

# Ayesh (May) Weerawardena

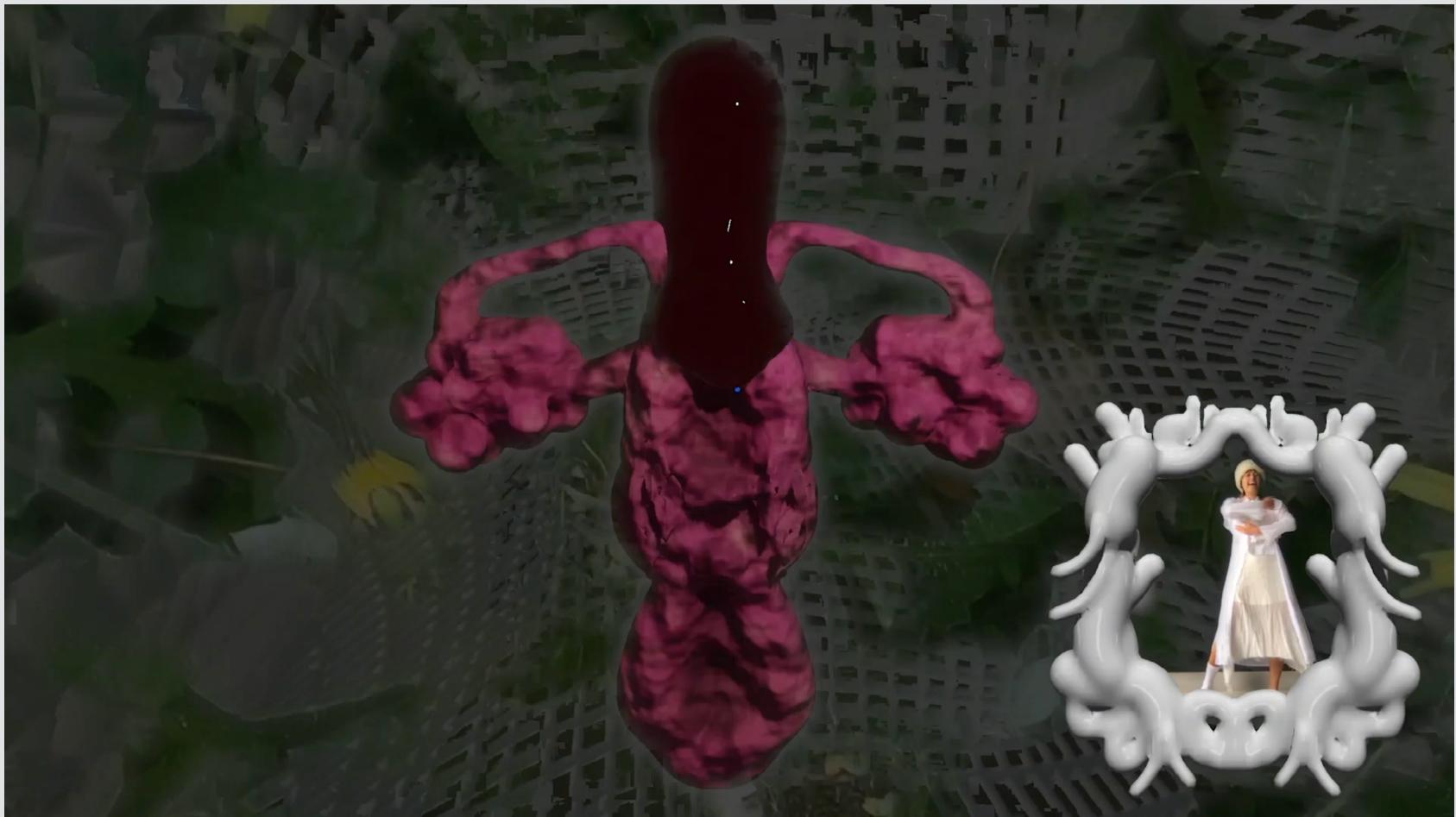
Hi, I'm a Melbourne based, multi-disciplinary designer who is interested in motion, print and graphic design.

