



OMAR CHOWDHURY'S  
PROCESS/PROJECT PRESENTATION

THIS PRESENTATION IS BROKEN DOWN  
INTO TWO SECTIONS:



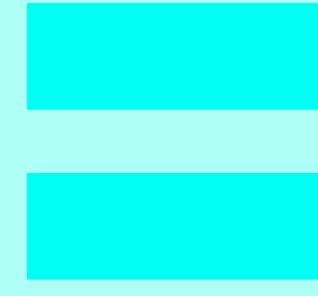
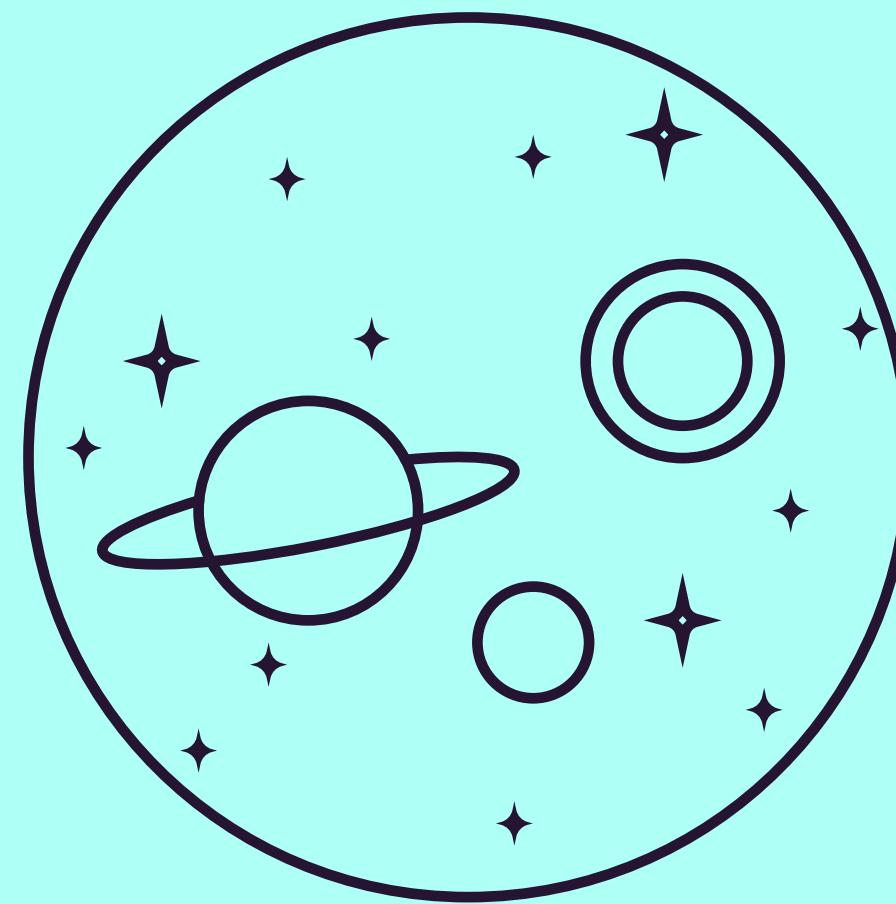
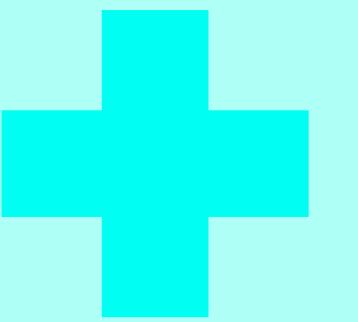
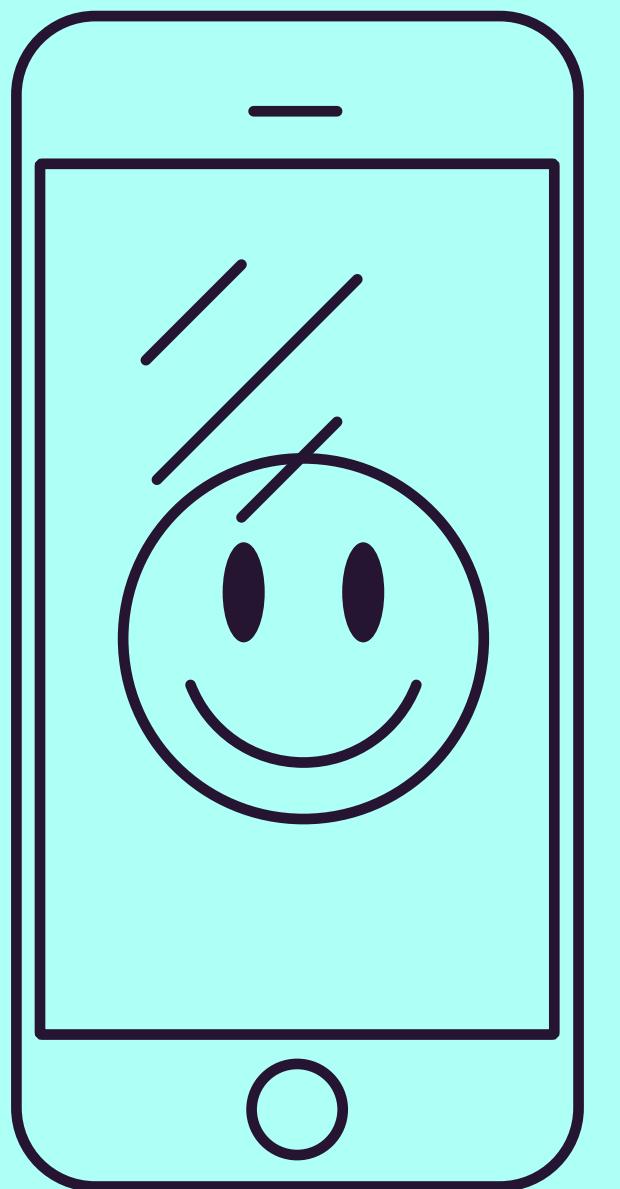
Concept  
Research  
Prep-Finish



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?

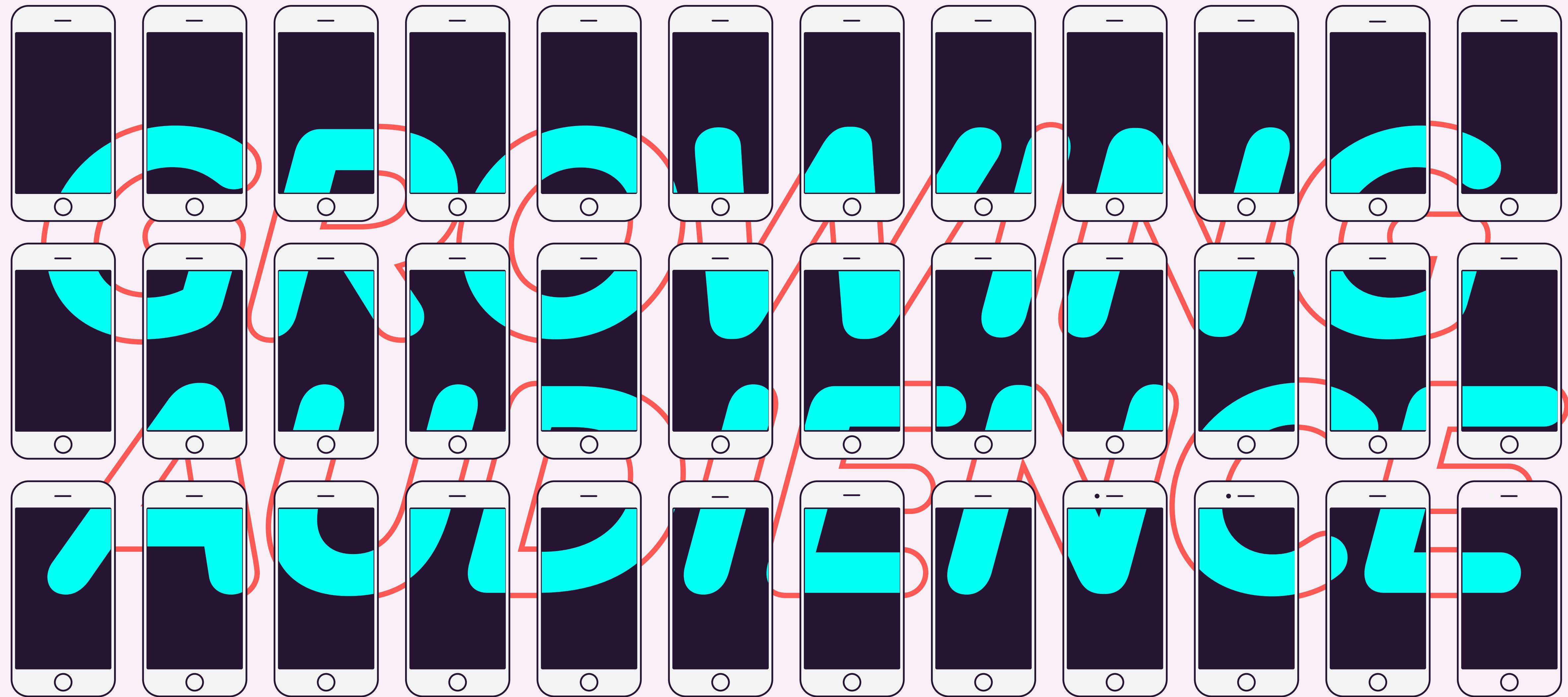
What data shows that selfies are  
the primary self documentation  
format of our time period, how does  
it apply to painting a picture of  
self-image and social culture?

