



# VISUAL DIARY

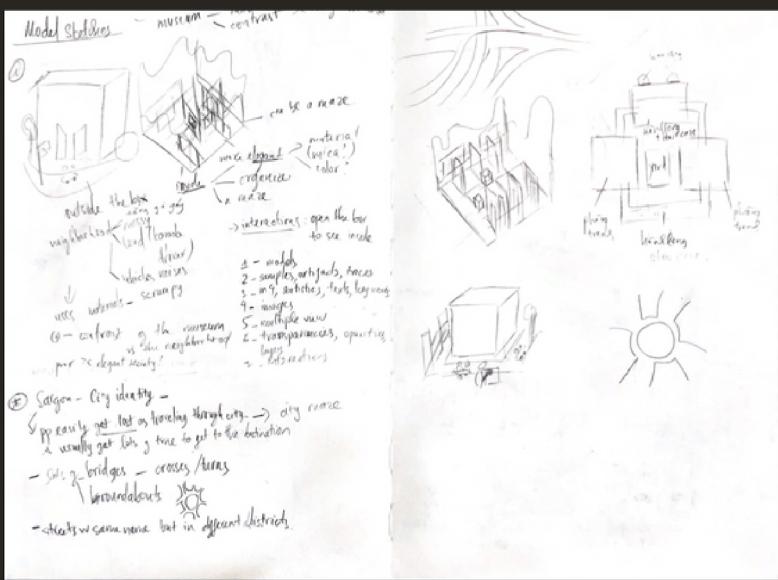
Course: History & Theory of Design 2

Assignment 3: Presenting a space: A mobile display

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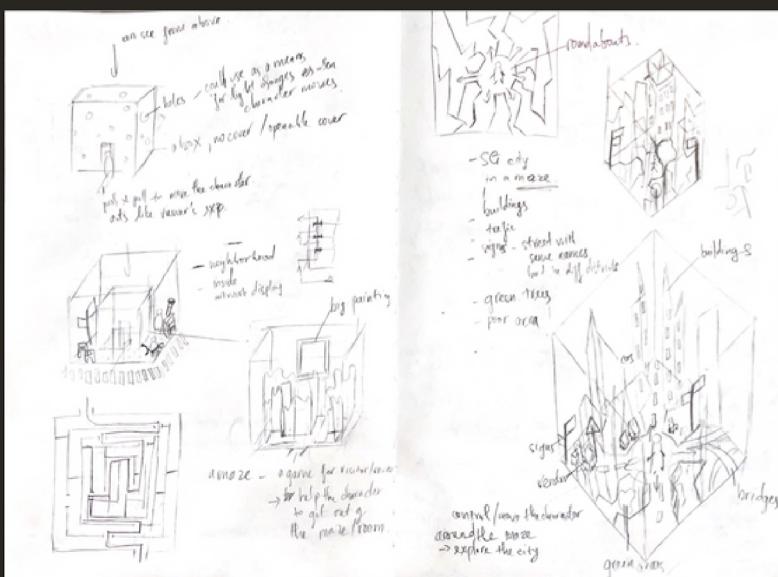
Lecturer: Hanh Nguyen

