

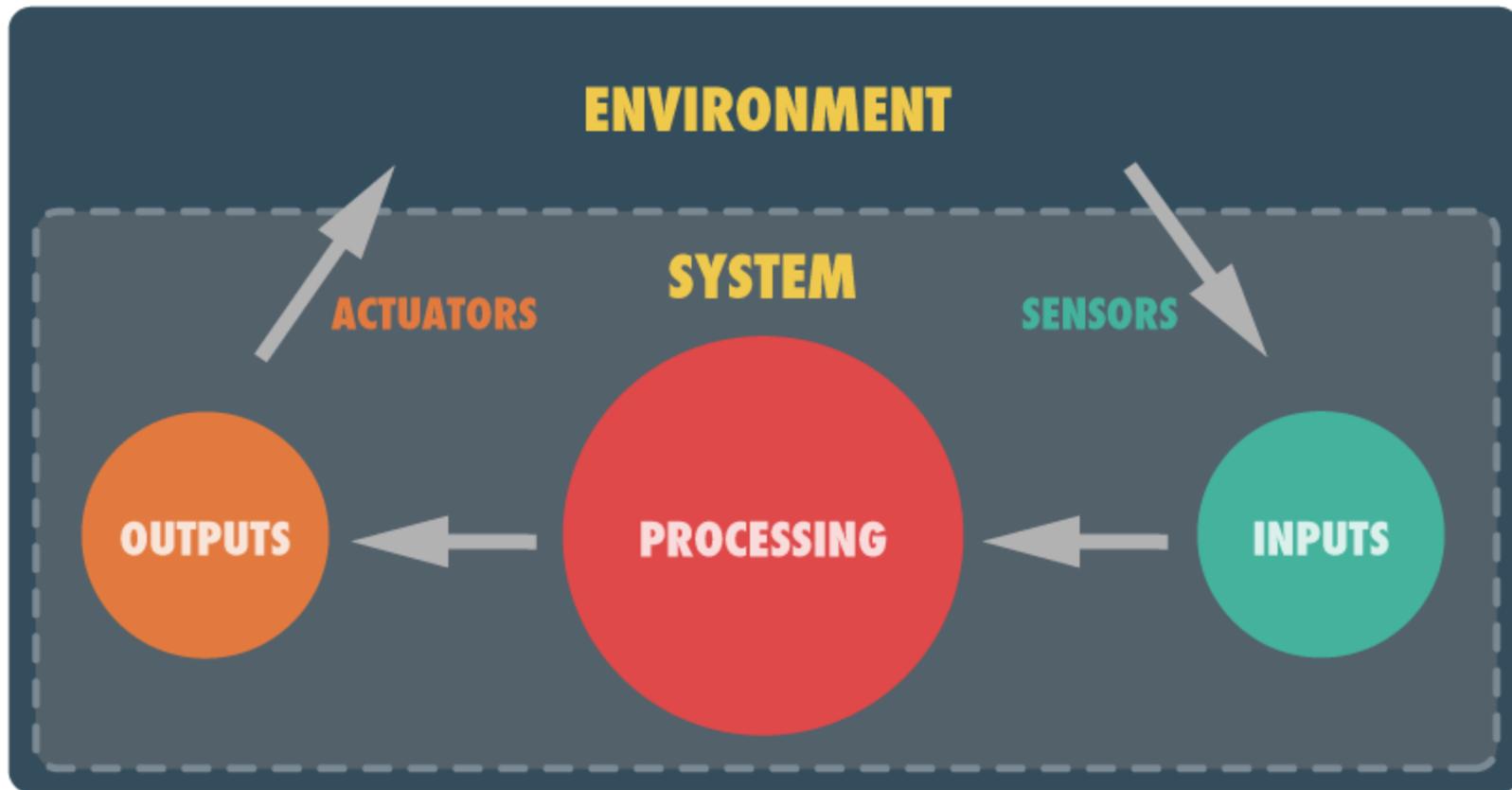
Physical Computing

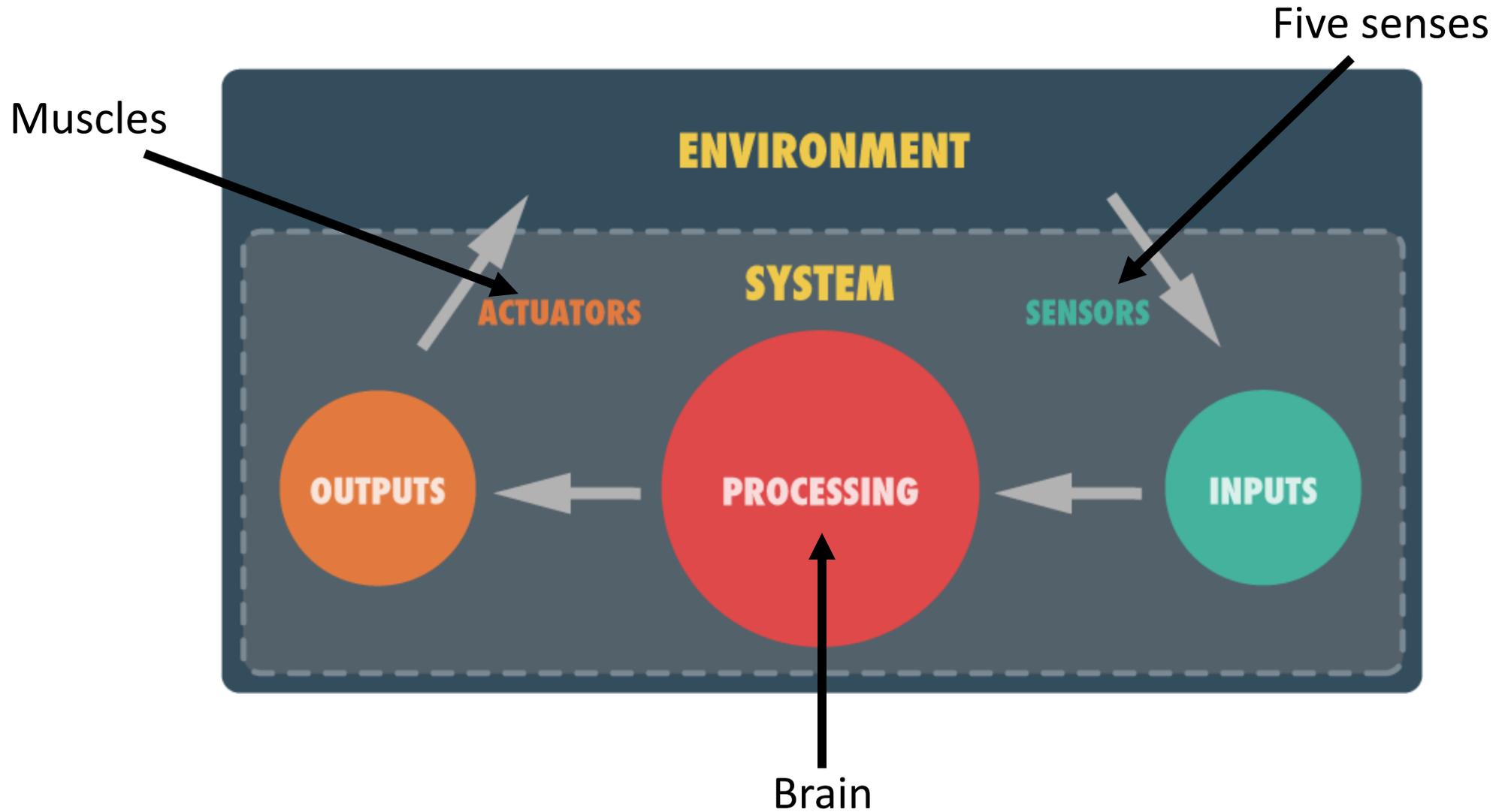
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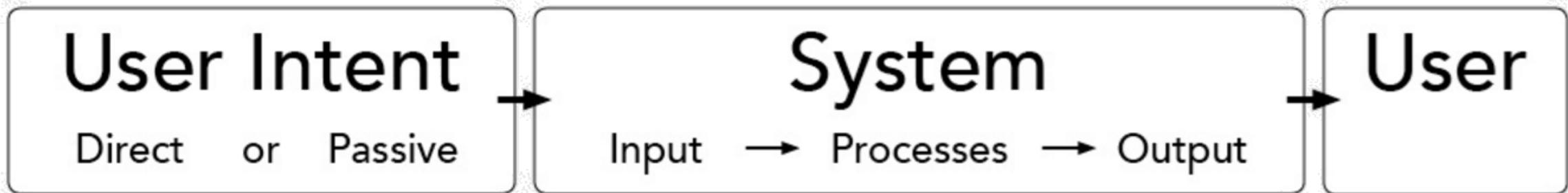
Physical computing

Physical computing is concerned with the creation of interactive physical environments and systems, using hardware and software that can **perceive** what is happening in the surrounding area **and react** accordingly.