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

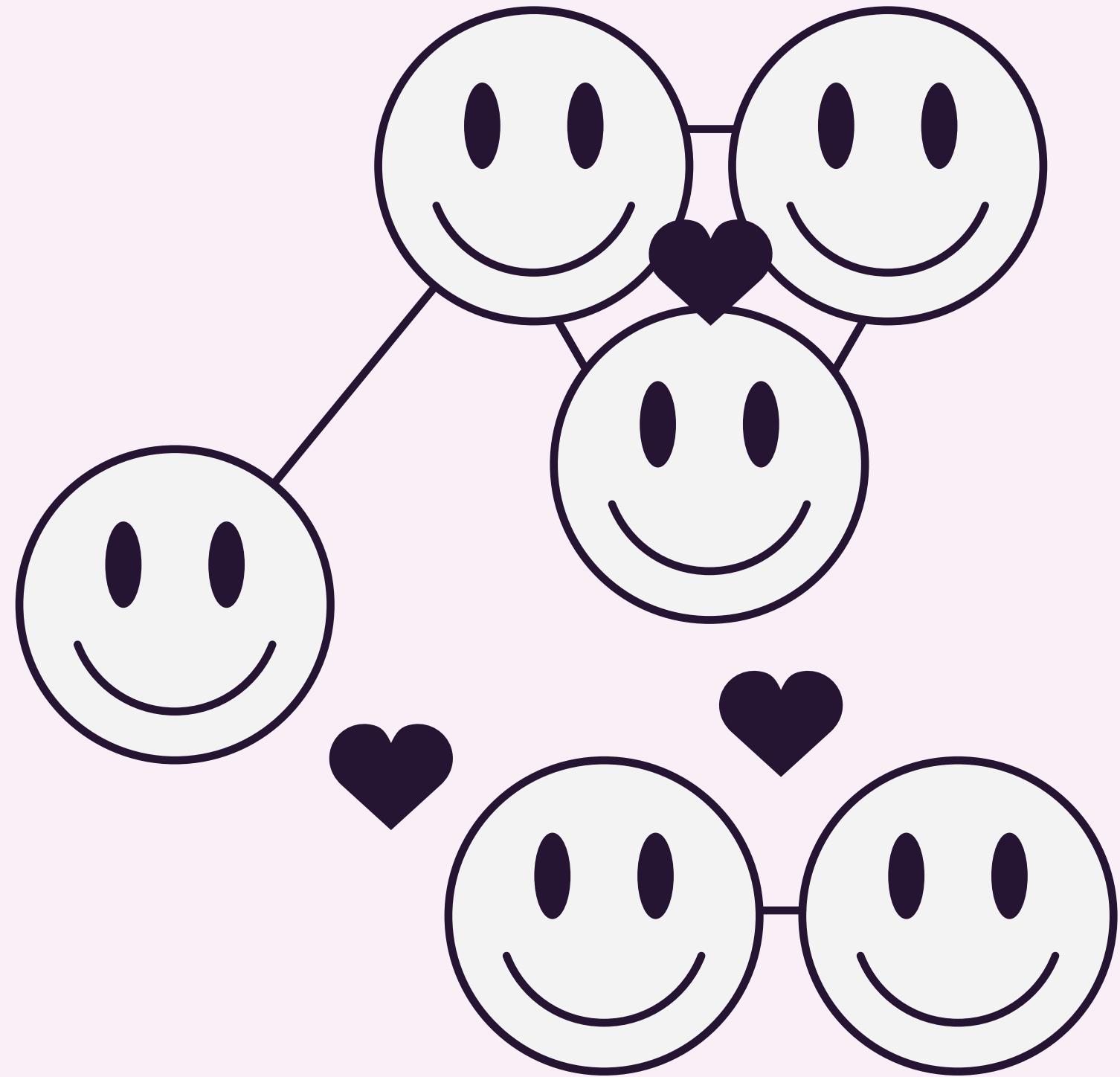
# **93 MILLION**

---

**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

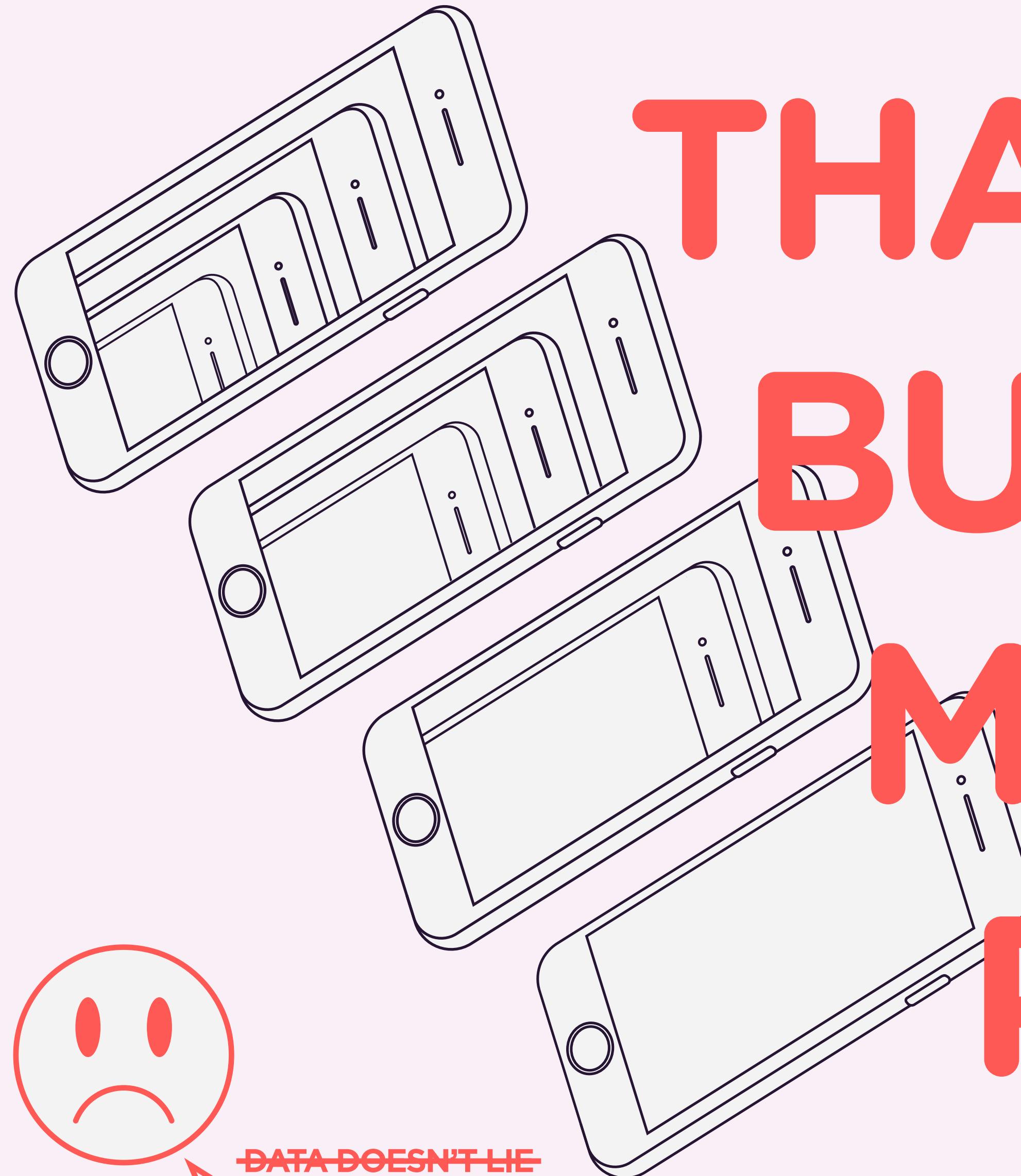
Selfies are a content type that is both open in generation, as well as archived by the digital nature of their existence. Contributors to the format are incentivized to generate images that represent them in a way that weighs the potential social currency rewarded for a successful selfie depiction.

