

specialitātes studijas/specialization studies

# EXHIBITION IDEA



Faded memories - the exhibition explores the reality that young people, especially teenage girls, have to deal with while growing up. It focuses on the traumatic experiences that slowly erode childhood memories, creating a sort of mental blur that surrounds every memory, every object coming from that period of time.

# A 2-PART PROJECT:

01

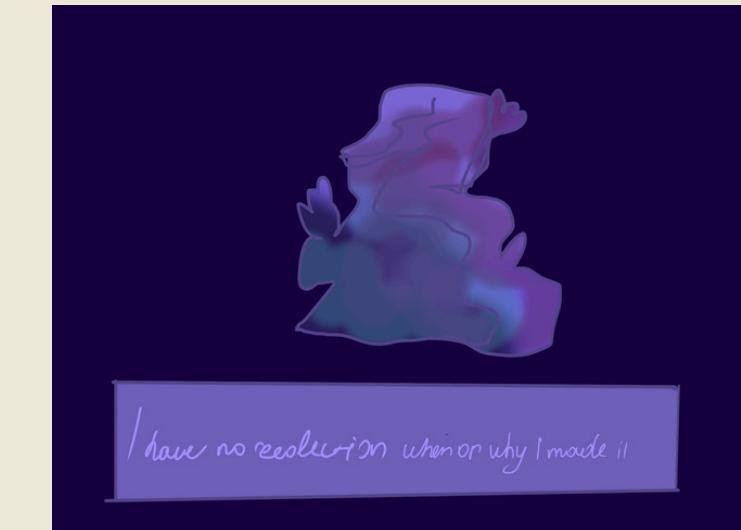
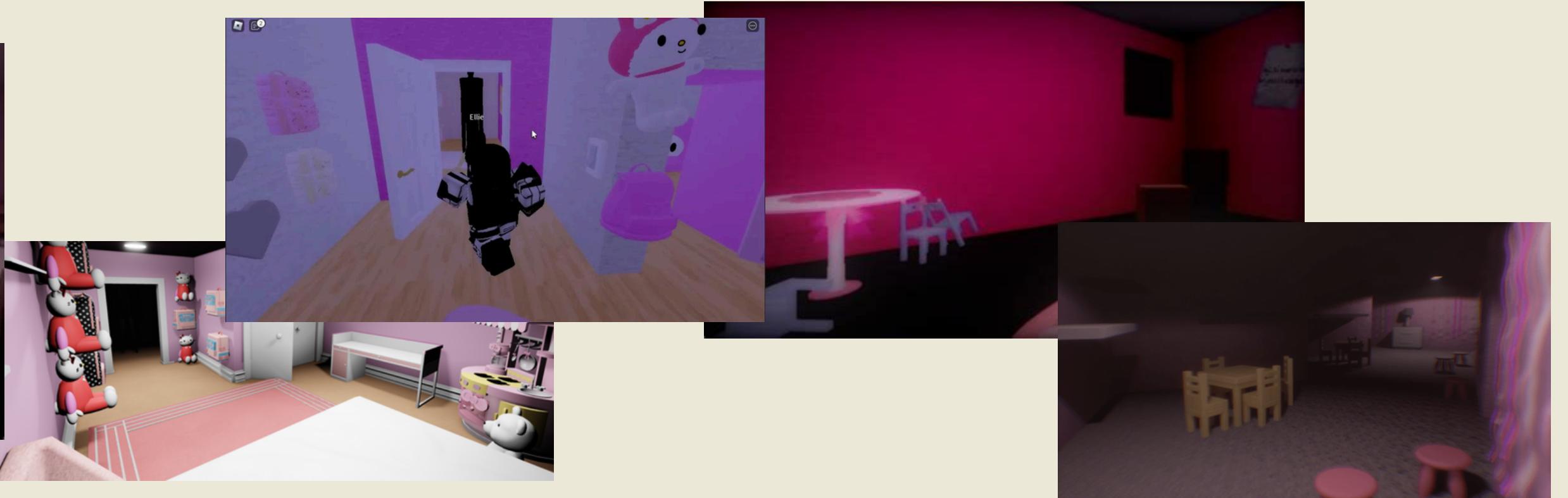
## game-like experience

The first part takes place in a stylized hyper-feminine room, where the player is invited to collect different objects (potentially, they could be artworks or at least will represent a certain artwork that will be presented in the second part.)