# IDEATION - SKETCHES

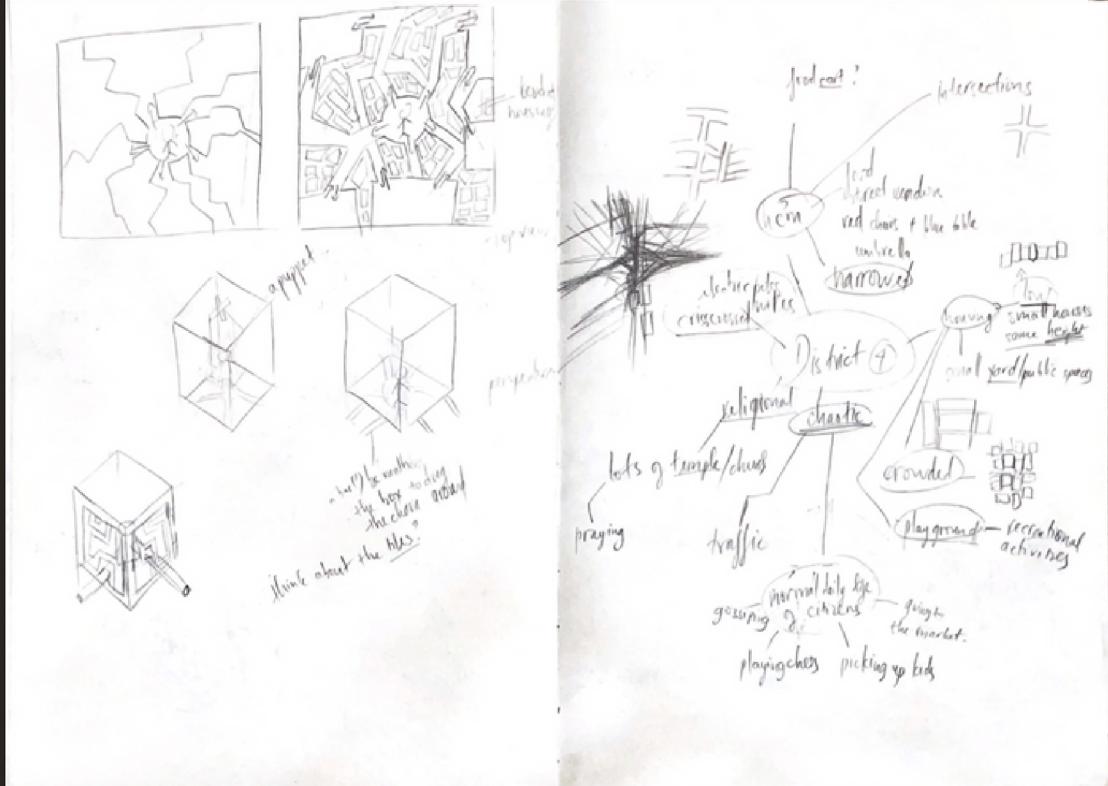