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



DATA DOESN'T LIE

DATA IS NOT ALIVE



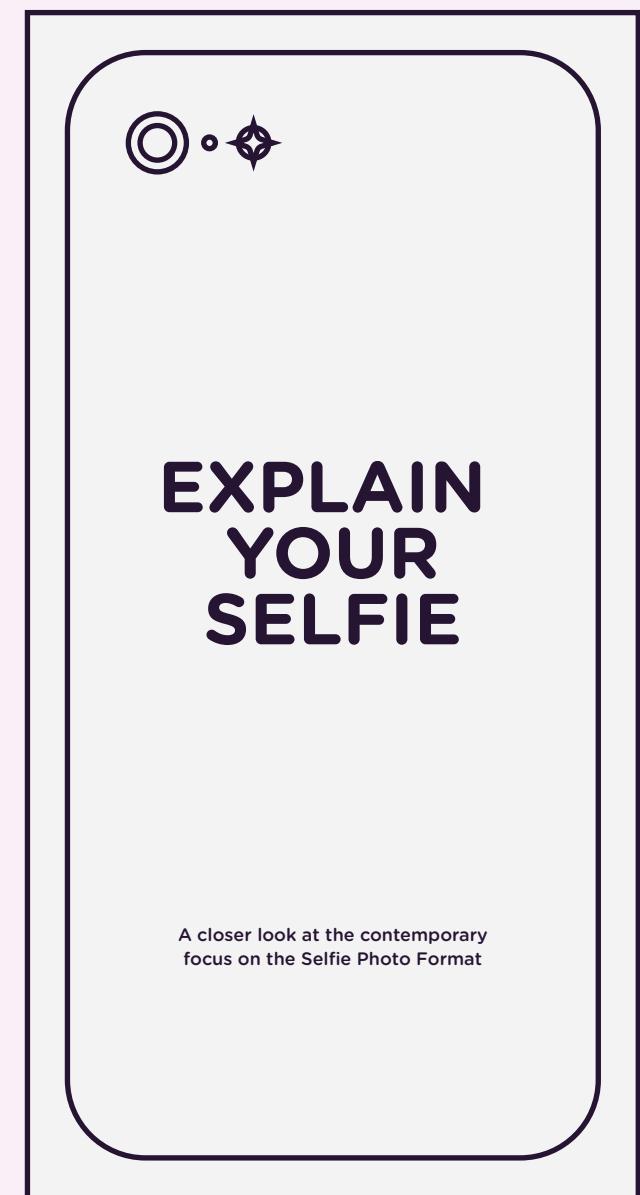
# ITS TIME 4 A CASE

A small publication featuring  
photos of people taking  
photos of themselves

STUDY ON  
MY FRIENDS



TIME 2 TAKE PICS



Pass around  
+ Flip through

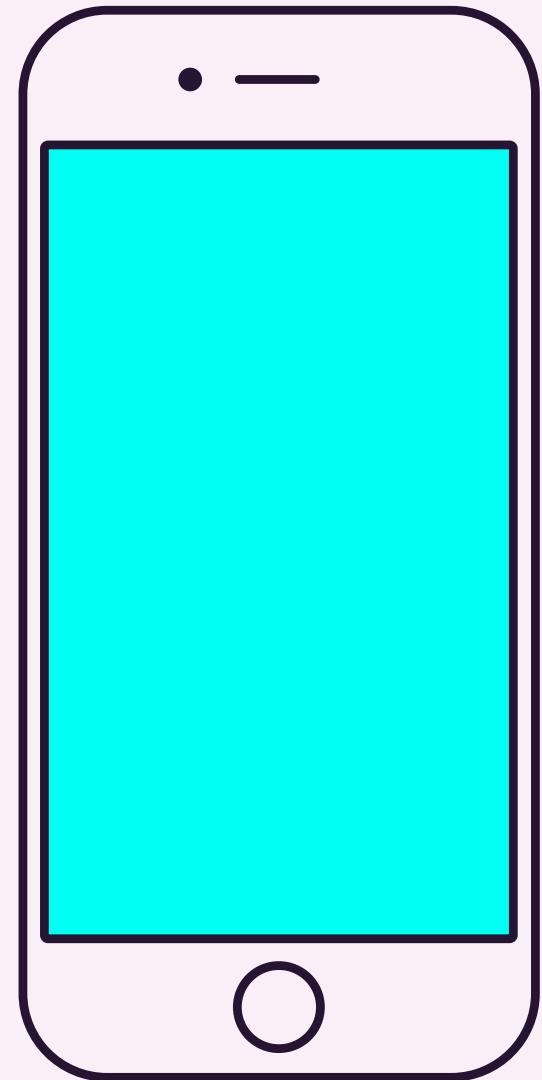
# WHAT I FOUND OUT FROM TAKING PICS

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.

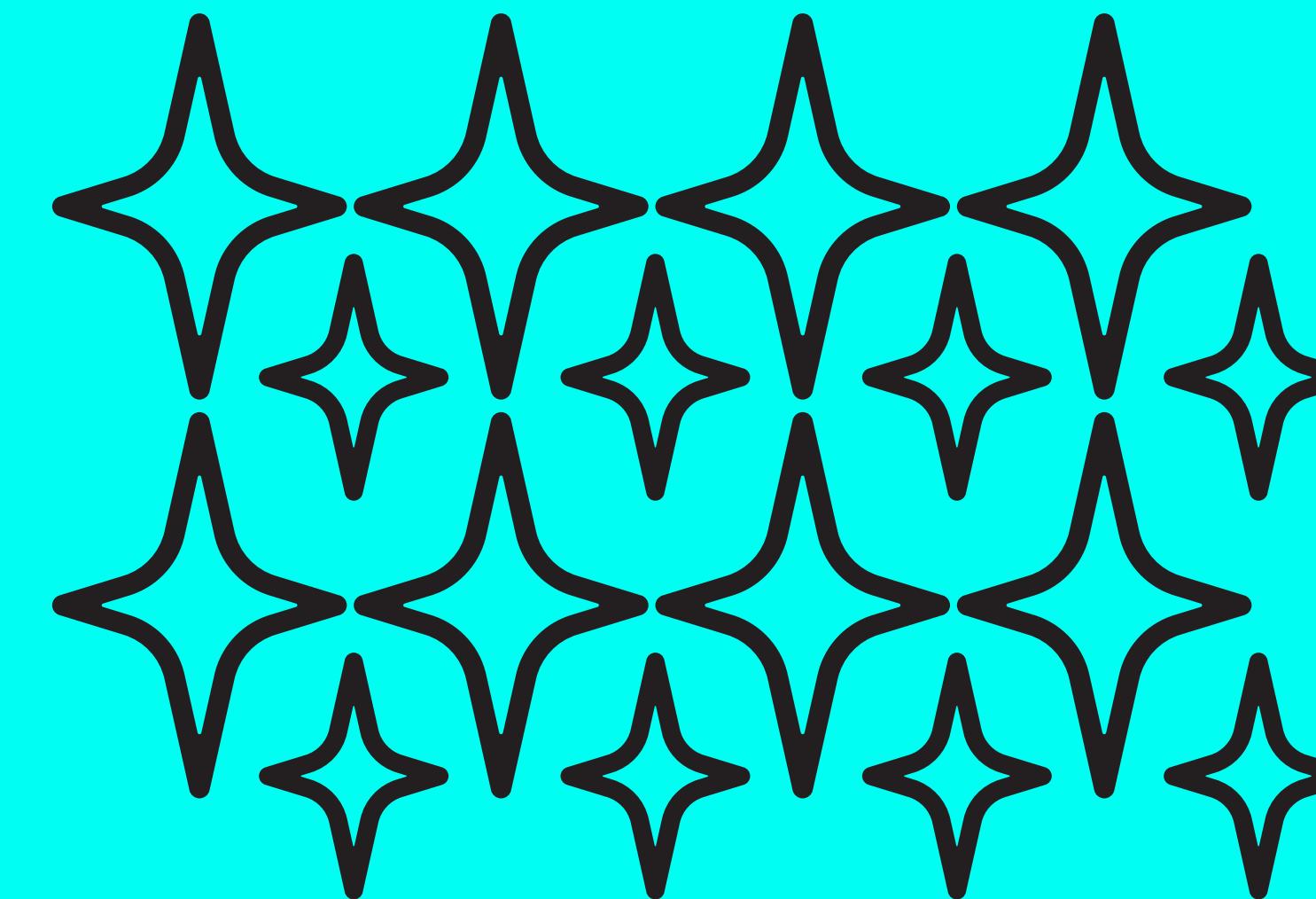
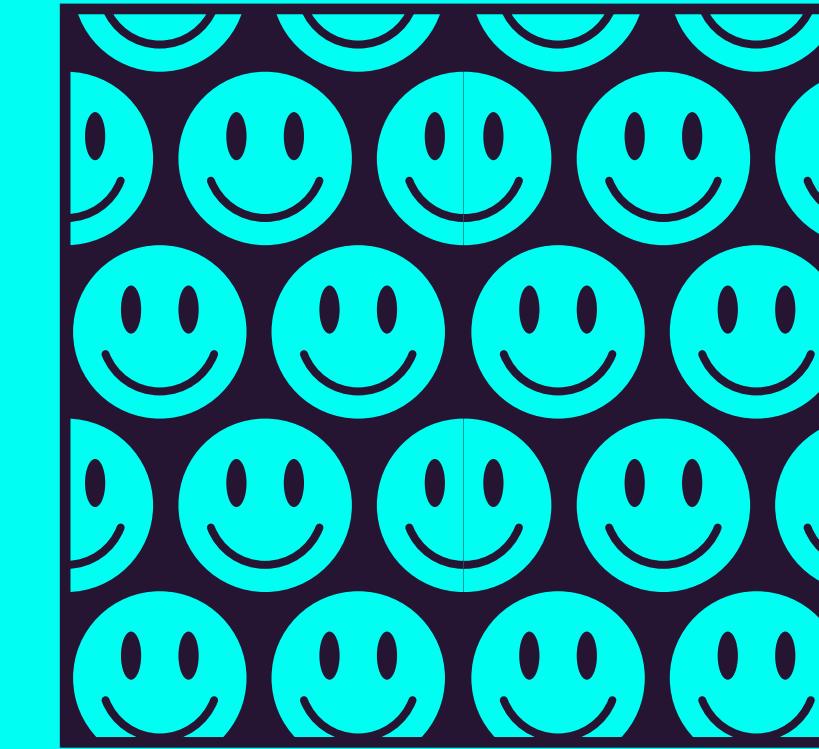
# HOW DO I?

