


nusst+
Multisensing Space Studio

MUSST

MUSST is a multidisciplinary studio of designers,
technologists and artists working collaboratively to create
interactive and experience based solutions for:
Landscape, Architecture, Design, Events, Communication Strategies.



**MUSST mixes virtual and physical,
experimenting with adaptive and generative technologies,
implementing multisensory dynamic features into spatial experiences.**

**MUSST refers to a diversified spectrum of artists, researchers,
professionals, studios and companies, always looking
for excellence and innovation.**

Sound Design:

Music & Soundscapes

Acoustics

Sound Spaces

Virtual Acoustics

Noise Masking

Technology Design:

Automatic Music Generation

Experience Design:

Urban Oasis

Sensory Gardens

Indoor Habitats

Sound Modules

Interaction Design

Invisible Design



SOUND DESIGN

Making out of any noise or sound a musical instrument
for the orchestra of ultra-modernity.



MUSIC & SOUNDSCAPES

**Music in a time of intensive digital practices: it's more
a matter of Music Personalization and Personal Soundscape
than of given music heroes**



ACOUSTICS

Architectural acoustics, acoustical engineering:
ancient arts coming to a contemporary intelligence.

The integration of physical and digital acoustics, entangling
architectural dimensions and virtual space design.



SOUND SPACES

Any space is a Sound Space,
any sound diffusion generates an experience,
any experience happens in a Sound Space,
be it comfortable or not.



TECHNOLOGY DESIGN

A digital humanism inspires our technology design approach.

Each piece of reality tends to a computational intelligence:

towards experience-oriented technology solutions.

A person wearing a VR headset is shown in a close-up shot. The background is a bright, green-tinted virtual environment with a large, curved architectural structure. The person's eyes are closed, suggesting they are fully immersed in the virtual world.

VIRTUAL ACOUSTICS

Sound immateriality become a tangible parameter able to design and shape the spacial experience as a new architectural planning paradigm.



NOISE MASKING

Reducing stresses produced by noisy environments can be considered one of the key points able to drastically develop anthropic habitats.

The background of the slide is a blue-tinted image of crumpled paper. The paper is white and has been crumpled into several large, irregular shapes. The lighting is soft, creating subtle shadows and highlights on the folds of the paper. The overall color palette is a gradient of blues, from a deep navy blue at the bottom to a lighter, almost white blue at the top.

AUTOMATIC MUSIC GENERATION

**Music and sounds are always present in our life,
though they are rarely pertinent or coherent
with the environments or with our expectations.**



EXPERIENCE DESIGN

Experience Design is the door towards
a less material architecture.



URBAN OASIS

How to turn an Urban Spot
into a Sensorial Oasis.



SENSORY GARDENS

**Immersive and adaptive technologies,
integrating Nature and Art.**



INDOOR HABITATS

Immersive and Interactive Spaces

designed to become places to inhabit.



SOUND MODULES

Speakers are Physical mediators
between Music and the Experience of Space.
They virtualize music stages,
they should never impose one listening stage.



INTERACTION DESIGN

In search of beauty and functionality,
analyzing fundamentals of human rituals.



INVISIBLE DESIGN

“Hiding technology” is a key approach in advanced human habitats.

Technology visibility should be decided on a design-basis

and not because of a technical constraint.



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