



OMAR CHOWDHURY'S
PROCESS/PROJECT PRESENTATION

THIS PRESENTATION IS BROKEN DOWN
INTO TWO SECTIONS:



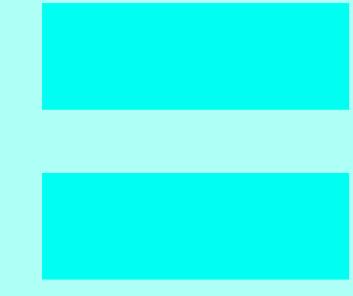
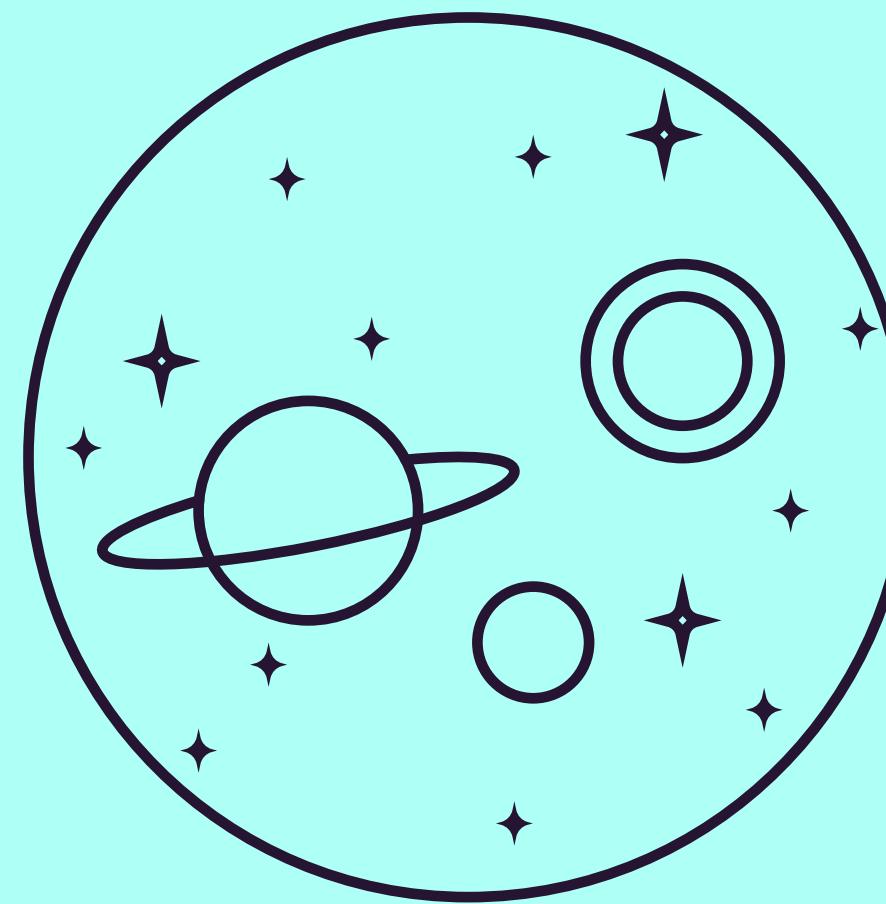
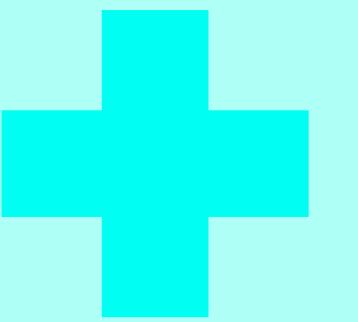
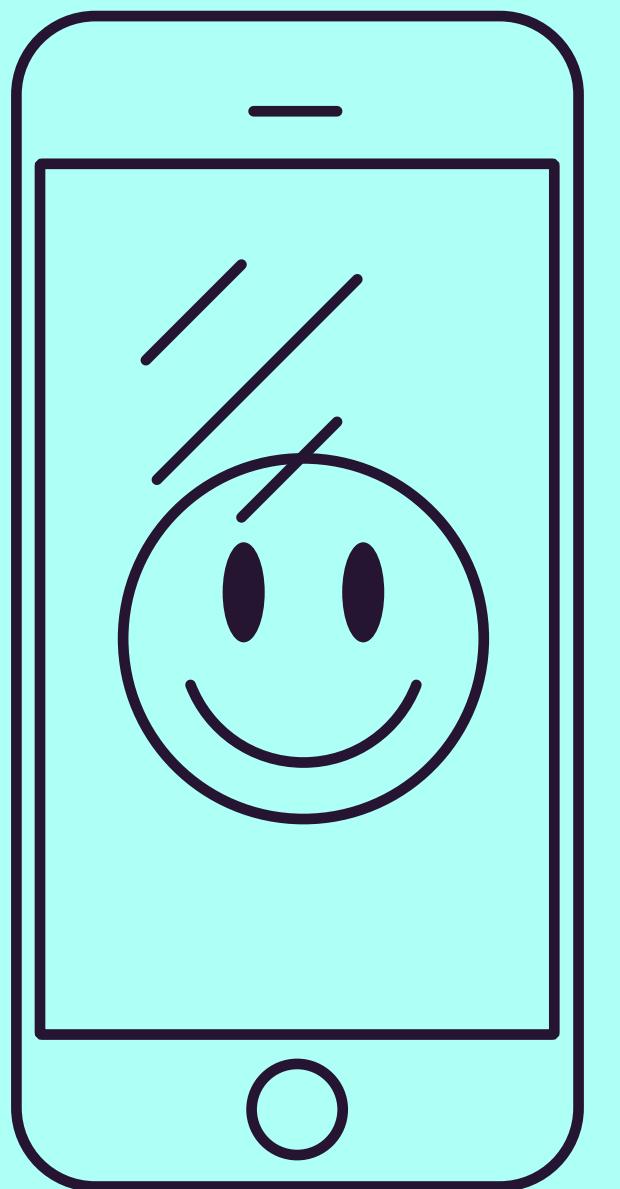
Concept
Research
Prep-Finish



Exhibition Documentation
Cut Items & Lessons Learned
Final Deliverables

My Thesis Project is called
SELFIE SPACE

An installation space that
functions as a “photobooth”
for taking selfies.



SELFIE

SPACE

A place to
teach audience
members the
significance of
the Selfie format

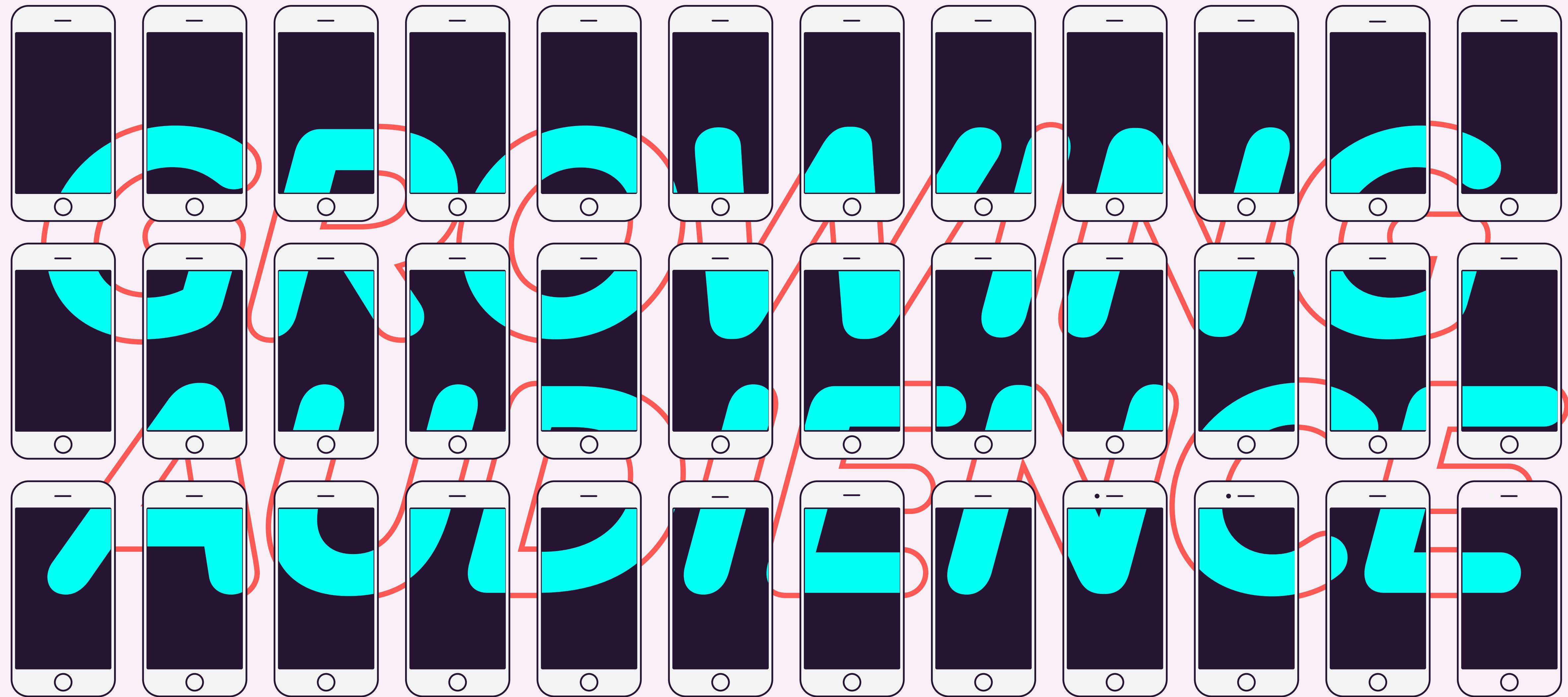
RESEARCH?