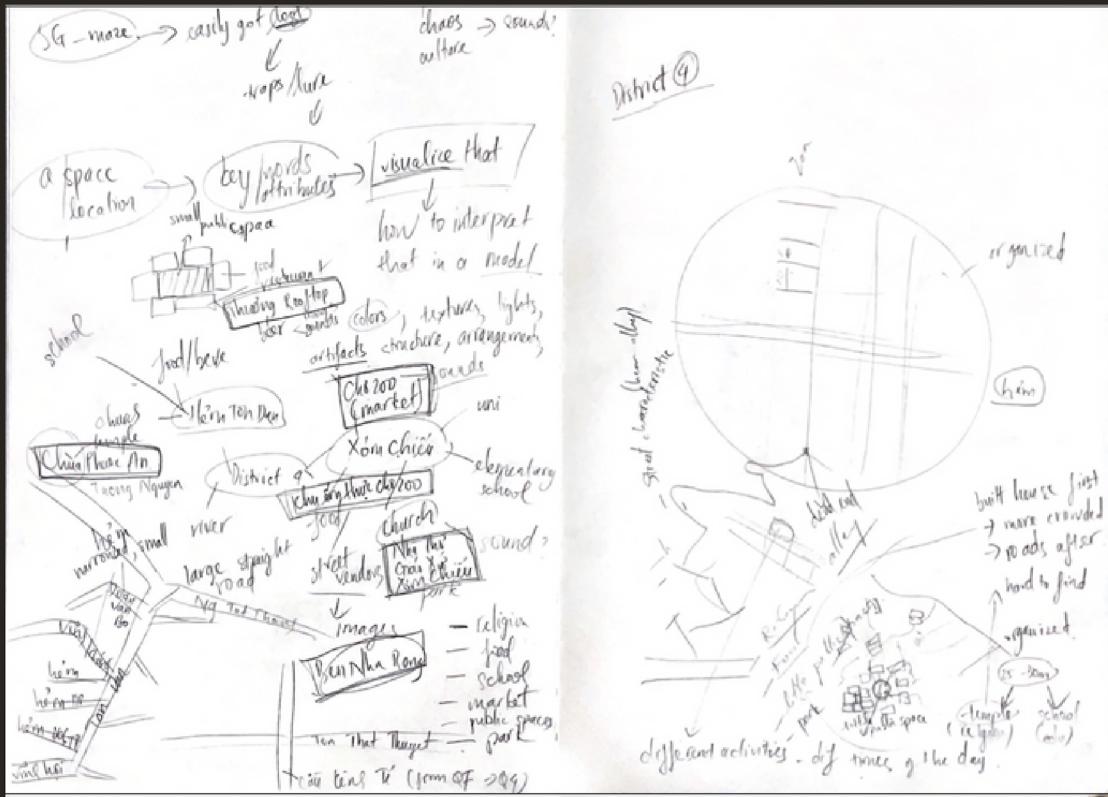