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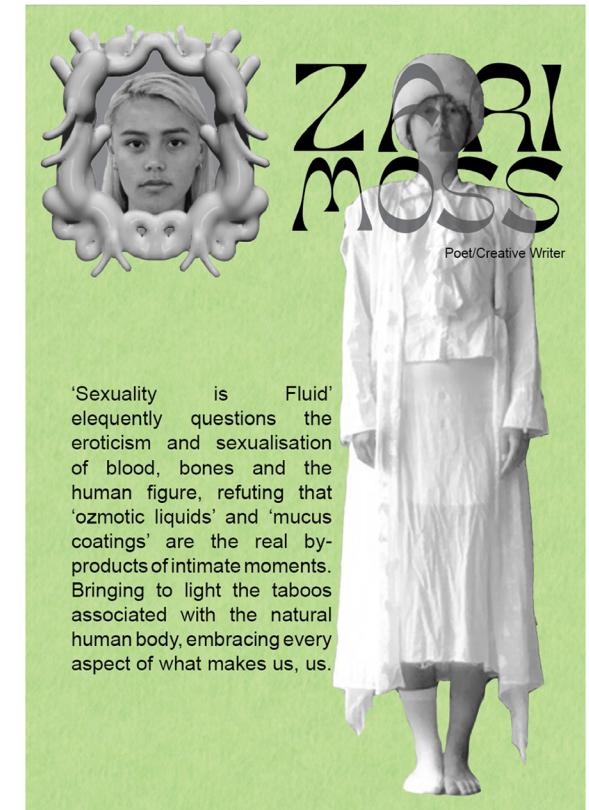
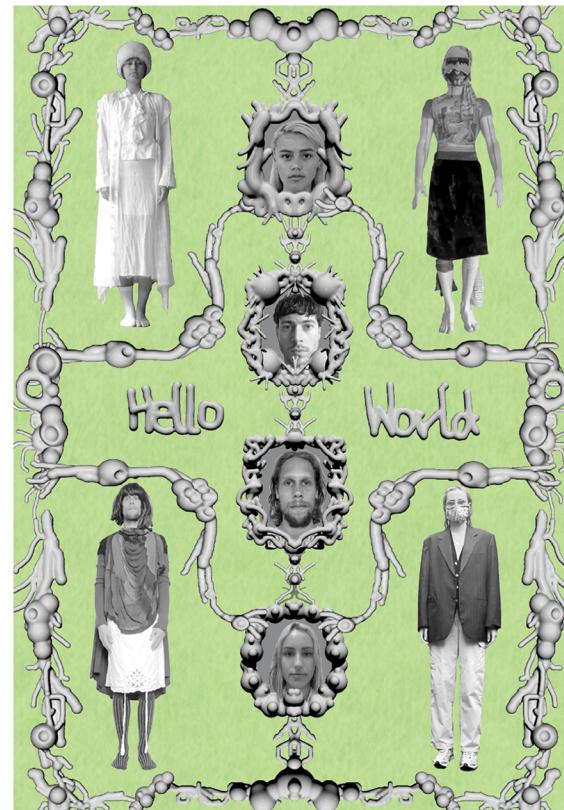
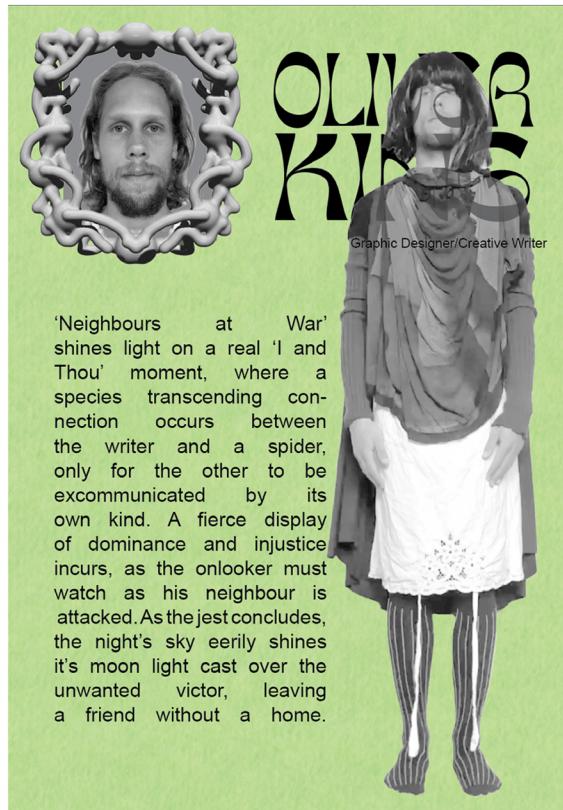


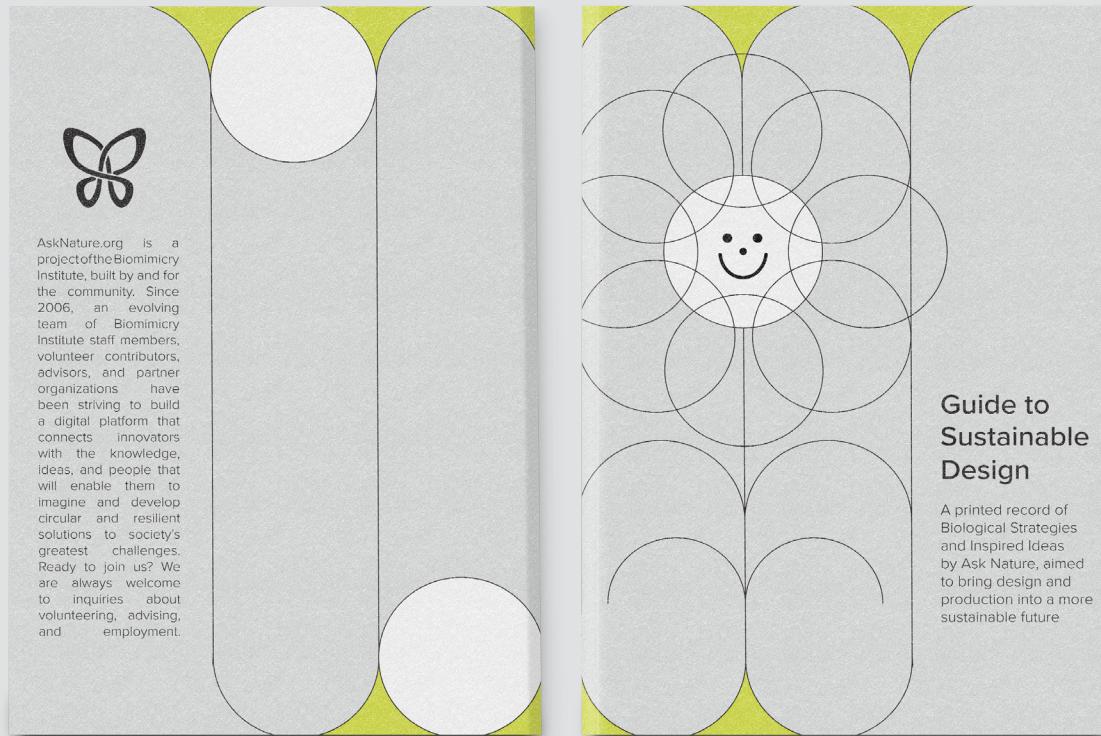
## 'Live From New Worlds'

