

ORCHESTRA OF LIGHT

HERM & AARON GREIDER

Proposal for Blink Cincinnati 2026

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VIDEO WITH SOUND LIGHT.GREIDER.ORG

STEP UP TO THE ORCHESTRA OF LIGHT.

As you round the corner of the city block, soft chimes and flickering specters greet you. An enthusiastic director stands silhouetted by an ensemble of gleaming pillars as they guide the song being sung by the *Orchestra of Light*.

On closer inspection, you notice a set of illuminated controls. The Orchestra responds to each press of a button or pull of a lever. As the director raises their hands above the panel, the ensemble responds to their movements.

The *Orchestra of Light* uses repetition, sound, and interactivity to create a surreal, immersive experience. Visitors feel surrounded by living light and sound. The Orchestra is malleable and alive by blending the natural, structural, and otherworldly.

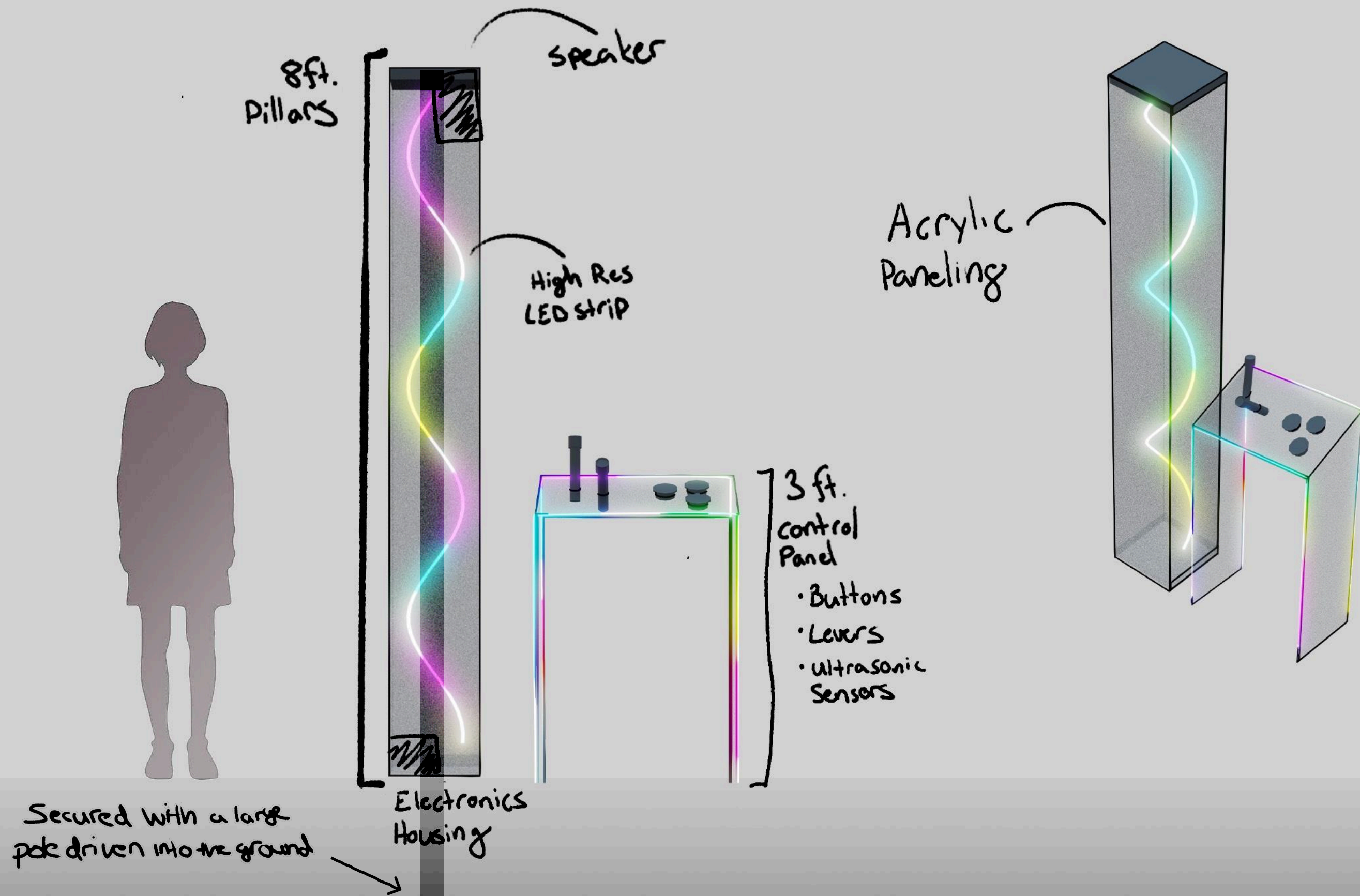


HOW DOES IT WORK?

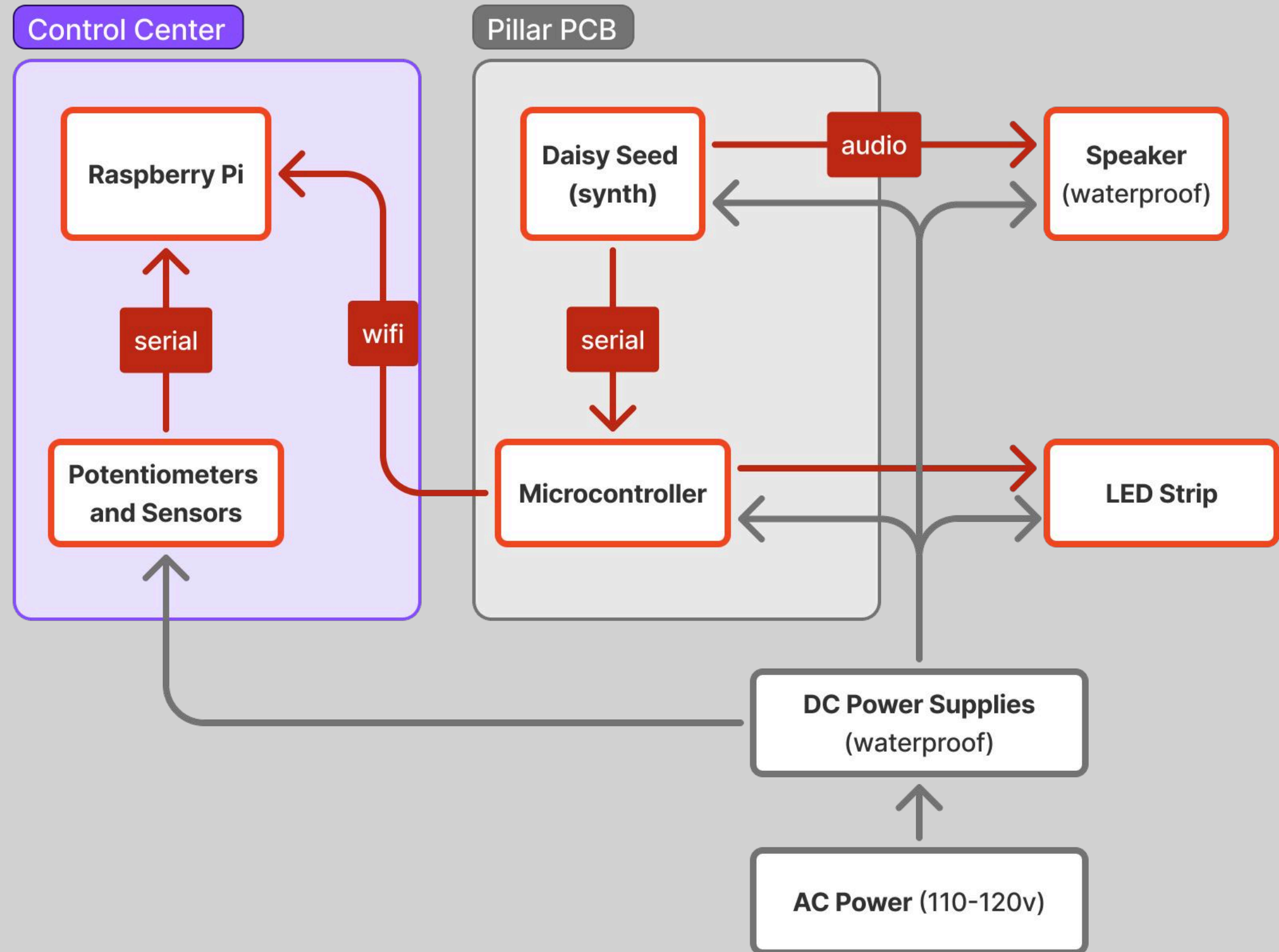
Our *Orchestra of Light* is built from 8 foot frosted acrylic panels, letting the light of each pillar cast a soft glow to the surrounding area.