What data shows that selfies are
the primary self documentation
format of our time period, how does
it apply to painting a picture of
self-image and social culture?

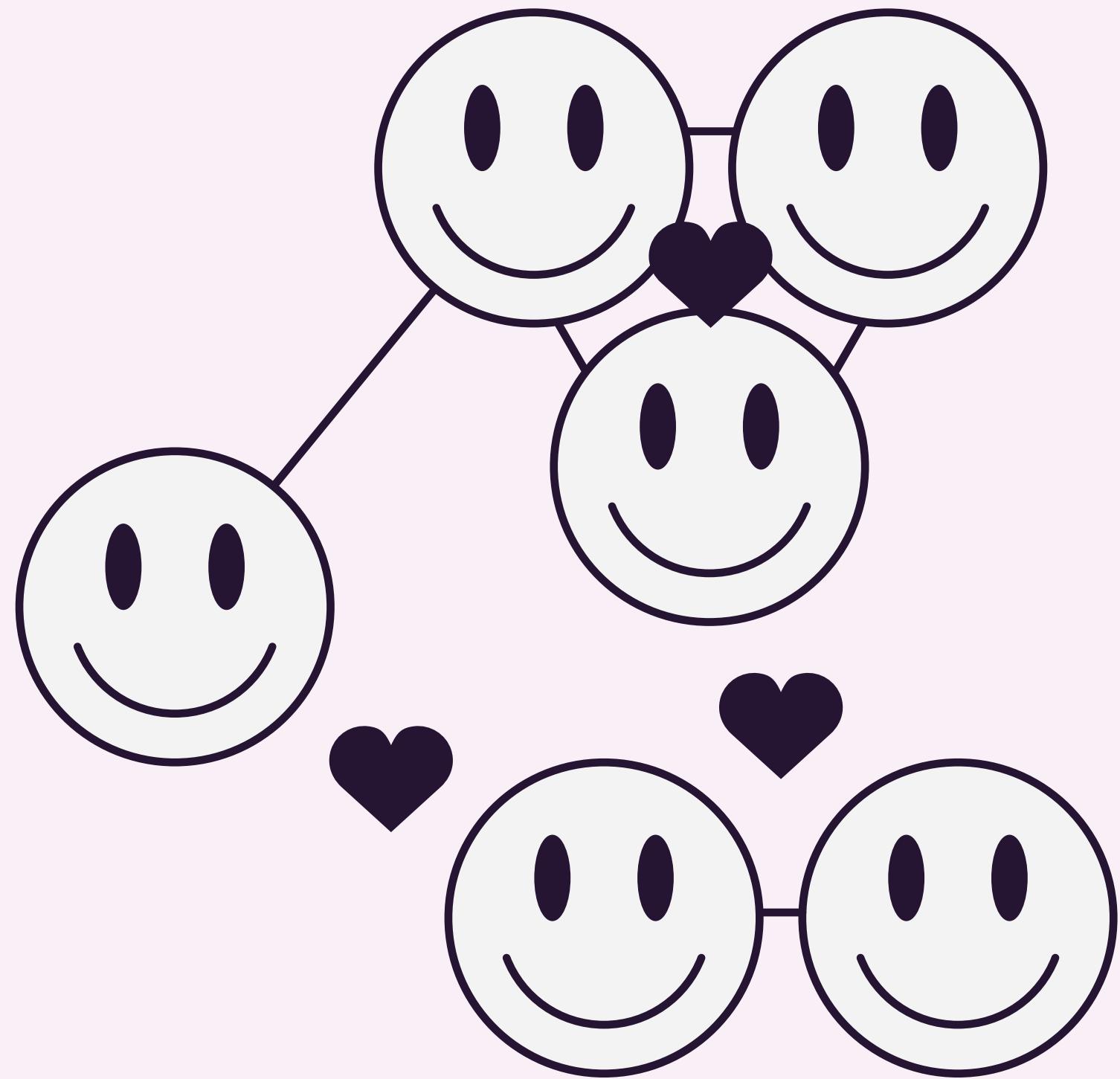
The average individual in our general age category will generate **25,000** selfies in the span of their lifetime.

93 MILLION

**SELFIES TAKEN
PER DAY**



**Over 1.3 Billion Smartphones sold in the last full sales year
with a projected exponential increase factor of 23%**



**Users develop robust networks
based on the content they provide
that fits into larger user network
popularized categories**

**#popular #hashtags directly
represent user trends**

FINDINGS

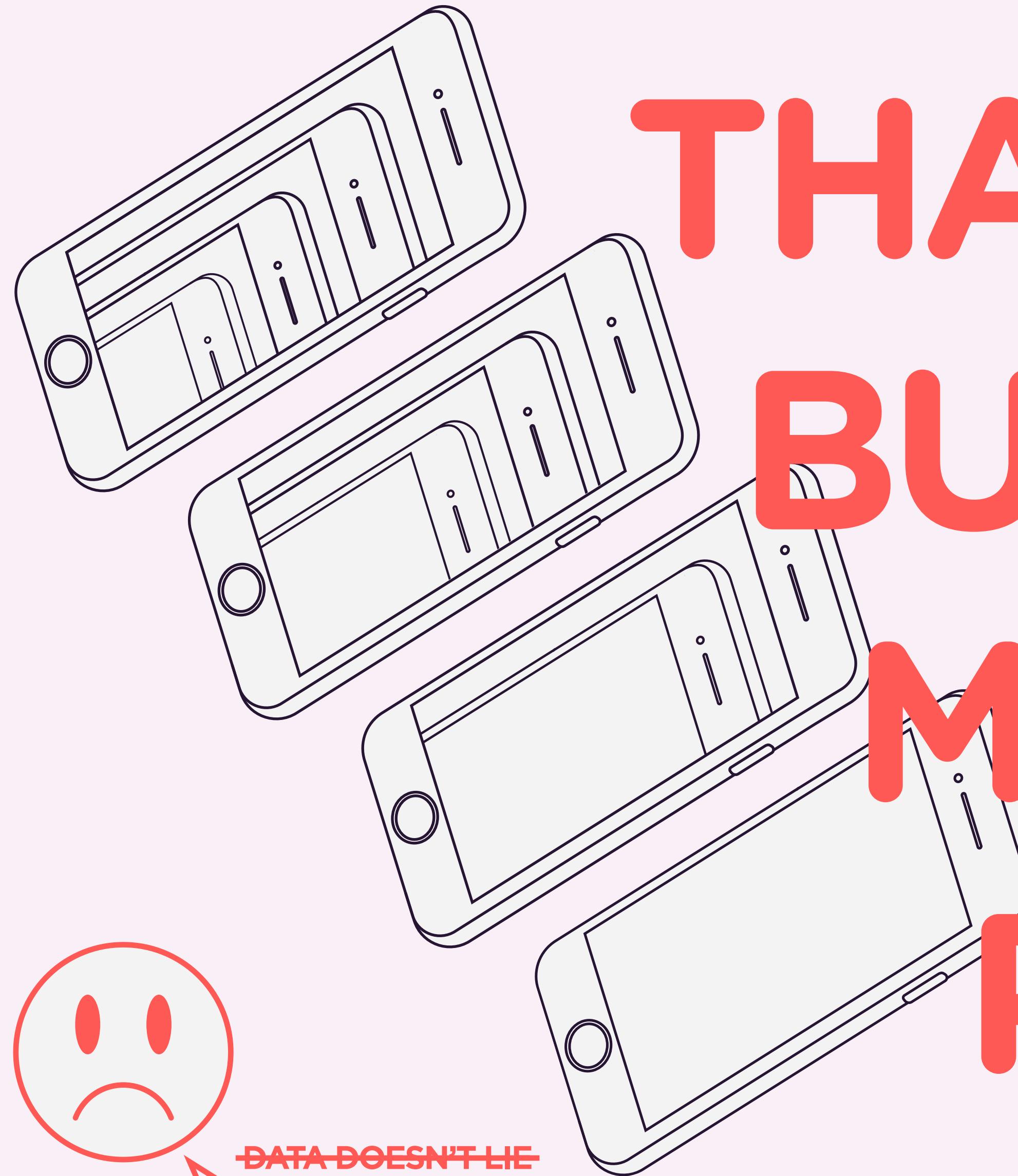
Selfies are a content type that is both open in generation, as well as archived by the digital nature of their existence. Contributors to the format are incentivized to generate images that represent them in a way that weighs the potential social currency rewarded for a successful selfie depiction.

THATS NICE,
BUT WHATS IT
MEAN 4 REAL
PPL, OMAR?