[1]7

Through the curation and art direction of a variety of creative disciplines, 'Hello World' works as a theatrical performance broadcast that combines and intertwines the physical and digital spheres, creating a world that possesses eerie, unsettling landscapes and subject matters that seem both unfamiliar and all too real.

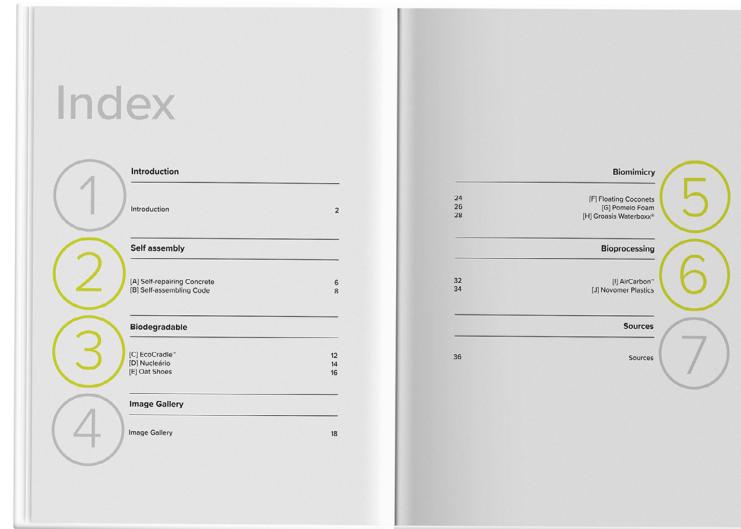






# 'Guide to Sustainable Design'

This A5 publication works as both a speculative and practical field guide to sustainable design alternatives. Mimicing natural formations and using eco-freidnly materials/practices in order to bring sustainability into the design conversation.



**(2)**  
**Self Assembly**

**Organic repair**

[A] Self repairing Concrete  
[B] Self-assembling Code

Mother Nature accomplishes this effortlessly and with great precision, flexibility and error-correction capacity and offers inspiration for "bottom-up" nano-fabrication, that is, the manufacture of new devices and materials starting at the nanoscale. It entails constructing materials atom by atom or molecule by molecule to produce novel supramolecular architectures which are then used as building blocks, also known as "molecular-lego", for new devices.

The idea behind self-assembly is that molecules will always seek the lowest energy level available to them, whether this means bonding with an adjacent molecule or reorienting physical positions.