The installation will be a construction of ten acrylic pillars with programmable multicolor LEDs sealed inside and fully weatherproofed. The light and sound from each pillar responds to data from proximity sensors, buttons, and levers, changing hue, intensity, and pattern to bring the illuminated “orchestra” to life. A programmable synthesizer on each pillar adjusts notes and timbres with each input, fading tracks in and out and shaping waveforms for a more immersive experience.

Visitors move among vertical columns of light and sound — each pillar having a distinct rhythm and voice. Within each, light and sound are synchronized, while the pillars themselves are interlinked, their songs conversing — overlapping, phasing, and reshaping one another into a network of illumination and sound.



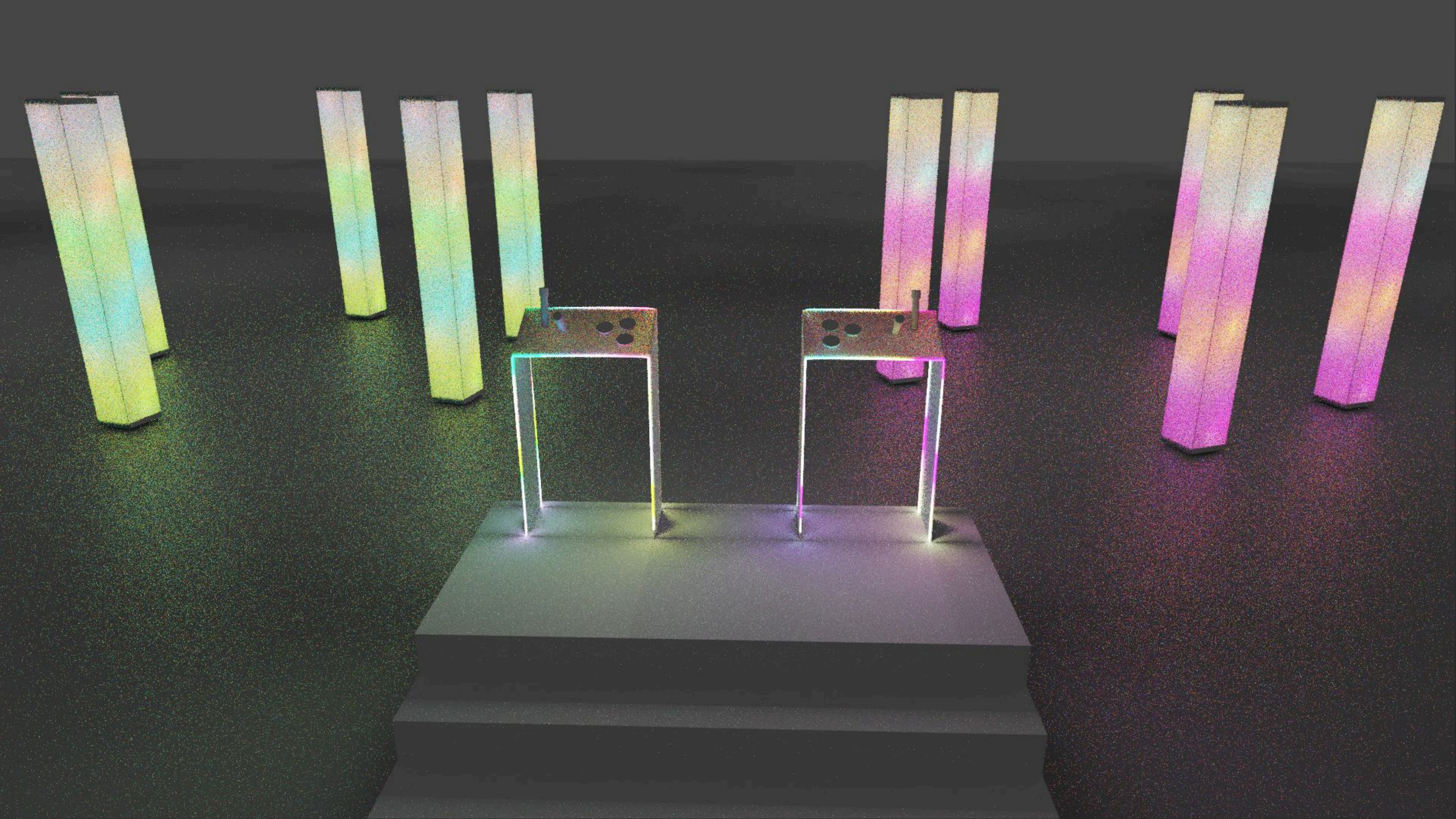
ELECTRONICS LAYOUT



ENGAGEMENT

The control panel is the center of the installation. This drives the energy of the area surrounding the Orchestra and draws people in to participate. As we develop the project we will experiment with different user interfaces to balance intuitive use by casual Blink visitors with flexibility and complexity to be sonically explored by experienced artists.

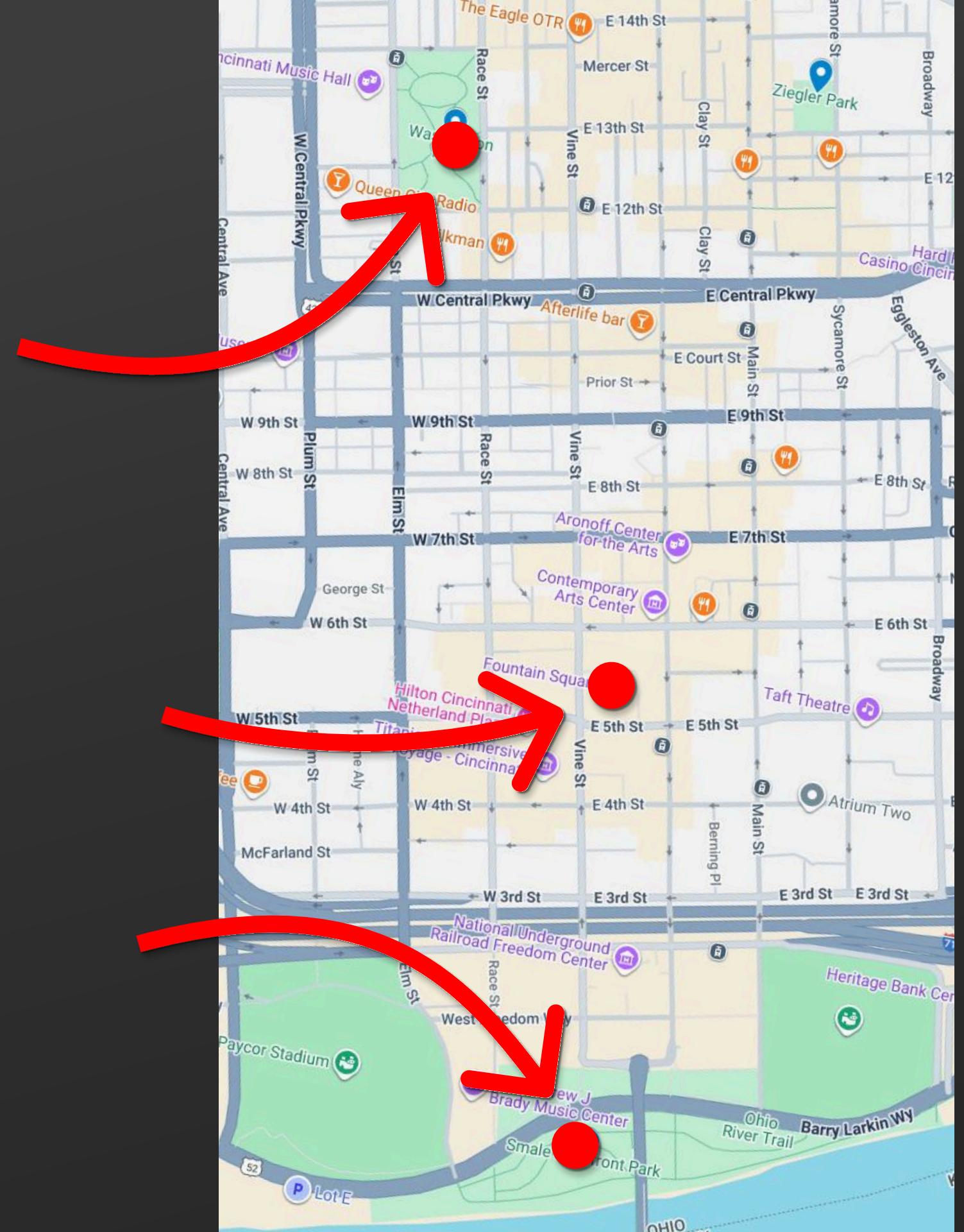
We plan to have hourly performances and demonstrations of original compositions by our team and local musicians to show off the capabilities and intrigue of the Orchestra.