DATA DOESN'T LIE

DATA IS NOT ALIVE



ITS TIME

4 A CASE

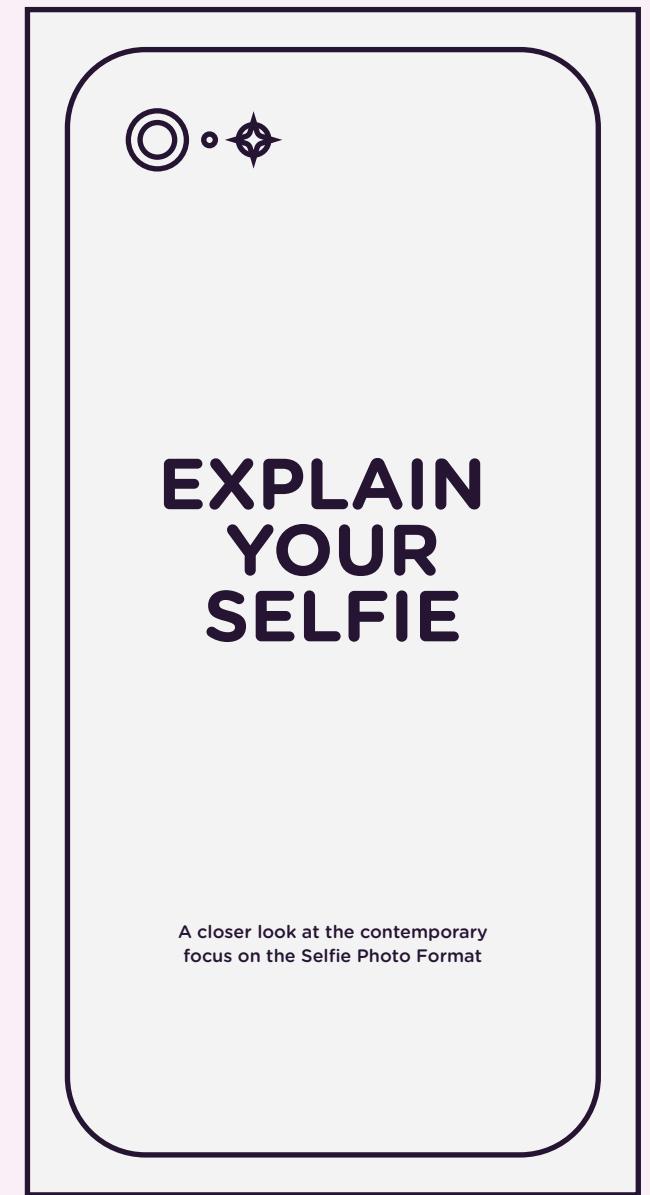
A small publication featuring
photos of people taking
photos of themselves

STUDY ON

MY FRIENDS



TIME 2 TAKE PICS



Pass around
+ Flip through

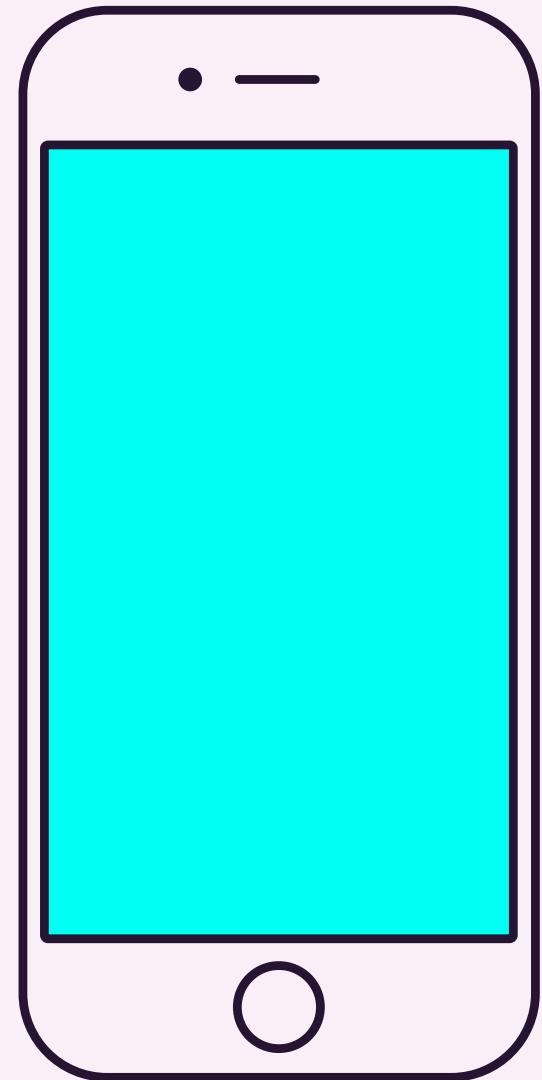
WHAT I FOUND OUT FROM TAKING PICS

Selfies rely on setting to generate narrative, props within the background tell as much about the story as the subject framed.

Taking a risk in taking a selfie at the request of a prompt is more likely with a reward.

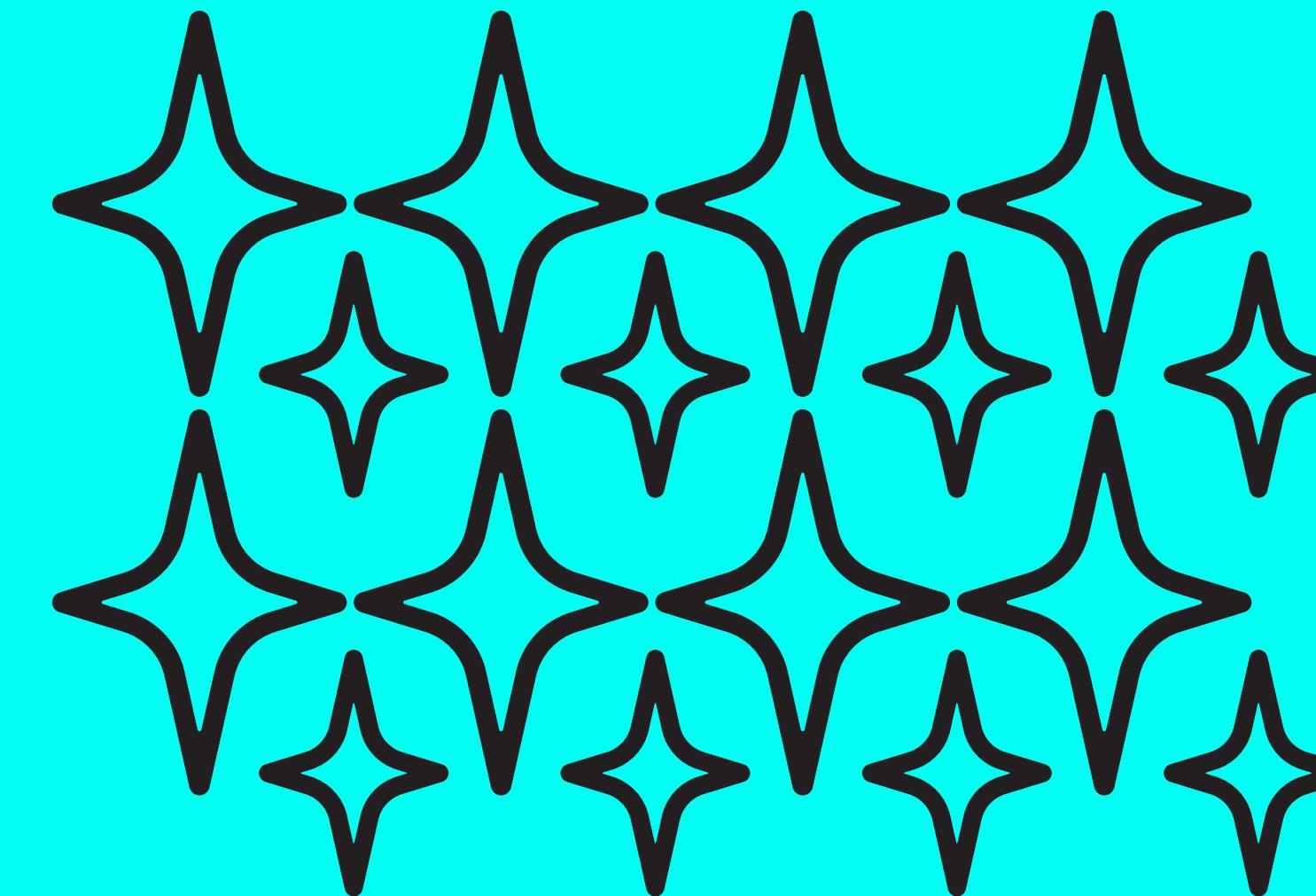
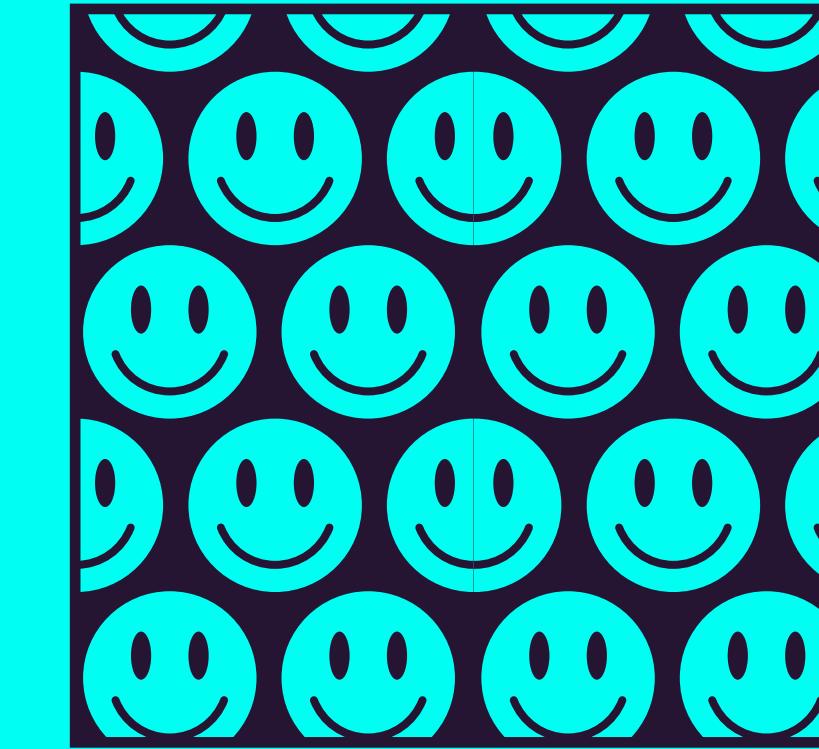
HOW DO I?