The idea started from the museum I worked on Asm2. The museum feels like a maze, then I link to the city identity of Saigon.

The roads in Saigon is really complicated and confusing, thus it's really hard for people to follow. People are easy to get lost and once you're lost, you may not be able to turn back and it could cost an enormous time to get to the right destination. There's a wide range of bridges, crosses/ turns and roundabouts; there're also streets with the same name but in different districts. So it's really challenging to decide where to go.

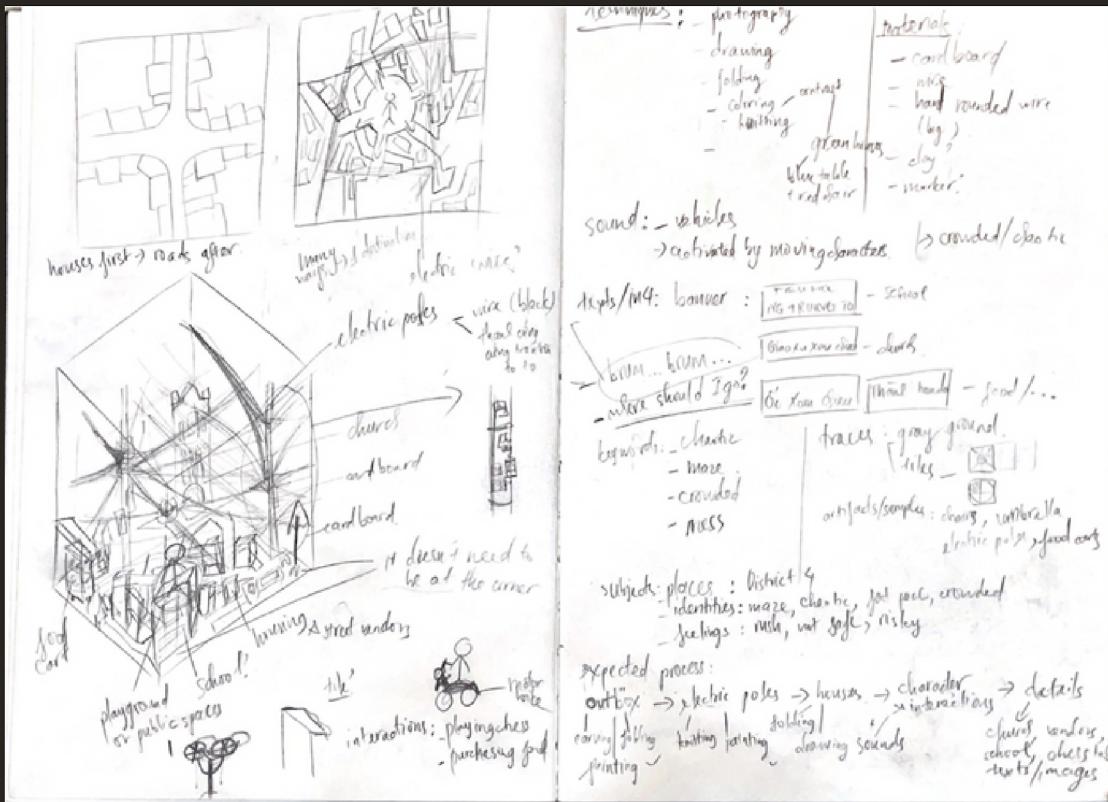


I made some initial sketches: The out box is a maze and the viewer can only look inside the box from above. Inside is also a maze but at this point, I haven't known what to put inside the box my lecturer suggested me go to D4 to do more research.



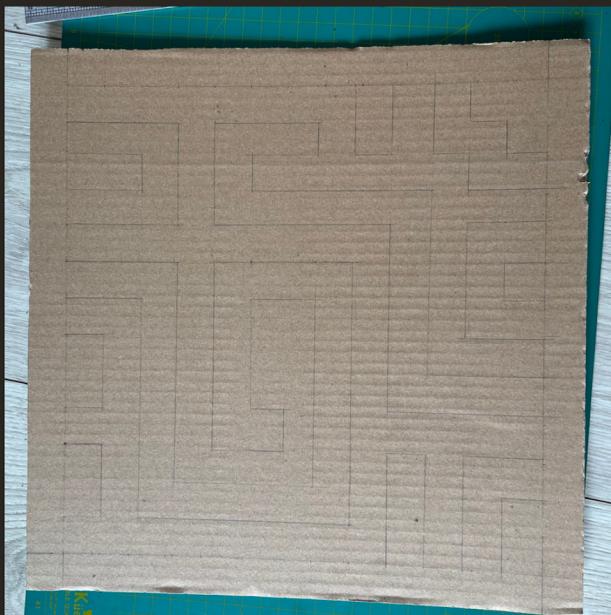
D4 is a clear definition of the identity: a maze. I went there and did some researches on its characteristics. Roads are narrowed and chaotic. Houses in D4 are close to each other and there's no order, like a real maze. In every alley there are food carts. At Xom Chieu there's a church surrounded by two elementary schools. There's also a public space where people can have mutual activities.

# FINAL PLAN



This is the final plan for my mobile display. The outbox is a maze. Inside there are houses, church, schools, food carts, electric poles, all of which are placed in a very messy and chaotic order. People can view the display from multiple views and interact with it through moving the character around.