4

**Biodegradable** **③(E)**

**Oat Shoes**  
Timed biodegradation which results in the shoes birthing new life

© Technical University of Delft

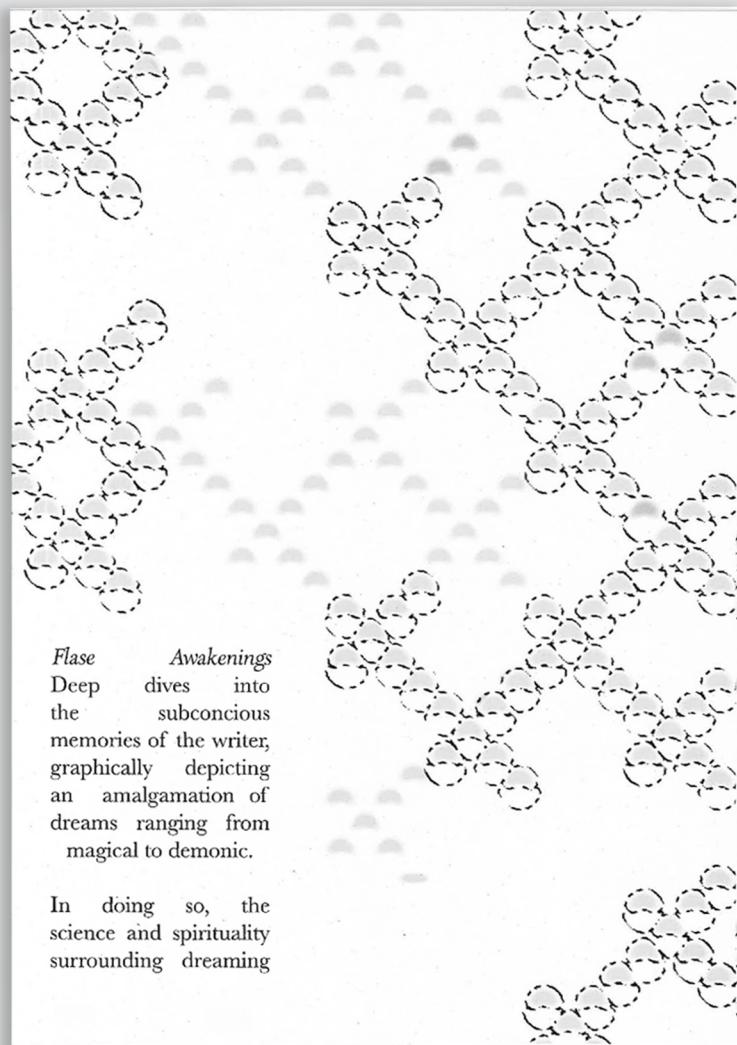
**CHALLENGES SOLVED** The structure of pomelo peel arouses research interest in recent years because of the outstanding damping and energy dissipating performance of the pomelo peel. Researchers found that pomelo peel has varying pore size through the peel thickness; the pore size gradient is one of key reasons leading to superior energy dissipation performance of pomelo peel. In this paper, we introduce a method to model pomelo peel bioinspired foams with non-uniform pore distribution.

16

We generate the skeletal open cell structure of the bioinspired foams using Voronoi tessellation. The skeleton of the bioinspired foams is built as three-dimension beam elements in a full-scale finite element model.

**SUSTAINABLE SOLUTION** The quasi-static and dynamic mechanical behaviors of the pomelo peel bioinspired foams could be derived through a finite element analysis. To test its effectiveness, the team simulated dropping the foam on its top face from a height of 1.5 meters, and then measured the stress distribution. The shock from the impact was mostly absorbed by the top face and did not fully propagate through to the bottom face, demonstrating impact resistance properties similar to that of the pomelo.

17

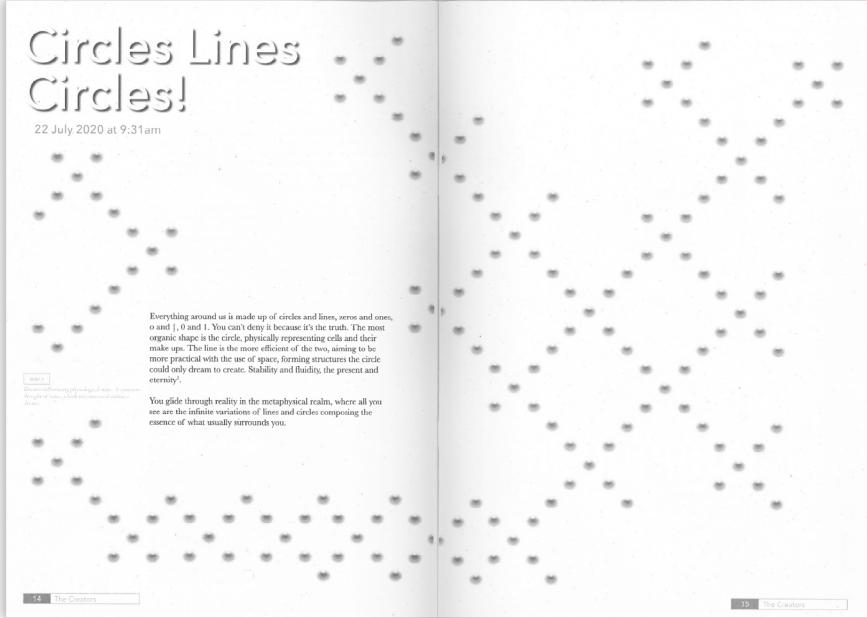


# 'False Awakenings'

This publication is an exploration of typography through the use of vivid and highly graphic nature of wild dreams as a subject matter. Through this exploration, I wish to both have a more clear understanding of the relationship between type and imagery/illustration whilst also providing an experience that others may find intriguing and relatable.

## Circles Lines Circles!

22 July 2020 at 9:31am



Experiencing a dream where I am up of circles and lines, ones and zeros, 0 and 1. You can think up to 1000 digits. The most organic shape is the circle, physically representing cells and their make up. The line is the more efficient of the two, aiming to be more practical with the use of space, forming structures the circle could only dream to create. Stability and fluidity, the present and eternal.

You walk through reality in the metaphysical realm, where all you see are the infinite variations of line and circles composing the essence of what usually surrounds you.

14 | The Creators

## Wizard Warfare

2 August 2020 at

I was born with immense magical abilities, but a real lack of emotion. The dream (from where I remember) starts off in a cross between a magic school and a shopping complex. The idea behind the school is that there are four houses, each in its own shopping complex, and each store works as both an actual store and a magical family. On orientation, you are taken around the complex by a guide who tells you about the magical families. Prior to orientation, you are given time to take a nap, during which the heads of each family (shop) were able to watch you as you competed against the rest of the new starters.