Encourage audience to replicate process of selfie format whilst pointing out the importance of user input and selection in composing, taking, & posting a selfie, while rewarding the risk taken for interaction.

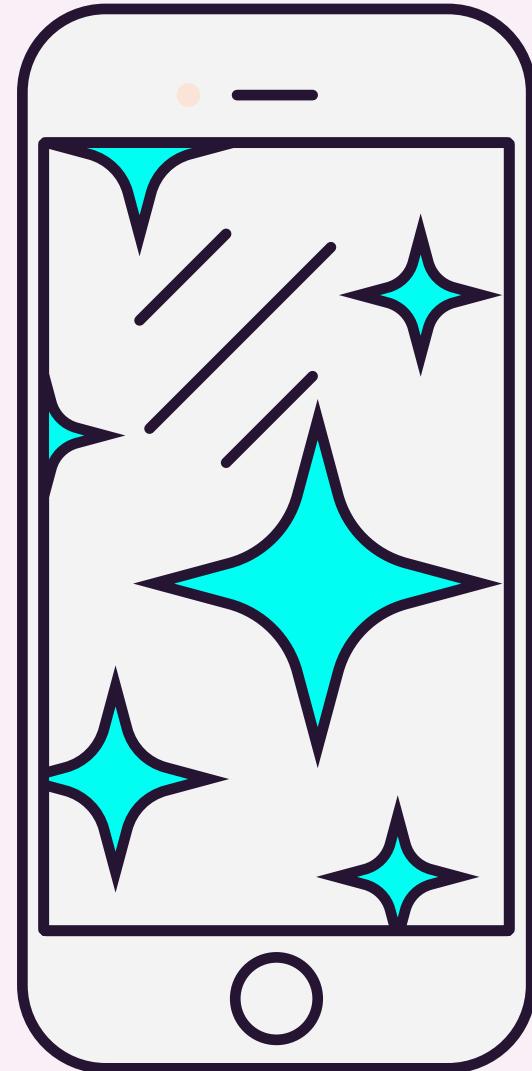


LENS

Wall Decals encourage users to use their own phones in order to take selfies
In addition wall text/illustration that describes the conceptual significance of pieces & how to properly go about interacting with them

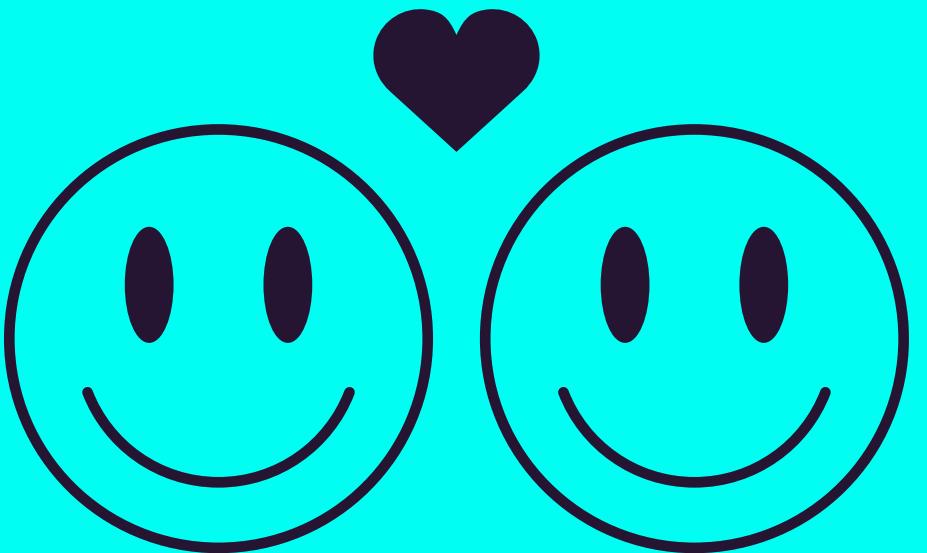
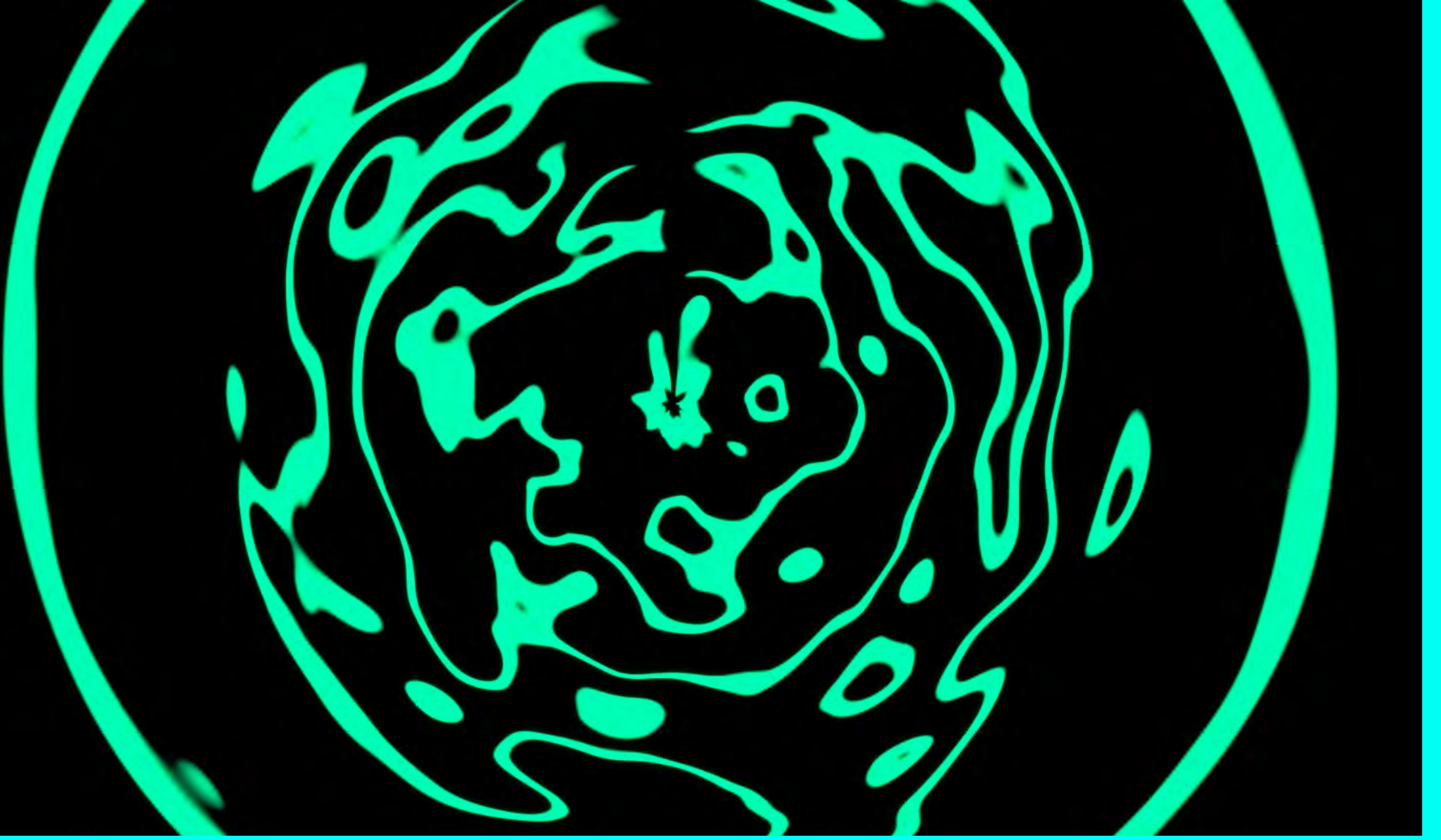


Wall Decals Vinyl Cut Path Selection

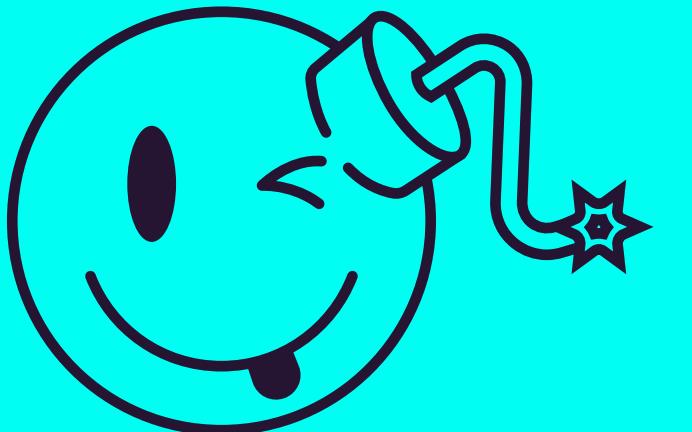


FILTER

Projectors shine video of motion patterns and overlay effects generated in **After Effects and Cinema 4D**, overtop both the mirrors and the backdrop. In addition they will display varying prompts.