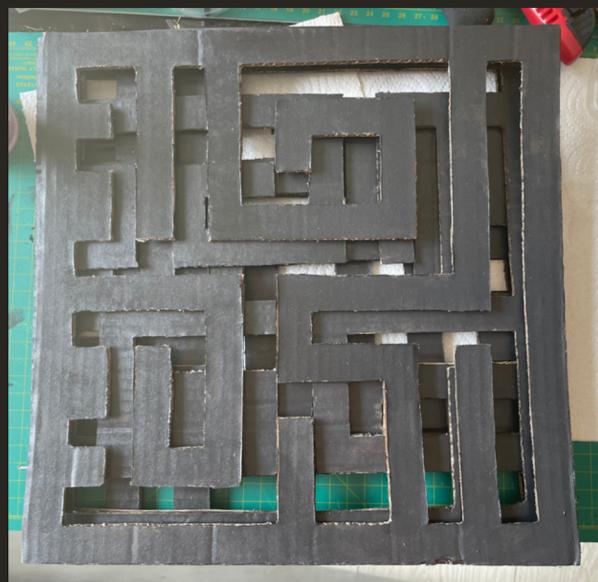
# MAKING PROCESS

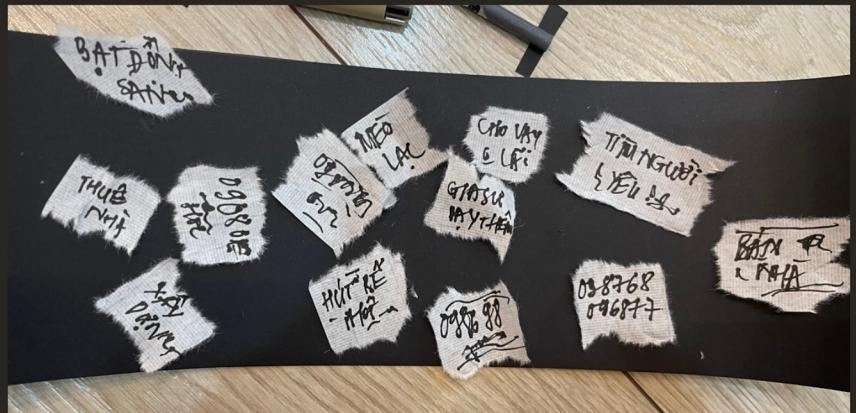


I cut 4 square pieces of cardboard for the outbox. I drew and cut it out like a maze.



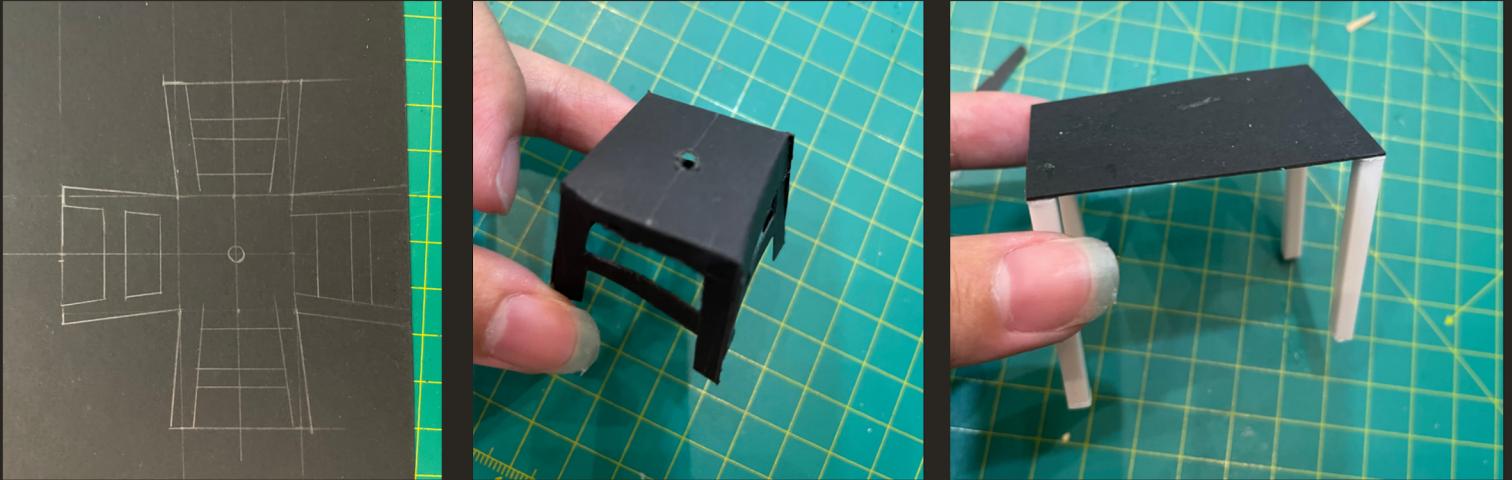
This is the sketch of the base. In the middle, there's a roundabout acting like a public space in D4. I painted these with dark gray tones so that it looks like road colors. I added texts: "Where should I go?" as the confusing feeling when travelling around the city and "Brum...Brum..." as vehicle sounds.





