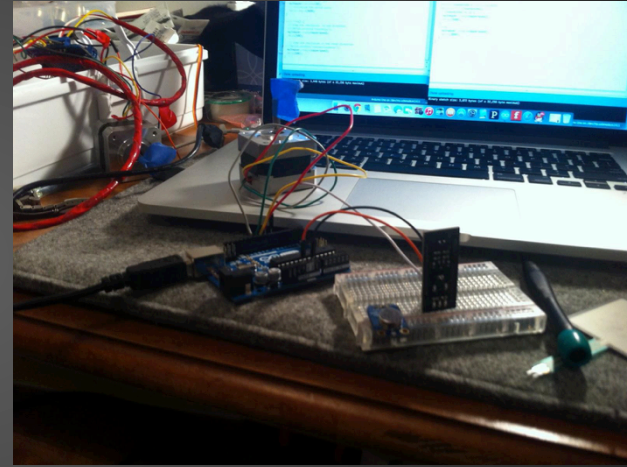
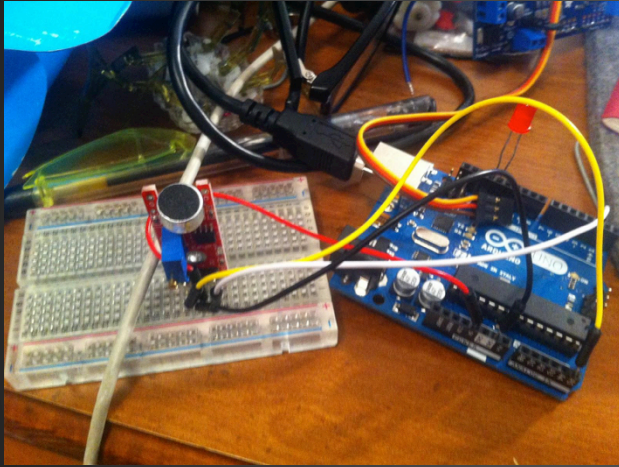
The giant 3D-printed eyeballs grown from the wear's hands are telling the distance information to the motors that spin the ear extensions.

Map the motor speed according to the value from the distance sensors.  
The closer the distance is, the faster the motors spin.



# Hand - Visual

## Heart - Auditory

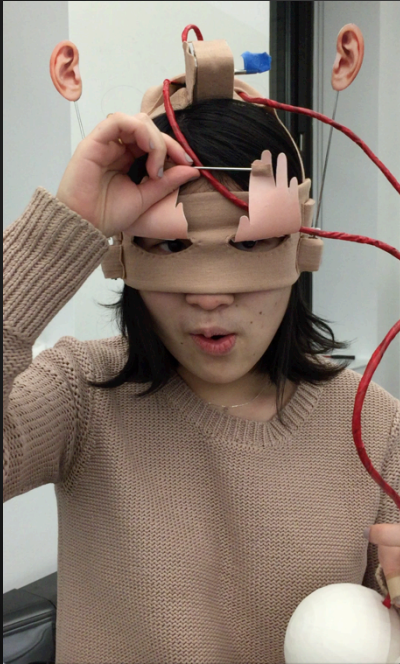


When you speak to the wear's heart, you open her eyes for vision.

When the sound impact sensor detects constant sound, it will trigger the stepper motor to turn clockwise and then counterclockwise, which drives the hands in front of the wear's eyes to open.

# Testing

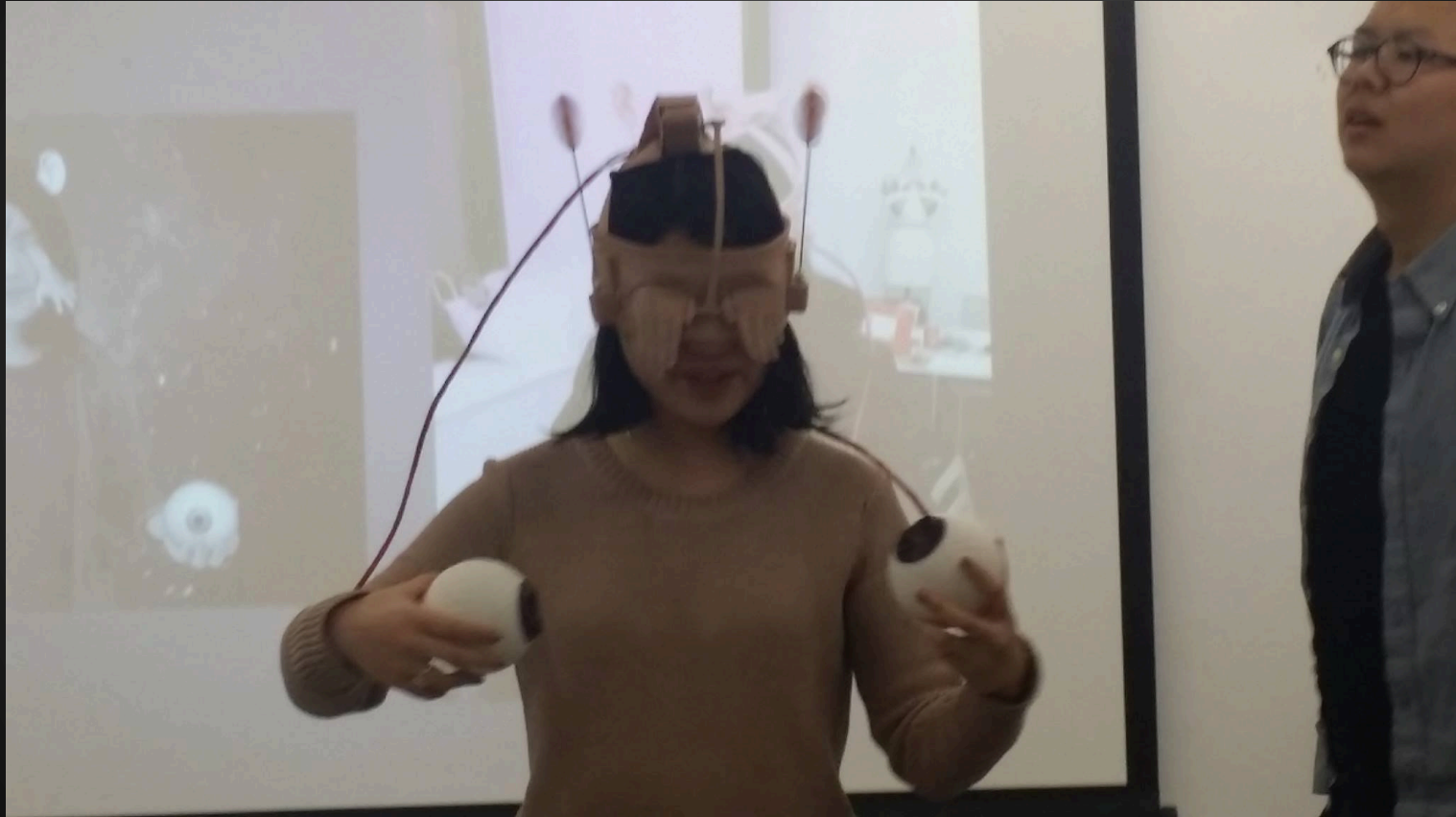
**Caution:** Do not attempt to imitate the following content at home without instructions. (It's not dangerous but wearing it for long may cause obnoxious feeling.)







# Pictures from Critique





# Pictures from Critique



Design and Technology program director  
Kyle Li trying on my project and enjoying it!