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.

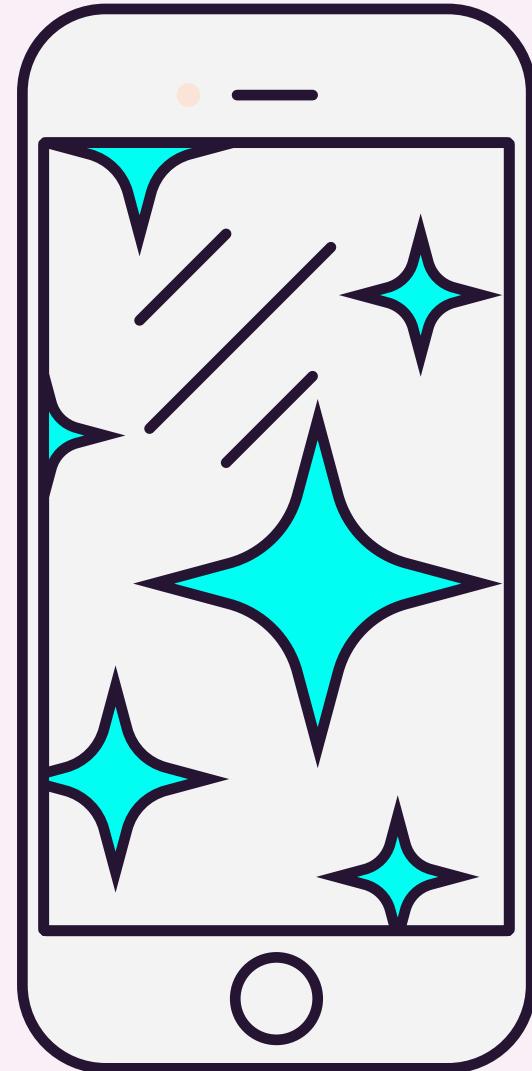


LENS

**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

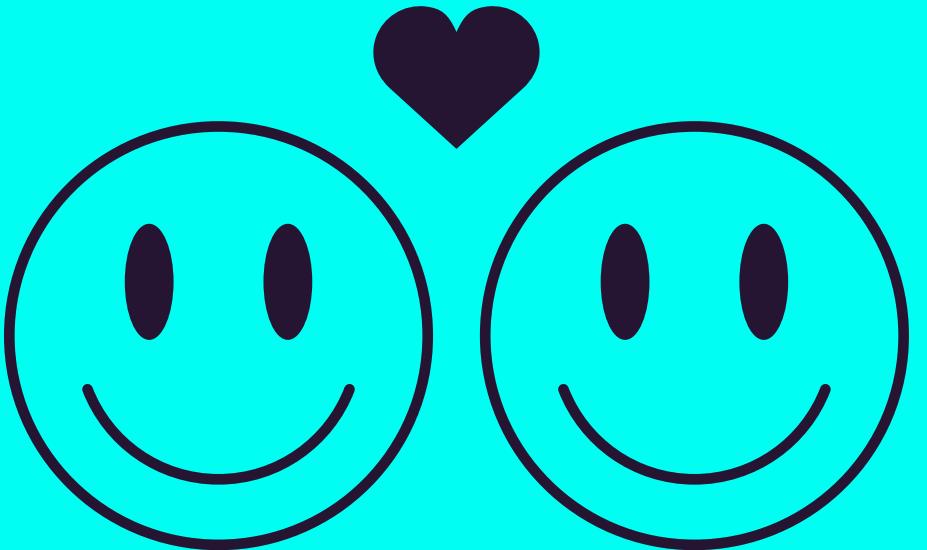
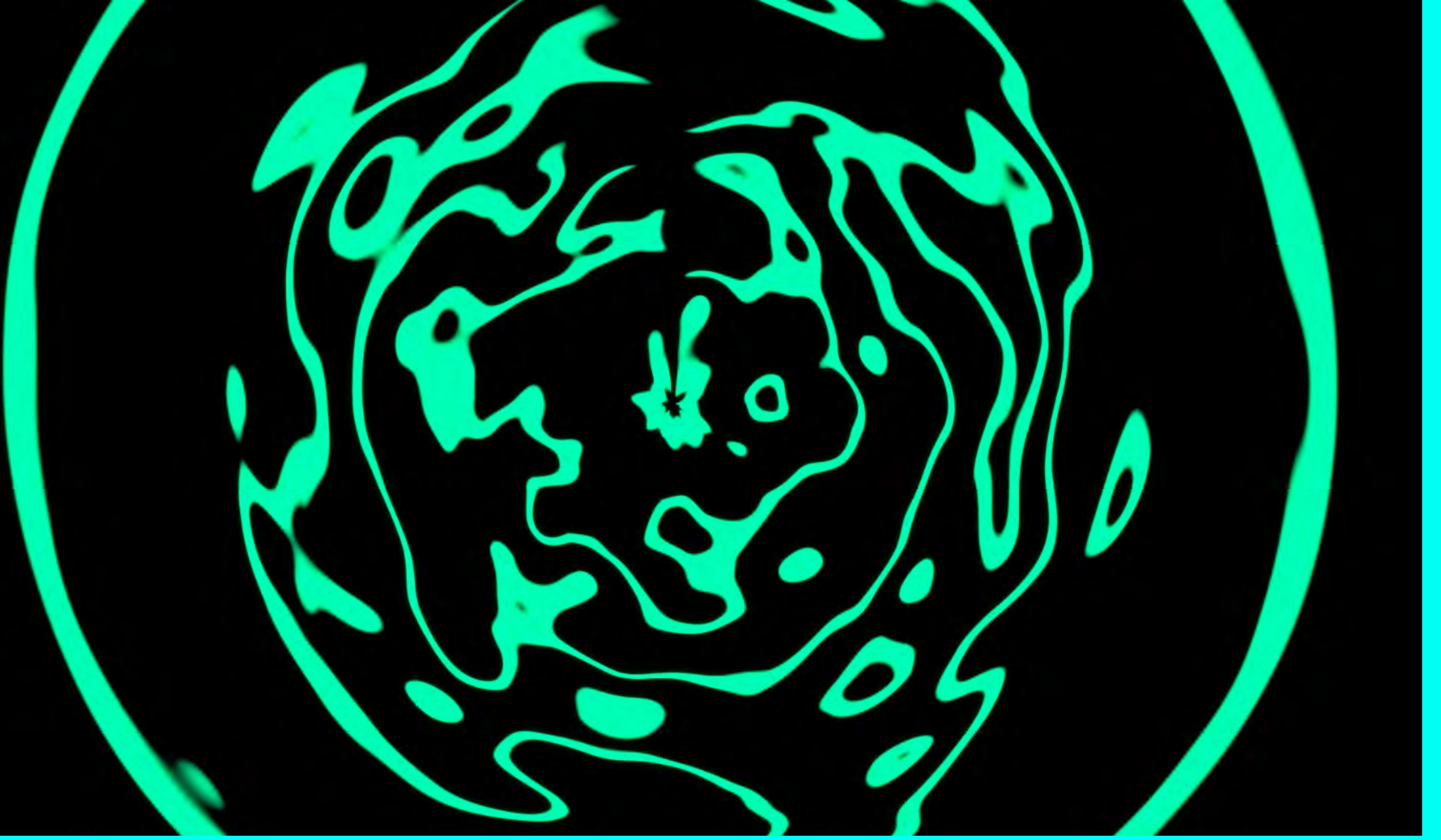