This is how I made the electric poles. I made small white ripped paper with advertisements and mobile numbers and electric boxes. I stick them to the dark gray poles and tied the messy crisscrossing electric wires around three poles.

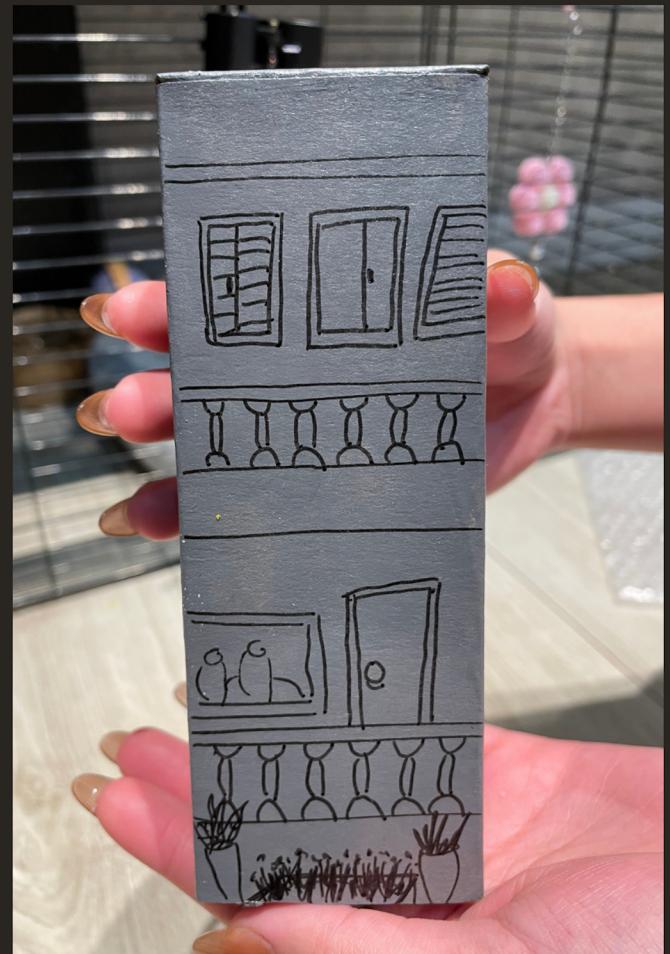


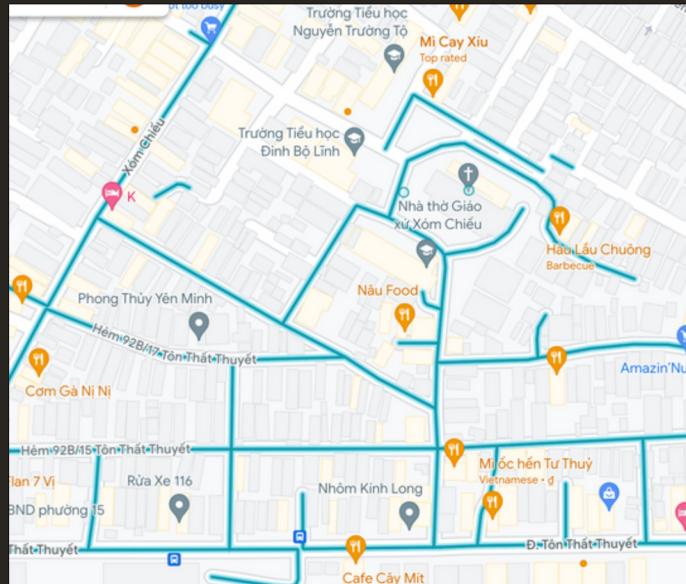
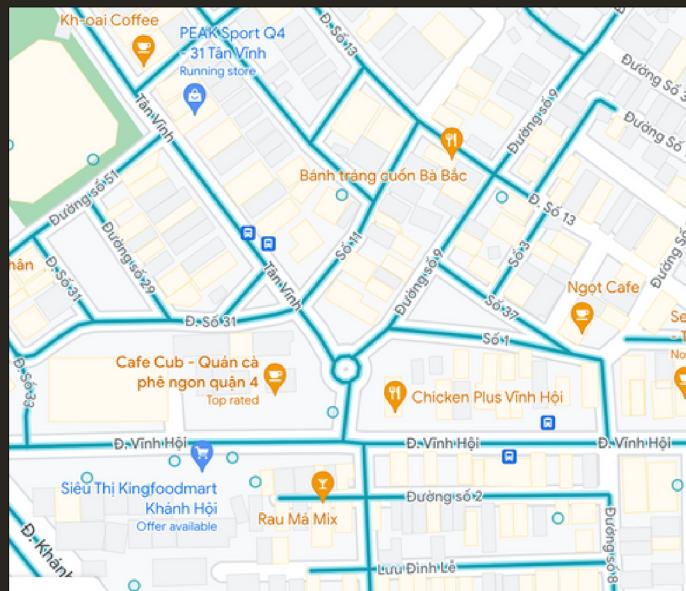