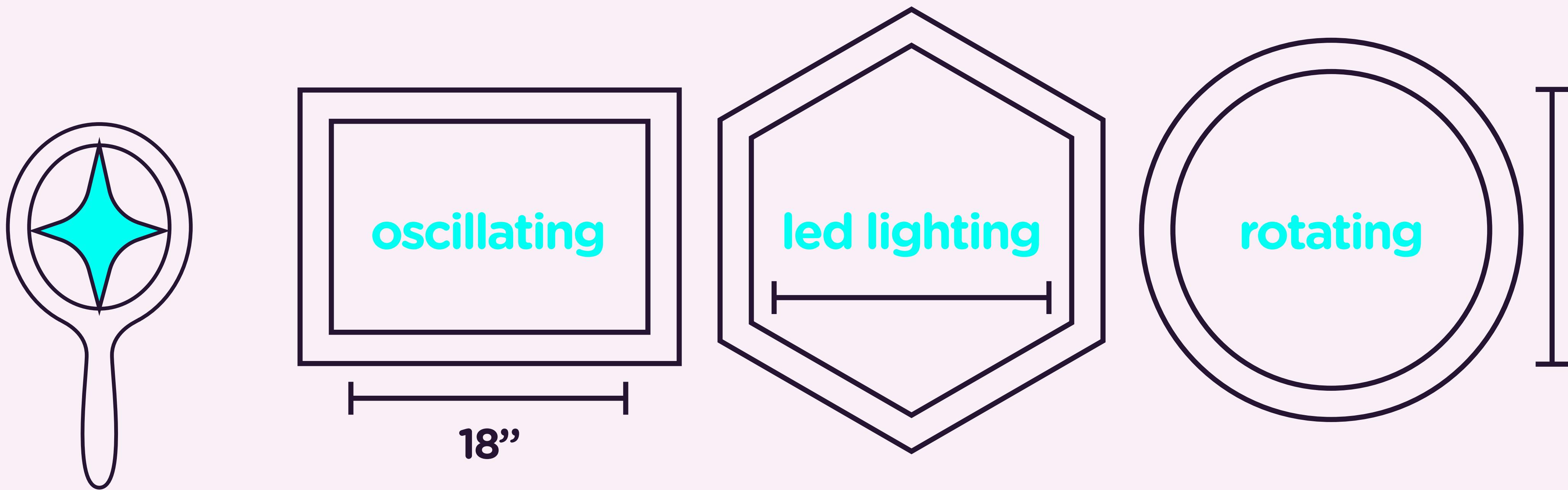


Find a friend
you care about
& snap a quick
pic with em'



