

Etude One

Object One-Silicone Hand

The mental toil and anguish that this first object has afforded me was immense. For my final project in college, I was to create a sculpture, which included a silicone cast of my hand. Upon creation, I realized that this was not an easy feat, large amounts of money, time and struggling has went into creating this object. When the hand was finally created, I realized I had forgotten one important step, painting the object. The paint had to be mixed in with the liquid silicone, which I forgot, and now that this hand was already cast, I had to restart and purchase all the materials again. Despite all the tribulations, my project was a success, and the silicone hand being the center piece of my work is part of the reason I am at Concordia today.

The object is purely silicone, with a silicon-based paint mixed in for the color. Touching the hand gives off a very peculiar feeling, for many others, including myself. The hand looks similar to a real hand, however on touch, it gives off a cold, dead feeling, and the silicone texture quickly gives away that this is not a real hand. There is no conductive potential in this cast, as silicone rubber is the opposite, an insulator. This object is extremely resistant, it can be bent, twisted and pulled with little wear on it.





Object Two- Zippo

I have chosen a Zippo lighter; this Zippo has a personal connection with me. It was a gift from my father, which started my Zippo collection. It is a simple lighter, steel and grey, solid and cold to the touch, there is nothing aesthetically special about it. It is fourteen years old and still works perfectly. From him giving me this Zippo, I have bought and found eleven others, with other non-Zippo lighters added to my collection. My father also has an interest in lighters, simple tools that many people carry around, some people carry their lighters for years, and is always with them when a situation unfolds.

Although very small, this lighter feels heavier than it looks, to the touch its cold, but feels solid, like it is able to endure harsh environments. It is a simple design, there is nothing especially appealing to it, the color of steel, with tiny scratches all over it. The zippo is made out of brass, which is conductive to electricity, but not as conductive as other elements.



Object Three- Hot Wheels Car

A Hot Wheels car was chosen for an emotional and for aesthetic reasons. This car was named “Olds 442 W-30”, created in 1998 as part of the movie “Demolition Man”. A series of cars were created between 1993 to 2007, it was one of my first Hot Wheel cars given to me. Growing up, we did not have much, but every week, my father would take me to Toys ‘R’ Us and buy me one Hot Wheel, to this day I still have all of them.