Wall Decals    Vinyl Cut Path Selection

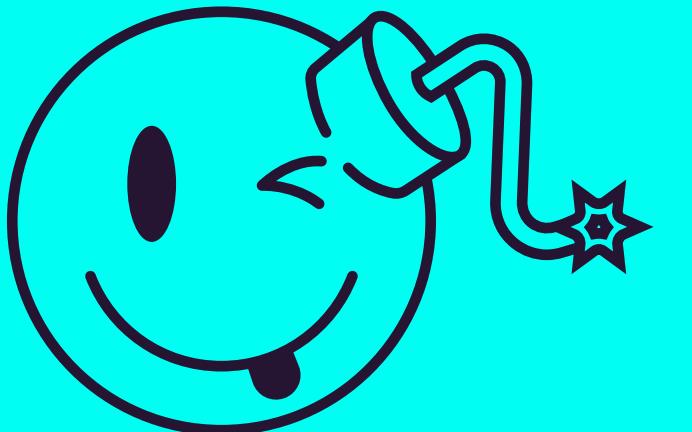


**FILTER**

**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.

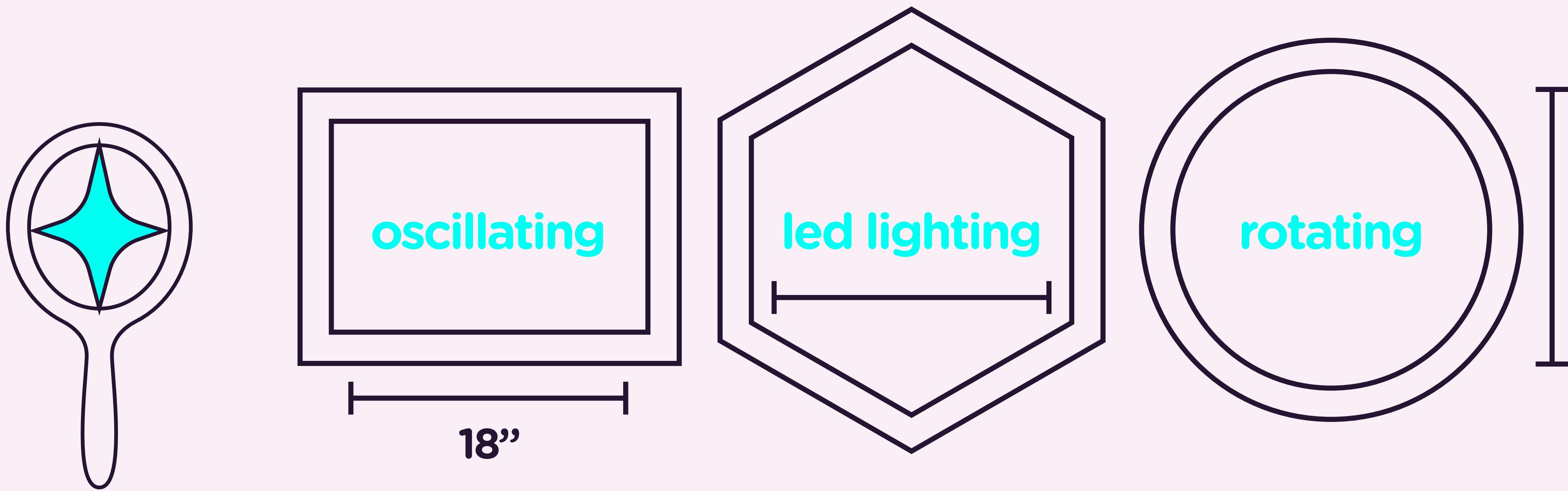


Find a friend  
you care about  
& snap a quick  
pic with em'