I made a chair and table in mini size.

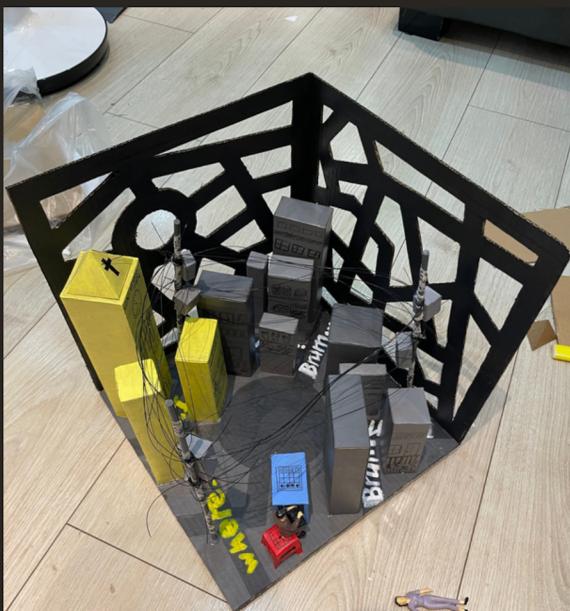


I made boxes for houses, church, schools and food carts. I painted houses and food carts in dark gray; painted church and school in yellow. I draw the features in for it to be easily recognized.





After feedbacks, I changed the outbox patterns, I made it more like of Saigon road, specifically the roads in D4. I traced them from the GG maps.



And this is how it turned out when I stick them to the display.