Orientation day is almost like a festival for the competing complexes, as parades rampage through the open spaces, food pop ups and live music is played and shared throughout. Your guide is around the same age as you, although she doesn't have very strong magic, her ability to teach and explain things is unmatched on almost anything. One thing about her is that everything she does is aimed for you, having a guide this wise and non-biased is like getting a willy wonka golden ticket. Whilst you walk around, you will a lot of eyes on you. Many people have a special magic ability ranging from physical and defence, to mental, rebirth, rebirth, and read minds. Your magic was unique, as it was both multiplication magic and also the ability to absorb all magic around you (not from people but from natural mana). During the exams, you didn't have

12 | Wizard Warfare

to struggle at all, and essentially made it to the final round without breaking a sweat.

The orientation night is quite fun, and you made a few friends. Whilst you're walking around, you are told about what subjects you are required to go for each specialist. You also go from store to store and learn all about them, and what sort of magic each family has (a specialty). For some reason, you want to take a route that's both quite easy and not too renowned. You pass up on all the best families and choose one that specializes in recon missions. One of the leaders of the house is a boy who has great ambition but lacks enough magic. He is a born leader and is quite popular. He wasn't accepted by many families, but also chose the one you did. The school's leaders were blindsided by your decision, even the family that accepted you. It was almost political, and it looked like families wanted to destroy yours because of your decision.

The dream continues and you eventually end up in the wizard family. They go to their friend's birthday party, and you do well. Some of them quite strong. You know they are still able to overcome their advances with ease, sending him into space in the process. There was one day where you felt really unmotivated and the school was playing dodgeball, and you were the last one standing when you sent them.

Another day you get beaten up by the other team. Then your brother came and beat the shit out of you during the game for causing so much trouble. During a recent mission you were captured by the enemy.

Surely a few others. One of them was just you to sleep, and the first time you encountered it you couldn't really use the magic. The second time, your friend powered through

and his mother got you

to say you sent that blonde to the moon after breaking his magic.

Hand-drawn sketches of characters from the dream, including a blonde girl with a blue dress, a boy with a sword, and a character with a long white beard.

This document is a series of illustrations relating to the content of the journal.

13 | Wizard Warfare

I eventually got aggressive and started pulling him off, at this point he started to shout, which drew the attention of some people who seemed to be local inhabitants of the island started to shout taunts in our direction.

As soon as they caught sight of us, a horde of bullies piled into the water within a 3 meter radius of us. We all tried to swim, but we were too slow. Alan was in front and pulled for the bank, the rest of us had to follow him. Nick was stuck in between the group and the shooters, positioned became more and more chaotic. The flurries of bullets were scattered through water. However, this gave the rest of us some space and time to get away. I realised the money bag was very visible, so I put it underwater

me and the line of bullies were behind the rest of the girls and Jones was what I was doing and told me. The boat scavengers were getting close but had lost sight of us as we swam around a corner. We all looked at each other, took a large breath, and then dove in. The water was a pale blue, littered with things that seemed unknown to us, quickly, the darkness of the water disengaged us and the yellow bag, inevitably hiding us from the crew. We could hear their voices above as they tried to locate us, followed by a spray of bullets shooting down like lead. The three of us definitely understood that we were in a bad position, so this move turned out to be a gamble that we maybe shouldn't have taken. Eventually we couldn't hear it, and all ascended at the same time. We gained air in a state of relief and pure fear, but lucky for us, we were both here to help each other. Alan, Nick and the other girl bodies were left face down in the water. There was no sign of Alan or the half of the money he was carrying.

We began to shore and started beating ourselves up for taking any money in the first place. We if didn't have these yellow bags maybe we wouldn't have been seen so easily! I feel quite guilty about Nick's death, but I didn't dwell on it. We started to walk, covering ourselves amongst the shrubs to stay out of sight of any other crew members. We were really lucky to be found, it was both a mix of relief and discouragement. Hopefully, whatever was on the other side of this walk would safeguard us and take us home, but we need to get over the line. Jones and I were the only ones left to walk. We climbed surrounding trees and began camping there. Once we got there, we realised it was a luxury hotel, but something strange was happening. The place was crawling with security but no guests. We crept around trying to find an exit. Our fleeing tactics somehow lead us to be on the 5th floor of this open complex.

14 | Abduction

15 | Abduction

The screenshot shows a web browser window for mudlark.com. The page has a light blue background with a faint watermark of a landscape scene. On the left side, there's a sidebar with the title 'CONTENTS' and three sections: 'Issue 1', 'Issue 2', and 'Issue 3'. Each section lists a title and author. Below these is a 'PURCHASE' link. At the bottom left is a '(Close)' button. On the right side, there's a large block of text under the heading 'MUDLARK 1995-1997'. This text describes the journal as 'AN ELECTRONIC JOURNAL OF POETRY & POETICS' that considers work from anywhere on the spectrum of contemporary practice. It encourages reading poems differently and imagines the possibility of surprise. At the bottom right is a '(Close)' button. The top of the browser window shows standard OS X interface elements like a red yellow green close button, a back forward search bar, and a refresh icon.