Photobomb a  
poor unsuspecting  
selfie-ing soul

**Projectors** Filter selection Screen cap & Prompt selection

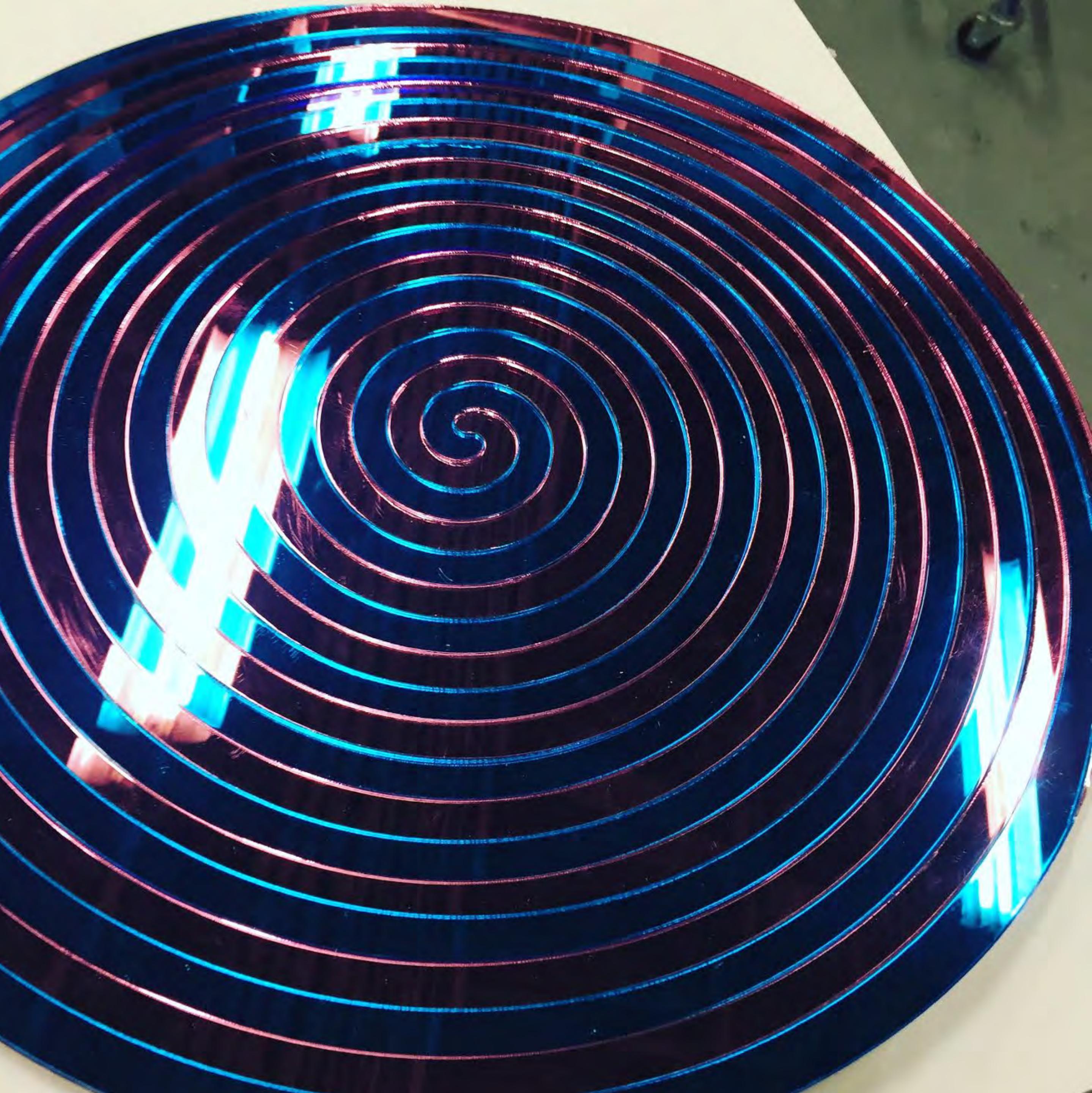


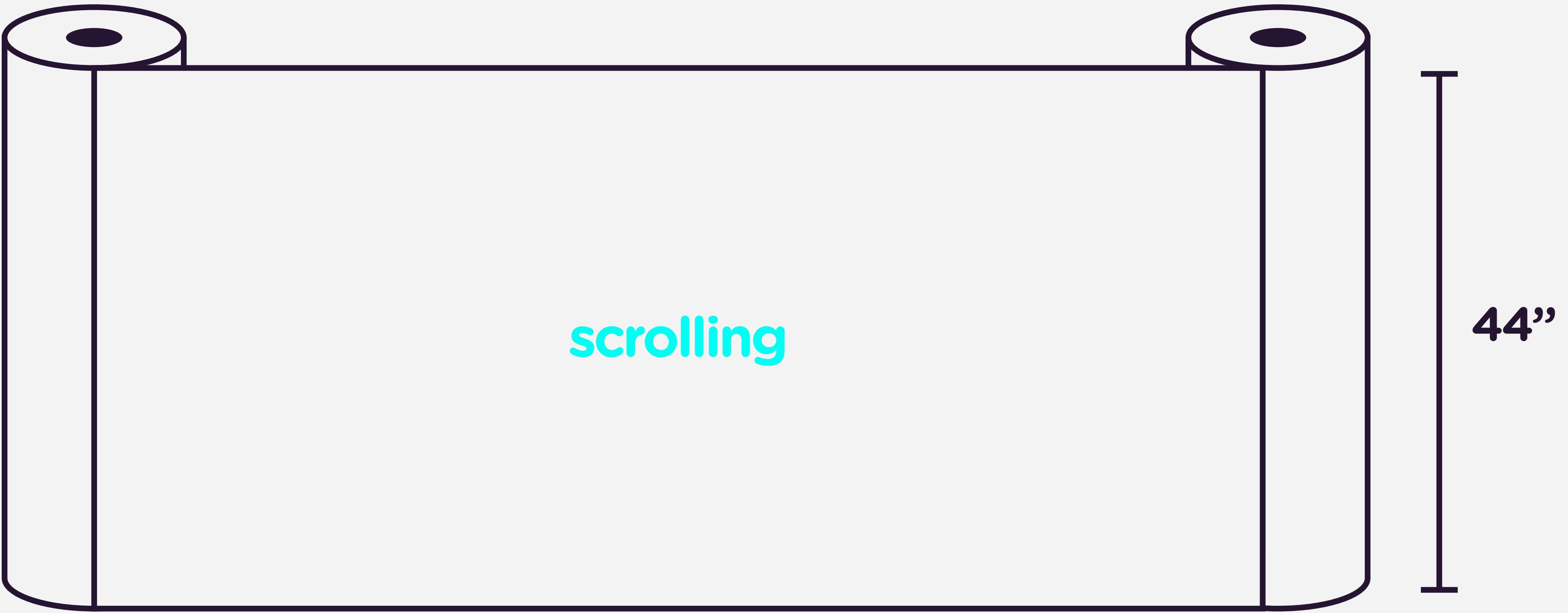
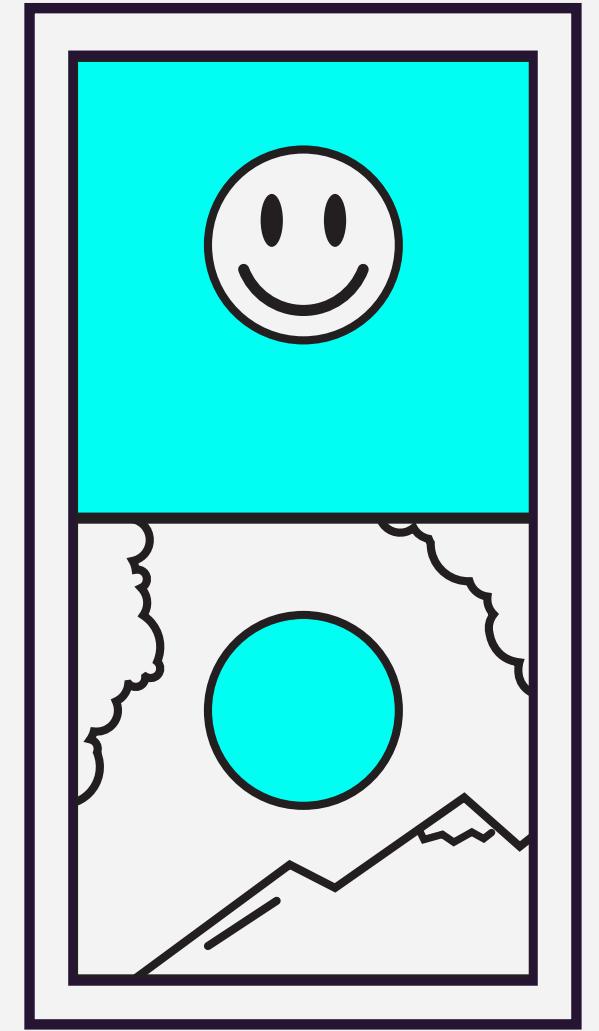
## MIRROR