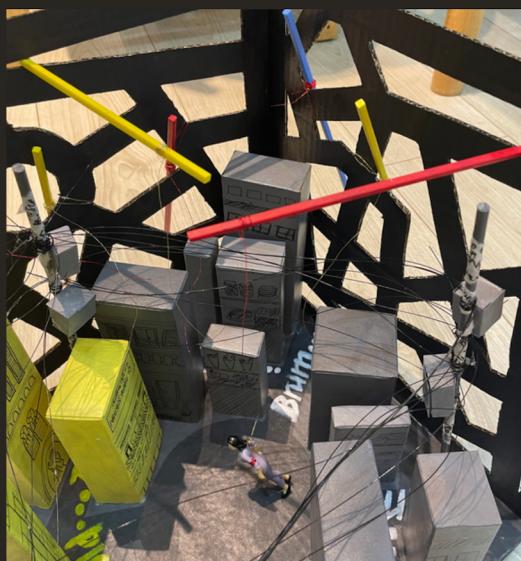
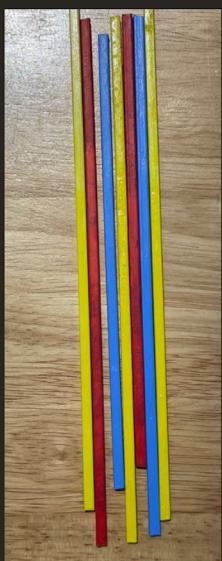
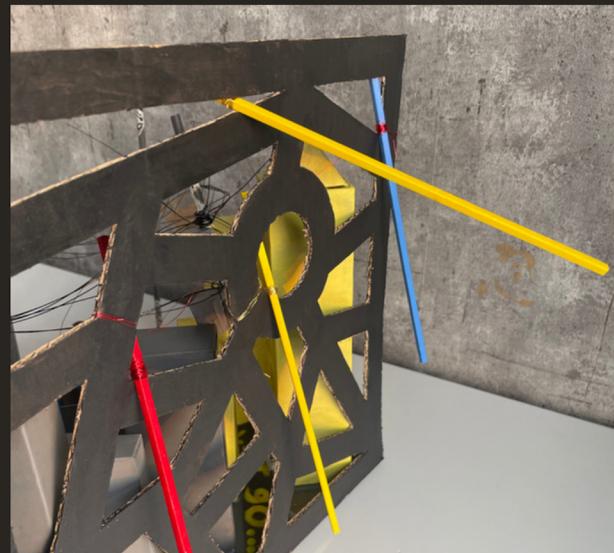
This is the interaction part. The character are connected to two sticks. Visitors can interact with the display by moving the character around.



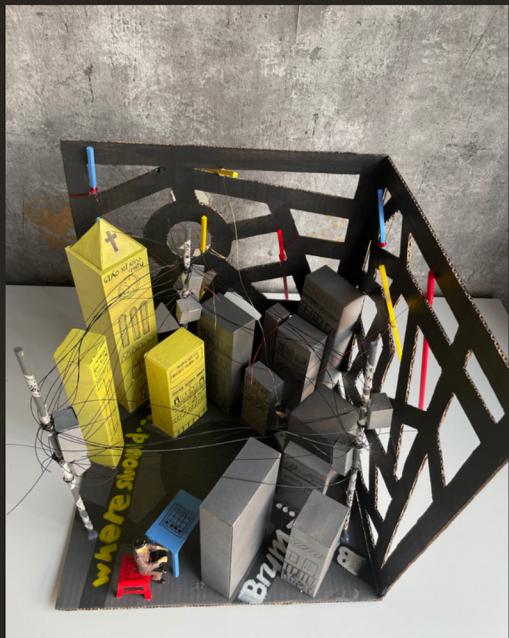
I also painted the table and the chair and added the man playing chess.

After feedbacks, I changed from the white stick to the colored one since there are red, blue and yellow in my display and I need to put that color somewhere else.

There are 7 sticks in 3 primary colors; but only two of them are connected to the character to control her. The other 5 are tied to the surface to deceive visitors and develop a sense of confusion, not knowing which one to take.



# FINAL RESULT



# SELF REFLECTION

I really love my model and I enjoyed the whole making process. The final aesthetic achievements, how it can be viewed from multiple views and different layers of information and the feelings it gives to the visitors when interacting with it are all really nice and successful to me. I like that I have covered all the possible approaches for this assignment. I don't have many challenges making this display since I mostly use cardboards which is the material I'm pretty familiar with. However, glueing the electric poles to the base is quite hard since there's small surface and when I glued it, it's pretty weak and easy to fall apart. The whole making process took me a lot of time since there's a lot of work to do, especially I had to make minimal models. If I could change anything, I would add the handle part on each stick to indicate the viewers that that's the place where they can interact. I really enjoy this assignment and I have learned a lot from this. I have learned to work from feedback and develope my ideas. From this course, I like going to places and study the characteristics of the space. That helped me to go out of my comfort zone. Still, I think I need to work more on the time management skills. After all, I am really greatful for the help of my lecturers and my friends too. And I'm also proud of myself for completing this assignment quite well.