APPROXIMATE LOCATION - PARKS

Places like Washington Park, Fountain Square, or near the Riverfront.

Somewhere that families will be loitering rather than passing through, and where the interactive sound can be experienced without much distracting background noise.





Herm Greider

Retired Software Developer with 40 years experience leading, designing, and coding all types of software systems for defense and commercial applications. BS Computer Science, UC. MS CS Wright State. Currently building lighting and sound projects.

<https://www.linkedin.com/in/hermgreider>



Aaron Greider

Graphic Designer/Front-End Web Developer at Jungle Jim's International Market. BS Communication Design from UC DAAP 2022. Avid tinkerer and jack-of-most-trades. Experience in environments from fortune 500 retail design to tech startup brand strategy.

BUDGET

	Num Per Pillar	Num Control Panel	Unit Cost	Total Items	Total
Acrylic panels	1	2	\$100	14	\$1,400
Lumber			\$100	1	\$100
Power supplies	1	1	\$50	12	\$600
Printed circuit boards	1	1	\$20	12	\$240
Waterproof electronics housing	1	1	\$15	12	\$180
Waterproof housing for power supplies	1	1	\$25	12	\$300
Microcontroller	1	1	\$15	12	\$180
Daisy Seed (synth)	1		\$25	10	\$250
Ultrasonic sensor		2	\$10	4	\$40
LED strips	1	2	\$100	14	\$1,400
Other electronics	1	1	\$20	12	\$240
Cabling	1	1	\$20	12	\$240
Speakers / Amps	1		\$150	10	\$1,500
Raspberry Pi (console computer)		1	\$60	2	\$120
Interactive Potentiometers		3	\$4	6	\$24
Interactive Buttons		2	\$2	4	\$8
Transportation			\$250	1	\$250
Storage			\$500	1	\$500
Administrative Costs			\$500	1	\$500
Artist Fees			\$500	1	\$500
total					\$8,572

PROJECT BACKGROUND AND CURRENT INSTALLATION

Our current project is the first iteration of “Light Portals.” This installation will be at **Cincinnati Nature Center’s Light in the Forest** beginning Dec 4, 2025.

For the current project, we use reclaimed windows and fence posts to evoke the history of the Nature Center as well as fusing with the Nature Center’s wooded paths and hiking trails. For BLINK, we are proposing a more elegant and refined project that both builds on our past skills and more dramatically integrates into the urban environment.

Check out our progress and/or final result when installed! @hermgreider on Instagram

The Light Portals Installation is available for Blink 2026. We will be submitting them as a separate proposal.



NOTABLE IMPROVEMENTS

Light in the Forest

Reclaimed Windows
Basic 2x6 frame
Reclaimed Fence Posts
Low resolution LED strips
Basic Bluetooth Speakers
Hand-wired electronics
Passive interactivity w sensors



Blink

Elegant Acrylic Panels
Internal frames
Free-standing, much lighter
Higher resolution LEDs to increase brightness and diffusion
Improved sound using larger speakers and amps
Improved electronics for more reliability and capability
Active engagement with control panels



PORTFOLIO

Portfolio and supplemental video renderings available at:

light.greider.org