**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

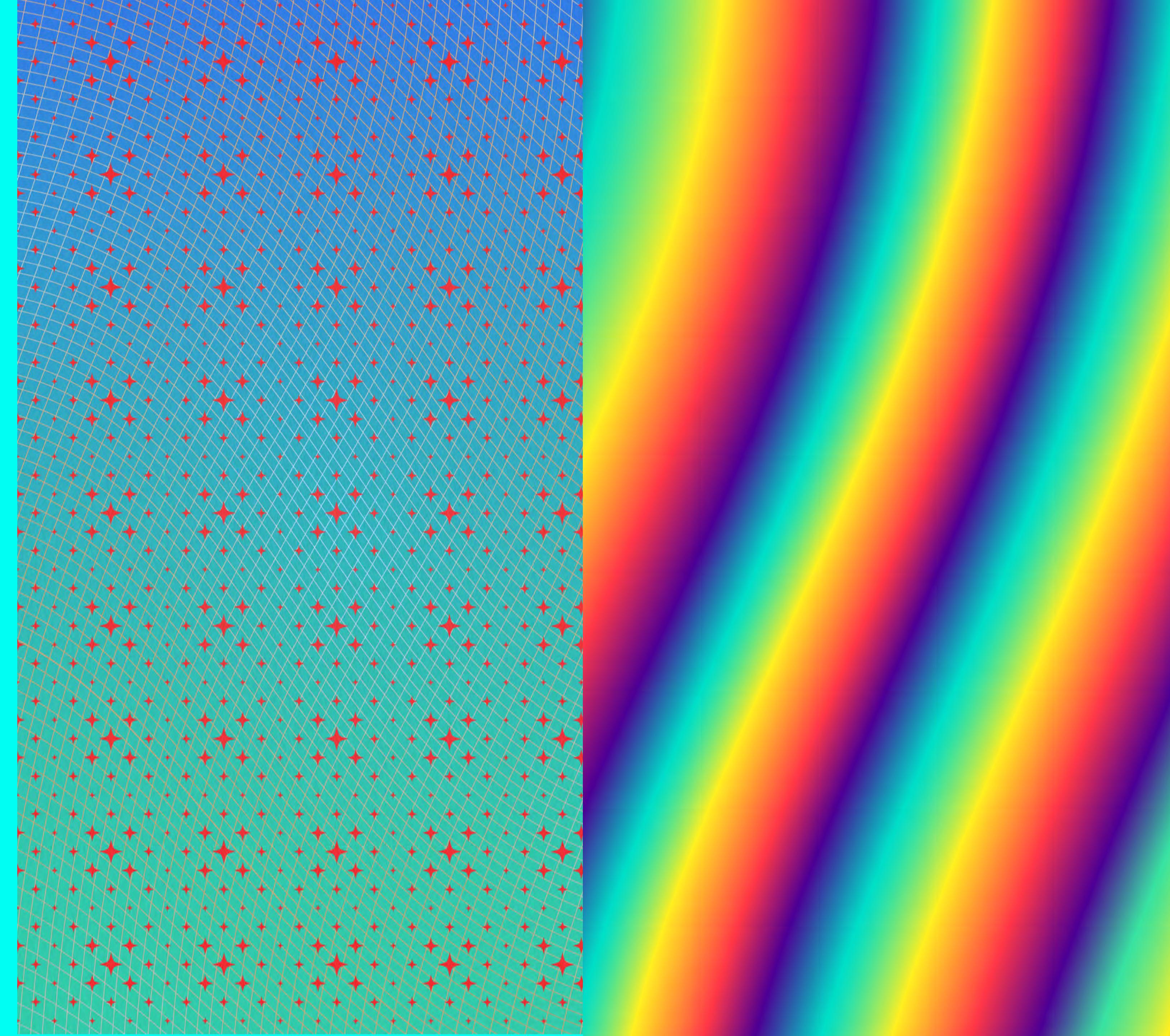




## BACKDROP

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



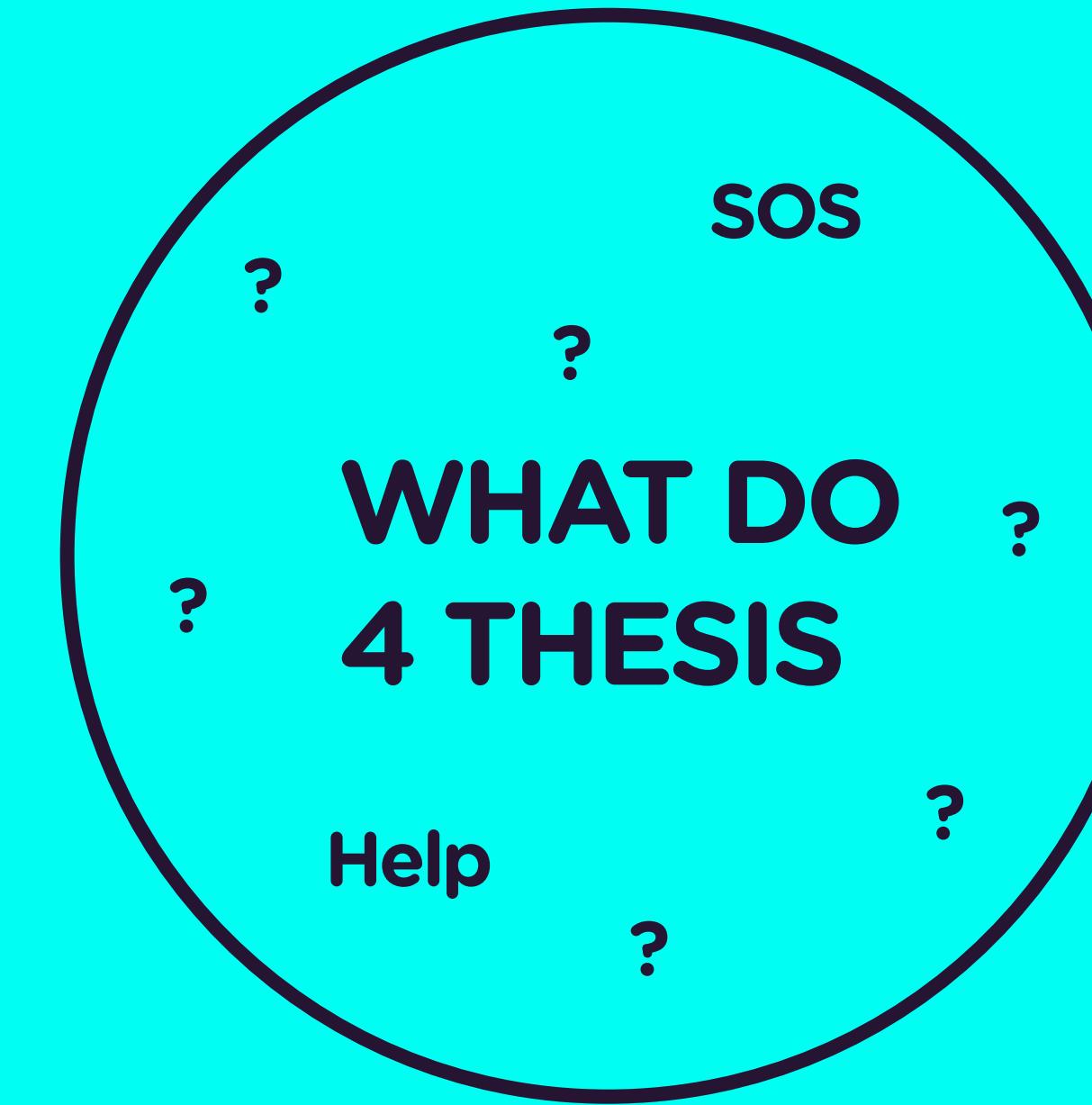
# Process

**Design Interests**  
What? Installation  
Participation

## Display of Skills

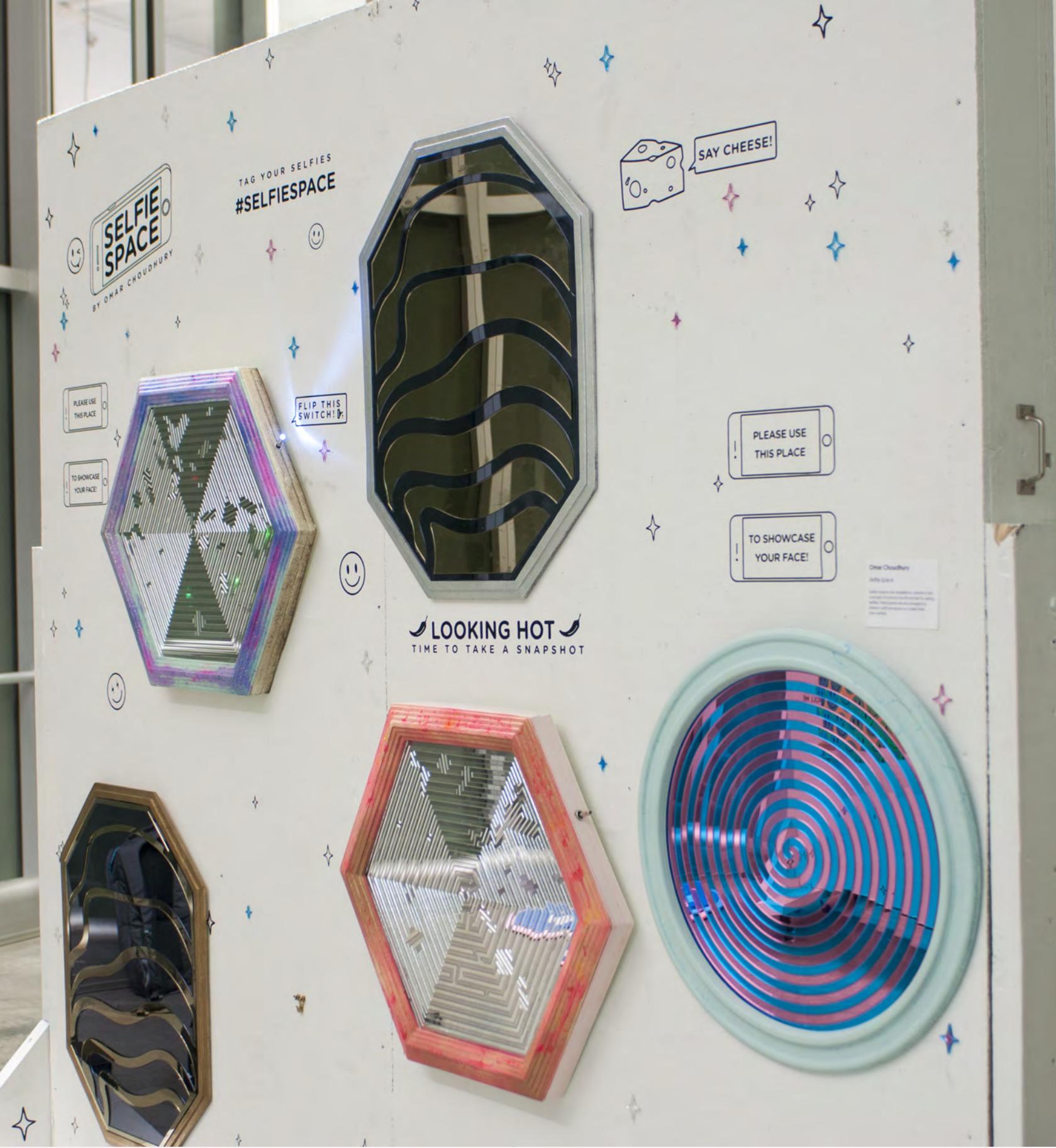
Do I have those? Ya, boy  
What are they?

Moldmaking, Digital Fabrication,  
Vector Illustration, Planning Interaction



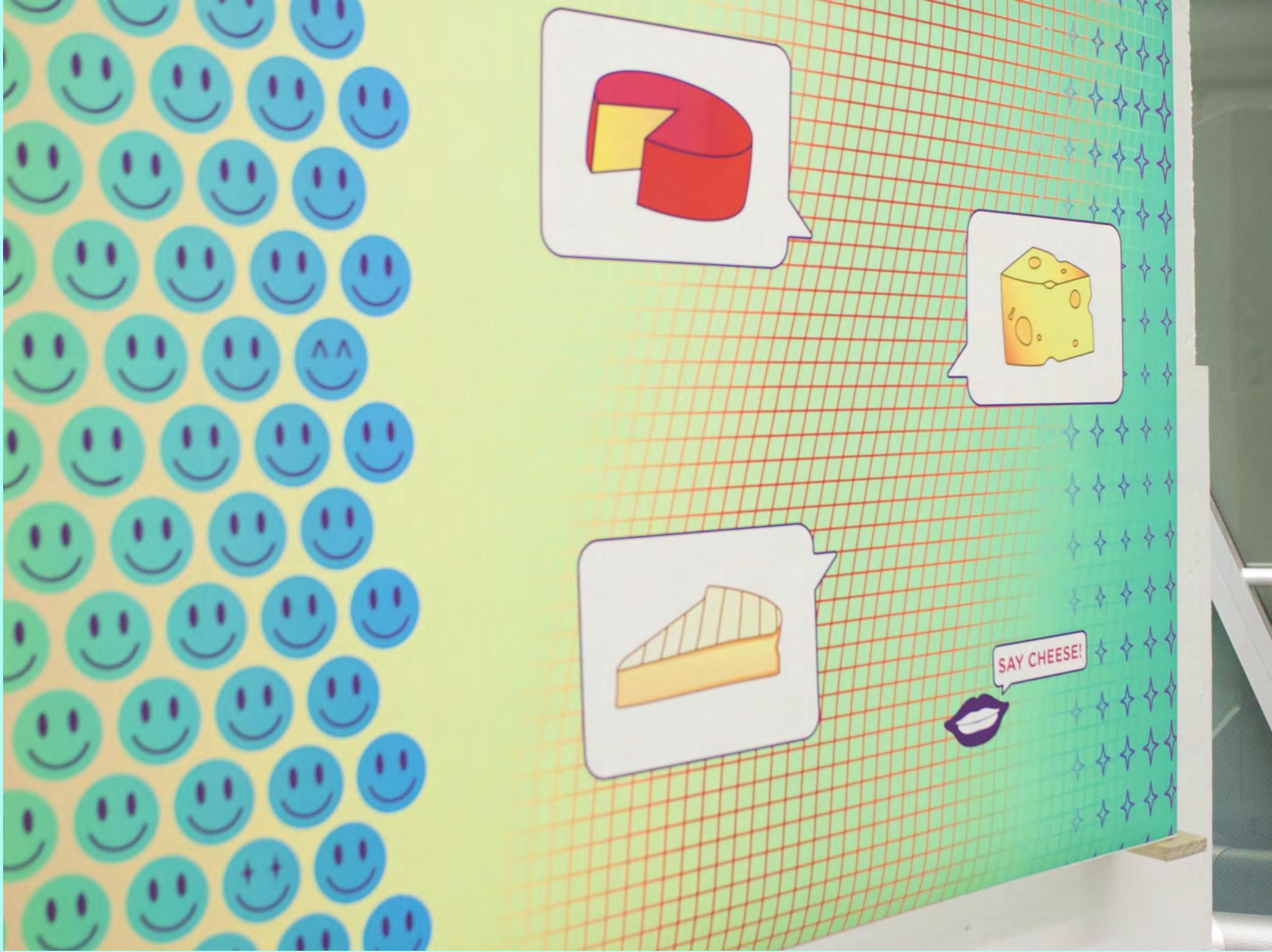
**Passionate Hates**  
What? The one clean  
corner in your house  
you use to take selfies