**CONTENTS**

Issue 1:  
TWELVE OF ONE  
by Valerie Anthony  
and  
A DOZEN OF THE OTHER  
by David Swoyer

Issue 2:  
ARS POETICA  
by Gerald Feming

Issue 3:  
A CONVERSATION  
WITH MARTIN HEIDEGGER  
by Van K. Brock

PURCHASE  
the book

(Close)

**MUDLARK**  
1995-1997

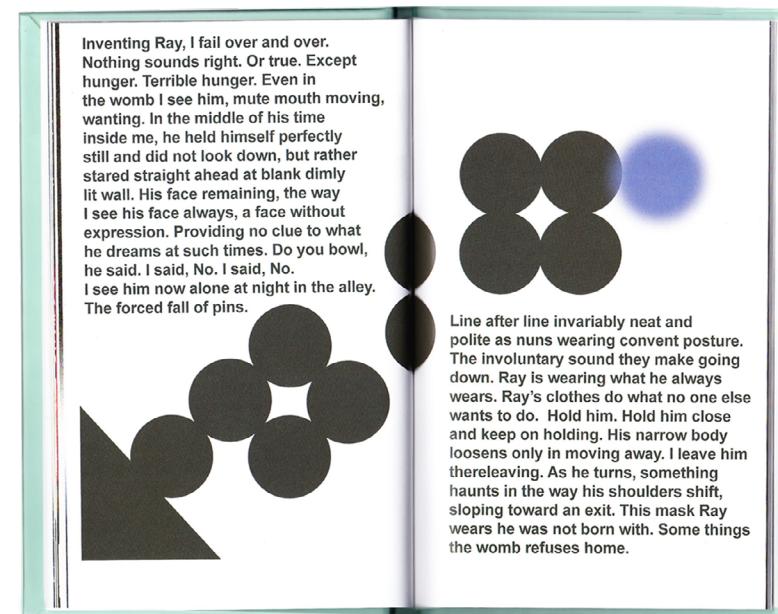
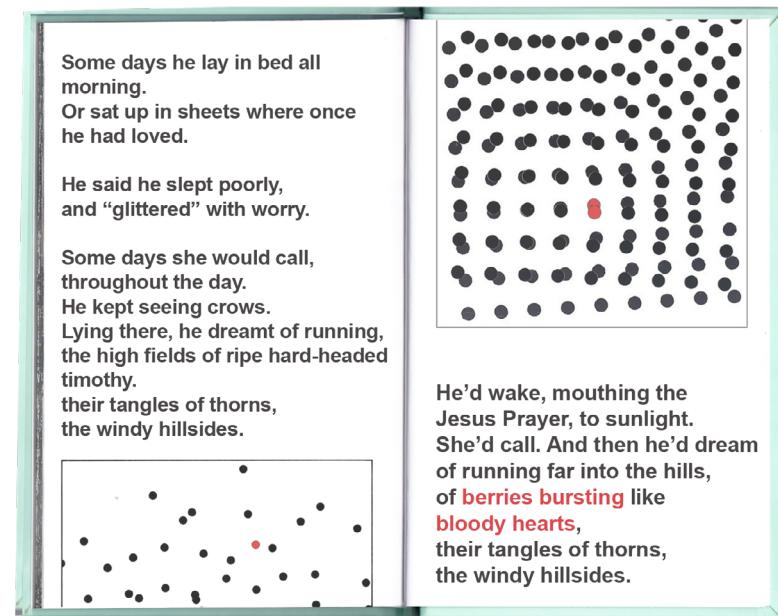
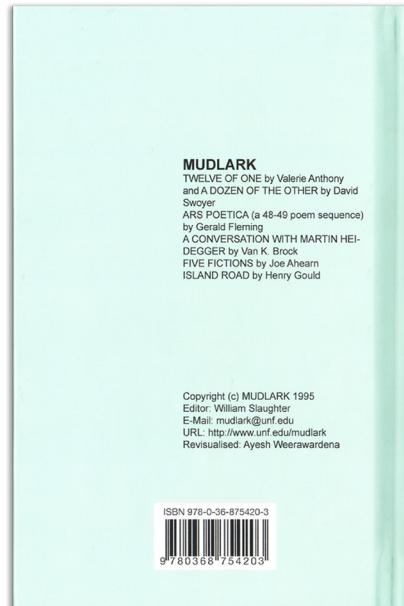
As our full name,  
MUDLARK:  
AN ELECTRONIC JOURNAL  
OF POETRY & POETICS,  
suggests, we will consider  
accomplished work that  
locates itself anywhere  
on the spectrum of  
contemporary practice.  
We want poems, of course,  
but we want essays, too,  
that make us read poems  
(and write them?)  
differently somehow.  
Although we are  
not innocent, we do  
imagine ourselves  
capable of surprise.