Photobomb a
poor unsuspecting
selfie-ing soul

Projectors Filter selection Screen cap & Prompt selection

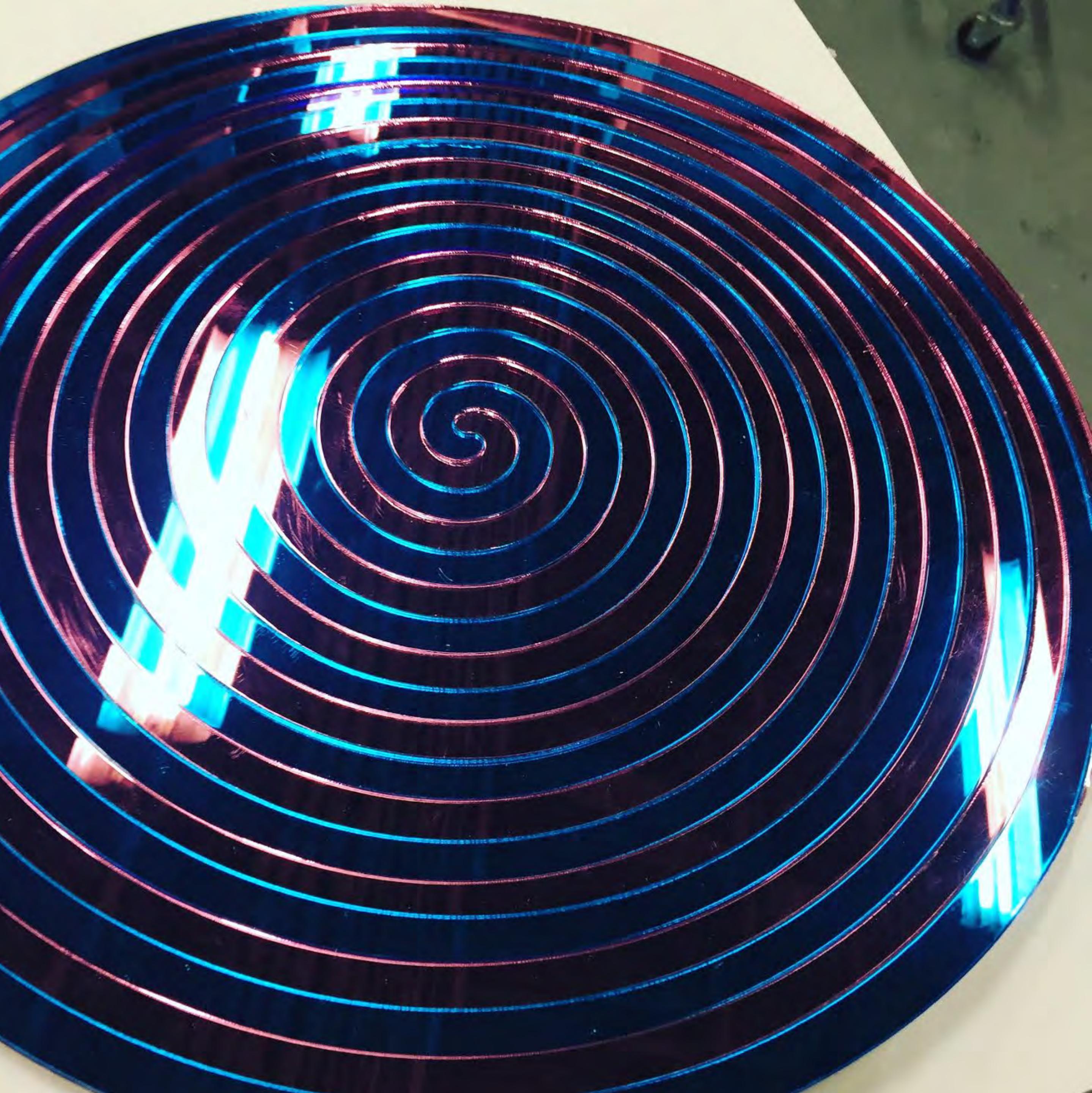


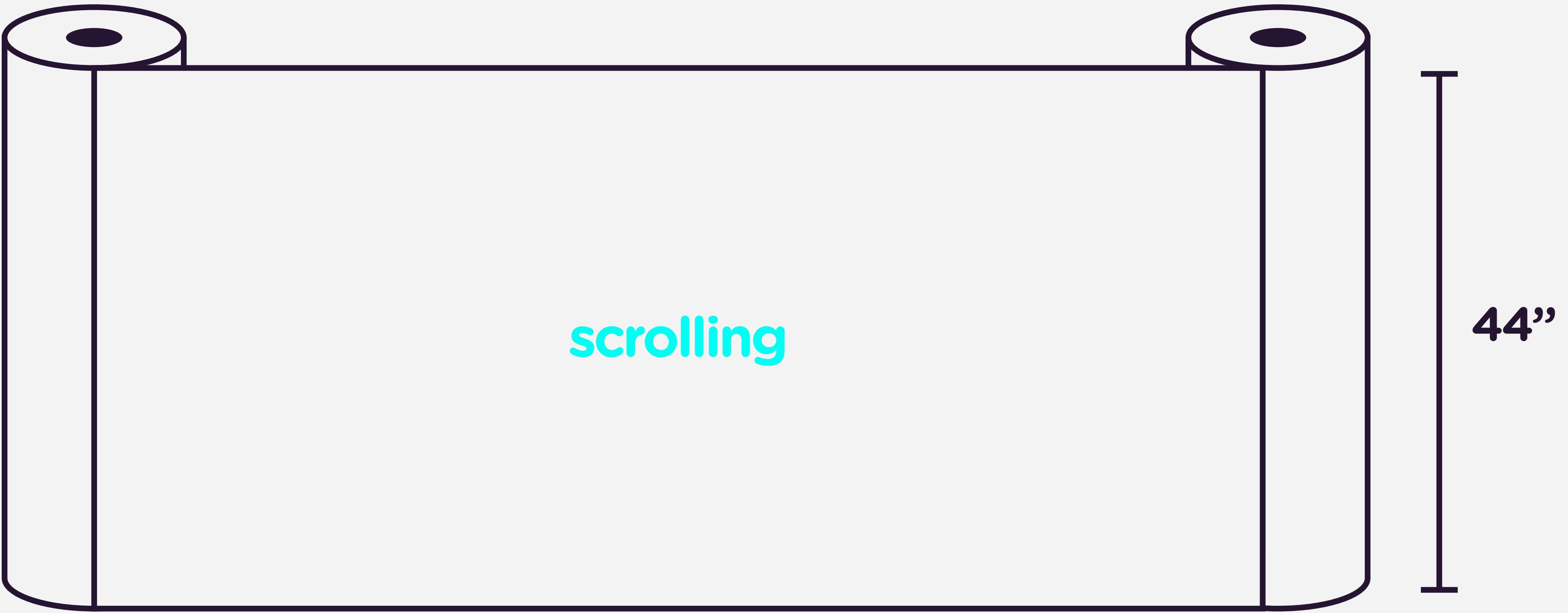
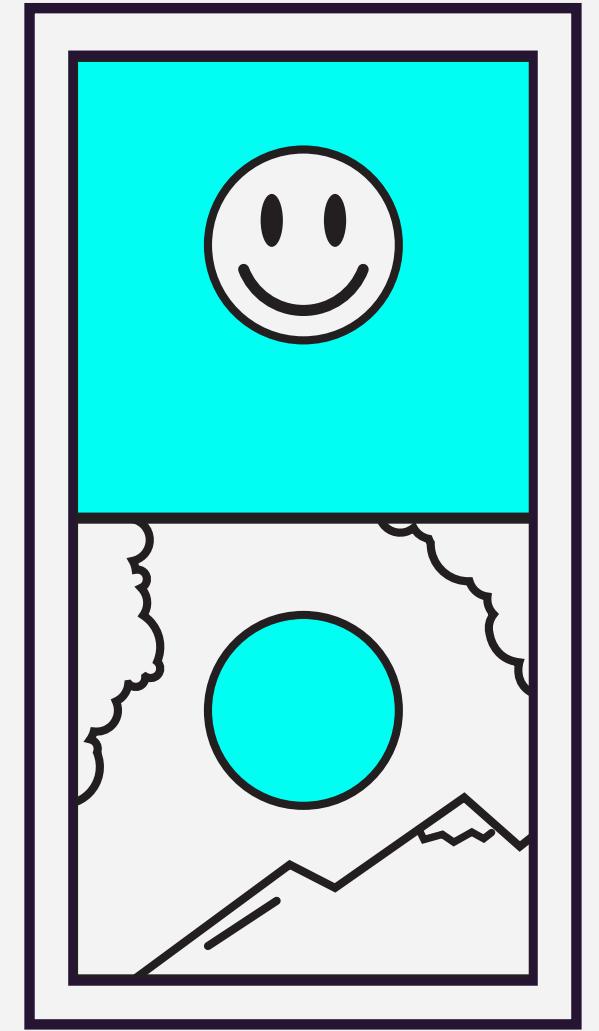
MIRROR

3 Differing mirror types cut out of different types of mirrored acrylic, held in resin casted frames are arranged on a wall so that the audience phone camera will capture the images reflected by the differing mirror objects. Mirrors can be interacted with using switches.



Mirrors

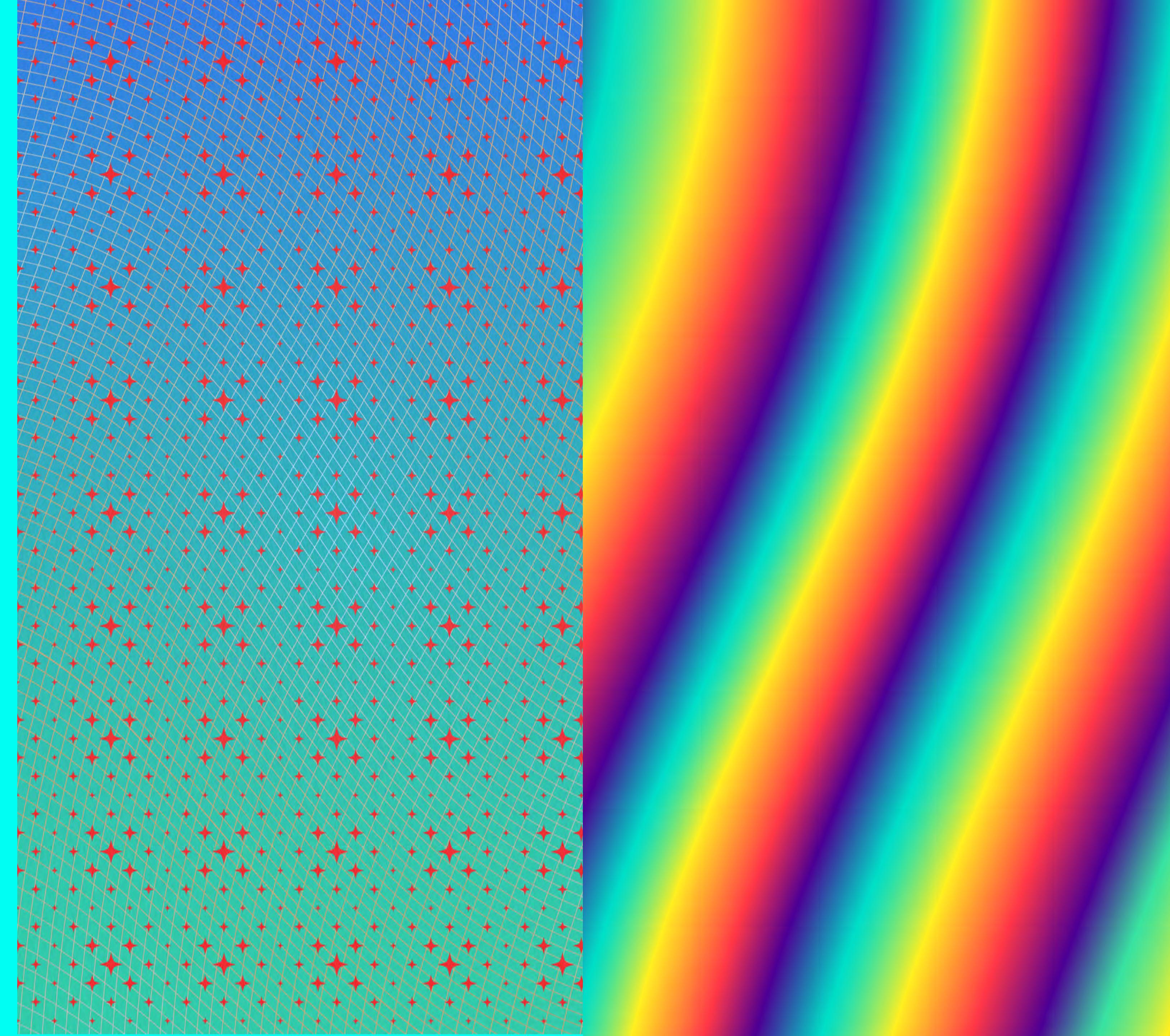




BACKDROP

A quarter Epson 44" Matte Roll will be used to generate a 25' scrolling backdrop with transitioning patterns and colors. Similarly to the mirrors, interaction occurs via a switch driving servo motors through an Arduino.