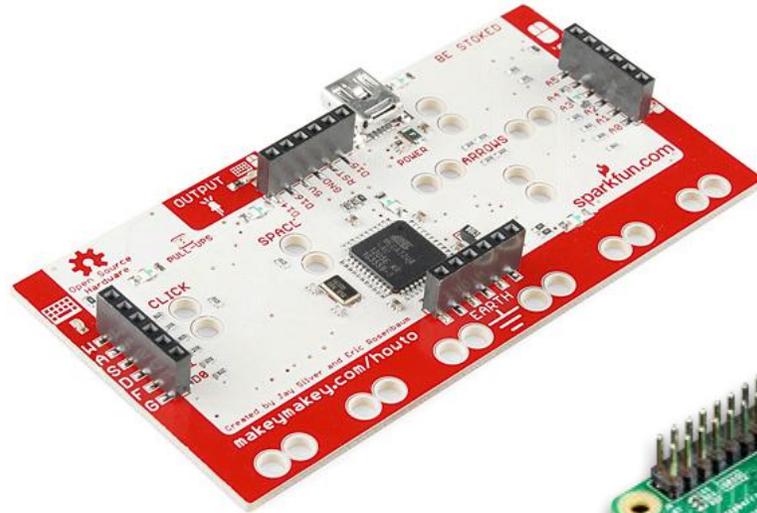
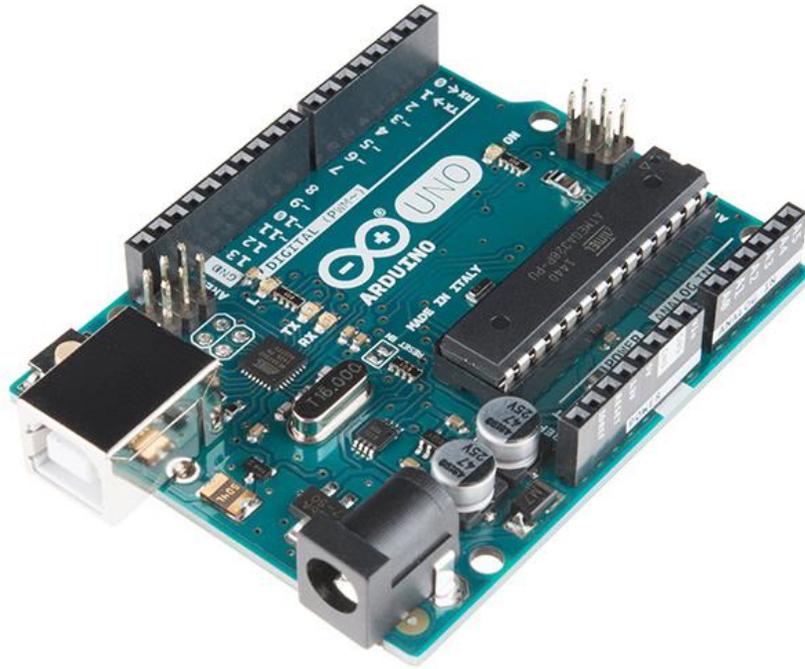
People who deal with this subject first try to study the relationships between people and systems, in order to simplify and make the interactions between humans and objects as **natural** as possible.







Processors



Examples – High-End Concepts

- [Augmented Reality Sandbox](#)
- [Rain Room](#)
- [To Inspire Social Distancing, This Designer Merges Computers And Couture : NPR](#)

Examples – DIY Concepts

- <https://www.instructables.com/id/Sound-Reactive-Lightning-Cloud/>
- <https://www.instructables.com/id/Commute-Travel-Time-LED-Indicator/>
- <https://www.instructables.com/Automatic-Snow-Wake-up-Call/>