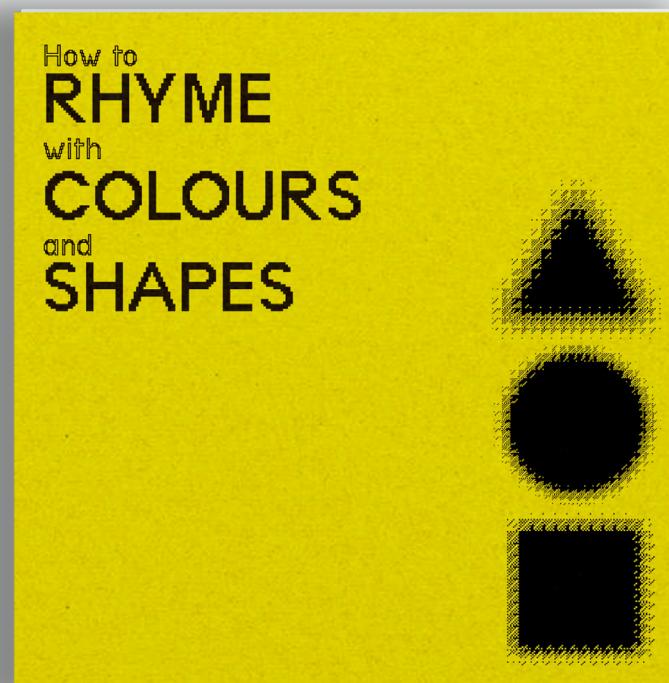
(Close)

# 'Mudlark'

A revitalisation of an old electronic journal of poetry & poetics which was produced between 1995-1997. Overcoming previous technological barriers to create a modernised look for the outdated aesthetic, this project aimed to combine old imagery and content with new platforms and techniques.

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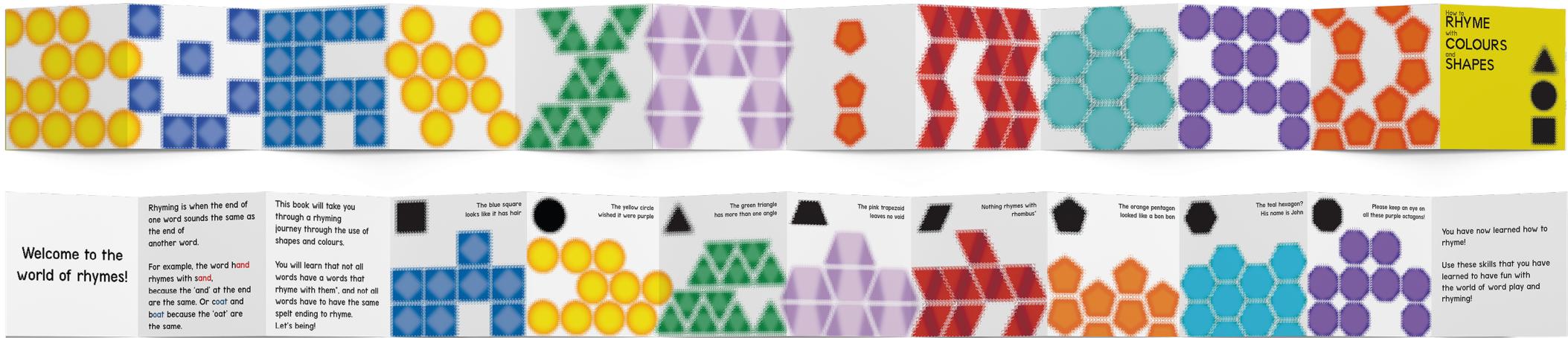