Backdrop Selection



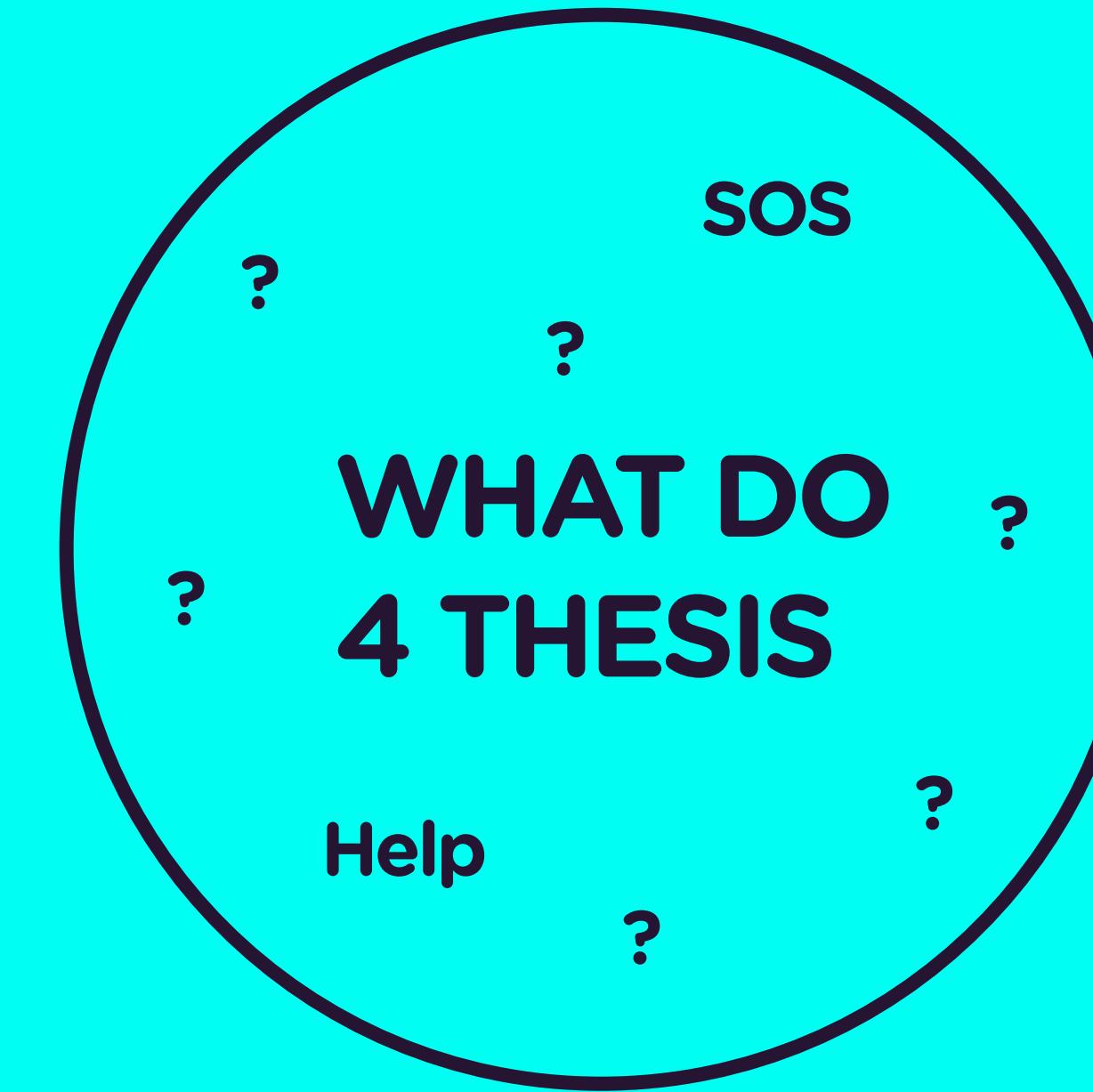
Process

Design Interests
What? Installation
Participation

Display of Skills

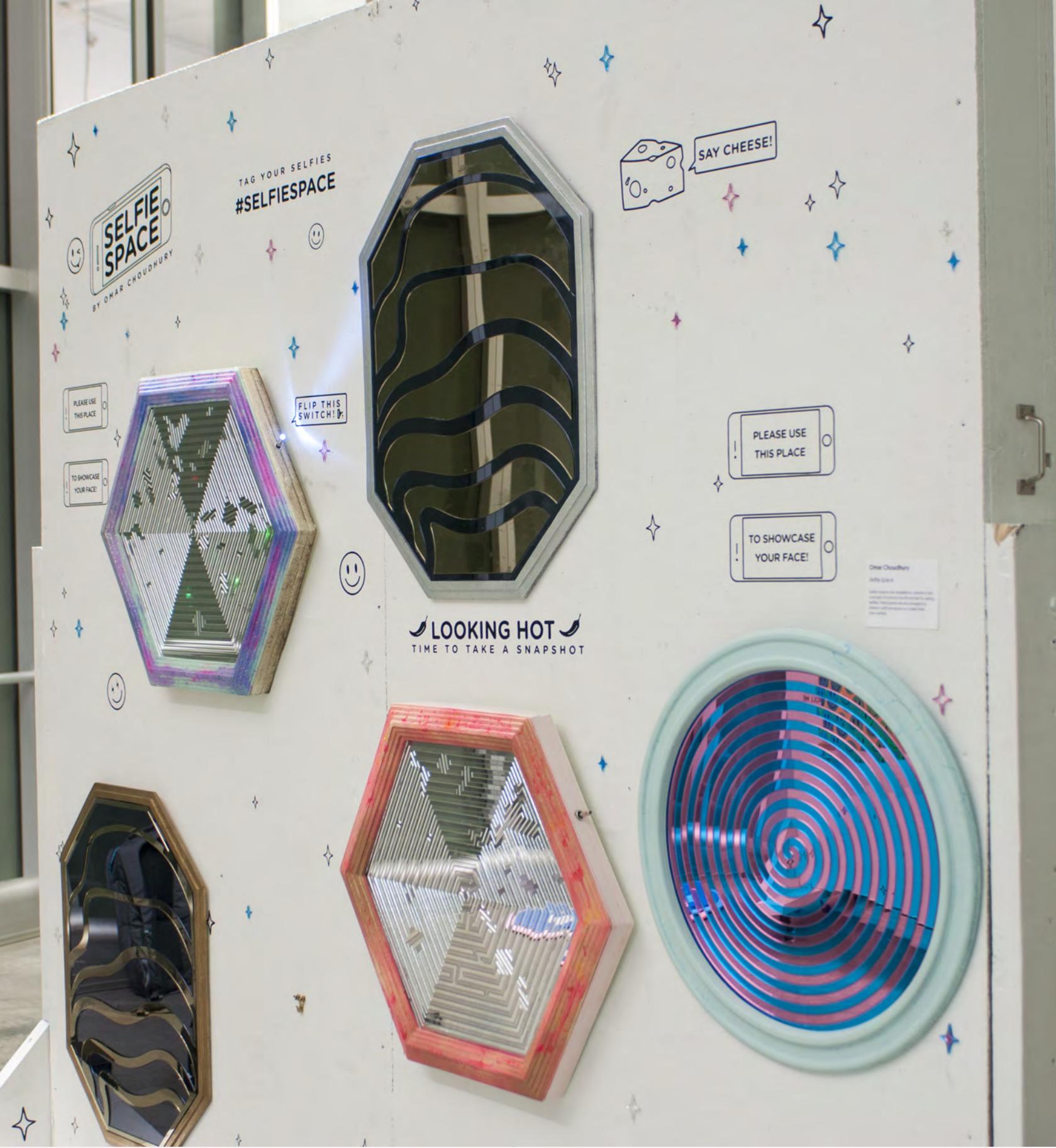
Do I have those? Ya, boy
What are they?

Moldmaking, Digital Fabrication,
Vector Illustration, Planning Interaction



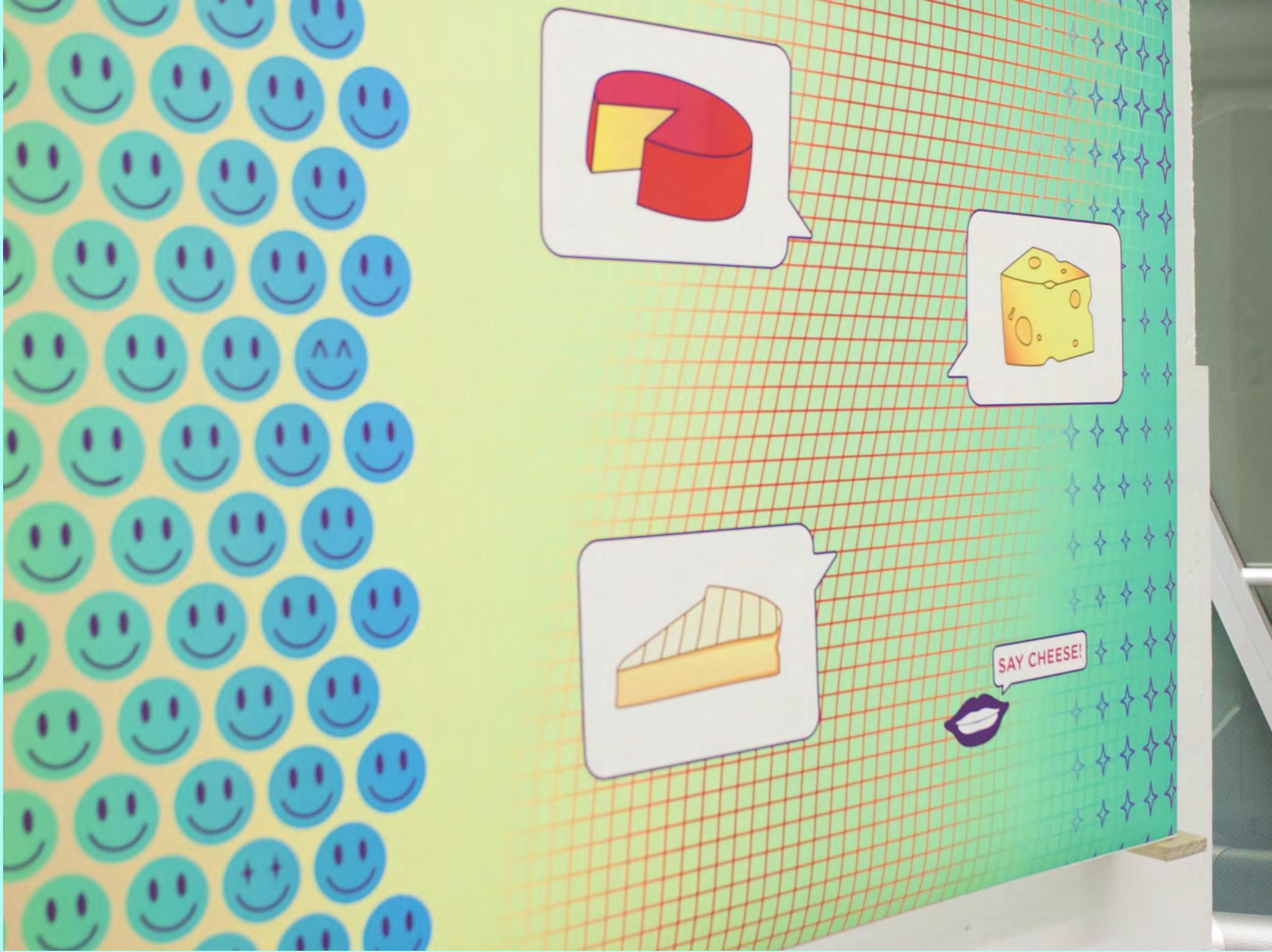
Passionate Hates
What? The one clean
corner in your house
you use to take selfies

