

Home

This one takes heavy inspiration from Do-Ho Suh's ideology of home. Suh's work regarding home often consist of bringing home with him to whether location he is at. I have been to several places myself. Maybe not as much as Suh but I have found said places that I briefly made residents at were comforting. My idea is to take elements that I consider to be home (in my own definition) and combine them in a Frankenstein-like fashion and create this one "true home." Like all those emotional supportive speeches about finding your place in the world, this can be a statement for myself or to anyone else saying: "I have found my place." When people now ask me where my home is, figuratively and literally speaking, I can now present my physical object presenting my "home."

I'll probably 3D model and print each element separately and stick them together in a haste fashion like it was an impromptu construction of a house. Inside each one will contain a series of LEDs and audio that would best represent that area. For example, my house here radiates colorful lights from our colorful walls and you constantly hear Korean television. I may also include a photocell or a ultrasonic sensor to tune the both the brightness and volume based on proximity to the piece so the combined audios don't overwhelm each other.



Discover

This one is to be an interactive installation piece in a sense. The idea is to have there to be one or more 3D stone shapes like a cube or sphere. There will be tools lying next to said stone like a chisel and a hammer so that the audience can chip pieces of the stone. Overtime, most of the stone will be clipped away revealing a sculpture within. I still considering what the actual sculpture will be however, I am leading that whatever sculpture is inside must make the audience feel accomplished or uplifted in some symbolic term to make this like a long-term goal achievement.

I'll model and print a sculpture and then cover the entire in paster or any other brittle material.