# 'How to Rhyme'

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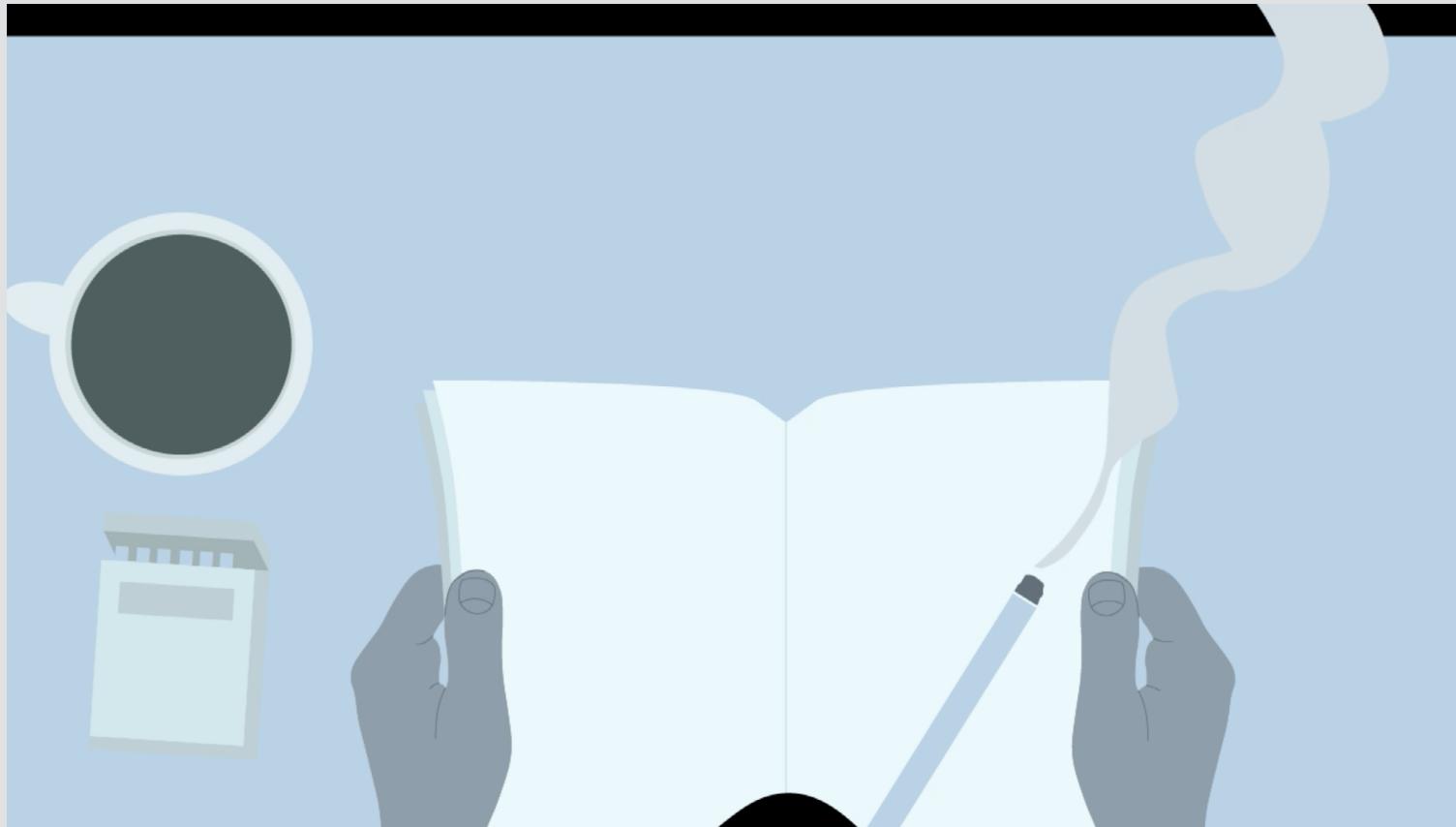
A childrens concertina aimed at creating a more playful and interactive experience for learning how to rhyme.



# 'Green Eggs & Ham'

[6]7

A twist to a short animated trailer for the Dr. Seuss childrens book 'Green Eggs and Ham'.



# 'Anxiety Awareness'

[6]7

Bringing to surface the experience of those who suffer from anxiety through an animated short, narrated by Hannah Simpson.

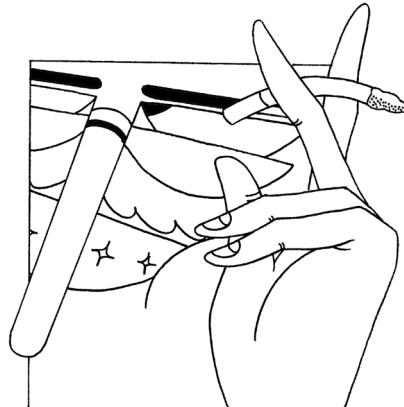




# Illustrations

- [1] Viino Quarantino promo illustration (2020)
- [2] Viino Quarantino promo illustration (2020)
- [3] Viino Quarantino promo illustration (2021)
- [4] STM Live (2018)
- [5] Stop The Mets Melbourne Marathon (2019)
- [6] Stop The Mets 'Recycle for Research' (2020)
- [7] Ceramiques tee print (2019)
- [8] Ceramiques hoodie print (2021)
- [9] Alpine Assault Olympics fundraiser (2021)
- [10] Naif Melbourne 'kreme' tee (2018)
- [11-12] Naif Melbourne '1 of 1' tee prints (2020)
- [13] CSS\_303 'Fish Eye' EP illustration (2019)

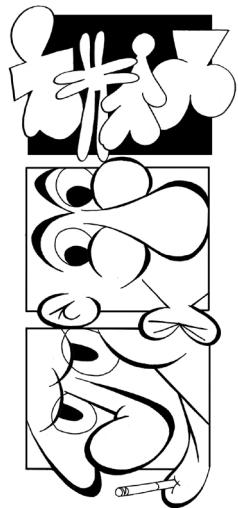
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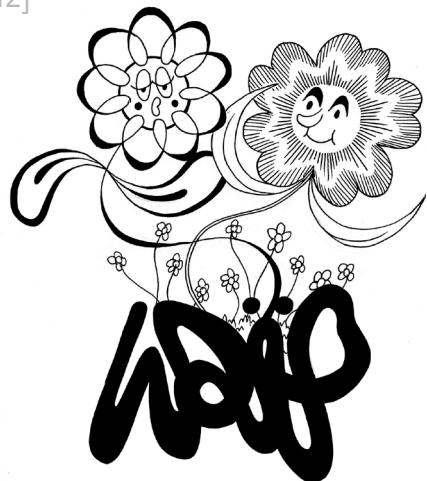
# Illustrations

[7]7

[11]



[12]



[13]

