Projecting into light bulbs:
Thinking of the light bulb as an enclosed/contained environment. Images are captured in the bulb. When someone enters the space a specific bulb is turned on/projected upon based upon where they're standing.

Media around media devices in the home/office:
Creating a space where you put your phone, ipod, ipad…etc and information is displayed.

Implied Planes:
People walk into a space and there are lines hanging from the ceiling. By pulling down those lines and connecting them to the floor you have created a plane without there actually being a physical plane there. The space is animated by crossing through, walking around or interacting with people on either side of the implied plane.