02

## the exhibition

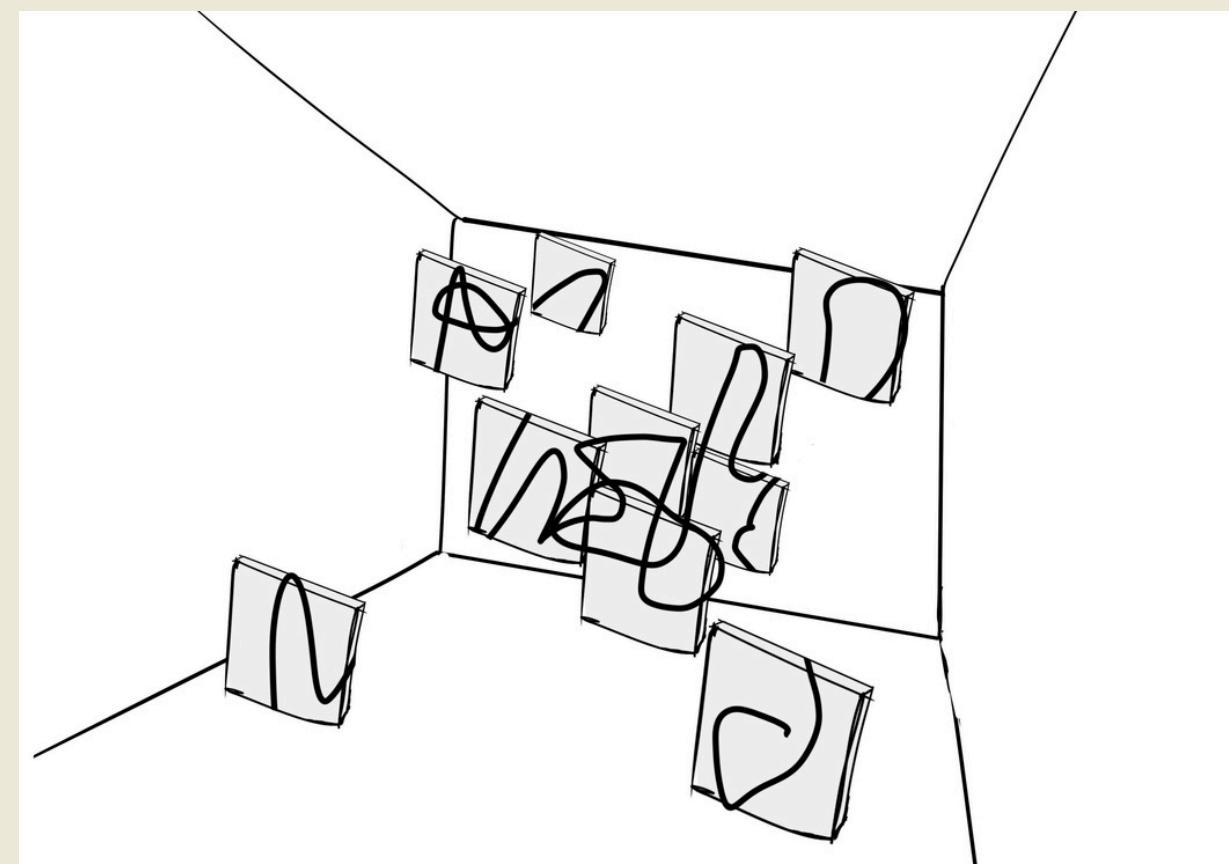
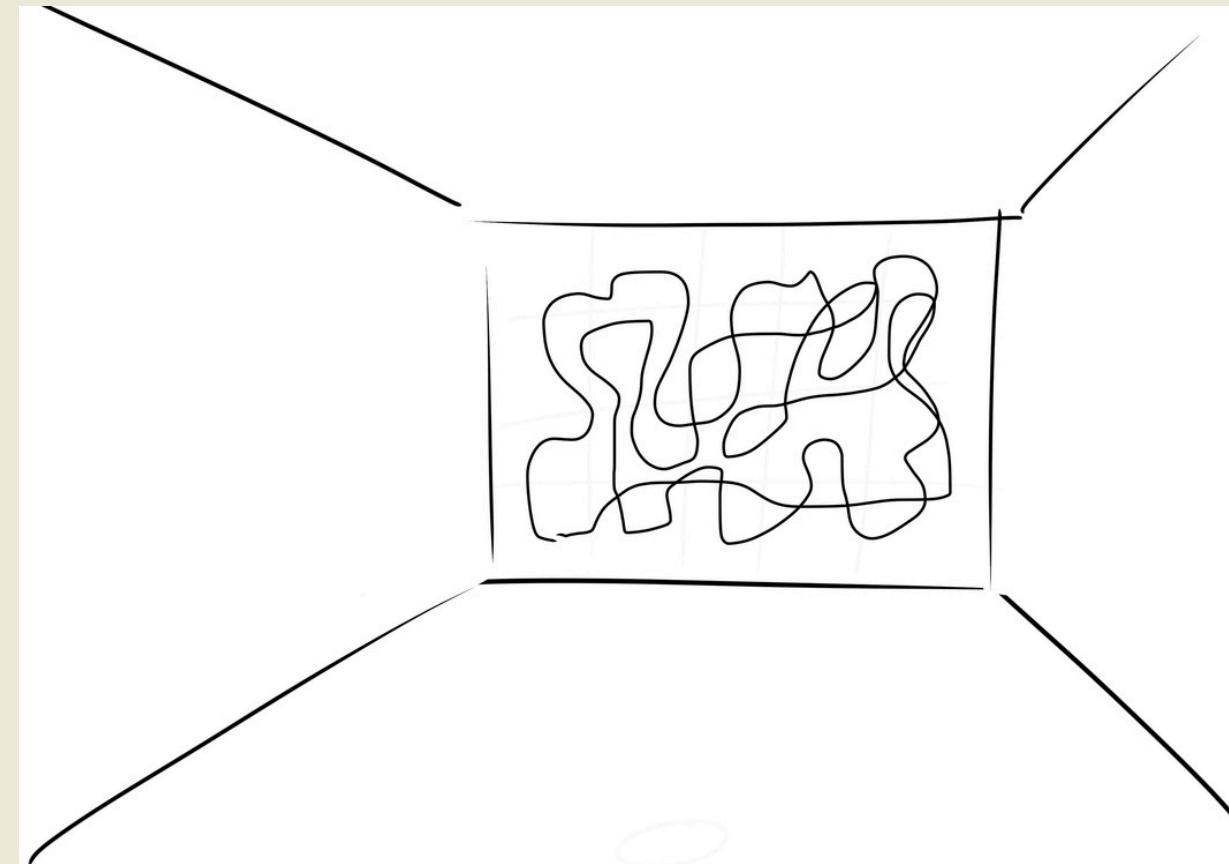
The second part will encompass a wide variety of artworks from different artists that explore the childhood memories.



the game starts from cute to progressively getting more distorted(not necessarily creepy or scary, more like when you can't properly remember something)

# **the exhibition part**

after exploring the room for a short period of time, the viewer is then invited to see the exhibition. The concept is to exhibit different artworks that could be physically connected(ex. the artist is given a prompt/a certain shape that they have to fill with content.)



the artworks then create a one united piece, that could possibly be changed. To utilize the virtual aspect, the artworks' positions/the viewer's position influences the final result.