External Interests
What? Digital
Social Culture
Mirrored Acrylic
Being vain & taking
pics of my face



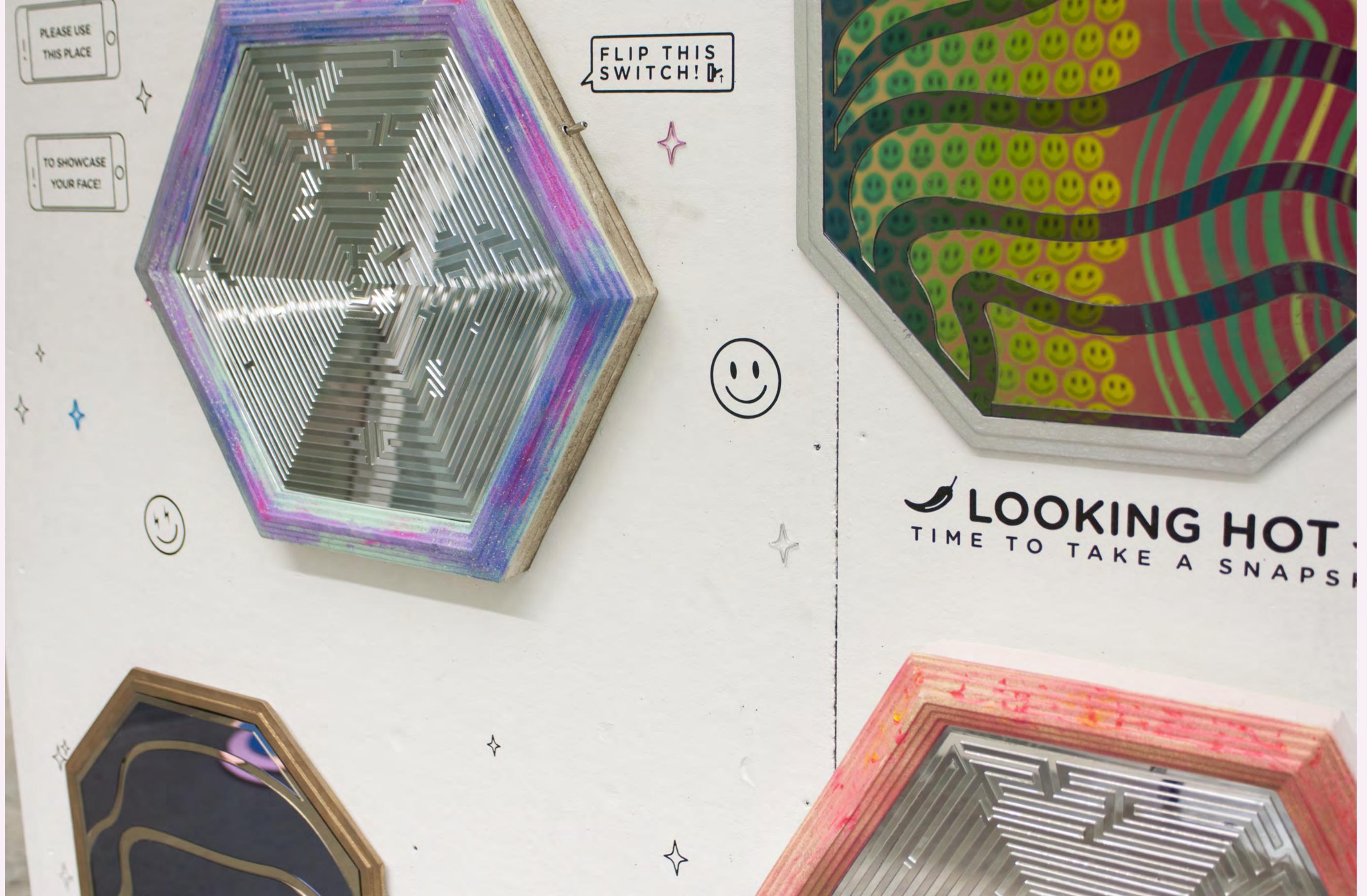
**Wall of 6 Mirrors & accompanying
vinyl/acrylic wall decals. Mirrors were
hung at heights that would facilitate
Pets to Children to Adults**





Backdrop displayed rolled in both possible directions. To left vinyl/acrylic decals on the backdrop wall

To Right mirror reflection close ups Below Gallery Display Label





CUT CONTENT



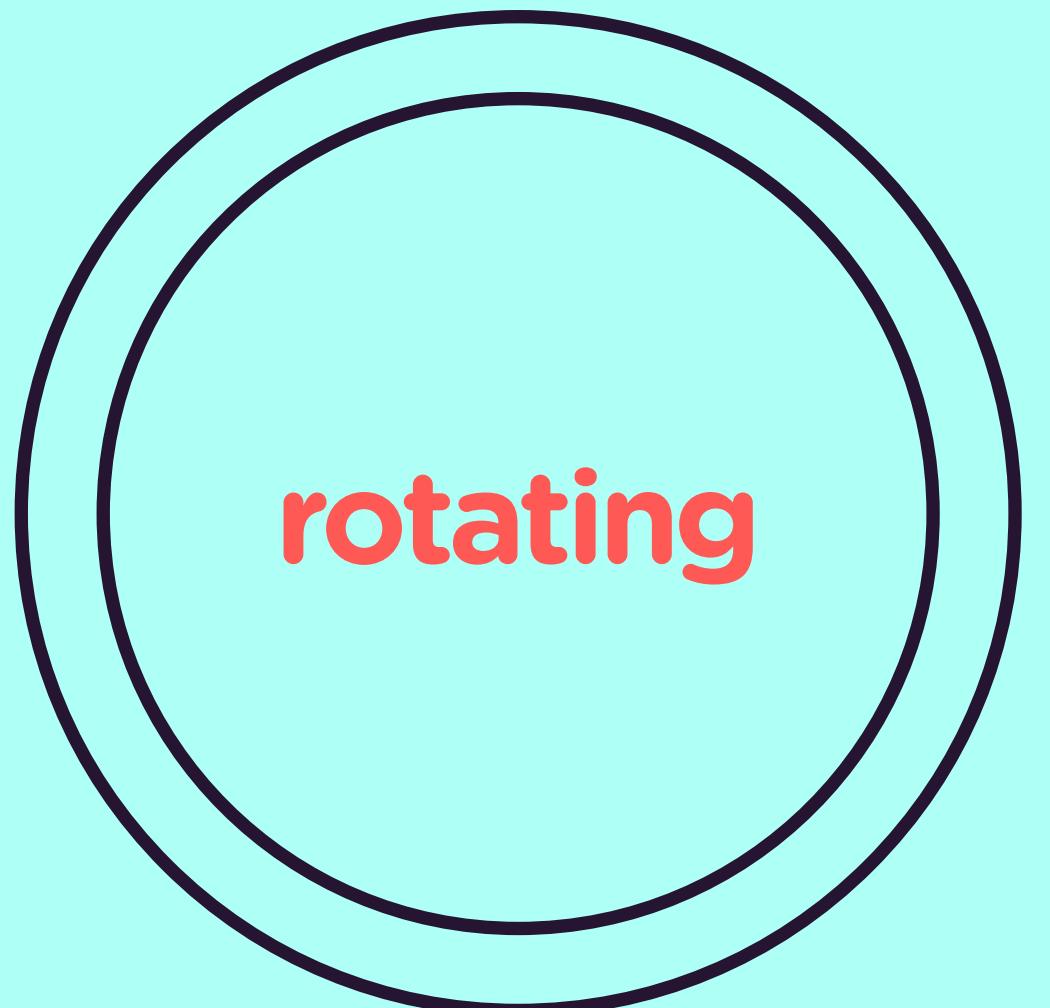
LESSONS LEARNED

My planning stage was very open to fostering my big ideas, while I was able to pull through in many solid places despite needing to cut mirrors that initially were meant to be moving elements; its clear to me now that a lot of my prototyping of complex designs was time that I could have used in producing final items that were simple with the opportunity to be made more complex rather than overdesigning and then simplifying

Witnessing the interaction my space harbored was the most fulfilling portion of this exhibition. actually being able to witness the flow of my space, if people could interact with the backdrop with the information I gave, and finally if they chose to participate in taking a Selfie Space selfie was exactly the experience I needed to grow in how I plan and execute on Installation spaces.

Projectors

oscillating



I was unable to fulfill my designs for the two kinetic mirrors as well as get my projection running on a timer/with a projector setup in the timeframe