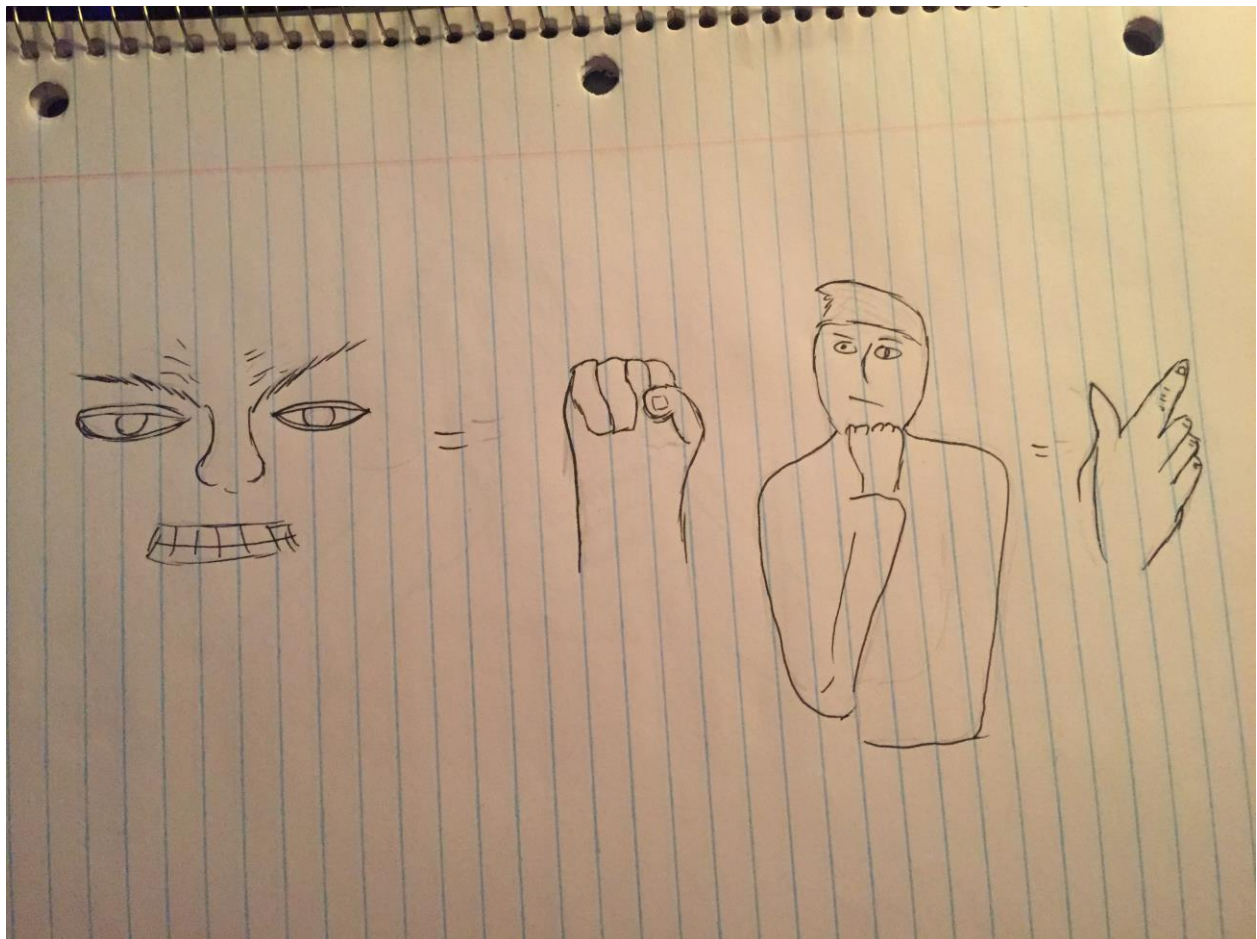
There has been a change in the quality of the cars created today, in 1998, they were created with chrome plastic, a process involving chrome plating the plastic parts to prevent corrosion and degradation. The current cars are made from an alloy of zinc and aluminum. At first glance, this car looks as if it was made from metal but feels like plastic when touching it. The car is conductive as chrome plating usually contains nickel, which stands at 22% as conductive as copper. The car has a certain weight to it, which gives the impression that it is heavier than it looks, however the plastic touch of the car makes it feel flimsy.