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



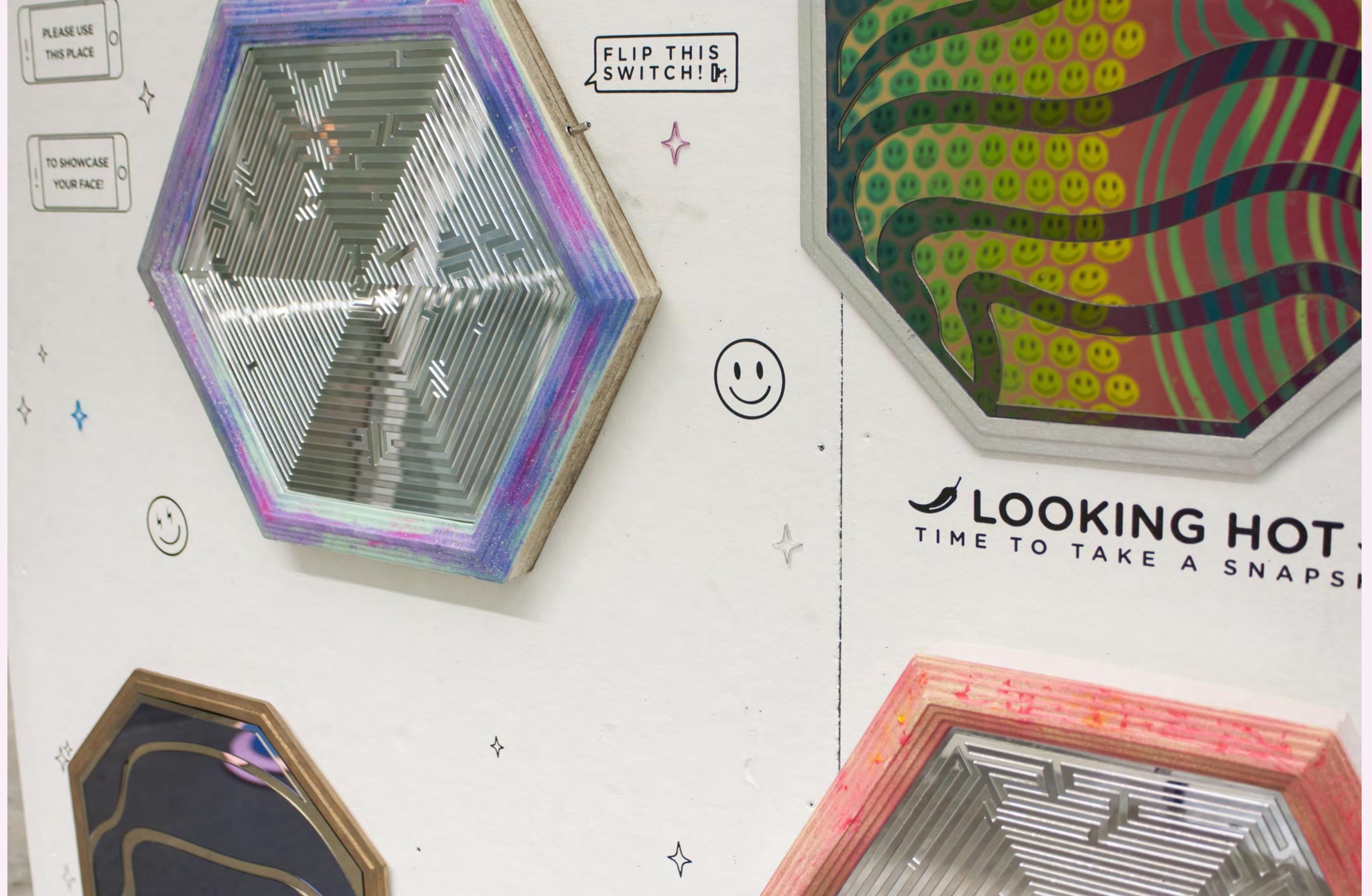
**Wall of 6 Mirrors & accompanying vinyl/acrylic wall decals. Mirrors were hung at heights that would facilitate Pets to Children to Adults**





**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

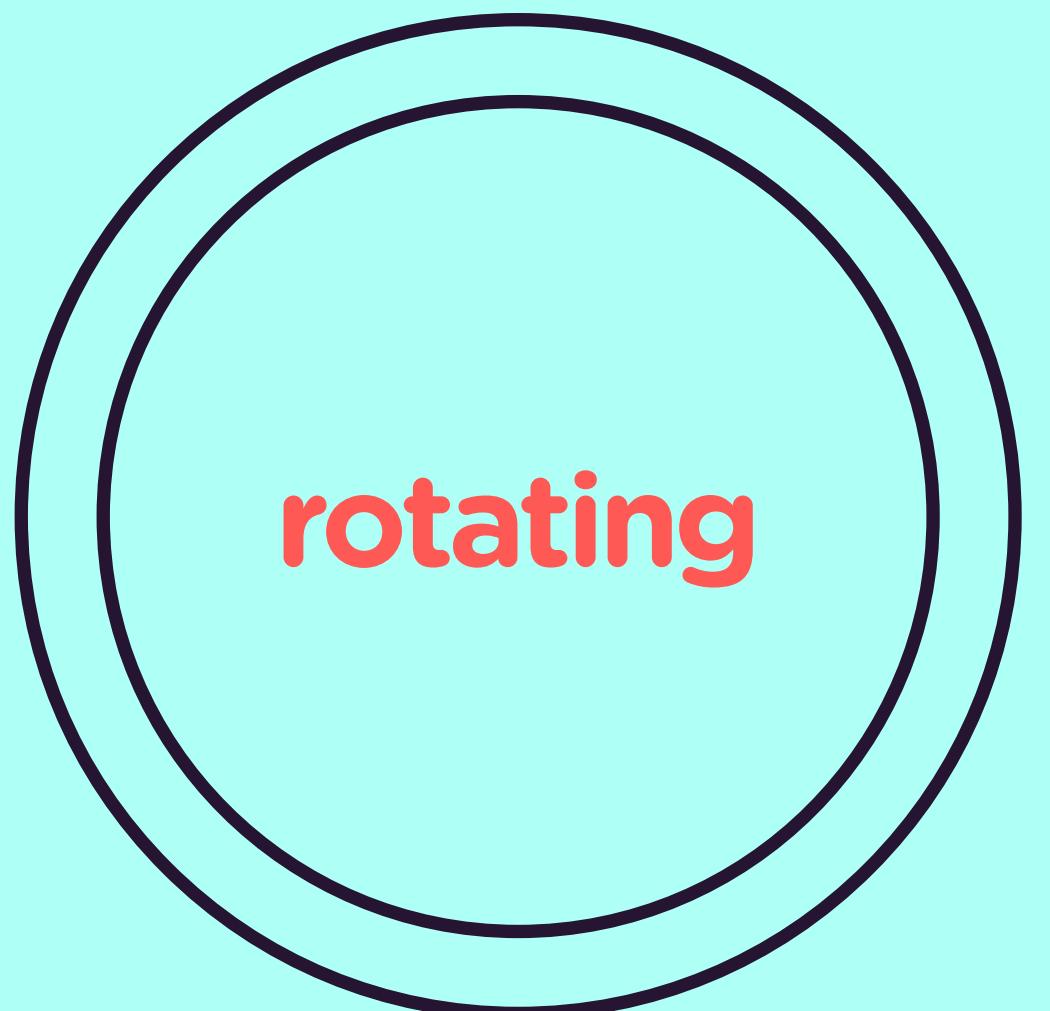


## LESSONS LEARNED

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



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

