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hanahanahana



To experience *hanahanahana*, the participant applies perfume to a leaf-shaped piece of paper and holds or shakes it in front of the wall. A flower image then appears in each bud-like device. The degree of transparency of the flower changes gradually according to the strength of the floating scent, while color and shape also vary according to the sort of fragrance applied to the paper. Participants can enjoy temporal and spatial variations of floating air with olfactory sensations from the scent, visual sensations from the projection screen, and tactile sensations from the wind.

hanahanahana. © 2009 plaplax.

The aim of this project is to seek the possibilities of expression through scent information. *hanahanahana* is an interactive installation that enables the real-time visualization of a scent flow in ambient air. More concretely, this system visualizes temporal and spatial variations of flowing air by projecting images on space according to scent distribution data. From the perspective of Touch Point, *hanahanahana* offers a novel interaction design that engages multiple senses.

A previous version of this piece was presented as a poster at SIGGRAPH 2007. While the system originally used only one sensor device, the current version of *hanahanahana* involves multiple devices shaped like buds attached on several points of a wall to visualize the spatial spread of the

scent. Technically, each device can separately detect the magnitude and the variation of the ambient scent in real time with the aid of several gas sensors.

Yasuaki Kakehi received his PhD in Interdisciplinary Information Studies from the University of Tokyo in 2007 and is now a lecturer at Keio University. Kakehi has developed various real-world-oriented interactive media and created media artworks based on innovative technologies. His works have been presented at various exhibitions, including SIGGRAPH and the Ars Electronica Festival. His awards include the NHK Digital Stadium Grand Prix in 2004.

Motoshi Chikamori graduated from the Faculty of Environmental and Information Studies, Keio University, in 1995, and then went on to receive a Master's degree in Art and Design from Tsukuba University in 1998. Kyoko Kunoh graduated from the Faculty of Policy Management, Keio University, in 1995 and received a Master's degree in Media and Governance from Keio University in 1997. Chikamori and Kunoh began their collaboration as the media products group *minim++* in 2000. They have produced many interactive works using toys and children's play as motifs. Their works have been featured internationally in such venues as Ars Electronica, SIGGRAPH, the Centre Pompidou, and the Tokyo Metropolitan Museum of Photography.



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