Switch One- Emotion Hand

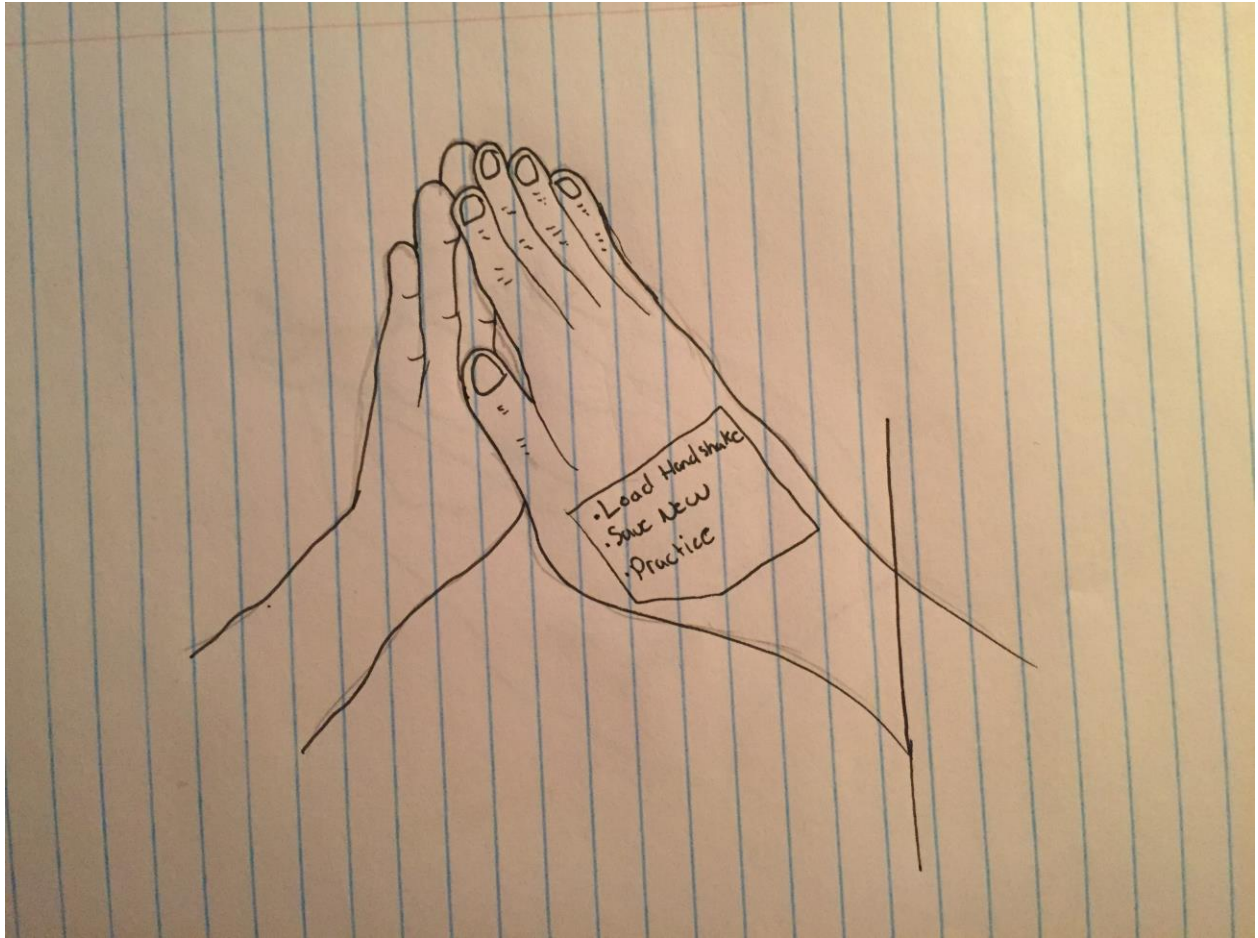
This switch will be used to replicate certain emotions, or the general atmosphere of a room. Connected to your smartphone device, EmotHand will detect blood pressure and heart rates. While doing so, this device will move its hand accordingly. If you are angry, your EmotHand will appear in the shape of a fist, if confused, it will pretend to be scratching at something, like a person scratches at their head.

EmotHand would be great for classroom, offices or parties, using this hand, a person can see the general atmosphere of a space, if people are angry, bored or sad, EmotHand will show, and others help boost the atmosphere.



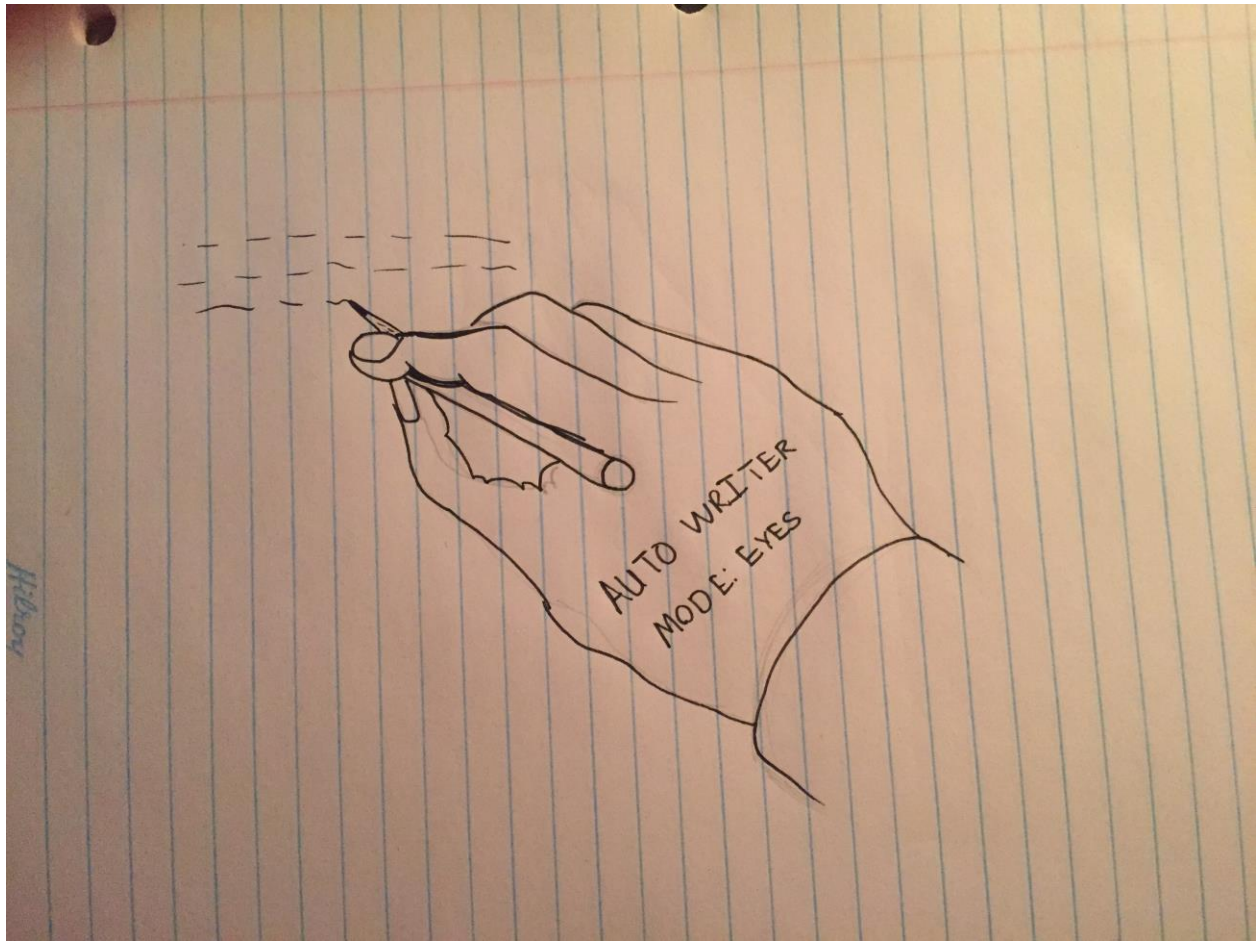
Switch Two- High Fives

The purpose of this switch is to recognize and save certain high five patterns. If you would like to create a high five pattern, you can use the hand as a tool to practice on. If you liked that pattern, you can save it in the hand and have it repeat it with you later on in case you forget it. The purpose of this design is mainly to have fun, to show your friends different handshakes you have created or to simply practice diverse ways of doing them.



Switch Three- Auto Writer

Endlessly writing down notes in class or writing paragraph after paragraph for a test that you must complete within an hour can be quite straining on the hand. Auto writer is a tool which is neurologically connected to your brain to write down what you are staring or hearing. While holding the Auto Writer Hand, you can stare at the notes on screen and Auto Writer will do the rest. While you read the notes, Auto Writer writes them down for you, so you can re-read them later. Auto Writer also works with listening, by tapping into your auditory senses, Auto Writer will write down what you hear. Lastly, Auto Writer works with thought, so if you think about a sentence, Auto Writer will start writing it down, very handy for essays, just be careful of what you think of!



Switch One-Storyboard

